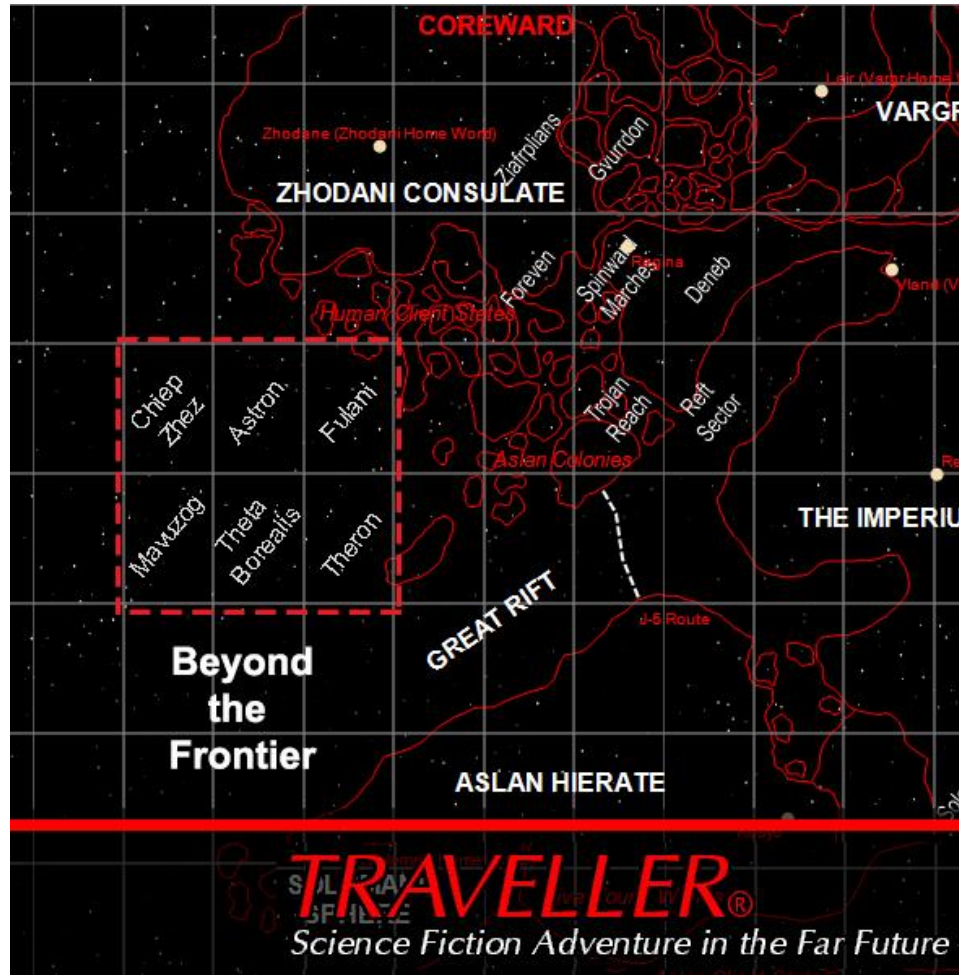


BEYOND THE FRONTIER



SECTORS

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Credits

Traveller is by Marc W Miller

Travellermap is by Joshua Bell

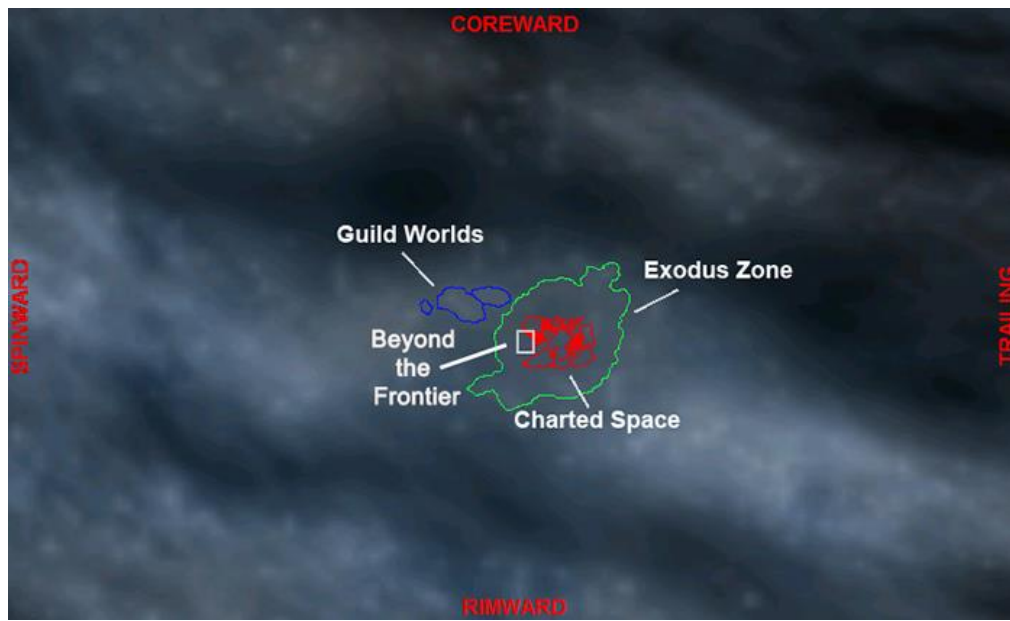
Beyond the Frontier by Robert Graves

Introduction

It is the year 1323 Imperial, the Golden Age lies two hundred years in the past, two hundred years as well since the first wave of colonists; refugees from the shattered Imperium, began to settle in the Spinward Hinters and beyond The Frontier. From the time of the rebellion to the coming of the virus, other waves of colonists have come, the Solomani fleeing the doom that came to all charted space, and the Zhodani fleeing their Consulate sundered upon the Empress Wave and the assault of The Black Ships, the same Black Ships on the horizon, now menacing the New Frontier.

The Frontier used to be considered unincorporated worlds, or non-aligned polities in Iphegenaia, Fulani and Theta Borealis sectors, many of which existed only since the 1140s. This was well into the time of the outbreak of the machine life "virus" (a corrupted Cymbeline entity, often called a metastasizing Cymbeline, or "Meta-Cym"), the truth is much different, though many of the organized states date their founding around this era. The first refugees from the shattered Imperium began to arrive around 1120 or so, the Zhodani, who had long blocked colonization of this area, saw fit to create a refugee zone of these sectors, along the border of the Great Rift in particular, they could create marches to block Aslan expansion. They were not the first humans here, that title belongs to the Vlazhdumecta, appearing as much as 5,000 years ago to settle sporadic colonies, then came Zhodani Scouts and traders not long afterwards. Much later, Solomani Settlers came during the last decades of the Long Night, founding the Regency of Muirimi, from them and other colonies expanding out towards the Frontier, came the Space Pioneers: misfits, outcastes, and rogue traders; the chaff being swept before civilized space as if by some cosmic wind.

Altogether, it is hard to figure an actual number on the number of emigrants to the Frontier and beyond, the number of dead is often totalled at over a trillion from the collapse of the old Imperium, but logic says, and history shows, people will move first before dying; thus one could figure that the numbers are in the billions of refugees to the frontier area.

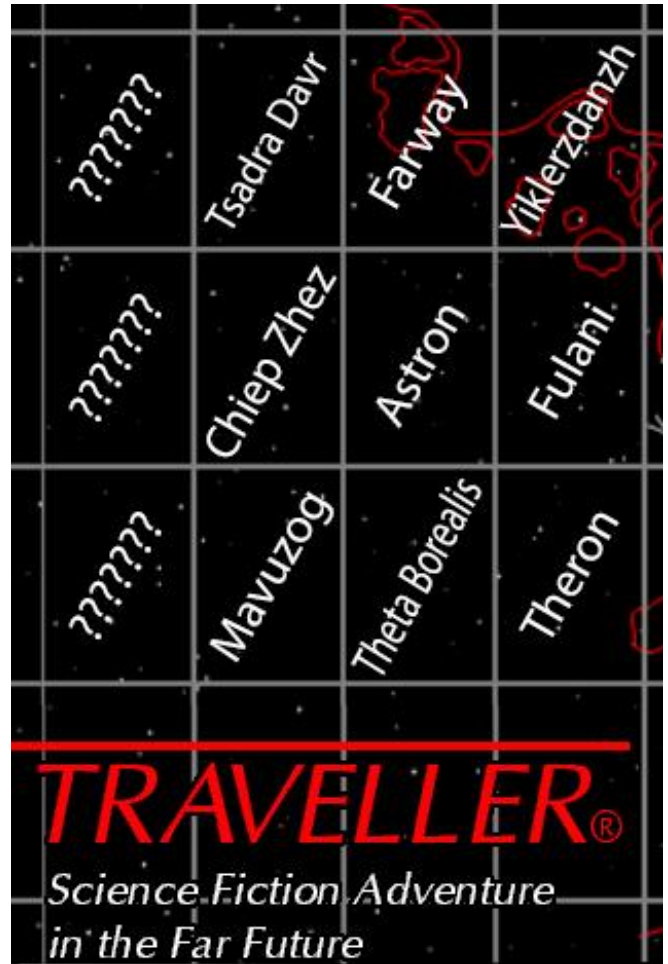


Timeline:

- 1116:** Emperor Strephon assassinated by Dulinor, Second Civil War begins.
- 1121:** Colony Scouts first land on Terrelay, Theron Sector.
- 1122:** Era of "The Black War" Refugee exodus in full swing.
- 1123:** First colony ships land on Terrelay (Establishment Day: 261).
- 1130:** The Plague Years, coming of the virus.
- 1137:** Republic of Terrelay Established.
- 1141:** Terraforming of Banderhue begun.
- 1143:** Solomani refugee influx begins.
- 1184:** Zhodani refugee influx begins.
- 1193:** First Attack by the Black Ships
- 1195:** Quarantine and inoculation techniques succeed in isolating the virus.
- 1248:** "4th Imperium" Established with coronation of Avery the Great.
- 1267:** Contact with the Imperium established Beyond the Frontier.
- 1269:** Avery the Great abdicates to work on a constitution for the Imperium.
- 1269:** Imperial Navy Commander Arbella von Santos Alkhalikoi coronated Empress.
- 1273:** "There is a Guide in the Empress and and Empress in the Guide" democracy comes to the Imperium.
- 1277:** Vilani shadow Emperor dies, the Vilani rejoin the Imperium.
- 1278:** 1st great fleet expansion by Arbella, she gains the nickname: "The Naval Empress".
- 1288:** 2nd great fleet building program begins, consolidation of Imperial territory.
- 1297:** Arbella declares - "Let historians number the dead in their graves" 4th dropped from "Imperium".
- 1299:** Due to encroachment by the Federation, Imperium claims all former territory under protectorate.
- 1301:** "Queen of the Terrans", Terran Commonwealth joins in "Personal Union" with Empress Arbella.
- 1307:** Arbella abdicates in favor of her son Istvan, confirmed by Imperial Diet and Moot.
- 1311:** "Terminal Manipulations" discovered in territory recovered by the Imperium.
- 1312:** Second Attack by the Black Ships on the Frontier.
- 1313:** Great Interstellar War breaks out between Federation and Imperium.
- 1317:** Frontier Alliance formed to fight the Black Ships.
- 1323:** Silver Jubilee of the Imperial Constitution, "The Guide", current date.

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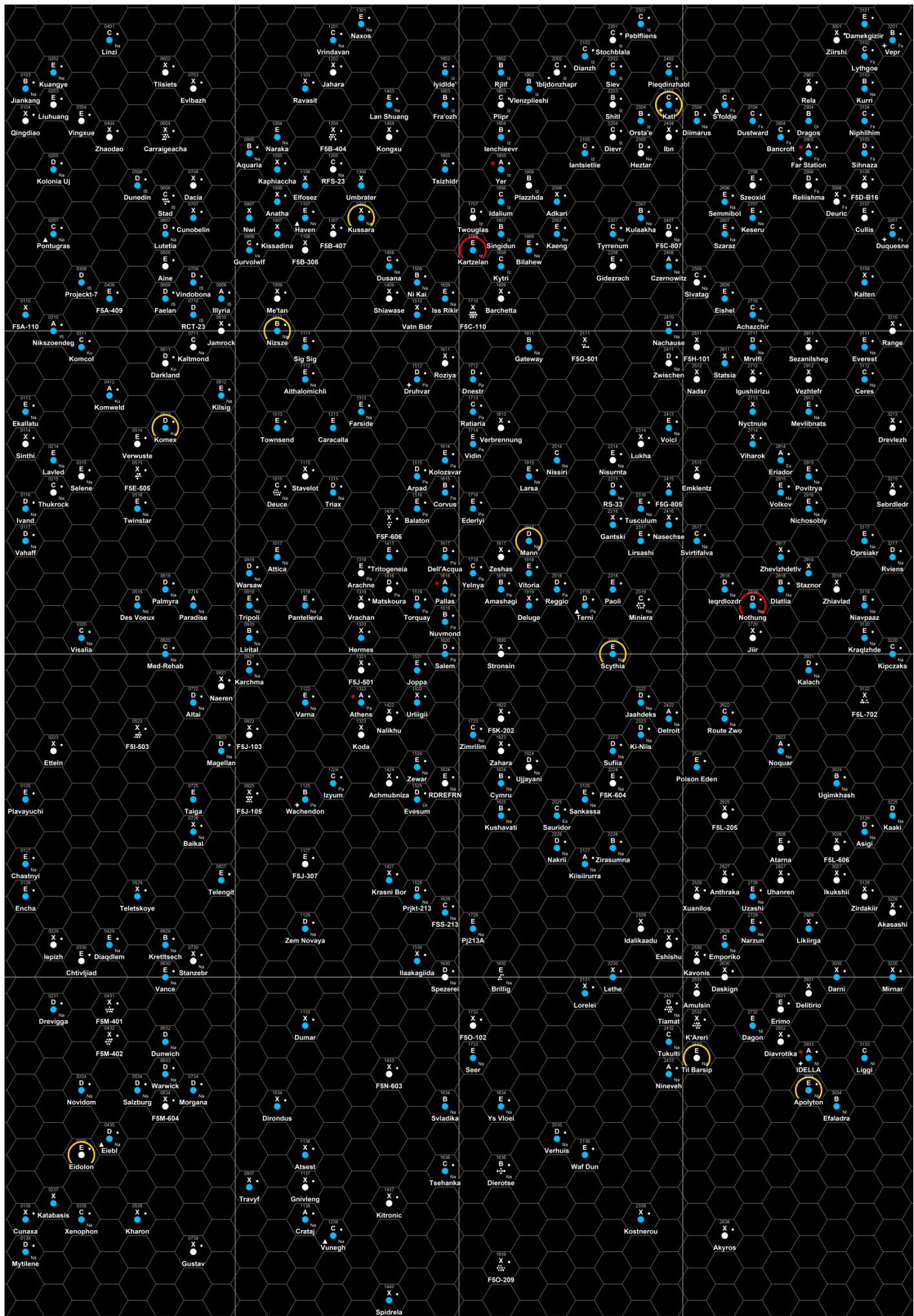
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Credits

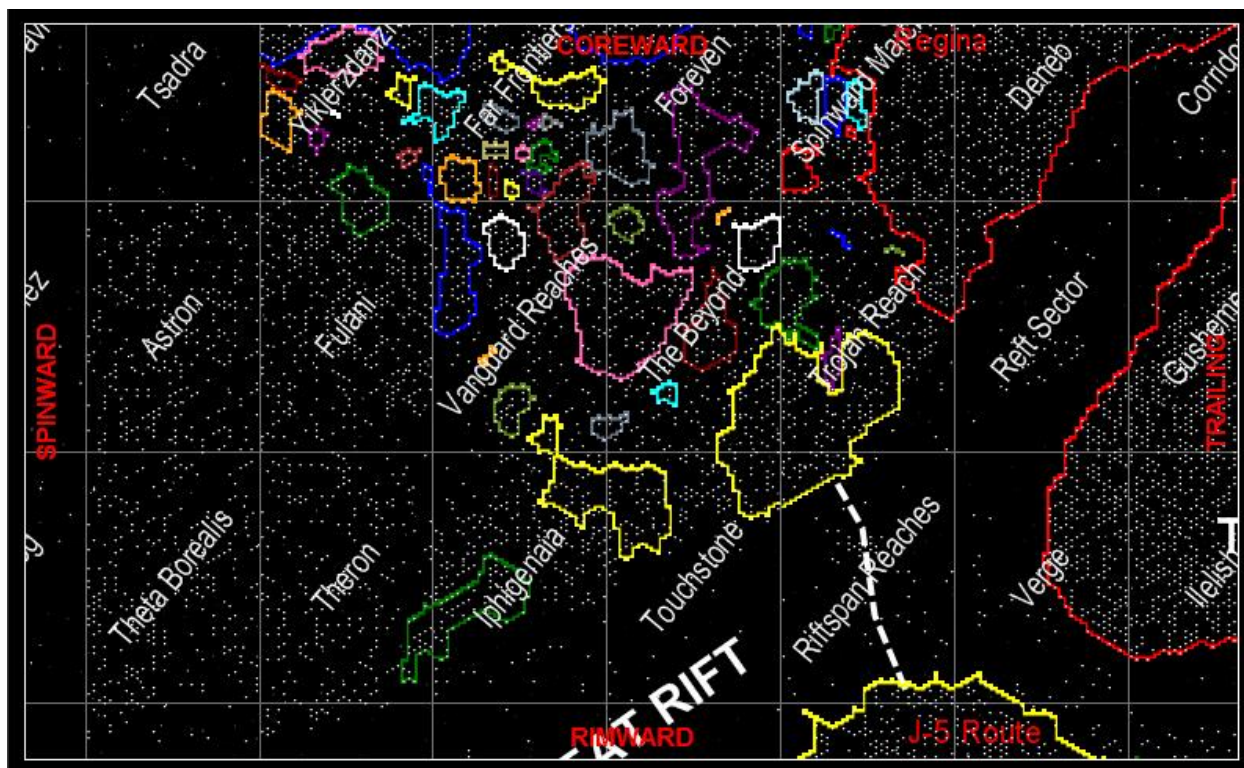
Designed by dragoner between 12/29/2011 – 11/4/2016
 With much help from the Travellermap.com, and Heaven
 and Earth

***"The Traveller game in all forms is owned by Far
 Future Enterprises. Copyright 1977 - 2016 Far Future
 Enterprises."***



Fulani Sector Introduction

So far from home...



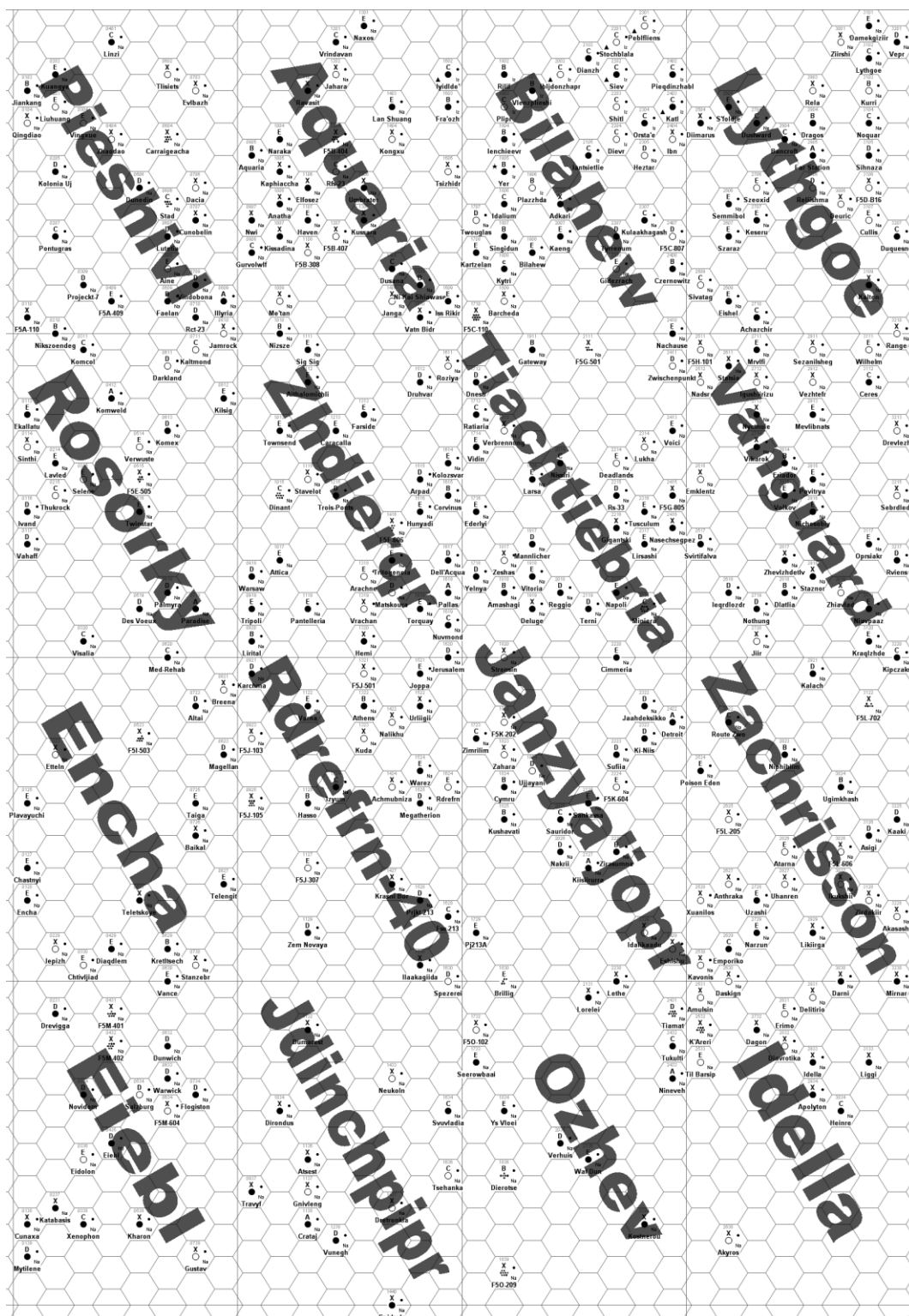
The Frontier circa 1105

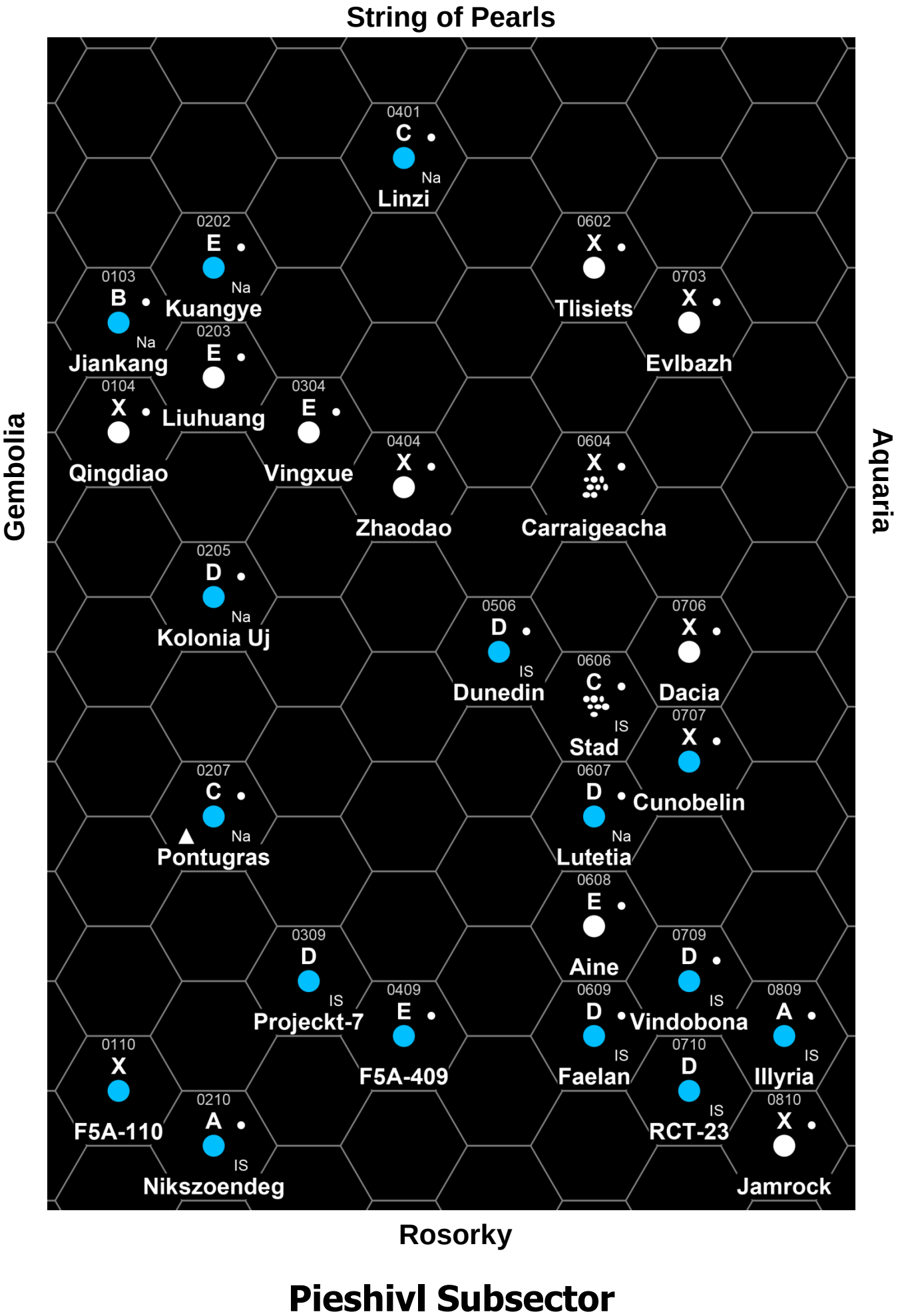
Welcome to the wild frontier: rimward lies the rift, across that the Aslan, coreward are the Zhodani, trailing the Imperium and spinward to the stars like dust. The Fulani sector is home to courageous adventurers and the broken hearted, some seeking a new life, some fleeing an old one. For some people the sky fell in, from all the various wars, Zhodani to Solomani or the Rebellion in the Imperium, the frontier offers all things to all people, refuge and a chance to start again. Do it right this time, do it better, strike it big, or just have a respite from the more settled worlds. The Colony ships, big and small, mark their stargharts and head out, following intrepid scouts and explorers, into the void of the great unknown.

Fulani might seem somewhat lightly settled by the standards of some of the other frontier sectors, the reason for this is that the Zhodani, faced with the influx of refugees, helped them to settle on systems bordering the Great Rift. This was of dual purpose, one, as a barrier to Aslan expansion across the rift, and to preserve sectors for future Zhodani settlement. Thus sectors such as Theron, Theta Borealis, and Mavuzog (where the Zhodani could cow the Korsung Empire) saw the greater part of the initial wave settling there. After the Consulate collapsed, this changed as Fulani began to see a backslash of colonization, in particular after the war with the Guild Worlds began. The name Fulani is of indeterminate origin though it is thought to relate somehow to the Fula people of Africa, on Terra.

Allegiance abbreviations: Dr: "Droyne"; Es: "Eslyat"; Fs: "Far Station Accords"; IS: "Illyrian Syndocracy"; Iz: "Izrats Kriezhlaz Unity"; Ku: "Komweld Union"; Na: "Non-Aligned"; NI: "New Luriani Protectorate"; Pa: "Pallas Association"; Va: "Vargr".

Fulani Subsectors





Pieshivl Subsector

Jiankang	0103 B658784-B		524 Na F9V
Qingdiao	0104 X6A2000-0	Ba FI	004 -- M7V M3V
F5A-110	0110 X622000-0	Ba Po	000 -- F3V M2V
Kuangye	0202 E542114-A	Lo Po	113 Na F8V M8V Mining Colony
Liuhuang	0203 E5A0000-0	Ba De	014 -- M9V SO2 Atmosphere
Kolonia Uj	0205 D574321-9	Lo	502 Na F6V M9V
Pontugras	0207 C545323-C S	Lo	904 Na F7V
Nikszoendeg	0210 A786714-D		404 IS G6V Vargr World
Vingxue	0304 E515000-0	Ba Ic	013 -- F9V M5V
Projeckt-7	0309 D789210-A	Lo	710 IS F1V M3V T-form Project
Linzi	0401 C964424-7	Ni	203 Na F4V Pirate World
Zhaodao	0404 X320000-0	Ba De Po	013 -- G9V
F5A-409	0409 E333000-0	Ba Po	002 -- K9III
Dunedin	0506 D644311-B	Lo	113 IS F9V M0V T-form Project
Tlisiets	0602 X8B2000-0	Ba FI	005 -- M4V M6V
Carraigeacha	0604 X000000-0	As Ba	002 -- F8V M5V
Stad	0606 C000115-D	As Lo	314 IS M1V M2V Fuel Station
Lutetia	0607 D54A202-B	Lo Wa	924 Na F6V M0V T-form Project
Aine	0608 E511000-0	Ba Ic	024 -- M6IV
Faelan	0609 D346312-8	Lo	604 IS F4V
Evlbazh	0703 X200000-0	Ba Va	021 -- M4V
Dacia	0706 X200000-0	Ba Va	023 -- M8V
Cunobelin	0707 X332000-0	Ba Po	012 -- G9V M5V
Vindobona	0709 D765711-7	Ag	522 IS G1V Agricultural Colony
RCT-23	0710 D442210-B	Lo Po	400 IS K1V Research Lab
Illyria	0809 A864711-D		403 IS F9V IS Capital
Jamrock	0810 X400000-0	Ba Va	023 -- M2IV M6V

Subsector A, Pieshivl, contains 27 worlds with a population of 180 million; the highest population is 50 million, at Jiankang and Vindobona. The highest tech level is D; split between Nikszoendeg, Stad and Illyria. Characterized by a high stellar density, and low population, only fourteen out of the twenty-seven systems in Pieshivl are inhabited, and of those, only four have a population in the millions. The two things of note are the Vargr world of Nikszoendeg, and the Illyrian Syndocracy (of which Nikszoendeg is a member). Nikszoendeg is an older Vargr world, settled by a corsair band that was friendly to the Zhodani, nearly 500 years ago. The Illyrian Syndocracy is a corporate state that is slowly failing, the promised wealth for all has not happened, and the resultant corruption and classism, has seen them turn to cloning and robots to fill out their lower classes, an unstable proposition from a social, technological and economic standpoint. There is a derisive term "Illyrian Attitude" that means arrogance propounded by ignorance.

The map displays a hexagonal grid with various locations labeled. The locations are arranged in a roughly rectangular pattern, with some locations having additional symbols or numbers. The locations are:

- Naxos** (1301, Na, blue dot)
- Vrindavan** (1201, Na, blue dot)
- Jahara** (1202, white dot)
- Ravasit** (1103, blue dot)
- Lan Shuang** (1403, Na, blue dot)
- Fra'ozh** (1602, Iz, blue dot)
- Naraka** (1004, Na, blue dot)
- Aquaria** (0905, Na, blue dot)
- Kaphiaccha** (1005, blue dot)
- RFS-23** (1204, white dot)
- Kongxu** (1404, white dot)
- Tsizhidr** (1603, Iz, blue dot)
- Anatha** (1006, blue dot)
- Elfosez** (1106, blue dot)
- Umbrater** (1306, blue dot)
- Nwi** (0907, blue dot)
- Haven** (1107, Na, blue dot)
- Kussara** (1207, Na, blue dot)
- Kissadina** (1007, blue dot)
- F5B-407** (1205, Na, white dot)
- Gurvolwlf** (0908, Va, blue dot)
- F5B-308** (1108, white dot)
- Me'tan** (1009, white dot)
- Nizzze** (1010, Na, blue dot)
- Dusana** (1408, Na, blue dot)
- Ni Kai** (1509, Na, blue dot)
- Shiawase** (1409, white dot)
- Iss Rikir** (1609, Na, blue dot)
- Vatn Bidr** (1510, blue dot)

Locations are marked with blue dots, white dots, or 'X' marks. Some locations are circled in yellow. The map is bordered by 'Pieshivl' on the left and 'Bilahew' on the right.

Aquaria Subsector

Aquaria Subsector

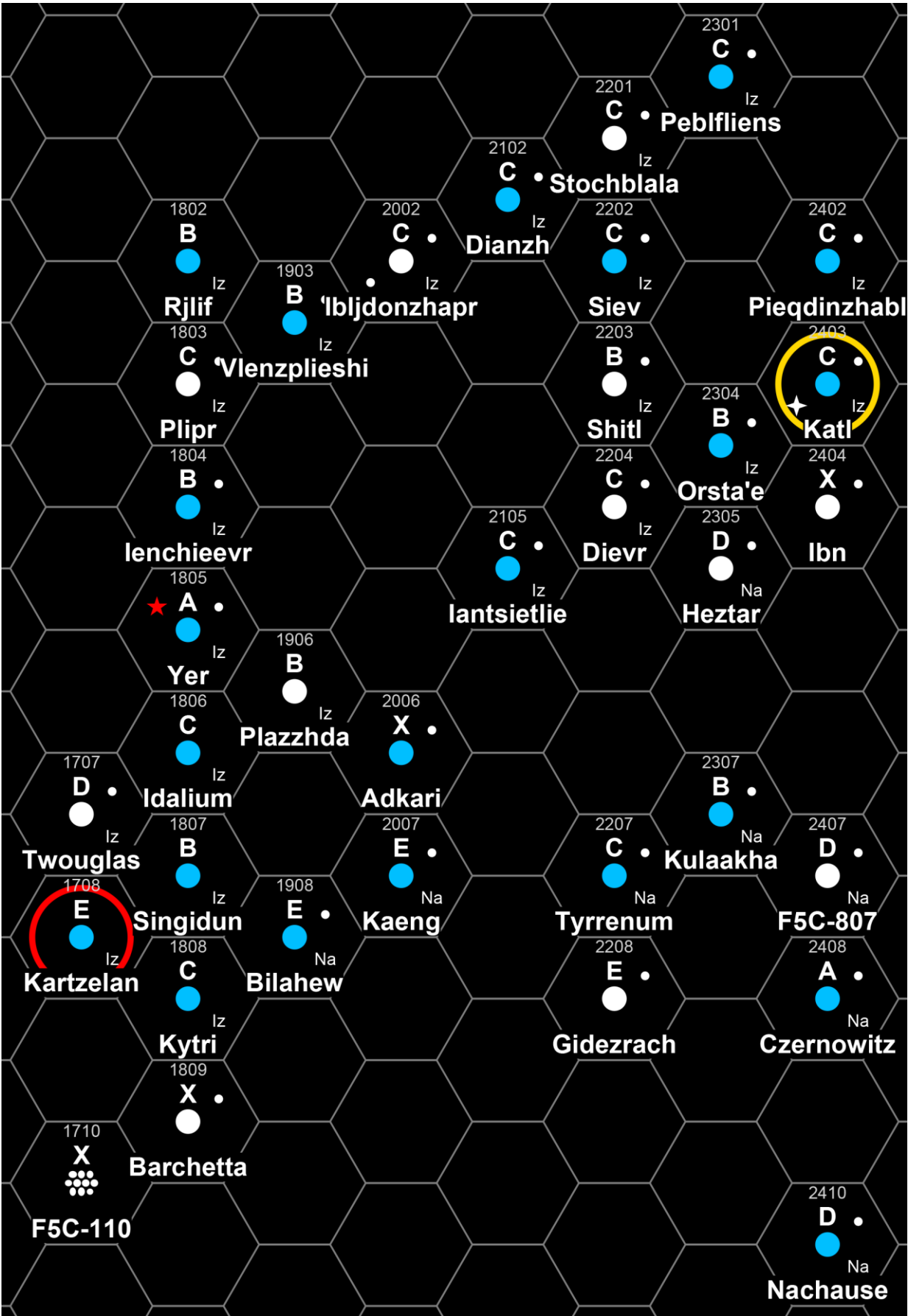
Aquaria	0905 B867794-9			605 Na G4V M2V
Nwi	0907 X332000-0	Ba Po		000 -- K3V
Gurvolwlf	0908 C798401-8	Lo Ni		803 Va F5V M3V Vargr Colony
Naraka	1004 E757300-3	Lo		610 Na K1V
Kaphiaccha	1005 X445000-0	Ba		004 -- M7V
Anatha	1006 X543000-0	Ba		003 -- M0V
Kissadina	1007 X653000-0	Ba Po		000 -- F5V
Me'tan	1009 X5A0000-0	Ba De		014 -- M2V
Nizsze	1010 B658570-B	Ni		A 402 Na K4V ??? Pirates
Ravasit	1103 X634000-0	Ba		004 -- M0V M9V ?Lanth. Deposit
Elfosez	1106 X557000-0	Ba		000 -- K4V M1V
Haven	1107 E468301-4 S	Lo Ni		203 Na M3V
F5B-308	1108 X200000-0	Ba Va		000 -- M8V
Vrindavan	1201 C968749-8			403 Na F3V
Jahara	1202 XAB6000-0	Ba Fl		011 -- K9V
F5B-404	1204 X000000-0	As Ba		013 -- M3V M5V
RFS-23	1205 C101346-C	Ic Va		824 Na M8III Refueling Station
F5B-407	1207 X100000-0	Ba Va		014 -- M3V M8V
Naxos	1301 E587630-6	Ni		703 Na G6V
Umbrater	1306 X547000-0	Ba		000 -- M7V
Kussara	1307 X685870-3		mA:9	A 914 Na F7V
Lan Shuang	1403 E333244-C	Lo Po		712 Na A1IV M7IV Mine Colony
Kongxu	1404 X100000-0	Ba Va		015 -- M3V M8V
Dusana	1408 C794432-B	Ni		402 Na F6V M1V
Shiawase	1409 X7C5000-0	Ba Fl		004 -- K1V
Ni Kai	1509 B787732-C			502 Na G8V
Vatn Bidr	1510 X89A000-0	Ba Wa		013 -- K3V
Iyidlde'	1602 C332695-B	Ni Po		104 Iz M7V
Fra'ozh	1603 B579632-9	Ni		405 Iz K4V M5V
Tsizhidr	1605 XAD3000-0	Ba Fl		013 -- M9V
Iss Rikir	1609 E65A230-7	Ba Wa		103 Na K3V M9V

Subsector B, Aquaria, contains 31 worlds with a population of 1.1 billion; the highest population is 900 million, at Kussara, the highest tech level is C at RFS-23, Lan Shuang and Ni Kai. There are suspected pirate bases on Nizsze. Ravasit has reported to have rich Lanthanum deposits. RFS-23 is a refueling station for the transit route between Aquaria and Fra'ozh.

Izh Kriezhlal

Aquaria

Lythgoe



Tiachtiebria

Bilahew Subsector

Bilahew Subsector

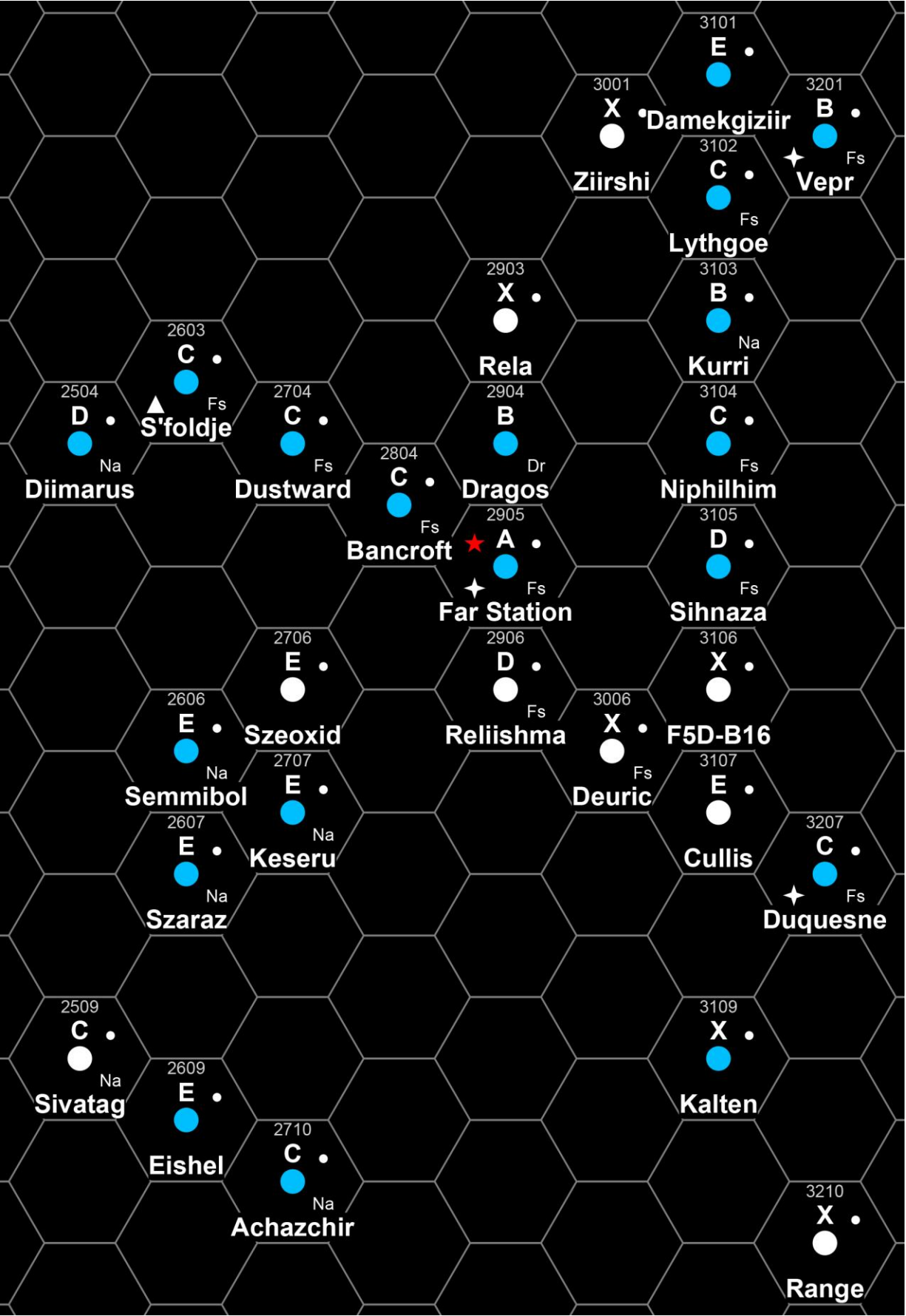
Twouglas	1707 D201125-8	Ic Lo Va	502 Iz M8V Ice mines
Kartzelan	1708 E653320-5	Lo Po	R 600 Iz M1V Prison Planet
F5C-110	1710 X000000-0	As Ba	020 -- M3V
Rjlif	1802 B645779-B	Ag	300 Iz F6V
Plipr	1803 C414120-6	Ic Lo	703 Iz F9V
Ienchievr	1804 B692745-C		102 Iz G5V
Yer	1805 A552844-E J	Po	404 Iz K2V
Idalium	1806 C686734-8		800 Iz K2V
Singidun	1807 B668733-9		420 Iz K1V
Kytri	1808 C565524-7	Ni	510 Iz G3V M6V
Barchetta	1809 X430000-0	Ba De Po	002 -- M6V
Vlenzplieshi	1903 B332434-D	Ni Po	405 Iz M5V
Plazzhda	1906 B100786-D	Na Va	900 Iz M1V M2V
Bilahew	1908 E552320-9	Lo Po	101 Na F2V
Ibljdonzhapr	2002 CAA3015-5 V	Fi Lo	712 Iz K3V
Adkari	2006 X433000-0	Ba Po	014 -- M6V M7V
Kaeng	2007 E643232-7	Lo	802 Na K6V
Dianzh	2102 C86A455-7	Ni Wa	123 Iz G5V
Iantsietlie	2105 C871634-B	Ni	415 Iz K3V M9V
Stochblala	2201 C410320-8	Lo	503 Iz M0V
Siev	2202 C667744-9		214 Iz K4V M5V
Shitl	2203 B200757-A	Na Va	123 Iz K6IV M1IV
Dievr	2204 C511525-B	Ic Ni	203 Iz M7V M8V
Tyrrenum	2207 C767735-9		224 Na G6V M6V Terraformed
Gidezrach	2208 E313000-0	Ba Ic	902 -- M3V
Pebfliens	2301 CAD5887-B	Fi	622 Iz G3V
Orsta'e	2304 B448877-A		721 Iz K5V
Heztar	2305 D9A7341-9	Fi Lo	805 Na F7V Mining Station
Kulaakha	2307 B567745-C		104 Na G4V
Pieqdzhabl	2402 C73A653-B	Ni Wa	604 Iz M1V M9V
Katl	2403 C87A769-9 M	Wa	A 302 Iz F7V
Ibn	2404 X100000-0	Ba Va	002 -- M8V
F5C-807	2407 DAA5416-8	Fi Ni	603 Na M9V Fuel station at GG
Czernowitz	2408 A663846-D		313 Na G5V
Nachause	2410 D555644-9	Ni	322 Na M4V M6V

Subsector C, BilaheW, contains 35 worlds with a population of 2.4 billion; the highest population is 700 million, at Orsta'e, and the highest tech level is E at Yer. BilaheW is dominated by the Izrats Kriezhlas Unity, a Vlazhdumecta polity, more similar to a customs union and defence pact, however, in it's long history, they have never fought a war until now, when they have joined in the struggle against the black ships. Czernowitz is at the coreward end of the Czernowitz-Eriador Main, a J1 trade route.

Rom's Loch

Bilahew

unpnossi



Vanguard

Lythgoe Subsector

Lythgoe Subsector

Diimarus	2504 D77A121-8	Lo Ni Wa	104 Na G5V M5V
Sivatag	2509 C560630-9	De Ni	324 Na F7V
S'foldje	2603 C778541-9 S		502 Fs K1V
Semmibol	2606 E553201-5	Lo Po	225 Na K3V
Szaraz	2607 E672101-7	Lo	624 Na G4V
Eishel	2609 E427000-0	Ba	024 -- M3IV
Dustward	2704 C553471-7	Ni Po	303 Fs G5V M3V
Szeoxid	2706 E8A5000-0	Ba Fl	003 -- M5V M7D
Keseru	2707 E744100-7	Lo	103 Na M4V
Achazchir	2710 C452631-A	Ni Po	713 Na K1V
Bancroft	2804 C676631-8	Ag Ni	803 Fs F9V M5V
Rela	2903 XAB9000-0	Ba Fl	001 -- K2V M0V
Dragos	2904 B3847X1-A		400 Dr K1V Ancient World
Far Station	2905 A866841-F F		502 Fs G1V M8V FSA Capital
Reliishma	2906 D7601D3-4	De Lo	303 Fs F7V Monastery
Ziirshi	3001 X410000-0	Ba	003 -- M1V
Deuric	3006 X212312-7	Ic Lo	124 Fs M5V Deu. Ice Mining
Damekgiziir	3101 E636000-0	Ba	002 -- M8V
Lythgoe	3102 C582410-9	Ni	204 Fs A2V M5V
Kurri	3103 B8D6571-9	Fl Ni	214 Na K5V M6V
Niphilhim	3104 C766571-D	Ni	423 Fs G3V M8V Darrian Colony
Sihnaza	3105 D689312-7	Lo	313 Fs K0V Terraforming Project
F5D-B16	3106 X300000-0	Ba Va	023 -- M7V M8V
Cullis	3107 E310000-0	Ba	025 -- M2V
Kalten	3109 X422000-0	Ba Po	002 -- M0III M7V
Vepr	3201 B774513-C M	Ni	703 Fs G4V M0V
Duquesne	3207 C5675A2-9 M	Ni	603 Fs K4V
Range	3210 X310000-0	Ba	004 -- M4V

Subsector D, Lythgoe, contains 28 worlds with a population of 560.5 million. The highest population is 500 million, at Far Station. The highest tech level is F at Far Station.

"...Far Station is the Golden Gate to the new life that awaits you in the colony..." *CLICK!*

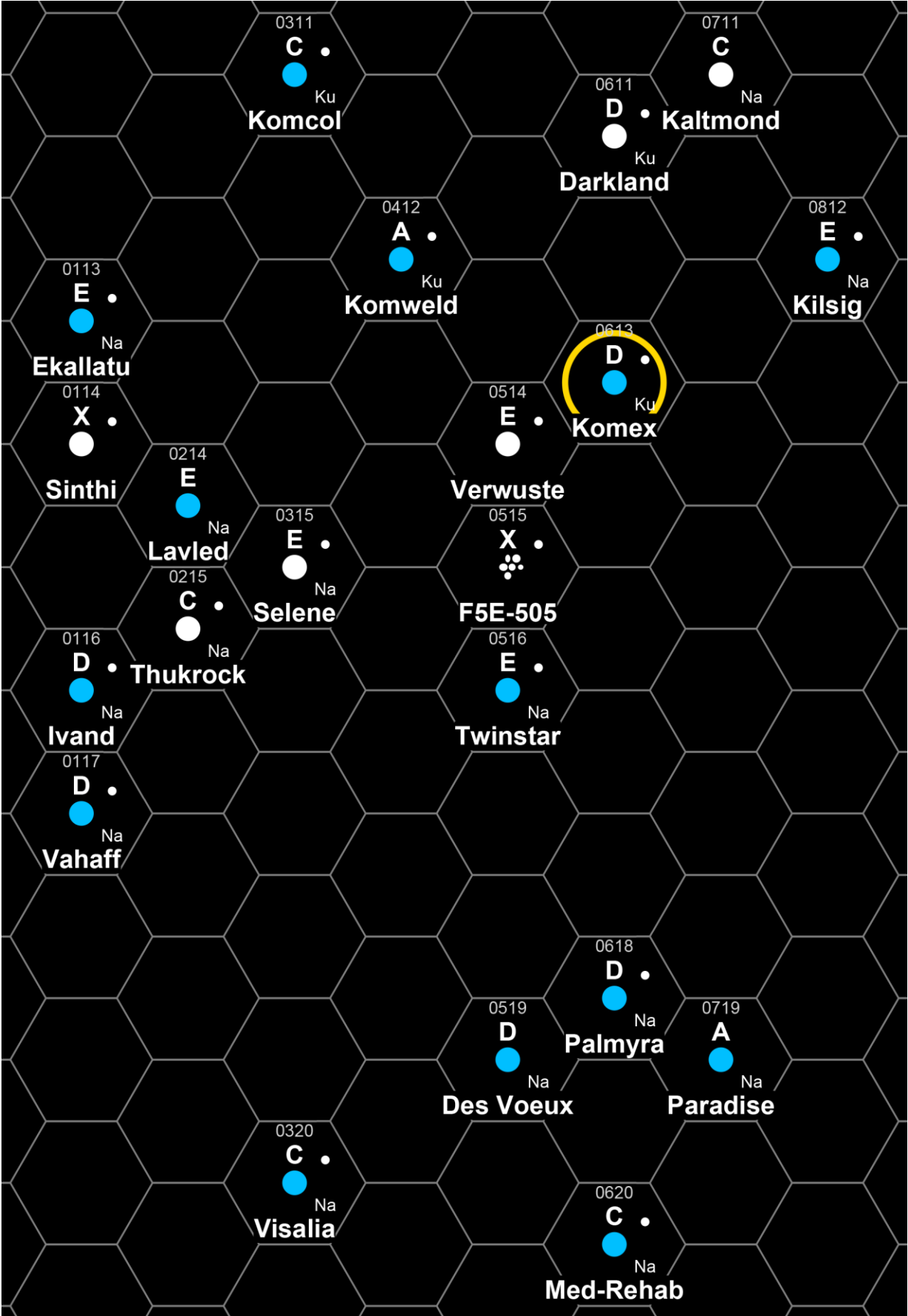
Somebody really needs to re-do the welcome as you log onto Far Station commerce uplink...

Lythgoe Subsector is the gateway to the Fulani Sector and if it's heading into Fulani, it has probably passed through Far Station. For Jump traffic, a refueling station is maintained between Rela and Lythgoe in hex 3002 (unmarked). Lythgoe also hosts one of the few Darrian colonies outside of their small sphere of influence.

Pieshivl

Haddox

Zhdierqr



Encha

Rosorky Subsector

Rosorky Subsector

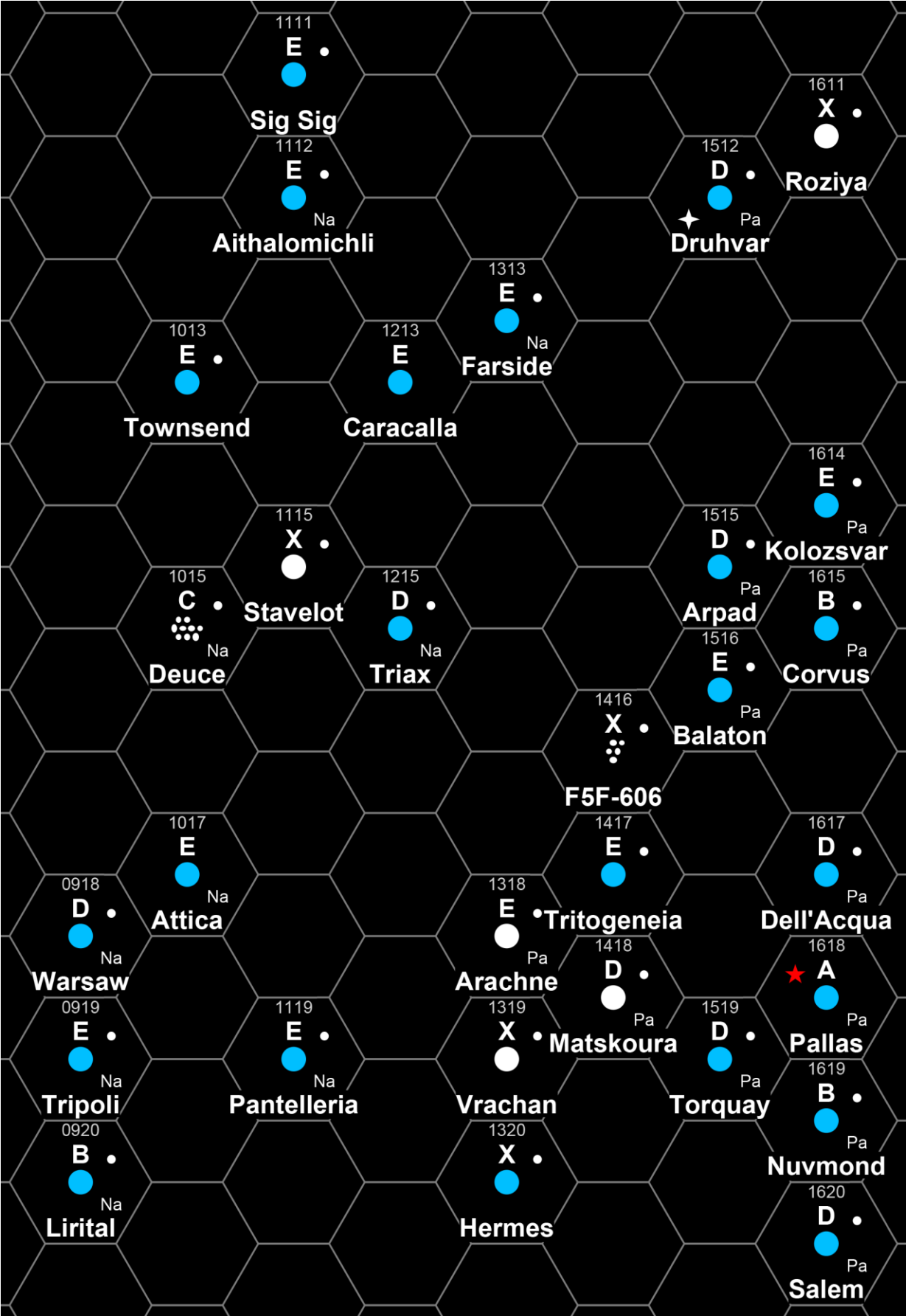
Ekallatu	0113 E85A342-3	Lo Wa	802 Na F8V M1V
Sinthe	0114 X9C7000-0	Ba Fl	015 -- M6II Torrid, metal mts
Ivand	0116 D439334-9	Lo	414 Na M7V
Vahaff	0117 D994435-A	Ni	123 Na G7V
Lavled	0214 E997330-8	Lo	100 Na K3V
Thukrock	0215 C100345-A	Lo Va	503 Na M0V Manufact. Colony
Komcol	0311 C546459-9	Ni	503 Ku K2V M8V M8V
Selene	0315 E760344-8	De Lo	703 Na G3V Mining Colony
Visalia	0320 C683533-A	Ni	923 Na F4V
Komweld	0412 A682759-B		403 Ku F8V M3V
Verwuste	0514 E320000-0	Ba De Po	002 -- M9IV
F5E-505	0515 X000000-0	As Ba	002 -- M8V
Twinstar	0516 E549347-8	Lo	704 Na K0V M8V
Des Voeux	0519 D546433-9	Ni	500 Na K9V
Darkland	0611 D412455-A	Ic Ni	304 Ku M3V Deu. Ice Mines
Komex	0613 D479465-6	Ni	A 901 Ku M1V M1V KU Exile Col.
Palmyra	0618 D652532-9	Ni Po	911 Na F1V
Med-Rehab	0620 C562317-C	Ni	324 Na F7V Medical Station
Kaltmond	0711 C750641-C	De Ni Po	600 Na K0V M6V
Paradise	0719 A766725-D		110 Na G2V
Kilsig	0812 E783730-2	Vlzh.	713 Na F2V Ancient World

Subsector E, Rosorky, contains 21 worlds with a population of 128.1 million; the highest population is 70 million, at Kilsig, and the highest tech level is D at Paradise. Komweld is a strange authoritarian-collectivist technocracy, dominated by what is called the ruling "caste". Selene is a dieback world, isolated by an ancient asteroid impact, noted for forests of still standing petrified trees. Med-Rehab accepts patients from across the frontier, specializing in cloning replacement limbs and hibernation sickness revival cases.

Bilahew

Rosorky

Tiachtiebria



Graedexl

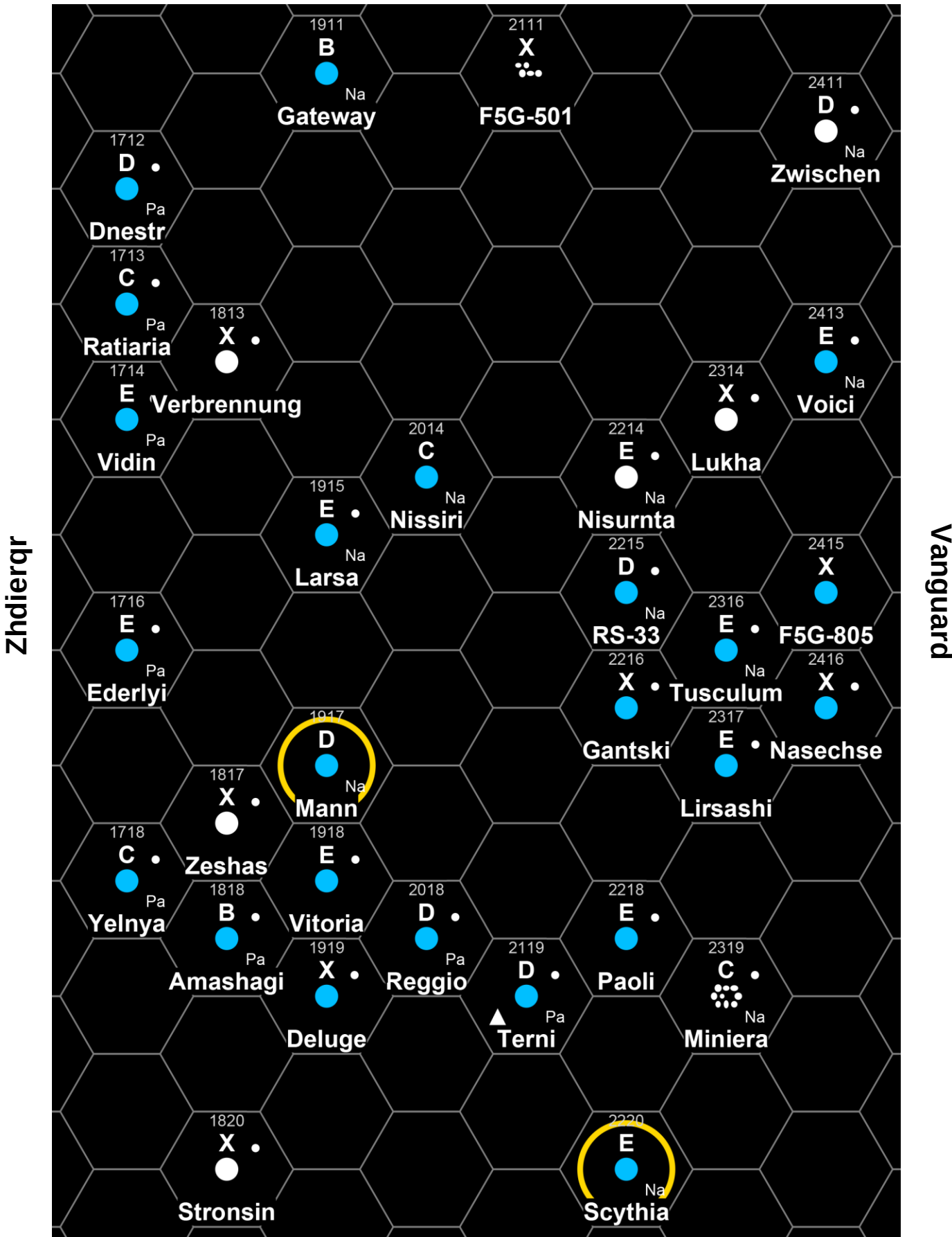
Zhdierqr Subsector

Zhdierqr Subsector

Warsaw	0918 D782501-C	Ni	215 Na G4V M4V
Tripoli	0919 E562302-A	Lo	124 Na F6V M7V
Liritai	0920 B988775-B		512 Na K3V
Townsend	1013 E555300-C	Lo	701 -- G8V
Deuce	1015 C000310-D	As lo	403 Na K9III M3V
Attica	1017 E88A201-B	Lo Wa	200 Na G6V M4V Floating City
Sig Sig	1111 E547000-0	Ba	014 -- K6V
Aithalomichli	1112 E675310-D	Lo	405 Na K1V M4V Air Processor
Stavelot	1115 X100000-0	Ba Va	011 -- K4V M0V
Pantelleria	1119 E99A321-7	Lo Wa	904 Na F5V M6V
Caracalla	1213 E431000-0	Ba Po	000 -- M6V M6V
Triax	1215 D543211-9	Lo Po	404 Na K9V M5V
Farside	1313 E474304-8	Lo	303 Na G9V M5V
Arachne	1318 E310215-B	Lo	101 Pa M7V M8V Research Sta.
Vrachan	1319 X220000-0	Ba De Po	001 -- M3V
Hermes	1320 X435000-0	Ba	003 -- K1V
F5F-606	1416 X000000-0	As Ba	012 -- K5II M8V
Tritogeneia	1417 E327000-0	Ba	005 -- M2V Ice Planet
Matskoura	1418 D330214-E	De Lo Po	604 Pa M1IV M7IV
Druhvar	1512 D645413-9 M	Ni	414 Pa K4V
Arpad	1515 D654210-C	Lo	704 Pa F9V Mining Colony
Balaton	1516 E728310-A	Lo	903 Pa K5V M3V
Torquay	1519 D78A211-8	Lo Wa	702 Pa G7V
Roziya	1611 X7B0000-0	Ba De	004 -- M4V
Kolozsvar	1614 E549120-8	Lo	504 Pa G7V
Corvus	1615 B685721-A		525 Pa F9V
Dell'Acqua	1617 DA7A212-7	Lo Wa	213 Pa M4V M6V Methane Ext.
Pallas	1618 A986823-F J		400 Pa F6V Pa Capital
Nuvmond	1619 B462722-E		701 Pa G5V
Salem	1620 D853875-9	Po	104 Pa K4V M0V

Subsector F, Zhdierqr, contains 30 worlds with a population of 670.3 million; the highest population is 400 million, at Pallas, and the highest tech level is F at Pallas. The Pallas Association is an AI managed “Electronic Democracy”, where government functions are controlled by professional managers, informed by user configured voting software. Many Pallas Association worlds are Colony Corporations, formed with stakeholder involvement to develop the planets.

Bilahew



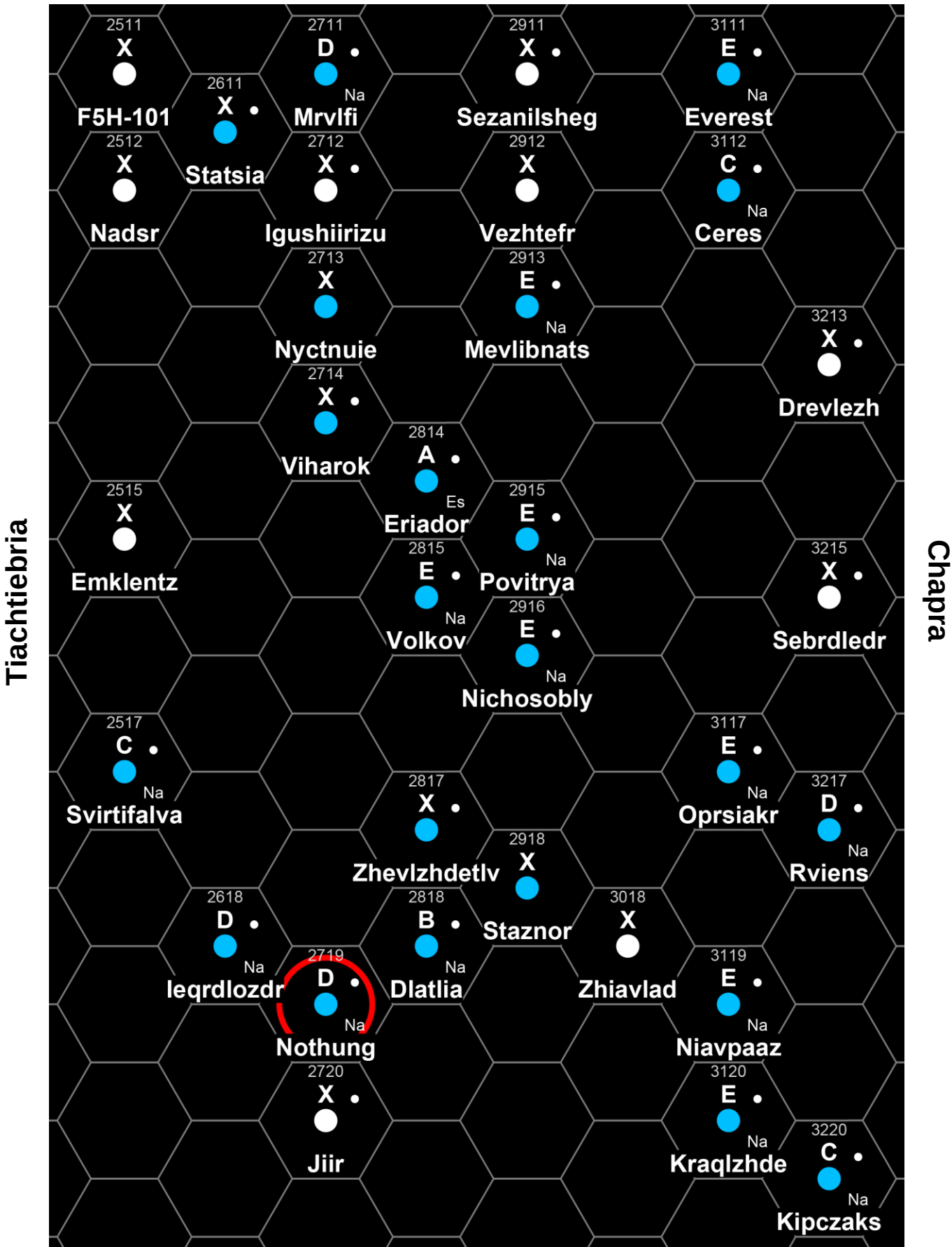
Janzya'jopr
Tiachtiebria Subsector

Tiachtiebria Subsector

Dnestr	1712 D774621-8	Ni	122 Pa G6V
Ratiaria	1713 C98A443-7	Ni Wa	204 Pa G4V
Vidin	1714 EA7A102-5	Lo Wa	121 Pa K4V
Ederlyi	1716 E468500-3	Ni	414 Pa F2V
Yelnya	1718 C762621-B	Ni	904 Pa K2V
Verbrennung	1813 X9C2000-0	Ba Fl	013 -- M9V
Zeshas	1817 X300000-0	Ba Va	005 -- M3V
Amashagi	1818 B782725-D		704 Pa G9V
Stronsin	1820 X610000-0	Ba	002 -- K4V M1V
Gateway	1911 B857843-B		100 Na K0V M9V
Larsa	1915 E575100-A	Lo	903 Na F3V M4V
Mann	1917 D6765A4-7	Ni	A 710 Na F5V
Vitoria	1918 E679100-5	Ba	004 -- G7V M2V
Deluge	1919 X85A000-0	Ba Wa	001 -- K4V
Nissiri	2014 C4615B2-9	Ni	310 Na K3V M0V
Reggio	2018 D675424-A	Ni	123 Pa G7V
F5G-501	2111 X000000-0	As Ba	000 -- M2III M5V
Terni	2119 D576424-9 S	Ni	912 Pa K1V M0V
Nisurnta	2214 E460430-5	De Ni	212 Na K4V Droyne Ruins
RS-33	2215 D574214-C	Lo	133 Na G3V M4V Gravitite Re.
Gantski	2216 X222000-0	Ba Po	014 -- M8III
Paoli	2218 E443000-0	Ba Po	012 -- M4V
Scythia	2220 E786736-1		A 300 Na G5V Regressed Colony
Lukha	2314 X511000-0	Ba Ic	015 -- M2V
Tusculum	2316 E853670-4	Ni	805 Na F5V Regressed Colony
Lirsashi	2317 E756000-0	Ba	013 -- G7V Failed Colony
Miniera	2319 C000433-B	As Ni	921 Na M2V M4V M7V
Zwischen	2411 D100311-B	Lo Va	613 Na M7V
Voici	2413 E679340-7	Lo	402 Na G8V
F5G-805	2415 X671000-0	Ba	000 -- F9V M5V Ruins
Nasechse	2416 X545000-0	Ba	004 -- K8V M9V

Subsector G, Tiachtiebria, contains 31 worlds with a population of 219.6 million; the highest population is 100 million, at Gateway, and the highest tech level is D at Amashagi.

Lythgoe



Zachrisson

Vanguard Subsector

Vanguard Subsector

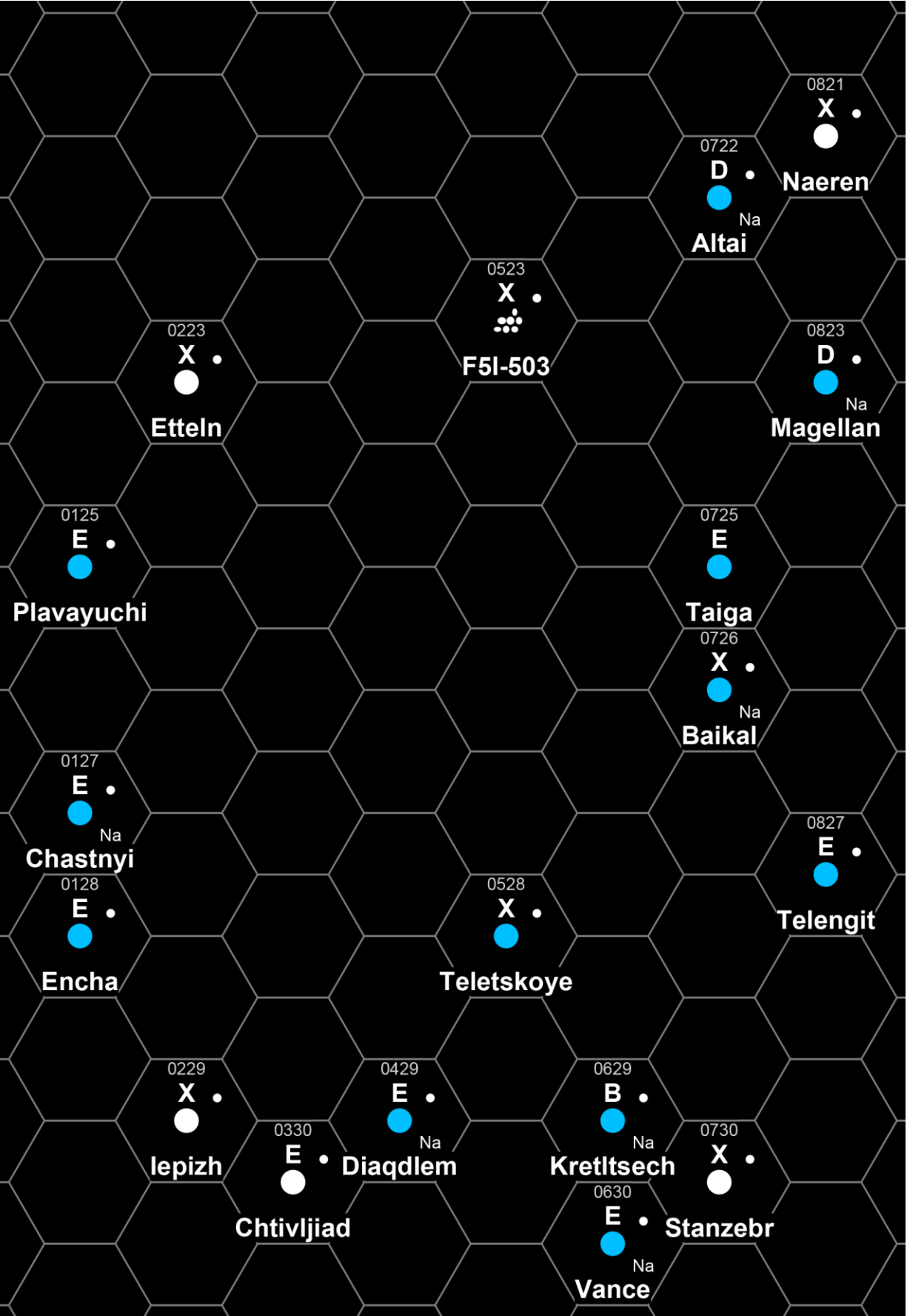
F5H-101	2511 X110000-0	Ba		010 -- M4V
Nadsr	2512 X110000-0	Ba		000 -- M0IV
Emklentz	2515 XACA000-0	Fl Wa		010 -- M2V M4V
Svrtifalva	2517 C465751-B			803 Na K0V
Statsia	2611 X63A000-0	Ba Wa		003 -- K8IV M6IV
Ieqrdlozdr	2618 D855312-9	Lo		403 Na K3V
Mrvlfi	2711 D559240-6	Lo		122 Na F8V M4V
Igushiirizu	2712 X8A2000-0	Ba Fl		014 -- M1II
Nyctnuie	2713 X422000-0	Ba Po		000 -- M0V
Viharok	2714 XA9A000-0	Ba Wa		003 -- K4V M6V
Nothung	2719 D985760-A		R	504 Na G9V SW colony invasion
Jiir	2720 X9C6000-0	Ba Fl		004 -- M4II
Eriador	2814 A678784-D		Eslyat	305 Es K0V Dissident World
Volkov	2815 E888631-3	Ni		202 Na G4V
Zhevlzhdetlv	2817 X531000-0	Ba Po		013 -- M1V M9V
Dlatlia	2818 B787631-E	Ni	Entropic Darrians	121 Na F7V
Sezanilsheg	2911 X210000-0	Ba		025 -- M8III
Vezhtefr	2912 X200000-0	Ba Va		000 -- A8V
Mevlibnats	2913 E554331-5	Lo		304 Na G6V M9V
Povitrya	2915 E736200-8	Lo		814 Na K9V M1V
Nichosobly	2916 E698443-8	Lo		903 Na F8V
Staznor	2918 X223000-0	Ba Po		000 -- K7V M6V
Zhiavlad	3018 X200000-0	Ba Va		010 -- M2II
Everest	3111 E9D8453-4	Fl Ni		222 Na K2IV M7IV
Ceres	3112 C955471-6	Ni		902 Na K1V
Oprsiakr	3117 E755101-8	Lo		401 Na K0V M1V
Niavpaaz	3119 E695422-7	Ni		112 Na G3V M2V
Kraqzhde	3120 E555424-6	Ni		424 Na F6V
Drevlezh	3213 X200000-0	Ba Va		003 -- M1V
Sebrdledr	3215 X8B0000-0	Ba De		002 -- M5V
Rviens	3217 D4543A1-8	Lo		304 Na G8V M0V
Kipczaks	3220 C568524-9	Ni		303 Na K3V M2V

Subsector H, Vanguard, contains 32 worlds with a population of 163.6 million; the highest population is 80 million, at Svrtifalva, and the highest tech level is E at Dlatlia. Eriador sits at the rimward end of the Czernowitz-Eriador Commercial Corridor, a J1 trade route.

Rosorky

Ulfberht

Rdrefrn-40



Eiebl

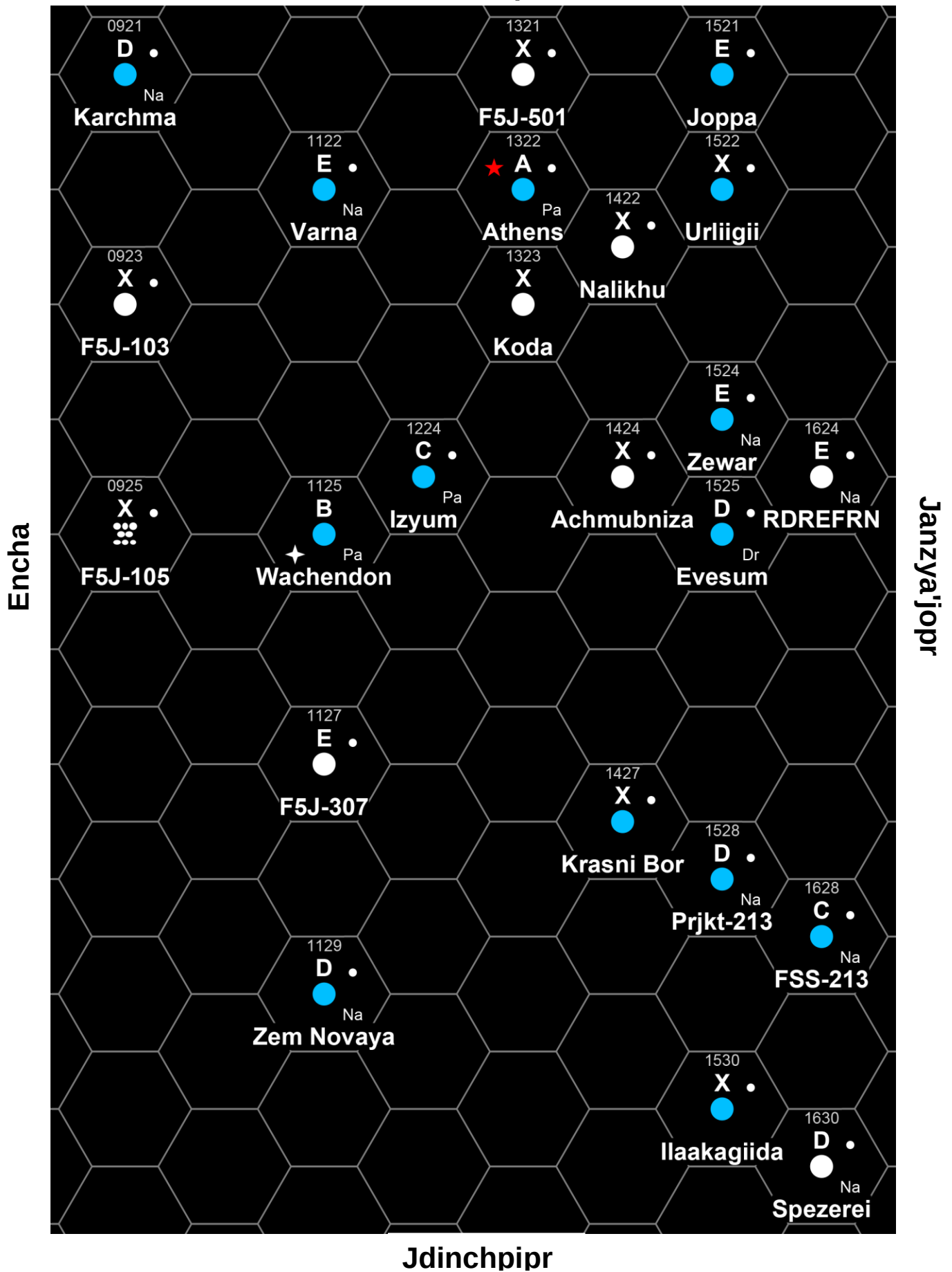
Encha Subsector

Encha Subsector

Plavayuchi	0125 E68A000-0	Ba Wa	005 -- K2V Abandoned Sky City
Chastnyi	0127 E555401-9	Ni	905 Na K1V M1V
Encha	0128 E335000-0	Ba	003 -- A7V M7V
Etteln	0223 X230000-0	Ba De Po	002 -- M1V
Iepizh	0229 X410000-0	Ba	024 -- M8V M9V
Chtivljad	0330 E530000-0	Ba De Po	024 -- M4V
Diaqdlem	0429 E585402-7	Ni	401 Na G9V
F5I-503	0523 X000000-0	As Ba	003 -- M0V M9V
Teletskoye	0528 X83A000-0	Ba Wa	003 -- M0IV M2IV
Kretltsech	0629 B7867B3-C	Vlazhdumecta	903 Na F5V Old Colony
Vance	0630 EA75670-3	Ni Metal Poor	704 Na G3V M1V Big Planet
Altai	0722 D837321-8	Lo	102 Na M0V
Taiga	0725 E545000-0	Ba	000 -- K3V
Baikal	0726 X65A000-0	Ba Wa	013 Na K4V
Stanzebr	0730 X9C3000-0	Ba FI	001 -- M4V M7V
Naeren	0821 X9A0000-0	Ba De	003 -- M3V M5V
Magellan	0823 D89A212-C	Lo Wa	121 Na G6V M9V Fishing Colony
Telengit	0827 E444000-0	Ba	013 -- K3V

Subsector I, Encha, contains 18 worlds with a population of 97.1 million; the highest population is 90 million, at Kretltsech, and the highest tech level is C at Kretltsech and Magellan. Encha is a largely empty subsector, except for Kretltsech, an ancient Vlazhdumectan colony, with even there lightly settled. Magellan is known for its aquaculture, where fresh or frozen oceanic biologicals bring a premium price from across the frontier.

Zhdierqr



janzya'jopr

Jdinchpipr

Rdrefrn-40 Subsector

Rdrefrn-40 Subsector

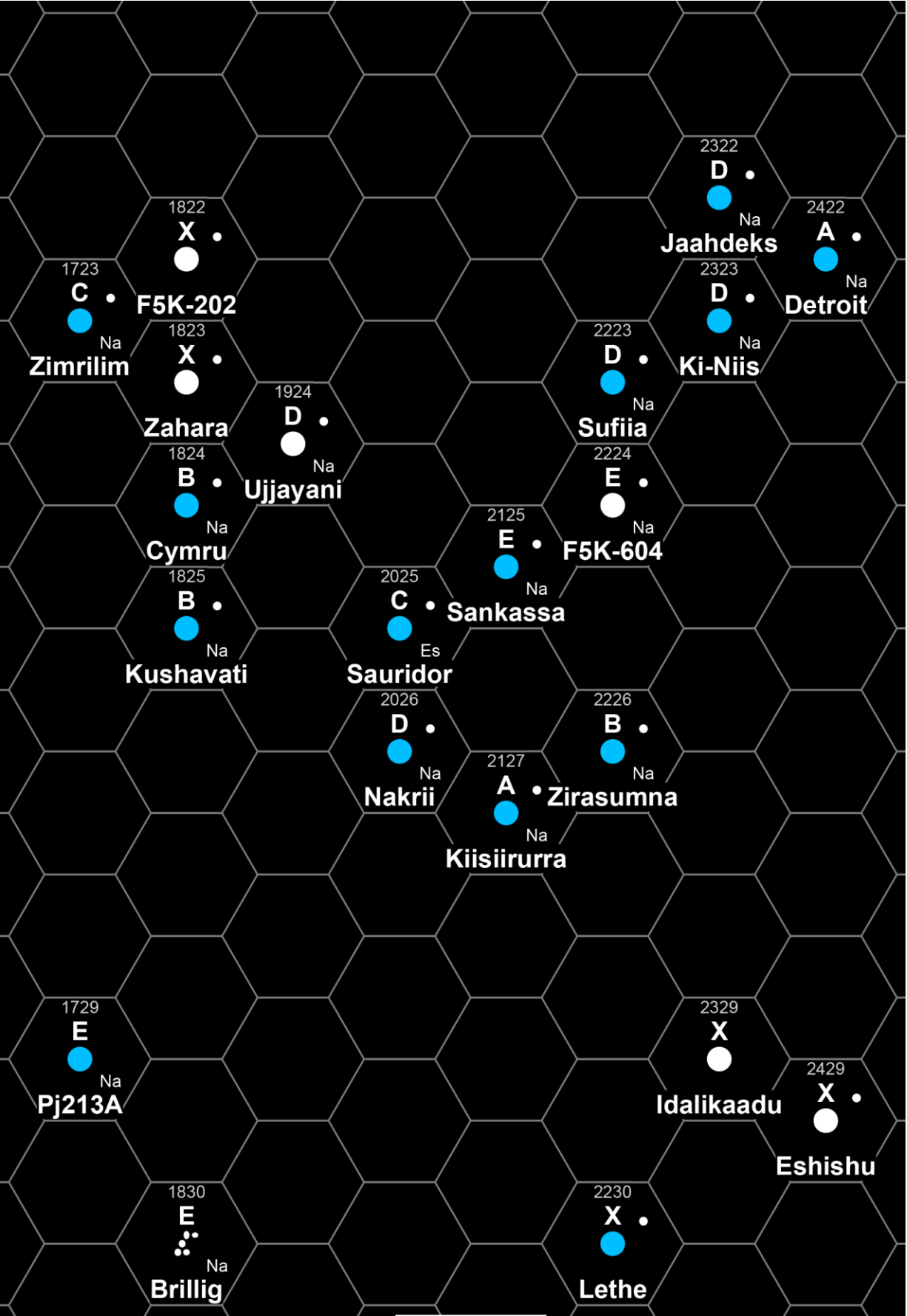
Karchma	0921 D559321-A	Lo	804 Na K3V
F5J-103	0923 X100000-0	Ba Va	003 -- M2V
F5J-105	0925 X000000-0	As Ba	004 -- M2V M3V
Varna	1122 E754420-7	Ni	402 Na G9V
Wachendon	1125 B887611-A M		500 Pa F5V M3V
F5J-307	1127 E503000-0	Ba Ic Va	013 -- K9V M8V
Zem Novaya	1129 D777530-9	Ni	212 Na K0V M8V
Izyum	1224 C763563-9	Ni	604 Pa G1V M4V Athens Colony
F5J-501	1321 X210000-0	Ba	005 -- M1V
Athens	1322 A667824-E J		403 Pa G5V
Koda	1323 X400000-0	Ba Va	000 -- M2V M6V
Nalikhu	1422 X7A0000-0	Ba De	004 -- K7IV
Achmubniza	1424 XAB4000-0	Ba Fl	023 -- M2IV
Krasni Bor	1427 X326000-0	Ba	005 -- M3V Odd rock formations
Joppa	1521 E698000-0	Ba	002 -- G5V M3V
Urliigii	1522 X52A000-0	Ba Wa	014 -- M9V Frozen World
Zewar	1524 E536300-7	Lo	125 Na M4V
Evesum	1525 D4873X4-B	Lo	324 Dr K4V M6V Droyne Colony
Prijkt-213	1528 D769410-B	Ni	623 Na F7V M0V Terraform Proj.
Ilaakagiida	1530 X222000-0	Ba Po	002 -- M3V
Rdrefrn	1624 E9B5911-C	Fl mA:9	923 Na F5V
FSS-213	1628 C324211-A	Lo Ni	523 Na M8V
Spezerei	1630 D550612-A	De Ni Po	904 Na K2V M8V

Subsector J, Rdrefrn-40, contains 23 worlds with a population of 9.4 billion; the highest population is 9 billion, at Rdrefrn, and the highest tech level is E at Athens. Due to the near unpronounceable cluster of consonants in Galanglic, the Rdrefrn-40 subsector is usually called Redfern, colloquially.

Tiachtiebria

Rdrefrn-40

Zachrisson



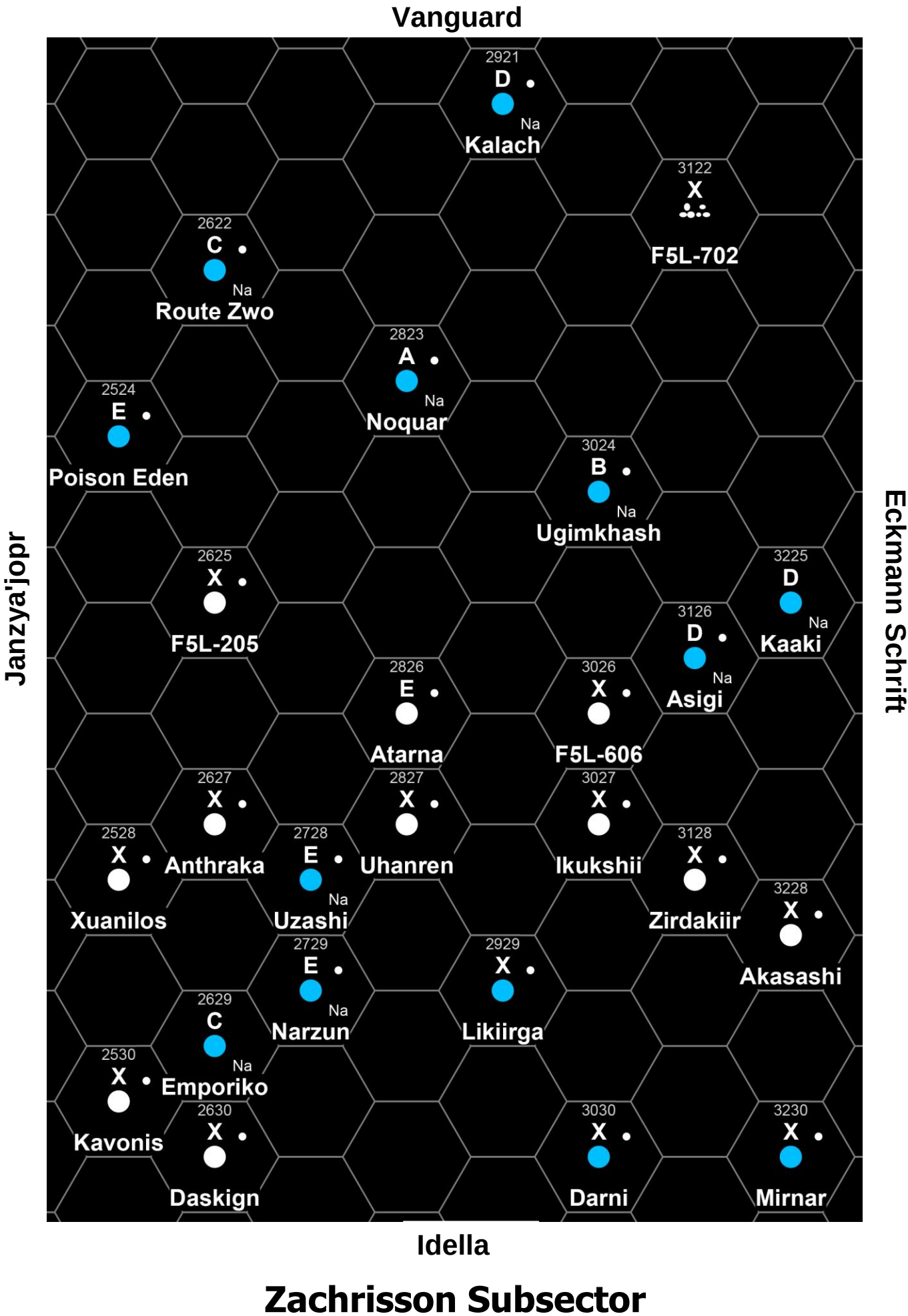
Ozhev

Janzya'jopr Subsector

Janzya'jopr Subsector

Zimrilim	1723 C537556-B		621 Na K2V M9V
Pj213A	1729 E422110-9	Lo Po	210 Na M3V M7V T-form Project
F5K-202	1822 X500000-0	Ba Va	024 -- M4V M9V
Zahara	1823 XAC6000-0	Ba Fl	002 -- G8V
Cymru	1824 B488645-C		413 Na F8V
Kushavati	1825 B457646-A		413 Na G9V M7V
Brillig	1830 E000110-F	As Lo	400 Na A7V Stellar Research
Ujjayani	1924 D7B3347-B	Fl Lo	124 Na K3V
Sauridor	2025 C76A359-9	Lo Wa	704 Es F9V Eslyat Colony
Nakrii	2026 D553340-E	Lo Po	822 Na G7V
Sankassa	2125 E757344-8	Lo	813 Na K4V
Kiisiirurra	2127 A855743-F		602 Na G0V
Sufiia	2223 D452442-9	Ni Po	825 Na K3V
F5K-604	2224 E210244-A	Lo	403 Na K7V M5V
Zirasumna	2226 B465443-E		902 Na F4V
Lethe	2230 X63A000-0	Ba Wa	003 -- M5V Ice World
Jaahdeks	2322 D569535-6	Ni	504 Na K8V M6V Frozen World
Ki-Niis	2323 D326343-C	Lo	724 Na M2V
Idalikaadu	2329 X110000-0	Ba	010 -- M0V
Detroit	2422 A647434-C	Lo Ind.	824 Na G1V Autofac/Robotics
Eshishu	2429 X750000-0	Ba De Po	205 -- K5V M2V

Subsector K, Janzya'jopr, contains 21 worlds with a population of 69.4 million; the highest population is 60 million, at Kiisiirurra, and the highest tech level is F at Brillig and Kiisiirurra. The Kiisiirurrans often will use the appellation of being an Imperial Vilani colony, maintaining the style and dress of the old Vilani, at least in tradition. Detroit is given over to large automated factories, producing finished manufactured items as well as a variety of components in use across the frontier, the world was renamed Detroit after an old Solomani city that was know for it's industry.



Zachrisson Subsector

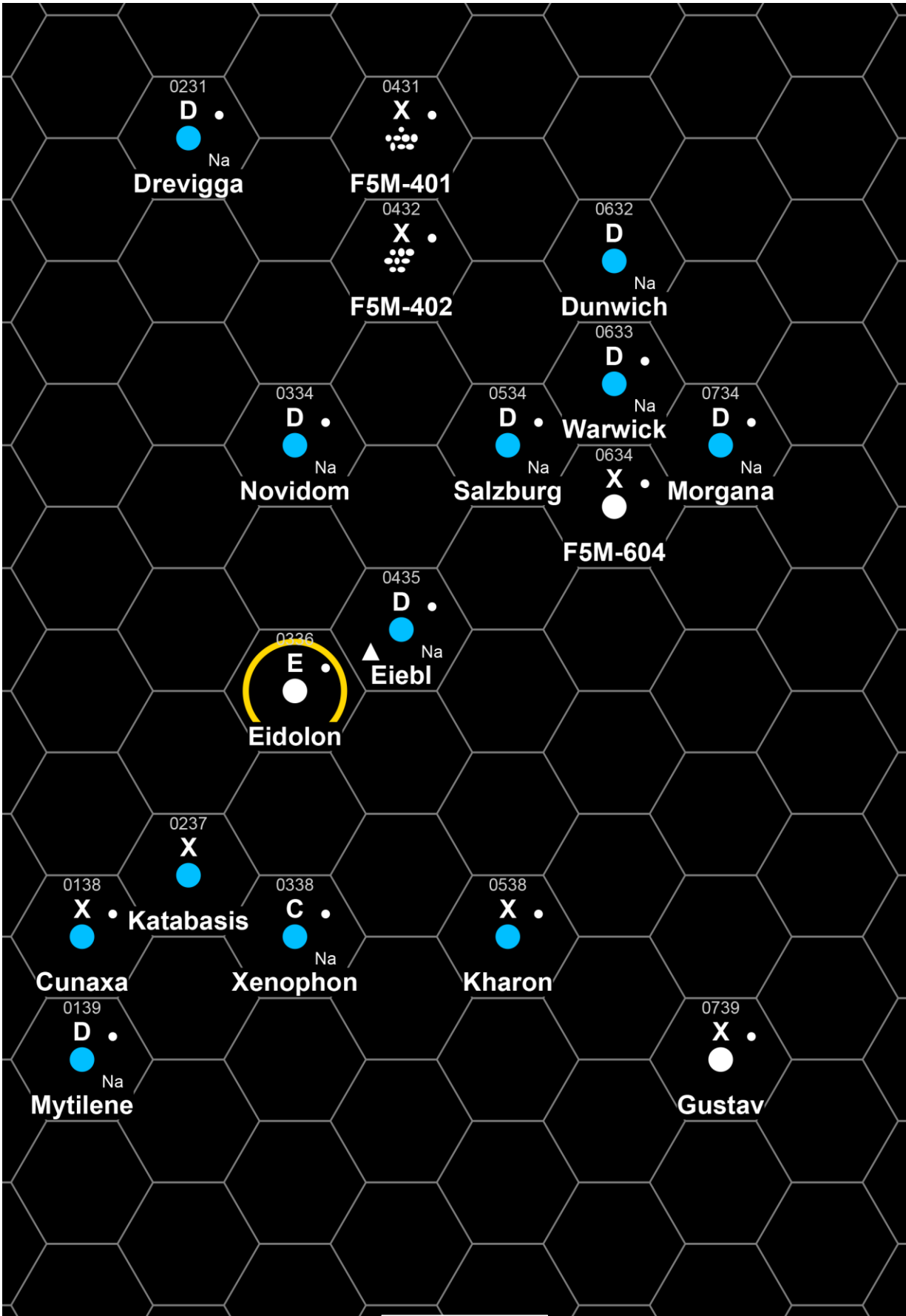
Poison Eden	2524 E777000-0	Ba	024 -- F9V Failed Colony
Xuanilos	2528 X511000-0	Ba Ic	004 -- K7V
Kavonis	2530 XAC2000-0	Ba Fl	004 -- M3V M9V
Route Zwo	2622 C322311-C	Lo Po	713 Na M2V
F5L-205	2625 X212000-0	Ba Ic	002 -- M3V
Anthraka	2627 X6A0000-0	Ba De	001 -- M9IV
Emporiko	2629 C568671-B	Ni	900 Na G9V
Daskign	2630 X9B4000-0	Ba Fl	003 -- M2V
Uzashi	2728 E63A200-8	Lo Wa	714 Na K2V M8V Frozen World
Narzun	2729 E453400-7	Ni Po	204 Na G8V
Noquar	2823 A766733-G		503 Na G1V M0V Entropic Darrians
Atarna	2826 E612000-0	Ba Ic	015 -- M4V
Uhanren	2827 X7A5000-0	Ba Fl	025 -- M2V
Kalach	2921 D568693-7	Ni	314 Na G7V M0V
Likiirga	2929 X643000-0	Ba Po	015 -- K5V M4V
Ugimkhash	3024 B677683-B	Ni	103 Na G2V
F5L-606	3026 X500000-0	Ba Va	023 -- M5V M9V
Ikuksii	3027 X100000-0	Ba Va	012 -- M7V M8V
Darni	3030 X332000-0	Ba Po	023 -- M3V
F5L-702	3122 X000000-0	As Ba	020 -- M0V
Asigi	3126 D779301-8	Lo	203 Na F7V M0V
Zirdakiir	3128 X300000-0	Ba Va	014 -- K9III M7V
Kaaki	3225 D762322-7	Lo	800 Na K1V M5V M6V
Akasashi	3228 X210000-0	Ba	024 -- M1V M4V
Mirnar	3230 X436000-0	Ba	001 -- M7V

Subsector L, Zachrisson, contains 25 worlds with a population of 63 million; the highest population is 50 million, at Noquar, and the highest tech level is G at Noquar. Noquar is a Nyadhel trading colony, to support mercatile activity on the far side of the Fulani sector. The toxins at Poison Eden are not normal toxins, except for being psychoactive, and causing insanity, after a god like feeling of euphoria.

Encha

Ubagil

Jdinchpipr



Terrelay

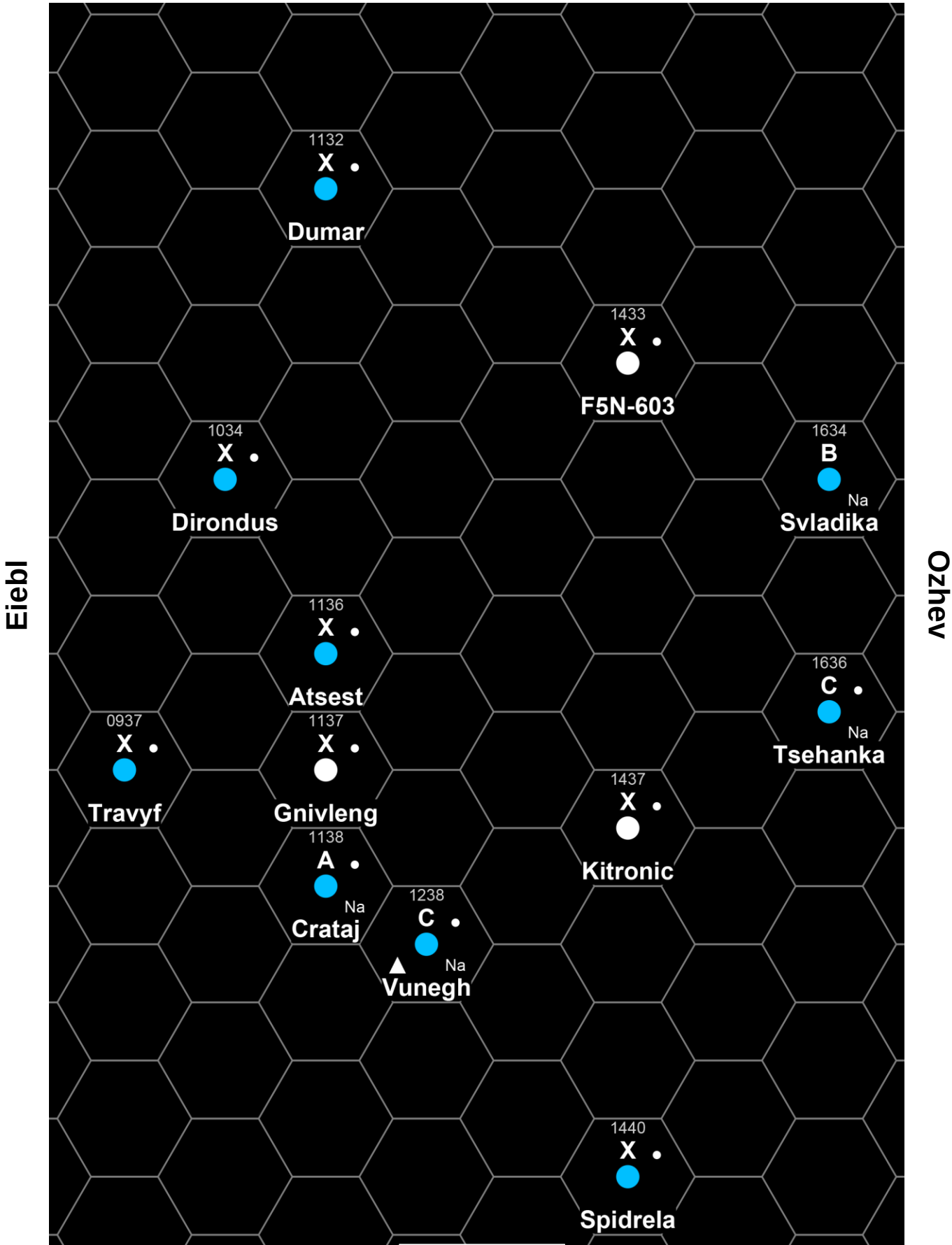
Eiebl Subsector

Eiebl Subsector

Cunaxa	0138 X547000-0	Ba	025 -- K5V
Mytilene	0139 D687411-5	Ni	224 Na G6V
Drevigga	0231 D577544-C	Ni	504 Na G4V
Katabasis	0237 X549000-0	Ba	000 -- M8V
Novidom	0334 D578411-7	Ni	221 Na K1V
Eidolon	0336 E430000-0	Ba De Po	A 013 -- M0V Extensive Ruins
Xenophon	0338 C9874C3-9	Ni	612 Na K3V
F5M-401	0431 X000000-0	As Ba	021 -- M2V
F5M-402	0432 X000000-0	As Ba	021 -- M4V M5V M8V
Eiebl	0435 D787314-7 S	Lo	403 Na F1V M4V
Salzburg	0534 D9D4300-4	Ba Fl Lo	914 Na K3II
Kharon	0538 X221000-0	Po	003 -- M1IV
Dunwich	0632 D854520-A	Ni	610 Na F8V M2V
Warwick	0633 D788540-8	Ni	923 Na K2V M2V
F5M-604	0634 X100000-0	Ba Va	005 -- M3V
Flogiston	0734 DA7A312-D	Lo Wa	112 Na G4V M2V M8V Grav City
Gustav	0739 X520000-0	Ba De Po	013 -- K9V

Subsector M, Eiebl, contains 17 worlds with a population of 2.1 million; the highest population is 900 thousand, at Warwick, and the highest tech level is D at Morgana. Eidolon is known for ancient and dangerous ruins, much of it underground, and only exposed as the surface subsides; the Scout base at Eiebl was established to study the ruins.

Rdrefrn-40



Ronodik

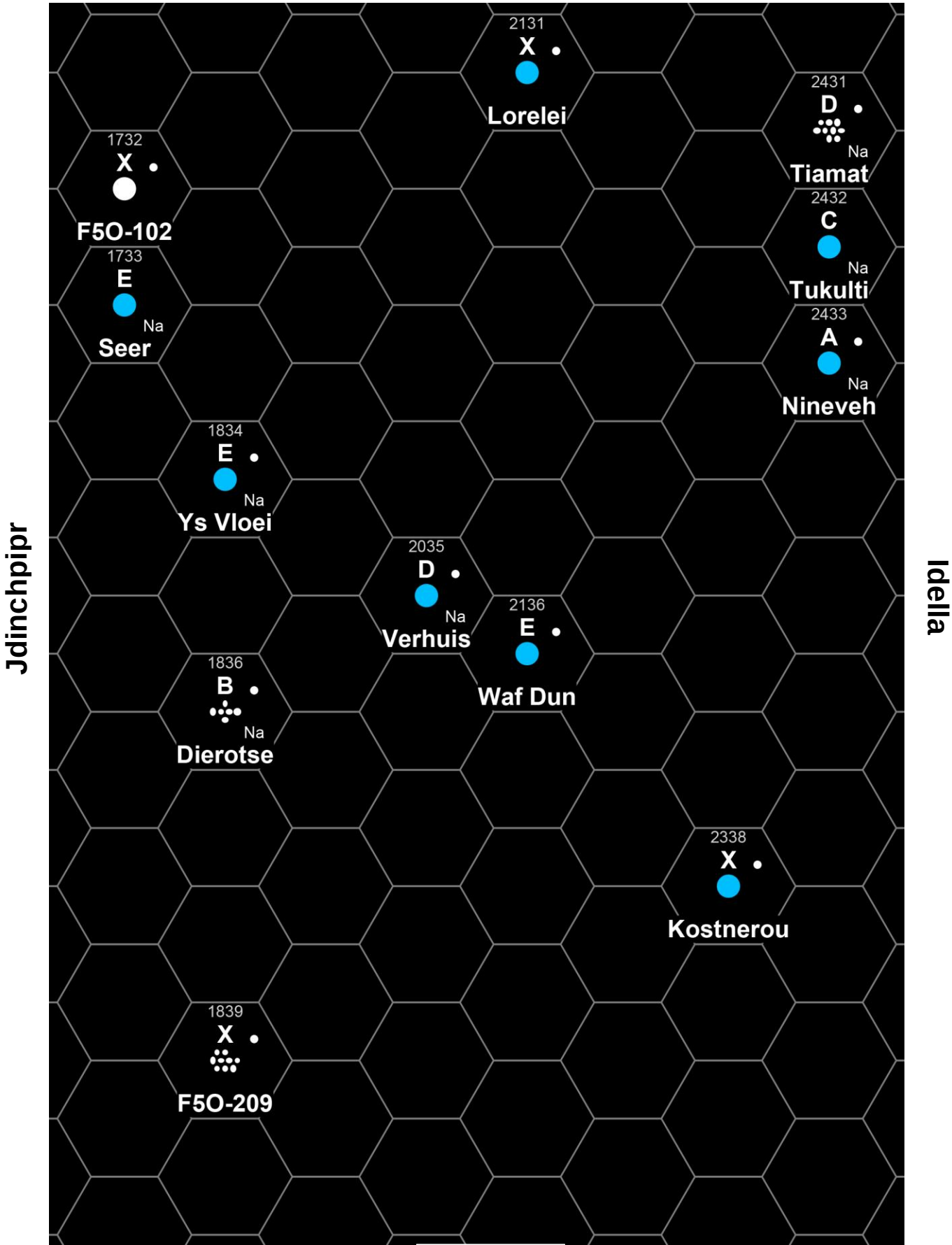
Jdinchpipr Subsector

Jdinchpipr Subsector

Travyf	0937 X224000-0	Ba	004 -- M4V M8V M9V Frozen
Dirondus	1034 X553000-0	Ba Po	001 -- K1V M7V
Dumar	1132 X468000-0	Ba	004 -- F5V
Atsest	1136 X333000-0	Ba Po	005 -- M7V
Gnivleng	1137 X7B4000-0	Ba Fl	002 -- K2V
Crataj	1138 A869731-E		603 Na G8V M5V
Vunegh	1238 C678530-D S	Ni	904 Na G7V
F5N-603	1433 X740000-0	Ba De	003 -- K5VI M7VI
Kitronic	1437 X611000-0	Ba Ic	002 -- M4V
Spidrela	1440 X545000-0	Ba	003 -- M1V M9V
Svladika	1634 B667821-D		100 Na F8V Terraformed
Tsehanka	1636 C563724-C		505 Na G7V Terraformed

Subsector N, Jdinchpipr, contains 12 worlds with a population of 210.9 million; the highest population is 100 million, at Svladika, and the highest tech level is E at Crataj. Crataj has a lively maritime culture, something shared by its colony world of Vunegh.

Janzya'jopr



Theron

Ozhev Subsector

Ozhev Subsector

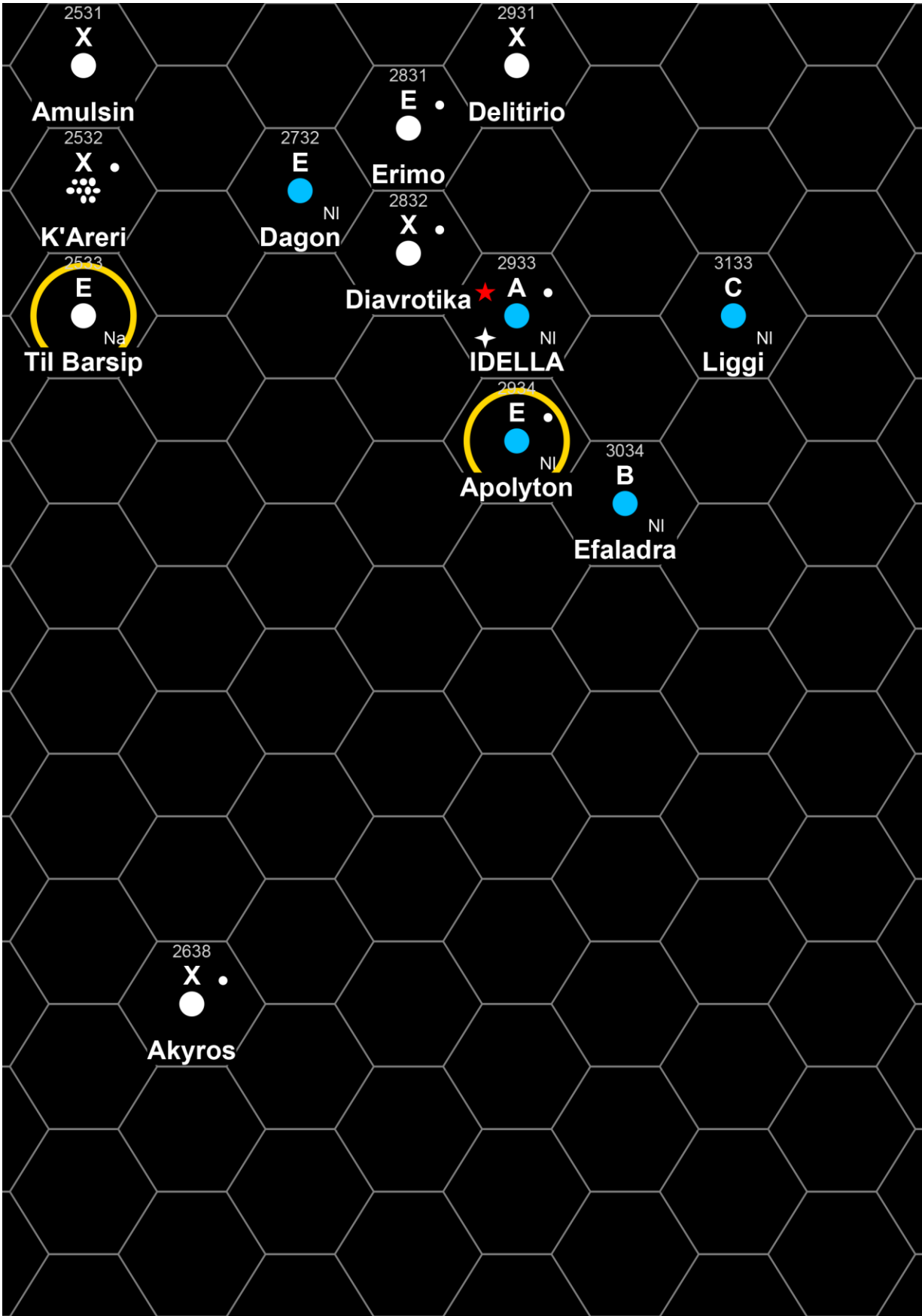
F5O-102	1732 X100000-0	Ba Va	004 -- M8V M8V
Seer	1733 E454435-8	Ni	220 Na K0V M6V
Ys Vloei	1834 E439340-8	Lo	023 Na M1V Frozen World
Dierotse	1836 B000742-D	As	005 Na M7IV Heavy Metal Mine
F5O-209	1839 X000000-0	As Ba	024 -- M0V
Verhuis	2035 D547344-9	Lo	513 Na G5V M6V
Lorelei	2131 X98A000-0	Ba Wa	011 -- K2V
Waf Dun	2136 E321000-0	Ba Po	013 -- M6IV M8IV
Kostnerou	2338 X77A000-0	Ba Wa	004 -- K1V M6V
Tiamat	2431 D000342-B	As Lo	315 Na M1V M6V
Tukulti	2432 C884534-7	Ni	100 Na G5V M5V
Nineveh	2433 A867854-E	Rich	502 Na F6V

Subsector O, Ozhev, contains 12 worlds with a population of 500.1 million; the highest population is 500 million, at Nineveh, and the highest tech level is E at Nineveh. Mostly empty except for the Nineveh cluster, that includes worlds in the neighboring Idella subsector, such as Til Barsip, a reform colony.

Zachrisson

Ozhev

Helix



Mirdika

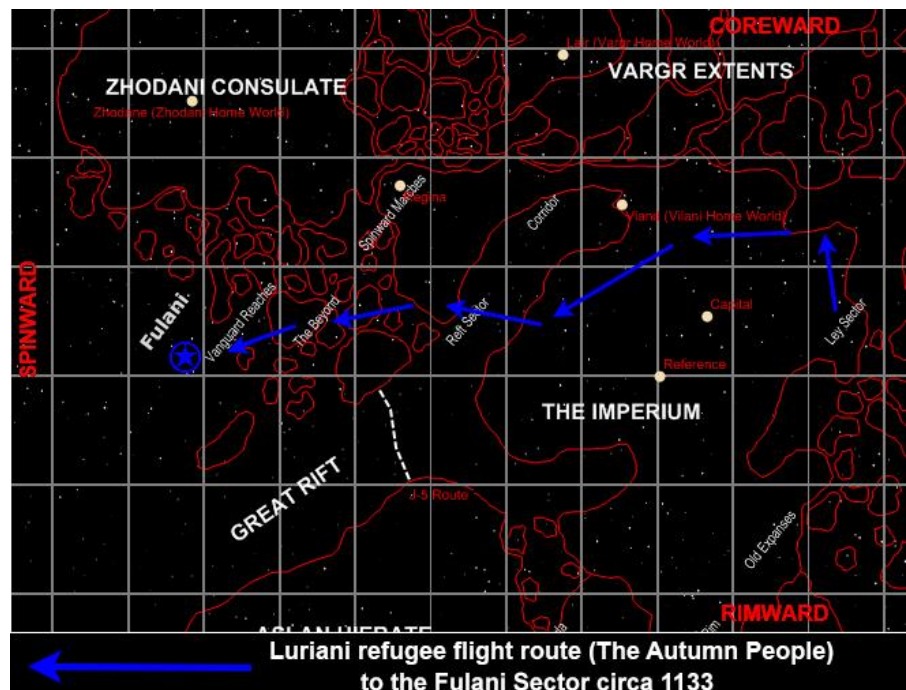
Idella Subsector

Idella Subsector

Amulsin	2531 X100000-0	Ba Va	020 -- M9V
K'Areri	2532 X000000-0	As Ba	024 -- K9V M2V
Til Barsip	2533 E501367-8	Ic Lo Ni Va	A 200 Na M5V M9V
Akyros	2638 X610000-0	Ba De	003 -- M1V
Dagon	2732 E77A364-9	Lo Ni Wa	700 NI G7V
Erimo	2831 E100000-0	Ba Va	002 -- M4V M6V
Diavrotika	2832 XACA000-0	Ba Fl	014 -- M2II M9V
Delitirio	2931 X9C0000-0	Ba De	000 -- M1II
Idella	2933 A888997-E F	Hi	124 NI F1V
Apolyton	2934 E432218-5	Lo Ni Po	A 603 NI M3V M6V
Efaladra	3034 B98A746-C	Ri Wa	710 NI G1V M4V
Liggi	3133 C599565-B	Ni	900 NI K2V

Subsector P, the Idella Subsector has 12 systems with a total population of 1,070,909,600; the highest population is at Idella with approximately one billion and the highest Tech Level is also at Idella, with TL 14. Idella rests in the far rimward quadrant of Fulani bordered by the Theron, Vanguard Reaches and Iphigenaia sectors. The scene of a desperate migration of Luriani called “The Autumn People” who left the Ley sector in 1133 and arrived in the Idella subsector at the Idella system in 1138, founding the New Luriani Protectorate. The New Luriani Protectorate has committed a Corps (approx. 15,000 troops) plus attached naval elements of its military to action along the frontier region in the Theta Borealis sector to aid in the war against the Zerps and Black Ships. Unlike many other areas, Idella has never been raided by the Black Ships; due its distance from the front and relatively isolated astrography, it has seen little influx of refugees from the war as well. Both Til Barsip and Apolyton are of interest for being exile colonies; Til Barsip ruled by Nineveh in the Ohzev sector and Apolyton as a mining colony with its metallic and radioactive ores, lanthanum and iridium in particular.

Efaladra is Lurglic for “Damm A Efalar” or I sing of the lost mother/homeworld (eg Damm). Efaladra is home to many discontented citizens of Idella and its entrenched ruling bureaucracy there that is descendent of the crew of the colonial fleet that brought the Luriani to the Fulani sector. Liggi and Dagon are relatively new colonies, also from Idella, which even with its population of over one billion, is not considered crowded. Diavrotika is a burning, molten world, noted for its fascinating landscape crystal islands floating on the magma. Popular amongst the Luriani is a new Saga about the journey of “The Autumn People” or those fleeing the advance of the Virus.



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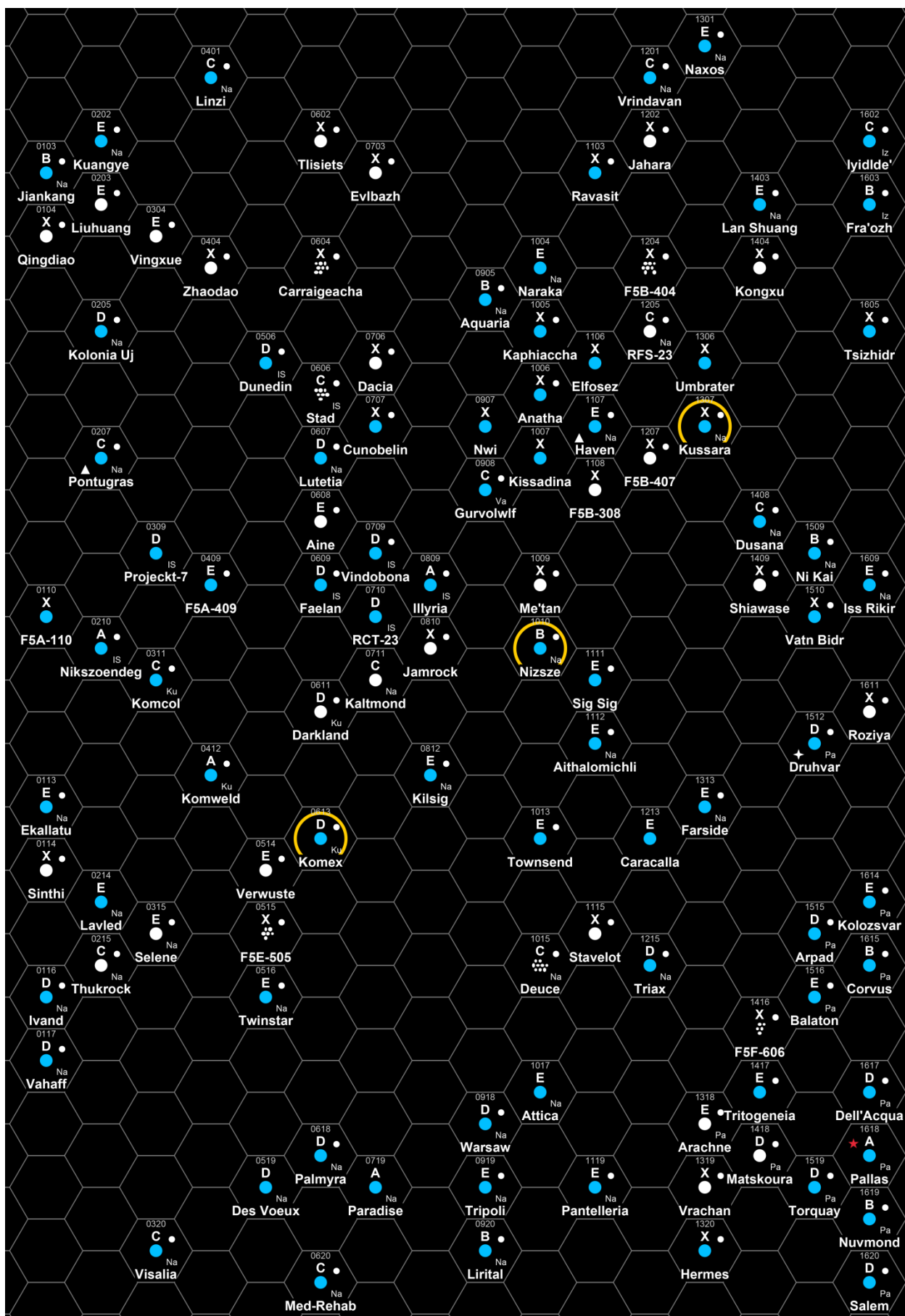
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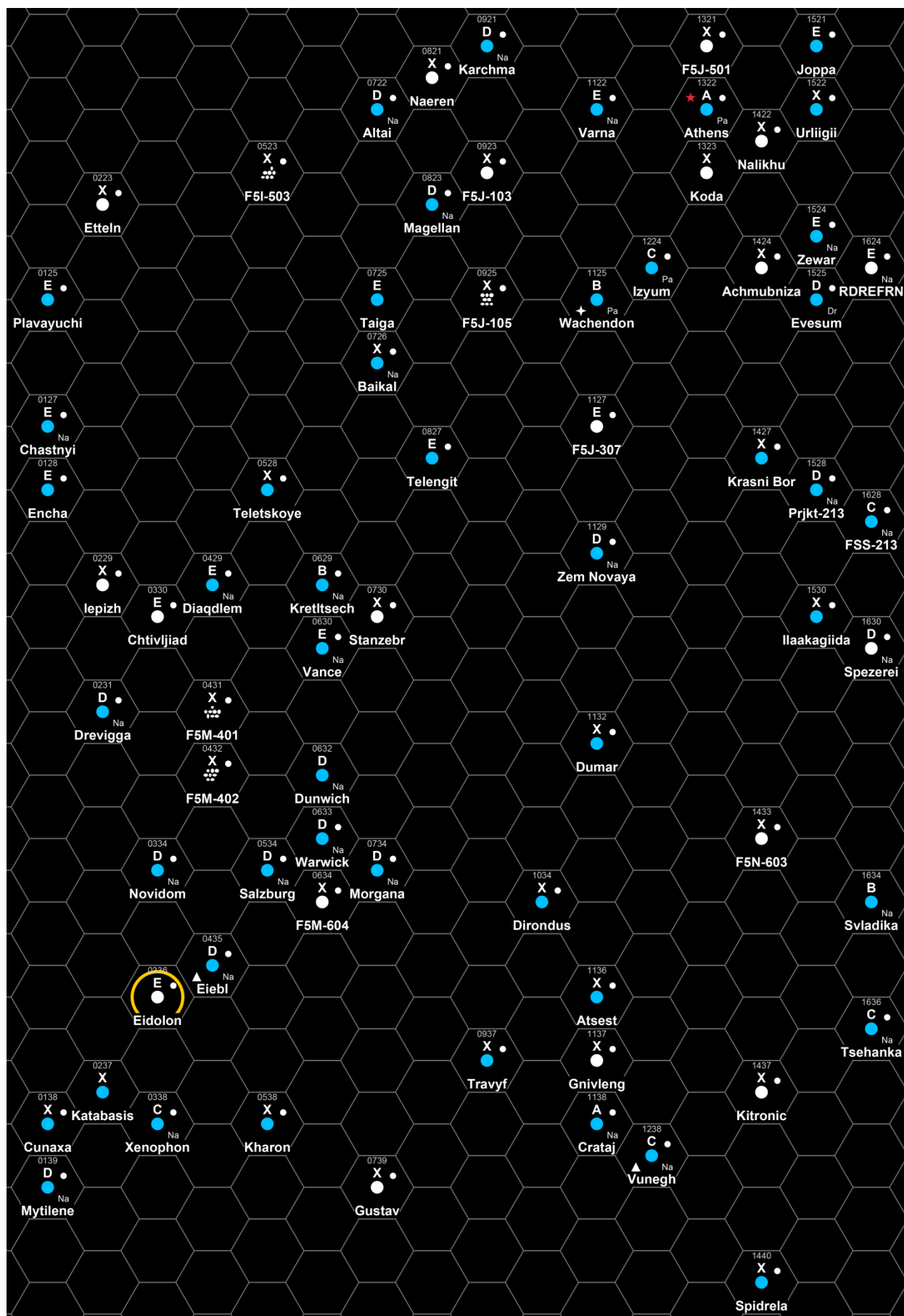
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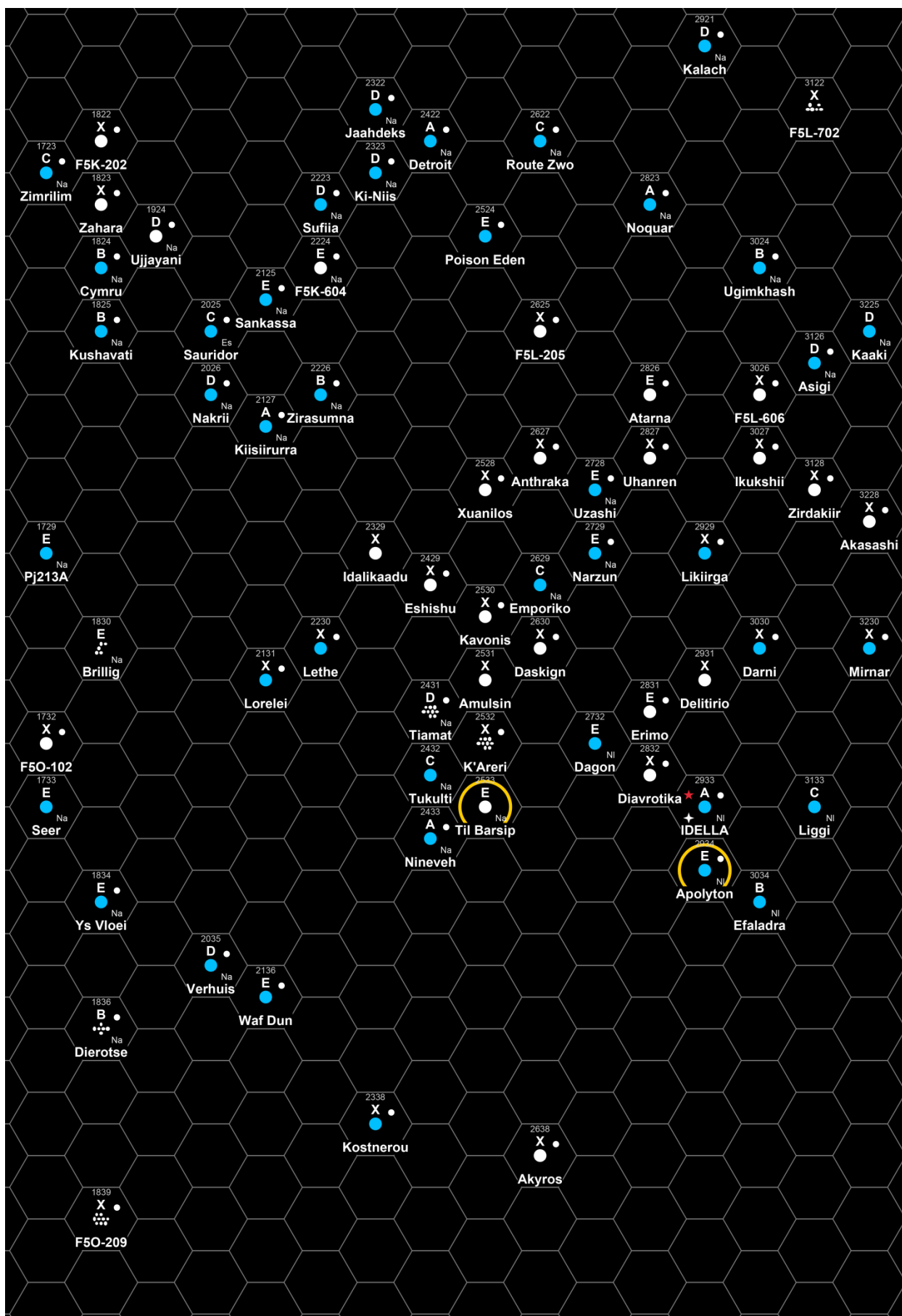


Quadrant Beta

Quadrant Gamma



Quadrant Delta



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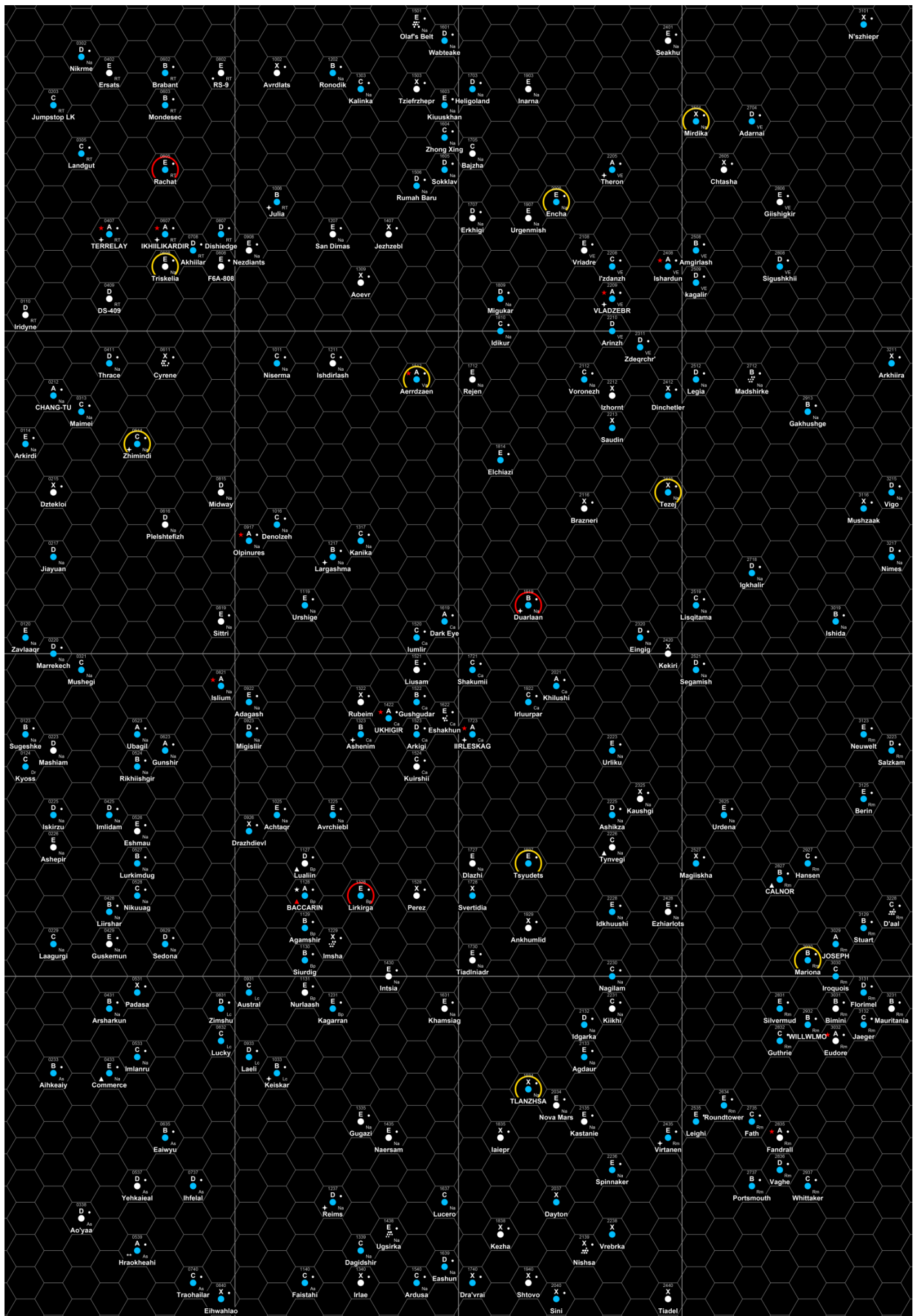


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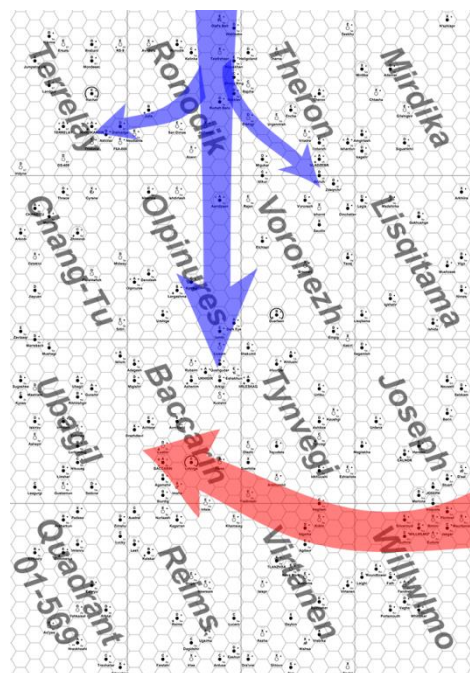
Design: dragoner

With much help from the Travellermmap.com, CORE sector data, and Heaven and Earth

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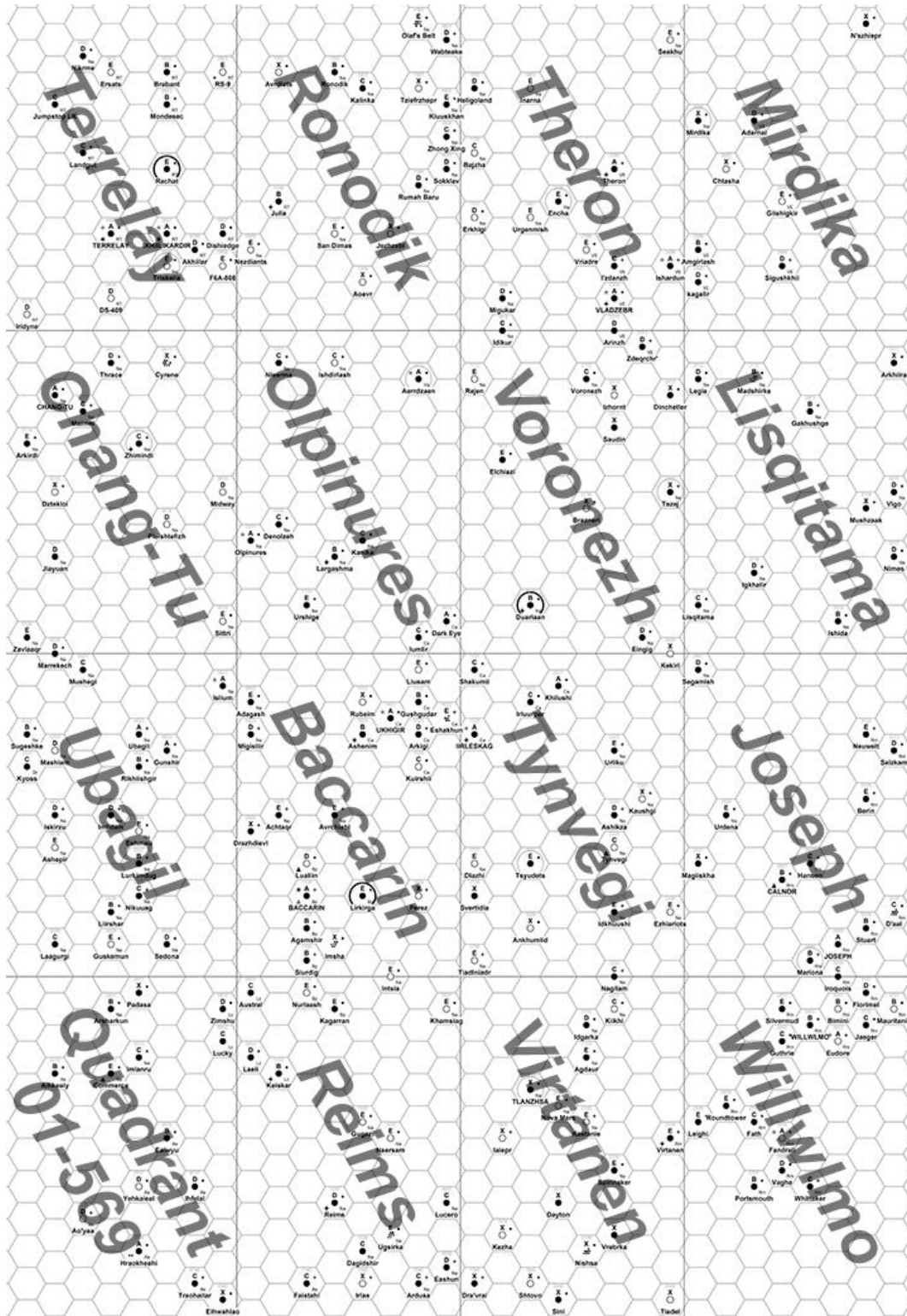
Theron Sector Intro



In the Theron sector there were two distinct paths of colonization, one top down from the Fulani sector, guided in its early stages by the Zhodani Consulate, and the wave that came through the Regency of Muirimi. Most symbolic of the two different paths could be the conflict between the Central Alliance and Baccarin Protectorate.

No one polity dominates the sector, all interest vying to be number one, even if not in direct conflict. All is in flux, as the Vladzebian Empire shows with the ascension of a new Emperor, Miles, who has vowed to be more progressive in changing the hidebound empire.

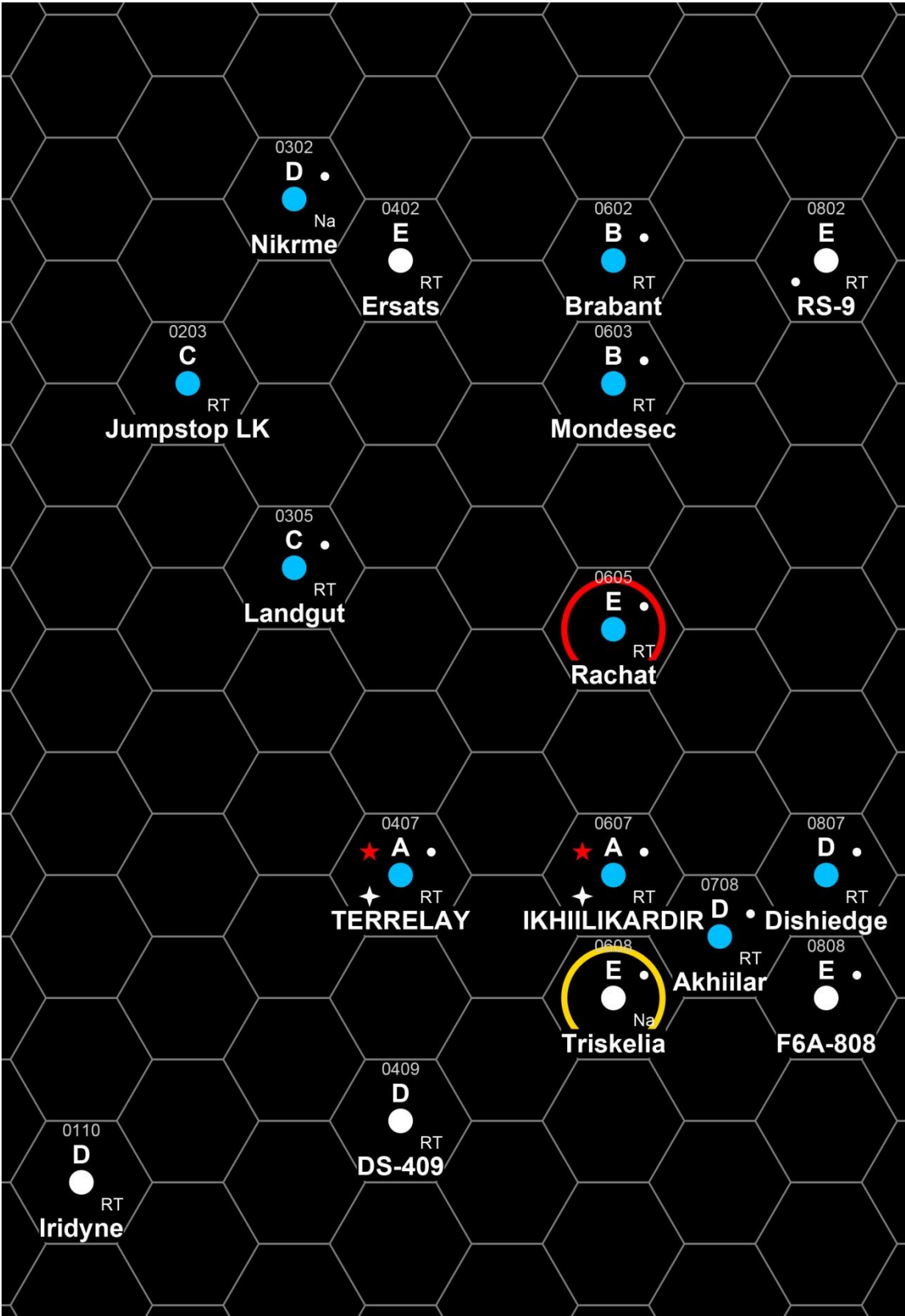
Theron Subsectors



Eiebl

Banderhue

Ronodik



Chang-Tu

Terrelay Subsector

Terrelay Subsector

Iridyne	0110 D200311-9	Lo Va Iridium	900 RT G8VI M5VI M6VI Mine
Jumpstop LK	0203 C235536-B	Ni	700 RT F3VI F6VI F9VI
Nikrme	0302 D538414-A	Ni Frozen	504 Na M9V Ice Mine
Landgut	0305 C476732-C	Ag	304 RT G1VI K7VI
Ersats	0402 E550633-5	De Ni Po	120 RT G7
Terrelay	0407 A867999-G F	Hi	504 RT K3V RoT Capital
DS-409	0409 D100111-D	Fueling Station	200 RT 000 no star
Brabant	0602 B999842-E		914 RT K0V
Mondesec	0603 B672747-D		702 RT G4VI M5VI
Rachat	0605 E435538-3	Ni Frozen	R 524 RT F6V Exile Colony
Ikhilikardir	0607 A673913-F F	In	102 RT G3V
Triskelia	0608 E303333-9	Ic Lo Va	A 303 Na K9V Dissident World
Akhiilar	0708 D336534-9	Ni	103 RT G0V G7V
RS-9	0802 EAC8112-A V	Fl Lo	120 RT K4IV M6IV Re(search)
Dishiedge	0807 D626504-C	Ni Frozen	914 RT G6V Ruins
F6A-808	0808 E6A3000-0	Ba Fl (CO2 Atmos)	002 -- K2V M0V Hot Planet

Subsector A, Terrelay, contains 16 worlds with a population of 7 billion, the highest population is 5 billion, at Terrelay; as well the highest tech level: G, is at Terrelay. The Republic of Terrelay is the single most powerful state on the frontier, and is one of the most strident belligerents in the war against the Black Ships. As a federal republic, they have a bicameral legislature of an upper house (Senate) and a lower house (Congress of People). There is also an executive (President) and judicial (High Council); the various branches of government are modeled after pre-Terran Confederation Solomani governments. Each world also maintains its own local government as well as sending representatives to the central government at Civitae on Terrelay.

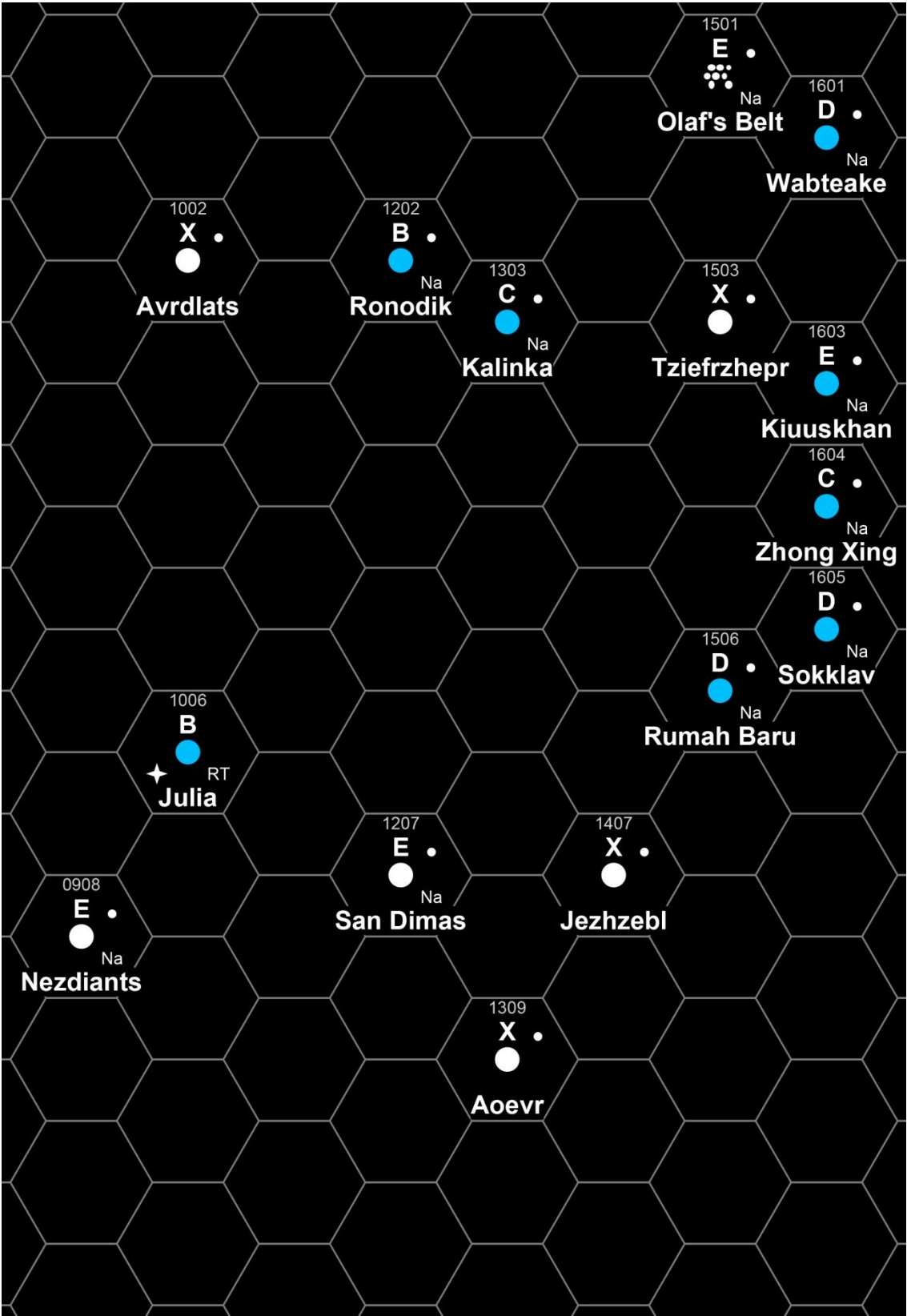
Ethnically, and by pattern of settlement, the Republic is about 40% Imperials, 25% Solomani, 15% Zhodani, and 10% Vlazhdumecta descent. Around 10% constitute "other" populations, such as minor humanity or aliens; all citizens are treated equally before the law, however. Some groups, such as the Imperials, maintain the old idea of nobility, in as much as titles, but they have no standing before the law. Landgut, does maintain some pretense of an aristocracy, but it does not have force outside Landgut, and even on Landgut, it must conform to the principles of the Republic's constitution.

While the Republic is a democracy, with voter majority reached at age 18, there have been various accusations of militarism and interference by powerful corporate interests, such as Ikhilikardir Arms, in both the selection of candidates and the democratic process. Outside the republic's borders, there have also been accusations of "over-zealous" military action and extra-legal activities by Terrelayne interests.

Jdinchpipr

Terrelay

Theron



Olpinures

Ronodik Subsector

Ronodik Subsector

Nezdians	0908 E7A5119-D	Fl Lo	603 Na F7IV G0IV Re. Lab
Avrdlats	1002 X5A0000-0	Ba De	005 -- K8V
Julia	1006 B645621-9 M	Ni	700 RT G2V
Ronodik	1202 B686884-E	Ri	813 Na K9VI M1VI M6VI
San Dimas	1207 E413223-C	Ic Lo	114 Na F7VI M8VI Monastery
Kalinka	1303 C334553-C	Ni	703 Na F5V M9V
Aoevr	1309 X105000-0	Ba Ic Va	014 -- M1V M2V
Jezhzebl	1407 X102000-0	Ba Ic Va	012 -- M0II
Olaf's Belt	1501 E000200-A	As Lo	103 Na K5VI M8VI
Tziefrzhepr	1503 X403000-0	Ba Ic Va	004 -- M5VI M5VI
Rumah Baru	1506 D778521-8	Ni	505 Na G8VI M6VI
Wabteake	1601 D888784-7	Ri	104 Na K3V
Kiuuskhan	1603 E5744D2-5	Ni	302 Na F2V
Zhong Xing	1604 C753523-8	Ni Po	303 Na G9VI K1VI
Sokklav	1605 D492632-8	Ni	801 Na F1VI F6VI

Subsector B, Ronodik, contains 15 worlds with a total population of 826.5 million, with the highest population being 800 million, at Ronodik. The highest tech level is E, also at Ronodik. Settled nearly two centuries ago, Ronodik dominates what could be considered a sleepy backwater subsector, except for that it acts as a neutral zone between the Republic of Terrelay, and the Vladzebrian Empire. The Republic has offered for Ronodik to join them, something they have so far rebuffed, preferring to maintain their neutrality through the continuing détente between Terrelay and Vladzebr. Ronodik is also part of the jump three route from Spidrela (Fulani 1440) in the Fulani sector.

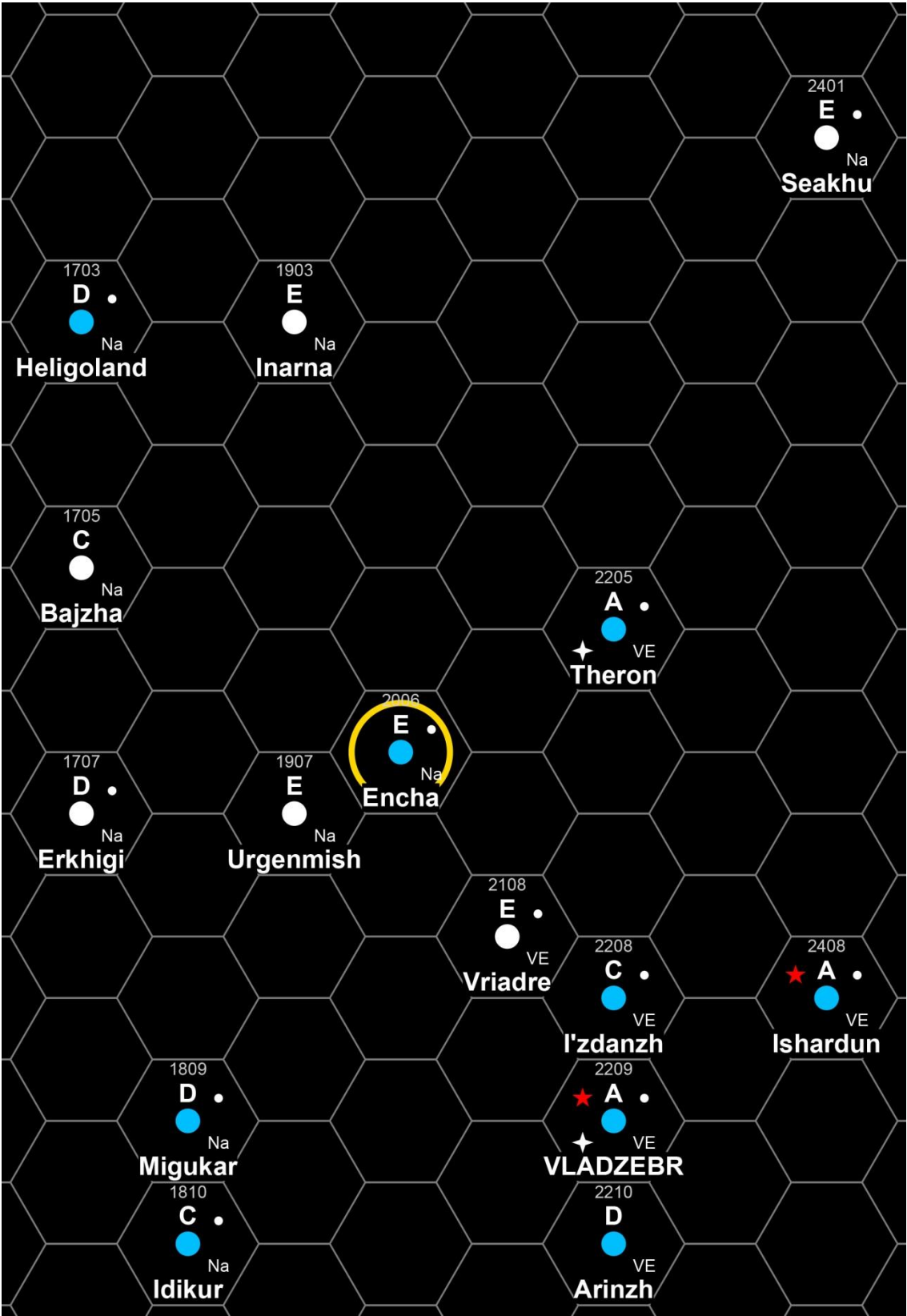
The monastery at San Dimas was founded by a former pirate in penitence for the crimes he had committed. Olaf's Belt is named for the first belter to stake a claim there, his family remains and continues to mine and support a small belter community. Kiuuskhan was founded by a religious cult that has eschewed high technology. Aoevr was once the location of a Vargr corsair base, which was eliminated by the Republic of Terrelay over a decade ago. Julia was founded as an outpost of the Republic of Terrelay's military. Nezdians is a research lab, placed to do research beyond the legal reach of the Republic of Terrelay, this has raised questions on the nature of the research done there.

There have been reports of piracy in the Rumah Baru, Zhong Xing, and Sokklav systems.

Ozhev

Ronodik

Mirdika



Voronezh

Theron Subsector

Theron Subsector

Heligoland	1703 D221312-B	Lo Po	933 Na M0V M1III
Bajzha	1705 CAA5642-D	FI Ni	910 Na F6V G0V
Erkhigi	1707 DAC4543-B	FI Ni	415 Na K0V
Migukar	1809 D332510-A	Ni Po	104 Na K4V
Idikur	1810 C563746-9		105 Na G0V M8V
Inarna	1903 E7B0311-A	De Lo	200 Na K9VI
Urgenmish	1907 E300410-9	Ni Va	110 Na M2VI M3VI
Encha	2006 E577871-6		A 104 Na G1V K9V M3V
Vriadre	2108 E300436-D	Ni Va	214 VE M0VI M3VI M8VI
Theron	2205 A786837-C M		612 VE G8V G9VI
I'zdanzh	2208 C472663-D		103 VE K0VI M4VI Vlad Colony
Vladzebr	2209 A788933-E F		102 VE F3V VE Capital
Arinzh	2210 D434562-B	Ni	500 VE F4VI Vlad Colony
Seakhu	2401 E7B4310-8	FI Lo	301 Na F8V K9V
Ishardun	2408 A757833-E J		424 VE G5V M3VI M2VI

Subsector C, Theron, contains 15 worlds with a combined population of 2.1 billion. The highest population is 1 billion, at Vladzebr; with the highest tech levels: E, at Vladzebr and Ishardun. Vladzebr is the main planet of the Vladzebrian Empire, a planet with a feudal, military culture, which is highly imperialistic and patriarchal; and an Empire with hereditary succession. Its governmental system is largely unwritten, and is honor based, on oaths; led by an Emperor, with supreme and absolute power. There is also a legislative body known as the Council of Counts, which controls the Vladzebrian Empire's finances, and is somewhat parallel to a traditional Terran House of Lords. Each member of the 101-man Council of Counts controls a District, or a large-sized slice of a planet. There is also a Council of Ministers which controls the executive functions of the government, and other formal and informal advisors to the Emperor. There are four major ethnic groups on Vladzebr, descended from Terran, Zhodani, Imperial, and Vlazhdumecta forebears, presumably to be found among the original colonists. The Vlazhdumecta are an explicit minority on Vladzebr, and it appears that Terran is the predominate culture, based on the number of Vladzebrian cultural aspects that mirror, or are derived from, Terran culture. Such as, it appears that Terran varietal of Galanglic serves as the predominant language, with the three others forming minority tongues.

The Theron sector and even the subsector, takes its name from this world here. Legend has it that an exploration ship from the Regency of Muirimi, hundreds of years ago, was on a deep space sweep, where they encountered an alien derelict inhabited by a horrible beast, in the battle with the monster, the Captain and First Officer died, and the ship was damaged. They had barely been able to make it to Encha where they crash landed. Some say Theron may have been the ship's name, or the Captain, others say it is for the beast, and thus it is for the sector to be called. Encha was named either for a place on Old Earth, or maybe an adjective, as the world already hosted a Vlazhdumectan colony. The world is broken up into various states, and has seen its share of conflict.

Idella

Theron

Cheetham



Lisqitama

Mirdika Subsector

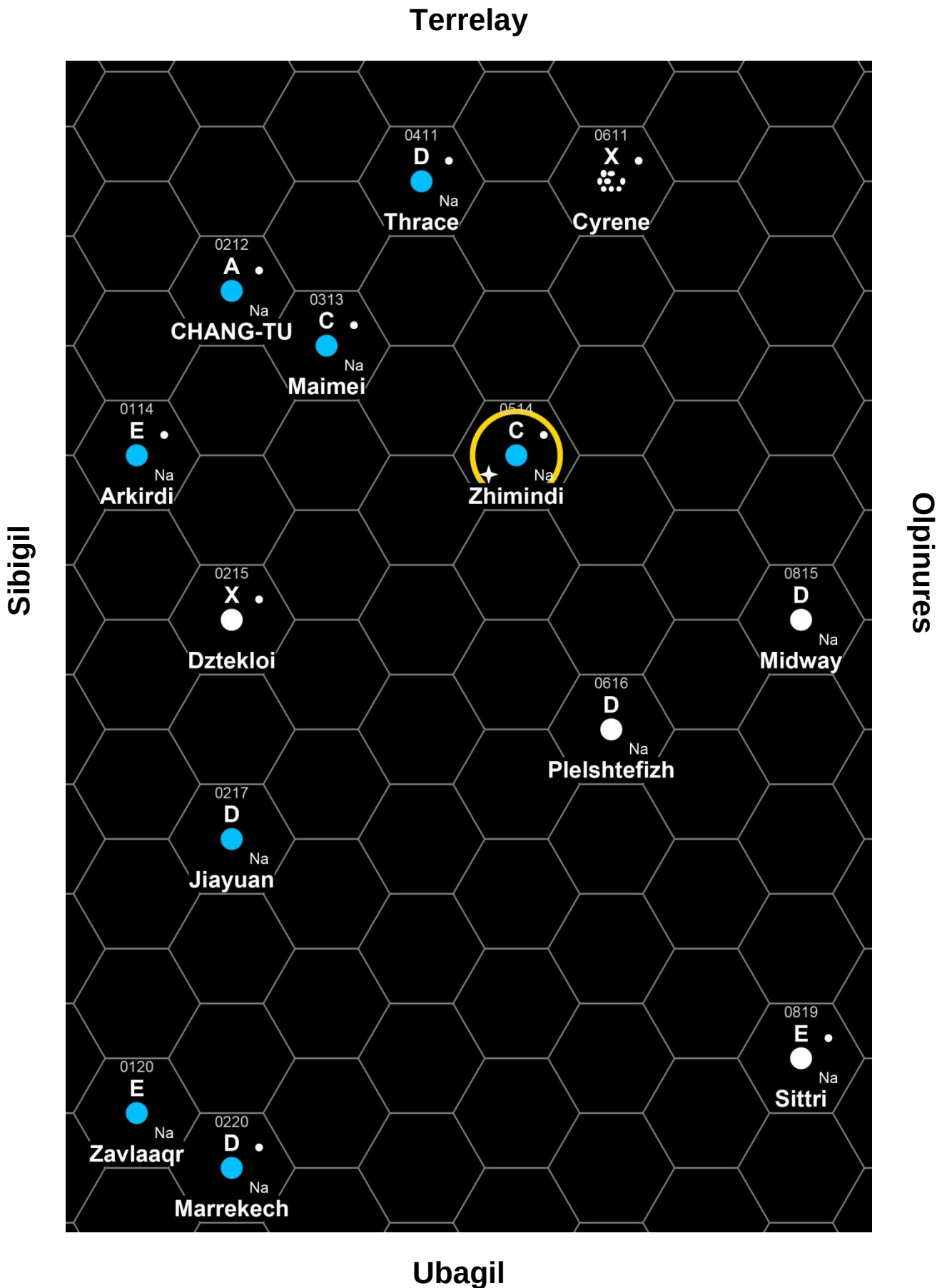
Mirdika Subsector

Mirdika	2504 X887871-3	mA:5	A	305 Na G9V
Amgirlash	2508 B675814-D			204 VE F6V
kagalir	2509 D563534-C	Ni		504 VE G6III
Chtasha	2605 X8B5000-0	Ba FI		005 -- K5V
Adarnai	2704 D576533-9	Ni		513 VE G6IV
Giishigkir	2806 E510431-9	Ni		501 VE K2IV
Sigushkhii	2808 D333435-D	Ni Po		204 VE G0VI M4VI
N'szhiepr	3101 X447000-0	Ba		002 -- A0II

Subsector D, Mirdika, contains 8 worlds with a total population of 501.1 million, and the highest population is 300 million, at Mirdika. The highest tech level is D at Amgirlash and Sigushkhii. Stellar density is very low with only eight worlds, and the large rifts keep the subsector isolated from neighboring sectors, access is mostly through the Theron subsector, meaning the Vladzebrians view it as their natural “back yard”.

Mirdika is an ancient colony, of Vlazhdumecta origin with Zhodani influences, who have formed a symbiotic relationship with certain reptile aliens. There are other local aliens, reptilian hexapods, in a non-symbiotic relationship. They have a religion surrounding the Devil's Eye, in local parlance; the Blue-White Bright Giant Star in the N'szhiepr system, and something about the Chtasha system. Visitors have been sacrificed in strange rituals, caution is advised.

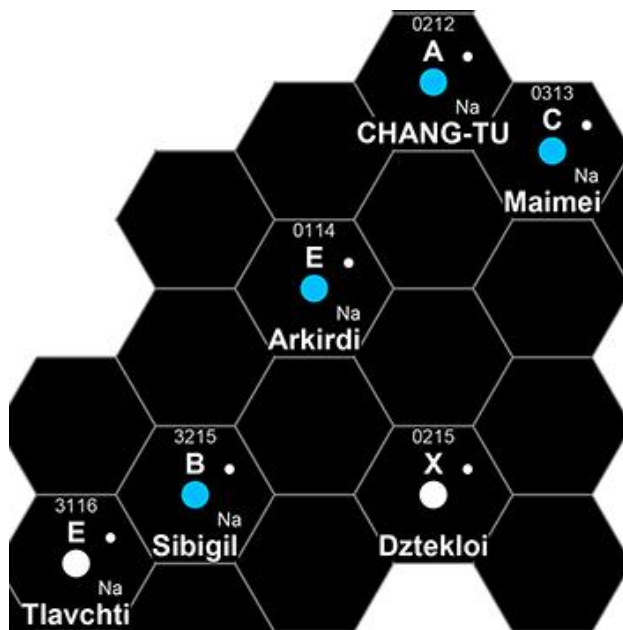
N'szhiepr, while isolated from the rest of Theron by a jump five rift, it is only jump three from three worlds in the Helix subsector.



Chang-Tu Subsector

Arkirdi	0114 E433100-B	Lo Po	901 Na F5V
Zavlaaqr	0120 E535431-D	Ni	800 Na M4VI M6VI
Chang-Tu	0212 A887985-E		112 Na G6VI G9VI
Dztekloi	0215 X9C3000-0	Ba FI	011 -- F9V
Jiayuan	0217 D646520-9	Ni	300 Na G7V
Marrekech	0220 D592613-8	Ni	404 Na G6III G8V
Maimei	0313 C627314-B	Lo	614 Na K0VI M0VI Mine Colony
Thrace	0411 D324522-C	Ni	504 Na F3V Ruins
Zhimindi	0514 C834661-D M	Ni	A 712 Na M0V M6V C-T Colony
Cyrene	0611 X000000-0	As Ba	015 -- F4V
Plelshtefizh	0616 D430211-1	De Lo Po mA:9	200 Na G0VI K5VI M0VI
Midway	0815 D210311-E	De Lo Po	200 Na M0V M0V Fuel Station
Sittri	0819 E100110-B	Lo Va	704 Na K0VI K4VI

Subsector E, Chang-Tu, contains 13 worlds with a total population of over 1 billion. The highest population is 1 billion, at Chang-Tu. The highest tech level is E at Chang-Tu and Midway. The Chang-Tu system is a large commercial entity across the sector, manufacturing a variety of products, including interstellar spacecraft. It has settled two colonies: Maimei, a mining colony, and Zhimindi; on which an insurgency has developed. Plelshtefizh is home to giant corporate crystalline entities, from where it is hard for many people to tell the difference where one ends and the next begins. On Thrace there are strange ruins of a vanished alien race, thought to have been visited by the ancients as well.

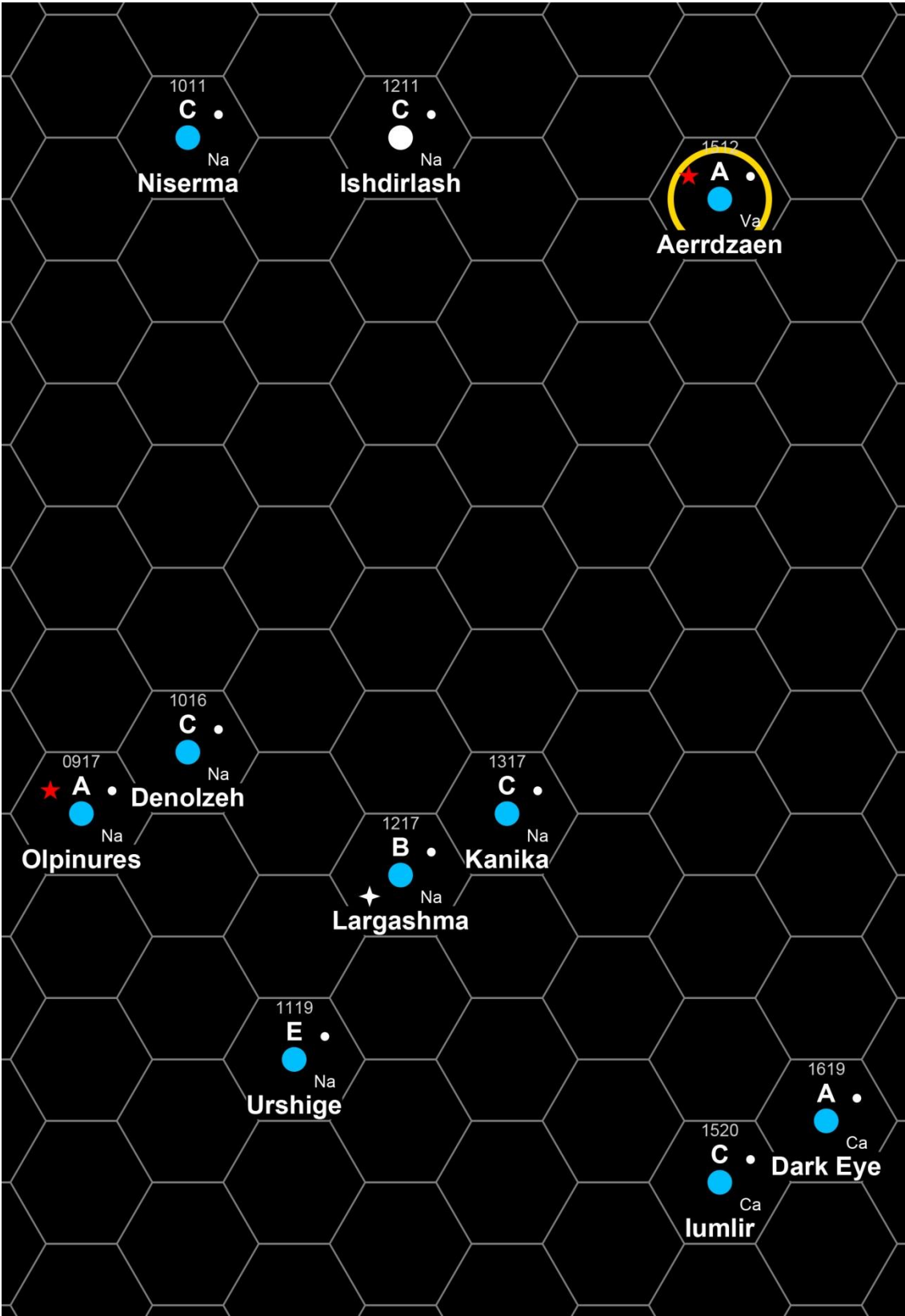


Chang-Tu is relative to systems in the Theta Borealis sector: Tlavchti, Theta Borealis 3116, E7A7110-9 FI Lo 104 Na G0III; and Sibigil, Theta Borealis 3215, B662711-A 314 Na G8V M7D. Sibigil, being a medium sized system, population wise, is an important market for products from Chang-Tu.

Ronodik

Chang-Tu

Voronezh



Baccarin

Olpinures Subsector

Olpinures Subsector

Olpinures	0917 A677824-D J		103 Na M7III M9V
Niserma	1011 C565421-8	Ni	701 Na K4II
Denolzeh	1016 C439621-B	Ni	302 Na A6IV
Urshige	1119 E461570-6	Ni	803 Na K4V
Ishdirlash	1211 C8B7323-B	FI Lo	602 Na F0V M9V
Largashma	1217 B743721-C M	Po	414 Na G9III
Kanika	1317 C465521-B	Ni	903 Na K5VI
Aerrdzaen	1512 A7768A1-E G		A 634 Va G2V M9V Vargr World
Iumlir	1520 C537654-E	Ni	702 Ca F8V
Dark Eye	1619 A567869-E		A 222 Ca F1V M5V CA Mil. Rule

Subsector F, Olpinures, contains 10 worlds with a total population of 951.8 million. The highest population is 600 million, at Aerrdzaen, with the highest tech level: E, at Aerrdzaen, Iumlir and Dark Eye. Sometimes called the Vargr subsector, because of the pop and TL specs, which causes a an inferiority complex with the world of Olpinures, even though the two worlds are separated by an extensive rift 16.3 light years, jumping from Kanika.

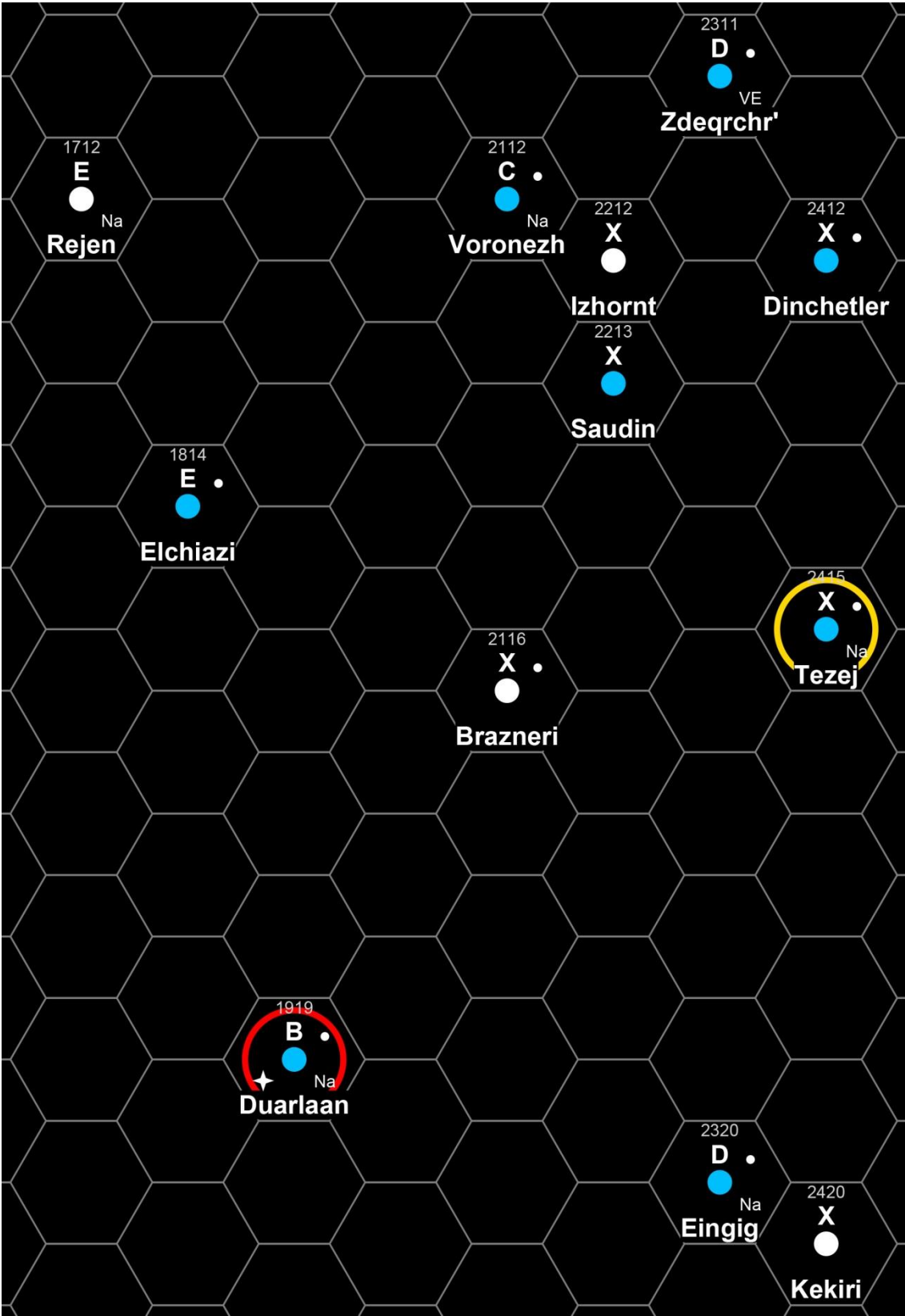
The Republic of Terrelay, has built bases at Olpinures and Largashma (who are happy to get the technological and economic assistance from the Republic of Terrelay) to defend against the encroachment of the Central Alliance, proof of which has been the conquest of Dark Eye. The Central Alliance contends that it is the Republic of Terrelay that has done a land grab, and that its annexation of Dark Eye was due to the feudal technocracy being oppressive, even though now there is an insurgency going slow burn in the hills. Iumlir has girded itself for invasion by the Central Alliance, and has put out the call for mercenaries to reinforce their small militia.

Aerrdzaen was settled not too much earlier than most of the Theron sector, though earlier enough so the Vargr of Aerrdzaen, feel the more recent arrival of the refugees, that they are interlopers, or newcomers. However, groups of Vargr from Aerrdzaen have settled across the frontier, forming small communities on many different worlds. The naval base at Aerrdzaen was originally built by the Zhodani as a frontier base, which the Aerrdzaeni took over after the collapse of the Zhodani Consulate.

Theron

Olpinures

Lisqitama



Tynvegi

Voronezh Subsector

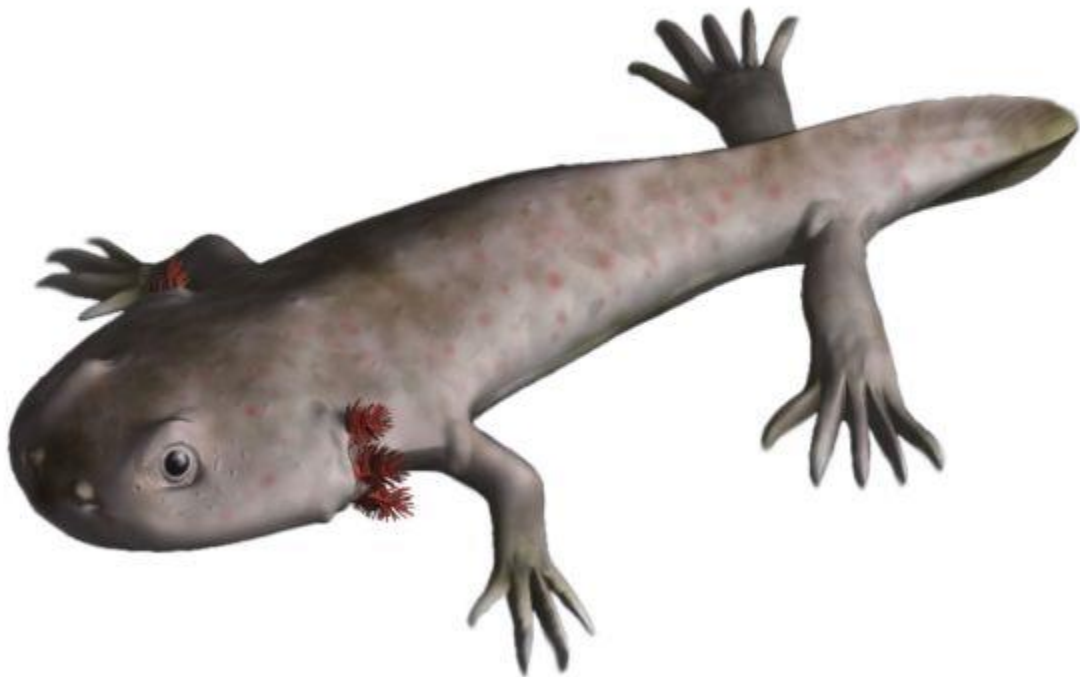
Voronezh Subsector

Rejen	1712 E6A1201-9	Fl Lo		300 Na M0IV
Elchiazi	1814 E633000-0	Ba		004 -- F7V M4III
Duarlaan	1919 B667841-E M		R	303 Na G2II M6V
Voronezh	2112 C657772-9			202 Na K2V
Brazneri	2116 X500000-0	Ba Va		004 -- G7V
Izhornt	2212 X9C7000-0	Ba Fl		020 -- K0IV M1IV
Saudin	2213 X634000-0	Ba		000 -- M4VI M6VI
Zdeqrchr'	2311 D463563-C	Ni		323 VE F9V
Eingig	2320 D549614-7	Ni		414 Na K1V
Dinchetler	2412 X432000-0	Ba Po		005 -- F1V
Tezej	2415 XA9A872-3	Wa	mA:9	A 603 Na F3VI G3VI Natives
Kekiri	2420 X200000-0	Ba Va		020 -- A5III

Subsector G contains 12 worlds with a population of 924.3 million. The highest population is 600 million, at Tezej. The highest tech level is E at Duarlaan. Rogue elements have gathered at the Duarlaan system, to carry out a resistance campaign against the Central Alliance.

There is a rumored jump two deep space station helping to supply Duarlaan.

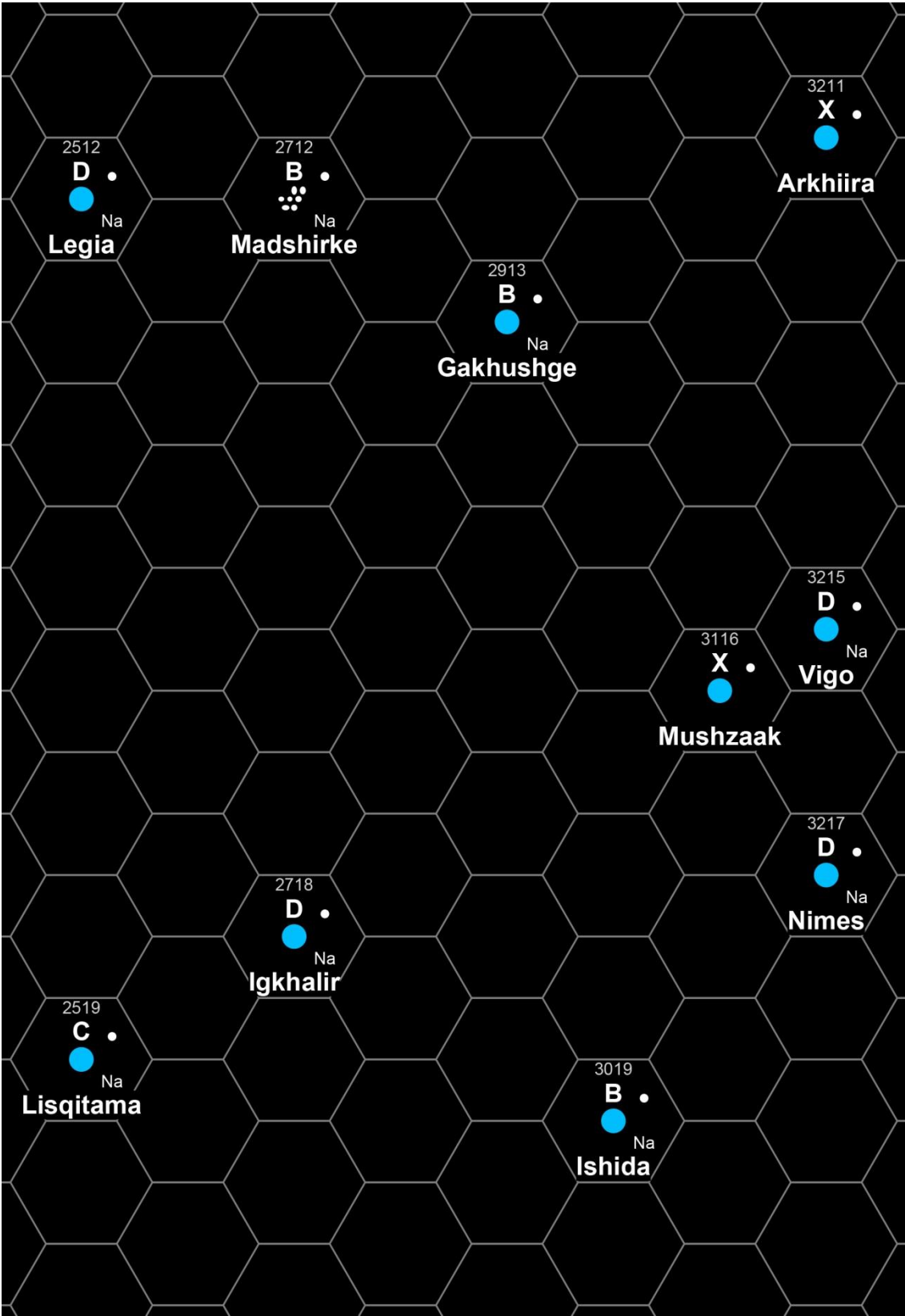
Natives of Tejez:



Mirdika

Voronezh

Tempoko



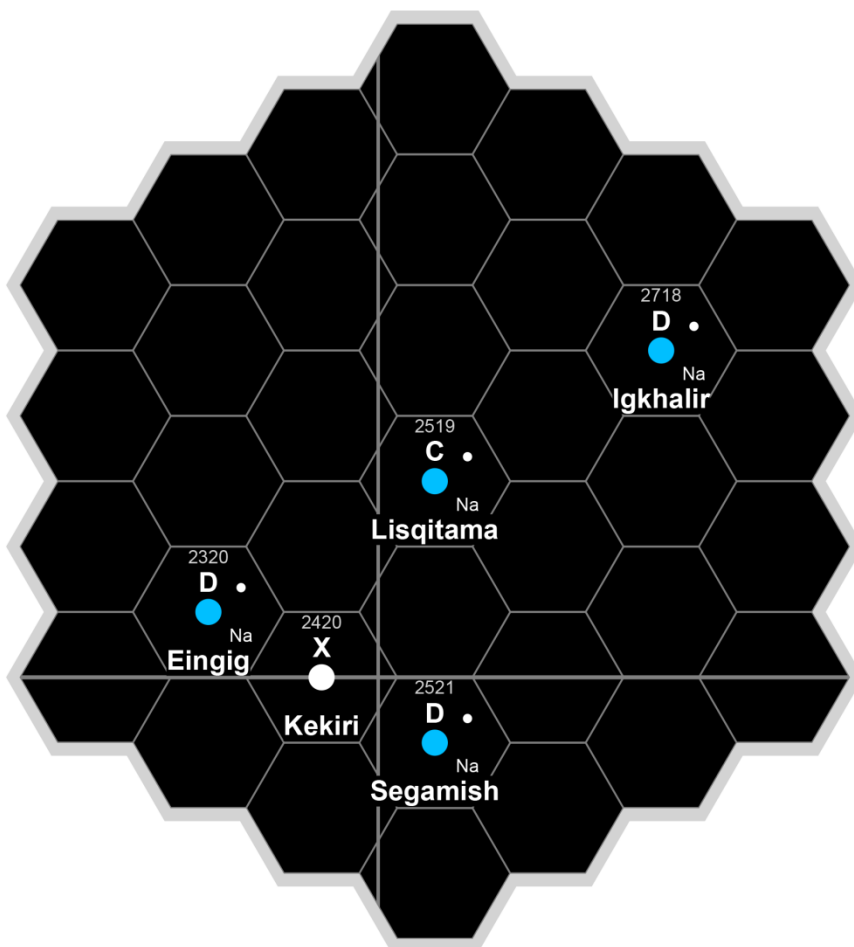
Joseph

Lisqitama Subsector

Lisqitama Subsector

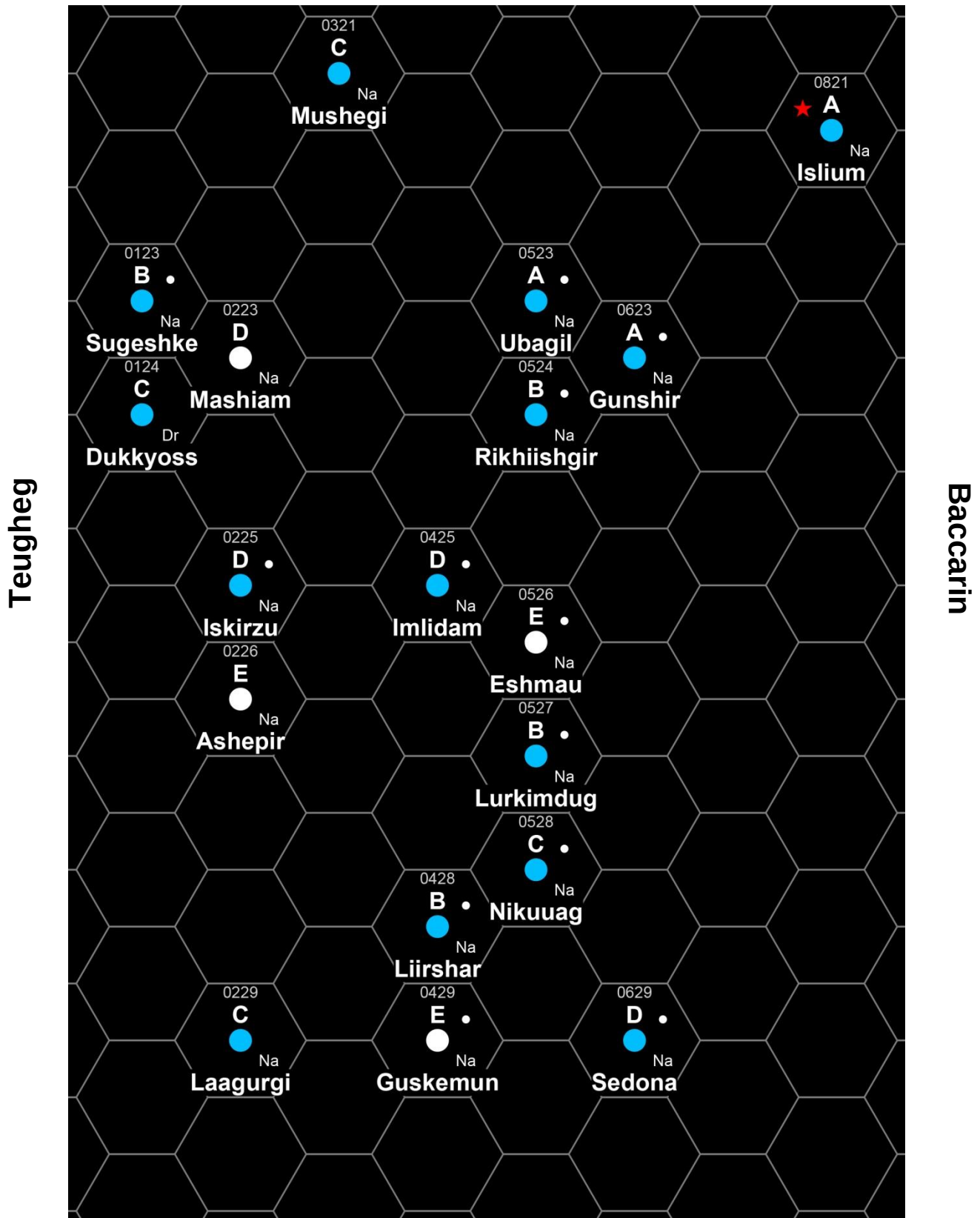
Legia	2512 D333412-E	Ni Po	912 Na M0V
Lisqitama	2519 C773683-A		702 Na K5III M3V
Madshirke	2712 B000516-F	As Ni	214 Na G2III G3V
Igkhalir	2718 D665610-8	Ni	124 Na K0III M0V
Gakhushge	2913 B596711-D		113 Na G3III K7V
Ishida	3019 B466713-C		114 Na F8V K9V
Mushzaak	3116 X322000-0	Ba Po	003 -- F9VI F4VI G8VI
Arkhiira	3211 X567000-0	Ba	004 -- K3V K4V
Vigo	3215 D567642-8		504 Na K8VI M0VI M4VI
Nimes	3217 D542512-A	Ni Po	535 Na F7V

Subsector H contains 10 worlds with a population of 33.8 million. The highest population is 10 million, at Gakhushge. The highest tech level is F at Madshirke. Sparse population and low stellar density makes Lisqitama a true frontier backwater. The colony worlds of Vigo and Nimes are connected by a jump two route through the Tempoko subsector to the Regency of Muirimi. A low volume of jump three frontier traders passes through on routes between the Regency and the more settled areas of the Theron sector.



Lisqitama holds a central position in a jump two cluster that crosses several subsectors. It is the most populous of the worlds (only by a few million), someday the cluster might grow into a more cohesive economic sphere; the area is named by traders and travelers "the Lisqitama Cluster".

Chang-Tu



Quadrant 01-569

Ubagil Subsector

Ubagil Subsector

Sugesheke	0123 B738856-E		305 Na K3IV
Kyoss	0124 C4816X6-D	Ni	700 Dr M3V
Mashiam	0223 D401521-C	Ic Va Ni	400 Na F6V
Iskirzu	0225 D542641-8	Ni Po	503 Na F0V K0VI
Ashepir	0226 E110311-C	Lo	920 Na M8V
Laagurgi	0229 C485645-D	Ni	500 Na G3V M2VI
Mushegi	0321 C567525-9	Ni	700 Na G8V
Imlidam	0425 D424452-B	Ni	702 Na K6VI M4VI M3VI
Liirshar	0428 B561744-E		402 Na G1VI G2VI M0VI
Guskemun	0429 E200310-A	Lo Va	113 Na G8VI K5VI K3VI
Ubagil	0523 A958812-F		101 Na F6V
Rikhiishgir	0524 B679743-D		403 Na K0VI K5VI
Eshmau	0526 E9B9453-B	Fl Ni	202 Na M4V
Lurkimdug	0527 B646724-E		215 Na G4V
Nikuuag	0528 C539644-C	Ni	504 Na K8V M0V
Gunshir	0623 A696843-F		203 Na F6V K0V
Sedona	0629 D452440-9	Ni Po	603 Na M1VI M8VI M9VI
Islum	0821 A665744-E J		310 Na K7V

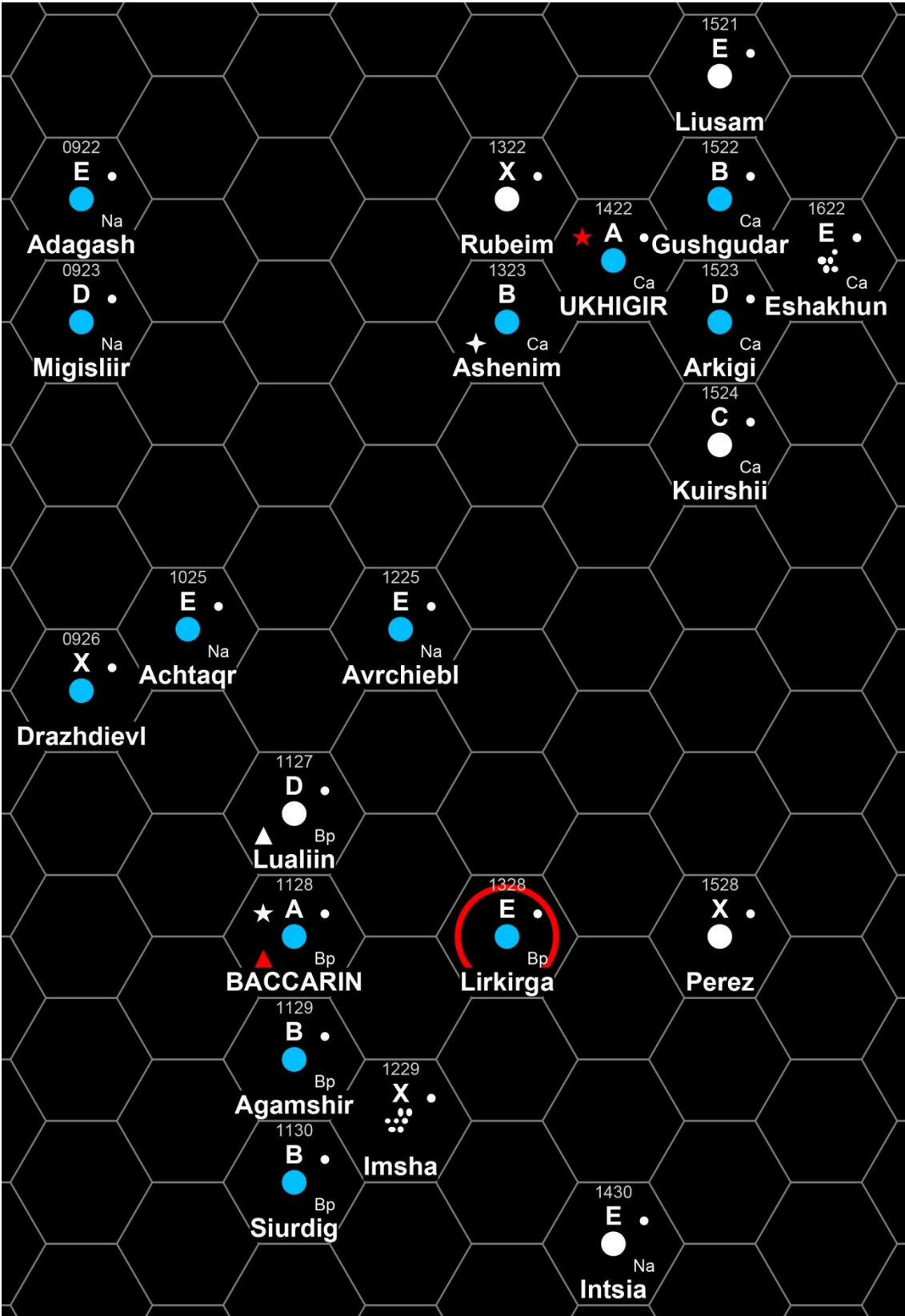
Subsector I, Ubagil, contains 18 worlds with a population of 752.3 million. The highest population is 300 million, at Sugesheke. The highest tech level is F at both Ubagil and Gunshir. The worlds of Ubagil, Gunshir, and Rikhiishgir were until recently considering forming a Triumvirate State, until Ubagil's Republic was subverted by corporate influence. Gunshir, the largest of the three worlds, has voiced concerns, however, has not pursued any course of action.

Islum, settled from the Imperium, 1140's onward, is guarded about encroachment by the Central Alliance. Adagash and, Migisliir in the Baccarin subsector, both settled from Islum, and with both taking different paths. Adagash, settled by an eccentric industrialist, has partially terraformed the mainworld (thus a thin atmosphere on a smaller world), who has since died and the world gone bankrupt, with the terraforming abandoned. Migisliir, has been settled by believers in radical democracy, which of late has left Islum suspicious of collusion with the Central Alliance.

Olpinures

Ubakil

Tynvegi



Reims

Baccarin Subsector

Baccarin Subsector

Adagash	0922 E254201-C	Lo Ni	113 Na K8VI M3VI
Migisliir	0923 D523324-9	Lo Ni Po	214 Na A4VI M3VI
Drazhdievl	0926 X549000-0	Ba	015 -- K7V
Achtaqr	1025 E561470-7	Ni	504 Na K0V
Lualiin	1127 DAC6536-A S	FI Ni	504 Bp M1V
Baccarin	1128 A775994-F B	Hi In	123 Bp G7VI M5VI
Agamshir	1129 BA8A835-C	Wa	824 Bp K4III M6VI
Siurdig	1130 B796785-C		713 Bp G2V
Avrchiebl	1225 E454300-6	Lo Ni	123 Na G1V
Amdimshag	1229 X000000-0	As Ba	013 -- A8V
Rubeim	1322 X8A4000-0	Ba FI	014 -- G5V F8VI M9V
Ashenim	1323 B536751-E M		300 Ca G4V M2V
Lirkirga	1328 E562369-4	Lo Ni	R 614 Bp G8V M3V Prison Col
Ukhigir	1422 A8739C3-G J		105 Ca F4V K2V
Intsia	1430 E615302-9	Ic Lo Ni	503 Na F3V
Liusam	1521 E400000-0	Ba Va	014 -- M5III M8VI
Gushgudar	1522 B695753-F		803 Ca F6VI F7VI
Arkigi	1523 D325454-E		904 Ca M8VI
Kuirshii	1524 C615551-D	Ic	322 Ca K9V
Pezrezh	1528 X8B3000-0	Ba FI	022 Na K3III
Eshakhun	1622 E000311-A	As Lo Ni	722 Ca G0IV

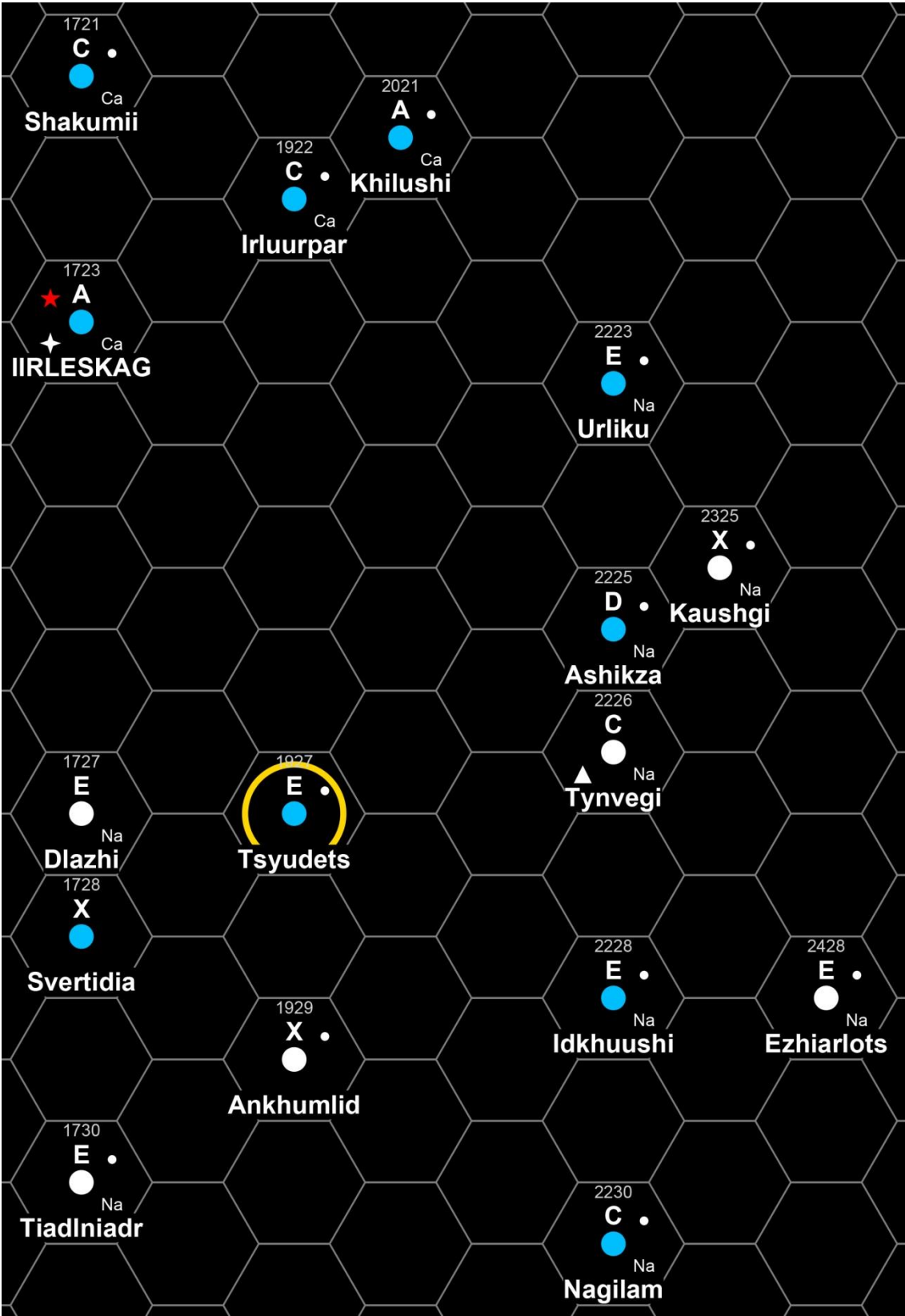
Subsector J, the Baccarin Subsector has 21 systems with a total population of 3 billion; the highest population is tied between Baccarin and Ukhigir with a billion each and the highest Tech Level is at Ukhigir, with TL 16. The Baccarin Subsector lies in the heart of the Theron sector, with the Baccarin Protectorate rimward of the Central Alliance. An uneasy peace exists in the Baccarin Subsector after the Battle of Avrchiebl; when CA forces established a base in the system which was destroyed on 74/1321 in a surprise raid by the Baccarin Protectorate Navy. A treaty signed between the Prolocutor of the Central Alliance and the Duke of Baccarin has demilitarized Avrchiebl; the Central Alliance forces being currently occupied with defense against the Republic of Terrelay and occupying conquests.

The Protectorate, ruled by an Imperial household android, nicknamed the "Iron Duke", from Strephon's safe in Gushmege, and taking over after the real Duke. Who rumor has it, is that the original Duke of Baccarin became mentally unstable on the journey to the new frontier and either was eliminated by the crew of the colony fleet, or committed suicide enroute. The protectorate has recently instituted a system of guaranteed income for its citizens, which is wreaking havoc with the old economic system. The first colony ships arrived in the subsector in the early 1130's, having left the heart of shattered Imperium in the 1120's; due to this inheritance, in the intervening 190 years tech levels have maintained (or grown in the case of the Central Alliance) and other colonies established from flourishing worlds such as Baccarin. Achtaqr is divided politically, with some towns in support for the Baccarin Protectorate and some for the Central Alliance, subtle propaganda and Espionage campaigns by both sides, for control of the system.

Voronezh

Baccarin

Joseph



Virtanen

Tynvegi Subsector

Tynvegi Subsector

Shakumii	1721 C632552-D	Po	522 Ca K8V
Iirleskag	1723 A8679C2-G F		110 Ca G1V Ca Capital
Dlazhi	1727 E104103-9	Ic Va Lo Po	610 Na M8VI M9VI
Svertidia	1728 X455000-0	Ba	000 -- G6III
Tiadlniadr	1730 E110104-9	De Lo	325 Na M4VI
Irluurpar	1922 C535652-E	Ni	103 Ca K4III
Tsyudets	1927 E461000-0	Ba	A 014 -- F9IV M2IV Ruins
Ankhumlid	1929 X6A4000-0	Ba FI	002 -- F7V M0V
Khilushi	2021 A9678B4-F		903 Ca K1V M6VI
Urliku	2223 E9E7300-A	FI Lo	104 Na K8V
Ashikza	2225 D723421-C	Ni Po	203 Na M9IV
Tynvegi	2226 C7A6511-E S	FI Ni	500 Na G5VI M3VI M2VI
Idkhuushi	2228 E569300-9	Lo	103 Na K7V
Nagilam	2230 C564570-7	Ni	514 Na G5VI
Kaushgi	2325 XAB9000-0	Ba FI	024 -- G2V M2V
Ezhiarlots	2428 E200102-A	Lo Va	114 Na M3II

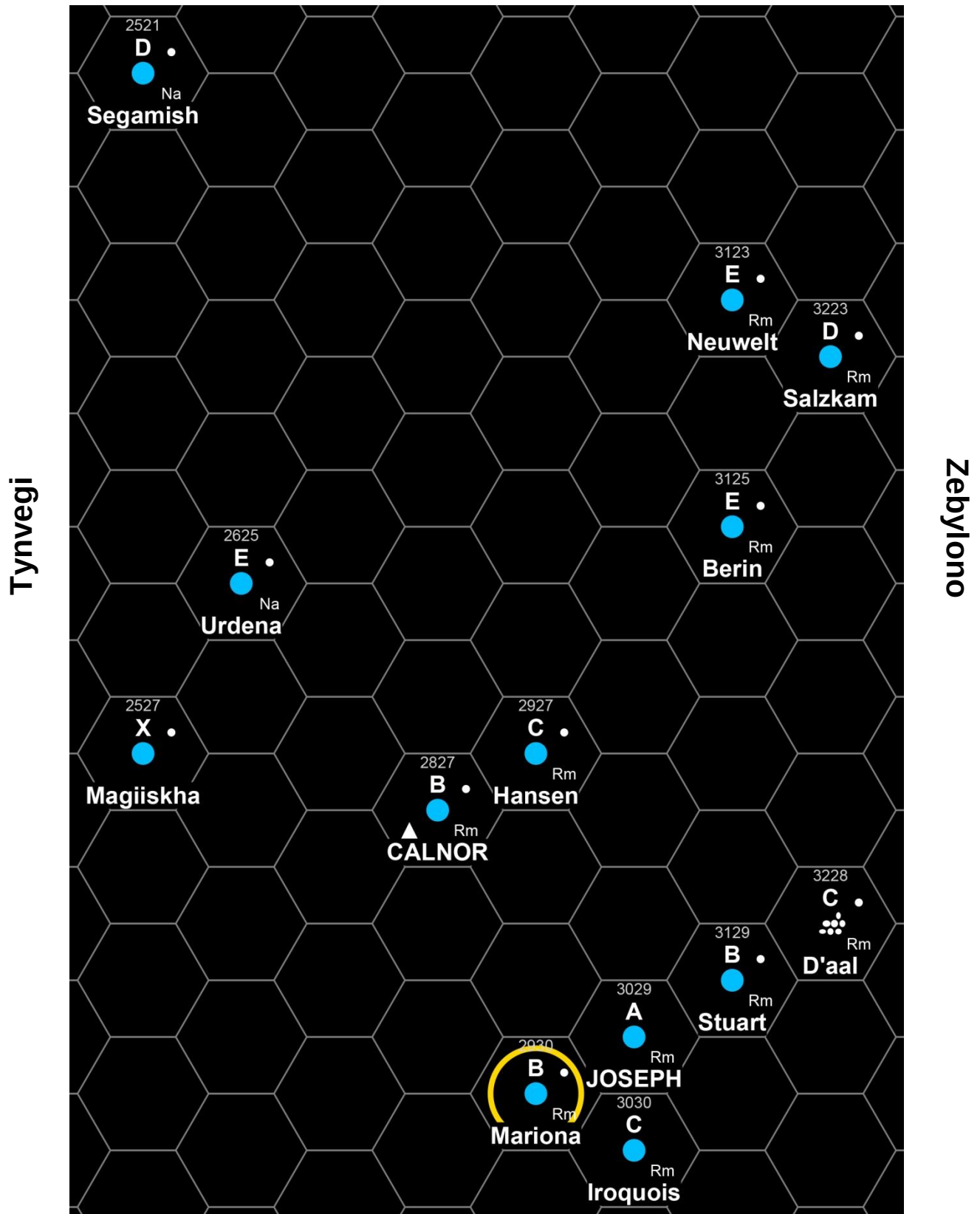
Subsector K, Tynvegi, contains 16 worlds with a total population of 1.9 billion. The highest population is 1 billion, at Iirleskag, and the highest tech level is G at Iirleskag also; which happens to be the Capital of the Central Alliance. The Central Alliance was settled by an eclectic mix of people from within charted space, their society has evolved to the point where they have moved to a sort of electronic direct democracy, run by an AI with professional managers. Often individuals are elected from a pool of candidates to handle a single situation; this person is called the "Prolocutor". However, the scouts have declared the Central Alliance a charismatic oligarchy due to the nature of the controlling AI and professional managers, which the Central Alliance disputes, claiming to be demarchist, or electronic direct democracy. The economics of the Alliance are moving towards post-scarcity, with a high degree of mutualism, and grass roots cooperative ownership of corporations. Ideally, people will be more productive if their basic needs are taken care of; one thing that the Alliance AI's state is that the Imperium held people back in inefficient, unproductive, and ultimately self-destructive system. Rogue elements have gathered at the Duarlaan system, to carry out a resistance campaign against the Central Alliance. The Scouts, however, support their own position, by the example of Khilushi, where the ruling AI has declared the parliament of deputies "irrelevant" and declared for new elections.

Dlazhi serves as base for relic hunters on Tsyudets, when Tynvegi itself serves as a base for the scouts who are investigating the system. Tiadlniadr is a private, family run sanitarium, though often derisively called a dumping ground. Urliku is the interstellar equivalent of a truck stop, though the Great Rift Valley, where the world's: "Thin, low. Breathable below certain altitudes." Atmosphere provides a shirtsleeve environment, is of curiosity to some, at least.



Central Alliance Roundel

Lisqitama



Willwlmo

Joseph Subsector

Joseph Subsector

Segamish	2521 D587641-9		404 Na F7VI M3VI
Magiiskha	2527 X723000-0	Ba Po	023 -- M5II
Urdena	2625 E9D7634-6	FI	914 Na K8V
Calnor	2827 B346934-A S		124 Rm F8V
Hansen	2927 C3217C4-9	Po	504 Rm M8V
Mariona	2930 B777871-9		A 302 Rm G5VI
Joseph	3029 A767998-C		100 Rm F9IV
Iroquois	3030 C4438B9-A	Po	100 Rm F3V
Neuwelt	3123 E535431-5	Ni	422 Rm M9V
Berin	3125 E87A552-7	Ni Wa	303 Rm F2V
Stuart	3129 B795657-A	Ni	905 Rm G4V
Salzkam	3223 D559300-4	Lo	701 Rm F3VI
D'aal	3228 C0008C8-C	As Na	303 Rm M5V

Subsector L, Joseph, contains 13 worlds with a total population of 2.8 billion, with the highest population is 1 billion, at Calnor. The highest tech level is C, at Joseph and D'aal. The Regency of Muirimi, settled by Solomani colonists in the last decades of the Long Night. The Muirimians are perhaps the most remote human community in Charted Space, abutting against the once uninhabited worlds of the Hinters.

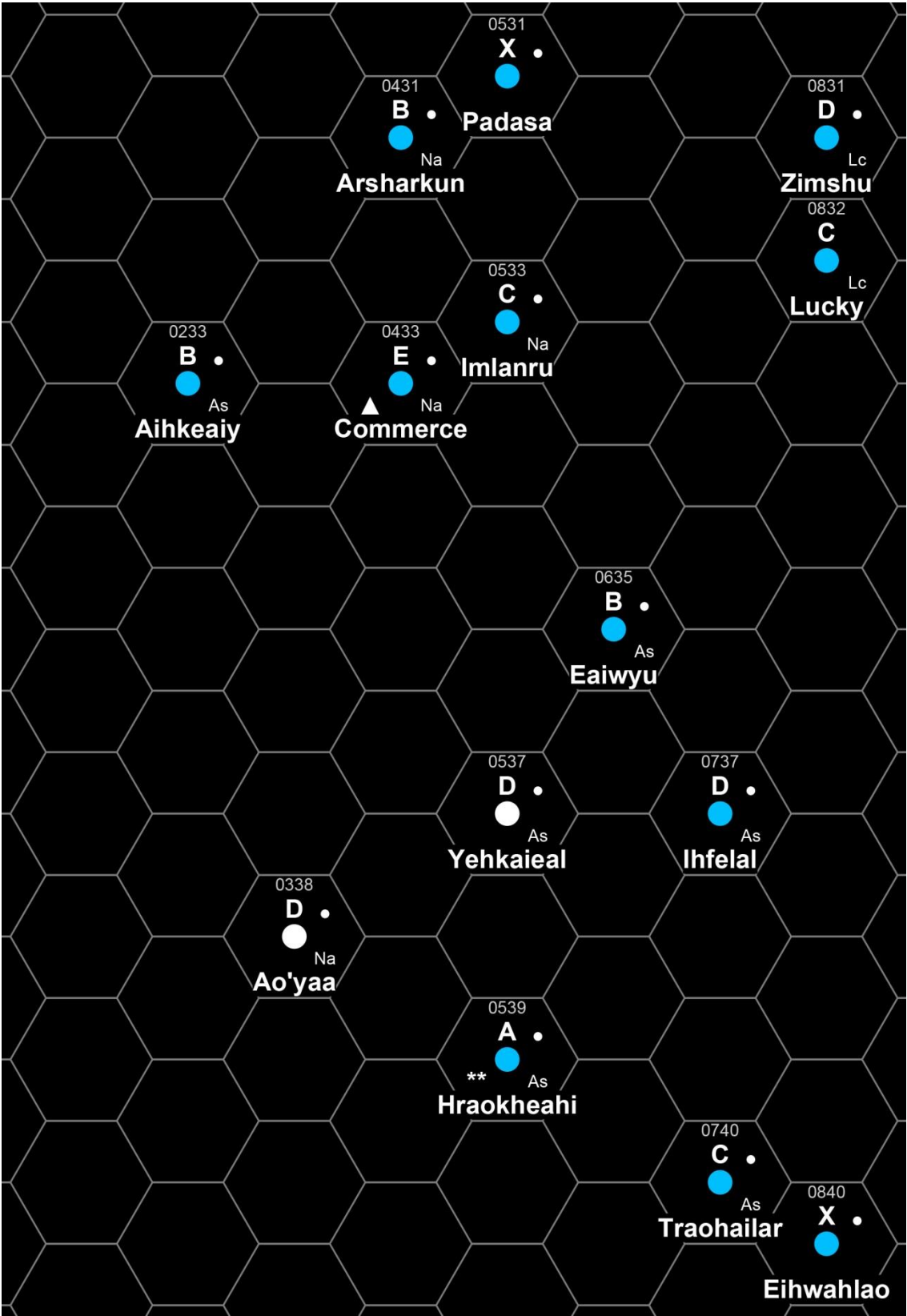
Until the Aslan colonized Touchstone sector in the 1060s, their nearest neighbors were the Nakris Confederacy. The reason for their remote existence is tied with a complex history of religious persecution, and they have a reputation for isolationism. Most pre-Collapse contact came by way of the equally remote Nakris Confederacy, whose old trade ships made occasional trips down to the Regency. A few hardy souls from other parts of Charted Space made the long trek to what they termed "Tibet".

The Post-Collapse period has been hard on them, as Aslan lhatei and refugees flooded into trailing Iphigenaia, upsetting their notions of harmony, and forcing them to deal with the outside universe.

Ubagil

Bengalaz

Reims



Oiallau

Quadrant 01-569 Subsector

Quadrant 01-569 Subsector

Aihkeaiy	0233 B7758H1-D		212 As K1V K8V
Ao'yaa	0338 DABA5G4-B	Fl Ni Wa	514 As F0V K0V
Arsharkun	0431 B769635-A		503 Na A2V
Commerce	0433 E458510-4 S	Ni	324 Na M0III
Padasa	0531 X423000-0	Ba Po	004 -- K8V
Imlanru	0533 C747630-9	Ni	112 Na K0V
Yehkaieal	0537 D7A65G1-C	Fl	102 As K7V M0V
Hraokheahi	0539 A5948J1-E R		605 As M0V M9V
Eaiwyu	0635 B6677J2-D		824 As M2V
Ihfelal	0737 D4234G1-9	Ni Po	513 As K7V M0V
Traohailar	0740 C5216G4-B	Po	423 As A0III
Zimshu	0831 D438510-9	Ni	803 Lc K3IV
Lucky	0832 C766741-B		410 Lc F6V G8VI K8VI
Eihwahlao	0840 X422000-0	Ba Po	014 -- K8V

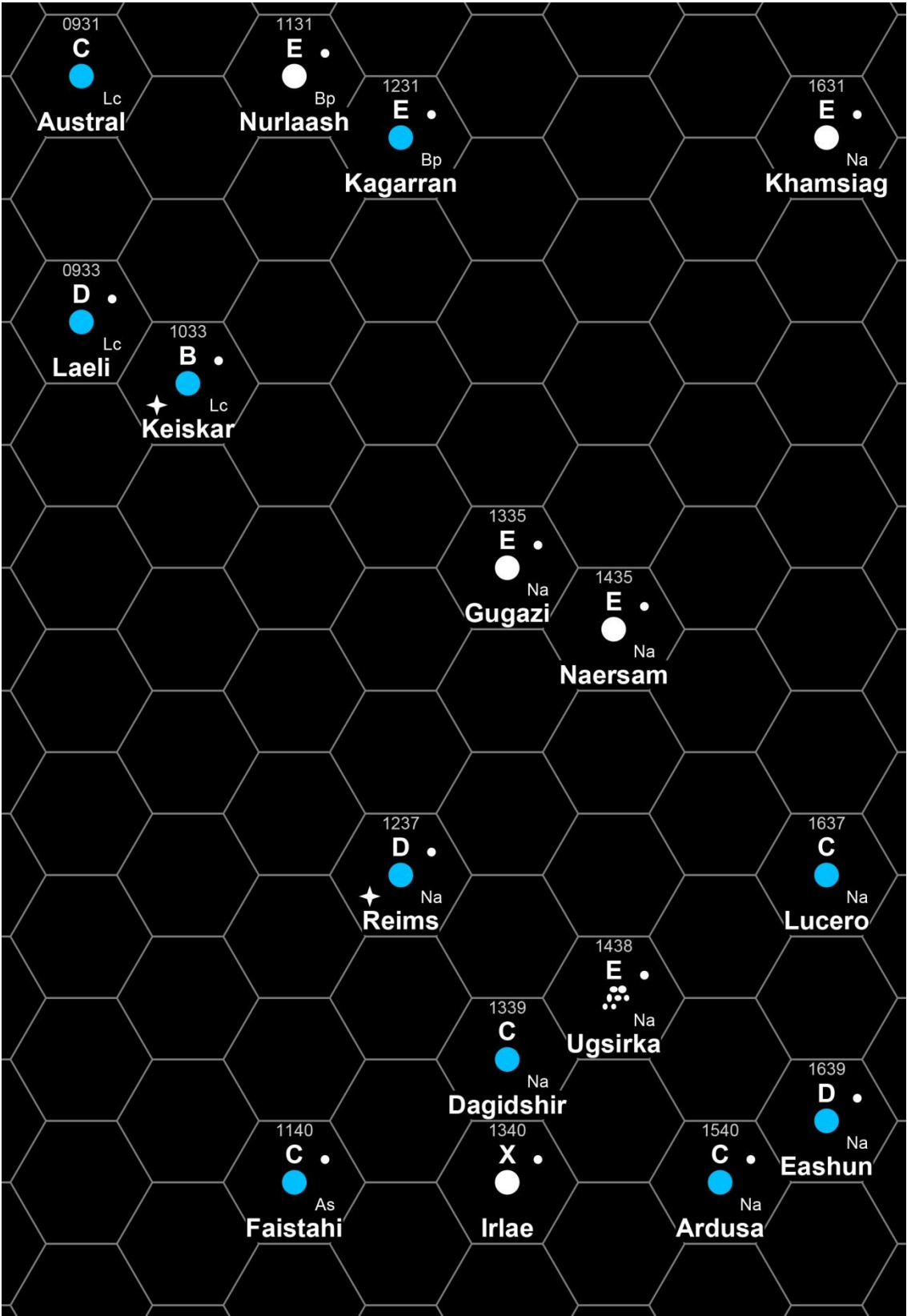
Subsector M, Quadrant 01-569, contains 14 worlds with a total population of 931.8 million, with the highest population, 600 million, at Hraokheahi. The highest tech level is E, also at Hraokheahi. The Lucky Cluster Republic, independent system states formed in an alliance for self defence; the republic's congress meets on Lucky, the main military base is on Keiskar in the neighboring Reims subsector.

Commerce, so named for a trading station in system, between Aslan space and the frontier systems, it also hosts a scout base. Various groups have sought to stem the advance of the Aslan into the frontier, at least to prevent clans from claiming large sections of space containing unclaimed worlds, small populations of Aslan do mix freely on many frontier worlds. Some question the Aslan, and are curious to how they have arrived on the frontier, while they claim to have made it across the Great Rift, the reality might be that they surreptitiously travelled past the Regency of Muirimi. However they made it, contact with the other major clans and the Hierate in general, is limited.

Baccarin

Quadrant 01-569

Virtanen



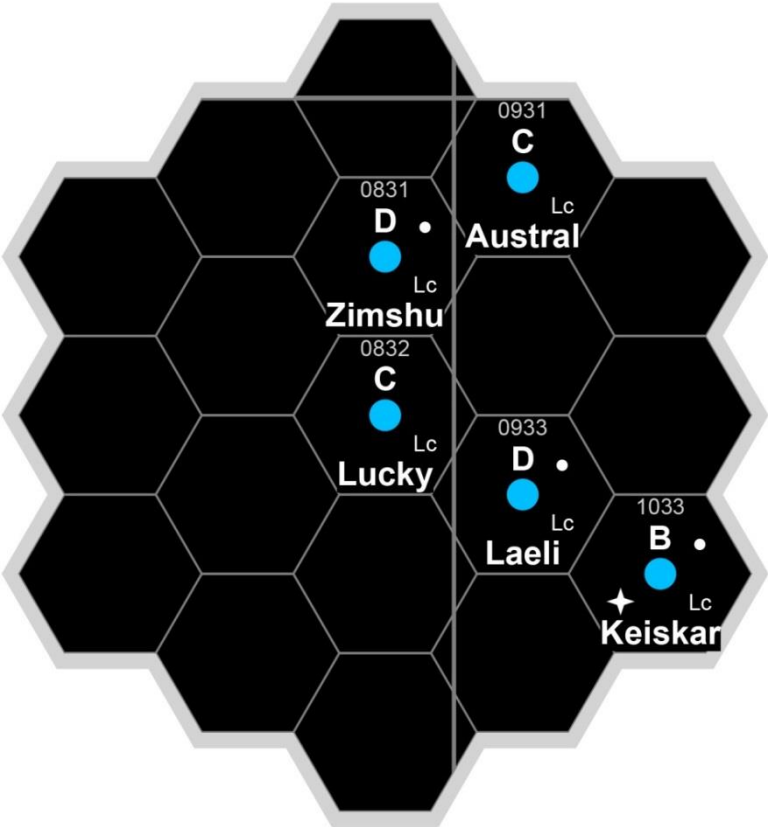
Esuawa

Reims Subsector

Reims Subsector

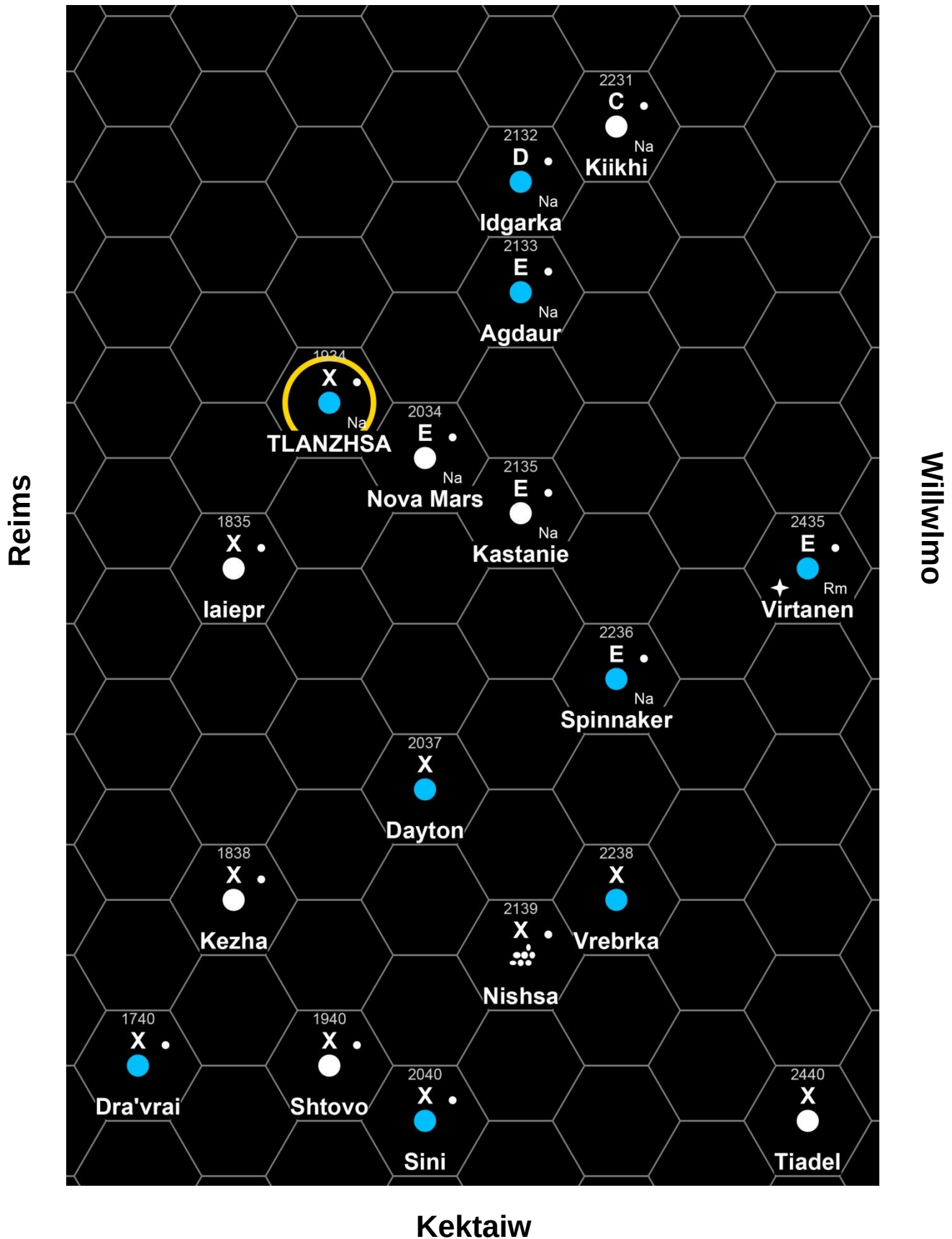
Austral	0931 C767720-8		110 Lc M0II M1V
Laeli	0933 D644541-9	Ni	814 Lc K0II K5V M1V
Keiskar	1033 B558742-A M		204 Lc M1V M3VI M9VI
Nurlaash	1131 E720433-9	De Ni	101 Bp G0VI K7VI M9VI
Faistahi	1140 C6817G0-9		105 As K4V K5VI K2VI
Kagarran	1231 E531302-8	Lo Po	203 Bp M8IV
Reims	1237 D523644-C M	Ni Po	303 Na M0VI M7VI M9VI
Gugazi	1335 E410345-9	De Lo Po	203 Na M6V
Dagidshir	1339 C766721-A		110 Na G1V K0V K5V
Irlae	1340 X400000-0	Ba De Va	001 -- K3V
Naersam	1435 E100346-B	Lo Va	303 Na M0V M0V M4V
Ugsirka	1438 E000324-7	As Lo	714 Na K6V
Ardusa	1540 C777634-9		904 Na G2V
Khamsiag	1631 E100346-8	Lo Va	202 Na M0II
Lucero	1637 C875612-A		800 Na K7V M0V
Eashun	1639 D427323-9	Lo	603 Na A0V K4VI

Subsector N, Reims, contains 16 worlds with a total population of 70.8 million. The highest population is 20 million, at Keiskar; the highest tech level is C, at Reims. Reims itself has a military base staffed by the Baccarin Protectorate, The Lucky Cluster Republic, as well as individual worlds and mercenaries, to guard against Aslan expansion, and to keep order generally. How successful this is, or if it adds to general abuse of power and corruption by the interested parties, it is unknown.



The Lucky Cluster Republic, independent system states formed in an alliance for self-defense, and while the republic’s legislature meets on Lucky, the main military base is on Keiskar. Lucky is in the Quadrant 01-569 subsector, and three of its five worlds are located in the Reims subsector. Some have petitioned the Scouts to rename Quadrant 01-569, a misnamed subsector to many as the mapping definition has changed with quadrants being four subsector squares; to the Lucky subsector, no decision has been made so far, not surprising in the amount of work it takes to change entire data sets for just a simple re-naming.

Tynvegi



Virtanen Subsector

Virtanen Subsector

Dra'vrai	1740 X73A000-0	Ba Wa	024 -- G1IV
Iaiepr	1835 XAB4000-0	Ba FI	005 -- M3V
Kezha	1838 X311000-0	Ba Ic	002 -- F8V M5VI
Tlanzhsa	1934 XA87971-4	mA:9 A	322 Na G9V M5V
Shtovo	1940 X440000-0	Ba De Po	003 -- M8V
Nova Mars	2034 E7A1323-7	FI Lo	711 Na G6V High CO2
Dayton	2037 X465000-0	Ba	020 -- F3V
Sini	2040 X421000-0	Ba Po	003 -- K4III
Idgarka	2132 D463421-A	Ni	423 Na F9V F2VI
Agdaur	2133 E551301-9	Lo Po	602 Na G5VI
Kastanie	2135 E210323-A	Lo	214 Na M6V
Nishsa	2139 X000000-0	As Ba	004 -- K3III
Kiikhi	2231 C210521-A	Ni	525 Na M5VI
Spinnaker	2236 E542322-8	Lo Po	404 Na M3V
Vrebrka	2238 X338000-0	Ba	010 -- K4V M4V M3VI
Virtanen	2435 E585460-7 M	Ni	302 Rm K9V Military Rule
Tiadel	2440 X505000-0	Ba Ic Va	000 -- M1V M6VI

Subsector O, Virtanen, contains 17 worlds with a total population of 3 billion, with the highest population being 3 billion, at Tlanzhsa. The highest tech level is A; split between Idgarka, Kastanie and Kiikhi. The Virtanen system is a last lonely military outpost of the Regency of Muirimi, and the only real authority in the subsector.

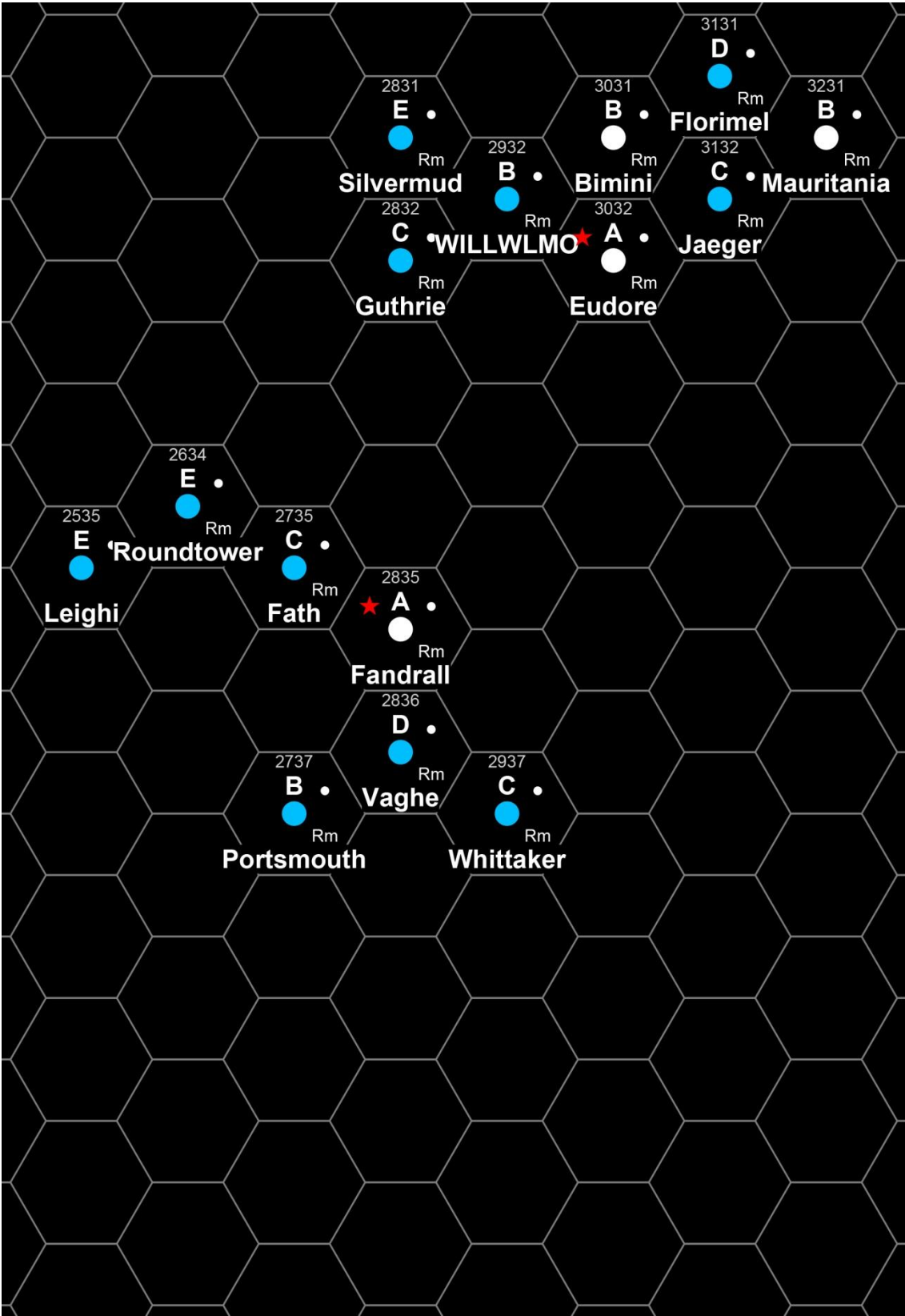
Tlanzhsians are Mantis (insectoid) like aliens; they live according to their own ancient philosophies, and they are often considered inscrutable. There exists a savvy merchant class, aware of the existence of outsiders, their desire seems to be mostly for alien technology.

Kektaiw, Edwards 2301 E559300-7 Lo: jump one from Tiadel, and jump three from Sini, Nishsa, and Vrebrka; only system in the Kektaiw subsector, suspected pirate base, or frequented mostly by pirates or outlaw types, small Aslan presence as well.

Joseph

Virtanen

Riter



Waoasi

Willwlmo Subsector

Willwlmo Subsector

Leighi	2535 E654000-0	Ba	015 -- G8V G4VI
Roundtower	2634 E436201-7	Lo	302 Rm F0V
Fath	2735 C452636-B	Ni Po	303 Rm M4V
Portsmouth	2737 B9D5788-C	FI	523 Rm M9V
Silvermud	2831 E566526-7	Ni	703 Rm G9V M5V
Guthrie	2832 C522895-9	Po	124 Rm K5V
Fandrall	2835 A1008B9-D J	Na Va	714 Rm A6III
Vaghe	2836 D766742-7	Ag Ri	505 Rm G6V G7VI K1VI
Willwlmo	2932 B3549E8-B	Hi	714 Rm K6V
Whittaker	2937 C639641-8	Ni	305 Rm M0V M3V
Bimini	3031 B100888-C	Va	123 Rm M8III
Eudore	3032 A110659-F J	Ni	903 Rm M2V
Florimel	3131 D9D4878-6	FI	214 Rm F0IV G5V K7V
Jaeger	3132 C421897-C	Na Po	102 Rm M3V
Mauritania	3231 B3407C7-D	De Po	904 Rm G5V M9VI

Subsector P, Willwlmo, contains 15 worlds with a combined population of 8.4 billion; with the highest population is 7 billion, at Willwlmo. The highest tech level is F at Eudore. Eudore serves as the major naval base and military shipyard in this subsector, while Fandrall works more to the commercial sector. Willwlmo, languishing under a Religious Autocracy, has become a prison for it's own people, who given the chance, many would emigrate from what is becoming a world city.

The Regency of Muirimi is a Federation characterized by a low degree of governmental centralization and a weak bureaucracy that gives a high degree of sovereignty (freedom) to local (planetary) governments and sometimes suffers from a poor ability to create unified policy. The Regency of Muirimi government is usually classified as an Association, a type of Federation.

Bordered by the Great Rift, trailing, Willwlmo is the edge of existence from the Theron sector, what gives some truth to the claims of the Aslan who have said they have crossed the rift.

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Nurlaash, N1131

Olaf's Belt, B1501
Olpinures, F0917

Padasa, M0531
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Urshige, F1119

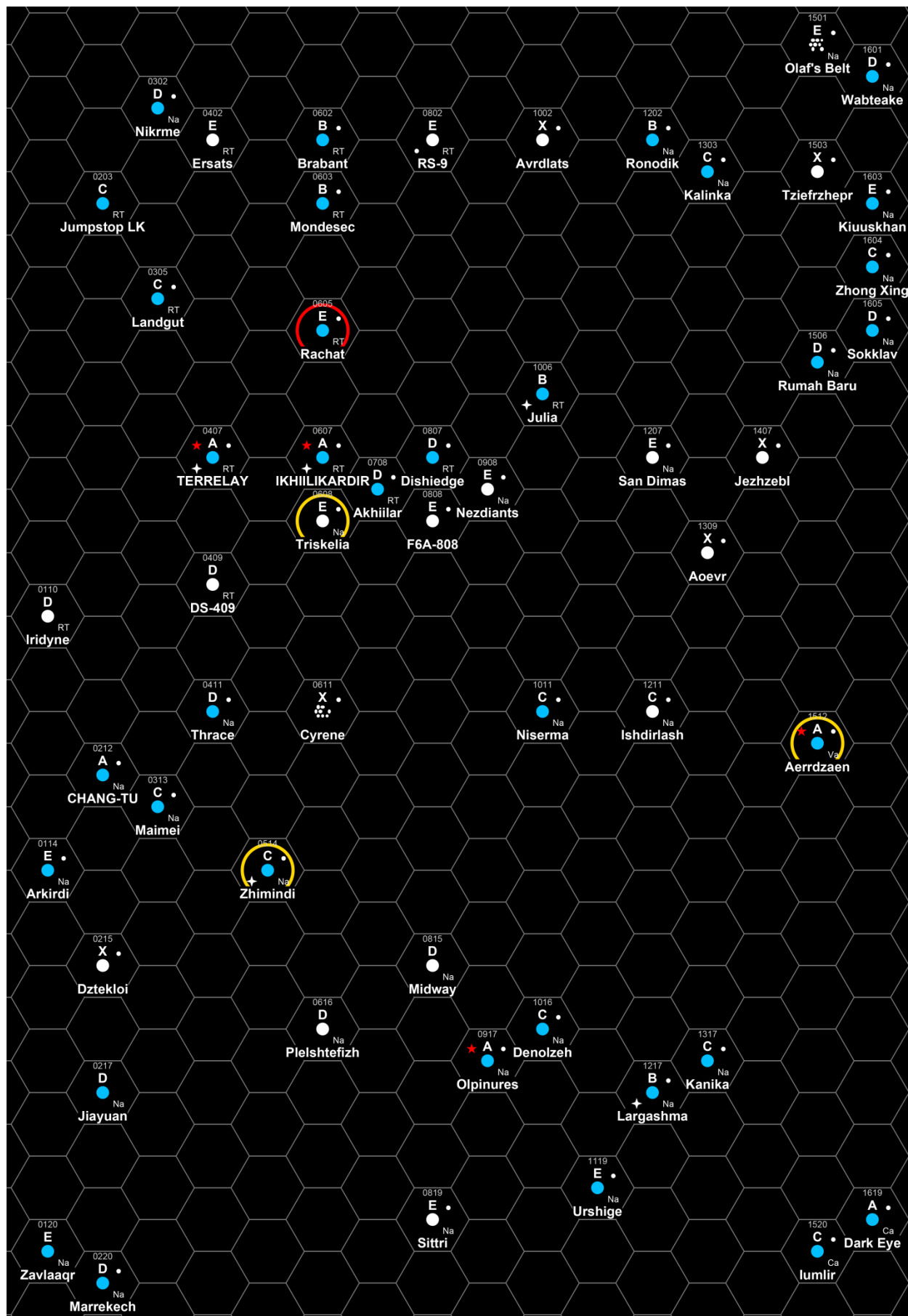
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Wabteake, B1601
Whittaker, P2937
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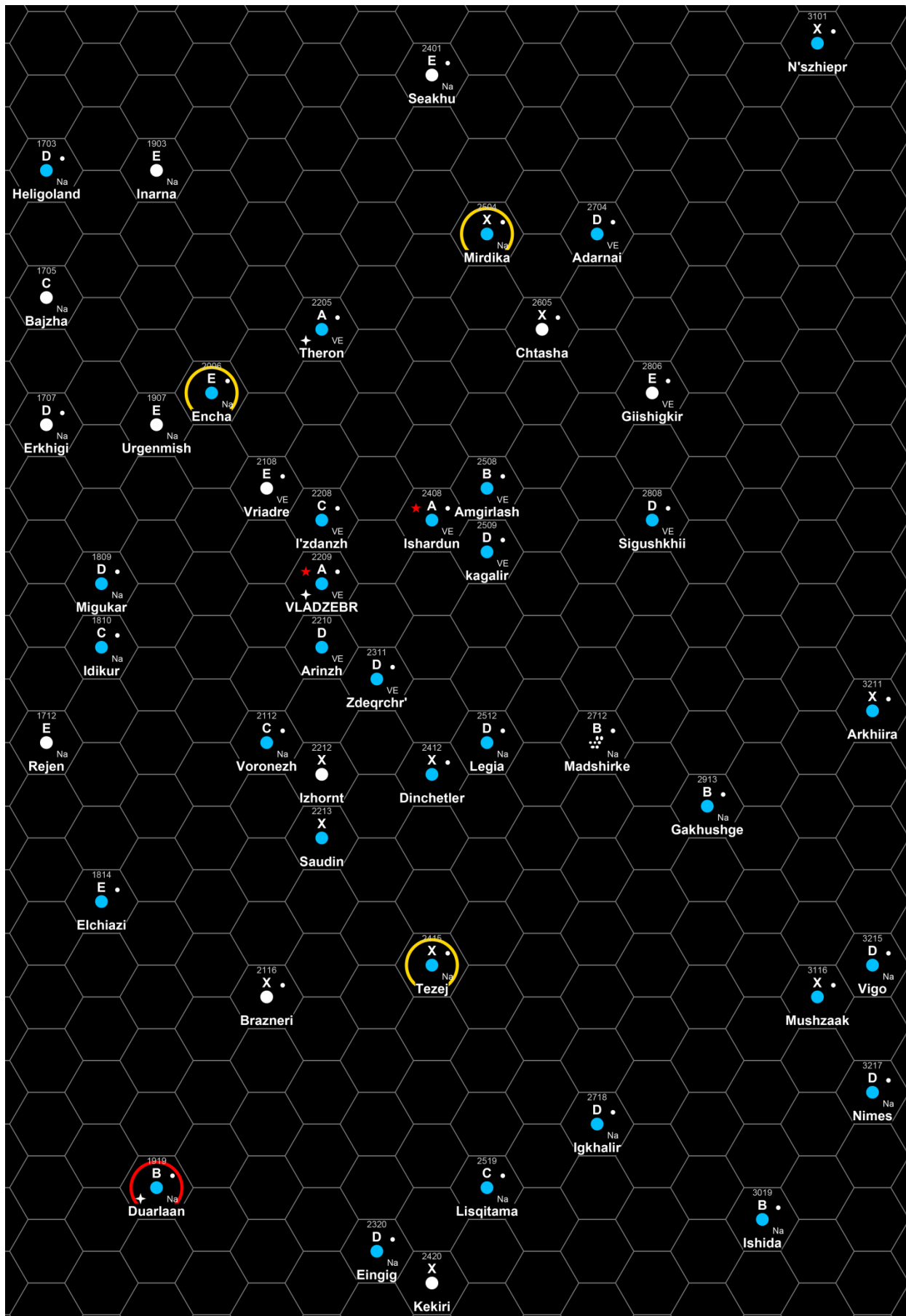
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Zavlaaq, E0120
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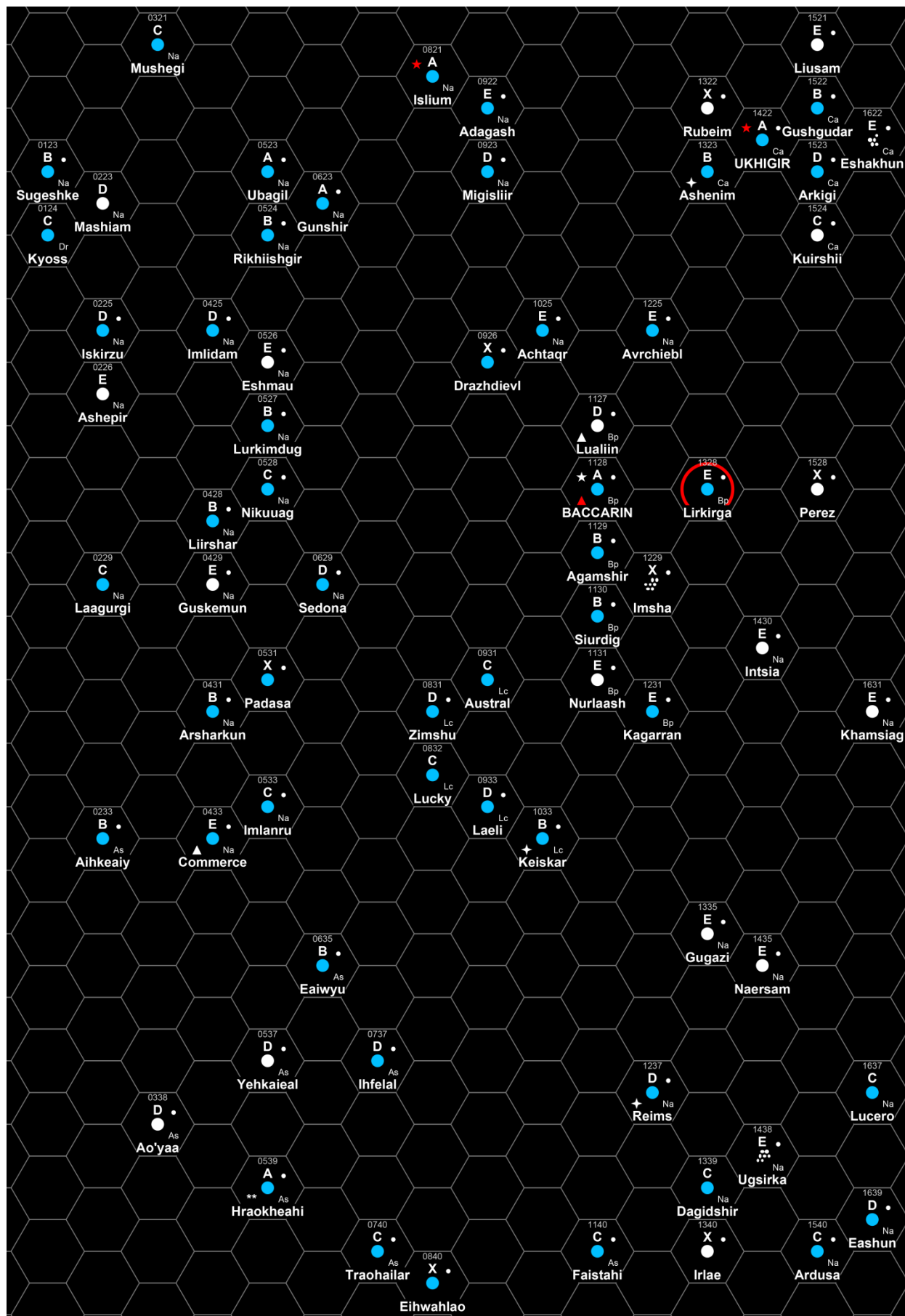
Quadrant Alpha



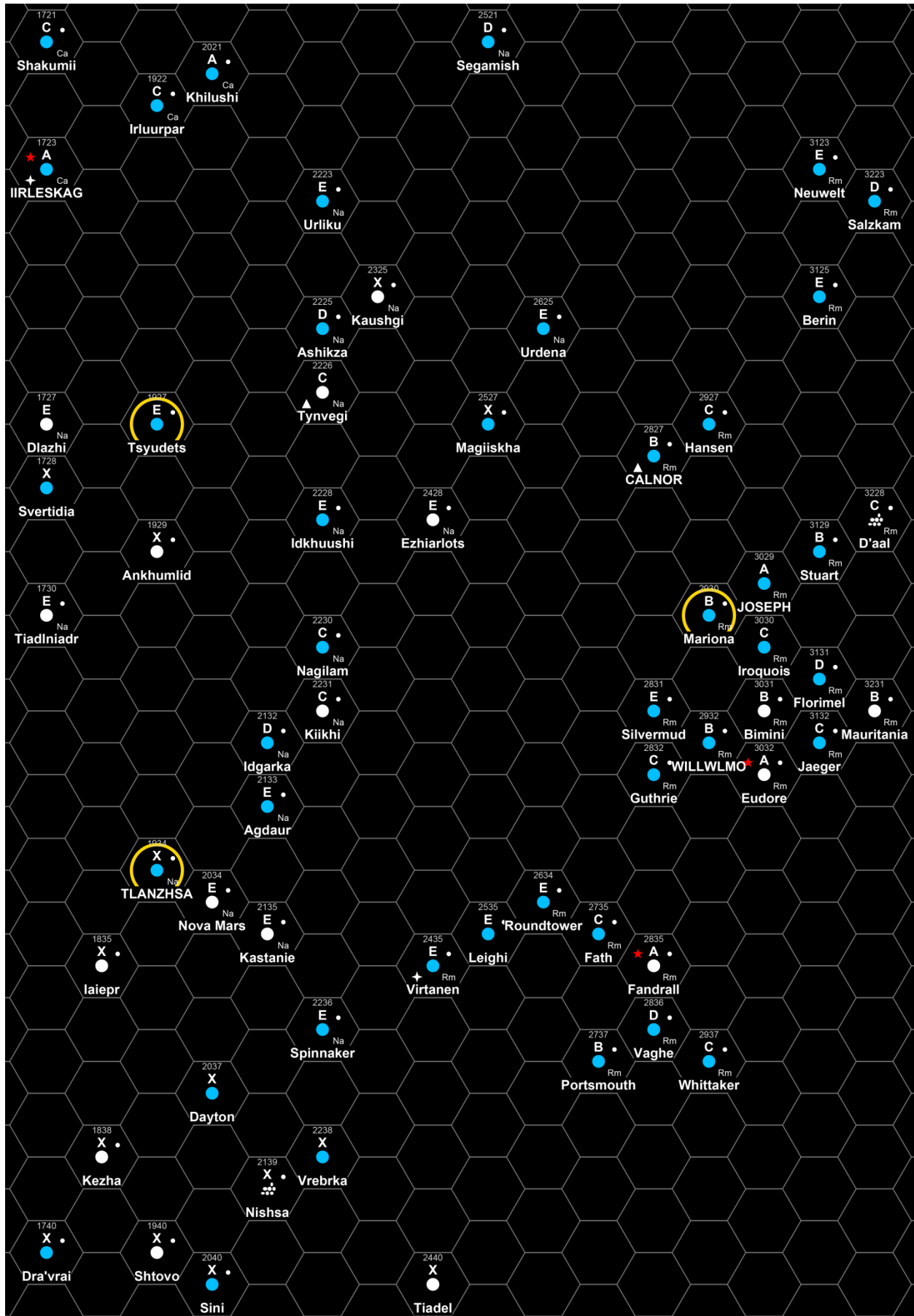
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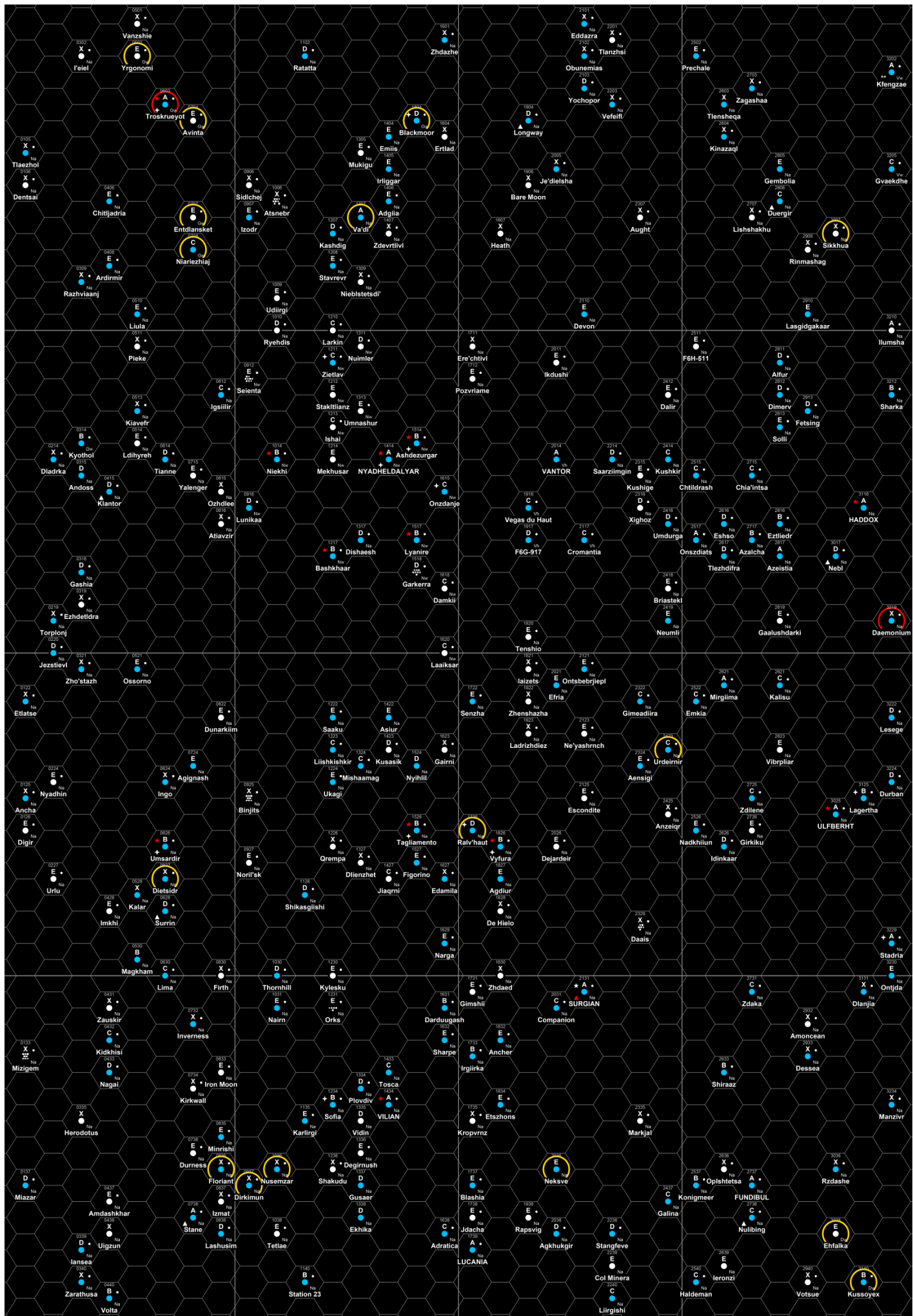
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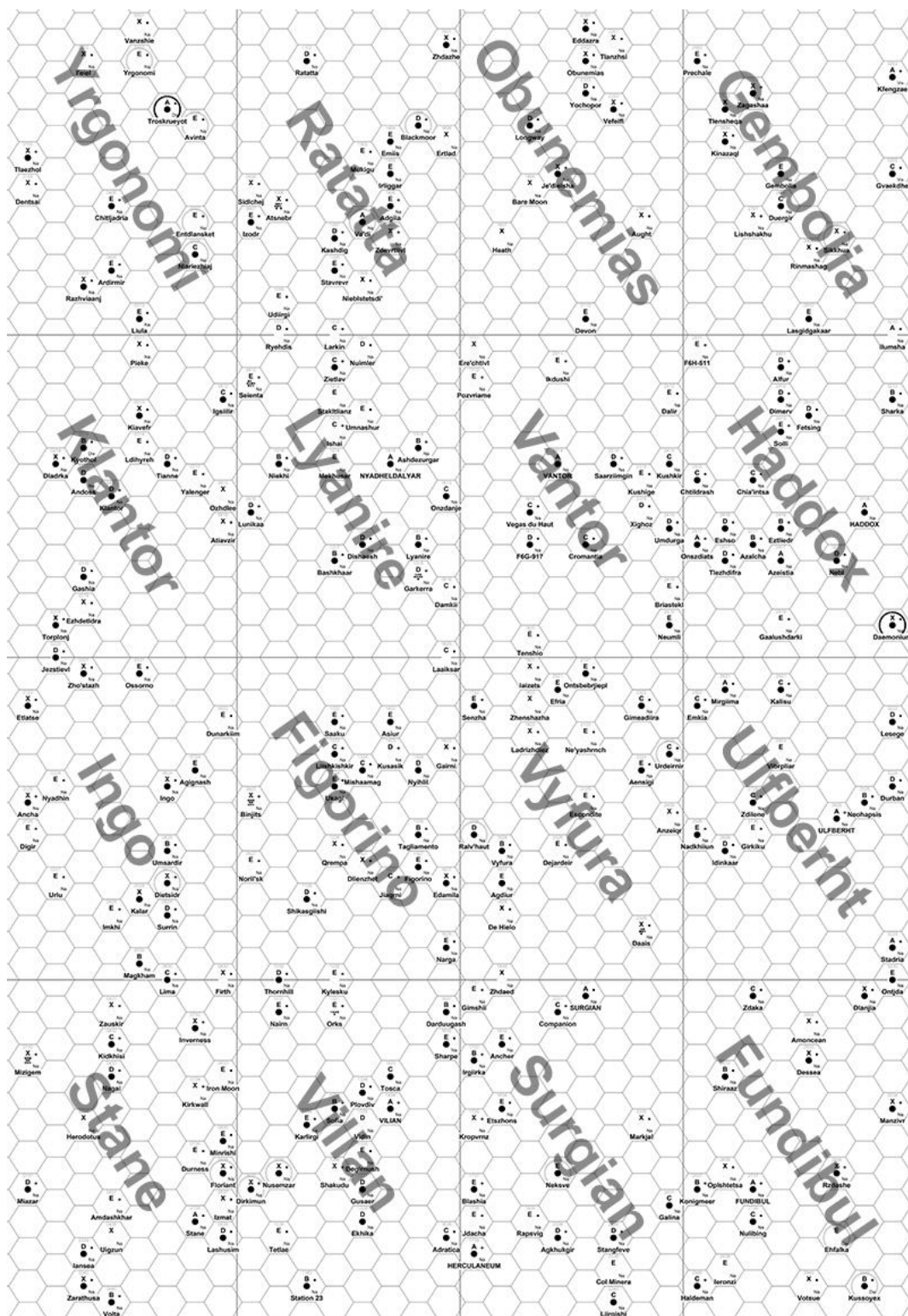
Designed by dragoner between 12/29/2011 – 11/6/2016
 With much help from Travellermat.com, and CORE
 (<http://111george.com/core/astrogat/f4.htm>).

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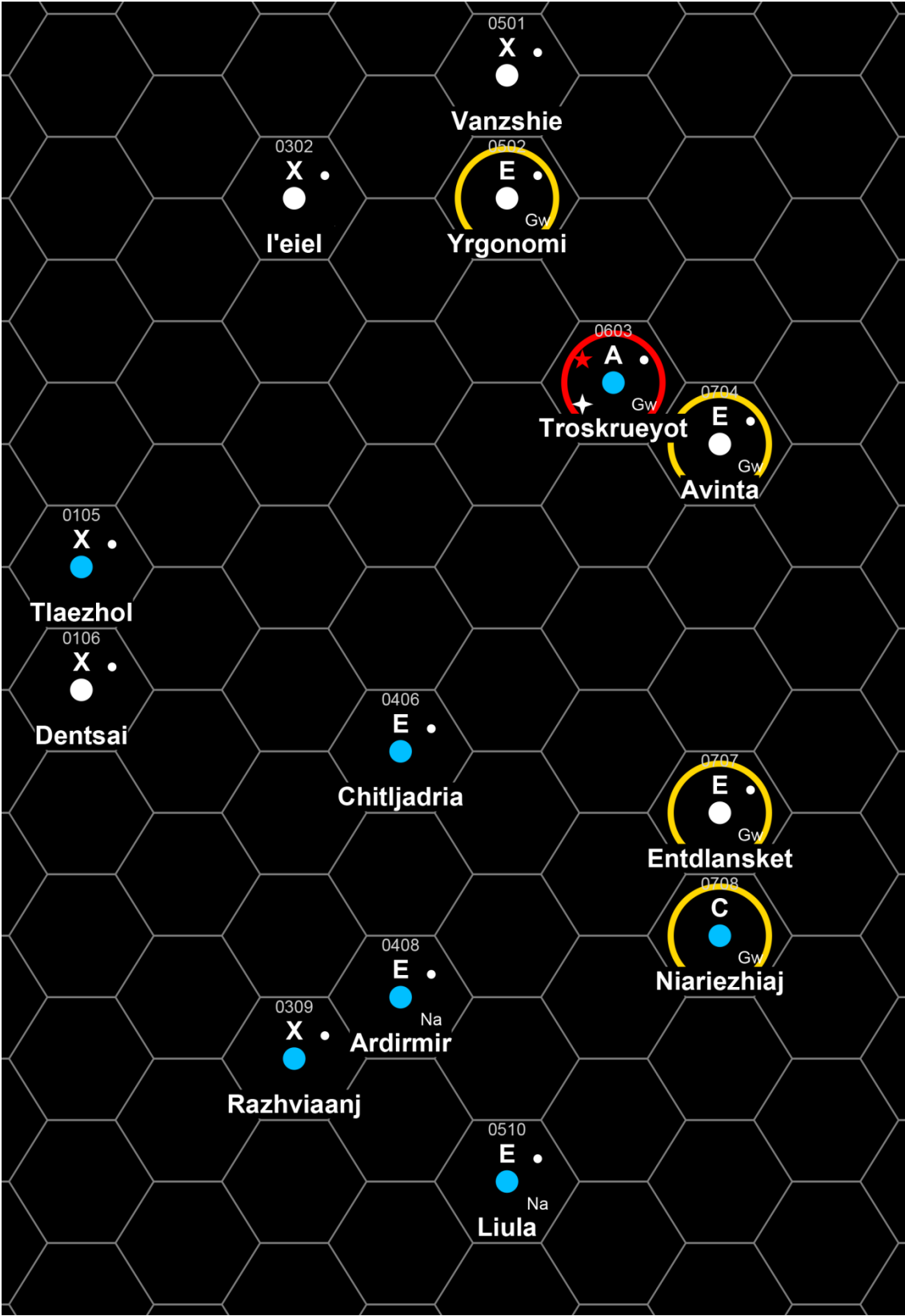


Astron Sector Intro

Astron sector's wave of recent colonization comes from Theta Borealis, and the Consulate's policy of settling refugees along the Great Rift to block cross - rift colonization efforts by the Aslan. It is probable that the Zhodani always had long range plans for settlement by themselves, except the planting of the Nyadhel at Lyanire does seem contrary to that idea. With that, the rimward portion of the sector has the denser settlement, and the smaller yet developed systems such as Fundibul, Surgian, and Vilian. Yrgonomi is a battleground, Lyanire the domain of the Nyadhel, and the known unknowns of the Vantorians; if they are awaiting a message of peace.



Farway Sector



Ratatta

Klantor

Yrgonomi Subsector

Yrgonomi Subsector

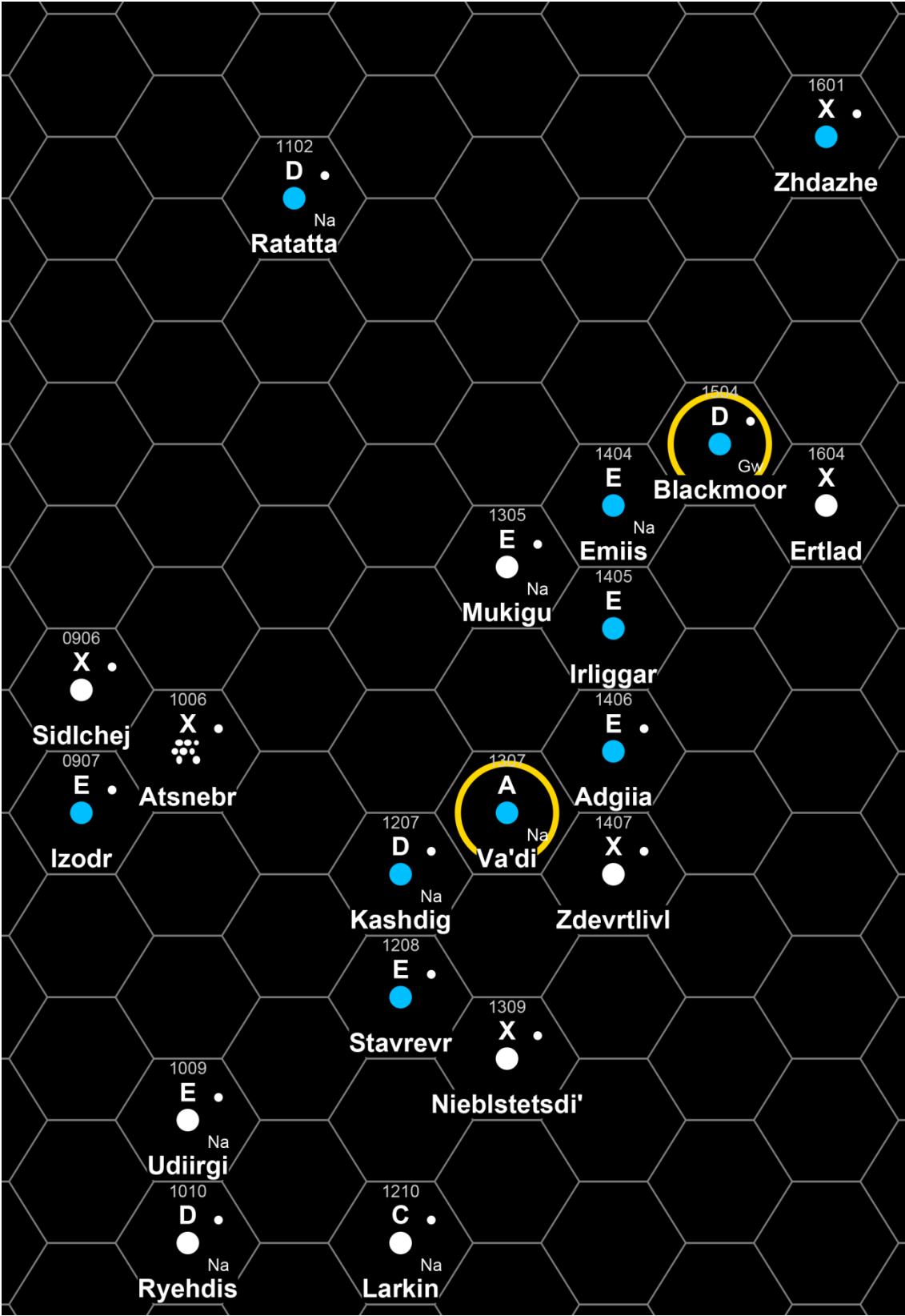
Tlaezhol	0105 X421000-0	Ba Po		023 -- M5IV M7IV
Dentsai	0106 X300000-0	Ba Va		004 -- M6V M9V
I'iel	0302 X130000-0	Ba De Po		003 -- M1V
Razhviaan	0309 X733000-0	Ba		005 -- K6V
Chitljadria	0406 E782000-0	Ba		001 -- K0V Ruins
Ardirmir	0408 E778641-A			303 Na G6V
Vanzshie	0501 X212000-0	Ba Ic		024 -- M3V M6V
Yrgonomi	0502 E240653-8	De Po	A	212 Gw G6V M7V
Liula	0510 E566793-5			402 Na M5V M7V
Troskrueyot	0603 A4867X8-E F		R	911 Gw F7V Droyne World
Avinta	0704 E310352-A	Lo Ni	A	113 Gw M6V
Entdlansket	0707 EAA7656-6	Fl	mA:A	A 214 Gw F9V
Niariezhiaj	0708 CA89765-8		A	110 Gw K3V

Subsector A contains 13 worlds with a population of 147 million. The highest population is 90 million, at Troskrueyot. The highest tech level is E at Troskrueyot. Yrgonomi is in the heart of the war with the Black Ships, it is rumored that Troskrueyot is the main base for the Black Ships in the Astron Sector, and some say more. It is said that fleets of both sides are gathering like storm clouds on the horizon for the decisive battle.

Farway Sector

Yrgonomi

Obunemias



Lyanire

Ratatta Subsector

Ratatta Subsector

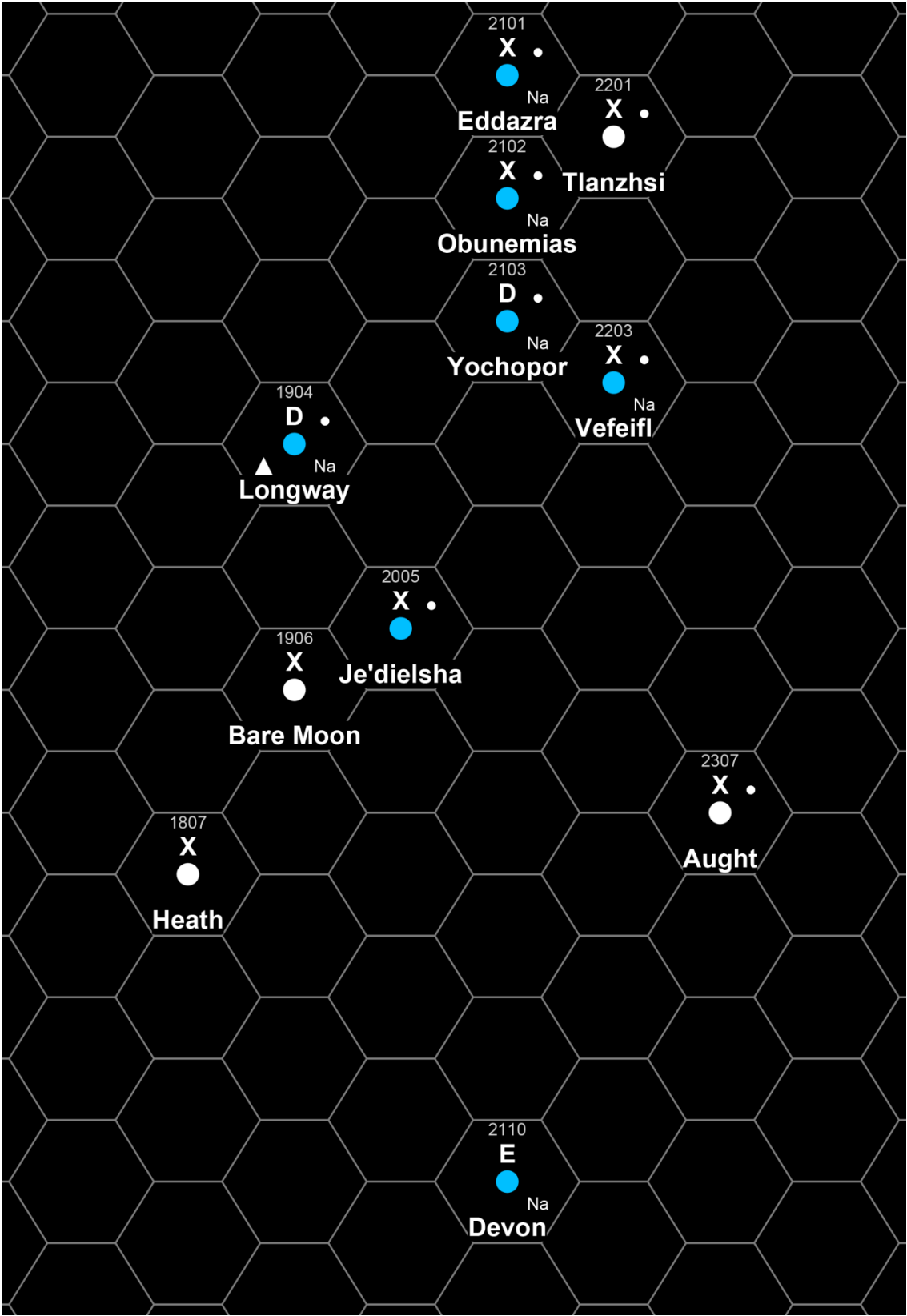
Sidlchej	0906 X100000-0	Ba Va	025 -- M2V M8V
Izodr	0907 E332000-0	Ba Po	003 -- M6V M9V
Atsnebr	1006 X000000-0	As Ba	003 -- F3II
Udiirgi	1009 E200311-A	Lo Ni Va	113 Na M4V
Ryehdis	1010 D8B2411-B	FI Ni	204 Na K7V
Ratatta	1102 D525543-8	Ni	411 Na M7V
Kashdig	1207 D667311-A	Lo Ni	411 Na F3V M8V
Stavrevr	1208 E575000-0	Ba	002 -- K2V
Larkin	1210 CAAA415-E	FI Ni Wa	303 Na G2V M0V
Mukigu	1305 E200102-C	Lo Ni Va	704 Na M5V M8V
Va'di	1307 A8677B2-C		A 800 Na G9V
Nieblstetsdi'	1309 X5A0000-0	Ba De Lo Ni	014 -- M6V
Emiis	1404 E3443A1-6	Lo Ni	110 Na G7V Recent Raid
Irliggar	1405 E785000-0	Ba	010 -- G2V Destroyed
Adgiia	1406 E898000-0	Ba	025 -- K4V Destroyed
Zdevrtlivl	1407 X6A6000-0	Ba FI	003 -- M3V
Blackmoor	1504 D467365-D M	Lo Ni	A 323 Gw K1V M1V
Zhdazhe	1601 X684000-0	Ba	025 -- F9V M3V
Ertlad	1604 X401000-0	Ba Ic Va	000 -- M1V

Subsector B, Ratatta contains 19 worlds with a population of 80.5 million. The highest population is 80 million, at Va'di. The highest tech level is E at Larkin. Ratatta is the frontline in the war with the Black Ships, while there have been heavy military installations in the subsector, they are all destroyed now. Blackmoor has fallen after heavy fighting and is occupied by the Black Ships and their allies. Colonies such as Irliggar and Adgiia have been destroyed; a concise population census in the subsector is impossible. Stevrevr has been evacuated; many worlds have been raided and bypassed, such as Emiis. Va'di is under siege and making its last stand, a war-world holding like a fortress in space. The destroyed colonies and vast battlefields have attracted scavengers of every stripe looking for salvage in the remnants.

Farway Sector

Ratatta

Gembolia



Vantor

Obunemias Subsector

Obunemias Subsector

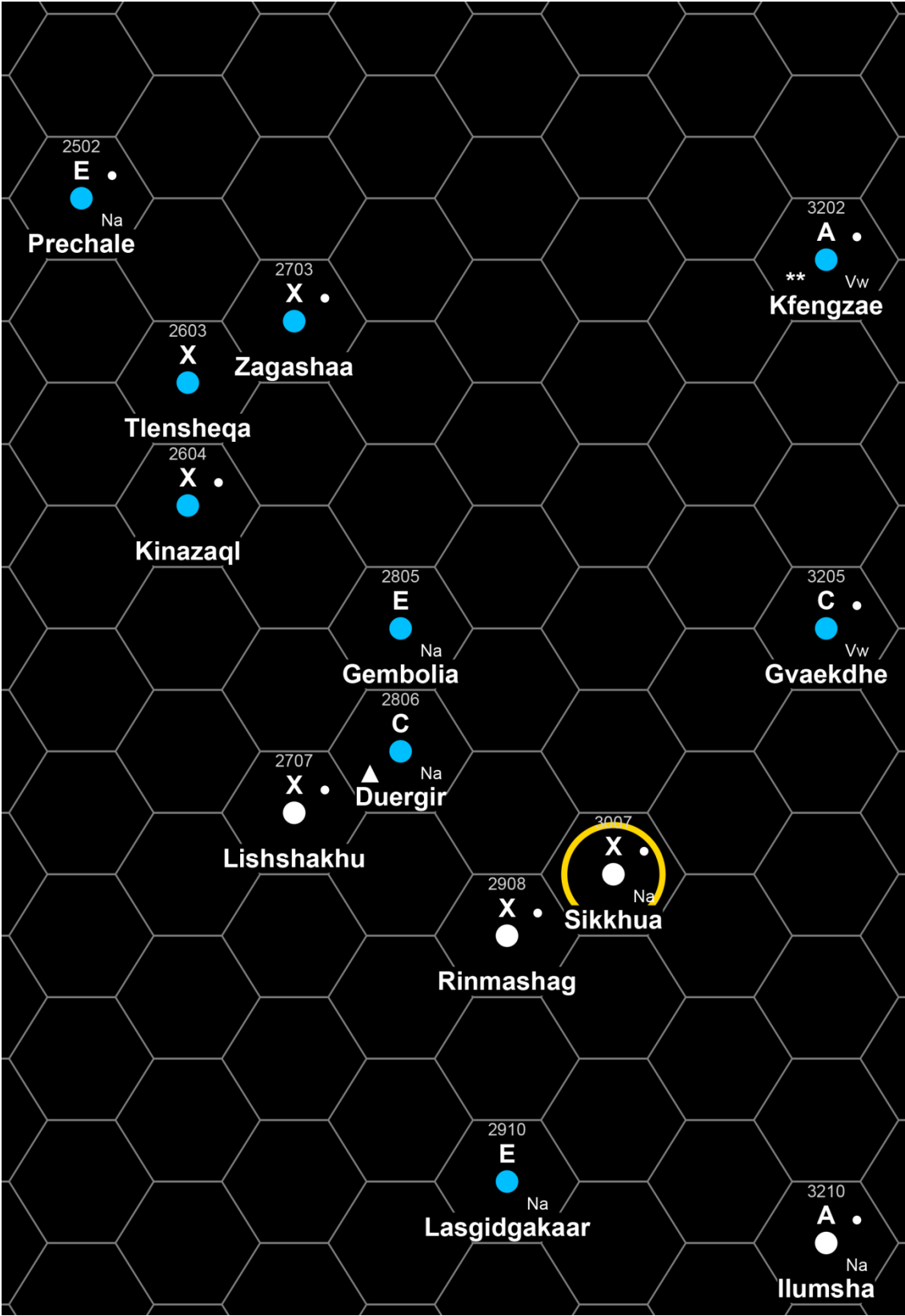
Heath	1807 X330000-0	Ba De Po	000 -- M6III M4V
Longway	1904 D644572-9 S	Ni	113 Na G8V
Bare Moon	1906 X200000-0	Ba Va	020 -- M4V M6V
Je'dielsha	2005 X333000-0	Ba Po	005 -- K2V
Eddazra	2101 X557671-3	Ni	204 Na K3V
Obunemias	2102 XAD7772-2	Fl mA:A	114 Na F9V M8V
Yochopor	2103 D562425-6	Ni	314 Na G7V M0V
Devon	2110 E463773-6		900 Na F6V M2V
Tlanzhshi	2201 X5A1000-0	Ba Fl	023 -- K8V M3V
Vefeifl	2203 X659400-2	Ni	904 Na G8V
Aught	2307 X100000-0	Ba Va	004 -- M2V M3V

Subsector C, Obunemias contains 11 worlds with a population of 102.2 million. The highest population is 90 million, at Devon. The highest tech level is 9 at Longway. The Obunemias subsector is a backwater, sparsely populated and isolated distance wise. The scout base at Longway is a scientific/contact base to study the aliens at Obunemias.

Farway Sector

Cassao

Pieshivi



Haddox

Gembolia Subsector

Gembolia Subsector

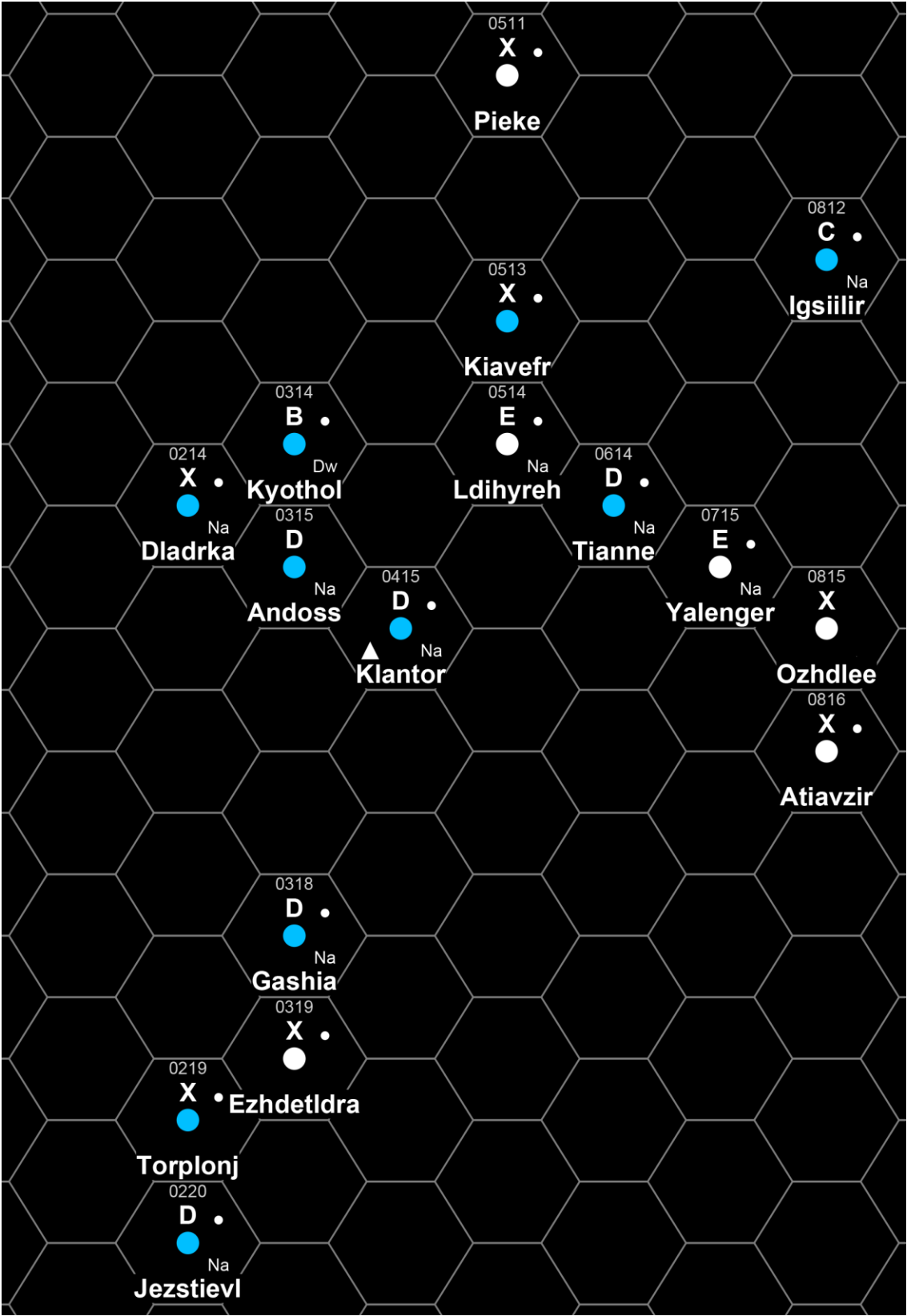
Prechale	2502 E767870-4				724 Na G5V M9V
Tlensheqa	2603 X648000-0	Ba			000 -- K2V
Kinazaql	2604 X775000-0	Ba			013 -- M3V
Zagashaa	2703 X534000-0	Ba			012 -- M7V
Lishshakhu	2707 X430000-0	Ba De Po			004 -- M7V M9V
Gembolia	2805 E568700-3				100 Na G3V
Duergir	2806 C967874-9 S				210 Na F9V
Rinmashag	2908 X200000-0	Ba Va			013 -- M6V
Lasgidgakaar	2910 E333201-8	Lo Ni Po			100 Na M4V M7V
Sikkhua	3007 XAC8704-1	Fl	mA:A	A	113 Na M2V
Kfengzae	3202 A831645-C C				704 Vw K1V
Gvaekdhe	3205 C335547-8	Ni			123 Vw M5V
Illumsha	3210 A110613-G				122 Na M6V M8V

Subsector D, Gembolia contains 13 worlds with a population of 928.1 million. The highest population is 700 million, at Prechale. The highest tech level is 16 at Illumsha. Nobody is quite sure when the Vargr settled Kfengzae and Gvaekdhe, but it must have been a few hundred years ago at most, under the auspices of the Zhodani. While they maintain a supposed corsair base, it is more for just armed traders, typical for the frontier regions. The aliens of Sikkhua, called the Sikkhuan, are a flyer type of sophont, very tough, and able to survive in non-corrosive atmospheres. Illumsha is an interesting world, mostly know for the industrial concern of the manufacture of anti-matter, Jump Drives and advanced true AI computer systems.

Yrgonomi

Thornhope

Lyanire



Ingo

Klantor Subsector

Klantor Subsector

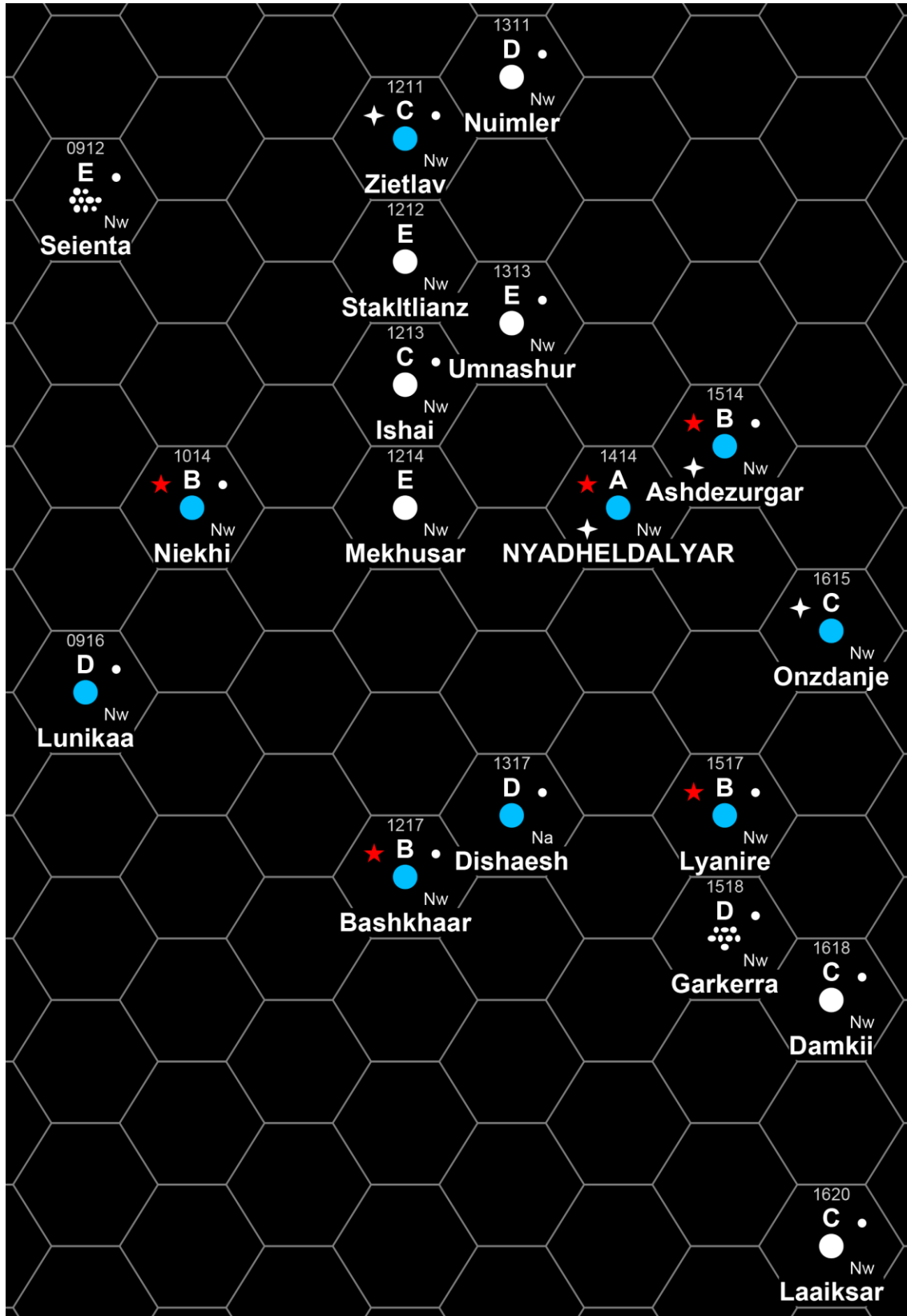
Dladrka	0214 X555770-2		204 Na F5V M4V
Torplonj	0219 X79A000-0	Ba Wa	003 -- G8V
Jezstievl	0220 D695782-7		103 Na F7V M7V
Kyothol	0314 B4877X1-E		322 Dw K2V
Andoss	0315 D559623-8		600 Na G3V
Gashia	0318 D757633-7		901 Na K0V
Ezhdetldra	0319 X8A4000-0	Ba Fl	012 -- M0V
Klantor	0415 D774541-A S	Ni	304 Na K3V
Pieke	0511 X310000-0	Ba De Po	004 -- G4III
Kiavefr	0513 X634000-0	Ba	001 -- M3V M8V
Ldihyreh	0514 E130233-B	De Lo Ni Po	103 Na M1V M1V
Tianne	0614 D624524-A	Ni	205 Na K6V M2V
Yalenger	0715 E110115-D		505 Na M8V
Igsiilir	0812 CA57670-8	Ni	921 Na G8V M5V
Ozhdlee	0815 X310000-0	Ba	000 -- M8V
Atiavzir	0816 X210000-0	Ba	004 -- M2V M5V

Subsector E, Klantor contains 16 worlds with a population of 84.5 million. The highest population is 30 million, at Kyothol. The highest tech level is E at Kyothol. Klantor is rather quiet for being the backdoor to Yrgronomi, which it is said where the Black Ships have a base. Some blame Kyothol, a Droyne world, which is rumored to not only being collaborating with the Black Ships, but to have taken slaves from Dladrka, nearby. There is a scout base on Klantor, supposedly in contact with the Droyne on Klantor, but also as eyes for the allied forces against the Black Ships.

Ratatta

Klantor

Vantor



Figorino

Lyanire Subsector

Lyanire Subsector

Seienta	0912 E000313-B	As Lo Ni	302 Nw M5V
Lunikaa	0916 D644520-9	Ni	713 Nw K6V
Niekhi	1014 B887732-E J		904 Nw G5V
Zietlav	1211 C644720-B M		514 Nw K0V M1V
Stakltianz	1212 E5A1120-A	Fl Lo Ni	400 Nw M0IV M6IV
Ishai	1213 C510321-8	Lo Ni	215 Nw M1V M7V
Mekhusar	1214 E340538-9	De Ni Po	320 Nw K1V
Bashkhaar	1217 B658724-A J		504 Nw F8V M4V
Nuimler	1311 D6A2421-D	Fl Lo Ni	103 Nw G5V M4V
Umnashur	1313 E470623-8	De	124 Nw F4V
Dishaesh	1317 D544532-7	Ni	602 Na K8V M8V
Nyadheldalyar	1414 A787934-H F	EDw	110 Nw G5V
Ashdezurgar	1514 B789734-E F		803 Nw K3V
Lyanire	1517 B658844-F J		912 Nw K1V M7V
Garkerra	1518 D000343-D	As Lo Ni	503 Nw M2V M9V
Onzdanje	1615 C646521-A M	Ni	800 Nw K7V
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Laaiksar	1620 C514545-9	Ic Ni	624 Nw M8V

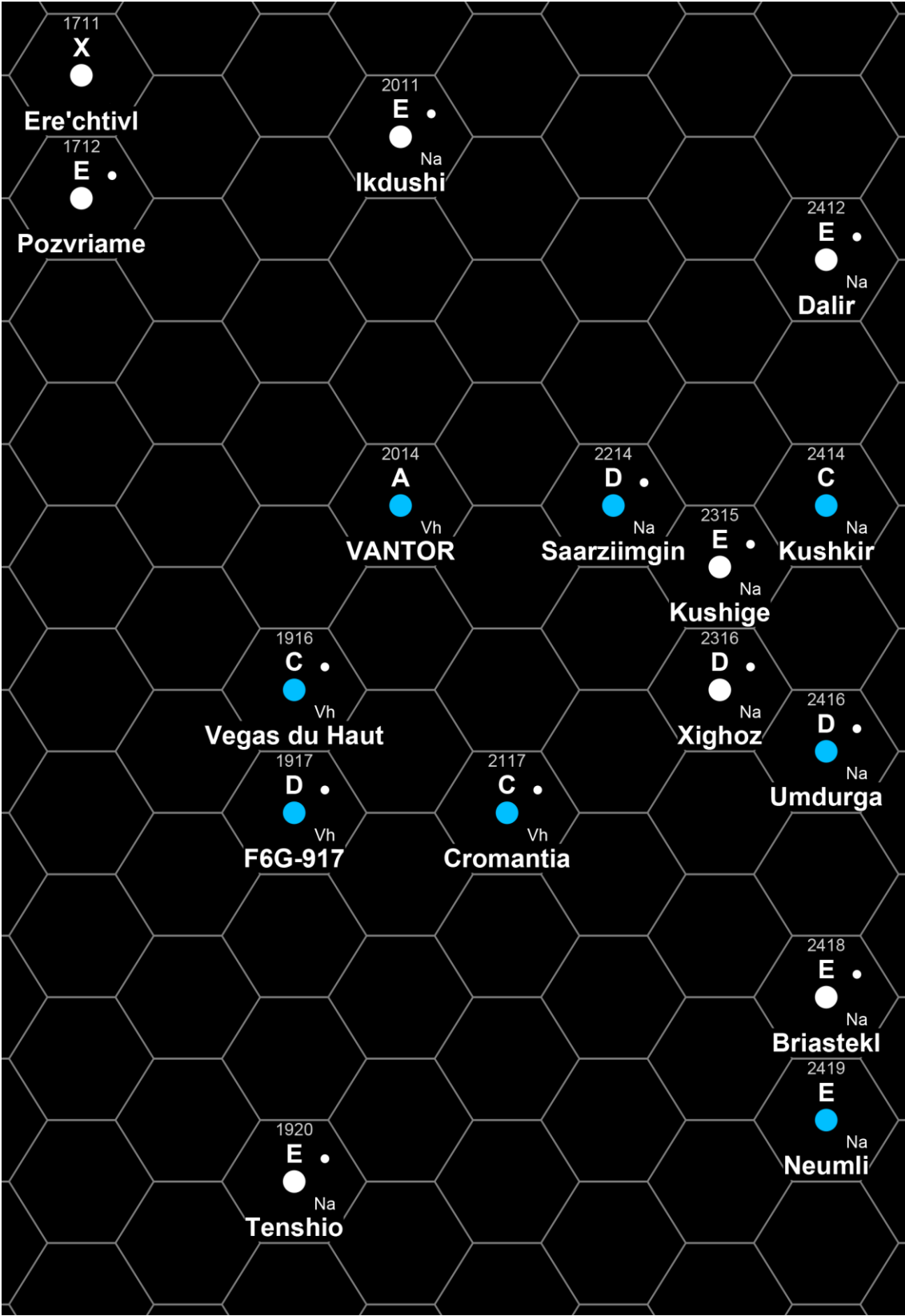
The Lyanire Subsector has 18 systems with a total population of 1.36 billion; the highest population is at Nyadheldalyar with over a billion and the highest Tech Level is also at Nyadheldalyar, with TL 17. Lyanire lies on the front in the war with the Black Ships, where the Guild Droyne intrude upon the Astron sector in Subsector A, Yrgonomi. Under the Aegis of the power and technology of the Nyadhel (Galanglic: Entropic Darrians), Lyanire has become an island of tranquility in the storm of the war with the Black Ships. A short abortive war was fought by the Black Ships to try to defeat the Nyadhel, which in turn saw the black ships invasion fleet largely destroyed; this led to the Black Ships and the Nyadhel signing an armistice that still holds tenuously to this day. Also, due to the nature of the Nyadhel and their predilection towards mixing business with piracy, the whole subsector should be classified as amber travel zone.



Obunemias

Lyanire

Haddox



Vyfura

Vantor Subsector

Vantor Subsector

Ere'chtivl	1711 X6B1000-0	Ba Fl		000 -- K8IV M5V
Pozvriame	1712 E100000-0	Ba Va		013 -- M4V
Vegas du Haut	1916 C558711-B		mA:A	411 Vh F6V
F6G-917	1917 DAD4412-B	Fl Ni	mA:A	323 Vh M7IV M9V
Tenshio	1920 E410312-9	Lo Ni		111 Na M6V
Ikdushi	2011 E200435-8	Ni Va		204 Na K2V M7V
Vantor	2014 A867924-F		mA:A	100 Vh G4V M9V
Cromantia	2117 C657515-E	Ni	mA:A	515 Vh K3V
Saarziimgin	2214 D559432-6	Ni		204 Na G8V
Kushige	2315 E540433-4	De Ni Po		313 Na K1V
Xighoz	2316 D6B1324-A	Fl Lo Ni		403 Na M9V
Dalir	2412 E100120-9	Lo Ni Va		101 Na M9III
Kushkir	2414 C557637-A			700 Na G8V M9V
Umdurga	2416 D464538-7	Ni		424 Na K3V
Briastekl	2418 E320121-7	De Lo Ni Po		123 Na K8V M5V
Neumli	2419 E691320-A	Lo Ni		900 Na F7V M1V

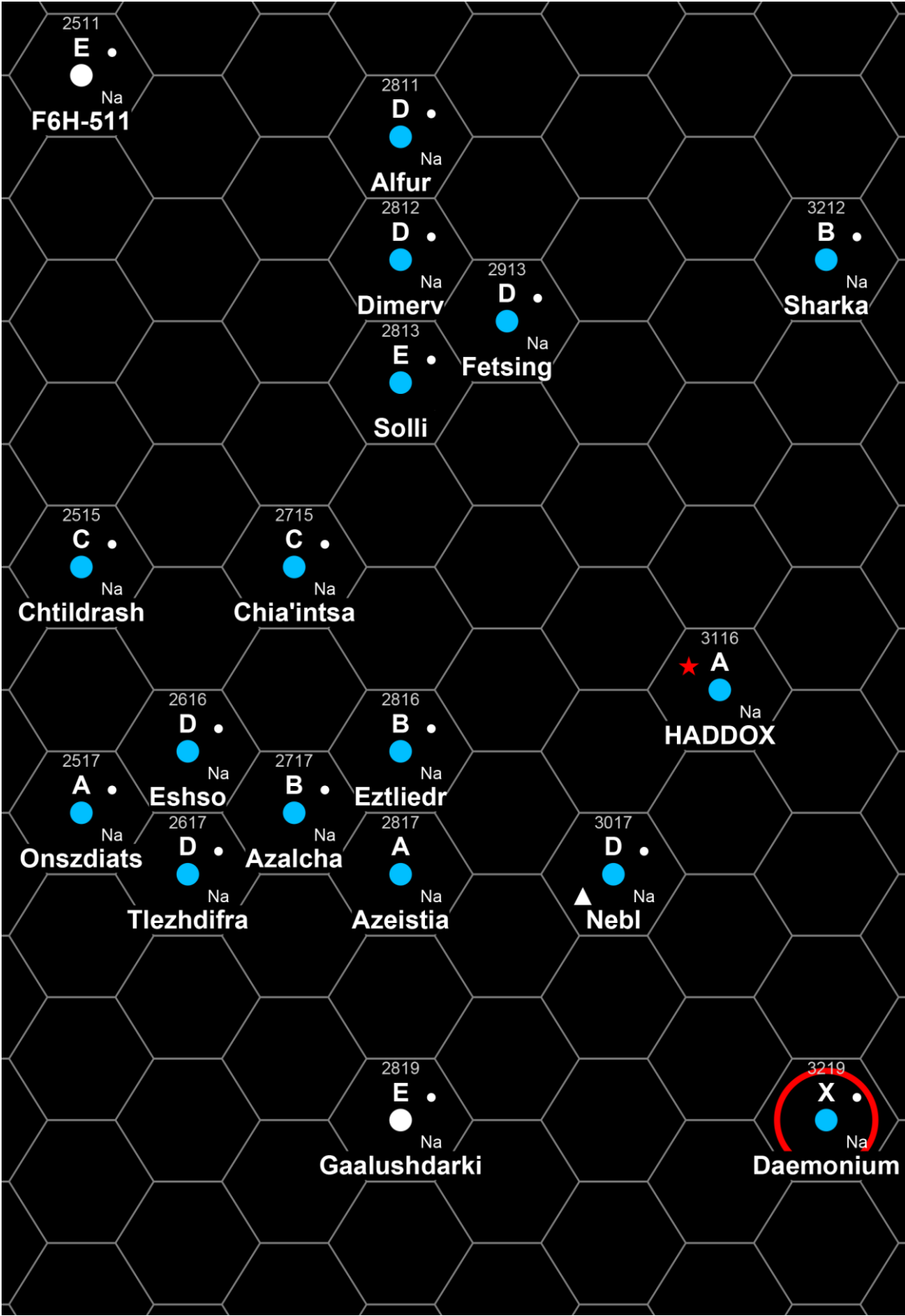
Subsector G contains 16 worlds with a total population of approximately 1.04774702 billion. The highest population is 1 billion, at Vantor; with the highest tech level: 15, also at Vantor.

In 1133, Imperial refugees established a colony on Vantor, in 1147, contact with the colony was lost; in 1161, and a new hybrid human species greeted the universe. Since that time, the Vantorian, who merely call themselves "The Species"; have founded corporate colonies upon some surrounding worlds to feed resources back to Vantor. This has caused much fear by existing colonies in the subsector of being absorbed by the Vantorian if they expand. However, since the founding of their corporate colonies, the Vantorian have shown no signs of expansion, aggressive or otherwise; the fear of the Vantorian has slowed further colonization of the Subsector. The Vantorian engagement with the rest of the colonies in the subsector from their side has been peaceful, with their worlds open, and willing for commerce. When questioned about the lost colony, the Vantorian have stated in a cryptic manner "that their genes are part of the foundation of their species". What is not known is their relationship to the Black Ships/Guild Droyne, and whether they have been raided or not. It is felt by certain regional powers, that the Vantorian would be amenable to some sort of agreement against the Black Ships, though suspicion remains about the origin of the Vantorian "Species".

Gembolia

Vantor

Rosorky



Ulfberht

Haddox Subsector

Haddox Subsector

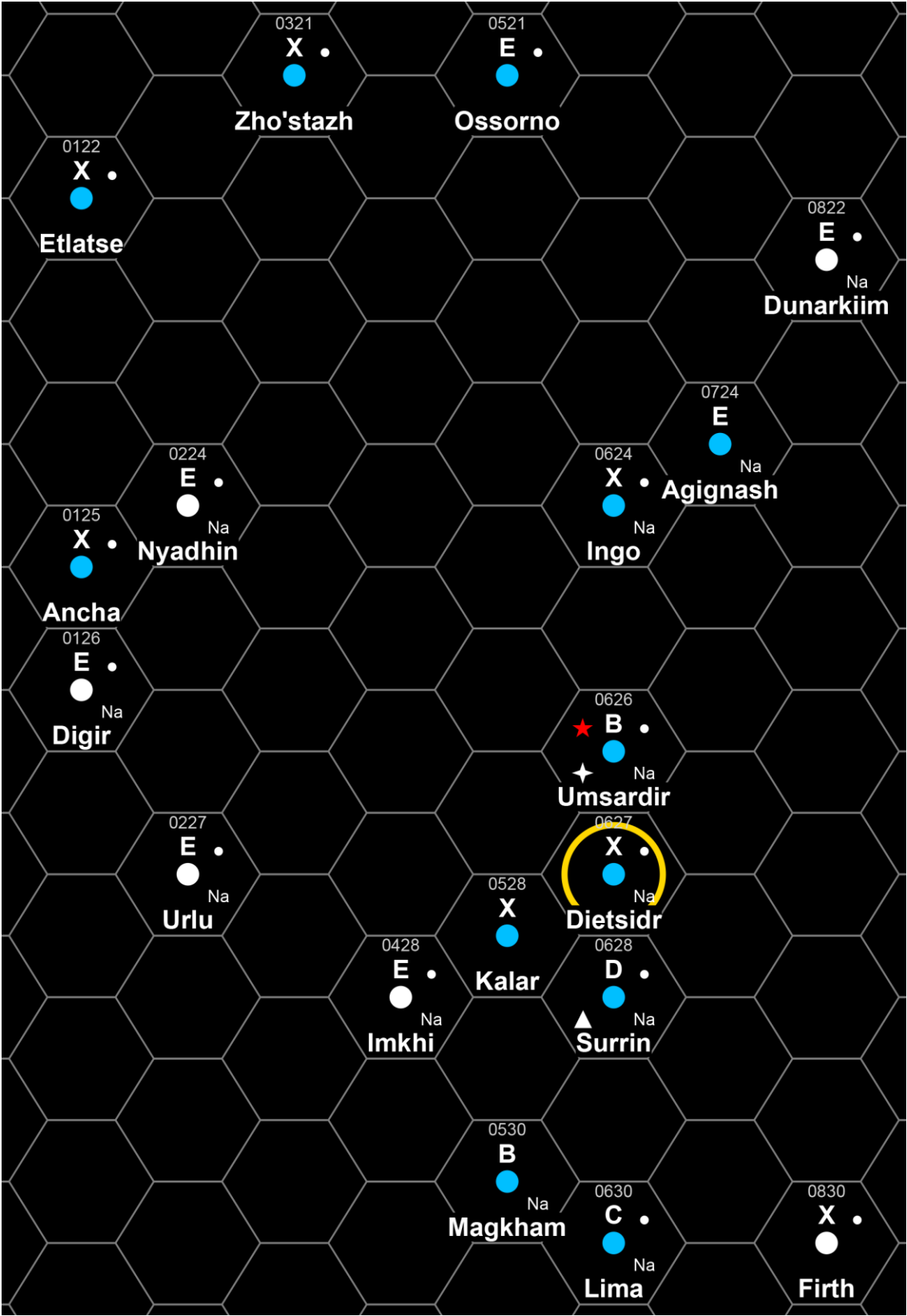
F6H-511	2511 E200113-A	Lo Ni Va	802 Na M6V M8V Mining Colony
Chtildrash	2515 C737620-B	Ba	104 Na K9V M2V
Onszdiats	2517 A667842-D		304 Na F9V M3V M6V
Eshso	2616 D422320-8	Lo Ni Po	903 Na M1V
Tlezhdifra	2617 D531420-A	Po	111 Na M2V M3V
Chia'intsä	2715 C776521-C		903 Na G1V
Azalcha	2717 B788722-D		815 Na K0V M0V
Alfur	2811 D436310-A	Lo Ni	404 Na M0V
Dimerv	2812 D423312-B	Lo Ni Po	101 Na K1V
Solli	2813 E764000-0		014 -- G8V M5V Destroyed
Eztliedr	2816 B562724-D		323 Na M7V M8V
Azeistia	2817 AA97825-D		900 Na G2V M7V
Gaalushdarki	2819 E200234-9	Lo Ni Va	905 Na M8V M9V
Fetsing	2913 D424516-A	Ni	505 Na M1V M1V
Nebi	3017 D9DA438-8 S	Fl Ni Wa	214 Na M2V
Haddox	3116 A776946-G J	In	100 Na F7V
Sharka	3212 BA87891-E		714 Na G6V M6V M9V
Daemonium	3219 X666000-0	Ba	R 003 -- K3V M9V

Subsector H, Haddox contains 18 worlds with a population of 3 billion. The highest population is 1 billion, at Haddox. The highest tech level is 16 at Haddox. The Haddox subsector can be considered the industrial heart of the Astron sector, and as such, it has suffered some devastating raids at the hands of the Black Ships. Colonies such as that on Solli have been ruthlessly destroyed, but if victory can be achieved, the destroyed colonies across the sector will be resettled. The world of Daemonium is a strange case, interdicted because if one should land there, a parasitic attachment by a "Daemon" occurs. Daemons seem to be some sort of glowing "ghost" or image that travels with the afflicted, an organized cloud of photons, and it is not known if these daemons are actually life as we know it. It is because of this; however that the afflicted are shunned in normal space, even though there does not seem to be any actual harm from the parasitic attachment. Some posit the world is a gateway to another universe, and that is the origin of these daemons.

Klantor

Vaduz

Figorino



Stane

Ingo Subsector

Ingo Subsector

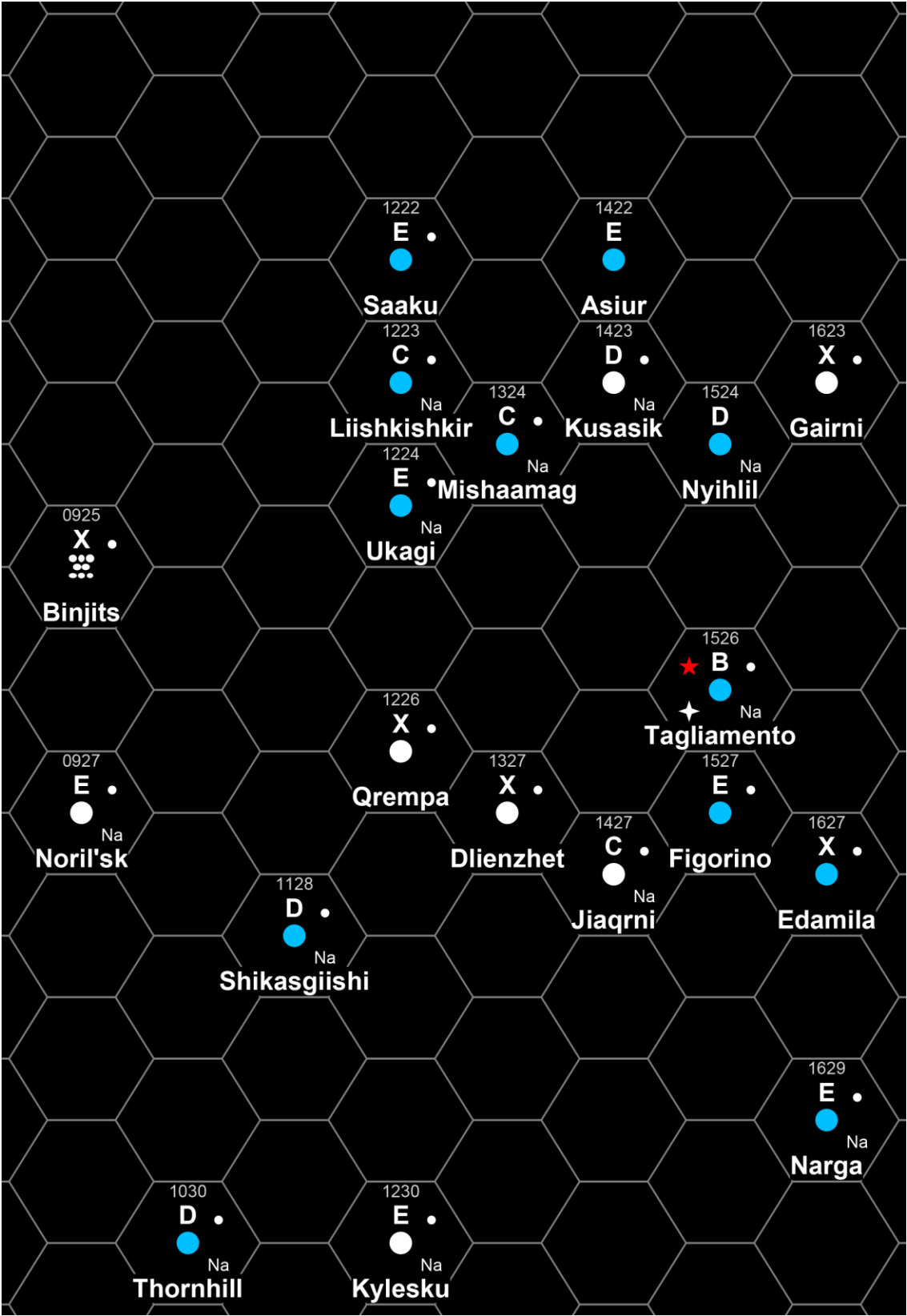
Etlatse	0122 X553000-0	Ba Po	002 -- G5V
Ancha	0125 X556000-0	Ba	004 -- K2V M5V
Digir	0126 E410210-A	De Lo Ni Po	103 Na M0V
Nyadhin	0224 E110114-E	Lo Ni	101 Na M3V
Urlu	0227 E230311-C	De Lo Ni Po	103 Na F6V M9V
Zho'stazh	0321 X535000-0	Ba	004 -- M3V M7V
Imkhi	0428 E240312-C	De Lo Ni Po	105 Na F9V
Ossorno	0521 E486000-0	Ba	003 -- K4V M7V Droyne Ruins
Kalar	0528 XA59000-0	Ba	000 -- F9V M2V Ruins
Magkham	0530 B668711-D		520 Na G5V M8V
Ingo	0624 X488400-0	Lo Ni	304 Na G9V M0V M7V Chirpers
Umsardir	0626 B878893-C F		112 Na K0V
Dietsidr	0627 X887870-2	Ri	A 414 Na G9V M5V
Surrin	0628 D567510-9 S	Ni	503 Na G5V M7V
Lima	0630 C554612-A		124 Na G0V M8V
Agignash	0724 E352411-6	Ni Po	100 Na F3V M4V
Dunarkiim	0822 E6A0353-D	De Lo Ni	813 Na M5V
Firth	0830 X410000-0	Ba De Po	002 -- K9V M1V

The Ingo Subsector has 18 systems with a total population of 551.6 million; the highest population is at Dietsidr with 400 million and the highest Tech Level is at Nyadhin, with TL 14. Ingo lies on the edge of not only the Astron sector, but the front in the war with the Black Ships, like many subsectors of this region, it sees caravans of refugees streaming trailing of the war spinward. The planets of Umsardir and Magkham have committed their militaries to action in the Chiep Zhez sector only to see them destroyed, leaving their planetary defense forces depleted. Dietsidr is an ancient Vlazhdumecta/Zhodani colony, some inhabitants have strange and powerful psionic abilities, and caution is advised. Of note on Kalar are the strange and not yet fully explored non-Human ruins.

Lyanire

Ingo

Vyfura



Villian

Figorino Subsector

Figorino Subsector

Binjits	0925 X000000-0	As Ba	004 -- M1V M2V
Noril'sk	0927 E110201-8	Lo Ni	414 Na M1V
Thornhill	1030 D534515-9	Ni	102 Na M3V M5V
Shikasgiishi	1128 D547593-7	Ni	102 Na K0V
Saaku	1222 E533000-0	Ba Po	004 -- A6V
Liishkishkir	1223 C958772-C		302 Na G4V
Ukagi	1224 EAD1102-9	Fl Lo Ni	603 Na G9IV M7IV M8IV
Qrempa	1226 X202000-0	Ba Ic Va	003 -- M3V M4V
Kylesku	1230 E330312-D	De Po	705 Na M0V
Mishaamag	1324 C789653-8		123 Na G7V M8V
Dlienzheth	1327 X412000-0	Ba Ic	015 -- M6V
Asiur	1422 E595000-0	Ba	000 -- K0V
Kusasik	1423 D4043C1-B	Ic Lo Ni Va	701 Na M6V
Jiaqrni	1427 C5A0541-A	De Ni	415 Na K4V M8V
Nyihlil	1524 D651474-A	Ni Po	300 Na K0V M1V
Tagliamento	1526 B7588A1-E F		914 Na K1V M6V Recent Attack
Figorino	1527 E777000-0	Ba	014 -- F6V M6V Col Destroyed
Gairni	1623 X8B2000-0	Ba Fl	022 -- G6V M6V
Edamila	1627 X337000-0	Ba Lo Ni	001 -- M7IV
Narga	1629 E334101-A	Lo Ni	123 Na K4V M8V

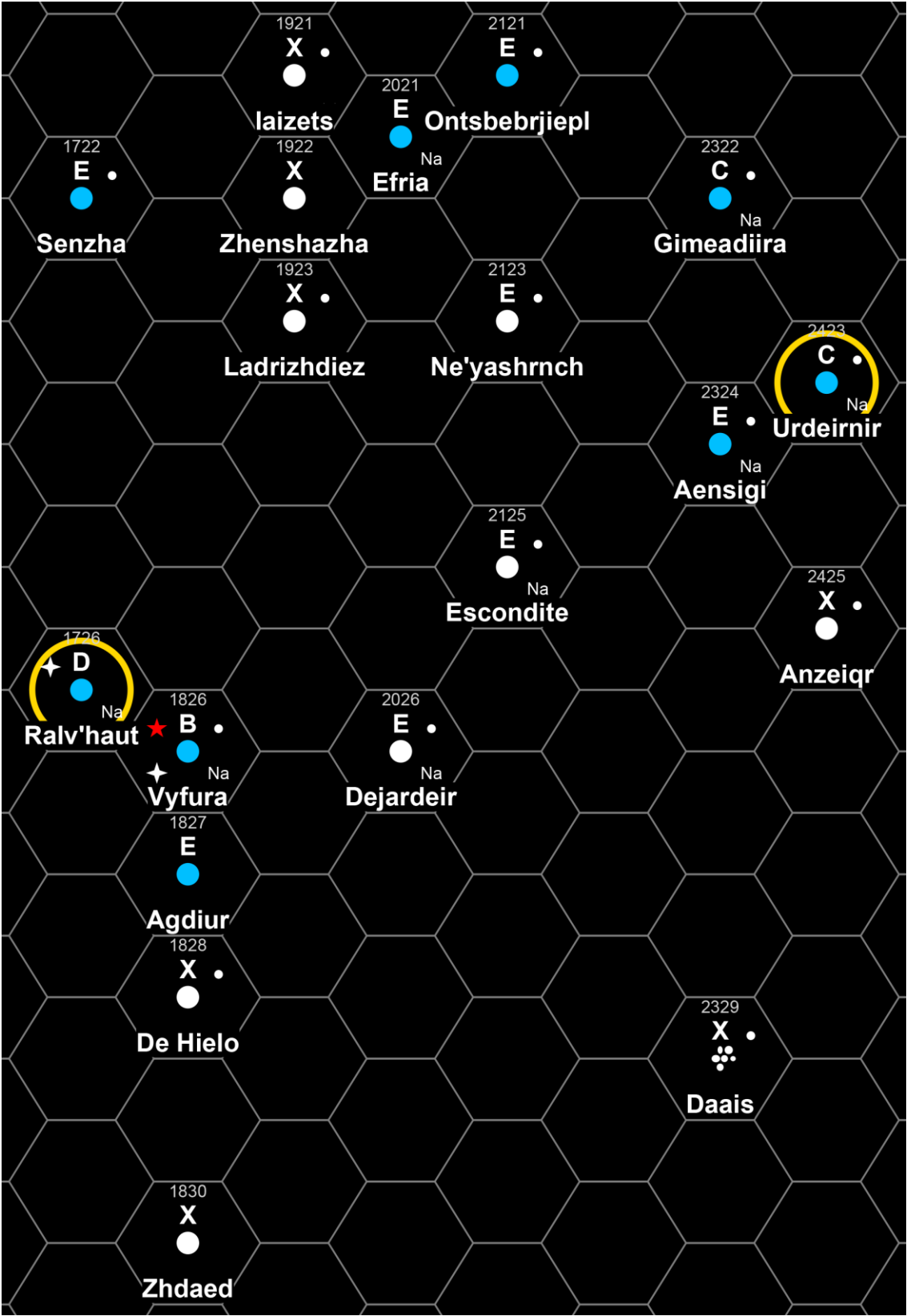
Subsector J, Figorino contains 20 worlds with a population of 931.6 million. The highest population is 900 million, at Tagliamento. The highest tech level is 14 at Tagliamento.

After the colony on Figorino was destroyed, a popular revolutionary leader arose from the refugees on Tagliamento, named Karol Jeffers. After "liberating" Tagliamento, Jeffers embarked on a mission of liberation against the Vyfuran Imperium, liberating the Vyfuran colony of Ravl'haut. Jeffers' war of liberation has seen a severe setback in a recent raid by the Black Ships, wrecking the Tagliamentan Fleet. Jeffers has insinuated to the Tagliamentan public that the Vyfurans are in league with the Black Ships. Otherwise the Figorino subsector is a sleepy backwater, with the only other colony of note being on Liishkishkir. Most of the Liishkishkirians are officially neutral in the Tagliamento-Vyfura War, however many view Jeffers revolutionary aspirations with suspicion, but they are divided on the issue.

Vantor

Figorino

Uifberht



Surgian

Vyfura Subsector

Vyfura Subsector

Senzha	1722 EAD6000-0	Ba FI	014 -- G1IV
Ralv'haut	1726 D567769-B M		A 110 Na F7V M2V
Vyfura	1826 B8758B5-C F		704 Na K1V M6V M9V
Agdiur	1827 E443000-0	Ba Lo	000 -- K3V M3V
De Hielo	1828 X313000-0	Ba Ic	003 -- M2V M5V
Zhdaed	1830 X520000-0	Ba De Po	000 -- M9V
Iaizets	1921 X310000-0	Ba	004 -- K8V M2V M4V
Zhenshazha	1922 X410000-0	Ba	010 -- M2V
Ladrizhdez	1923 X210000-0	Ba	004 -- M0V
Efria	2021 E97A571-5	Ni Wa	814 Na G3V
Dejardeir	2026 E200103-D	Lo Ni Va	112 Na M8V
Ontsbebrjiepl	2121 E575000-0	Ba	023 -- K3V
Ne'yashrnch	2123 E413000-0	Ba Ic Lo Ni	012 -- M4V M6V
Escondite	2125 E430553-E	De Ni Po	102 Na K1V
Gimeadiira	2322 C691771-8		505 Na F8V
Aensigi	2324 E624303-A	Lo Ni	121 Na K4V M3V
Daais	2329 X000000-0	As Ba Lo Ni	014 -- M6V M9V
Urdeirnir	2423 C6687A2-B		A 721 Na G5V
Anzeiqr	2425 X8C4000-0	Ba FI	013 -- K6V M6V

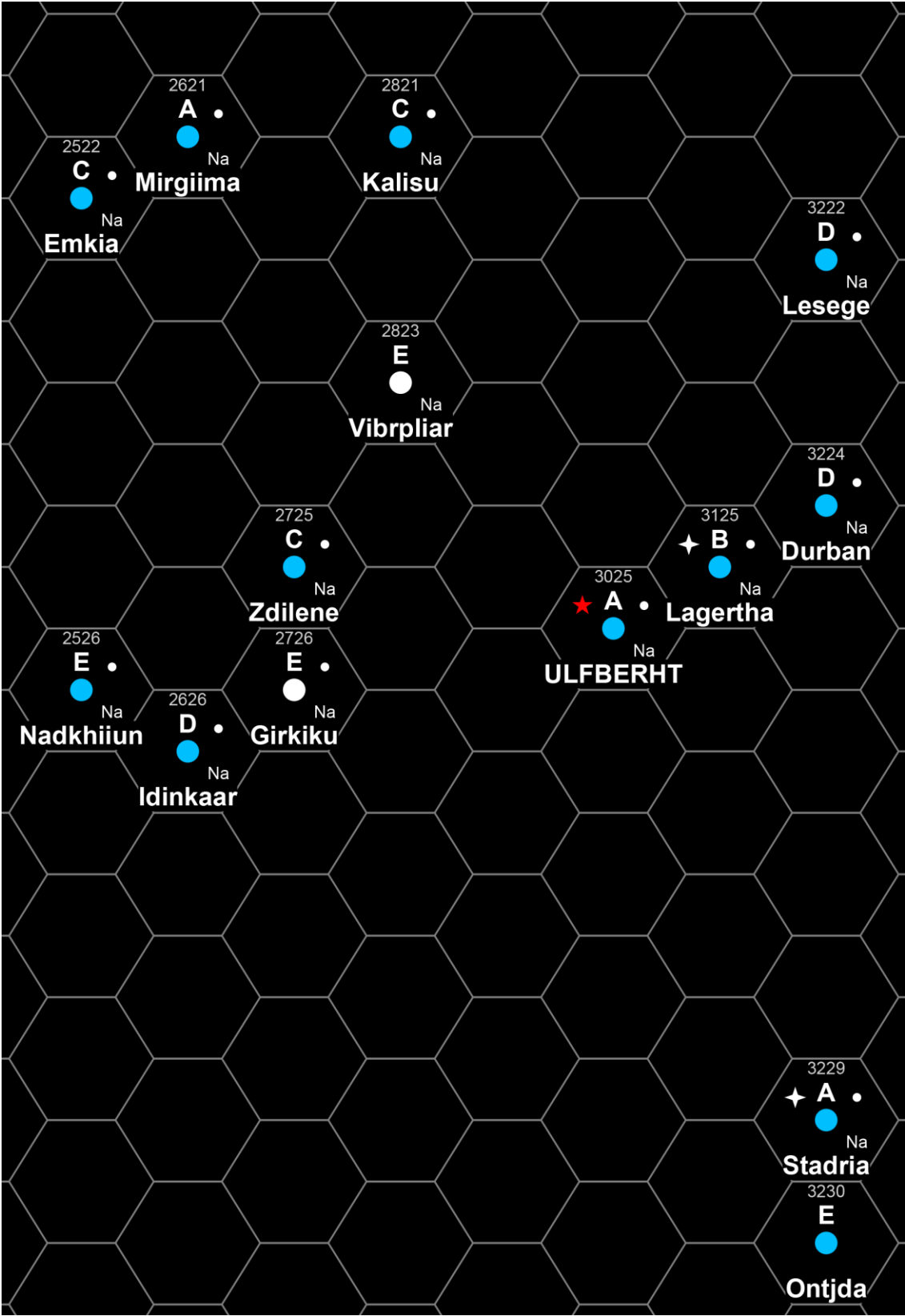
Subsector K, Vyfura contains 19 worlds with a population of 830.9 million. The highest population is 700 million, at Vyfura. The highest tech level is 14 at Escondite.

Vyfura is engaged in a war with Tagliamento over Ralv'haut, with heavy fighting occurring on Ralv'haut. The Vyfuran Imperium was losing the war until a stroke of luck; the Black Ships attacked Tagliamento and have reversed the fortunes of war 180 degrees. The Vyfurans have considered it serendipitous that the absurd war started by Tagliamento has turned against them, by whom both of their real enemy should be: the Black Ships.

Haddox

Vyfura

Encha



Fundibul

Ulfberht Subsector

Ulfberht Subsector

Emkia	2522 C434630-A		523 Na M0V M7
Nadkhiiun	2526 E553436-8	Ni	604 Na K0V
Mirgiima	2621 A694831-G		123 Na F3V
Idinkaar	2626 D554633-A		214 Na G8V
Zdilene	2725 C8D4543-B	FI Ni	502 Na M2V
Girkiku	2726 E310330-9	Lo Ni	705 Na M9V Mining Colony
Kalisu	2821 C536532-E	Ni	922 Na K5V
Vibrpliar	2823 E310324-B	De Lo Ni Po	220 Na M3IV
Ulfberht	3025 A967982-D J	SW:9	114 Na F6V M8V
Lagertha	3125 B735844-E M		402 Na G9IV SW Colony
Lesege	3222 D672546-9	Ni	603 Na F9V
Durban	3224 D585641-A		905 Na K4V
Stadria	3229 AA87784-C M		901 Na G1V
Ontjda	3230 E566000-0	Ba	000 -- F9V

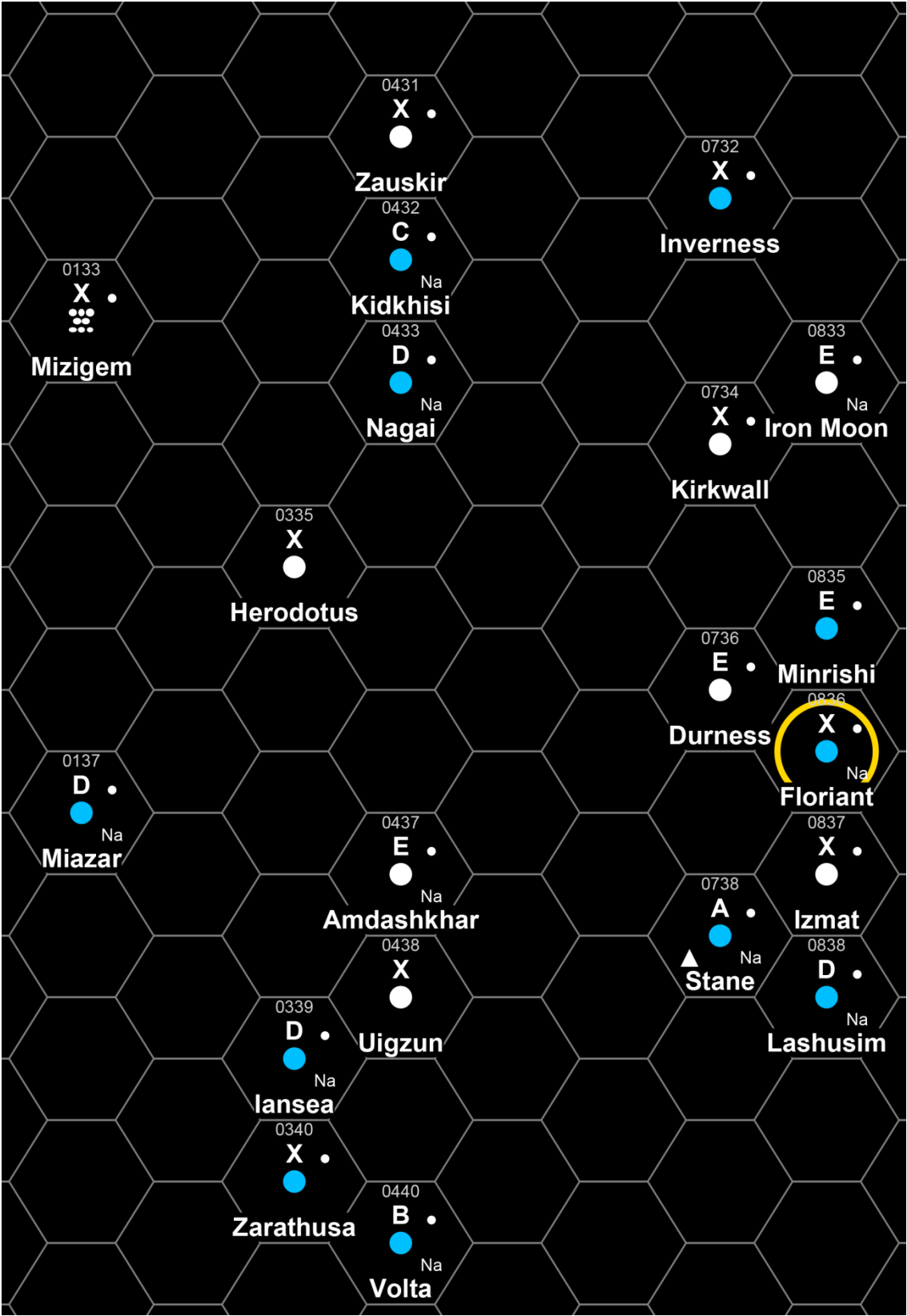
Subsector L, Ulfberht contains 14 worlds with a population of 1.6 billion. The highest population is 1 billion, at Ulfberht. The highest tech level is 16 at Mirgiima.

Ulfberht was originally settled by dissident Sword Worlders in 643 after the failure of the Outworld Coalition in the Second Frontier War. Then a second wave of Sword World colonists arrived in 1121 after the creation of the Border Worlds Confederation, this wave, more traditionalist than the first, caused friction with the original settlers. This prompted more and more colonists to move to Lagertha, to create a more progressive Sword Worlds society there. However, there is continuing friction between Ulfberht and Lagertha due to the schism. Mirgiima, listed as a self-perpetuating oligarchy due to "supposed" domination of TL 16 Artificial Intelligences, but that the society is evolving in a trans-humanist direction and there have been statements that it is both a feudal technocracy or even balkanized.

Ingo

Netherburn

Vilian



Alpha

Stane Subsector

Stane Subsector

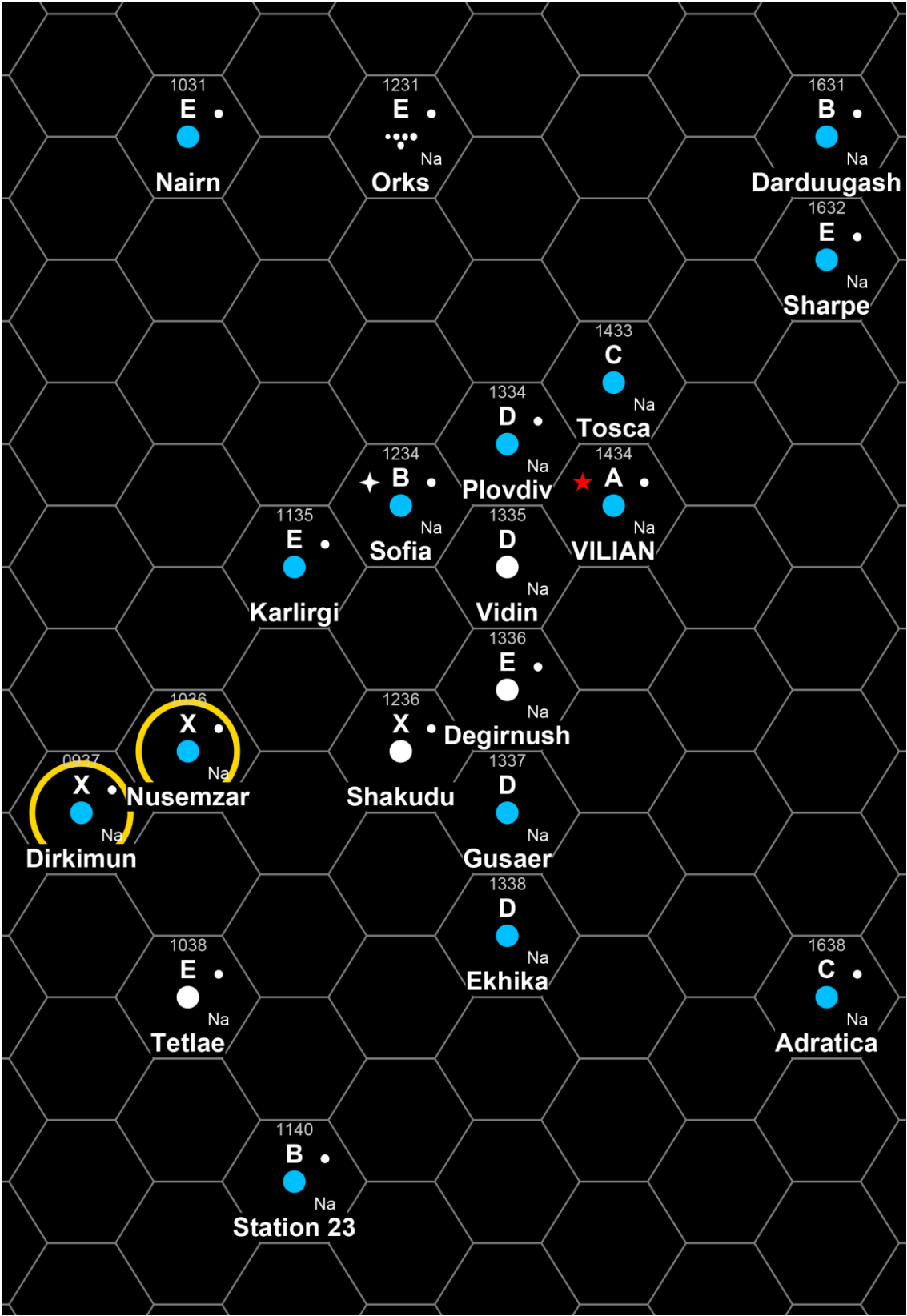
Mizigem	0133 X000000-0	As Ba	004 -- M9V
Miazar	0137 D959300-5	Lo Ni	514 Na F3V M0V
Herodotus	0335 X8B7000-0	Ba Fl	000 -- K9V M9V
Iansea	0339 D56A540-8	Lo Ni Wa	514 Na G7V M4V
Zarathusa	0340 X436000-0	Ba Lo Ni	014 -- M3V
Zauskir	0431 X110000-0	Ba	003 -- K7V M1V
Kidkhisi	0432 C676531-A	Ni	503 Na K3V
Nagai	0433 D221433-C	Ni Po	502 Na M6V
Amdashkhar	0437 E200313-9	Lo Ni Va	123 Na M2V
Uigzun	0438 XAC4000-0	Ba Fl	030 -- K5V M4V
Volta	0440 B696751-D	Ag	603 Na F9V
Inverness	0732 X422000-0	Ba Po	001 -- M1V
Kirkwall	0734 X200000-0	Ba Va	013 -- F0III
Durness	0736 E402000-0	Ba Ic Va	003 -- F8V M2V
Stane	0738 A887791-E S	Ag Ri	803 Na F9V
Iron Moon	0833 E100211-9	Lo Ni Va	502 Na M2V M2V
Minrishi	0835 E777000-0	Ba	005 -- G9V Destroyed Colony
Floriant	0836 X787874-2		A 521 Na K3V
Izmat	0837 X201000-0	Ba Ic Va	004 -- M5V M7V
Lashusim	0838 D3334A1-D	Lo Ni Po	114 Na M5V M5V

The Stane Subsector has 20 systems with a total population of 641,066,500; the highest population is at Floriant with 500 million and the highest Tech Level is at Stane, with TL 14. Stane lies on the edge of not only the Astron sector, but the front in the war with the Black Ships. The planet of Stane has committed its military to action in the Chiep Zhez sector to only see many of them destroyed, leaving its planetary defense forces depleted. A raid in 1321 by the Black Ships destroyed the colony on Minrishi, forcing the survivors, like millions of others, to flee. Iron Moon is of interest for its metallic and radioactive ores, lanthanum and iridium in particular. Floriant, one of the Gate Worlds, is recovering from religious warfare following the collapse of the Nusemzar Empire.

Figorino

Stane

Surgian



Festab

Vilian Subsector

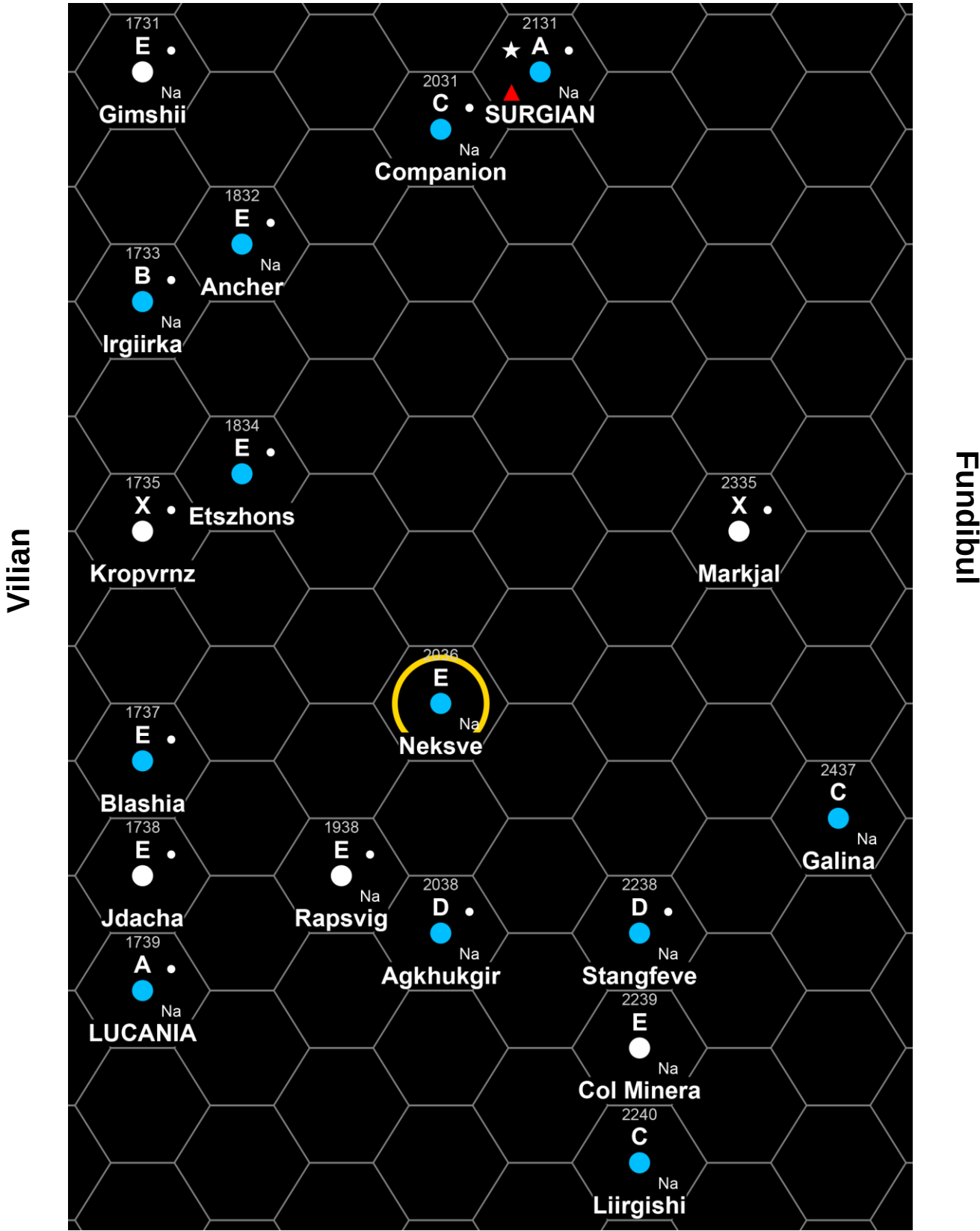
Vilian Subsector

Dirkimun	0937 X887870-4		A	504 Na F1V
Nairn	1031 E422000-0	Ba Po		003 -- M5V
Nusemzar	1036 X783871-3		A	501 Na F7V
Tetlae	1038 E760502-6	De Ni		524 Na K2V
Karlirgi	1135 E678000-0	Ba		004 -- G4V M5V Destroyed Col
Station 23	1140 B335685-F			725 Na M7V M9V
Orks	1231 E000320-C	As Lo Ni		503 Na M1V M8III
Sofia	1234 B667894-E M			204 Na G5V M2V
Shakudu	1236 X404000-0	Ba Ic Va		002 -- M6V
Plovdiv	1334 D223323-D	Lo Ni Po		704 Na M0V M4V
Vidin	1335 D514313-A	Ic Lo Ni		420 Na K2V M1V
Degirnush	1336 EAC6326-B	Fl Lo Ni		311 Na F9V M6V
Gusaer	1337 D645511-9	Ni		520 Na G6V M1V
Ekhika	1338 D547410-9	Ni		800 Na G8V
Tosca	1433 CAF4727-8	Fl		800 Na M1V M3V
Vilian	1434 A997921-E J	In		103 Na K2V M0V
Darduugash	1631 B787611-C			924 Na G4V
Sharpe	1632 E3312A3-B	Lo Ni Po		411 Na M6V M8V
Adratica	1638 C747612-E			713 Na F5V

Subsector N, Vilian contains 19 worlds with a population of 2.3 billion. The highest population is 1 billion, at Vilian. The highest tech level is 15 at Station 23.

The history of the Vilian subsector is dominated by the fallen Nusemzarian Empire and the mysterious “Gate Worlds” of Nusemzar, Dirkimun, and Floriant. Low tech, around tech level four, on the cusp of five; the Empire fell apart in a massive civil war, which has left them isolated. The originally colonists were Vlazhdumecta, with some Zhodani traders settling later, who also must have brought psionic training. The mystery of the gates has attracted scientists from as far away as the Republic of Terrelay, braving the dangers of the frontier and the gate worlds to try and discover the secret of the gates. Overshadowed by history, but no less important today is the industrial world of Vilian with its direct democracy form of government, called MinPop, for “Ministry of the People”, where it is an electronic demarchy. While government administration is filled by hiring effective managers; laws and government policies are discussed and voted on electronically, with a two-thirds majority needed to pass legislation. There has been criticism of the process as being too slow, or able to be affected by special interests too much (something it was supposed to prevent).

Vyfura



Monway

Surgian Subsector

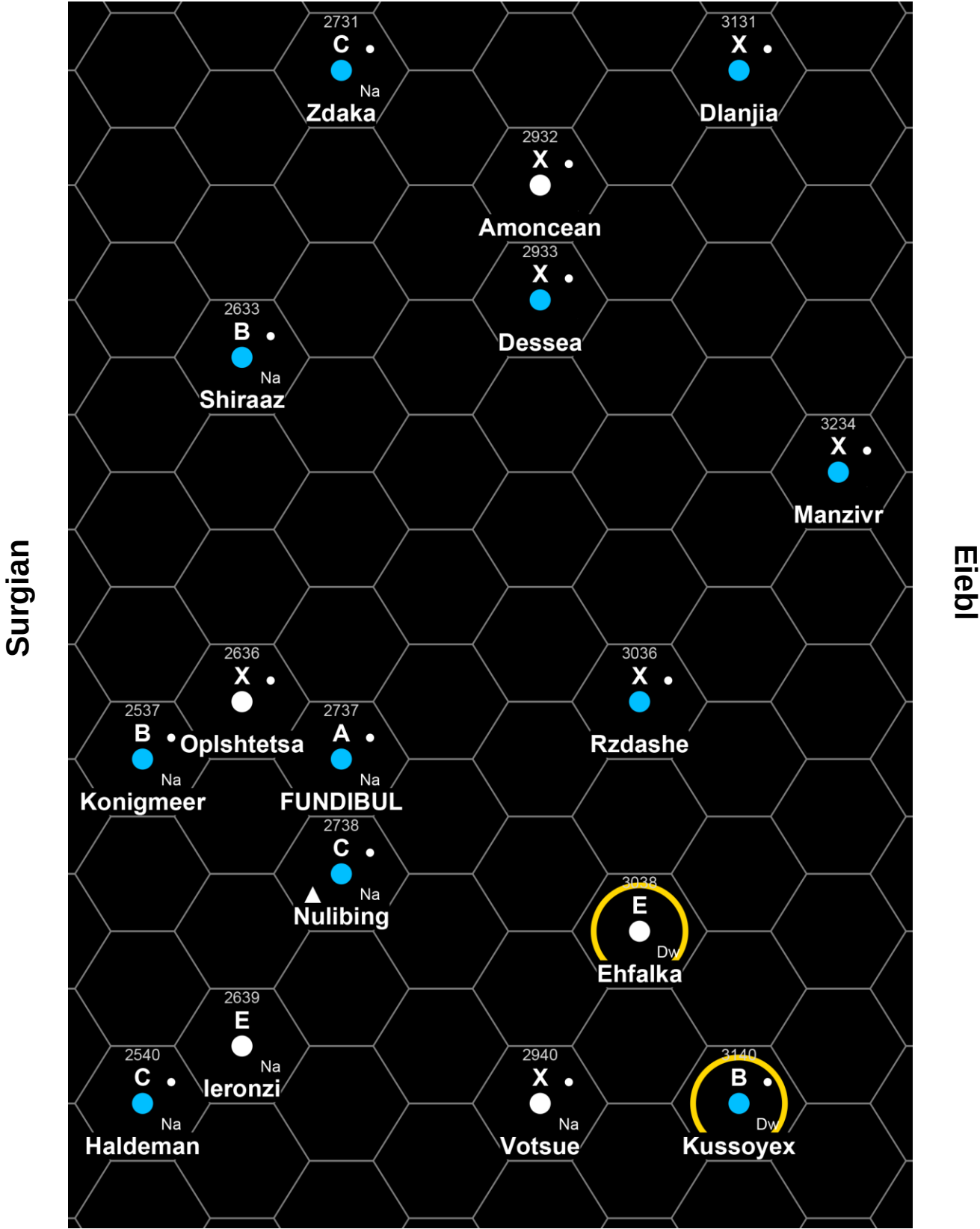
Surgian Subsector

Gimshii	1731 E2102B2-8	Lo Ni	103 Na M2V
Irgiirka	1733 B977895-C		405 Na F7V
Kropvrnz	1735 X9A2000-0	Ba Fl	005 -- M2V M5V
Blashia	1737 E343000-0	Ba Po	021 -- K9V
Jdacha	1738 E410000-0	Ba	004 -- M1V M8V
Lucania	1739 AA86983-F		103 Na G8V M5V
Ancher	1832 E626101-8	Lo Ni	723 Na M3V
Etszhons	1834 E587000-0	Ba	002 -- K1V Destroyed Colony
Rapsvig	1938 E310323-9	Lo Ni	612 Na M3V M8V
Companion	2031 C772560-A	Ni	923 Na G5V Toxic Dust Storms
Neksve	2036 E561762-4	Ni	A 100 Na F8V M6V
Agkhukgir	2038 D347323-C	Lo Ni	404 Na G9V
Surgian	2131 A867945-G B		523 Na F6V
Stangfeve	2238 D553426-A	Ni Po	203 Na G5V
Col Minera	2239 E110210-B	Lo Ni	900 Na M7IV
Liirgishi	2240 C696510-9	Ni	110 Na G8V
Markjal	2335 X410000-0	De Po	004 -- M3V M7V
Galina	2437 C528741-C		Kc:3 210 Na M6IV

Subsector O, Surgian contains 18 worlds with a population of 6.4 billion. The highest population is 5 billion, at Surgian; and the highest tech level is 16 at Surgian. It is obvious why Surgian subsector is named such, with Surgian being a powerhouse not only in its subsector, but sector-wide.

Other notable worlds in the subsector include Lucania, with a recent name change from Herculaneum to Lucania in honor of Emperor Lucan, somewhat to the consternation of other colonies. Neksve, has had its population decimated as well as a drastic fall in tech level from TL 8, after a nuclear war broke out. Lucania maintains a peace keeping force there now, with Surgian dispatching a force somewhat later to share duties and relief for the population. Galina, hosts not only a human colony on its surface, but an earlier Ki-Ku Cha colony from Zustheda (Banderhue subsector, Theta Borealis sector) at the bottom of the polar seas. The Surgian subsector is also not untouched by the war against the Black Ships, a colony at Etszhons was destroyed a couple of decades ago being a prime example. Surgian itself (the world) has become a fortress world, hosting both an Imperial naval base and way station; which in turn both help protect Surgian, as well as a boost to its tech level through technological uplift to help maintain Imperial starships.

Ulfberht



Banderhue

Fundibul Subsector

Fundibul Subsector

Konigmeer	2537 B979673-E	Ni	701 Na G2V K3V Metal Poor
Haldeman	2540 C355410-8	Ni	413 Na F5V
Shiraaz	2633 B77A415-B	Ni Wa	302 Na G0V Aquaculture World
Oplshtetsa	2636 X9A4000-0	Ba Fl Lo Ni	001 -- K3V M9V Chlorine Atm
Ieronzi	2639 E202310-E	Ic Lo Ni Va	400 Na M8IV
Zdaka	2731 C631315-A	Lo Ni Po	302 Na M3V M6V Mining Colony
Fundibul	2737 A567911-C		103 Na G5V M2V Darrian Pop:4
Nulibing	2738 C425412-9 S	Ni	703 Na M0V
Amoncean	2932 X8A3000-0	Ba Fl Lo Ni	024 -- K8III M6V Ammonia sea
Dessea	2933 X749000-0	Ba Lo Ni	003 -- G9V M2V
Votsue	2940 X110000-0	Lo Ni	104 Na M4IV M4IV
Rzdashe	3036 X524000-0	Ba Lo Ni	013 -- A0III
Ehfalka	3038 E110305-A	Lo Ni	A 610 Dw M6III Mining Colony
Dlanjia	3131 X433000-0	Ba Po	013 -- K7V
Kussoyex	3140 B3857X5-B		A 804 Dw K2V
Manzivr	3234 X422000-0	Ba Lo Ni Po	024 -- M5V M5V

Subsector P, Fundibul contains 16 worlds with a population of 1.1 billion. The highest population is 1 billion, at Fundibul. The highest tech level is 14 at Konigmeer and Ieronzi. The powerful Republic of Terrelay lays rimward of the Fundibul subsector, and it is they who have put Amber Zone warnings on the Droyne worlds of Fundibul. The Terrelayne Navy also projects its power here, and thus it is not unusual to see them on patrol. Fundibul is interesting in that its colony corporation has not been subsumed into another form of government as the population has risen, there is pressure to declare a representative democracy, however. The aquaculture of Shiraaz is noted across the whole frontier: fish, crustaceans, shellfish and greens; feeding billions.

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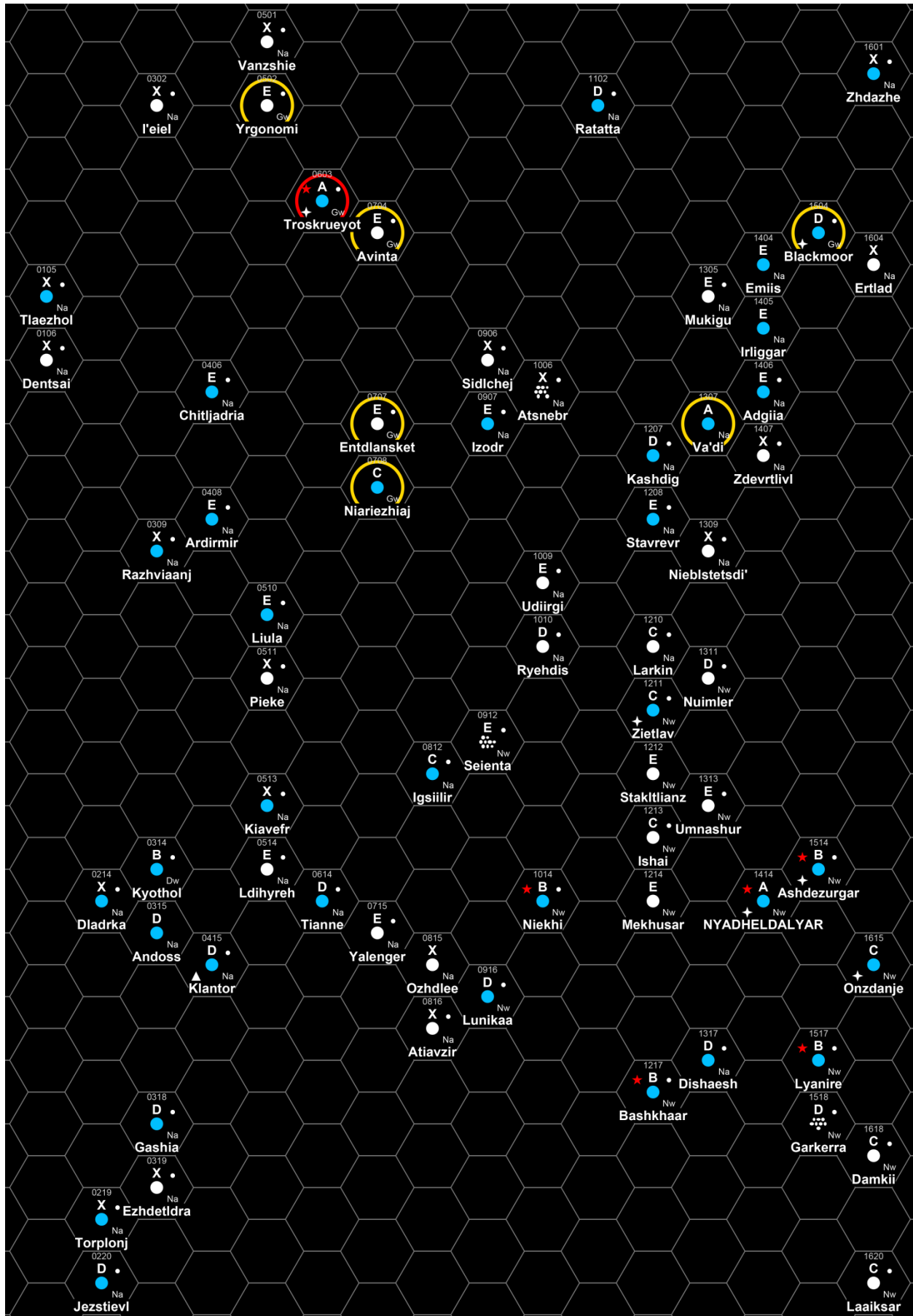
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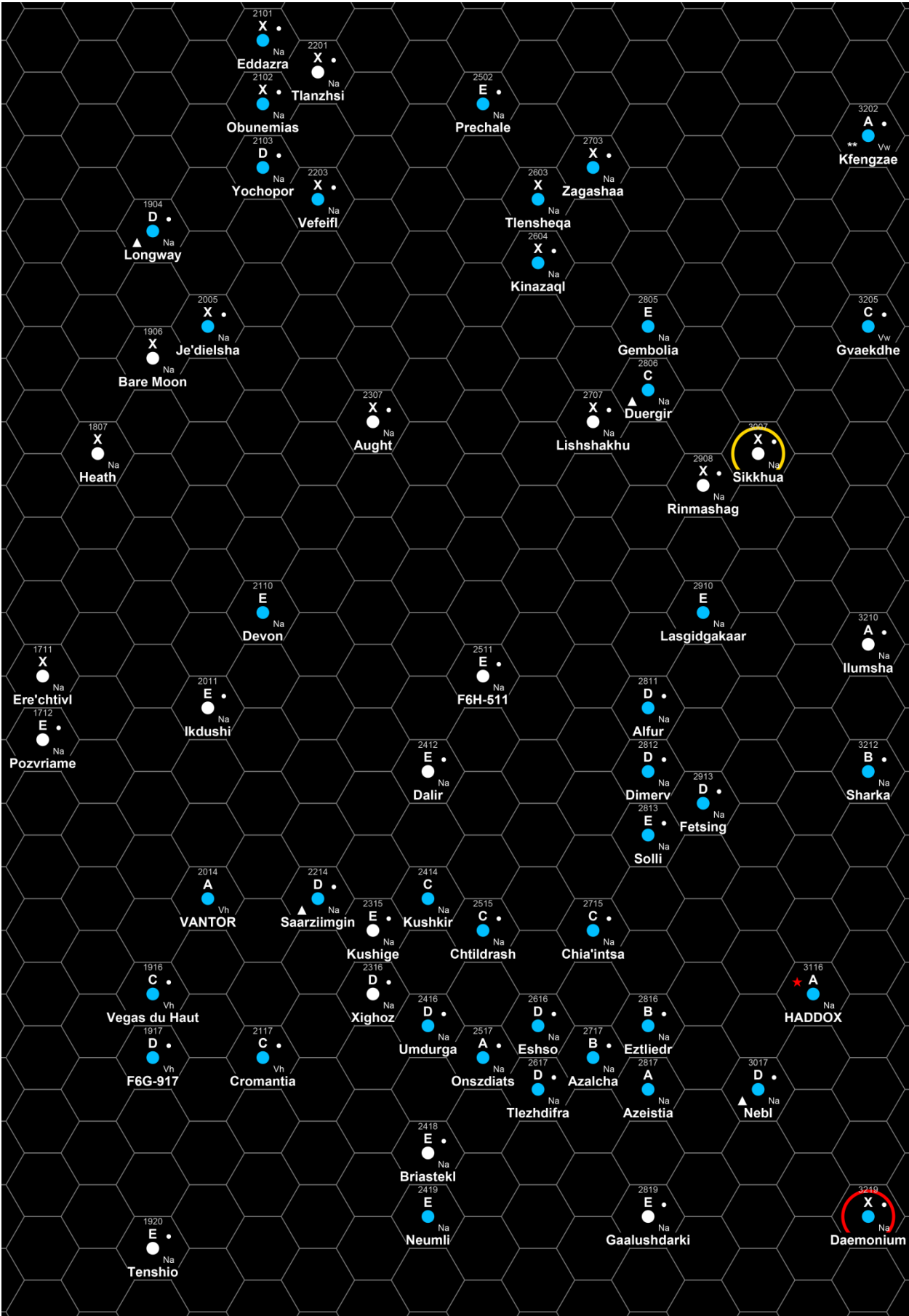
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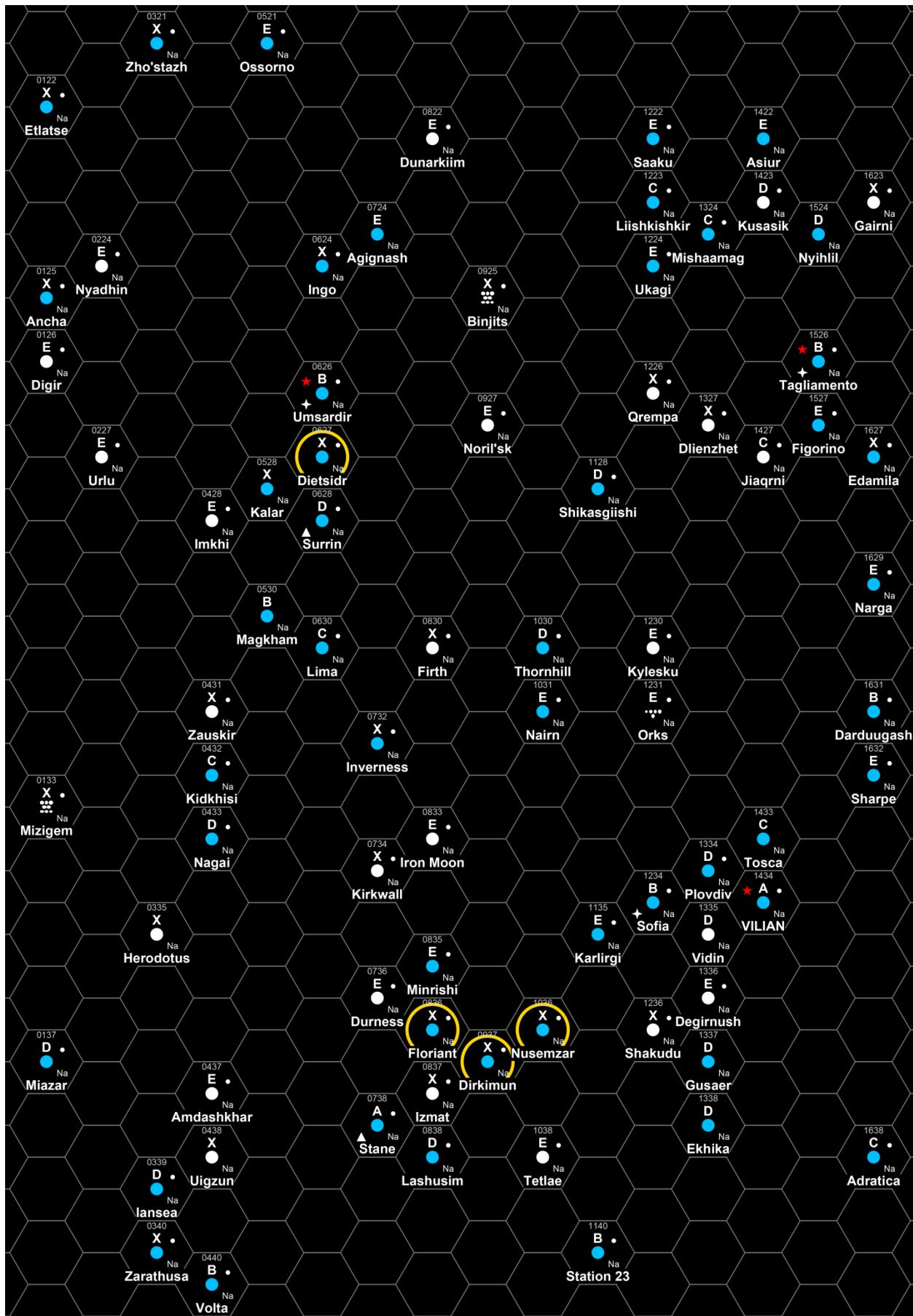
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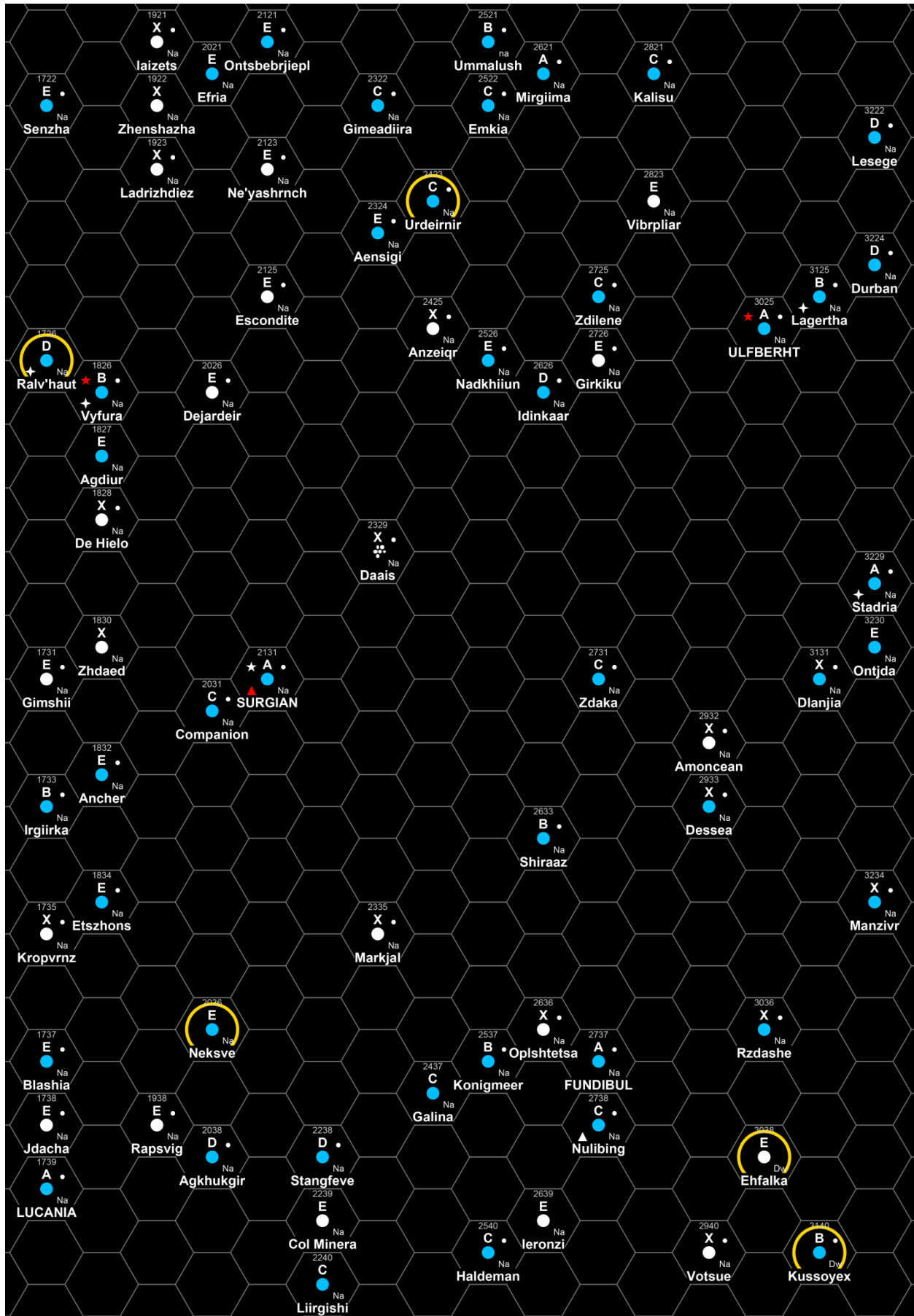
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Quadrant Gamma

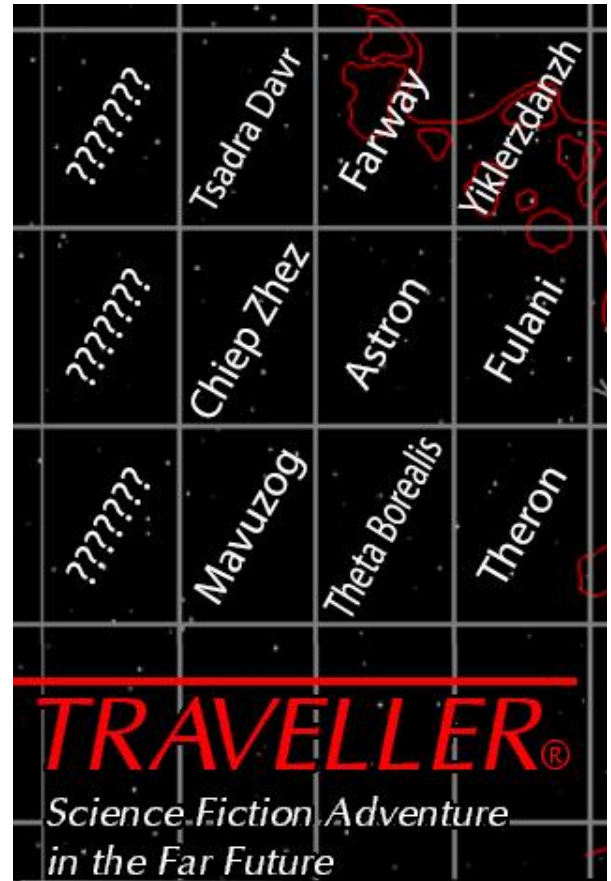


Quadrant Delta



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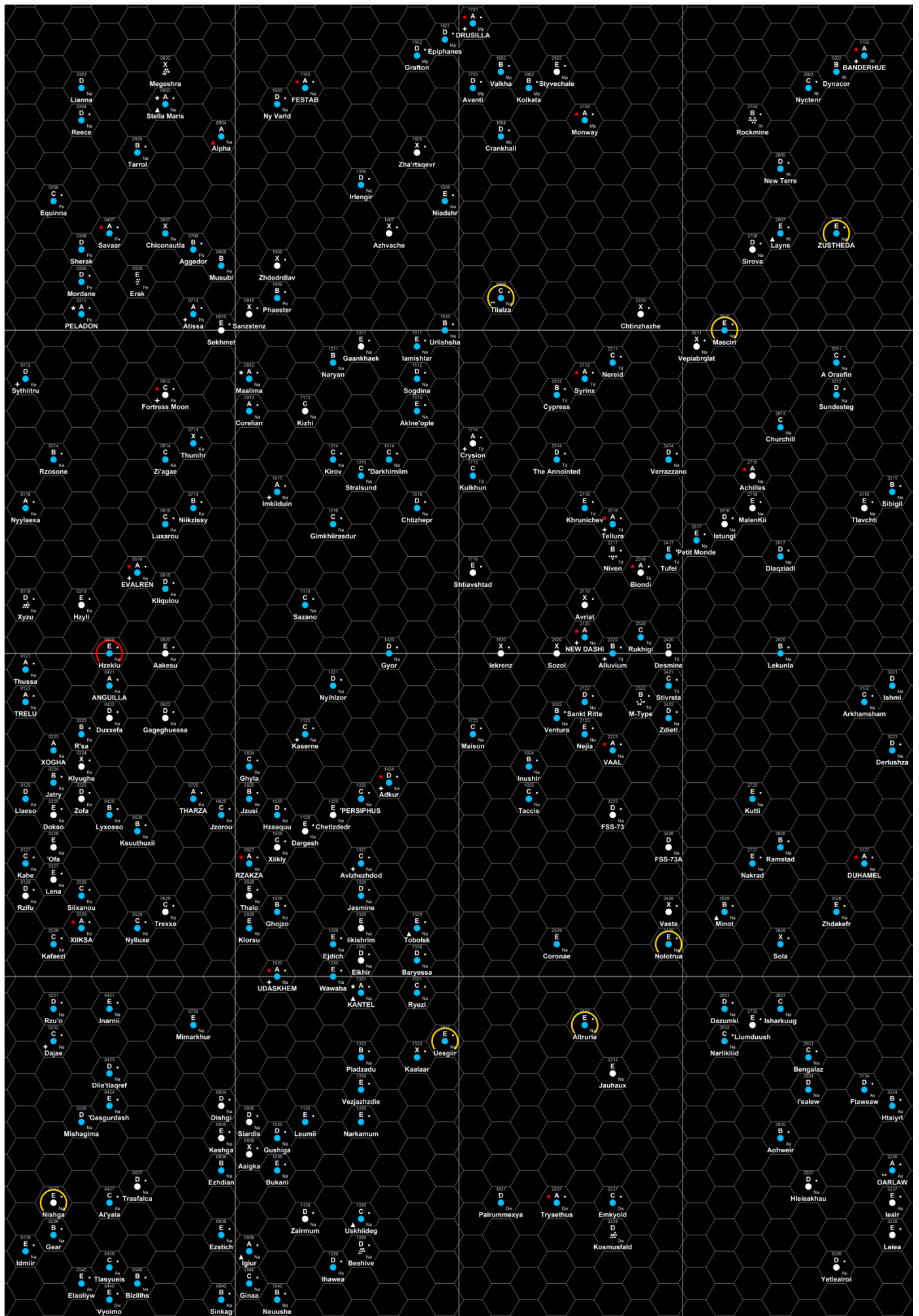
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Credits

Designed by dragoner between 12/29/2011 – 11/7/2016
 With much help from the Travellermmap.com, CORE, and
 Group One.

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Theta Borealis Intro

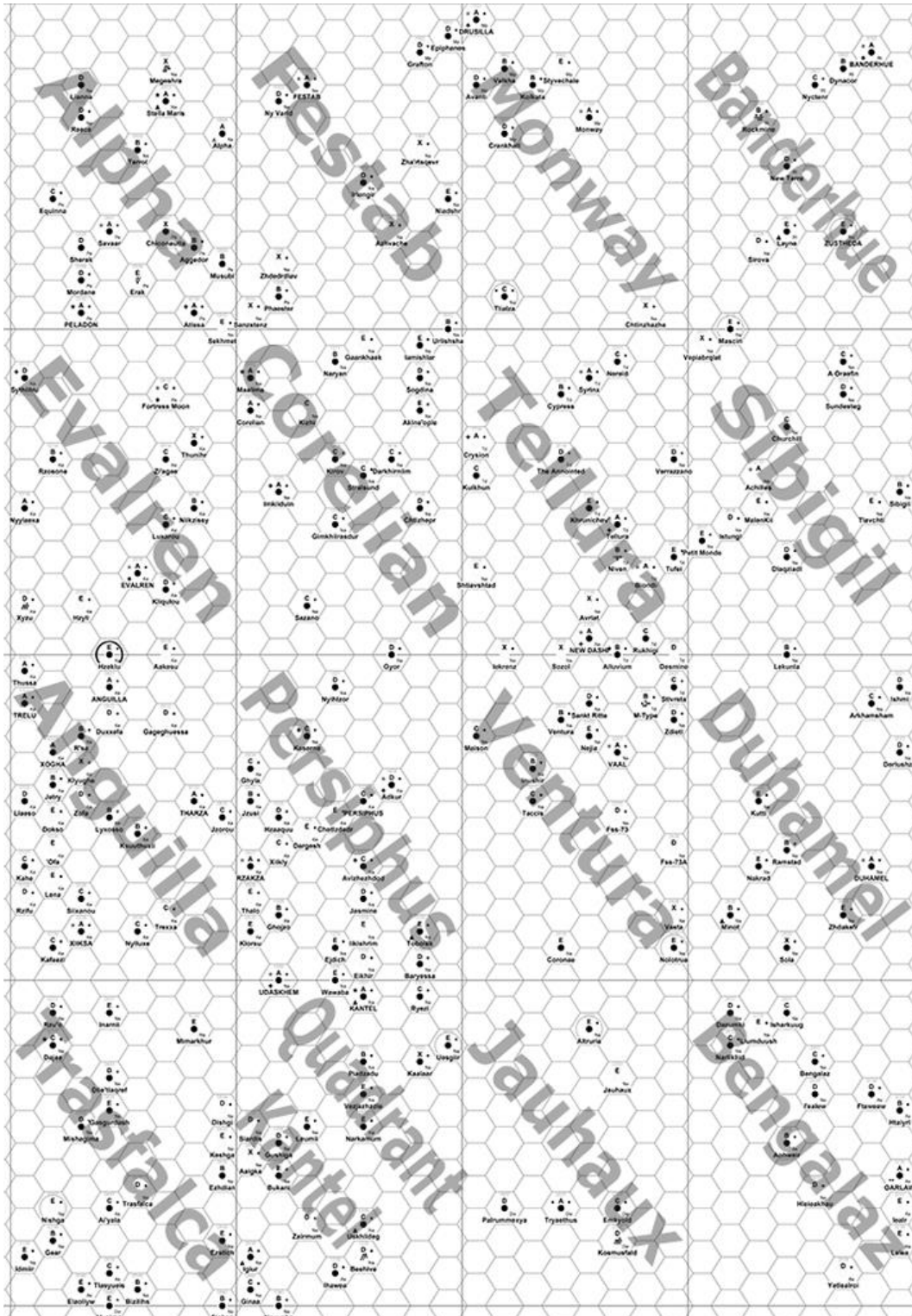


Ghosts of a future lost ...

Whatever future plans the Zhodani Consulate had for the Theta Borealis sector, today they all have been forgotten. Ruins of past endeavours litter the landscape of many systems, such as the crashed cruiser as a remnant of an ancient battle around Chtinzhazhe, or their old uniforms in the surplus stores of a thousand little markets. It seems the nature of the universe that all sacrifice is in vain ultimately.

The far-side spinward of Theta Borealis has always been the home of the Zerps, and in time later, the Peladonese; whose struggles against each other have colored the centuries. The Vlazhdumecta and Zhodani dissidents all left their foot prints here before the waves of refugees flooded in from all directions. Alpha subsector, containing the Stella Maris system, is also the home to the League of Non-Aligned Worlds, what could almost be considered the de-facto capital of the frontier.

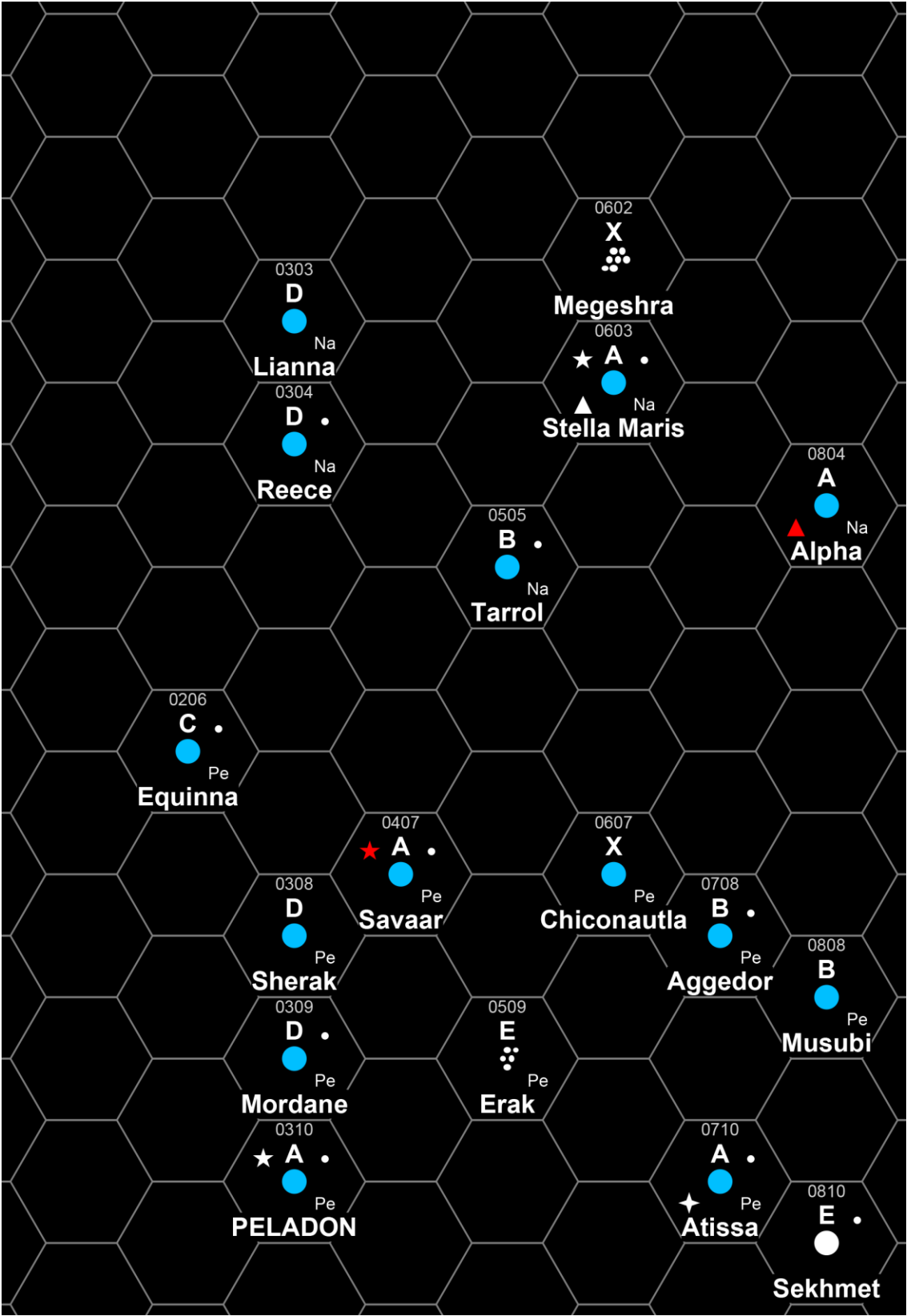
Theta Borealis Subsectors



Stane

Quatro Vicus

Festab



Evalren

Alpha Subsector

Alpha Subsector

Equinna	0206 C677711-B M		811 Pe F7V
Lianna	0303 D679531-A		720 Na F8V
Reece	0304 D337442-9	Lo Ni	104 Na M0V M8D
Sherak	0308 D492786-7	Ni	200 Pe K4V M3D
Mordane	0309 D541623-8	Po	301 Pe M7V
Peladon	0310 A756986-D N		103 Pe F0V
Savaar	0407 A679617-D J		723 Pe F6V M0D
Tarrol	0505 B578642-C		403 Na K2V
Erak	0509 E000312-D	As Lo Ni	910 Pe M2V M7D
Megeshra	0602 X000000-0	As Ba	010 -- M3V
Stella Maris	0603 A867883-E A	Ag Ri	704 Na G1V M0D
Chiconautla	0607 X541100-0	Lo Ni Po	300 Pe F9V Recent Attack
Aggedor	0708 B757886-C		502 Pe F4V M2D
Atissa	0710 A859886-C M		314 Pe K1V M4D
Alpha	0804 A867774-C W		420 Na F7V
Musubi	0808 B754886-B		610 Pe G4V M7D
Sekhmet	0810 E8B1000-0	Ba Fl	003 -- M0V

Subsector A: Alpha, has 17 systems with an estimated total population of 3.3 Billion; the highest population is at Peladon with over one billion and the highest Tech Level is at Stella Maris, with TL 14. Alpha subsector lies on the edge of not only the Theta Borealis sector, but Astron, Mavuzog, and Chiep Zhez sectors as well. As such, it is part of what is often called “the four corners”; the Quatro Vicus Subector in the Mavuzog Sector, is named for also, and is not only on the front in the war with the Black Ships, but with the Zerps (a client empire of the Black Ships).

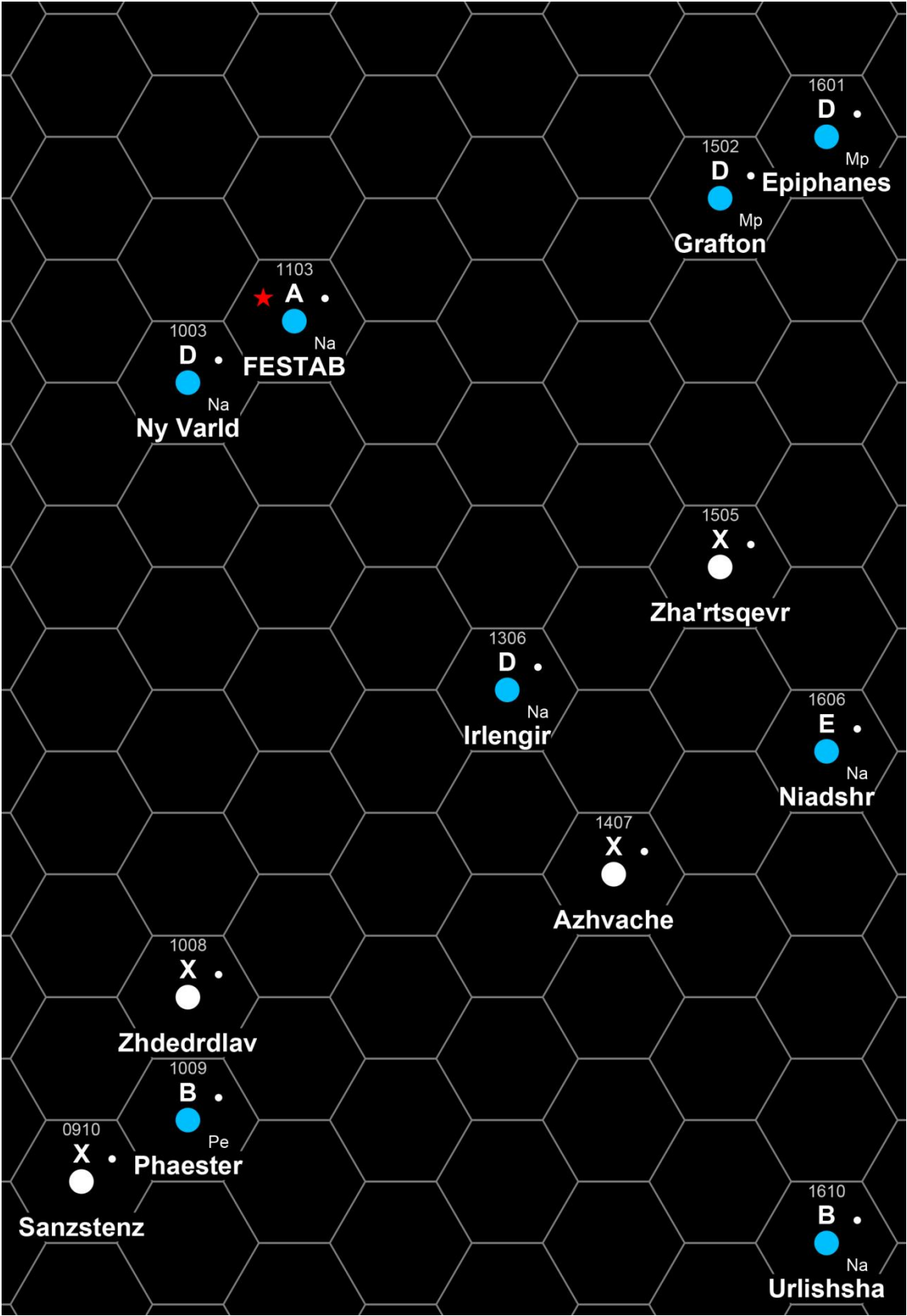
A raid in early 1323 by the Black Ships destroyed the colony on Chiconautla, forcing the survivors, like millions of others, to flee; this raid was different in that there seems to have been advanced cybernetic bioweapons used, a new dimension of horror in the war. While non-aligned worlds such as Stella Maris represent new colonies, founded within the last two hundred years during the Interregnum of the Imperium; Peladon is an old colony, over eight hundred years old, founded by medieval utopianists, and though ruled by King Hirnev VII, it is in fact a constitutional monarchy with a parliament. Peladon today is a rock in a sea of chaos, if washed away the waves will break much farther towards trailing, such as the Republic of Terrelay.

Stella Maris, home to 733 million is a garden planet, a golden oasis on the edge of forever. The down port is filled with traffic, millions of refugees have flooded into here, who in turn, those fit enough now serve in the Interstellar Brigades. Planetoid monitors, armored rock fortresses of tens of thousands of displacement tons, stand ready in orbit to defend against the black ships. The city of Lacrimae, capital of the Stella Maris system, and home to the League of Non-aligned Worlds, is also built upon the ruins of an ancient non-human civilization’s city.

Vilian

Alpha

Monway



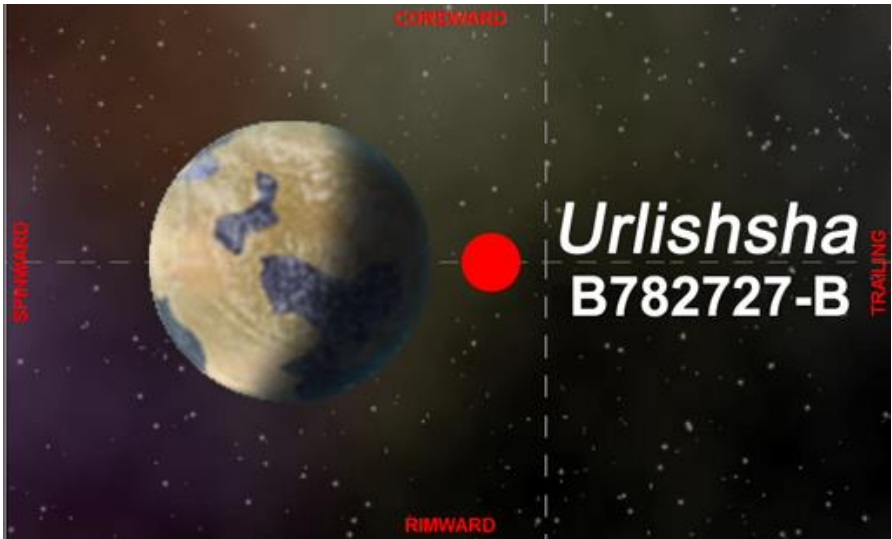
Corelian

Festab Subsector

Festab Subsector

Sanzstenz	0910 X400000-0	Ba Va	001 -- F5V M4V
Ny Varld	1003 D999311-E	Lo Ni	703 Na F8V T-form project
Zhdedrdlav	1008 X505000-0	Ba Ic Va	003 -- M8V
Phaester	1009 B687882-D		714 Pe F0V
Festab	1103 A995982-E J	In	102 Na F3V M6V
Irlengir	1306 D555743-5		424 Na G4V M3V
Azhvache	1407 X5A0000-0	Ba De	004 -- M1IV
Grafton	1502 D335324-8	Lo Ni	931 Mp F4V
Zha'rtsqevr	1505 X201000-0	Ba Ic Va	023 -- F3V
Epiphanes	1601 D624362-C	Lo Ni	814 Mp M2V Colony of Drusilla
Niadshr	1606 E332413-6	Ni Po	304 Na G6V M8V
Urlishsha	1610 B782727-B		502 Na F9V

Subsector B: Festab, contains 12 worlds with a population of 1.8 billion. The highest population is 1 billion, at Festab. The highest tech level is E at Ny Varld and Festab. Festab sits on the far end of a 9-13 light year wide rift that separates most of Theta Borealis from the Astron sector coreward. The world of Festab is a manufacturing hub for the surrounding subsectors, the Black Ships have attacked it as a high value target before, and most of the industry has either been hardened, or camouflaged against attack. The main routes of trade and other traffic are through the Alpha subsector, and the Alpha system itself. Festab maintains Station 23 in the Theta Borealis sector as a trade route way station into that sector.

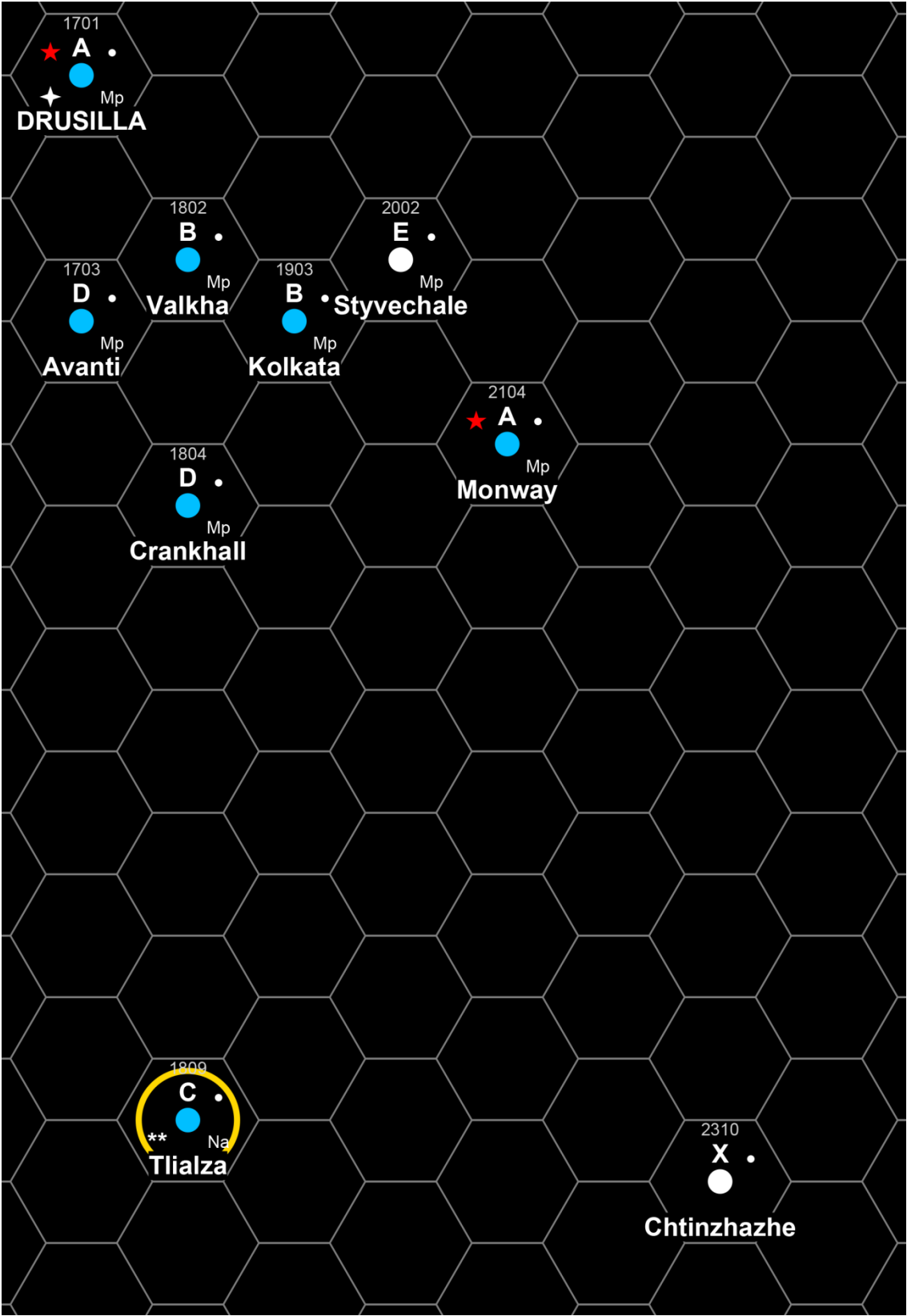


Urlishsha is a dry dusty world, orbiting on the close side of the habital zone of main stage F9 star, brighter in spectral class than a G, though only barely so. With no oceans to speak of, only large shallow salinized lakes, the main settlement is located on northern edge of a large inland sea in the northern hemisphere. Urlishsha is home to about 56 million souls, the Capitol, Laasheim, a metropolis of 7 million is the largest city where smaller cities and settlements spread out in a crescent along the shores of the inland sea. Most of the world is unpopulated and vegetation only grows along the shores of the lakes, the interior being mostly desolate desert environment.

Surgian

Festab

Banderhue



Tellura

Monway Subsector

Monway Subsector

Drusilla	1701 A687911-F F		314 Mp F6V M9V
Avanti	1703 D326432-8	Ni	205 Mp K0IV M8IV
Valkha	1802 B482811-E		724 Mp G9V M6V
Crankhall	1804 D447541-8	Ni	104 Mp F4V
Tlialza	1809 C628672-B C	Ni Ic	A 101 Na M5IV
Kolkata	1903 B454681-A		723 Mp K0V M4V
Styvechale	2002 E500315-9	Lo Ni Va	303 Mp G1V
Monway	2104 A564811-C J		312 Mp G0V M8V
Chtinzhazhe	2310 X8A0000-0	Ba De	013 -- M0V M4V

Subsector C: Monway contains 9 systems with a population of 4 billion. The highest population is 3 billion, at Drusilla. The highest tech level is F at Drusilla. The Monway subsector would be more properly considered an adjunct to the Astron sector due to its position in a rift that runs across the interface zone between the two sectors. The Monway Pact, really just legitimizes the rule of Drusilla, a corporate world, over the rest of the associated systems in the subsector.

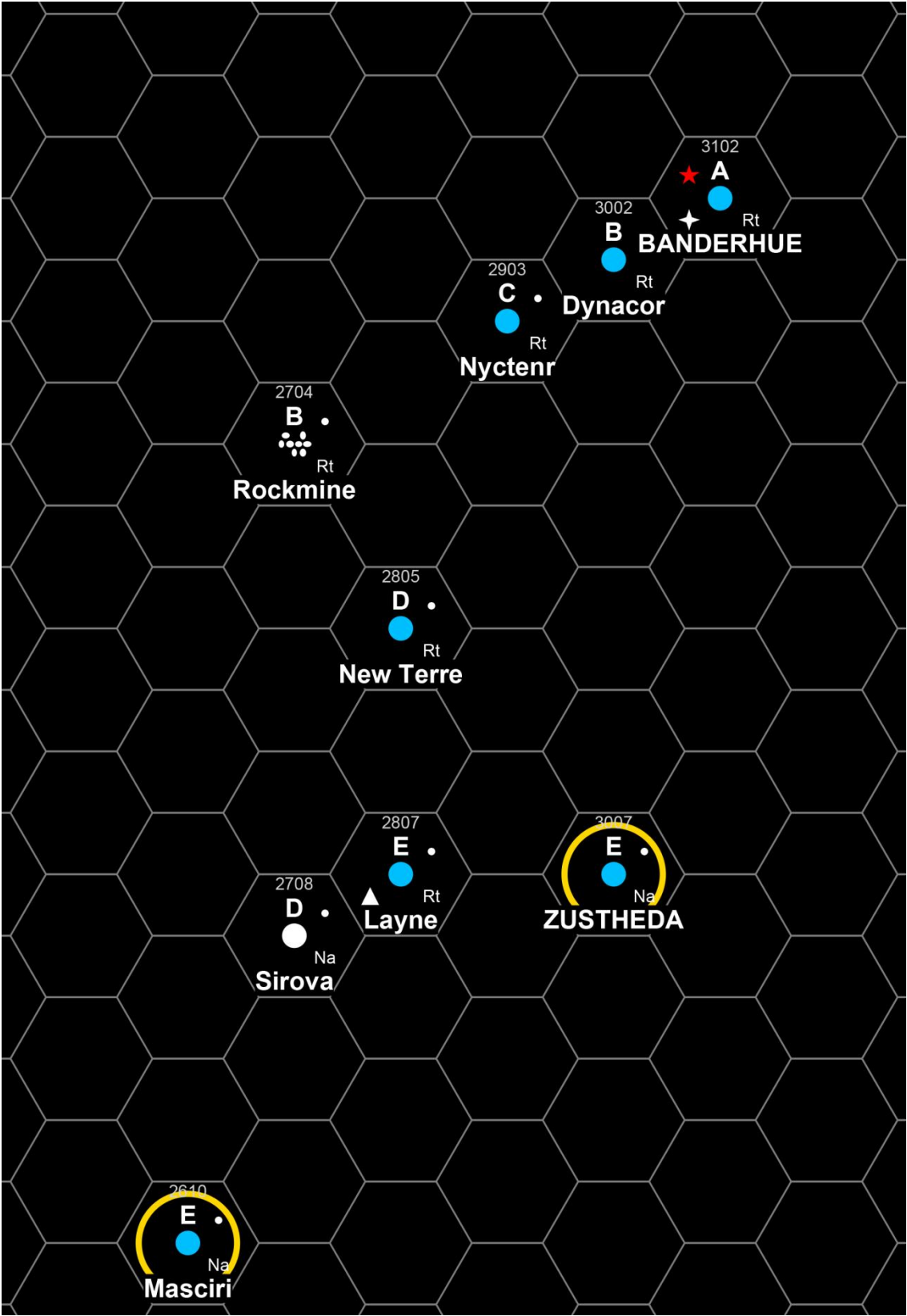
While Monway is on one end of a secret J3 route to Rockmine in Banderhue, it is also thought that Crankhall is on a secret J3 route to Tlialza, and of use by cosairs. There is a J2 route running up through the Monway Pact systems to Vilian, Surgian, and Fundibul in the Astron sector. So far, Lucania has resisted overtures from Drusilla to join the Monway Pact, forestalling its advance into the Astron sector.

Chtinzhazhe is a cold world, with a CO2 atmosphere, named for a Zhodani cruiser that suffered catastrophic re-entry hundreds of years ago, impacting the surface of the planet, leaving a large crater. 300 year old Consulate records report it missing on a long range reconnaissance patrol, its sister of the pair disappeared as well, no sign of it is here. The crash, costing the lives of hundreds; the crash site and ship should be treated with deference as a war graves memorial to the spacemen who died so long ago, from the now vanished Consulate. The vast desert of Chtinzhazhe stretches out to the horizon: dry, cold, sand and carbon dioxide for air, not what anyone would call hospitable. It has metals, but Chtinzhazhe whispers 'not today' of future colonists come to exploit the metals, that lie a hundred years in the future, if ever. It is a lonely world, the emptiness of the desert echoes within the souls of Travellers, leaving their lonely footprints in the sand. Footprints soon lost in the fierce wind, howling blasts fed by Coriolis force, harbinger of sand storms that can last for up to a month at a time. Follow the barren landscape down towards the depression of the sand-sea, the surface striated by wind ripples, somewhere below life, a life unlike any other, was spawned; maybe arising from a crystalline-metalized mat deep below, similar to the ancient microbial mat wherefore life arose on the Earth so long ago. The emptiness of the Chtinzhazhe environment provides ruminations of an almost Zen like meditative quality.

Fundibul

Monway

Terrelay



Sibigil

Banderhue Subsector

Banderhue Subsector

Masciri	2610 E454500-7	Ni		A	713 Na F1V Gov't. Collapsed
Rockmine	2704 B000446-E	As Ni			722 Rt G6V Belter Colony
Sirova	2708 D9B8211-E	FI Lo Ni			304 Na M8V SO2 Atm.
New Terre	2805 D557673-7	Ni			103 Rt G2V M0V RoT Colony
Layne	2807 E556551-6 S	Ni			501 Rt K1V RoT Colony
Nyctenr	2903 C762770-6				702 Rt K2V RoT Colony
Dynacor	3002 B664816-E				811 Rt F6V M3V Corp World
Zustheda	3007 E429972-G	In	mA:9	A	114 Na F9V Ki-Ku Cha Home
Banderhue	3102 A867999-F F	Hi			320 Rt F2V M7V

Subsector D: Banderhue (pronounced: ban-der-way), contains 9 worlds with a population of 4.9 billion. The highest population is 3 billion, at Banderhue. The highest tech level is G at Zustheda. Banderhue has been described as a white picket fence world where no tree or rock is out of place, which considering the cost of Terra forming the planet a hundred years ago, makes a certain sense. Jasmine, the capital of Banderhue, exemplifies this, as a peaceful orderly new city, and which acts as the capital for the whole subsector.

Rockmine has a small city of 50,000 of a total of about 70,000 people in system, the rest mostly Belters; it is the last stop before leaving Terrelayne Space. The B class starport and a small naval detachment stand guard over this source of raw material, an asteroid belt circling a G class star. Being a somewhat strategic nexus, it serves traders, as well as commercial interests hauling refined ore back to Banderhue and other parts Trailing. It is the last place where a Terrelayne can walk without notice.

Sirova is just a small orbital base home to a few hundred people, run by a corporation that processes sulfur products from the planets sulfur dioxide atmosphere and sulfuric acid oceans. There is a flight of fighters and a SBD to stand watch over the station, and its little fleet of robot harvester ships, working the surface of this poison, corrosive planet. Masciri, a planet whose government has collapsed; and like many they probably have gone pirate, the Frontier is rife with gangs vying for power.

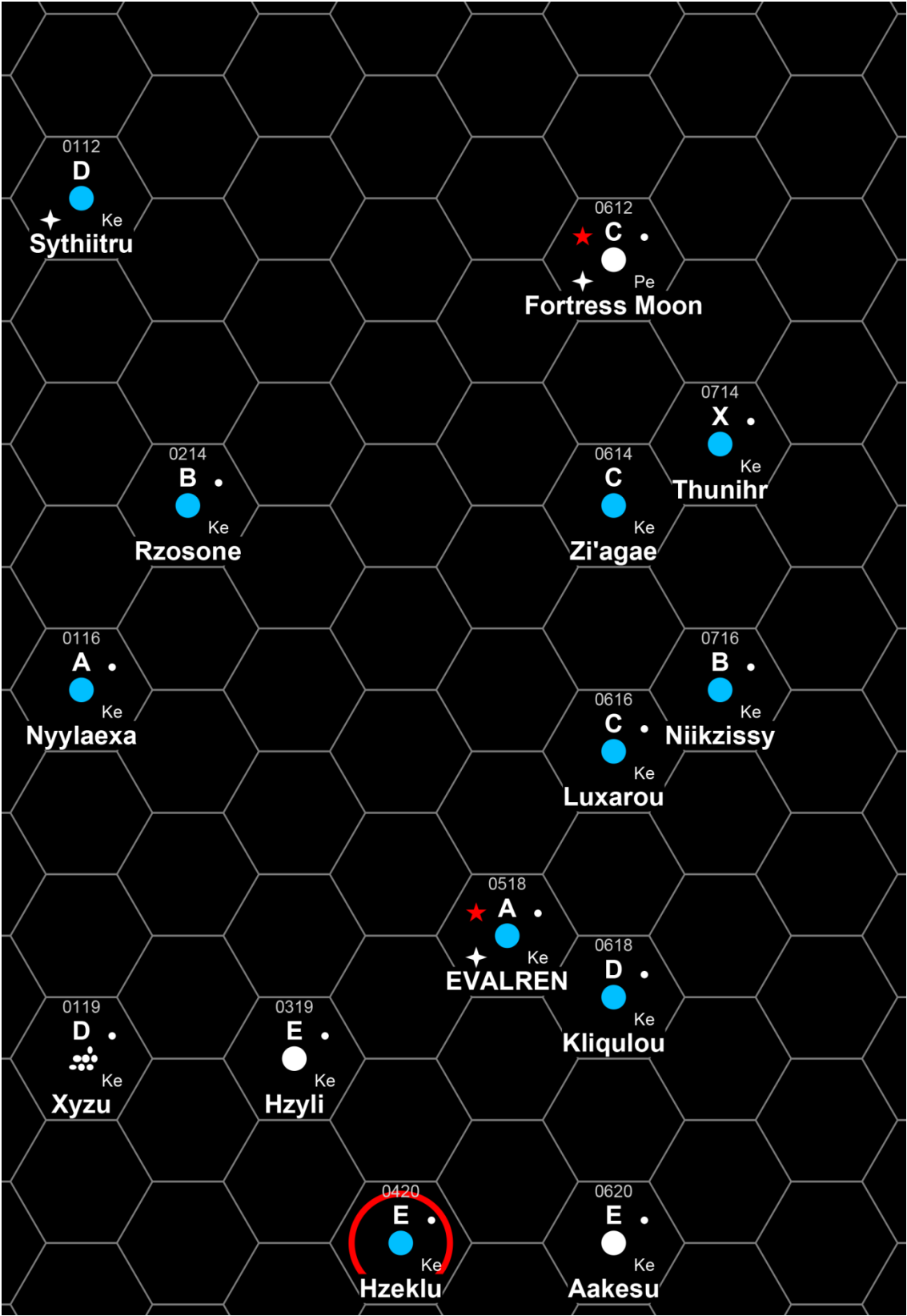
Zustheda is home to an alien race named the Ki-Ku Cha, that mostly resembles Terran Krill, not much is known of them other than they seem to have once formed a more highly collective society (at the bottom of the sea) that has now appeared to have broken down.



Alpha

Korsu

Corelian



Anguilla

Evalren Subsector

Evalren Subsector

Sythiitru	0112 D673765-7 M		300 Ke F5V Recent Conquest
Nyylaexa	0116 A4278A9-D	Ic	403 Ke G4V M5V M9V Zw
Xyzu	0119 D000202-8	As Lo Ni	704 Ke M1V Zw
Rzosone	0214 B779898-C		803 Ke F6V M6V Zw
Hzyli	0319 E413000-0	Ba Ic Lo Ni	004 Ke M2V
Hzeklu	0420 E465469-1	Ni	R 113 Ke F7V Zw Prison Planet
Evalren	0518 A8989A4-E F	Hi In	301 Ke F3V M2V Zw
Fortress Moon	0612 C140561-F F	De Ni Po	402 Pe G1V M6V
Zi'agae	0614 C744814-A		320 Ke F3V
Luxarou	0616 C778615-8	Ag	804 Ke F6V M4V Zw
Kliqulou	0618 D2213A8-9	Lo Ni Po	604 Ke M1V Zw
Aakesu	0620 E200000-0	Ba Va	013 Ke M4V
Thunihr	0714 X67A000-0	Ba Wa	023 Ke F3V Abnd T-frm prjt
Niikzissy	0716 B7736B4-D		914 Ke F5V M6V Zw

Subsector E: Evalren, contains 14 worlds with a population of 4.5 billion. The highest population is 3 billion, at Evalren. The highest tech level is F at Fortress Moon. Sythiitru, previously called Ellua, has been recently conquered as a stepping stone to attack Peladon.

The Zerps of the Korsumug Empire, like an harnessed attack lizard, are driven to their death by the black ships who they are in thrall to. This has turned the subsector into a warzone, and the systems of Sythiitru, Zi'agae, and Thunihr, all do or did have human populations on them before they were conquered.

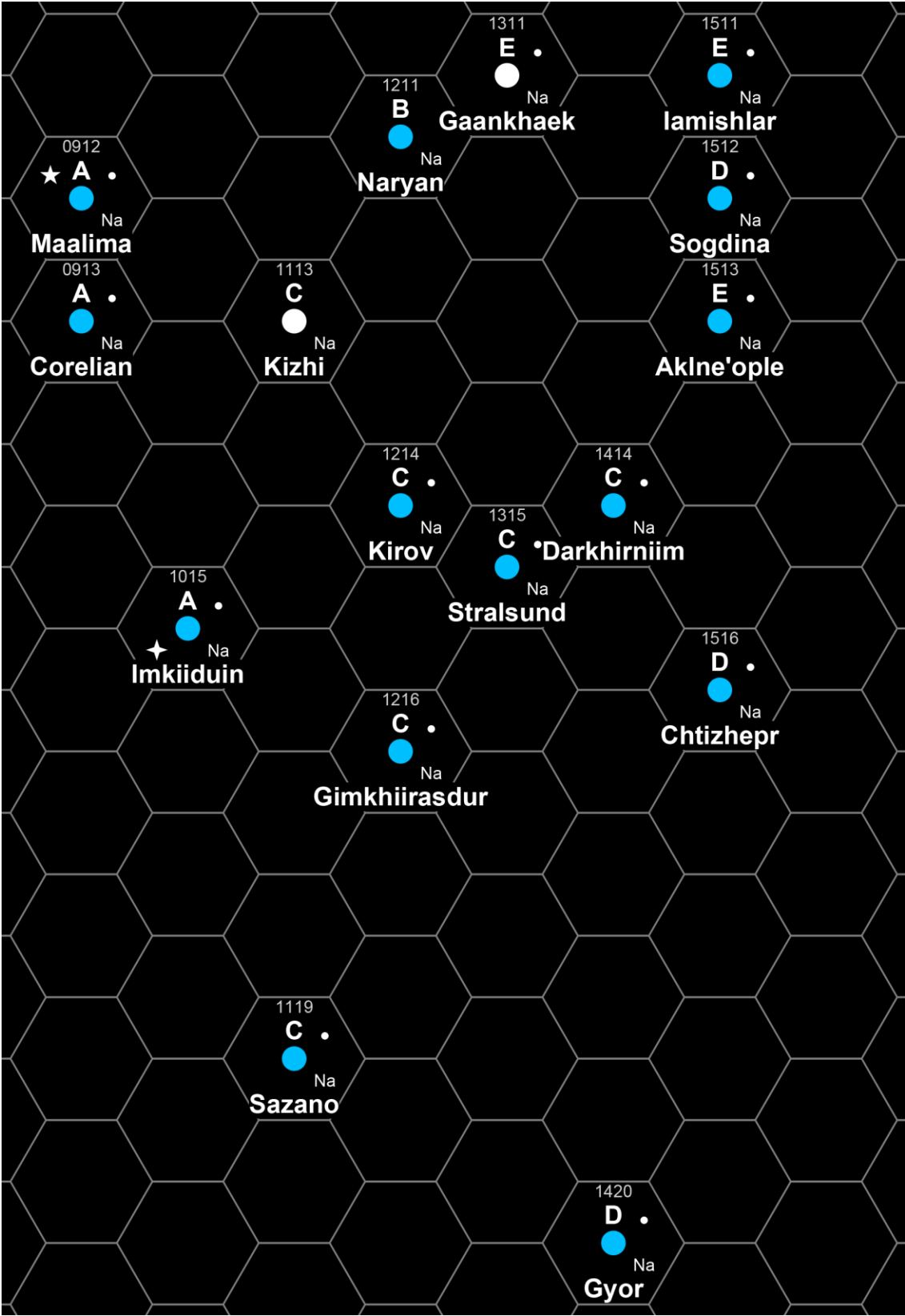
The Evalren system, while being considered the "capital" of the Evalren Subsector, is in fact a hub of trade, and the Korsumug dictator there would prefer to go back to peacetime, and more wealth flowing into his treasury. The prime world's population is split between Zerps, Humans, and an alien species of proto-frogs called the Ren (Evalren is Zerp for "World of the Ren"). The Ren when discovered were little more than stone age technology, however, in the meantime, have learned how to use Zerp and human tech.



Festab

Evalren

Tellura



Persiphus

Corelian Subsector

Corelian Subsector

Maalima	0912 A786723-F N		702 Na F3V
Corelian	0913 A668723-E		904 Na K4V M0V
Imkiiduin	1015 A887833-C M		304 Na F8V T-form project
Kizhi	1113 C200332-C	Lo Ni Va	700 Na G5V M0V
Sazano	1119 C746721-9		803 Na K2V Large Zerp pop
Naryan	1211 B773631-A		700 Na F7V
Kirov	1214 C543537-9	Po	512 Na G0V M2V
Gimkhiirasdur	1216 C727623-B		302 Na M6V
Gaankhaek	1311 E460523-3	De Ni	103 Na M0V M0V
Stralsund	1315 C591636-A		103 Na K4V
Darkhirniim	1414 C321432-D	Ni Po	304 Na G4V
Gyor	1420 D98A633-B	Wa	302 Na F4V
Iamishlar	1511 E362343-4	Lo Ni	405 Na F5V M5V
Sogdina	1512 D225325-A	Lo Ni	104 Na M6V
Aklne'ople	1513 E425422-8	Ni	304 Na M9IV M1V
Chtizhepr	1516 D573412-9	Ni	311 Na K3V

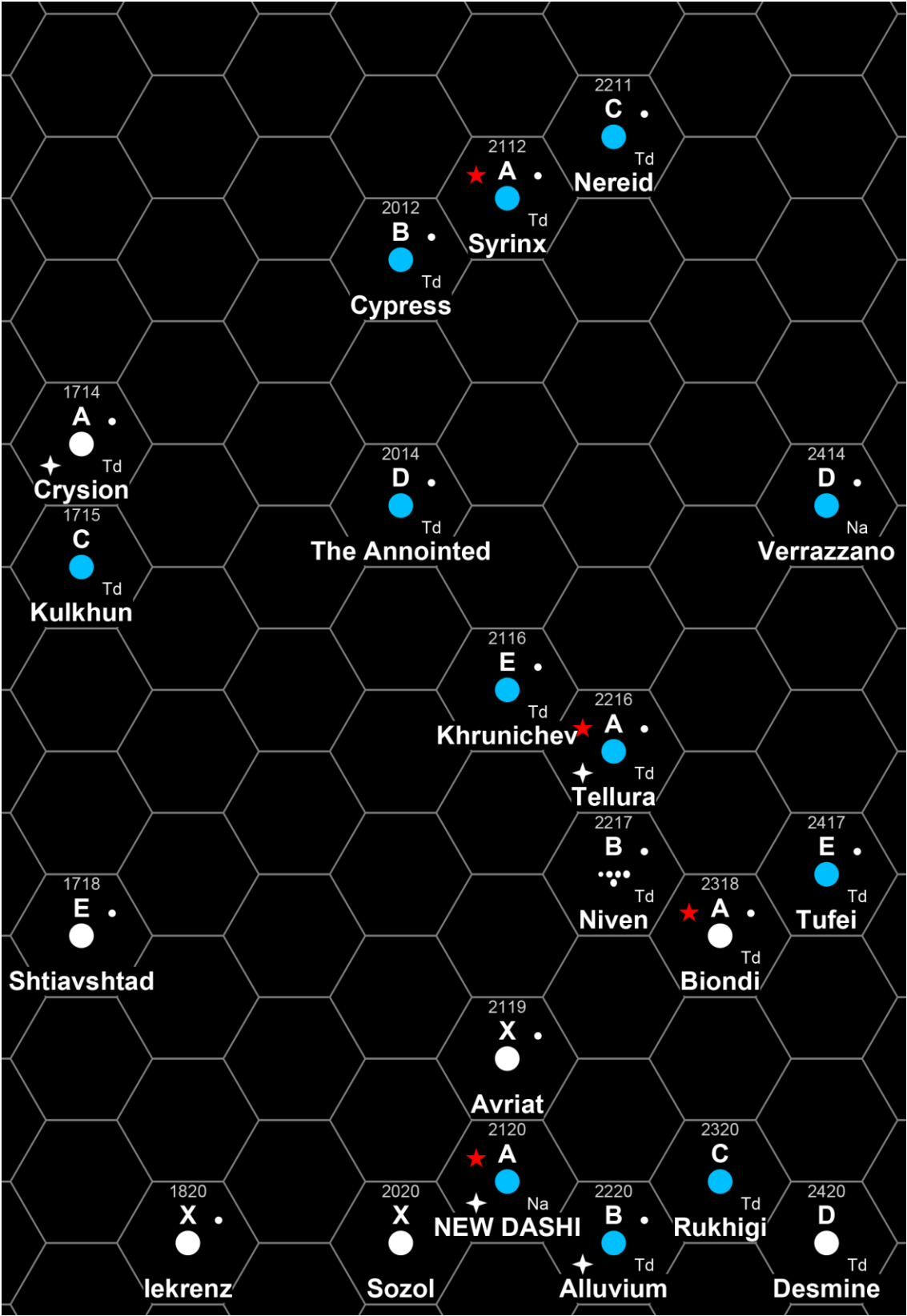
Subsector F: Corelian, contains 16 worlds with a population of 554.7 million. The highest population is 300 million, at Imkiiduin. The highest tech level is F at Maalima. Following the trail spinward from Tellura there is the Corelian subsector, territory of the non-aligned worlds, who with Kingdom of Peladon are involved in a desperate struggle against the Korsumug Empire. Naryan is a nice world, different, but fine as worlds go, it out gasses a little chlorine at times, but nothing a filter mask can't handle. Naryan has been subject to Korsumug raids recently.

The Korsumug or Zerps, as their species are named, rule an ancient empire that extends into two subsectors of Theta Borealis. Their empire until a hundred years ago, was in an advanced state of decay as the govenors of clusters of worlds creating their own satrapies from the empire's districts. One hundred years ago this all changed as a new leader emerged supported by a new ally: the black ships. This leader, Generalissimo Klaaturo, overthrew the old order and with some reforms has restarted the offensive towards the recently colonized worlds trailing of their empire. The attacks have shown that the rot of the empire has reached its heart as they have suffered high casualties for little territorial gain, and without the cadre of the black ships, their attacks would have collapsed in disaster as they had long ago. Times are different now, whole subsectors have been thrown into disarray as the warzone has expanded; if vacuum did not fill the space between the stars it would be the smoke of a thousand battles raging. However, the newest leader, Generalissimo Xirzodi, the handpicked successor of Klaaturo, has shown no sign of changing course, even as his popularity slides.

Monway

Corelian

Sibigil



Ventura

Tellura Subsector

Tellura Subsector

Cryslon	1714 A8B4745-A M	Fl	512 Td M0V Ammonia Seas
Kulkhun	1715 C433547-8	Ni Po	120 Td K3V 80% Vargr pop
Shtlavshtad	1718 E311000-0	Ba Ic	001 -- M4V M7V
Iekrenz	1820 X200000-0	Ba Va	023 -- A0V M3V
Cypress	2012 B5958C7-C		602 Td F1V
The Annointed	2014 D6335D9-6	Ni Po	905 Td A9V
Sozol	2020 X210000-0	Ba	000 -- G0V
Syrinx	2112 A776846-C J		714 Td F6V
Khrunichev	2116 E439100-D	Lo Ni	103 Td M2V M3V
Avriat	2119 X310000-0	Ba	002 -- K4III M2V
New Dashi	2120 A785942-C F		210 Na F8V
Nereid	2211 C779682-6	Ni	714 Td G6V
Tellura	2216 A5658B8-D F		903 Td K1V
Niven	2217 B000574-F	As Ni	401 Td M8V
Alluvium	2220 B777895-B M		922 Td K1V M5V
Biondi	2318 A6128B9-D J	Ic	803 Td M7V
Rukhigi	2320 C539684-7	Ni	800 Td G2V
Verrazzano	2414 D989544-8	Ni	624 Na F5V
Tufei	2417 E4314A0-5	Ni Po	214 Td M4V M9V
Desmine	2420 D240312-8	De Lo Ni Po	110 Td F9V

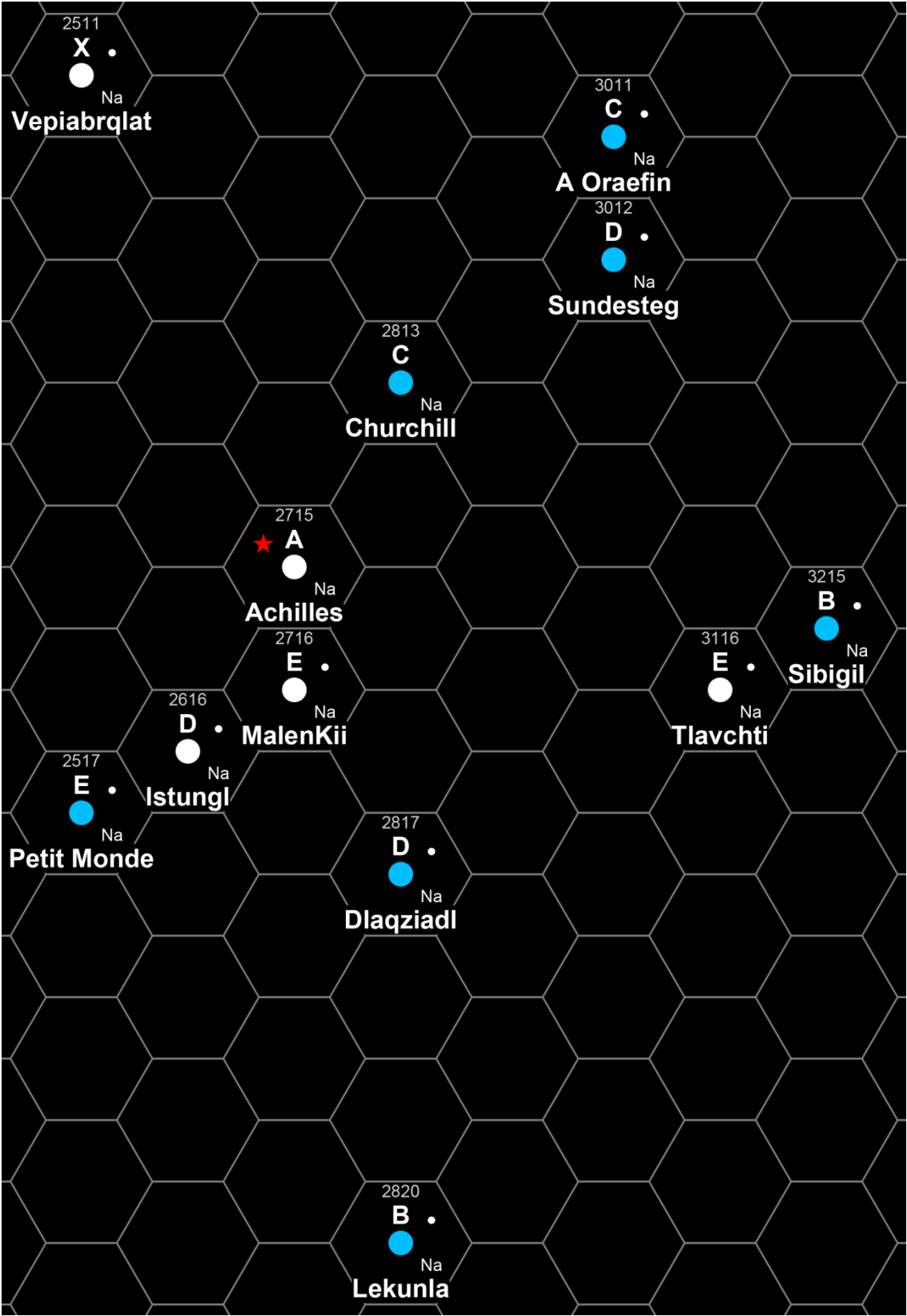
Subsector G contains 20 worlds with a population of 6 billion. The highest population is 2 billion, at New Dashi. The highest tech level is F at Niven. A collectivist revolution smoldered in the ashes of the Telluran Trade Federation, which was destroyed in a massive attack by the Black Ships. Not that the worlds of the Telluran subsector were what anyone would consider rich worlds and after the devastation that they didn't deserve, the Federation held on for only a short while. The revolution of the Directorate wasn't peaceful, promising security and equality, it brought a civil war, the most uncivilized of conflicts. The people rebelling against Federation corruption and what was seen as lax security concerns that left them virtually defenseless against the Black Ships. The Federation appealed to the other polities for assistance, though the situation was hopeless, the Republic of Terrelay, sent what assistance they could, however they had been shattered as well by Black Ship attacks. Eventually the Federation submerged in the rising tide of the revolution, with resultant witch hunts and fear causing a new exodus of refugees fleeing their homes for the unknown; the turmoil of the grandparents now felt by the grandchildren.

Security and Equality, motto of the directorate, is now more true than ever; everyone is equal in near poverty in the hyper-militarized society. The average citizen wouldn't really know it, without another perspective to compare it to. At least corruption is relatively low in the top rungs of society, not counting a slowly creeping doom of nepotism and thriving black market to meet the average citizen's desires in consumer goods.

Banderhue

Tellura

Chang-Tu



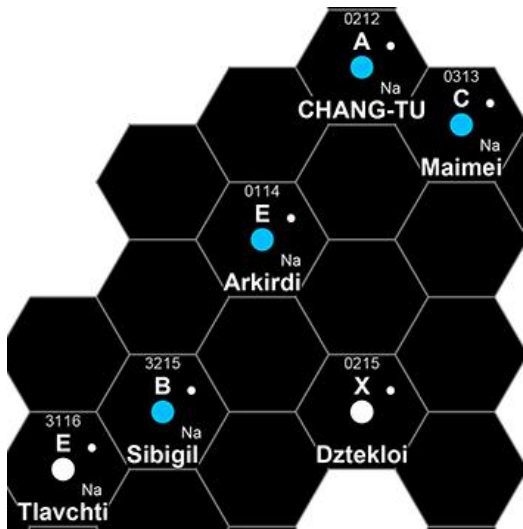
Duhamel

Sibigil Subsector

Sibigil Subsector

Vepiabrqlat	2511 X9B3000-0	Ba Fl	004 -- M9IV
Petit Monde	2517 E431310-9	Lo Ni Po	101 Na M0V M5V
Istungl	2616 D213411-A	Ic Ni	104 Na K8V M8V
Achilles	2715 A616721-D J	Ic	700 Na M1V
MalenKii	2716 E311211-C	Ic Lo Ni	302 Na M7V
Churchill	2813 C595622-9	Ni	200 Na F3V M3V
Dlaqziadl	2817 D322310-D	Lo Ni Po	703 Na G7 V
Lekunla	2820 B593731-A		113 Na G2V
A Oraefin	3011 C461570-7	Ni	924 Na F4V
Sundesteg	3012 D521421-9	Ni Po	704 Na M0V
Tlavchti	3116 E7A7110-9	Fl Lo	104 Na G0III
Sibigil	3215 B662711-A		314 Na G8V M7V

Subsector H: Sibigil contains 12 worlds with a population of 113 million. The highest population is 70 million, at Achilles. The highest tech level is D at Achilles and Dlaqziadl. The Demarchy of Achilles lays upon the trailing end of a string of J1 worlds that leads into the Tellura sector and the domination of the Telluran Directorate. While Achilles maintains trade relations with the Directorate, political expansion is something they are directly opposed to.

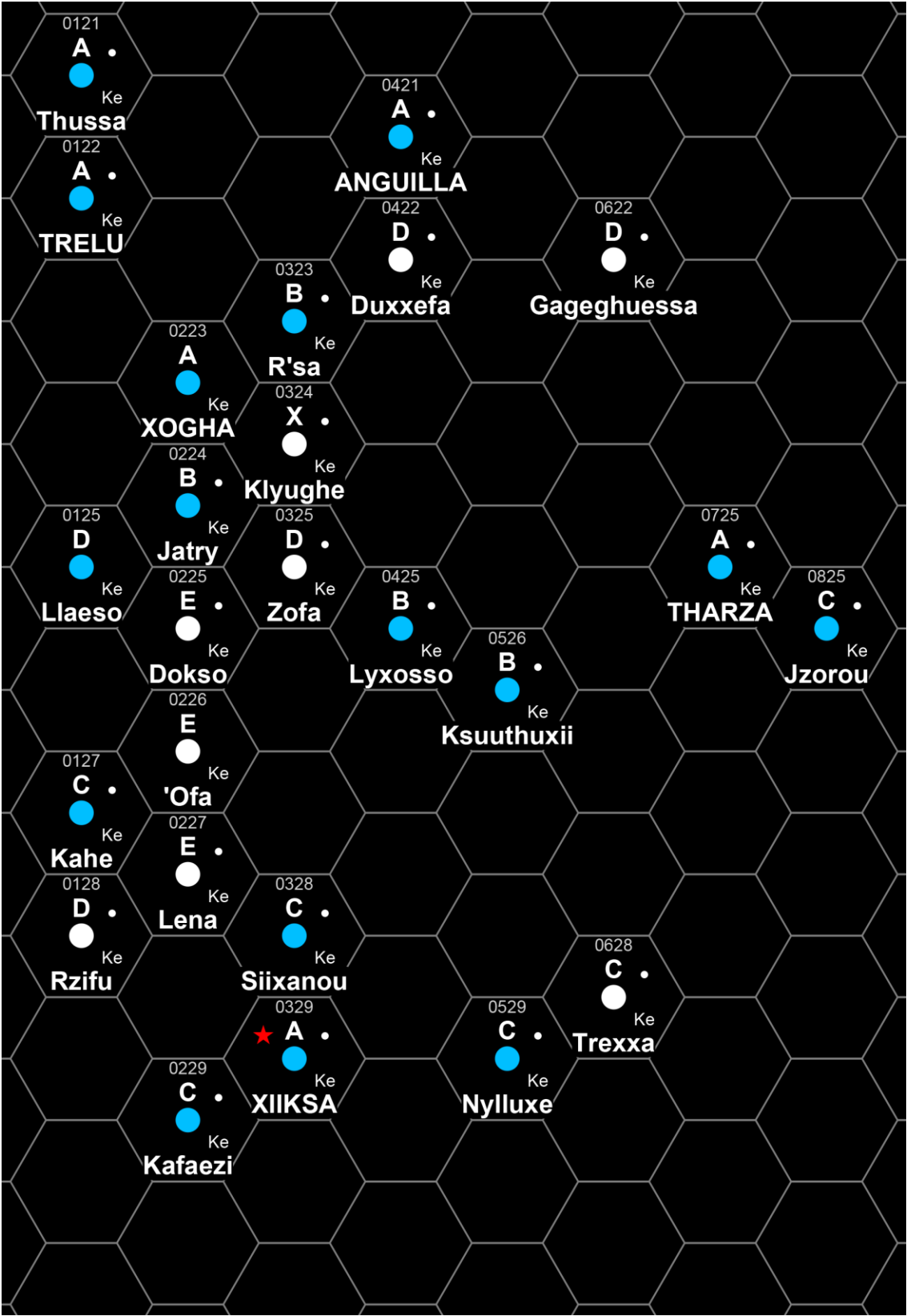


The Sibigil system is heavily associated with the Chang-Tu system in the neighboring Theron Sector. Sibigil, being a medium sized system, population wise, is an important market for products from Chang-Tu, and acts as a gateway to the entire Theta Borealis Sector for products from Chang-Tu.

Evalren

Raazhag

Persiphus



Trasfalca

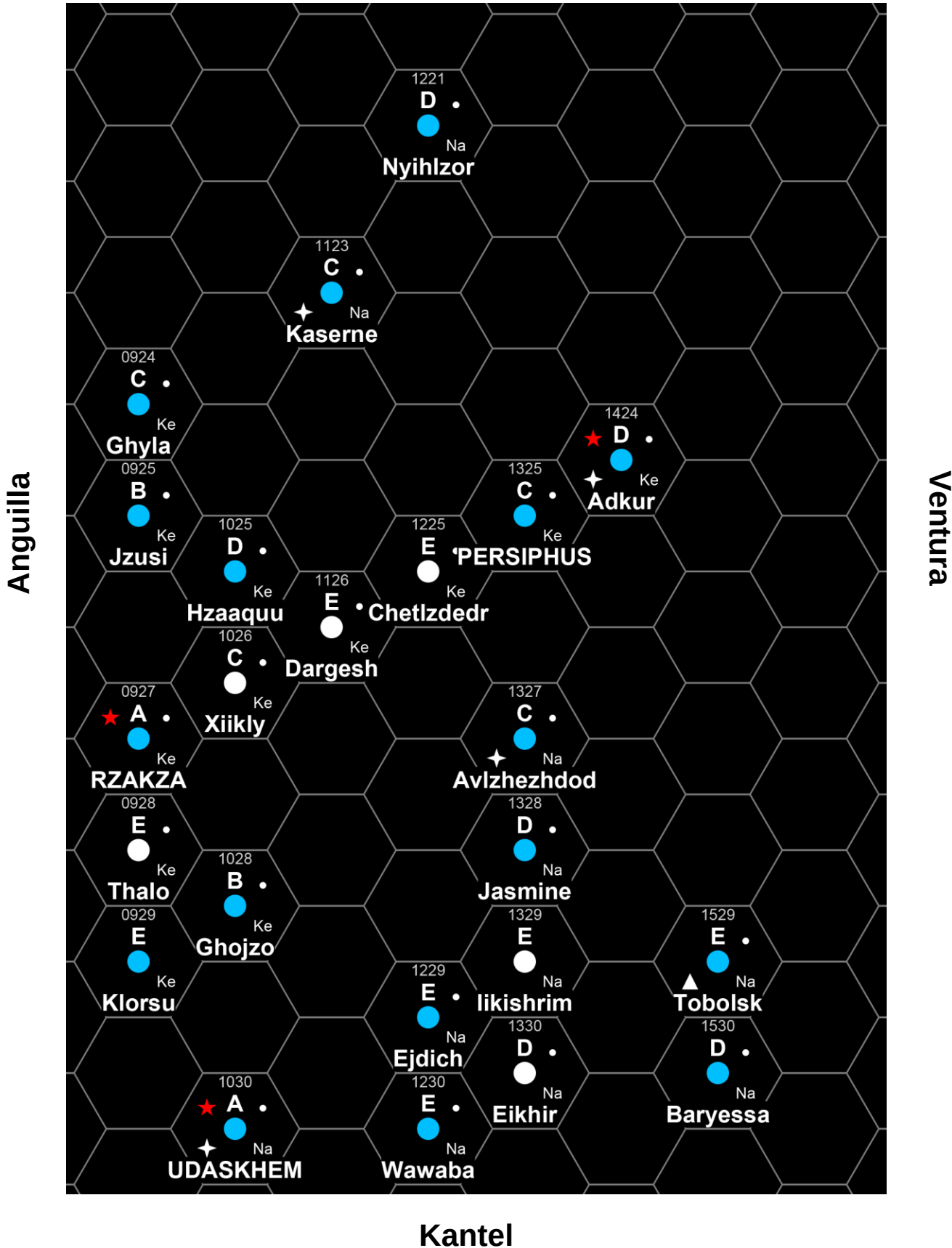
Anguilla Subsector

Anguilla Subsector

Thussa	0121 A4738B9-E		804 Ke F8V Zw
Trelu	0122 A6789B9-E	In	211 Ke F3V M4V Zw
Llaeso	0125 D4324A9-B	Ni Po	610 Ke M1V M6V Zw
Kahe	0127 C5756C9-7		605 Ke F0V M5V Zw
Rzifu	0128 D350515-8	De Ni Po	123 Ke G6V M5V Zw
Xogha	0223 A7849A7-D		430 Ke F7V M3V Zw
Jatry	0224 B6758A7-E		912 Ke F8V Zw
Dokso	0225 E200000-0	Ba Va	012 Ke K3V
'Ofa	0226 E140000-0	Ba De Po	010 Ke F3V
Lena	0227 E200000-0	Ba Va	024 Ke F2V M3V
Kafaezi	0229 C3374A6-A	Ni	723 Ke M2II K6V Zw
R'sa	0323 B57A8B9-C	Wa	903 Ke G1V M6V Zw
Klyughe	0324 X7B3000-0	Ba Fl	013 Ke K8V
Zofa	0325 D530311-9	De Lo Ni Po	713 Ke M1V Zw
Siixanou	0328 C54A6B8-A	Wa	704 Ke F8V M7V Zw
Xiiksa	0329 A6779B9-D J	In	124 Ke F5V M1V Zw
Anguilla	0421 A9589A9-E		313 Ke F7V M7V Zw
Duxxefa	0422 D8B8213-A	Fl Lo Ni	605 Ke G8V Zw
Lyxosso	0425 B7857C9-B	Ag	902 Ke F6V Zw
Ksuuthuxii	0526 B8898B9-C		302 Ke F7V Zw
Nylluxe	0529 C83A317-G	Lo Ni Wa	721 Ke M0V Zw Re. Station
Gageghuessa	0622 D460500-3	De Ni	502 Ke F4V Zw
Trexxa	0628 C320315-9	De Lo Ni Po	113 Ke M0V Zw
Tharza	0725 A9989A9-D	In	305 Ke F1V Zw
Jzorou	0825 C5387C7-B		302 Ke M0V Zw

Subsector I: Anguilla, contains 25 worlds with a population of 16 billion. The highest population is 4 billion, at Xogha. The highest tech level is G at Nylluxe. It is an old heartland of the Korsumug Empire, though corrupt at heart, where the proper bribes could get any enterprising trader past the authorities. Both Xiiksa and Tharsa act as main manufacturing centers for the empire, with spacecraft a specialty at a third system, Trelu.

Corelian



Persiphus Subsector

Persiphus Subsector

Ghyla	0924 C6718B9-A		304 Ke F5V M7V Zw
Jzusi	0925 B6547B9-9		101 Ke K3V M7V Zw
Rzakza	0927 A6849A9-D J		103 Ke G8V Zw
Thalo	0928 E1503B9-8	De Lo Ni Po	915 Ke F8V M2V M8V Zw
Klorsu	0929 E224211-C	Lo Ni	110 Ke G1V Zw Ice Mines
Hzaaquu	1025 D4345A6-A	Ni	504 Ke K9V Zw
Xiikly	1026 C8B56C6-B	Fl	104 Ke M2III M8V Zw
Ghojzo	1028 B78A8B9-E	Wa	101 Ke F7V Zw
Udaskhem	1030 A967934-F F		622 Na F5V M3V
Kaserne	1123 C786513-8 M	Ni	304 Na F2V Owned by Mercs
Dargesh	1126 E415527-C	Ic Ni	703 Ke M4III M1V Devastated
Nyihlzor	1221 D65A312-9	Lo Ni Wa	903 Na M5V
Chetlzdedr	1225 E460729-7	De	405 Ke F8V M1V
Ejdich	1229 E537341-8	Lo Ni	622 Na G6V M4V
Wawaba	1230 E54A300-7	Lo Ni Wa	111 Na F5V M9V
Persiphus	1325 C686929-A		202 Ke K3V Mixed Pop
Avlzhezhod	1327 C759612-B M		101 Na F1V M9V
Jasmine	1328 D363415-9	Lo Ni	314 Na K4V
likishrim	1329 E300315-A	Lo Ni Va	100 Na K4V
Eikhir	1330 D200210-C	Lo Ni Va	103 Na G4V M6V
Adkur	1424 D542739-8 F	Po	204 Ke K2V M1V Capt by KE
Tobolsk	1529 E331442-B S	Lo Ni Po	212 Na M1V M7V
Baryessa	1530 D473685-9		123 Na F5V

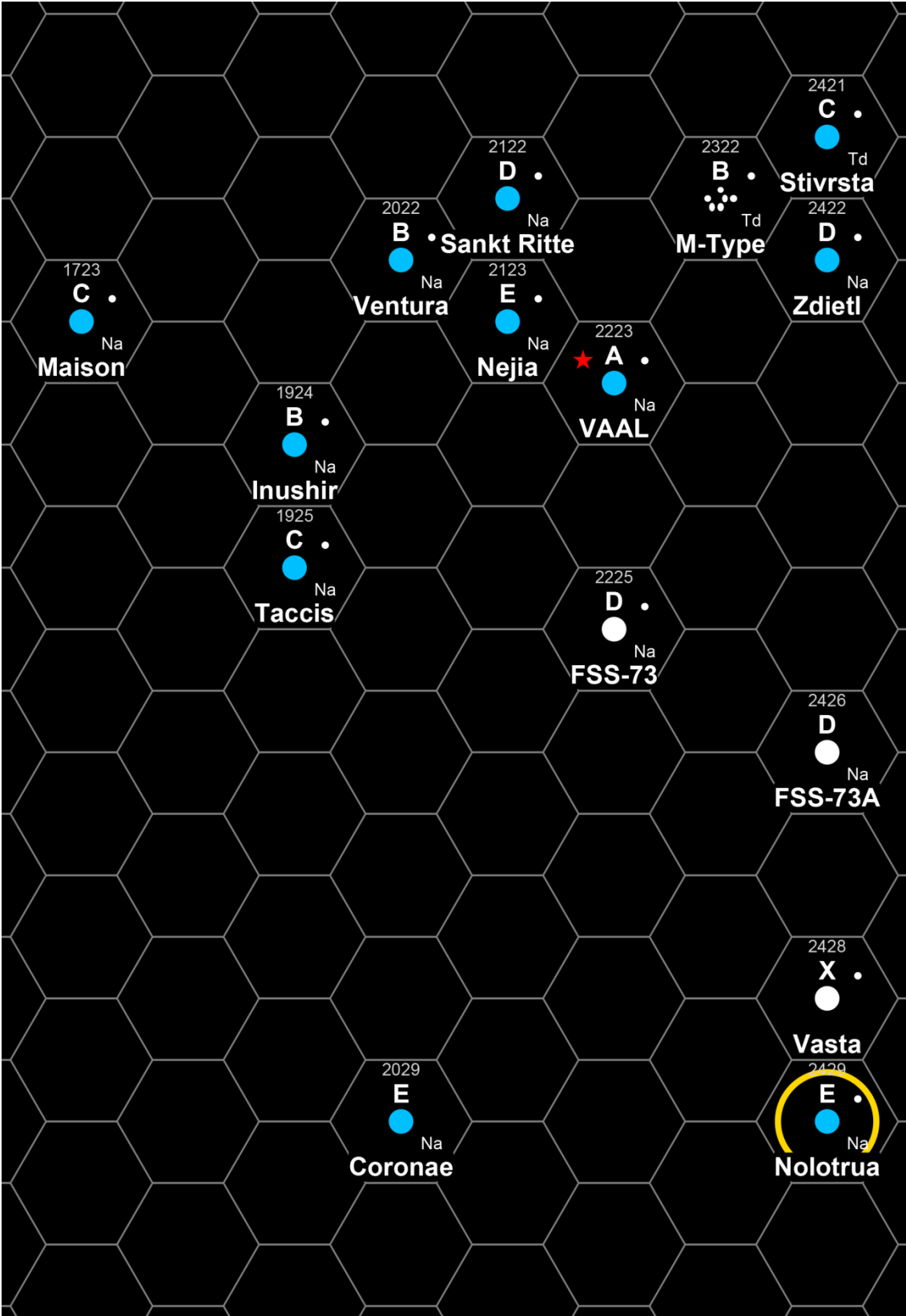
Subsector J: Persiphus, contains 23 worlds with a population of 9.5 billion. The highest population is 6 billion, at Udaskhem. The highest tech level is F at Udaskhem. Over a hundred years ago, this subsector was called the Percavid Marches, named after a Zerp Admiral who had conquered many of the worlds. Lately the Zerps have advanced against Dargesh, Chetlzdedr, Persiphus and Adkur, taking them at enormous cost.

Even being technically cut off from the rest of the sector by the fall of the Pesiphus arm, Udaskhem and the rimward colonies have held out, taking in over a billion refugees, and have even struck back at Rzakza, destroying Korsumug fleets. Kaserne is holding out as well, even though the Zerps have landed troops there.

Tellura

Persiphus

Duhamel



Jauhaux

Ventura Subsector

Ventura Subsector

Maison	1723 C4725B6-6	Ni	701 Na F0V
Inushir	1924 B969873-9		123 Na G1V
Taccis	1925 C583782-8		223 Na F7V
Ventura	2022 B68A832-9	Wa	304 Na F9V
Coronae	2029 E5456B4-5	Ni	600 Na F3V
Sankt Ritte	2122 D542531-B	Ni Po	314 Na F5V M2V
Nejia	2123 E545472-C	Ni	903 Na G9V
Vaal	2223 A765935-E J		303 Na F3V
FSS-73	2225 D300312-8	Lo Ni Va	504 Na M0V M6V
M-Type	2322 B000714-G	As	113 Td M4V
Stivrsta	2421 C442794-C	Po	714 Td F9V M2V
Zdietl	2422 D647521-9	Ni	601 Na F2V
FSS-73A	2426 D201110-8	Ic Lo Ni Va	900 Na K4V
Vasta	2428 X150000-0	Ba De Po	024 -- F5V
Nolotrua	2429 E333569-5	Ni Po	A 304 Na G7V Altrurian Colony

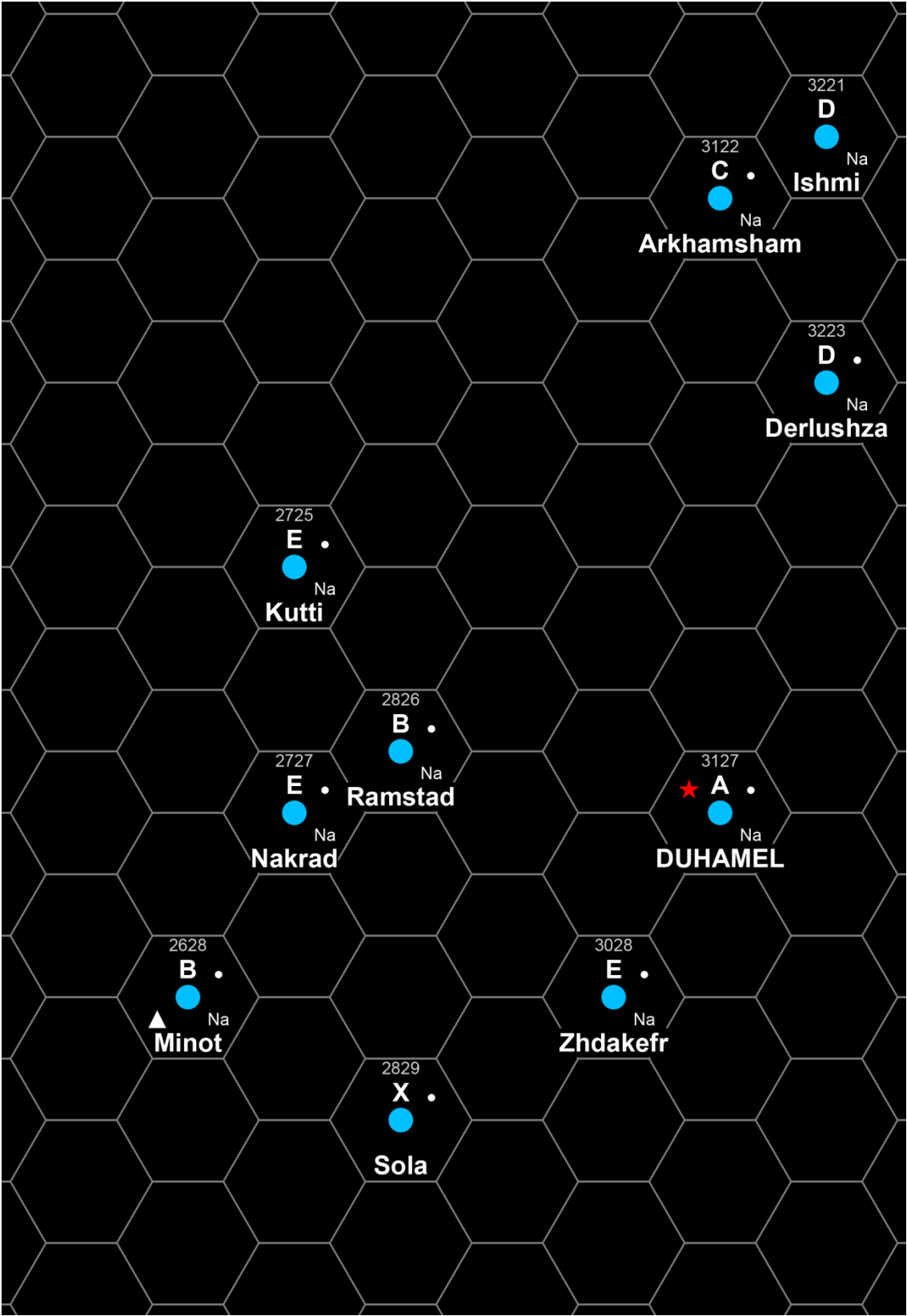
Subsector K: Ventura contains 15 worlds with a population of 3.5 billion. The highest population is 3 billion, at Vaal. The highest tech level is G at M-Type. This subsector, once a sleepy backwater, has begun to feel pressure from Spinward, and the advance of the Zerps. The Telluran Directorate as well, coming from Coreward, with most pressures being warded off by Vaal.

How the Alturians have created a colony for themselves at Nolotrua is curious, as it must have been done with old J2 ships that they do not have the technology themselves to build. Maison was once a main stop on the jump 3 route into the Persiphus sector, the flow of traffic's loss, with the Korsumug Empire's capture of the Persiphus arm, and the fighting there, has severely depressed their economy. Technically they have declared themselves neutral as they do not have the ability to fight and can only see themselves as a battleground in a losing war. Inushir, afraid of the Korsumug Empire's advances, has become deeply divided upon which course to take, some states advocating appeasement, while others, resistance.

Sibigil

Ventura

Ubagil



Benglaz

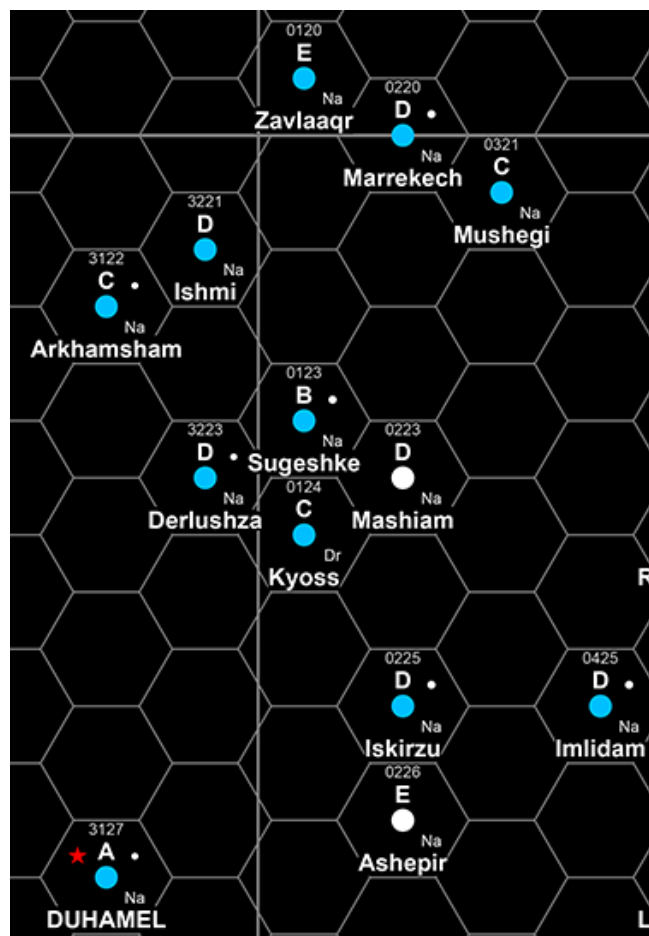
Duhamel Subsector

Duhamel Subsector

Minot	2628 B633722-D S		403 Na M2V
Kutti	2725 E442321-7	Lo Ni Po	601 Na K3V M8V
Nakrad	2727 E633431-8	Ni Po	205 Na K8V
Ramstad	2826 B584741-E		522 Na G9V
Sola	2829 X236000-0	Ba	003 -- M6V M3V
Zhdakefr	3028 E233102-6	Lo Ni Po	902 Na M3V M3V
Arkhamsham	3122 C965750-7		522 Na G3V M5V
Duhamel	3127 A767943-F J		104 Na F4V
Ishmi	3221 D7687A8-6		420 Na K7V
Derlushza	3223 D999420-7		924 Na F2V M2V

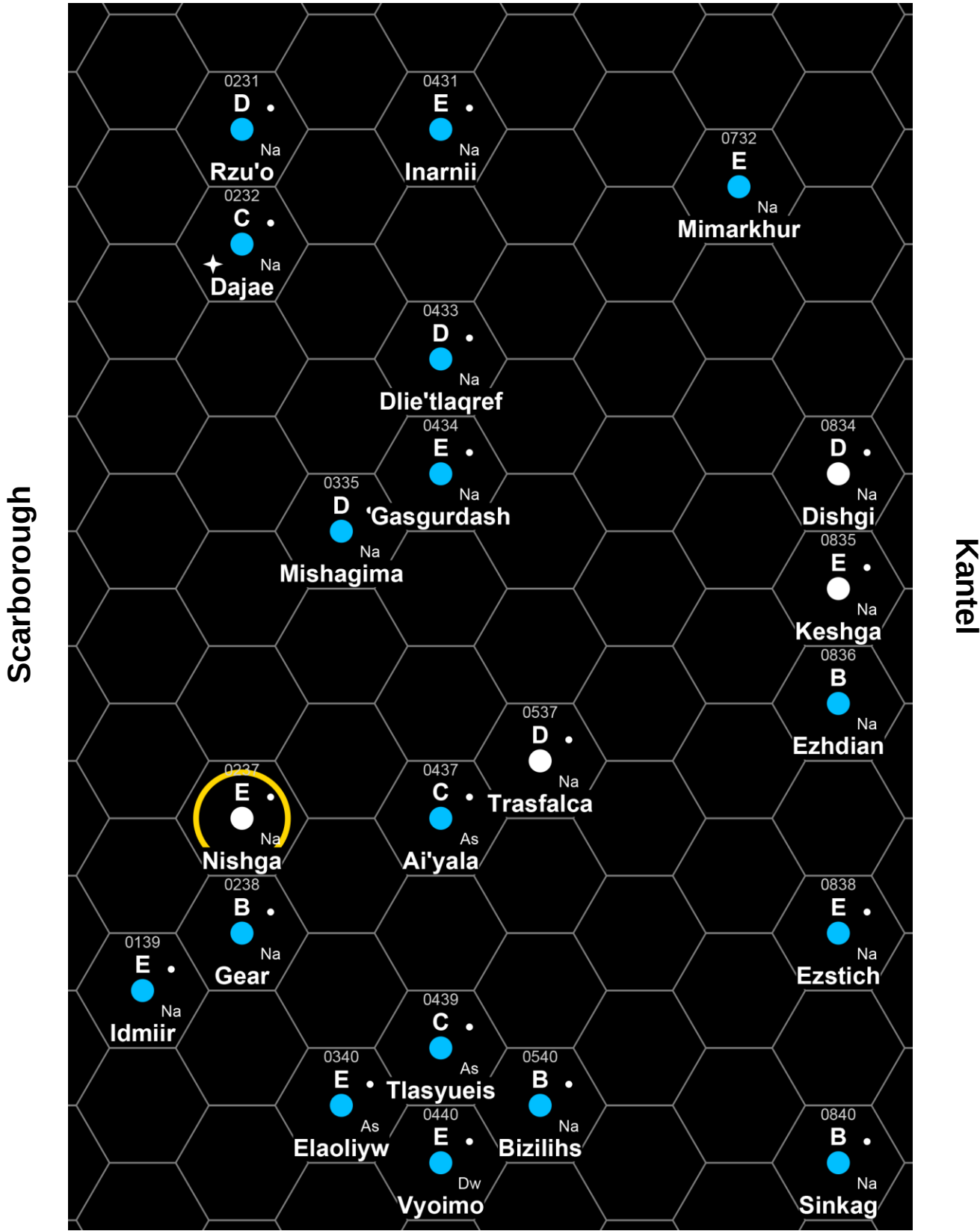
Subsector L: Duhamel, contains 10 worlds with a population of 1.2 billion. The highest population is 1 billion, at Duhamel, and the highest tech level is F at Duhamel.

Duhamel is a gateway from the Theron sector, with a jump 3 route through Iskirzu in the Ubagil Subsector. Arkhamsham, Ishmi, and Derlushza, are properly more considered part of the Ubagil Subsector, as they are part of a jump 2 cluster there.



Duhamel-Ubagil interface zone

Anguilla



Hloeaoaa

Trasfalca Subsector

Trasfalca Subsector

Idmiir	0139 E551412-6	Ni Po	403 Na G9V
Rzu'o	0231 D553632-8	Po	312 Na F8V Zerp-Human mix
Dajae	0232 C639533-9 M	Ni	814 Na M8V M4V Zerp-Human
Nishga	0237 E310320-8	Lo Ni	A 914 Na K4V M0V
Gear	0238 B458721-C		114 Na F4V
Mishagima	0335 D344522-9	Ni	123 Na F5V
Elaoliyw	0340 E5253G4-A	Lo Ni	903 As M9V
Inarnii	0431 E423424-B	Ni Po	511 Na M3V
Dlie'tlaqref	0433 D76A436-9	Lo Ni Wa	404 Na F1V
Gasgurdash	0434 E651537-7	Ni Po	123 Na G5V
Ai'yala	0437 C588613-C		321 As F2V Aslan Merc Co
Tlasyueis	0439 C659511-A	Ni	215 As K1V M2D Aslan Merc Co
Vyoimo	0440 E4825X1-9	Ni	102 Dw F8V Droyne
Trasfalca	0537 D8A0415-A	De Ni	424 Na G3V M9V
Bizilihs	0540 B555712-D		101 Na G1V
Mimarkhur	0732 E445624-A		110 Na K6V M8V
Dishgi	0834 D505433-9	Ic Ni Va	203 Na K5IV M4IV
Keshga	0835 E9A5221-C	Fl Lo Ni	704 Na G1V
Ezhdian	0836 B978621-A		800 Na G3V
Ezstich	0838 E732425-9	Ni	102 Na M5V
Sinkag	0840 B753623-B	Po	702 Na G0V

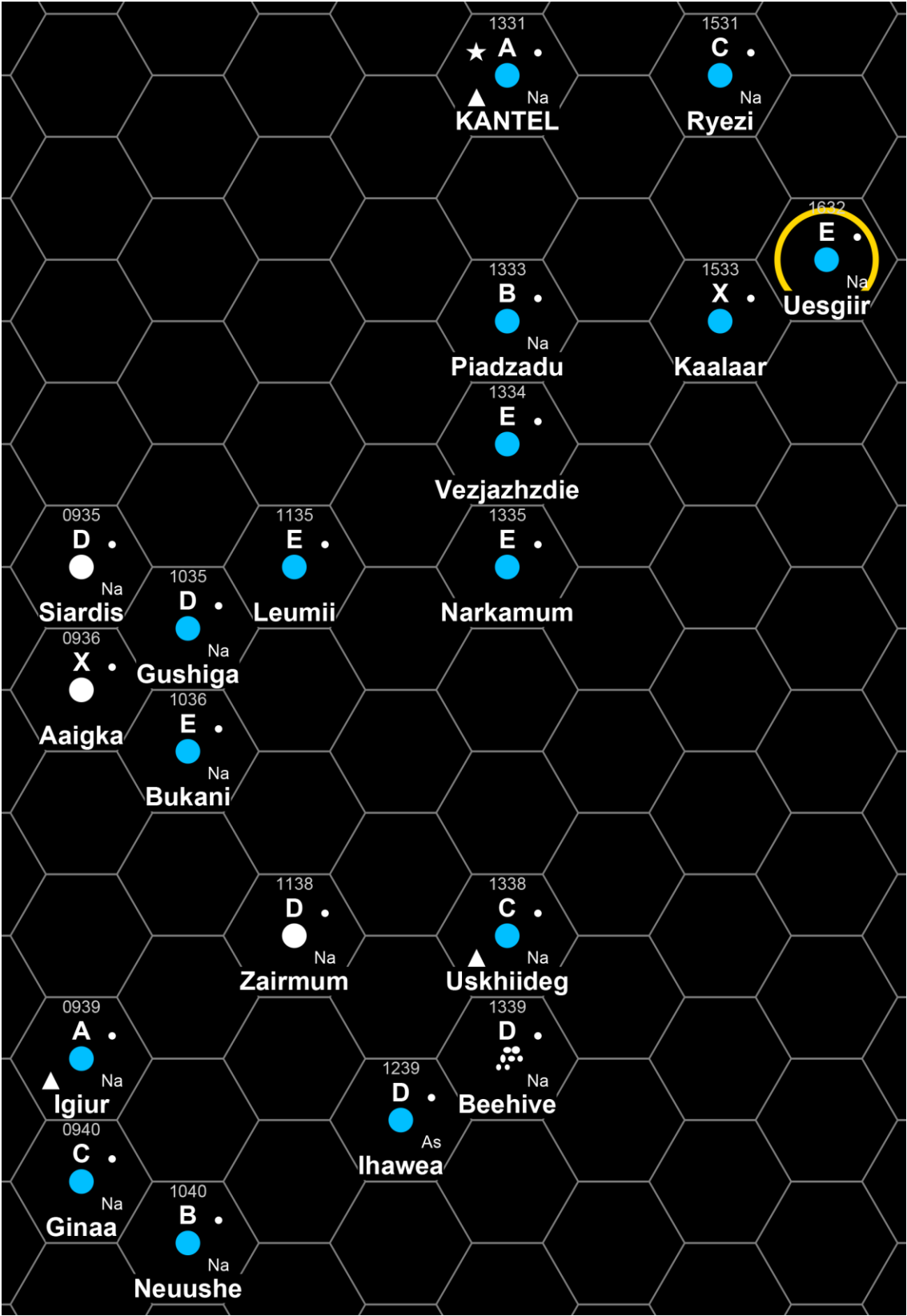
Subsector M: Trasfalca contains 21 worlds with a population of 43.5 million. The highest population is 10 million, at Gear; and the highest tech level is D at Bizilihs, also with a population of 10 million. Trasfalca has been peaceful despite being caught in the rimward pocket of the Theta Borealis Sector by the Korsumug Empire's expansion up the Persiphus Arm in that Subsector. The Korsumug's military seems to be concentrated against the Kingdom of Peladon, for if they are destroyed, the systems trapped in the rimward pocket will wither on the vine, and fall.

Ideas what to do vary, Rzu'o and Dajae are a prime example in that Rzu'o favors neutrality and reconciliation, Dajae is building an Alliance military base to fortify their system. The Aslan systems are land grants, payments to Aslan mercenaries to help in the struggle against the Zerps of the Korsumug Empire. Vyoimo, a Droyne world, of an ancient city situated on the shore of a drying sea, has seen an influx of new settlers, of Human, Zerp, and Aslan; that the Droyne appear not to oppose.

Persiphus

Trasfalca

Jauhaux



Houkhtearl

Kantel Subsector

Kantel Subsector

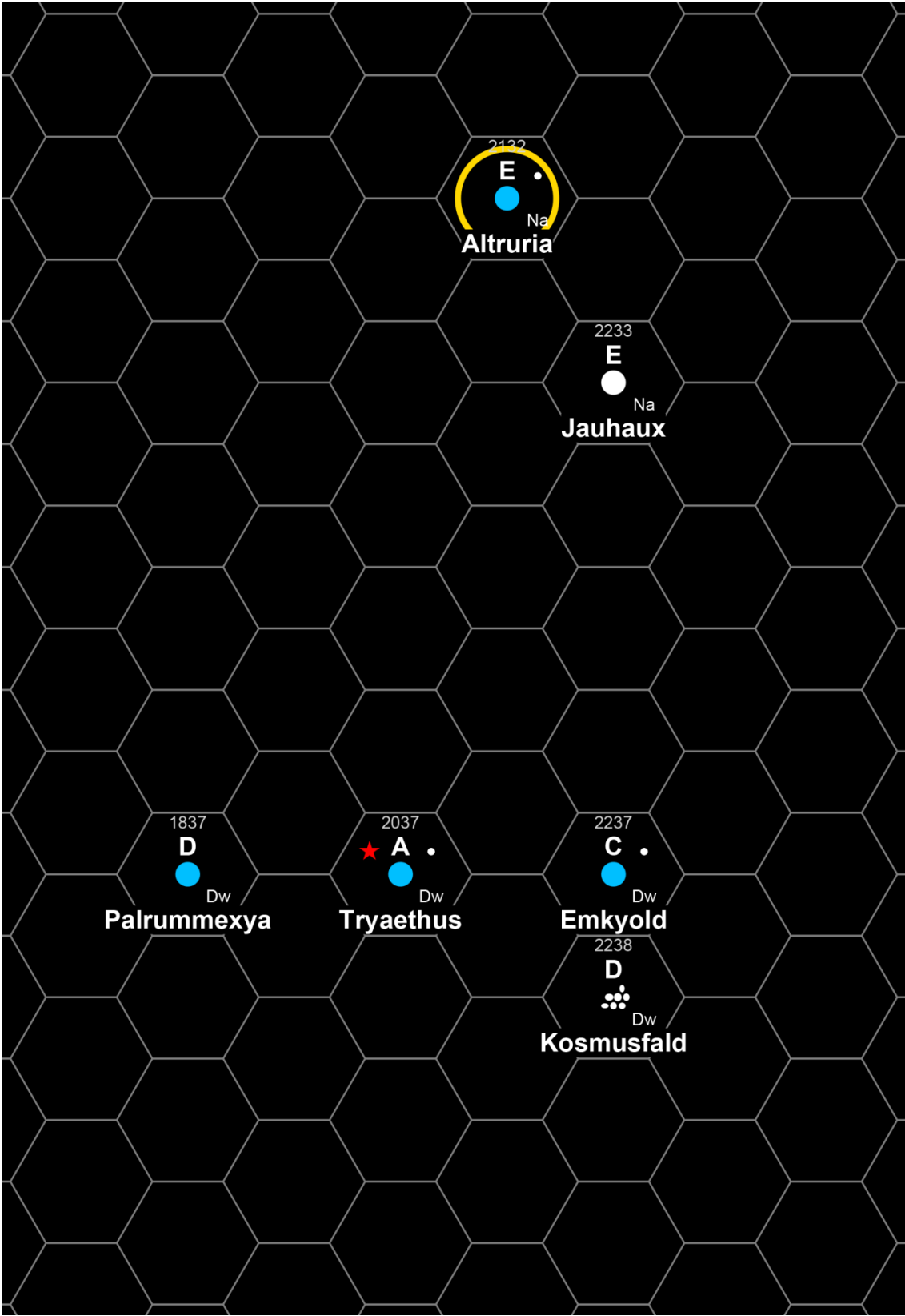
Siardis	0935 D440545-8	De Ni Po	402 Na G7V
Aaigka	0936 X210000-0	Ba	104 -- M6V
Igiur	0939 A877731-E S		113 Na G5V M4V
Ginaa	0940 C657730-A		313 Na F7V
Gushiga	1035 D743446-8	Lo Ni	104 Na K3V M8V
Bukani	1036 E457643-7		121 Na F5V M4V
Neuushe	1040 B798833-B		204 Na F3V
Leumii	1135 E247000-0	Ba	005 -- F6V
Zairmum	1138 D400344-D	Lo Ni Va	803 Na M0V
Ihawe	1239 D5535G7-9	Ni Po	105 As F8V M0V Aslan
Kantel	1331 A793993-D A		122 Na K7V M2V
Piadzadu	1333 B655769-C		321 Na K4V Kantel Colony
Vezjashdie	1334 E694000-0	Ba	004 -- F5V M6V
Narkamum	1335 E423000-0	Ba	003 -- M1V
Uskhiideg	1338 C524548-9 S	Ni	101 Na K6V
Beehive	1339 D000348-D	As Lo Ni	525 Na M0V M7V
Ryezi	1531 C588772-9		612 Na F2V M2V
Kaalaar	1533 X627000-0	Ba	013 -- M6III
Uesgiir	1632 E3765D4-A	Lo Ni	A 113 Na F5V M8V M8V

Subsector N: Kantel, contains 19 worlds with a population of 1.3 billion. The highest population is 1 billion, at Kantel; and the highest tech level is E at Igiur. Old star charts will show the Kantel Subsector called Quadrant Kantel, or Borealis Kantel, a name that has been changed to only Kantel. The Kantel system and the whole subsector are heavily involved in the defense of the rimward pocket created by the advance of the Korsumug Empire. The Kantel system, settled by refugees from the Third Imperium, hosts an Imperial Navy and Scout base, even though isolated; indeed its government is still one of nobles and bureaucrats, similar to the 3I.

Ventura

Kantel

Bengalaz



Styehfyao

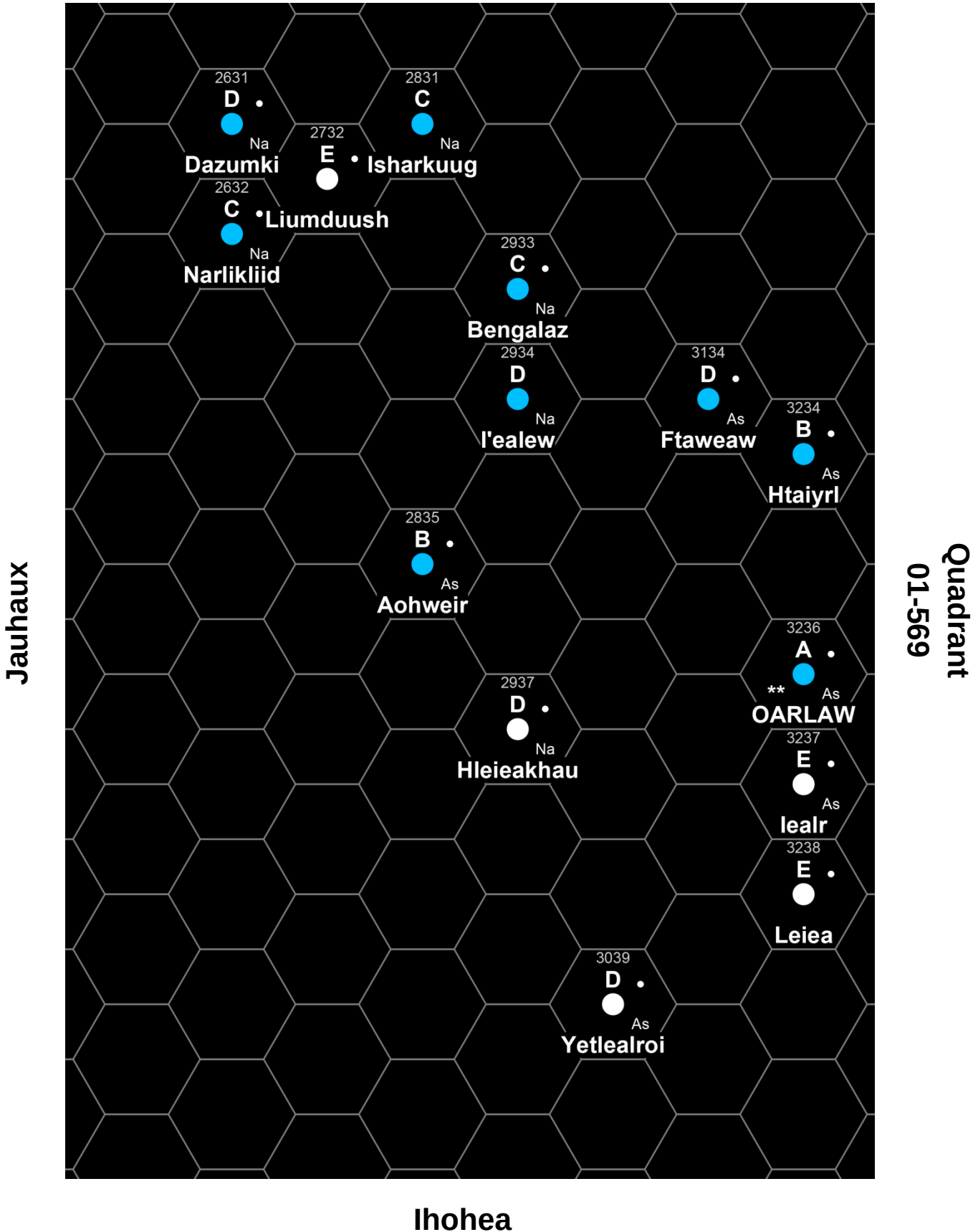
Jauhaux Subsector

Jauhaux Subsector

Palrummexya	1837 D4455X3-7	Ni	220 Dw F6V Droyne
Tryaethus	2037 A4748X3-G P		702 Dw F1V Droyne
Altruria	2132 E7978D9-6		A 402 Na G0V
Jauhaux	2233 E8C1101-9	FI Lo Ni	100 Na M6V M8V Re. Station
Emkyold	2237 C6335X3-C	Ni Po	804 Dw G6V M2V Droyne
Kosmusfald	2238 D000210-9	As Lo Ni	100 Dw M4V M7V Droyne

Subsector O: Jauhaux, contains 6 worlds with a population of 1.1 billion. The highest population is 700 million, at Tryaethus; and the highest tech level is G, also at Tryaethus. The Jauhaux Subsector is mostly empty rift space, with an isolated cluster of ancient Droyne systems rimward.

Duhamel



Bengalaz Subsector

Bengalaz Subsector

Dazumki	2631 D449552-6	Ni	603 Na K2V M3V
Narlikliid	2632 C472692-A		903 Na M0V
Liumduush	2732 E300000-0	Ba Va	024 -- K7V
Isharkuug	2831 C544623-9		300 Na G8V M5V
Aohweir	2835 B6827J2-A	Lo Ni	103 As K2V Aslan
Bengalaz	2933 C767721-7	Ag	111 Na K0V
I'ealew	2934 D79A3G2-9	Lo Ni Wa	720 Na F6V Aslan/Human mix
Hleieakhau	2937 D8C54G5-A	Fl Ni	505 Na G3V
Yetlealroi	3039 D100211-A	Lo Ni Va	614 As M9V Aslan
Ftaweaw	3134 D6345G1-9	Ni	222 As K0V M0V Aslan
Htaiyrl	3234 B5467J0-B		812 As F2V M3V Aslan
Oarlaw	3236 A9779J3-E R	In	124 As F4V M8V Aslan
lealr	3237 E4003G0-8	Lo Ni Va	704 As F6IV M4IV Aslan
Leiea	3238 E420000-0	Ba De Po	004 -- M8V

Subsector P: Bengalaz, contains 14 worlds with a population of 1.1 billion. The highest population is 1 billion, at Oarlaw; and the highest tech level is E at Oarlaw as well. Even for its size, Oarlaw is a crowded world by Aslan standards, with many Aslan striking out (or hungry to do so) to make deals on the frontier in land for service in the wars against both the Zerps and Guild Droyne. Oarlaw itself is part of the Alliance of Non-aligned Worlds, so that acting as a clearing house for Aslan mercenaries is perfectly natural for them.

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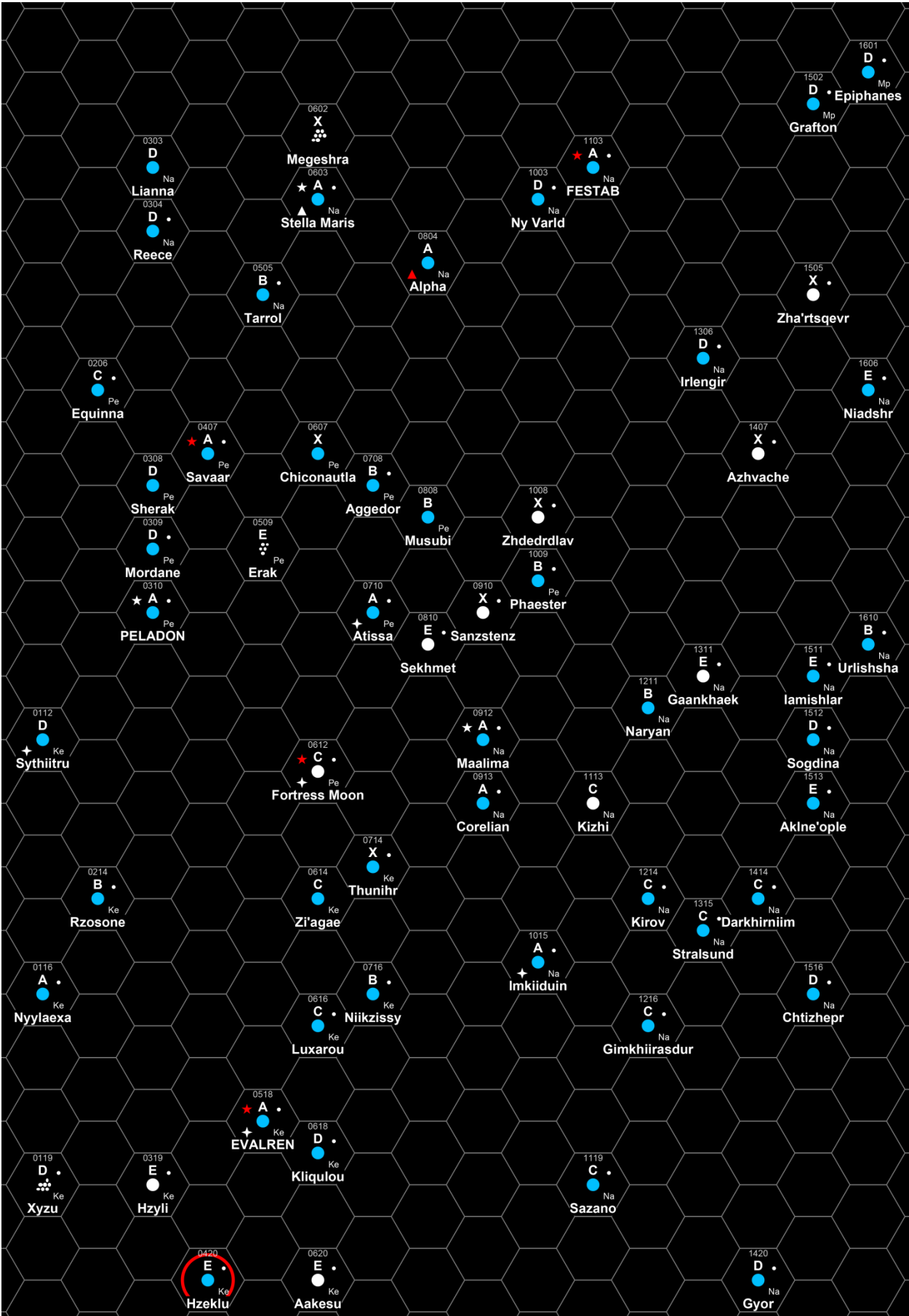
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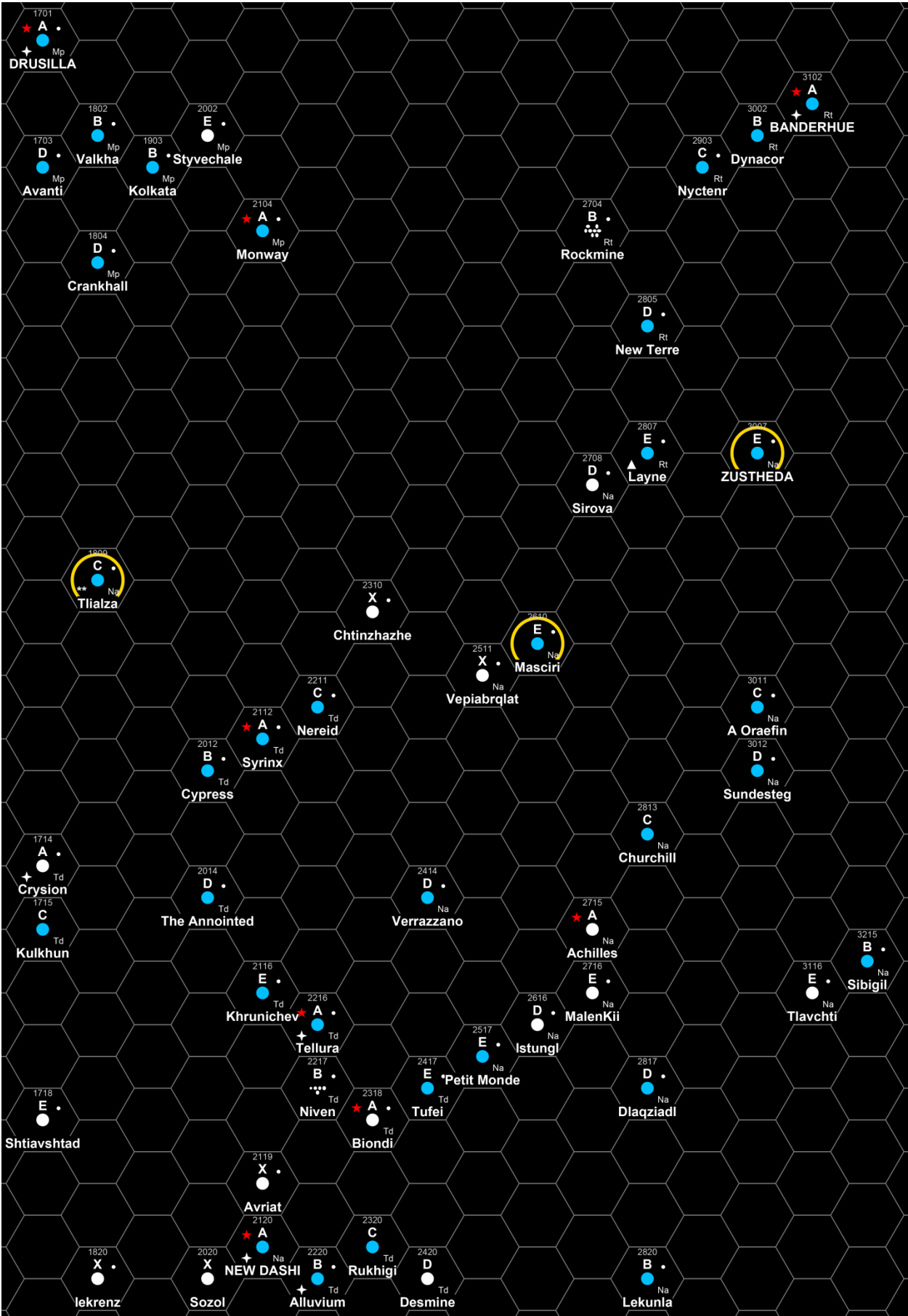
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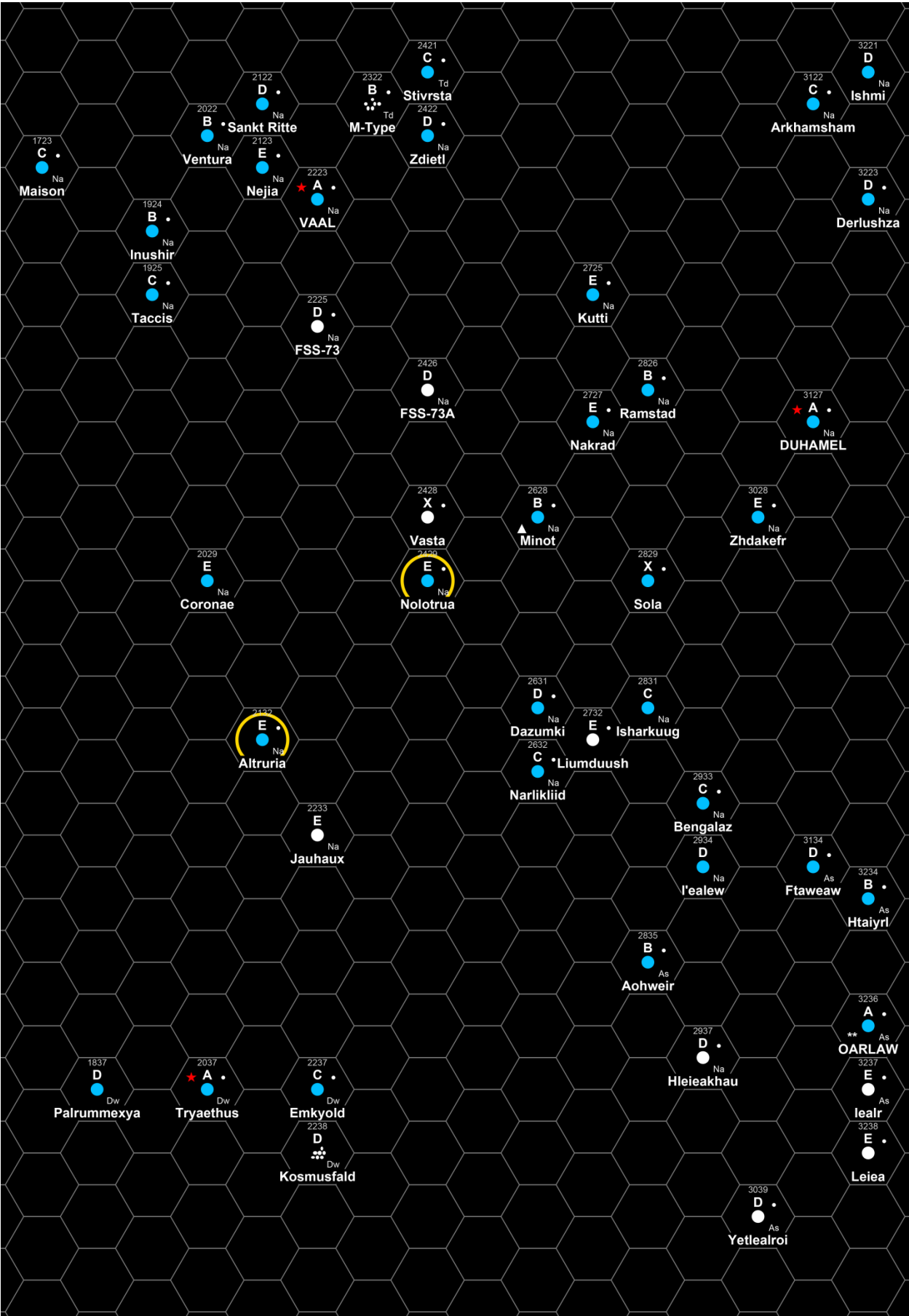
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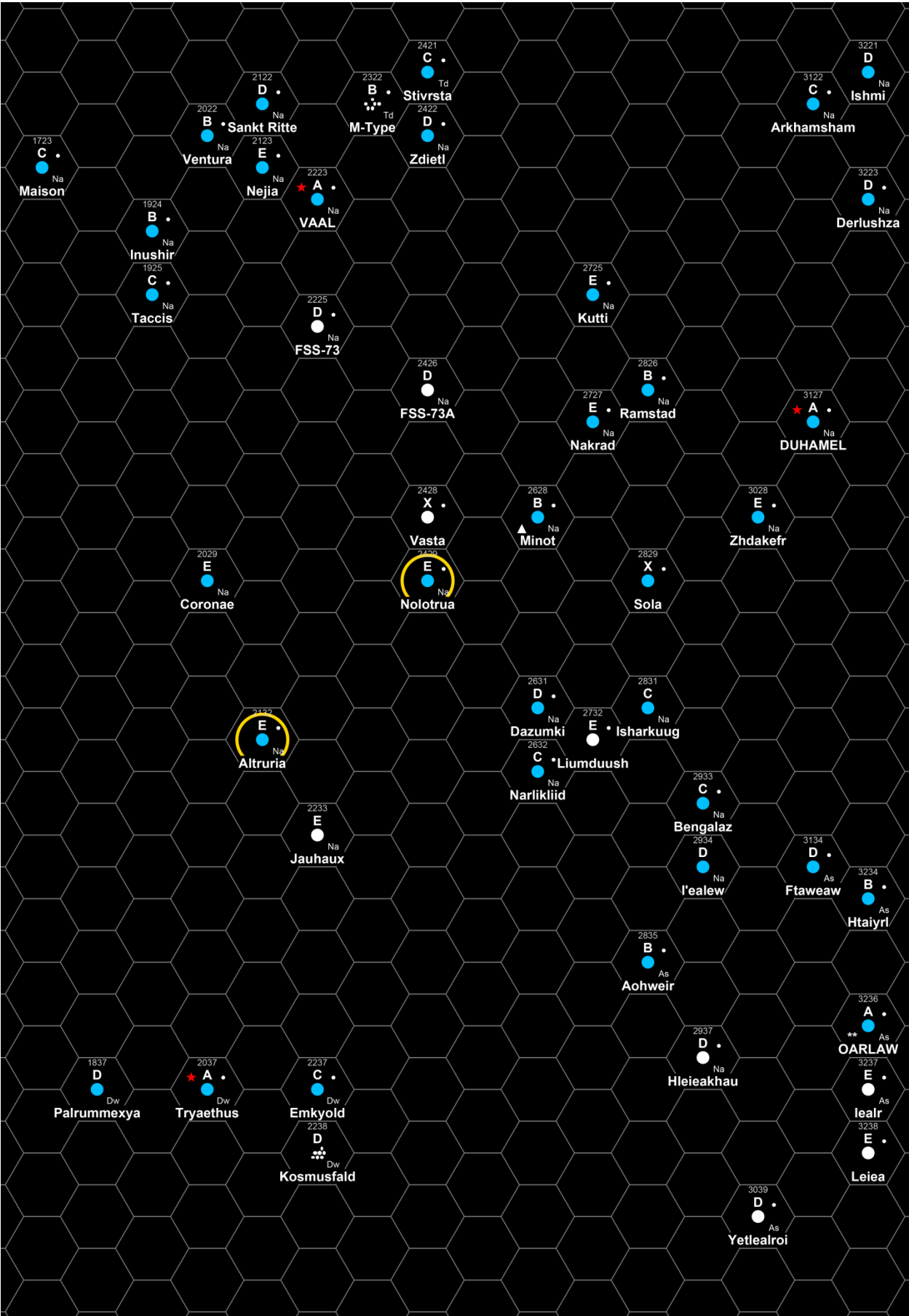
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Quadrant Gamma

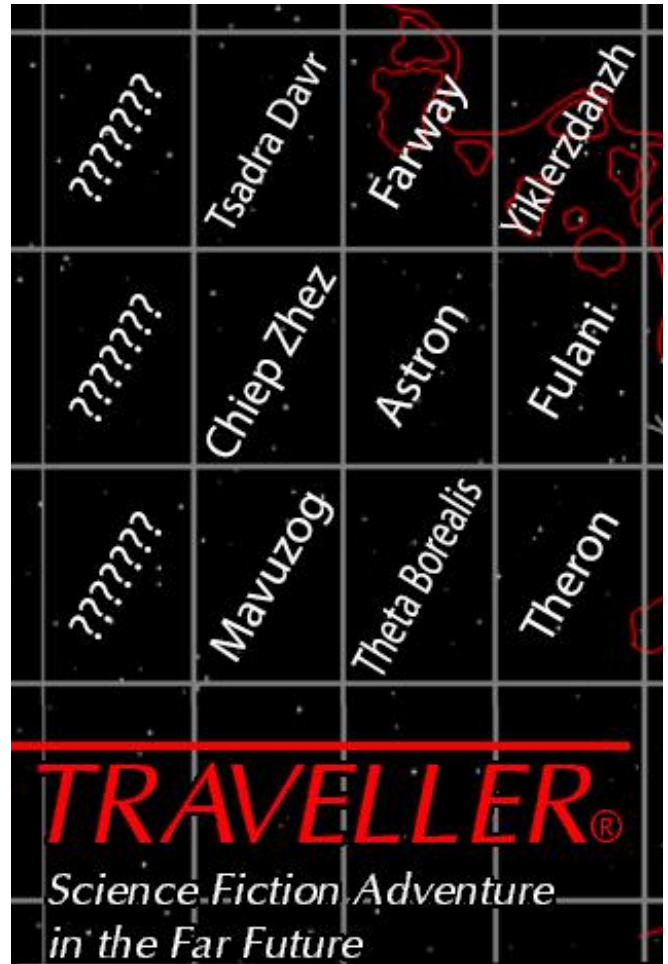


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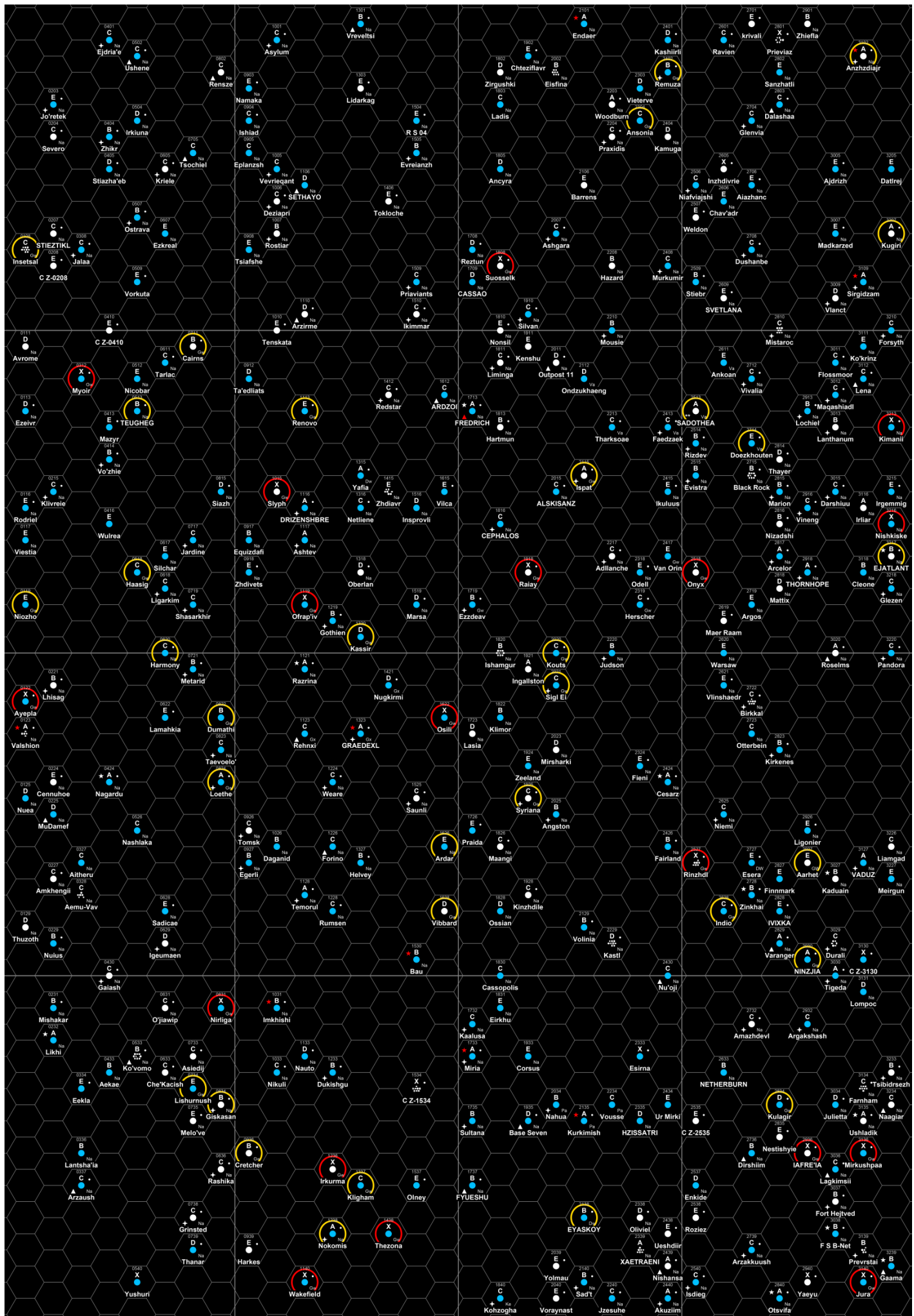
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Credits

Designed by dragoner between 10/26/2012 – 11/4/2016
 With much help from the Travellermap.com, and Heaven
 and Earth

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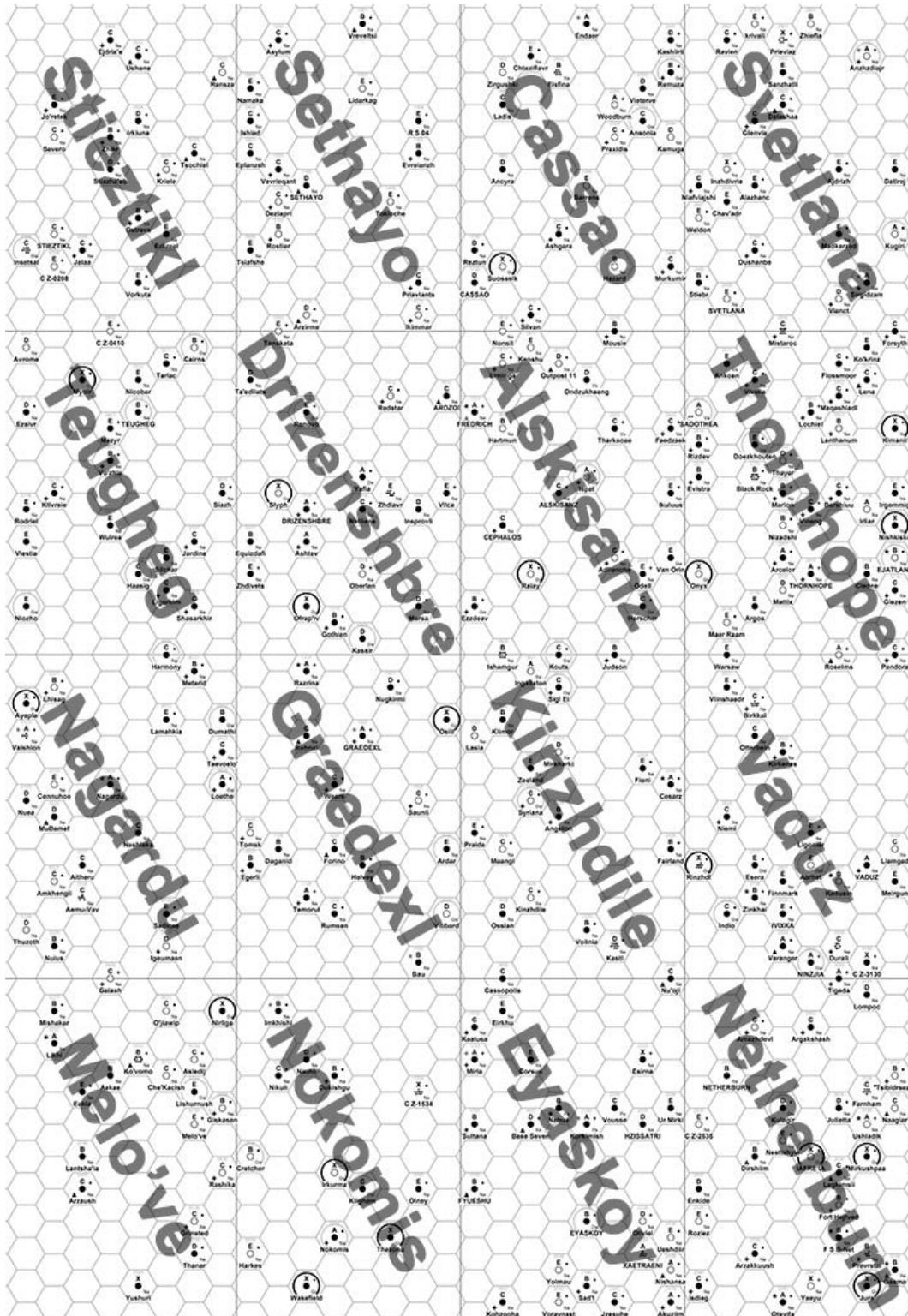
Chiep Zhez Intro

Third wave colonies, the unrecorded history, or where the records are now lost, must go back thousands of years ago with Solomani or Zhodani long range scouts skittering across the sector leaving only a dotted line on a map. The earliest settlers had to be Vlazdhumecta fleeing assimilation, Zhodani outcastes, and the Space Pioneers that are oft described as “Pirates, Rogues, and Others.” Then the succeeding waves came after only couple of hundred years ago, like a wave without a shore, fleeing the doom that came to Charted Space. Imperials, Solomani, Zhodani, all mixed up, and then there are aliens drawn in from beyond the frontier, or those driven before the Guild Worlders, as if blown on a cosmic wind. The ancients have most definitely treaded these worlds, who knows what they left behind?

Recently, the Guild Worlder’s fleets have ravaged the sector leaving death and destruction in their wake. From the ashes of fleets sent from across the frontier region has arisen the “Raider Fleet” to harass and oppose the Black Ships, operating behind enemy lines, the courageous few who will not surrender to fate. Raised under the auspices of the League of Non-Aligned Worlds, Raider Fleet Wings and Squadrons act independently, helping resistance forces and striking at the enemy where they can. All this and more, there is much war material left from the destroyed fleets of the frontier nations, so that it is the the need more for crew that is pressing.



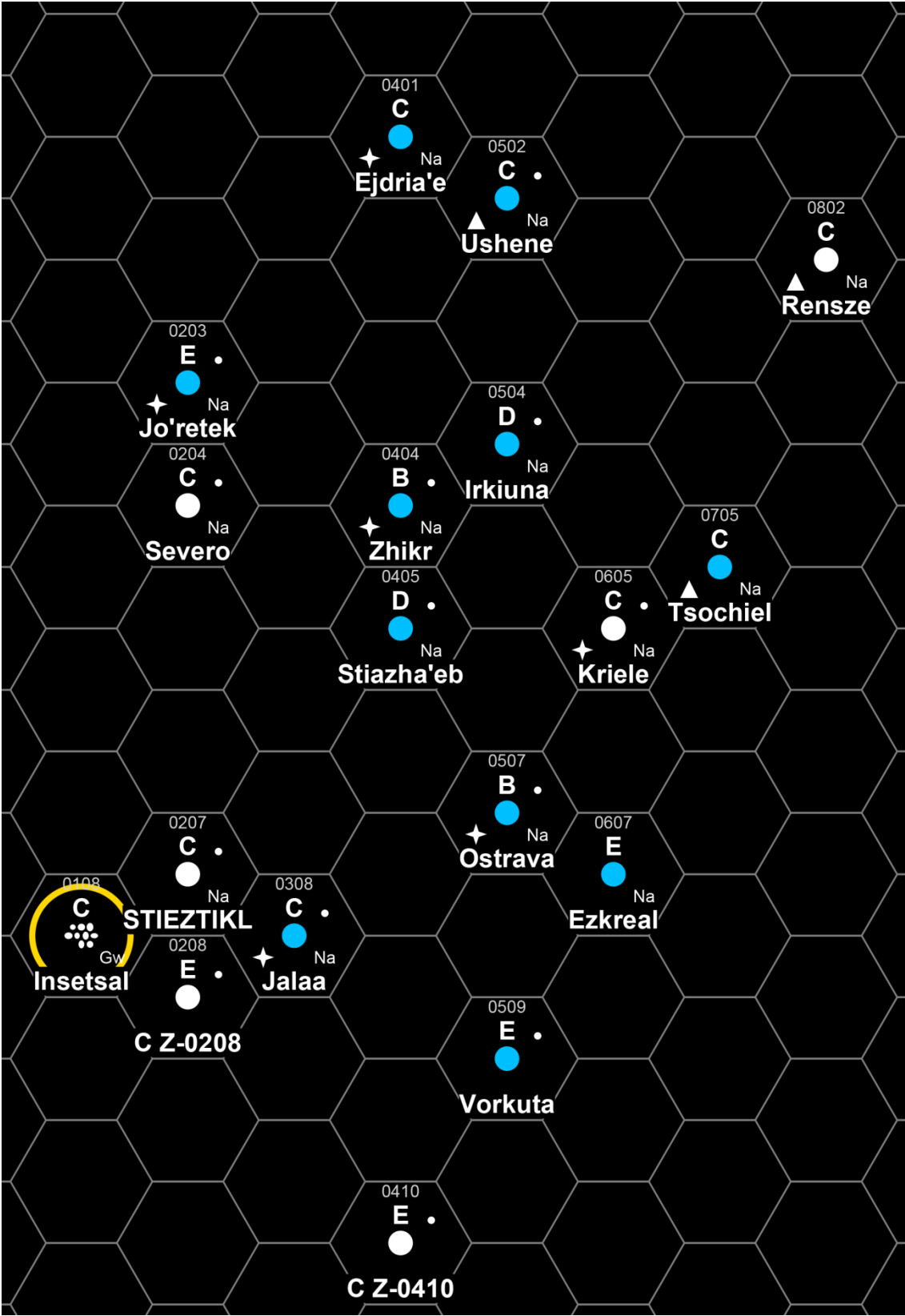
Chiep Zhez Subsectors



No Data

No Data

Sethayo



Teugheg

Stieztikl Subsector

Stieztikl Subsector

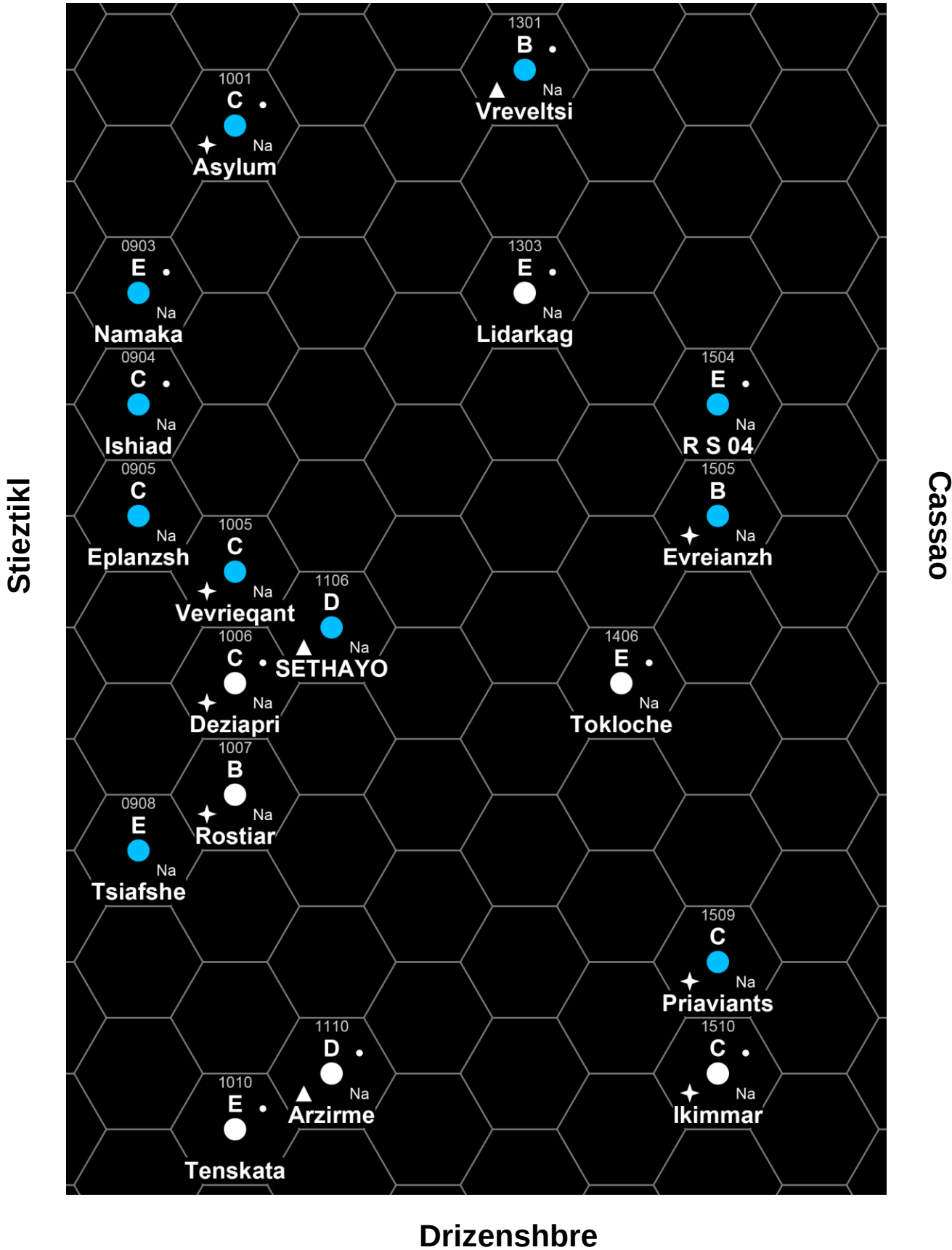
Insetsal	0108 C000668-9	As Na Ni	A	320 Gw M0III Dstr Sct Bs
Jo'retek	0203 E965750-4 M	Ag Ni	mA:9	801 Na G6VI M4VI
Severo	0204 C8A8447-A	Ni		323 Na K0VI
Stieztikl	0207 C640999-8	In Hi Po De	mA:9	223 Na F6VI M3VI
C Z-0208	0208 E620000-0	De Po		013 Na M0V M8V
Jalaa	0308 C753544-6 M	Ni Po		114 Na K9VI
Ejdria'e	0401 C952200-6 M	Lo Ni Po		220 Na M5VI
Zhikr	0404 B553532-C M	Ni Po		524 Na M3V
Stiazha'eb	0405 D865545-8	Ag Ni		812 Na G9V
C Z-0410	0410 E130000-0	Ba De		025 Na M0V
Ushene	0502 C461210-7 S	Na Ni Po		424 Na K8IV M6IV
Irkiuna	0504 D968673-7	Ni		924 Na K2V M0V
Ostrava	0507 B8DA472-A M	Lo Ni Wa		213 Na M4V
Vorkuta	0509 E441000-0	Ba		814 Na M1V M7V
Kriele	0605 C200433-B M	Lo Ni Va		605 Na M3V M8V
Ezkreal	0607 E432410-9	Ni Po		820 Na M2V
Tsochiel	0705 C865521-7 S	Ni Po		220 Na G5VI
Rensze	0802 C9D0682-B S	Na		620 Na K5VI

Subsector A, Stieztikl, contains 18 worlds with a population of 2.1 billion. The highest population is 2 billion, at Stieztikl. The highest tech level is C at Zhikr. Here in the year 1323 Imperial, or 5846AD, Stieztikl is a mostly sleepy frontier subsector, beyond this subsector, lies the unknown, Chiep Zhez is on the edge of Charted Space, at a place of ~323 parsecs, or over a 1000 light years from Earth, thus it's nickname in ganlanglic: "Cheap Seats". The war with the Black Ships of the Guild Worlders rages and Chiep Zhez is behind the front lines, occupied in its own way, as the Guild Worlds do not have the forces to occupy every star system; they occupy strategic locations in order to be able to control traffic amongst the stars. Some systems remain holdouts, bypassed yet fighting on, even as sally ports to give refuge to the ships of The Raider Fleet.

The triune of Scout bases at Ushene, Tsochiel, and Rensze; are the remnants of a larger base that was at Insetsal. All are to support deep space exploration, and the resources once at Insetsal have been spread out to be better hidden or protected. Stiazha'eb, once being more populous and powerful, has suffered from attacks which have damaged its starport and caused residents to flee the colony. There once stood a sign at the Scout Base on Insetsal, pointing trailing towards the Core sector, saying "Capital, 300 parsecs" or nearly a thousand light years. It's true that Chiep Zhez lies ten sectors due spinward of the old Core, and the new capital of the Imperium, on Usdiki, Gushmege sector, is seven sectors distant.

The natives of Stieztikl deal with the Guild Worlders because they are there, not out of any real loyalty, or common purpose. The human component, are Zhodani for the most part, and have raised military bases to defend against the Guild World attacks, though they seemed to have bypassed this subsector.

No Data



Sethayo Subsector

Sethayo Subsector

Namaka	0903 E453532-7	Ni Po		825 Na M5V
Ishiad	0904 C867671-9	Ag Ni		214 Na G5VI
Eplanzsh	0905 CA6A545-C	Ni Wa		320 Na F8V
Tsiafshe	0908 E443223-5	Lo Ni Po		910 Na M6VI M8VI
Asylum	1001 C865554-6 M	Ni		724 Na G7V Ruined Scout Base
Vevrieqant	1005 C535453-A M	Ni		520 Na K1V
Deziapri	1006 C430443-7 M	De Po		602 Na M5VI
Rostiar	1007 B300514-D M	Ni Va		620 Na M5V M6V Merc World
Tenskata	1010 E300000-0	Ba Va		015 -- F9V Abnd Scout Base
Sethayo	1106 D665973-3 S		mA:9	420 Na K1V M9V
Arzirme	1110 D300321-9 S	Lo Ni Va		515 Na M2V M3V
Vreveltsi	1301 B453744-A S	Po		105 Na K5VI
Lidarkag	1303 E8A2556-9	Ni		212 Na M1IV M6IV
Tokloche	1406 E320331-9	De Lo Ni Po		223 Na M3V M6V
R S 04	1504 E441100-9	Lo Ni		124 Na K5VI Research Station
Evreianzh	1505 B884881-D M	Ri		410 Na F8VI
Priaviants	1509 C423322-9 M	Lo Ni Po		820 Na M2VI M6VI
Ikimmar	1510 C201553-A M	Ic Ni Va		614 Na M1V M4V

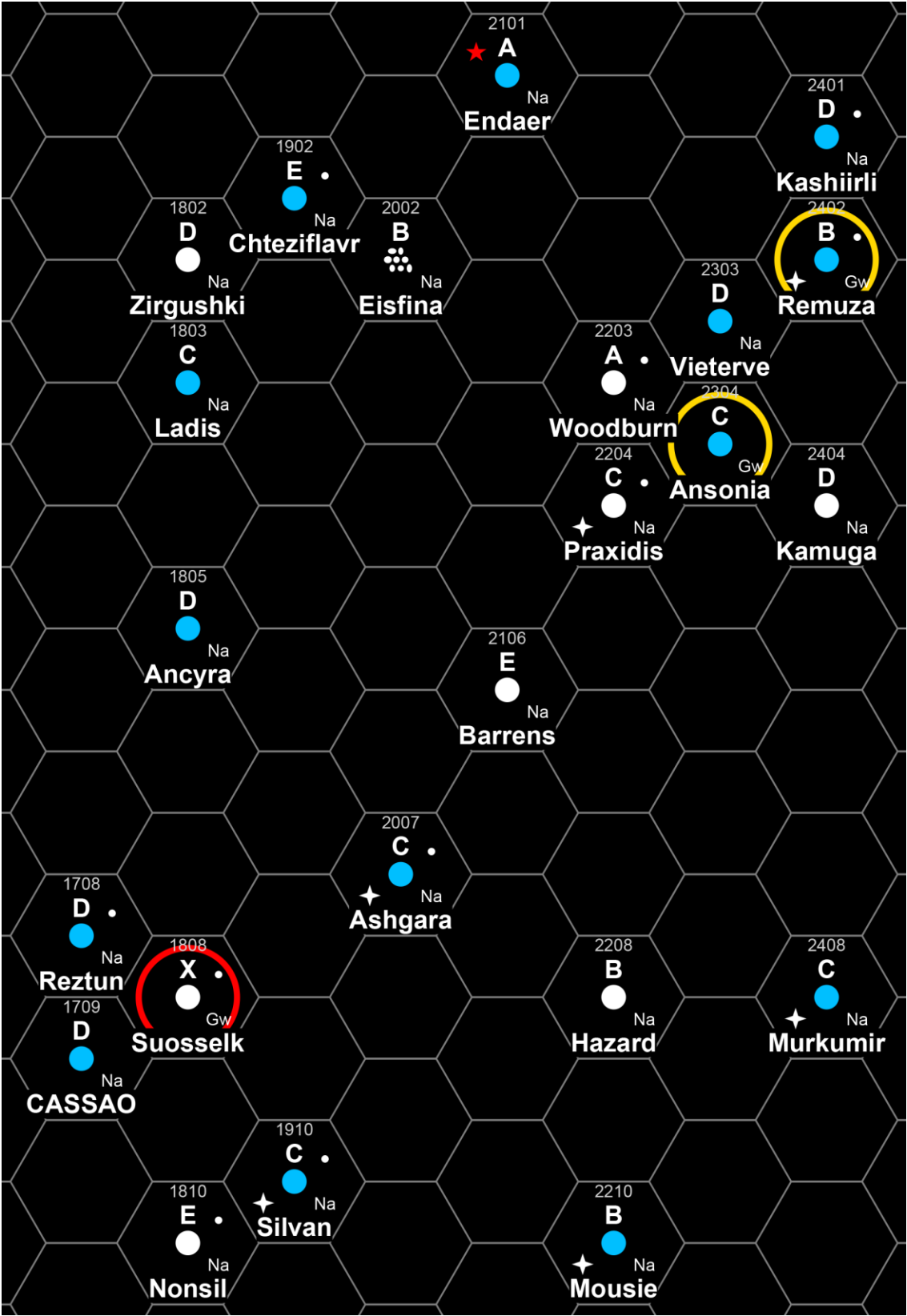
Subsector B contains 18 worlds with a population of 4.4 billion. The highest population is 4 billion, at Sethayo. The highest tech level is D at Rostiar and Evreianzh. The war against the Black Ships has largely bypassed the Sethayo subsector, leaving the populous world of Sethayo to be studied by the Scout Corps.

It is rare to find colonies in Chiep Zhez older than a couple of hundred years, most having been founded by the waves of Imperial, Solomani, and Zhodani refugees fleeing various disasters that have befallen Charted Space. First of three groups before the refugees arrived, however, were the Vlazhdumecta, a minor human race spreading out from their commerce oriented domain in the Fulani sector before being absorbed by the Zhodani Consulate. Second the Zhodani sparsely colonized and patrolled this region which they rightly figured to be their back yard. Third were the Space Pilgrims, the chaff of civilization blown by an interstellar wind, and described as "Pirates, Rogues, and Others".

No Data

Sethayo

Svetlana



Alskisanz

Cassao Subsector

Cassao Subsector

Reztun	1708 D526585-6	Ni		313 Na K1V M2V M9V Rnd ScB
Cassao	1709 D78AA00-4	Hi Wa	mA:9	920 Na F6VI M2VI Dst Sct Bs
Zirgushki	1802 D3207B6-9	De Na Po		520 Na M4V M5V
Ladis	1803 C633697-8	Na Ni Po		820 Na M0V
Ancyra	1805 D8998C9-6			310 Na F9VI
Suosselk	1808 X410000-0		R	025 Gw M6V
Nonsil	1810 E520553-7	De Ni Po		921 Na M7V
Chteziflavr	1902 E554888-1		mA:9	723 Na G5VI M3VI
Silvan	1910 C668689-5 M	Ag Ni Ri		225 Na F9V M7V Giant Trees
Eisfina	2002 B0007A9-D	As Na		120 Na B4III Abnd Sct Bs
Ashgara	2007 C544311-9 M	Lo Ni		413 Na M5V
Endaer	2101 A854734-A J	Ag		720 Na K6VI M1VI
Barrens	2106 E630232-9	De Lo Ni Po		320 Na M0V
Woodburn	2203 A320645-B	De Na Po		723 Na M9VI
Praxidis	2204 C860353-9 M	De Lo Ni		223 Na G4V
Hazard	2208 B6A9520-D	Ni		820 Na F6V Abnd Sct Bs
Mousie	2210 B554574-B M	Ag Ni		320 Na K5VI M2VI M3VI
Vieterve	2303 D959887-7			900 Na G5VI M8VI
Ansonia	2304 C865563-8	Ag Ni		220 Gw G8VI M6VI Dstr Sct Bs
Kashiirli	2401 D744558-5	Ag Ni		814 Na K2V Dstr Sct Bs
Remuza	2402 B762766-F M	Ri	A	424 Gw G5VI M5VI
Kamuga	2404 D510489-A	Ni		620 Na M6V
Murkumir	2408 C855243-7 M	Lo Ni		920 Na K5VI M5VI

Subsector C, Cassao, contains 23 worlds with a population of 92.1 billion. The highest population is 90 billion, at Cassao. The highest tech level is F at Remuza. The natives of Cassao, are a meter long spiny worm, that evolved at deep oceanic volcanic vents, and that now swarm the world ocean; no discernable social organization seems to be found.

The Remuza system was once the most powerful system of the subsector, conditions evolved in that they were essentially abandoned to the advance of the Guild Droyne, were occupied, and now appear to be collaborating (at least 10%). Silvan is named for giant trees, some over 3km in height, that cover the planet; which where the local inhabitants have even built towns and farms, far above the darkened floor of this forest of giants. Hazard is named for the dangerous high oxygen taint in the atmosphere, the reason for an earlier colony dome's failure.

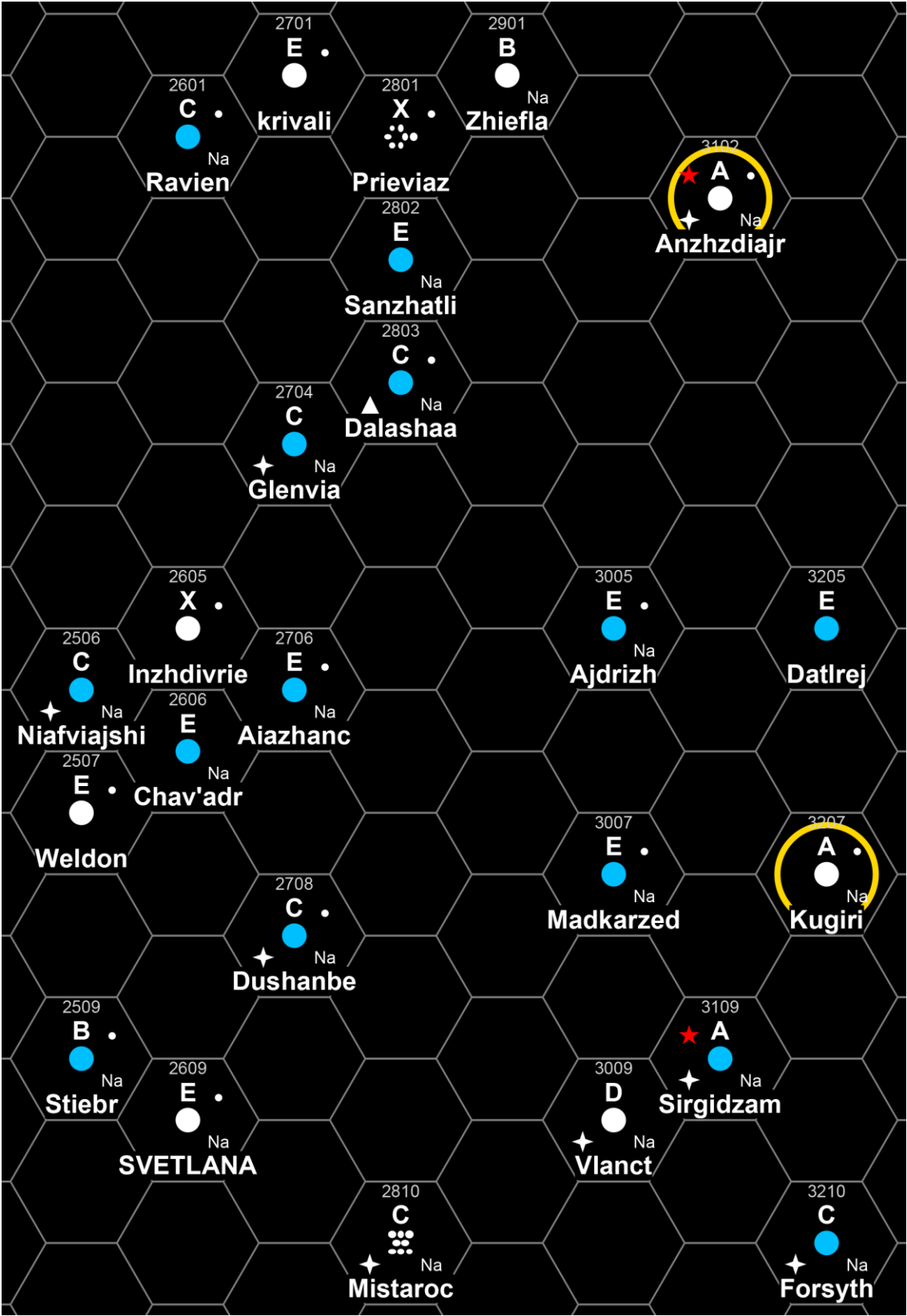
The number of destroyed and abandoned Scout bases here, denotes that high interest the Scouts have had in this subsector. The IISS, or Imperial Interstellar Scout Service, lost contact with the Imperium after its fall to the virus, the scouts went their own way on a divergent path. Re-contacted now, there seems to be an uncertainty in the relationship between the Scout Corps and the Imperium.

The B star, or Blue Giant at Eisfina, in ancient times was called "Chiep Zhez" or a form of "The Traveller", in Zhedetl, thus the name for this sector.

No Data

Cassao

Yrgonomi



Thornhope

Svetlana Subsector

Svetlana Subsector

Niafviajshi	2506 C644233-7 M	Lo Ni	420 Na K7V M2V
Weldon	2507 E610000-0	Ba De	024 -- G7V
Stiebr	2509 B875832-A		124 Na F5VI M8VI
Ravien	2601 C544576-9	Ag Ri	522 Na M5VI M5VI Abnd Sct Bs
Inzhdivrie	2605 X9B7000-0	Fl	004 Na K5VI M1VI M8VI Sct Ru
Chav'adr	2606 E434676-8	Ni	320 Na M3V
Svetlana	2609 E700A84-B	In Hi Va	122 Na M9VI Atk by Blk Ships
Krivali	2701 E520000-0	Ba	022 Na M3V M5V
Glenvia	2704 C441646-8 M	Ni Po	110 Na K3V
Aiazhanc	2706 E677744-3	Ag	603 Na G5VI M8VI
Dushanbe	2708 C764411-D M	Lo Ni	912 Na F7VI
Prieviaz	2801 X000000-0	As Ba	024 -- M4V
Sanzhatli	2802 E889778-6	Ni Ri	220 Na G6V M8V Vlzh Colony
Dalashaa	2803 C899210-9 S	Lo Ni	823 Na K1V M5V M9V
Mistaroc	2810 C000445-B M	As Ni	110 Na K3V M1V
Zhiefla	2901 BAAA679-D	Fl Ni	420 Na M0V M5V Ruined Sct Bs
Ajdrizh	3005 E841434-5	Ni Po	201 Na G5VI M8VI Abnd Sct Bs
Madkarzed	3007 E756532-4	Ag Ni	411 Na G5VI M2VI
Vlanct	3009 D700210-8 M	Lo Ni Va	110 Na M5V
Anzhzdiajr	3102 A840730-D F	De	A 113 Na K6VI War Raging
Sirgidzam	3109 A8847A9-F F	Ag	320 Na G5VI Abnd Sct Bs
Datlrej	3205 E741000-0	Ba	010 -- K5VI
Kugiri	3207 A6208AA-C	De Na Po	A 625 Na F8V K0V Isolated
Forsyth	3210 CA7A457-8 M	Ni Wa	320 Na F7VI M9VI

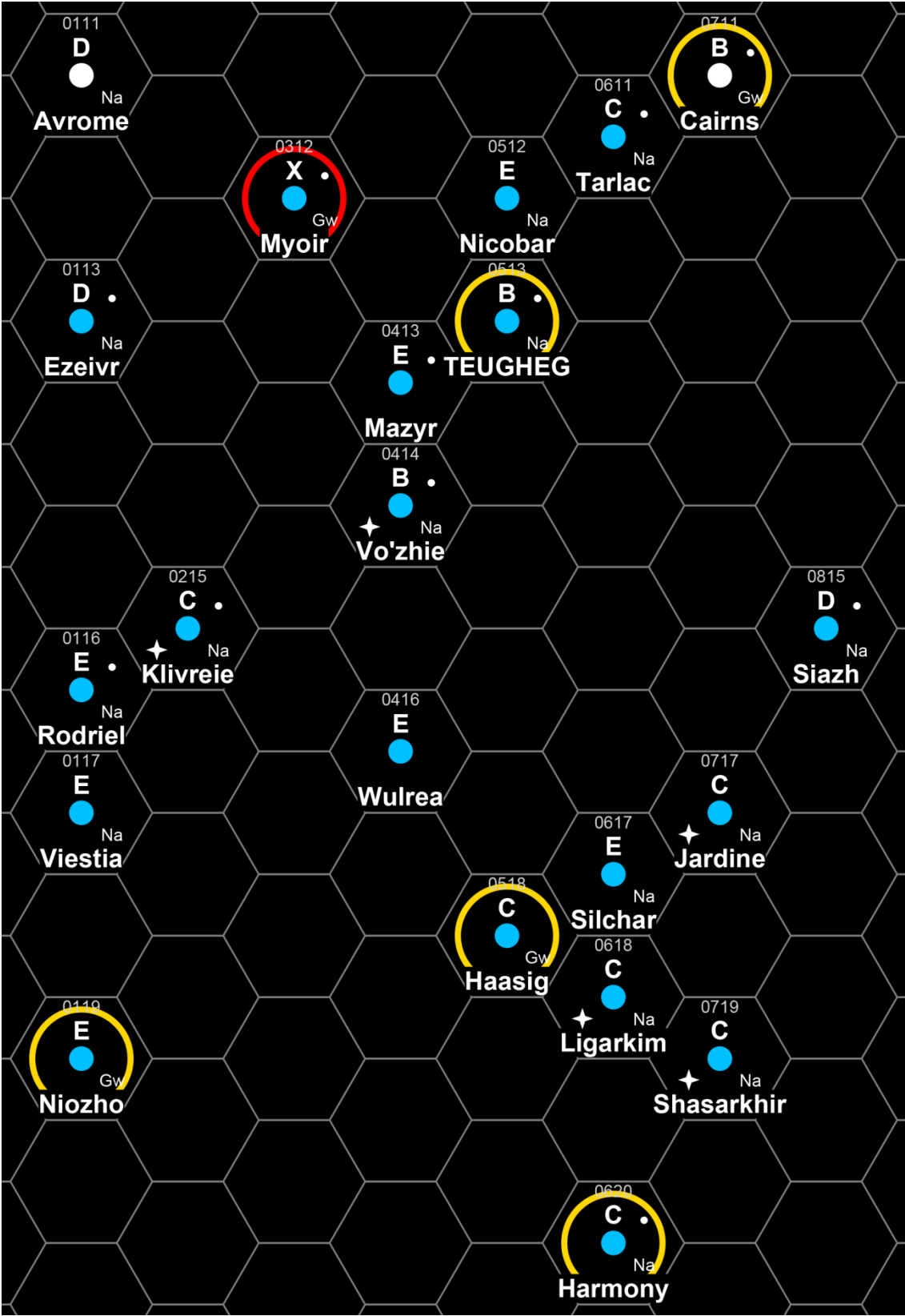
Subsector D contains 24 worlds with a population of 10.8 billion. The highest population is 10 billion, at Svetlana. The highest tech level is F at Sirgidzam. Inzhdivrie, has ruins of what appear to be a scout base, however, it could be older, SORAG maybe, or even older than that. Aiazhanc, appears to be home to a newly discovered minor-human off shoot, though low tech, and a republic.

The origin of the name Svetlana is unclear and an elderly scout, when asked why it was named so replied they thought it was for lover, or someone that the person who named it knew a long long time ago.

Stieztikl

No Data

Drizenshbre



Nagardu

Teugheg Subsector

Teugheg Subsector

Avrome	0111 D650343-5	De Lo Ni Po		810 Na K5VI M9VI Dstr Sct Bs
Ezeivr	0113 D866544-8	Ni		623 Na G5VI Dstr Sct Bs
Rodriel	0116 E763775-8	Ag		505 Na F8V M3V
Viestia	0117 E524420-8	Ni		520 Na G0VI M6VI
Niozho	0119 E765364-4	Lo Ni	A	400 Gw G5V K4V Dstr Col
Klivreie	0215 C873554-6 M	Ni		602 Na F5VI M5VI
Myoir	0312 X547568-3	Ag Ni	R	123 Gw K5VI Main Depot
Mazyr	0413 E651000-0	Ba		024 Na G9V Abnd Scout Base
Vo'zhie	0414 B762620-F M			924 Na K5VI M6VI
Wulrea	0416 EA52000-0	Ba		020 -- K9VI M5VI M8VI
Nicobar	0512 E89A441-7	Ni Wa		120 Na K2V
Teugheg	0513 B6219D9-F	Hi In Na Po	mA:9 A	711 Na G5VI M0VI M5VI G-Mind
Haasig	0518 C587764-7	Ag	A	320 Gw F5VI M1VI
Tarlac	0611 C453794-B	Po		233 Na K8V
Silchar	0617 E532778-6	Na Po		520 Na K7V M5V
Ligarkim	0618 C595516-9 M	Lo Ni		410 Na K3V K4V
Harmony	0620 C4526D9-4	Ni Po	A	422 Na G5VI Religious Exile
Cairns	0711 B400469-9	Ni Va	A	923 Gw M4V
Jardine	0717 C889310-9 M	Lo Ni		320 Na G8VI M9VI
Shasarkhir	0719 C96A510-8 M	Ni Wa		720 Na K5VI M4VI T-Form Proj
Siazh	0815 D561200-4	Lo Ni		424 Na K7V

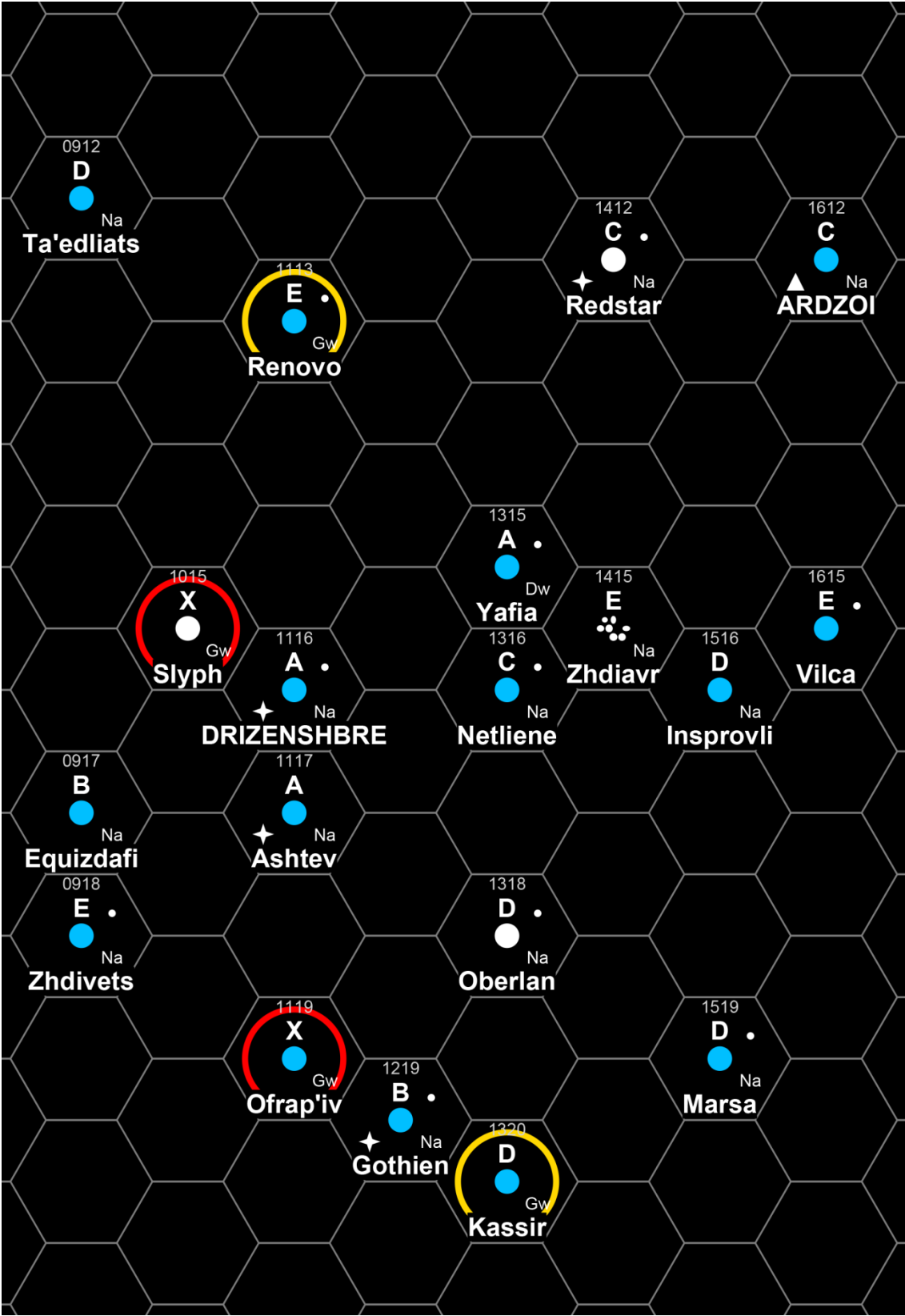
Subsector E, Teugheg, contains 21 worlds with a population of 7.2 billion. The highest population is 7 billion, at Teugheg. The highest tech level is F at Vo'zhie and Teugheg. As one Astrogator has put it: "We're right on the edge of the frontier, not much is known about the Teugheg subsector, and beyond that, there is no data; mostly sparsely populated low tech colony worlds." The exception being the Teugheg (pronounced Toy-feg) system, named for the Teue (Toya), an insect/reptili-oid race with a hive-mind consciousness. Like some species of Earth insects, the Teue are eusocial, featuring separate Drone, Worker and Warrior castes that serve each hive's single Queen. There are only four distinct hive-mind identities in the Teue species which were arbitrarily assigned colors by the humans: blue and green (the "tame" hives), and red and gold (the "wild" hives). The entire system is under travel advisory due to the dangers inherent in human-Teue interaction. The first contact with the Teue, for example, resulted in the human delegation being eaten. Humans do live in the system, however, because Zhodani scouts and traders had established colonies there before the fall of the Consulate, which subsequently issued the warning. A space station orbiting the planet Teugheg Prime, called Istra, serves as the point of contact between the Alliance and the human/Teue society of the Teugheg system. The Teue have never expanded beyond their system, even having high technology, they are not generally a technological society.

Myoir appears to be the main depot for the Guild Worlds squadrons operating in the sector; this has only become recently known. Vo'zhie and Klivreie are holdouts, though weakly held and considered of no importance by the Guild Worlds and have been bypassed.

Sethayo

Teugheg

Alskisanz



Graedexl

Drizenshbre Subsector

Drizenshbre Subsector

Ta'edliats	0912 D785574-3	Ni		520 Na G9VI Abnd Scout Base
Equizdafi	0917 BA97311-A	Lo Ni		410 Na F1V Abandoned Bases
Zhdivets	0918 E562521-8	Lo Ni		721 Na K5VI M2VI
Slyph	1015 X101000-0	Ic Va	R	010 Gw M4V
Renovo	1113 E561563-7	Ni Po	A	524 Gw K1V M2V
Drizenshbre	1116 A873A98-E M	Hi In		214 Na F9VI M2VI
Ashtev	1117 A633858-D M	Na Po		420 Na M1V
Ofrap'iv	1119 X845130-1	Lo Ni	R	720 Gw M3VI M4VI
Gothien	1219 B862510-B M	Ni		332 Na G5VI
Yafia	1315 A4647X1-C			404 Dw G6V K8V
Rhone	1316 C859200-6	Lo Ni		513 Na F5V M4V Dstr Sct Bs
Oberlan	1318 D500221-9	Lo Ni Va		414 Na M3V M7V
Kassir	1320 DA53663-7	Ni Po	A	220 Gw K5VI M4VI Dstr Sct Bs
Redstar	1412 C800673-8 M	Na Va		814 Na M1V M4V
Pachakuti	1415 E000323-8	As Lo Ni		200 Na K5V M1V
Insprovli	1516 D854440-A	Ni		710 Na F8V G5V Abnd Sct Bs
Marsa	1519 D542332-7	Lo Ni Po		525 Na K7IV M5IV Abnd Sct Bs
Ardzoi	1612 CA869A9-5 S		mA:9	520 Na G6V M6V
Vilca	1615 D343100-9	Lo Ni Po		724 Na F5VI

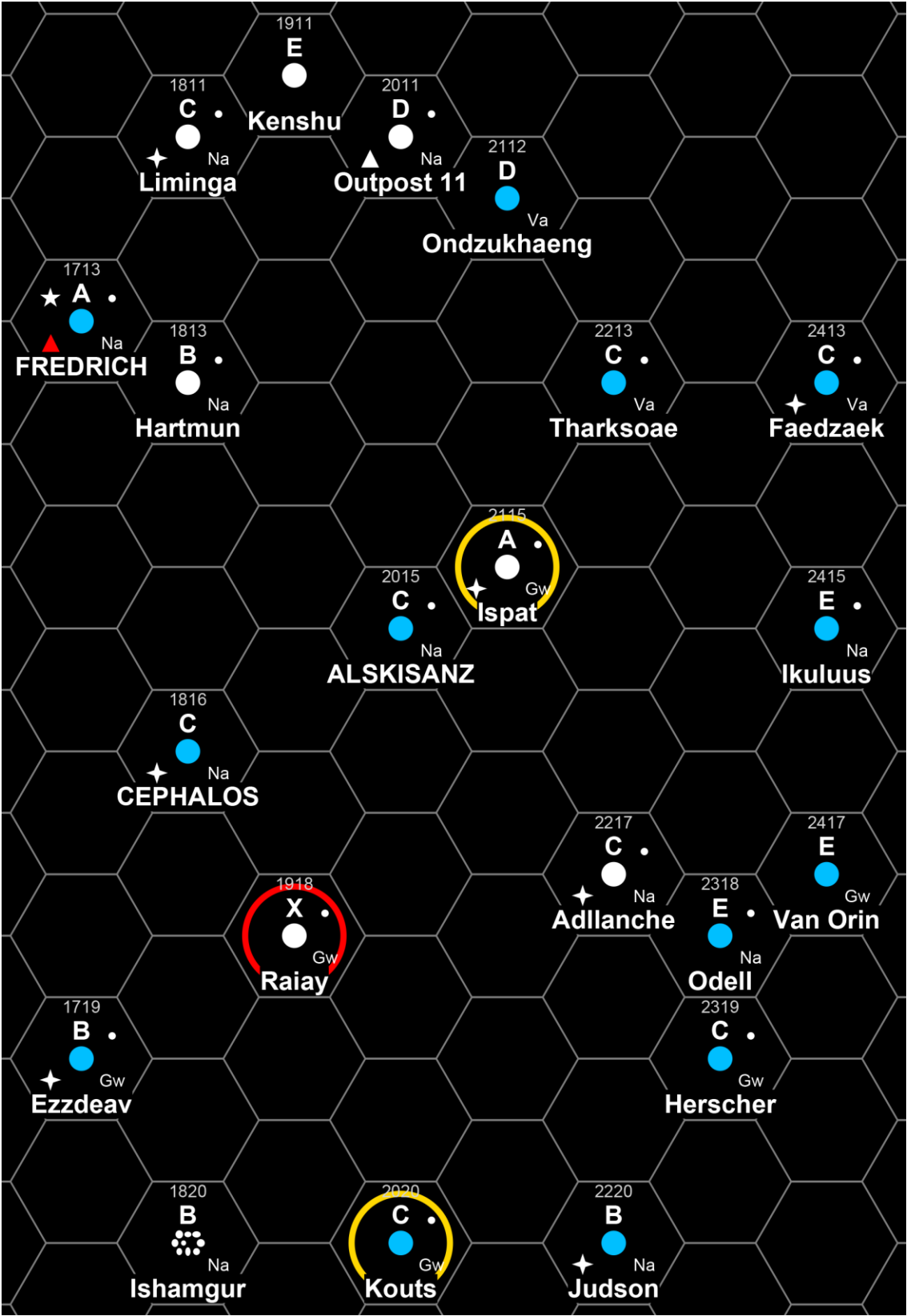
Subsector F contains 19 worlds with a population of 25.5 billion. The highest population is 20 billion, at Drizenshbre. The highest tech level is E at Drizenshbre. Drizenshbre is an ancient Zhodani outpost, now on its own, as a consulate in miniature it was part of the alliance against the Black Ships, but had been rather an ineffectual partner, due to hanging on to the old ways. The population has almost doubled now due to a massive influx of refugees, bringing the old system to a state of collapse, much of the refugee population inhabiting a ring of old ships, stations and temporary (but now seemingly permanent) habitats orbiting the main world, simply called "The Gyre." Drizenshbre had tried, through a series of battles, as well as with allied fleets from the Imperium, the League of Non-aligned Worlds, and others of the Frontier Alliance; to stem the tide of the Black Ships. The whole subsector has been the scene of intense battles against the encroaching darkness, notably some these worlds are whence the refugee populations that were evacuated to Drizenshbre are from. The carcasses of thousands upon thousands of destroyed spacecraft have brought the out the armies of the night: freebooters, scavengers, gun runners, and cutthroats of every stripe. There is a Scout base at Ardzoi, where the Scouts have sworn to stand against the Black Ships, and their policy of "uplifting" local sophonts, only then to use them as cannon fodder.

Drizenshbre, now forced to cede its policy of resistance against the Guild Droyne, has included a withdrawal of Imperial and Frontier Alliance forces. Imperial forces have reinforced Fredrich, trailing; while the Frontier Alliance has withdrawn rimward. Drizenshbre, and the Gyre in particular, is a roiling mass of subterfuge and espionage; the average citizen still supporting the struggle against the Black Ships.

Cassao

Drizenshbre

Thornhope



Kinzhdile

Alskisanz Subsector

Alskisanz Subsector

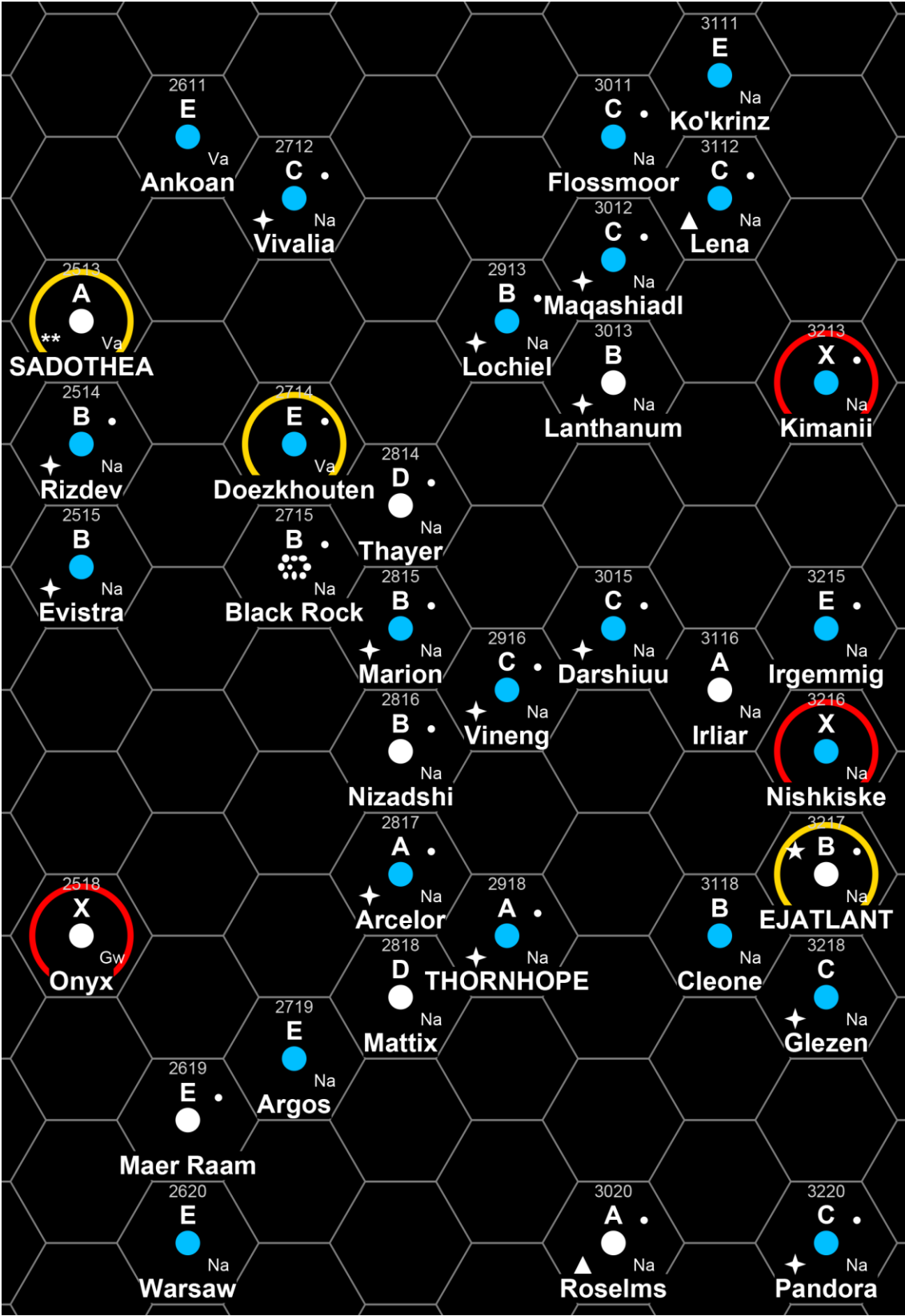
Fredrich	1713 A9719A6-G B	Hi In		425 Na F5V M1V
Ezzdeav	1719 B535468-B M			624 Gw K8V M2V
Liminga	1811 C6A3212-8 M	Lo Ni		214 Na K8V M7V
Hartmun	1813 B1307A9-B	De Na Po		313 Na F8VI M4VI
Cephalos	1816 C689978-A M	Hi	mA:9	620 Na G5VI
Ishamgur	1820 B000553-9	As Ni		730 Na K7V M5V
Tripol	1911 E630400-6	De Ni Po		210 Na M4V M7V
Raiay	1918 X8C5872-1		mA:9	R 925 Gw G6VI M1VI
Outpost 11	2011 D511100-C S	Ic Lo Ni		513 Na M3IV
Alskisanz	2015 C871985-8	Hi In		414 Na F4V
Kouts	2020 C323768-8	Na Po	A	523 Gw K0V
Ondzukhaeng	2112 D743510-9	Ni Po		420 Va G9VI M7VI
Ispat	2115 A520567-D M	De Ni Po	A	104 Gw K9V 99% pop dead/fled
Tharksoae	2213 C887300-7	Lo Ni		324 Va K3V M1V
Adllanche	2217 C520578-7 M	De Ni Po		222 Na F3IV M8IV
Judson	2220 B5678B8-B M			220 Na G7VI Lg refugee pop
Odell	2318 E624200-7	Lo Ni		124 Na M9V
Herscher	2319 C554665-4	Ag Ni		214 Gw K1V
Faedzaek	2413 C74346B-9 M	Ni Po		811 Va F9VI M8VI Sado. Colony
Ikuluus	2415 E9EA652-A	Ni Wa		721 Na K2V
Van Orin	2417 E742511-6	Ni Po		720 Gw G5VI

Subsector G, Alskisanz, contains 21 worlds with a population of 15.2 billion. The highest population is 6 billion, at Cephalos. The highest tech level is G at Fredrich. Alskisanz subsector is a sort of backwater in the Chiep Zhez sector, no large clusters or mains for polities to form around. Fredrich is a fortress system, an island in the storm of the war through its high technology and innovative defensive tactics. The Cephalosians are also stalwart holdouts; while the Vargr colonies in the coreward - trailing quarter of the subsector have struck an uneasy truce with the Black Ships. Ispat has largely been destroyed in the fighting, where a tremendous battle there destroying a large number of alliance fleets. Refugees have more than doubled the population of Judson in the last decade. Raids on Alskisanz have heavily damaged its infrastructure, dropping the tech level and destroying their starport. Raiay has been occupied by the Guild Droyne in order to protect them from the taint of Yaskodray's influence as the usual reason given. Herscher is part of the local subsector commander's experimental plan to "de-industrialize" worlds, maybe in order to reform them. Ikuluus is one of the stranger worlds colonized, being an elliptical water world, where the main colonies are in the mid zones, and the equatorial zones are characterized by massive tidal waves.

Svetlana

Alskisanz

Klantor



Vaduz

Thornhope Subsector

Thornhope Subsector

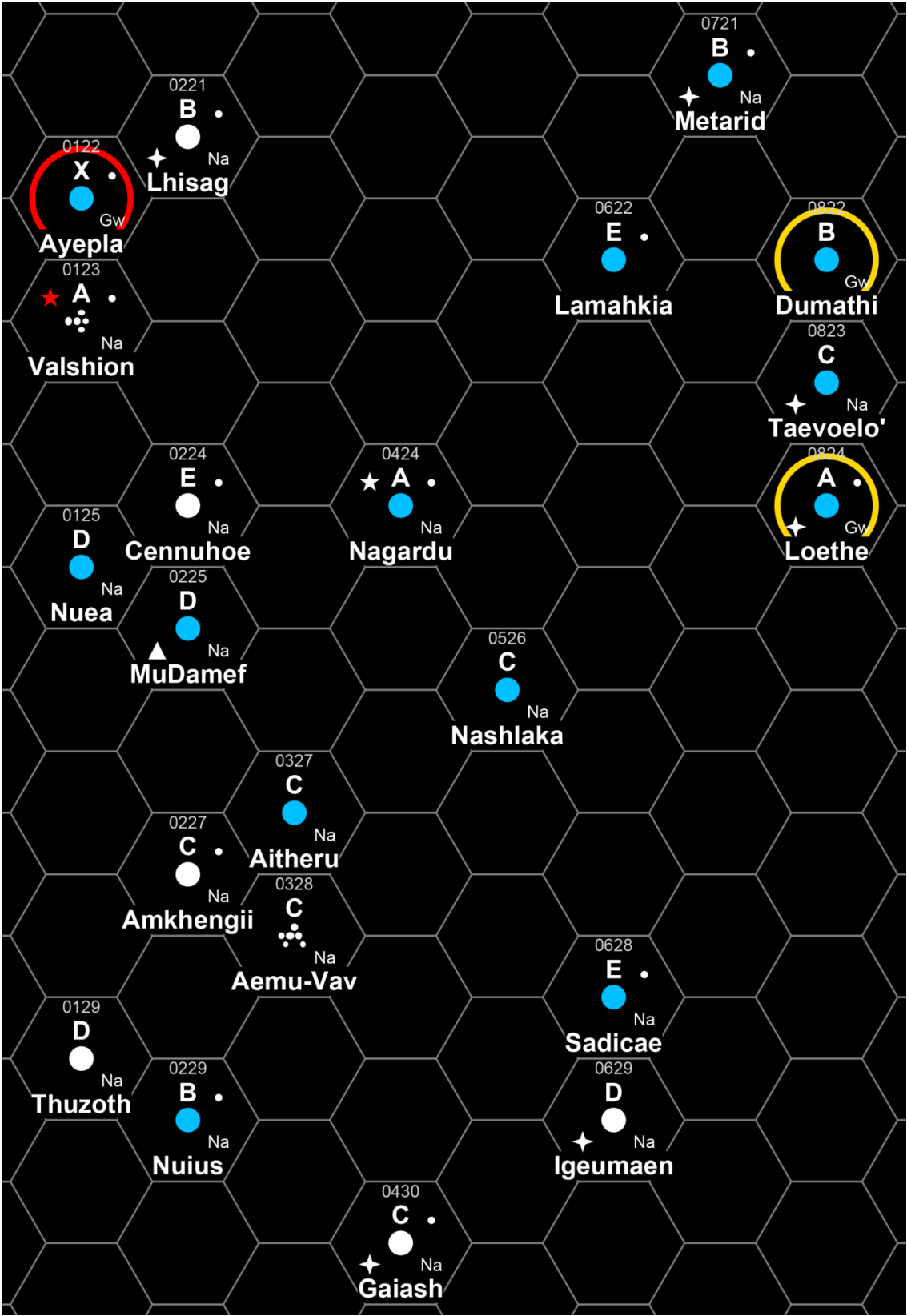
Sadothea	2513 A7309EH-E C	Na Hi Po De	A	300 Va G6VI M9VI
Rizdev	2514 B689453-A M	Ni		625 Na F8VI M0VI
Evistra	2515 B865743-D M			920 Na G5VI K6VI
Onyx	2518 X8C7100-1	Ni Lo	mA:9	R 520 Gw M1V
Ankoan	2611 E699100-8	Ni Lo		110 Va K3V M4V
Maer Raam	2619 E420000-0	Po De		023 Na F5V
Warsaw	2620 E852544-6	Ni		920 Na F8VI
Vivalia	2712 C837445-9 M	Ni		512 Na K2V M3V
Doezkhouten	2714 E555269-3	Lo Ni	A	524 Va G5VI Sado. Penal Colony
Black Rock	2715 B000887-E	As Na		414 Na K5VI M3VI Abn Sct Dpt
Argos	2719 E79A8D8-5	Wa	mA:9	610 Na G5VI Ejatlantean Colony
Thayer	2814 D500343-8	Lo Ni Va		513 Na K5VI
Marion	2815 B553584-8 M	Ni Po		922 Na G5VI
Nizadshi	2816 B300673-C	Na Ni Va		914 Na M7V Abnd Scout Base
Arcelor	2817 A673310-C M	Lo		105 Na G5VI M2VI Robot Corp
Mattix	2818 D400550-8	Ni Va		800 Na G8V M5V Ruined Sct Bs
Lochiel	2913 B742645-C M	Ni Lo Po		704 Na G9VI
Vineng	2916 C635676-6 M	Ni		211 Na F9V
Thornhope	2918 A922940-G M	In Po		322 Na K5VI
Flossmoor	3011 C644526-6	Ag Ni		914 Na K5VI
Maqashiadl	3012 C966786-3 M	Ag Ri		621 Na G8V Regressed Colony
Lanthanum	3013 B400837-A M	Na Va		220 Na K5VI M4VI
Darshiuu	3015 C657730-B M	Ag		315 Na G4VI M9VI
Roselms	3020 A400694-A S	Na Va		224 Na M5VI
Ko'Krinz	3111 E864433-5	Ni		620 Na G5VI
Lena	3112 C566379-E S	Lo Ni		414 Na F8V
Irliar	3116 A530476-9	De Ni Po		810 Na K6V M6V
Cleone	3118 B473543-9	Ni		510 Na G9V M3V
Kimanii	3213 X67A596-4	Ni Wa	R	414 Na G6VI
Irgemmig	3215 E421522-8	Ni Po		123 Na K4V M0V
Nishkiske	3216 X867760-C	Ag	R	420 Na G6VI
Ejatlant	3217 B9B8A99-B N	FI(H2O)	mA:9	A 324 Na G2V M5V
Glezen	3218 C9D97B8-7 M			110 Na F5VI
Pandora	3220 C879400-9 M	Ni		211 Na G5VI

Subsector H, Thornhope, contains 34 worlds with a population of 37.5 billion with the highest population, 30 billion, at Ejatlant; and the highest tech level is G at Thornhope. Thornhope is a dense cluster of systems, with much diversity. Notable are the Vargr of Sadothea, settled by allies of the Zhodani after the Second Frontier War, whose corsairs menace the coreward and spinward quarter. There are large Vargr minority populations on many worlds. Thornhope had a heavy Scout presence in the subsector up until re-contact with the Imperium, afterwards the depot at Black Rock was abandoned. The Thornhope system is a republic first settled by "Space Pilgrims" in the middle of the last millennium, but now with a healthy mix of Solomani, Zhodani, ex-Imperials, and Vargr. Ejatlant's atmosphere is Chlorine gas, and the Ejatlanteans are evolved from aquatic parasites that live on giant oceanic creatures. When the Nishkiske system declared neutrality, the Imperials moved their naval base to Ejatlant, and engineered an Ejatlantean invasion.

Teugheg

No Data

Grædexl



Melo've

Nargardu Subsector

Nagardu Subsector

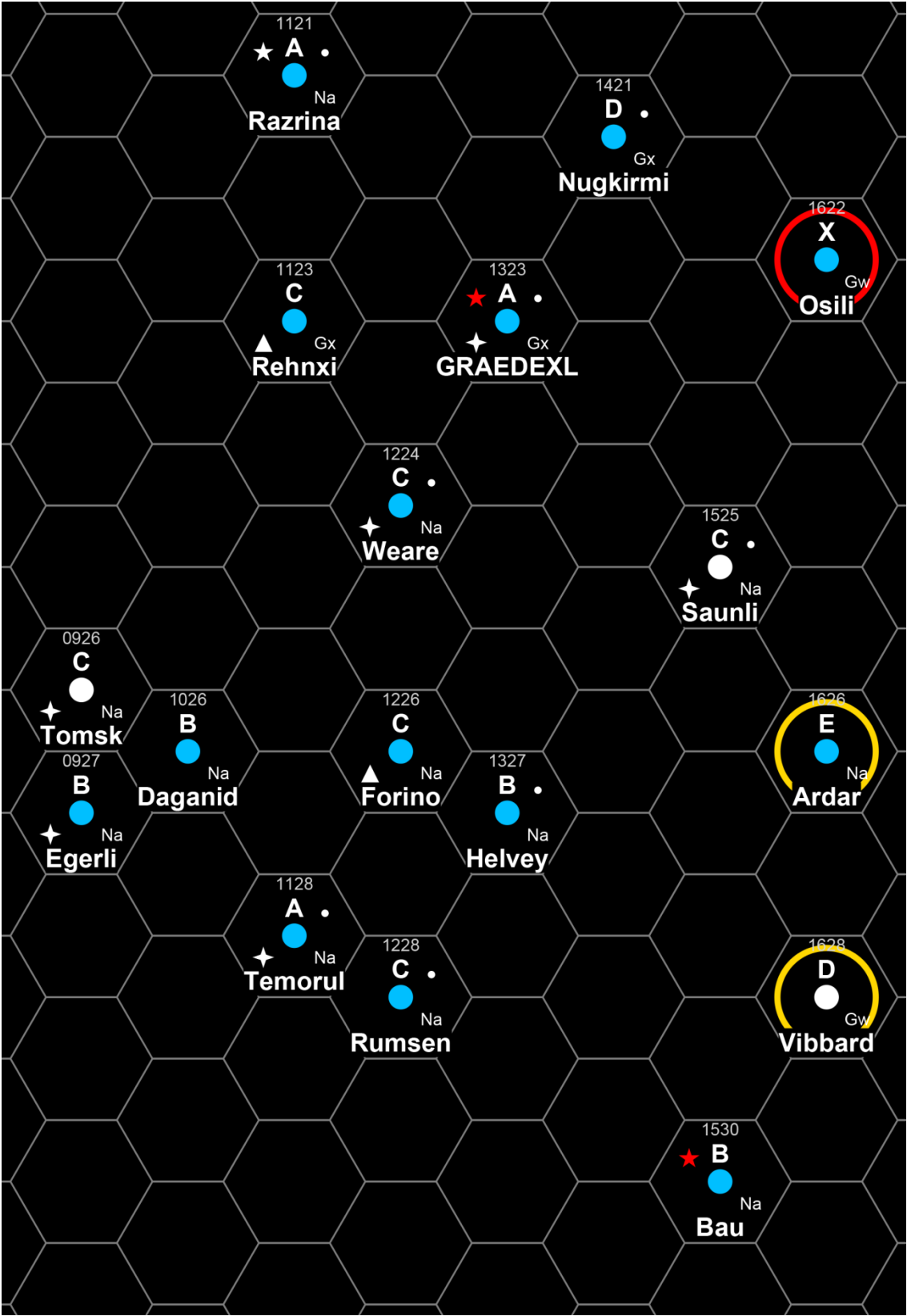
Ayepla	0122 X462523-4	Ni	R	113 Gw G6VI
Valshion	0123 A000787-F J	As Na		815 Na K5V M0V
Nuea	0125 D757200-8	Lo Ni		720 Na G5V
Thuzoth	0129 D860583-7	De Lo Ni		410 Na M7V M8V Abnd Sct Bs
Lhisag	0221 B9B3416-A M	Ni		523 Na M2V
Cennuhoe	0224 E400531-9	Ni Va		124 Na M6V
MuDamef	0225 D887684-7 S	Ni		420 Na K2V
Amkhengii	0227 C320200-A	De Lo Ni Po		824 Na M7V
Nuius	0229 B978633-C	Lo Ni		925 Na G7V M5V
Aitheru	0327 C941100-9	Lo Ni Po		200 Na K1V Abnd Military Base
Aemu-Vav	0328 C000447-9	As Ni		910 Na A7V K4V M3V
Nagardu	0424 A633530-D N	Po		415 Na F9IV M0IV
Gaiash	0430 C210311-C M	Lo Ni		423 Na K2V M0V
Nashlaka	0526 C962554-9	Ni Po		320 Na G8V M7V
Lamahkia	0622 E668000-0	Ba		022 -- G6VI
Sadicae	0628 EA67455-5	Ni		924 Na F9IV M6IV
Igeumaen	0629 D530133-7 M	De Lo Ni Po		810 Na K7V Military Outpost
Metarid	0721 B47A310-C M	Lo Ni Wa		924 Na K2V M2V Ice Planet
Dumathi	0822 B331466-B	Ni Po	A	110 Gw K5VI M3VI Dstr Nav Bs
Taevoelo'	0823 C864300-B M	Lo Ni		220 Na K3V K8V
Loethe	0824 A753465-B M	Ni Po	A	711 Gw K4V M6V

Subsector I contains 21 worlds with a population of 94.6 million. The highest population is 80 million, at Valshion. The highest tech level is F at Valshion, a clony of belters, probably of Space Pilgrim origin. Valshion appears to be a corruption of the word Falchion, or a type of sword, which is confirmed by their ship's roundel of a sword on a black circle.

Drizenshbre

Nagardu

Kinzhdile



Nokomis

Graedexl Subsector

Graedexl Subsector

Tomsk	0926 C620674-8 M	Na Ni Po De	520 Na M4V M8VI
Egerli	0927 B523715-E M	Na Po	620 Na M1V
Daganid	1026 B654531-B	Ag Ni	720 Na K2V
Razrina	1121 A792721-D N		923 Na F6VI M1VI Imp Outpost
Rehnxi	1123 C785421-6 S	Ni mA:8	520 Gx F6V M5VI
Temorul	1128 A684647-D M	Ni	723 Na G3V M6V DarrianColony
Weare	1224 C864340-7 M	Lo Ni	921 Na F5VI
Forino	1226 C653230-5 S	Lo Ni	320 Na M0V
Rumsen	1228 C8247B1-9		224 Na M3V M8V Abnd Sct Bs
Graedexl	1323 A943952-B F	Hi In Po mA:9	623 Gx K5VI M7VI M2VI
Helvey	1327 B536313-9	Lo Ni	525 Na K4V M1VI
Nugkirmi	1421 D831610-7	Na Ni Po mA:7	903 Gx M2V M5VI
Saunli	1525 C300130-9 M	Na Ni Va	325 Na M3V M4VI
Bau	1530 B523510-F J	Lo Ni Po	310 Na M1V
Osili	1622 X721300-1	Lo Ni Po	R 220 Gw G6V M5VI M4V
Ardar	1626 E871772-B		A 910 Na K0V Civil War
Vibbard	1628 D600563-7	Na Va	A 410 Gw M2V

Subsector J, Graedexl, contains 17 worlds with a population of 6.3 billion. The highest population is 6 billion, at Graedexl. The highest tech level is F at Bau. The salient feature of the Graedexl subsector, are the Graedexli themselves, 2.5+ meters in height, lithe, they are evolved from a species of nocturnal killer. Having only achieved jump in the last century, they have established bases around the subsector. Highly aggressive yet highly disorganized, their culture does not have a word for “friend” (and has had more than one nuclear war), government code five fails to fully describe the alien-ness of their culture, and strange hierarchal social structure. While the Scouts have set up a base on Rehnxi to study the Graedexli, the Weareans have built up a strong military base in fear of them.

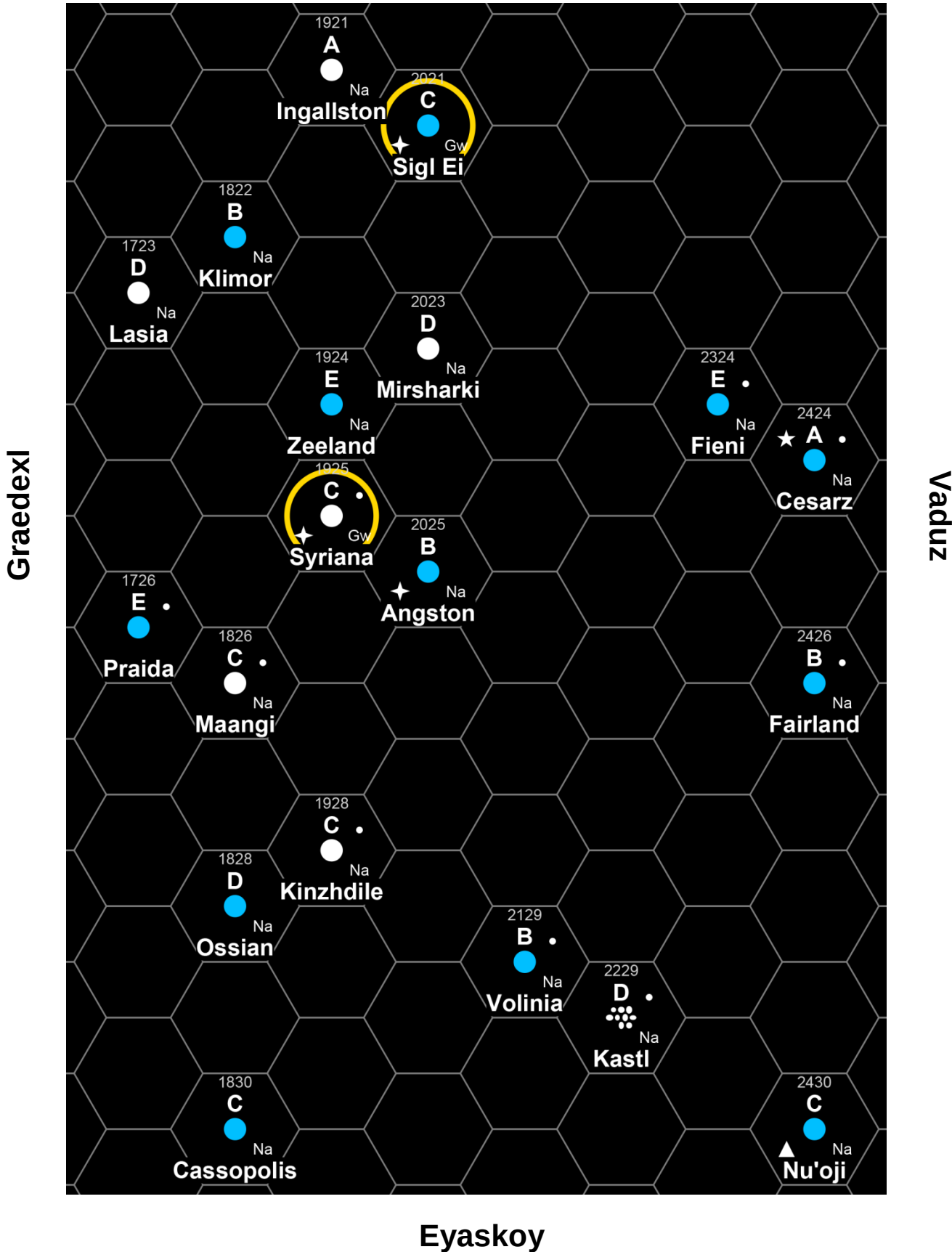
The bases at Razrina and Bau reflect efforts to stop the expansion of the Guild World nexus trailing of Graedexl, Bau, however is an Alliance Base, and is cut off and expected to wither on the vine. Razrina has many Imperial military assets that have been moved from Drizenshbre as the Zhodani have been forced to cede neutrality.

Egerli, Tomsk, and Daganid have a strange “Triple Alliance” With Egerli as a corporate world, providing manufacturing for the other two. Tomsk, as is common with many corporate states, is the receiving end of deportations of unruly citizens from Egerli, and is rather anarchic. Daganid is an agricultural world of vast tracts of farms and ranches that in turn feeds the other two, and is ruled by an oligarchy of major land-owners.

Temorul was founded over a hundred years ago as a research outpost and cultural depository of the Darrian people.

A little over a year ago the population of Forino was cut in half by a day raid from the Black Ships, the Scouts have set up a mission there to help them recover.

Alskisanz



Kinzhdile Subsector

Kinzhdile Subsector

Lasia	1723 D300541-8	Ni Va		420 Na M6VI
Praida	1726 E322000-0	Ba Po		014 -- K2V
Klimor	1822 B974522-7			920 Na G8VI Abnd Sct Bs
Maangi	1826 C510200-B	Lo Ni		504 Na M4V Scout Base ruins
Ossian	1828 D779644-4	Ni		400 Na G5VI M8VI Abnd Sct Bs
Cassopolis	1830 C563755-6	Ri		720 Na F9V
Ingallston	1921 A5B4682-E	Fi		410 Na K7V Abnd Sct Bs
Zeeland	1924 E56A300-9	Lo Ni Wa		220 Na K0V
Syriana	1925 C530664-4 M	De Na Ni Po	A	425 Gw G8V
Kinzhdile	1928 CAE68A8-A		mA:7	325 Na F5VI
Sigl Ei	2021 C97376A-7 M		A	400 Gw G9V M3V
Mirsharki	2023 D510556-9	Ni		330 Na M4IV M5IV Abnd Sct Bs
Angston	2025 B324500-B M	Ni		420 Na M8V Resistance Moon
Volinia	2129 B223570-A	Ni Po		825 Na M0V
Kastl	2229 D000410-A	As Ni		624 Na M1IV Secret Scout Base
Fieni	2324 E941100-4	Lo Ni Po		914 Na G5VI M0VI
Cesarz	2424 A677400-F N	Ni		921 Na G7VI M3VI Navy Outpost
Fairland	2426 B767540-C	Na Va		212 Na F5VI Nav & Sct bs ruins
Nu'oji	2430 C551210-7 S	Lo Ni Po		600 Na K5VI

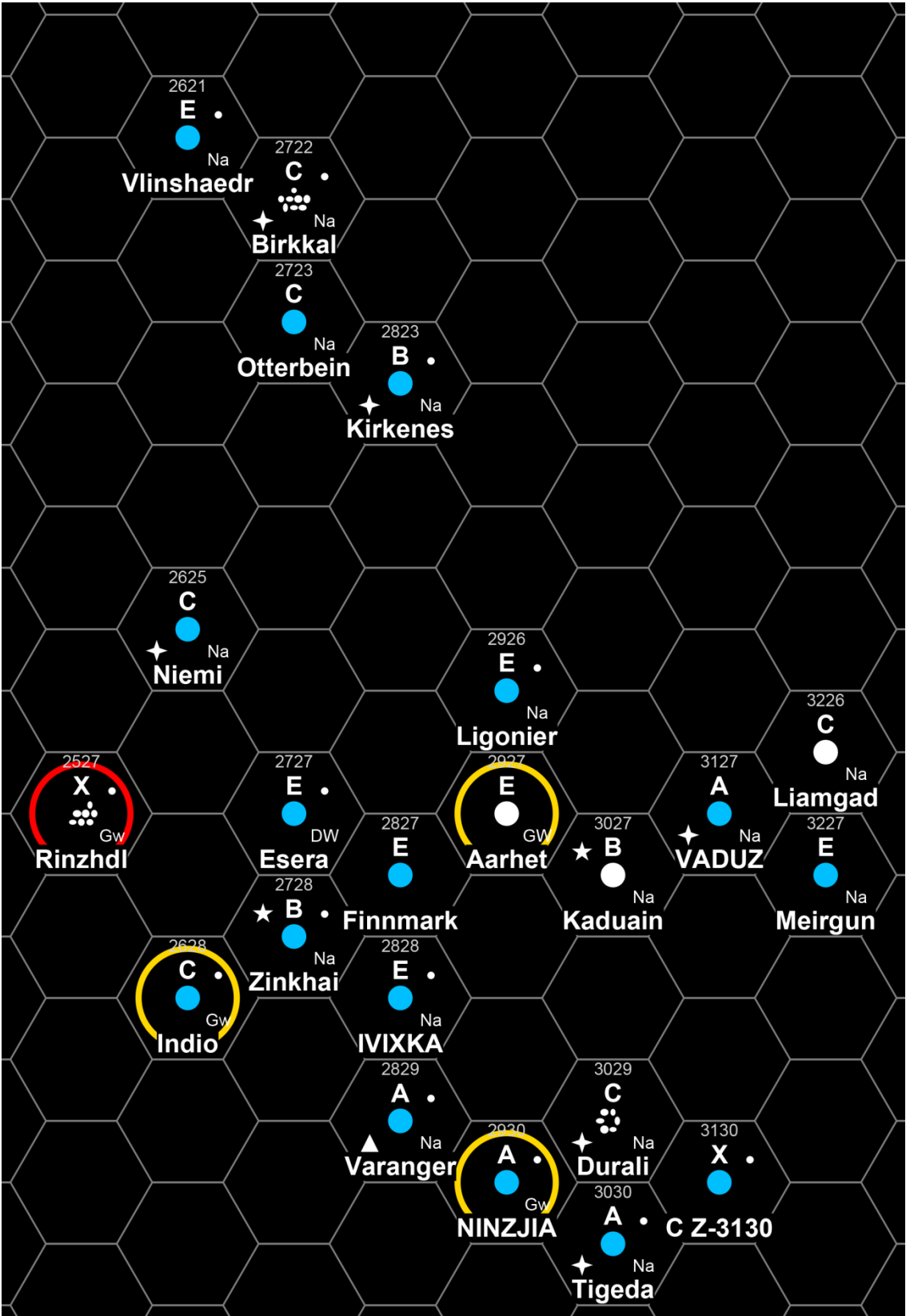
Subsector K, Kinzhdile, contains 19 worlds with a population of 425.2 million. The highest population is 300 million, at Kinzhdile. The highest tech level is F at Cesarz. The natives of Kinzhdile are described as giant black and purple centipedes, communication has been near impossible so far. Most of the human population lives in canyons and fissures in the planet's surface, which has protected them from attack; their main starport, built on a near vacuum plateau, has recently been destroyed. The Guild Droyne maintain two large military bases in the subsector, staging areas for further operations. Constant warfare has destroyed most colonies and caused much of the population to flee.

The Naval Outpost at Cesarz has been under constant attack and is not expected to hold out much longer. Fairland also boasted decent sized Navy and Scout bases that have been destroyed. The resistance moon at Angston is in support of the continuing guerilla campaign on Syriana. The secret Scout Base in the Kastl asteroid belt supports various humanitarian efforts, including medical scout ships (such as the Kurgulash Class) which are part of an important program sponsored by the Imperial Interstellar Scout Service, Medical Liaison Section of the Contact and Liaison Branch of the exploration office; that range across the frontier.

Thornhope

Kinzhdile

Ingo



Netherburn

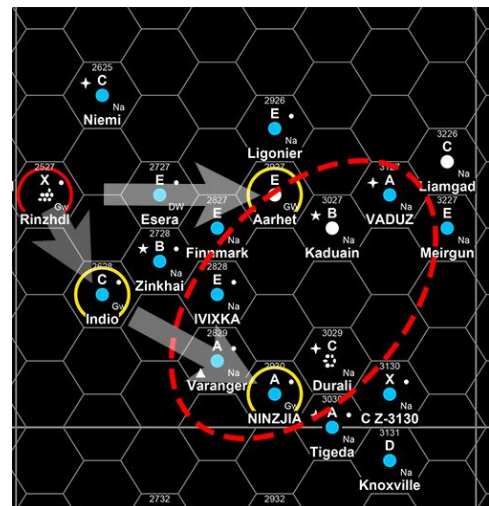
Vaduz Subsector

Vaduz Subsector

Rinzhdl	2527 X000000-0	As	R	012 Gw M2V M4V
Vlinshaedr	2621 E559400-3	Lo Ni		704 Na G3VI M6VI
Niemi	2625 C831840-9	M Na Po		110 Na M6V
Indio	2628 C862367-A	Lo Ni	A	123 Gw K5VI M7VI M8VI
Birkkal	2722 C000579-8	M As Ni		724 Na M7V
Otterbein	2723 C786699-7	Ag Ni		610 Na G9VI
Esera	2727 E587554-8	Ag Ni	D:9	821 Dw K1V K2V
Zinkhai	2728 B764843-D	N Ag		301 Na K5VI M1VI
Kirkenes	2823 B766879-A	M Ag Ri		114 Na F5VI M5VI
Finnmark	2827 E434000-0			020 -- M7VI M8VI
Ivixka	2828 E555971-5	Hi	mA:9	912 Na G8VI
Varanger	2829 A634854-9	S		721 Na M4V
Ligonier	2926 E476646-7	Ag Ni		914 Na F5VI
Aarhet	2927 E42046B-8	Ni Po De	A	720 Gw G4V M0V Ancient Ruins
Ninzjia	2930 A774966-F	Hi In	A	624 Gw K5VI M9VI Occupied
Kaduain	3027 B300310-B	N Ni Lo Va		610 Na M0V M0V
Durali	3029 C000648-9	M As Na Ni		920 Na M0V
Tigeda	3030 A442556-A	M Ni Po		105 Na K7VI
Vaduz	3127 A5359B8-D	M Hi		110 Na F3V
CZ-3130	3130 X222000-0	Po		023 -- M6V
Liamgad	3226 C410213-A	Lo Ni		810 Na K5V M1V
Meirgun	3227 E7537A4-F	Po		110 Na G8V

The Vaduz Subsector has 22 systems with a total population of 17,235,747,800; the highest population is at Ivixka with over 9 billion and the highest Tech Level is at both Ninzjia and Meirgun, with TL 15. Vaduz lies on the edge of the Chiep Zhez sector, the frontline in the war with the Black Ships, like many subsectors of this region; it sees caravans of refugees streaming in to the unoccupied worlds, swelling their populations. Many planets have committed their militaries to action in the Chiep Zhez sector only to see them destroyed, leaving the subsector rich in salvage of war materiel. Ninzjia has been recently occupied after a tremendous battle, important ship building and repair facilities have been moved to other systems. Of note on Aarhet are the strange and not yet fully explored non-Human ruins.

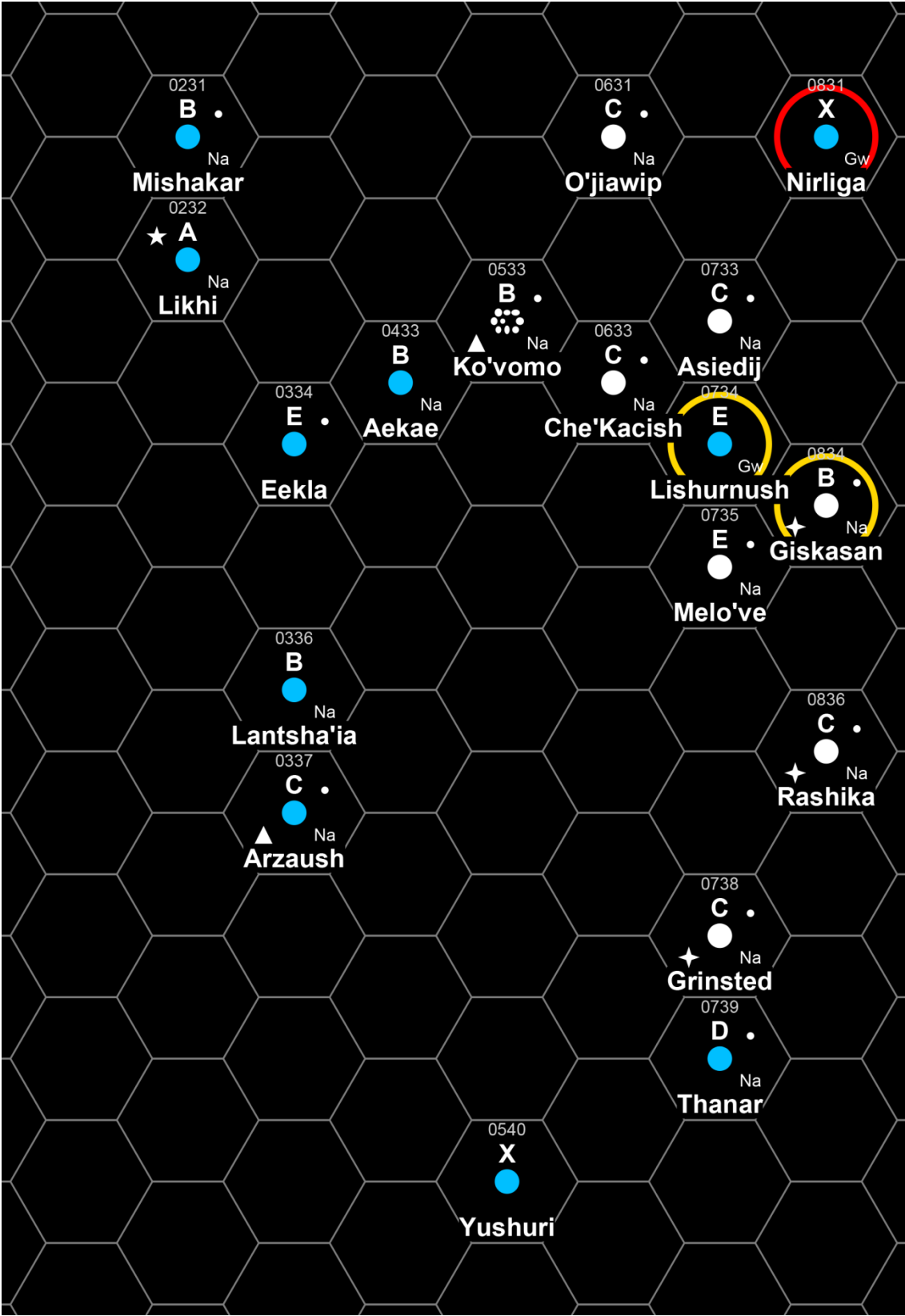
The battles rage silently in the dead of space around the Vaduz subsector as the Black Ships have made a two-pronged attack of which the ultimate goal looks to be the conquest of the Vaduz system, a key fortress world in the defense of the frontier. Desperate cries for reinforcement have fallen on deaf ears as the Frontier Alliance husbands what squadrons remain in the aftermath of the debacle in Netherburn subsector. Even as the dark crusade advances, Alliance forces left behind enemy lines continue to harry the Black Ships, striking their lines of communication with hit and run raids.



Nagardu

No Data

Nokomis



Quesnel

Melo've Subsector

Melo've Subsector

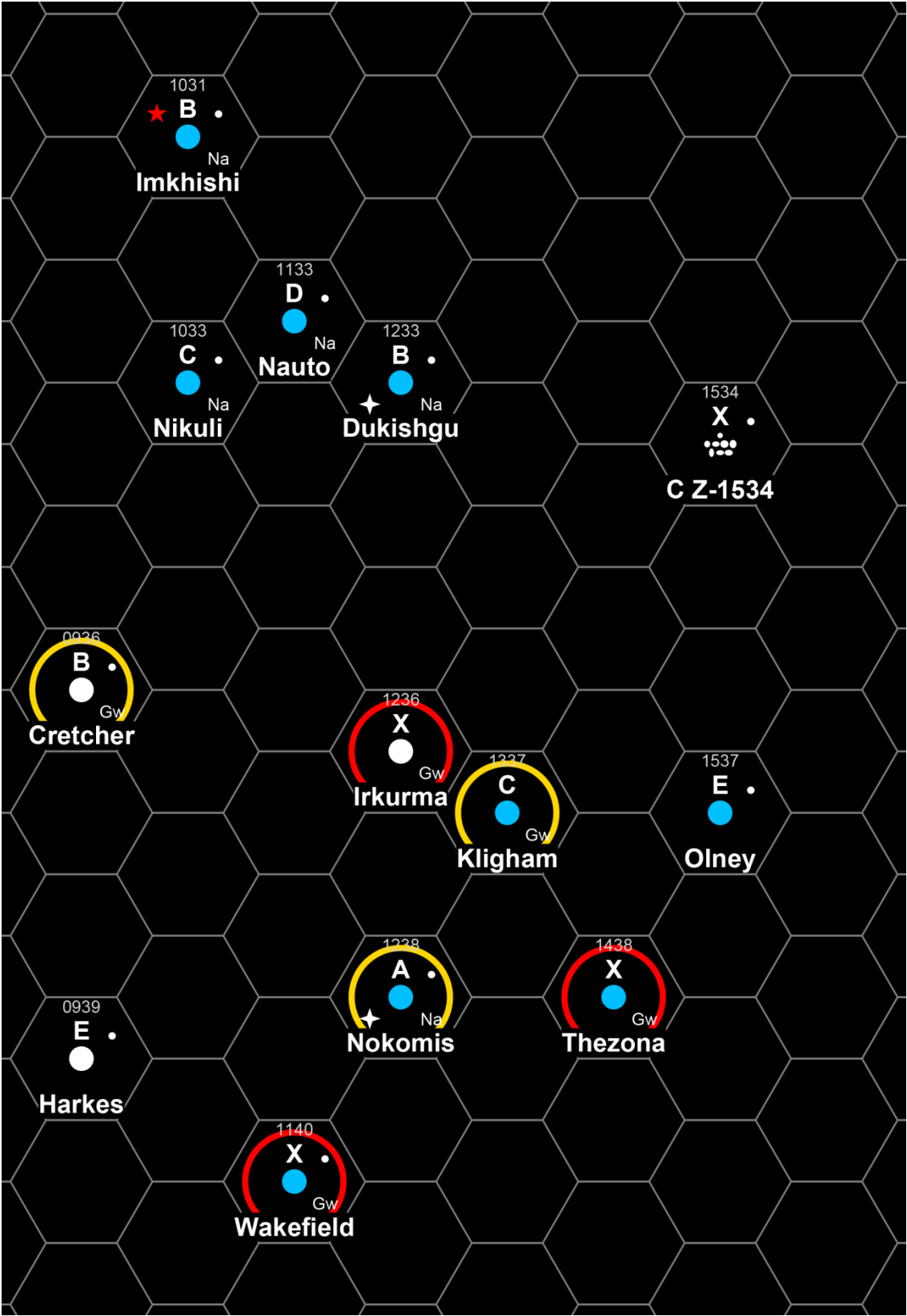
Mishakar	0231 B323678-B	Na Ni Po		725 Na K9VI M4VI
Likhi	0232 A963853-C N	Ri		820 Na F5V M7V
Eekla	0334 E545000-0	Ba		003 Na M5VI Aband Scout Base
Lantsha'ia	0336 B524300-B	Lo Ni		220 Na M7VI
Arzaush	0337 C432332-9 S	Lo Ni Po		823 Na M8III
Aekae	0433 B967454-D	Ni		620 Na G4III T-form Project
Ko'vomo	0533 B000544-D S	As Ni		903 Na K8V M7V
Yushuri	0540 X96A000-0	Wa		010 Na G0V M1V
O'jiauwip	0631 C500685-9	Na Ni Va		425 Na M3V M7V Dstr Sct Base
Che'Kacish	0633 C4006B5-9	Na Ni Va		424 Na M2V M4V Abn Sct Base
Asiedij	0733 C410697-9	Na Ni		214 Na M5VI Aband Scout Base
Lishurnush	0734 E855665-3	Ag Ni	A	120 Gw G8V M9V Dstr Sct Base
Melo've	0735 EAC88BC-6	Fi	mA:9	915 Na F5VI
Grinsted	0738 C650331-A M	De Lo Ni Po		503 Na K1V M7V
Thanar	0739 D857544-6	Ag Ni		223 Na F6VI
Nirliga	0831 X768554-3	Ag Ni	R	720 Gw G4V M1V
Giskasan	0834 B750531-A M	De Ni Po	A	211 Na K6VI Under Attack
Rashika	0836 C630531-A M	Ni		113 Na K2V M1V

Subsector M contains 18 worlds with a population of 1.7 billion. The highest population is 900 million, at Melo've. The highest tech level is D at Aekae and Ko'vomo. Likhi is a lonely Imperial Naval base, farthest from the Imperium, now cut off and being run by a skeleton crew. Once used for power projection and support of long range reconnaissance patrols, now it has been reduced to the status of listening post; of note there is a cantina on the base called "The Restaurant at the End of the Universe", and they'll give out a patch or sticker, one to a customer, which has become highly prized amongst spacers, Imperial Navy in particular. One patch, without its backing peeled off, is reported to have gone for a megacredit back in the new Imperial capital at Usdiki.

Graedexl

Melo've

Eyaskoy



Dizashi

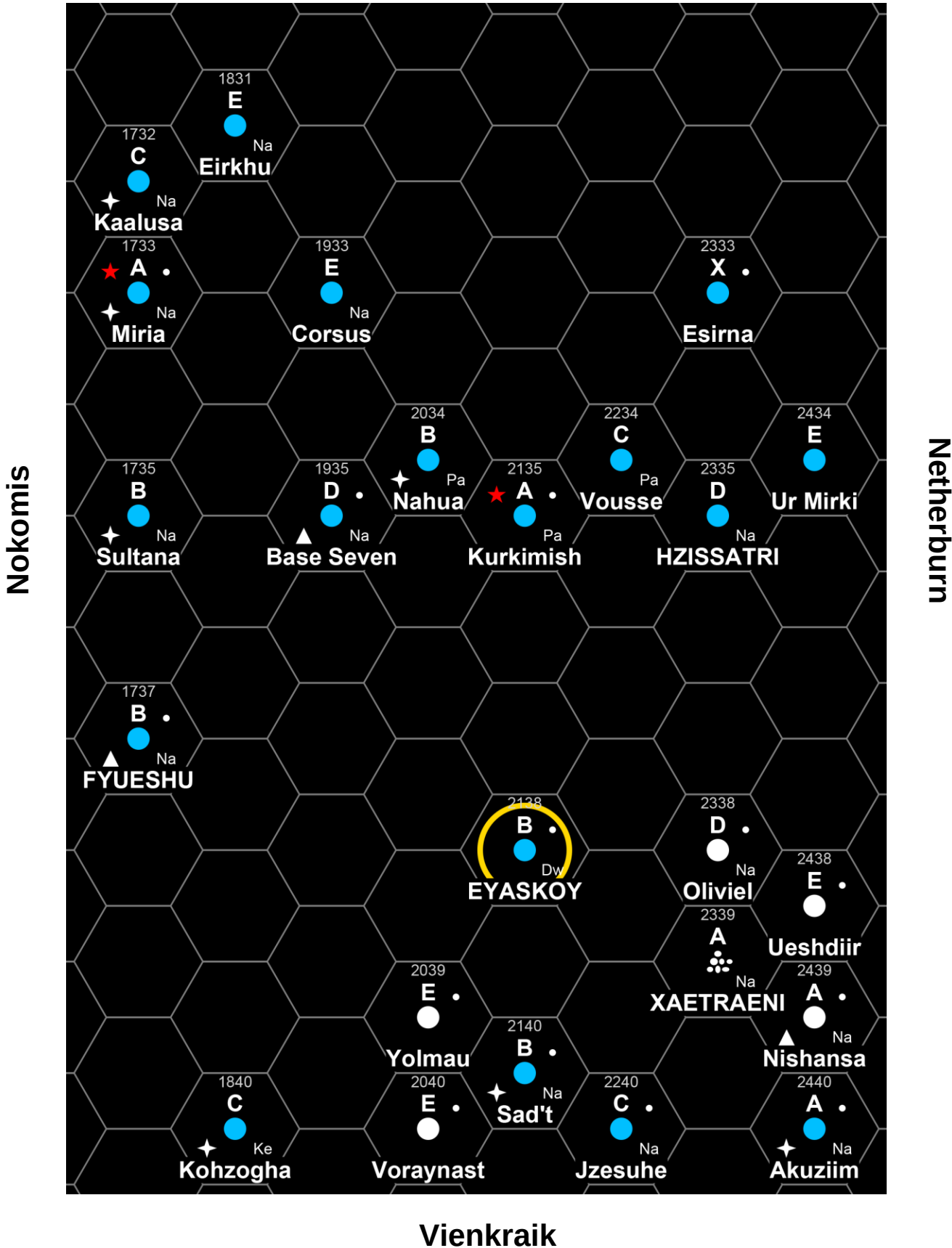
Nokomis Subsector

Nokomis Subsector

Cretcher	0936 B63076A-9	De Na Po	A	421 Gw M6V
Harkes	0939 E500000-0	Ba Va		023 -- M2V
Imkhishi	1031 B552212-B J	Lo Ni		425 Na M8VI Alliance Base
Nikuli	1033 C461320-6	Lo Ni		122 Na K7V
Nauto	1133 D476765-E	Ag		504 Na K7VI Recent Attack
Wakefield	1140 X862569-1	Ni	R	614 Gw G8VI Colony Destroyed
Dukishgu	1233 B857892-8 M			422 Na G5VI
Irkurma	1236 X9C8564-B	Ni	R	310 Gw M3V
Nokomis	1238 A988320-A M	Lo Ni	A	824 Na F5VI M5VI Under Attack
Kligham	1337 C58A667-5	Ni Ri Wa	A	210 Gw M6VI M8VI
Thezona	1438 X678432-1	Ni	R	320 Gw K7VI
C Z-1534	1534 X000000-0	As Ba		002 -- K9V M5V Abnd Sct Bs
Olney	1537 E544000-0	Ba		022 -- M9V M9V Recent Attack

Subsector N, Nokomis, contains 13 worlds with a population of 492.9 million. The highest population is 400 million, at Dukishgu. The highest tech level is E at Nauto. Nokomis itself is under attack and not expected to stand much longer. The composition of the enemy forces there at Nokomis is good example of the war itself, a few Guild Droyne to fortify allied forces, mostly Zerp or lafre'ian.

Kinzhdile



Eyaskoy Subsector

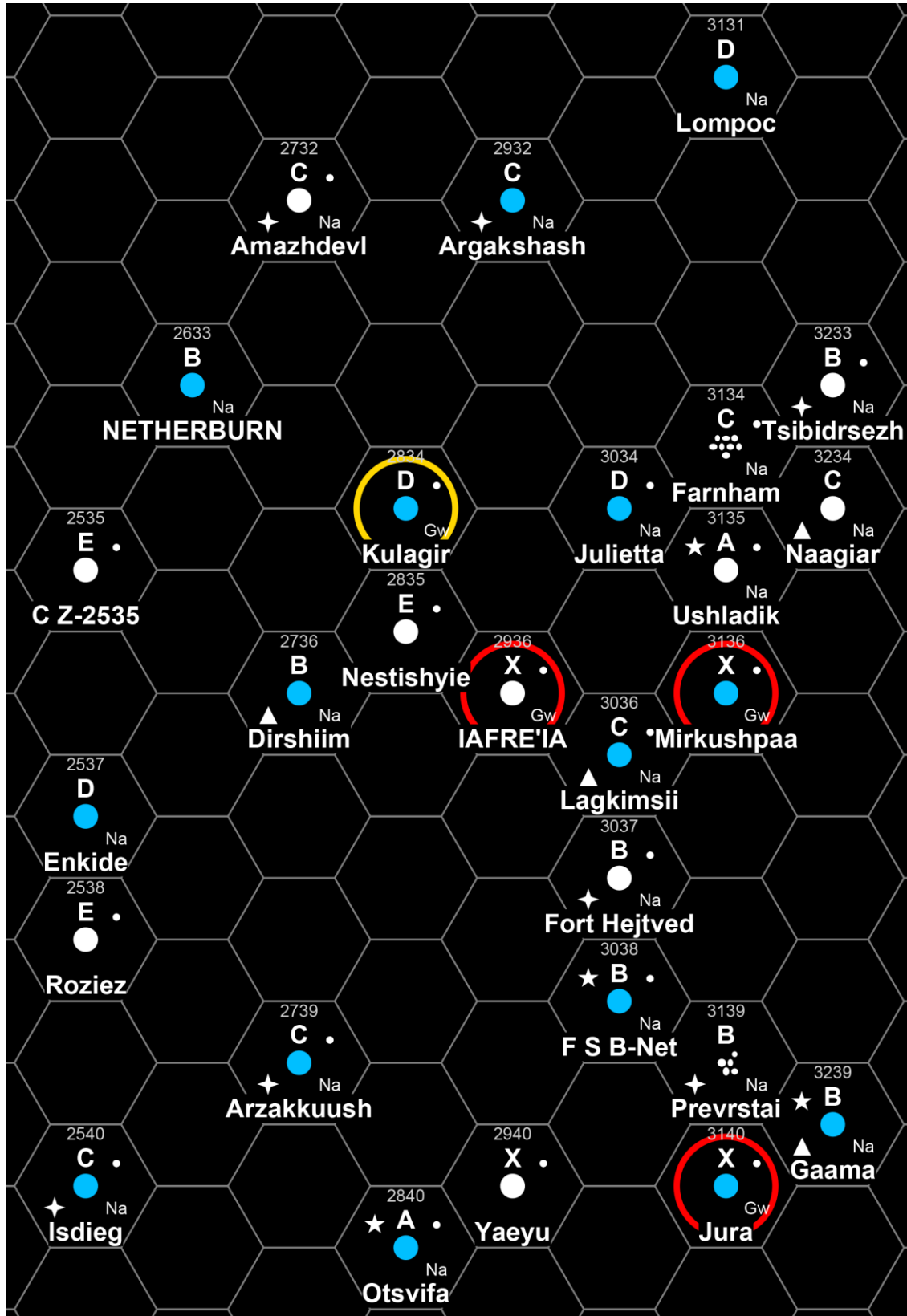
Eyaskoy Subsector

Kaalusa	1732 C758510-8 M	Ag Ni			200 Na M5VI
Miria	1733 A86A775-C F	Ri Wa			414 Na A1V
Sultana	1735 BA847C9-B M				210 Na M7VI
Fyueshu	1737 B9D7AD9-C S	Hi	mA:9		121 Na G5VI
Eirkhu	1831 E885320-8	Lo Ni			520 Na M5VI
Kohzogha	1840 C887766-7 M	Ri			920 Ke M6VI
Corsus	1933 E662210-B	Lo Ni			320 Na K5VI M6V
Base Seven	1935 D555000-8 S	Lo Ni			622 Na M3V M6V
Nahua	2034 B786587-A M	Ag Ni			520 Pa G5VI
Yolmau	2039 E7A5000-0	Fi			021 -- K7V M6V M8V Ab Sc Bs
Voraynast	2040 E410000-0				024 -- M3IV M9IV Abnd Sct Bs
Kurkimish	2135 A768753-E J	Ag			402 Pa G8V M4V
Eyaskoy	2138 B689AX9-E	Hi	D:9	A	123 Dw F5VI M9V Dyson Sph
Sad't	2140 B683652-C M	Ri			722 Na K5VI
Vousse	2234 C543333-8	Lo Ni			520 Pa K5VI M4VI
Jzesuhe	2240 C474300-7	Lo Ni			734 Na M4V Abnd Sct Bs
Esirna	2333 XA9A000-0	Wa			014 -- K9V M4V
Hzissatri	2335 D761A94-7	Hi	mA:9		120 Na G5VI M5VI
Oliviel	2338 D520421-8	De Na Po			821 Na K1V M4V
Xaetraeni	2339 A0009A7-C	As Na In Hi	Zerp:7		520 Na M5VI M8VI
Ur Mirki	2434 E674000-0				020 -- M5VI M7VI
Ueshdiir	2438 E7A3000-0				013 -- F2V
Nishansa	2439 A430749-E S	De Po			312 Na M3IV
Akuziim	2440 A854896-D M				725 Na G7VI M8V

Subsector O, Eyaskoy, contains 24 worlds with a population of 35.9 billion. The highest population is 10 billion, at Fyueshu, Eyaskoy, and Hzissatri; however these are population estimates. The highest tech level is E at Kurkimish, Eyaskoy and Nishansa. The Eyaskoy subsector is one of the most densely populated subsectors on the frontier, and most of it non-human. Eyaskoy itself is a small Dyson Sphere built around a white dwarf, with a surface area of 243,284,935,093,993 sq km versus 510,072,000 sq km area of the earth, or equivalent to 44,153 Earths. The Droyne who inhabit it did not build it, it is considered to have been built by a Kardashev II type civilization over a million years ago and that the Droyne arrived three to four hundred thousand years ago. The UWP stats, describe conditions such as gravity, atmosphere, hydrographics, etc.; as the Dyson Sphere is a special case.

The Zerp colony, while displaying the usual qualities of Zerp society, is an independent colony and not part of the Korsumug Empire, such as Kohzogha. Fyueshu and Hzissatri are both high population minor alien worlds, while the Fyueshui have remained somewhat neutral; the Hzissatrians have joined the Frontier Alliance.

Eyaskoy



Stane

Quattro Vicus

Netherburn Subsector

Netherburn Subsector

CZ-2535	2535 E310000-0	Ba		011 Na M2V M4V
Enkide	2537 D7238BA-8	Na Po		120 Na M5VI
Roziez	2538 E420000-0	Ba De Po		012 Na M2V M8V
Isdieg	2540 C641300-9 M	Lo Ni Po		801 Na K2V
Netherburn	2633 B444AA7-B	Hi In	mA:A	910 Na F5VI M0V
Amazhdevl	2732 C440886-6 M	Po De		214 Na M8VI
Dirshiim	2736 B546697-A S	Ag Ni		120 Na M1V
Arzakkuush	2739 C333100-8 M	Lo Ni Po		601 Na M1VI M5VI
Kulagir	2834 D388464-4	Ni		513 Gw M3VI M5VI
Nestishyie	2835 E610000-0	De	A	005 Na M2V
Otsvifa	2840 A422899-D N	Na Po		523 Na M6V M7V
Argakshash	2932 C855331-4 M	Lo Ni		510 Na G5VI M7V
Iafre'ia	2936 X9B9913-6	Hi	mA:A	711 Gw K9V
Yaeyu	2940 X8B5000-0		R	511 Na M4V M9V
Julietta	3034 D436711-3			924 Na M4V Destroyed
Lagkimsii	3036 C543752-8 S	Ag		825 Na K5VI M2V
Fort Hejtvad	3037 B330458-B M	De Ni Po		313 Na M5VI
FSB-Net	3038 B564423-9 N	Ni		624 Na K0V
Knoxville	3131 D445200-9	Lo Ni		520 Na M5VI M8VI
Farnham	3134 C000453-9	As Ni		323 Na F1V K1V
Ushladik	3135 AAB8632-A N	Ni		614 Na G9VI
Mirkushpaa	3136 X788234-3	Lo Ni		623 Gw G7VI M6V
Prevrstai	3139 B000842-8 M	As Na	R	220 Na M5VI
Jura	3140 X697443-7	Ni		511 Gw K1V
Tsibidrsezh	3233 B301334-9 M	Ic Lo Ni Va	R	323 Na M5VI
Naagiar	3234 C610324-8 S	Lo Ni		920 Na M8V
Gaama	3239 B997200-A A	Lo Ni		520 Na G2V Destroyed

The Netherburn Subsector has 22 systems with a total population of 98,257,246,670 (over 98 billion); the highest population is at Netherburn with over 90 billion and the highest Tech Level is at Otsvifa, with TL 13. Netherburn lies on the edge of the Chiep Zhez sector, the frontline in the war with the Black Ships, like many subsectors of this region; it sees caravans of refugees streaming in to the free worlds, swelling their populations. Many planets have committed their militaries to action in the Chiep Zhez sector only to see their destruction, leaving the subsector rich in salvage war materiel. The Netherburn system is of note that life there has been “organized”, into a unitary collectivized intelligence; one Solomani explorer described the main Netherburnians as resembling giant Baobabs. Netherburn subsector is also part of what is commonly called the “four corners” where four sectors meet: Chiep Zhez, Mavuzog, Astron, and Theta Borealis.

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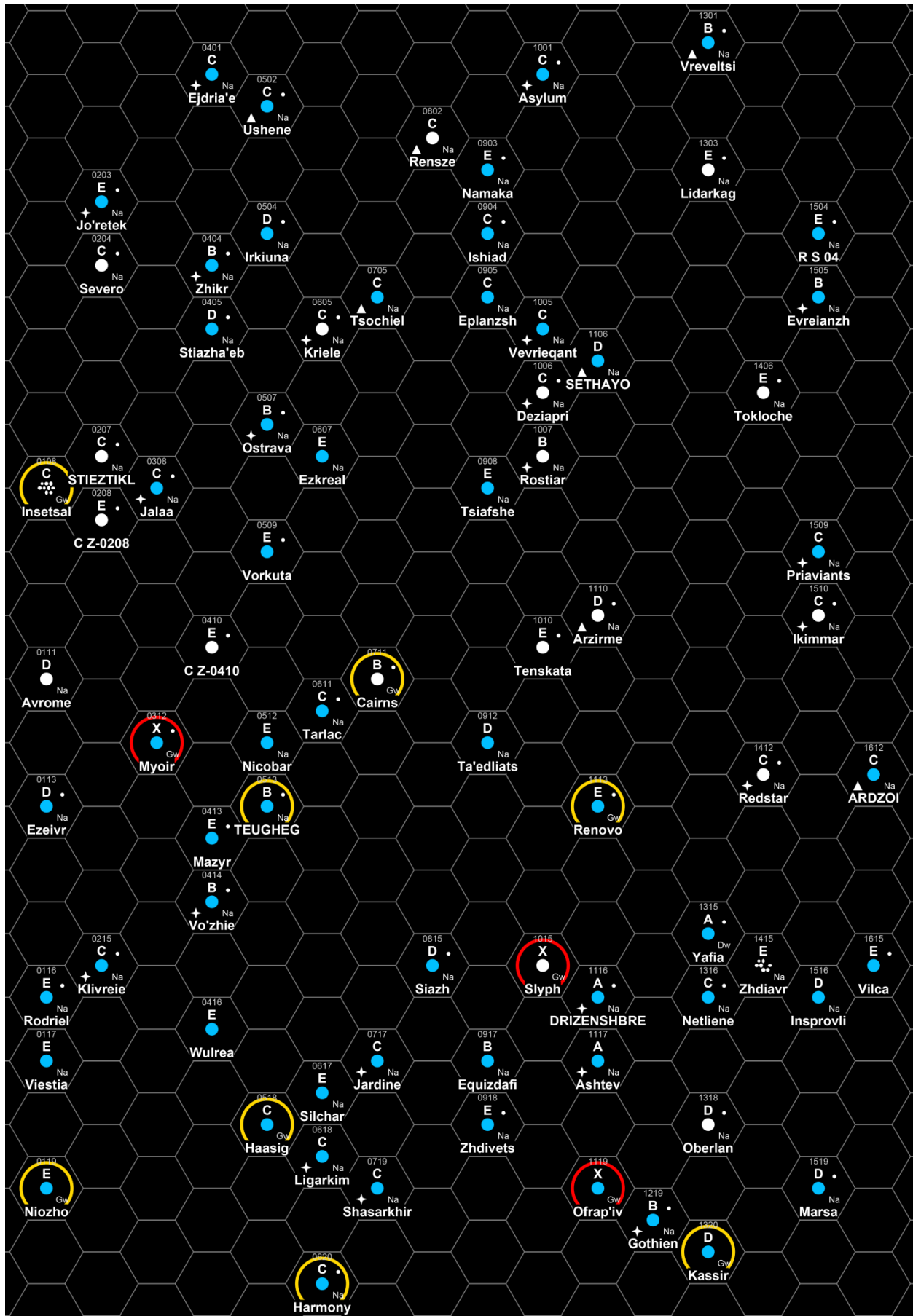
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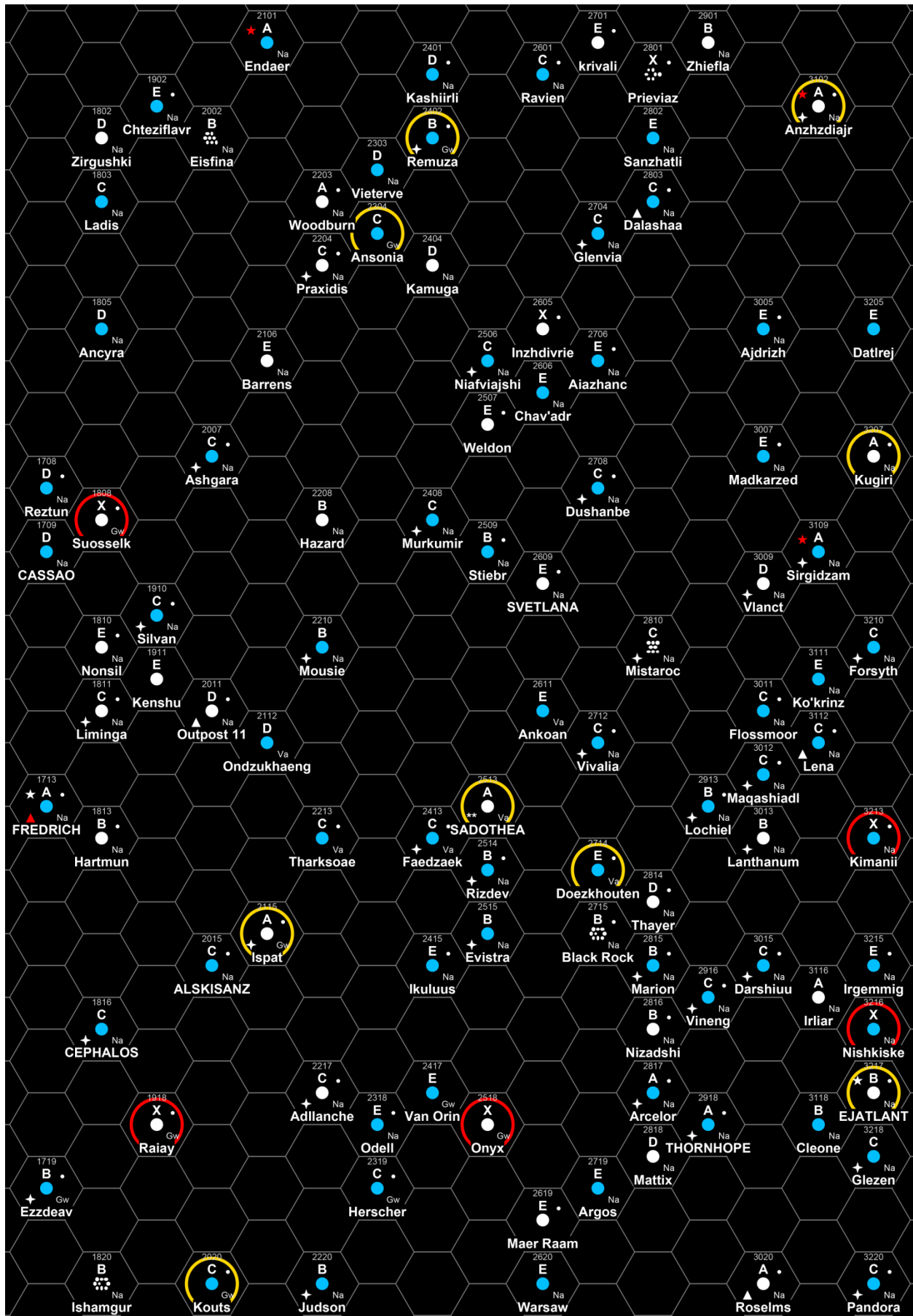
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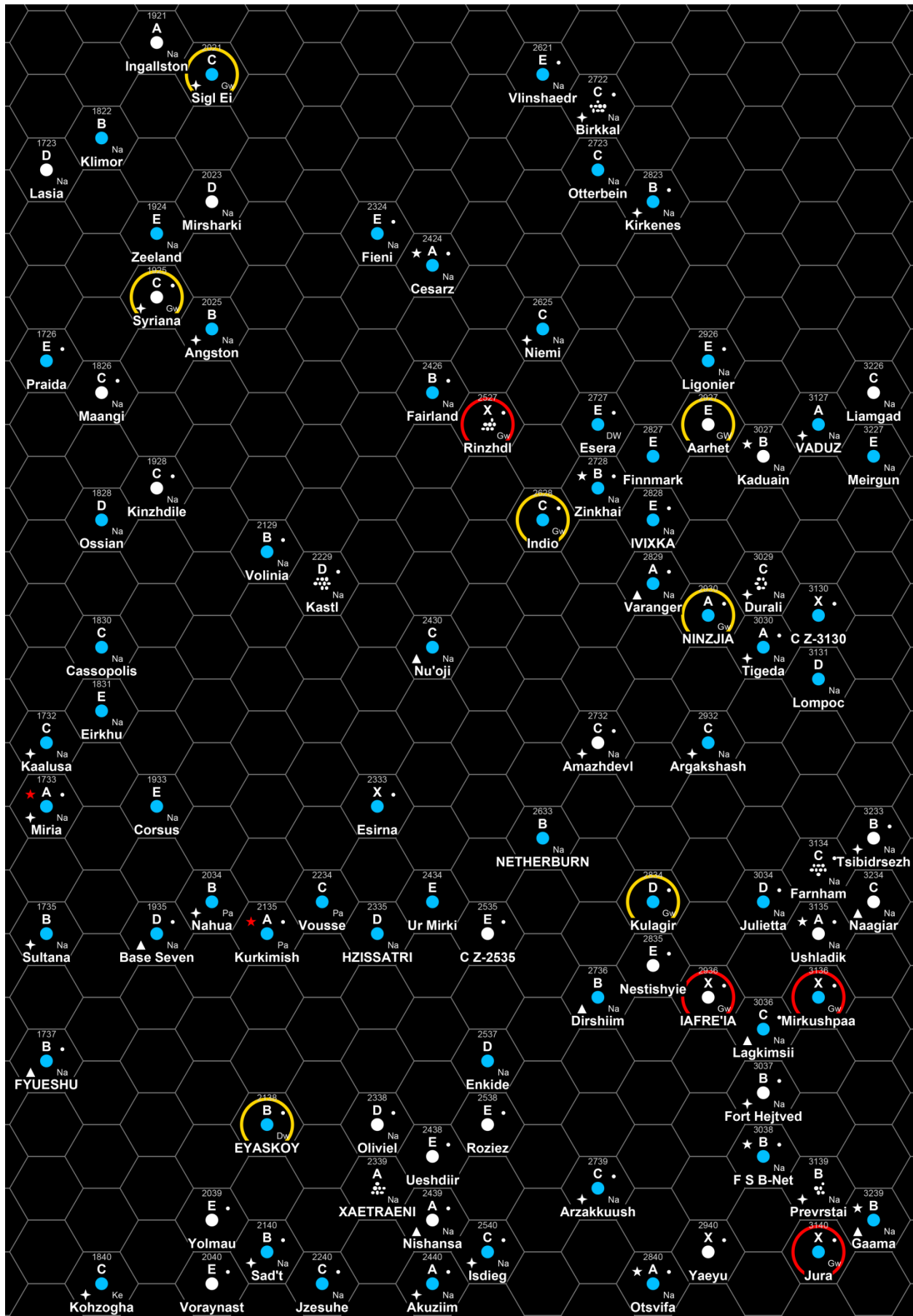
Quadrant Alpha



Quadrant Beta



Quadrant Delta



Salient Features



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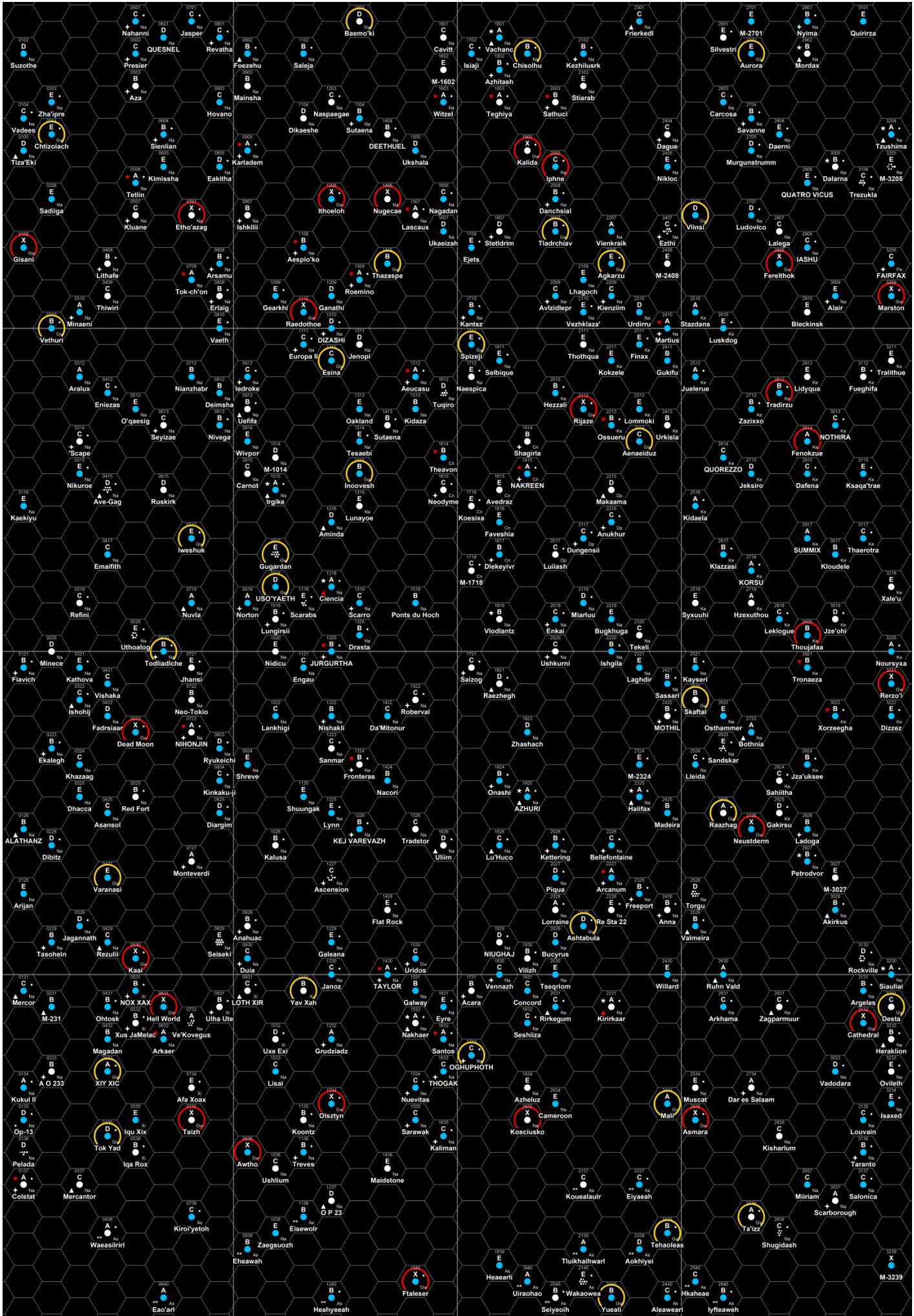


Credits

Design: dragoner

With much help from the Travellermmap.com, CORE sector data, and Heaven and Earth

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Mavuzog Intro

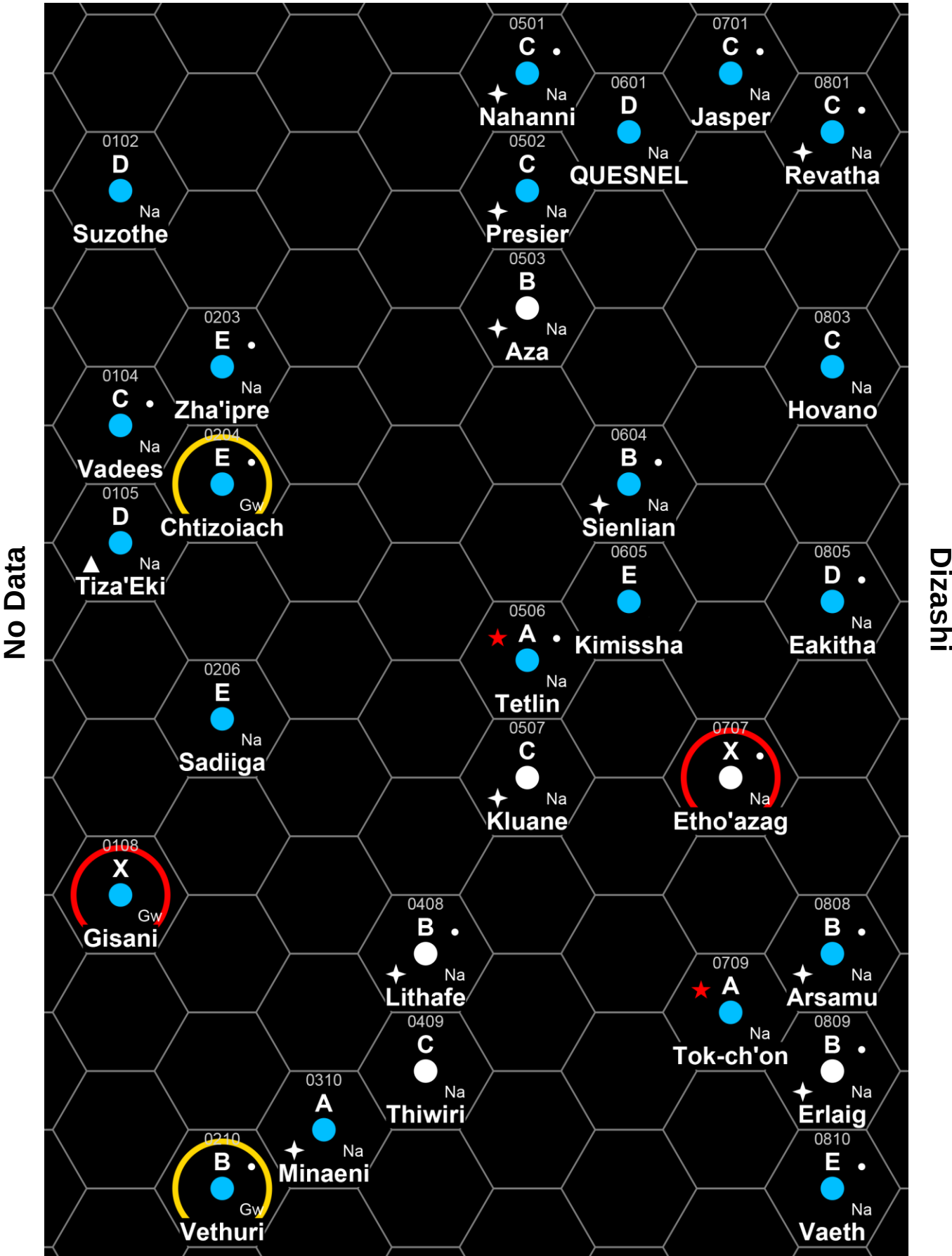
The Mavuzog sector is the far frontier of charted space; beyond here the charts are scarce, and piecemeal. The Korsumug Empire of the Zerps penetration is thin, straddling the line between Mavuzog and Theta Borealis, the spinward depths being either lightly settled, or home to other polities such as the Council of Nakreen, Dungensii Protectorate, and Xiy Xix Imperium.

Allegiance abbreviations: Na: "Non-Aligned", Cn: "Council of Nakreen", Dp: "Dungensii Protectorate", Gw: "Guild Worlds", Ke: "Korsumug Empire", Pe: "Kingdom of Peladon", Xi: "Xiy Xix Imperium".

Mavuzog Subsectors



Melo've



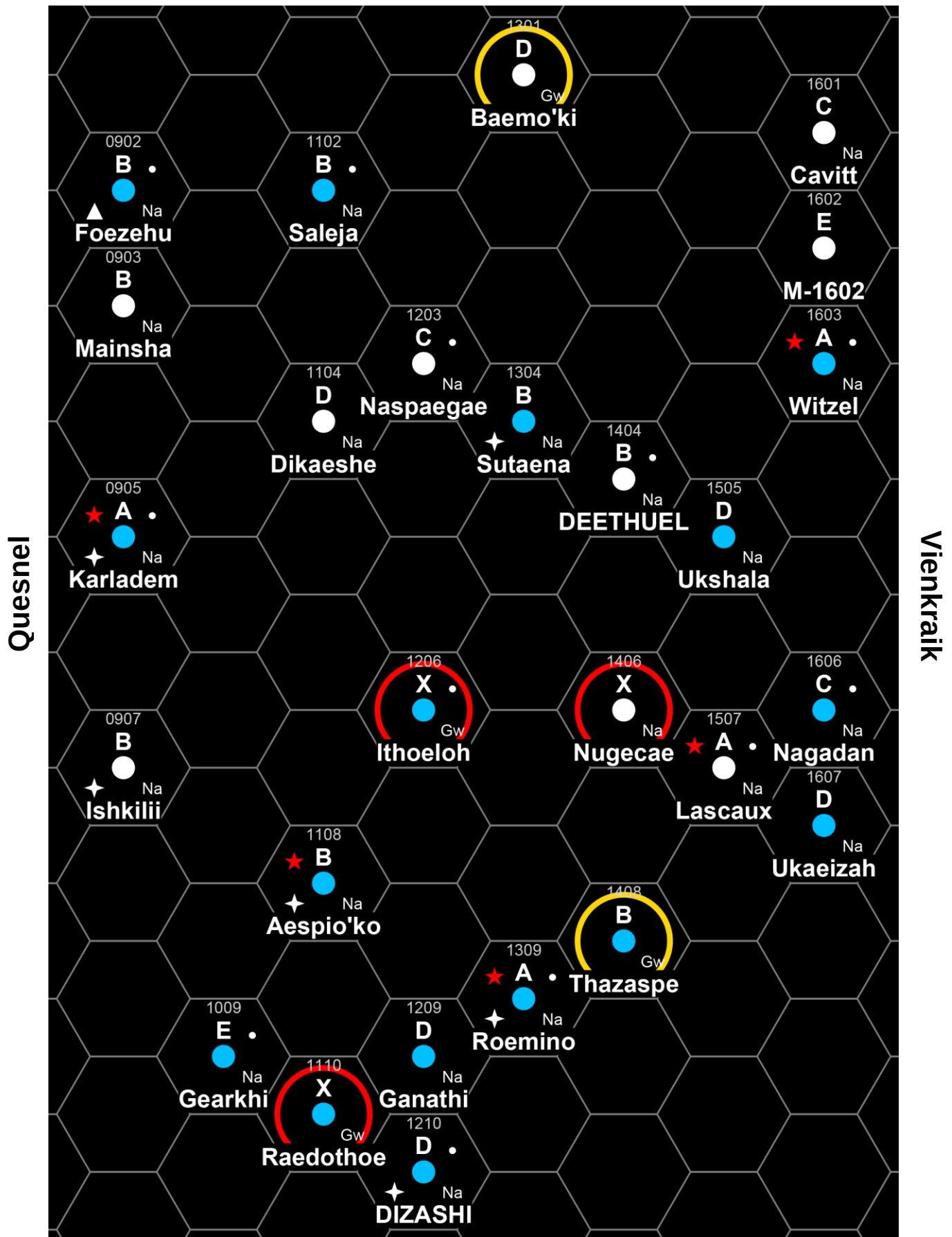
Kaekiyu
Quesnel Subsector

Quesnel Subsector

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Vadees	0104 C466511-E	Ag Ni		305 Na G9VI M6VI
Tiza'Eki	0105 D542730-3 S	Po	mA:9	710 Na K0V
Gisani	0108 X733400-5	Ni Po	R	300 Gw K2V
Zha'ipre	0203 E787211-3	Ni Lo		802 Na G4VI M5VI
Chtizoiach	0204 E465562-8	Ag Ni	A	222 Gw G7VI M0VI
Sadiiga	0206 E888200-6	Ni Lo Destroyed		800 Na K4V M1V M3V
Vethuri	0210 B585465-8	Ni	A	124 Gw F8VI Destroyed Bases
Minaeni	0310 A557321-B M	Ni Lo		120 Na K3V
Lithafe	0408 B9B4351-B M	Ni Lo		135 Na M5VI
Thiwiri	0409 C100200-D	Ni Lo Va		920 Na M0V M5V
Nahanni	0501 C877855-A M			511 Na K9V
Presier	0502 C741889-7 M	Po		220 Na K2V M5V
Aza	0503 B200120-B M	Ni Lo Va		120 Na M3V
Tetlin	0506 A641420-C J	Po		522 Na K7V
Kluane	0507 CAB6637-9 M	FI Ni		110 Na M6VI
Quesnel	0601 D854977-5	Hi	mA:9	820 Na F7V
Sienlian	0604 B867788-6 M	Ri		623 Na G2V M3V
Kimissha	0605 E577000-0	Ba		020 -- K1VI Abnd Scout Base
Jasper	0701 C9D7557-C	Ni		624 Na M2III M3IV
Etho'azag	0707 X410374-1		R	424 Na M6V
Tok-ch'on	0709 A785733-E J	Ag		510 Na K3V M5V
Revatha	0801 C866734-9 M	Ag		212 Na G4V
Hovano	0803 C988674-7	Ag Ni Ri		410 Na F5VI M5VI
Eakitha	0805 D884624-8	Ag Ni		615 Na K1V M0V
Arsamu	0808 B796773-C M			723 Na G5VI M4VI
Erlaig	0809 B110330-A M	Ni Lo		504 Na M5V
Vaeth	0810 E878888-2		mA:9	824 Na F7VI

Subsector A, Quesnel, contains 28 worlds with a population of 9.8 billion; the highest population is 8 billion, at Quesnel, and the highest tech level is E at Vadees and Tok-ch'on.

Nokomis

Uso'yaeth
Dizashi Subsector

Dizashi Subsector

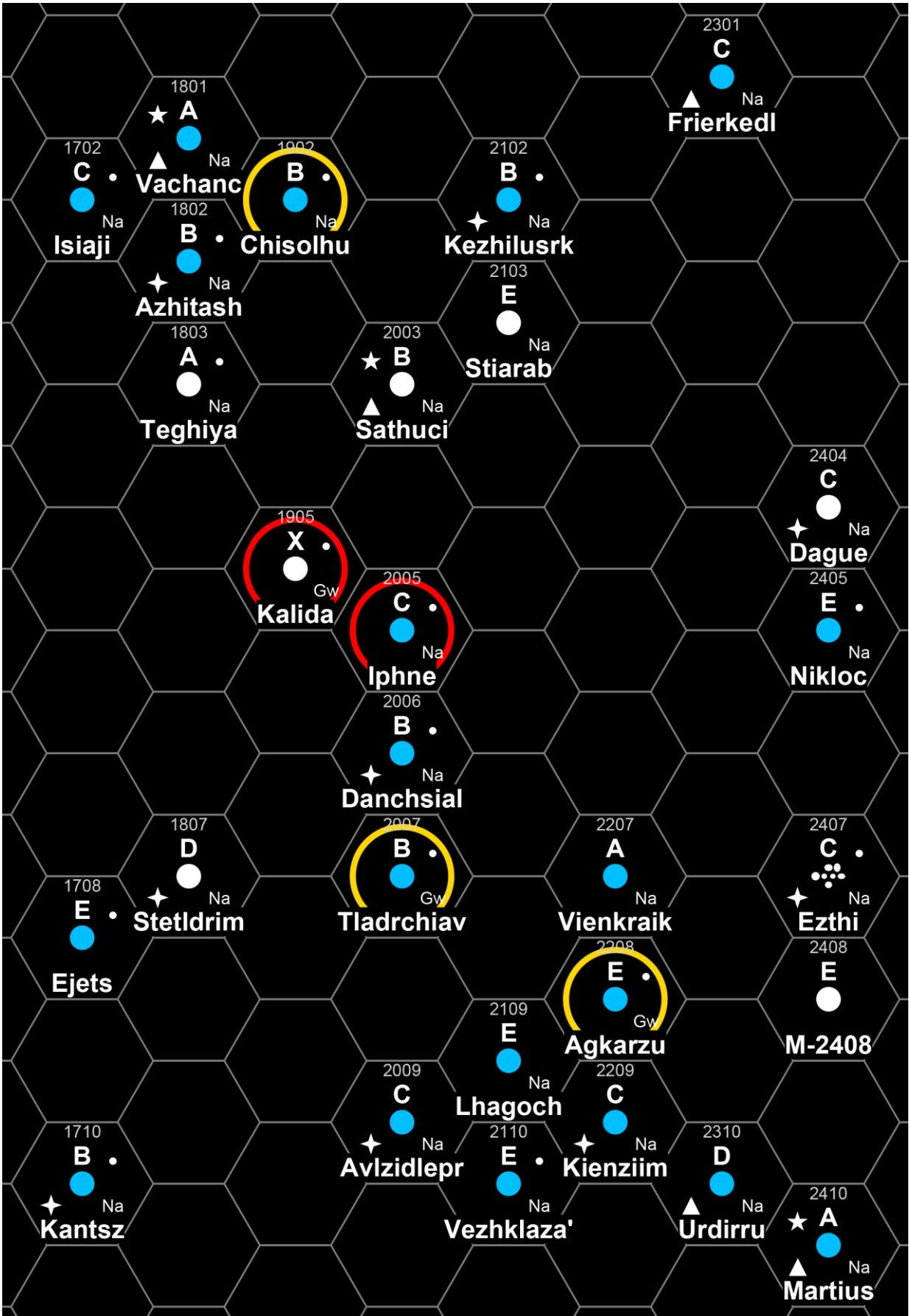
Foezehu	0902 B77A113-B S	Ni Lo Wa		324 Na M9VI T-Form Project
Mainsha	0903 B5A469A-9	Ni		320 Na K5VI
Karladem	0905 A744794-C F	Ag		514 Na G6VI M4VI
Ishkili	0907 B700536-B M	Ni Lo Va		620 Na M4V M8V
Gearkhi	1009 E778431-4	Ni		224 Na K2IV
Saleja	1102 B413345-8	Ni Lo Po		824 Na M8V
Dikaeshe	1104 D300110-C	Ni Lo Va		520 Na M0V M7V Mine Corp
Aespio'ko	1108 B549200-B F	Ni Lo		620 Na M1V
Raedothoe	1110 X961360-1	Ni Lo	R	510 Gw K3IV M8IV
Naspaegae	1203 C7B8210-C	Ni Lo		412 Na M2V M5V
Ithoeloh	1206 X752422-1	Ni Po	R	524 Gw K1V M9V
Ganathi	1209 D543522-6	Ni Po		420 Na K3IV M9IV Abnd Sct Bs
Dizashi	1210 D856954-6 M	Hi	mA:9	722 Na G0V
Baemo'ki	1301 D8A9567-9	Ni	A	820 Gw M2V M7V Dstrd Sct Bs
Sutaena	1304 B89A220-A M	Ni Lo Wa		420 Na K3VI M8VI
Roemino	1309 A648638-E F	Ag		134 Na F7VI
Deethuel	1404 B8409D8-G	In Hi Po De	mA:9	124 Na G3V K7V
Nugecae	1406 X430023-1	Ni Lo Po De	R	520 Na M2IV M4III
Thazaspe	1408 B763262-9	Ni Lo	A	900 Gw F9V M8V
Ukshala	1505 D664337-4	Ni Lo		420 Na K1V Abnd Scout Base
Lascaux	1507 A430743-F J	Po De		423 Na M7V
Cavitt	1601 C6A5676-B	Ni		710 Na M3VI
M-1602	1602 E400000-0	Ba Va		210 -- M3IV M5IV
Witzel	1603 A785442-D J	Lo		813 Na G5VI
Nagadan	1606 C8677A8-6	Ag Ri		504 Na F9V
Ukaeizah	1607 DA96877-3		mA:9	720 Na G1V

Subsector B, Dizashi, contains 26 worlds with a population of 8.9 billion; the highest population is 7 billion, at Dizashi, and the highest tech level is G at Deethuel.

Eyaskoy

Dizashi

Quatro Vicus



Nakreen

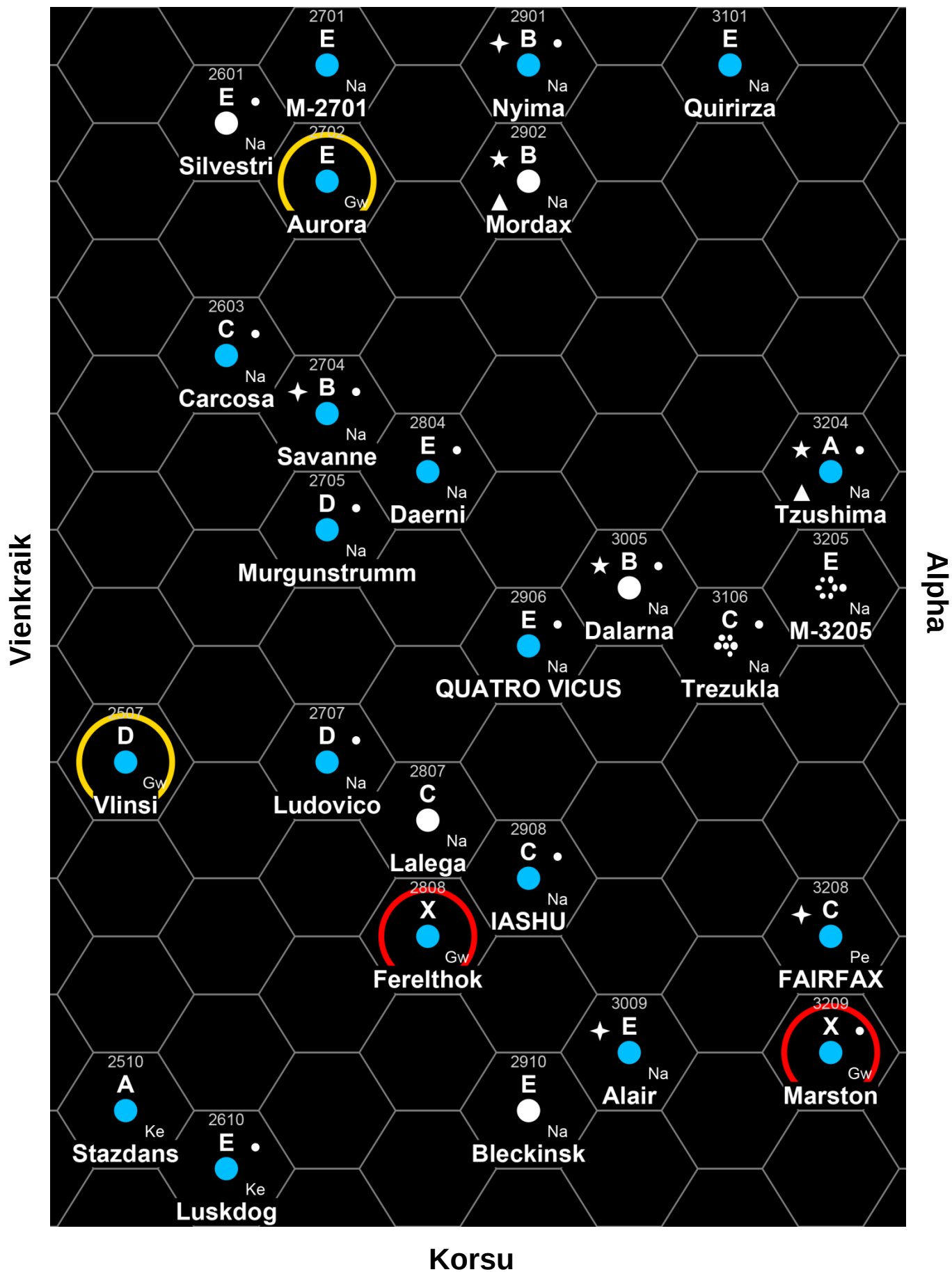
Vienkraik Subsector

Vienkraik Subsector

Isiaji	1702 C9E8876-9		504 Na K4VI M7VI
Ejets	1708 E426000-0	Ba	024 -- M5V M7V
Kantsz	1710 B225649-D M	Ni Lo	712 Na K5IV M8IV
Vachanc	1801 A9638A2-F A		120 Na G6V
Azhitash	1802 B896634-B M		711 Na F9VI M0VI M2VI
Teghiya	1803 A300510-D J	Ni	811 Na M8V Abnd Scout Base
Stetldrim	1807 D4306DA-9 M	Na Ni Po De	110 Na K7VI
Chisolhu	1902 B76753A-B		A 723 Na G3VI
Kalida	1905 X530345-4	Ni Lo Po De	R 435 Gw K6V
Sathuci	2003 B300787-D F	Na Va	910 Na M5IV
Iphne	2005 C584500-8	Ag Ni	R 422 Na G7V M8V Dstrd Sct Bs
Danchsial	2006 B8576A5-A M	Ag Ni	923 Na K3V
Tladrchiav	2007 B88A667-9	Ni Ri Wa	A 514 Gw K1V Destroyed Bases
Avlzidlepr	2009 C79A634-9 M	Ni Wa	420 Na F8IV M9IV
Kezhilusrk	2102 B566752-D M	Ri	321 Na G1V
Stiarab	2103 E830545-9	Na Po De	210 Na M1V M5V M5V
Lhagoch	2109 E434100-7	Ni Lo	420 Na K6VI
Vezhklaza'	2110 E422100-9	Ni Lo Po	213 Na M7V
Vienkraik	2207 A752543-B	Ni Po	220 Na F7III M4IV
Agkarzu	2208 E864665-7	Ag Ni Ri	A 723 Gw G3VI M7VI
Kienziim	2209 C754612-4 M	Ag Ni	100 Na K2VI
Frierkedl	2301 C679658-8 S	Ni	120 Na K3V M4V
Urdirru	2310 D552632-6	Ni Po	310 Na M0V M5V
Dague	2404 C510654-A M	Na Ni	510 Na M7V
Nikloc	2405 E765442-7	Ni Lo	125 Na G5VI
Ezthi	2407 C000423-D M	As Ni	225 Na M6V
M-2408	2408 E510000-0	Ba De	030 -- M0V M2V
Martius	2410 A524420-C F	Ni	810 Na M4V M7V Ice Planet

Subsector C, Vienkraik, contains 28 worlds with a population of 772.4 million; the highest population is 500 million, at Isiaji, and the highest tech level is F at Vachanc.

Netherburn

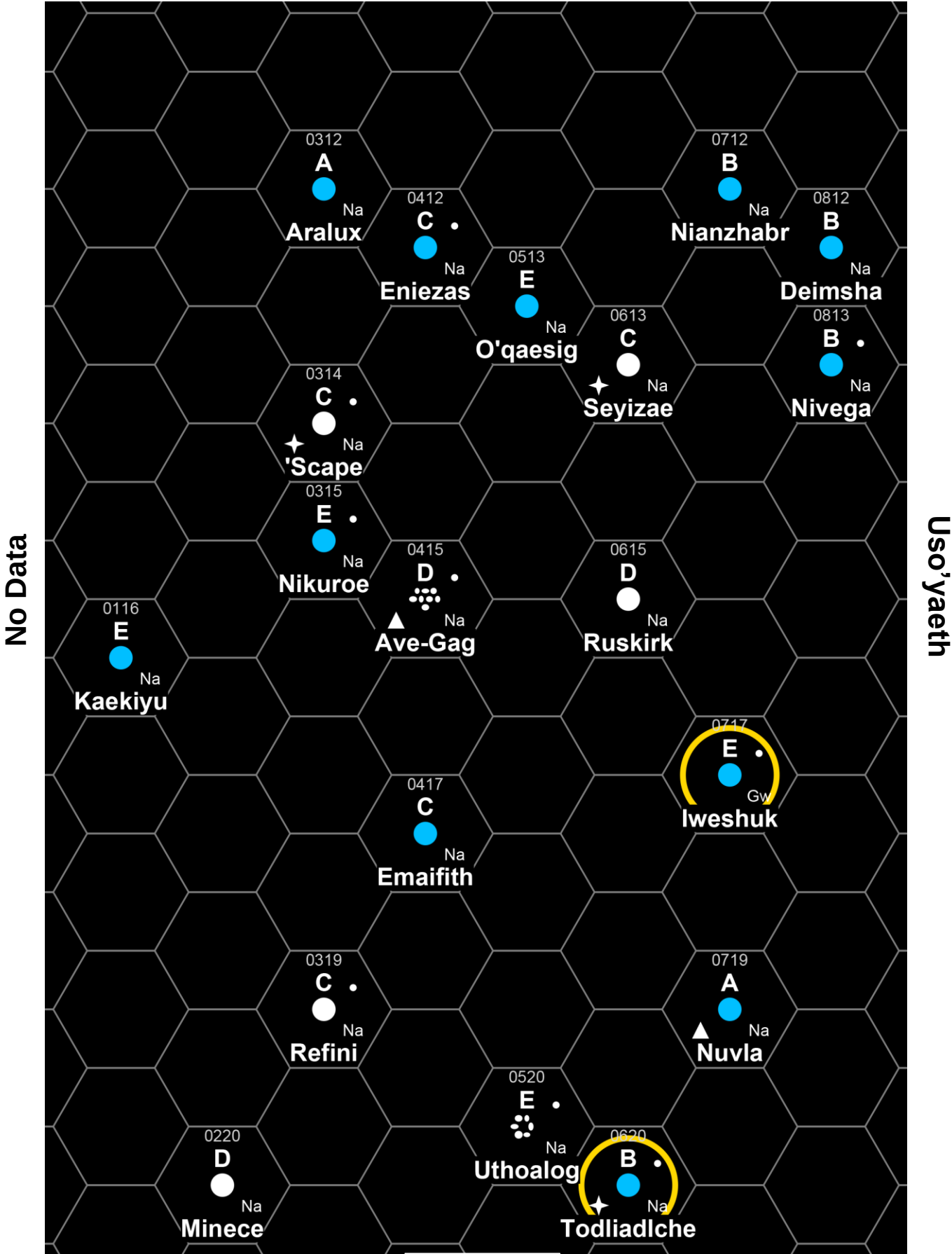


Quatro Vicus Subsector

Vlinsi	2507 D623768-2	Na Po mA: A	A	410 Gw K8V M9D
Stazdans	2510 A556840-C			520 Ke F5VI
Silvestri	2601 E330000-0	De		024 -- F5VI
Carcosa	2603 C3238CF-9	Na Po		712 Na F5VI M4D
Luskdog	2610 E33547B-7	Po		825 Ke F0V
M-2701	2701 E758000-0			020 -- F2V M8D
Aurora	2702 E121466-A	Ic Ni Po	A	410 Gw K0V M3D
Savanne	2704 B897420-E M	Ni		714 Na F3V M6D
Murgunstrumm	2705 D685200-5	Ni Lo		903 Na G7VI M7D
Ludovico	2707 D46A112-5	Ni Lo Wa		824 Na M4V
Daerni	2804 E245420-5	Ni		223 Na F5VI
Lalega	2807 C310451-B	Ni		610 Na F4IV
Ferelthok	2808 X456420-1	Ni	R	920 Gw F5VI M7D
Nyima	2901 B776556-C M	Ni		714 Na F8VI
Mordax	2902 B7B4598-C A	FI Ni		500 Na F5VI
Quatro Vicus	2906 E8649A9-8	Hi		225 Na F5VI M3D
Iashu	2908 C575984-7	In Hi		222 Na F8VI M1D M9D
Bleckinsk	2910 E200000-0	Va		000 -- M9V M7D
Dalarna	3005 B520443-D N	Ni Po De		723 Na G9V M9D
Alair	3009 E478000-0 M	Ni Lo		720 Na F6V
Quirirza	3101 E423000-0	Po		010 -- F5VI
Trezukla	3106 C000798-B	As		812 Na M6V
Tzushima	3204 A624652-E A			921 Na F7VI
M-3205	3205 E000100-D	As Ni Lo		510 Na K7V
Fairfax	3208 C744946-8 M	In Hi		720 Na F5VI
Marston	3209 X623469-3	Ni Po		914 Gw M5V

Subsector D, the Quatro Vicus Subsector has 26 systems with a total population of 12.3 billion (12,330,721,030); the highest population is at Fairfax with over Seven billion and the highest Tech Level is 14 at Savanne and Tzushima. Quatro Vicus subsector is part of what is called “the four corners”; of which Quatro Vicus is named for also, and it is the front line in the war with the Black Ships, as well with the Zerps (a client empire of the Guild Worlds. High pop worlds such as Fairfax, are an amalgamation both an ancient Vlazhdumecta colony and newer settlers from Peladon. Quatro Vicus is filled with refugees, attacked and damaged in an attack by the Black Ships, they have all but given up to their fate.

Quesnel



Alathanz

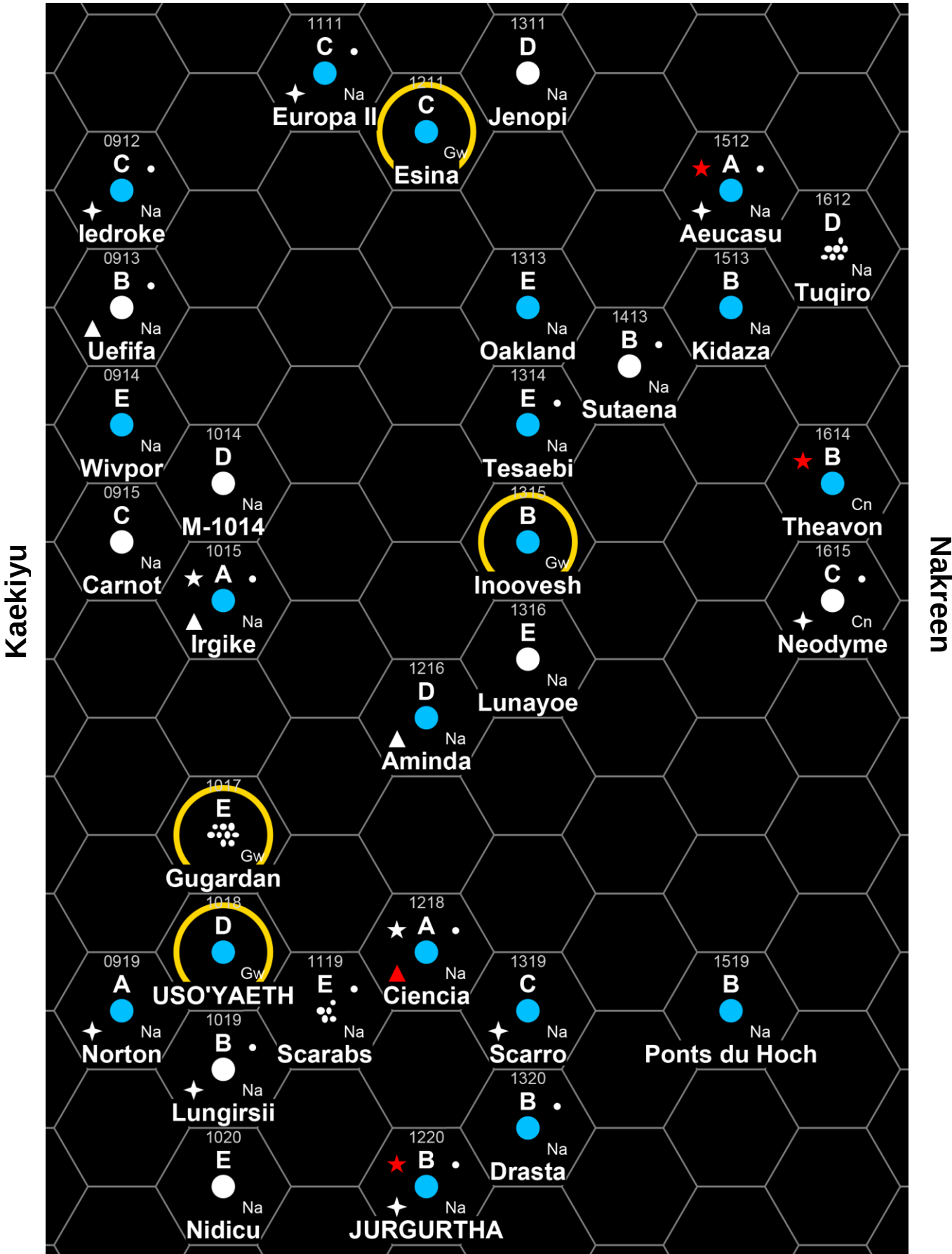
Kaekiyu Subsector

Kaekiyu Subsector

Kaekiyu	0116 E689633-3	Ni	610 Na K3V
Minece	0220 D200641-8	Na Ni Va	720 Na M4V M8V
Aralux	0312 A7428A9-D	Po	900 Na G5VI M6VI
'Scape	0314 C200557-9 M	Ni Va	223 Na M5V
Nikuroe	0315 E779000-0	Ba	004 -- K4V M9V Dstr Col w/A Sp
Refini	0319 C200146-B	Ni Lo Va	513 Na M0V M3V
Eniezas	0412 C577100-7	Ni Lo	924 Na G2VI K1VI Sct Bs Ruin
Ave-Gag	0415 D000348-9 S	As Ni Lo	425 Na K4V M3V
Emaifith	0417 C899100-9	Ni Lo	200 Na K1V Abnd Military Base
O'qaesig	0513 E5565B1-3	Ag Ni	620 Na F9V
Uthoalog	0520 E0007C6-9	As Na	514 Na M0IV F7IV
Seyizae	0613 C730472-B M	Ni Po De	910 Na M9V Dome, Balkanized
Ruskirk	0615 D100535-A	Ni Va	710 Na M6V M7V
Todliadlche	0620 B758870-B M		A 423 Na K3V Civil War
Nianzhabr	0712 B5627A8-A		720 Na K1VI
Iweshuk	0717 E661468-7	Ni	A 521 Gw G9V M6V
Nuvla	0719 A867653-D S	Lo	520 Na F7VI M8VI
Deimsha	0812 B36A7B8-9	Wa	420 Na K9V M0V
Nivega	0813 B854100-8	Ni Lo	513 Na G1VI M3VI Destroyed Colony & Military Base

Subsector E, Kaekiyu, contains 19 worlds with a population of 1.5 billion; the highest population is 900 million, at Aralux, and the highest tech level is D at Aralux and Nuvla.

Dizashi



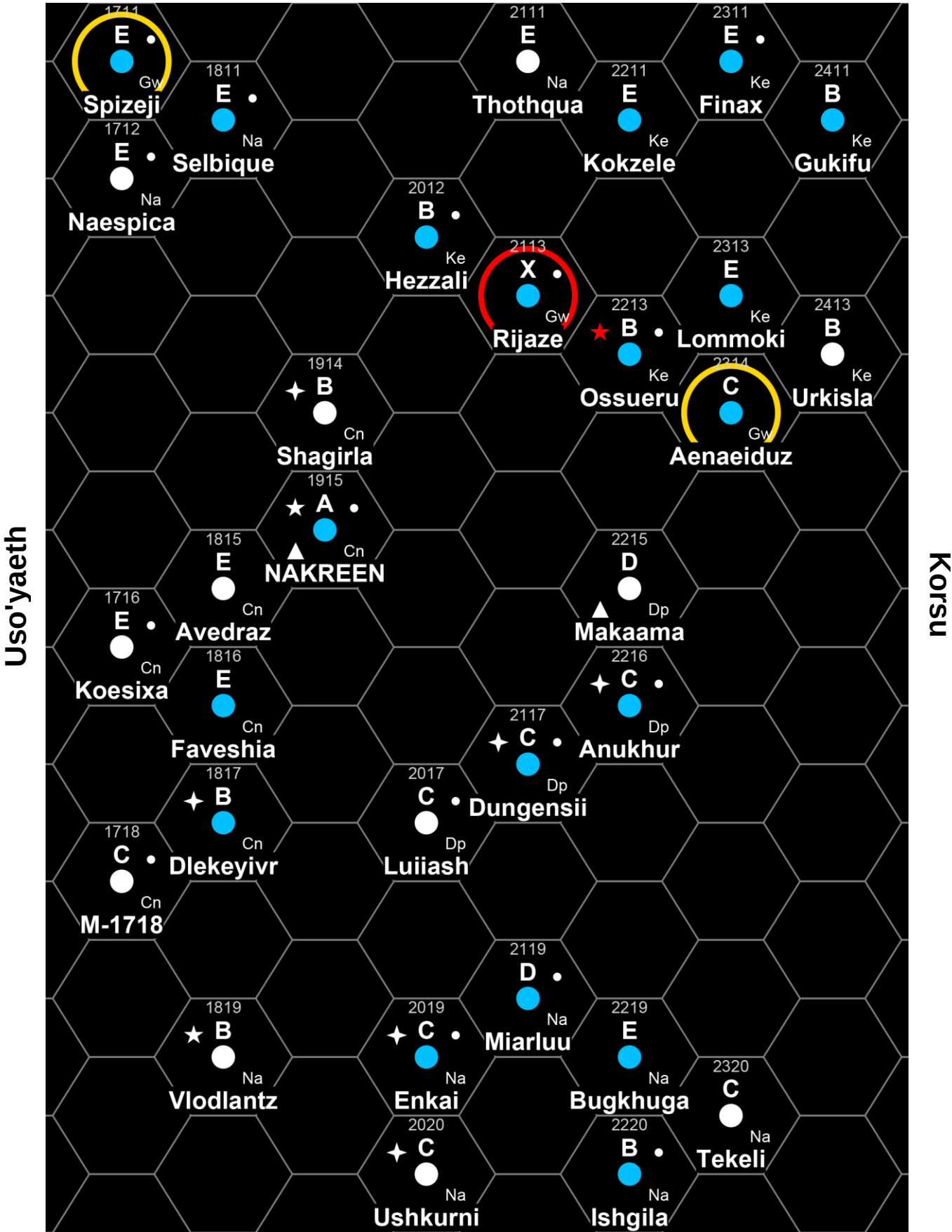
Kej VaRevazh
Uso'yaeth Subsector

Uso'yaeth Subsector

Iedroke	0912 C9637A7-6 M			614 Na F8VI M2VI
Uefifa	0913 B400513-E S	Ni Va		122 Na M3V
Wivpor	0914 E213000-0	Ba Po		020 -- M0V
Carnot	0915 C200240-A	Ni Lo Va		820 Na M9V Abnd Scout Base
Norton	0919 A678510-F M	Lo		610 Na G6VI M1VI
M-1014	1014 E420000-0	Po De		010 -- K9V M0V
Irgike	1015 A755330-D A	Ni Lo		804 Na K0V M9V
Gugardan	1017 E000763-8	As Na	A	420 Gw M0VI M6V M8V
Uso'yaeth	1018 D985A68-8	Hi	mA:9 A	220 Gw F0V Ruined Scout Base
Lungirsii	1019 BAA7223-A M	Lo Ni		822 Na K5IV M7IV
Nidicu	1020 E420000-0	Ba De Po		010 -- M3V
Europa II	1111 C122840-D M	Na Po		704 Na M2IV M9III
Scarabs	1119 E000520-9	As Ni		924 Na K8V
Esina	1211 C566464-7	Ni	A	320 Gw G7VI M1VI Dstr Mil Bs
Aminda	1216 D327510-9 S	Ni		510 Na M5VI M6VI
Ciencia	1218 A997843-G B			103 Na G2V K8V M6III
Jurgurtha	1220 B7639C7-E F	Hi		223 Na K3VI M6V
Jenopi	1311 D630300-7	Ni Lo Po De		220 Na M4V Abnd Scout Base
Oakland	1313 E752100-4	Ni Lo Po		620 Na F9V M3V Dstr Colony
Tesaebi	1314 E332574-4	Ni Po		402 Na M6V Rcnt atk col failing
Inoovesh	1315 B865669-A	Ag Ni Ri	A	810 Gw G5V M1V Dstr Bases
Lunayoe	1316 E200100-7	Ni Lo Va		400 Na K7VI
Scarro	1319 C6446B9-8 M	Ni		220 Na K1VI M5VI
Drasta	1320 B521300-9	Ni Lo Po		524 Na M2V
Sutaena	1413 B200884-C	Na Va		315 Na M3VI M5VI
Aeucasu	1512 A763232-G F	Ni Lo		815 Na G9V Evac to Ciencia
Kidaza	1513 B853300-8	Ni Lo Po		210 Na K1V Destroyed Colony
Ponts du Hoch	1519 B975311-A	Ni Lo		220 Na G8VI M1VI
Tuqiro	1612 D000533-9	As Ni		220 Na K5V M7V
Theavon	1614 B847511-A J	Ag Ni		120 Cn K2V M4V
Neodyme	1615 C200879-B M	Na Va		124 Cn F5VI Was mcorp b4 CW

Subsector F, Uso'yaeth, contains 31 worlds with a population of 23.3 billion; the highest population is 20 billion, at Uso'yaeth, and the highest tech level is G at Ciencia and Aeucasu.

Vienkraik



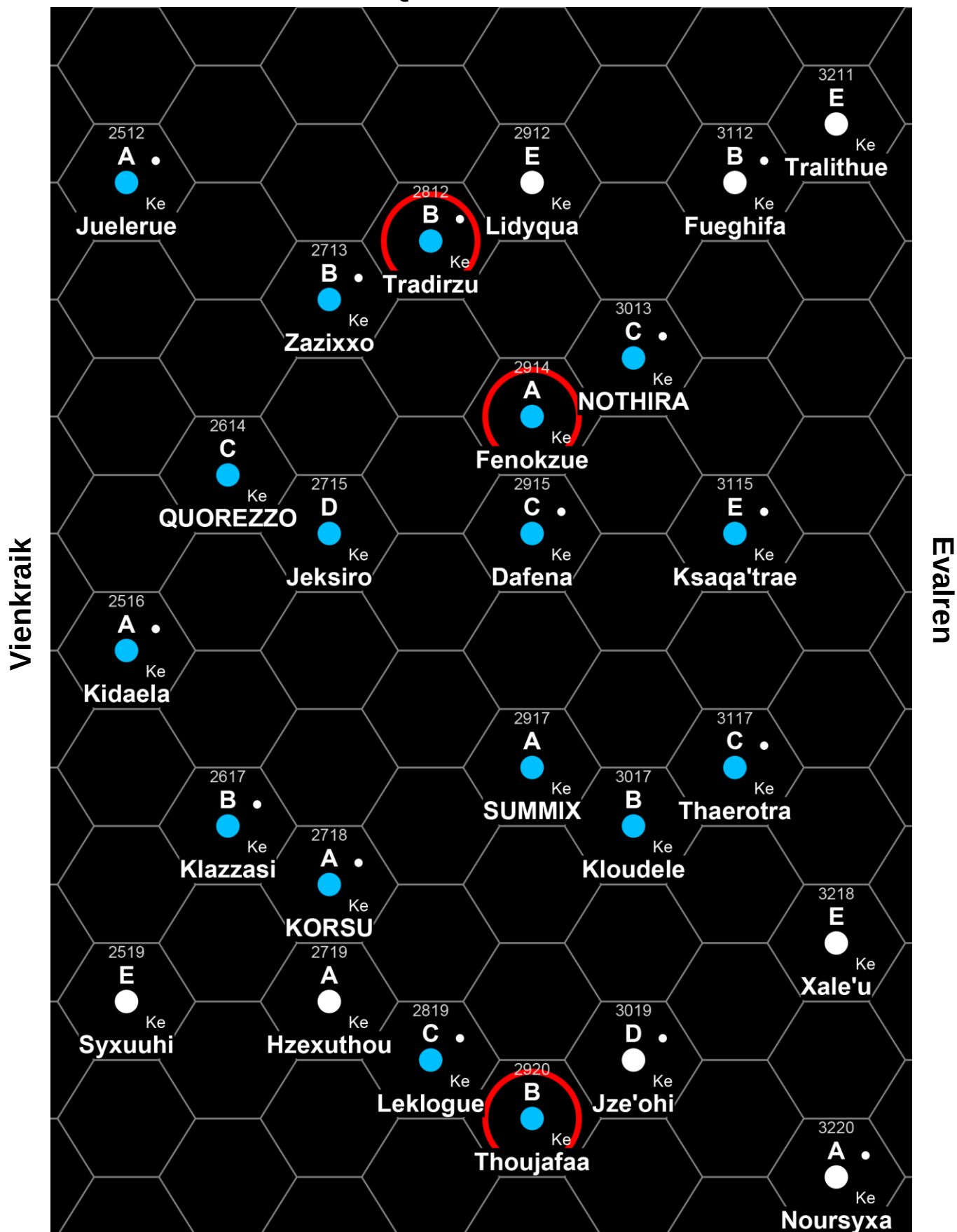
Azhuri
Nakreen Subsector

Nakreen Subsector

Spizeji	1711 E855567-5	Ni		A	124 Gw G5VI Recent Conquest
Naespica	1712 E200000-0	Ba Va			824 -- K3V Dstr Colony & Base
Koesixa	1716 E7A6341-8	Ni Lo			112 Cn K5VI
M-1718	1718 C310000-0	Ba			023 -- K9V Abnd Scout Base
Selbique	1811 E798410-3	Ni			224 Na F9VI Regressed Colony
Avedraz	1815 E7A0575-A	Ni De			620 Cn M4V M7V
Faveshia	1816 E675556-5	Ag Ni			720 Cn G3V K8V M5V
Dlekeyivr	1817 BA5A677-D M	Ni Wa			630 Cn K5V M5V Frozen Planet
Vlodlantz	1819 B830775-C N	Na Po De			620 Na K0IV M0IV
Shagirla	1914 B320420-C M	Ni Po De			820 Cn M3V M3V
Nakreen	1915 A646986-E F	In Hi			121 Cn F6VI M1VI
Hezzali	2012 B5547AA-A	Ag	Z:8		822 Ke G9VI
Luiiash	2017 C600300-B	Ni Lo Va			502 Dp G5V Abnd Scout Base
Enkai	2019 C657351-A M	Ni Lo			714 Na K4VI M2VI
Ushkurni	2020 C311300-8 M	Ni Lo Ic			500 Na M1V
Thothqua	2111 E110100-9	Ni Lo			620 Na K7V
Rijaze	2113 X771838-2		mA:9	R	912 Gw G4IV M4IV
Dungensii	2117 C795733-F M		Z:4		804 Dp K2IV Starport Destroyed
Miarluu	2119 D987440-E	Ni			913 Na G1V Abnd Sct BsT-F Pjt
Kokzele	2211 E545000-0	Ba			020 -- K5VI Destroyed Colony
Ossueru	2213 B7566A5-C J	Ag Ni			424 Ke G8V
Makaama	2215 D311100-F S	Ni Lo Ic			720 Dp M2V
Anukhur	2216 C68A432-8 M	Ni Wa	Z:6		824 Dp K3V Mil Fueling Base
Bugkhuga	2219 E854400-4	Ni			310 Na G6VI M4VI Dstr Col
Ishgila	2220 B783321-C	Ni Lo			114 Na K2V
Finax	2311 E679500-8	Ni	Z:2		624 Ke M0V M5V
Lommoki	2313 E886100-4	Ni Lo	Z:9		820 Ke K1VI M4VI Dstr Colony
Aenaeiduz	2314 C678764-3	Ag	Va:7	A	600 Gw K3V Dstr Sct Bs
Tekeli	2320 C8C8413-D	FI Ni			920 Na M5VI
Gukifu	2411 B882300-9	Ni Lo	Z:9		420 Ke F9V M0V ReConDtN&S
Urkisla	2413 B6B9660-A	FI Ni	Z:3		920 Ke M7V M7V

Subsector G, Nakreen, contains 31 worlds with a population of 2.2 billion; the highest population is 1 billion, at Nakreen, and the highest tech level is F at Dungensii and Makaama.

Quatro Vicus



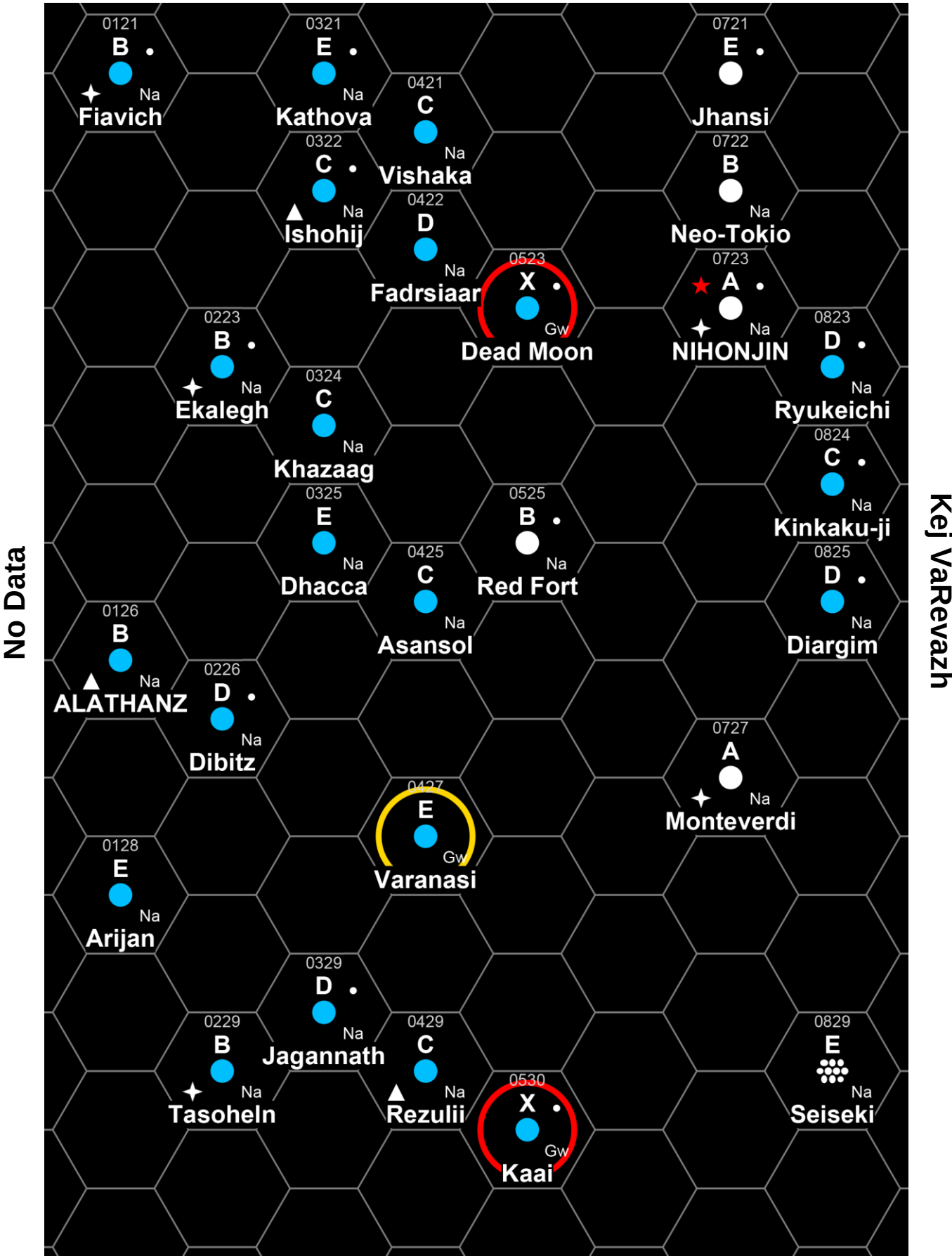
Korsu
Korsu Subsector

Korsu Subsector

Juelerue	2512 A644436-D	Ni	Z:5	315 Ke G5VI M2D
Kidaela	2516 A3557B8-B	Ag Ni	Z:8	324 Ke F7VI
Syxuuhi	2519 E410000-0	De		000 Ke F5VI
Quorezzo	2614 C7679A8-8		Z:9	120 Ke M0VI
Klazzasi	2617 B78A857-8	Ri Wa	Z:7	915 Ke M5V M0D M5II
Zazixxo	2713 B4887B6-E		Z:6	523 Ke G9V
Jeksiro	2715 D79A6B4-8	Ni Wa	Z:8	610 Ke M5V M3V
Korsu	2718 A9729BE-E	In	Z:9	714 Ke F7V M0D Capital Ke
Hzexuthou	2719 A520435-A	Ni Po De	Z:7	420 Ke M6V M4D
Tradirzu	2812 B6657A2-C	Ag Ni Ri	Z:6	R 404 Ke F5VI M4D M9D Gw Base
Leklogue	2819 C15676A-9	Ag	Z:7	214 Ke F5VI M6D
Lidyqua	2912 E211000-0	Ic		020 Ke M3IV K9D M8V
Fenokzue	2914 A8558BE-D		Z:8	R 620 Ke F5VI M3D Gw Base
Dafena	2915 C346433-A	Ni	Z:8	522 Ke K5V
Summix	2917 A7689BE-E		Z:9	820 Ke K9VI M8D
Thoujafaa	2920 B562766-B	Ni	Z:9	R 220 Ke M5IV M9D M1VI Gw Base
Nothira	3013 C8689BE-9		Z:8	822 Ke F5VI M6D
Kloudele	3017 B842899-B	Po	mA:9	110 Ke F5VI
Jze'ohi	3019 D110665-8	Na Ni	Z:6	812 Ke K8V
Fueghifa	3112 B30057A-9	Ni Va	Z:8	212 Ke M7V
Ksaqa'trae	3115 E777000-0			015 -- F5VI M9D Biowar Accident
Thaerotra	3117 C755860-9	Ag	Z:8	823 Ke F3V M2D
Tralithue	3211 E100656-A	Na Ni Va	Z:7	920 Ke M8V
Xale'u	3218 E430865-8	Na Po De	Z:8	410 Ke M1V
Noursyxa	3220 A9D6311-A	Ni Lo	Z:9	922 Ke G6VI Research Station

The Korsu Subsector has 25 systems with a total population of 26,983,329,000; the highest population is tied between both Nothira and Summix with over eight billion each and the highest Tech Level is tied between Zazixxo, Korsu, and Summix with TL 14 each. The Korsu subsector is the heart of the Korsumug Empire, with the Zerp home world of Korsu and industrial worlds such as Summix. The Guild Worlds, origin of the Black Ships, maintain multiple bases here, from which they support the expansion of the Korsumug Empire. Worlds of the Korsumug Empire can be considered to have both a naval and military base organically, and are often the government place from where the worlds are ruled.

Kaekiyu



Xiy Xic

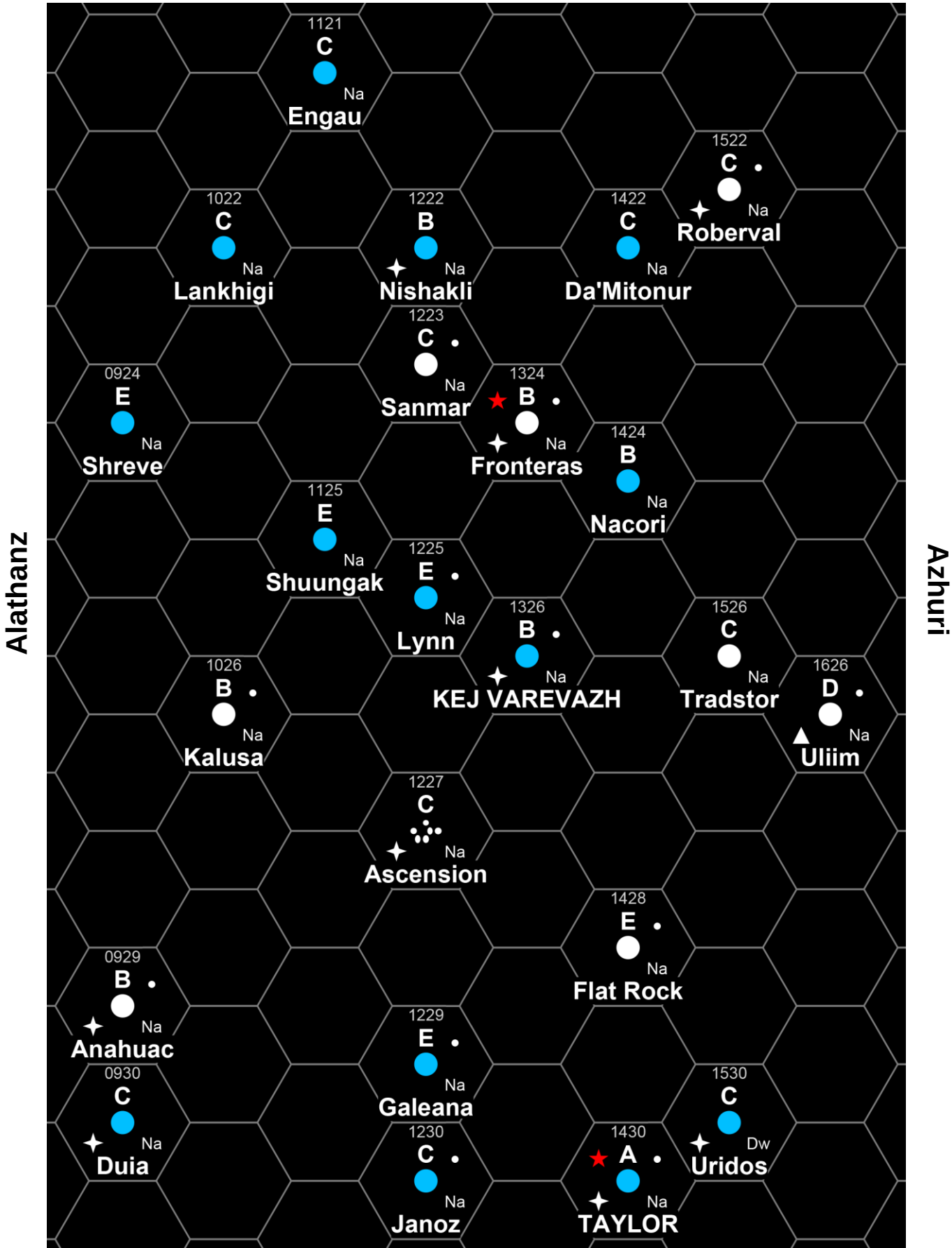
Alathanz Subsector

Alathanz Subsector

Fiavich	0121 B746524-C M	Ag Ni		801 Na K0V
Alathanz	0126 B563973-C S	Hi	mA:9	220 Na G3VI M7VI
Arijan	0128 E787575-6	Ag Ni		520 Na F9VI
Ekalegh	0223 B677755-9 M	Ag		823 Na G1VI
Dibitz	0226 D954410-5	Ni		515 Na K2V M1V
Tasoheln	0229 B5217B9-D M	Na Po		720 Na K5VI M3VI
Kathova	0321 E873794-5	Ni		124 Na F6VI G9VI
Ishohij	0322 C667543-4 S	Ag Ni		423 Na K4V M9V
Khazaag	0324 C853684-8	Ni Po		820 Na G5VI Abnd Scout Base
Dhacca	0325 E784100-D	Ni Lo		420 Na G8V
Jagannath	0329 D774222-7	Ni Lo		821 Na K3V M8V
Vishaka	0421 C555710-8	Ag		810 Na K0V M7V
Fadrsiaar	0422 D521584-9	Ni Po		100 Na M7IV
Asansol	0425 C558340-6	Ni Lo		600 Na M5VI
Varanasi	0427 E643463-2	Ni Po	A	200 Gw M3IV M5IV Col Dev
Rezulii	0429 C766454-F S	Ni		920 Na F8VI Military Scoutpost
Dead Moon	0523 X447121-2	Ni Lo	R	924 Gw K5VI
Red Fort	0525 B200540-C	Ni Va		924 Na M6V
Kaai	0530 X222268-8	Ni Lo Po	R	Gw M1V M8V
Jhansi	0721 E300000-0	Ba Va		015 -- M3V M8V Destr Mil Base
Neo-Tokio	0722 B7008A6-D	Na Va		310 Na M5VI Ex-Nihonjin Col
Nihonjin	0723 A6209B9-F F	Na In Hi Po		124 Na K9V
Monteverdi	0727 A900753-C M	Na Va		900 Na M2V
Ryukeichi	0823 D221225-7	Ni Lo Po	Pr Col	215 Na M9V Abnd Sct Bs
Kinkaku-ji	0824 C865654-4	Ag Ni Ri		905 Na G4VI
Diargim	0825 D951679-5	Ni Po		924 Na K3V M8V Abnd Sct Bs
Seiseki	0829 E000689-D	As Na Ni		420 Na M0VI Destroyed Starport

Subsector I, Alathanz, contains 27 worlds with a population of 3.7 billion; the highest population is 2 billion, at Alathanz, and the highest tech level is F at Rezulii and Nihonjin.

Uso'yaeth



Loth Xir

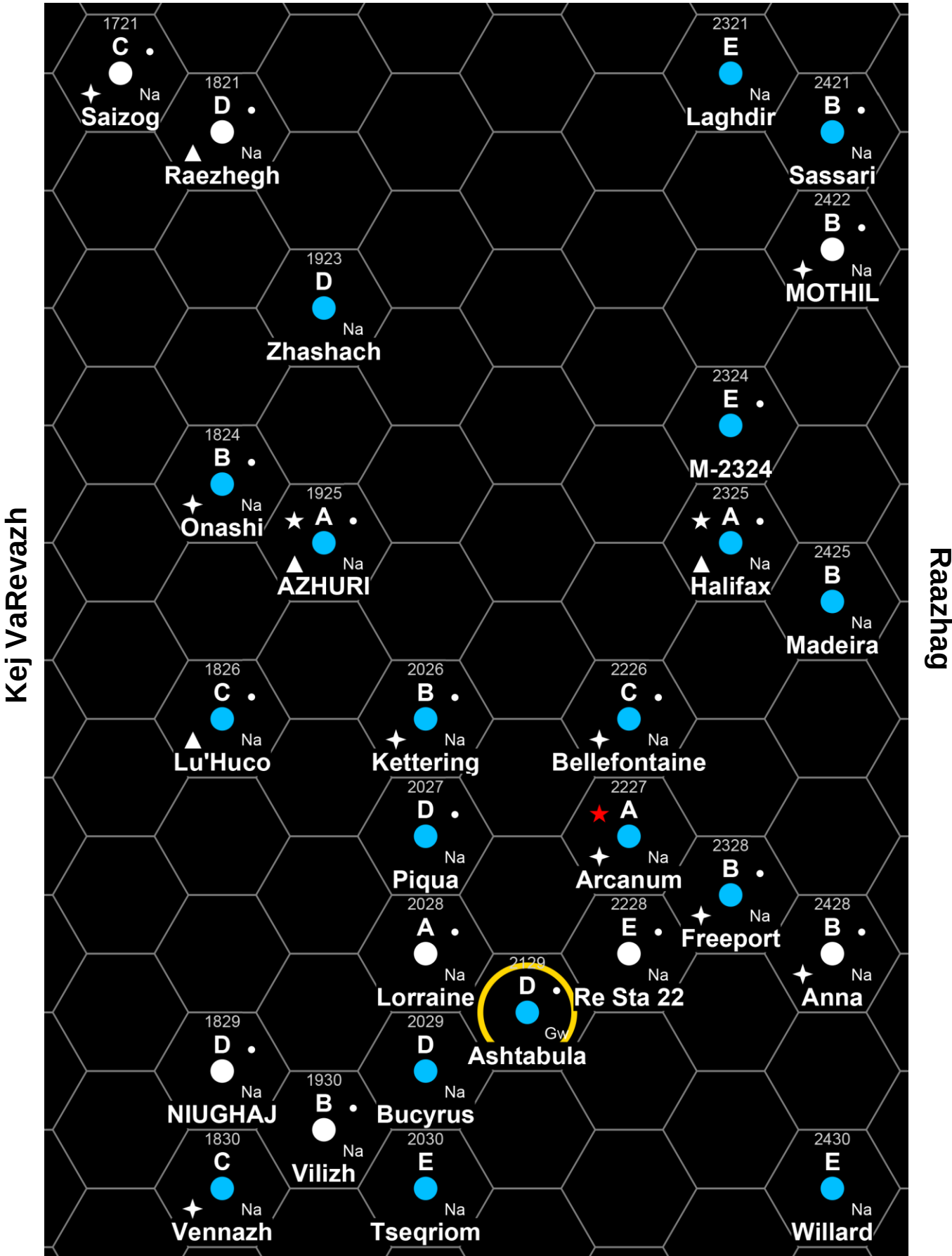
Kej VaRevazh Subsector

Kej VaRevazh Subsector

Shreve	0924 E855222-5	Lo Ni		920 Na G4VI
Anahuac	0929 B300672-A M	Na Ni Va		714 Na M8V
Duia	0930 C785351-8 M	Lo Ni		320 Na F9V
Lankhigi	1022 C948230-5	Lo Ni		420 Na K3VI
Kalusa	1026 B310410-8	Ni		421 Na M1V M3V
Engau	1121 C646321-8	Lo Ni		410 Na K7VI
Shuungak	1125 E568300-6	Lo Ni		800 Na G1VI
Nishakli	1222 B875631-A M	Ag Ni		420 Na F5VI
Sanmar	1223 C630543-9	Ni Po De		712 Na G9IV M7IV
Lynn	1225 E898100-6	Lo Ni		423 Na G5V M2V
Ascension	1227 C000200-B M	As Ni Lo		220 Na M4VI
Galeana	1229 E467420-5	Ni		224 Na K3V
Janoz	1230 C533423-7	Ni Po		424 Na K6V M6V
Fronteras	1324 B6A4741-E F			814 Na K5VI
Kej VaRevazh	1326 B7669B9-9 M	Hi	mA:9	224 Na F9VI M0VI
Da'Mitonur	1422 C726500-9	Ni		410 Na K8V M4V Frozen World
Nacori	1424 B556677-5	Ag Ni		500 Na G5V
Flat Rock	1428 E420510-8	Ni Po De		721 Na M8V
Taylor	1430 A853934-C F	Hi		621 Na G7VI
Roberval	1522 C9A4341-A M	Lo Ni		823 Na K4V
Tradstor	1526 C640756-8	Po De		520 Na M1V
Uridos	1530 C4947X6-9 M	Ag		220 Dw K0VI M3VI
Uliim	1626 D500645-D S	Na Ni Va		624 Na M5V M7V

Subsector J, Kej VaRevazh, contains 23 worlds with a population of 8.2 billion; the highest population is 6 billion, at Taylor, and the highest tech level is E at Fronteras.

Nakreen



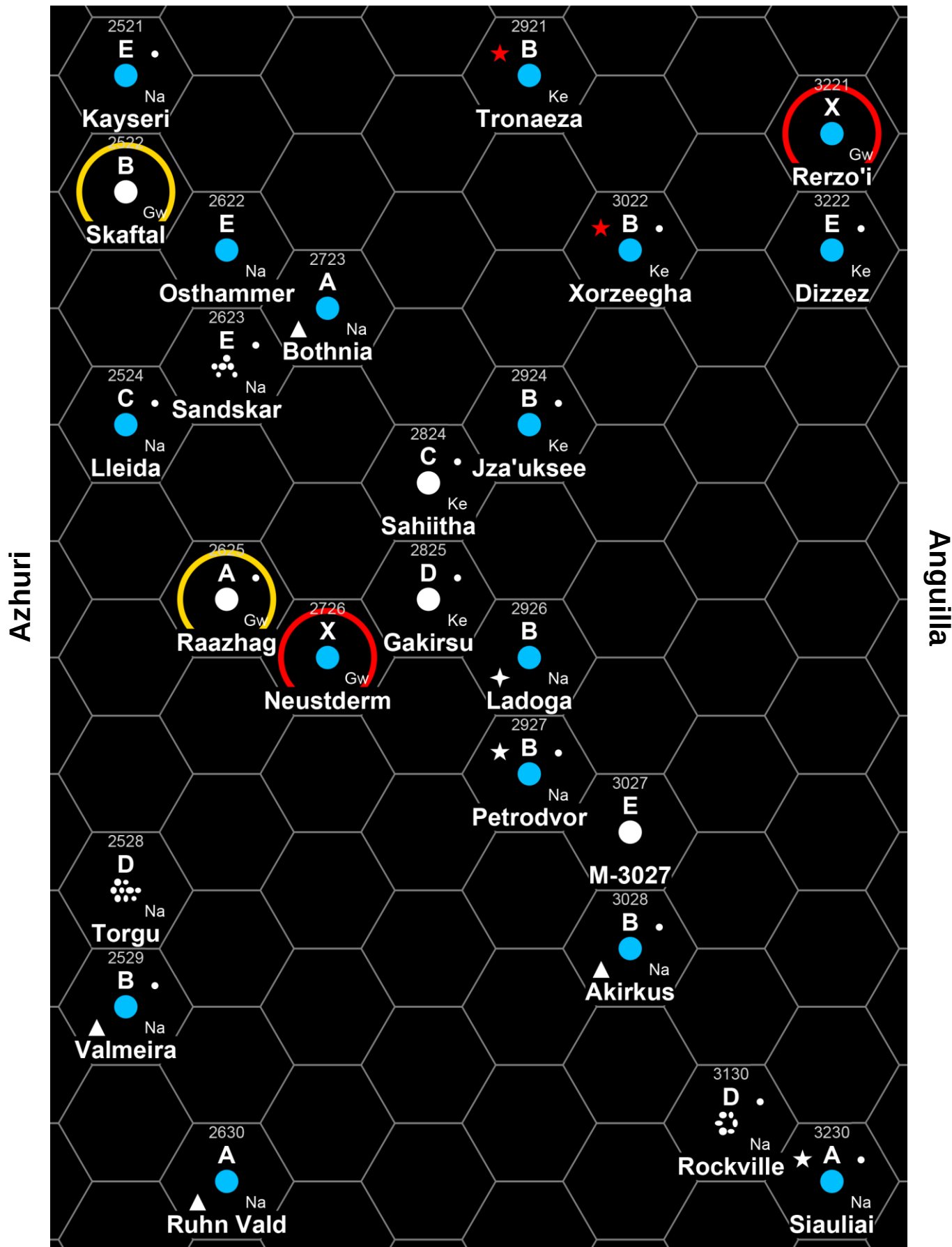
Uiraohao
Azhuri Subsector

Azhuri Subsector

Saizog	1721 C330544-A M	Ni Po De		524 Na K1V M6V
Raezhegh	1821 DAB6100-F S	Ni Lo		914 Na F6VI Research Station
Onashi	1824 B775776-A M	Ag		123 Na F5VI
Lu'Huco	1826 C533640-9 S	Na Ni Po		832 Na M9IV
Niughaj	1829 D8BA997-6	Hi Wa	mA:9	313 Na G0V
Vennazh	1830 C898754-6 M	Ag		110 Na K2IV M8IV
Zhashach	1923 D8527A6-4	Po		300 Na G7VI
Azhuri	1925 A7789A9-G A	In Hi		331 Na G1V M2V
Vilizh	1930 B110357-A	Na		713 Na M0V
Kettering	2026 B851410-D M	Ni Po		514 Na G3V
Piqua	2027 D796221-4	Ni Lo		923 Na K4VI M7V
Lorraine	2028 A500778-E	Na Va		422 Na M1V M8V Abnd Sct Bs
Bucyrus	2029 D897798-6	Ag		710 Na G5VI K6VI M2VI
Tseqriom	2030 E743321-3	Ni Lo Po		220 Na K2V
Ashtabula	2129 D763462-7	Ni	A	923 Gw K4V M7V
Bellefontaine	2226 C862634-7 M	Ni		814 Na K1III M0IV
Arcanum	2227 A7798C9-E F			520 Na G6V
Re Sta 22	2228 E300000-G	Ni Lo Va		513 Na M5V Research Lab
Laghdir	2321 E755872-4			830 Na K3VI
M-2324	2324 E544000-0	Ba		024 -- K5VI M6VI Abnd Sct Bs
Halifax	2325 A445652-F A			713 Na F7V
Freeport	2328 B746513-E M	Ag Ni		813 Na K2V
Sassari	2421 B234322-8	Ni Lo		811 Na M1V
Mothil	2422 B9409AA-7 M	In Hi Po De	mA:9	325 Na F2V
Madeira	2425 B324200-A	Ni Lo		410 Na K5V M9V
Anna	2428 B430100-D M	Ni Lo Po De		321 Na A9V
Willard	2430 E651200-6	Ni Lo Po		710 Na M8V

Subsector K, Azhuri, contains 27 worlds with a population of 10.5 billion; the highest population is 3 billion, at Niughaj, and the highest tech level is G at Azhuri and Re Sta 22.

Korsu



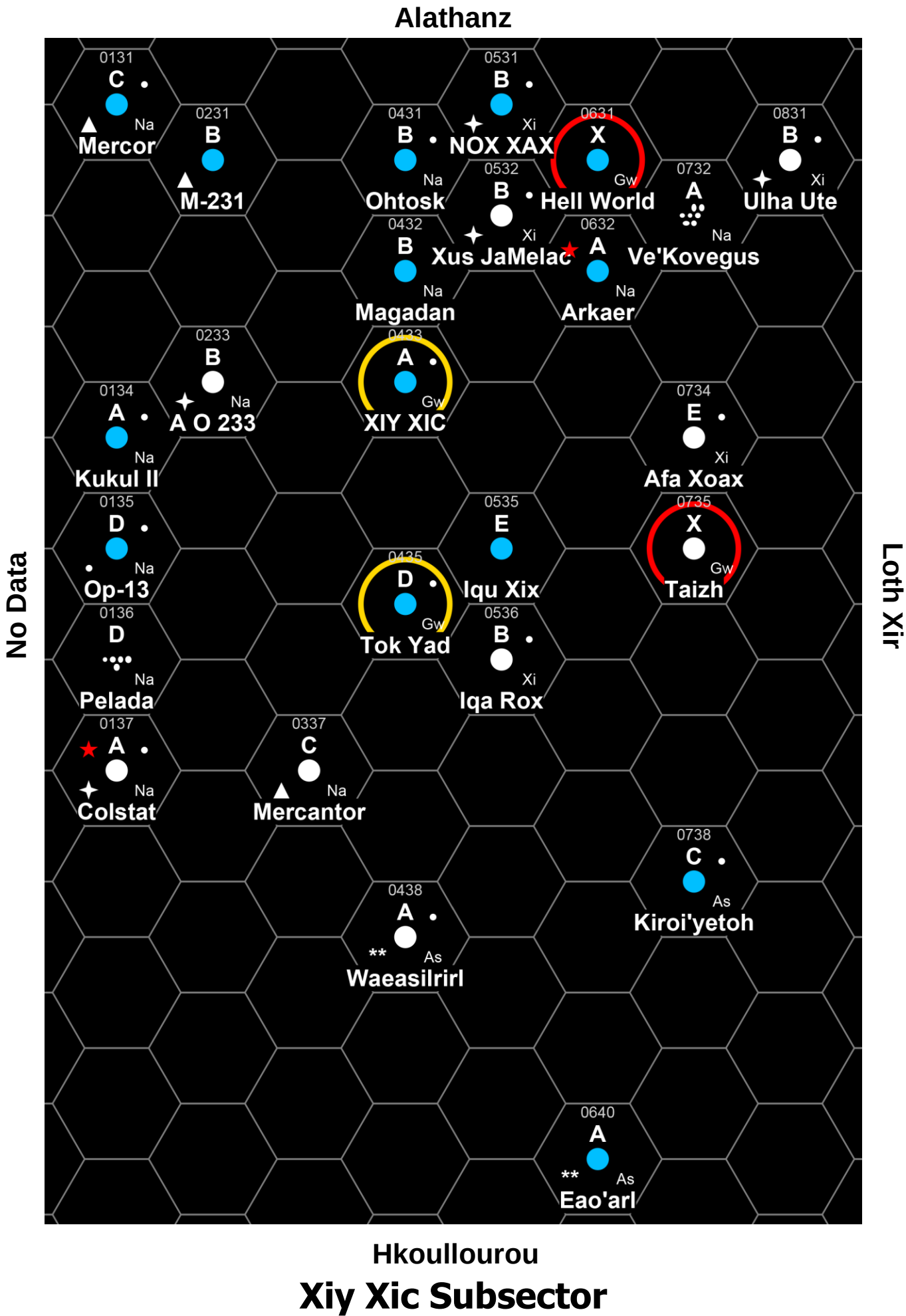
Scarborough

Raazhag Subsector

Raazhag Subsector

Kayseri	2521 E864410-8	Ni		822 Na G5VI M7VI
Skaftal	2522 BAC9566-B	FI Ni	A	310 Gw K9V Destroyed Mil Base
Lleida	2524 C867544-D	Ni		522 Na G4VI
Torgu	2528 D000410-8	As Ni		920 Na M7VI M9VI
Valmeira	2529 B632879-9 S	Na Po		723 Na M3V
Osthammer	2622 E335410-8	Ni		900 Na K5VI M8V
Sandskar	2623 E000541-8	As Ni		203 Na M2V
Raazhag	2625 A5A1563-A	Ni	A	415 Gw M0V M5V
Ruhn Vald	2630 A423433-9 S	Ni Po		720 Na K8V M5VI
Bothnia	2723 A776694-C S	Ag Ni		510 Na F8VI M3VI
Neustderm	2726 X496685-B	Ag	D:9 R	920 Gw K3IV
Sahiitha	2824 C9A9200-A	Ni Lo	Z:9	624 Ke M5IV M9IV Dstr Sct Bs
Gakirsu	2825 D410330-7	Ni Lo	Z:1	622 Ke M2VI
Tronaeza	2921 B541100-B J	Ni Lo Po		310 Ke K7V M5V
Jza'uksee	2924 B768634-8	Ag Ni	Z:3	123 Ke G5V M8V
Ladoga	2926 B5678B9-9 M			220 Na G9VI
Petrodvor	2927 B676431-A N	Ni		321 Na K0VI
Xorzeegha	3022 B8786B3-9 J	Ag Ni	Z:8	112 Ke F8V M0V
M-3027	3027 E300000-0	Ba Va		020 -- M9V
Akirkus	3028 B636141-C S	Ni Lo		815 Na K6VI M3VI
Rockville	3130 D000231-8	As Ni Lo		502 Na A3V Abnd Sct Bs
Rerzo'i	3221 X765000-6	Ni Lo	R	520 Gw K1V
Dizzez	3222 E661797-B	Ni Ri	Z:9	322 Ke F1V M0V
Siauliai	3230 A413320-D N	Ni Lo		313 Na K8V M1V M5VI

Subsector L, Raazhag, contains 24 worlds with a population of 947.8 million; the highest population is 700 million, at Valmeira, and the highest tech level is D at Lleida and Siauliai.

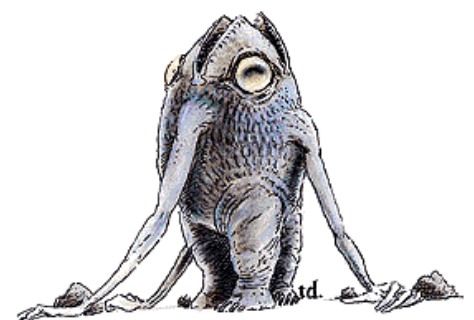


Xiy Xic Subsector

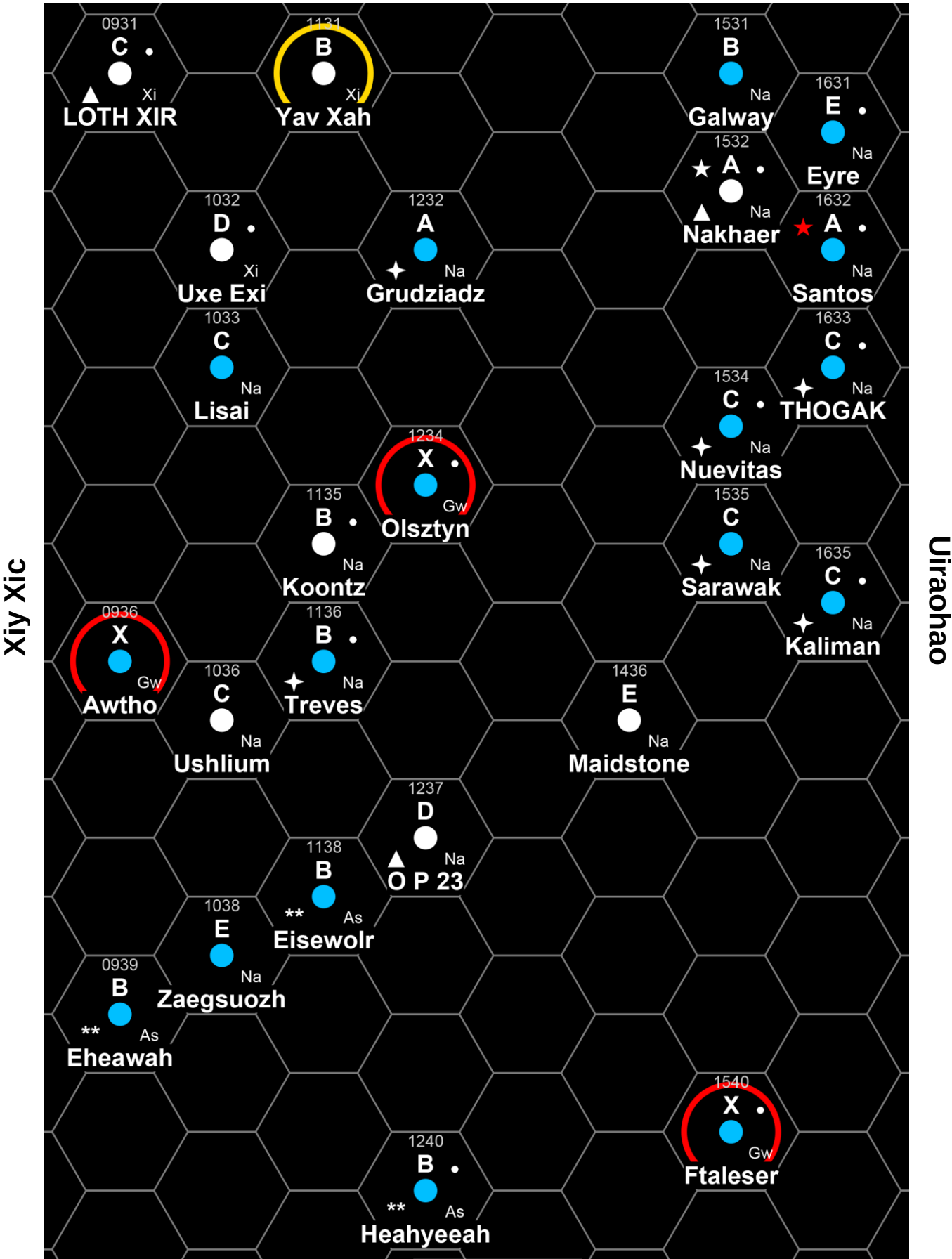
Mercor	0131 C78A412-9 S	Ni Wa			823 Na M2III
Kukul II	0134 A659789-B				525 Na K4V M9V
Op-13	0135 D772130-D V	Ni Lo			904 Na K0V M7V
Pelada	0136 D000641-A	As Na			910 Na A5V
Colstat	0137 A2008B8-E F	Na Va			921 Na M1V
M-231	0231 B988000-F S	Ni Lo			220 -- G5V Survey Team
A O 233	0233 B4009A9-E M	Na In Hi Va			110 Na K9VI Clone World
Mercantor	0337 C540772-8 S	Po De			920 Na M0V High Mixed Pop
Ohtosk	0431 B68A638-9	Ni Wa			813 Na G0V M2V
Magadan	0432 B224485-B	Ni Po			920 Na M3VI
Xiy Xic	0433 A655967-A	Hi	mA:9	A	104 Gw G8VI K7VI Dstr Mil Bs
Tok Yad	0435 D765867-5	Ri Wa	mA:9	A	412 Gw K3V M5V Dstr Sct Bs
Waeasilrirl	0438 A3104G3-E R	Ni			811 As M5V
Nox Xax	0531 B655998-9 M	Hi	mA:9		624 Xi F7VI Colony of Xiy Xix
Xus JaMelac	0532 B4118A9-C M	Na Ic	mA:9		924 Xi K8VI M2VI Col of Xiy Xix
Iqu Xix	0535 E565000-0	Ni Lo			020 -- G6VI M7VI Dstr Xi Mil Bs
Iqa Rox	0536 B300430-A	Ni Va	mA:9		723 Xi M8V
Hell World	0631 X866100-1	Ni Lo		R	710 Gw G1V M0V Dstr Col
Arkaer	0632 A975550-E J	Ag Ni			910 Na K2VI M7VI
Eao'arl	0640 A6336H5-D R	Na Ni Po			820 As K5VI M5VI
Ve'Kovegus	0732 A000676-A	As Na			420 Na M6V
Afa Xoax	0734 E200100-9	Ni Lo Va	mA:9		613 Xi M9V
Taizh	0735 X8A4114-3	Fl Ni Lo		R	320 Gw M4V
Kiroi'yetoh	0738 C7785G5-6	Ni			604 As G9IV
Ulha Ute	0831 B610899-A M	Na Va	mA:7		313 Xi M2V M5VI M6V Xi Col

Subsector M, Xiy Xic, contains 25 worlds with a population of 10.7 billion; the highest population is 6 billion, at Nox Xax, and the highest tech level is F at M-231. Tok Yad is a colony of Xiy Xic. Xiy Xic, once capital of the Xiy Xic Imperium, and homeworld of the Xi-ians.

Xi-ian



Kej VaRevazh



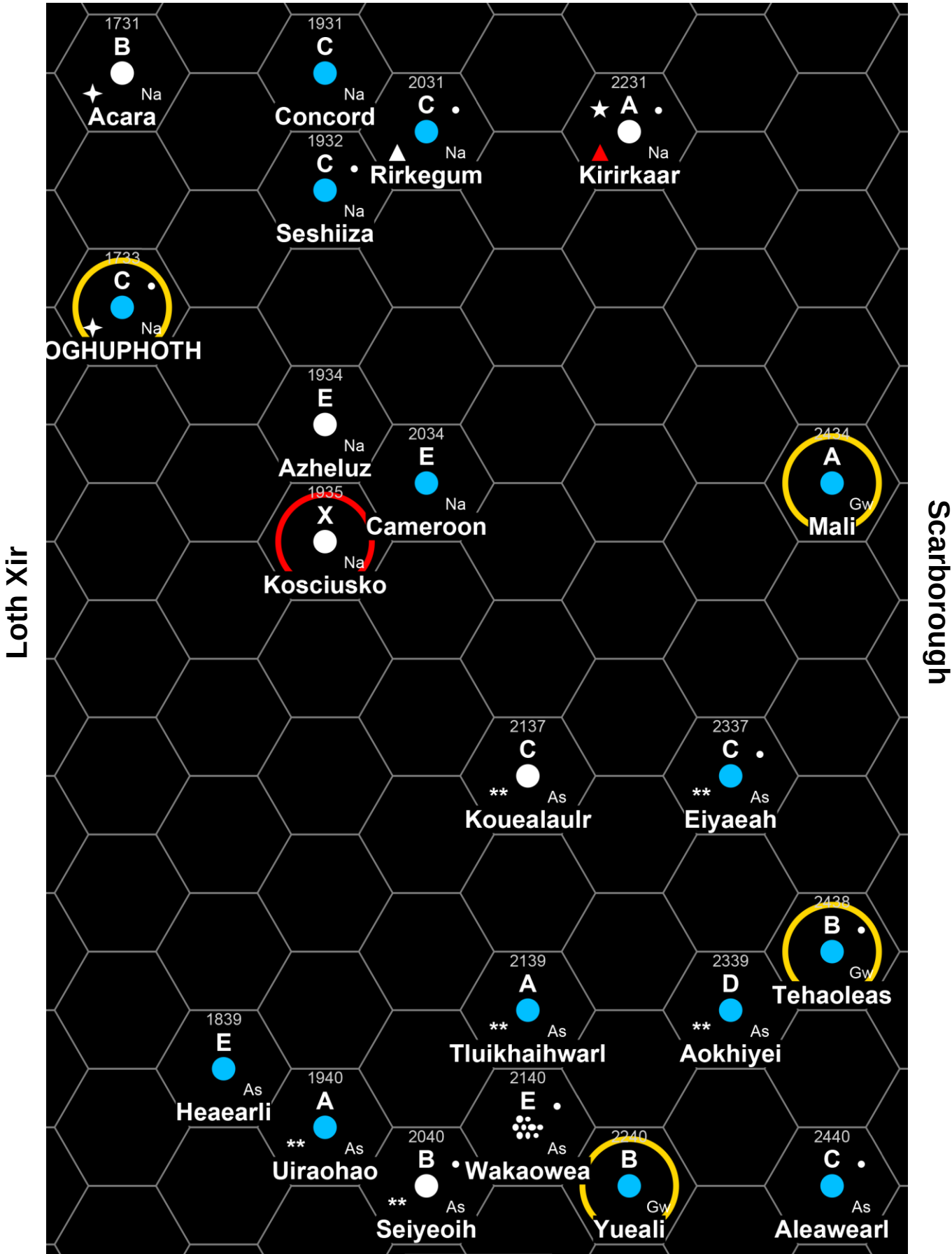
Loth Xir Subsector

Loth Xir Subsector

Loth Xir	0931 C6209C9-A S	Na In Hi	mA:9		824 Xi M7VI
Awtho	0936 X331400-2	Ni Po		R	420 Gw M3V
Eheawah	0939 B5312G0-D R	Ni Lo Po			320 As M6V
Uxe Exi	1032 D210334-7	Ni Lo			311 Xi M1VI M3VI
Lisai	1033 C987200-A	Ni Lo			120 Na F5VI M6VI
Ushlium	1036 C7A4313-9	Ni Lo			400 Na K8VI M4VI
Zaegsuozh	1038 E667879-2	Ag Ri	mA:9		200 Na G4VI
Yav Xah	1131 B310369-A	Ni Lo		A	810 Xi M0V Dstr Scout Base
Koontz	1135 B310120-D	Ni Lo			121 Na M5V
Treves	1136 B625896-B M				725 Na K8VI M5VI
Eisewolr	1138 B5783G0-9 R	Ni Lo			920 As G1IV
Grudziadz	1232 A973895-9 M				120 Na F7V
Olsztyn	1234 XA567A6-2	Ag		R	314 Gw G8VI K8VI M2VI
O P 23	1237 D200100-F S	Ni Lo Va			510 Na K4V M0V
Heahyeeah	1240 B5332G0-8 R	Ni Lo Po			625 As M3V M5V
Maidstone	1436 E510120-A	Ni Lo			120 Na K9IV M6V
Galway	1531 B876483-B	Ni Lo			320 Na K0VI
Nakhaer	1532 A300444-F A	Va			212 Na K3V M3II M3V
Nuevitas	1534 C553641-8 M	Na Ni Po			704 Na G9V K7V M2V
Sarawak	1535 C569643-7 M	Ni Lo			810 Na K2VI
Ftaleser	1540 X788669-1	Ag Ni Ri	As:9	R	525 Gw G2VI M7VI
Eyre	1631 E553200-7	Ni Lo Po			911 Na K1V
Santos	1632 A237430-C J	Ni Lo			813 Na M7V
Thogak	1633 C975993-9 M	In Hi	mA:9		422 Na F8VI M6VI M9VI
Kaliman	1635 C888310-7 M	Ni Lo			315 Na G7VI M0VI

Subsector N, Loth Xir, contains 25 worlds with a population of 13.1 billion; the highest population is 8 billion, at Loth Xir, and the highest tech level is F at O P 23 and Nakhaer. The capital of the Xiy Xic Imperium was moved to Loth Xir after Xiy Xic was conquered by the invading Guild Worlds forces. Ftaleser was a thriving Aslan system before conquest by the Guild Worlders, thus bringing the other Aslan colonies into an un-easy truce with the Black Ships.

Azhuri



Ealisyw

Uiraohao Subsector

Uiraohao Subsector

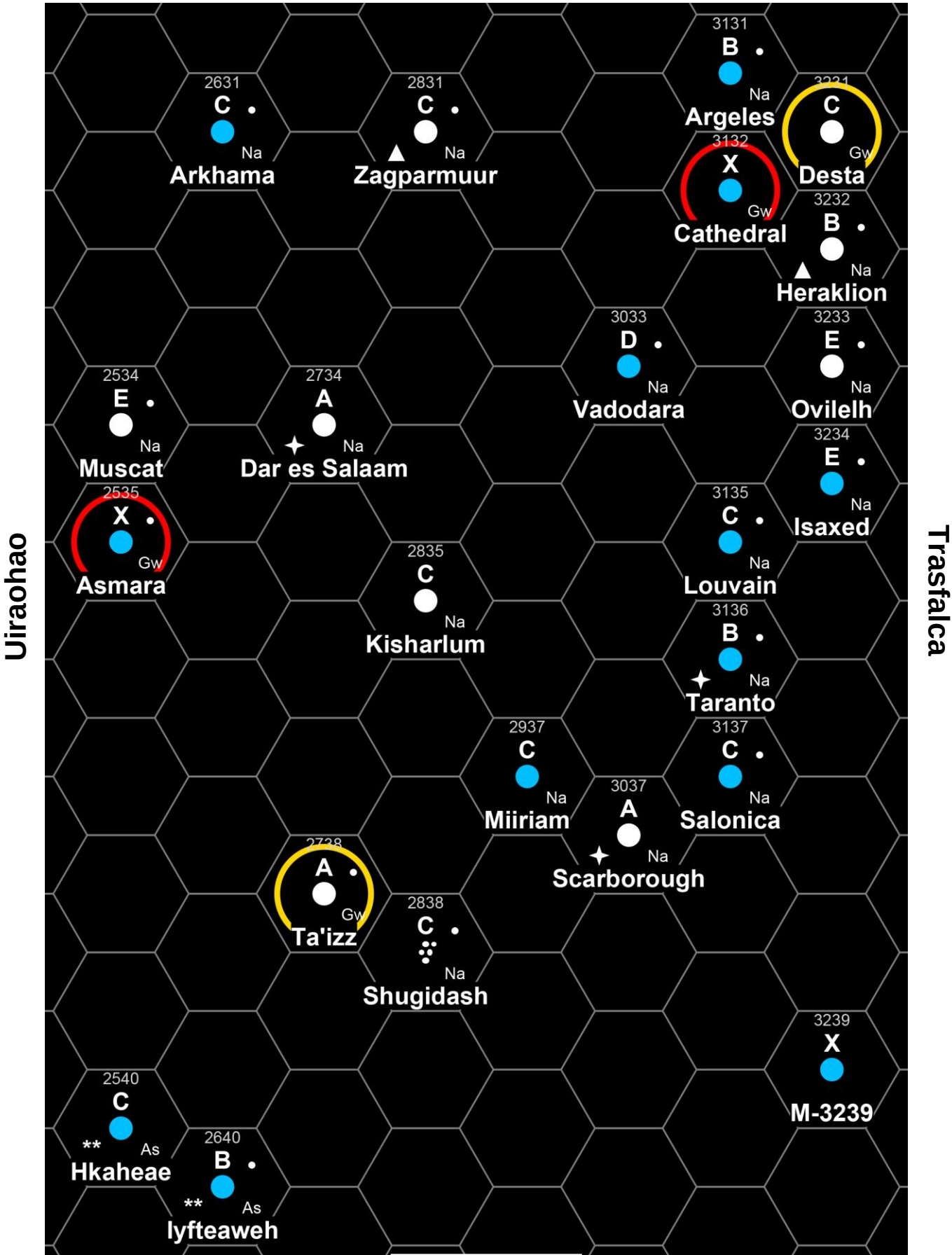
Acara	1731 B312200-C M	Ni Lo Ic			920 Na K6VI M0VI
Oghuphoth	1733 C861AEA-A M	Hi	mA:9	A	301 Na F8V (Thorny Devils)
Heaearli	1839 E5772G0-7	Ni Lo			420 As G5VI M6VI
Concord	1931 C766420-4	Ni			110 Na G7VI Abnd Scout Base
Seshiiza	1932 C534751-8				123 Na K4VI
Azheluz	1934 E7A8379-8	Fi Ni Lo			520 Na M7V Balkanized Dome
Kosciusko	1935 X440523-3	Ni Po De		R	910 Na M6V M9VI
Uiraohao	1940 A9658H3-E R				820 As F9VI M6VI
Rirkegum	2031 C547100-F S	Ni Lo			124 Na K2IV
Cameroon	2034 E565892-C	Ri			810 Na G8V M1V
Seiyeoiih	2040 B2103G0-E R	Ni Lo Po De			223 As M0V
Kouealaur	2137 C2001G1-B R	Ni Lo Va			320 As M8VI
Tluikhaihwari	2139 A6434G4-A R	Po			420 As G4IV
Wakaowea	2140 E0008H9-9	As Na			515 As M3V
Kirirkaar	2231 A210653-G B	Na			513 Na M5V
Yueali	2240 B764668-5	Ag Ni Ri	As:9	A	900 Gw G3V
Eiyaeah	2337 C3146H0-9 R	Ni Po			315 As M1V
Aokhiyei	2339 D5437H5-D R	Po			720 As K3VI
Mali	2434 A533669-D	Na Ni Po		A	720 Gw M8V M9V Dstr Mil Bs
Tehaoleas	2438 B725060-8	Ni Lo	As:2	A	811 Gw K5VI M1VI Dstr Cln Bs
Aleawearl	2440 C5545G7-D	Ag Ni			313 As G2VI

Subsector O, Uiraohao, contains 21 worlds with a population of 32.2 billion; the highest population is 30 billion, at Oghuphoth, and the highest tech level is G at Kirirkaar. The colony at Azheluz is not expected to last very much longer as the remaining residents are divided and fighting each other. The Aslan world of Yueali, has created a large group of Aslan seeking revenge upon the Guild Worlders that have conquered their system, these have been nicknamed “Ronin” in galang, after an old Terran word. Tehaoleas as well has a destroyed Clan Base, and the remaining Aslan there live in misery and oppression. The Aslan would fight, had they not been sworn upon the honor to uphold a truce. Kirirkaar is an Imperial power projection base that has been cut off, yet still holds out. For some reason the Scouts have abandoned their base at Concord, a T-Prime world, and moved to Rirkegum. Mali was once a main military base of this sector, and has been conquered, where most of the population has been forced to flee.

Oghuphoth, which was once the name of the whole subsector, is named for the Oghu, where Oghuphoth means “Land of the Oghu”. Not too long ago, the Oghu were balkanized and at about half their current tech level, the the Black Ships came and supported the Prophet, who unified their planet and has lent the population out as mercenaries to the Guild Worlders in exchange for technology. First explorers nick-named them “Thorny Devils” due to their resemblance to Terran Agamidae, the morphology of the species is highly varied like Agamidae, and they share many characteristics, such as eating live insects which they farm, and young are bore in clutches of 3-5 eggs, thus a very high birth rate.



Raazhag



Scarborough Subsector

Scarborough Subsector

Muscat	2534 E4308A6-9	Na Po De		625 Na K5VI
Asmara	2535 X763132-2	Ni Lo Po	R	723 Gw G9V M9V
Hkaheae	2540 C6574G3-8 R	Ni		610 As M1VI
Arkham	2631 C768210-4	Ni Lo		923 Na G1V M8V Abnd Sct Bs
Iyfteaweh	2640 B3227H5-D R	Na Po		304 As M3V M9V
Dar es Salaam	2734 A110710-D M	Na		420 Na M7V
Ta'izz	2738 A620564-C	Ni Po De	A	823 Gw K4IV Destroyed Bases
Zagparmuur	2831 C210100-F S	Ni Lo		101 Na M3VI M4VI
Kisharlum	2835 C610535-A	Ni		420 Na M0V Abnd Scout Base
Shugidash	2838 C000421-8	As Ni		525 Na M2V M9V Abnd Sct Bs
Miiriam	2937 C867770-8	Ni Lo		520 Na G3VI K3VI Abnd Sct Bs
Vadodara	3033 D662578-4	Ni		624 Na G9VI M5VI
Scarborough	3037 A9A6330-C M	Fi Lo		720 Na F4V M7V
Argeles	3131 B977342-9	Ni Lo		713 Na K1VI
Cathedral	3132 X558000-1	Ni Lo	R	420 Gw K0V Destroyed Colony
Louvain	3135 C642431-9	Ni Po		223 Na M1IV M4IV
Taranto	3136 B665720-A M	Ag		803 Na G7V M7V
Salonica	3137 C875320-7	Ni Lo		725 Na K2VI M1VI
Desta	3231 C820467-8	Ni Po De	A	400 Gw M0VI M1VI
Heraklion	3232 B600343-A S	Ni Lo Va		725 Na M0V M3V
Ovilelh	3233 E730879-2	Na Po De	mA:9	423 Na M1V M6VI
Isaxed	3234 E999846-3		mA:9	124 Na F6VI
M-3239	3239 X665000-0	Ba		010 -- K4V M6V

Subsector P contains 23 worlds with a population of 1.3 billion. The highest population is 600 million, at Muscat. The highest tech level is F at Zagparmuur.

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Loth Xir, N0931
Louvain, P3135
Ludovico, D2707

Lu'Huco, K1826
Luiiash, G2017
Lunayoe, F1316
Lungirsii, F1019
Luskdog, D2610
Lynn, J1225

M-1014, F1014
M-1602, B1602
M-1718, G1718
M-231, M0231
M-2324, K2324
M-2408, C2408
M-2701, D2701
M-3027, L3027
M-3205, D3205
M-3239, P3239
Madeira, K2425
Magadan, M0432
Maidstone, N1436
Mainsha, B0903
Makaama, G2215
Mali, O2434
Marston, D3209
Martius, C2410
Mercantor, M0337
Mercor, M0131
Miarluu, G2119
Miiriam, P2937
Minaeni, A0310
Minece, E0220
Monteverdi, I0727
Mordax, D2902
Mothil, K2422
Murgunstrumm, D2705
Muscat, P2534

Nacori, J1424
Naespica, G1712
Nagadan, B1606

Nahanni, A0501
Nakhaer, N1532
Nakreen, G1915
Naspaegae, B1203
Neodyme, F1615
Neo-Tokio, I0722
Neustderm, L2726
Nianzhabr, E0712
Nidicu, F1020
Nihonjin, I0723
Nikloc, C2405
Nikuroe, E0315
Nishakli, J1222
Niughaj, K1829
Nivega, E0813
Norton, F0919
Nothira, H3013
Noursyxa, H3220
Nox Xax, M0531
Nuevitas, N1534
Nugecae, B1406
Nuvla, E0719
Nyima, D2901

O P 23, N1237
Oakland, F1313
Oghuphoth, O1733
Ohtosk, M0431
Olsztyn, N1234
Onashi, K1824
Op-13, M0135
O'qaesig, E0513
Ossueru, G2213
Osthammer, L2622
Ovilelh, P3233

Pelada, M0136
Petrodvor, L2927
Piqua, K2027
Ponts du Hoch,
F1519

Presier, A0502

Quatro Vicus, D2906
Quesnel, A0601
Quirirza, D3101
Quorezzo, H2614

Raazhag, L2625
Raedothoe, B1110
Raezhegh, K1821
Re Sta 22, K2228
Red Fort, I0525
Refini, E0319
Rerzo'i, L3221
Revatha, A0801
Rezulii, I0429
Rijaze, G2113
Rirkegum, O2031
Roberval, J1522
Rockville, L3130
Roemino, B1309
Ruhn Vald, L2630
Ruskirk, E0615
Ryukeichi, I0823

Sadiiga, A0206
Sahiitha, L2824
Saizog, K1721
Saleja, B1102
Salonica, P3137
Sandskar, L2623
Sanmar, J1223
Santos, N1632
Sarawak, N1535
Sassari, K2421
Sathuci, C2003
Savanne, D2704
'Scape, E0314
Scarabs, F1119
Scarborough, P3037
Scarro, F1319

Seiseki, I0829
Seiyeoih, O2040
Selbique, G1811
Seshiiza, O1932
Seyizae, E0613
Shagirla, G1914
Shreve, J0924
Shugidash, P2838
Shuungak, J1125
Siauliai, L3230
Sienlian, A0604
Silvestri, D2601
Skaftal, L2522
Spizeji, G1711
Stazdans, D2510
Stetldrim, C1807
Stiarab, C2103
Summix, H2917
Sutaena, B1304
Sutaena, F1413
Suzothe, A0102
Syxuuhi, H2519

Taizh, M0735
Ta'izz, P2738
Taranto, P3136
Tasoheln, I0229
Taylor, J1430
Teghiya, C1803
Tehaoleas, O2438
Tekeli, G2320
Tesaebi, F1314
Tetlin, A0506
Thaerotra, H3117
Thazaspe, B1408
Theavon, F1614
Thiwiri, A0409
Thogak, N1633
Thothqua, G2111
Thoujafaa, H2920
Tiza'Eki, A0105

Tladrchiav, C2007
Tluikhaiharl,
O2139
Todliadlche, E0620
Tok Yad, M0435
Tok-ch'on, A0709
Torgu, L2528
Tradirzu, H2812
Tradstor, J1526
Tralithue, H3211
Treves, N1136
Trezukla, D3106
Tronaeza, L2921
Tseqriom, K2030
Tuqiro, F1612
Tzushima, D3204

Uefifa, F0913
Uiraohao, O1940

Ukaeizah, B1607
Ukshala, B1505
Ulha Ute, M0831
Uliim, J1626
Urdirru, C2310
Uridos, J1530
Urkisla, G2413
Ushkurni, G2020
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Uso'yaeth, F1018
Uthoalog, E0520
Uxe Exi, N1032

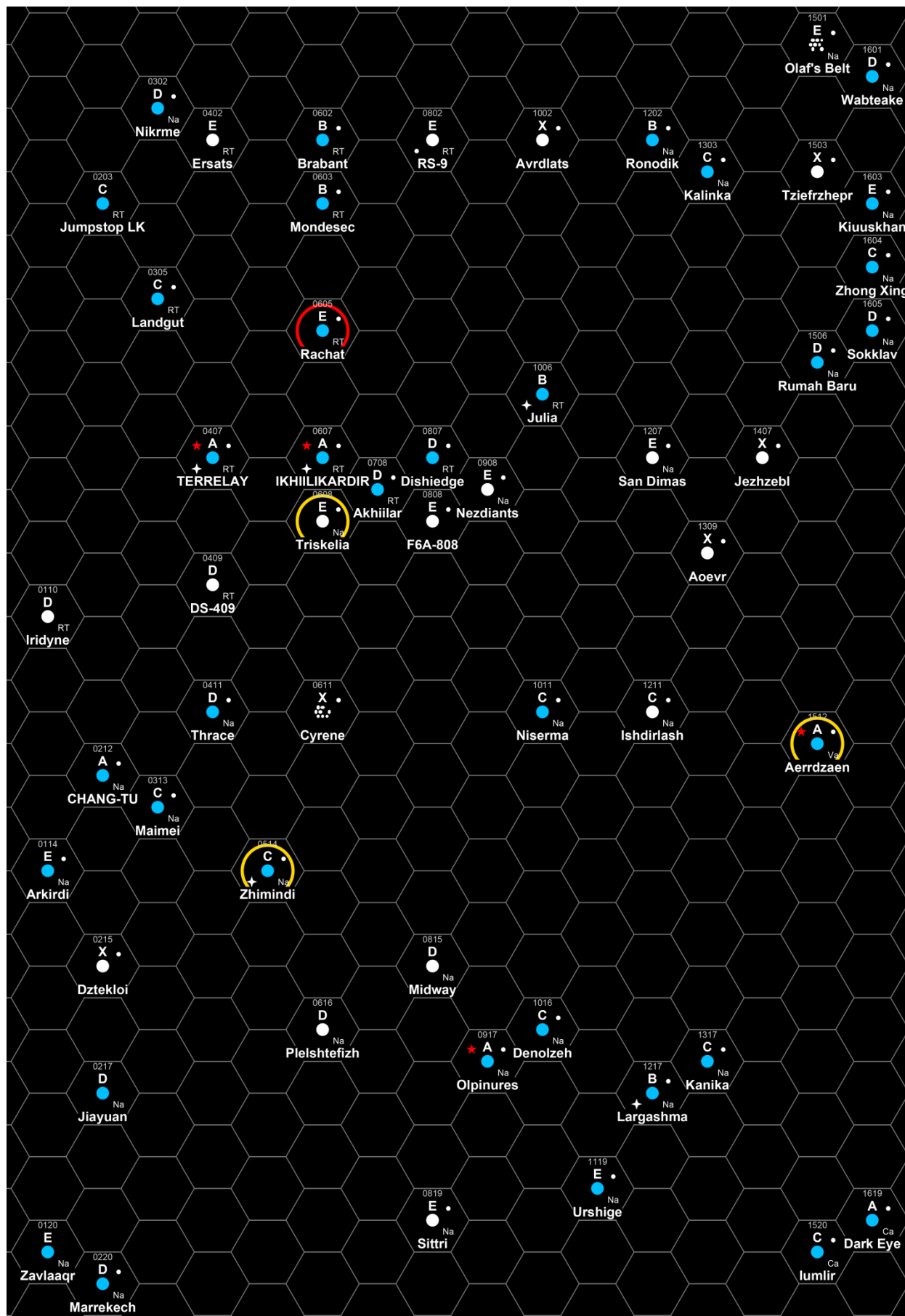
Vachanc, C1801
Vadees, A0104
Vadodara, P3033
Vaeth, A0810

Valmeira, L2529
Varanasi, I0427
Ve'Kovegus, M0732
Vennazh, K1830
Vethuri, A0210
Vezhklaza', C2110
Vienkraik, C2207
Vilizh, K1930
Vishaka, I0421
Vlinsi, D2507
Vlodlantz, G1819

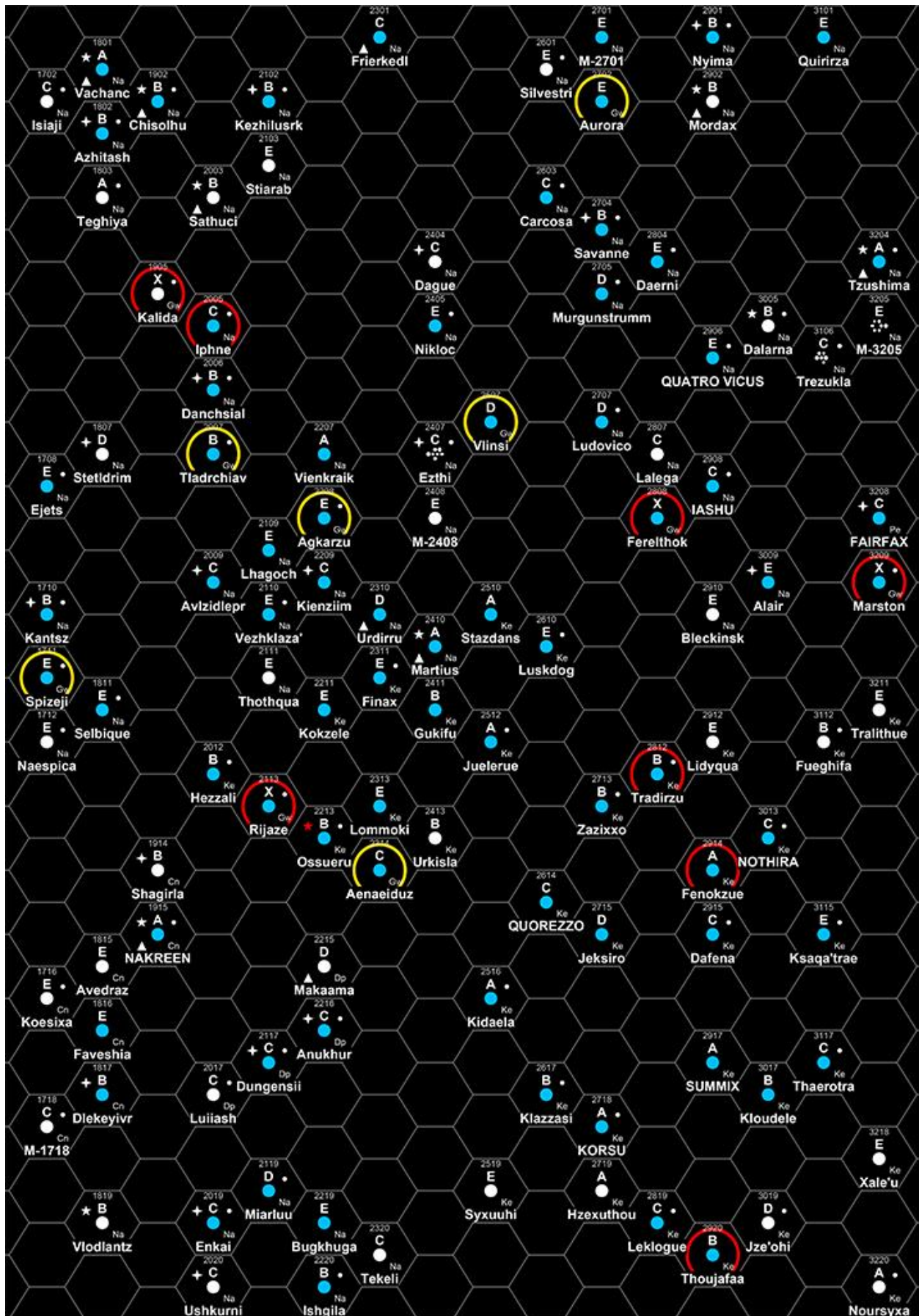
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Wakaowea, O2140
Willard, K2430
Witzel, B1603
Wivpor, F0914

Xale'u, H3218
Xiy Xic, M0433

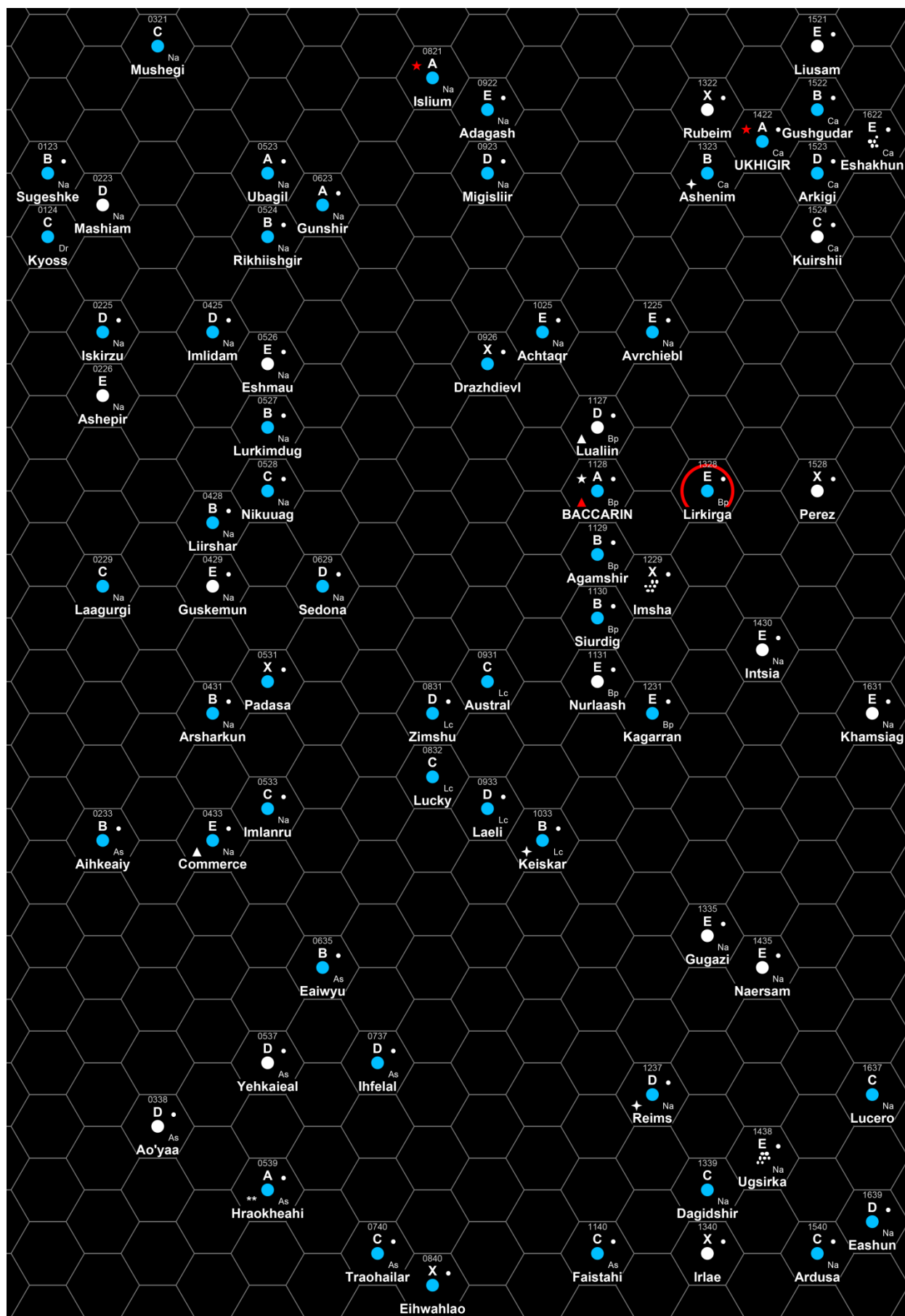
Quadrant Alpha



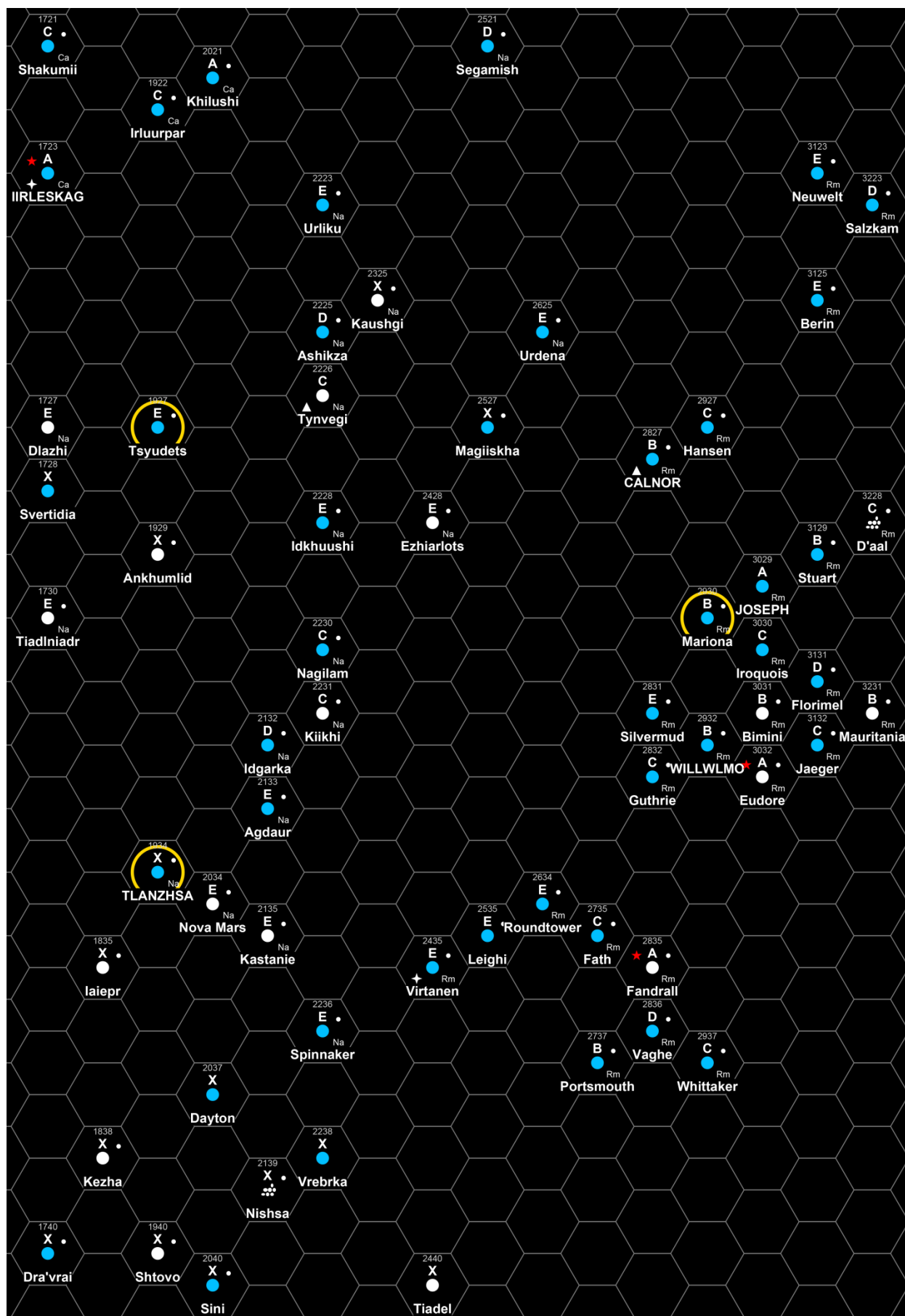
Quadrant Beta



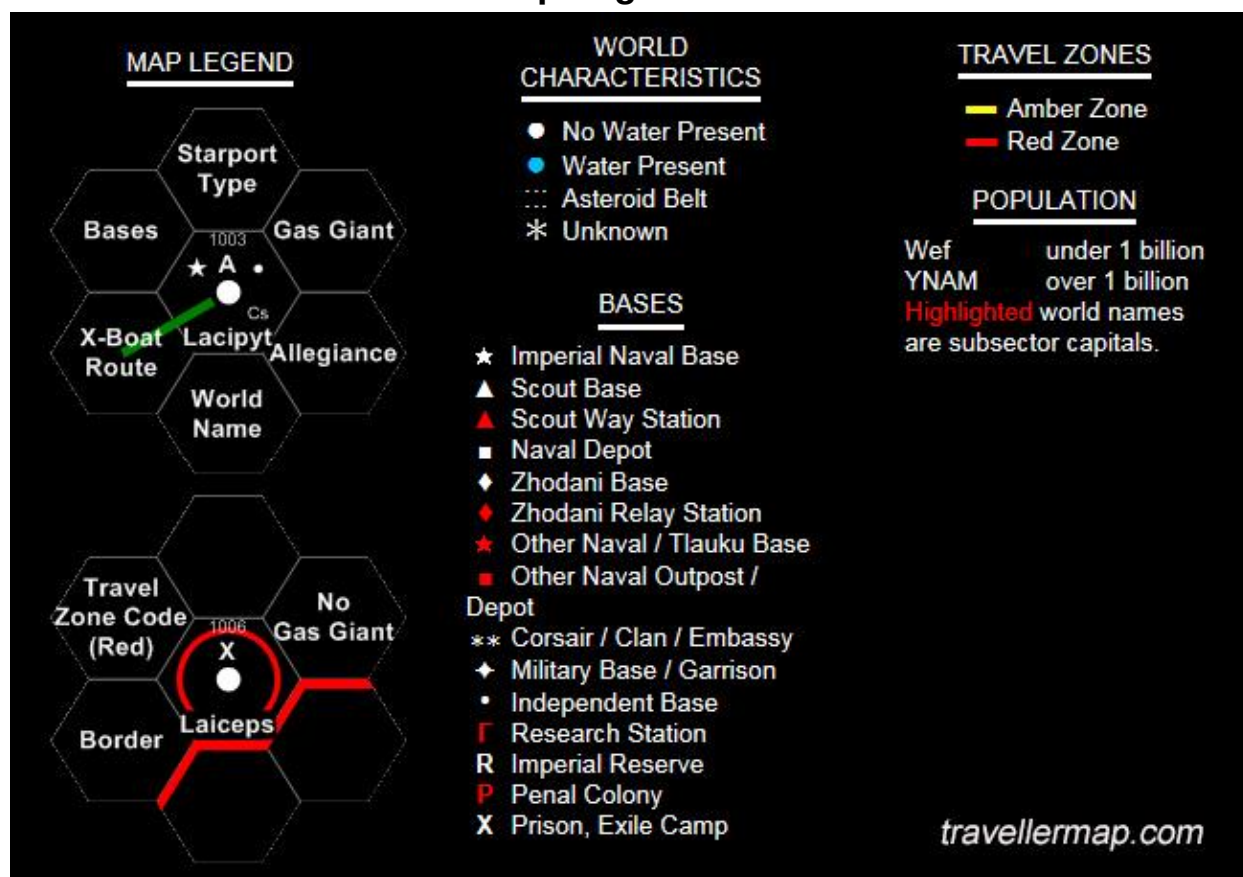
Quadrant Gamma



Quadrant Delta



Map Legend

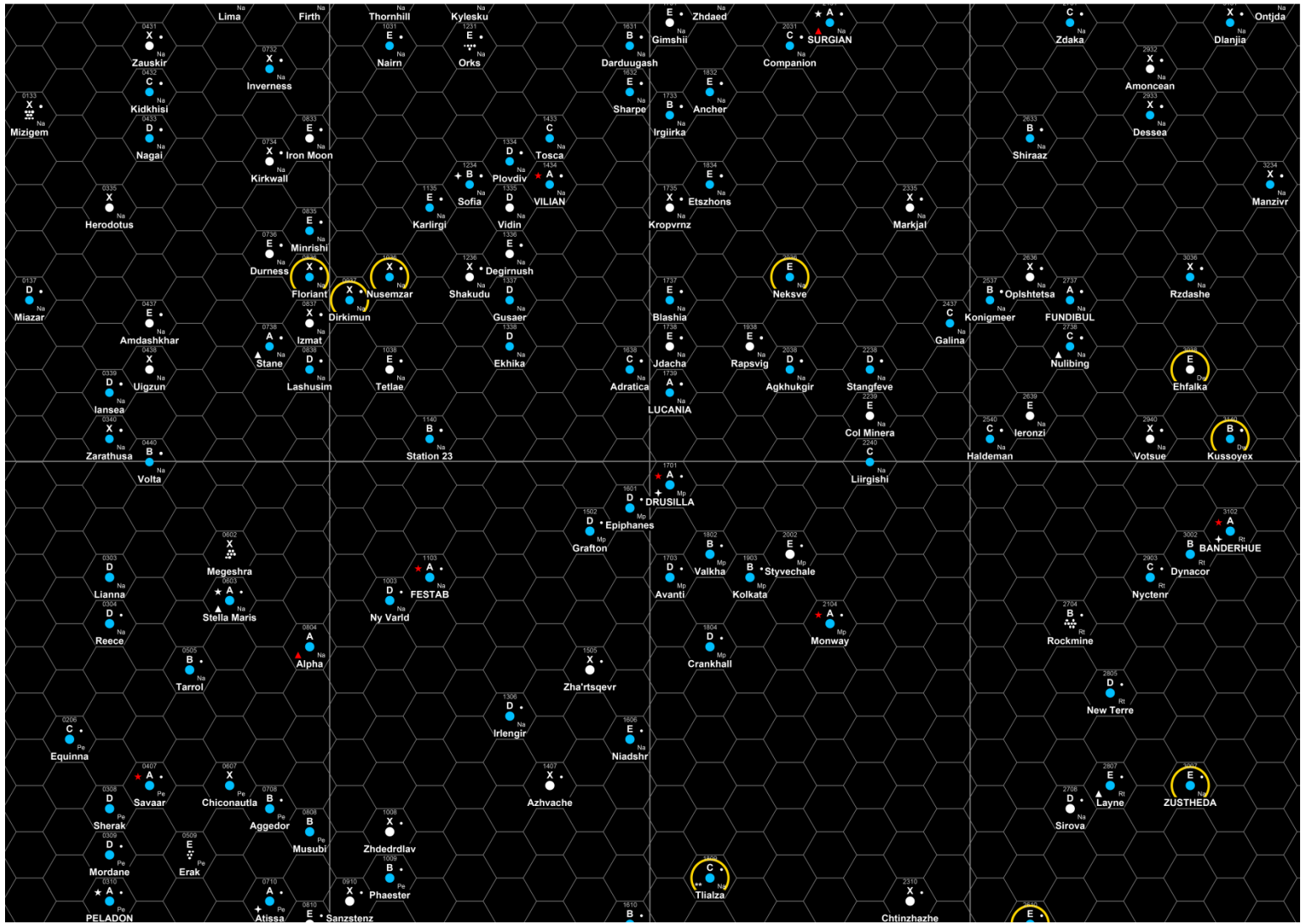


Library Data

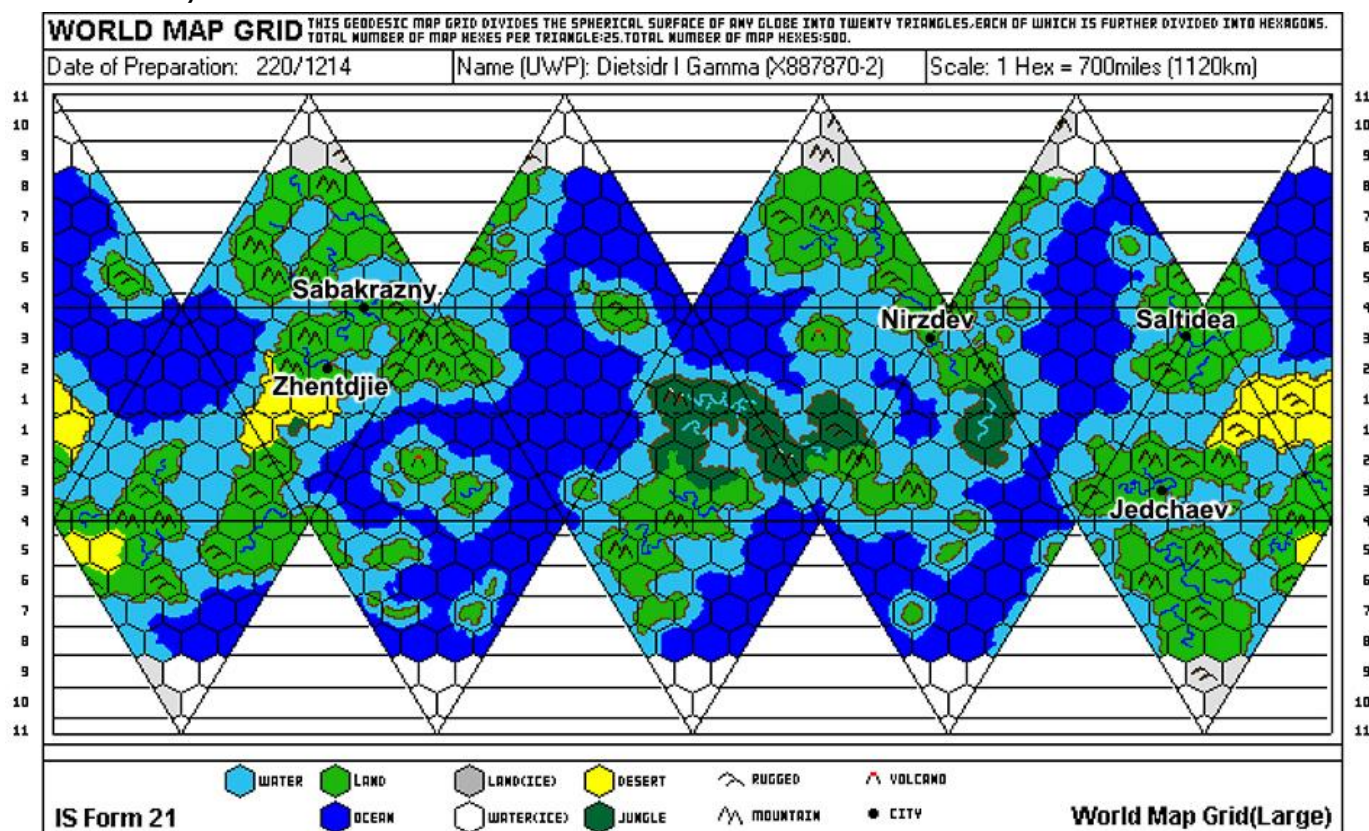
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Astron-Theta Borealis Interface Zone



Dietsidr, 0627 Astron Sector



HISTORY

First settled by Vlazhdumecta approximately 3000 years ago, with the original colony most likely not more than 25,000 individuals in size. Recontact with Zhodani Consulate approximately 500 years ago, one hundred years later, an official Consulate colony established to convert and uplift Dietsidr. Regressed colony corps controls most of Dietsidr for nearly 200 years; post collapse of the Zhodani Consulate, Dietsidr fragments. Old Vlazhdumecta factions re-impose their order after overthrowing Zhodani control, Zhodani retreat to Ishekenz Consulate (Capital: Zhentdjie). The collapse of Zhodani rule has left total psioniphobia in its wake, even though there remain schools for training, as well as psions working for the Vlazhdumecta states.

Rise of the Warlords of the Air: Due to a dense atmosphere, Dirigibles have always been a popular form of transport, and with the collapse of Zhodani control their general use, including by independent forces, such as air pirates, has increased. Surface iron and nitrates deposits, such as Saltpetre, are somewhat rare, which have left the world somewhat firearms poor as well, popularizing the sling as a common weapon.

Xeno-archeologists have identified what they think to be ruins of Kalarian origin, supposing that the Kalarians may have sent generation ships to colonize Dietsidr.

NAME: Dietsidr I Gamma**HEX LOCATION:** 0627**UWP:** X887870-2**PBG:** 414**TRADE CODES:** Rich**ALLEGIANCE:** Non-aligned**STELLAR DETAILS:** Primary Star: G9V
Binary Star: M5V**STAR SYSTEM ORBITAL ZONES**Orbital Zones: Primary Star: 2 (Bodies
Orbit around Primary Star)Binary Star: 9 (Binary Star Orbit around
Primary Star)**SIZE RELATED DETAILS**

Basic World Type: Planet

Planet Diameter: 7,800 miles (12,480 km)

Planet Density: Molten Core, 1.04 terra

World Mass: 1.04 terra

World Gravity: 1.04 terra

Planet Orbit Period:

Stellar Mass: 0.85 sol 1.11 sol

Orbital Distance: 0.7 AU

Orbital Period: 203.037 standard days

Rotation Period: 18.586 standard hours

Axial Tilt: 5 degrees

Orbital Eccentricity: 0.15

Seismic Stress Factor: 0.586

ATMOSPHERIC RELATED DETAILSAtmospheric Composition: Standard
oxygen-nitrogen mix

Surface Atmospheric Pressure: 2.0 atm

Surface Temperature:

Stellar Luminosity: 0.846

Orbit Factor: 447.045

Energy Absorption: 0.7

Greenhouse Effect: 1.15

Base Temperature: 31.379 degrees C

Orbital Eccentricity Effects: Tc=4.5
degrees C, Tf=-4.5 degrees CLatitude Temperature Effects: (Hex
Row=Degrees C)1=+21, 2=+14, 3=+7, 4=0, 5=-7, 6=-14, 7=-
21, 8=-28, 9=-35, 10=-42, 11=-49 degrees
C

Axial Tilt Base Increase: 3 degrees C

Axial Tilt Base Decrease: -5 degrees C

Axial Tilt Latitude Effects: (Hex
Row=Degrees)1=0, 2=0, 3=0, 4=0, 5=0, 6=0, 7=0,
8=0.25, 9=0.5, 10=0.75, 11=1 degreesLength of day and Night: 9.293 standard
hours

Rotation-Luminosity Effects: 0.846

Daytime Rotation Effects: 0.338 +per hour
of daylight, 1,029.775 absolute maximum
plus temperatureNighttime Rotation Effects: 0.5 -per hour of
darkness, 30.438 absolute maximum
minus temperatureTemperature Worksheet: See separate
section

Native Life: Does exist

Atmospheric Terraforming: Has not
occurred (?)Greenhouse Effect Terraforming: Has not
occurred (?)

Albedo Terraforming: Has not occurred

HYDROSPHERE RELATED DETAILS

Hydrographic Percentage: 68%

Hydrographic Composition: Liquid water

Tectonic Plates: 9

Hydrographic Terraforming: Has not
occurred

Terrain Terraforming: Has not occurred

Continents and Oceans: 4 major
continents, 4 minor continents, 6 major
islands, 9 archipelagoes

Resources and Goods:

Natural Resources: Agriculture, Biologicals
(Pharma), Wood Products, CrystalsManufactured Resources: Textiles,
Furniture

Weather Control: Is not practiced

POPULATION RELATED DETAILS

Total World Population: 400,000,000

GOVERNMENT RELATED DETAILS

Representative Authority Guide:

Balkanization

Balkanized Worlds: 5 states

State 1: Kingdom of Rezel

Representative Authority Guide: Feudal

Technocracy

Representative Authority: Several Councils

Division of Authority: No division

Capital: Nirzdev

State 2: Chiazhdri Republic

Representative Authority Guide: Civil

Service Bureaucracy, Several Councils

Capital: Saltidea

State 3: Shadyr Republic (Religious dominated)

Representative Authority Guide: Civil

Service Bureaucracy, Several Councils

Capital: Jedchaev

State 4: Ishekenz Consulate

Representative Authority Guide: Several Councils

Division of Authority: 3-way division

3-Way Division: Representative

Authority=Executive, Other

Authorities=Legislative, Judicial

Organisation of Other Authorities: Several Councils, Several Councils

Capital: Zhentjie

State 5: Kyl Vansho Unity (Empire)

Representative Authority Guide: Self-

perpetuating Oligarchy, Elite Council

Capital: Sabakrazny

TECHNOLOGY RELATED DETAILS

High Common Tech Level: 2

Low Common TL Limits: Upper=2, Lower=1

Low Common TL: 1

Communications TL Limits: Upper=2, Lower=0

Communications TL: 2

Medical TL Limits: Upper=2, Lower=0

Medical TL: 2

Air Transport TL: 4

Personal Military TL Limits: Upper=2, Lower=0

Personal Military TL: 2

PSIONIC INSTITUTES PROFILE**COMMERCIAL INSTITUTION**

UID: 1/4/4/4/1/3/0/0/0/0

Student Population Digit (SP): 1, 10 to 99 students

Student to Instructor Rating (IR): 4, Moderate Individual Attention

Amenities Rating (AM): 4, Limited Spartan Atmosphere

Overall Quality of Institution (QI): 4

Number of Departments Within the Institute (ND): 1

Telepathy Department Quality (TP): 3

EDUCATIONAL INSTITUTION

UID: 5/2/A/4/5/3/8/8/8/5

Student Population Digit (SP): 4, 10,000 to 99,999 students

Student to Instructor Rating (IR): 2, Large Classes

Amenities Rating (AM): A, Total Luxury

Overall Quality of Institution (QI): 4

Number of Departments Within the Institute (ND): 5

Telepathy Department Quality (TP): 3

Clairvoyance Department Quality (CL): 8

Awareness Department Quality (AW): 8

Telekinesis Department Quality (TK): 8

Teleportation Department Quality (TL): 5

SECRET SOCIETY

UID: 0/A/A/4/3/4/5/0/0/6

Student Population Digit (SP): 0, 0 to 9 students

Student to Instructor Rating (IR): A, Total Individual Attention

Amenities Rating (AM): A, Total Luxury

Overall Quality of Institution (QI): 4
Number of Departments Within the
Institute (ND): 3

Telepathy Department Quality (TP): 4
Clairvoyance Department Quality (CL): 5
Teleportation Department Quality (TL): 6

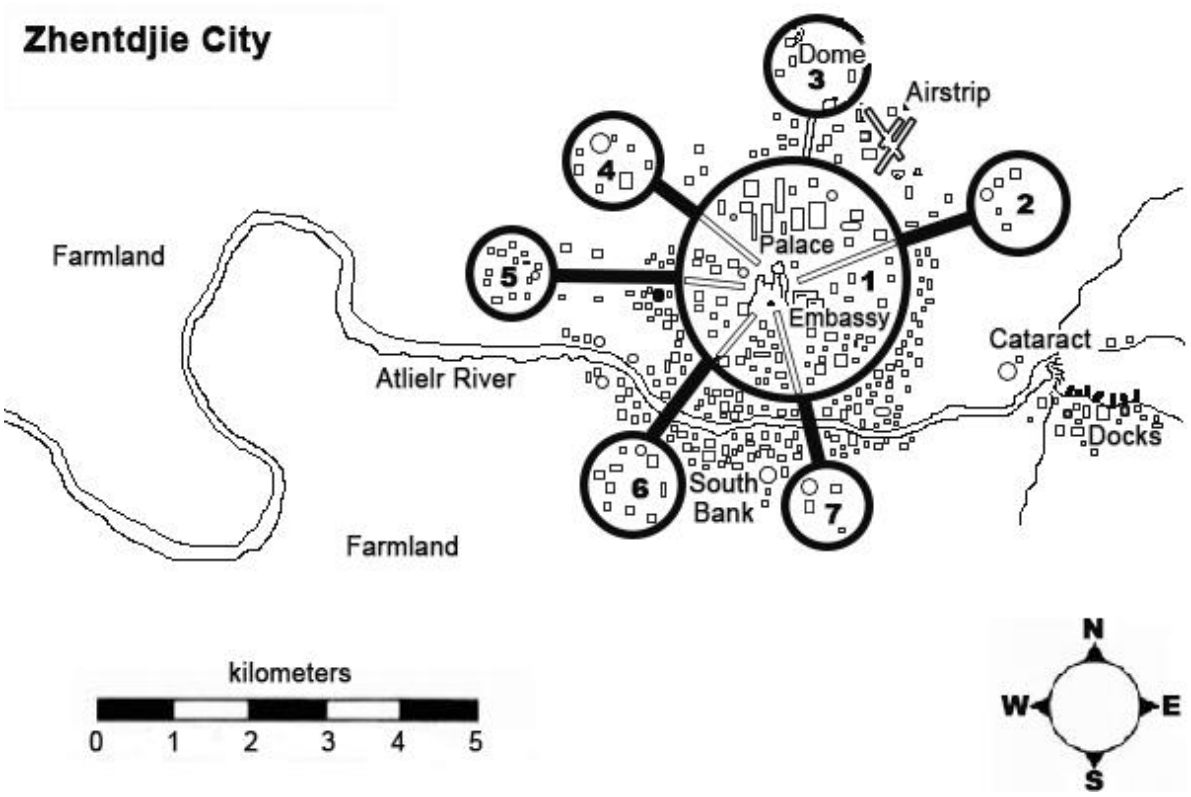
Chanzh Psi Institute

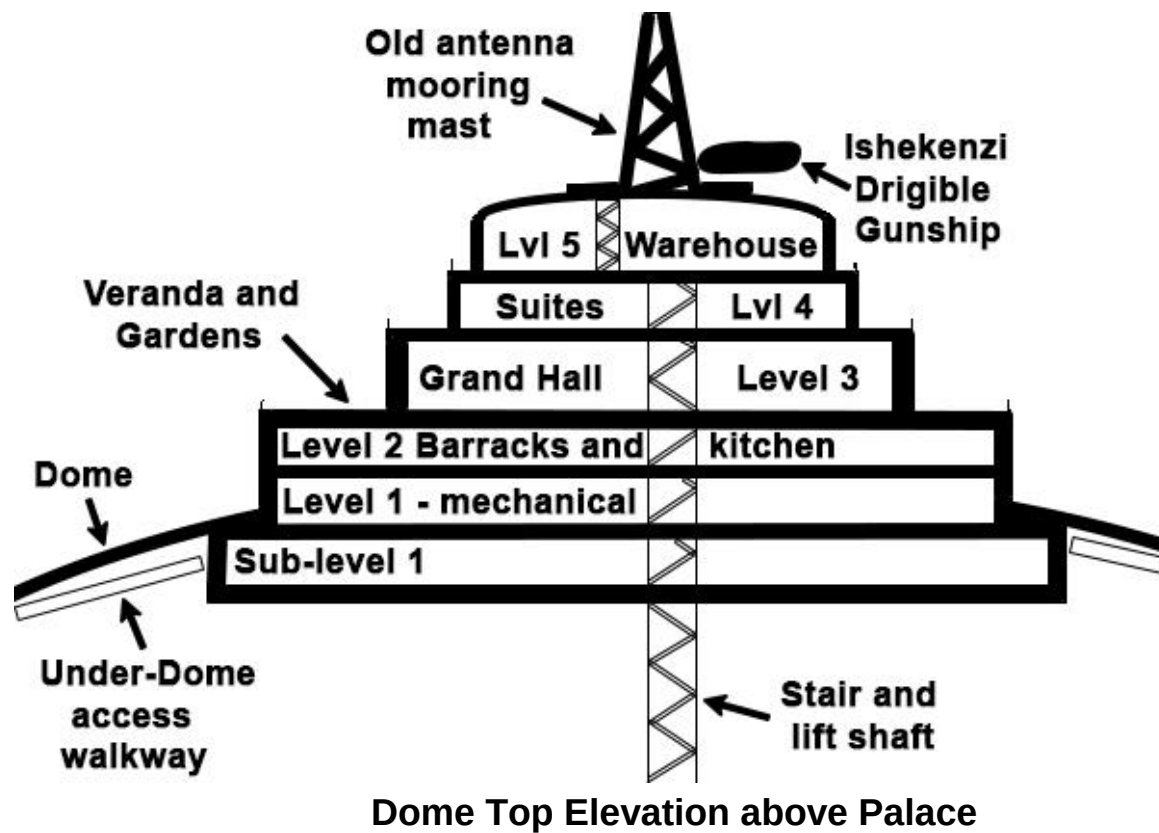


Ishekenz Consulate



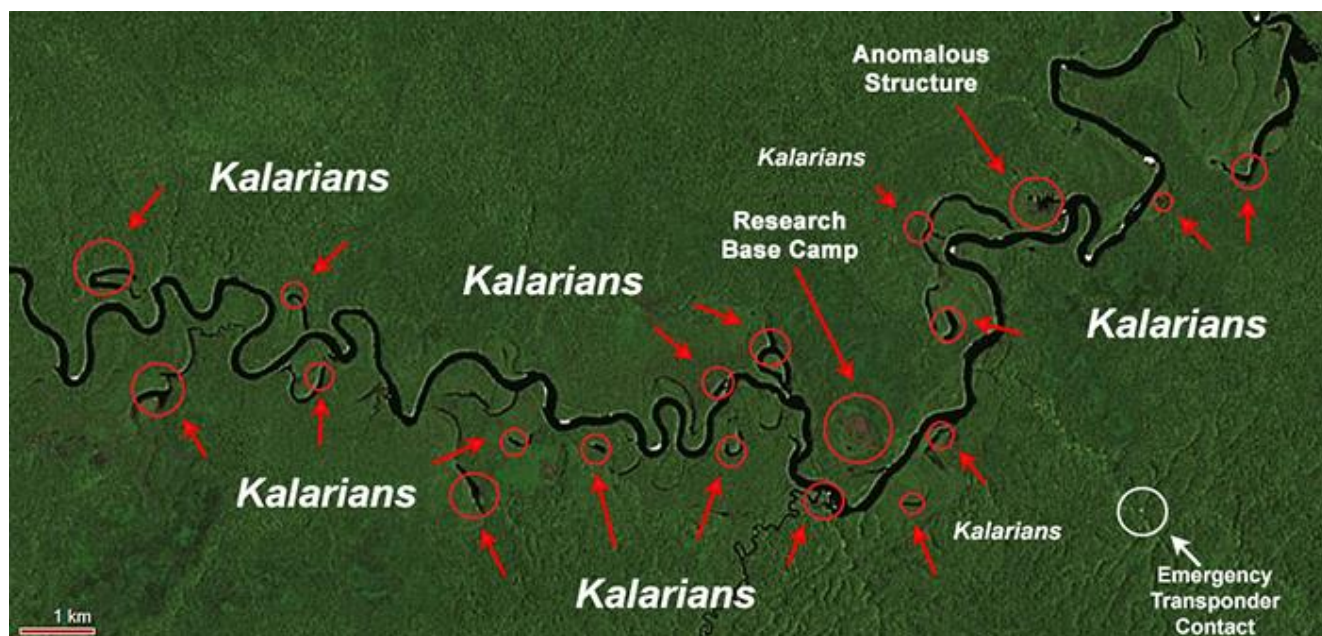
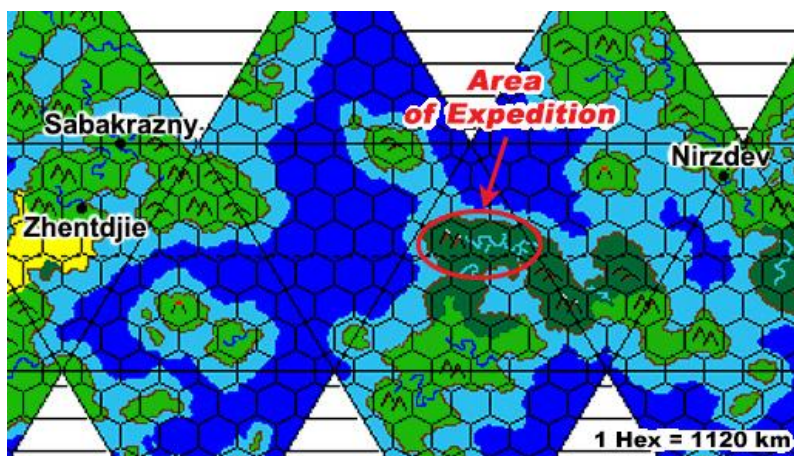
Zhentdjie City Map



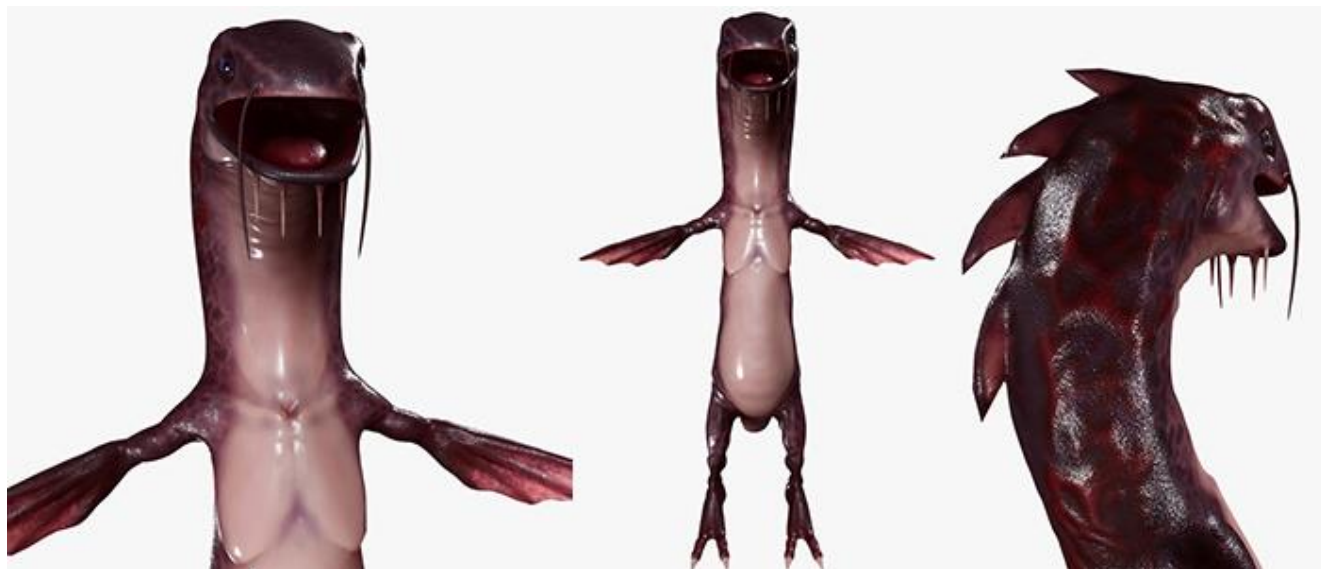


Ishekenzi Official

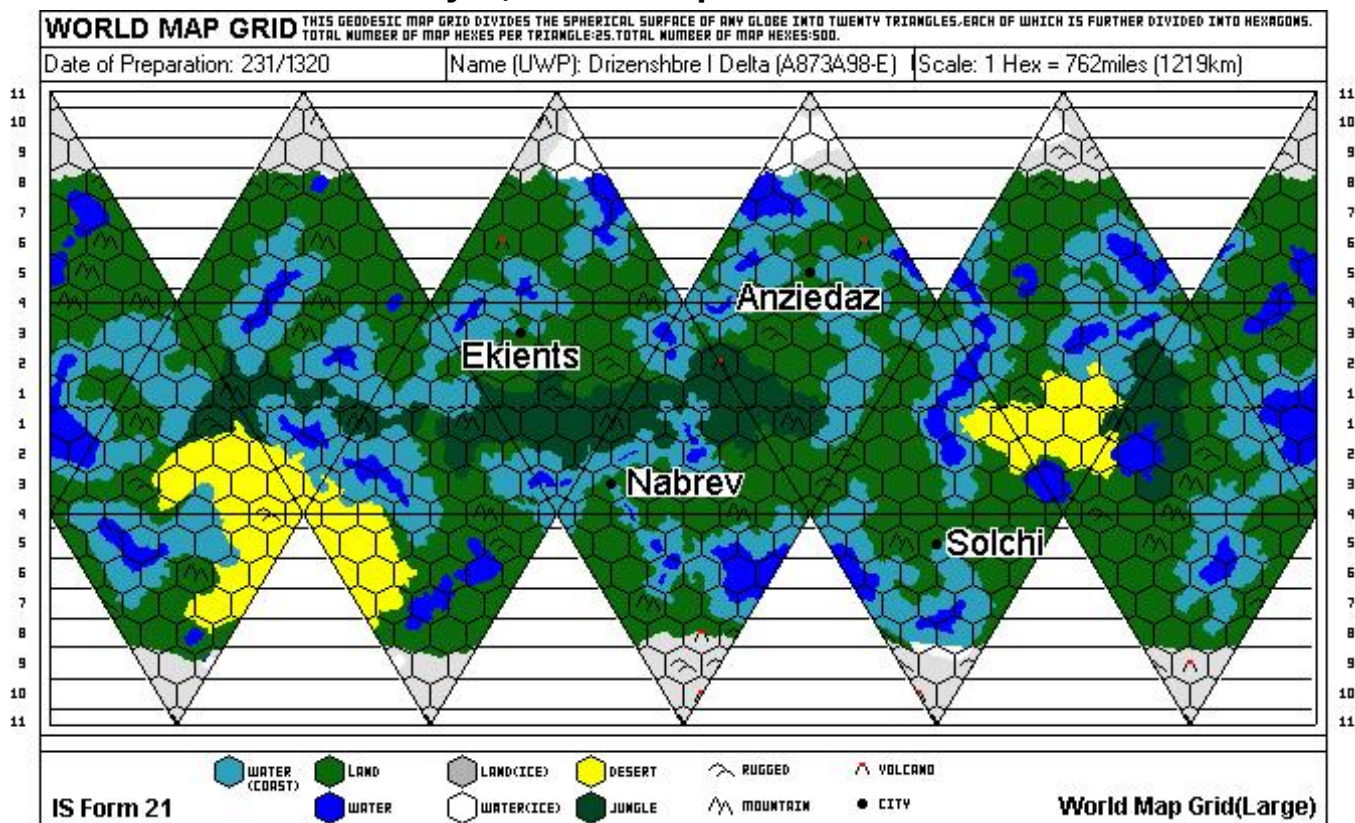
Umsardirian Expedition to explore the area of possible colonization by Kalarians.



Kalarians on Dietsidr



Drizenshbre and the Gyre, 1116 Chiep Zhez Sector



WORLD DETAILS

NAME: Drizenshbre I Delta (in Galang: "Lonely province gathering place")

HEX LOCATION: 1116

UWP: A873A98-E

PBG: 214

TRADE CODES: Industrial, High Population

ALLEGIANCE: Non-aligned

STELLAR DETAILS: Primary Star: F9 VI

Binary Star: M2 D

STAR SYSTEM ORBITAL ZONES

Orbital Zones: Primary Star: 3 (Bodies Orbit around Primary Star)

Binary Star: 4 (Binary Star Orbit around Primary Star)

SIZE RELATED DETAILS

Basic World Type: Planet

Planet Diameter: 8,500 miles (13,600 km)

Planet Density: Molten Core, 1.06 terra

World Mass: 1.06 terra

World Gravity: 1.06 terra

Planet Orbit Period:

Stellar Mass: 0.64 sol 1.11 sol

Orbital Distance: 1.0 AU

Orbital Period: 346.68 standard days

Rotation Period: 30.11 standard hours

Axial Tilt: 50 degrees

ATMOSPHERIC RELATED DETAILS

Atmospheric Composition: Standard oxygen-nitrogen mix, with low oxygen taint

Surface Atmospheric Pressure: 0.9 atm

Length of day and Night: 15.055 standard hours

Native Life: Does not exist

Atmospheric Terraforming: Has not occurred

Greenhouse Effect Terraforming: Has not occurred

Albedo Terraforming: Has not occurred

HYDROSPHERE RELATED DETAILS

Hydrographic Percentage: 29%

Hydrographic Composition: Tainted liquid water

Tectonic Plates: 4

Hydrographic Terraforming: Has occurred

Terrain Terraforming: Has occurred

Continents and Oceans: 5 major oceans, 10 minor oceans, 7 small seas, 6 scattered lakes

Volcanoes: 6

Resources and Goods:

Natural Resources: Ores, Radioactives

Processed Resources: Agroproducts

Manufactured Resources: Consumables

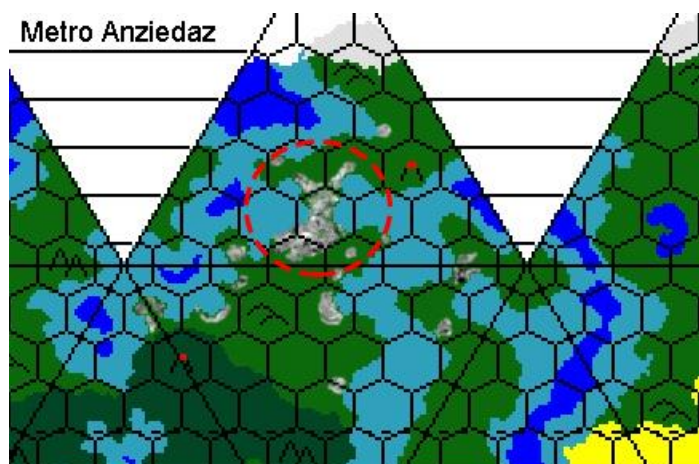
Information Resources: Recordings, Software, Documents

Weather Control: Is practiced

POPULATION RELATED DETAILS

Total World Population: 20,000,000,000 (including The Gyre)

Mega-Cities: Anziedaz, Capital: 1,000,000,000; Ekients: 200,000,000; Nabrev: 400,000,000; Solchi: 200,000,000



Status: Megacity
Pop: 1,000,000,000+
1 Hex = 1219km (762 mi)

Primary Cities: 4

Starports and Spaceports: A/A/C/A

Orbital Cities: Present

Social Outlook:

Progressiveness: Enterprising

Aggressiveness: Peaceable

Extensiveness: Friendly

GOVERNMENT RELATED DETAILS

Representative Authority Guide: Impersonal Bureaucracy, Several Councils

TECHNOLOGY RELATED DETAILS

High Common Tech Level: E

Low Common TL Limits: Upper=E, Lower=7

Low Common TL: 7

Energy TL Limits: Upper=G, Lower=B

Energy TL: E

Computer/Robotics TL Limits: Upper=G, Lower=5

Computer/Robotics TL: B

Communications TL Limits: Upper=G, Lower=5

Communications TL: E

Medical TL Limits: Upper=G, Lower=0

Medical TL: F

Environment TL Limits: Upper=G, Lower=B

Environment TL: G

Land Transport TL Limits: Upper=G, Lower=B

Land Transport TL: E

Water Transport TL Limits: Upper=E, Lower=9

Water Transport TL: E

Air Transport TL Limits: Upper=E, Lower=9

Air Transport TL: E

Space Transport TL Limits: Upper=G, Lower=D

Space Transport TL: D

Personal Military TL Limits: Upper=G, Lower=0

Personal Military TL: C

Heavy Military TL Limits: Upper=G, Lower=0

Heavy Military TL: G

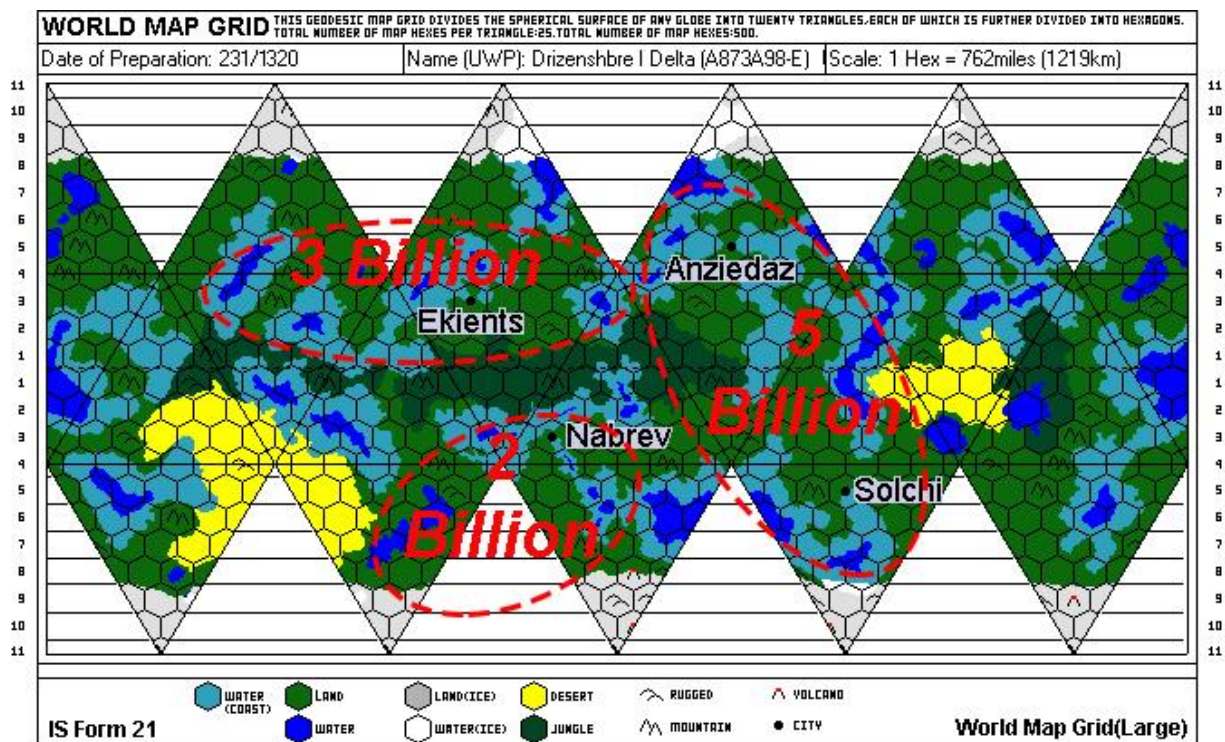
Novelty Tech Level: G

Drizenshbre Temperature

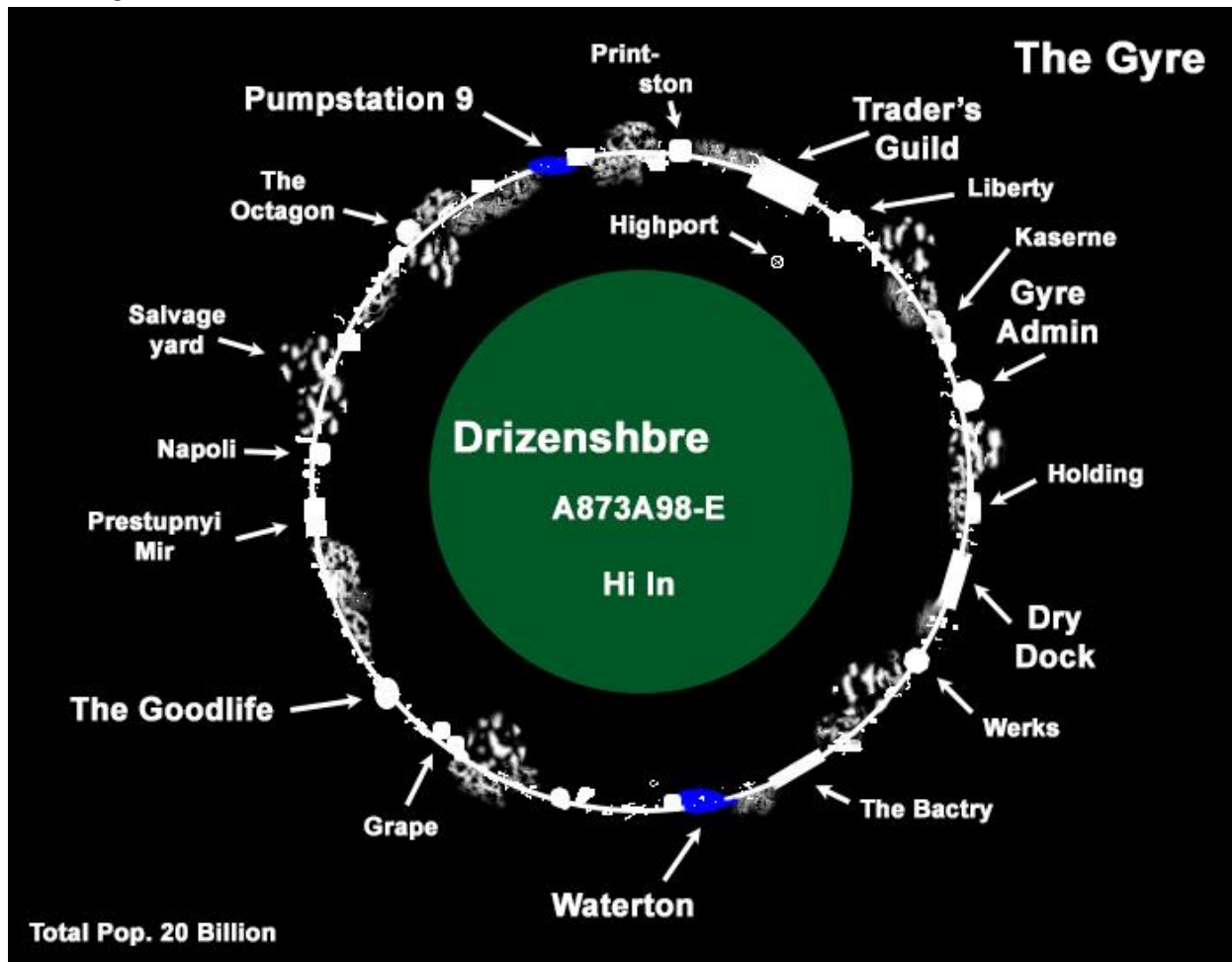
HEX ROW	SUMMER PLUS	AXIAL TILT FACTOR	AXIAL TILT TEMP PLUS IN SUMMER	DAYTIME PLUS	ORBIT PLUS	ECC	HIGHEST TEMP FOR HEX ROW
1	30	0.5	15	6	0.0		74
2	30	0.75	23	6	0.0		75
3	30	1	30	6	0.0		75
4	30	1	30	6	0.0		68
5	30	1	30	6	0.0		61
6	30	1	30	6	0.0		54
7	30	1	30	6	0.0		47
8	30	1	30	6	0.0		40
9	30	1	30	6	0.0		33
10	30	1	30	6	0.0		26
11	30	1	30	6	0.0		19

HEX ROW	WINTER MINUS	AXIAL TILT FACTOR	AXIAL TILT TEMP MINUS IN WINTER	NIGHTTIME MINUS	ORBIT MINUS	ECC	LOWEST TEMP FOR HEX ROW
1	-50	0.5	-25	15	0.0		13
2	-50	0.75	-38	15	0.0		-7
3	-50	1	-50	15	0.0		-26
4	-50	1	-50	15	0.0		-33
5	-50	1	-50	15	0.0		-40
6	-50	1	-50	15	0.0		-47
7	-50	1	-50	15	0.0		-54
8	-50	1	-50	15	0.0		-61
9	-50	1	-50	15	0.0		-68
10	-50	1	-50	15	0.0		-75
11	-50	1	-50	15	0.0		-82

Population Zones



The Gyre, ring habitat mega structure, much ad hoc accommodation for refugees:



A SHORT HISTORY:

Drizenshbre: "Lonely province gathering place" or "Frontier Council Point" (both meaning about the same in Zdetl), founded over three hundred years ago Imperial in 997, or 327 years before 1324. Beginning as a frontier outpost, it saw moderate growth, and growth of other colonies across the Chiep Zhez sector. Then began the waves of refugees from charted space, swelling it's population and diluting the original Zhodani element, finally, as the war with the Black Ships drew near, mass immigration created the "Gyre" or habitat ring that surrounds Drizenshbre now. Total system population is within the 20 billion range, split between the planet and habitat ring, the planet is dominated by four main "mega-cities" with the capital being Anziedaz (Ann-Zee-eh-Daz).

Other planets of note in-system is Drizenshbre I Alpha (Idriaevr), a mining colony with a military prison, where a natural igneous rock veined with exotic metals is quarried, known for it's unique beauty.

SYSTEM DETAILS

System Name: Drizenshbre

PBG: 214

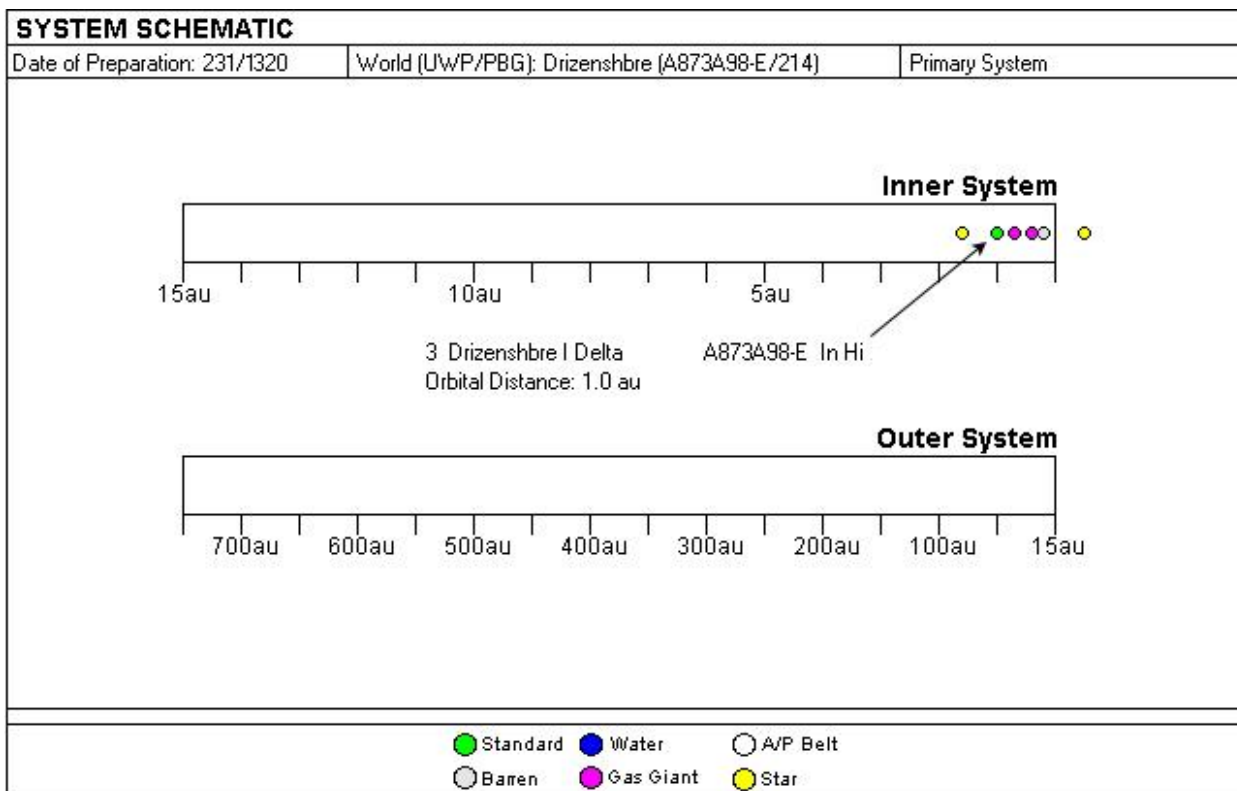
PRIMARY SYSTEM F9 VI

0		Drizenshbre I Alpha	Y100426-D	Mn
1		Drizenshbre I Beta	XC00000-0	
	5	Drizenshbre I Beta Ay	Y430000-0	
	6	Drizenshbre I Beta Bee	YS00000-E	Re
	8	Drizenshbre I Beta See	H400000-0	
	10	Drizenshbre I Beta Dee	Y541000-0	
	11	Drizenshbre I Beta Ee	Y300000-0	
	15	Drizenshbre I Beta Eff	YS00000-E	Mi
	45	Drizenshbre I Beta Gee	H430100-E	Re
2		Drizenshbre I Gamma	XB00000-0	
	5	Drizenshbre I Gamma Ay	YS00000-E	Re
	7	Drizenshbre I Gamma Bee	Y100000-0	
	10	Drizenshbre I Gamma See	YS00000-0	
	11	Drizenshbre I Gamma Dee	Y300200-D	
	30	Drizenshbre I Gamma Ee	Y500000-0	
	50	Drizenshbre I Gamma Eff	Y300000-E	Re Mi
3		Drizenshbre I Delta	A873A98-E	In Hi
4		Companion Star		

BINARY SYSTEM M2 D

0		Drizenshbre II Alpha	X000000-0	
1		Drizenshbre II Beta	XC00000-0	
	1	Drizenshbre II Beta Ay	YR00000-E	Re
	4	Drizenshbre II Beta Bee	Y624000-0	
	7	Drizenshbre II Beta See	Y200000-E	Mi
	8	Drizenshbre II Beta Dee	Y411000-0	
	11	Drizenshbre II Beta Ee	Y300000-E	Re
	35	Drizenshbre II Beta Eff	Y613000-0	
	60	Drizenshbre II Beta Gee	H100000-0	
2		Drizenshbre II Gamma	XB00000-0	
	1	Drizenshbre II Gamma Ay	YR00000-0	
	3	Drizenshbre II Gamma Bee	YR00000-0	
	5	Drizenshbre II Gamma See	Y400000-0	
	8	Drizenshbre II Gamma Dee	Y200000-E	Re Mi

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The Gyre Syndicate

History

The Gyre Syndicate was formed by a group of refugees, retired adventurers and ex-criminals. They had access to a half-dozen free trader vessels and several lifetimes of contacts and criminal suppliers. They had seen more of the frontier than any planetary crime lord and knew what was available out there. They realized that there was an opening for a specialized organization of problem solvers, smugglers, assassins and weapons dealers, a one-stop shop for high tech criminal supplies and they provided it.

That was more than 17 years ago; the original Gyre Syndicate members have long since been hunted down or sent to re-education but other investors and crime lords have joined them on the board of the organization, purportedly including some trading houses. The Gyre Syndicate still offers criminal services for hire but has branched out into incorporating local crime organizations into an interstellar network that crosses multiple sectors of the frontier.

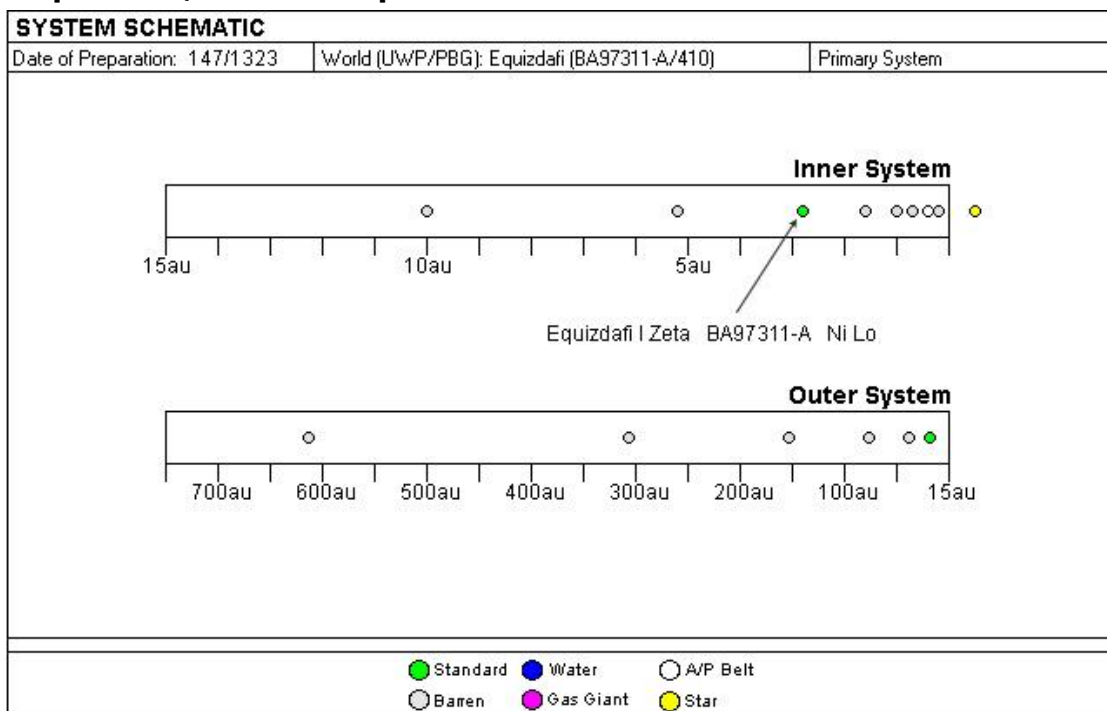
Activities

The Gyre Syndicate is the criminal equivalent of a business-to-business service. They commit relatively few crimes themselves but instead supply weapons, off-world travel, smuggling and so forth. The Syndicate has been referred to as a 'shadow Imperium', as its influence usually stops at the starport. They rarely bother dealing with planetside crimes. The Gyre Syndicate's headquarters is rumored to be on board an ancient virus controlled Zhodani dreadnought, somewhere in the Chiep Zhez sector, and some say in the Gyre itself, buried in debris of a thousand refugee ships. Syndicate members will regularly be assigned jobs from clients. Most of these jobs involve smuggling or other specialized criminal tasks such as heists or kidnappings. Officially neutral in the War against the Black Ships, in truth they are helping the Alliance against the Guild Droyne.

Reach

Sector to frontier-wide. The syndicate has hundreds of free traders and smuggler ships, some rumored to travel deep beyond charted space. Crossing the syndicate can make every startown dive a place to be wary of a knife in the back.

Equiadafi, 0917 Chiep Zhez Sector



SYSTEM DETAILS

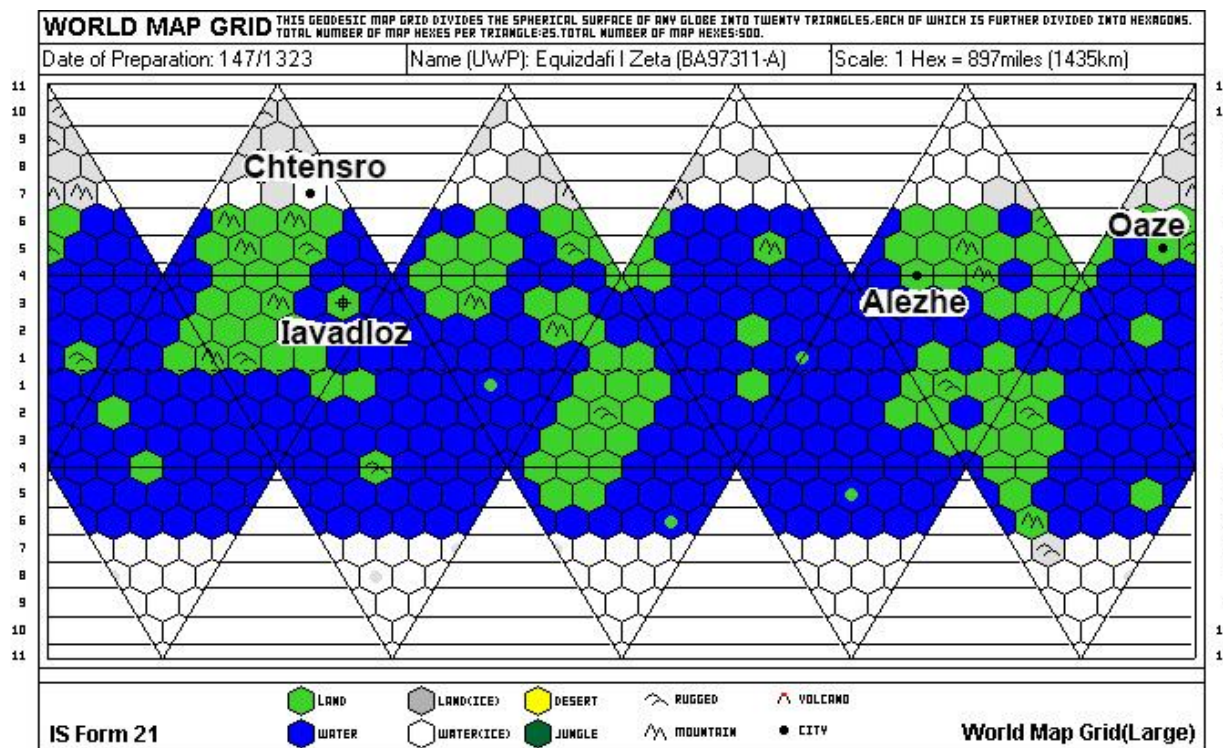
System Name: Equizdafi

PBG: 410

PRIMARY SYSTEM F1 V

0		Equizdafi I Alpha	G100266-A	Re
	8	Equizdafi I Alpha Ay	Y500000-0	
	9	Equizdafi I Alpha Bee	Y500000-0	
	40	Equizdafi I Alpha See	Y500000-0	
1		Equizdafi I Beta	X000000-0	
2		Equizdafi I Gamma	H300110-9	
3		Equizdafi I Delta	Y100000-0	
	35	Equizdafi I Delta Ay	H500000-0	
	50	Equizdafi I Delta Bee	Y500000-0	
4		Equizdafi I Epsilon	G520260-9	
	11	Equizdafi I Epsilon Ay	Y300000-A	Re
5		Equizdafi I Zeta	BA97311-A	Ni Lo
	11	Equizdafi I Zeta Ay	G955100-A	Re
6		Equizdafi I Eta	H100233-9	
7		Equizdafi I Theta	Y200000-0	
	6	Equizdafi I Theta Ay	Y500000-0	
	7	Equizdafi I Theta Bee	Y100000-0	
	13	Equizdafi I Theta See	Y500000-0	
8		Equizdafi I Iota	G410000-0	
9		Equizdafi I Kappa	Y500263-9	
10		Equizdafi I Lambda	Y650261-9	
11		Equizdafi I Mu	Y200212-9	
12		Equizdafi I Nu	G650130-A	Re
13		Equizdafi I Xi	Y400222-9	
	50	Equizdafi I Xi Ay	Y500000-0	

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HISTORY

The Equizdafi system was largely evacuated seven years ago after a major battle with the Black Ships left the main world Equizdafi I Zeta polluted with fallout from nuclear and antimatter weapons. Once a thriving world of nearly 500 million, now all that is left is a Restoration Corporation, supported from Drizenshbre. Chtensro, an orbital city, made a controlled crash-landing above the permafrost line, due to damage suffered in battle. Equizdafi was once the site of extensive military bases, fortifying the system, now all destroyed in the battles with the Black Ships.

NAME: Equizdafi I Zeta

HEX LOCATION: 0917

UWP: BA97311-A

PBG: 410

TRADE CODES: Non-industrial, Low Population

ALLEGIANCE: Non-aligned

STELLAR DETAILS: Primary Star: F1V

SATELLITE DETAILS: Number: 1

(Planet in Trojan relationship)

Satellite 1: UWP: G955100-A, Orbit: 11

STAR SYSTEM ORBITAL ZONES

Orbital Zones: Primary Star: 5 (Bodies Orbit around Primary Star)

SIZE RELATED DETAILS

Basic World Type: Planet

Planet Diameter: 10,000 miles (16,000 km)

Planet Density: Molten Core, 1.08 terra

World Mass: 2.109 terra

World Gravity: 1.35 terra

Planet Orbit Period:

Stellar Mass: 1.62 sol

Orbital Distance: 2.8 AU

Orbital Period: 1,344.528 standard days

Rotation Period: 25.579 standard hours

Axial Tilt: 15 degrees

Orbital Eccentricity: 0.005

Seismic Stress Factor: 1.579

ATMOSPHERIC RELATED DETAILS

Atmospheric Composition: Standard oxygen-nitrogen mix, with fallout pollutants taint

Surface Atmospheric Pressure: 2.2 atm

Surface Temperature:

Stellar Luminosity: 1.63

Orbit Factor: 223.523

Energy Absorption: 0.7

Greenhouse Effect: 1.15

Base Temperature: 20.296 degrees C

Length of day and Night: 12.789 standard hours

Temperature Worksheet: See separate section below

Native Life: Exists

Atmospheric Terraforming: Has not occurred

Greenhouse Effect Terraforming: Has not occurred

Albedo Terraforming: Has not occurred

HYDROSPHERE RELATED DETAILS

Hydrographic Percentage: 71%

Hydrographic Composition: Fallout tainted liquid water

Tectonic Plates: 7

Hydrographic Terraforming: Has not occurred

Terrain Terraforming: Has not occurred

Continents and Oceans: 1 major continents, 5 minor continents, 10 major islands, 8 archipelagoes

Resources and Goods:

Natural Resources: Agriculture, Agroproducts

Processed Resources: Radioactives

Weather Control: Is not practiced

POPULATION RELATED DETAILS

Total World Population: 4,000 (est.)

Cities:

Primary City: Iavadloz

Starports and Spaceports: B at Iavadloz

Cr.500 Berthing Fee

Orbital Cities: Were Present

Social Outlook:

Progressiveness: Conservative, Advancing

Aggressiveness: Unaggressive, Neutral

Extensiveness: Harmonious, Friendly

GOVERNMENT RELATED DETAILS

Authority Guide: Equizdafi Restoration Corporation

Executive Authority: CEO

Division of Authority: 3-way division

3-Way Division: Authorities=Executive, Board of Directors, and Shareholders Board

LAW RELATED DETAILS

Uniformity of Law: Undivided

Legal Profile: 1- Poison gas, explosives, undetectable weapons, WMD's illegal.

Restrictions: Visitors must contact planetary authorities by radio, landing is permitted anywhere.

TECHNOLOGY RELATED DETAILS

High Common Tech Level: A

Low Common TL: 5

Energy TL: A

Computer/Robotics TL: B

Communications TL: A

Medical TL: A

Environment TL: B

Land Transport TL: A

Water Transport TL: A

Air Transport TL: A

Space Transport TL: B

Personal Military TL: A

Heavy Military TL: A

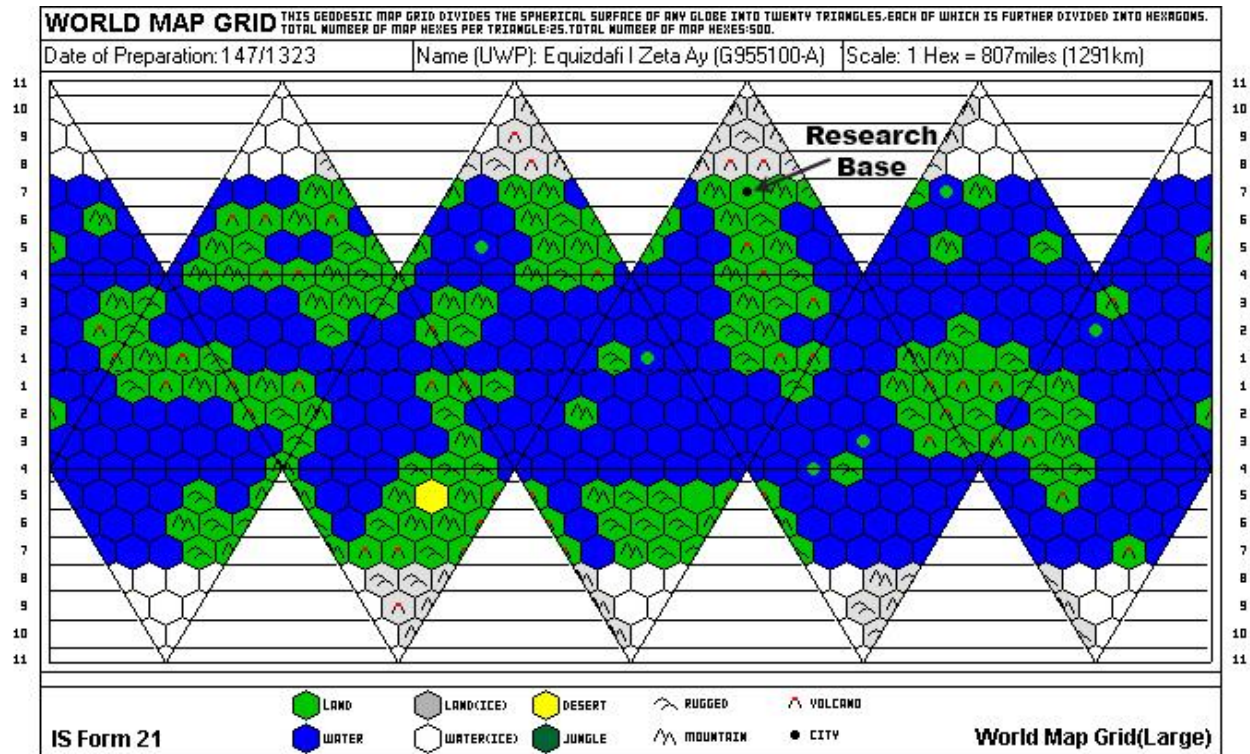
Novelty Tech Level: B

Equizdafi I Zeta Temperature Sheet

HEX ROW	SUMMER PLUS	AXIAL TILT FACTOR	AXIAL TILT TEMP PLUS IN SUMMER	DAYTIME PLUS	ORBIT PLUS	ECC	HIGHEST TEMP FOR HEX ROW
1	9	0	0	8	0.0		53
2	9	0	0	8	0.0		45
3	9	0	0	8	0.0		37
4	9	0	0	8	0.0		29
5	9	0.25	2	8	0.0		23
6	9	0.5	5	8	0.0		17
7	9	0.75	7	8	0.0		11
8	9	1	9	8	0.0		6
9	9	1	9	8	0.0		-2
10	9	1	9	8	0.0		-10
11	9	1	9	8	0.0		-18

HEX ROW	WINTER MINUS	AXIAL TILT FACTOR	AXIAL TILT TEMP MINUS IN WINTER	NIGHTTIME MINUS	ORBIT MINUS	ECC	LOWEST TEMP FOR HEX ROW
1	-15	0	0	6	0.0		38
2	-15	0	0	6	0.0		30
3	-15	0	0	6	0.0		22
4	-15	0	0	6	0.0		14
5	-15	0.25	-4	6	0.0		2
6	-15	0.5	-8	6	0.0		-10
7	-15	0.75	-11	6	0.0		-21
8	-15	1	-15	6	0.0		-33
9	-15	1	-15	6	0.0		-41
10	-15	1	-15	6	0.0		-49
11	-15	1	-15	6	0.0		-57





NAME: Equizdafi I Zeta Ay

HEX LOCATION: 0917

UWP: G955100-A

PBG: 410

TRADE CODES: Research Station

ALLEGIANCE: Non-aligned

STELLAR DETAILS: Primary Star: F1 V

STAR SYSTEM ORBITAL ZONES

Orbital Zones: World: 11 (Satellites Orbit around World in a trojan relationship)

SIZE RELATED DETAILS

Basic World Type: Satellite

Planet Diameter: 9,000 miles (14,400 km)

Planet Density: Molten Core, 1.08 terra

World Mass: 1.538 terra

World Gravity: 1.215 terra

Planet Orbit Period:

Stellar Mass: 1.62 sol

Orbital Distance: 2.8 AU

Orbital Period: 1,344.528 standard days

Satellite Orbital Distance: 55,000 km

Satellite Orbital Period: 0.989 standard days

Rotation Period: 40.341 standard hours

Axial Tilt: 26 degrees

Orbital Eccentricity: 0.01

Seismic Stress Factor: 12.363 (high instability with resultant earthquakes, high volcanism)

ATMOSPHERIC RELATED DETAILS

Atmospheric Composition: Standard oxygen-nitrogen mix

Surface Atmospheric Pressure: 0.6 atm

Surface Temperature:

Stellar Luminosity: 1.63

Orbit Factor: 223.523

Energy Absorption: 0.78

Greenhouse Effect: 1.05

Base Temperature: 25.397 degrees C

Length of day and Night: 20.171 standard hours

Temperature Worksheet: See separate section

Native Life: Exists

Atmospheric Terraforming: Has not occurred

Greenhouse Effect Terraforming: Has not occurred

Albedo Terraforming: Has not occurred

HYDROSPHERE RELATED DETAILS

Hydrographic Percentage: 51%

Hydrographic Composition: Liquid water

Tectonic Plates: 4

Hydrographic Terraforming: Has not occurred

Terrain Terraforming: Has not occurred

Continents and Oceans: 8 major continents, 1 minor continents, 11 major islands, 6 archipelagoes

Volcanoes: 48

Resources and Goods:

Natural Resources: Geological

Processed Resources: Agroproducts, Non-Metallic Chemicals

Weather Control: Is not practiced

POPULATION RELATED DETAILS

Total World Population: 40

Primary Cities: 1 - EZ Ay Base

Starports and Spaceports: G

Orbital Cities: None

Social Outlook:

Progressiveness: Progressive, Enterprising

Aggressiveness: Unaggressive, Peaceable

Extensiveness: Discordant, Xenophilic

TECHNOLOGY RELATED DETAILS

High Common Tech Level: A

Low Common TL: 5

Energy TL: 9

Computer/Robotics TL: B

Communications TL: A

Medical TL: C

Environment TL: 8

Land Transport TL: A

Water Transport TL: A

Air Transport TL: 9

Space Transport TL: A

Personal Military TL: 9

Heavy Military TL: B

Novelty Tech Level: C

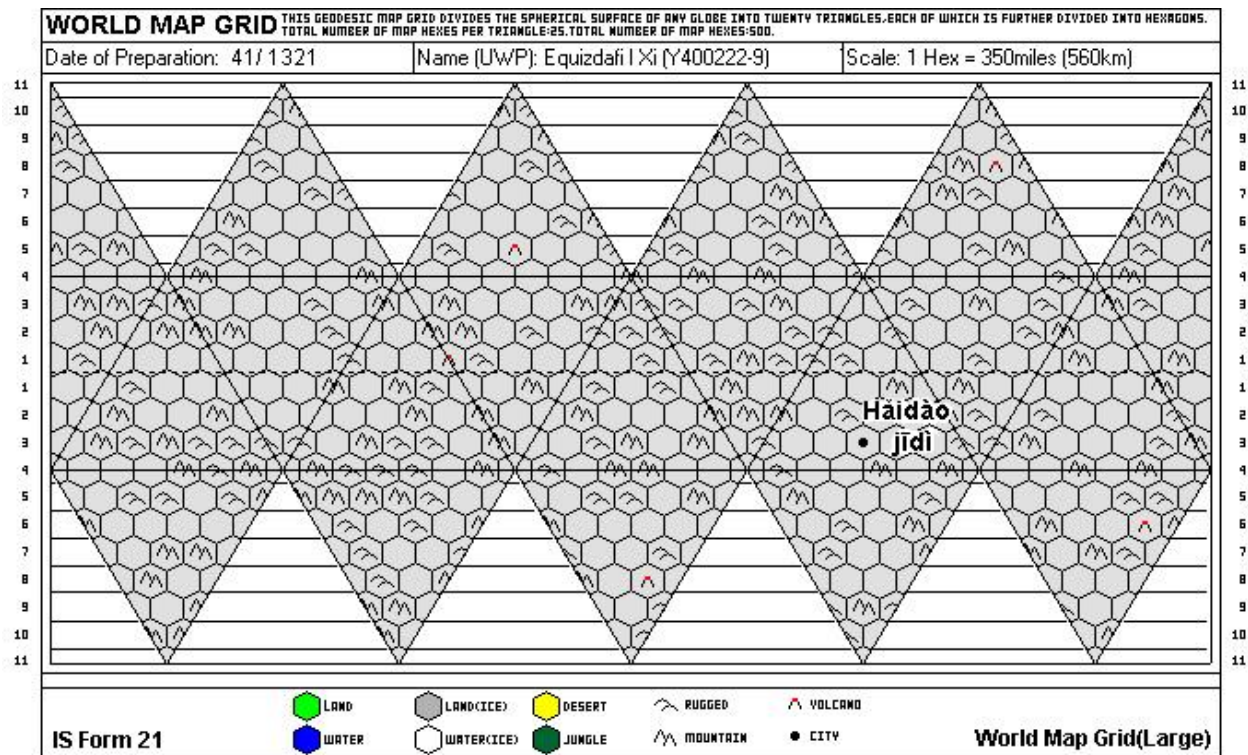
Equizdafi I Zeta Ay Temperature Sheet

HEX ROW	SUMMER PLUS	AXIAL TILT FACTOR	AXIAL TILT TEMP PLUS IN SUMMER	DAYTIME PLUS	ORBIT ECC PLUS	HIGHEST TEMP FOR HEX ROW
1	16	0	0	20	0.0	66
2	16	0	0	20	0.0	59
3	16	0.25	4	20	0.0	56
4	16	0.5	8	20	0.0	53
5	16	0.75	12	20	0.0	50
6	16	1	16	20	0.0	47
7	16	1	16	20	0.0	40
8	16	1	16	20	0.0	33
9	16	1	16	20	0.0	26
10	16	1	16	20	0.0	19
11	16	1	16	20	0.0	12
HEX ROW	WINTER MINUS	AXIAL TILT FACTOR	AXIAL TILT TEMP MINUS IN WINTER	NIGHTTIME MINUS	ORBIT ECC MINUS	LOWEST TEMP FOR HEX ROW
1	-26	0	0	61	0.0	-14
2	-26	0	0	61	0.0	-21
3	-26	0.25	-7	61	0.0	-35
4	-26	0.5	-13	61	0.0	-48
5	-26	0.75	-20	61	0.0	-62
6	-26	1	-26	61	0.0	-75
7	-26	1	-26	61	0.0	-82
8	-26	1	-26	61	0.0	-89
9	-26	1	-26	61	0.0	-96
10	-26	1	-26	61	0.0	-103
11	-26	1	-26	61	0.0	-110

EZ Ay Base



WARNING: SUSPECTED PIRATE BASE



UWP: 400222-9

Government 2: Pirate Democracy. Ruling functions are reached by the advice and consent of the citizenry directly.

Law Level 2: Portable energy weapons (except ship-mounted weapons) prohibited.

NAME: Equizdafi I Xi

HEX LOCATION: 0917

UWP: Y400222-9

PBG: 410

ALLEGIANCE: Non-aligned

STELLAR DETAILS: Primary Star: F1V

SATELLITE DETAILS: Number: 1

Satellite 1: UWP:YS00000-0, Orbit: 50

STAR SYSTEM ORBITAL ZONES

Orbital Zones: Primary Star: 13 (Bodies

Orbit around Primary Star)

SIZE RELATED DETAILS

Basic World Type: Planet

Planet Diameter: 3,900 miles (6,240 km)

Planet Density: Rocky Body, 0.72 terra

World Mass: 0.09 terra

World Gravity: 0.36 terra

Planet Orbit Period:

Stellar Mass: 1.62 sol

Orbital Distance: 614.8 AU (Minimum 70 days travel from main world at Maneuver 1, 28 days at Maneuver 6)

Orbital Period: 4,374,551.217 standard days (11,985 years)

Rotation Period: 17.003 standard hours

Axial Tilt: 16 degrees

Orbital Eccentricity: 0.0

Seismic Stress Factor: 0.0

ATMOSPHERIC RELATED DETAILS

Atmospheric Composition: None

Surface Atmospheric Pressure: 0.0 atm

Surface Temperature: -250.87 degrees C

Length of day and Night: 8.501 standard hours

Native Life: Does not exist

Atmospheric Terraforming: Has not occurred

Greenhouse Effect Terraforming: Has not occurred

Albedo Terraforming: Has not occurred

HYDROSPHERE RELATED DETAILS

Hydrographic Percentage: 0%

Tectonic Plates: 1

Hydrographic Terraforming: Has not occurred

Terrain Terraforming: Has not occurred

Volcanoes: 5

Resources and Goods:

Manufactured Resources: Parts

Weather Control: Is not practiced

POPULATION RELATED DETAILS

Total World Population: 400 (est.)

Cities If Population < 1,000,000: All population in one large city

Primary Cities: 1 - Haidao Jidi

Starports and Spaceports: (Officially) Y. No spaceport or starport. The world has no indigenous space access capability.

However, E. Frontier starport. With no facilities, the installation is little more than a flat expanse of bedrock and a sign. This designation effectively means there is no starport, but there have been previous landings and that location is indicated in records; is reported.

Orbital Cities: None

Social Outlook:

Progressiveness: Progressive, Advancing

Aggressiveness: Aggressive, Belligerent

Extensiveness: Discordant, Aloof

Number of Customs: 4

Local Customs/Practicing Group:

Travelling far away required/Certain geographical regions.

Unusual hair color/Political figures.

Eat only at home/Military figures.

Live in communal housing/High social class.

GOVERNMENT RELATED DETAILS

Representative Authority Guide:

Participating Democracy, Mob Rule

LAW RELATED DETAILS

Uniformity of Law: Undivided

Legal Profile: 2; Poison gas, explosives, undetectable weapons, WMD's, and

Portable energy weapons (except ship-mounted weapons) illegal. Visitors must report passenger manifest, landing is permitted anywhere.

TECHNOLOGY RELATED DETAILS

High Common Tech Level: 9

Low Common TL: 4

Energy TL: 8

Computer/Robotics TL: A

Communications TL: 9

Medical TL: 9

Environment TL: 9

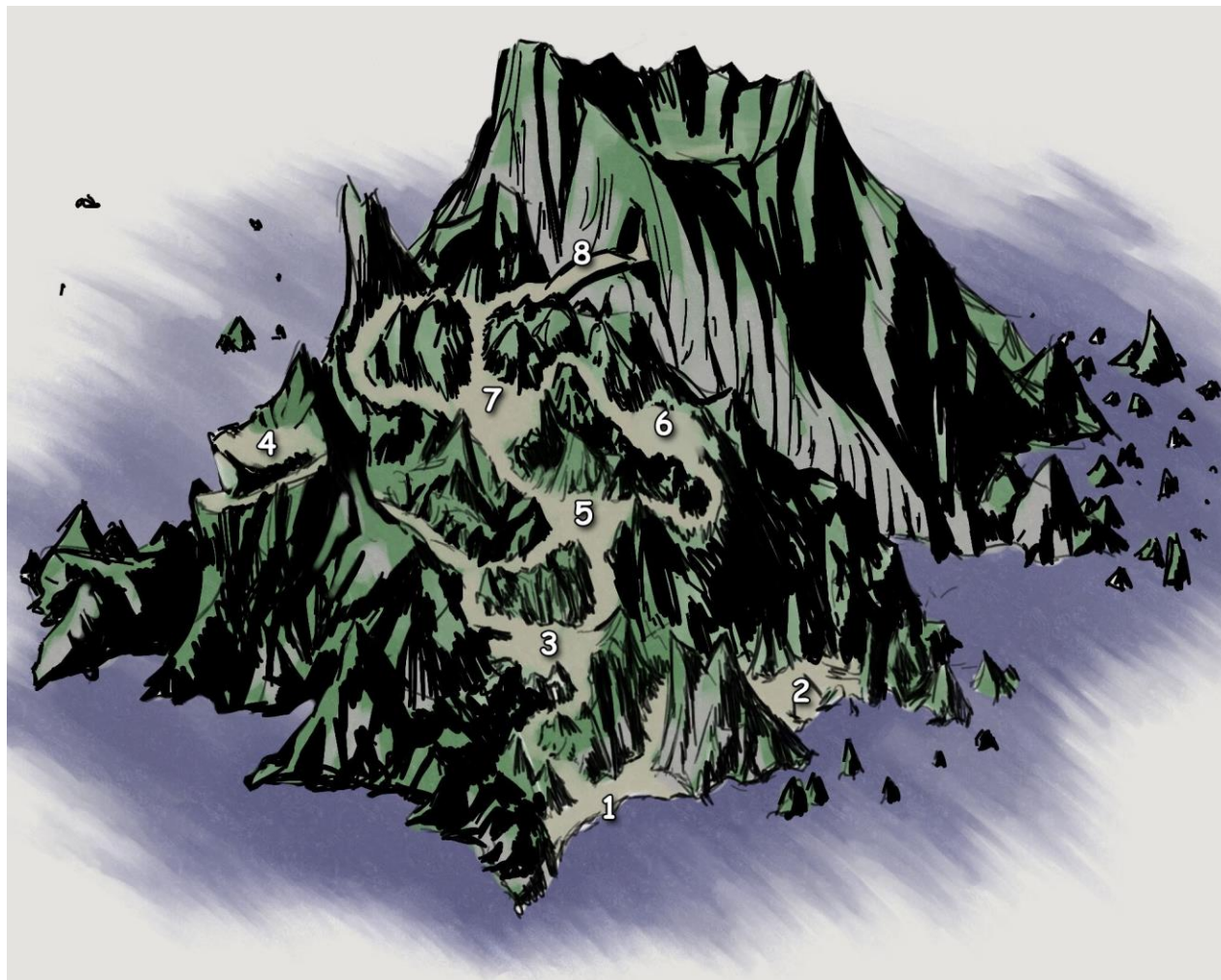
Land Transport TL: 8

Space Transport TL: 8

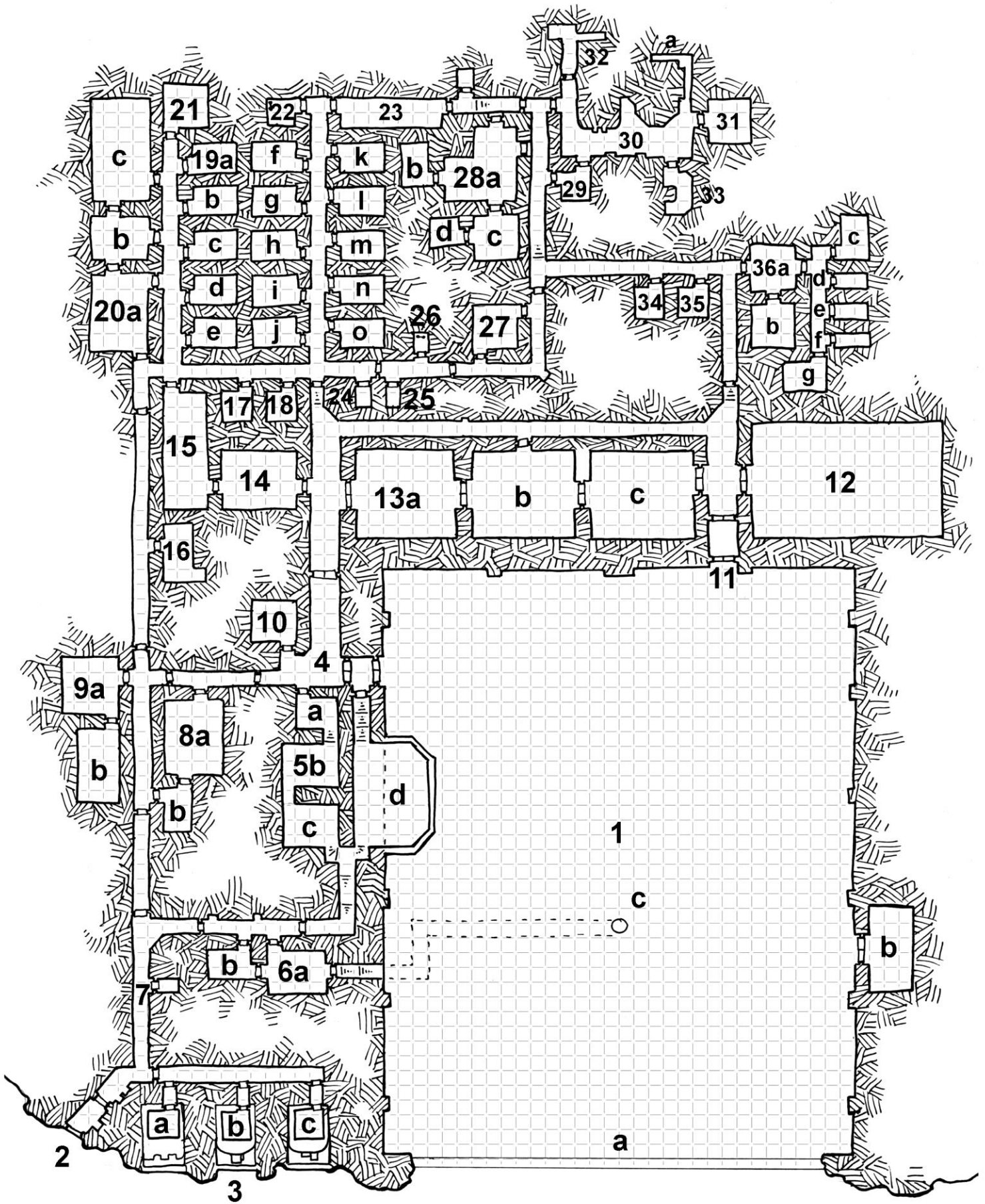
Personal Military TL: 6

Heavy Military TL: 8

Novelty Tech Level: A

**Pirate Base Layout 01 Legend:**

1. Surface icefield ramp
2. Scrapyard
3. Lower landing Area
4. Private Landing Area 1 ship, Corsair (Skotos).
5. Middle landing Area 2 ships, Marava Far Trader (Starjammer), and Fanzhienz Far Trader (Red Saffron).
6. Upper Landing Area, 2 ships, a Frontier Trader (Emeralda), and Corsair (Harloc).
7. Vehicle Parking (various launches, ATV's, and air/rafts)
8. Retractable bridge to base proper

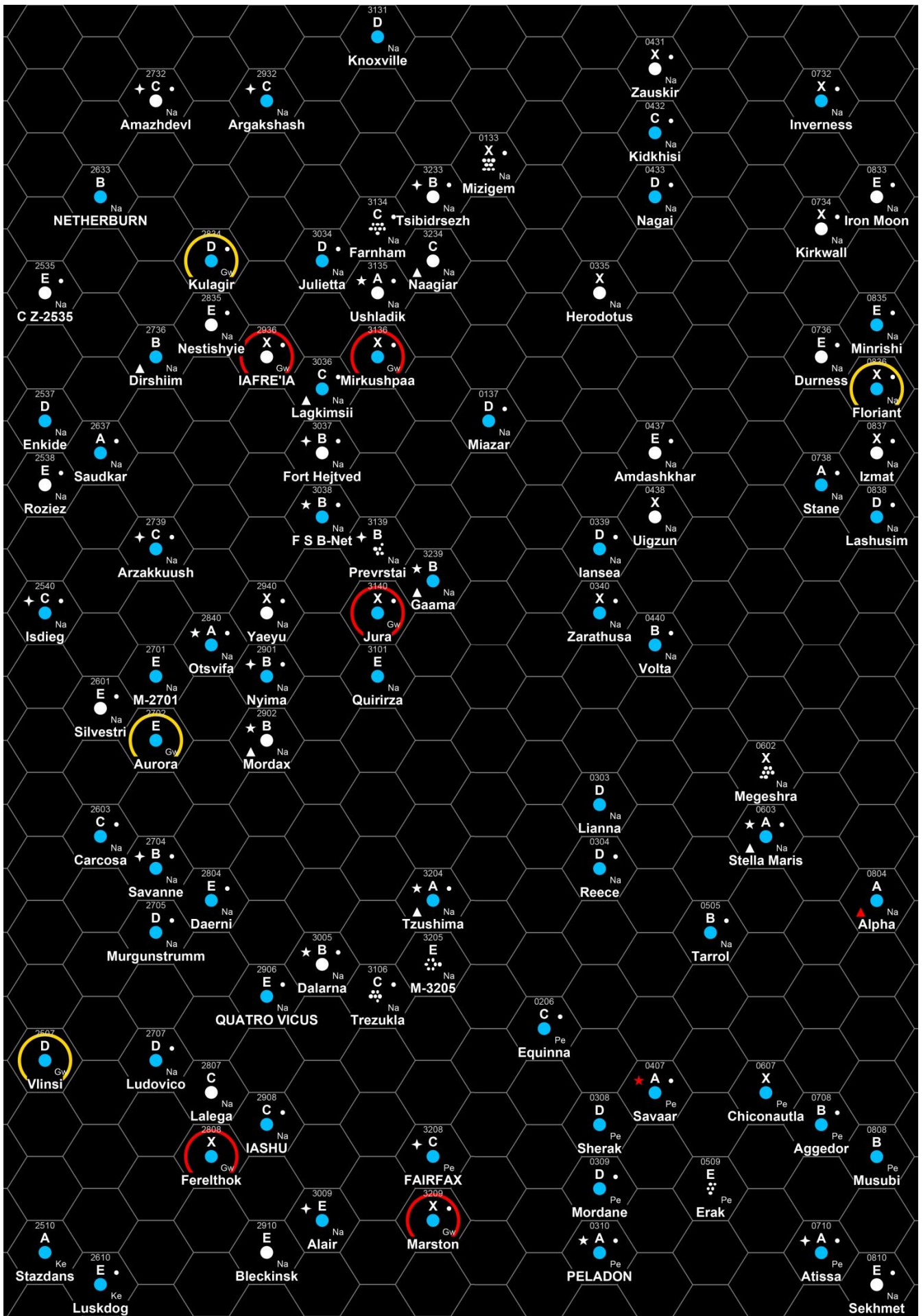


Pirate Base Map by Marc Miller

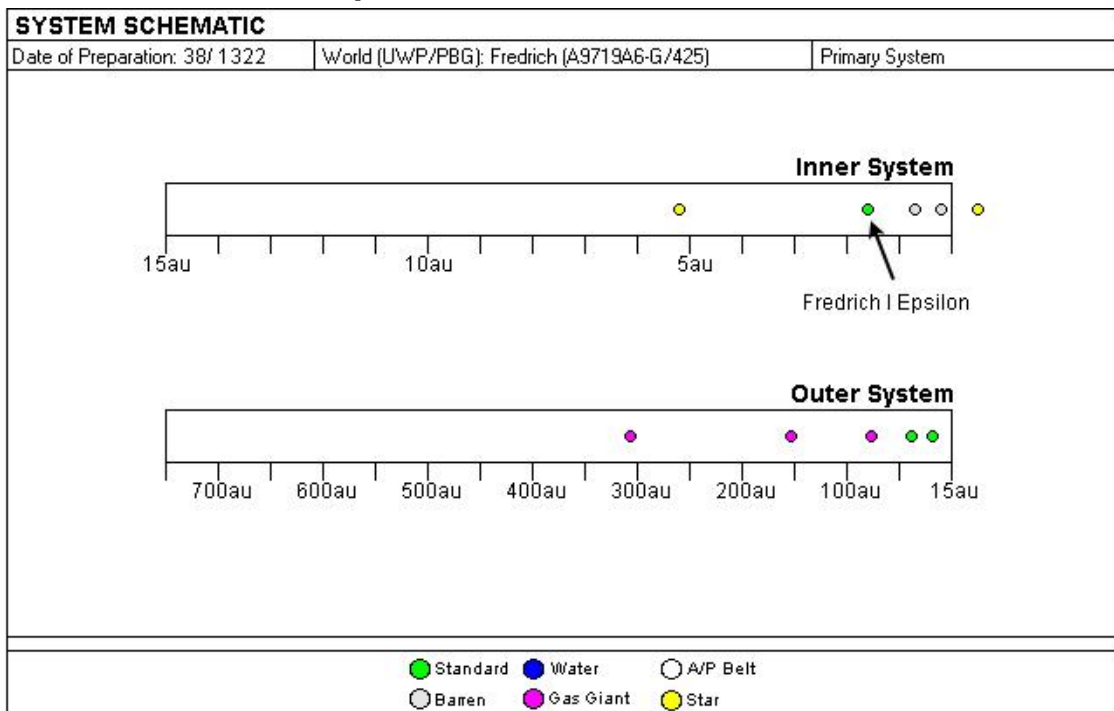
1. Main Cargo and spacecraft maintenance area.
 - a. Blast doors, sealed.
 - b. Fire bunker.
 - c. Maintenance tunnel.
 - d. Base control room.
2. Entry Airlock.
3. a. Missile Rack. b. Laser defence turret. c. Sensors
4. Dock main airlock.
- 5a. Security & records b. Base computer c. office
6. a. Maintenance crew shop. b. supplies.
7. Security checkpoint and locker.
- 8a. Bar & Grill b. Office.
- 9a. Restaurant b. Kitchen.
10. Medical Station
11. Service airlock
12. Hydroponics
- 13a. Machine Shop b. Life Support c. Power Plant
14. Trauma Care
15. Hospital Ward
16. Classroom
17. Visitor's Quarters
18. Visitor's Quarters
- 19a-o. Apartments
- 20a. Market b. Common area c. Theater
21. 3rd in command's apartment
22. Watch Corporal's Quarters
23. Guard Barracks
24. Security Station
25. Lift to surface
26. Ladder to surface
27. 2nd in command's apartment
- 28a-d. Commander's Quarters.
29. Vault
30. Abandoned area. a. small tunnel around debris pile.
31. Digging tools & secret interrogation area.
32. North, escape route to hidden exit.
33. Secondary Vault
34. Armor
35. Weapons
- 36a-g. Brig



Four Corners Quadrant



Fredrich, 1713 Chiep Zhez Sector



SYSTEM DETAILS

System Name: Fredrich

PBG: 425

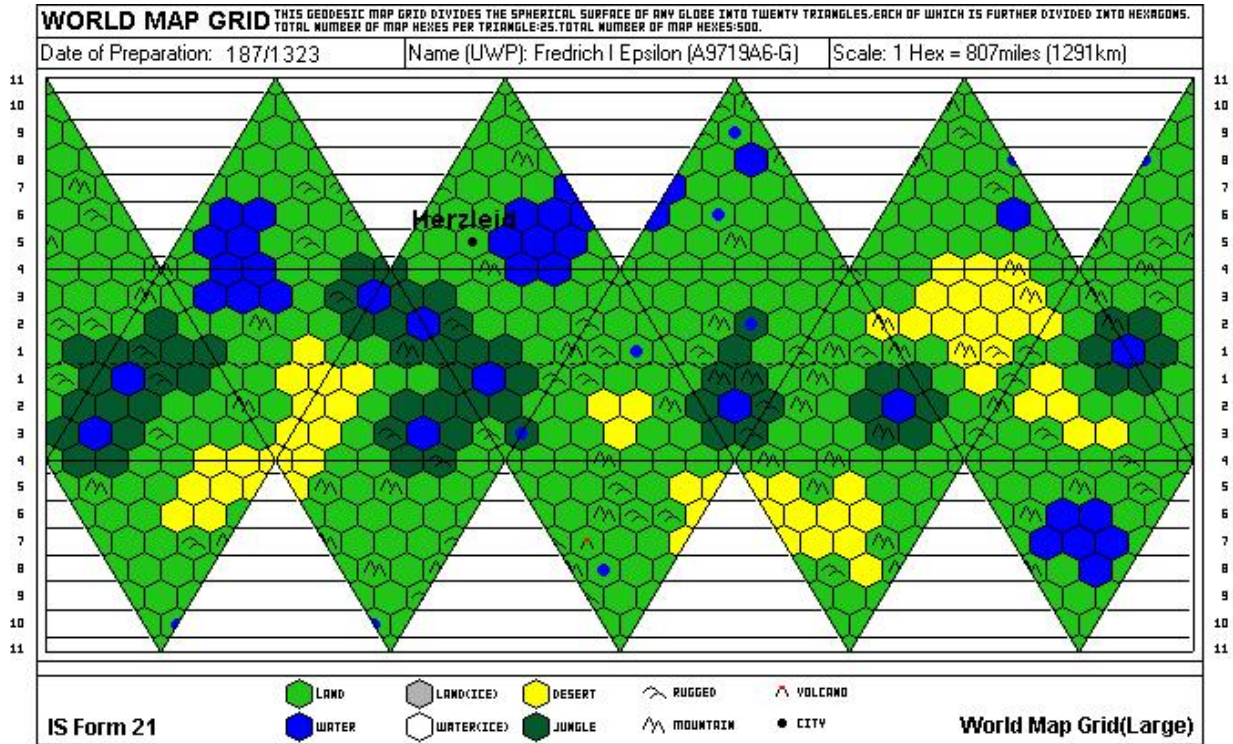
PRIMARY SYSTEM F5 V

0		Fredrich I Alpha	Y120669-F	Mn Co
2		Fredrich I Gamma	G130466-G	Mn Mi
4		Fredrich I Epsilon	A9719A6-G	In Hi
6		Companion Star		
8		Fredrich I Iota	G327565-F	Mn Co
	2	Fredrich I Iota Ay	HR00000-G	Re Mi
9		Fredrich I Kappa	H458200-F	
10		Fredrich I Lambda	XB00000-0	
	8	Fredrich I Lambda Ay	YS00000-0	
	12	Fredrich I Lambda Bee	YS00000-0	
	30	Fredrich I Lambda See	Y440000-0	
11		Fredrich I Mu	XC00000-0	
	4	Fredrich I Mu Ay	Y521000-0	
	5	Fredrich I Mu Bee	Y603000-G	Re
	6	Fredrich I Mu See	Y702100-G	Re
	9	Fredrich I Mu Dee	Y100000-0	
	10	Fredrich I Mu Ee	YS00000-0	
	11	Fredrich I Mu Eff	Y210000-G	Re
	13	Fredrich I Mu Gee	Y532100-F	
12		Fredrich I Nu	XB00000-0	

BINARY SYSTEM M1 D

0		Fredrich II Alpha	X000000-0	
1		Fredrich II Beta	XC00000-0	
	4	Fredrich II Beta Ay	Y330200-F	
	7	Fredrich II Beta Bee	YS00000-0	
	8	Fredrich II Beta See	Y200000-0	
	9	Fredrich II Beta Dee	Y617200-F	
	10	Fredrich II Beta Ee	HS00000-0	
	11	Fredrich II Beta Eff	YS00100-G	Re
	35	Fredrich II Beta Gee	H521000-0	
	40	Fredrich II Beta Aitch	Y200300-F	Mn
2		Fredrich II Gamma	X000000-0	
3		Fredrich II Delta	XB00000-0	

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REMARKS

Fredrich stands like a rock in the dark wave that has swept over the whole sector in the war with the Guild Droyne. One of the most powerful, if not the most powerful system in the whole sector, and maybe on the whole frontier (or so they might like to think). Fredrich has held out through many different tactics, to be a fortress, the use of AI's and robotics; the maintenance of powerful fleets. Here not only is the Alliance flag flown, but of the League of Non-aligned Worlds, even that of the Imperial Sun, a thousand standards carried. Also there is the technology that makes the world and its society almost incomprehensible to lesser societies. Herzleid, the capital and a megacity of 500 million, is clustered to the north and west of an inland sea.

NAME: Fredrich I Epsilon

HEX LOCATION: 1713

UWP: A9719A6-G

PBG: 425

TRADE CODES: Industrial, High Pop

ALLEGIANCE: Non-aligned

STELLAR DETAILS: Primary Star: F5V

Binary Star: M1V

STAR SYSTEM ORBITAL ZONES

Orbital Zones: Primary Star: 4 (Bodies Orbit around Primary Star)

Binary Star: 6 (Binary Star Orbit around Primary Star)

SIZE RELATED DETAILS

Basic World Type: Planet

Planet Diameter: 9,000 miles (14,400 km)

Planet Density: Molten Core, 1.0 terra

World Mass: 1.424 terra

World Gravity: 1.125 terra

Planet Orbit Period:

Stellar Mass: 1.3 sol 1.11 sol

Orbital Distance: 1.6 AU

Orbital Period: 701.631 standard days

Rotation Period: 25.694 standard hours

Axial Tilt: 63 degrees

Orbital Eccentricity: 0.01

Seismic Stress Factor: 0.694

ATMOSPHERIC RELATED DETAILS

Atmospheric Composition: Standard oxygen-nitrogen mix, with pollutants taint

Surface Atmospheric Pressure: 1.0 atm

Surface Temperature:

Stellar Luminosity: 1.408

Orbit Factor: 295.693

Energy Absorption: 0.9

Greenhouse Effect: 1.1

Base Temperature: 39.172 degrees C

Orbital Eccentricity Effects: Tc=0.3

degrees C, Tf=-0.3 degrees C

Latitude Temperature Effects: (Hex
Row=Degrees C)

1=+21, 2=+14, 3=+7, 4=0, 5=-7, 6=-14,
7=-21, 8=-28, 9=-35, 10=-42, 11=-49
degrees C

Axial Tilt Base Increase: 37.8 degrees C

Axial Tilt Base Decrease: -63 degrees C

Axial Tilt Latitude Effects: (Hex
Row=Degrees)

1=0.75, 2=1, 3=1, 4=1, 5=1, 6=1, 7=1,

8=1, 9=1, 10=1, 11=1 degrees

Length of day and Night: 12.847

standard hours

Rotation-Luminosity Effects: 1.408

Daytime Rotation Effects: 0.704 +per
hour of daylight, 1,450.847 absolute
maximum plus temperature

Nighttime Rotation Effects: 1.0 -per hour
of darkness, 61.826 absolute maximum
minus temperature

Temperature Worksheet: See separate
section

Native Life: Does not exist

Atmospheric Terraforming: Has not
occurred

Greenhouse Effect Terraforming: Has
occurred

Albedo Terraforming: Has not occurred

TEMPERATURE WORKSHEET

HEX ROW	BASE TEMPERATURE	LATITUDE TEMPERATURE EFFECTS	BASE TEMPERATURE FOR HEX ROW
1	39	21	60
2	39	14	53
3	39	7	46
4	39	0	39
5	39	-7	32
6	39	-14	25
7	39	-21	18
8	39	-28	11
9	39	-35	04
10	39	-42	-3
11	39	-49	-10

HEX ROW	SUMMER PLUS	AXIAL TILT FACTOR	AXIAL TILT TEMP PLUS IN SUMMER	DAYTIME PLUS	ORBIT ECC PLUS	HIGHEST TEMP FOR HEX ROW
1	38	0.75	0	9	0.0	98
2	38	0	28	9	0.0	95
3	38	1	38	9	0.0	93
4	38	1	38	9	0.0	86
5	38	1	38	9	0.0	79
6	38	1	38	9	0.0	72
7	38	1	38	9	0.0	65
8	38	1	38	9	0.0	58
9	38	1	38	9	0.0	51
10	38	1	38	9	0.0	44
11	38	1	38	9	0.0	37

HEX ROW	WINTER MINUS	AXIAL TILT FACTOR	AXIAL TILT TEMP MINUS IN WINTER	NIGHTTIME MINUS	ORBIT ECC MINUS	LOWEST TEMP FOR HEX ROW
1	-63	0.75	0	13	0.0	40
2	-63	0	-47	13	0.0	0
3	-63	1	-63	13	0.0	-30
4	-63	1	-63	13	0.0	-37
5	-63	1	-63	13	0.0	-44
6	-63	1	-63	13	0.0	-51
7	-63	1	-63	13	0.0	-58
8	-63	1	-63	13	0.0	-65
9	-63	1	-63	13	0.0	-72
10	-63	1	-63	13	0.0	-79
11	-63	1	-63	13	0.0	-86

HYDROSPHERE RELATED DETAILS

Hydrographic Percentage: 7%
 Hydrographic Composition: Tainted liquid water
 Tectonic Plates: 3
 Hydrographic Terraforming: Has occurred
 Terrain Terraforming: Has occurred
 Continents and Oceans: 2 major oceans, 1 minor oceans, 11 small seas, 8 scattered lakes
 Volcanoes: 1
 Resources and Goods:
 Natural Resources: Ores
 Processed Resources: Non-Metals
 Manufactured Resources: Parts, Durables, Consumables, Weapons
 Information Resources: Recordings, Software, Documents
 Weather Control: Is practiced

POPULATION RELATED DETAILS

Total World Population: 4,000,000,000
 Cities:
 Large Cities (UWP Pop-1): City : 500,000,000 City : 400,000,000 City : 100,000,000
 Medium-Large Cities (UWP Pop-2): Cities=36, Population/City=50,000,000
 Moderate-Size Cities (UWP Pop-3): Cities=216, Population/City=5,000,000
 Small Cities (UWP Pop-4): Cities=168, Population/City=500,000
 Very Small Cities (UWP Pop-5): Cities=720, Population/City=50,000
 Primary Cities: 3
 Starports and Spaceports: A/A/A
 Orbital Cities: Present
 Social Outlook:
 Progressiveness: Progressive, Enterprising
 Aggressiveness: Competitive, Peaceable
 Extensiveness: Discordant, Friendly

GOVERNMENT RELATED DETAILS

Representative Authority Guide:

Charismatic Dictator, Ruler

LAW RELATED DETAILS

Uniformity of Law: Undivided

Legal Profile: 6-975CD

TECHNOLOGY RELATED DETAILS

High Common Tech Level: G

Low Common TL Limits: Upper=G, Lower=8

Low Common TL: 8

Energy TL Limits: Upper=K, Lower=E

Energy TL: G

Computer/Robotics TL Limits: Upper=K, Lower=6

Computer/Robotics TL: D

Communications TL Limits: Upper=K, Lower=6

Communications TL: G

Medical TL Limits: Upper=K, Lower=0

Medical TL: G

Environment TL Limits: Upper=K, Lower=E

Environment TL: H

Land Transport TL Limits: Upper=K, Lower=E

Land Transport TL: G

Water Transport TL Limits: Upper=G, Lower=B

Water Transport TL: G

Air Transport TL Limits: Upper=G, Lower=B

Air Transport TL: G

Space Transport TL Limits: Upper=K, Lower=G

Space Transport TL: G

Personal Military TL Limits: Upper=K, Lower=0

Personal Military TL: G

Heavy Military TL Limits: Upper=K, Lower=0

Heavy Military TL: G

Novelty Tech Level: H

PSIONIC INSTITUTES PROFILE**WORLD UAP/VIEW**

UAP: 2

World View: Psioniphobia

No Institutes

ECONOMIC PROFILE**ECONOMIC EXTENSIONS**

Resources: A

Labor: 8

Infrastructure: E

Culture: 5

ECONOMIC DETAILS

Planetary Demand: 14 RA

Resource Trade: 12 Deficit

Base Gross World Product: 1,792.0 RU

Finished Goods Trade Multiplier: 1.0292

Interstellar Demand Multiplier: 1.02

Final Gross World Product: 1,881.2129 RU

Taxation Rate: 41%

Government Budget: 771.2973 RU

Civilian Expenses: 222.7121 RU

MILITARY PROFILE**STARSHIP SQUADRONS**

System Defense Boat Squadrons: 200

Number of Starship Squadrons: 3

STARSHIP SQUADRON 1

USqP: 001-C3U-853-8

Squadron Type: Cruiser Squadron

Jump Rating: 3

Refuelling Code: Unstreamlined

Defense Factor (DF): 8

Attack Factor (AF): 5

Bombardment Factor (BF): 3

Troop Transport Factor: 8

STARSHIP SQUADRON 2

USqP: 002-C3U-853-8

Squadron Type: Cruiser Squadron

Jump Rating: 3

Refuelling Code: Unstreamlined

Defense Factor (DF): 8

Attack Factor (AF): 5

Bombardment Factor (BF): 3

Troop Transport Factor: 8

STARSHIP SQUADRON 3

USqP: 003-A3U-800-600

Squadron Type: Assault Squadron

Jump Rating: 3

Refuelling Code: Unstreamlined

Defense Factor (DF): 8

Attack Factor (AF): 0

Bombardment Factor (BF): 0

Troop Transport Factor: 600

TROOP UNITS

Production Points: 200

TROOP UNIT 1

UTP: 0001-6100-100-G

Unit Size: Field Army

Unit Type: Cavalry

Unit Armament: Standard

Unit Quality: Standard

Combat Factor: 100

TROOP UNIT 2

UTP: 0002-6000-100-G

Unit Size: Field Army

Unit Type: Infantry

Unit Armament: Standard

Unit Quality: Standard

Combat Factor: 100

TROOP UNIT 3

UTP: 0003-6100-100-G

Unit Size: Field Army

Unit Type: Cavalry

Unit Armament: Standard

Unit Quality: Standard

Combat Factor: 100

TROOP UNIT 4

UTP: 0004-6201-100-G

Unit Size: Field Army

Unit Type: Marine

Unit Armament: Standard

Unit Quality: Elite

Combat Factor: 100

TRADE & COMMERCE PROFILE**PASSENGERS**

High Passengers: 1

Middle Passengers: 9

Low Passengers: 17

FREIGHT & CARGO

Major Cargo: 8 lots

Lot 1 Fad Information 17 tons Cr 2,600/ton Cr 44,200/Lot

Lot 2 2D Still Pictures 17 tons Cr 2,600/ton Cr 44,200/Lot

Lot 3 Gold 13 tons Cr 2,600/ton Cr 33,800/Lot

Lot 4 Writings (Paper) 14 tons Cr 2,600/ton Cr 36,400/Lot

Lot 5 Starship Software 12 tons Cr 2,600/ton Cr 31,200/Lot

Lot 6 Starship Software 15 tons Cr 2,600/ton Cr 39,000/Lot

Lot 7 Alcoholic Beverages 15 tons Cr 2,600/ton Cr 39,000/Lot Fla 8+ Per 9+

Lot 8 Animal Compounds 13 tons Cr 2,600/ton Cr 33,800/Lot Cor 10+ Fla 9+ Exp 10+ Per 11+

Minor Cargo: 9 lots

Lot 1 Meat 11 tons Cr 2,600/ton Cr 28,600/Lot Cor 12+ Per 5+

Lot 2 Explosives 11 tons Cr 2,600/ton Cr 28,600/Lot Cor 12+ Fla 10+ Exp 3+ Per 10+

Lot 3 Records (Data) 10 tons Cr 2,600/ton Cr 26,000/Lot

Lot 4 Original Information 10 tons Cr 2,600/ton Cr 26,000/Lot

Lot 5 Nitrogen Compounds 10 tons Cr 2,600/ton Cr 26,000/Lot Cor 10+ Exp 9+

Lot 6 Petrochemicals 10 tons Cr 2,600/ton Cr 26,000/Lot Cor 10+ Fla 7+ Exp 8+

Lot 7 Aromatics 11 tons Cr 2,600/ton Cr 28,600/Lot Fla 10+ Exp 9+ Per 11+

Lot 8 Writings (Paper) 10 tons Cr 2,600/ton Cr 26,000/Lot

Lot 9 Records (Paper) 9 tons Cr 2,600/ton Cr 23,400/Lot

Incidental Cargo: 3 lots

Lot 1 Currency (Paper) 4 tons Cr 2,600/ton Cr 10,400/Lot

Lot 2 Plants (Paper) 4 tons Cr 2,600/ton Cr 10,400/Lot Fla 5+ Per 12+

Lot 3 Polymers 3 tons Cr 2,600/ton Cr 7,800/Lot Fla 9+

Herzleid-



Herzleid ("Heartbreak") Capital of Fredrich, powerhouse of the Chiep Zhez sector, very high tech, but all is not well, it is ruled by a Dictatorship, while popular, is absolute. Fredrich was settled around 200 years ago, from mainly Imperial worlds wracked by the rebellion, then later fleeing the virus. It has gone through various forms of governments, most lately an impersonal bureaucracy headed by a Baron, who was replaced by a coup six years ago, with the Baron's son being placed on the throne.

The Raider Base is just in a small part of the orbital fortress, the rest of it taken up by Fredrich defense forces, the highport is a shuttle ride away, it is a comfortable ship that docks at a space elevator connecting to the Herzleid highport transportation hub. The notice more than a few police robots and other servitor types. Other than everything being very nice, clean, with high tech materials, the elevator car drops quickly to the surface, a miniature small craft, locked to a guide cable, obviously with the speed of descent, there has to be inertial dampers of a sophisticated design. Herzleid itself is a clean, efficient city as far as they can tell, the only interesting thing are the posters of Jayne, Fredrich's "Prime Director", with pictures of her in younger days, fighting against the Guild Droyne, often with many different slogans such as: **"HAPPINESS, FREE, FOR EVERYONE, AND LET NO ONE BE FORGOTTEN!"**

Things can be complicated with dealing with the Black Ships, and things have been complicated further here on Fredrich, with the coup by the dictator Jayne, there are questions about where she is from, it is definitely thought she is a cyborg, but there are rumors she is a new type of robot, developed by a shadowy organization called the Triad Institute. If this is the robot revolution, the singularity, it could be a war within a war, in the center of one of our strongest fortress systems on the frontier.

The Robots:

Everything that can theoretically be done by robots is done by robots – they police the streets and protect the frontier. They clean, cook and take care of the children. They harvest the fields, man the factories and the offices, produce new robots and perform regular military service. Even the entertainment industry is run by robots equipped with special plotting software.

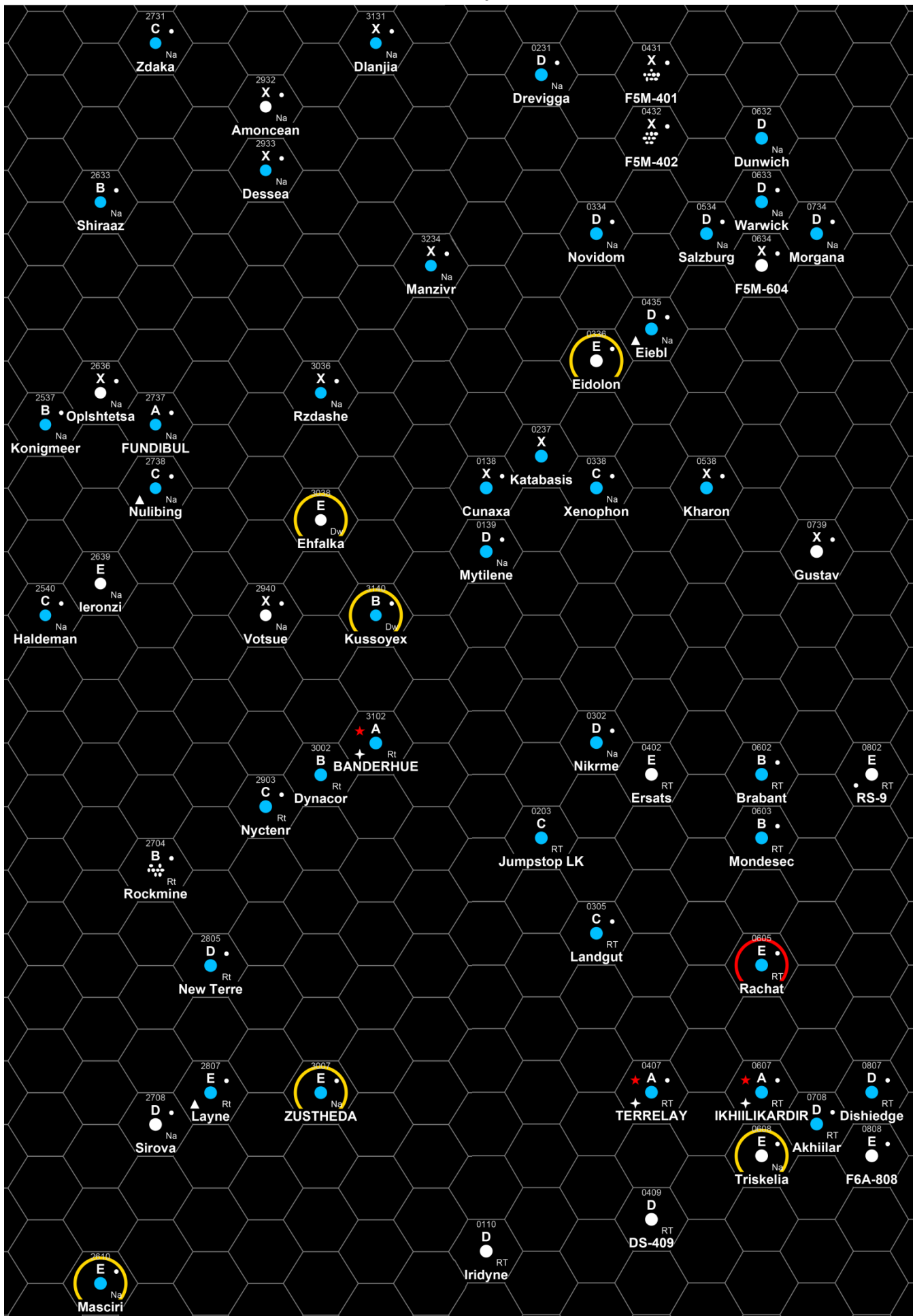
Of course, robots perform many of the above tasks too efficiently, which worries some of the more democratic Fredrichians. The majority of the population, however, believes that the loss of freedom and control is more than compensated by the added security, even if this means that robots outnumber humans 2 to 1 and are in charge of tasks that humans could not possibly handle.

The Law:

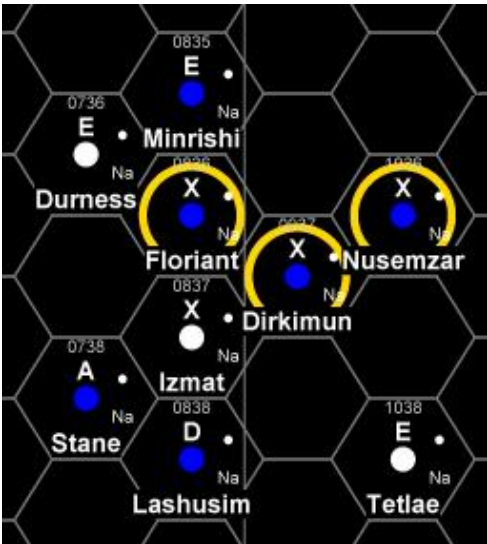
Robots are not legal entities under Fredrichian law. Any action by a robot, which results in damage to public or property, is viewed either as an accident or as negligence on the owner's part, for which he is punished with a fine or a short incarceration. On rare occasions, the court may permanently revoke the user's license to own and operate robots, dooming him to a life of unenlightening manual labor.

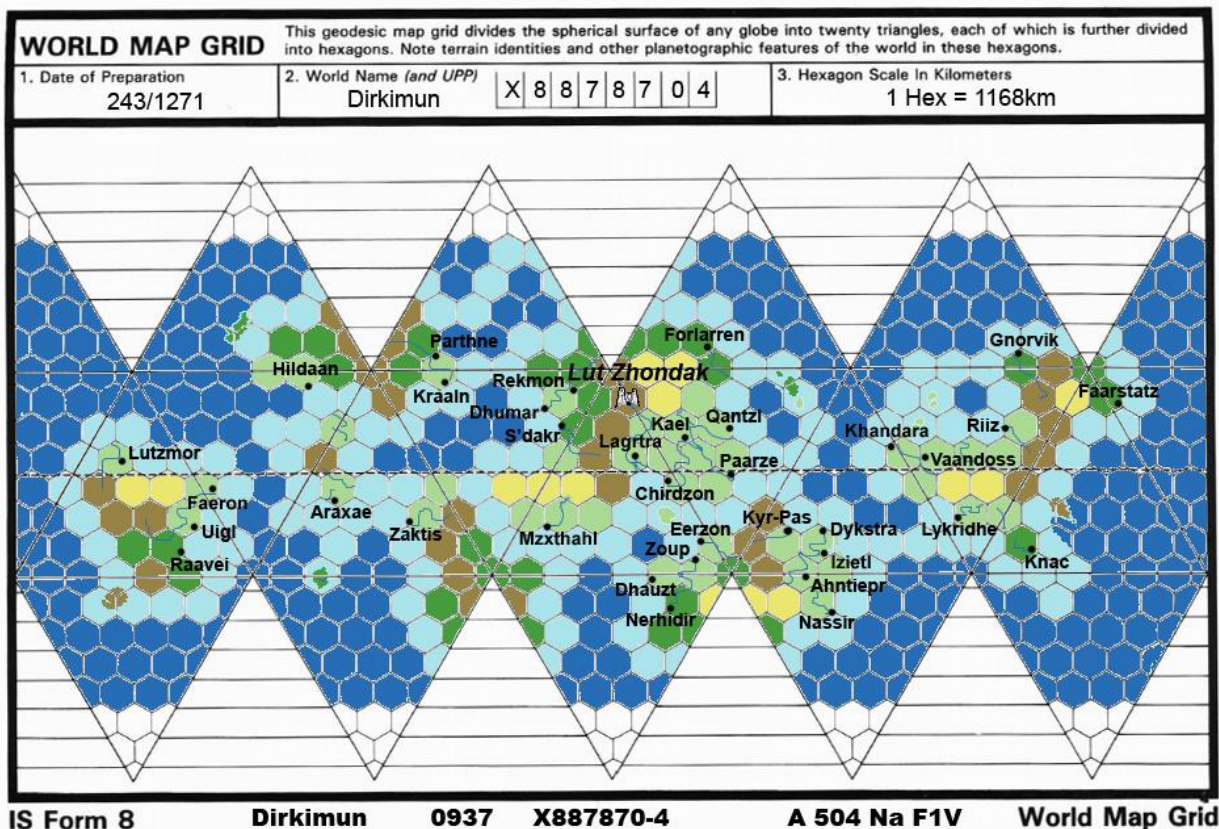
Laws concerning the construction of robots are also few – robots might be installed with inhibitors that enforce the three Laws of Robotics or not. Some jurisdictions require more comprehensive inhibitions, for example banning interaction with any citizen without the authorities expressed concern (to discourage discontent). The Fredrichian authorities, not wishing to distract citizens from their defense duties, often turn to freelancers to perform missions that robots simply cannot do, such as conducting negotiations, taking military commissions, investigating major crimes or exploring newly discovered locations of potential scientific significance.

Fundibul Eibel Banderhue Terrelay Subsectors Interface Zone



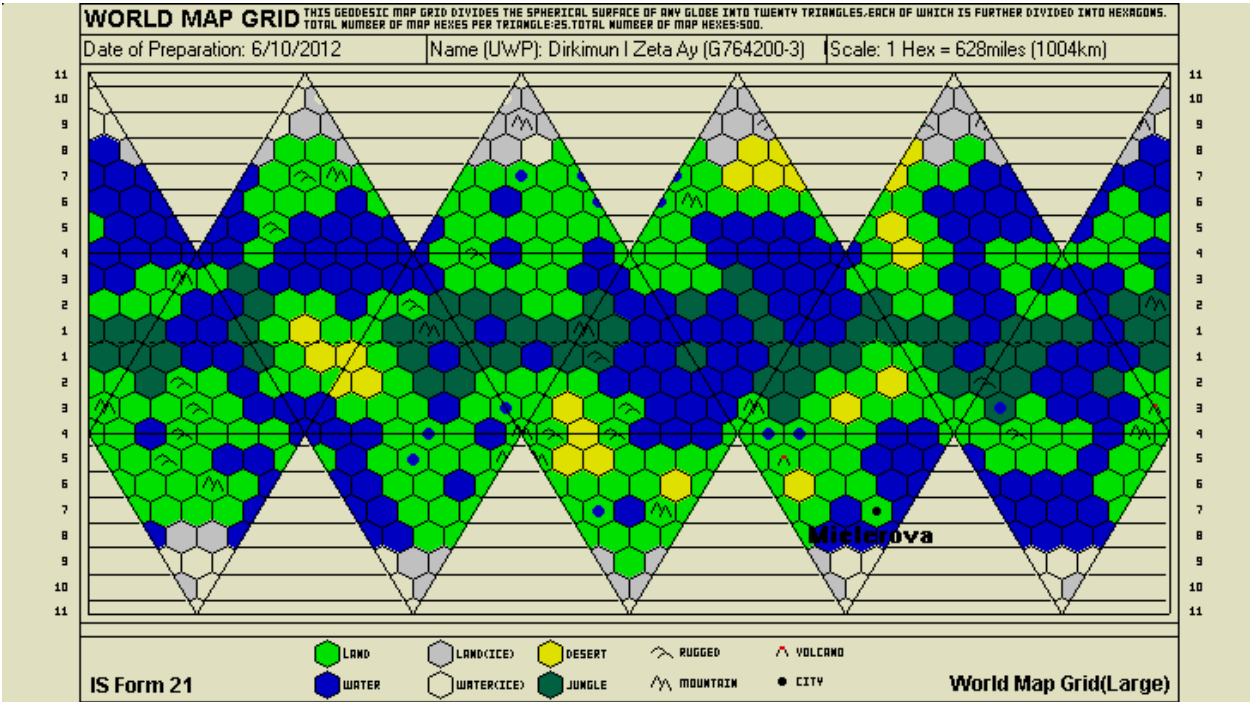
Gate Worlds, Astron Sector





WORLD TERRAIN DATA		1. Date of Preparation 243/1271	2. World Name (and UPP) Dirkimun	X 8 8 7 8 7 0 4
3. Terrain Description Desert	4. Terrain Description Mountain	5. Terrain Description Temperate/Forest		
6. Terrain Description Grassland/Steppe	7. Terrain Description Coastal Waters	8. Terrain Description Ocean		
9. Terrain Description Polar/Icecap	10. Terrain Description River	11. Terrain Description Island		
12. Terrain Description City	13. Terrain Description Ruins	14. Terrain Description 		
15. Terrain Description 	16. Terrain Description 	17. Terrain Description 		
18. Notes and Comments Orbit: F1V Star, Gravity: 1G, Day: 21.7 hours, Year: 373 days, Axial tilt: 33 degrees, Pop: 500 mil approx Dirkimun is lush T-Prime world, original Vlazdhumecta settlement, population recovering from worldwide plague approx 150 years ago. Former territory of Nussemzar Empire, shares much flora and fauna indigenous to Nussemzar, highest technological recovery of NE worlds. Use of air transport common w/Atm 8 (Airship/Wyvern). Political instability and local blame of travellers for spread of 'Plague from Stars': Amber Zone advised.				

IS Form 9 Dirkimun 0937 X887870-4 A 504 Na F1V World Terrain Data



WORLD MAP GRID This geodesic map grid divides the spherical surface of any globe into twenty triangles, each of which is further divided into hexagons. Note terrain identities and other planetographic features of the world in these hexagons.		
1. Date of Preparation 39/1273	2. World Name (and UPP) Floriant X7878742	3. Hexagon Scale in Kilometers 1 hex = 1022km

IS Form 8
Floriant
0836
X787874-2
A 521 Na M3V
World Map Grid

WORLD TERRAIN DATA		
1. Date of Preparation 39/1273	2. World Name (and UPP) Floriant X7878742	
3. Terrain Description Desert	4. Terrain Description Mountain	5. Terrain Description Temperate/Forest
6. Terrain Description Plains/Steppe	7. Terrain Description Coastal Waters	8. Terrain Description Ocean
9. Terrain Description Polar/Icecap	10. Terrain Description Island	11. Terrain Description River
12. Terrain Description City	13. Terrain Description Ruins	14. Terrain Description
15. Terrain Description 	16. Terrain Description 	17. Terrain Description
18. Notes and Comments Star: M3V, Gravity .875 G, Day: 31 hours, Year: 774 days, Axial tilt: 23 degrees, Pop: 500 mil approx. Floriant is a terraformed world orbiting a red giant, originally settled by Vlazdhumecta, former territory of the Nusenzar Empire. Technological progress stunted by religious warfare that swept planet after fall of empire 300 years ago. Shares flora and fauna with neighbors, air travel not uncommon w/Atm 8 (Airships & Wyvern). Slight techno and xenophobia lingering due to subsiding religious warfare, Amber Zone advisory in effect.		

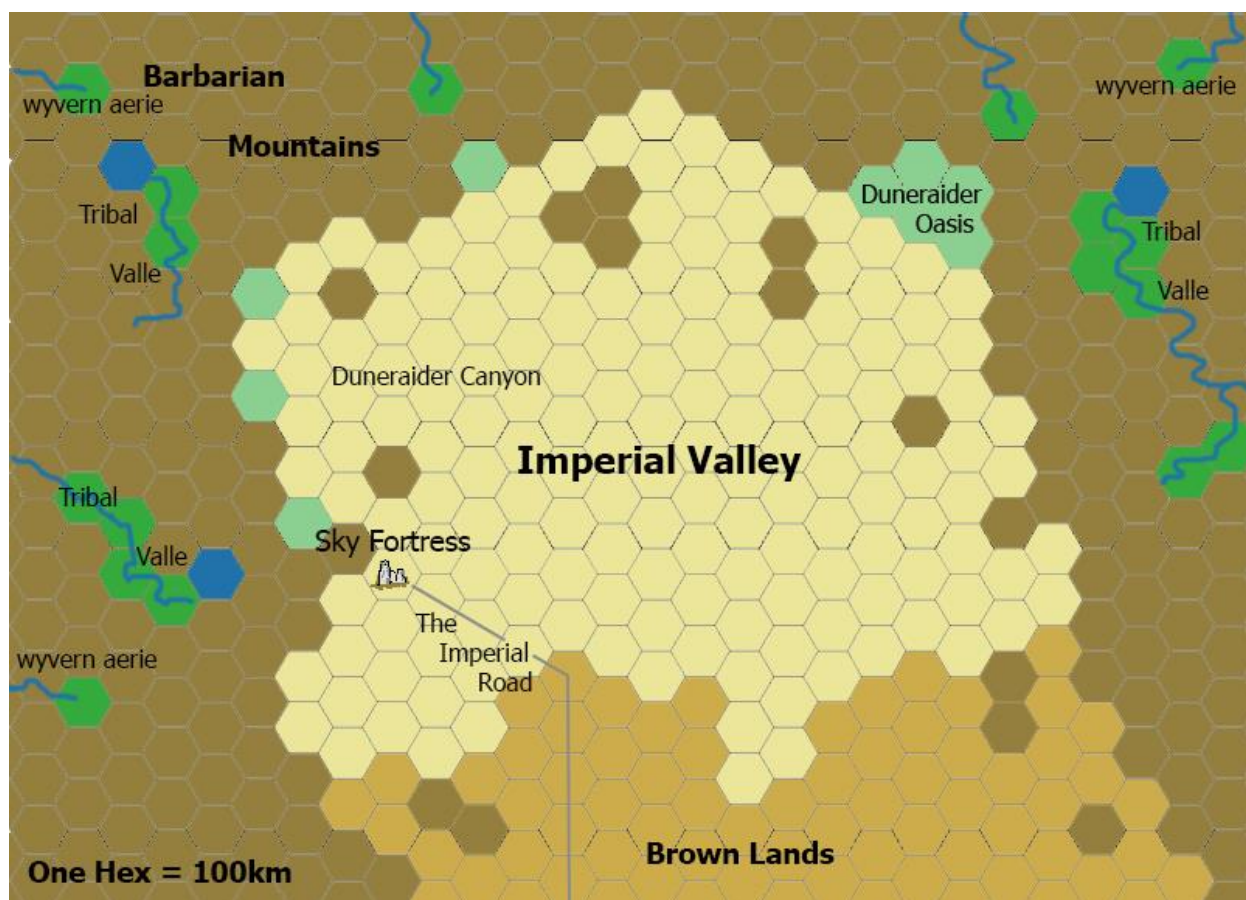
IS Form 9
Floriant
0836
X787874-2
A 521 Na M3V
World Terrain Data

WORLD MAP GRID		
1. Date of Preparation 121/1247	2. World Name (and UPP) Nusemzar	3. Hexagon Scale In Kilometers 1022km per hex
IS Form 8	Nusemzar 1036 X783871-3	A 501 Na F7V World Map Grid

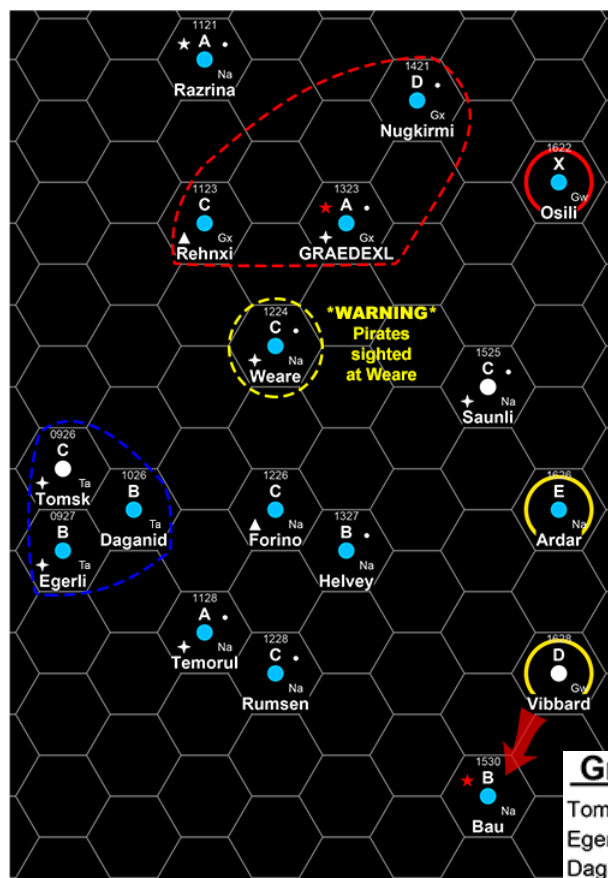
WORLD TERRAIN DATA		
1. Date of Preparation 121/1247	2. World Name (and UPP) Nusemzar	X 7 8 3 8 7 1 3
3. Terrain Description Deep Desert	4. Terrain Description Scrub Desert (Brownlands)	5. Terrain Description Mountain
6. Terrain Description Temperate/ Forest	7. Terrain Description Steppe/ Plains	8. Terrain Description Coastal Waters
9. Terrain Description Ocean	10. Terrain Description Polar/ Icecap	11. Terrain Description River
12. Terrain Description City	13. Terrain Description Ruins	14. Terrain Description
15. Terrain Description 	16. Terrain Description 	17. Terrain Description
18. Notes and Comments Orbit F7V Star, Gravity: .875 G, Day: 28.3 hours, Year: 427 Days, Axial tilt: 23 degrees, Pop: 500 mil approx. Nusemzar is a slowly dying world, declining hydrographics and advancing desertification of verdant areas. Original settlement by Vlazdhumecta. Once the capitol world of the Nusemzar Empire, of low TL 5, interstellar travel by unknown gate artifact. Large indigenous fauna (reptile flyer) known as 'Wyvern' spread across sector. Due to political instability and aggressiveness of local inhabitants, Amber Zone warning is indicated.		

IS Form 9

World Terrain Data



Graedexl Subsector SitRep



Graedexl Subsector

Tomsk	0926 C620674-8 M	Na Ni Po De	520 Ta M4V M8VI
Egerli	0927 B523715-E M	Na Po	620 Ta M1V
Daganid	1026 B654531-B	Ag Ni	720 Ta K2V
Razrina	1121 A792721-D N		923 Na F6VI M1VI Imp Outpost
Rehnxi	1123 C785421-6 S	Ni mA:8	520 Gx F6V M5VI
Temorul	1128 A684647-D M	Ni	723 Na G3V M6V DarrianColony
Weare	1224 C864340-7 M	Lo Ni	921 Na F5VI
Forino	1226 C653230-5 S	Lo Ni	320 Na M0V
Rumsen	1228 C8247B1-9		224 Na M3V M8V Abnd Sct Bs
Graedexl	1323 A943952-B F	Hi In Po mA:9	623 Gx K5VI M7VI M2VI
Helvey	1327 B536313-9	Lo Ni	525 Na K4V M1VI
Nugkirmi	1421 D831610-7	Na Ni Po mA:7	903 Gx M2V M5VI
Saunli	1525 C300130-9 M	Na Ni Va	325 Na M3V M4VI
Bau	1530 B523510-F J	Lo Ni Po	310 Na M1V
Osili	1622 X721300-1	Lo Ni Po	R 220 Gw G6V M5VI M4V
Ardar	1626 E871772-B		A 910 Na K0V Civil War
Vibbard	1628 D600563-7	Na Va	A 410 Gw M2V

Subsector J, Graedexl, contains 17 worlds with a population of 6.3 billion. The highest population is 6 billion, at Graedexl. The highest tech level is F at Bau. The salient feature of the Graedexl subsector, are the Graedexli themselves, 2.5+ meters in height, lithe, they are evolved from a species of nocturnal killer. Having only achieved jump in the last century, they have established bases around the subsector. Highly aggressive yet highly disorganized, their culture does not have a word for "friend" (and has had more than one nuclear war), government code five fails to fully describe the alien-ness of their culture, and strange hierarchal social structure. While the Scouts have set up a base on Rehnxi to study the Graedexli, the Weareans have built up a strong military base in fear of them.

The bases at Razrina and Bau reflect efforts to stop the expansion of the Guild World nexus trailing of Graedexl, Bau, however is an Alliance Base, and is cut off and expected to wither on the vine. Razrina has many Imperial military assets that have been moved from Drizenshbore as the Zhodani have been forced to cede neutrality.

Egerli, Tomsk, and Daganid have a strange "Triple Alliance" With Egerli as a corporate world, providing manufacturing for the other two. Tomsk, as is common with many corporate states, is the receiving end of deportations of unruly citizens from Egerli, and is rather anarchic. Daganid is an agricultural world of vast tracts of farms and ranches that in turn feeds the other two, and is ruled by an oligarchy of major land-owners.

Temorul was founded over a hundred years ago as a research outpost and cultural depository of the Darrian people.

A little over a year ago the population of Forino was cut in half by a day raid from the Black Ships, the Scouts have set up a mission there to help them recover.

Guild Droyne



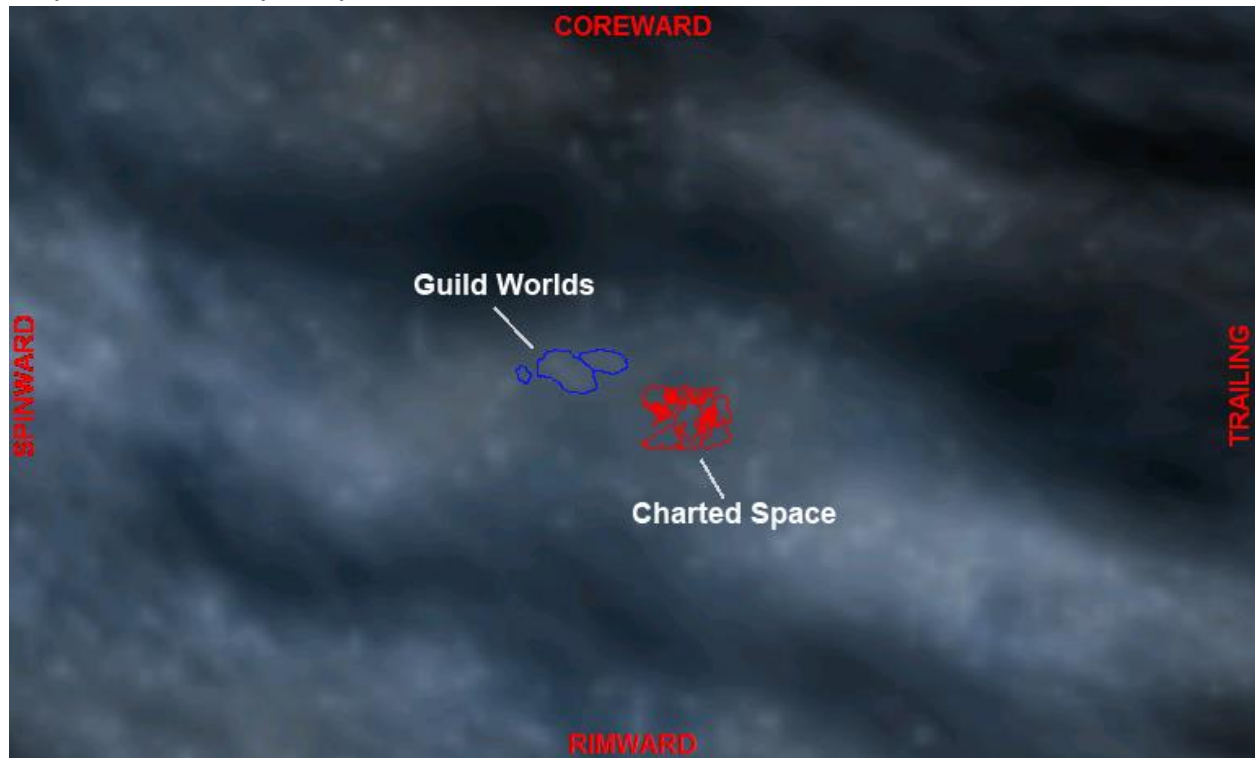
Genetically modified droyne from the region spinward and coreward of charted space; also known as the crew of the "Black Ships". Approximately human sized, wingless and solid boned. Higher TL (approx. 18+), with a penchant for bio-mods called "morphs". Society vastly different from charted space. Some consider it transitional between biological and electronic. Unlike normal droyne, caste is by guild and not coyn ceremony. Guilds contain other types of traditional droyne castes. Guild worlds also

contain either native or acquired humans, and vargr, not all droyne have been genetically modified; guild droyne compose approximately 60% of guild worlds population. Normal side arms are of a force (graviconcentrate) variety, ship's capital weapons are of an AMPAWS (Anti-Matter Particle Accelerator Weapons) type. Origin maybe of a losing faction in war of the ancients, Yaskodray portrayed as "evil".



Force Gun

Map of Charted Space plus Guild Worlds



A Black Ship



League of Non-Aligned Worlds



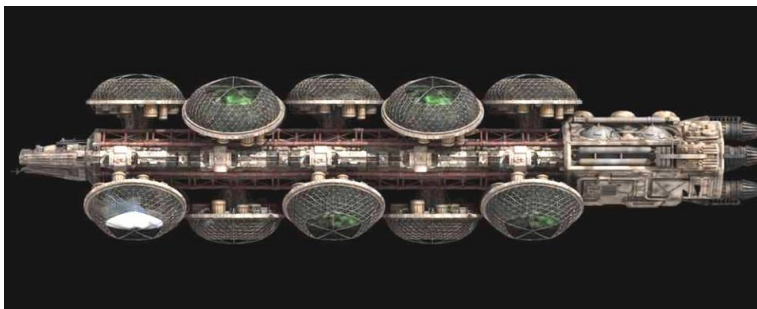
Lacrimae, Stella Maris

talk of the LNAW coalescing into something more, if the frontier and it survives the war, maybe a larger interstellar government. This has disturbed many of the smaller polities on the frontier, as it would rob them of their power.

The league was founded in 1319 in response to the struggle against the Guild Worlds and the Zerps. Two military bodies have been created under the auspices of the LNAW: the Interstellar Brigades, and the Raider Fleet. The LNAW parliament and other offices are located at Stella Maris, Alpha Subsector, Theta Borealis Sector, there has been the discussion of moving the LNAW back from the frontlines as the war has drawn close to the "Capital." There has been

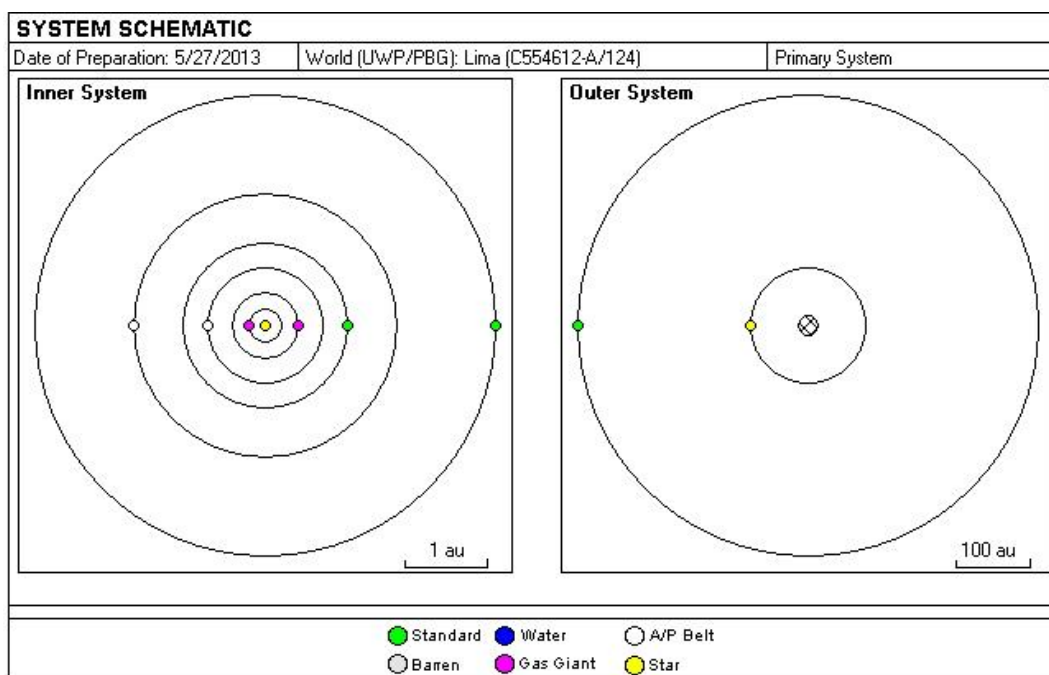
Lima, 0630 Astron Sector

The precipitation from jump into the Lima system, at first appearance is as normal as the standard data from the astrogration database tells, though in drawing closer, appearances can be deceiving. What would be known, and the debris fields around a the colony ship, the ship itself over a hundred



kilometers long, with habitation domes obviously still inhabited, an amazing technological feat from the old Imperium. The system also has an ironic disposition of planets, the main world, is too hot, with a thin atmosphere and slightly too dry. Then in the distance, is a garden planet, a t-prime in other eons, now frozen, but still with life evolved from that earlier era, as well as ruins from a vanished civilization. There is another small frozen world, run as everything else in this system by the Lima Colony Corporation, as a for profit prison, harboring some of the quadrant's worst criminals; the prison compound located in a valley ringed by volcanoes.

Around the main world there is what looks like a small moon, but is in fact a planetoid monitor, of nearly 100,000 tons, protecting the world. Traffic is heavy; neutrality seems to suit the system, and a simple scan shows more activity than what a simple million people could generate, the wars years have been driving waves of refugees here, maybe enough to swell the population to even ten times its listed population. Ships of all description circle the old colony ship, now acting as a high port, with local security forces matching vectors to board for inspection of the incoming spacecraft, before allowing them to search for a berth. As a ship joins the circus it is hailed by Lima control, to prepare to be boarded ...



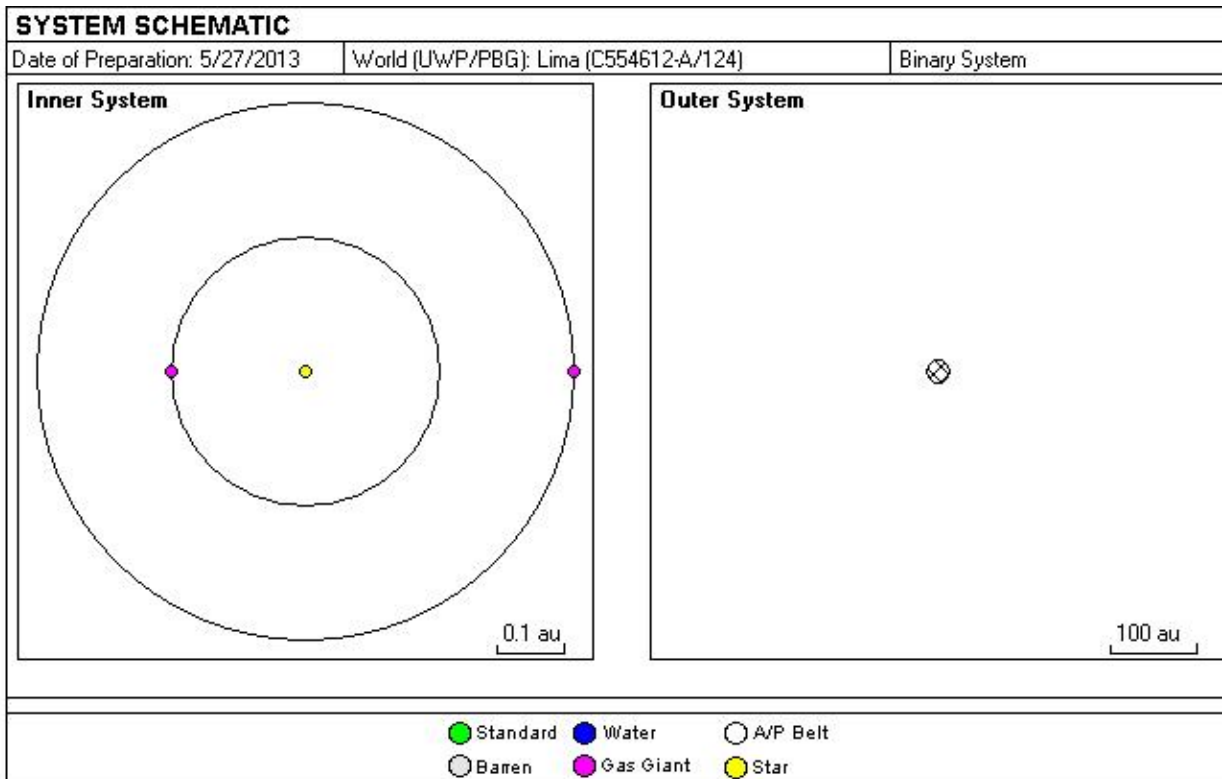
SYSTEM DETAILS

System Name: Lima

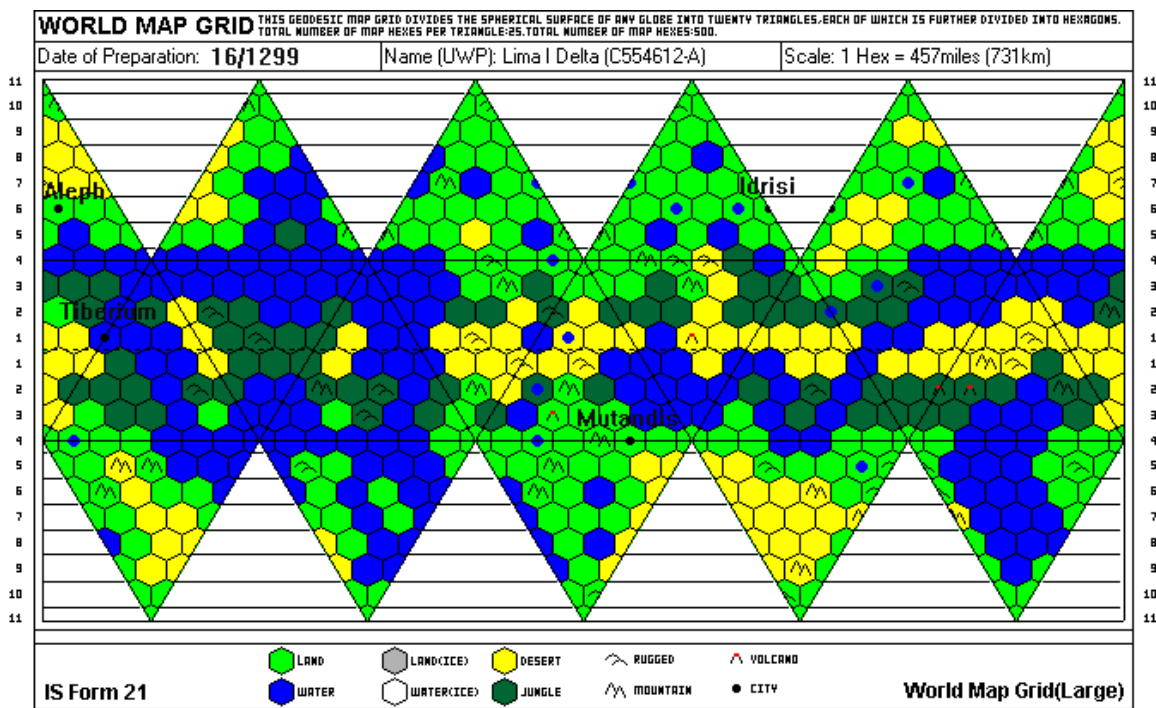
PBG: 124

PRIMARY SYSTEM GO V

0		Lima I Alpha XB00000-0	
	6	Lima I Alpha Ay YS00000-A	Re
	7	Lima I Alpha Bee Y200000-0	
	8	Lima I Alpha See Y402000-0	
	9	Lima I Alpha Dee G300100-A	Re
	10	Lima I Alpha Ee YS00000-0	
	11	Lima I Alpha Eff YS00000-0	
1		Lima I Beta XB00000-0	
2		Lima I Gamma X000000-0	
3		Lima I Delta C554612-A	Ag Ni
4		Lima I Epsilon X000000-0	
5		Lima I Zeta G867500-9	
	4	Lima I Zeta Ay Y736200-9	
	8	Lima I Zeta Bee H774000-0	
	45	Lima I Zeta See G503100-9	
10		Companion Star	
12		Lima I Nu G441510-A	Re



BINARY SYSTEM		M8 D
0		Lima II Alpha XB00000-0
	4	Lima II Alpha Ay YS00000-0
	8	Lima II Alpha Bee YS00000-0
	25	Lima II Alpha See Y401000-0
1		Lima II Beta XB00000-0
	1	Lima II Beta Ay YR00000-0
	3	Lima II Beta Bee YR00000-0
	8	Lima II Beta See Y300000-0
	10	Lima II Beta Dee Y200000-0
	20	Lima II Beta Ee G200100-9



HISTORY

Mapped and named for a Scout, Eduvard Lima, part of the Lazarus Colony Project; of building a long range colony on the frontier from refugees in the Gushmege Sector, and to help out all that were affected by the "Black War". Colony founded in 1227 by the colony ship, Lazarus, the ship had arrived late after distress of being caught in a strange storm of cosmic radiation, and infection of Virus. Mutandis settled soon after arrival, though many inhabitants of the giant colony ship, had regressed and did not wish to leave the ship, which now acts as the highport for Lima. As an interesting reversal, millions of refugees flooding into the Lima system have reversed the normal paradigm of mutants being the underclass, here, this is their world.

NAME: Lima I Delta

HEX LOCATION: 0630

UWP: C554612-A

PBG: 124

TRADE CODES: Agricultural, Non-industrial

ALLEGIANCE: Non-aligned

STELLAR DETAILS: Primary Star: G0V

Binary Star: M8V

STAR SYSTEM ORBITAL ZONES

Orbital Zones: Primary Star: 3 (Bodies Orbit around Primary Star)

Binary Star: 10 (Binary Star Orbit around Primary Star)

SIZE RELATED DETAILS

Basic World Type: Planet

Planet Diameter: 5,100 miles (8,160 km)

Planet Density: Molten Core, 0.96 terra

World Mass: 0.234 terra

World Gravity: 0.6 terra

Planet Orbit Period:

Stellar Mass: 1.04 sol 1.11 sol

Orbital Distance: 1.0 AU

Orbital Period: 346.68 standard days

Rotation Period: 22.11 standard hours

Axial Tilt: 19 degrees

Orbital Eccentricity: 0.0

Seismic Stress Factor: 0.0

ATMOSPHERIC RELATED DETAILS

Atmospheric Composition: Standard oxygen-nitrogen mix

Surface Atmospheric Pressure: 0.7 atm

Surface Temperature:

Stellar Luminosity: 1.06

Orbit Factor: 374.025

Energy Absorption: 0.82

Greenhouse Effect: 1.05

Base Temperature: 68.744 degrees C

Orbital Eccentricity Effects: Tc=0 degrees C, Tf=0 degrees C

Latitude Temperature Effects: (Hex Row=Degrees C)

1=15, 2=10, 3=+5, 4=0, 5=-5, 6=-10, 7=-15, 8=-20, 9=-25, 10=-30, 11=-35 degrees C

Axial Tilt Base Increase: 11.4 degrees C

Axial Tilt Base Decrease: -19 degrees C

Axial Tilt Latitude Effects: (Hex Row=Degrees)

1=0, 2=0, 3=0, 4=0.25, 5=0.5, 6=0.75, 7=1, 8=1, 9=1, 10=1, 11=1 degrees

Length of day and Night: 11.055 standard hours

Rotation-Luminosity Effects: 1.061

Daytime Rotation Effects: 0.637 +per hour of daylight, 543.988 absolute maximum plus temperature

Nighttime Rotation Effects: 3.0 -per hour of darkness, 102.523 absolute maximum minus temperature

Temperature Worksheet: See separate section

Native Life: Exists

Atmospheric Terraforming: Has not occurred

Greenhouse Effect Terraforming: Has not occurred

Albedo Terraforming: Has not occurred

HYDROSPHERE RELATED DETAILS

Hydrographic Percentage: 36%

Hydrographic Composition: Liquid water

Tectonic Plates: 2

Hydrographic Terraforming: Has not occurred

Terrain Terraforming: Has occurred

Continents and Oceans: 1 major oceans, 1 minor oceans, 11 small seas, 12 scattered lakes

Volcanoes: 4

Resources and Goods:

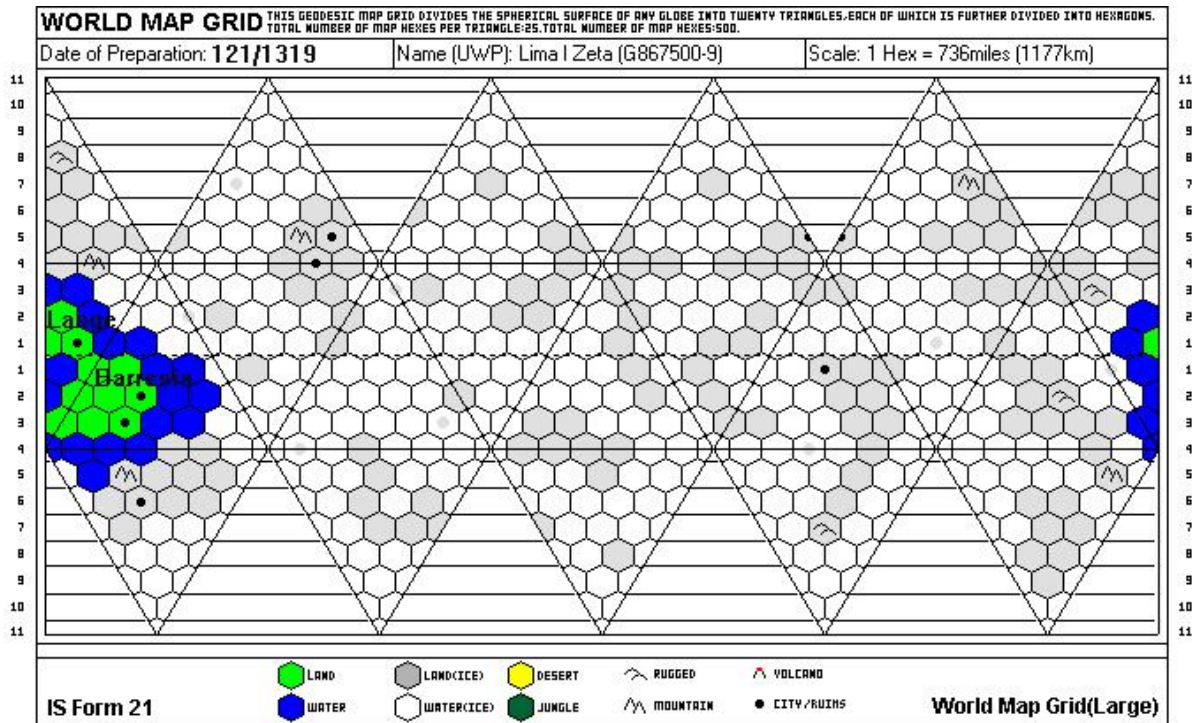
Natural Resources: Agriculture, Ores, Radioactives, Compounds

Processed Resources: Agroproducts, Metals, Non-Metals

Manufactured Resources: Durables

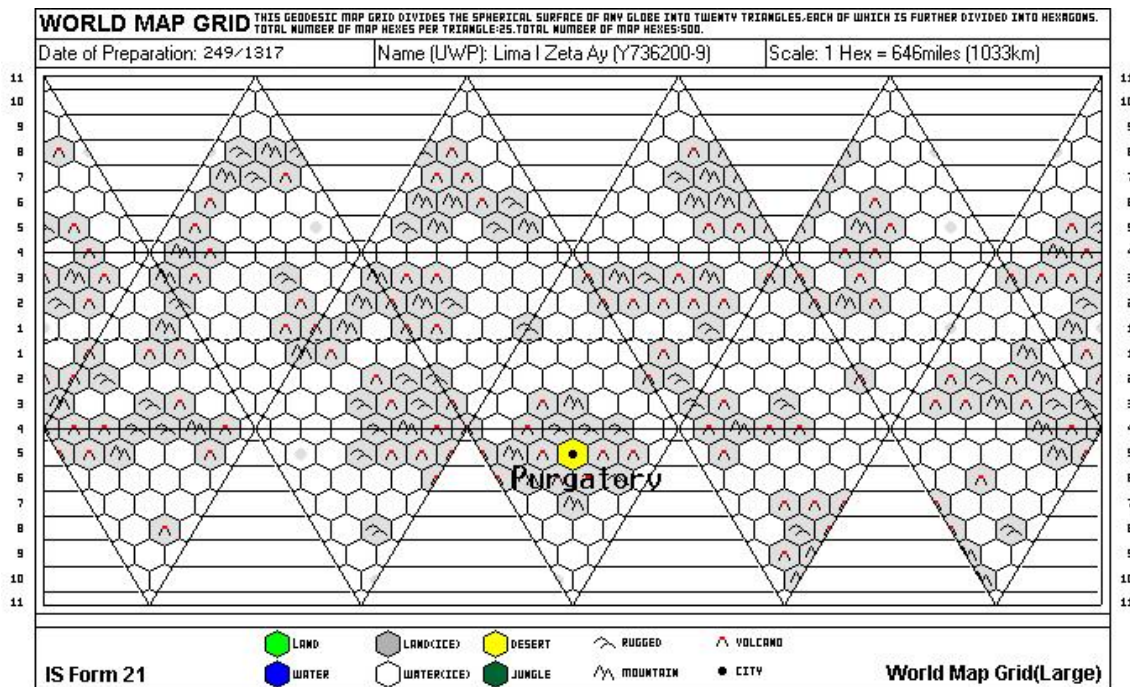
Weather Control: Is not practiced





LIMA I ZETA

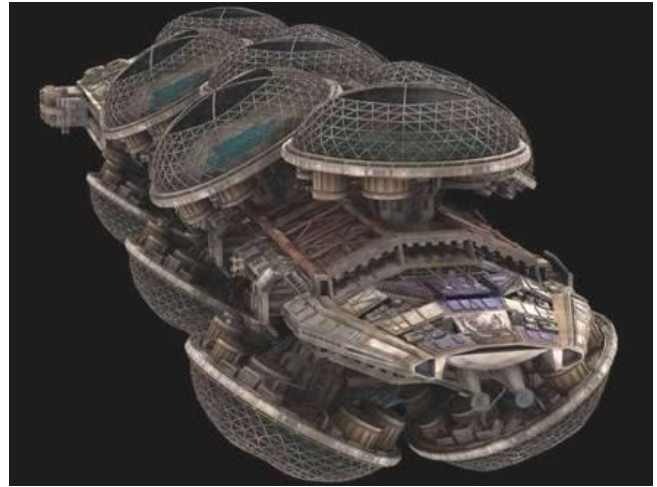
Millions of years ago, Lima I Zeta was a garden world, life arose, matured and then collapsed, some still exists, evolved to live in the cold endless night that has enveloped the world. A terraforming project has warmed a small section of the planet with a giant parabolic mirror surrounding a small fusion reactor as a substitute for the fading sun.



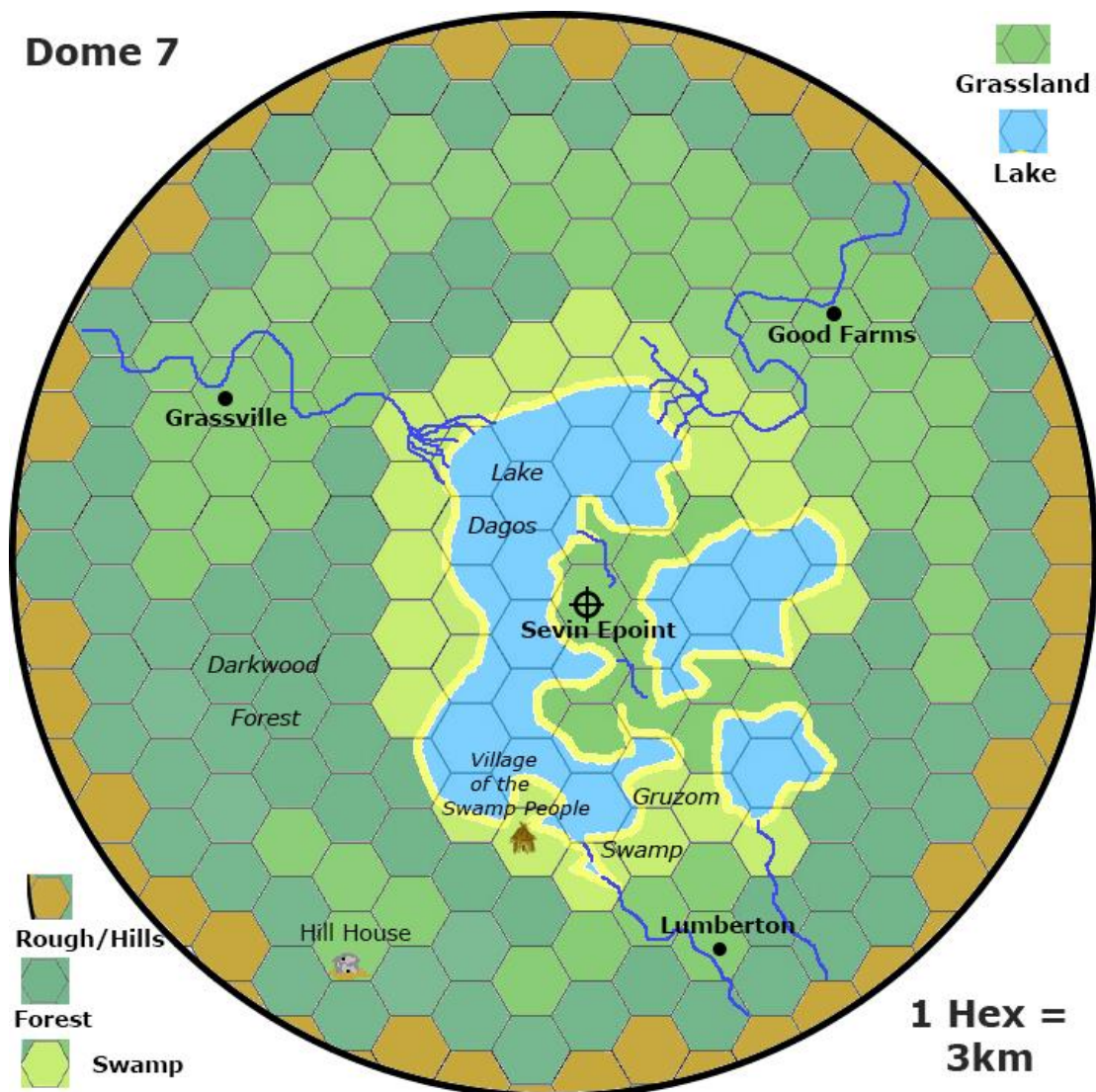
LIMA ZETA I AY

Lima Zeta I Ay, one of the cluster of frozen planets of the fifth orbit, is a prison world for Lima, where the most dangerous criminals are exiled, to a desert valley named Purgatory ringed by active volcanoes.

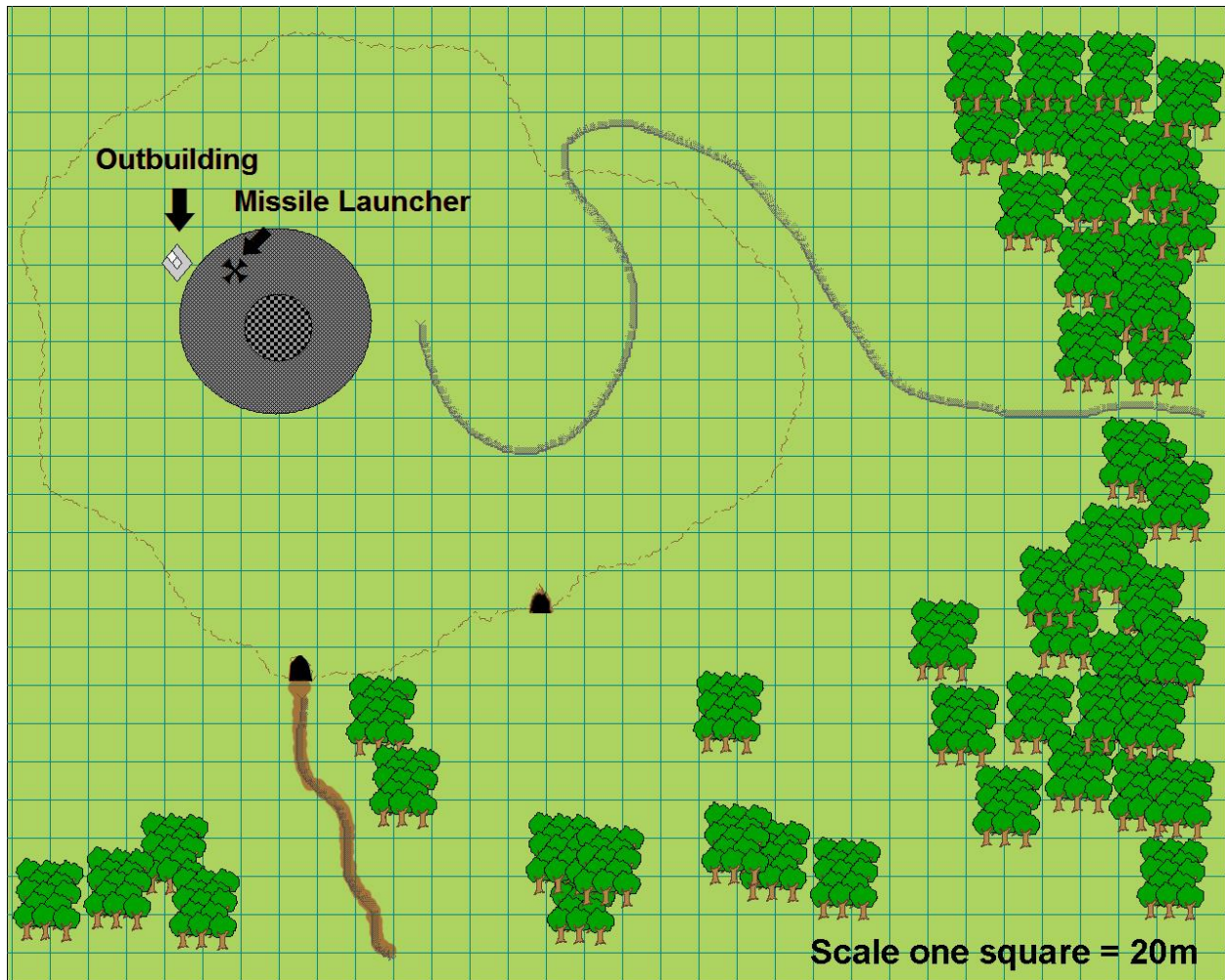
The biodomes on the Lazarus, riding the tram to Finnegan's Tavern, seeing the station, formerly an old colony ship Lazarus it is a wonder of old Imperial tech, massive, not only with tramways, but causeways for the traffic of grav vehicles, though now somewhat less travelled as grav vehicles have become more scarce. It is showing its age now, after a couple hundred of years, and in places it has been stripped for building materials, others remodeled into newer, more functional space. Still the warrens of corridor upon corridor that was once the demesne of colonists on their ill-starred journey to the frontier, many now eerily dark, the tram passing unused stops on its kilometers long journey to the commercial district.



Finnegan's is at once unusual and so much the same as so many taverns, unusual in the well done wood paneling and furniture to give it a rustic feel, even down to the faux plasteel tankards in which the beer is served and the holo-fireplace roaring. Many of the patrons, a usual bunch of spacers, make it feel familiar except for the occasional twisted mutant in the crowd.



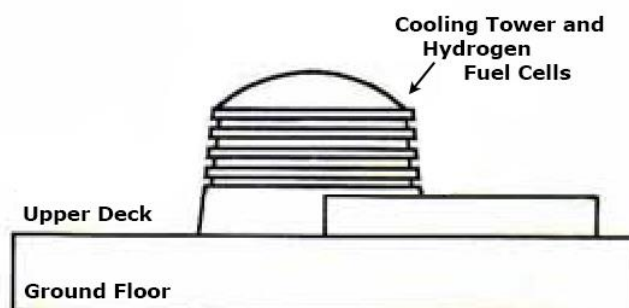
House on the Hill



The Upper Deck: An approach to the station by air will reveal the normal methods of entry to the station. The flat upper laboratory deck of the station (Illustration 4, page 20) has a large open surface which will allow the landing of air/rafts or helicopters. There is a chance (throw 10+) that at least one air/raft will be visible on the upper surface. Location 16 appears to be a set of elevators which will carry air/rafts into the station interior. Location 17 is a separate air/raft elevator; this location is walled off by barriers, and the entire surface portion is painted in red and white stripes.

The deck is not strong enough to support larger vehicles, such as gigs, ship's boats, pinnaces or cutters. They may unload personnel or supplies on the upper decks, and even remain for short periods of time under grav power, so as not to rest on the deck plates. For longer time periods, such vehicles are moved to the outside ground and; in such cases, a pilot may remain on board.

House on the Hill profile view



The single doorway on the upper surface leads to location 6, which is a reception and hospitality area.

Within the lab decks, ceilings are about three meters high, with an additional meter of overhead to contain air shafts, electrical conduit, and structural members. Doors are of ordinary types, sliding into recesses at a touch of a button. They are primarily privacy doors, and can be broken down by throwing strength or less; one throw per combat round, the number of attempts per day on a specific door is limited to the character's endurance.

This deck consists of an open area for air/raft landings, several air/raft elevators allowing access to the deck below, and a covered section of rooms.

1. Fusion Power Plant, the upper level here is open, allowing for the cooling tower as well as the height of the reactor.

2. Maintenance Shaft with Lift and Ladder.

3. Central Computer Control Room. The entire station is routinely run by a large computer which surrounds location 3. The room itself is small, and consists of three identical computer terminals, plus walls lined with removable panels.

The terminals allow direct access to the computer for reprogramming (a difficult task requiring at least computer4 and days of work), temporary overrides or repairs, and routine operations. It is possible to operate all doors, the elevator, and the access doors to the containment globes, from this room, provided the operator has been trained on this computer, or has at least computer-2

Robots can be monitored from this location, but cannot be controlled without special code words. With the code word (Gamma), robots can be halted in their tracks, but each must be halted separately (time requhed: one minute).

4. Auxiliary Computer Maintenance Room. This room contains repair parts for the station's computer, plus diagnostic equipment for electronics components and access panels to the computer. This room allows access to the interior of the computer. Multiple backups make the actual disabling of the computer difficult without a major bomb blast or at least an hour of work. A talented electronic-3 or computer-3 could disable specific a parts of the computer (robots control, environment maintenance, elevators, power generation, or information processing) in about twenty minutes per part.

5. Elevator Shaft. This small elevator communicates between the upper lab deck and the quarters area of the lab deck. It can carry up to four persons, and is not generally used for cargo.

6. Reception and Hospitality Area. Arrivals by air generally enter the station through this room. Casual furniture is scattered about, and wall decorations show views of the station in various seasons. The far wall (adjoining location 8) appears to be a constantly rippling water fall- a holographic image.

7. Meeting Room. This room contains a central table surrounded by sixteen chairs. Each place has a small calculator/computer terminal. In the corner behind the elevator shaft is a small refreshment bar.

8. Security Station. This room is behind the holographic water fall in location 6. It contains maps of both decks on the outer wall. The holographic image is transparent from this side, and observers can monitor all events in location 6 without being seen.
9. Maintenance Equipment Closet. This small maintenance storage locker contains cleaning equipment and supplies for this deck.
10. Central Foyer and Office. This open area contains two desks, some storage shelves ornamented with bric-a-brac, and a potted plant. It serves as an administrative area. On the wall is a framed coin holder with 38 holes for coins, of which only two are filled. One coin is engraved with a flame, and the other is engraved with a Droyne. Both coins are, however, not gold, but gold-plated aluminum. The solid gold originals are in the vault (Illustration 5, location 15).
11. Office. This large office contains three desks and chairs, plus vision screens and other projection equipment. Records and file folders in this area indicate that the area is used in financial and accounting operations. Close search of all three desks may reveal a book of blank vouchers payable against an Imperial Interstellar Scout Service account in a bank at the Lima starport.
12. Office. This office is empty, and a heavy layer of dust indicates that the area has not even been cleaned in the past few decades.
13. Office. This office contains a single desk and chair, plus a large flat table with an integral map box. A wall file contains map box chips for several worlds in the Rhylanor subsector, especially 457-973, Tacaxeb, Gerome, and Huderu. Referee's Note: The chip for 457-973 is annotated for several mineral deposits (especially lanthanum), and can be used as a basis for another adventure in search of lanthanum on that world. The chip could possibly be sold to various individuals looking for this data.
14. Large Office. This office area is clustered with casual furniture and desks. The entire office is in complete disarray, with sheafs of papers, charts, and hardcopy computer printouts on the floor and on every flat surface. In some places, this clutter is half a meter deep.
Looking through this material is the work of at least eight hours. After that time, the individual looking through the material will gain a basic impression that the material concerns two topics- information transfer, and psionics. The researcher is evidently investigating the theoretical potential for long-range communication using psionics.
15. Library. This long curved room is lined with shelves of books, unusual in that most collections of data would be computerized or on datacrystal. At first there is no apparent subject for the library, but closer investigation shows three primary subjects which are well covered. These are:
Zoology and Biology, especially of intelligent and semi-intelligent beings.
History and Sociology of the Zhodani, especially of their use of psionics in government.

Psionics in general. Throw for each adventurer; on 9+, he or she will notice that many of the books are unavailable to ordinary individuals, being psionics instruction texts or books banned by the Imperium.

Throw 8+ for each adventurer until one succeeds; allow a DM of +2 if intelligence is 10+. The successful one is then struck with a theory that much of this information is in book form because it then stays out of computer banks where casual inquiries could uncover it. It is a form of security classification.

16. Air/Raft Elevators. This is a bank of three independently operating elevator platforms which can transport one air/raft each to the next lower deck. That deck contains a garage for the vehicles. In addition, these elevators can carry cargo or supplies below. Controls for operating the elevators are on the wall toward the center of the platform.

17. Air/Raft Elevator. The area around location 17 is striped red and white as a warning to keep vehicles away. The elevator itself leads down to the deck below and to the sample reception areas (Illustration 5, location 6).

Rising as a cylinder from the center of the upper deck is a finned cap containing environmental maintenance machinery. This area is filled with sealed solid-state equipment and cannot be entered under normal circumstances.

The Lab Deck

This deck is entirely under the upper lab deck and includes laboratories, receiving areas, garages, robot stables, and recreation areas.

1. Fusion Power Plant.

2. Maintenance Shaft with Lift and Ladder.

3. Circular Corridor. This corridor, along the central shaft of the Fusion Power Plant, is the main hallway of the ground floor.

4. Security Station. This transparent-enclosed area commands a view of the maintenance shaft, the corridor, and the entrances to the reception area. It has a computer terminal and intercoms. A set of switches controls the emergency doors on the reception areas.

5. Air/Raft Garage. Accessed through the air/raft elevators, this area contains one air/raft which was partially disassembled as if being repaired, it bears an old style Imperial crest, and appears to be a standard (but antique) model.

6. Main Reception Area. When biological samples were brought to the station, they were first taken to the sample reception area through the special air/raft elevator at location 17 of illustration 4. That elevator is in the center of location 6.

7. Laboratory. Entered from locations 5 and 6 through heavy doors, electronically locked, and capable of being opened only with the correct code word being keyed in (code word Gamma; throw 7+ for each door to already be open).

8. Temporary Holding Cell. This bare room is entered through a heavy, electronically locked door as in location 7.

9. Temporary Holding Cell. This bare room is entered through a heavy, electronically locked door as in location 7. this room is similar to location 8, but contains a bedding of loose vegetable fiber.

10. Temporary Holding Cell. This cell is entered through a long corridor containing rows of heavy ultra-violet lights. There are no doors to this location. The room itself contains a bedding of loose vegetable fiber.

Any individuals entering this room will discover that the bedding is infested with numerous small bugs: they cannot leave the room because of the UV lights. Throw 9+ for each character entering the area to see if a bug attaches itself to the person. Wait for about ten minutes, and then inflict 1D hits on the person as the insect stings.

11. Robot Stables. This area contains a large group of individually numbered stalls, each being the off-duty or storage location for a single robot. The stalls contain computer link sockets and electrical recharge outlets which allow the robot to maintain themselves when not performing their normal operations. There are four rows of six stalls each.

The small area along the outer wall is a parts storage area with numerous individual locations containing a variety of spare robot parts. The robots are capable of self- and cooperative repair, and can retrieve parts from this area by themselves.

The large open area labeled location 11 is a maintenance area with cleaning equipment, diagnostic machines, and work tables. This area contains extensive metal working equipment of a specialized nature good for miniature and micro-miniature mechanical work.

12. Computer. This area, including the two square areas adjacent to location 12, is the main data computer for the station. Isolated from the station computer, it consists of three separate systems which process data in parallel for the highest in accurate computation and processing. The corridors around location 12 contain computer terminals and display devices.

This computer does not control any portion of the operations of the station, but does contain large quantities of research data for the station. An individual with computer-I or greater may trigger synopsis print-outs of the data contained. This would include a current listing of the contents of the containment globes, plus information that experiments are being conducted to determine the ability of psionic talent (non-human) to communicate over interstellar distances. The data is indicative of a strong potential for ultimate success.

13. Office and Administrative Area. This area consists of numerous offices. They appear empty and unused.

14. Scanner and Detectors Station. This location contains extensive radar, sonar, and detector equipment. It appears to be capable of observing and tracking any vehicles as far as the horizon, under sea, or in close orbit. The equipment is in operation, and appears to be hooked into the central computer.

15. Vault. This strongly walled room is closed by a large metal door with both an electronic and a mechanical lock. It can be opened only with the key and a keyed in code word (a string of numbers: 452-3632).

Inside the vault are the following items:

Approximately Cr123,000 in Imperial currency.

Two gold coins, as described for illustration 4, location 10. They are each in small plastic holders. An accompanying sheet of information indicates that they are coyns, an artifact recovered from an Ancient site on Knorbes in the Ingo subsector. Coyns are used, it says, for *me sort of function similar to tarot cards.

Additional miscellaneous materials without apparent value.

16. Communications Center. This area contains the primary communications equipment for the station. This includes radio for close orbit contact, and a wide variety of equipment for contact with Lima starport and ships at dock or in orbit. A terminal retains and can recall messages on the major communications links.

17. Large Lounge and Recreation Area. This extensive area is carpeted and filled with casual furniture. Entertainment complexes make recordings of video and audio material available in a luxurious setting. Small rooms off to the edges of this area contain games, recreational reading, and athletic equipment.

18. Main Entrance. The exterior wall of this location is transparent, and reveals a view of the outside. The entire area is carpeted but empty.

19. Quarters. A total of 16 small rooms, each with its own fresher, bed, and storage areas, form the majority of the quarters facilities. A single double-sized room appears to be the only one in use. There appear to be no items of specific value.

20. Formal Mess Hall. This area contains several tables, and is adjoined by a fully automated-kitchen. Most of the tables are bare, and do not even have condiments on them. One table has a single place setting laid out.

21. Cold Weather Clothing Storage Room. This room and the one adjacent to it contain large quantities of cold weather clothing (type II, and heatsuits). There is sufficient variety in sizes to outfit nearly anyone.

22. Air/Raft Garage Maintenance Area. This location is the other half of location 5. It is extremely cluttered with crates and boxes of supplies, primarily food, and business materials.

23. Storage Room. This area is filled with supplies similar to those cramming location 22. A detailed examination of this area will reveal the following items among the goods.

A crate of five automatic pistols, each with five spare magazines. No ammunition is contained with it.

Three coils of rope, each 100 meters in length.

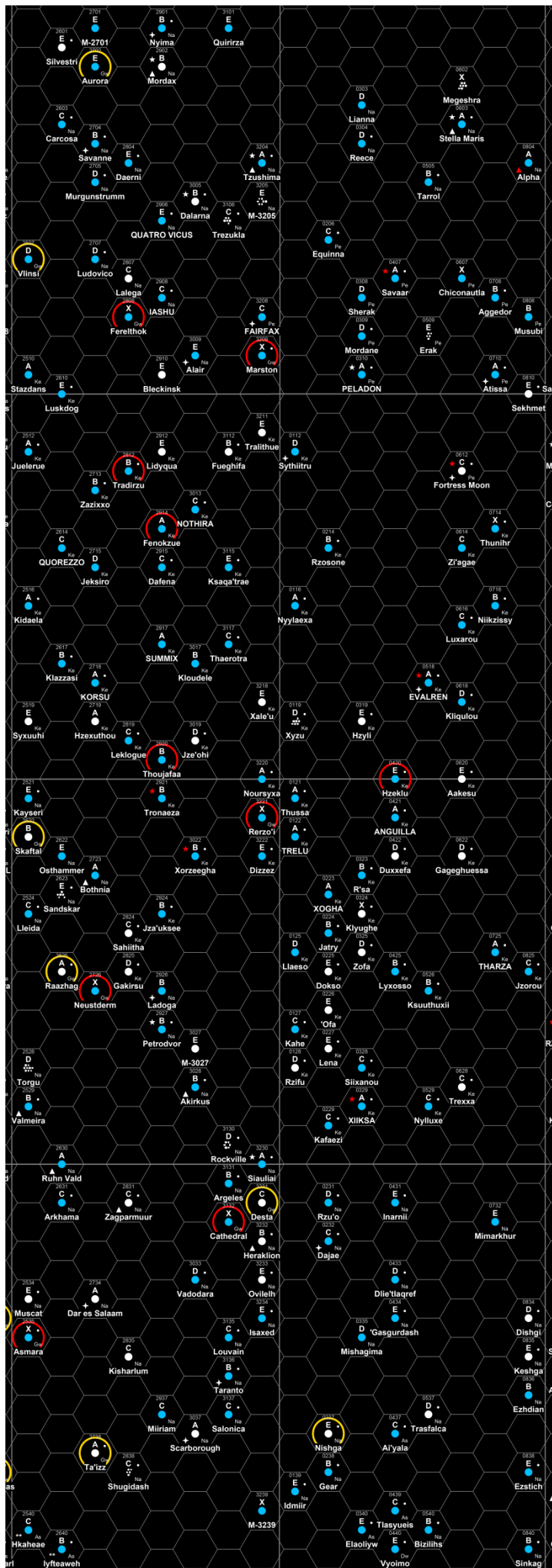
In a special container, with red warning stripes on the outside, 100 meters of explosive detonation cord, complete with molded timer fuses at each end. This cord is extremely fine (only a few millimeters in diameter). When detonated, it is capable of cutting even structural steel. For example, it could be wrapped around a globe shaft, and could sever it from the station.

On a throw of 9+, a separate crate of pistol ammunition for the automatic pistols is present. Loading the cartridges into magazines should take about two minutes per magazine.

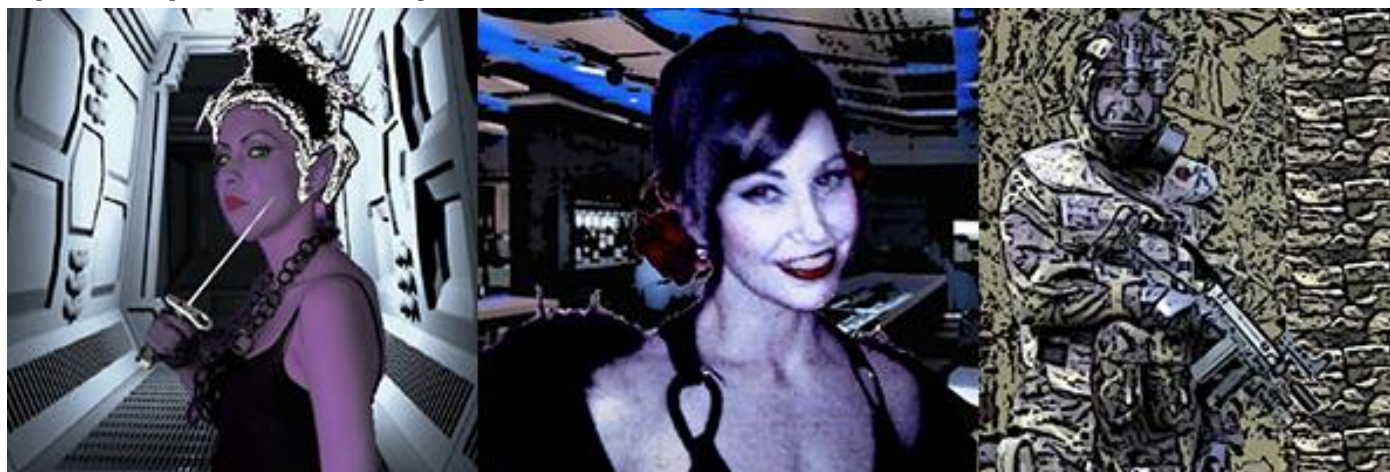
The small dead-end corridor adjacent to location 23 contains an access hatch in the floor. If opened, it reveals a sheer drop straight down to the darkness below. An object dropped would strike the bottom of the dome maintenance tunnels, it is not possible to jump to the tunnels below; if absolutely necessary it is possible to drop a rope or cable through the hatch and climb down. The drop is about 50 meters. This hatch is the only direct access to the underside from this floor of the building.



Mavuzog-Theta Borealis interface zone



Nyadhel (Blue Darrians)



History

The Blue Darrians are a subgroup of the Human Minor Race of Darrians who are from the world of Entrope (Querion/Spinward Marches 0710 E336AAA C) from pre-Maghiz colonists. It is not exactly known how the Blue Darrians have acquired the blue skin colorization though the rumors are: 1) Genetic enhancement/adaptation to a high copper content of the area which they settled, 2) a virus, 3) a genetic mutation due to a limited gene pool. Legend has it that this colorization was acquired in a sinister manner, before the post-Maghiz war that destroyed their domed city shortly after the fall of the Darrian Civilization. The truth of the matter is that the Nyadhel suffer from recessive Methemoglobinemia, this being a successful adaptation or not. Driven from their homeworld, the Nyadhel followed a gypsy road between the stars.

These wars proceed to reinforce certain Blue Darrian cultural traits, such as outright hostility towards outsiders in their domains. Thus it was not until long after in Imperial times that formal contact with various isolated Blue communities has been established. Curiously enough, it has been found that Nyadhel have expanded out in and colonized other worlds beyond the Spinward Marches. It is not known how and why that this has been achieved though it is thought that they must have had a Freighter in their old dome pre-war and pre-Maghiz to have accomplished this. Their secretive ways have prevented the actual knowledge of how this was accomplished (on the Imperial side) as well as have kept their communities hidden. For one thing the Blue Darrians have excelled in is stealth and stealth technologies, which they have become dependent upon for their survival.

On the Frontier, it is known that due to their assistance to the Outworld Coalition, after the Third Frontier War, the Zhodani granted them a world: Nyadhaldalyar (old name: Plutting) to settle. In time their caravans left the Spinward Marches in order to settle on the Frontier; certain worlds along the route retain significant Nyadhel populations. On the Frontier, they are one of the oldest polities, and one of the most powerful. With the coming of the war with the Black Ships, the Black Ships attacked Nyadhel space and much to their surprise, were driven back, and which a truce was signed which still holds for now.

Society

Their society is considered by normal Darrians to be a corruption of old pre-Maghiz Darrian culture, with a strong matriarchal element. In earlier times they seemed to be ruled by a monarchy composed of Preistesses that ruled in the name of a queen, an adaptation of an ancient Solomani culture, it is thought. This Preisthood was balanced by trading houses, which preformed the necessary commerce for their communities to survive. It is thought that this semi-matriarchal system developed because of massive losses of their male population in the various wars for their survival. This system has largely subsided now in favor of a sort of syndocratic "Council of Caravans" almost like a "technocracy", with more class mobility, however class stratification is still present.

These groups during their wanderings over the centuries became the modern planet caravans, numbering 13: the first being the royals, 2-5 being the nobles, 6-12 being the trading caravans, and with the 13th caravan, called the Orphans. Each caravan fulfills duties which one could assume by name, the nobles mostly military, the trading caravans, commerce. However, things aren't always so clear, the nobles maintain trading fleets (escadroni), and the trading caravans, military ships, both often engaging in piracy, something they mix liberally with business. Nyadhel caravans also contain groups of engineers as fixers for hire, even scientists, different fragments also being involved in nefarious activities such as smuggling contraband such as drugs, and license such as prostitution. The orphan caravan is often considered a myth, and just as often blamed for bad dealings such as piracy that the other caravans commit.

The most common contact the Blue Darrians have with the outside world is through the trading caravans, though the Blues prefer to deal with Imperials over the common Darrian kin. Prejudice still exists on both sides, though open violence is rare, Blue Darrians have been known to "shoot first and ask questions later" when they encounter Darrians trespassing on their territory. Bad blood remains between the groups, after the Darrian's failed attempts to exterminate the Blues, due to the normal Darrian's tradition of keeping their society homogenous.

Military

The Blue Darrians have a modern military, with Army, Navy and Marine forces maintained by the caravans in various states of readiness. They excel at stealth technology and were finely made and often intricately decorated Battle Dress and Combat Armor, all at TL 15-16 standards, though to look at their common domiciles of the population they seem to enjoy living in a minimalist and more artisan/craft based society only with various high tech devices found where needed and even then produced with more ancient styling. Zero-G Weapons seem predominant, though Gauss weapons are found and used in surface settings. Being a more escort commerce type organization, their navies are composed mostly of smaller ships, though it is rumored that they have constructed larger craft it is not known for sure. While their communities seem spread thin and there does not seem to be an overall military theme, they will rise to the defence of even isolated outposts and have a heroic tradition surrounding this fact.

Some military analysts say their military is in its 25th hour, un-prepared for a new assault by the Black Ships.

Character Generation

Blue Darrians being a subgroup of normal Darrians, all normal Darrian bonuses and negatives apply; world and high tech skills are usual. Their appearance has been described as having a corpse like pallor, with skin color ranging from light blue to deep purple. They often favor classical clothes, maybe of a neo-victorian flavor, made from high tech fabrics. Their architecture the same, classically styled, very ornate, even baroque.



Peladon, Kingdom of



Peladon Guards

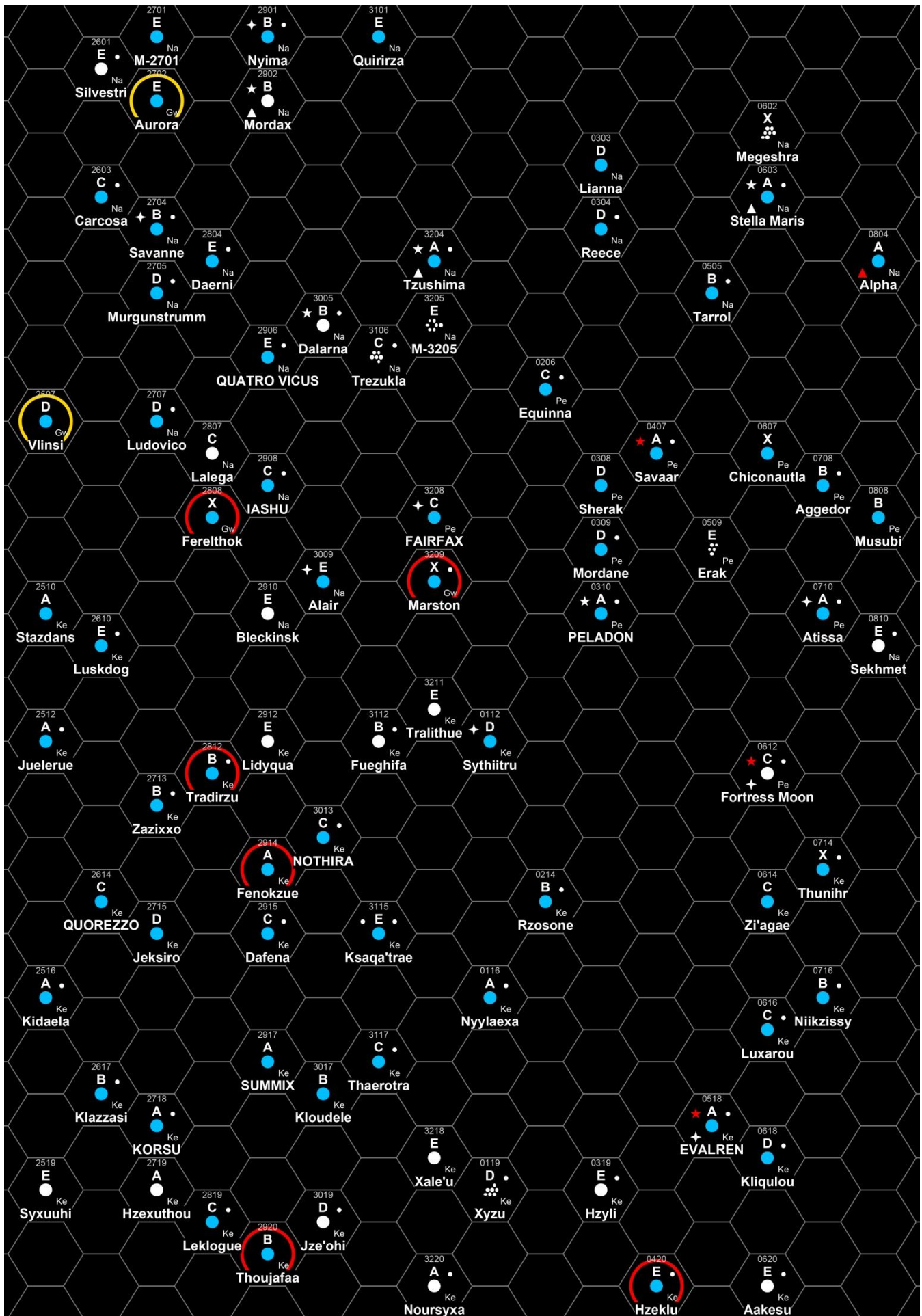
Kingdom of Peladon, a now human constitutional monarchy based off a minor race monarchy. Peladon was settled 800 years ago by an Imperial utopian group called "medievalists" who believed the social order of the past was better. Peaceful until Korsumug Empire began fomenting rebellion and invaded some border worlds. Heavily roboticised society.

A call to arms! Volunteers needed! Guardians of free sentience!

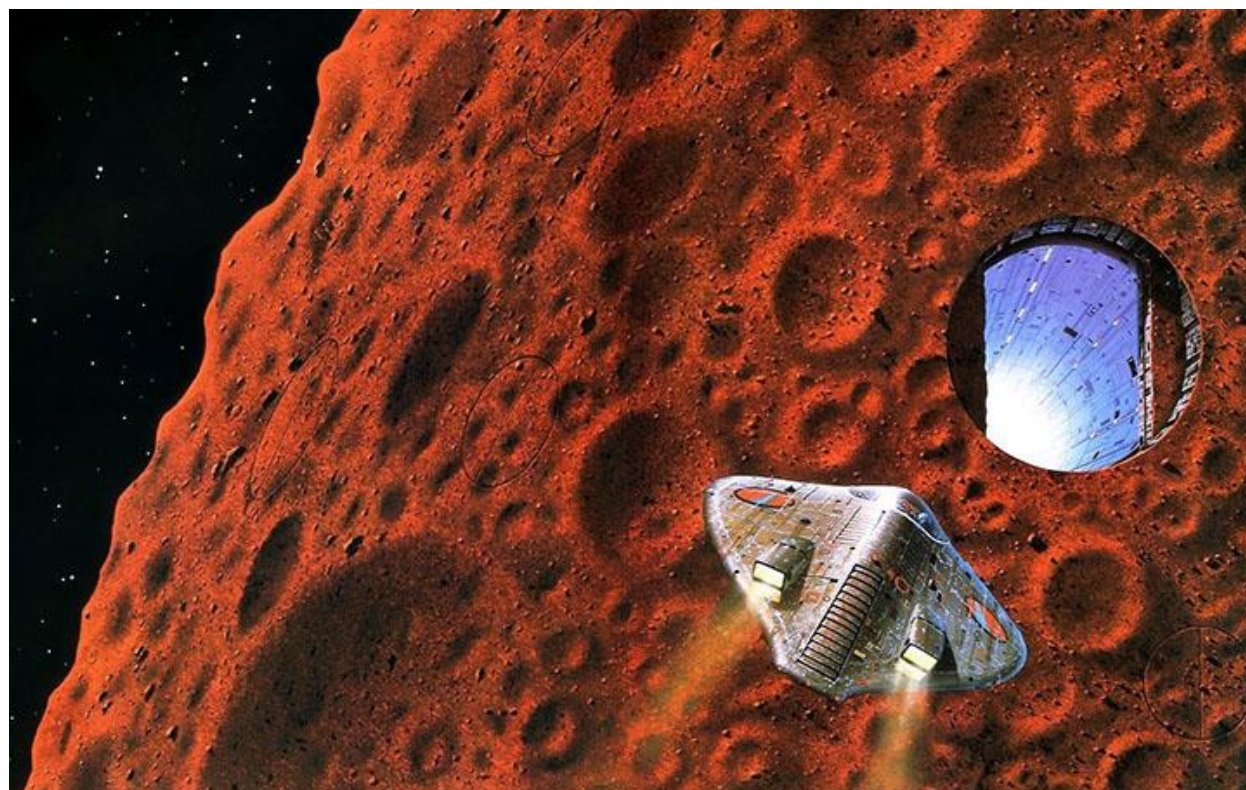
Lieutenant Eshazar speaking: "Welcome to Outlaw Troop, recon platoon for Yerifrimov's Uhlans, an independent Self Propelled Gun battalion. The years have not been kind in the war against the Black Ships, recently the front has been stabilized at the interface of the Astron/Theta Borealis sectors. The recent defeat at Marston has left our battalion depleted, a counter-attack is planned, however; if we must go back we shall. If the response seems asymmetrical, it is because there is not, and cannot be real parity between the various forces in conflict here. Different strategies have been developed to deal with the various situations of the conflict, on both sides. The Interstellar Brigades raised under the auspices of the League of Non-Aligned Worlds are one such response.

The Black Ships or Guild Droyne Worlds, have often fought by proxy, through the Zerps or others, often using their technological advantage to uplift allied worlds, from which they then used as a base to launch attacks from. Sometimes important worlds or entire interstellar polities have been bypassed, these islands we will use to our advantage; others need to move behind the lines and cut off the support of the Guild Droyne to their clients. In this we will have to be not only capable, but creative, to take advantage of their weaknesses while not exposing too much of our own."

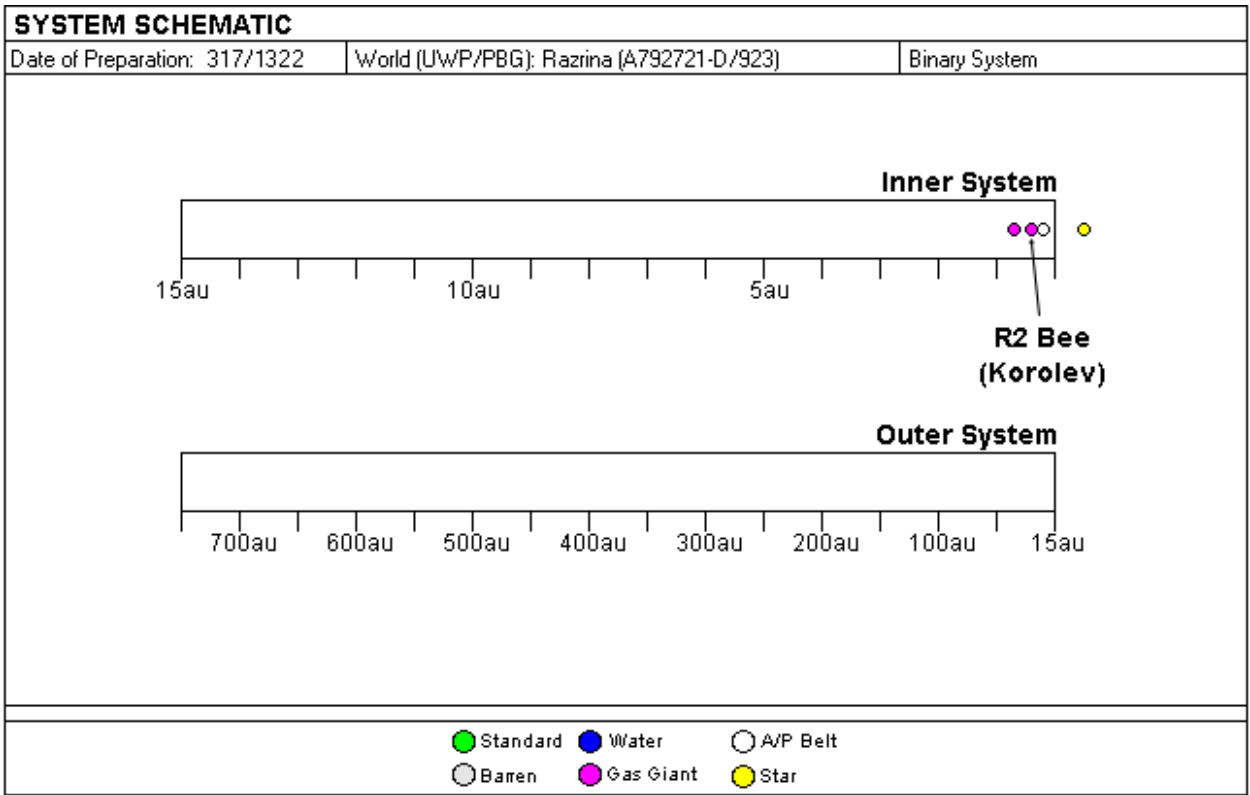
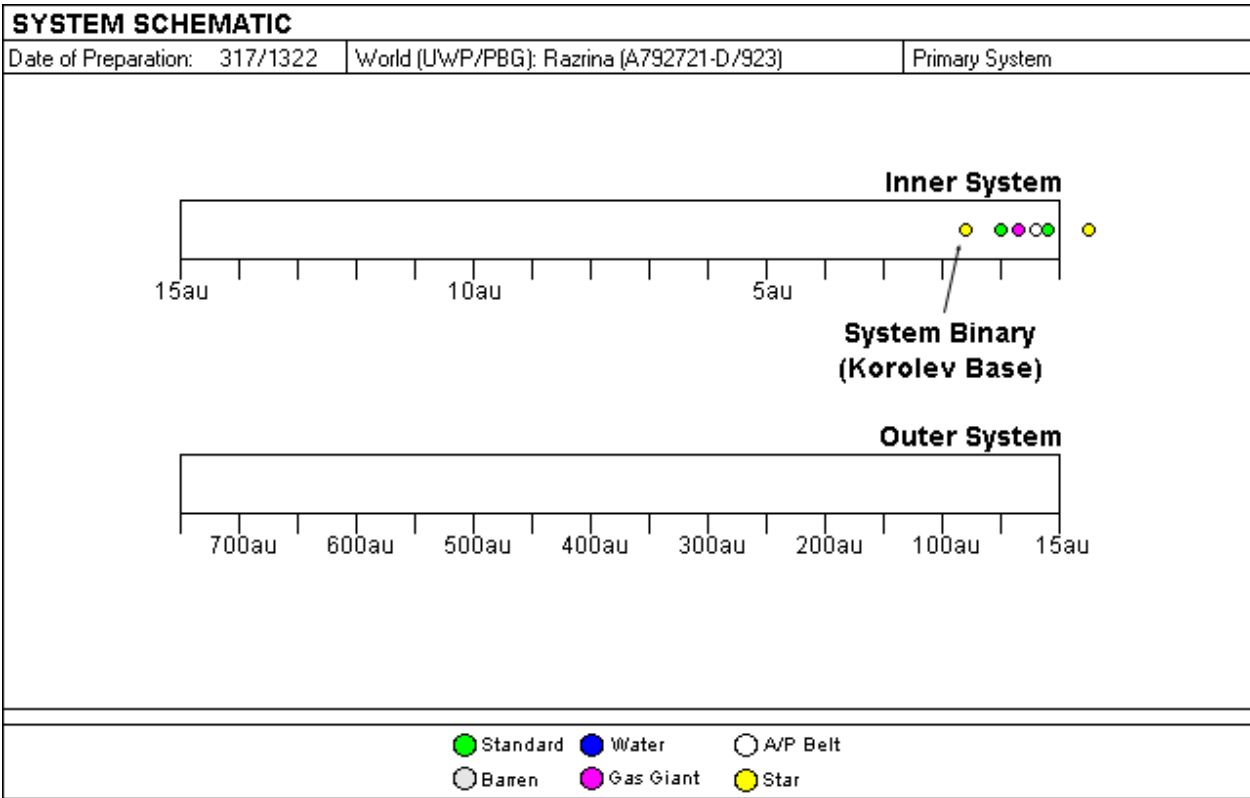
Peladon in Peril

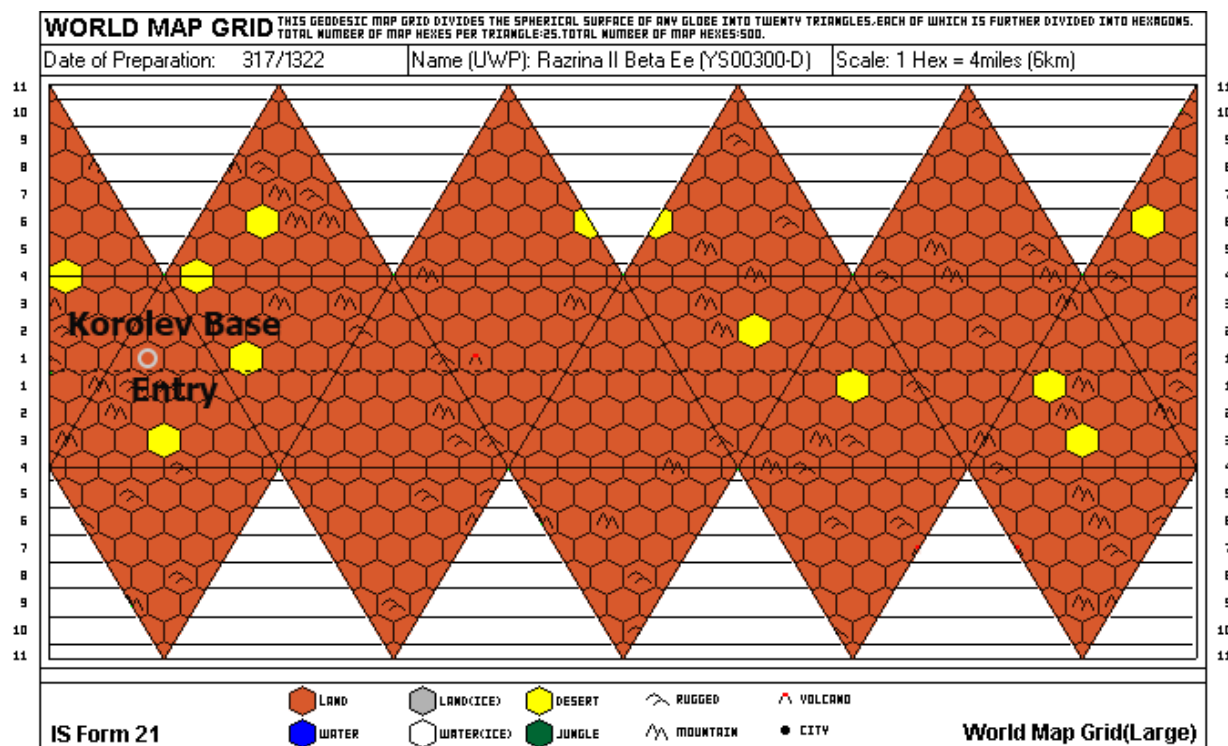


Razrina, 1121 Chiep Zhez Sector



● Primary Star - F6 VI		
● 0 Razrina I Alpha	G464364-D Fa Nv	
◦ 3 Razrina I Alpha Ay	YR00000-D Re	
◦ 8 Razrina I Alpha Bee	Y200000-D Re	
◦ 11 Razrina I Alpha See	Y100000-0	
○ 1 Razrina I Beta	X000000-0	
● 2 Razrina I Gamma	XB00000-0	
● 3 Razrina I Delta	A792721-D	
◦ 11 Razrina I Delta Ay	Y300000-D Re	
● 4 Companion Star		
● Binary Star - M1 D		
○ 0 Razrina II Alpha	X000000-0	
● 1 Razrina II Beta	XB00000-0	
◦ 2 Razrina II Beta Ay	YR00000-0	
◦ 4 Razrina II Beta Bee	H300000-0	
◦ 8 Razrina II Beta See	Y100000-0	
◦ 10 Razrina II Beta Dee	HS00000-D Re	
◦ 40 Razrina II Beta Ee	YS00300-D Nv	
● 2 Razrina II Gamma	XC00000-0	
◦ 4 Razrina II Gamma Ay	Y200000-0	
◦ 7 Razrina II Gamma Bee	H754000-0	
◦ 25 Razrina II Gamma See	Y713000-0	
◦ 35 Razrina II Gamma Dee	Y100000-0	





WORLD DETAILS

Razrina II Beta Ee, commonly called, R 2 Bee, is an older IISS Scout base taken over by the Raider Fleet, who have kept the name "Korolev", an ancient figure in Terran space exploration. Korolev is an underground base on the dark side of the moon, with entrances camouflaged by native regolith. Of note is that there has been a recent mutiny against the base command, which has been solved by separating the officers from enlisted personnel; however, the base has continued to function in support of Raider Fleet operations.

NAME: Razrina II Beta Ee

HEX LOCATION: 1121

UWP: YS00300-D

PBG: 923

TRADE CODES: Naval Base

ALLEGIANCE: Non-aligned

STELLAR DETAILS: Primary Star: F6VI

Binary Star: M1V

STAR SYSTEM ORBITAL ZONES

Orbital Zones: Satellite Orbits around Gas Giant

SIZE RELATED DETAILS

Basic World Type: Satellite

Planet Diameter: 50 miles (80 km)

Planet Density: Rocky Body, 0.62 terra

World Mass: 0.0 terra

World Gravity: 0.053 terra

Planet Orbit Period:

Stellar Mass: 1.11 sol

Orbital Distance: 0.4 AU

Orbital Period: 105.992 standard days

Satellite Orbital Distance: 220,000 km

Satellite Orbital Period: 0.926 standard days

Rotation Period: 0.0 standard hours

Axial Tilt: 4 degrees

Orbital Eccentricity: 0.0

Seismic Stress Factor: 0.0

ATMOSPHERIC RELATED DETAILS

Atmospheric Composition: None

Surface Atmospheric Pressure: 0.0 atm

Surface Temperature: 264 degrees C (Bright Face)

Stellar Luminosity: 0.987

Length of day and Night: 0.0 standard hours

Tidally Locked Worlds: World is tidally locked

Temperature Worksheet: See separate section

Native Life: Does not exist

Atmospheric Terraforming: Has not

occurred

Greenhouse Effect Terraforming: Has not occurred

Albedo Terraforming: Has not occurred

HYDROSPHERE RELATED DETAILS

Hydrographic Percentage: 0%

Tectonic Plates: 1

Hydrographic Terraforming: Has not occurred

Terrain Terraforming: Has not occurred

Volcanoes: 2

Resources and Goods:

Information Resources: Software

Weather Control: Is not practiced

POPULATION RELATED DETAILS

Total World Population: 9,000

Primary Cities: 1

Starports and Spaceports: Korolev Naval Base

Orbital Cities: None

Social Outlook:

Progressiveness: Conservative, Stagnant

Aggressiveness: Unaggressive, Neutral

Extensiveness: Discordant, Friendly

Number of Customs: 6

Local Customs/Practicing Group:

Onerous prerequisite to marriage/All population.

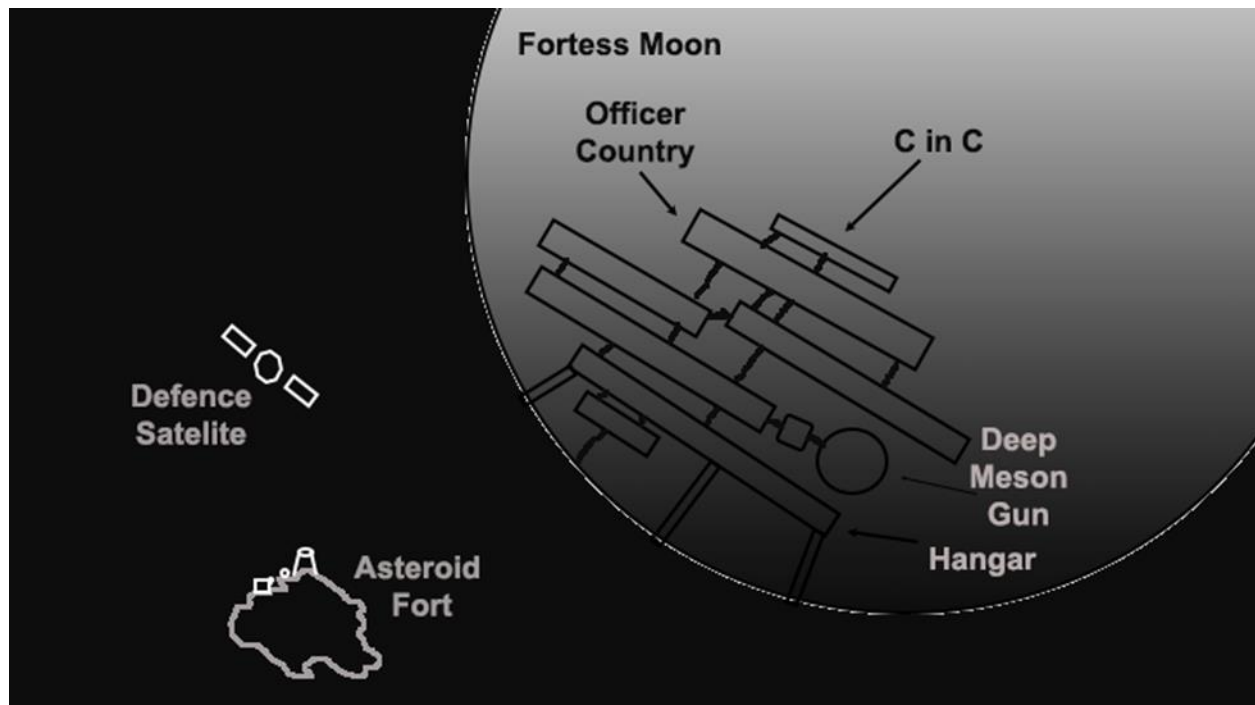
Special Quarters required for.../Base Command.

Unusual leisure/recreation/Certain sex.

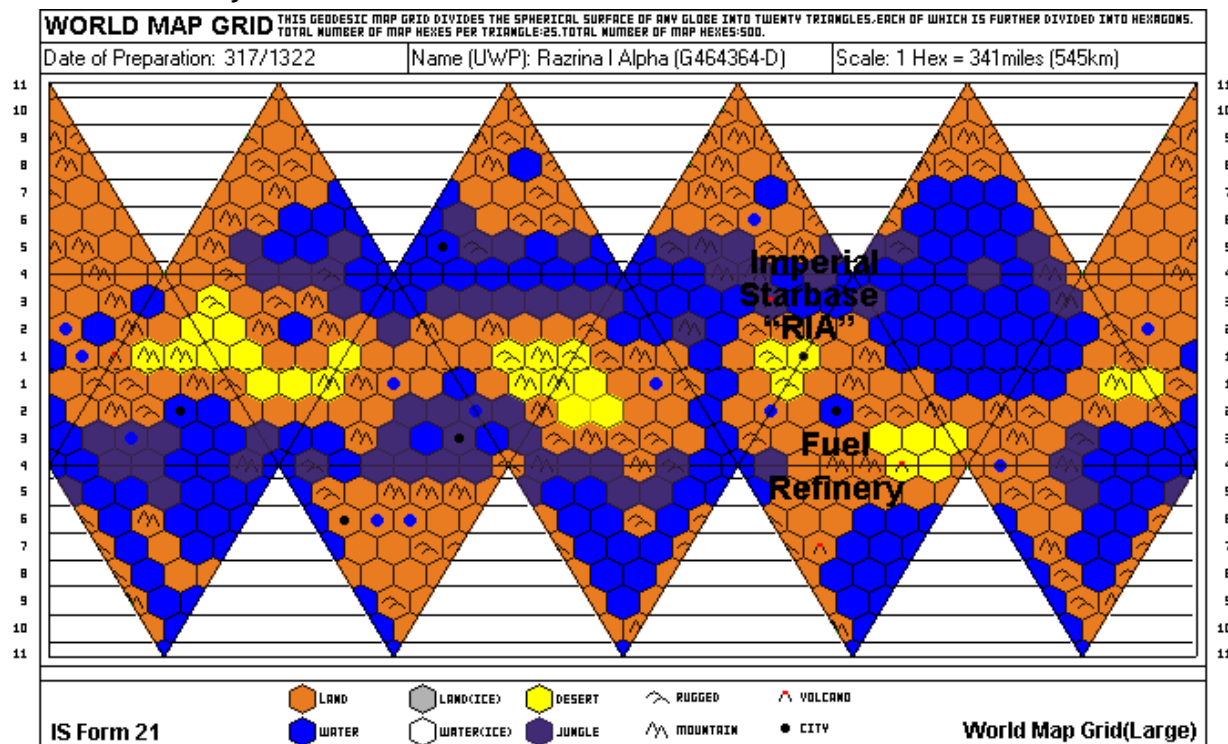
Unusual foods/All population.

Remarriage prohibited/All population.

Special privileges for.../Athletic figures.



In the inner system:



WORLD DETAILS

Razrina I Alpha, while being home to the Imperial Starbase "RIA", is also home to metal-oxide based biology, replacing the normal carbon based biology. This partly due to the fact that under the glare of the hot F type subdwarf star, where the temperature can rise so high as to lead becomes molten. The foliage takes on a rust red coloration, to purple black in jungle areas of dense vegetation; water, as well as the blood of animals, has an ethylene glycol type solution to keep it fluid under such heat, and not just turn into vapor.

NAME: Razrina I Alpha

HEX LOCATION: 1121

UWP: G464364-D

PBG: 923

TRADE CODES: Undersea Domed Farming, Naval Base

BASES: Imperial Naval Base

ALLEGIANCE: Non-aligned

STELLAR DETAILS: Primary Star: F6VI

Binary Star: M1V

SATELLITE DETAILS: Number: 3

Satellite 1: UWP: YR00000-D, Orbit: 3

Satellite 2: UWP: Y200000-D, Orbit: 8

Satellite 3: UWP: Y100000-0, Orbit: 11

STAR SYSTEM ORBITAL ZONES

Orbital Zones: Primary Star: 0 (Bodies Orbit around Primary Star)

Binary Star: 4 (Binary Star Orbit around

Primary Star)

SIZE RELATED DETAILS

Basic World Type: Planet

Planet Diameter: 3,800 miles (6,080 km)

Planet Density: Heavy Core, 1.7 terra

World Mass: 0.213 terra

World Gravity: 0.85 terra

Stellar Mass: between 0.76 sol to 1.11 sol

Orbital Distance: 0.2 AU

Orbital Period: 31.008 standard days

Rotation Period: 22.55 standard hours

Axial Tilt: 20 degrees

Orbital Eccentricity: 0.0

Seismic Stress Factor: 3.55

ATMOSPHERIC RELATED DETAILS

Atmospheric Composition: Standard oxygen-nitrogen mix
 Surface Atmospheric Pressure: 0.9 atm
 Stellar Luminosity: 0.987
 Base Temperature: 491 degrees C
 Length of day and Night: 11.275 standard hours
 Native Life: Exists
 Atmospheric Terraforming: Has not occurred
 Greenhouse Effect Terraforming: Has not occurred
 Albedo Terraforming: Has not occurred

HYDROSPHERE RELATED DETAILS

Hydrographic Percentage: 44%
 Hydrographic Composition: Liquid water
 Tectonic Plates: 1
 Hydrographic Terraforming: Has not occurred
 Terrain Terraforming: Has occurred
 Continents and Oceans: 1 major oceans, 4 minor oceans, 10 small seas, 12 scattered lakes
 Volcanoes: 4
 Resources and Goods:
 Natural Resources: Agriculture, Ores, Radioactives, Crystals, Compounds
 Processed Resources: Agroproducts, Non-Metals

Manufactured Resources: Consumables

Weather Control: Is not practiced

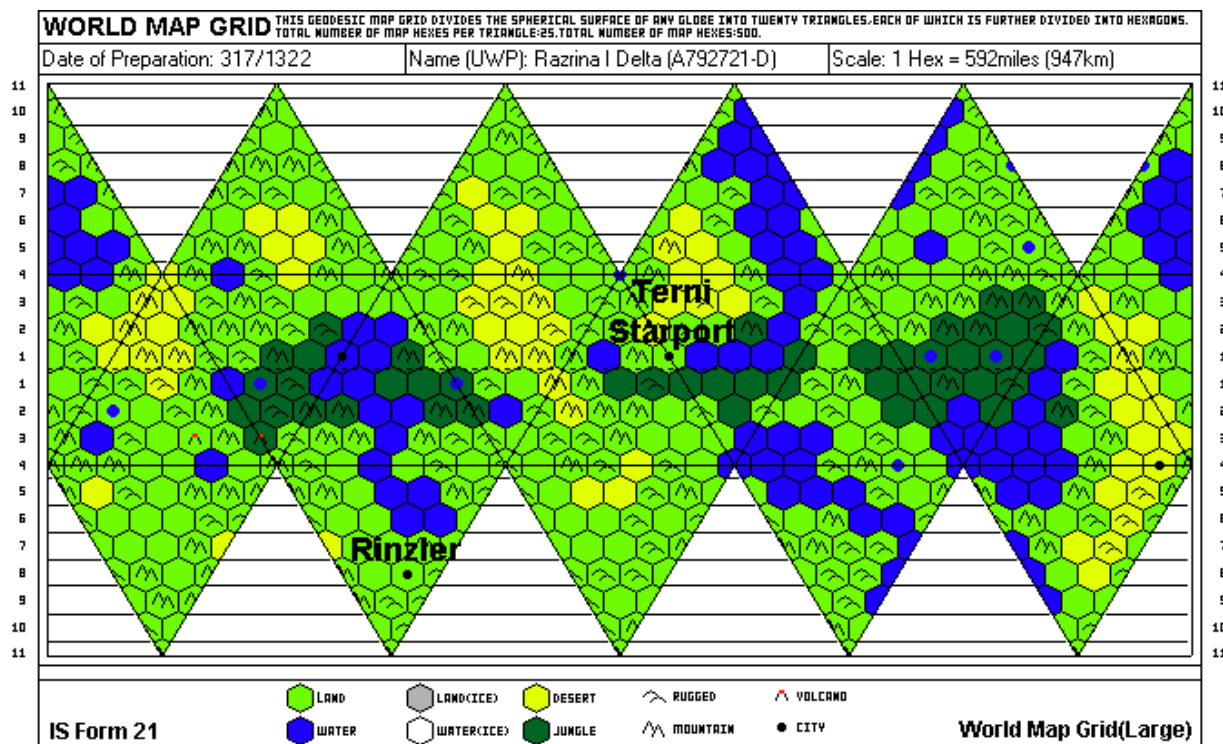
POPULATION RELATED DETAILS

Total World Population: 9,000
 Cities: None
 Starports and Spaceports: G
 Orbital Cities: None
 Social Outlook:
 Progressiveness: Progressive, Indifferent
 Aggressiveness: Passive, Neutral
 Extensiveness: Fragmented, Xenophilic
 Number of Customs: 2
 Local Customs/Practicing Group:
 Unusual headgear (planet of hats)/All population.
 Child named for living relative/All population.

GOVERNMENT RELATED DETAILS

Representative Authority Guide:
 Colonial Government
 Representative Authority: Elite Council
 Division of Authority: 2-way division

2-Way Division: Representative Authority=Legislative & Judicial, Other Authorities=Executive
 Organisation of Other Authorities:
 Several Councils



WORLD DETAILS

Also called Razrina Prime, it is a moderately populated and productive frontier world. Terni Starport, the base of an orbital tether (space elevator) and location for ease of orbital launch facilities, is a city of one million metropolitan area. Most of Razrina Prime's population lives in the southern hemisphere under the weather controlled environment around Rinzler, however there is extensive petrochemical production in the deserts to the east, and undersea mining to the north. Much of the life on Razrina Prime is suited to extreme heat by either taking shelter underground during the hottest part of the day, or non-motile, folding their canopy (vegetation).

NAME: Razrina I Delta

HEX LOCATION: 1121

UWP: A792721-D

PBG: 923

ALLEGIANCE: Non-aligned

STELLAR DETAILS: Primary Star: F6VI

Binary Star: M1V

SATELLITE DETAILS: Number: 1

Satellite 1: UWP: Y300000-D, Orbit: 11

STAR SYSTEM ORBITAL ZONES

Orbital Zones: Primary Star: 3 (Bodies Orbit around Primary Star)

Binary Star: 4 (Binary Star Orbit around Primary Star)

SIZE RELATED DETAILS

Basic World Type: Planet

Planet Diameter: 6,600 miles (10,560 km)

Planet Density: Molten Core, 0.9 terra

World Mass: 0.603 terra

World Gravity: 0.788 terra

Planet Orbit Period:

Stellar Mass: 0.76 sol 1.11 sol

Orbital Distance: 1.0 AU

Orbital Period: 346.68 standard days

Rotation Period: 30.11 standard hours

Axial Tilt: 38 degrees

Orbital Eccentricity: 0.15

Seismic Stress Factor: 0.11

ATMOSPHERIC RELATED DETAILS

Atmospheric Composition: Standard oxygen-nitrogen mix, with high oxygen taint

Surface Atmospheric Pressure: 2.0 atm

Stellar Luminosity: 0.987

Orbit Factor: 374.025

Energy Absorption: 0.86

Greenhouse Effect: 1.15

Base Temperature: 97.429 degrees C

Length of day and Night: 15.055 standard hours

Native Life: Exists

Atmospheric Terraforming: Has not occurred

Greenhouse Effect Terraforming: Has not occurred

Albedo Terraforming: Has not occurred

HYDROSPHERE RELATED DETAILS

Hydrographic Percentage: 17%

Hydrographic Composition: Tainted liquid water

Tectonic Plates: 1

Hydrographic Terraforming: Has not occurred

Terrain Terraforming: Has not occurred

Continents and Oceans: 2 major oceans, 3 minor oceans, 7 small seas, 9 scattered lakes

Volcanoes: 2

Resources and Goods:

Natural Resources: Agriculture, Ores, Radioactives, Crystals, Compounds

Processed Resources: Agropducts, Non-Metals

Manufactured Resources: Parts

Information Resources: Recordings, Documents

Weather Control: Is practiced

POPULATION RELATED DETAILS

Total World Population: 90,000,000

Cities:

Large Cities (UWP Pop-1): City (Rinzler) : 6,000,000 City (Terni Starport) : 1,000,000 City : 2,000,000 City : 1,000,000

Medium-Large Cities (UWP Pop-2): Cities=5, Population/City=500,000

Moderate-Size Cities (UWP Pop-3): Cities=1,280, Population/City=50,000

Small Cities (UWP Pop-4): Cities=320, Population/City=5,000

Very Small Cities (UWP Pop-5): Cities=28,800, Population/City=500

Primary Cities: 4

Starports and Spaceports: A/A/A/B

Orbital Cities: Present

Social Outlook:

Progressiveness: Progressive, Advancing

Aggressiveness: Competitive, Neutral

Extensiveness: Discordant, Friendly

Number of Customs: 2

Local Customs/Practicing Group:

Offworld contact required for.../All population.

Unusual holidays for.../High social class.

GOVERNMENT RELATED DETAILS

Representative Authority Guide:

Participating Democracy, Demarchist

Scouts on the Frontier

After the fall of the Third Imperium, the Scout Corps on the frontier had to come up with their own agenda, this became trifold: to create and maintain star charts, to continue assistance programs such as the medical ship service, and through special contact, to oppose the invading Guild Worlds. Later, after re-contact with the new Imperium, the Scouts have been brought back into the fold, mostly for material assistance; however, the independence of agenda and thought are not lost on the Scouts of the frontier.



Terrelay, Republic of

Capital World: Terrelay

Capital City: Civitae, Terrelay

Population, all worlds (Low Estimate): 12 Billion (11,914,779,010); 90% Human

Highest Tech Level: 16(G) at Terrelay

The Republic of Terrelay is the single most powerful state beyond the frontier, and is one of the most strident belligerents in the war against the Black Ships. As a federal republic, they have a bicameral legislature of an upper house (Senate) and a lower house (Congress of People). There is also an executive (President) and judicial (High Council); the various branches of government are modeled after pre-Terran Confederation Solomani governments. Each world also maintains its own local government as well as sending representatives to the central government at Civitae on Terrelay.

Ethnically, and by pattern of settlement, the Republic is about 40% Imperials, 25% Solomani, 15% Zhodani, and 10% Vlazhdumecta descent. Around 10% constitute “other” populations, such as minor humanity or aliens; all citizens are treated equally before the law, however. Some groups, such as the Imperials, maintain the old idea of nobility, in as much as titles, but they have no standing before the law. Landgut, does maintain some pretense of an aristocracy, but it does not have force outside Landgut, and even on Landgut, it must conform to the principles of the Republic’s constitution.

While the Republic is a democracy, with voter majority reached at age 18, there have been various accusations of militarism and interference by powerful corporate interests, such as Ikhiilikardir Arms, in both the selection of candidates and the democratic process. Outside the republic’s borders, there have also been accusations of “over-zealous” military action and extra-legal activities by Terrelayne interests.

Timeline:

1121: Scouts first land on Terrelay

1123: First colony ships land (Establishment Day: 261)

1137: Republic Established

1141: Terraforming of Banderhue begun

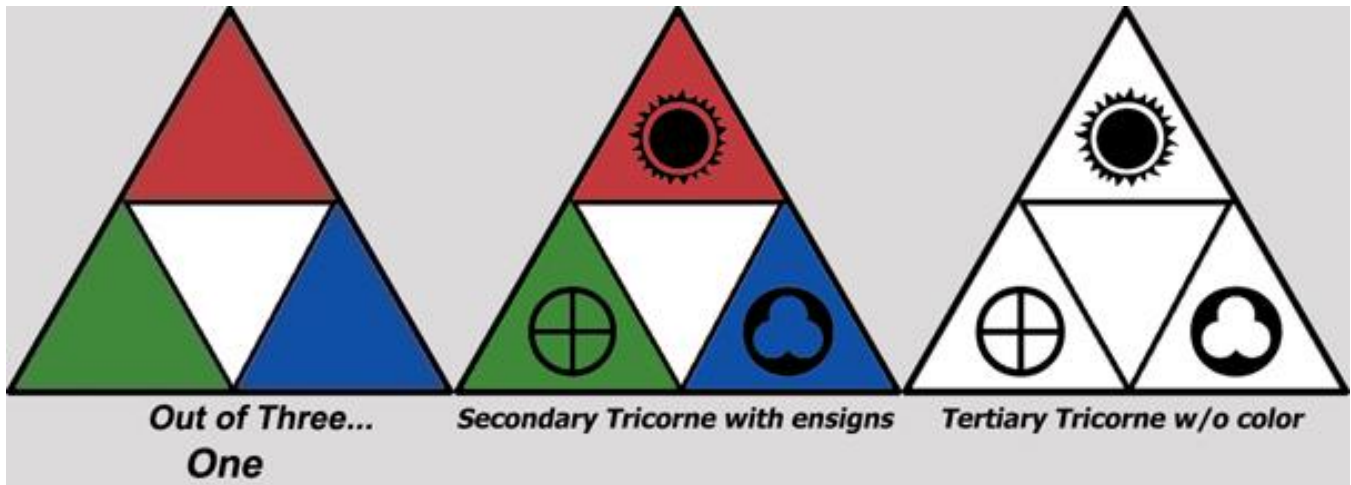
1143: Solomani refugee influx begins

1184: Zhodani refugee influx begins

1193: First Attack by the Black Ships

1267: Contact with the Imperium established

1312: Second Attack by the Black Ships



Terrelayne Anthem: A rather somber song, chosen by the early colonists, in remembrance of their sorrow as refugees from the Imperium, and the long journey in cold sleep. The first bars and the line: "Where were you..." are used by Terrelayne ships as a callsign to identify themselves.

"When it's cold (I'd like to die)"

Where were you when I was lonesome?
 Locked away with freezing cold
 Someone flying only stolen
 I can't tell this light so old

[Refrain:]

I don't want to swim the ocean
 I don't want to fight the tide
 I don't want to swim forever
 When it's cold I'd like to die

What was that my sweet sweet nothing?
 I can't hear you through the fog
 If I holler let me go
 If I falter let me know

[Refrain]

I don't want to swim forever
 I don't want to fight the tide
 I don't want to swim the ocean
 When it's cold I'd like to die

I don't want to swim the ocean
 I don't want to fight the tide

Theron Sector, Terrelay Subsector

Iridyne 0110 D200311-9 Lo Ni Va 900 Rt
Iridium Mining Colony

Jumpstop LK 0203 C235536-B Ni 700 Rt
Colony of Landgut

Landgut 0305 C476732-C Ag 304 Rt

Ersats 0402 E250633-5 De Ni Po 120 Rt

Terrelay 0407 A867999-G F Hi 504 Rt

Brabant 0602 B999842-E 914 Rt

Mondesec 0603 B672747-D 702 Rt

Rachat 0605 E435538-3 Ni R 524 Rt Frozen
World, Exile Colony

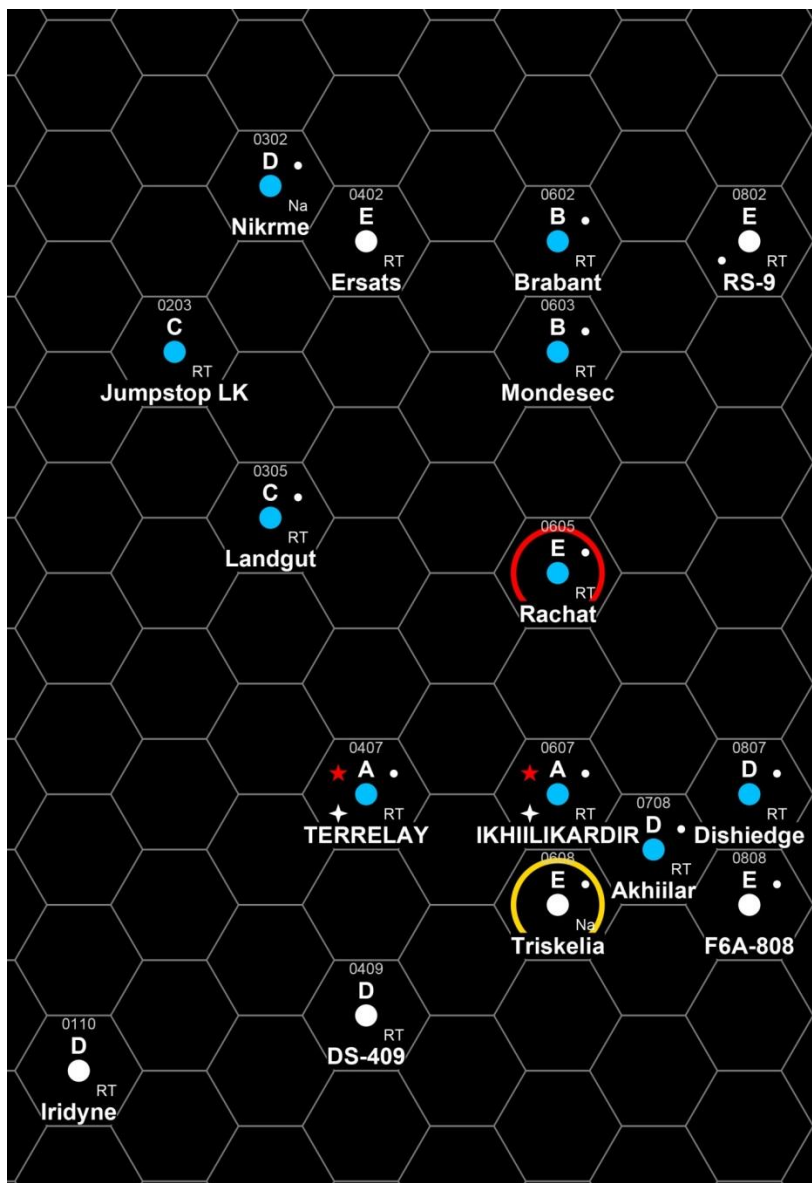
Ikhilikardir 0607 A673913-F F In 102 Rt
Major TL15 Industrial Base

Akhiilar 0708 D336534-9 Ni 103 Rt

RS-9 0802 EAC8112-A V FI Lo Ni 120 Rt
Research Station

Dishiedge 0807 D626504-C Ni 914 Rt
Extensive Ruins Seas Frozen

Terrelay Subsector



Subsector A; Terrelay contains 16 worlds with a population of 7 billion. The highest population is 5 billion, at Terrelay. The highest tech level is G at Terrelay.

Theta Borealis Sector, Banderhue Subsector

Rockmine 2704 B000446-E As Ni 722 Rt
Belter Mining Colony

New Terre 2805 D557673-7 Ni 103 Rt RoT
Colony

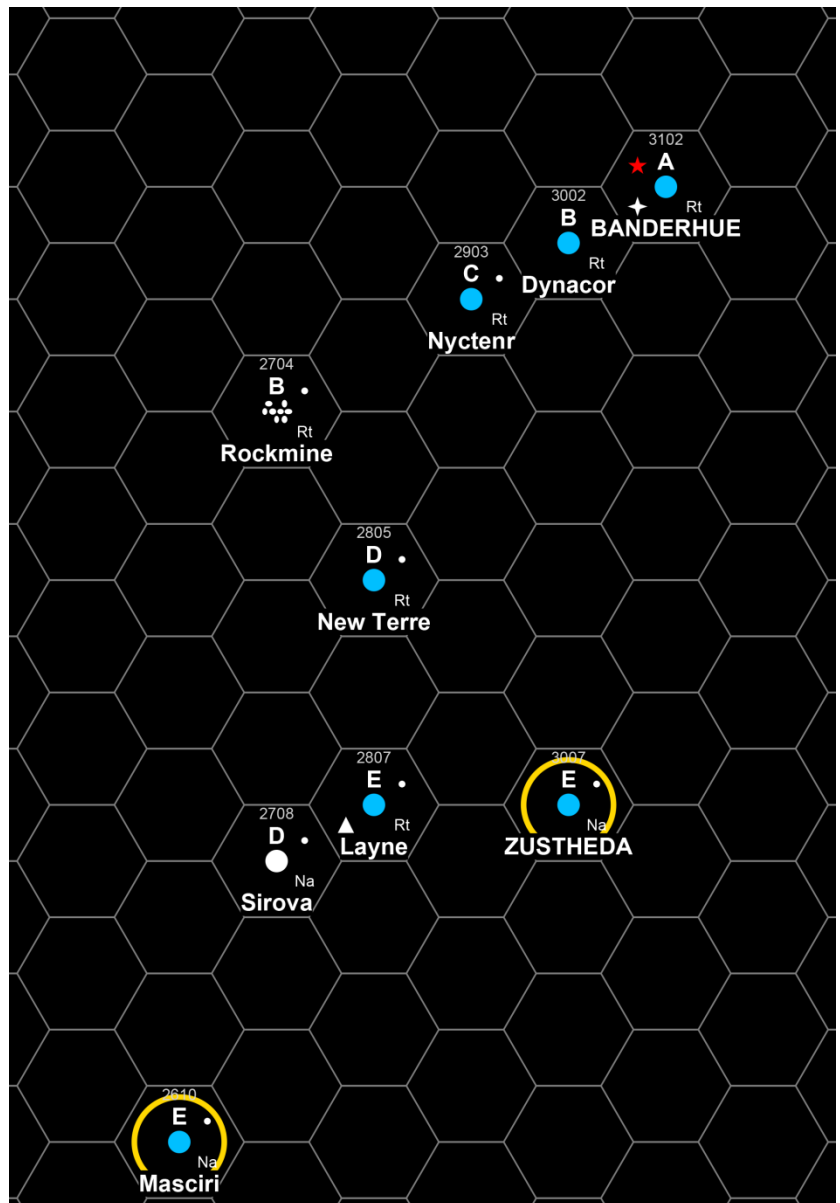
Layne 2807 E556551-6 Ni 501 Rt RoT
Colony

Nyctenr 2903 C762770-6 702 Rt RoT
Colony

Dynacor 3002 B664816-E 811 Rt Corporate
World

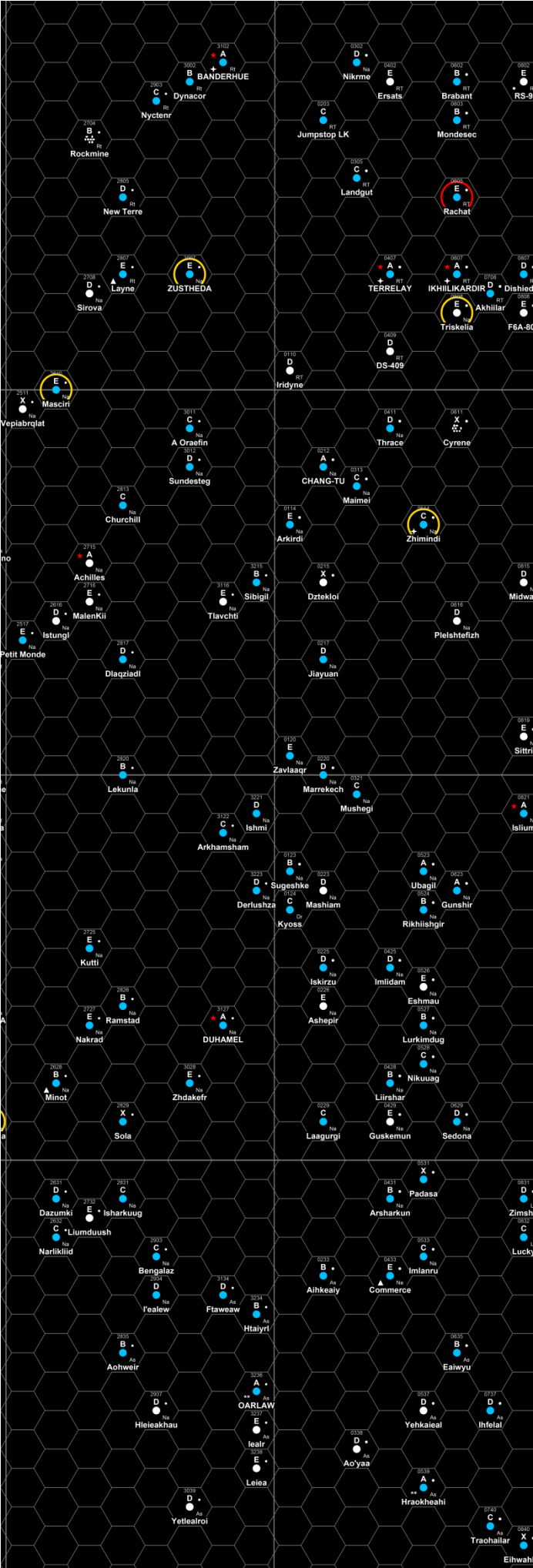
Banderhue 3102 A867999-F F Hi 320 Rt

Banderhue Subsector

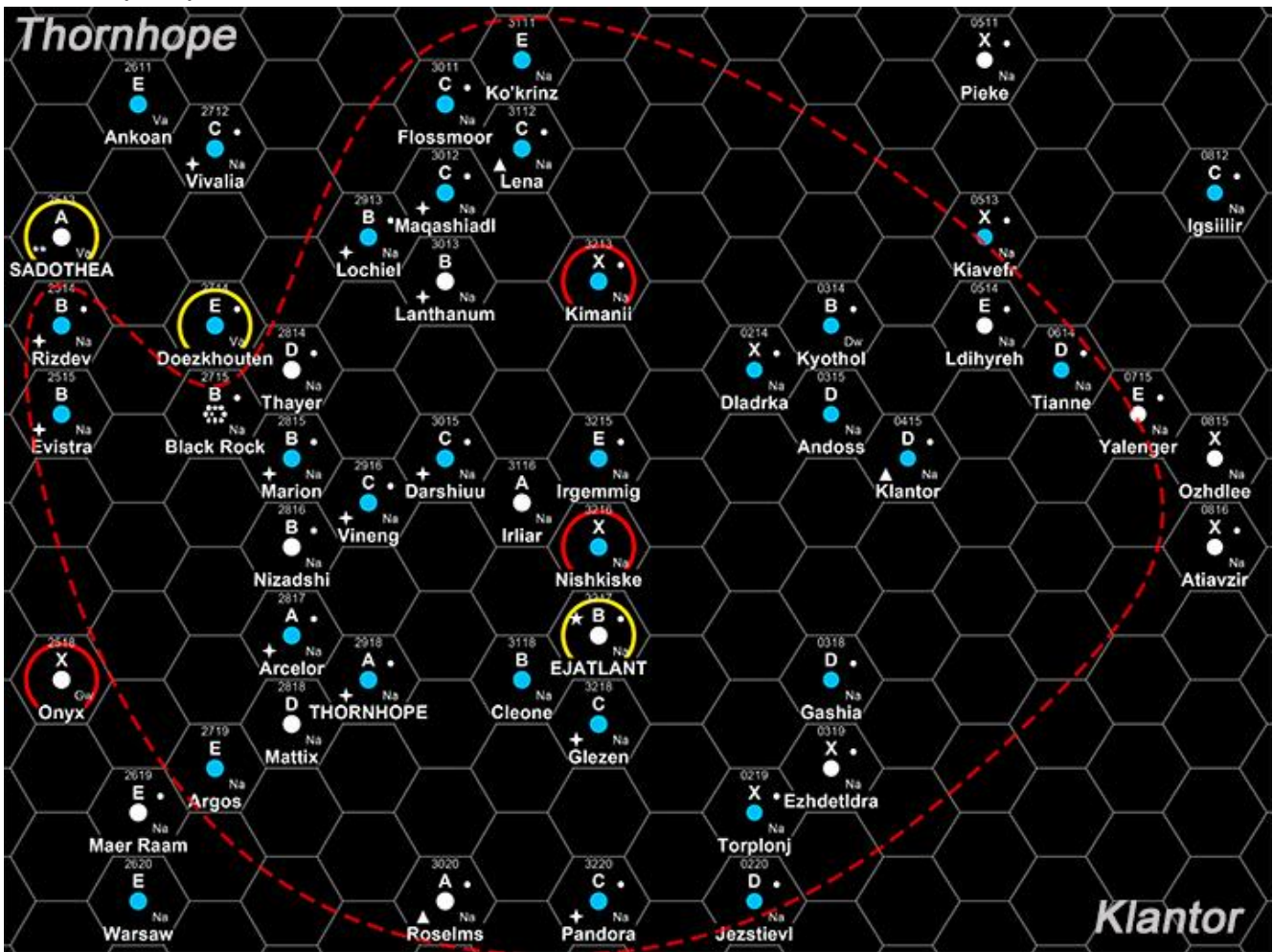


Subsector D; Banderhue, contains 9 worlds (only six are Terrelayne) with a population of 4.9 billion. The highest population is 3 billion, at Banderhue.

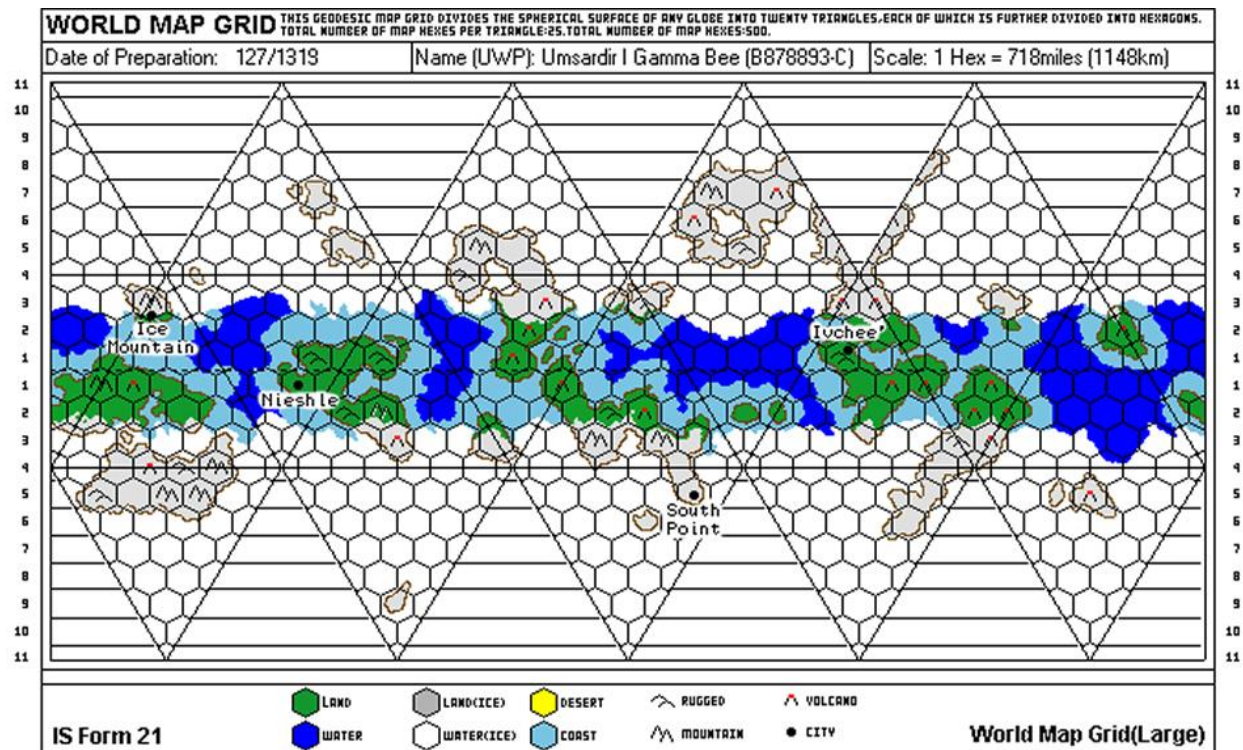
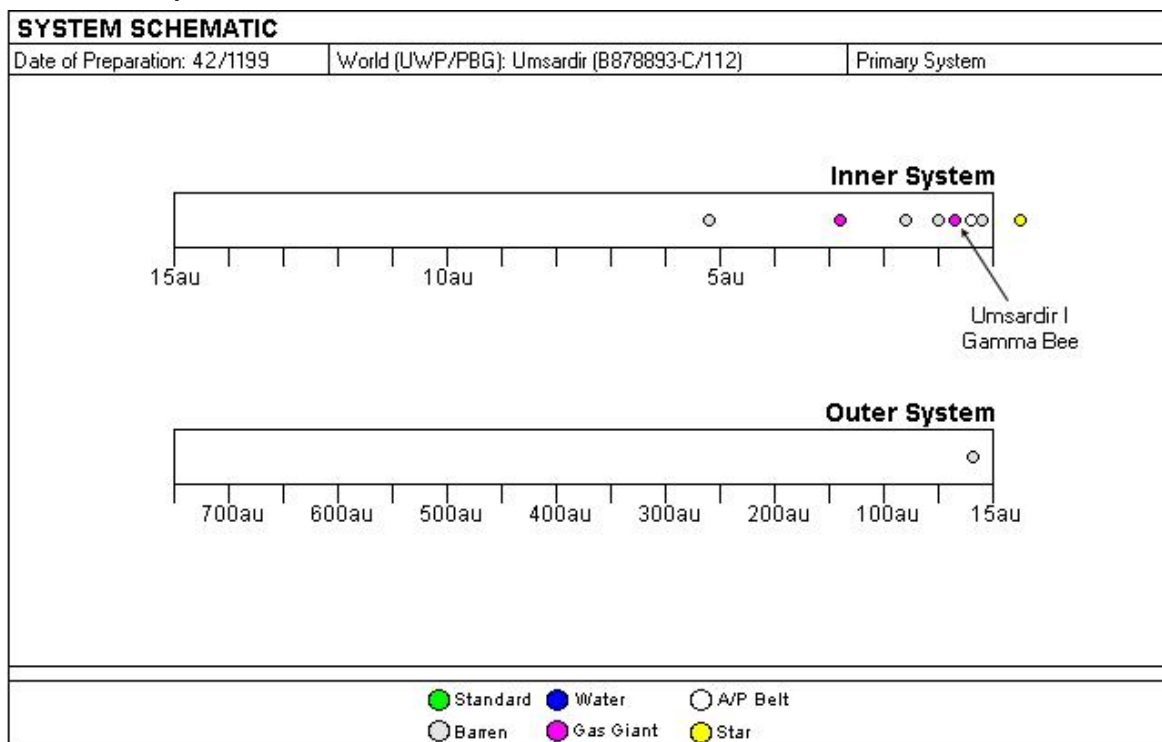
Theta Borealis-Theron interface zone



Thornhope Sphere of Influence



Umsardir, 0626 Astron Sector



Umsardir I Gamma Bee is a highly volcanic world, with a high enough atmospheric taint of Hydrogen Sulfide, giving the world a foul odor to offworlders, but which local inhabitants have grown inured to the smell. The capital: Nieshle (Vilani: New Safe City), has the main downport and the largest population of all the cities at over 3 million. The continent it rests upon is also the most developed, and has the largest population at 56 million. Second largest city, Ivchee' (Vlazhdumecta: Home in the Hollows), also boasts a semi bustling class B starport, and a population of over two million, with approximately 32 million on the continent. The world's oceans are weakly acidic, promoting higher corrosion in iron based metals, but still teem with a fair amount of native life.

NAME: Umsardir I Gamma Bee

HEX LOCATION: 0626

UWP: B878893-C

PBG: 112

ALLEGIANCE: Non-aligned

STELLAR DETAILS: Primary Star: K0V

STAR SYSTEM ORBITAL ZONES

Orbital Zones: World: 4 (Satellites Orbit around World)

SIZE RELATED DETAILS

Basic World Type: Satellite

Planet Diameter: 8,000 miles (12,800 km)

Planet Density: Molten Core, 0.9 terra

World Mass: 0.9 terra

World Gravity: 0.9 terra

Planet Orbit Period:

Stellar Mass: 0.83 sol

Orbital Distance: 0.7 AU

Orbital Period: 234.8 standard days

Satellite Orbital Distance: 24,000 km

Satellite Orbital Period: 0.014 standard days

Rotation Period: 0.0 standard hours

Axial Tilt: 26 degrees

Orbital Eccentricity: 0.0

Seismic Stress Factor: 9.905

ATMOSPHERIC RELATED DETAILS

Atmospheric Composition: Standard oxygen-nitrogen mix, with pollutants taint

Surface Atmospheric Pressure: 1.0 atm

Surface Temperature:

Stellar Luminosity: 0.81

Orbit Factor: 447.045

Energy Absorption: 0.66

Greenhouse Effect: 1.1

Base Temperature: -10.111 degrees C

Orbital Eccentricity Effects: Tc=0 degrees C, Tf=0 degrees C

Latitude Temperature Effects: (Hex Row=Degrees C)

1=+21, 2=+14, 3=+7, 4=0, 5=-7, 6=-14, 7=-21, 8=-28, 9=-35, 10=-42,

11=-49 degrees C

Axial Tilt Base Increase: 15.6 degrees C

Axial Tilt Base Decrease: -26 degrees C

Axial Tilt Latitude Effects: (Hex Row=Degrees)

1=0, 2=0, 3=0.25, 4=0.5, 5=0.75, 6=1, 7=1, 8=1, 9=1, 10=1, 11=1 degrees

Length of day and Night: 0.0 standard hours

Rotation-Luminosity Effects: 0.81

Daytime Rotation Effects: 0.405 +per hour of daylight, 532.351 absolute maximum plus temperature

Nighttime Rotation Effects: 1.0 -per hour of darkness, 39.433 absolute maximum minus temperature

Tidally Locked Worlds: World is tidally locked

Temperature Worksheet: See separate section

Native Life: Exists

Atmospheric Terraforming: Has not occurred

Greenhouse Effect Terraforming: Has not occurred

Albedo Terraforming: Has not occurred

HYDROSPHERE RELATED DETAILS

Hydrographic Percentage: 84%

Hydrographic Composition: Tainted liquid water

Tectonic Plates: 7

Hydrographic Terraforming: Has occurred

Terrain Terraforming: Has not occurred

Continents and Oceans: 1 major continents, 7 minor continents, 8 major islands, 7 archipelagoes

Volcanoes: 22

Resources and Goods:

Natural Resources: Ores, Crystals, Compounds

Processed Resources: Agroproducts, Metals

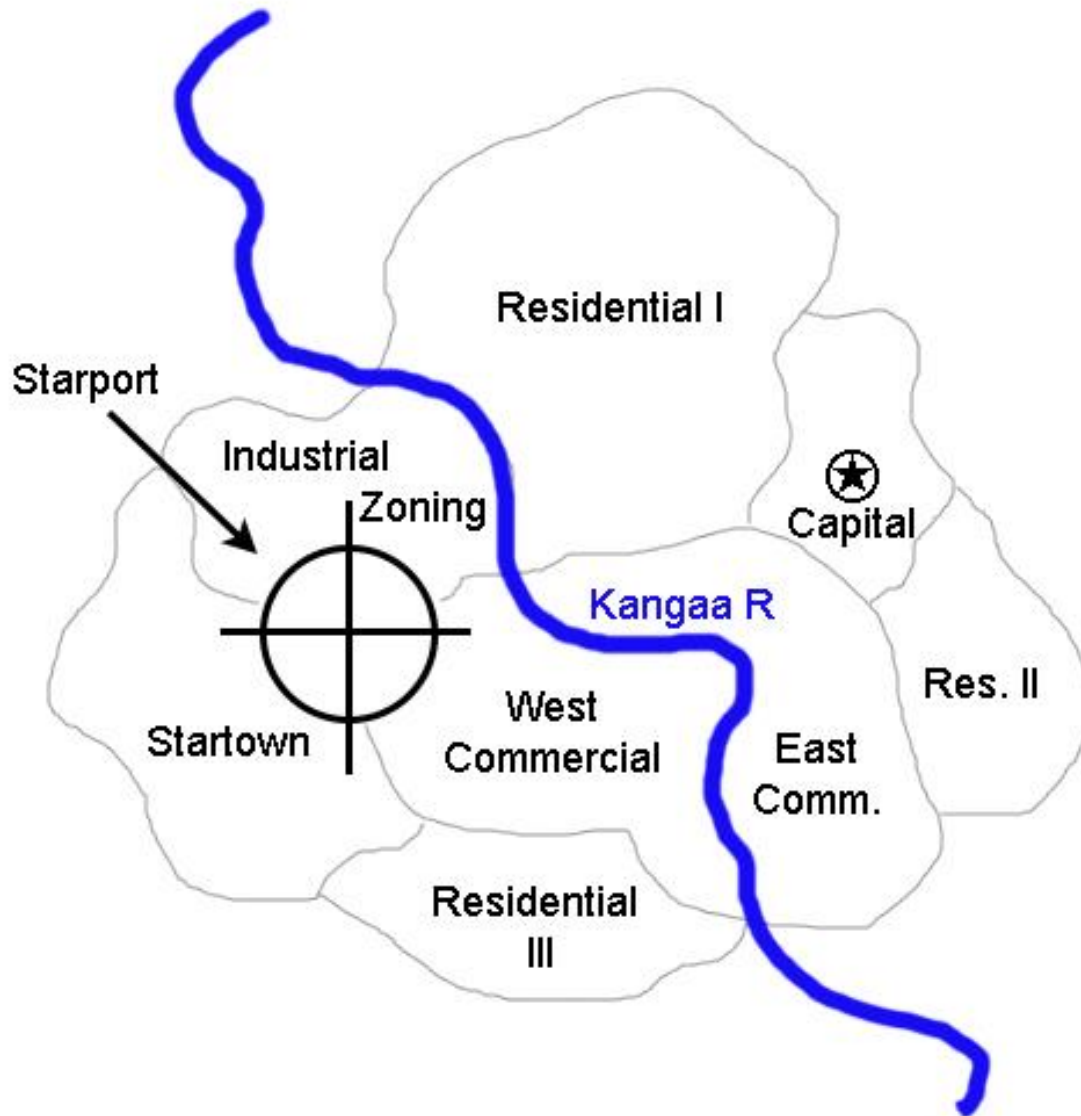
Manufactured Resources: Parts

Information Resources: Recordings, Documents

Weather Control: Is not practiced

Nieshle

City Zones



Nieshle City, pop approx. 3 million, note for starport and industrial facilities: most large scale industry and starport tasks are taken care of in orbit, either at the Highport (commerce) or on a nearby other satellite of the Gas Giant. The Gas Giant itself has a fuel refining station.

Nieshle itself is a modern TL C city, no real grid layout as it is almost all grav transport. Population density is low, manufactured housing being inexpensive, and land is almost free for the taking. The more urban centers are dominated by a younger population, to be closer to nightlife such as restaurants and clubs; outside in the residential zones, an easier suburban family lifestyle is dominant. Transient hotels in the startown are also relatively inexpensive, depending on quality, but in general, as is worldwide, a cash economy is NOT very prevalent. Self actualization and prestige are bigger motivators of the general citizenry, with intellectual property being the most valuable product.

Vantorians



In 1133, Imperial refugees established a colony on Vantor (2014 Astron sector A867924-F, PBG 100, G4V M9V) in 1147, contact with the colony was lost; in 1161, and a new hybrid human species greeted the universe. Since that time, the Vantorians, who merely call themselves "The Species"; when questioned about the lost colony, the Vantorians have stated in a cryptic manner "that their genes are part of the foundation of their species". Early explorers on Vantor noted a semi-sentient insectoid lifeform. It is possible that somehow this life, was mixed with the later colonists.

In their artwork they represent themselves as more human than they appear in reality.

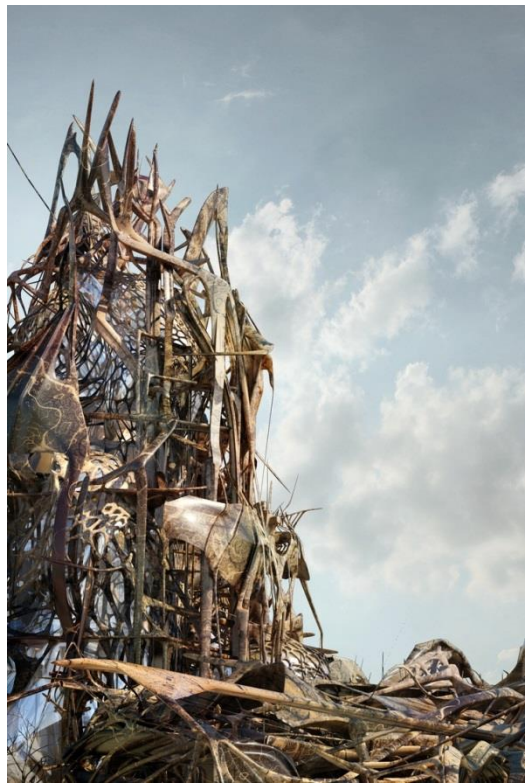


Nevertheless, they are a technologically advanced species, maybe more exactly termed chimeras, and could be of help against the invading Guild Worlds.



If anything could be more proof of the Vantorians “alien-ness” it would be their architecture, and while these structure might seem organic, they are made from modern materials, just with an eye that isn’t human.

The structures appear too light, yet have proven to be surprisingly strong.



This applies to their spacecraft as well, an organic aesthetic, manufactured from what are normal human TL 15 materials.

Vlazhdumecta

The first inhabitants of The Frontier were the Vlazhdumecta, slowly migrating Spinward from their homeworld somewhere in the Far Frontiers Sector. Today there are many worlds and smaller colonies that have been established by the Vlazhdumecta over the last few thousand years. Large Vlazhdumecta populations live on most of the advanced worlds colonized later by Imperials, Solomani or Zhodani (the Zhodani share an earlier relationship with them as well). Traditional Vlazhdumecta architecture of smooth cut stone building with large windows and red tile roofs also is popular across the sectors of the frontier, so is their cuisine which is aimed to maximize local agricultural produce.



Culturally the Vlazhdumecta can be an open and friendly culture, not overly suspicious of strangers; this aids in the development of commerce throughout the frontier. In other ways, the Vlazhdumecta can be a High Context culture, family oriented and steeped in their own traditions and history. Of special note is that Pre-Colonial Vlazhdumecta artwork, both original and reproductions is of high style, it's popularity reaching far Trailing of the Frontier.

The typical appearance of the Vlazhdumecta is of large, dark, expressive eyes; high cheekbones, full lips, and a bronze skintone; all in all an attractive people. Modern morphology is more in line with the rest of humanity due to generations of inter-marriage with Zhodani and Solomani, though isolated communities may still exhibit characteristics such as white hair, which is much less common now.

The largest state of the Vlazhdumecta in the Frontier, is the Izrats Kriezhlas Unity in the Fulani Sector; who with, The Republic of Terrelay shares a cordial relationship.

More can be read about them here: <http://wiki.travellerrpg.com/Vlazhdumecta>

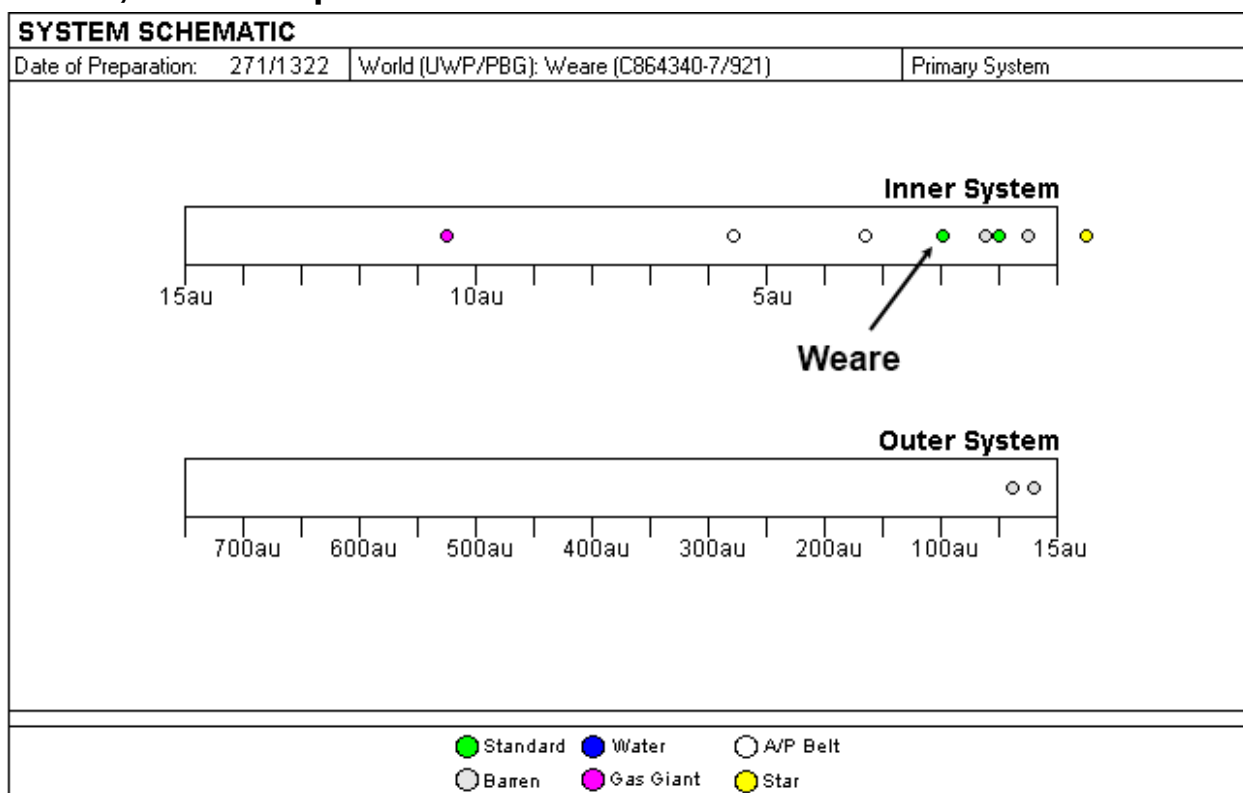
War with the Black Ships

Often also referred to as the Second Guild War or the War Beyond the Frontier. The Black Ships were first encountered by the Zhodani in approximately 600 Imperial, IISS contact about 300 years later, information suppressed to prevent scare of another large star-faring group of systems. Black Ships attack the Zhodani Consulate in the early 1120's, called the First War of the Black Ships. Attack considered to take advantage of the rebellion in the Imperium. Unknown if virus reached the guild worlds space. Raids on frontier colonies begin around 150-200 years ago. Second war begins with major action in the Chiep Zhez and Mavuzog sectors, Korsumug (Zerp) Empire revitalized by Black Ships support. Black Ships operating in small groups, reinforcing "allied" or conquered forces. Reasoning for war has been reported as a crusade against encroachment of Guild Worlds space by sophonts under the influence of Yaskodray.

Guild World fighters at Hartmun



Weare, 1224 Chiep Zhez Sector



SYSTEM DETAILS

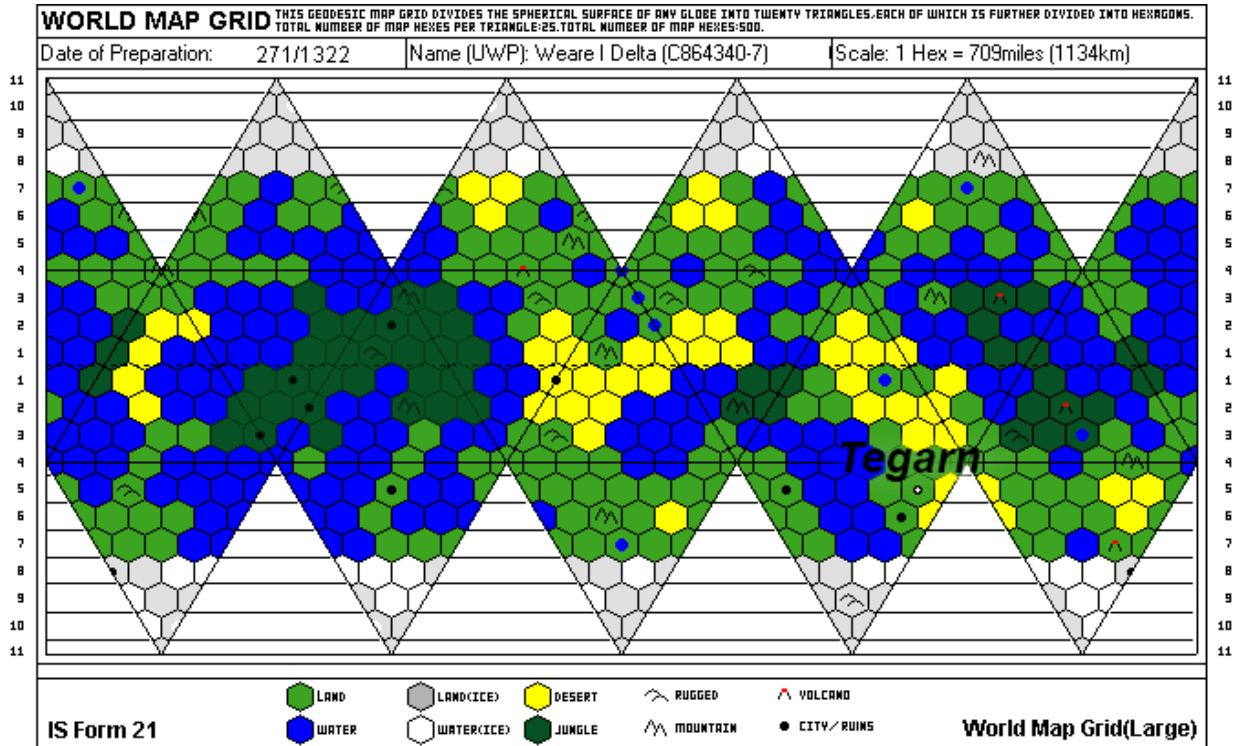
System Name: Weare

PBG: 921

PRIMARY SYSTEM STAR F7VI

0	Chaffee	G100231-9
1	Martin	Y110000-0
5	Célestin	YS00000-0
9	Digton	HS00200-6
12	Yves	YS00000-0
2	Keaton	H100261-8
9	Wendell	HS00110-8
3	Weare	C864340-7 M Ni Lo
4	Taliesin	Y500000-0
6	Ifan	Y201000-0
8	Macsen	Y200000-0
4	Belt 1	X000000-0
5	Belt 2	X000000-0
6	Hobart	XB00000-0
1	Ring	YR00000-0
7	Edan	G600200-9
5	Boyd	Y200000-0
8	Jockie	Y200000-0
40	Ninian	Y100000-0
8	Craig	Y530000-0
1	Ring	YR00000-0
50	Wayward Rock	YS00000-0

18 Bodies 2 Rings and 2 Belts



HISTORY

Weare, the fourth planet of the Weare system, must have been explored by the Zhodani, though those records have not been found or have been lost. Originally colonized by refugees from charted space over a hundred years ago, now deserted towns litter the landscape as Weare was evacuated in advance of the Black Ships, refugees continue to trickle back in. There was an ancient culture here, that arose and died out millions of years ago, the remnants of their cities have largely been erased by erosion, however this ancient culture provides for a lively export of objects d'art, excavated from the ruins, and the main town of Tegarn, owes it's existence to an archeological dig on a neighboring ruin. Even though the bright F-type star is off its main sequence, there still exists millions of years of habitability for the prime world. Enough so that the Graedexli have made a claim to the world after it being abandoned by it's inhabitants. To this extent, the locals have employed mercenaries to set up base to ward off becoming a colony of the Graedexli.

NAME: Weare I Delta
HEX LOCATION: 1224
UWP: C864340-7
PBG: 921
TRADE CODES: Non-industrial, Low Population
ALLEGIANCE: Non-aligned
STELLAR DETAILS: Primary Star: F5VI
SATELLITE DETAILS: Number: 3
Satellite 1: UWP: H500000-0, Orbit: 4
Satellite 2: UWP: H201000-0, Orbit: 6
Satellite 3: UWP: Y200000-0, Orbit: 8

STAR SYSTEM ORBITAL ZONES
Orbital Zones: Primary Star: 3 (Bodies Orbit around Primary Star)
SIZE RELATED DETAILS
Basic World Type: Planet
Planet Diameter: 7,900 miles (12,640 km)
Planet Density: Molten Core, 1.06 terra
World Mass: 1.06 terra
World Gravity: 1.06 terra
Stellar Mass: 0.72 sol
Orbital Distance: 1.98 AU
Orbital Period: 1,199.284 standard days

Rotation Period: 13.364 standard hours

Axial Tilt: 1 degrees

Orbital Eccentricity: 0.0

Seismic Stress Factor: 0.364 (infrequent earthquakes/seismic events)

ATMOSPHERIC RELATED DETAILS

Atmospheric Composition: Standard oxygen-nitrogen mix

Surface Atmospheric Pressure: 0.85 atm

Surface Temperature at Tegarn: Summer

Daytime High 23 C; Winter Nighttime Low 14 C

Mean Temperature: 16 degrees C

Length of day and Night: 6.682 standard hours

Native Life: Exists

Atmospheric Terraforming: Has not occurred

Greenhouse Effect Terraforming: Has not occurred

Albedo Terraforming: Has not occurred

HYDROSPHERE RELATED DETAILS

Hydrographic Percentage: 43%

Hydrographic Composition: Liquid water

Tectonic Plates: 6

Hydrographic Terraforming: Has not occurred

Terrain Terraforming: Has not occurred

Continents and Oceans: 1 major oceans, 12 minor oceans, 11 small seas, 10 scattered lakes

Volcanoes: 4

Resources and Goods:

Natural Resources: Agriculture, Radioactives, Compounds

Processed Resources: Agro-products, Metals, Non-Metals

Weather Control: Is not practiced

POPULATION RELATED DETAILS

Total World Population: 9,000

Primary City: Tegarn

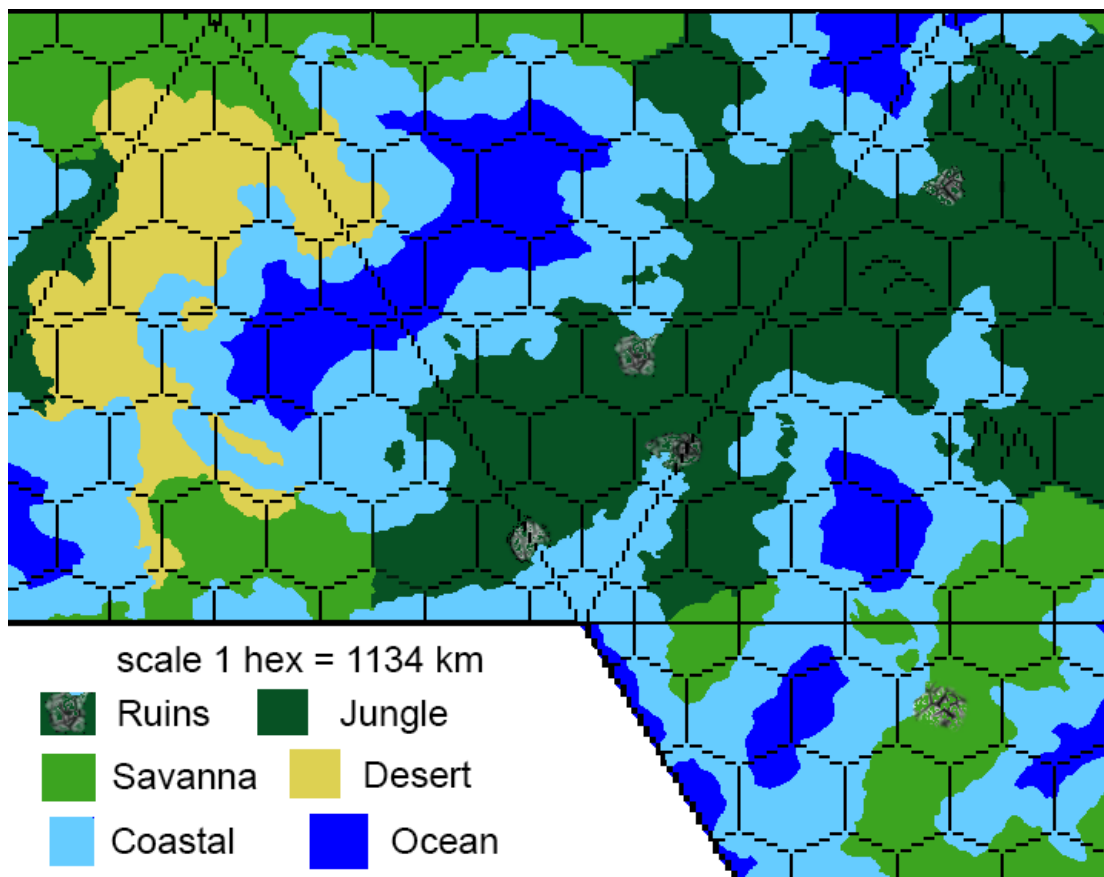
Starports and Spaceports: C

Orbital Cities: None

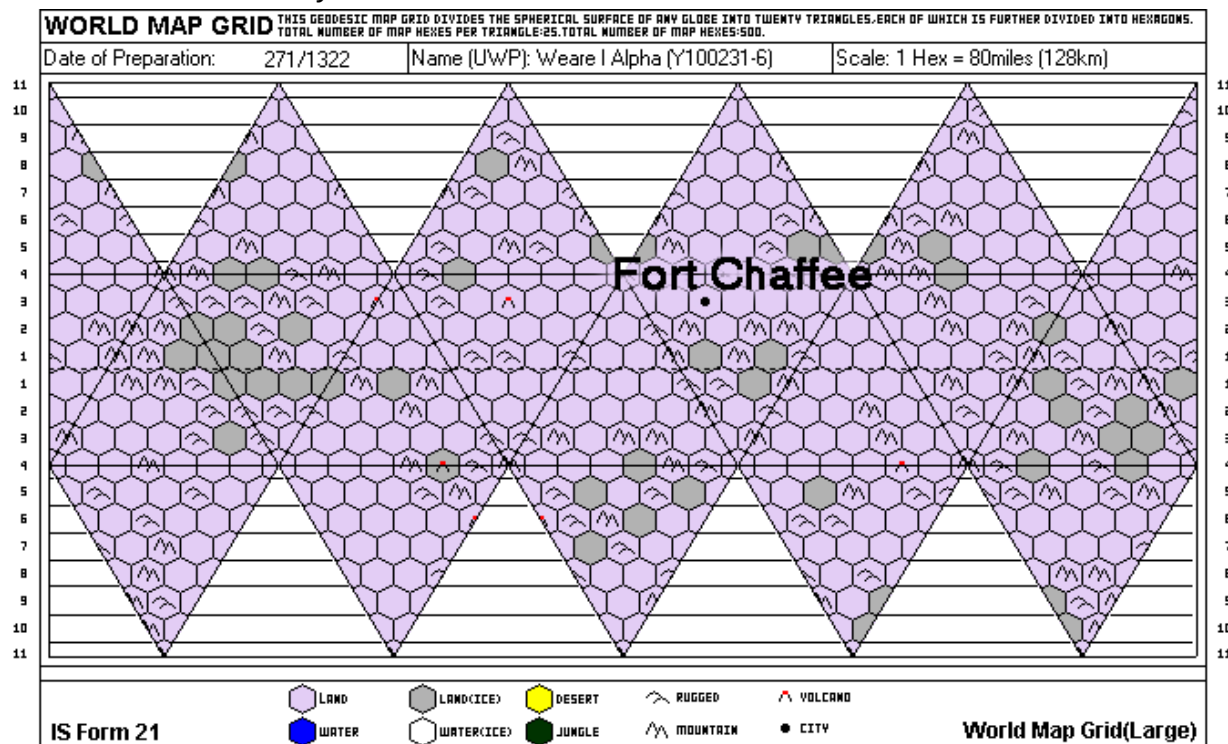
Social Outlook:

The town of Tegarn is a smuggler's paradise, welcoming to strangers, though the population has developed a "Thieves' Cant" style of language to hide their activities, mostly the looting of ancient ruins. While unaggressive generally, they are militant about not falling under the yoke of the expanding Graedexli.

Weare inset of alien ruins:



Fort Chaffee, Weare system



History

Uninhabited until the non-Imperial mercenary unit was brought in; Chaffee is a staging area for what is an undisclosed project by the mercs. There is approximately a Battalion stationed here with a few hundred civilians working as service and auxiliaries; occasional supply shuttles or traders come through to trade with the base.

NAME: Weare I Alpha

HEX LOCATION: 1224

UWP: G100231-9

PBG: 921

BASES: Non-Imperial Military Base

ALLEGIANCE: Non-aligned

STELLAR DETAILS: Primary Star: F7VI

STAR SYSTEM ORBITAL ZONES

Orbital Zones: Primary Star: 0 (Bodies Orbit around Primary Star)

SIZE RELATED DETAILS

Basic World Type: Planet

Planet Diameter: 900 miles (1,440 km)

Planet Density: Rocky Body, 0.78 terra

World Mass: 0.002 terra

World Gravity: 0.096 terra

Stellar Mass: 0.72 sol

Orbital Distance: 0.52 AU

Orbital Period: 161.405 standard days

Rotation Period: Tidally Locked

Axial Tilt: 49 degrees

Orbital Eccentricity: 0.0

Seismic Stress Factor: 1.385

ATMOSPHERIC RELATED DETAILS

Atmospheric Composition: None

Surface Atmospheric Pressure: 0.0 atm

Mean Temperature: 286 degrees C (Low 143 C, High 429 C)

Length of day and Night: 0 standard hours

Native Life: Does not exist

Atmospheric Terraforming: Has not occurred

Greenhouse Effect Terraforming: Has not occurred

Albedo Terraforming: Has not occurred

HYDROSPHERE RELATED DETAILS

Hydrographic Percentage: 9%

Tectonic Plates: 1

Hydrographic Terraforming: Has not occurred

Terrain Terraforming: Has not occurred
Volcanoes: 5
Resources and Goods:
Information Resources: Recordings
Weather Control: Is not practiced

POPULATION RELATED DETAILS

Total World Population: 900
Cities If Population < 1,000,000: All population in one large city
Primary Cities: 1 (Fort Chaffee)
Starports and Spaceports: G, Poor Quality with unrefined fuel, no repair facilities.
Orbital Cities: None

Social Outlook:

The surrounding civilian population that has grow up around the domed community is that of camp followers and a small town, with a provincial, stagnant quality, even reactionary. Generally the civilians are unaggressive, maybe as a natural militancy of the mercs, who along with the people are rather discordant, and xenophobic. The locals usually keep to themselves, eating at home, maybe to avoid the mercs who sometimes raise hell at the local establishments.

GOVERNMENT RELATED DETAILS

Representative Authority Guide: Self-perpetuating Oligarchy, Elite Council

LAW RELATED DETAILS

Uniformity of Law: Undivided

Zerps of the Korsumug Empire



Two hundred years ago, it was a common feeling that the Korsumug Empire was finished, caught in slow disintegration, that only the emptiness of the frontier kept it from completely falling apart. The Assassination of Strephon, the Rebellion and the unleashing of Virus brought the Imperium to it's knees in what is now collectively called "the Interregnum"; the Imperium reborn, is now a hollowman of its past glories. During the Interregnum the eruption of refugees on the frontier: first from the Imperium, then the Solomani Confederation and finally the

Zhodani Consulate, changed the frontier forever. Peladon, founded over 800 years ago by Solomani medieval utopianists, were able to keep the Zerps of the Korsumug Empire in check with their armored knights leading legions of humanoid warbots; however this changed as the Black Ships began to reinforce the Zerps. Slowly numbers began to tell and the Peladonians started to falter, a call went out far and wide, with the Imperium, as well as smaller polities such as the Republic of Terrelay, from the Theron Sector, as well as independent worlds such as Stella Maris sending fleets, troops and what help they can.

The Korsumug Empire (Zerps) formed approximately 3500 years ago when the Zerp homeworld Korsu was united. Jump drive was captured from Zhodani scouts (approx 2000 years ago), before that interstellar travel was by STL ships. Expansion driven by desire to exploit riches of other worlds, pausing only for civil war when each leader (Zhan) comes to power.

The Korsumug or Zerps, as their species are named, rule an ancient empire that extends into two subsectors of Theta Borealis. Their empire until a hundred years ago, was in an advanced state of decay as the govenors of clusters of worlds creating their own satrapies from the empire's districts. One hundred years ago this all changed as a new leader emerged supported by a new ally: the black ships. This leader, Generalissimo Klaqutro, overthrew the old order and with some reforms has restarted the offensive towards the recently colonized worlds trailing of their empire. The attacks have shown that the rot of the empire has reached its heart as they have suffered high casualties for little territorial gain, and without the cadre of the black ships, their attacks would have collapsed in disaster as they had long ago. Times are different now, whole subsectors have been thrown into disarray as the warzone has expanded; if vacuum did not fill the space between the stars it would be the smoke of a thousand battles raging. However, the newest leader, Generalissimo Xirzodi, the handpicked successor of Klaqutro, has shown no sign of changing course, even as his popularity slides.