

*Sixteen pregenerated subsectors for Traveller, each complete with subsector maps, world data listings, and background data. Plus, a review of planetary data factor meanings, and an index.*

*Ideal for impromptu adventures, and essential for use with the continuing adventures being published by GDW for Traveller.*

*Be sure to look for Supplement 4, Citizens of the Imperium, for 12 new character types for Traveller.*

## *Supplement 3 The Spinward Marches*

**TRAVELLER<sup>®</sup>**  
*Science-Fiction Adventure  
in the Far Future*



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# Introduction

Interstellar directions within the Galaxy are expressed with respect to its shape and rotation. Toward the central core, the term is coreward; toward the rim, and intergalactic space, rimward. In the direction from which the galaxy is rotating, trailing; and in the direction of galactic spin, spinward. These direction conventions provide the name for a frontier of the Imperium, the Spinward Marches.

At the spinward edge, 120 parsecs from the original center of the Imperium, the Marches represent one of the furthest extents of exploration and domination by Imperial forces. Lying adjacent to territory of the Zhodani Consulate and the Vargr Extents, this region is a site which has seen conflict and intrigue.

This booklet is a compendium of maps and data about the Spinward Marches. The information provides pre-generated subsectors for use by Traveller referees and players, as well as a central source of information about the locations of continuing Traveller scenarios and campaigns.

## STANDARDS AND ASSUMPTIONS

The following standards and assumptions are used in the text of this supplement. They may be altered as necessary by the referee to correspond to the situations in which he or she has placed Traveller players.

**Dates:** All dates herein conform to the Imperial calendar. The assumed date of this supplement is 1105; the 1105th year of the Imperium.

**Planetary Data:** The information concerning worlds is expressed in the coded form called for by Book 3, Worlds and Adventures. A typical listing in the body of this supplement is shown below. Explanations of the various digits are also given below.

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	
Example	0101 A123456 7 B	Poor. Non-industrial.	R G

Example is the name of this world.

0101 is its hex location within the subsector.

A is the type of starport present on the world. See page 36.

1 is the world size (diameter). See pages 36 and 37.

2 is the atmosphere type for the world. See pages 36 and 37.

3 is the hydrographic percentage for the world. See page 37.

4 is the population exponent of the world. See pages 37 and 38.

5 is the government type for the world. See pages 37 and 38.

6 is the law level for the world. See page 38.

7 is the technological level for the world. See pages 38 and 39.

B is the code for any bases present on the world. See page 40.

Poor, and Non-industrial indicate trade classifications as called for by Book 2, page 43. Additional notes under the remarks section are indications of special features or installations of interest to travellers. They are explained in the special installations section on page 2.

R is a Travellers' Aid Society travel zone classification. See page 40.

G is an indication of the presence of a gas giant for the purposes of refuelling starships.

Because the worlds contained in the various subsectors may have loyalties other than to the Imperium, a coding system has been instituted to indicate such loyalties, using a form of punctuation following the world name. The following forms are used:

No code— member of the Imperium.

Period— independent world, uncommitted to any interstellar group.

Comma— Member of the Darrian Confederation; claimed by the Confederation.

Colon— Member of the Zhodani Consulate, or under Zhodani control.

Semi-Colon— Member of the Sword Worlds Confederation.

## SPECIAL INSTALLATIONS

The following special installations are noted under the remarks section of appropriate worlds.

**Capital.** The world indicated is the seat of government at the subsector (or other interstellar) level. In many cases, this government is independent of the local planetary government. Examples include Subsector Capital, Confederation Capital, and Frontier District Capital.

**Exile Camp.** A location committed to the containment of individuals guilty (or presumed guilty) of political crimes of discontent. Governmental controls are usually restricted to the retention of inmates, and a general oppression of the population.

**Imperial Prison.** A penitentiary or rehabilitation center for those guilty of Imperial crimes.

**Imperial Research Station.** An installation devoted to one or more research projects of Imperial interest.

**Imperial Reservation.** A location, usually very large, under Imperial jurisdiction and restricted to use only by members of the Imperial family, or those authorized by a member of the Imperial family.

**Imperial Way Station.** A base established for the repair, maintenance, and overhaul of Imperial equipment. It may include provisions for Army troop barracks, naval and scout ship overhauls, and intelligence operations.

## LIBRARY DATA

The following information is intended as a brief background for several important concepts in the Spinward Marches.

**Imperium:** The Imperium is a strong interstellar government encompassing 281 subsectors and approximately 11,000 worlds. Approximately 1100 years old, it is the third human empire to control this area, the oldest, and the strongest. Nevertheless, it is under strong pressure from its neighboring interstellar governments, and does not have the strength nor the power which it once had.

**Subsector:** An artificial mapping concept intended to delineate and define locations within the galaxy. In most cases, the subsector is used as a governmental unit within the Imperium. At the fringes of the Imperium, subsectors continue to be defined and carried on maps beyond the Imperial borders.

**Vargr Extents:** The regions inhabited by Vargr, generally to coreward of the

Imperium. Vargr are a far-flung race of intelligent aliens, roughly humanoid in nature, although genetically derived from carnivore/chaser stock. The Vargr are, by nature, pack animals, but continuing rivalry between the various established packs have made a united Vargr empire impossible.

**Xboat:** Abbreviation for express boat, used for the fastest possible communications between worlds. Xboats are jump-4 ships crewed by single pilots and intended for the most rapid transfer of information possible. A boat jumps to a new system transmits its recorded messages to a waiting xboat, which then jumps immediately to the next system on the run. The first ship is then refuelled, possibly the pilot is replaced, and it awaits the arrival of the next incoming ship.

**Zhodani Consulate:** A large empire encompassing an area approximately 40 parsecs in diameter immediately to core-spinward of the Imperium. The Consulate is believed to include in excess of 80% all known racial Zhodani. Much of the remainder inhabits the Zhodani client states, although other species of hom sapiens are also found in the various client states of the Consulate.

Zhodani are a race of humans, inter-fertile, and derived from common stock with the other five human races known to the Imperium.

Much of the upper strata of Zhodani society are extensively trained in, and commonly practice the Psionic Heresy, and base a claim to racial superiority on a supposed natural talent in this area. All indications are, however, that Zhodani nobles are especially proficient only by virtue of training which begins in youth.

## THE MAPS

Each subsector map indicates the locations of worlds on a hexagonal grid. Worlds are represented by black dots. Worlds classified as amber travel zones are surrounded by a black circle; those classified as red travel zones are surrounded by a solid grey circle.

The relationships between subsectors is shown by marginal notations; adjacent subsectors are shown by name along the four sides of each mapped subsector. It is important to note that 16 subsectors are identified by name only, as they are beyond the boundaries of the Spinward Marches.

An index is provided at the end of this supplement identifying the worlds covered in alphabetical order.

Xboat links are represented by grey lines showing the established communications routes. Generally, these routes are also the major freight and passenger carrying lines. Imperial routes are solid; non-Imperial routes are dashed.

**Beginning Adventures:** For the referee seeking a location at which to start his or her adventurers, it is recommended that bands of characters be started at a class A starport somewhere within the Imperium. Two suggestions are Regina, in the Regina subsector, and Glisten, in the Glisten subsector. It is possible to visit parts of each of the 16 subsectors shown using jump-1 ships. Not all worlds are accessible by jump-1, but enough are available to make the Spinward Marches a challenge and an adventure for all manner of travellers.

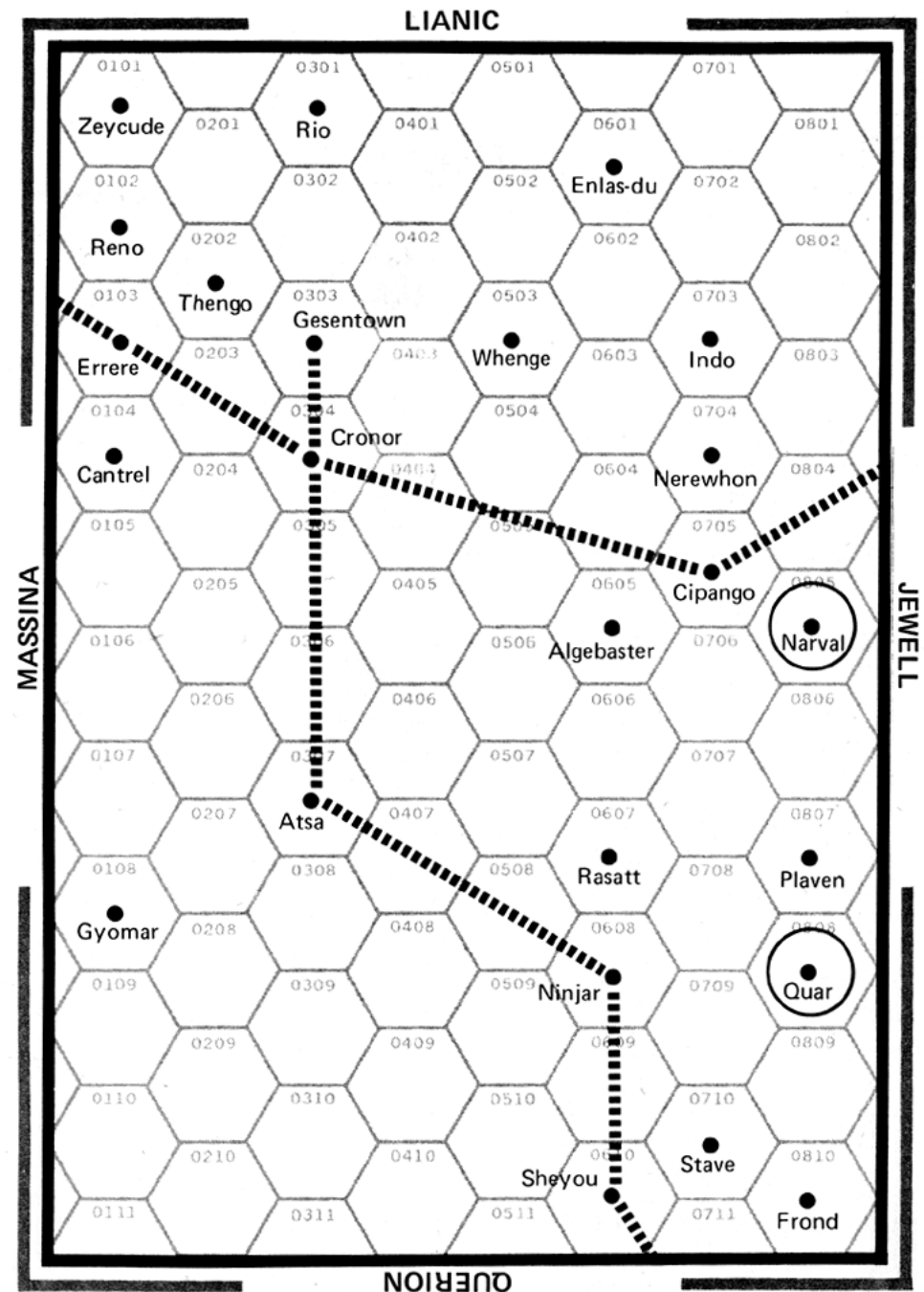
# The Cronor Subsector

The Cronor subsector lies at the extreme spinward reach of the Imperial frontier, and has long been a point of friction between the Imperium and the Zhodani Consulate. The Second Frontier War (615-620) began with an attack on Cipango (0705) and then exploded to engulf three subsectors. Ultimately, the Cronor subsector was lost as a result of the war, and the borders established have remained to this day. Zhodani ascendance in this subsector is a relatively recent event, occurring only in the last century. Incursions which have collectively been called the Fourth Frontier War (1082-1084) resulted in some realignment of accepted boundaries, but in no real gains for either side.

Cronor subsector contains a jump route nexus (at Cronor) controlling vital Zhodani connections to territory in both Jewell and Querion subsectors. Away from established jump lanes, the sparse population of the subsector has resisted domination, although only in a passive vein.

Name	Statistics	Remarks	
Zeycude:	0101 C330698 9	Poor. Desert World.	G
Reno:	0102 C1227B9 A	Poor. Non-agricultural.	G
Errere:	0103 B263664 B Z	Rich. Non-industrial.	
Cantrel:	0104 C366243 9	Non-industrial.	
Gyomar:	0108 D8B2889 5		G
Thengo:	0202 C868586 5	Agricultural. Non-industrial.	G
Rio:	0301 C686648 8	Rich. Agricultural. Non-industrial.	G
Gesentown:	0303 B21169B C Z	Non-agricultural. Non-industrial.	G
Cronor:	0304 A636934 D Z	Zhodani Frontier District Capital.	
Atsa:	0307 B4337CA A Z	Poor. Non-agricultural.	
Whenge:	0503 D648500 8	Agricultural. Non-industrial.	
Enlas-du:	0601 E975776 6	Agricultural.	G
Algebaster:	0605 C665658 9	Rich. Agricultural. Non-industrial.	
Rasatt:	0607 E883401 7	Non-industrial.	
Ninjar:	0608 A211666 C Z	Non-agricultural. Non-industrial.	
Sheyou:	0610 B756779 A Z	Agricultural.	G
Indo:	0703 E334662 5	Non-industrial.	
Nerewhon:	0704 E738475 7	Non-industrial.	
Cipango:	0705 A886865 C Z	Rich.	G
Stave:	0710 E7667A8 2	Agricultural.	G
Narval:	0805 D525688 6	Non-industrial.	A G
Plaven:	0807 E845300 3	Non-industrial.	
Quar:	0808 B532720 B N	Poor. Non-agricultural.	A G
Fronde:	0810 E9C3300 9	Non-industrial.	G

The Cronor subsector contains 24 worlds and a population of 3.682 billion. The highest population level is 9, at Cronor; the highest tech level is D, at Cronor. All worlds in this subsector should be treated as Amber by Imperial citizens.



The Chronor Subsector



# The Querion Subsector

The Querion subsector is an area of sparse worlds technically claimed by the Zhodani Consulate, although the strength of that claim depends only on a short express lane connection into the coreward edge of the region.

At the rimward edge of Querion subsector, territorial claims have been pressed for Winston, Entrope, and Anselhome by both the Sword Worlds and the Darrian Confederation; Imperial diplomatic backing has been given the Darrian claim, although Zhodani interference has thus far thwarted any resolution of the situation.

The Imperium has long maintained (since 556) a research station in the Retinae system for the purposes of communications research. Accessed From Frenzie/Vilis via Thanber, the station has frequently figured in Zhodani diplomatic protests. Its long-standing presence at Retinae and the steadfastness of the Emperor has served to maintain its continued operation.

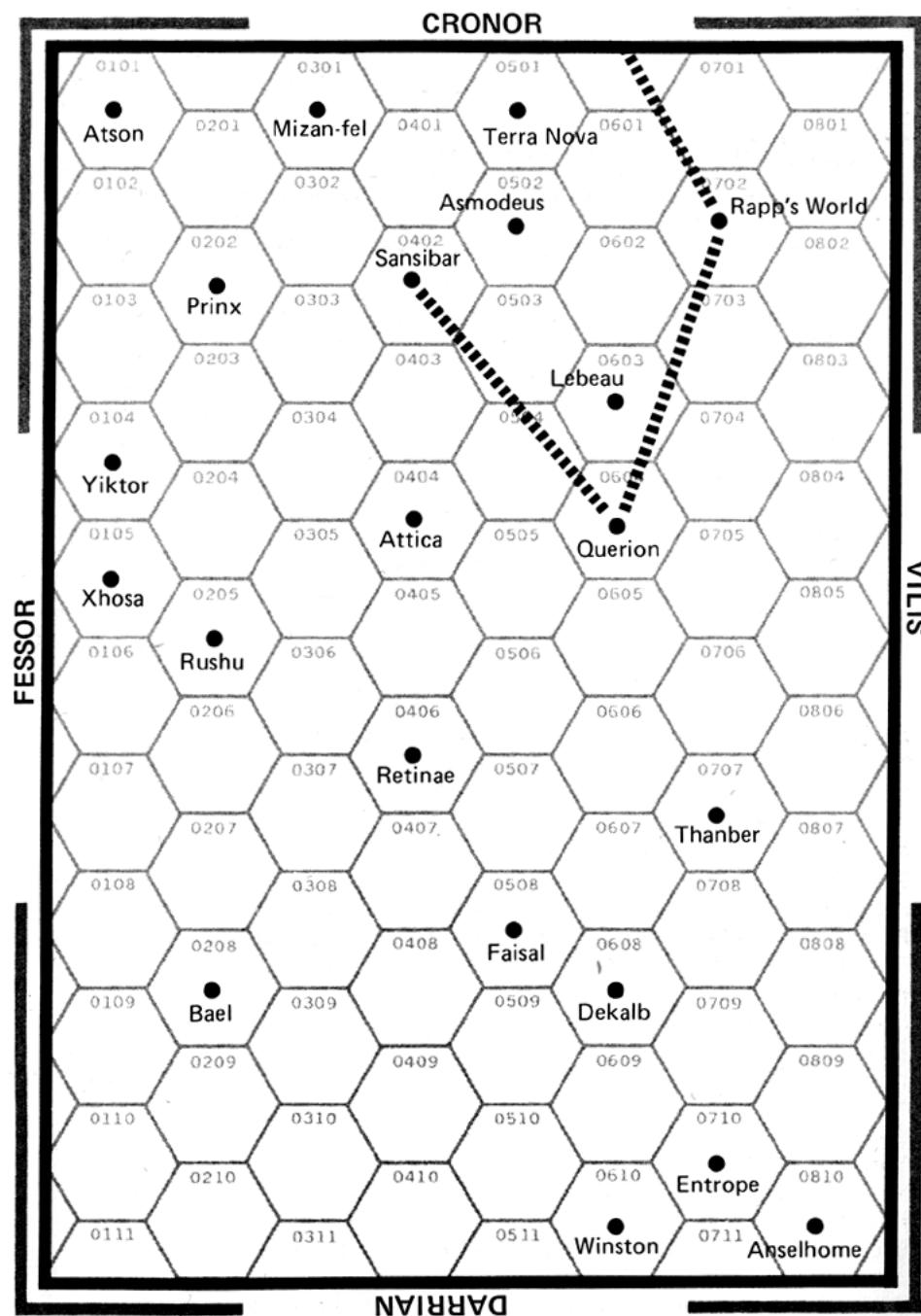
Extensive Lanthanum deposits have been reported at Bael.

Asmodeus is recovering from a nuclear war which ended in 1005.

Name	Statistics	Remarks	
Atson.	0101 B310598 8	Non-industrial.	G
Yiktor.	0104 C6B6431 A	Non-industrial.	G
Xhosa.	0105 EA94124 4	Non-industrial.	
Prinx.	0202 C436635 6	Non-industrial.	
Rushu.	0205 E765664 4	Rich. Agricultural. Non-industrial.	G
Bael.	0208 E200100 8	Non-industrial.	G
Mizan-fel.	0301 B46258A 8	Non-industrial.	G
Sansibar:	0402 B200310 A Z	Non-industrial.	G
Attica.	0404 C400546 8	Non-industrial.	
Retinae.	0406 E8C69AA 5	Imperial Research Station.	
Terra Nova:	0501 C786342 A	Non-industrial.	G
Asmodeus:	0502 E596400 4		G
Faisal.	0508 D445436 3	Non-industrial.	
Lebeau:	0603 B869554 C	Non-industrial.	G
Querion:	0604 B254788 9 Z	Agricultural	G
Dekalb.	0608 EA8A799 6	Rich. Waterworld.	
Winston,	0610 E887573 6	Agricultural. Non-industrial.	G
Rapp's World:	0702 C592320 8 Z	Non-industrial.	G
Thanber.	0707 B243653 C	Poor. Non-industrial.	
Entrope,	0710 E336AAA C		
Anselhome,	0810 C110588 8	Non-industrial.	G

The Querion subsector contains 21 worlds with a population of 11.12 billion. The highest population level is A, at Entrope; the highest tech level is C, at Entrope, Thanber, and Lebeau.

This entire subsector is outside the boundaries of the Imperium; all worlds should be treated as travel zone Amber by Imperial citizens.



The Querion Subsector

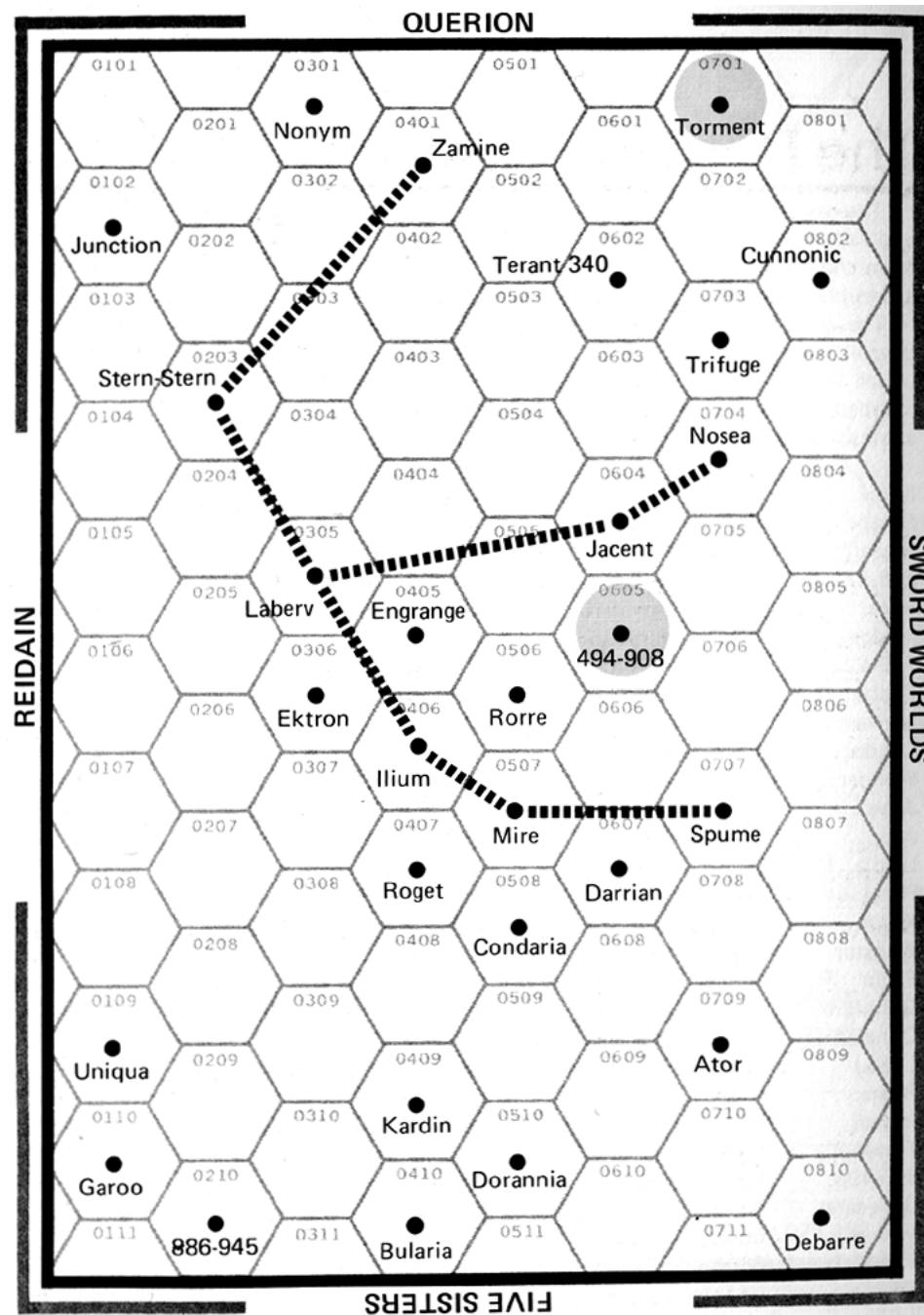
# The Darrian Subsector

Situated beyond the boundaries of the established Imperium, the Darrian subsector is named for the Darrian Confederation, a loose interstellar community of about twenty worlds in various stages of development. With connections to the industrial world of Zamine and the breadbaskets of Engrange, Roget, and Condaria, the Darrian Confederation has maintained its independence against the pressures of its larger neighbors.

Darrian itself is an old decaying world depending on its past as a resource; art objects are a major export, although strictly controlled. Many local buildings and complexes are tech level G, but the technology to maintain them has been lost.

Name	Statistics	Remarks	
Junction.	0102 D150441 4	Poor. Non-industrial. Desert World.	
Uniqua.	0109 E62556B 4	Non-industrial.	
Garoo.	0110 A2008CB A	Non-agricultural.	
Stern-Stern,	0203 B321588 B	Poor. Non-industrial.	G
886-945.	0210 D800000 0		G
Nonym.	0301 C233868 A M	Poor. Non-agricultural.	G
Laberv,	0305 B354443 7 D	Non-industrial.	G
Ektron,	0306 C332652 9	Poor. Non-agricultural. Non-industrial.	G
Zamine,	0401 E897977 A	Industrial.	G
Engrange,	0405 C554769 8	Agricultural.	G
Ilium,	0406 B444831 9 D		G
Roget,	0407 B566777 9	Rich. Agricultural.	
Kardin.	0409 E453123 6	Poor. Non-industrial.	
Bularia.	0410 C774622 5	Agricultural.	
Rorre,	0506 D765657 3	Rich. Agricultural. Non-industrial.	G
Mire,	0507 A665A95 B D	Confederation Capital.	G
Condaria.	0508 E54779B 5	Agricultural.	G
Dorannia.	0510 E42158A 8	Poor. Non-industrial.	
Terant 340,	0602 D1405B7 9	Poor. Non-industrial. Desert World.	G
Jacent,	0604 A333644 D	Poor. Non-agricultural. Non-industrial.	
494-908,	0605 X892000 0	Non-industrial.	R
Darrian,	0607 A463955 G	Poor. Non-agricultural.	G
Torment,	0701 X233231 4	Poor. Non-industrial. Exile Camp.	R
Trifuge,	0703 C446556 9	Agricultural. Non-industrial.	
Nosea.	0704 B2326BB C M	Poor. Non-agricultural. Non-industrial.	G
Spume,	0707 C140200 A D	Poor. Non-industrial. Desert World.	G
Ator.	0709 D326258 6	Non-industrial.	G
Cunnonic,	0802 E65767A 3	Agricultural. Non-industrial.	G
Debarre.	0810 B854123 9	Non-industrial.	G

The Darrian subsector contains 29 worlds with a population of 23.36 billion. The highest population is A, at Darrian; the highest tech level is G, also at Darrian.



# The Darrian Subsector



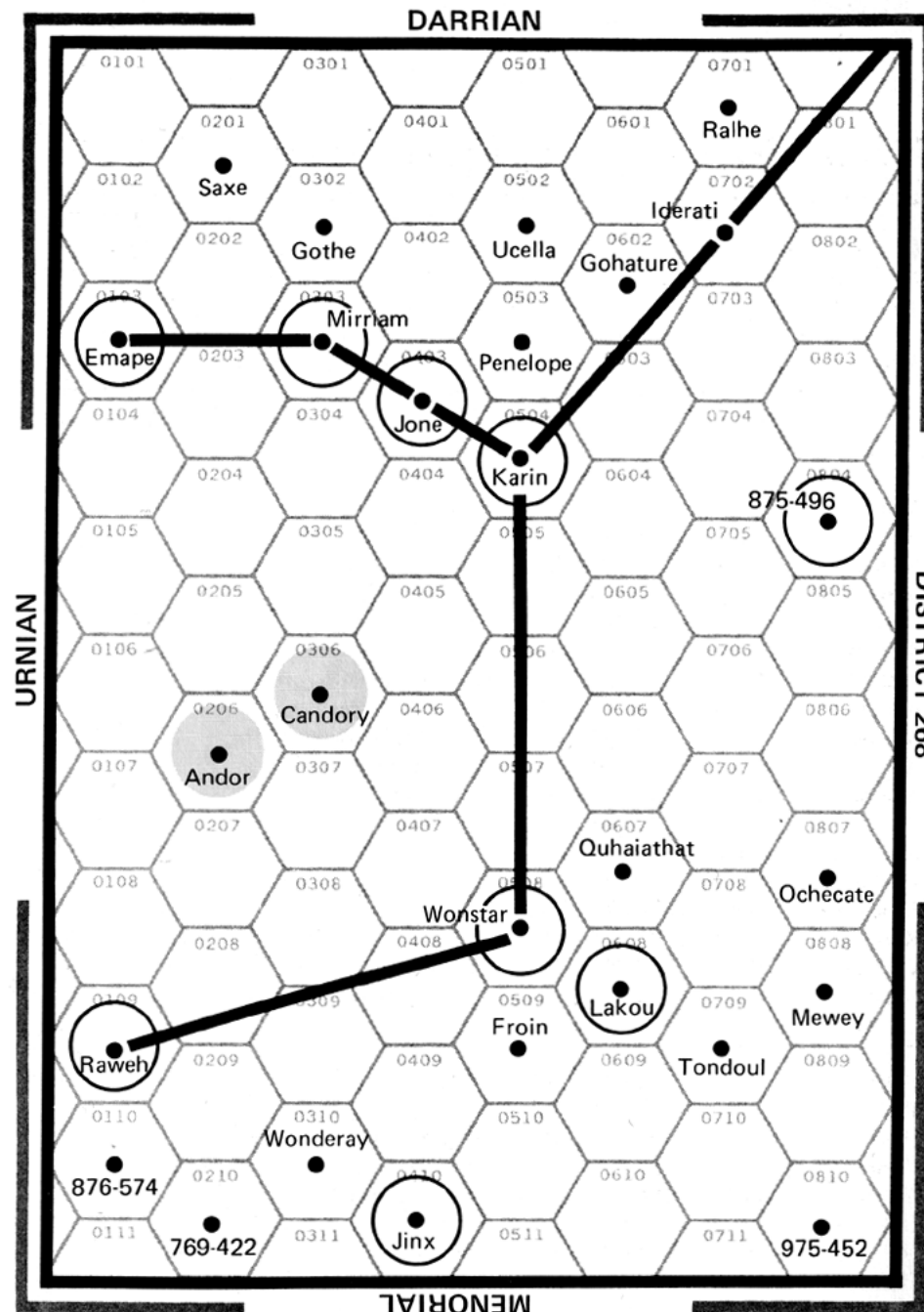
# The Five Sisters Subsector

The group of planets known as the Five Sisters (Mirriam, Jone, Karin, Ucella, and Penelope) lends the name to this remote subsector of the Imperium. Separated from the contiguous Imperium by nearly 10 parsecs at its closest, this region is accessible only via a long communications link passing through the Sword Worlds.

The Five Sisters subsector is only sparsely settled, and depends upon Imperial payrolls for most of its internal economy. Some colonisation attempts were begun under the auspices of Emperor Paulo I in 740, but all developmental activity was stopped in the psionic suppressions of 800. The region has been under naval administration since.

Name	Statistics	Remarks	
Emape	0103 B564500	B N Agricultural. Non-industrial.	A G
Raweh	0109 B130300	B N Poor. Non-industrial.	A
876-574.	0110 E687200	0 Non-industrial.	G
Saxe	0201 EAA5543	7 Non-industrial.	
Andory	0206 C695735	9 Agricultural.	R G
769-422.	0210 E754401	A Non-industrial.	G
Gothe	0302 E22159B	6 Poor. Non-industrial.	
Mirriam	0303 B9998A6	A N Imperial Way Station.	A G
Candory	0306 C593634	9 Non-industrial.	R
Wonderay.	0310 E88A46A	3 Non-industrial. Waterworld.	
Jone	0403 B792785	9 N	A
Jinx.	0410 D100133	7 Non-industrial.	A G
Ucella.	0502 D574654	7 Agricultural. Non-industrial.	
Penelope	0503 C460642	4 Rich. Non-industrial. Desert World.	G
Karin	0504 A767768	C 2 Rich. Agricultural.	A
Wonstar	0508 B455741	7 N Agricultural.	A
Froin	0509 C535225	9 Imperial Research Station.	G
Gohature	0602 C754766	7 S Agricultural.	G
Quhaiathat	0607 C31479B	9	
Lakou	0608 E779454	7 Non-industrial.	A G
Ralhe.	0701 E224564	8 Non-industrial.	G
Iderati	0702 A887798	C N Rich. Agricultural. Subsector Capital.	G
Tondoul.	0709 E5136A7	4 Non-agricultural. Non-industrial.	G
875-496.	0804 E888421	B S Non-industrial.	A
Ochecate.	0807 E747569	7 Agricultural. Non-industrial.	
Mewey.	0808 D786799	5 Rich. Agricultural.	G
975-452.	0810 E100316	9 Non-industrial.	G

The Five Sisters subsector is under Imperial Naval administration; unclassified releases state that the subsector contains 27 worlds with a population of 1.845 billion. The highest population is at 8, at Mirriam; the highest tech level is C, at the naval bases at Karin and Iderati.



The Five Sisters Subsector

# The Jewell Subsector

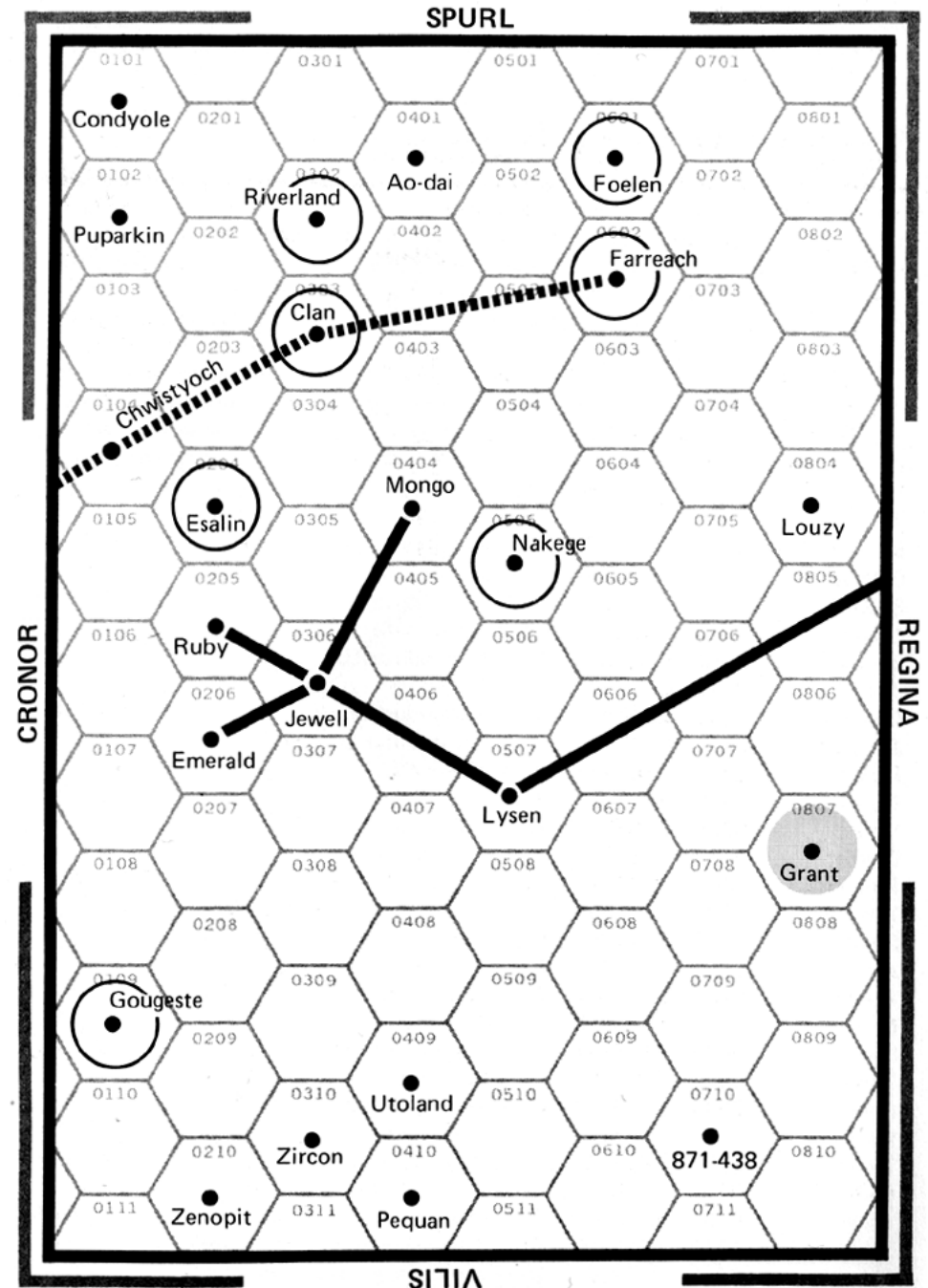
The Jewell subsector is fragmented into three distinct areas: an Imperial region answering to the duke at Regina, a Zhodani military district under the Cronor subsector establishment, and a mutually agreed-upon neutral zone open to both sides, but theoretically demilitarized.

The Jewell cluster of worlds is heavily fortified, and boasts a large contingent of Imperial troops as well as naval and scout forces. Similarly, the Zhodani-controlled communications link (Chwistyoch-Clan-Farreach) has seen heavy military construction in the decades since the Fourth Frontier War.

Esalin is an unusual world in this divided subsector; originally settled by Imperial colonists in 835, it fell to Zhodani advances in 1082. Its value as an agricultural world, however, led the Zhodani to tolerate the human presence. In the years since, the world has been the site of increased cooperation between the races. Esalin has been declared a neutral world in a joint communique (1098) by the Imperial and Zhodani governments.

Name	Statistics	Remarks	
Condyole.	0101 E7A1522 8	Non-industrial.	G
Puparkin.	0102 C7B3386 9	Non-industrial.	G
Chwistyoch:	0104 B766766 A 2	Rich. Agricultural.	G
Gougeste.	0109 C372510 A	Non-agricultural.	A
Esalin:	0204 C565673 8	Agricultural.	A G
Ruby	0205 B400445 B S	Non-industrial.	G
Emerald	0206 B766555 B S	Agricultural. Non-industrial.	G
Zenopit.	0210 D130546 7	Poor. Non-industrial.	G
Riverland:	0302 C566A99 9		A G
Clan:	0303 B672899 A 2		A G
Jewell	0306 A777999 C 2	Industrial.	G
Zircon	0310 C791668 9 S	Non-industrial.	G
Ao-dai:	0401 E410644 6	Non-agricultural. Non-industrial.	G
Mongo	0404 A369685 A 2	Rich. Non-industrial.	G
Utoland.	0409 C473464 7	Non-industrial.	
Pequan.	0410 E5656B9 4	Agricultural. Non-industrial.	
Nakege	0505 D591314 2	Non-industrial.	A G
Lysen	0507 B592655 A S	Non-industrial.	G
Foelen:	0601 B638665 8	Non-industrial.	A
Farreach:	0602 A200400 B 2	Non-industrial.	A G
871-438.	0710 E700000 0	Non-industrial.	G
Louzy	0804 D322A88 8	Poor. Non-agricultural. Industrial.	
Grant	0807 X664100 0	Non-industrial.	R G

The Jewell subsector contains 23 worlds with a total population of 21.12 billion. The highest population level is A, at Riverland and Louzy; the highest tech level is C, at Jewell.



The Jewell Subsector



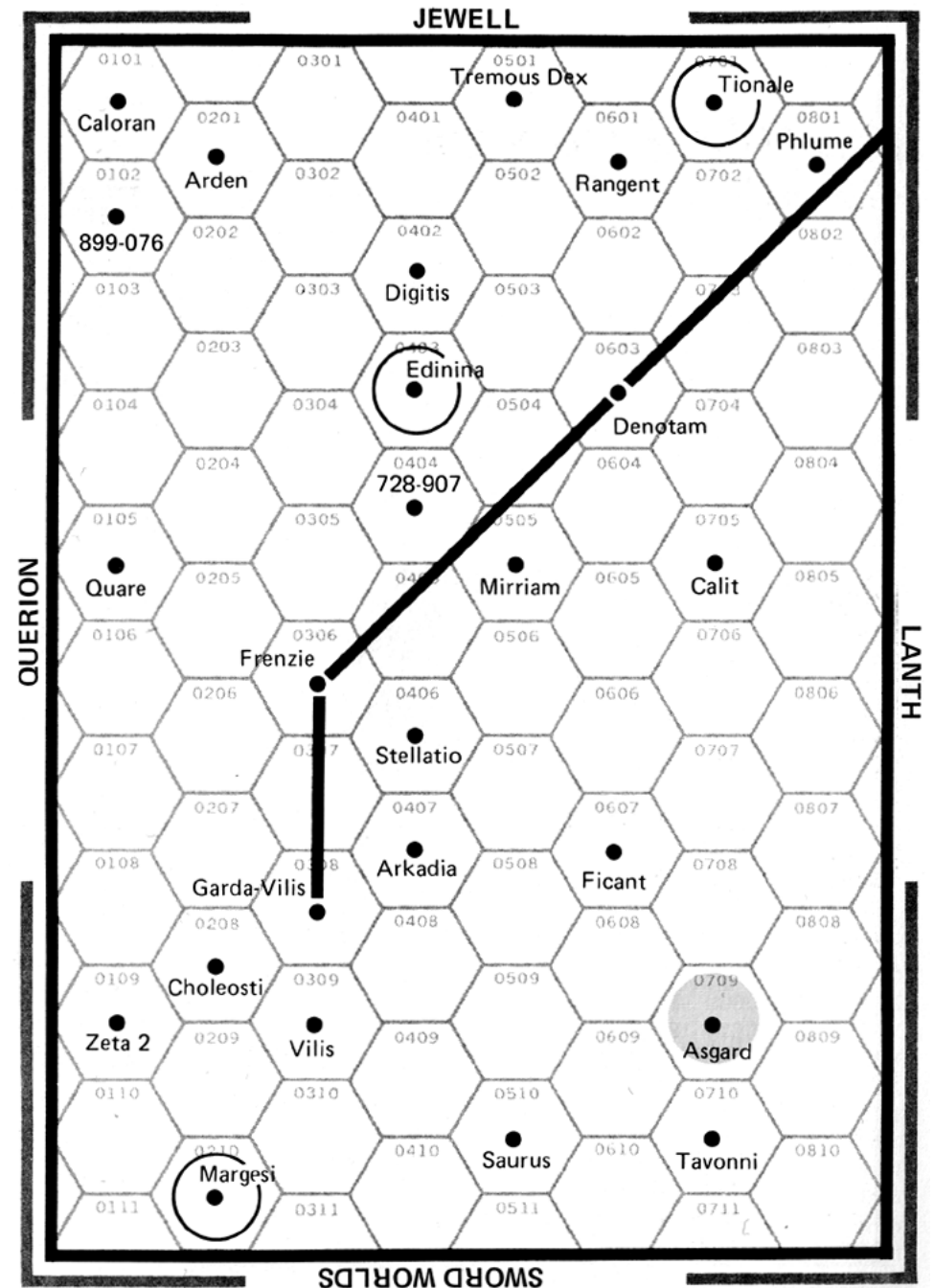
# The Vilis Subsector

The communications link extending along the Imperial border from Regina plunges through the heart of the Vilis subsector. While the coreward portion of the region is the demilitarized neutral zone shared with the Zhodani Consulate, the rimward edge of the area borders on the loose confederation known as the Sword Worlds. In times of tension, the exposed location of this subsector makes the area a prime military position.

World 728-907, recently surveyed, is a large inhabitable world with no evidence of higher animal life although extensive forestation and insect presence have been noted. The Ministry of Colonization has designated the world for seeding within the next century, with a view to colonization upon availability of personnel and funds.

Name	Statistics	Remarks	
Caloran.	0101 D796746 5	Agricultural.	
899-076.	0102 E201300 8	Non-industrial.	
Quare.	0105 B200545 9	Non-industrial.	G
Zeta 2.	0109 X6B0000 0	Non-industrial.	
Arden.	0201 C5549CB 8		
Choleosti	0208 C200100 9	Non-industrial.	G
Margesi	0210 C575677 6	Agricultural. Non-industrial.	A
Frenzie	0306 A200436 A N	Non-industrial. Subsector Capital.	
Garda-Vilis	0308 B978868 A S		G
Vilis	0309 A593933 A	Industrial.	
Digitis.	0402 E53668A 5	Non-industrial.	
Edinina.	0403 E400220 5	Non-industrial.	A G
728-907	0404 D955000 0	Non-industrial.	
Stellatio	0406 D5A4420 4	Non-industrial.	
Arkadia	0407 E446845 6		G
Tremous Dex.	0501 B511411 C	Non-industrial.	G
Mirriam	0505 E472300 8 N	Non-industrial.	
Saurus	0510 D888588 7	Agricultural. Non-industrial.	
Rangent.	0601 E67A612 7	Non-industrial. Water World.	G
Denotam	0603 B739573 A N	Non-industrial.	G
Ficant	0607 E567353 5	Non-industrial.	
Tionale.	0701 C674321 8	Non-industrial.	A
Calit	0705 C334867 7		G
Asgard	0709 X3437C7 2	Poor.	R
Tavonni.	0710 E567000 0	Non-industrial.	G
Phlume	0801 C887624 8	Agricultural. Non-industrial.	

The Vilis subsector contains 26 worlds with a population of 2.324 billion. The highest population is 9, at Arden and Vilis; the highest tech level is C, at Tremous Dex.



The Vilis Subsector

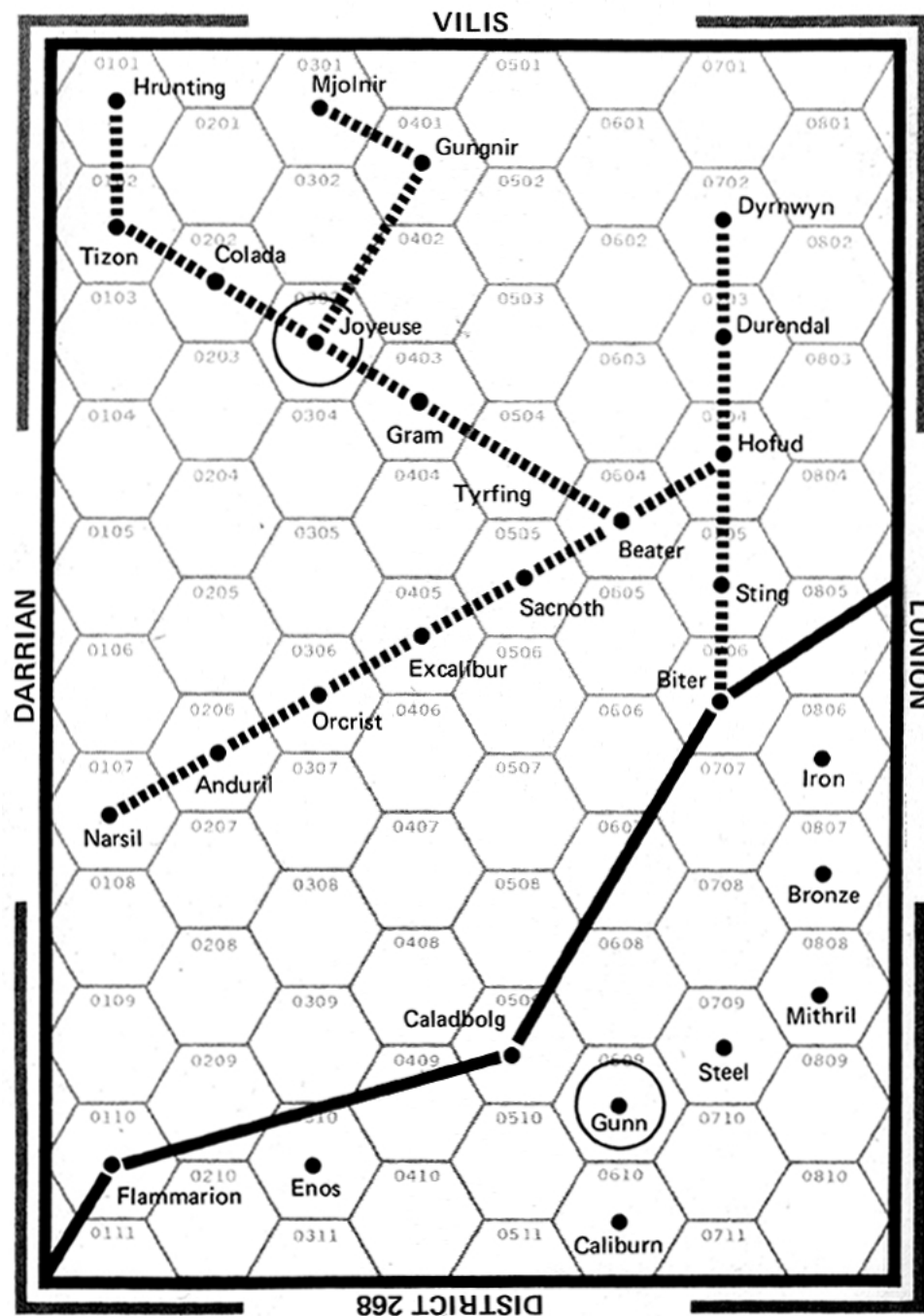
# The Sword Worlds

The Sword Worlds are a loose confederation of worlds all colonized in the same era (400-200 PI). Through the centuries, their relationship has varied from fledgling empires to scattered trading pacts, but the worlds have always retained their affinity for each other. The current confederation, with a capital at Joyeuse, has endured the longest (established 852) and maintains its power by allowing a wide latitude in local governmental operations.

All member systems in the Sword Worlds maintain independent local Navies. The confederation charter calls for confederalization of these forces in times of need; in other circumstances they patrol local systems.

Name	Statistics	Remarks	
Hrunting;	0101 B463747	9 B Rich	G
Tizon;	0102 B386887	A B Rich	G
Narsil;	0107 B574A55	A B Industrial.	G
Flammarion	0110 A623514	B 2 Poor. Non-industrial. Imperial Way Station.	
Colada;	0202 B364685	B B Rich. Agricultural. Non-industrial.	G
Anduril;	0206 B985855	B B Rich.	G
Mjolnir;	0301 B530544	A B Poor. Non-industrial. Desert World.	G
Joyeuse;	0303 B464778	A B Rich. Agricultural.	A G
Orcrist;	0306 B8A6733	A B	G
Enos;	0310 E25059B	4 S Poor. Non-industrial. Desert World.	
Gungnir;	0401 B444779	8 B Agricultural.	G
Gram;	0403 A895957	B B Industrial. Sword Worlds Capital.	G
Excalibur;	0405 B324755	A B	G
Tyrfing;	0504 B637735	A B	G
Sacnoth;	0505 B775956	C B Industrial.	G
Caladbolg	0509 B365776	A S Rich. Industrial.	
Beater;	0604 B685686	A B Rich. Agricultural. Non-industrial.	
Gunn	0609 E344110	8 Non-industrial.	A G
Caliburn	0610 E000514	A Asteroid Belt.	G
Dyrnwyn;	0702 B958412	A B Non-industrial.	G
Durendal;	0703 B687334	B B Non-industrial.	G
Hofud;	0704 B666553	A B Agricultural. Non-industrial.	G
Sting;	0705 B645896	A B	G
Biter;	0706 B354623	A B Agricultural. Non-industrial.	G
Steel;	0709 E655000	0	G
Iron;	0806 E529000	0	G
Bronze;	0807 E201000	0	G
Mithril;	0808 E568000	0	G

The Sword Worlds number 28, including the four so-called Metal worlds reserved for further development. Total population for the subsector is 33.73 billion. The highest population is A, at Narsil; the highest tech level is C, at Sacnoth.



# The Sword Worlds



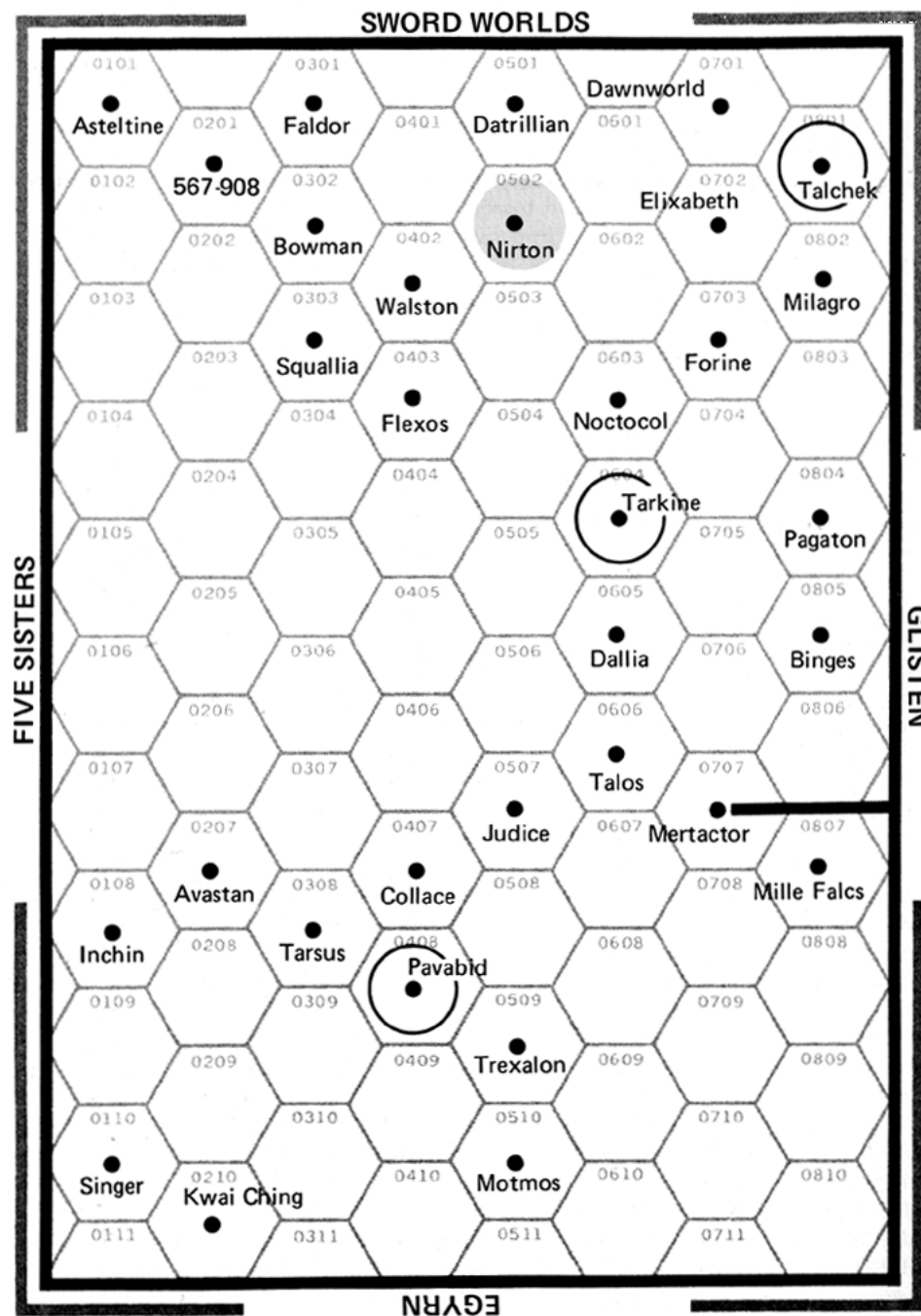
# District 268

District 268 is an undeveloped region which does not yet enjoy membership in the Imperium, although Imperial protection is available to the worlds and peoples who inhabit the region. The center for administration of Imperial activities in District 268 is Glisten, in the adjoining Glisten subsector.

Collace is the site of one of several Imperial scout bases in the district. Application has been made for membership in the Imperium, which is pending.

Name	Statistics	Remarks	
Asteltime.	0101 B7A7402 A	Non-industrial.	
Inchin.	0108 D12035C A	Poor. Non-industrial.	G
Singer.	0110 D553774 6	Poor.	G
567-908.	0201 E532000 0		
Avastan.	0207 C433520 A	Poor. Non-industrial.	G
Kwai Ching.	0210 C503758 8	Ice-capped.	
Faldor.	0301 E5936A7 2	Non-industrial.	
Bowman.	0302 D000300 9 S	Asteroid Belt.	G
Squallia.	0303 C438679 9	Non-industrial.	
Tarsus.	0308 B584620 A	Agricultural. Non-industrial.	G
Walston.	0402 C544338 8 S	Non-industrial.	G
Flexos.	0403 E5A1422 6	Non-industrial.	
Collace.	0407 B628943 D S	Industrial.	G
Pavabid.	0408 C6678D8 6		A G
Datrillian.	0501 E229633 8	Non-industrial.	G
Nirton.	0502 X600000 0	Non-industrial.	R G
Judice.	0507 E9B2000 0	Imperial Research Station.	G
Trexalon.	0509 B361851 C	Rich.	G
Motmos.	0510 B68468B 5 N	Rich. Agricultural. Non-industrial.	
Noctocol.	0603 E7A5747 6		G
Tarkine.	0604 C466662 7 S	Rich. Agricultural.	A
Dallia.	0605 B8B5883 9		
Talos.	0606 E333532 9	Poor. Non-industrial.	
Dawnworld.	0701 E885000 0		G
Elixabeth.	0702 B426467 8 N	Non-industrial.	G
Forine.	0703 D3129B8 A	Non-agricultural. Industrial.	
Mertactor.	0707 B262732 B S		
Talchek.	0801 C7B1462 5	Non-industrial.	A G
Milagro.	0802 E21178A 7	Non-agricultural.	
Pagaton.	0804 C769873 4	Rich.	G
Binges.	0805 A800231 A	Non-industrial.	
Mille Falcs	0807 B9A2469 C 2	Non-industrial.	G

District 268 contains 32 worlds with a population totalling 2.456 billion. The highest population level is 9, at Collace; the highest tech level is D, also at Collace.

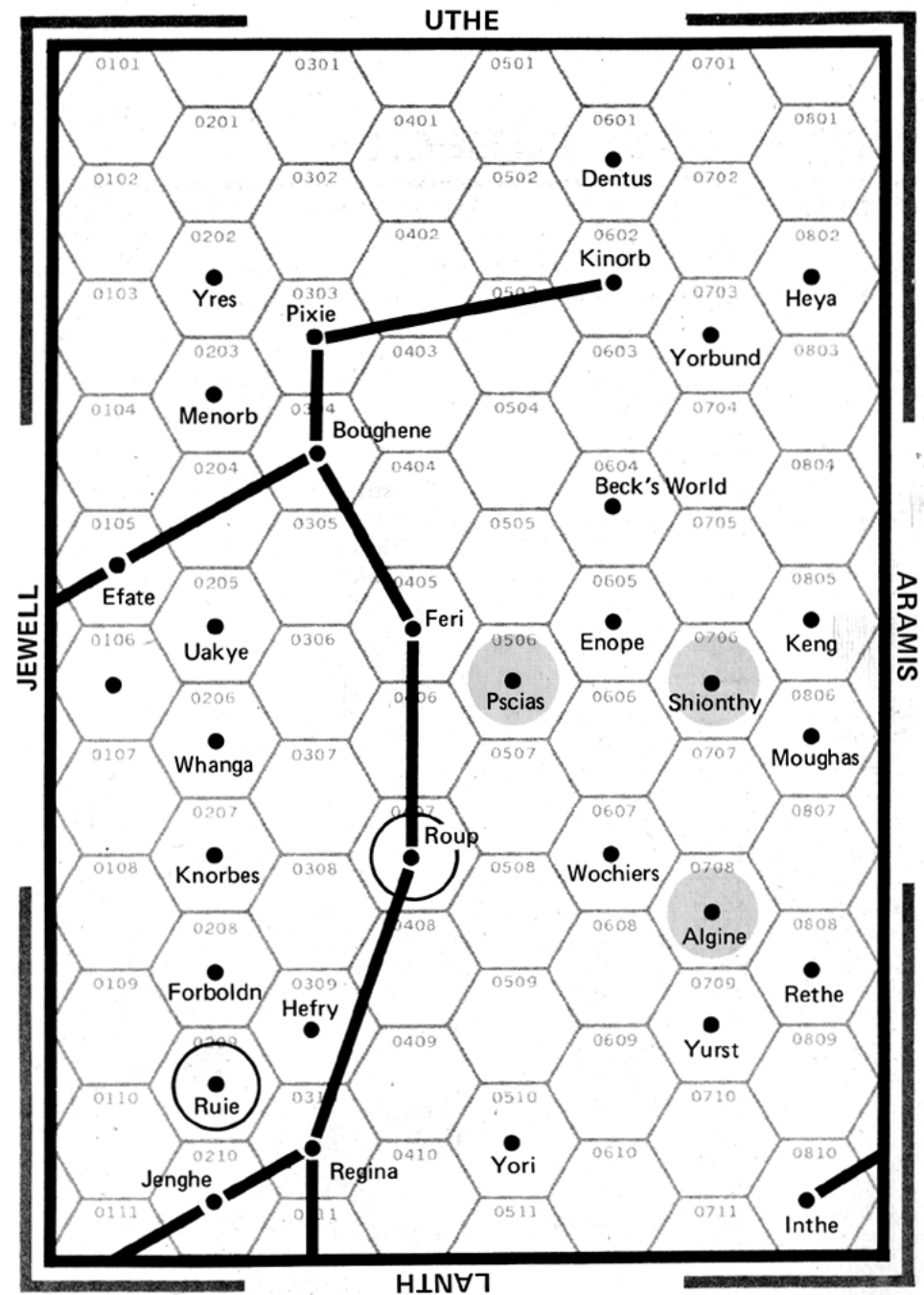


# The Regina Subsector

The hub of new development in the Spinward Marches is the Regina subsector. Located at the very edge of the Imperium, it serves as a contact point with the Vargr to coreward and the Zhodani to spinward; the result is considerable trade activity through the starports of the region.

Name	Statistics	Remarks
Efate	0105 A646930	D N Non-industrial. Imperial Way Station.
Alell	0106 B46789C	A Rich.
Yres	0202 BAC6773	7 G
Menorb	0203 C652998	7 Poor.
Uakye	0205 B439598	D Non-industrial.
Whanga	0206 E676126	7 Non-industrial.
Knorbes	0207 E888787	2 Rich. Agricultural.
Forboldn	0208 E893614	4 Non-industrial.
Ruie	0209 C776977	7 Industrialized.
Jenghe	0210 C799663	9 S Non-industrial.
Pixie	0303 A100103	D N Non-industrial.
Boughene	0304 A8B3531	D S Non-industrial.
Hefry	0309 C200423	7 S Non-industrial.
Regina	0310 A788899	A 2 Rich. Subsector Capital.
Feri	0405 B384879	B S Rich.
Roup	0407 C77A9A9	6 S Industrial. Waterworld.
Pscias	0506 X355423	1 Non-industrial.
Yori	0510 C360757	D Desert World. Imperial Research Station.
Dentus	0601 C979500	A S Non-industrial.
Kinorb	0602 A663659	5 Rich. Non-industrial.
Beck's World	0604 D88349D	4 Non-industrial.
Enope	0605 C411988	6 Non-agricultural. Industrial.
Wochiers	0607 EAC28CC	9 G
Yorbund	0703 C7C6503	7 Non-industrial.
Shionthy	0706 X000742	8 Asteroid Belt.
Algin	0708 X766977	4 R G
Yurst	0709 E7B4643	5 Non-industrial.
Heya	0802 B687745	5 Rich. Agricultural.
Keng	0805 E2718CA	3 G
Moughas	0806 CA5A588	B Non-industrial. Water World.
Rethe	0808 E230AA8	8 Poor. Non-agricultural. Desert World.
Inthe	0810 B575776	9 2 Agricultural.

The Regina subsector contains 32 worlds with a total population of 165.6 billion. The highest population is A, at Rethe; the highest tech level is D, at Efate, Uakye, Pixie, Boughene, and Yori. All worlds in the Regina subsector are members of the Imperium with the exception of Ruie.



## The Regina Subsector

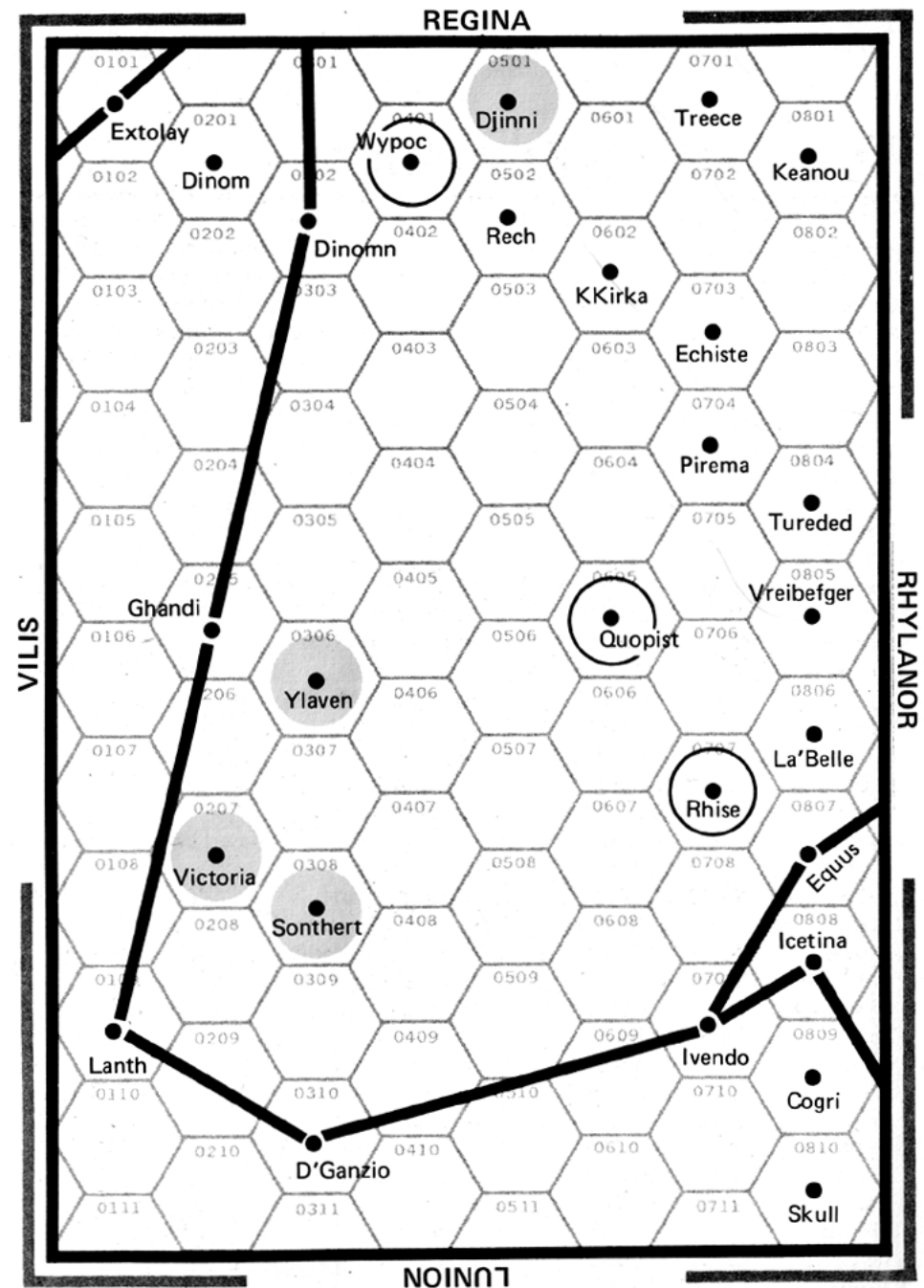
# The Lanth Subsector

The Lanth subsector is a typical rift province, with the majority of its worlds situated in a trailing crescent around an underpopulated section of the spiral arm. Its major communications route crosses the rift and provides the only link with the Regina, Vilis, and Jewell subsectors.

Tureded, a small agricultural world, has recently become of increasing importance as a trade and shipping center because it lies at a junction for jump-1 travel from rimward to the Regina, Jewell, and Rhylanor subsectors. It is expected that Tureded will be upgraded to a class B starport within the next decade. The Scout Service is currently negotiating the establishment of a Scout base, with the apparent intention of an xboat link from Rhylanor to Dinomn and Regina.

Name	Statistics	Remarks	
Extolay	0101 B45589A	A N	
Lanth	0109 A879533	B 2 Non-industrial. Subsector Capital.	
Dinom	0201 D100535	A Non-industrial.	G
Ghandi	0205 B211455	A N Non-industrial.	G
Victoria	0207 X697770	4 Agricultural.	R G
Dinomn	0302 B674632	3 S Agricultural. Non-industrial.	G
Ylaven	0306 X587552	4 Agricultural. Non-industrial.	R G
Sonthert	0308 X6266AB	3 Non-industrial.	R G
D'Ganzio	0310 B121410	D N Poor. Non-industrial.	G
Wypoc	0401 E9C4547	C Non-industrial.	A G
Djinni	0501 E459000	0 Non-industrial.	R G
Rech	0502 D9957AA	6 Agricultural.	G
KKirka	0602 CAA5345	8 Non-industrial.	G
Quopist	0605 B151679	A Poor. Non-industrial.	A G
Treec	0701 D232866	8 Poor. Non-agricultural.	
Echiste	0703 C53A313	A Non-industrial. Water World.	
Pirema	0704 D691142	5 Non-industrial.	G
Rhise	0707 C100576	A Non-industrial.	A
Ivendo	0709 B324659	A 2 Non-industrial.	G
Keanou	0801 C790348	7 S Desert World.	G
Tureded	0804 C465540	9 Agricultural. Non-industrial.	G
Vreibefger	0805 E481542	2 Imperial Research Station.	G
La'Belle	0806 C564112	3 Non-industrial.	G
Equus	0807 B55A858	B S Water World.	G
Icetina	0808 B5245A9	7 N Non-industrial.	G
Cogri	0809 CA6A643	9 Rich. Water World.	G
Skull	0810 C2237C7	9 N Poor. Non-agricultural.	G

The Lanth subsector contains 27 worlds with a population of 3.358 billion. The highest population is 8, at Extolay, Treec, and Equus; the highest tech level is D, at D'Ganzio.



# The Lanth Subsector



# The Lunion Subsector

The Lunion subsector is the Imperial jumping-off point for the Five Sisters subsector, as well as the major trade connection with the Sword Worlds.

The Ling Standard Products shipyards at Lunion and Strouden are the major shipbuilding points within the entire Spinward Marches. The excellent workmanship, combined with level D technology, makes LSP products highly sought after.

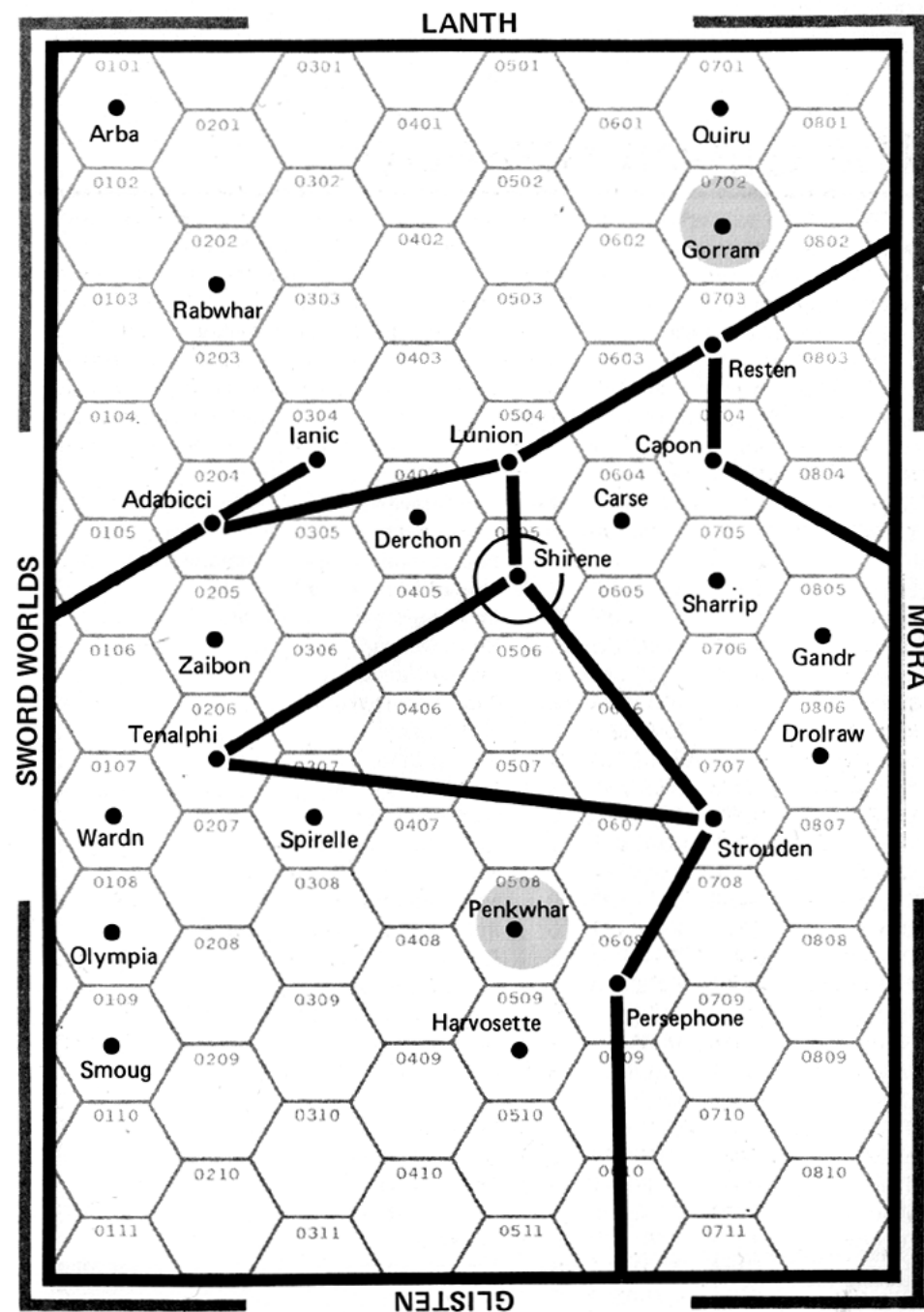
The asteroid belt at Zaibon was once the largest deposit of copper on record, but the lode has dwindled to virtually nothing, and the facilities are deteriorating.

Wardn is a small world notable primarily for its intricate patterns carved in its desert plains. One hypothesis holds the runes are marks left by anerobic life, while another claims that they are artifact results of an ancient culture.

The government on Quiru is a military junta which is the result of a mercenary operation. Imperial force has not yet been brought to bear.

Name	Statistics	Remarks	
Arba	0101 C200200 C	Non-industrial.	
Wardn.	0107 B756486 B S	Non-industrial.	G
Olympia.	0108 C328342 7	Non-industrial.	
Smoug	0109 C14078A 9	Poor. Desert World.	G
Rabwhar	0202 D5448BA 6 S		G
Adabicc	0204 A57189B B N		G
Zaibon	0205 B000544 B	Asteroid Belt.	G
Tenalphi	0206 A774102 E	Non-industrial.	
Ianic	0304 E360697 5	Rich. Non-industrial. Desert World.	G
Spirelle	0307 C766846 8 S	Rich.	G
Derchon	0404 C512799 8 S	Non-agricultural.	G
Lunion	0504 A995984 D 2	Industrial. Subsector Capital.	
Shirene	0505 B984510 B S	Agricultural. Non-industrial.	A G
Penkwhar	0508 X978310 1	Non-industrial.	R
Harvosette	0509 C330737 9	Poor. Non-agricultural. Desert World.	
Carse	0604 C463325 9	Non-industrial.	G
Persephone	0608 B775833 A S	Imperial Way Station.	G
Quiru	0701 B365300 8	Non-industrial.	G
Gorram	0702 X554220 0	Non-industrial.	R G
Resten	0703 B310100 B S	Non-industrial.	G
Capon	0704 B747748 A N	Agricultural.	
Sharrip	0705 C575101 A	Non-industrial.	G
Strouden	0707 A745988 D N	Industrial.	
Gandr	0805 E000347 8	Asteroid Belt.	G
Drolraw	0806 EAB6311 5	Non-industrial.	G

The Lunion subsector contains 25 worlds with a total population of 24.41 billion. The highest population level is 9, at Lunion and Strouden; the highest tech level is E, at Tenalphi.



## The Lunion Subsector

# The Glisten Subsector

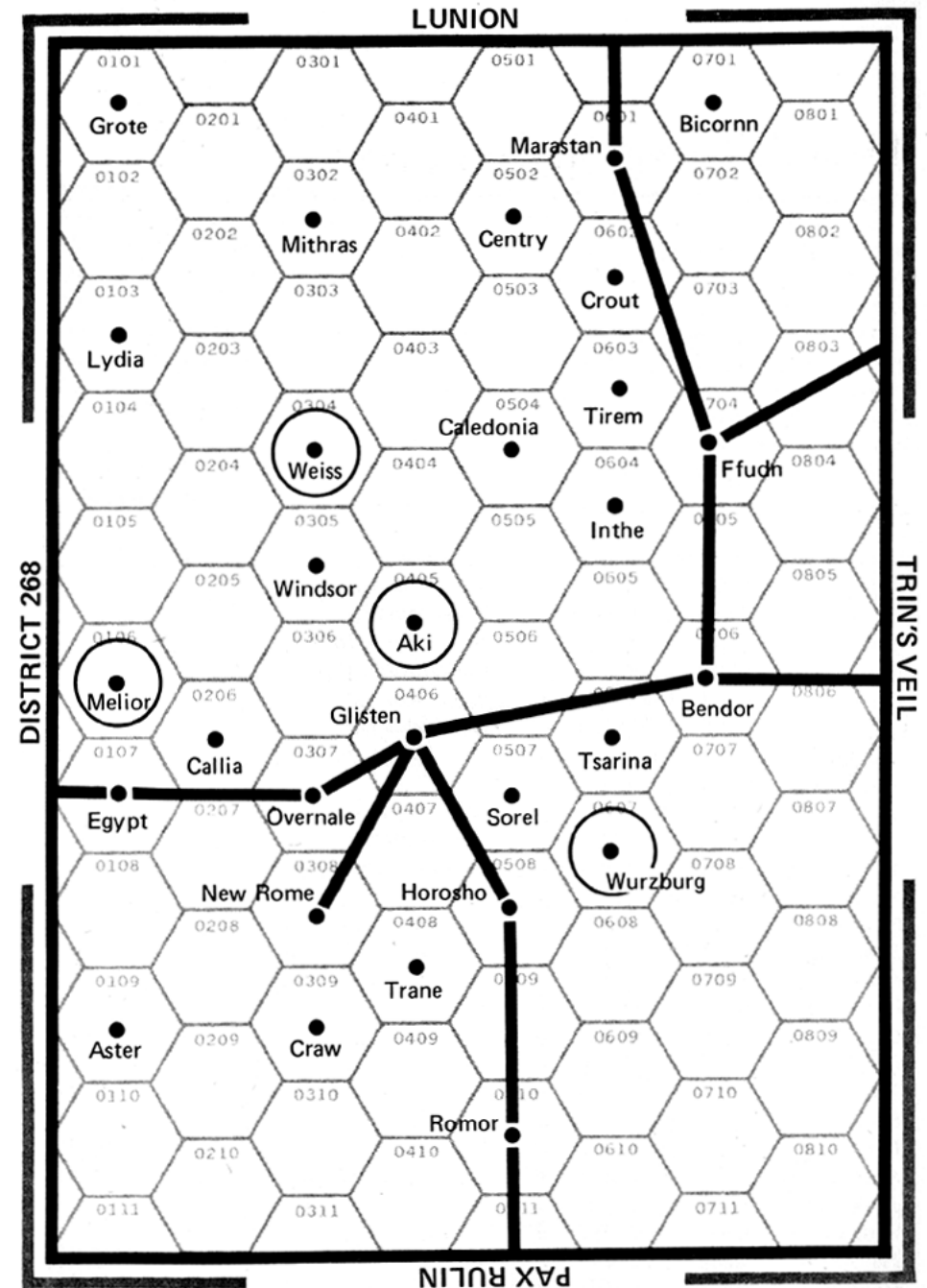
The Glisten subsector is an isolated spur of the Imperial xboat network; until 940, it was a backwater for marginal officials of the Imperial bureaucracy. However, in 941, District 268 was opened by decree of Margaret II and has since served as a base for the colonization of the new territory.

Egypt has been selected for a Ministry of Colonization training base.

Mithras is the site of an Imperial exile prison; convicted individuals are deported to the world where they begin life anew. Although environmental conditions are harsh, the opportunities on Mithras have made it a showcase of rehabilitation.

Name	Statistics	Remarks	
Grote	0101 A400404	A Non-industrial	G
Lydia	0103 E110430	6 Non-industrial.	G
Melior	0106 D140466	7 Poor. Non-industrial. Desert World.	A G
Egypt	0107 BAC6567	7 N Non-industrial.	G
Aster	0109 C86A410	9 Non-industrial. Water World.	G
Callia	0206 E150852	6 Poor. Desert World.	
Mithras	0302 C8B5546	6 Non-industrial. Imperial Prison.	G
Weiss	0304 A626464	B Non-industrial.	A G
Windsor	0305 C783511	9 Non-industrial.	
Overnale	0307 B45467A	9 Agricultural. Non-industrial.	G
New Rome	0308 B837866	B N	G
Craw	0309 C573645	3 Non-industrial.	G
Aki	0405 B443987	9 Poor. Non-industrial.	A G
Glisten	0406 A000986	F 2 Asteroid Belt. Subsector Capital.	G
Trane	0408 C639422	B Non-industrial.	G
Centry	0502 E222447	6 Poor. Non-industrial.	
Caledonia	0504 C541636	5 Poor. Non-industrial.	
Sorel	0507 E48569A	1 Rich. Agricultural. Non-industrial.	G
Horosho	0508 C3378A6	A S	
Romar	0510 B450456	8 2 Poor. Non-industrial. Desert World.	G
Marastan	0601 D868771	5 Imperial Reservation.	G
Crout	0602 E4359CA	7	G
Tirem	0603 C7B5975	B	G
Inthe	0604 C100598	B Non-industrial.	G
Tsarina	0606 D120636	5 Poor. Non-industrial. Non-agricultural.	G
Wurzburg	0607 C795300	A S Non-industrial.	A
Bicornn	0701 E563576	2 Non-industrial.	
Ffudn	0704 A41489D	8	G
Bendor	0706 A756656	C 2 Agricultural. Non-industrial.	

The Glisten subsector contains 29 worlds with a population of 4.518 billion. The highest population level is 9, at Glisten, Crout, and Tirem; the highest tech level is F, at Glisten.



# The Glisten Subsector

# The Aramis Subsector

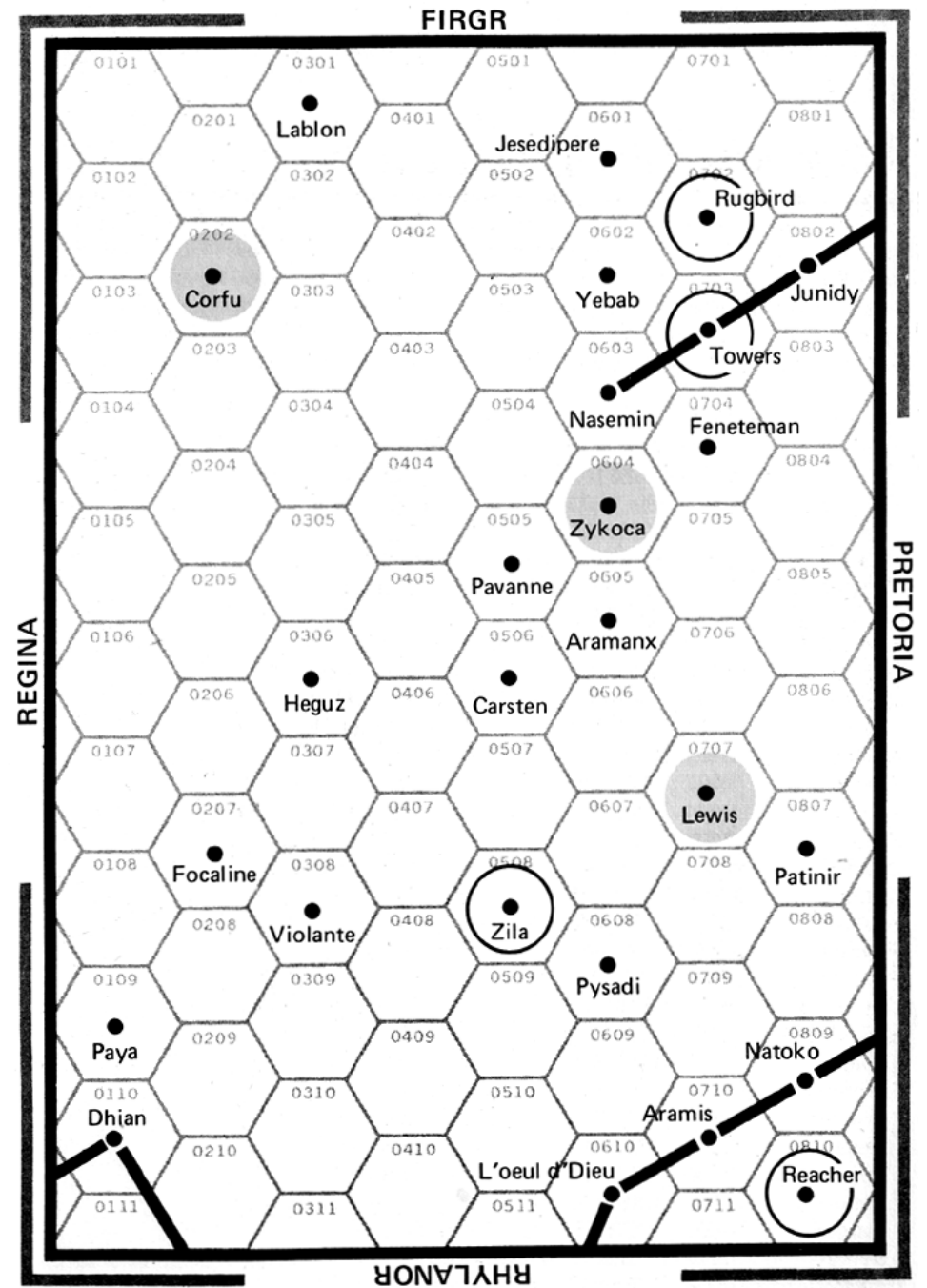
The Aramis subsector lies to coreward, studded with few worlds of little use to the mainstream of trade and commerce; as a result, the major xboat links also pass this subsector by. The subsector is, however, a major agricultural producer. The major market for this production, however, is outside the Imperium. Vargr tribes to coreward look upon the variety and quality of foodstuffs produced locally as highly desirable luxury goods. To this end, the Imperial Scout Service maintains several isolated bases for contact with Vargr trading missions.

Zila is an agricultural world with a far-flung reputation for wine; recent vintages have been noted throughout the marches for their quality.

Pysadi, on the other hand, is under a religious dictatorship which distains the production of alcohol in any form. Pysadian fruits, however, are of superb quality.

Name	Statistics	Remarks	
Paya	0109 A655241 9 N	Non-industrial.	G
Dhian	0110 C9A769D 4	Non-industrial.	G
Corfu	0202 X895674 8	Agricultural. Non-industrial.	R G
Focaline	0207 EA88544 A	Agricultural. Non-industrial.	G
Lablon	0301 B646589 A	Agricultural. Non-industrial.	G
Heguz	0306 E66A224 C	Non-industrial. Water World.	
Violante	0308 C669452 A		
Pavanne	0505 E210000 0		G
Carsten	0506 C427402 B	Non-industrial.	G
Zila	0508 E25672C 7	Agricultural.	A G
Jesedipere	0601 C775300 7	Non-industrial.	G
Yebab	0602 C9A489A 7		G
Nasemin	0603 B98A422 B S	Water World.	G
Zykoca	0604 X994542 6	Agricultural. Non-industrial.	R
Aramanx	0605 B657974 6		
Pysadi	0608 C4766D7 4	Agricultural. Non-industrial.	G
L'oeul d'Dieu	0610 B98A510 B N	Non-industrial. Water World.	G
Rugbird	0702 BAC5634 A	Non-industrial.	A G
Towers	0703 B444448 A S	Non-industrial.	A G
Feneteman	0704 C222200 C	Poor. Non-industrial.	
Lewis	0707 X427402 D	Non-industrial.	R G
Aramis	0710 A6B0556 B 2	Non-industrial. Subsector Capital.	
Junidy	0802 B434ABD 9 S	Imperial Way Station.	
Patinir	0807 C000632 9	Asteroid Belt.	G
Natoko	0809 B582211 8 N	Non-industrial.	G
Reacher	0810 C9A8542 8	Non-industrial.	A G

The Aramis subsector contains 26 worlds with a total population of 111.1 billion. The highest population level is A, at Junidy; the highest tech level is D, at Lewis.



The Aramis Subsector



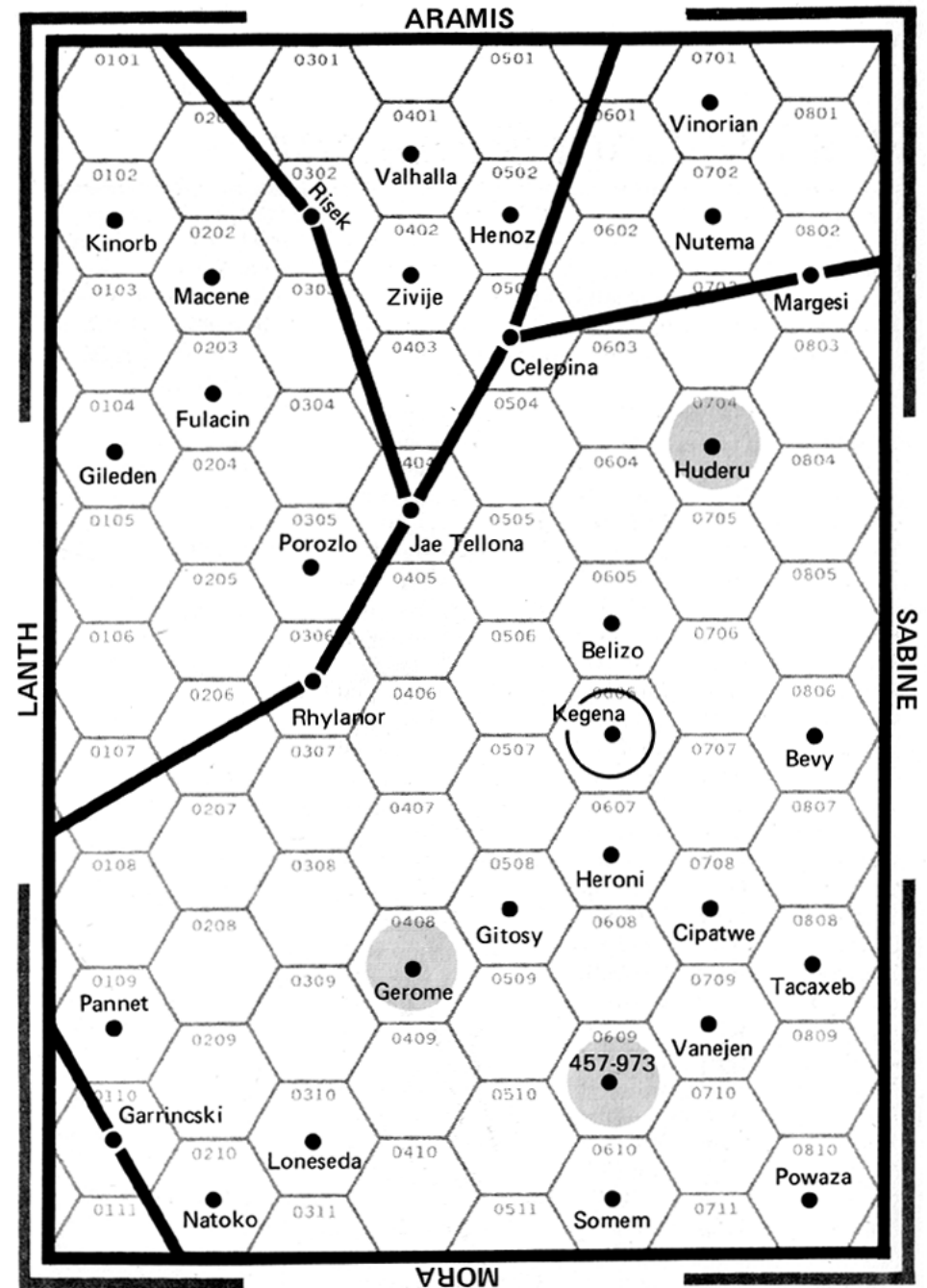
# The Rhylanor Subsector

Rhylanor is best known as the birthplace of Olav hault-Plankwell— Olav I, first of the Emperors of the Flag. As Grand Admiral of the Marches, Olav led the March Fleet against the Outworld Coalition in the First Frontier War. In 604, with a victory in his pocket (and the victorious fleet at his back) he drove on the Imperial core and proclaimed himself Emperor. His fleet gave the Moot no choice but acquiescence.

Olav's birthplace on Rhylanor is currently a minor tourist attraction.

Name	Statistics	Remarks	
Kinorb	0102 C449433 9	Non-industrial.	G
Gileden	0104 C483103 5	Non-industrial.	G
Pannet	0109 E9C5677 7	Non-industrial.	G
Garrincski	0110 B632520 7 S	Poor. Non-industrial.	G
Macene	0202 B000453 E N	Non-industrial. Asteroid Belt.	G
Fulacin	0203 A674210 D	Non-industrial.	G
Natoko	0210 C8879AB 9		G
Risek	0302 A325579 A N	Non-industrial.	G
Porozlo	0305 A867A74 A		G
Rhylanor	0306 A434934 F 2	Subsector Capital.	G
Loneseda	0310 C86A215 7	Non-industrial. Water World.	G
Valhalla	0401 E365432 5	Non-industrial.	G
Zivije	0402 C6B199C B		G
Jae Tellona	0404 A560565 8 N	Non-industrial. Desert World.	G
Gerome	0408 X573000 0	Non-industrial.	R G
Henoz	0502 A245543 B	Agricultural. Non-industrial.	G
Celepina	0503 B434456 8 2	Non-industrial.	G
Gitosy	0508 B000676 9	Asteroid Belt.	G
Belizo	0605 B895646 5	Agricultural.	G
Kegena	0606 E869569 3	Non-industrial.	A G
Heroni	0607 E7A0614 3	Non-industrial. Desert World.	R G
457-973	0609 X372215 4	Non-industrial.	R G
Somem	0610 C301340 B	Non-industrial.	G
Vinorian	0701 B879610 9	Non-industrial.	G
Nutema	0702 B846310 8 N	Non-industrial.	G
Huduru	0704 X575000 0	Non-industrial.	R
Cipatwe	0708 B35879A 6	Agricultural.	G
Vanejen	0709 C686854 5	Rich. Imperial Research Station.	G
Margesi	0802 A576257 C 2	Non-industrial.	G
Bevey	0806 D4209CC A S	Poor. Non-agricultural. Industrial.	G
Tacaxeb	0808 C230411 B	Poor. Non-industrial. Desert World.	G
Powaza	0810 C787566 5	Agricultural. Non-industrial.	G

The Rhylanor subsector contains 32 worlds with a population of 131.1 billion. The highest population is A, at Porozlo; the highest tech level is F, at Rhylanor.



The Rhylanor Subsector

# The Mora Subsector

The Mora subsector is an industrial hub of the Spinward Marches. With three industrialized worlds covering a span of technology from 8 through F, this subsector is capable of producing a wide variety of products suitable for most every taste.

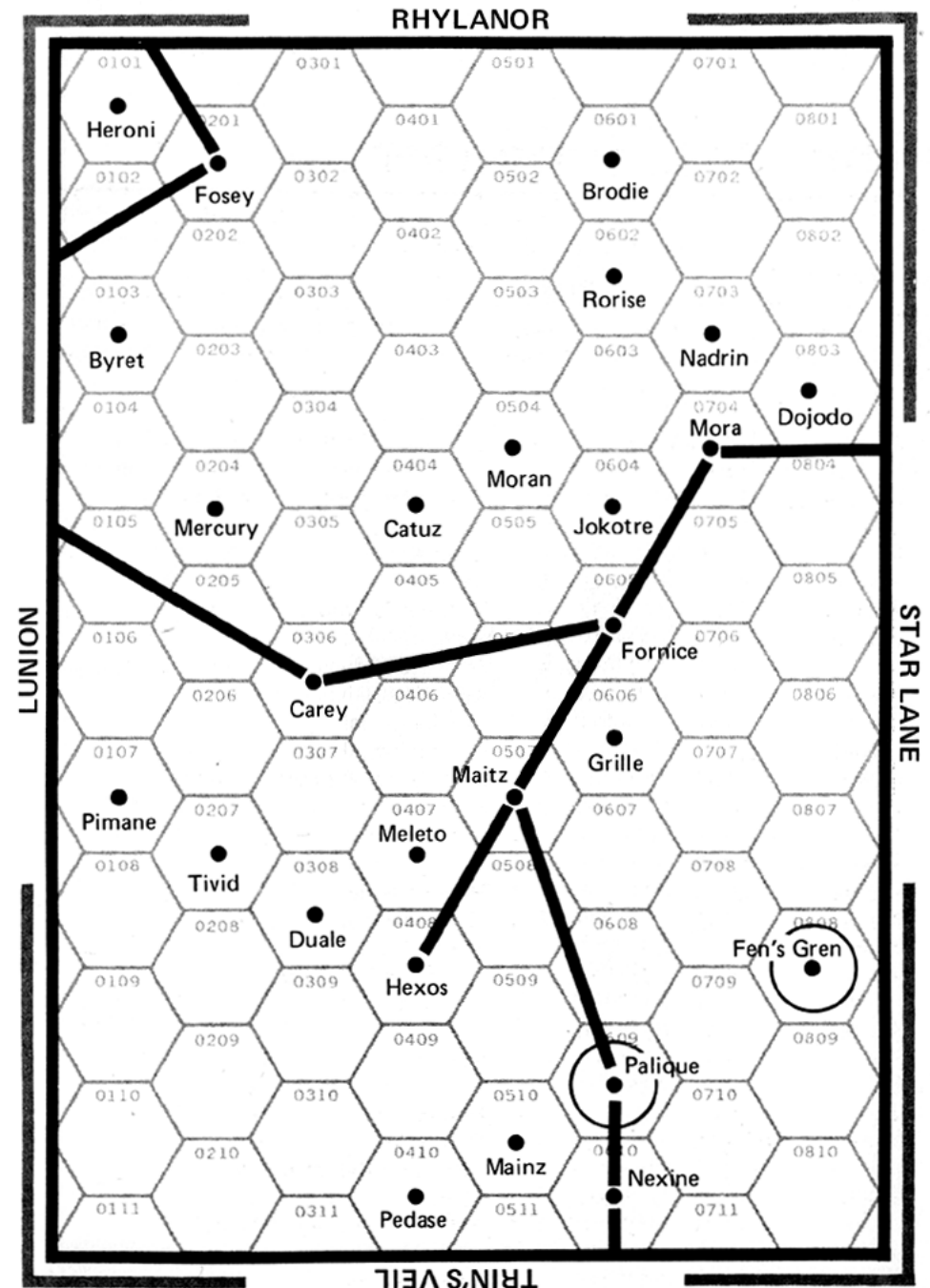
The Imperial Research Station at Duale has reportedly suffered extreme damage from an explosion of undetermined origin in 1102. A high degree of military security has been present in the system since that date. The nature of the research being undertaken is not known.

Nexine is an underpopulated water world currently being used by the Ministry of Conservation for reseeding efforts using biologically altered humans.

There is evidence that deep valleys on the surface of Pimane contain both atmosphere and life, although the surface plains are star-baked vacuum.

Name	Statistics	Remarks	
Heroni	0101 B6449B9	8 Industrial	G
Byret	0103 B485697	5 Rich. Agricultural. Non-industrial.	G
Pimane	0107 E500343	4 Non-industrial.	G
Fosey	0201 A633656	A Poor. Non-agricultural. Non-industrial.	
Mercury	0204 B658663	8 2 Agricultural. Non-industrial.	G
Tivid	0207 C534477	8 Non-industrial.	G
Carey	0306 C579221	9 Non-industrial.	
Duale	0308 A5437BF	B Poor. Imperial Research Station.	G
Catuz	0404 C22048C	9 Poor. Non-industrial. Desert World.	
Meleto	0407 C675100	5 S Non-industrial.	G
Hexos	0408 B534420	8 N Non-industrial.	G
Pedase	0410 C415346	5 S Non-industrial.	G
Moran	0504 C367300	8 N Non-industrial.	G
Maitz	0507 A201511	B Non-industrial.	G
Mainz	0510 C553352	A S Poor. Non-industrial.	G
Brodie	0601 C410468	7 Non-industrial.	G
Rorise	0602 C994100	A Non-industrial.	G
Jokotre	0604 B6548D9	7 Non-agricultural.	
Fornice	0605 A354A87	C	G
Grille	0606 E410335	7 Non-industrial.	G
Palique	0609 A511965	E Non-agricultural. Industrial.	A
Nexine	0610 C97A443	8 S Non-industrial. Water World.	G
Nadrin	0703 D120203	6 S Poor. Non-industrial.	
Mora	0704 AA99AC7	F 2 Industrial. Subsector Capital.	G
Dojodo	0803 C512311	7 S Non-industrial.	
Fen's Gren	0808 C647346	9 Non-industrial.	A G

The Mora subsector contains 26 worlds with a total population of 221.1 billion. The highest population level is A, at Mora and Fornice; the highest tech level is F, at Mora.



# The Mora Subsector

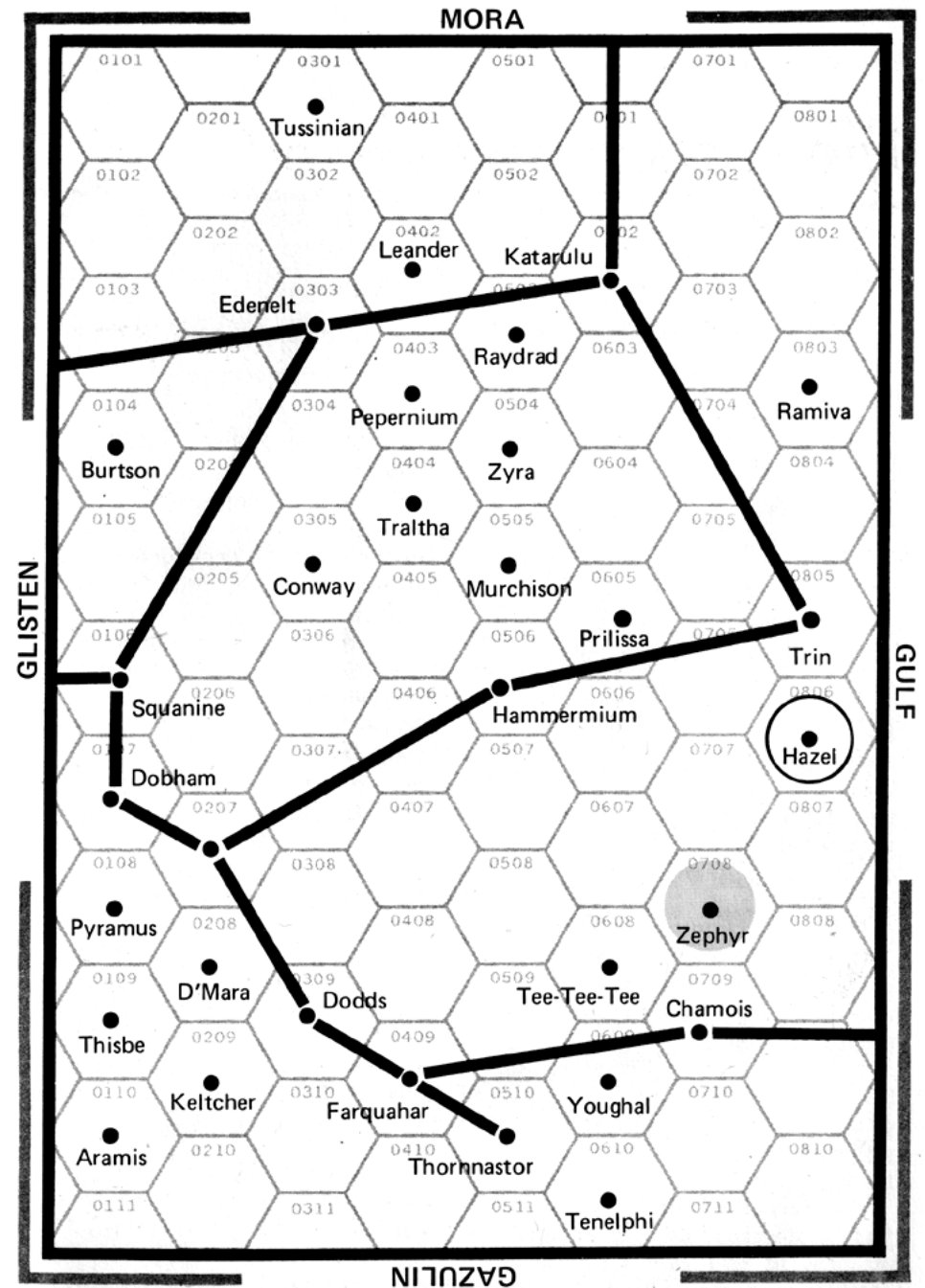
# The Trin's Veil Subsector

The Trin's Veil subsector takes its name from the nighttime view on Trin—a veil of highly reflective debris, the fragments of a shattered moon, which makes much of the evening and early morning on Trin a bright twilight.

The desert world of Thisbe has undertaken a long-term project to divert large numbers of frozen water and gas asteroids from the Thisben belt to the planetary surface; the intention is an improved atmosphere and hydrographic percentage.

Name	Statistics	Remarks	
Burtson	0104 C462667 8	Rich. Non-industrial.	G
Squanine	0106 A300550 B	Non-industrial.	G
Dobham	0107 A450457 A S	Poor. Non-industrial. Desert World.	G
Pyramus	0108 E566335 2	Non-industrial.	G
Thisbe	0109 E4305AD 5	Poor. Non-industrial. Desert World.	G
Aramis	0110 B659772 6	Non-industrial.	G
Robin	0207 C00059C C	Asteroid Belt.	G
D'Mara	0208 E75A798 5	Water World.	G
Keltcher	0209 C525567 9	Non-industrial.	G
Tussinian	0301 B678324 7	Non-industrial.	G
Edenelt	0303 A4638BD B		G
Conway	0305 D894586 7 S	Agricultural. Non-industrial.	G
Dodds	0309 C4439DF 7 S	Poor. Non-industrial.	G
Leander	0402 E695244 5	Non-industrial.	G
Pepernum	0403 D567530 3	Agricultural. Non-industrial.	G
Traltha	0404 B790630 6	Non-industrial. Desert World.	G
Farquahar	0409 C625563 7 S	Non-industrial.	G
Raydrad	0503 E99367A 6	Non-industrial.	G
Zyra	0504 B555448 7	Non-industrial.	G
Murchison	0505 B544433 6 N	Non-industrial.	G
Hammermium	0506 A5525AB B	Poor. Non-industrial.	G
Thornnastor	0510 D534443 8 S	Non-industrial.	G
Katarulu	0602 B252665 B N	Poor. Imperial Way Station.	G
Prilissa	0605 B985588 6	Agricultural. Non-industrial.	G
Tee-Tee-Tee	0608 C110530 9	Non-industrial.	G
Youghal	0609 AA94365 B	Non-industrial.	G
Tenelphi	0610 D76A579 9 S	Non-industrial. Water World.	G
Zephyr	0708 X89556A 3	Agricultural. Non-industrial.	R G
Chamois	0709 B544642 5 S	Agricultural. Non-industrial.	G
Ramiva	0803 B1107A7 8	Non-agricultural.	G
Trin	0805 A894A96 F 2	Industrial. Subsector Capital.	G
Hazel	0806 C645747 5	Agricultural.	A

The Trin's Veil subsector contains 33 worlds with a population of 111.3 billion. The highest population is A, at Trin; the highest tech level is F, also at Trin.



## The Trin's Veil Subsector



# World Data

The generation of subsectors is covered in Traveller Book 3. For convenience however, the charts explaining the codes for the Universal Planetary Profile are repeated here. In some cases, expansions of the tables have been made to cover the specific situations extant in the Spinward Marches.

**Starports:** Every world is classified by the type of starport it has. The starport table indicates the general types of starports available. In addition, the following information should be considered.

Since the primary need for a starport is fuel, alternative sources of fuel can be available in the event that a starport is of insufficient quality. If a gas giant is present, any streamlined ship can obtain unrefined fuel by skimming from the atmosphere of the gas giant. Similarly, unrefined fuel can be obtained from the oceans of any world with a non-zero hydrographic percentage, provided the ship is streamlined to land on the world in the first place. In extremis, a non-streamlined ship could land on an airless world and extract fuel from ice, if present.

Class X starports are generally indicative of Imperial (or other) interdiction; there is no provision for starship landings, and such landings are probably prohibited.

Note too, that the Travellers' Aid Society is not simply an Imperial organization—its facilities extend to regions beyond the strict borders of the Imperium.

**Planetary Size:** Worlds are classified by diameter. Because thousands of miles fit well with the range of numbers used, they are stated in lieu of the metric system. Metric equivalents are also given in the chart on the following page.

**Atmosphere:** Planetary atmospheres are classified in a range from 0 to C. Star-

## STARPORTS

Type	Description
A—	Excellent Quality Installation. Refined fuel is available, as is annual maintenance overhaul. A shipyard capable of both starship and non-starship construction is present. A Travellers' Aid Society hostel is present at all locations within the Imperium, and many locations outside the Imperium.
B—	Good Quality Installation. Refined fuel is available, as is annual maintenance overhaul. A shipyard capable of building non-starships is present. A Travellers' Aid Society hostel is present at all locations within the Imperium, and at some locations outside the Imperium.
C—	Routine Quality Installation. Only unrefined fuel is available. Reasonable repair facilities are present.
D—	Poor Quality Installation. Only unrefined fuel is available. No repair or shipyard facilities are present.
E—	Frontier Quality Installation. Essentially, a bare spot of bedrock with no fuel, facilities, or bases present.
X—	No starport. No provision is made for any starship landings.

ships which are not streamlined cannot land through an atmosphere type greater than 1 (note that unstreamlined ships could indeed land on a world with an atmosphere of type 0 or 1).

## SIZE

Digit	Description
0	Asteroid/Planetoid Belt.
1	1000 miles (1600 km).
2	2000 miles (3200 km).
3	3000 miles (4800 km).
4	4000 miles (6400 km).
5	5000 miles (8000 km).
6	6000 miles (9600 km).
7	7000 miles (11200 km).
8	8000 miles (12800 km).
9	9000 miles (14400 km).

## ATMOSPHERE

Digit	Description
0	No atmosphere.
1	Trace.
2	Very thin, tainted.
3	Very thin.
4	Thin, tainted.
5	Thin.
6	Standard.
7	Standard, tainted.
8	Dense.
9	Dense, tainted.
A	Exotic.
B	Corrosive.
C	Insidious.

## HYDROGRAPHICS

Digit	Description
0	No free standing water.
1	10% water.
2	20% water.
3	30% water.
4	40% water.
5	50% water.
6	60% water.
7	70% water.
8	80% water.
9	90% water.
A	All water. No land masses.

Atmosphere types 0 (vacuum) and 1 (trace) require vacuum suits on the part of personnel. Very thin atmospheres require the use of either respirators or compressors in order to make them breathable. Tainted atmospheres are polluted by either natural or artificial means, and require filter masks; tainted very thin atmospheres require the use of combination respirators/filter masks. Exotic atmospheres represent the presents of unusual or rare components, they require the use of oxygen tanks, although protective suits are not required. Corrosive atmospheres require the wearing of protective suits and use of oxygen tanks. Insidious atmospheres are similar to corrosive atmospheres, but will defeat any personal protective measures in from 2 to 12 hours.

**Hydrographics:** This simple expression of the fraction of planetary surface covered by free-standing water (or liquid) is a useful guide to oceans and seas. A world with no water is considered to be a desert world if it has a reasonable atmosphere (types between 2 and 9); otherwise the world should be considered a barren world. A hydrographic percentage in a vacuum atmosphere probably represents extensive ice formations (planetary ice caps).

**Population:** The code digit for population is the exponents of the actual population level for a world, and indicates the order of magnitude of the actual figure.

**Government:** The government type for a world indicates the general nature of the ruling system in a general sense. It may be interpreted in a

variety of ways. For example, while ancient China is considered to be an empire, its government could be considered to be type 8, civil service bureaucracy. Similarly,

the modern United States is technically type 4, representative democracy; it can also be considered type 8, civil service bureaucracy, or even type 9, impersonal

### POPULATION

#### *Digit Description*

- 0 No inhabitants.
- 1 Tens of inhabitants.
- 2 Hundreds of inhabitants.
- 3 Thousands of inhabitants.
- 4 Tens of thousands.
- 5 Hundreds of thousands.
- 6 Millions of inhabitants.
- 7 Tens of millions.
- 8 Hundreds of millions.
- 9 Billions of inhabitants.
- A Tens of billions.

### GOVERNMENTAL TYPE

#### *Digit Description*

- 0 No government.
- 1 Company/Corporation.
- 2 Participating Democracy.
- 3 Self-Perpetuating Oligarchy.
- 4 Representative Democracy.
- 5 Feudal Technocracy.
- 6 Captive Government.
- 7 Balkanization.
- 8 Civil Service Bureaucracy.
- 9 Impersonal Bureaucracy.
- A Charismatic Dictatorship.
- B Non-charismatic Dictatorship.
- C Charismatic Oligarchy.
- D Religious Dictatorship.

bureaucracy. A government which is technically a monarchy may fit into a range of government types, from 3 to type 8 or type A.

In effect, government types express the level of government which the average traveller encounters. The upper level mechanizations of government are less important to an individual than the actual conditions which will be encountered at the personal level.

**Law Level:** The digit representing law level indicates both the degree in which the government controls the lives of its citizens, and the chance of that control impinging upon travellers. The expression of law level is defined in terms of arms control laws, because this aspect is what most directly affects most adventurers. By extension, the law level also governs what types of goods are manufactured or available legally, and what sort of behavior is condoned or prohibited locally. Finally, the law level is considered to be the saving throw to avoid harrassment by a police or customs agent on a daily basis.

Law level does not affect individuals or ships in starports, although obvious misbehavior or criminal activity would be subject to appropriate measures by the starport authorities.

**Technological Level:** As a general indi-

### LAW LEVELS

#### *Law Level Description and Prohibitions*

- 0 No laws affecting weapons possession or ownership.
- 1 Body pistols, explosive bombs or grenades, and poison gas prohibited.
- 2 Portable energy weapons, including laser rifles or carbines, are prohibited.
- 3 Military weapons (automatic fire guns, except SMGs) are prohibited.
- 4 Light assault weapons (including submachineguns) are prohibited.
- 5 Personal concealable weapons (such as pistols or revolvers) are prohibited.
- 6 All firearms (except shotguns) are prohibited.
- 7 Shotguns are prohibited.
- 8 Carrying long-bladed weapons (all but daggers) is prohibited.
- 9 Possession of any weapon outside one's home is prohibited.

cation of the degree of sophistication in equipment, in manufacturing ability, and in general style of life, the technological level code is perhaps the best single measure. Within certain limits, the technological level can be compared to certain periods or ages on Terra. The technological level table makes these comparisons for the sake of convenience and rapid reference. It is important to understand that technological level does not necessarily imply that a world is capable of creating or manufacturing materials at that tech level; merely that such items are present. Consider, for example, that many cities use equipment which is of a certain sophistication, for example, modern computers— but there is no corresponding manufacturing ability for such items in most cities.

The standard technological level for most of the interior of the Imperium is in a range between A (10) and D (13) with a general maximum of F (15); toward the fringes (such as the Spinward Marches) this range of levels is approximately 6 to B (11). It is important to note that any world with a tech level of 7 or greater is space-faring, and any world with a tech level of 9 or greater is star-faring.

Arthur C. Clarke has stated that "sufficiently advanced technology is indistinguishable from magic." Within the context of Traveller, this is assumed to occur at about tech level G and above. This concept of magic should not be confused with fantasy; the so-called magic is solidly based on the sciences. But, to the ordinary individual, the results appear fantastic. In the Spinward Marches, this phenomenon will probably express itself at Darrian (in the Darrian subsector); the world is tech level G, with remnants of past glories still available. Examples might include flying cities or matter transport booths.

**Trade Classifications:** Many worlds can be classified for the purpose of trade and commerce, with a variety of titles. These titles determine the application of DMs for the purchase or resale of goods by merchants. The titles also serve as brief guides to some of the qualities of worlds.

**Agricultural Worlds** must have an atmosphere 4 through 9, a hydrographic percentage of 4 through 8, and a population of 5 through 7.

**Non-agricultural Worlds** must have an atmosphere of 3 or less, a hydrographic percentage of 3 or less, and a population of 6 or more.

**Industrial Worlds** must have an atmosphere of 0, 1, 2, 4, 7, or 9 (vacuum, trace, or tainted), and a population of 9 or greater.

**Non-industrial Worlds** must have a population of 6 or less. The term non-industrial is a good clue to low population worlds.

**Rich Worlds** must have a government type 4 through 9, an atmosphere of 6 or 8 (untainted), and a population of 6 through 8.

### TECHNOLOGICAL LEVELS

#### *Digit Description*

- 0 Stone Age. Primitive.
- 1 Bronze Age to Middle Ages.
- 2 14th to 17th Centuries.
- 3 circa 1700 to 1860.
- 4 circa 1860 to 1900.
- 5 circa 1900 to 1939.
- 6 circa 1940 to 1969.
- 7 circa 1970 to 1979.
- 8 circa 1980 to 1989.
- 9 circa 1990 to 2000.
- A Interstellar community.
- B Average Imperial.
- C Average Imperial.
- D Above average Imperial.
- E Above average Imperial.
- F Technical maximum Imperial.
- G Occasional non-Imperial.

**Poor Worlds** must have an atmosphere of 2 through 5, and a hydrographic percentage of 3 or less.

**Travel Zone Classifications:** The Traveller's Aid Society classifies worlds by their degree of danger to travellers, using a color system ranging from green, through amber, to red.

**Red Zones** are generally class starport worlds, deliberately interdicted by the Imperium, or by other governmental units. Entry is prohibited, often with severe penalties accompanying violations.

**Amber Zones** are specific worlds otherwise accessible, but posing some danger due to war, plague, or local governmental dispositions. The amber designation means caution.

**Green Zones** are not otherwise stated. All unclassified locations within the Imperium are coded green; outside the Imperium, the assumed classification is Amber for Imperial citizens.

**Gas Giants:** One major source of fuel for starships is the light element atmosphere of gas giants. Worlds which have gas giants in their stellar systems are coded G; in the absence of a G code, refuelling is possible only at local starports, or from local oceans, if the hydrographic percentage is greater than 0.

**Naval, Scout, and Military Bases:** A variety of codes are used to indicate the presence of bases at worlds in the Spinward Marches. The base table gives the codes used, and their strict meanings.

In addition to the coded symbols, any world with a tech level of 7 or 8 and a population of 6+ will probably have a base for the local (planetary) naval forces (such forces will be capable of interplanetary, though not interstellar, flight). Any world with a tech level of 9+ and a population of 6+ will probably have a base for local naval forces (which are capable of interstellar flight, where necessary).

Any world which is the source of a printed jump-route and is not otherwise marked as holding a base will have a rudimentary scout base for the purposes of support of xboat operations.

## BASES

Code	Explanation
B	Sword Worlds Naval Base. Marine Base co-located with this base.
D	Darrian Confederation Naval Base. Marine Contingent also present.
M	Independent World Naval Base, with accompanying Marine and Army installations.
N	Imperial Naval Base.
S	Imperial Scout Base. May be either an exploratory installation, or an xboat base.
Z	Zhodani Consulate Base with Naval and Marine forces present. Army troop units may also be present.

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 Marc Miller and the other Traveller Crew  
 but  
 you just cant get hold of these anymore.

Love Sv3t.