

Supplement 3
The Spinward Marches

TRAVELLER

*Science-Fiction Adventure in
the Far Future*

Game Designers' Workshop

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TRAVELLER, Supplement 3

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This booklet is a supplement for Traveller,
GDW's science-fiction role-playing game set 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 homopians 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	
Zeycode:	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.

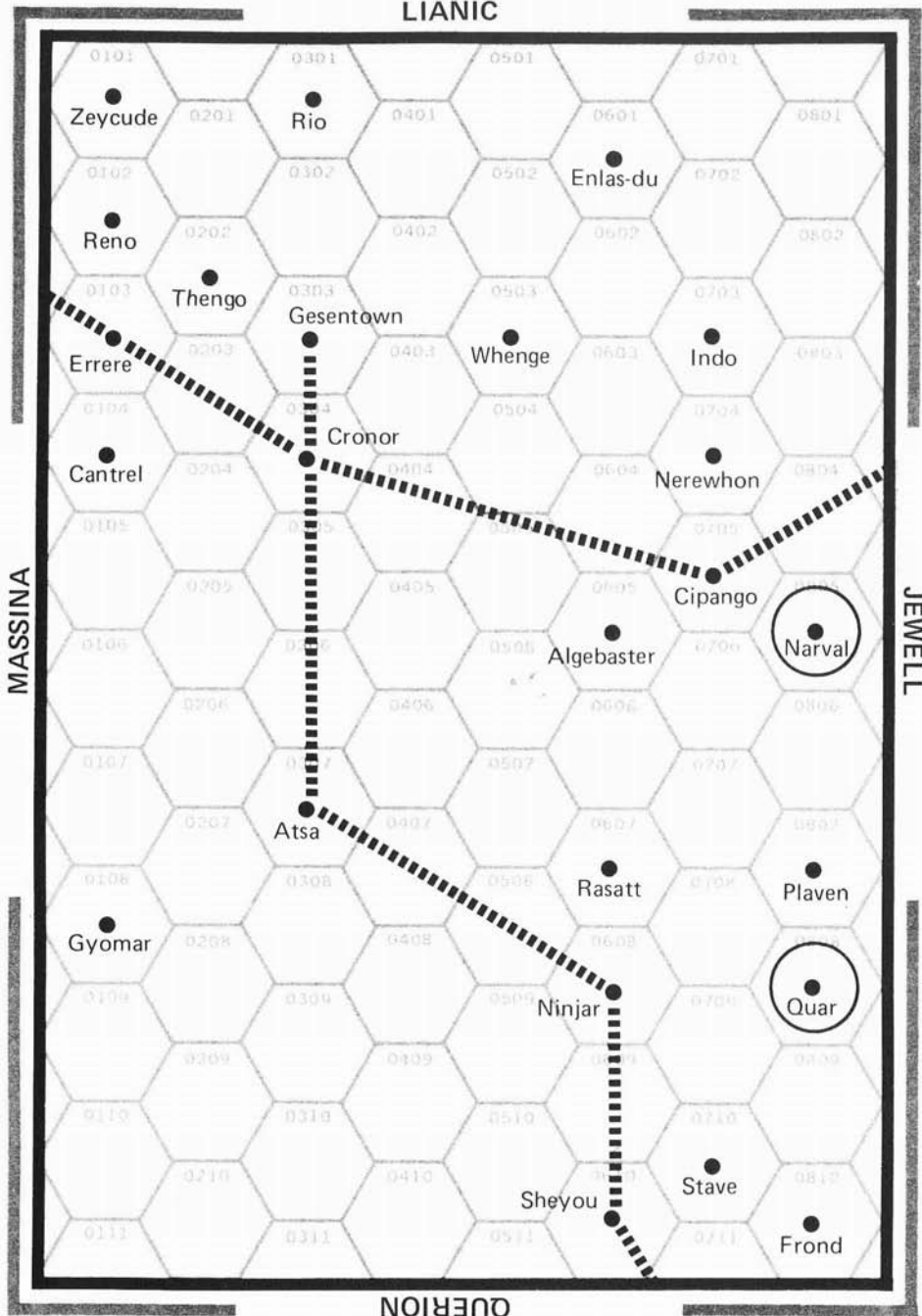
All worlds in this subsector should be treated as Amber by Imperial citizens.

LIANIC

MASSINA

JEWELL

QUERION



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.

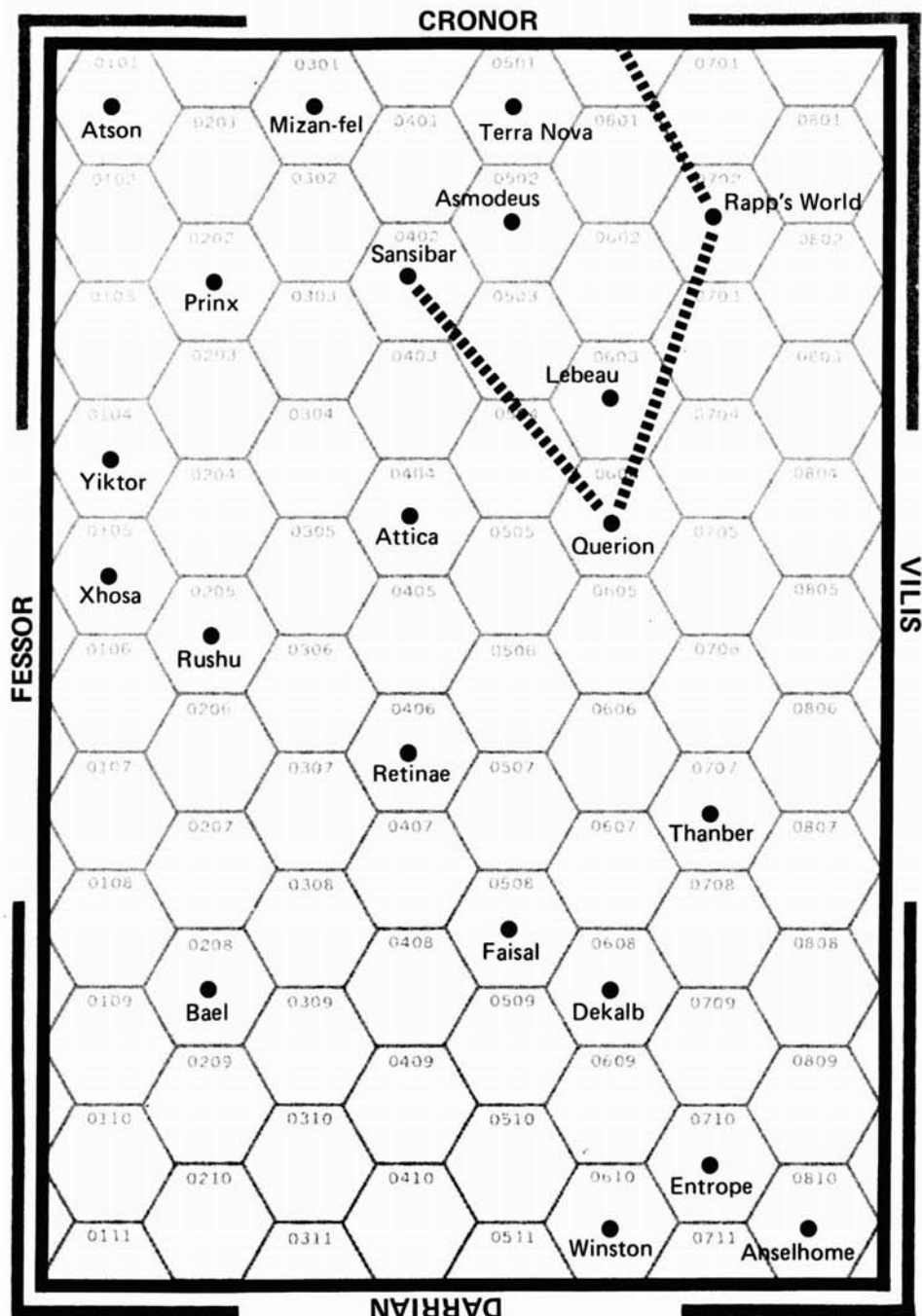
Asmodeus is recovering from a nuclear war which ended in 1005.

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.

CRONOR



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.

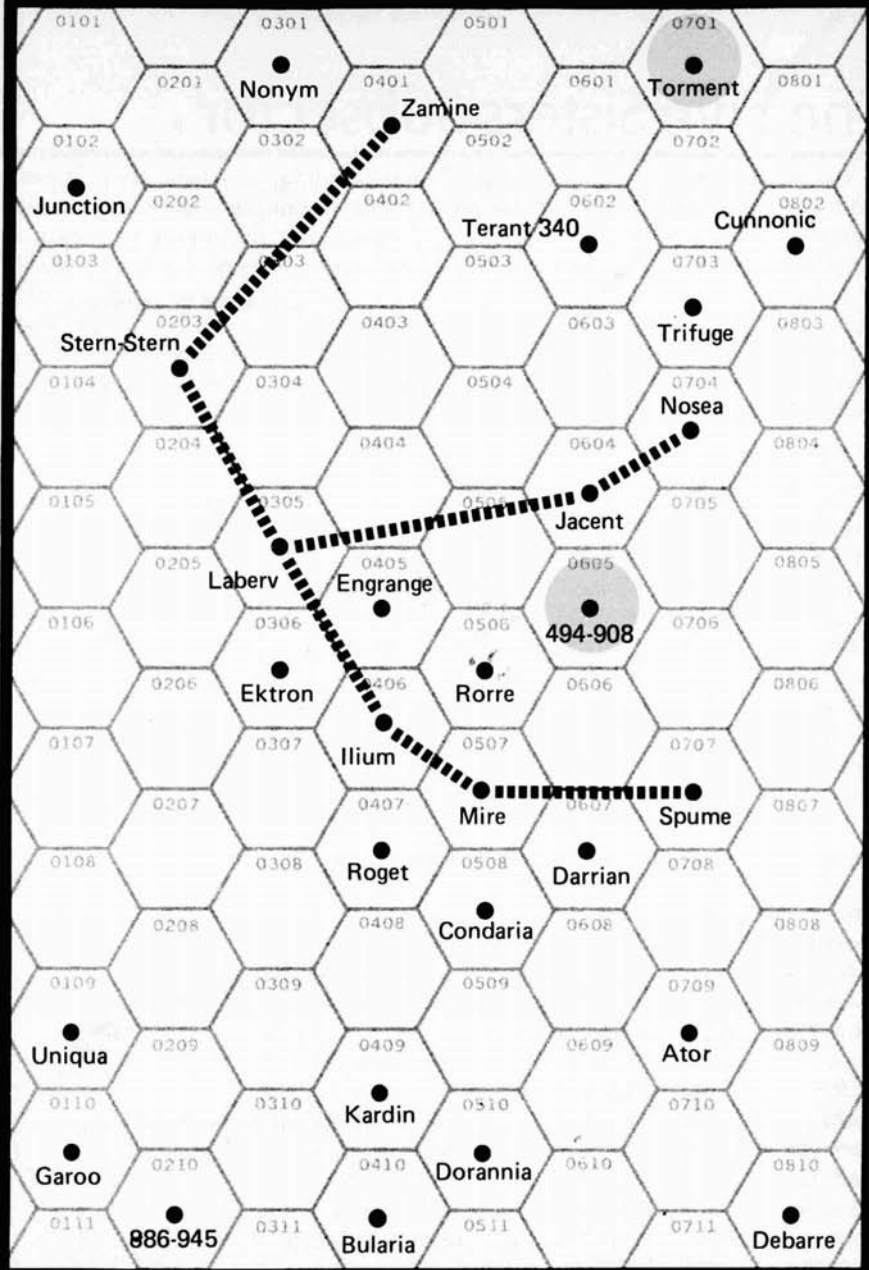
Name	Statistics			Remarks	
Junction.	0102	D150441	4	Poor. Non-industrial. Desert World.	
Uniqua.	0109	E62556B	4	Non-industrial.	
Garoo.	0110	A2008CB	A	Non-agricultural.	
Stern-Stern,	0203	B321588	B	Poor. Non-industrial.	G
886-945.	0210	D800000	0		G
Nonym.	0301	C233868	A M	Poor. Non-agricultural.	G
Laberv,	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.	
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.	
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.

QUERION

REIDAIN

SWORD WORLDS



FIVE SISTERS

The Darrian Subsector

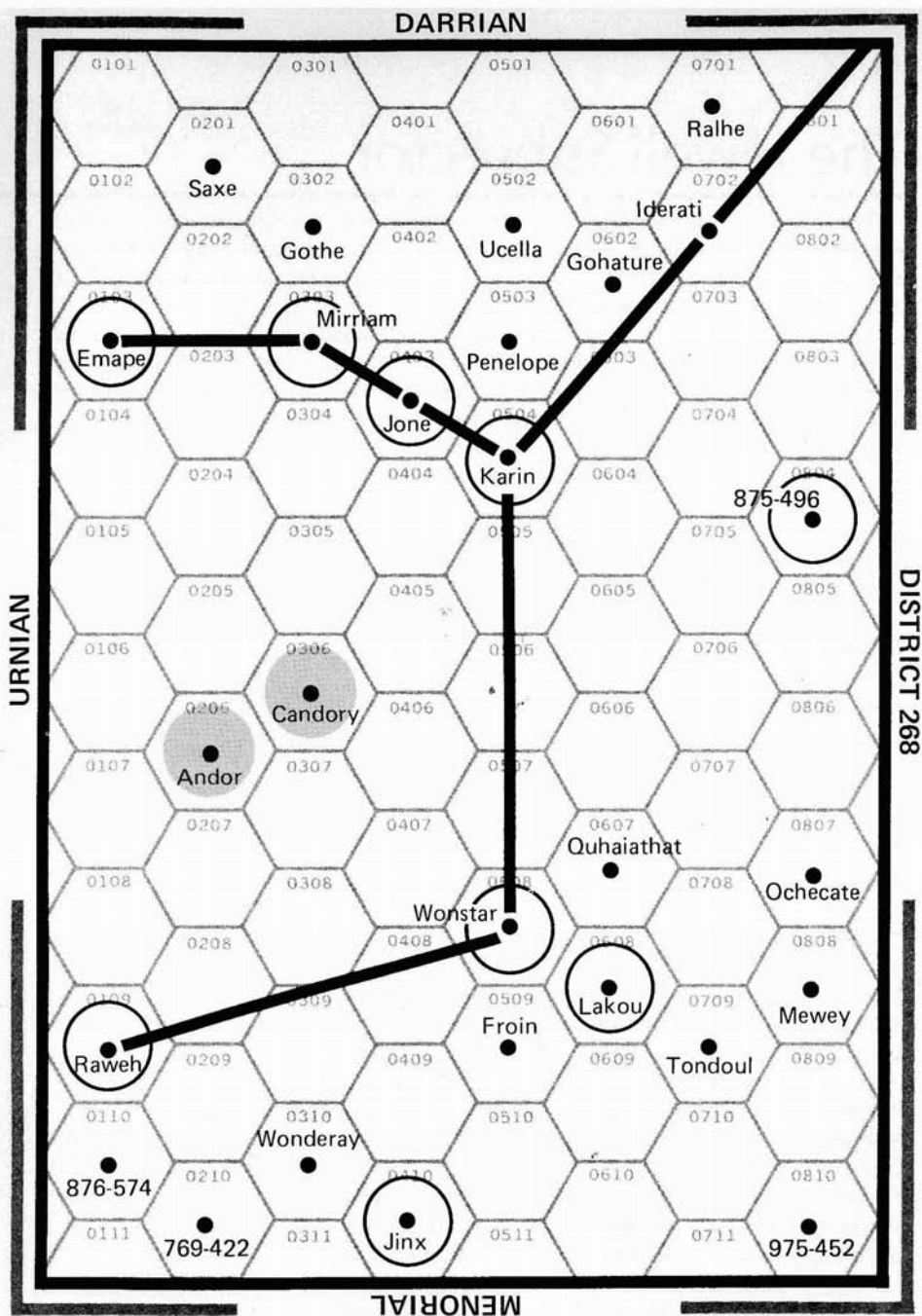
The Five Sisters Subsector

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
Gothé	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

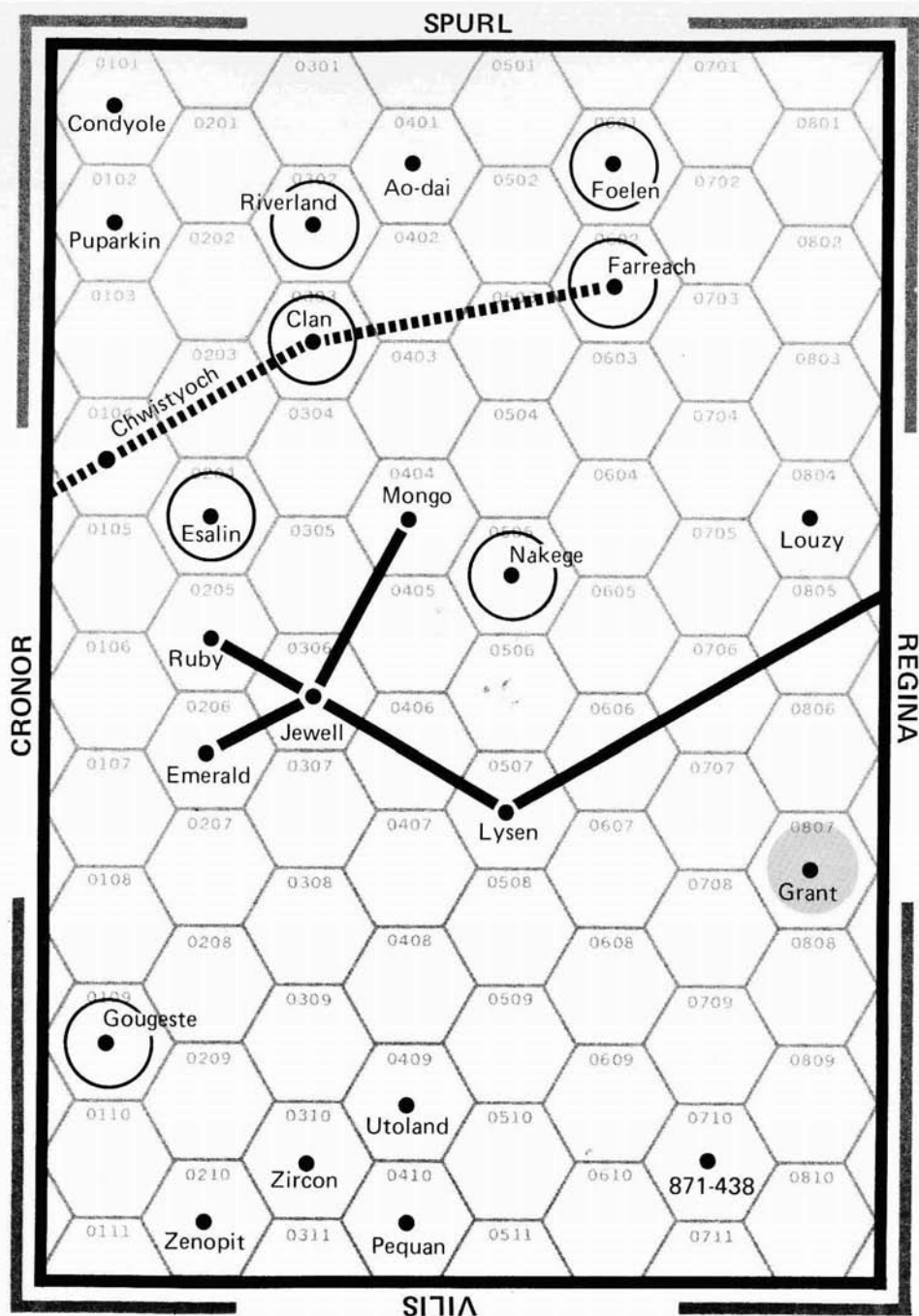
The Jewell subsector is fragmented into three distinct areas: an Imperial region answering to the duke at Regina, a Zhodani military district under the Cronor subsector establishment, and a mutually agreed-upon neutral zone open to both sides, but theoretically demilitarized.

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

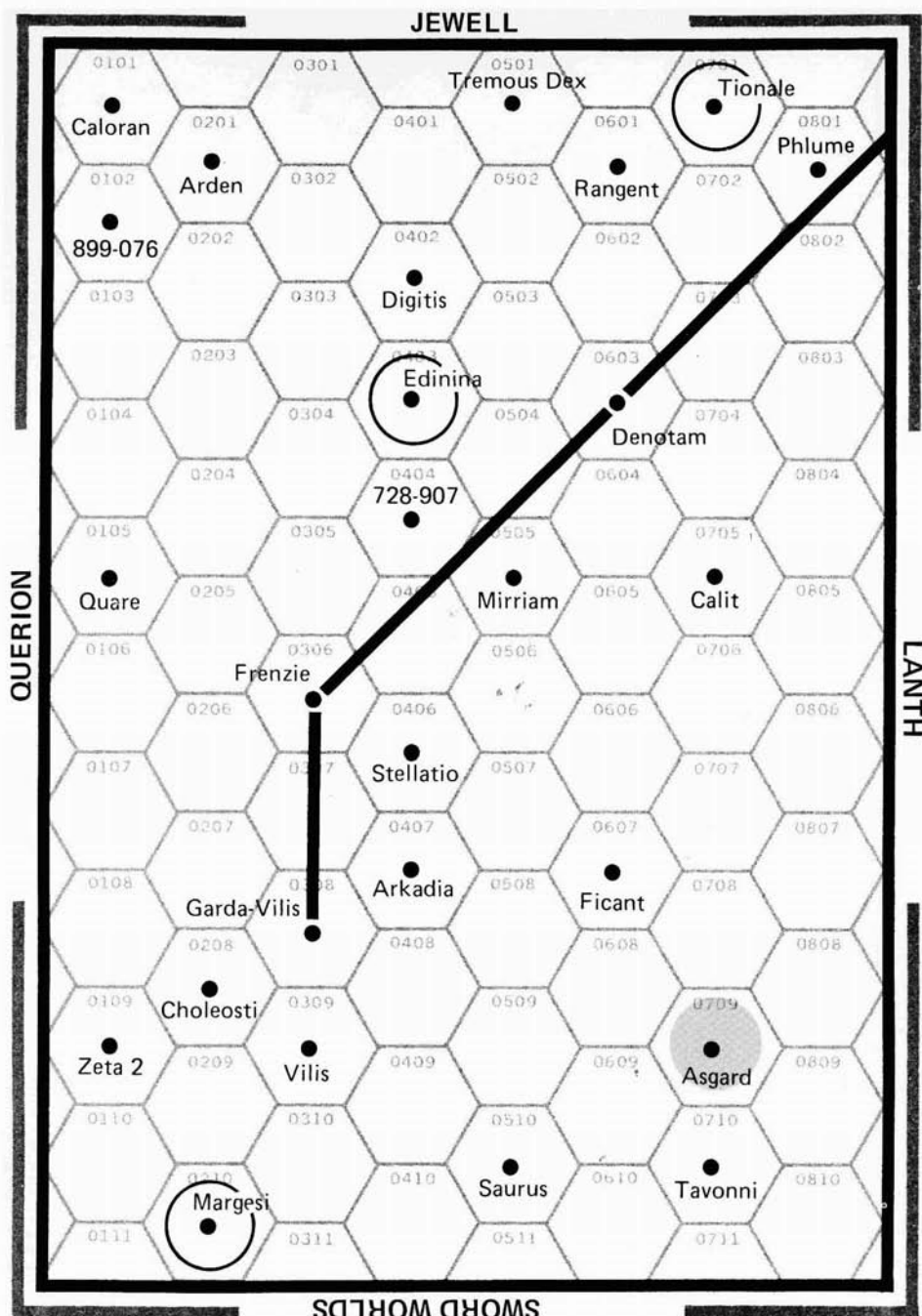
The communications link extending along the Imperial border from Regina plunges through the heart of the Vilis subsector. While the coreward portion of the region is the demilitarized neutral zone shared with the Zhodani Consulate, the rimward edge of the area borders on the loose confederation known 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		
Cholestoi	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.

JEWELL



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	E250598	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	
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.

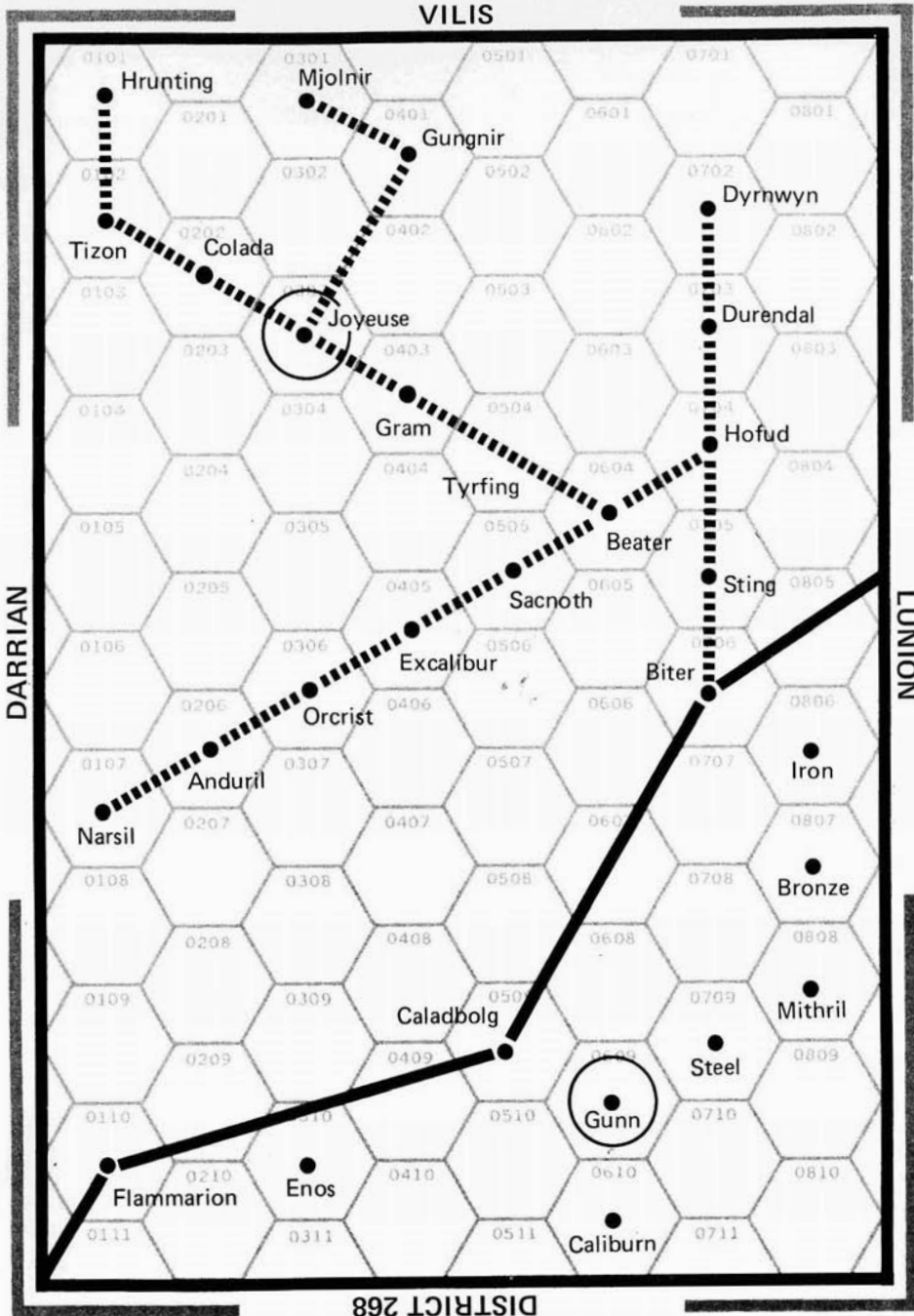
VILIS

DARRIAN

LUNION

DISTRICT 268

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	
Asteltine.	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

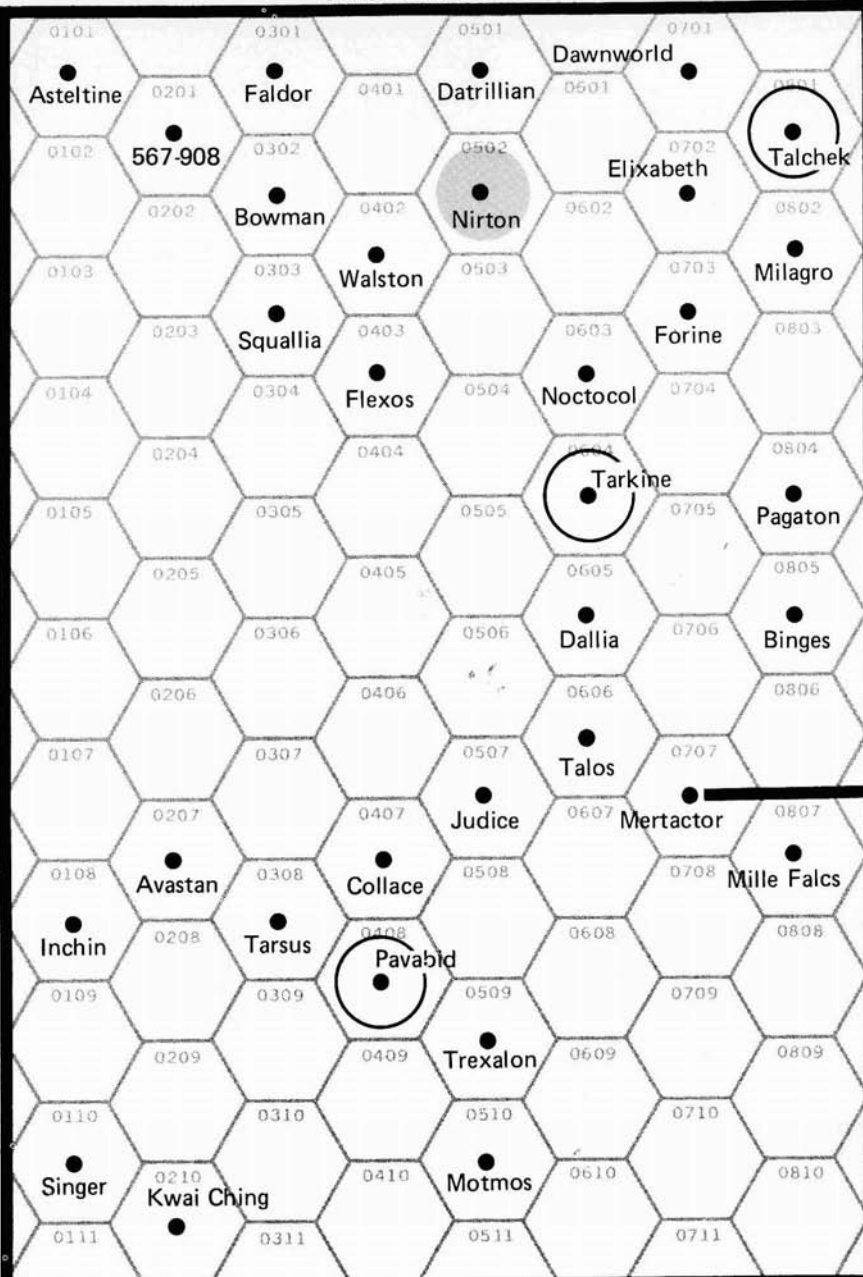
District 268 contains 32 worlds with a population totalling 2.456 billion. The highest population level is 9, at Collace; the highest tech level is D, also at Collace.

SWORD WORLDS

FIVE SISTERS

GLISTEN

EGYR



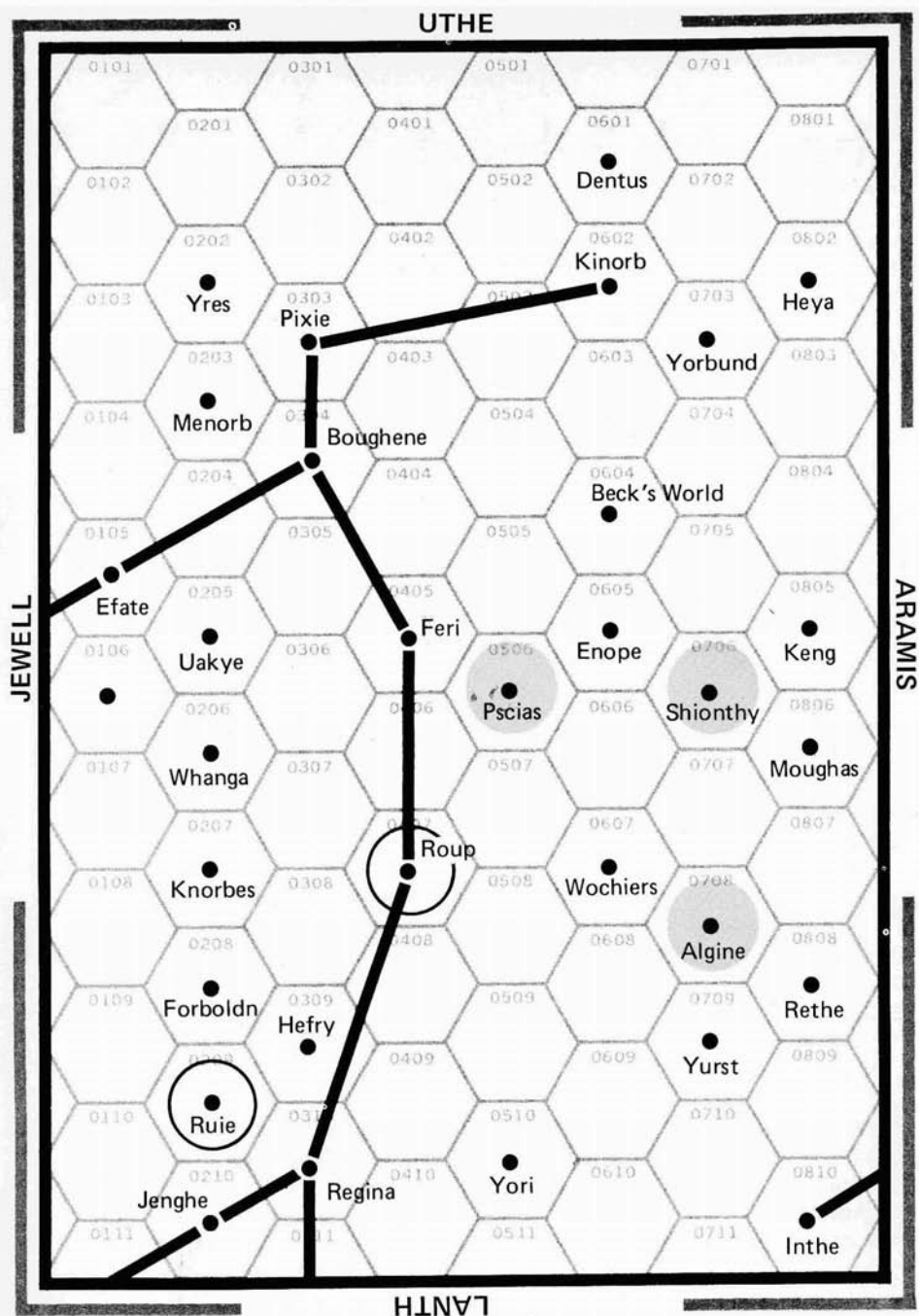
District 268

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.
Algine	0708	X766977	4	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

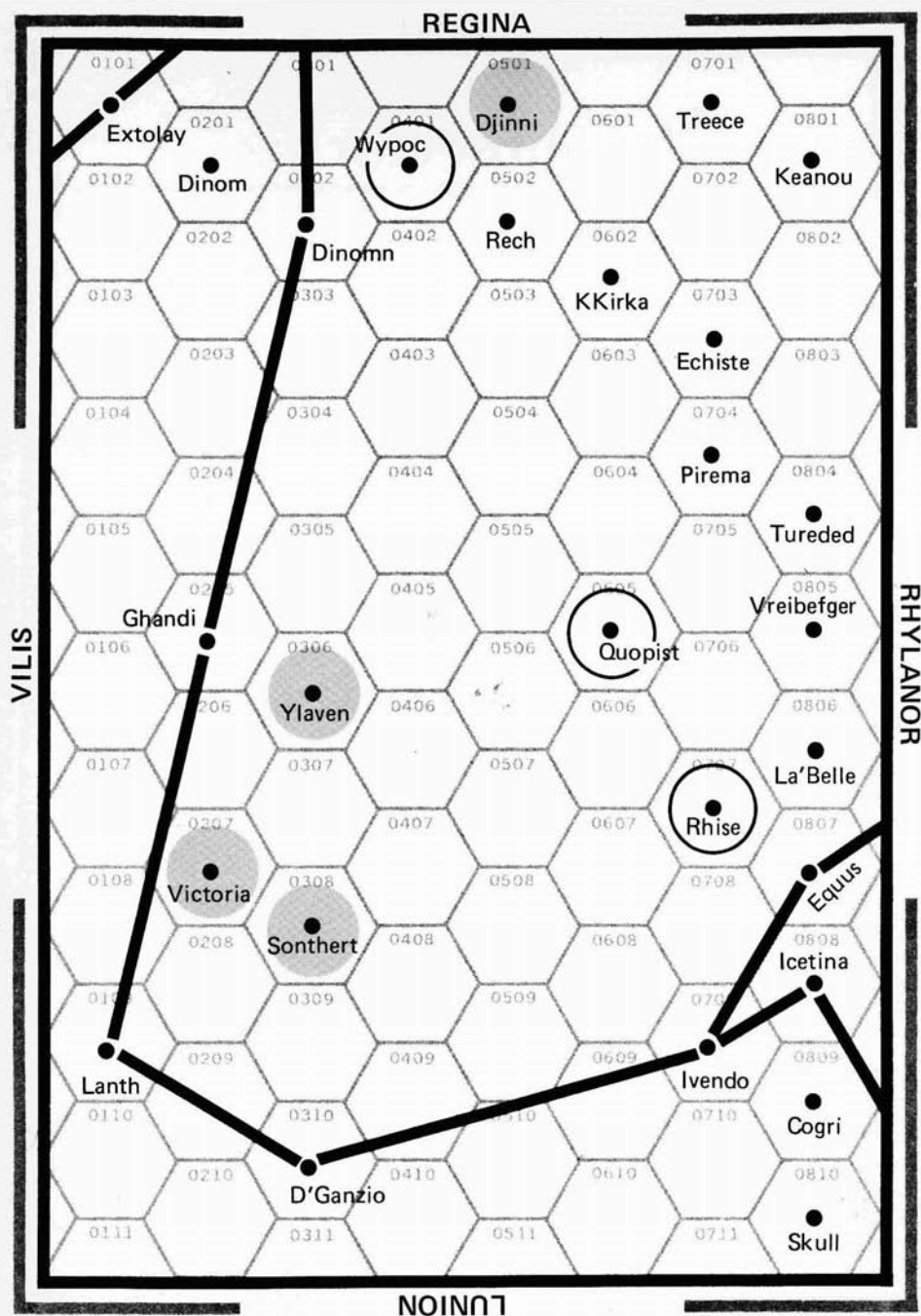
The Lanth Subsector

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 Rhyllanor 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 Rhyllanor 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
Treece	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, Treece, 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
Adabicci	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

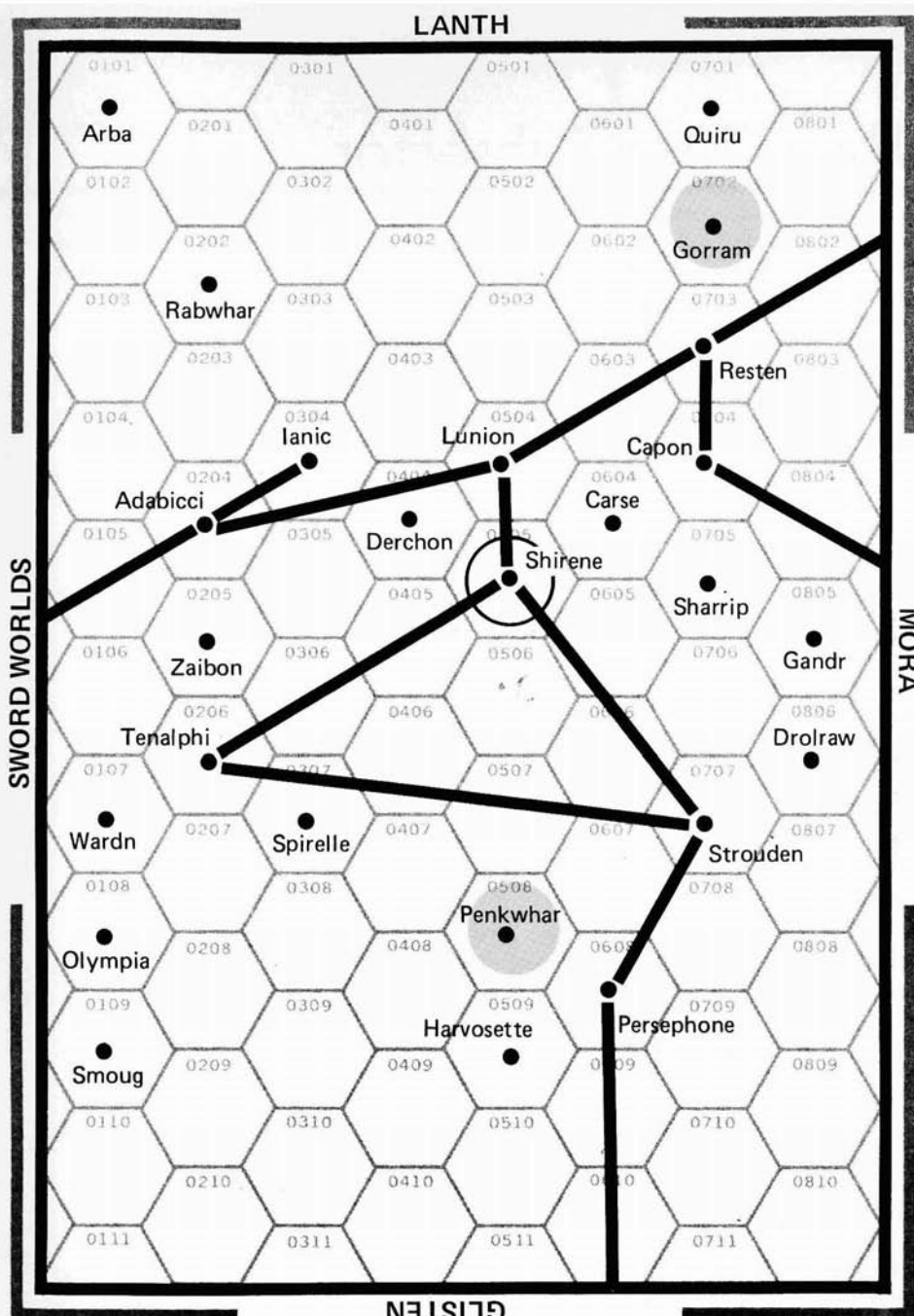
The Lunion subsector contains 25 worlds with a total population of 24.41 billion. The highest population level is 9, at Lunion and Strouden; the highest tech level is E, at Tenalphi.

LANTH

SWORD WORLDS

MORA

GLISTEN



The Lunion Subsector

The Glisten Subsector

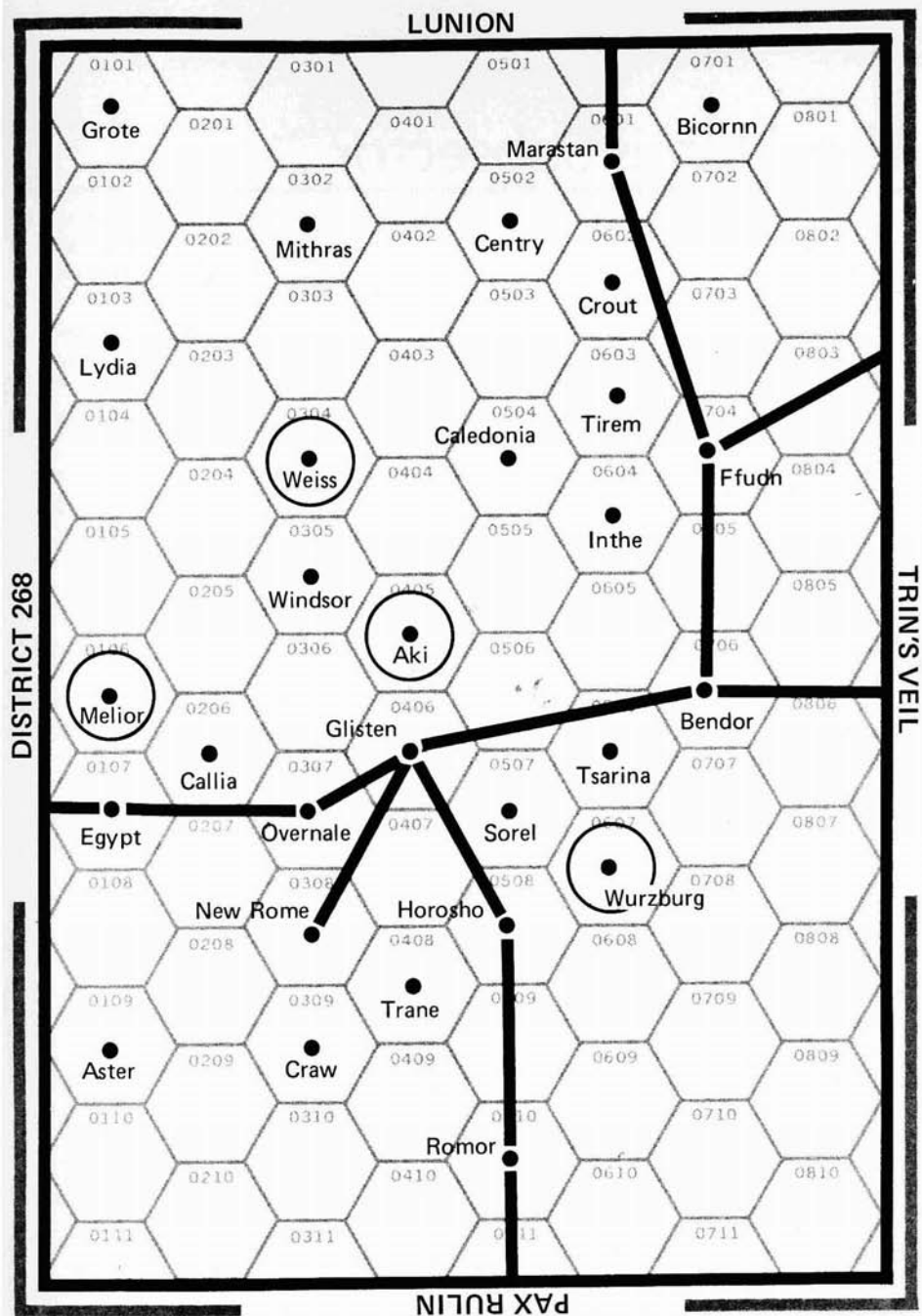
The Glisten subsector is an isolated spur of the Imperial xboat network; until 940, it was a backwater for marginal officials of the Imperial bureaucracy. However, in 941, District 268 was opened by decree of Margaret II and has since served as a base for the colonization of the new territory.

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

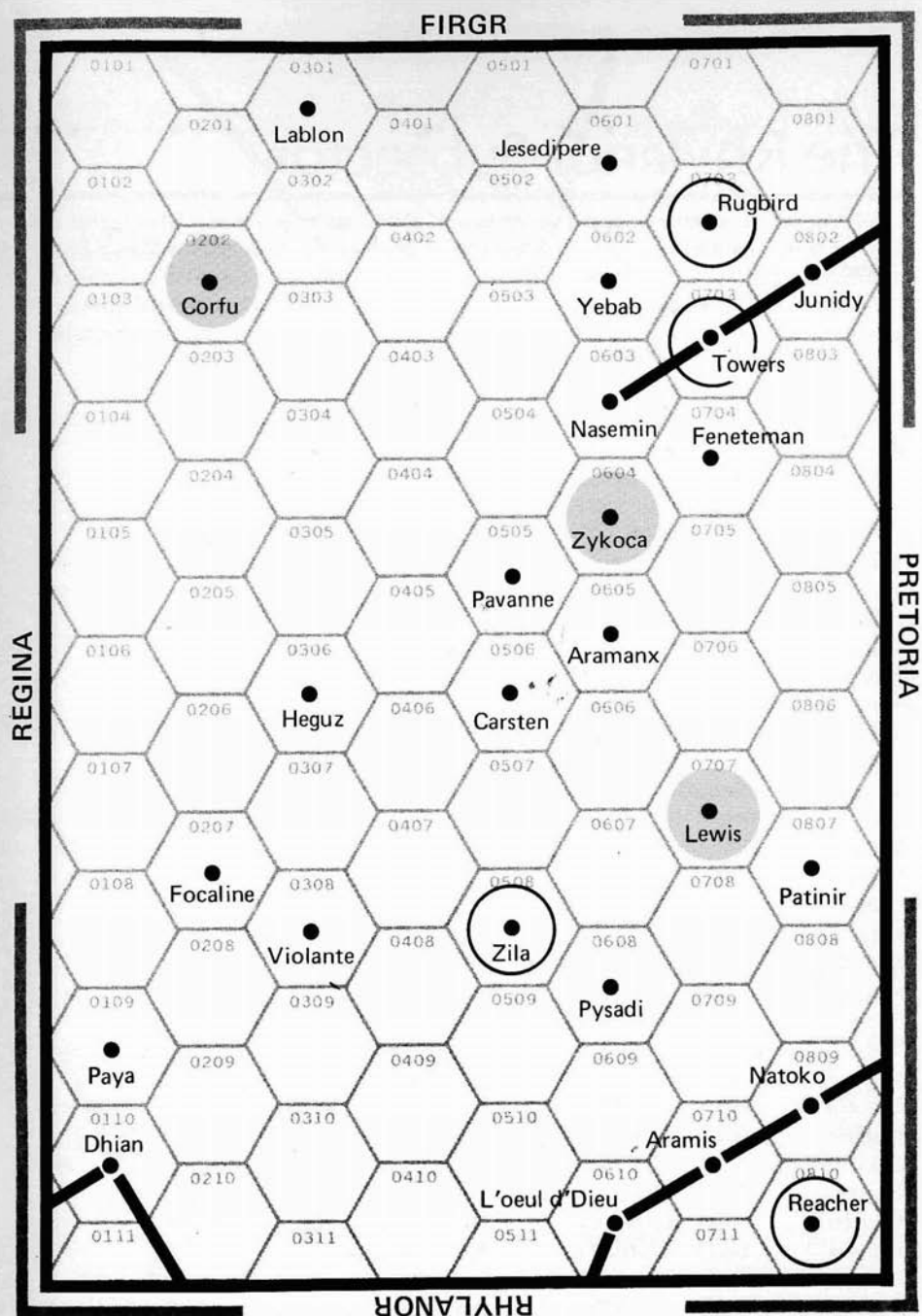
The Aramis subsector lies to coreward, studded with few worlds of little use to the mainstream of trade and commerce; as a result, the major xboat links also pass this subsector by. The subsector is, however, a major agricultural producer. The major market for this production, however, is outside the 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.	
Macene	0202	B000453	E	N	Non-industrial. Asteroid Belt.	G
Fulacin	0203	A674210	D		Non-industrial.	
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.	
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.	
Belizo	0605	B895646	5		Agricultural.	G
Kegena	0606	E869569	3		Non-industrial.	A G
Heroni	0607	E7A0614	3		Non-industrial. Desert World.	
457-973	0609	X372215	4		Non-industrial.	R G
Somem	0610	C301340	B		Non-industrial.	G
Vinorian	0701	B879610	9		Non-industrial.	
Nutema	0702	B846310	8	N	Non-industrial.	G
Huderu	0704	X575000	0		Non-industrial.	R
Cipatwe	0708	B35879A	6		Agricultural.	G
Vanejen	0709	C686854	5		Rich. Imperial Research Station.	
Margesi	0802	A576257	C	2	Non-industrial.	
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 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.

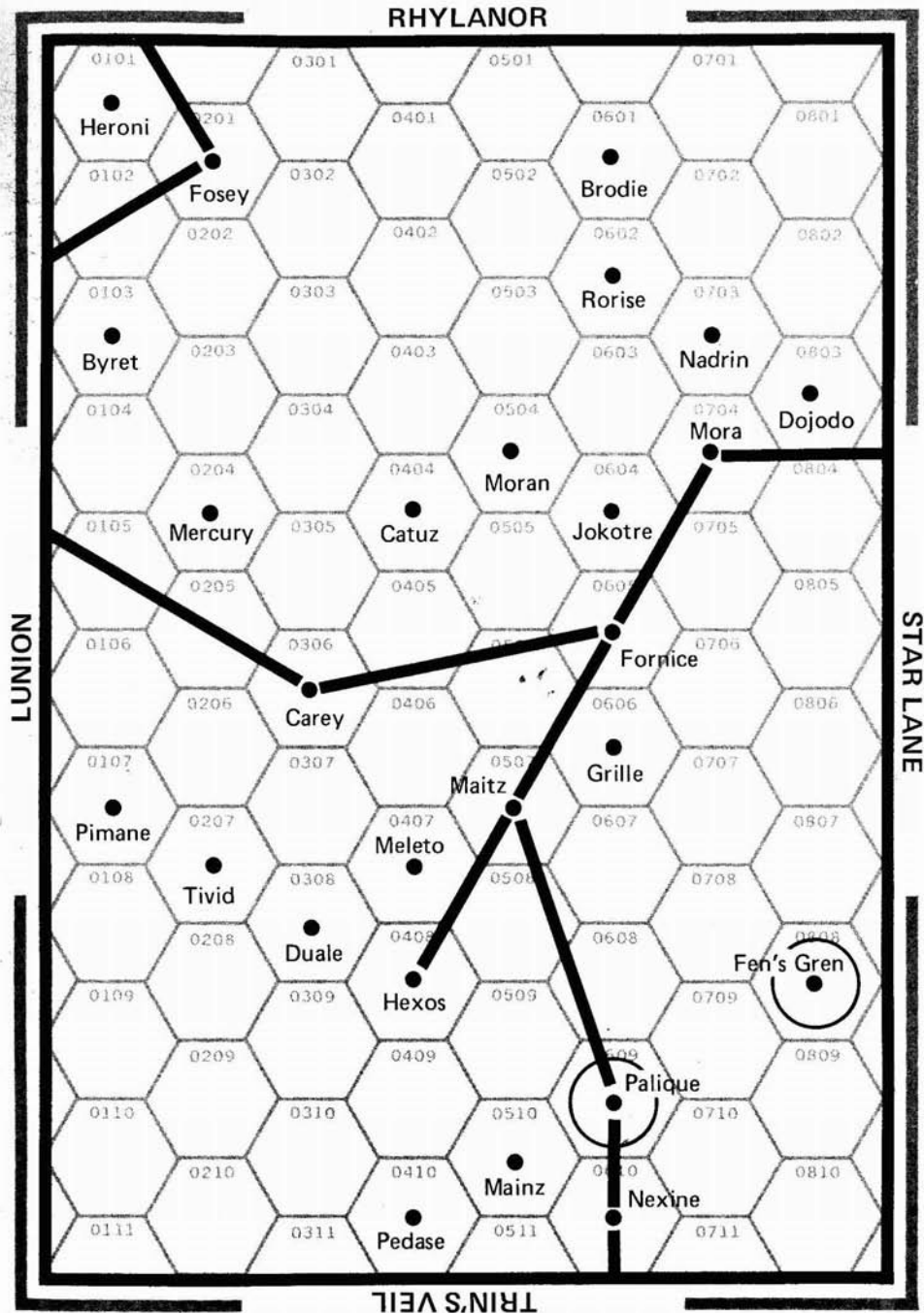
Nexine is an underpopulated water world currently being used by the Ministry of Conservation for reseeded efforts using biologically altered humans.

There is evidence that deep vallies 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.	
Fenl'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.

RHYLANOR



The Mora Subsector

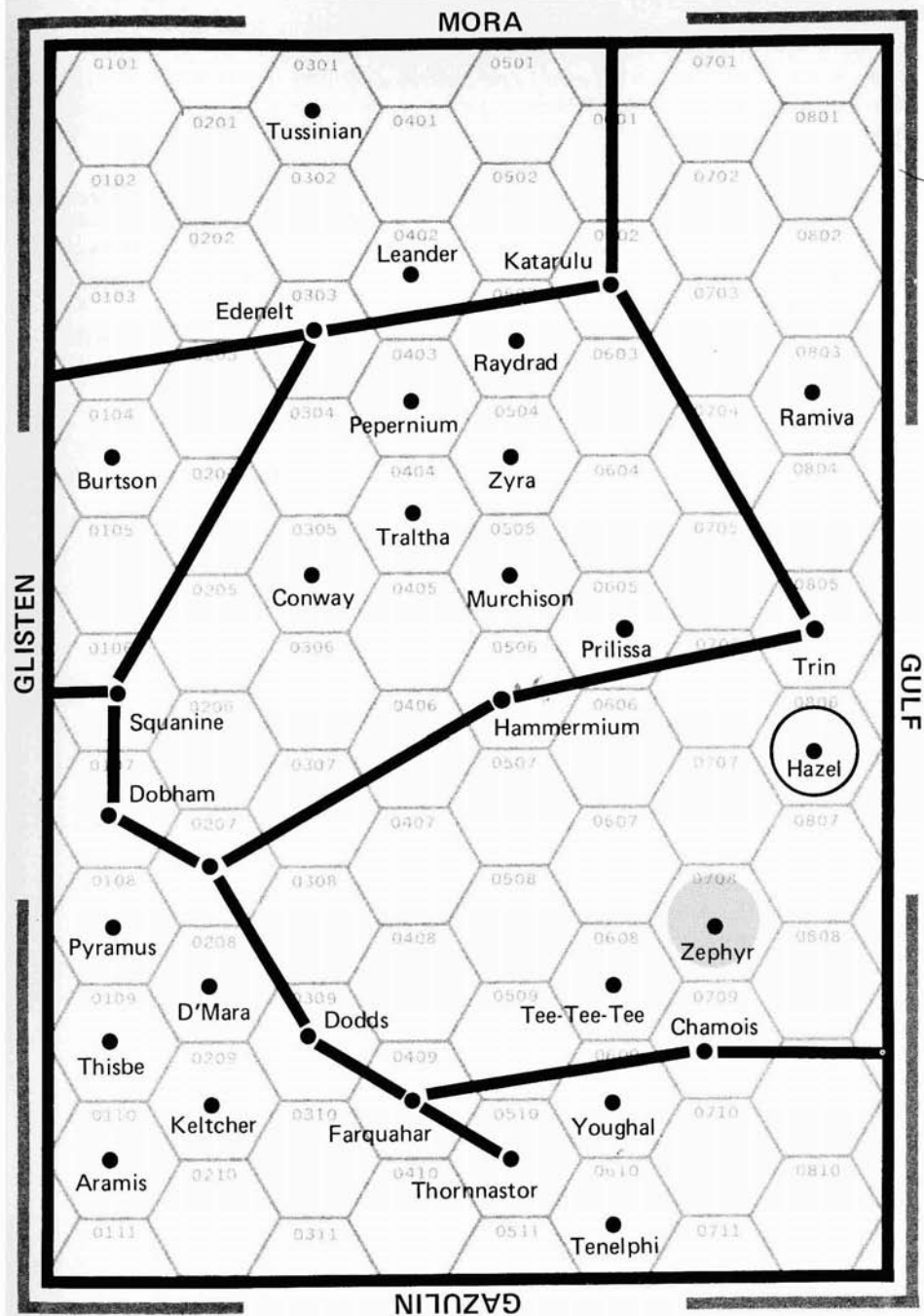
The Trin's Veil Subsector

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.	
Keltcher	0209	C525567	9	Non-industrial.	G
Tussinian	0301	B678324	7	Non-industrial.	
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.	
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.	
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 atmos-

SIZE

<i>Digit</i>	<i>Description</i>
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

<i>Digit</i>	<i>Description</i>
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

<i>Digit</i>	<i>Description</i>
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.

phere of type 0 or 1). 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 harassment 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 or 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 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

<i>Code</i>	<i>Explanation</i>
-------------	--------------------

B	Sword Worlds Naval Base. Marine Base co-located with this base.
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D	Darrian Confederation Naval Base. Marine Contingent also present.
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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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Index to World Names

This index provides an alphabetical guide to all the world and subsector names given in the body of this supplement.

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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.