

Supplement 10
The Solomani Rim

TRAVELLER

*Science-Fiction Adventure
in the Far Future*



This page is intentionally blank.

Supplement 10
The Solomani Rim

TRAVELLER®
Science-Fiction Adventure
in the Far Future

Game Designers' Workshop

CREDITS

Design John Harshman
Assistance and good ideas Loren Wiseman and John Astell
Art Director Paul R. Banner
Assistant Art Director Chris Purcell

The Solomani Rim

TRAVELLER, Supplement 10

Copyright © 1982 by Game Designers' Workshop, Inc.
All rights reserved. Printed in the United States of America.
No part of this book may be reproduced in any form or
by any means without permission in writing from the publisher.

2 3 4 5 6 7 8 9 10 11 12 13 14 15

This booklet is a supplement for **Traveller**, GDW's science fiction
role-playing game set in the far future.

Traveller is GDW's trademark for its science fiction
role-playing game materials.

Game Designers' Workshop, Inc.
P.O. Box 1646
Bloomington, IL 61701

Table of Contents

INTRODUCTION	4
Standards and Assumptions	4
The Solomani Rim	4
History of the Solomani Rim	4
The Vegans	7
THE ULTIMA SUBSECTOR	8
Ultima Subsector Map	9
THE SULEIMAN SUBSECTOR	10
Suleiman Subsector Map	11
THE CONCORD SUBSECTOR	12
Concord Subsector Map	13
THE HARLEQUIN SUBSECTOR	14
Harlequin Subsector Map	15
THE ALDERAMIN SUBSECTOR	16
Alderamin Subsector Map	17
THE ESPERANCE SUBSECTOR	18
Esperance Subsector Map	19
THE VEGA SUBSECTOR	20
Vega Subsector Map	21
THE BANASDAN SUBSECTOR	22
Banasdan Subsector Map	23
SOLOMANI RIM SECTOR MAP	24-25
THE ALBADAWI SUBSECTOR	26
Albadawi Subsector Map	27
THE DINGIR SUBSECTOR	28
Dingir Subsector Map	29
THE SOL SUBSECTOR	30
Sol Subsector Map	31
THE ARCTURUS SUBSECTOR	32
Arcturus Subsector Map	33
THE JARDIN SUBSECTOR	34
Jardin Subsector Map	35
THE CAPELLA SUBSECTOR	36
Capella Subsector Map	37
THE GEMINI SUBSECTOR	38
Gemini Subsector Map	39
THE KUKULCAN SUBSECTOR	40
Kukulcan Subsector Map	41
MAP SYMBOLS	42
WORLD DATA	43
INDEX	46

Introduction

This supplement presents the Solomani Rim sector of the Imperium. It contains data on 16 subsectors and 400 worlds, plus additional background information. The Solomani Rim is large enough to provide a setting for any *Traveller* adventure or campaign, and several already-published adventures take place in the sector.

STANDARDS AND ASSUMPTIONS

The following standards are used in the text of this supplement.

Dates: All dates herein use the Imperial calendar. Dates are centered upon the Imperial Year Zero (A.D. 4521 in Old Terran reckoning). Years preceded by a minus sign are before that date; years without a sign or preceded by a plus sign are after that date. Each year consists of 365 standard days, numbered from 1 to 365. The full date is expressed by day number-year number; for example 001-1000 is the first day of the year 1000. The current year in the Imperium is 1108.

World Locations: There are 16 subsectors in a sector, arranged in 4 rows of 4 subsectors each. For identification, they are lettered from A to P, and each one also has a name. A subsector has 80 hexes in 8 columns of 10, and each hex is individually numbered. Any world in the sector may be identified by its subsector and hex location; for example a world's location may be stated as A0106 or Ultima 0106, meaning hex number 0106 of subsector A, the Ultima subsector.

World Data: Information on worlds is expressed using the universal planetary profile given in Book 3. The UPP and other formats in this supplement are explained in the sections entitled Map Symbols and World Data, beginning on page 42.

THE SOLOMANI RIM

Humans originating on Terra (or Earth), a world of this sector, have played a large part in interstellar history. At first, they were known as Terrans; when Terrans established themselves on thousands of other worlds far from Terra, another name, of unknown derivation, was applied to them: Solomani. The rest of the sector name comes from its position on the edge of the Imperium closest to the galactic rim. The Solomani Rim is a highly civilized area with a long history, and a population (human and non-human) of over 1.3 trillion individuals. Three major interstellar governments control parts of the sector. The greater portion is ruled by the Imperium, an immense empire extending across hundreds of parsecs and thousands of star systems. Within the Imperium is the Vegan Autonomous District, an area inhabited (under Imperial sovereignty) by a non-human race. The rest of the sector is ruled by the Solomani Confederation, an interstellar state hostile to the Imperium.

HISTORY OF THE SOLOMANI RIM

The history of the Solomani Rim is long and complex, but a good place to start is with the Terran invention of the jump drive in -2431 (A.D. 2089).

Among the first discoveries of Terran explorers was that most nearby worlds were already controlled by a gigantic interstellar empire. It came as a greater shock to the Terrans that this empire was ruled by humans. These humans, called Vilani,

originated on a world over a hundred parsecs from Terra, and their Vilani Imperium (the First Imperium) had ruled most of this sector for almost 1600 years.

Contact between the young, expanding Terran Confederation and the decadent, static First Imperium resulted almost immediately in war. The First Interstellar War began in -2408 and was soon followed by many successive interstellar wars (historians disagree on their exact number), in which the Terrans chipped away pieces of the Vilani Imperium until it finally collapsed in -2219.

At first, the conquered territories were under naval military rule, making much use of the existing Vilani bureaucracy, with naval officers in scattered key posts. When the Confederation civilian government attempted to transfer control directly to Terra, the navy refused. From his headquarters on Dingir, Admiral Hiroshi Estigarribia proclaimed himself Regent of the Vilani Imperium and Protector of Terra, with both states now united in the Rule of Man. Nearly all the fleet instantly sided with him, evidence of his careful preparation, and the government surrendered. Estigarribia never actually assumed the crown, but after his death he was succeeded by his former chief of staff, who was crowned as Hiroshi II. Estigarribia is therefore known to history as Hiroshi I. Hiroshi II moved the capital from Dingir to a more centrally located world, renamed bilingually Hub/Ershur. During the Rule of Man, there was a considerable movement of population from Terra and its oldest colonies and conquests in the Solomani Rim into the former Vilani territories; people of Terran ancestry or culture (many of them assimilated Vilani) assumed positions of power on most worlds, as industrialists and administrators. Ultimately, however, the task of governing the Rule of Man's vast territories proved impossible. The Second Imperium lasted for 400 years, gradually falling into chaos. The traditional date for its fall is -1776, although by this time the Solomani Rim had been cut off from the core for over 80 years.

The Rule of Man was followed by an interregnum called the Long Night. Its first stages were marked by warfare among the Imperium's small successor states, sometimes no more than large-scale piracy. Interstellar trade ceased in most areas. Some worlds, not self-sufficient, simply died; many worlds' economies were ruined; most lost the technology to construct starships. By -1500 the wars were over: most of the old starships had broken down and no one knew how to repair them. The Solomani Rim suffered less than most areas. The Easter Concord, The Vegan Polity, the Dingir League, and the Old Earth Union survived the Long Night by trading within themselves and maintaining their defenses. In the rest of the old Imperium, recovery was slow, but trade was re-established in many areas by -500.

Eventually, a Third Imperium was established in the core; the first emperor assumed the crown in the year zero. The Imperium expanded rapidly under Cleon I and his successors; the Solomani Rim was added to the Imperium without fighting, various worlds and governments joining from 426 to 588.

During the early years of the Imperium, the Solomani hypothesis was first advanced, stating that Terra was the original homeworld of all humans (Solomani, Vilani, and a number of other races which had been discovered), and that non-Terran humans had been transported to their "homeworlds" from Terra about -300,000 by an ancient star-faring species. This theory (well-known during the Rule of Man but forgotten during the Long Night) was easily confirmed by evidence on Terra. The Solomani Hypothesis did not assume political importance until the Civil War (604-622). In the upheavals of the war, Vilani nobles and industrialists began to

assume more prominent positions in government and industry, often at the expense of the old Solomani aristocracy. In reaction, the Solomani movement was born. Beginning with the proven Solomani Hypothesis, the movement reasoned that the pure Terran racial stock was superior and best fit to run the Imperium. Solomani, they claimed, were the original men; all others were degenerate offshoots of the true line. As evidence, they pointed to the ease with which the Terran Confederation had defeated the much larger Vilani Imperium. The movement was at its height in the mid-600s, when it dominated the inner circle of advisors to the Empress Arbellatra. However, when Arbellatra's successor, Zhakirov, came to power in 666, the movement began to lose favor at court. The final break came in 679, when Zhakirov married Antiamo Shiishuginsa, whose family controlled the powerful Vilani megacorporation Zirunkariish. Previous emperors had been of pure Solomani extraction; Zhakirov, in ensuring that his heir would be of mixed blood, cemented an alliance with the Vilani industrial interests and thus greatly increased the stability of the Imperium at a time when stability was desperately needed.

However, the Solomani movement remained a powerful force and could not be ignored; in 704, Zhakirov's daughter and successor granted a charter for the Solomani Autonomous Region, giving control of space within 50 parsecs of Terra (hence the region's alternate name: the Solomani Sphere) to a Solomani governing body, mainly composed of the leaders of the Solomani movement. Although the Imperium retained theoretical sovereignty, all real power within the region was given to the Solomani; essentially, the Imperium gave up a large portion of its border regions in exchange for peace elsewhere. For two hundred years, the Imperium ignored its rimward frontier. Inside the Solomani Sphere, increasing restrictions were placed on non-Solomani, particularly on non-humans. Many new worlds were explored and settled (by Solomani only) rimward of Terra.

Eventually, the Imperium was forced to deal with the new power on its rimward flank. In the early 900s, the Imperium tried to reduce Solomani power by diplomacy; many border worlds petitioned to be removed from Solomani rule, and their pleas were granted, with the new order enforced by the Imperial Navy. The Solomani avoided a major confrontation, but minor incidents were common. In response to growing Solomani defiance of Imperial sovereignty, Margaret II officially dissolved the Solomani Autonomous Region in 940. The Solomani of course refused to comply and reinforced their border defenses. War was now inevitable, but for several years only border incidents occurred as both sides built up their strengths. In the late 970s, the Imperium was prepared to attack when the onset of the Third Frontier War on its opposite border forced a diversion of resources. The Solomani tried to profit from Imperial weakness by reclaiming lost territory. The Imperium considered this a declaration of war, and the Solomani Rim War began, in 990.

Since Imperial strength had been drained to support the Third Frontier War, the Solomani were able to retake their lost territory almost immediately. However, an attack into the Old Expanses sector was turned back with heavy losses in 993, and the Solomani made no further advances. From 993 to 998, the balance gradually shifted to the Imperium, as its industrial and numerical superiority began to be felt.

In 998, the Imperium began a steady advance along two lines converging on Terra, with the design of surrounding a huge pocket of Solomani space. It was theorized, correctly, that the Solomani would be unwilling to withdraw from Earth, the symbol of the Solomani movement. When the Vegan District was liberated in

1001, the Imperium gained a strong industrial base close to the fighting, and the Solomani were forced into a last gamble. They concentrated their remaining naval strength into a single strike at the Imperial fleet advancing from the Vegan District. At the Battle of Dingir the Solomani fleet was broken; remnants fled deeper into the Sphere, and the Imperial fleets advanced to Terra.

Imperial high command then made a fateful decision: Terra must be invaded and taken immediately; with its fall, the Solomani would be completely demoralized and resistance would collapse. Pursuit of the Solomani fleet was suspended, and major ground and naval forces were concentrated against Terra. Unfortunately, the Imperium had not counted upon the fanaticism of Solomani resistance. Terra had been packed with Solomani ground troops and planetary defenses. The campaign against Terra lasted nearly to the end of 1002. The planet was taken, but the Imperium had exhausted its reserves of strength and was forced to negotiate a temporary armistice with the Solomani, who were glad for the chance to recover.

The temporary armistice became permanent, as neither side felt capable of continuing the war. The Imperium contented itself with the present borders. Most worlds of the Solomani Rim were placed under military rule, and some worlds remain so a century later, although overt acts of resistance are few. The Solomani Confederation generates a great deal of propaganda regarding the future liberation of Terra and reconquest of its lost territories, but border incidents are rare; the Solomani government has transferred its real attention to its rimward frontier.

THE VEGANS

The Vegan Autonomous District is inhabited by a race which humans call the Vegans, after the bright star near their homeworld. They are roughly humanoid in body shape (two legs, two arms, and a head), but completely non-human in detail. They are naturally long-lived, with an average lifespan of over 200 standard years.

The Vegan District is under a single, centralized government. State power is contained in a civil service, chosen and promoted by competitive examination. Within their common state, the Vegans are culturally diverse. Society is divided into hundreds of different *tuhuir*, which might be roughly translated as culture, philosophy, or tao. Each *tuhuir* has its own customs and traditions, and its own interpretation of the proper way to live. Archeology shows that the *tuhuir* were once separate societies, each associated with a particular people and geographic location like countries on ancient Earth. Now, however, they are mixed together in complex patterns. *Tuhuir* are not hereditary; when a Vegan nears sexual maturity, he or she enters a period of search, which may last for many years. Eventually, the individual chooses a *tuhuir*; once made, the choice is for life.

The Vegans received the jump drive about -6000, from Vilani-influenced traders, and colonized several nearby worlds before being absorbed by the First Imperium. They were severely restricted under Vilani rule, as were all races who resisted being integrated into the rigid Vilani culture. Thus, they welcomed Terran victory in the Interstellar Wars and the advent of the Rule of Man. The Vegan Polity prospered in the Rule of Man and survived the Long Night largely intact, but was broken into individual planetary states by the Third Imperium, which allowed no threats to its sovereignty. Under the Solomani, the Vegans were again restricted, and human governors were installed on all Vegan worlds. After the Solomani Rim War, the present Vegan Autonomous District was formed as a counterweight to the Solomani.

The Ultima Subsector

The Ultima subsector is so named because it is a sector backwater, far from the major trade routes. The region suffered economically during the Long Night more than the rest of the sector, and has still not recovered fully.

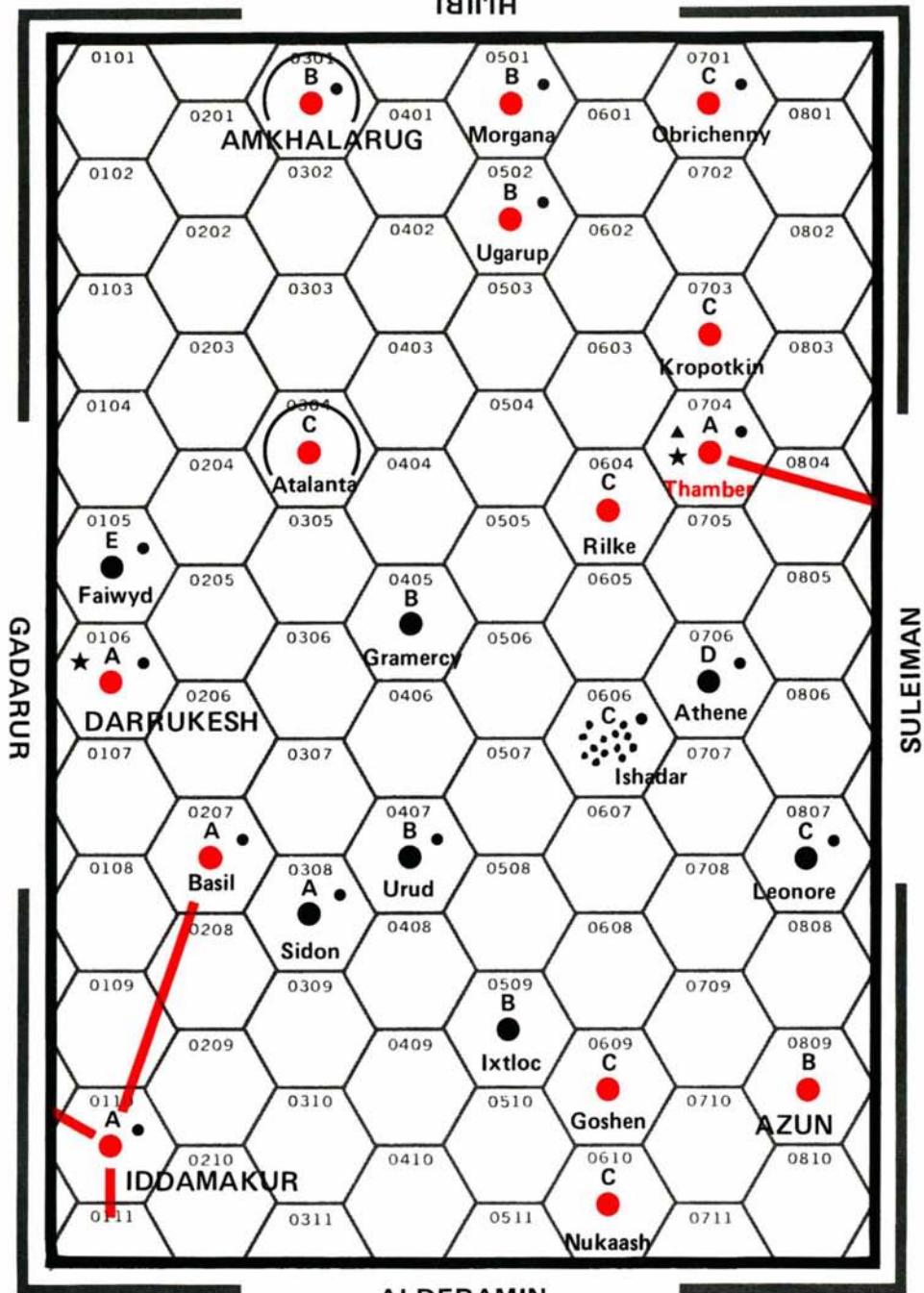
The problems of Iddamakur are particularly acute. During the rule of the Solomani Autonomous Region, Iddamakur was used as a planetary prison for all the "undesirable elements" of the region. Different populations of dissidents were distributed among the planet's twelve small continents and numerous archipelagos; use of technology higher than TL 4 was forbidden, as was sea travel between groups. After the Solomani Rim War, the world was opened. Iddamakur remains a poor world desperately in need of interstellar exchange in order to purchase advanced technology. Its main source of income is its newly-built A starport, linking the somewhat more prosperous worlds of Basil and Darrukesh with the rest of the sector.

The Imperial megacorporation Makhidkarun has recently established an outpost on Athene. No previous survey had found anything of value there, and rumors abound.

<i>Name</i>	<i>Statistics</i>			<i>Remarks</i>	
Faiwyd	0105	E500589	7	Non-industrial. Vacuum World.	G
Darrukesh	0106	A4859CF	D N		G
Iddamakur	0110	A7799AB	7	Industrial.	G
Basil	0207	A842731	E	Poor.	G
Amkhalarug	0301	B4439BD	E	Poor. Industrial.	A G
Atalanta	0304	C476368	D	Non-industrial. Owned by Darrukesh.	A G
Sidon	0308	B6B9521	C	Non-industrial.	G
Gramercy	0405	B330525	8	Poor. Non-industrial. Desert World.	
Urud	0407	B100543	E	Non-industrial. Vacuum World.	G
Morgana	0501	BA9A861	C	Water World. Owned by Ugarup.	G
Ugarup	0502	B89A8BE	E	Water World.	G
Ixtloc	0509	B530487	D	Poor. Non-industrial. Desert World.	
Rilke	0604	C59A368	B	Non-industrial. Owned by Thamber.	
Ishadar	0606	C000776	A	Non-agricultural. Asteroid Belt.	G
Goshen	0609	C577532	B	Non-industrial. Agricultural.	
Nukaash	0610	C247721	9	Agricultural.	
Obrichenny	0701	C643657	C	Poor. Non-industrial.	G
Kropotkin	0703	C4446A6	D	Non-industrial. Agricultural.	
Thamber	0704	A454898	E A	Subsector Capital	G
Athene	0706	D6B9110	F	Non-industrial.	G
Leonore	0807	C310576	B	Non-industrial.	G
Azun	0809	B476ABC	B	Industrial.	

The Ultima subsector contains 22 worlds with a population of 44.0 billion. The highest population is 26 billion, at Azun.

IRIRIH



ALDERAMIN

The Suleiman Subsector

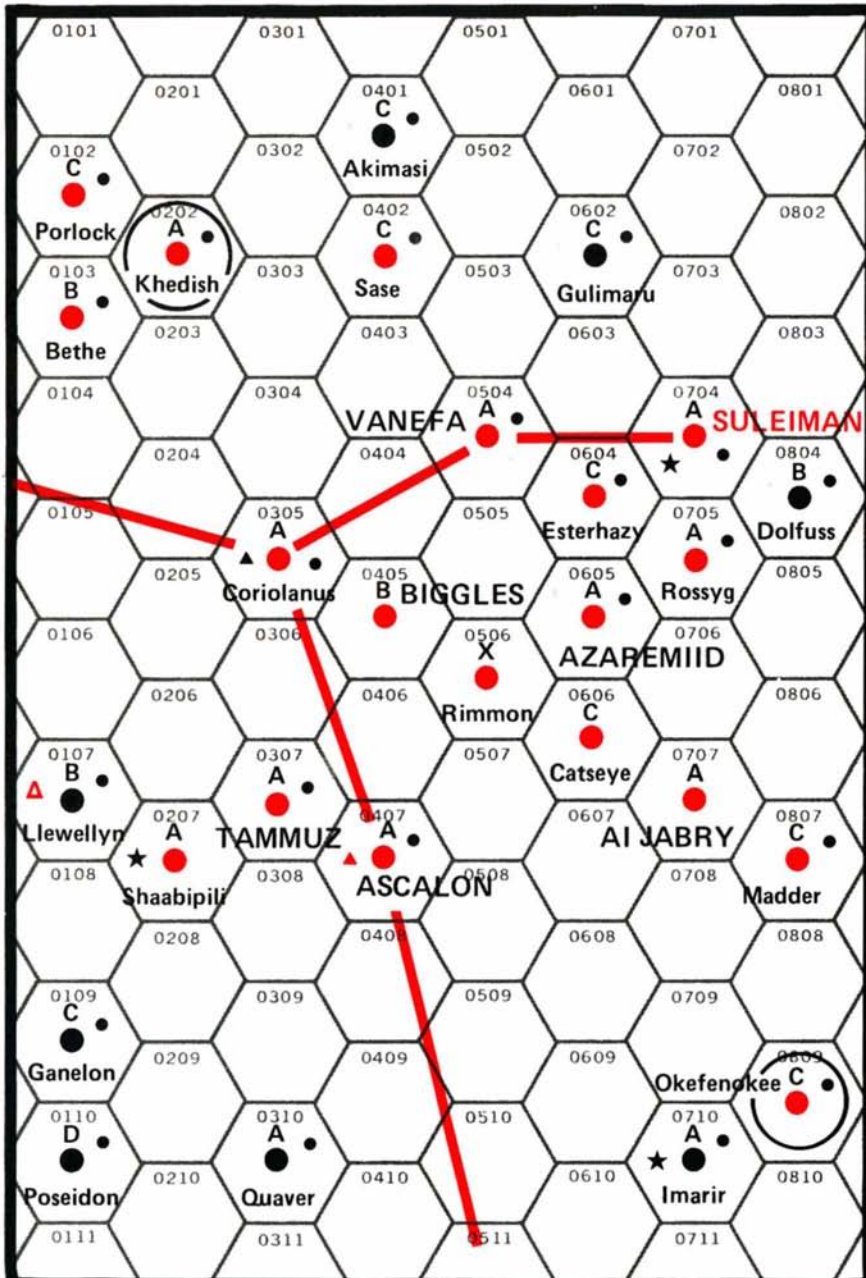
The Suleiman subsector is stable and relatively prosperous. Only two worlds in this subsector are posted as TAS Amber Zones: Okefenokee and Khedish.

Mudge, in the Concord subsector, is attempting to relieve its population pressures by colonizing Okefenokee. The original inhabitants are resisting and a guerrilla war is in progress.

Xenophobia and non-violence are equally strong parts of the cultural mindset on Khedish. Outsiders are in little physical danger, but unwary travellers will be swindled, cheated, robbed, and harrassed by the hostile Khedishi. Travellers are also advised that the Khedishi government, although required by Imperial law to give all Imperial citizens the same protection afforded Khedishi citizens, is strangely inefficient at investigating crimes against outsiders.

<i>Name</i>	<i>Statistics</i>			<i>Remarks</i>	
Porlock	0102	C433855	9	Poor. Non-agricultural.	G
Bethe	0103	B422677	A	Poor. Non-agricultural. Non-industrial.	G
Llewellyn	0107	B20058A	D	Non-industrial. Vacuum World.	G
Ganelon	0109	C430212	9	Poor. Non-industrial. Desert World.	G
Poseidon	0110	D8AA169	D	Non-industrial. Owned by Quaver.	G
Khedish	0202	A556889	F		A G
Shaabipili	0207	A553875	F N	Poor.	G
Coriolanus	0305	A237876	E S		
Tammuz	0307	A7549A9	F		G
Quaver	0310	A1118BC	F	Ice-Capped.	G
Akimasi	0401	C8A5455	6	Non-industrial.	G
Sase	0402	C34778B	B	Agricultural.	G
Biggles	0405	B236965	B	Owned by Ascalon.	
Ascalon	0407	A562AAF	E W		G
Vanefa	0504	A5639A6	F		G
Rimmon	0506	X222000	0		
Gulimaru	0602	C7A678C	A		G
Esterhazy	0604	C335420	C	Non-industrial.	G
Azaremiid	0605	A766A72	C		G
Catseye	0606	C222577	B	Poor. Non-industrial.	
Suleiman	0704	AA6498B	F N	Subsector Capital	G
Rossyg	0705	A785797	E	Rich. Agricultural.	G
Ai Jabry	0707	A7659BB	E		
Imarir	0710	A250877	F N	Poor. Desert World.	G
Dolfuss	0804	B100547	E	Non-industrial. Vacuum World.	G
Madder	0807	C532430	8	Poor. Non-industrial.	G
Okefenokee	0809	C337868	C	Owned by Mudge.	A G

The Suleiman subsector contains 27 worlds with a population of 80.9 billion. The highest population is 21 billion, at Ascalon.



The Concord Subsector

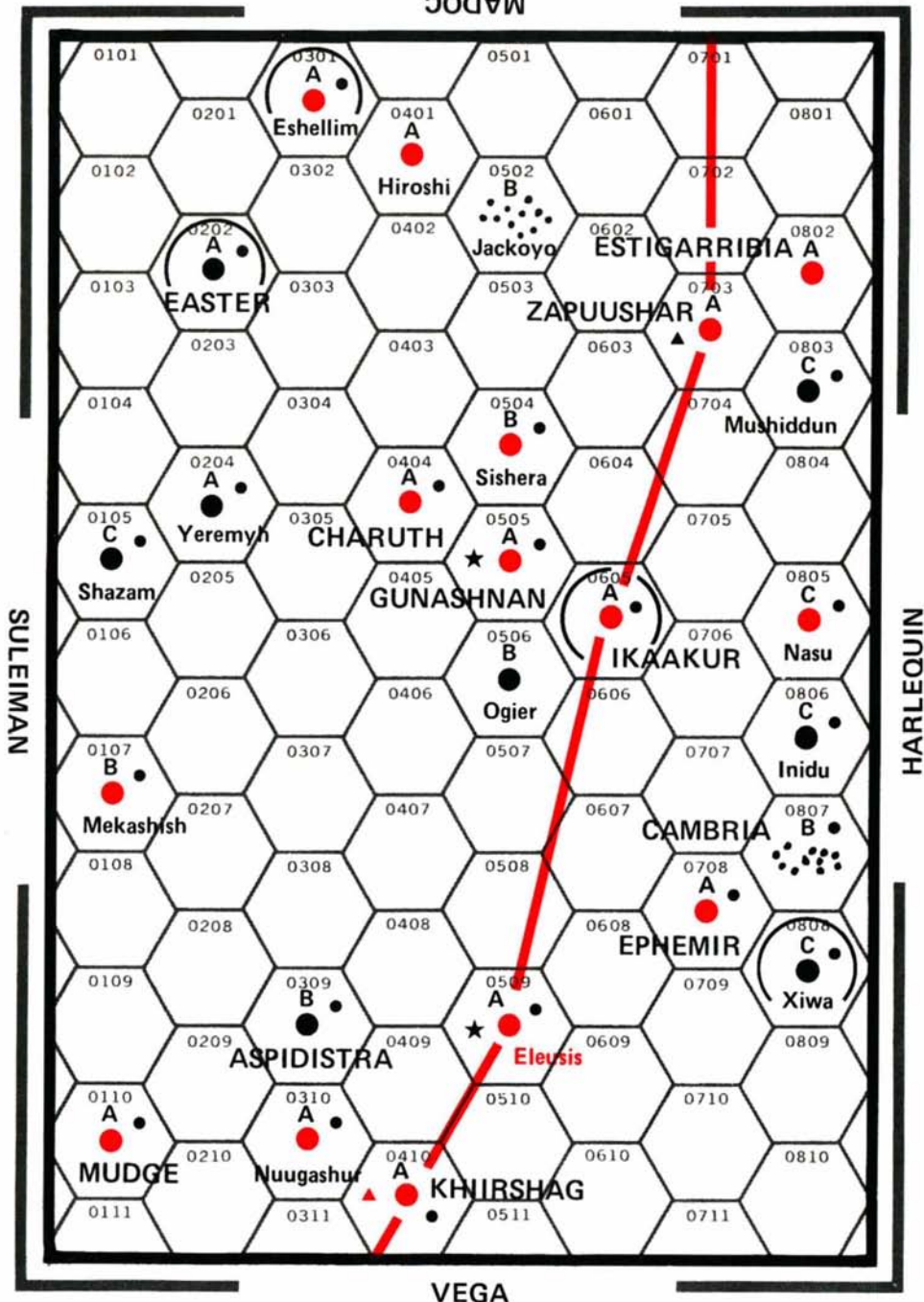
This subsector takes its name from the stable confederation centered on the area during the Long Night. During the troubles occasioned by the fall of the Rule of Man, the major worlds of the area formed a union for mutual defense, with its capital at Easter. The Easter Concord remained a secure bastion of civilization throughout the Long Night, and was formally dissolved upon the admission of its member worlds into the Third Imperium in 426.

In 1095, the two major nations on Xiwa engaged in a war using nuclear weapons. Most city domes were breached and over 80% of the population perished before the Imperial Marines could intervene. Most of the remaining population lives in small settlements far from the old cities. Its old governmental apparatus shattered, Xiwa remains under Imperial military rule; because the population is so scattered, law enforcement is sporadic outside of the few Imperial garrison enclaves and the world is classified as a TAS Amber zone.

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	
Shazam	0105 C411266 F	Non-industrial. Owned by Yeremyh.	G
Mekashish	0107 B6766BE 9	Non-industrial. Non-agricultural.	G
Mudge	0110 A463ACB D		G
Easter	0202 AAE7977 F		A G
Yeremyh	0204 A5207BF F	Poor. Non-agricultural. Desert World.	G
Eshellim	0301 A76A8BB E	Water World.	A G
Aspidistra	0309 B2009CB E	Industrial. Vacuum World.	G
Nuugashur	0309 A535726 E		G
Hiroshi	0310 A458774 E	Agricultural.	
Charuth	0404 A786988 E		G
Khiirshag	0410 A79A9BC F W	Industrial. Water World.	G
Jackoyo	0502 B000510 B	Non-industrial. Asteroid Belt.	
Sishera	0504 B233854 E	Poor. Non-agricultural.	G
Gunashnan	0505 A854996 E N		G
Ogier	0506 B10088A C	Non-agricultural. Vacuum World.	
Eleusis	0509 A789831 E N	Subsector Capital	G
Ikaakur	0605 A2569B8 F		A G
Zapuushar	0703 A858997 D S		G
Ephemir	0708 A675999 F	Industrial.	G
Estigarribia	0802 A566ABC D		
Mushiddun	0803 C61088D D	Non-agricultural.	G
Nasu	0805 C334368 F	Non-industrial. Owned by Ikaakur.	G
Inidu	0806 C6BA413 C	Non-industrial. Water World.	G
Cambria	0807 B0009BF E	Industrial. Asteroid Belt.	G
Xiwa	0808 C300568 B	Non-industrial. Military Rule.	A G

The Concord subsector contains 25 worlds with a population of 107.4 billion. The highest is 32 billion, at Mudge.

MADOC



VEGA

The Harlequin Subsector

During the period of Solomani rule, this subsector was more important, linking Terra with the Old Expanses. On many worlds, Solomani parties remain strong, but only on Scaramouche has longing for "the good old days" given rise to rebellion, now largely suppressed. The Solomani Confederation, while publicly expressing solidarity with local Solomani movements, gives tacit support to the status quo.

<i>Name</i>	<i>Statistics</i>			<i>Remarks</i>	
Jade	0102	C4758BF	D		G
Gadden	0106	D893200	8	Non-industrial.	G
Scaramouche	0109	A7C6503	9	Non-industrial.	A
Ukarin	0201	B433742	D	Poor. Non-agricultural.	G
Gashurzid	0202	A6568A8	F		
Miskatonic	0203	A487863	9	Rich. Owned by Alpher.	G
Beatus	0208	A688989	E		G
Alpher	0303	A866997	E		G
Okotah	0304	D325103	B	Non-industrial.	
Azure	0308	B3348CF	B		A G
Phireene	0407	A469895	D	Rich.	G
Umber	0408	B777464	D	Non-industrial. Owned by Phireene.	
Aosta	0502	A453A26	F	Poor.	G
Arkiirkii	0505	A66A8AD	F B	Subsector Capital. Water World.	
Kesirisu	0506	B49A502	A	Non-industrial. Water World.	G
Huy Braseal	0510	A255989	F N		G
Karpaty	0601	A483954	F		G
Syzygy	0606	C100721	8	Non-agricultural. Vacuum World.	G
Janosz	0608	A564978	B S		G
Shapam	0609	C232533	C	Poor. Non-industrial.	G
Kirillishur	0610	C7A4543	E	Non-industrial.	G
Carlyle	0701	B9B5865	C	Owned by Palnu.	G
Khiggun	0702	B8A3643	E	Non-industrial.	G
Rann	0706	A664988	F		
Iipshidan	0707	C544534	A	Non-industrial. Agricultural.	G
Cambyes	0708	B246988	A	Industrial.	G
Champa	0709	A6629B9	8 S		G
Palnu	0801	A484999	E		G
Opar	0802	E5AA267	E	Non-industrial. Owned by Palnu.	
Irashnar	0803	B131438	F	Poor. Non-industrial.	G
Rith	0804	C536875	C		A G
Kilennur	0808	B5958BE	B		G
Pagliacci	0809	C754733	6	Agricultural.	G

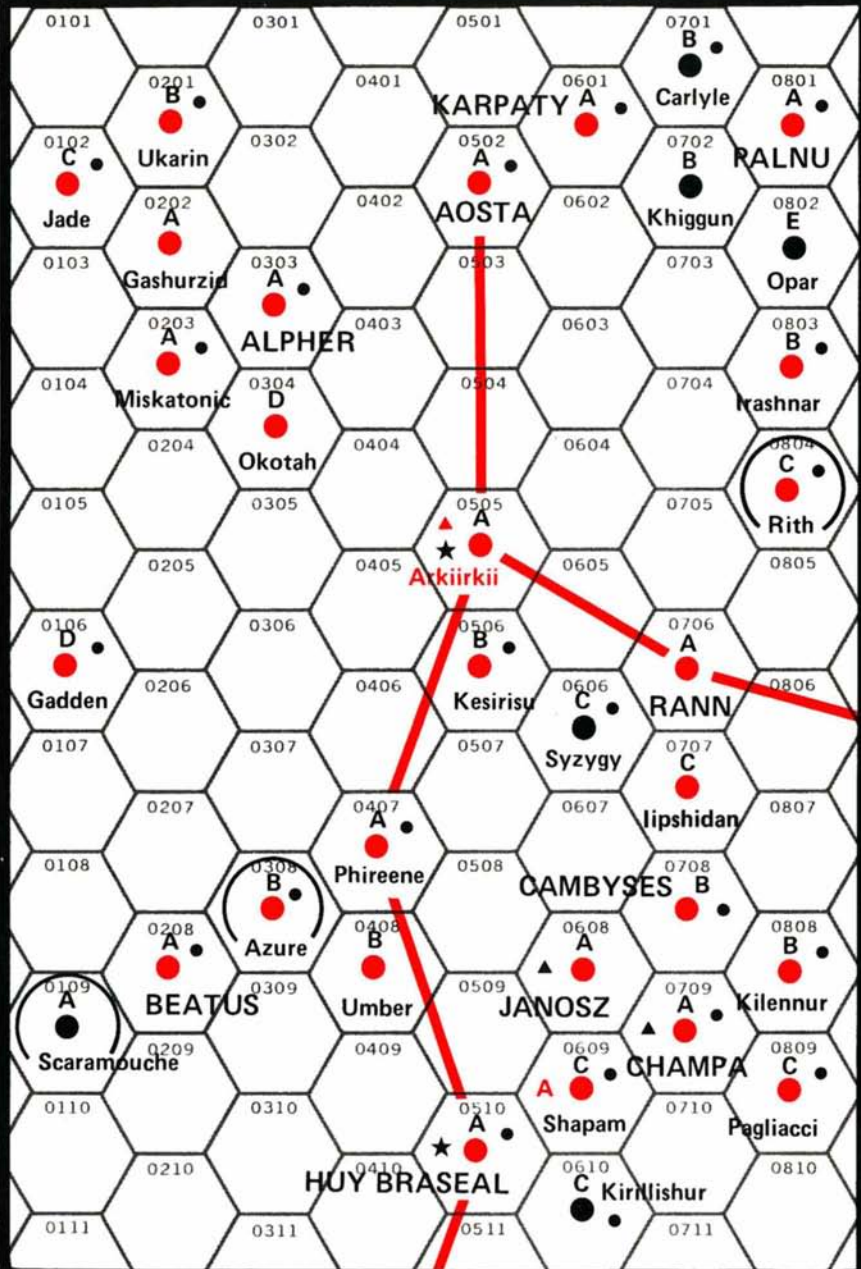
The Harlequin subsector contains 33 worlds with a population of 67.1 billion. The highest population is 17 billion, at Aosta.

KULAM

CONCORD

XIMENES

BANASDAN



The Alderamin Subsector

Alderamin, also called Alpha Cephei, is a bright star visible from Terra, and the brightest star in the subsector. Like most massive stars, it has no planets, but it is encircled by the Stralsund asteroid belt, a rich source of many commercially valuable elements.

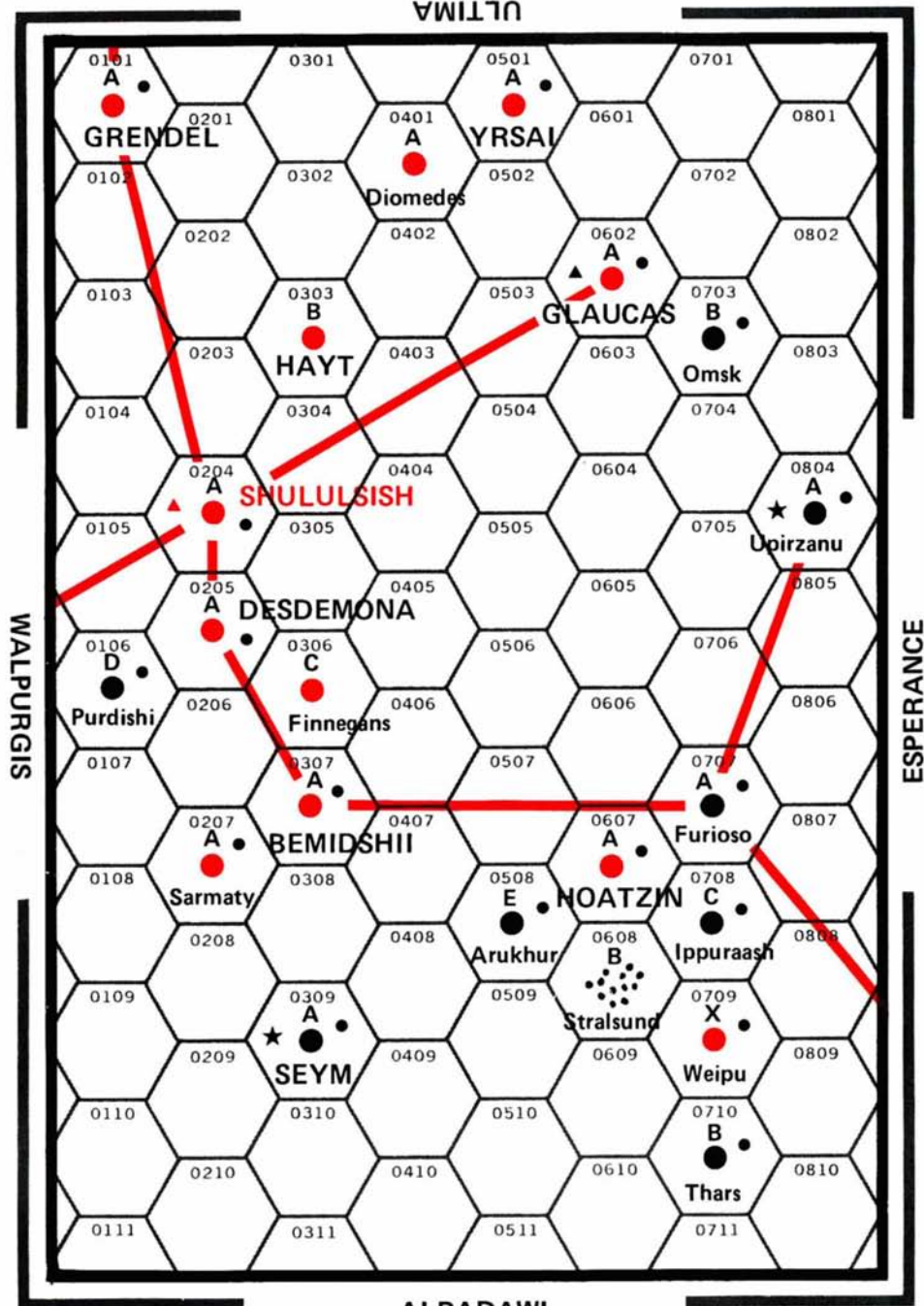
Hoatzin is a low-density world, poor in heavy elements, and its industry relies greatly on raw material imports. The Hoatzins trade heavily with Stralsund belt and have established mining colonies on Arukhur and Furioso.

The government of Shululsish is a rarity: a participatory democracy on a high population world, made possible by high technology. Each of the world's 21 billion citizens carries a terminal connected to the planetary computer; all eligible voters are polled regularly, and important laws are enacted in this fashion. All executive officials are elected for one-month terms. This form of government places a heavy burden on the individual, and the average citizen spends over an hour a day in government-related activity, both in voting and in using the computer net to gain the information needed to reach a decision. Other high-population worlds with similar governments include Aosta in the Harlequin subsector and Dimmurak in the Esperance subsector.

<i>Name</i>	<i>Statistics</i>			<i>Remarks</i>	
Grendel	0101	A96A98B	E	Water World.	G
Purdishi	0106	D610168	E	Non-industrial. Owned by Desdemona.	G
Shululsish	0204	A584A22	F W	Subsector Capital	G
Desdemona	0205	A76999C	E		G
Sarmaty	0207	A889877	F	Rich.	G
Hayt	0303	B4219AF	E	Poor. Non-agricultural. Industrial.	
Finnegans	0306	C379533	B	Non-industrial.	
Bemidshii	0307	A567988	E		G
Seym	0309	A1009CB	C N	Non-agricultural. Vacuum World.	G
Diomedes	0401	A8777A8	F	Agricultural.	
Yrsai	0501	A663A9B	F		G
Arukhur	0508	E200365	E	Non-industrial. Owned by Hoatzin.	G
Glaucas	0602	A8869A9	F S		G
Hoatzin	0607	A967986	E		G
Stralsund	0608	B0007BE	E	Non-agricultural. Asteroid Belt.	
Omsk	0703	B511547	A	Non-industrial. Ice-Capped.	G
Furioso	0707	A9C5761	D	Owned by Hoatzin.	G
Ippuraash	0708	C200612	A	Non-industrial. Vacuum World.	G
Weipu	0709	X543000	0		G
Thars	0710	B7A7797	D		G
Upirzanu	0804	A9B5752	F N		G

The Alderamin subsector contains 21 worlds with a population of 86.1 billion. The highest population is 34 billion, at Yrsai.

ULTIMA



ALBADAWI

The Esperance Subsector

The Esperance subsector is not a governmental unit; its worlds are governed from other subsectors. Ludmilla and Esperance (the world) have large Vegan minorities. The nation of Waothan on Esperance, with a third of the planet's population, is 95% Vegan. Attempts to integrate these two worlds into the Vegan District have long been a source of tension, and two recent events have intensified the problem: Waothan has applied to the Emperor for permission to join the Vegan District, and a human supremacist party has recently come to power on Ludmilla.

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	
Fafhrd	0102 C620764 6	Non-agricultural. Owned by Anacreon.	G
Kitchener	0103 BAC8645 C	Non-industrial.	G
Alphanor	0104 A988995 F		G
Lompoc	0108 C444634 A	Non-industrial. Agricultural.	
Cuchulain	0109 AA569BF A		G
Anacreon	0201 A562841 F	Rich.	G
Tisiphone	0210 B624885 F		G
Dimmurak	0301 A657924 E		G
Esperance	0306 A468878 F N	Rich.	A G
Mashaddun	0307 C994210 D	Non-industrial.	
Muan Irrzudh	0309 A66A786 D	Rich. Water World.	
Hsuishlesh	0310 A644986 F N	Industrial.	G
Boskone	0404 E00016A E	Non-industrial. Owned by Ludmilla.	G
Ludmilla	0406 A45689D E		G
Tunshaon Tyo	0408 A554986 F		G
Umieh	0409 B100886 E	Non-agricultural. Vacuum World.	G
Boqueron	0501 A0009A8 D	Industrial. Asteroid Belt.	A G
Hieronimus	0506 X530622 6	Non-agricultural. Desert World.	R G
Ahhunsal	0508 E521186 F	Poor. Non-industrial.	G
Hsivyu	0510 A133786 F	Poor. Non-agricultural.	
Hokchor	0607 C647586 C	Non-industrial. Agricultural.	G
Muan Ialour	0608 A556886 E		G
Ninshien	0609 B59A886 C	Water World.	G
Oort	0701 A563896 F	Rich.	G
Ymir	0702 A6A6772 F		A G
Dzim ZhiaGwi	0705 A456A86 F		
Ewmiak	0706 A452986 F	Poor.	G
Flanders	0707 A755A86 F		G
Bellerophon	0709 A88A986 E	Water World.	G
Orruiltan Tyui	0806 B121686 C	Poor. Non-industrial. Non-agricultural.	G
Tyudhuar	0809 C599786 B		G

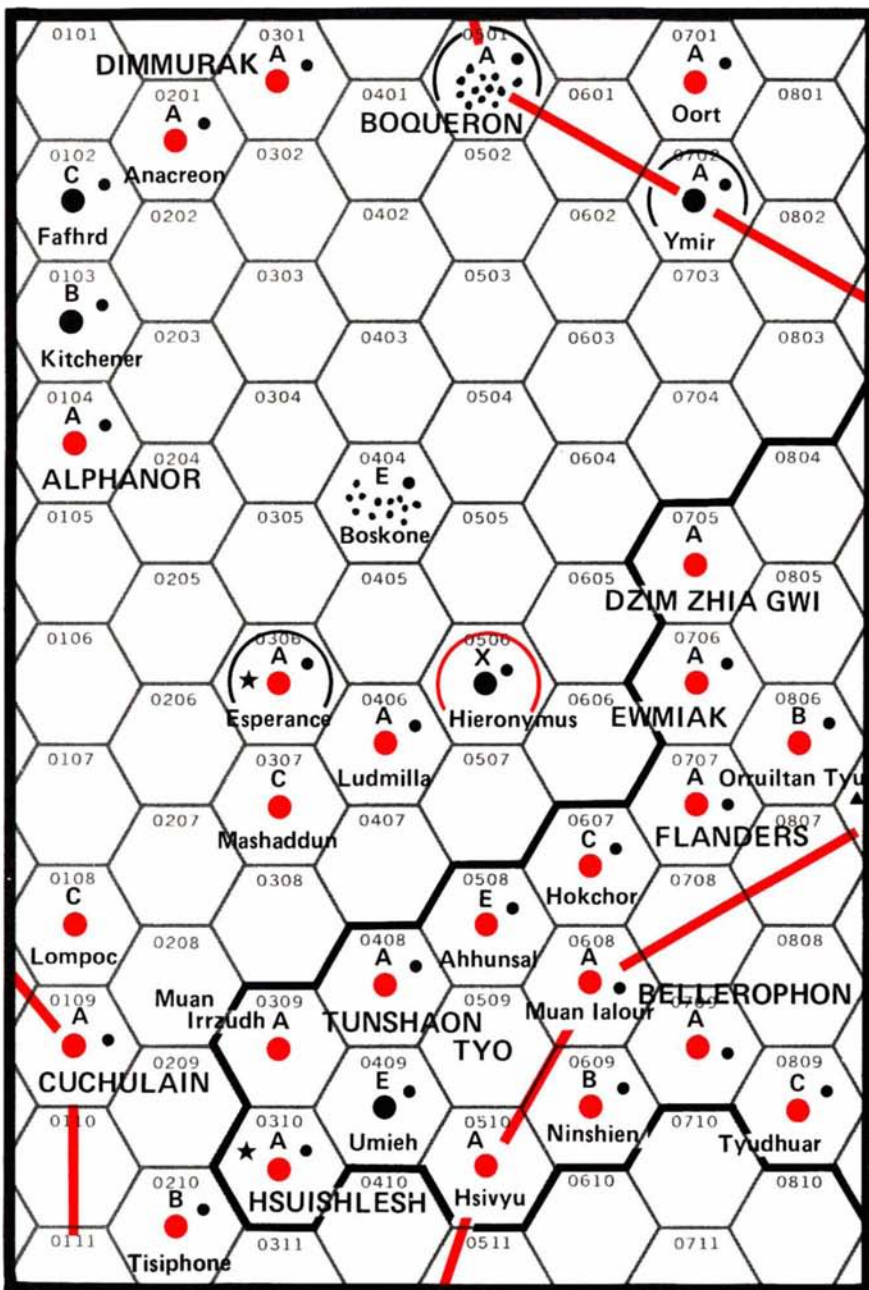
The Esperance subsector contains 31 worlds with a population of 94.4 billion. The highest population is 31 billion, at Flanders.

SULEIMAN

ALDERAMIN

VEGA

DINGIR



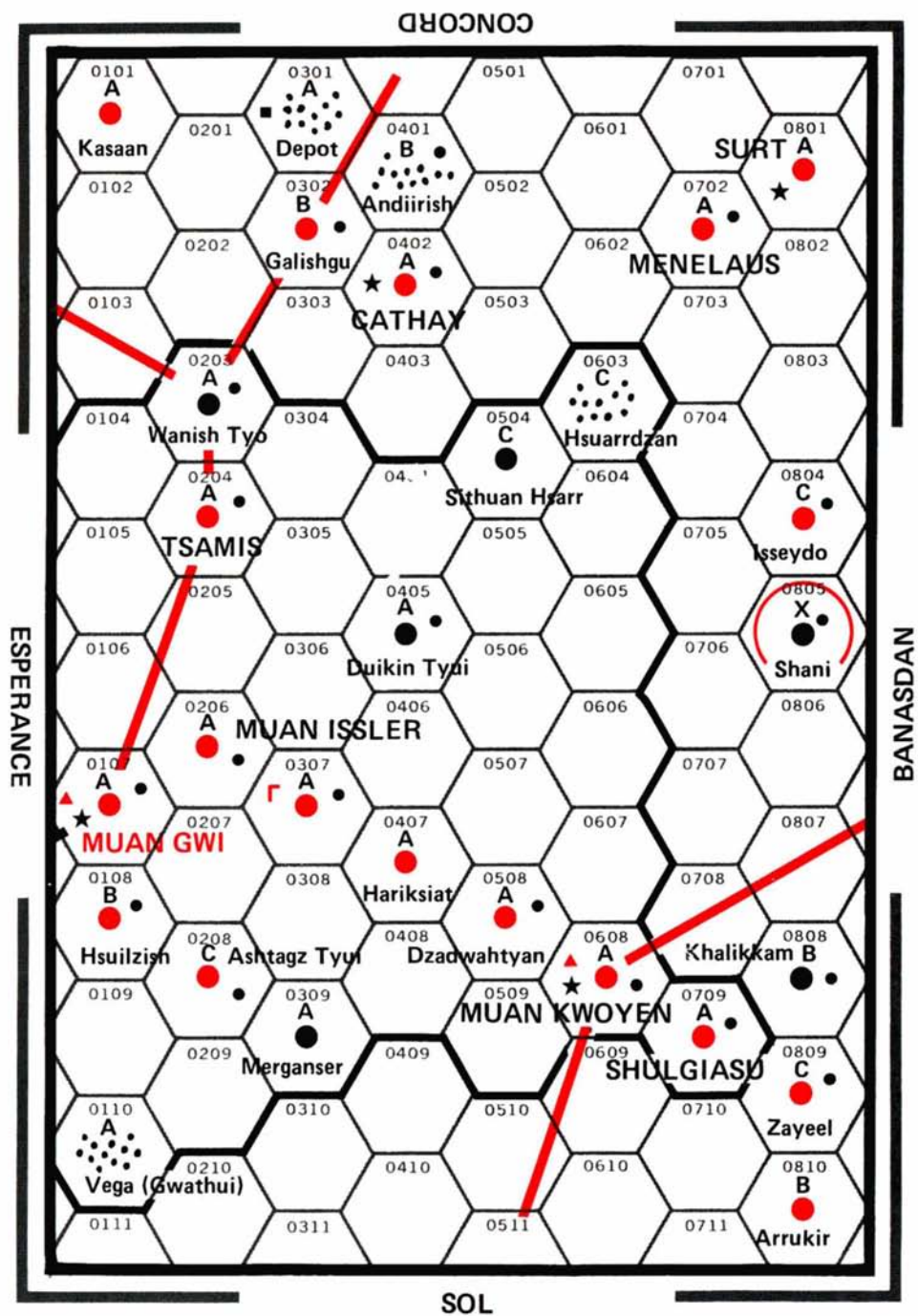
The Vega Subsector

Most of this subsector and the Esperance subsector compose the Vegan Autonomous District. Most worlds in the District are inhabited almost entirely by Vegans, except for Shulgiasu, Bellerophon, and Flanders. Vegans are unable to live on these high-gravity worlds, although humans find them habitable. Merganser, important for its resources, also has a human population; Sithuan Hsarr is a recent experimental colony, worked by Vegans living under artificial gravity.

The entire Depot system is devoted to an Imperial naval depot, and its population consists entirely of naval personnel. In peacetime, a depot's main function is research; there the navy develops and tests new ship prototypes. In war, a depot is able to supply, maintain, and repair a large fraction of the Imperial fleet.

<i>Name</i>	<i>Statistics</i>		<i>Remarks</i>	
Kasaan	0101	A785757	E	Rich. Agricultural.
Muan Gwi	0107	A456A86	F B	Capital and homeworld of the Vegans.
Hsuilzish	0108	B678786	C	Agricultural.
Vega	0110	A000786	E	Non-agricultural. Asteroid Belt.
Wanish Tyo	0203	A630886	E	Poor. Non-agricultural. Desert World.
Tsamis	0204	A547986	F	Industrial.
Muan Issler	0206	A354A86	F	
Ashtagz Tyui	0208	C348786	E	Agricultural.
Depot	0301	A00066D	F	Non-agricultural. Military Rule.
Galishgu	0302	B2227AF	C	Poor. Non-agricultural.
Asterr Tyui	0307	A666986	F	
Merganser	0309	A942786	E	Poor.
Andiirish	0401	B000555	E	Non-industrial. Asteroid Belt.
Cathay	0402	A866ADC	E N	
Duikin Tyui	0405	A310886	E	Non-agricultural.
Hariksiat	0407	A349886	F	
Sithuan Hsarr	0504	C8B6486	E	Non-industrial.
Dzadwahtyan	0508	A785786	E	Rich. Agricultural.
Hsuarrdzan	0603	C000686	C	Non-agricultural. Asteroid Belt.
Muan Kwoyen	0608	A666986	F N	
Menelaus	0702	A8659CB	9	
Shulgiasu	0709	A758986	F	
Surt	0801	A521998	E N	Poor. Non-agricultural. Industrial.
Isseydo	0804	C248846	C	
Shani	0805	X412553	8	Non-industrial. Ice-Capped.
Khalikkam	0808	B610664	C	Non-agricultural. Owned by Ganesh.
Zayeel	0809	C4338A7	7	Poor. Non-agricultural.
Arrukir	0810	B59A779	A	Water World.

The Vega subsector contains 28 worlds with a population of 149.2 billion. The highest population is 41 billion, at Muan Gwi.



The Banasdan Subsector

This subsector contains a number of unusual worlds. Nisinasha is egg-shaped, distorted by tidal forces far in the past, when it was much closer to its gas giant primary. Its atmosphere, however, is nearly spherical, producing near-vacuum at the ends, too-high pressure at the middle, and two habitable bands between these extremes. Easter, in the Concord subsector, is the only other such world in the Solomani Rim. Altiplano is another partially habitable world. Its atmospheric pressure at sea level is too great for humans to breathe, but it becomes tolerable at 2000 meters and higher, allowing humans to inhabit the world's mountain ranges. Noricum, due to its odd combination of low gravity and thick atmosphere, has an amazingly rich variety of aerial life.

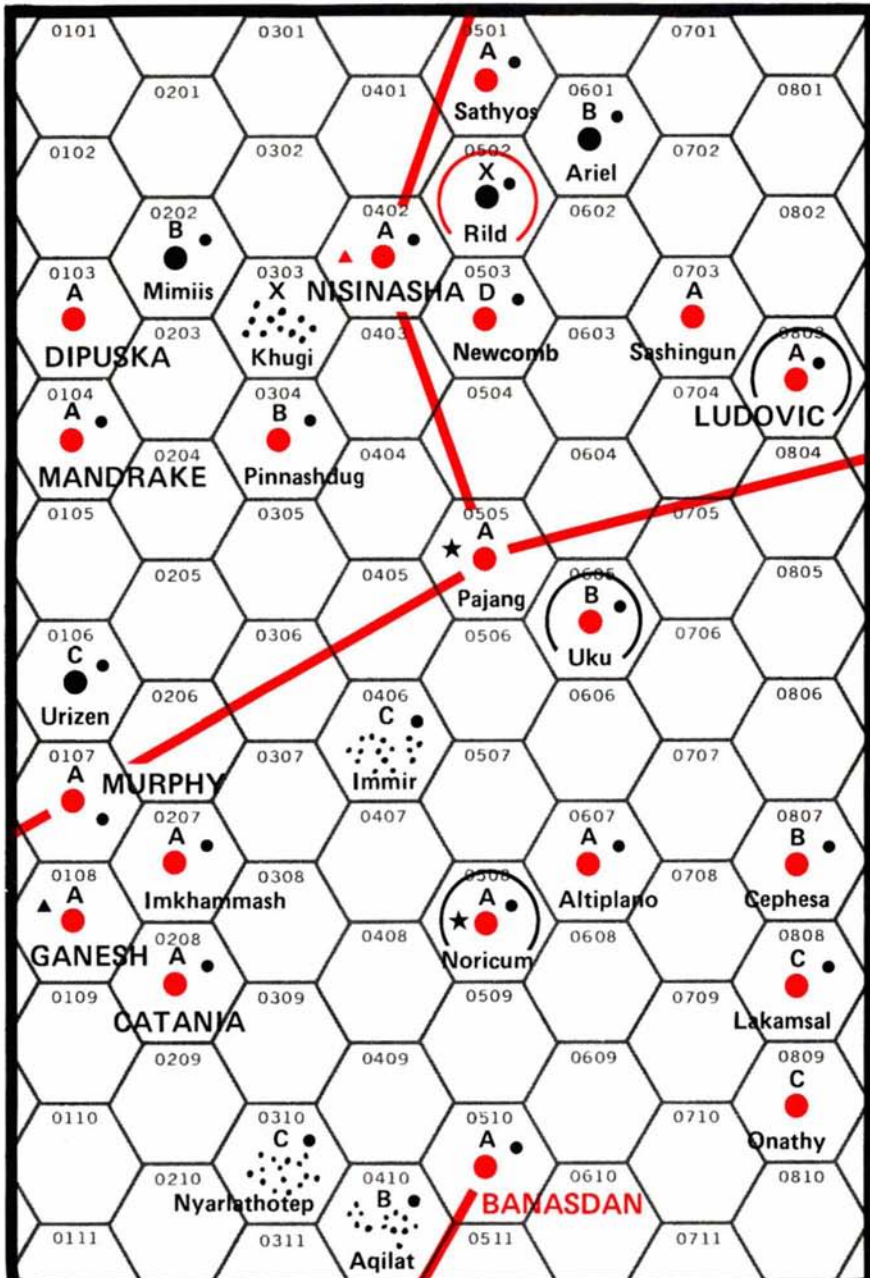
<i>Name</i>	<i>Statistics</i>			<i>Remarks</i>	
Dipuska	0103	A662AB8	E		
Mandrake	0104	A366AA9	E		G
Urizen	0106	C8C8430	C	Non-industrial.	G
Murphy	0107	A3449BE	E	Industrial.	G
Ganesh	0108	A766A57	E S		
Mimiis	0202	B200789	E	Non-agricultural. Vacuum World.	G
Imhkammash	0207	A25588A	E		G
Catania	0208	A56898B	F		G
Khugi	0303	X000000	0	Asteroid Belt.	
Pinnashdug	0304	B478888	C		G
Nyarlahotep	0310	C000267	E	Non-industrial. Owned by Aqilat.	G
Nisinasha	0402	A9EA987	E W	Water World.	G
Immir	0406	C000530	A	Non-industrial. Asteroid Belt.	G
Aqilat	0410	B000630	E	Non-agricultural. Asteroid Belt.	G
Sathyos	0501	A479726	E		G
Rild	0502	XAC7774	9		R G
Newcomb	0503	D441443	6	Poor. Non-industrial.	G
Pajang	0505	A373772	E N		
Noricum	0508	A38A7CC	F N	Water World.	A G
Banasdan	0510	A653A44	F	Poor. Subsector Capital.	G
Ariel	0601	B514735	E	Ice-Capped.	G
Uku	0605	B636794	E		A G
Altiplano	0607	A8D8864	E	Owned by Banasdan.	G
Sashingun	0703	A653865	D	Poor. Owned by Ludovic.	
Ludovic	0803	A665977	D		A G
Cephesa	0807	B222431	F	Poor. Non-industrial.	G
Lakamsal	0808	C545786	A	Agricultural.	G
Onathy	0809	C5218A7	E	Poor.	

The Banasdan subsector contains 28 worlds with a population of 152.3 billion. The highest population is 30 billion, at Banasdan.

HARLEQUIN

VEGA

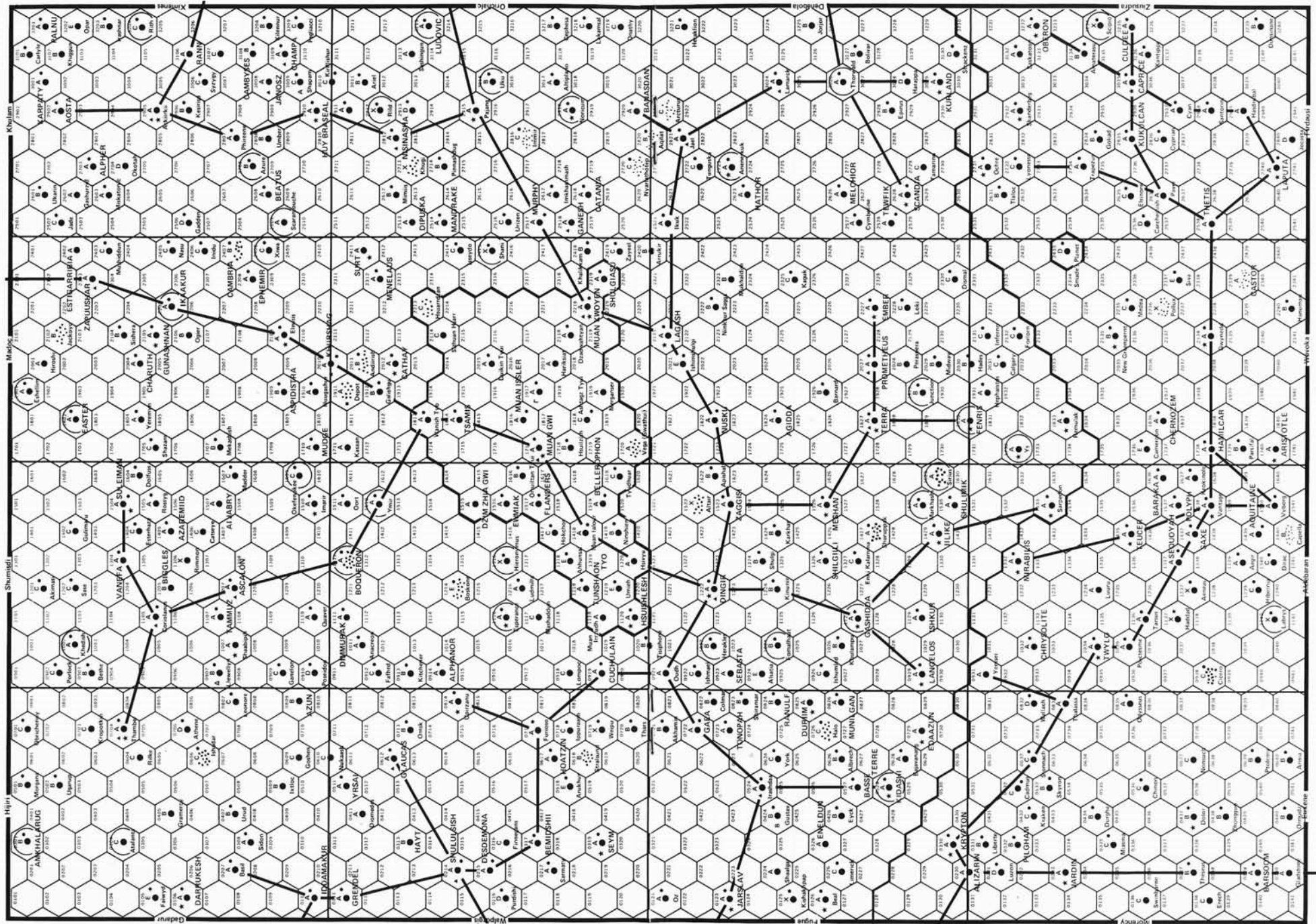
ORICHALC



ARCTURUS

The Solomani Rim

A Detailed Stellar Sector Containing Terra and Her Neighbors





Intentionally
blank.

The Albadawi Subsector

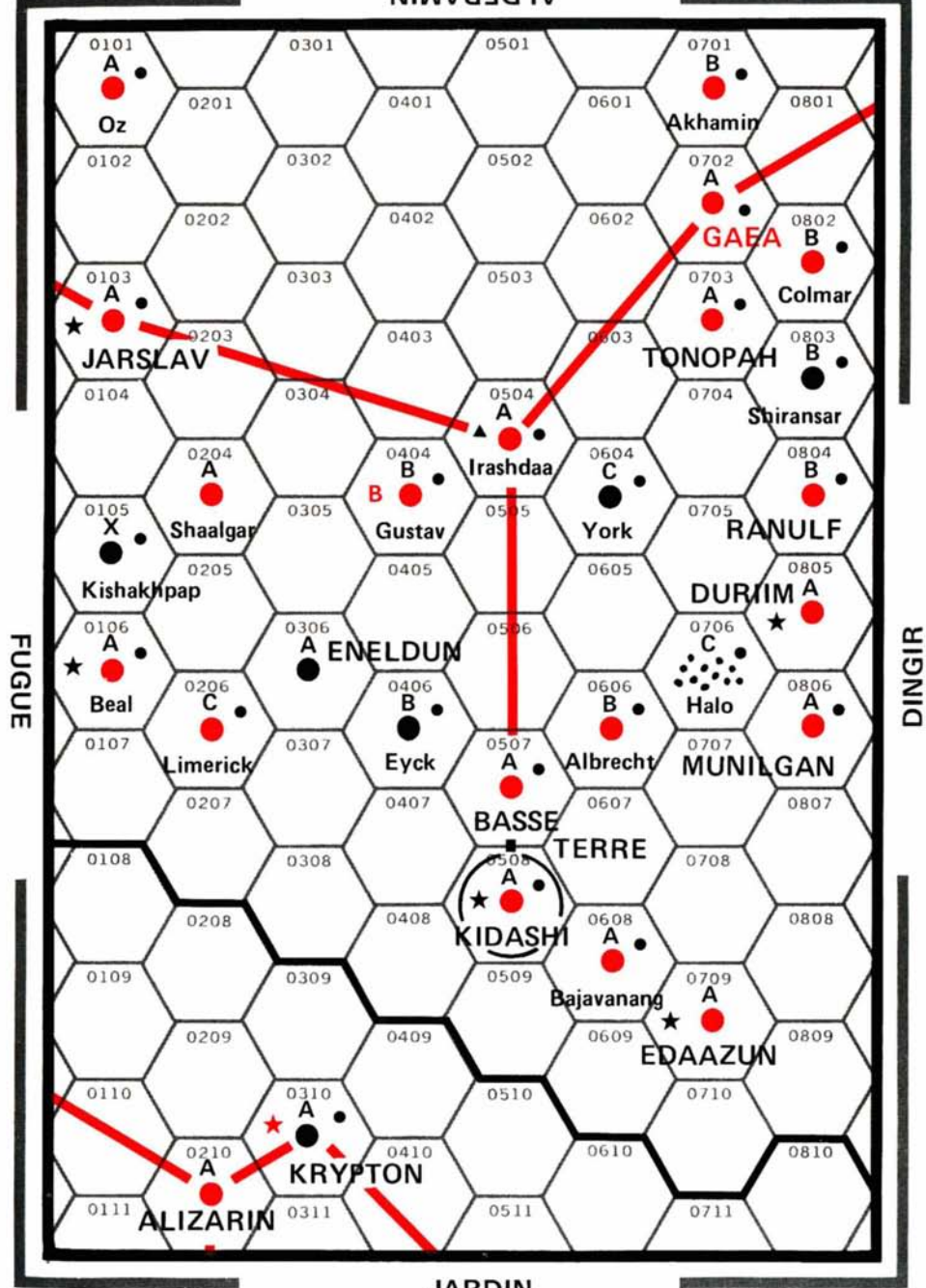
The Albadawi subsector is named after the Terran admiral of the 8th Interstellar War who conquered it from the First Imperium. Soon after Dingir's fall, Albadawi took advantage of the Vilani confusion to seize and fortify Oudh (Dingir 0101, then called Enulsur), isolating the subsector from the rest of the Imperium. Leaving part of his fleet to defend Enulsur, he took the remainder to reduce in turn Apish-lun (now Gaea), Shikashu (now Tonopah), and Duriim. The treaty of Enulsur, which ended the war, ceded all of the Imperium rimward of Vega to the Terrans.

The subsector economy suffered greatly in the Solomani Rim War. Although most of the fighting was elsewhere, the subsector's resources were heavily drained to support the Solomani war effort. The Imperium has been slow to aid in recovery, which may explain why Solomani sympathy remains strong on many worlds.

<i>Name</i>	<i>Statistics</i>				<i>Remarks</i>	
Oz	0101	A153887	F		Poor.	G
Jaroslav	0103	A8879A9	E N			G
Kishakhpap	0105	X410000	O			G
Beal	0106	A4577CD	F N		Agricultural.	G
Shaalgar	0204	A666769	B		Rich. Agricultural. Military Rule.	
Limerick	0206	C579634	A		Non-industrial.	G
Alizarin	0210	A466987	C			
Eneldun	0306	A31498A	E		Industrial. Ice-Capped.	
Krypton	0310	A9A49BC	D N			G
Gustav	0404	B798534	E		Non-industrial. Agricultural.	G
Eyck	0406	B130879	E		Nonagricultural. Desert World.	G
Irashdaa	0504	A689869	F S		Rich. Military Rule.	G
Basse Terre	0507	A6699AC	E			G
Kidashi	0508	A457A69	E N		Military Rule.	A G
York	0604	C8A2263	F		Non-industrial. Owned by Irashdaa.	G
Albrecht	0606	B742747	E		Poor.	G
Bajavanang	0608	A5898CA	E			G
Akhamin	0701	B662765	D		Owned by Tonopah.	G
Gaea	0702	A986986	E		Subsector Capital	G
Tonopah	0703	A866ADB	D			G
Halo	0706	C000679	D		Non-agricultural. Asteroid Belt.	G
Edaazun	0709	A46A969	E N		Water World. Military Rule.	
Colmar	0802	B427832	B			G
Shiranshar	0803	BAA5453	D		Non-industrial.	G
Ranulf	0804	B6429CB	D		Poor. Industrial.	G
Duriim	0805	A488AA7	C N			
Munilgan	0806	A55499D	D			G

The Al Badawi subsector contains 27 worlds with a population of 136.4 billion. The highest population is 34 billion, at Kidashi.

ALDERAMIN



The Dingir Subsector

The Dingir subsector provided most of the battleground for the 2nd through 7th Interstellar Wars. Conquered early by Terra, its population is heavily Solomani in sympathy, especially on the old worlds of Ilike (Tau Ceti), Shulimik (Epsilon Eridani), and Gashidda.

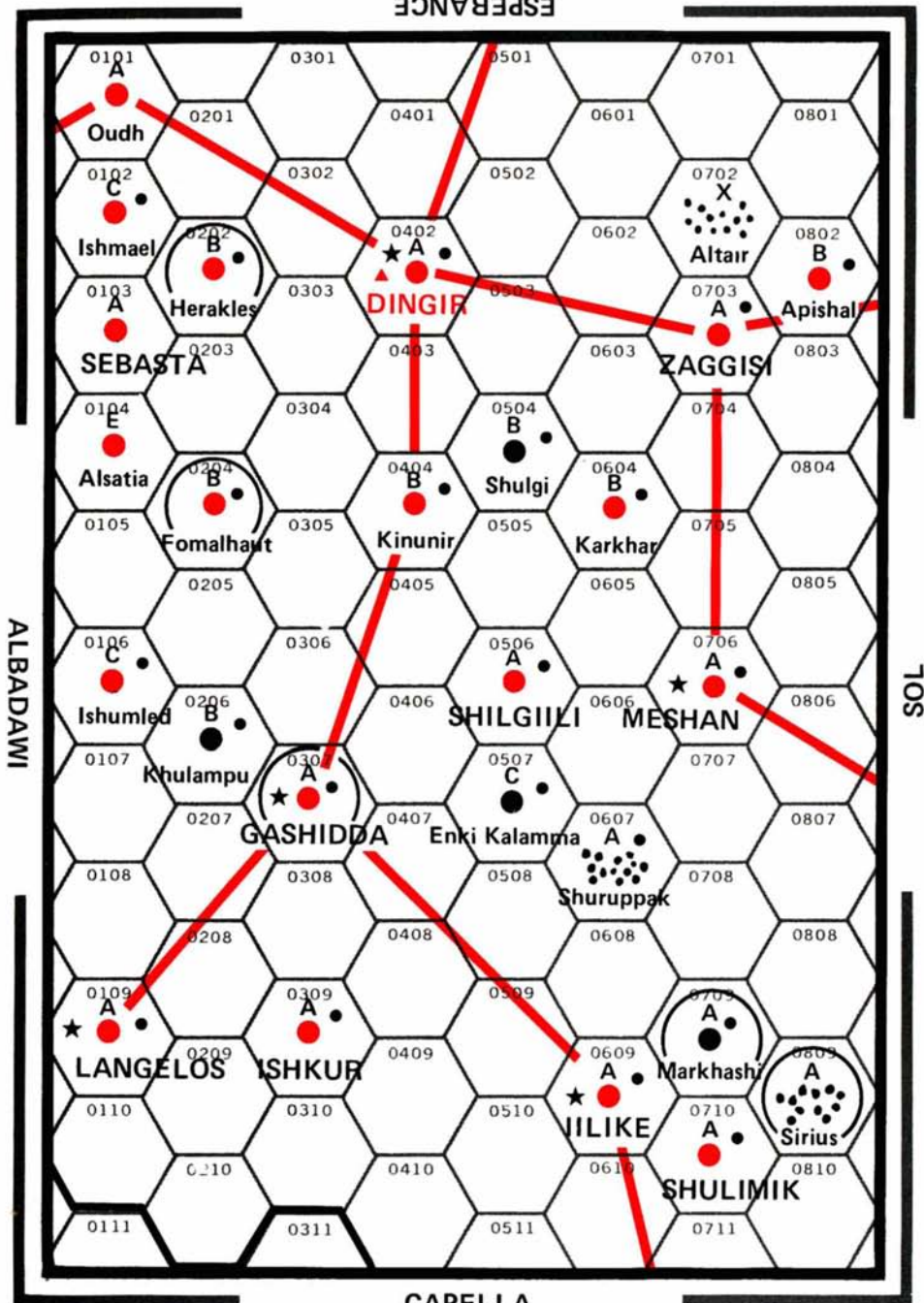
Dingir has an important place in history. It has been, in turn, a provincial capital of the First Imperium, headquarters of the Terran fleet, for a brief time capital of the Rule of Man, sector capital under the Rule of Man, independent world (during the Long Night), subsector capital under the Third Imperium and the Solomani Confederation, and once again sector capital, following the Solomani Rim War.

The belt at Sirius is actually made up of artificial satellites, mostly planetoids moved from other nearby systems. Sirius has no significant natural satellites, but its position makes it important as a waystation for commercial traffic.

<i>Name</i>	<i>Statistics</i>			<i>Remarks</i>	
Oudh	0101	A341669	D	Non-industrial. Military Rule.	G
Ishmael	0102	C232310	B	Poor. Non-industrial	G
Sebasta	0103	A666ABD	F		
Alsatia	0104	E53216D	F	Poor. Non-industrial. Owned by Sebasta.	
Ishumled	0106	C577634	9	Non-industrial. Agricultural.	G
Langelos	0109	A3249A6	F N	Industrial.	G
Herakles	0202	B535769	D	Military Rule.	A G
Fomalhaut	0204	B8C8469	F	Non-industrial. Military Rule.	A G
Khulampu	0206	B9A7869	C	Military Rule.	G
Gashidda	0307	A36A969	E N	Water World. Military Rule.	A G
Ishkur	0309	A562997	D		G
Dingir	0402	AA89A98	F B	Sector Capital	G
Kinunir	0404	B532799	C	Poor. Non-agricultural.	G
Shulgi	0504	B512855	C	Poor. Non-agricultural. Ice-Capped.	G
Shulgiili	0506	A67A945	E	Industrial. Water World.	G
Enki Kalamma	0507	C200365	E	Non-industrial. Owned by Shulgiili.	G
Karkhar	0604	B675769	D	Agricultural. Military Rule.	G
Shuruppak	0607	A000769	9	Non-agricultural. Military Rule.	G
Ilike	0609	A455969	F N	Military Rule.	G
Altair	0702	X000000	0	Asteroid Belt.	
Zaggisi	0703	A79998C	E	Industrial.	G
Meshan	0706	A4359CF	E N		G
Markhashi	0709	A3018CB	D	Non-agricultural. Ice-Capped.	A G
Shulimik	0710	A783969	E	Military Rule.	G
Apishal	0802	B633641	C	Poor. Non-industrial. Non-agricultural.	G
Sirius	0809	A000769	E	Non-agricultural. Military Rule.	A

The Dingir subsector contains 26 worlds with a population of 89.1 billion. The highest population is 29 billion, at Sebasta.

ESPERANCE



CAPELLA

The Sol Subsector

When the Terrans first developed the jump drive and began exploring other systems, the immediate discovery of a habitable planet around Alpha Centauri seemed as momentous as the discovery of fire. Soon after, another expedition discovered the First Imperium's base at Agidda, bringing the realization that most of the universe was already owned by someone else. Conflict between Terran expansionism and the Imperial desire for stasis soon sparked the First Interstellar War.

The hardest fighting of the early wars occurred in this subsector, as the two sides fought for control of the crossroads systems of Procyon (Fenris) and Barnard.

After the wars, Terra lost importance. It had been capital of the Terran Confederation, but at the beginning of the Rule of Man, the capital was moved to Dingir.

During the Long Night, Terra became the capital of the Old Earth Union, which included most of the early Terran colonies from Barnard to Forlorn and from Dismal to the merchant refueling station at Sirius.

Terra was the capital of the Solomani Autonomous Region, and was the subject of the massive assault which ended the Solomani Rim War. After the war most worlds rimward of Vega were under Imperial military government, and many remain so today. Tension is decreasing, and Terra is scheduled for return to civilian control by the end of the decade, although unrest continues on a few worlds.

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	
Nusku	0202 A569943 F		G
Agidda	0204 A972979 C	Industrial.	G
Terra	0207 A867A69 F B	Military Rule.	G
Fenris	0210 AA98969 E N	Industrial. Military Rule.	A
Barnard	0306 B200869 E	Non-agricultural. Military Rule.	G
Junction	0309 B975869 F	Military Rule.	A G
Ishimshulgi	0401 E200478 7	Non-industrial. Vacuum World.	G
Prometheus	0407 A785969 F S	Military Rule.	G
Peraspera	0408 B7A2536 D	Non-industrial.	
Midway	0409 B699552 D	Non-industrial.	G
Hades	0410 B432366 E	Poor. Non-industrial. Owned by Fenris.	G
Lagash	0501 A667A8B F N	Subsector Capital.	G
Ninkhur Sagga	0601 BAA7769 D	Military Rule.	G
Ember	0607 A412969 D N	Non-agricultural. Industrial. Military Rule.	G
Loki	0608 C9CA369 D	Non-industrial. Military Rule.	G
Mukhaldim	0703 B533413 C	Poor. Non-industrial. Owned by Ember.	
Kaguk	0805 C648669 A	Non-industrial. Agricultural. Military Rule.	G
Dismal	0810 C421542 E	Poor. Non-industrial.	G

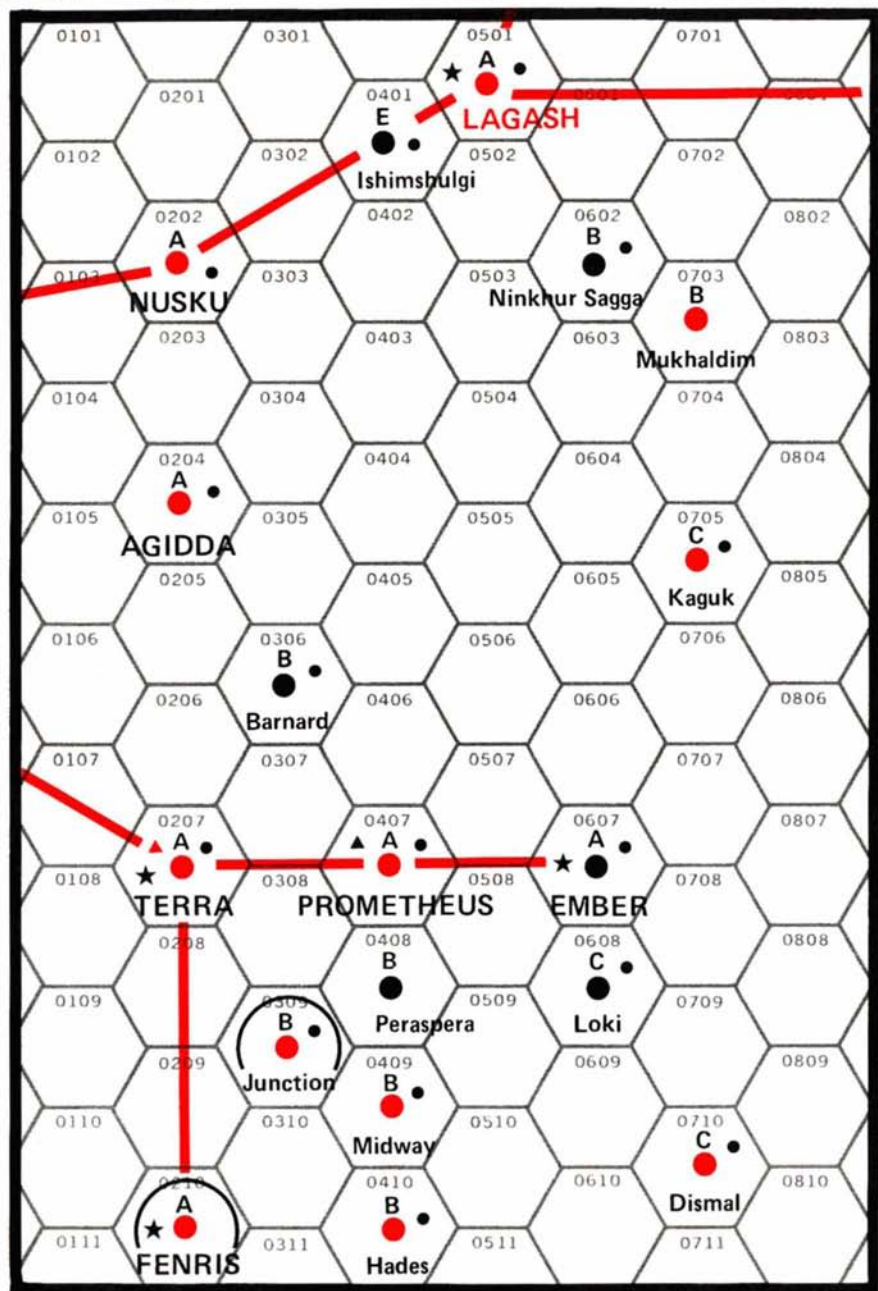
The Sol subsector contains 18 worlds with a population of 73.7 billion. The highest population is 21 billion, at Lagash.

VEGA

DINGIR

ARCTURUS

GEMINI



The Arcturus Subsector

The coreward portion of this subsector was settled by Vilani during the First Imperium. The rimward portion (Lamarck and "below") was settled by Solomani, beginning after the 9th Interstellar War. It was surveyed by a Terran fleet soon after the Terran invention of the J-3 drive, searching for a base to use in attacking the lightly defended Imperial flank. After the war passed by, colonists began to arrive, although the subsector remained a backwater all through the Second Imperium; most Terran emigrants went to Vilani-settled space in search of wealth and power.

Cymbeline is a massive planet with a paradoxically thin atmosphere. Because of the world's high gravity, the breathable portion of the atmosphere is concentrated in areas near or below sea level. Most of the population lives in sub-sea level depressions (like Death Valley on Terra) or in low-lying coastal areas. The air at higher elevations is too thin to support human life.

Thorwald is the home of one of the most unusual plant forms known: The leyden tree. The tree secretes an internal metal lightning rod, and when lightning strikes, the charge is deflected through a net of filaments into cellular capacitors, where it is used to convert organic molecules from low to high energy forms, supplementing photosynthesis as an energy source. An electrical storm over a leyden forest is a spectacular sight, best viewed from a safe distance.

<i>Name</i>	<i>Statistics</i>			<i>Remarks</i>	
Ikuk	0101	A779769	E	Military Rule.	G
Cymbeline	0107	A9F4840	E		G
Tewfik	0108	A524945	D	Industrial.	G
Hathor	0203	A78A997	8	Water World.	G
Melchior	0206	A4569CC	D		G
Scandia	0208	A658969	F N	Military Rule.	G
Tunguska	0302	C422720	D	Poor. Non-agricultural.	G
Anenerkuk	0303	A56A764	F N	Rich. Water World. Owned by Hathor.	G
Tamarind	0309	C9A2869	E	Military Rule.	
Jael	0401	A35789A	F W	Subsector Capital	G
Arcturus	0501	C000364	F	Asteroid Belt. Owned by Banasdan.	
Epirus	0508	B1387BA	E		G
Lamarck	0604	A763886	D	Rich.	G
Thorwald	0606	A559869	E	Military Rule.	A G
Harappa	0608	D87516A	E	Non-industrial. Owned by Kurland.	G
Kurland	0609	A6879CA	E N		G
Bolivar	0707	B526448	E	Non-industrial.	G
Strackenz	0710	D423110	F	Poor. Non-industrial.	G
Heraklion	0801	D343312	E	Poor. Non-industrial.	G
Jorjor	0805	B641888	7	Poor.	

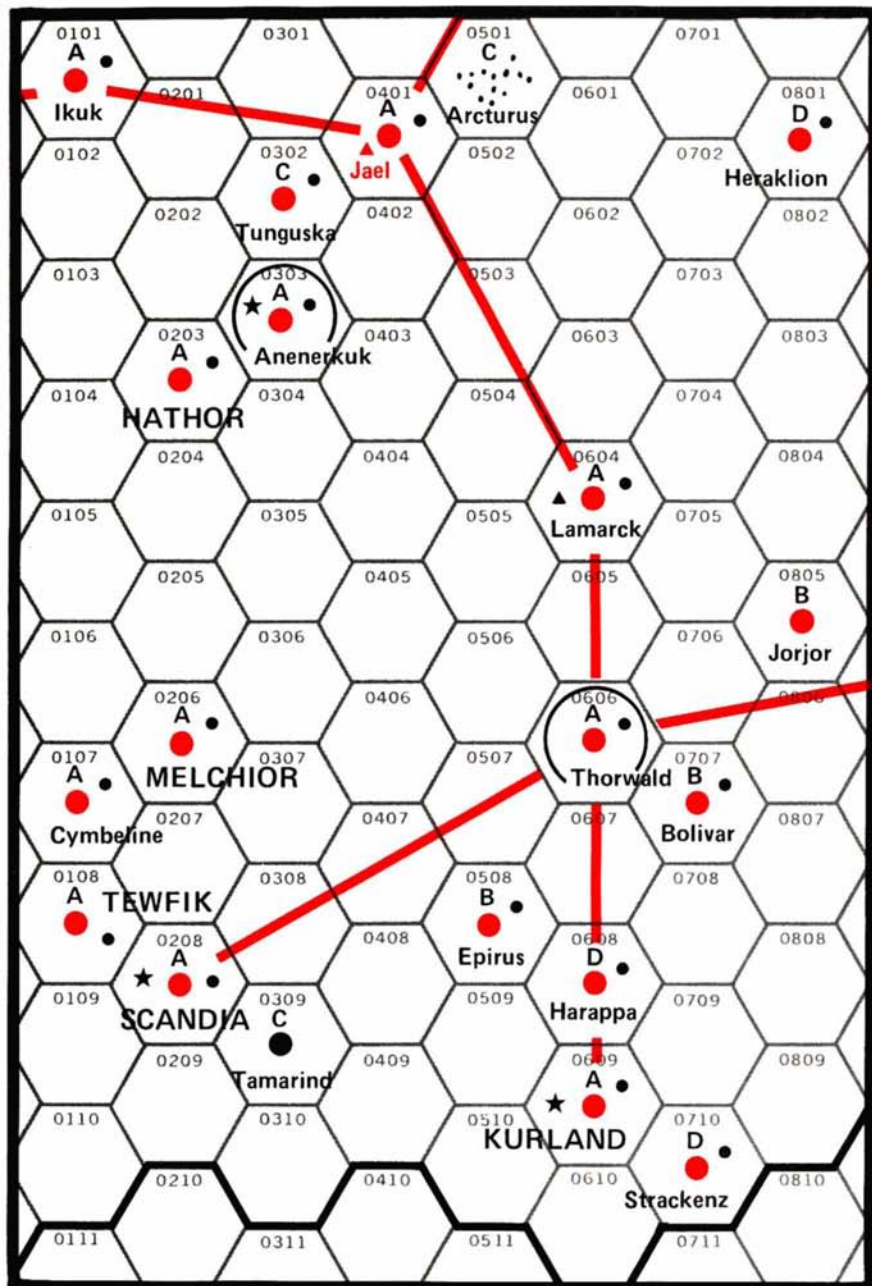
The Arcturus subsector contains 20 worlds with a population of 35.6 billion. The highest population is 9.6 billion, at Kurland.

BANASDAN

SOL

DENEbola

KUKULCAN



The Jardin Subsector

Most of the Solomani Confederation's portion of the sector was only sparsely colonized before the establishment of the Solomani Autonomous Region. Settlement of the Jardin subsector began especially late and it contains only five worlds which may be regarded as habitable; these two facts account for its low population.

The subsector's economy has begun to prosper recently, through increased trade with the populous worlds of the Albadawi subsector.

Because of the low population, the local navy is small, and piracy has been endemic for many years. Travel between worlds on the xboat routes is safe, but travellers are advised to exercise caution when venturing into the subsector interior, which has been rated an Amber travel zone by the Travellers' Aid Society. The planetary government of Ptolemy has been suspected of harboring pirates. If this is true, the Ptolemaics must have excellent security; the Confederation navy would presumably have acted by now if they possessed clear evidence.

<i>Name</i>	<i>Statistics</i>			<i>Remarks</i>	
Swinburne	0106	C720620	A	Poor. Non-industrial. Desert World.	
Erech	0108	C844577	9	Non-industrial. Agricultural.	
Luzon	0201	D420400	7	Poor. Non-industrial. Desert World.	G
Jardin	0203	A4679BC	D N	Subsector Capital.	G
Theseus	0207	B7A3744	E		G
Barsoom	0209	A25499B	D N		G
Gladstone	0210	A967755	D	Rich.	
Liberte	0301	B100886	C	Non-agricultural. Vacuum World.	G
Pilgham	0302	B44296A	B	Poor. Industrial. Owned by Jardin.	G
Miasma	0305	C678500	9	Non-industrial. Agricultural.	G
Kraken	0402	C57A587	B	Non-industrial. Water World.	G
Durgha	0404	B612400	D	Non-industrial.	G
Dolor	0407	B211887	D N	Non-agricultural.	G
Zhongguo	0408	B444722	D	Agricultural.	G
Ormadz	0410	B300599	C	Non-industrial. Vacuum World.	G
Cadmus	0502	C532423	B	Poor. Non-industrial.	G
Skyron	0503	B312433	C	Non-industrial. Ice-Capped.	G
Chinon	0506	C696846	B		G
Sionnach	0602	C533369	C	Poor. Non-industrial. Owned by Skyron.	G
Nonsuch	0607	C434210	D	Non-industrial.	
Ptolemy	0609	B543686	C	Poor. Non-industrial.	G
Arisia	0610	B57A566	E	Non-industrial. Owned by Ptolemy.	G
Wallach	0802	D478452	A	Non-industrial.	G
Thalassa	0803	A48A78A	E	Rich. Water World.	
Odysseus	0805	A6598DE	E		G

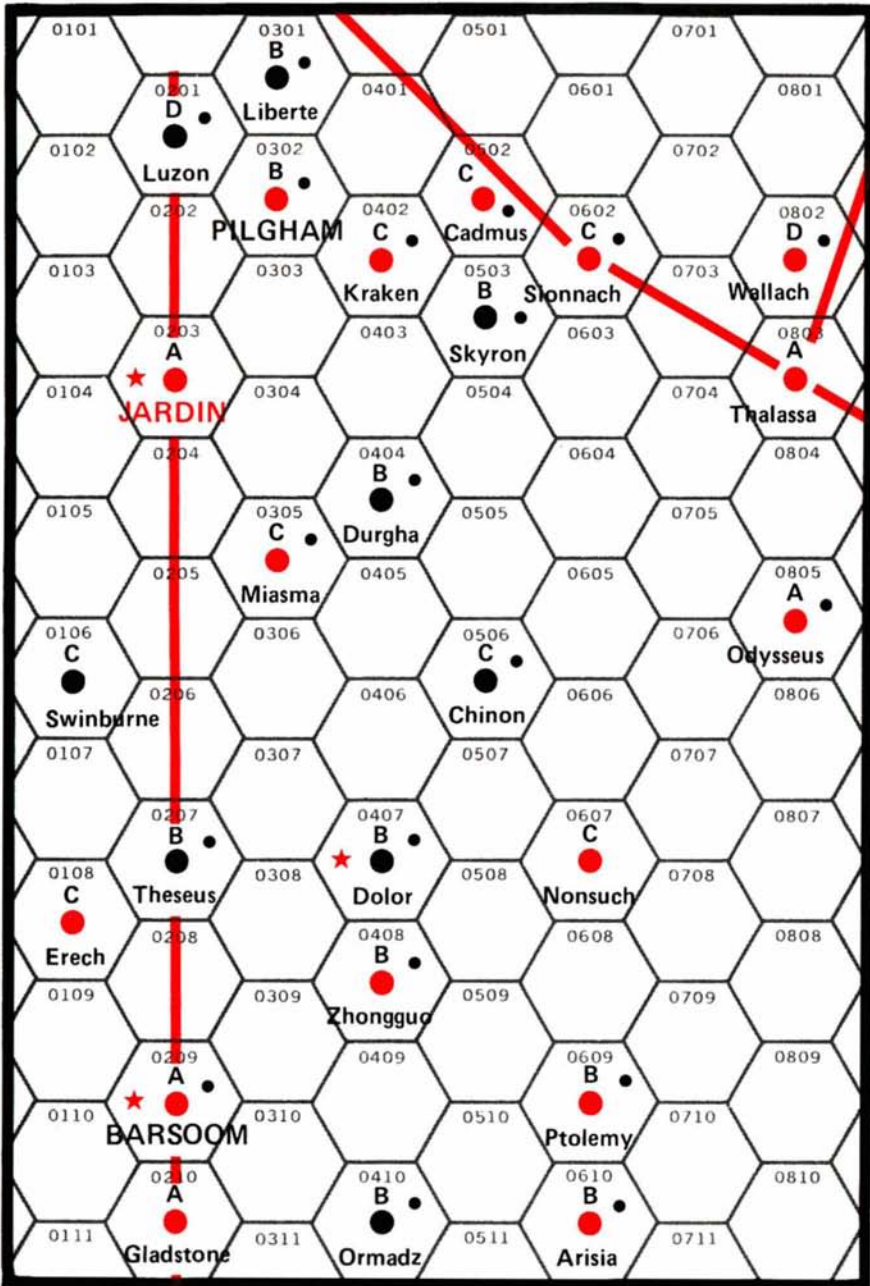
The Jardin subsector contains 25 worlds with a population of 10.2 billion. The highest population is 4.2 billion at Jardin.

ALBADAWI

MORENCY

CAPELLA

EUXENE



The Capella Subsector

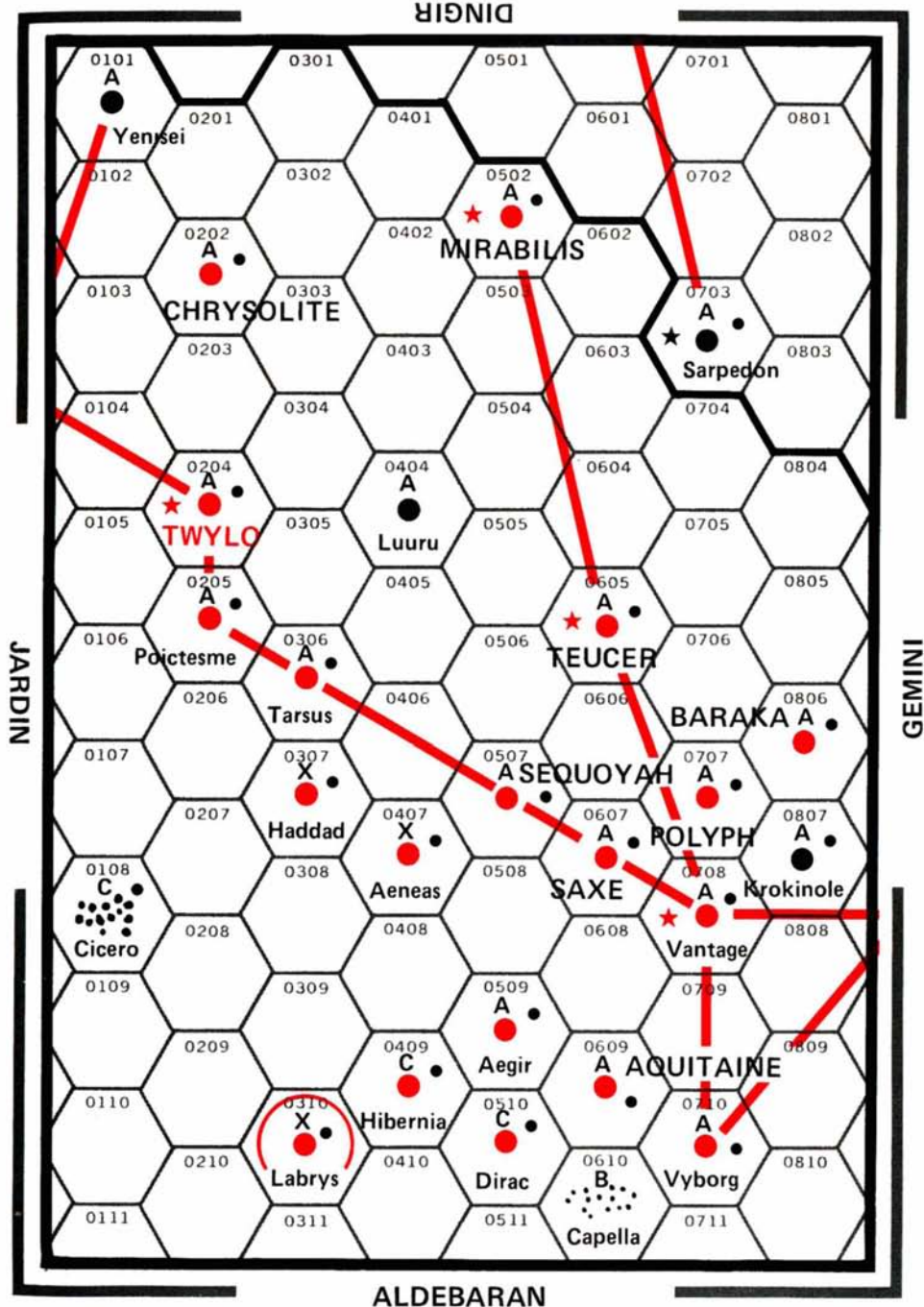
Most of the rimward quarter of the Solomani Rim remained unsettled until relatively recent times. The major exception is the Near Bootes cluster: nine habitable worlds within a radius of two parsecs (Saxe, Polyphemus, Sequoyah, Baraka, Vantage, Aegir, Aquitaine, Vyborg, and Hamilcar), and three more within another parsec (Teucer, Chernozem, and Aristotle). This unusually rich group was settled immediately upon discovery, early in the 2nd Imperium. The worlds of the cluster dominate the adjacent subsectors of the Confederation, both economically and politically. Bootean mercantile interests have considerable influence in the Confederation government, which does much to account for the present unofficial detente.

The environment of Vantage is unique. Its atmosphere, too thick for humans near the surface, is breathable at high altitudes. Unlike most such worlds, Vantage has no mountains of sufficient height, and the population lives almost entirely in the air, in cities supported by grav generators.

<i>Name</i>	<i>Statistics</i>				<i>Remarks</i>	
Yenisei	0101	A113778	D		Non-agricultural. Ice-Capped.	
Cicero	0108	C0007AE	9		Non-agricultural. Asteroid Belt.	G
Chrysolite	0202	A547967	D		Industrial. Owned by Twylo.	G
Twylo	0204	A551AA6	E N		Poor. Subsector Capital.	G
Poictesme	0205	A468854	C		Rich.	G
Tarsus	0306	A785867	D		Rich. Owned by Sequoyah.	G
Haddad	0307	X47A000	0		Water World.	G
Labrys	0310	X976620	8		Non-industrial. Agricultural.	R G
Luuu	0404	A9B7733	C			
Aeneas	0407	C438649	9		Non-industrial. Owned by Aegir.	G
Hibernia	0409	C647365	D		Non-industrial.	G
Mirabilis	0502	A453958	E N		Poor.	G
Sequoyah	0507	A487950	E			G
Aegir	0509	A76A885	D		Rich. Water World.	G
Dirac	0510	C522200	C		Poor. Non-industrial.	G
Teucer	0605	A759966	E N		Owned by Polyphemus.	G
Saxe	0607	A763A78	E			G
Aquitaine	0609	A8879A7	E			G
Capella	0610	B000597	B		Non-industrial. Asteroid Belt.	G
Sarpedon	0703	A312869	D N		Non-agricultural. Military Rule.	G
Polyphemus	0707	A358AA9	E			G
Vantage	0708	A8DA88A	E N		Water World.	G
Vyborg	0710	A755787	E		Agricultural.	G
Baraka	0806	A456976	D			G
Krokinole	0807	A211741	D		Non-agricultural. Ice-Capped.	G

The Capella subsector contains 25 worlds, with a population of 122.3 billion. The highest population is 30 billion, at Twylo.

RIGID



The Gemini Subsector

The Gemini subsector, named for the bright stars Castor and Pollux, is split between the Imperium and the Solomani Confederation. The Imperial portion is an appendage of the Sol subsector; the Solomani portion, although technically a political unit, is dominated by the Near Bootes cluster.

Although Castor and Pollux are very similar stars, their asteroid belts are quite different. The Pollux belt is little more than gravel, and commercial exploitation would be unprofitable; the Castor belt, on the other hand, is rich in metals, ices, and simple organics, and has many large planetoids suitable for habitat construction. Consequently, Pollux is uninhabited and unvisited, while Castor supports a population of 6 billion.

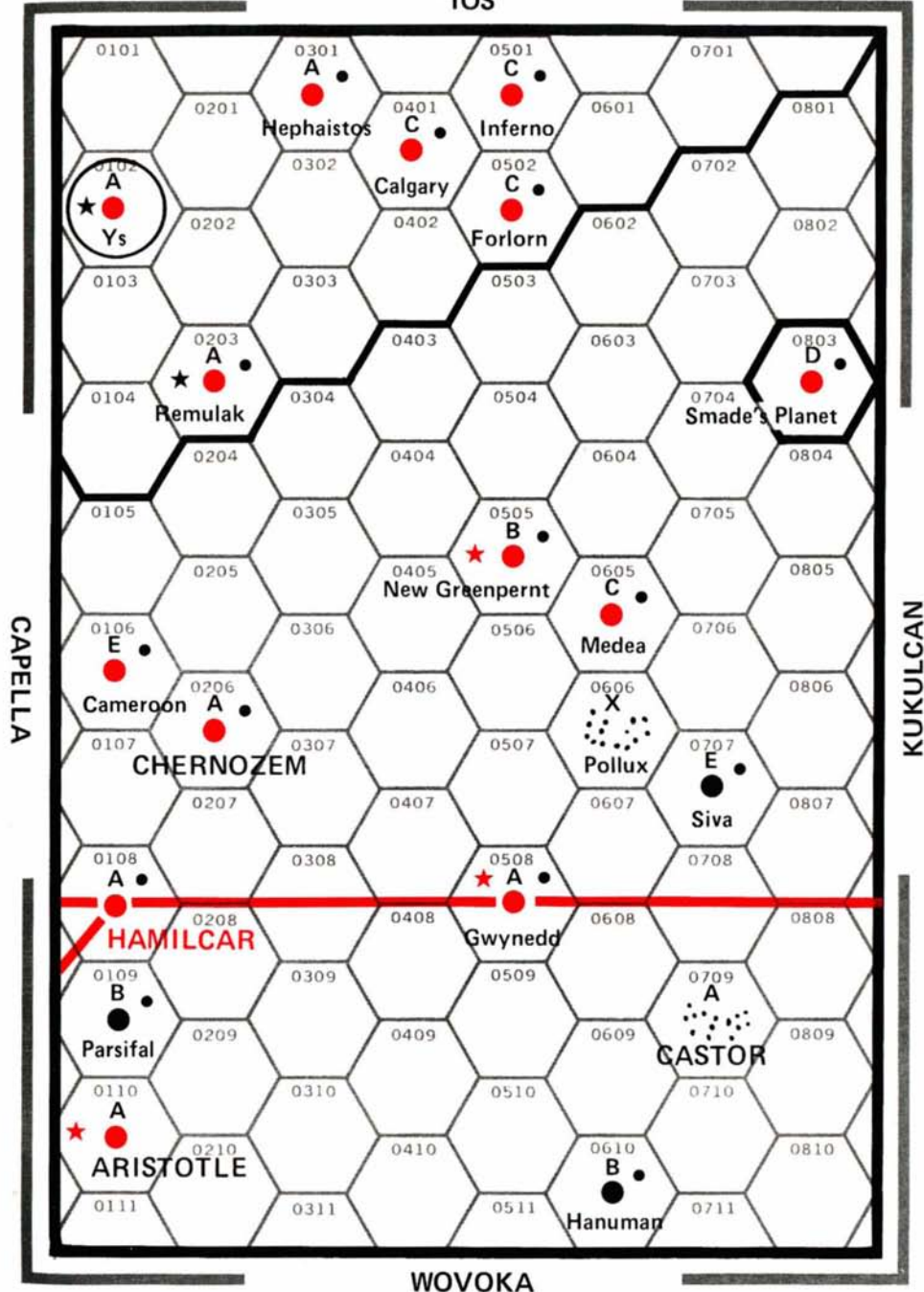
Hephaistos is one of the few completed terraforming projects in the Imperium. Begun during the Interstellar wars, the project was abandoned and resumed several times. The project was completed by the Hephaistos Company, chartered by the Imperium in 632. The planet was opened in 835, and sections were sold to several colonizing groups. Although the project is officially complete, the company is still engaged in work to reduce the ocean and atmosphere.

Smade's Planet is not part of the Confederation. It was settled by a single family a century ago, and the Solomani have not disturbed them. The Smade family, eager for news and offworld goods, will welcome any visitor willing to make the jump.

<i>Name</i>	<i>Statistics</i>				<i>Remarks</i>	
Ys	0102	A847869	E	N	Military Rule.	A
Cameroon	0106	E442100	8		Non-industrial.	G
Hamilcar	0108	A26A9AA	E		Water World. Subsector Capital.	G
Parsifal	0109	B730878	B		Poor. Non-agricultural. Desert World.	G
Aristotle	0110	A269985	E	N		
Remulak	0203	A974769	E	N	Agricultural. Military Rule.	G
Chernozem	0206	AA85983	C			G
Hephaistos	0301	A98A776	D		Rich. Water World.	G
Calgary	0401	CA9A4AC	B		Non-industrial. Water World.	G
Inferno	0501	C578855	B			G
Forlorn	0502	C496365	D		Non-industrial. Owned by Hephaistos.	G
N'Greenpernt	0505	B798443	C	N	Non-industrial.	G
Gwynedd	0508	A9D78A9	D	N		G
Medea	0605	C779450	D		Non-industrial.	G
Pollux	0606	X000000	0		Asteroid Belt.	
Hanuman	0610	B9BA68A	A		Non-industrial. Water World.	G
Siva	0707	E210211	C		Non-industrial.	G
Castor	0709	A0009AB	A		Industrial. Asteroid Belt.	
Smade's Planet	0803	D778200	5		Non-industrial.	G

The Gemini subsector contains 19 worlds with a population of 26.4 billion. The highest population is 9.8 billion, at Chernozem.

TOS



The Kukulcan Subsector

Over half the population of this subsector lives on Kukulcan, the only world colonized before the beginning of the Solomani Autonomous Region. Recently, Kukulcan's economy has suffered as a result of a trade war with Thetis and Laputa. These worlds, with their allies Ochre, Skanderbeg, and Trapezus, control the major trade routes into the Imperium, the Near Bootes cluster, and deeper into the Solomani Sphere. Although such large-scale rivalries are not permitted in the Imperium, interworld factionalism forms much of the politics of the Solomani Confederation.

Scipio is a self-interdicted colony of Solomani anti-technologists, who have banned all technology except that known on Terra before spaceflight, and consider it a mistake for true men ever to have left Earth. Finding no means of isolating themselves from the universe on Terra, they were forced to choose a less inviting world.

Carchemish houses a research project of the Solomani government; further details are unknown.

<i>Name</i>	<i>Statistics</i>			<i>Remarks</i>	
Carchemish	0106	D778169	E	Non-industrial.	G
Thetis	0108	A56A944	E	Water World.	
Tlaloc	0201	B645661	E	Non-industrial. Agricultural.	G
Elsinore	0205	C1206A9	C	Poor. Non-agricultural. Desert World.	G
Pavel	0206	A899799	E		
Ochre	0301	A250839	E N	Poor. Desert World.	G
Lyonesse	0302	C6978A6	9		G
Trapezus	0304	A633886	E	Poor. Non-agricultural.	G
Laputa	0310	A7559D9	E N	Subsector Capital.	G
Goliad	0404	B67A531	C	Non-industrial. Water World.	G
Kukulcan	0405	A568A9A	D		G
Cyprian	0406	C510310	D	Non-industrial.	G
Jocasta	0410	D532110	E	Poor. Non-industrial.	G
Skanderbeg	0502	A1448A7	E N		G
Cyan	0507	A452767	C	Poor. Owned by Caprice.	G
Santorini	0508	A689856	D	Rich.	G
Hasdrubal	0509	A4548CF	C		
Caprice	0605	A7669AA	C N		G
Saskatoon	0702	A887989	C		G
Amaterasu	0704	B54889D	C		G
Xantippe	0706	D789266	9	Non-industrial. Owned by Culdee.	G
Oberon	0802	A562998	D N		G
Scipio	0804	X577775	7	Agricultural.	R G
Culdee	0805	A68A998	9	Water World.	G
Dunsinane	0809	B312588	9	Non-industrial. Ice-Capped.	G

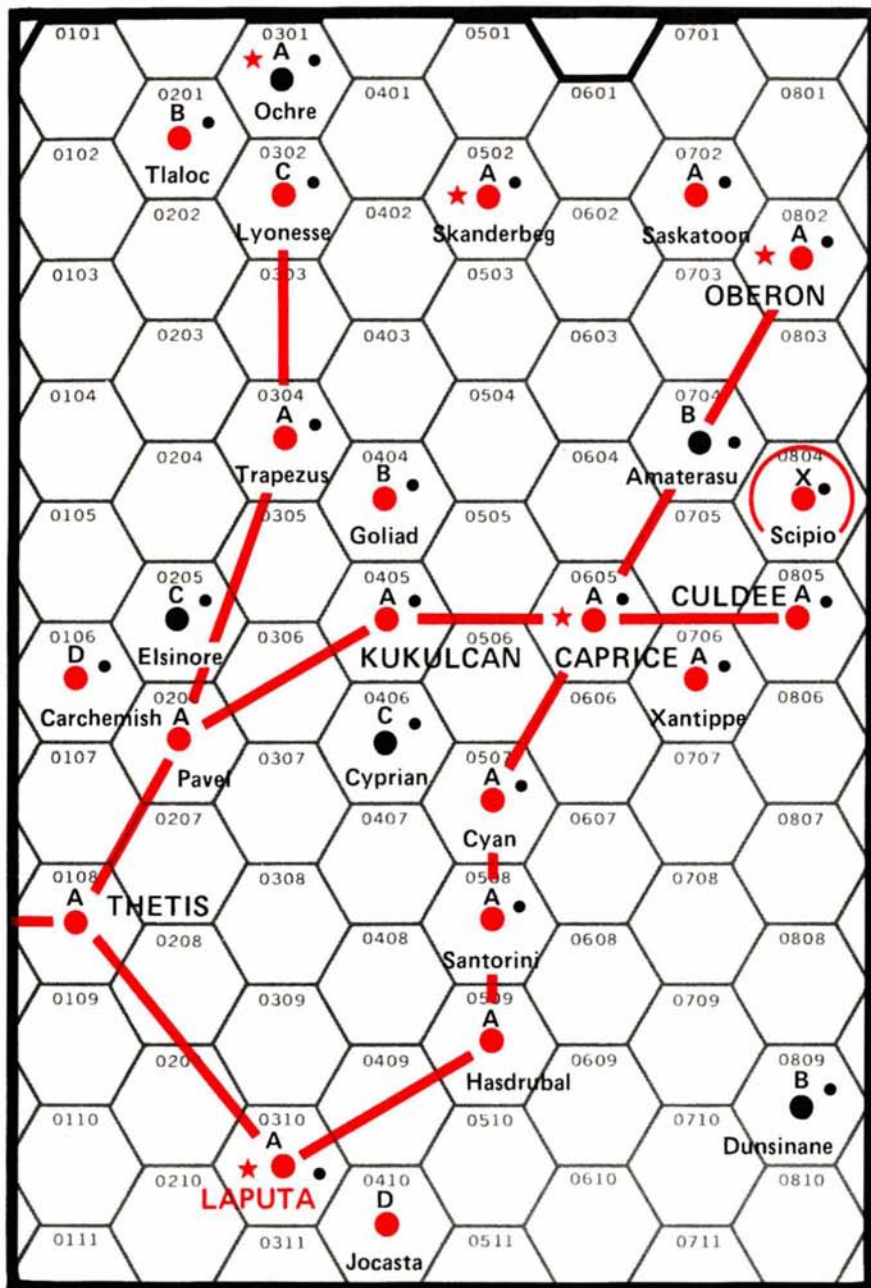
The Kukulcan subsector contains 25 worlds with a population of 62.5 billion. The highest population is 36 billion, at Kukulcan.

ARCTURUS

GEMINI

ZIUSUDRA

FIRDAUSI



Map Symbols

The symbols used in the subsector maps in this supplement are intended to make any player or referee instantly aware of certain basic points of information about the worlds and systems in the Solomani Rim sector. The symbols used present basic data about fuel availability, local bases, population, and starport type at a glance. More detailed information is contained in the world listings.

Within each hexagon, symbols are placed in specific positions to aid in their readability. The map legend shows this positioning. World symbols are centered in the hex; bases are shown to the left; gas giants are shown to the right.

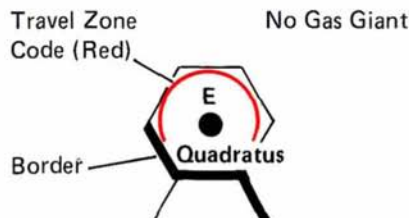
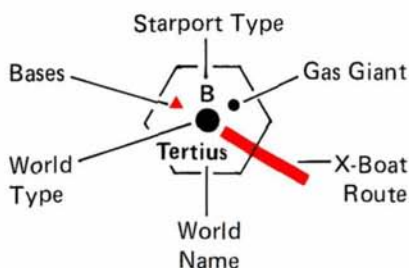
World Characteristics: Each world symbol indicates if water is present on the world and usable for fuel. Asteroid belts are indicated by a distinct symbol.

Bases: Symbols indicate the presence of various types of bases within a system. Research stations may be indicated by any greek letter.

Travel Zones: Certain systems which have been classified as dangerous or interdicted are indicated by a circle.

Population: Worlds having a population of less than one billion are indicated in lower case type. Worlds with a population of more than one billion are indicated in upper case type. Each subsector capital is indicated in color.

MAP LEGEND



WORLD CHARACTERISTICS

- No Water Present
- Water Present
- ⋯ Asteroid Belt

BASES

- ★ Imperial Naval Base
- Imperial Naval Depot
- ▲ Imperial Scout Base
- ▲ Imperial Scout Way Station
- Γ Research Station
- ★ Solomani Naval Base

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

- Secundus under one billion
- PRIMUS over one billion

World names in **color** are subsector capitals.

World Data

World listings are presented in the format described in Book 3, with some extensions to cover the specific worlds of the Solomani Rim. For convenience, the format and explanations are given below.

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

Example is the world's name. *0101* is its hex location within its subsector. *A* is its starport type. The following six digits are its UPP: *1* is its size code, *2* is its atmosphere type, *3* is its hydrographic percentage, *4* is its population exponent, *5* is its government type, and *6* is its law level. *7* is the world's tech level and *N* is the code for bases present. *Remarks* give additional information about the world, most often its trade classification. *R* is the world's travel zone classification, and *G* indicates the presence of a gas giant in the system.

Starports: The various starport codes are described below.

A: Excellent installation, capable of annual maintenance overhauls and construction of both starships and non-starships. Refined fuel available. Travellers' Aid Society hostel present.

B: Good installation, capable of annual maintenance overhauls and construction of non-starships. Refined fuel available. Travellers' Aid Society hostel present.

C: Routine installation. Repair facilities and unrefined fuel are available.

D: Poor installation. No repair facilities. Unrefined fuel available.

E: Frontier installation. No facilities or fuel available.

X: No starport. No provision made for starship landings. Most such worlds in this sector are interdicted.

Planetary Size: The planetary size digit gives the diameter of the world in thousands of miles (a size *A* world has a diameter of 10,000 miles). A size code of *0* indicates an asteroid belt.

Atmosphere Type: This digit describes the world's atmosphere, as shown on the atmosphere table. Atmospheres of types *5*, *6*, and *8* are breathable by humans without artificial aid.

Atmosphere types *D*, *E*, and *F* require a longer explanation. These three types are found only on high-gravity worlds, because such worlds have a high pressure gradient; that is, the air pressure changes more drastically with altitude than on lower-gravity worlds. On type *D* worlds, the air pressure at sea level is too high to support human life, but is breathable at high altitudes.

On type *E* worlds, the world surface is ellipsoid, not spherical, in shape; the atmosphere remains spherical, so the surface pressure varies from extremely low at the

ATMOSPHERES

Code 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.
- D Dense, high.
- E Ellipsoid.
- F Thin, low.

ends to extremely high at the middle, with two breathable bands in between. Type F worlds are exceedingly rare; these are massive worlds which, paradoxically, have atmospheres too thin for humans to breathe at most altitudes, but which are breathable near or below sea level (in depressions of the ground).

Hydrographic Percentage: This code describes the portion of the world's surface covered by water (or, sometimes, other liquid), given in increments of 10%. Thus, a code of 0 means that there is no water, a code of 1 means 10% water, and so on up to a code of A, meaning the entire surface is covered by water.

Population: This code gives the exponent of the world's population level. A code of 0 means the world is uninhabited. A code of 1 means tens of inhabitants, 2 means hundreds of inhabitants, and so on up to A, meaning tens of billions of inhabitants.

Government: This digit describes the world's government, as shown on the government table.

Law Level: This digit describes the degree to which the government restricts the actions of individuals. One aspect of particular interest to adventurers is the nature of local arms control laws, as shown on the law level table.

Tech Level: This digit gives the general level of technological sophistication of the world. The tech level table gives a rough equivalence between tech levels and periods in Terran history, which may serve as a guide.

Bases: This code describes the presence of any of several types of naval or scout service bases at a world, as shown on the bases table.

Trade Classifications: Most entries under the *Remarks* section are trade classifications, as explained in Book 2 and briefly described below.

Rich: A world is rich if it has a government type of 4 through 9, an atmosphere of 6 or 8, and a population of 6 through 8.

Poor: A world is poor if it has an atmosphere of 2 through 5 and a hydrographic percentage of 3 or less.

GOVERNMENTS

Code Description

- 0 No government.
- 1 Company/Corporation.
- 2 Participatory 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.

LAW LEVELS

Code Description

- 0 No laws affecting weapons possession.
- 1 Body pistols, bombs, grenades, and poison gas prohibited.
- 2 Portable energy weapons, such as laser rifles or carbines, prohibited.
- 3 All autofire weapons (except SMGs) prohibited.
- 4 Light assault weapons (including SMGs) prohibited.
- 5 Concealable weapons (such as pistols or revolvers) prohibited.
- 6 All firearms except shotguns prohibited.
- 7 Shotguns prohibited.
- 8 All blade weapons except daggers prohibited.
- 9 All weapons prohibited outside of one's home.
- A+ All weapons prohibited.

Agricultural: A world is agricultural if it has an atmosphere of 4 through 9, a hydrographic percentage of 4 through 8, and a population of 5 through 7.

Non-agricultural: A world is non-agricultural if it has an atmosphere of 3 or less, a hydrographic percentage of 3 or less, and a population of 6 or more.

TECH LEVELS

Code 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 1940.
- 6 circa 1940 to 1970.
- 7 circa 1970 to 1980.
- 8 circa 1980 to 1990.
- 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.

BASES

Code Description

- N Naval base. Solomani naval bases include a scout base.
- D Naval depot.
- S Scout base.
- W Scout way station.
- A Naval base and scout base.
- B Naval base and scout way station.

Military Rule: The world is governed by the Imperial Navy. In most cases this is a military occupation dating from the Solomani Rim War.

Travel Zone Classification: The Travellers' Aid Society classifies all worlds according to their degree of danger to travellers. Worlds are coded red (R), amber (A), or green (blank). Most red zones are interdicted by the Imperial or Solomani governments, with severe penalties for violations. Amber zones are accessible, but pose some hazard to travellers. Most worlds are green, indicating relative safety.

Gas Giants: Gas giant planets are important as a source of starship fuel. Systems possessing at least one gas giant are coded with a G.

Industrial: A world is industrial if it has an atmosphere of 0, 1, 2, 4, 7, or 9 and a population of 9 or greater.

Non-industrial: A world is non-industrial if it has a population of 6 or less.

Other Remarks: In addition to trade classifications, a world listing's *Remarks* section may note other features.

Asteroid Belt: The world has a size of 0.

Vacuum World: The world has a size of at least 1 and an atmosphere of 0.

Ice-Capped: The world has an atmosphere of 0 or 1 and a hydrographic percentage of at least 1. In this case, the hydrographic percentage represents the area covered by ice-caps.

Desert World: The world has an atmosphere of 2 through 9 and a hydrographic percentage of 0.

Water World: The world has a hydrographic percentage of A.

Capital: The world is a center of government for a multi-world political unit.

Owned by [Name]: The world has a type 6 (captive) government, controlled by the government (or one of the governments) of another world.

Index

This index lists subsector and hex number for each world. The subsectors' names and page numbers are: A=Ultima, 8; B=Suleiman, 10; C=Concord, 12; D=Harlequin, 14; E=Alderamin, 16; F=Esperance, 18; G=Vega, 20; H=Banasdan, 22; I=Albadawi, 26; J=Dingir, 28; K=Sol, 30; L=Arcturus, 32; M=Jardin, 34; N=Capella, 36; O=Gemini, 38; and P=Kukulcan, 40.

Aegir, N0509	Azure, D0308	Coriolanus, B0305
Aeneas, N0407	Bajavanang, I0608	Cuchulain, F0109
Agidda, K0204	Banasdan, H0510	Culdee, P0805
Ahhunsal, F0508	Baraka, N0806	Cyan, P0507
Ai Jabry, B0707	Barnard, K0306	Cymbeline, L0107
Akhamin, I0701	Barsoom, M0209	Cyprian, P0406
Akimasi, B0401	Basil, A0207	Darrukesh, A0106
Albrecht, I0606	Basse Terre, I0507	Depot, G0301
Alizarin, I0210	Beal, I0106	Desdemona, E0205
Alphanor, F0104	Beatus, D0208	Dimmurak, F0301
Alpher, D0303	Bellerophon, F0709	Dingir, J0402
Alsatia, J0104	Bemidshii, E0307	Diomedes, E0401
Altair, J0702	Bethe, B0103	Dipuska, H0103
Altiplano, H0607	Biggles, B0405	Dirac, N0510
Amaterasu, P0704	Bolivar, L0707	Dismal, K0810
Amkhalarg, A0301	Boqueron, F0501	Dolfuss, B0804
Anacreon, F0201	Boskone, F0404	Dolor, M0407
Andiirish, G0401	Cadmus, M0502	Duikin Tyui, G0405
Anenerkuk, L0303	Calgary, O0401	Dunsinane, P0809
Aosta, D0502	Cambria, C0807	Durgha, M0404
Apishal, J0802	Cambyes, D0708	Duriim, I0805
Aqilat, H0410	Cameroon, O0106	Dzadwahtyan, G0508
Aquitaine, N0609	Capella, N0610	Dzim Zhia Gwi, F0705
Arcturus, L0501	Caprice, P0605	Easter, C0202
Ariel, H0601	Carchemish, P0106	Edaazun, I0709
Arisia, M0610	Carlyle, D0701	Eleusis, C0509
Aristotle, O0110	Castor, O0709	Elsinore, P0205
Arkiirkii, D0505	Catania, H0208	Ember, K0607
Arrukir, G0810	Cathay, G0402	Eneldun, I0306
Arukhr, E0508	Catseye, B0606	Enki Kalamma, J0507
Ascalon, B0407	Cephesa, H0807	Ephemir, C0708
Ashtagz Tyui, G0208	Champa, D0709	Epirus, L0508
Aspidistra, C0309	Charuth, C0404	Erech, M0108
Asterr Tyui, G0307	Chernozem, O0206	Eshellim, C0301
Atalanta, A0304	Chinon, M0506	Esperance, F0306
Athene, A0706	Chrysolite, N0202	Esterhazy, B0604
Azaremiid, B0605	Cicero, N0108	Estigarribia, C0802
Azun, A0809	Colmar, I0802	Ewmiak, F0706

Eyck, I0406	Huy Braseal, D0510	Krokinole, N0807
Fafhrd, F0102	Iddamakur, A0110	Kropotkin, A0703
Faiwyd, A0105	Iilike, J0609	Krypton, I0310
Fenris, K0210	Iipshidan, D0707	Kukulcan, P0405
Finnegans, E0306	Ikaakur, C0605	Kurland, L0609
Flanders, F0707	Ikuk, L0101	Labrys, N0310
Fomalhaut, J0204	Imarir, B0710	Lagash, K0501
Forlorn, O0502	Imkhammash, H0207	Lakamsal, H0808
Furioso, E0707	Immir, M0406	Lamarck, L0604
Gadden, D0106	Inferno, O0501	Langelos, J0109
Gaea, I0702	Inidu, C0806	Laputa, P0310
Galishgu, G0302	Ippuraash, E0708	Leonore, A0807
Ganelon, B0109	Irashdaa, I0504	Liberte, M0301
Ganesh, H0108	Irashnar, D0803	Limerick, I0206
Gashidda, J0307	Ishadar, A0606	Llewellyn, B0107
Gashurzd, D0202	Ishimshulgi, K0401	Loki, K0608
Gladstone, M0210	Ishkur, J0309	Lompoc, F0108
Glaukas, E0602	Ishmael, J0102	Ludmilla, F0406
Goliad, P0404	Ishumled, J0106	Ludovic, H0803
Goshen, A0609	Isseydo, G0804	Luuu, N0404
Gramercy, A0405	Ixtloc, A0509	Luzon, M0201
Grendel, E0101	Jackoyo, C0502	Lyonese, P0302
Gulimaru, B0602	Jade, D0102	Madder, B0807
Gunashnan, C0505	Jael, L0401	Mandrake, H0104
Gustav, I0404	Janosz, D0608	Markhashi, J0709
Gwynedd, O0508	Jardin, M0203	Mashaddun, F0307
Haddad, N0307	Jarslav, I0103	Medea, O0605
Hades, K0410	Jocasta, P0410	Mekashish, C0107
Halo, I0706	Jorjor, L0805	Melchior, L0206
Hamilar, O0108	Junction, K0309	Menelaus, G0702
Hanuman, O0610	Kaguk, K0805	Merganser, G0309
Harappa, L0608	Karkhar, J0604	Meshan, J0706
Hariksiat, G0407	Karpaty, D0601	Miasma, M0305
Hasdrubal, P0509	Kasaan, G0101	Midway, K0409
Hathor, L0203	Kesirisu, D0506	Mimiis, H0202
Hayt, E0303	Khalikkam, G0808	Mirabilis, N0502
Hephaistos, O0310	Khedish, B0202	Miskatonic, D0203
Herakles, J0202	Khiggun, D0702	Morgana, A0501
Heraklion, L0801	Khiirshag, C0410	Muan Gwi, G0107
Hibernia, N0409	Khugi, H0303	Muan Ialour, F0608
Hieronymus, F0506	Khulampu, J0206	Muan Irrzudh, F0309
Hiroshi, C0401	Kidashi, I0508	Muan Issler, G0206
Hoatzin, E0607	Kilennur, D0808	Muan Kwoyen, G0608
Hokchor, F0607	Kinunir, J0404	Mudge, G0110
Hsivyu, F0510	Kirillishur, D0610	Mukhaldim, K0703
Hsuarrdzan, G0603	Kishakhpap, I0105	Munilgan, I0806
Hsuilzish, G0108	Kitchener, F0103	Murphy, H0107
Hsuishlesh, F0310	Kraken, M0402	Mushiddun, C0803

Nasu, C0805
 Newcomb, H0503
 New Greenpernt, C0505
 Ninkhur Sagga, K0601
 Ninshien, F0609
 Nisinasha, H0402
 Nonsuch, M0607
 Noricum, H0508
 Nukaash, A0610
 Nusku, K0202
 Nuugashur, C0310
 Nyarlathotep, H0310
 Oberon, P0802
 Obruchenny, A0701
 Ochre, P0301
 Odysseus, M0805
 Ogier, C0506
 Okefenokee, B0809
 Okotah, D0304
 Omsk, E0703
 Onathy, H0809
 Oort, F0701
 Opar, D0802
 Ormadz, M0410
 Orruilton Tyui, F0806
 Oudh, J0101
 Oz, I0101
 Pagliacci, D0809
 Pajang, H0505
 Palnu, D0801
 Parsifal, O0109
 Pavel, P0206
 Peraspera, K0408
 Phireene, D0407
 Pilgham, M0302
 Pinnashdug, H0304
 Poictesme, N0205
 Pollux, O0606
 Polyphemus, N0707
 Porlock, B0102
 Poseidon, B0110
 Prometheus, K0408
 Ptolemy, M0609
 Purdish, E0106
 Quaver, B0310
 Rann, D0706
 Ranulf, I0804
 Remulak, O0202

Rild, H0502
 Rilke, A0604
 Rimmon, B0506
 Rith, D0804
 Rossyg, B0705
 Santorini, P0508
 Sarmaty, E0207
 Sarpedon, N0703
 Sase, B0402
 Sashingun, H0703
 Saskatoon, P0702
 Sathyos, H0501
 Saxe, N0607
 Scandia, L0208
 Scaramouche, D0109
 Scipio, P0804
 Sebasta, J0103
 Sequoyah, N0507
 Seym, E0309
 Shaabipili, B0207
 Shaalgar, I0204
 Shani, G0805
 Shapam, D0609
 Shazam, C0105
 Shiransar, I0803
 Shulgi, J0504
 Shulgiasu, G0709
 Shulgiili, J0506
 Shulimik, J0710
 Shululsish, E0204
 Shuruppak, J0607
 Sidon, A0308
 Sionnach, M0602
 Sirius, J0809
 Sishera, C0504
 Sithuan Hsarr, G0504
 Siva, O0707
 Skanderbeg, P0502
 Skyron, M0503
 Smade's Planet, O0803
 Strackenz, L0710
 Stralsund, E0608
 Suleiman, B0704
 Surt, G0801
 Swinburne, M0106
 Syzygy, D0606
 Tamarind, L0309
 Tammuz, B0307

Tarsus, N0306
 Terra, K0207
 Teucer, N0605
 Tewfik, L0108
 Thalassa, M0803
 Thamber, A0704
 Thars, E0710
 Theseus, M0207
 Thetis, P0108
 Thorwald, L0606
 Tisiphone, F0210
 Tlaloc, P0201
 Tonopah, I0703
 Trapezus, P0304
 Tsamis, G0204
 Tunguska, L0302
 Tunshaon Tyo, F0408
 Twylo, N0204
 Tyudhuar, F0809
 Ugarup, A0502
 Ukarin, D0201
 Uku, H0605
 Umber, D0408
 Umieh, F0409
 Upirzanu, E0804
 Urizen, H0106
 Urud, A0407
 Vanefa, B0504
 Vantage, N0708
 Vega (Gwathuin), G0110
 Vyborg, N0710
 Wallach, M0802
 Wanish Tyo, G0203
 Weipu, E0709
 Xantippe, P0706
 Xiwa, C0808
 Yenisei, N0101
 Yermeyh, C0204
 Ymir, F0702
 York, I0604
 Yrsai, E0501
 Ys, O0102
 Zaggisi, J0703
 Zapuushar, C0703
 Zayeel, G0809
 Zhongguo, M0408

CD-ROM Collections of Classic Traveller at www.farfuture.net/cdrom/
Classic Traveller ebook downloads at www.farfuture.net/ebooks/
Classic Traveller hardcopy at www.farfuture.net/books/



This page is intentionally blank.

The Solomani Rim contains sixteen pre-generated subsectors for Traveller, complete with subsector maps, world data, and background information.

The Solomani Rim is an old and civilized sector, high in population and technological sophistication. It contains nearly 400 inhabited worlds, including Earth.

The Solomani Rim forms the setting for many of the published Traveller adventures and makes an excellent background for any campaign.