Traveller 5

I Darrian

(Spinward Marches)

SUBSECTOR GUIDE

mad.max.4703@mail.com

General Details for Imperial Forces.

5FW style System box.

T4 Imperial Squadrons & Captains.

T4 Pocket Empires & Troops.

T5 System maps.

Links to relevant data online.

Nobility.

R U Ready 4 WAR? - Indispensable Notebook

Imperial Naval Intelligence for Travellers.

5FW style System box.

T4 Imperial Squadrons & Commodores.

T4 Pocket Empires Troops.

T5 System maps.

Links to relevant data online.

Power, Politics & Planets

Does not contain rules:
but 5FW, IE, IS, PE, MgT or any other should work.

---

maggot.iiss@sky.com

Saarpuhii
Engegueklii Agushdakemgam (Call me Klii)
Duke of Kesali (Vland/2737)
Co Starring - Walter the Wobot!
(with a lithp - Dukes' Butler)

Marx Sagaa (a.k.a. Markii)
Baron of Fraynj (Gushmege/1623)

Tracii
#11, Chief of Supply (Lt.Cmdr.),
BCF Shurduu,
154th BRS

Debii
#104, Executive Officer (Lt.Cmdr.),
BR Galek,
154th BRS

Fergii
#88, Troop Commander (Captain O3), Delta Troop (Lift Cavalry)
5th Squadron (Lift Cavalry), 4518th LIR,
Final Victory At Uakye

Jimii
#279, Platoon Leader (Lt. O2),
3rd Platoon, Delta Troop (Lift Cavalry),
5th Squadron (Lift Cavalry), 4518th LIR
MCG Battle of Mongo

Iggii (Vargr)
TAS Member OF Galis (Delphi/0918) NOT FROM!

Commodore Fergiison

I Darrian(Spinward Marches)

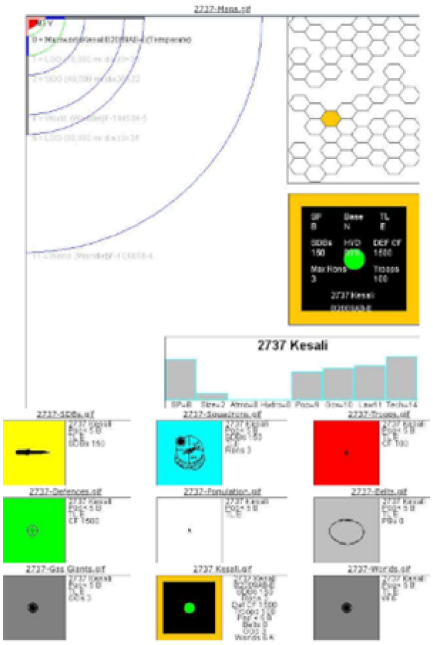
The Traveller game in all forms is owned by Far Future Enterprises.
1977 - 2020 Far Future Enterprises.
is a registered trademark of Far Future Enterprises.
Far Future permits web sites and fanzines for this game, provided it contains this notice, that Far Future is notified, and subject to a withdrawal of permission on 90 days notice.

Any use of Far Future Enterprises's copyrighted material or trademarks anywhere in this document and its files should not be viewed as a challenge to those copyrights or trademarks. In addition, any program/articles/file on this site cannot be republished or distributed without the consent of the author who contributed it

Be Pure, Be Vigilant, BEHAVE!

Sweeter after difficulties

Nihil verum nisi mors
Only Death is Real!



SYSTEM ORBIT MAP

Red = Inner: Green = Habitable: Blue = Outer

Pink Bar = 10D Blue Bar = 100 D Grey Bar = 1000D

SUBSECTOR MAP

Shows local systems in subsector

TAS indicator for selected world

5FW STYLE SYSTEM BOX

Outer Box = TAS zone

Inner Box = Atmosphere

Green Circle = Size

Blue Circle = Hydrographics

UWP DATA DISPLAY

Shows UWP on a vertical scale for comparisons with other worlds

and as a visual reference value.

Lower System Detail Boxes

For general combat capability assessments.

Relevant data required for Space and Land operations during combat with

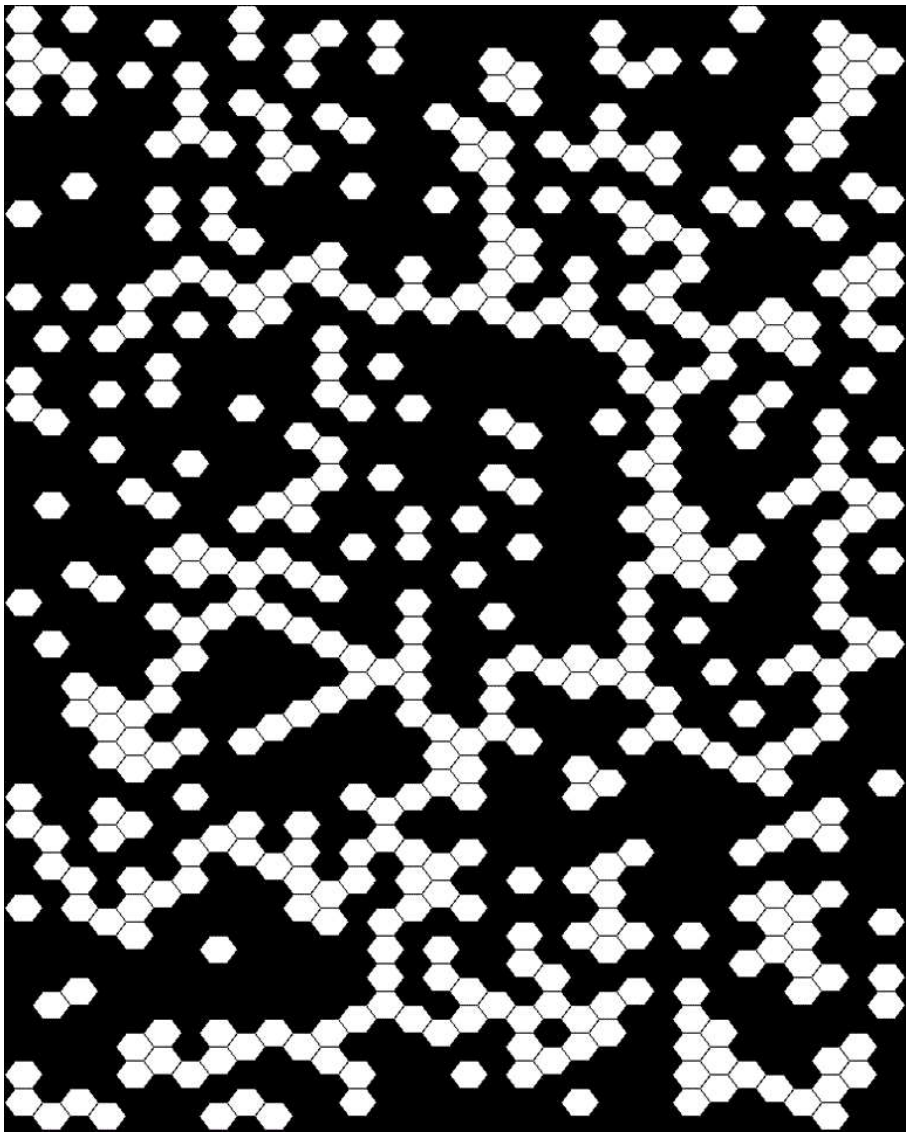
Fifth Frontier War and Invasion Earth

OR

Pocket Empires and Imperial Squadrons

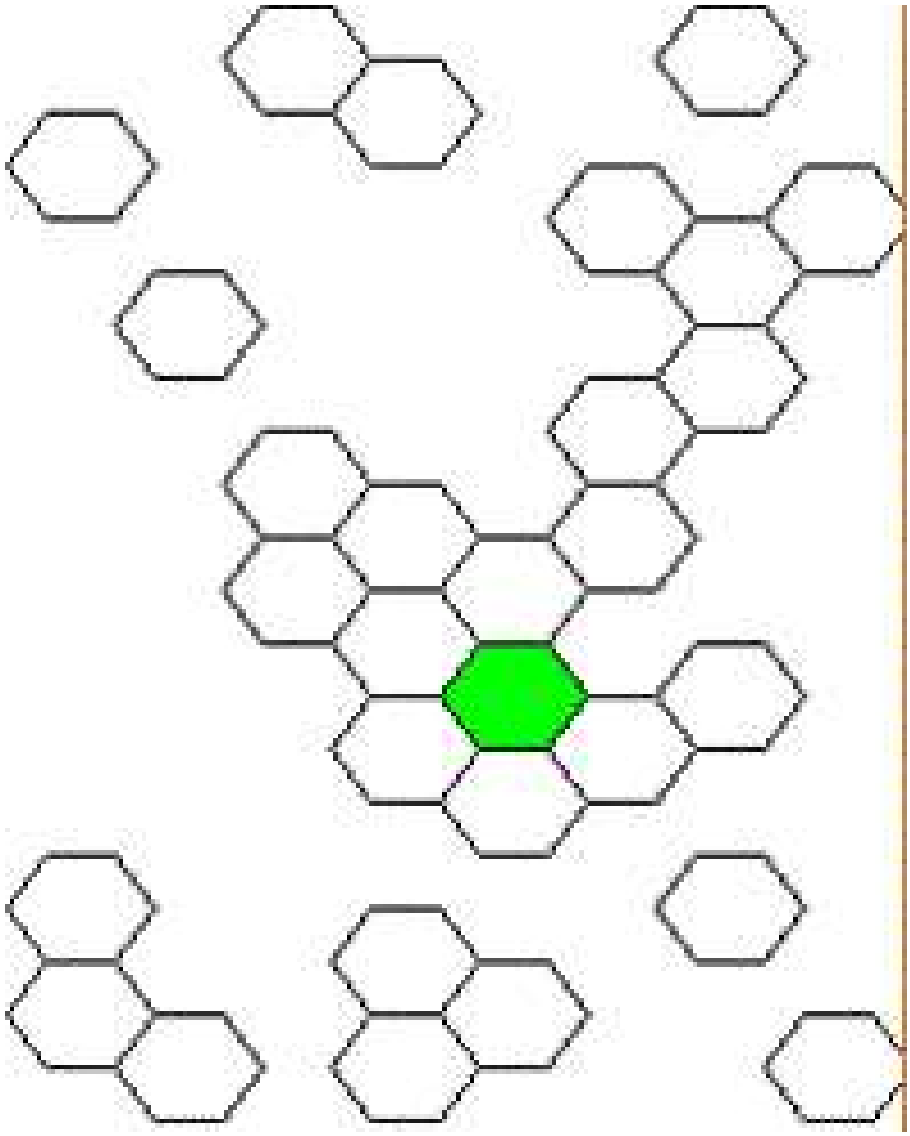
Left	Mid	Right
Yellow = Scout / SDBs	Cyan = Navy / Rons	Red = Marine / Troops
Green = Army / Defences	White = Other / Pop	Lt. Grey = Merchant / Belts
Grey = Gas Giants	Coloured = Mainworld	Grey = Other Worlds

I Darrian(Spinward Marches)



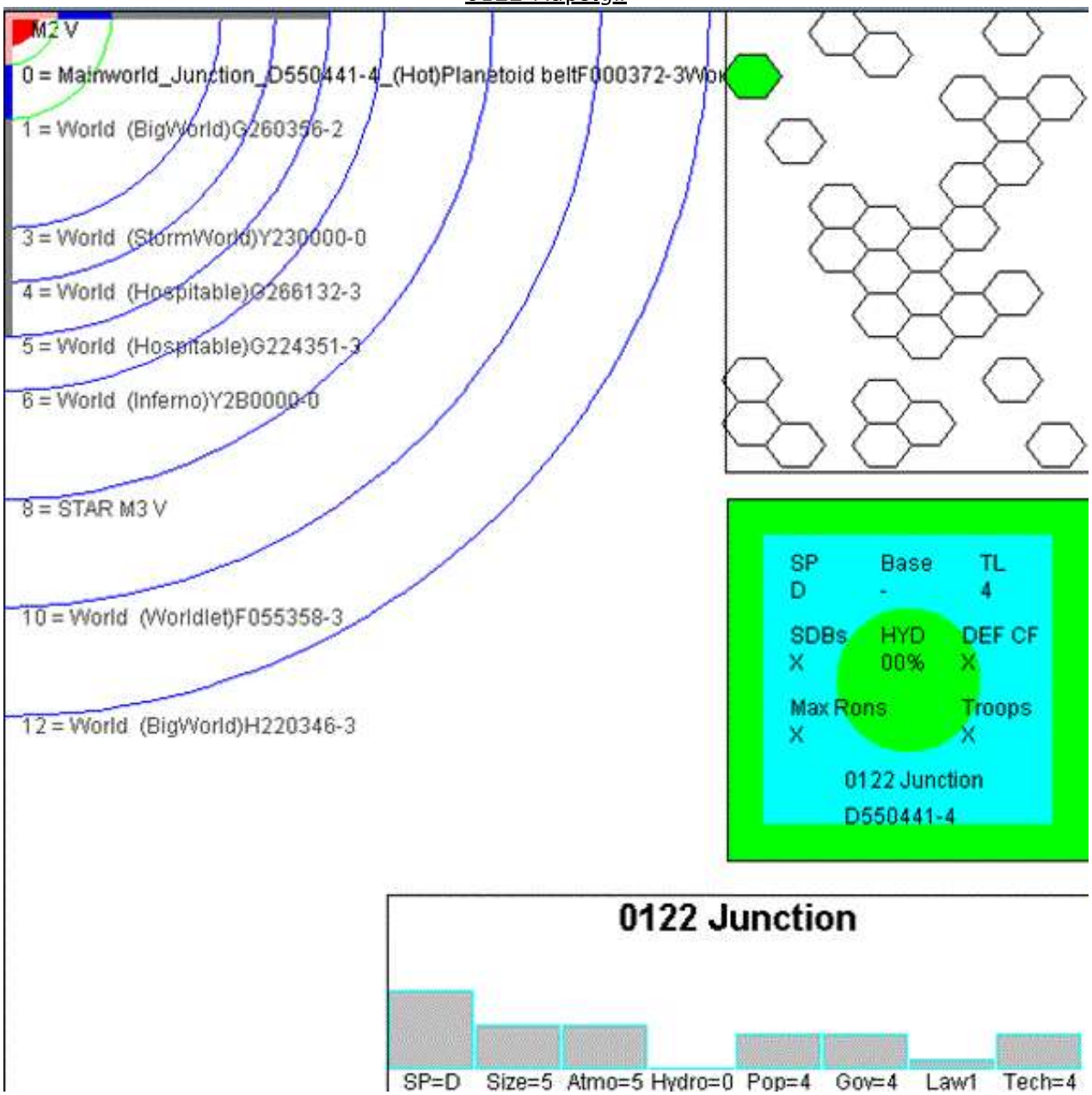
A = Cronor
B = Jewell
C = Regina
D = Aramis
E = Querion
F = Vilis
G = Lanth
H = Rhylanor
I = Darrian
J = Sword Worlds
K = Lunion
L = Mora
M = Five Sisters
N = District 268
O = Glisten
P = Trin's Veil

SUBSECTOR CAPITAL
Spinward Marches/I Darrian/0527 Mire

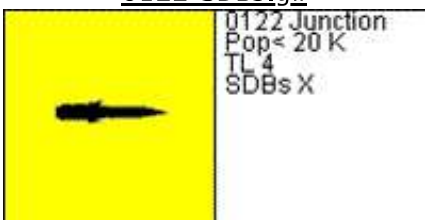


--UWP--

0122-Maps.gif



0122-SDBs.gif

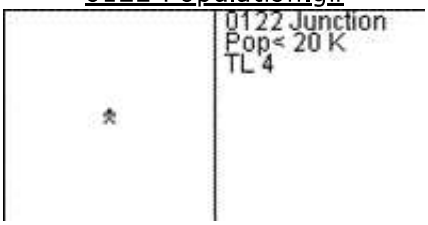


0122-Squadrons.gif

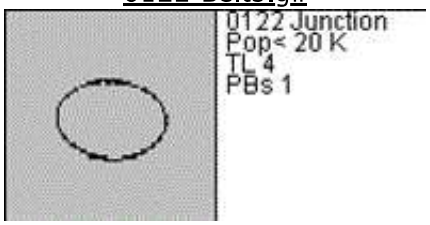
0122-Troops.gif

0122-Defences.gif

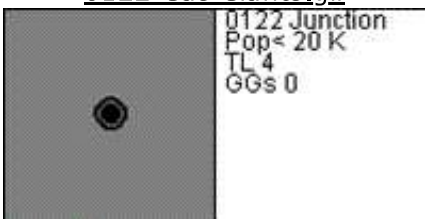
0122-Population.gif



0122-Belts.gif

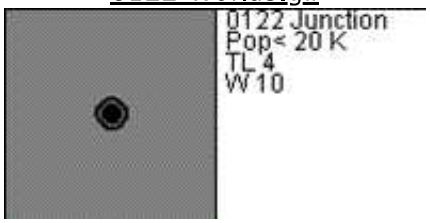


0122-Gas Giants.gif

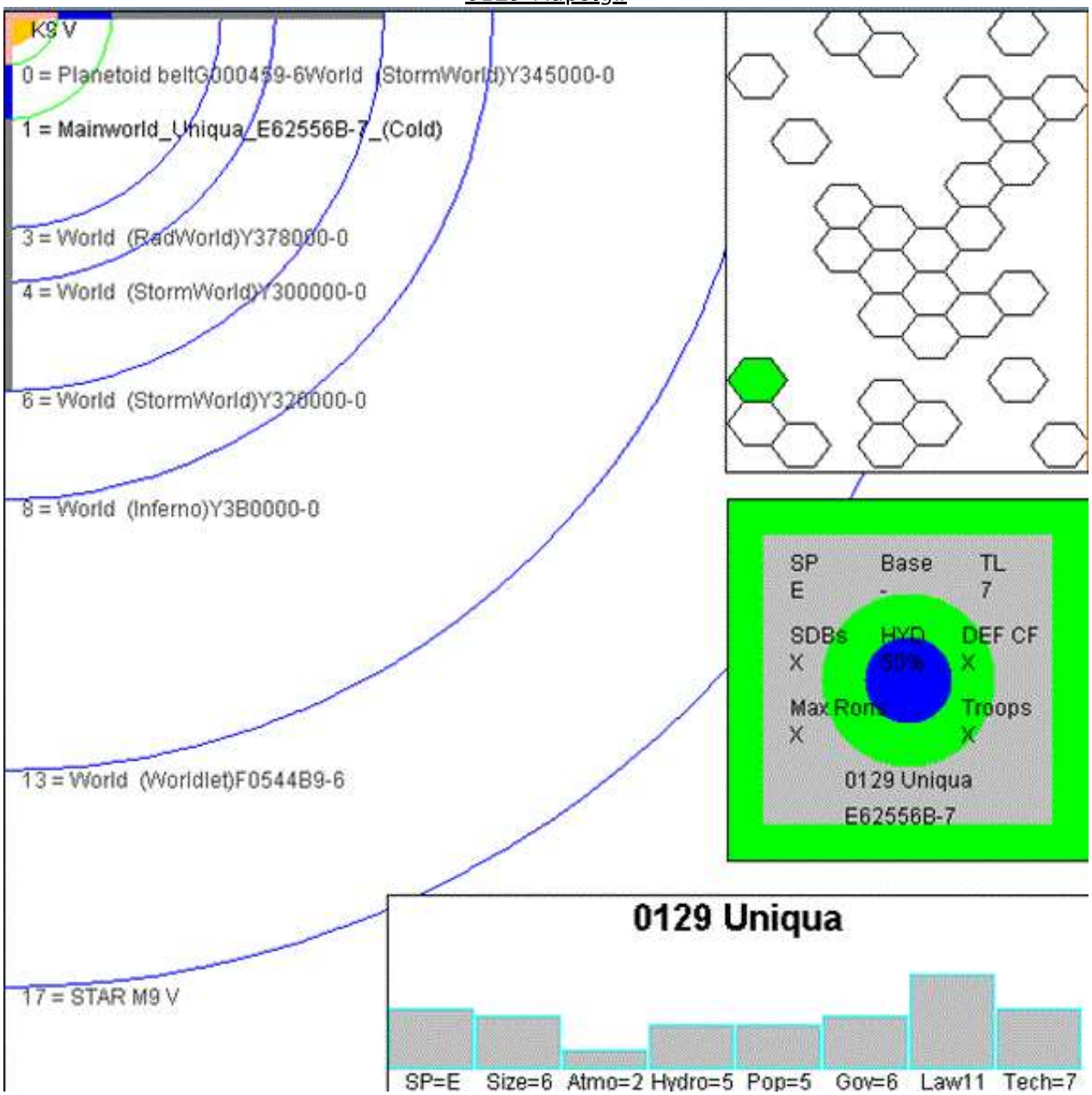


0122 Junction.gif

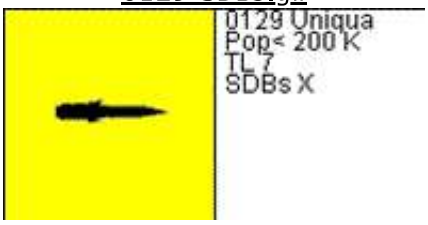
0122-Worlds.gif



0129-Maps.gif

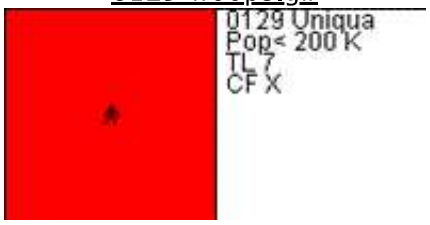


0129-SDBs.gif



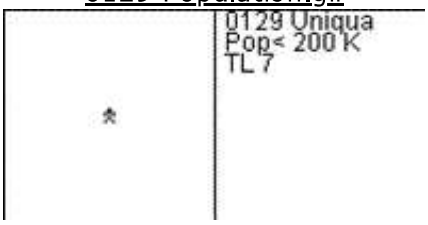
0129-Squadrons.gif

0129-Troops.gif

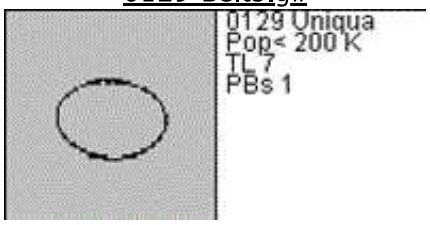


0129-Defences.gif

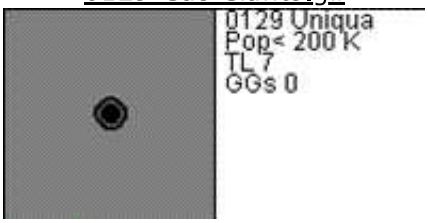
0129-Population.gif



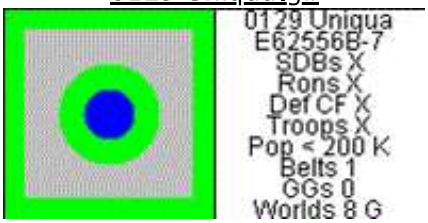
0129-Belts.gif



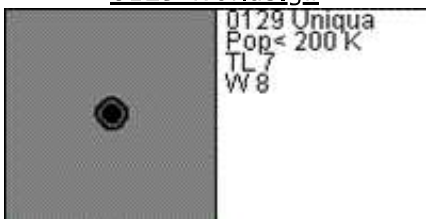
0129-Gas Giants.gif



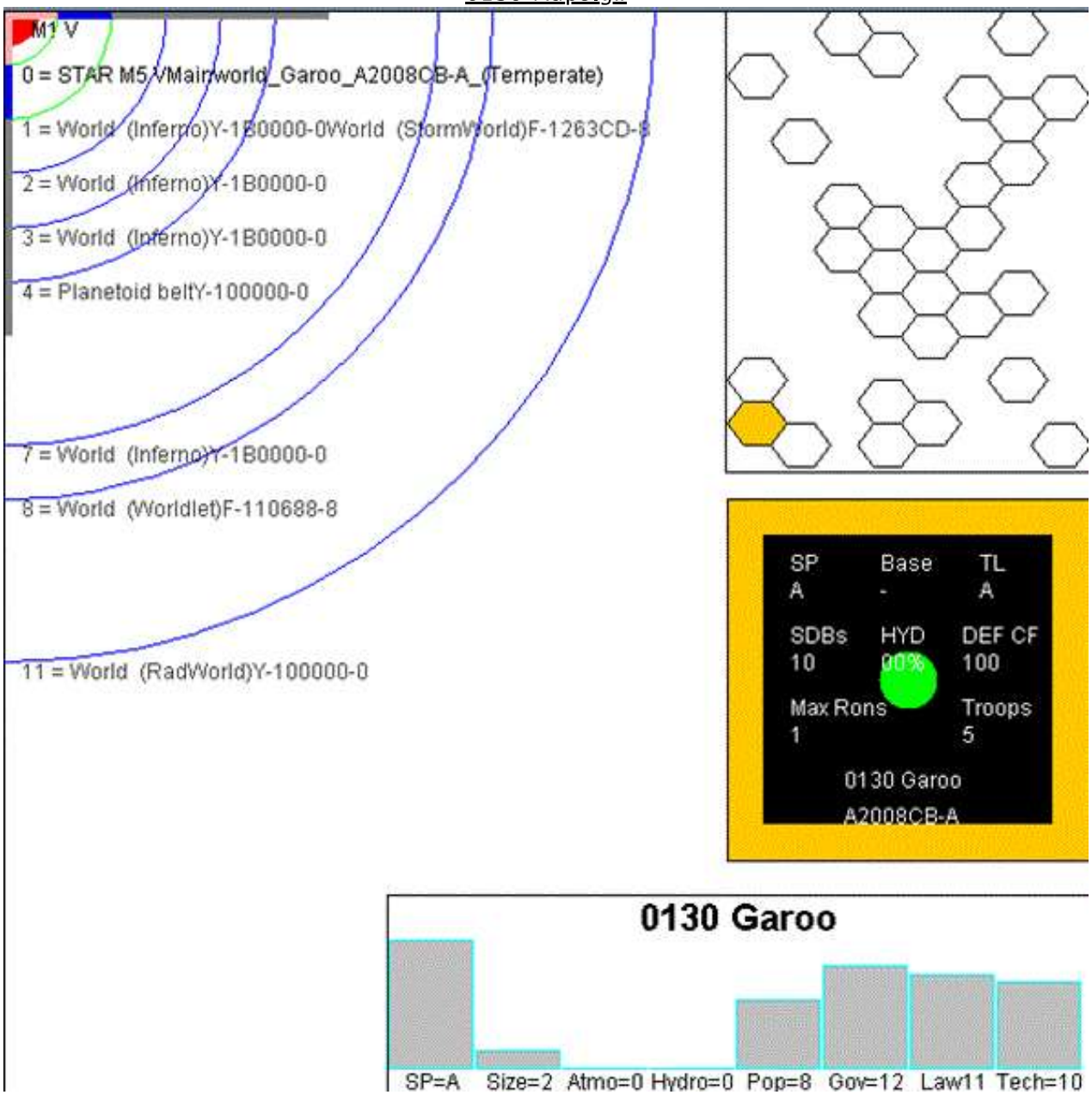
0129 Uniqua.gif



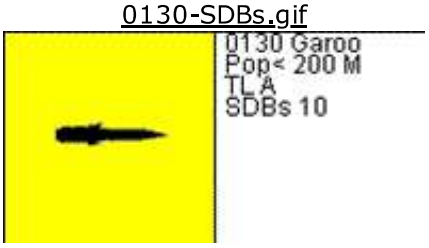
0129-Worlds.gif



0130-Maps.gif



0130-SDBs.gif

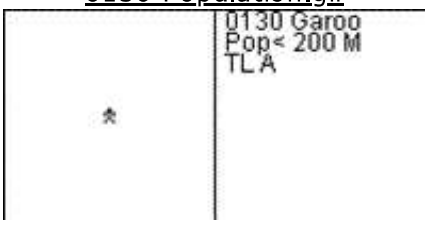


0130-Squadrons.gif

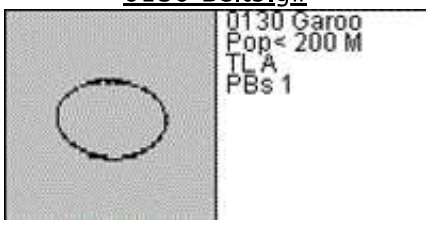
0130-Troops.gif

0130-Defences.gif

0130-Population.gif



0130-Belts.gif

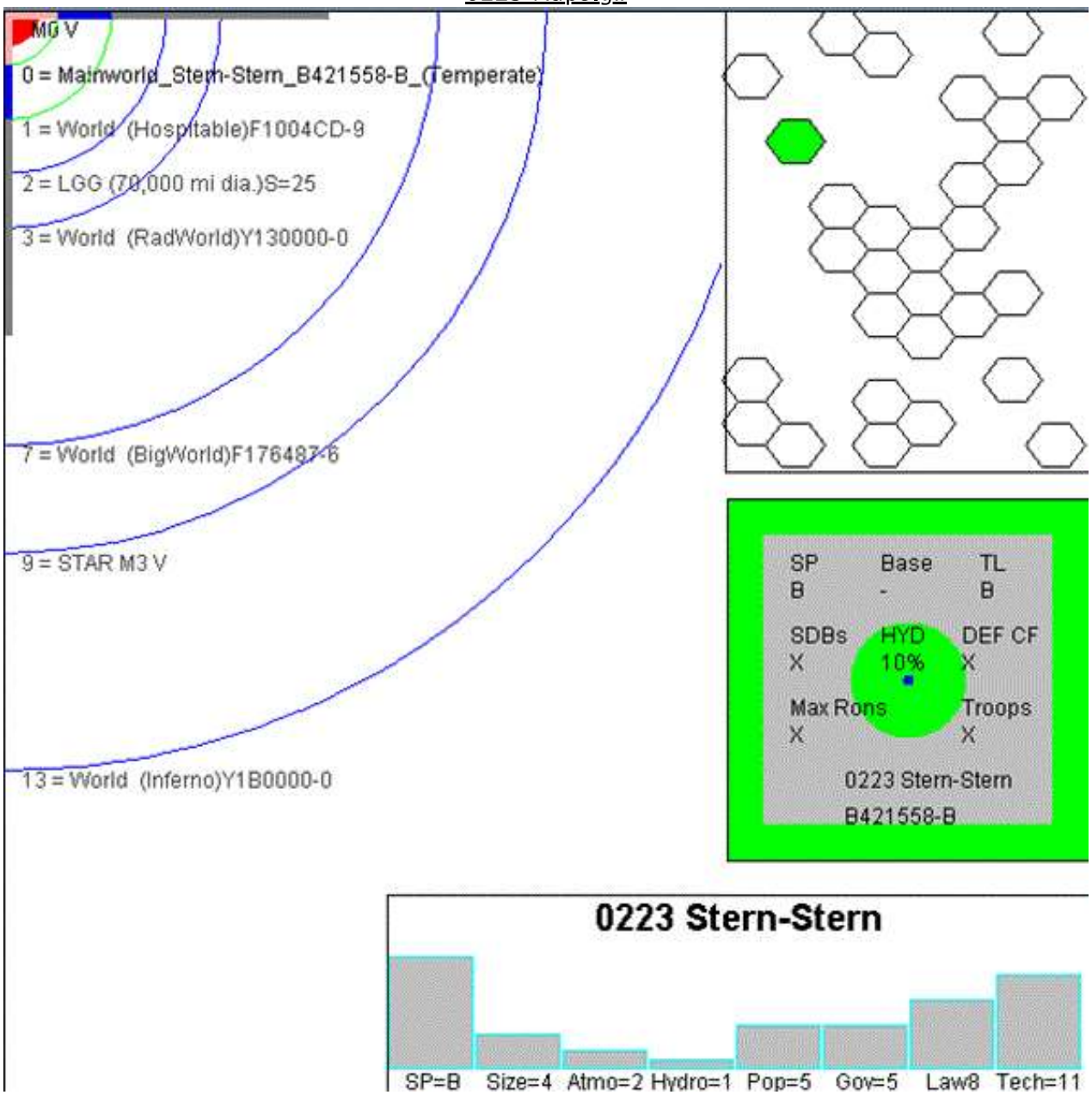


0130-Gas Giants.gif

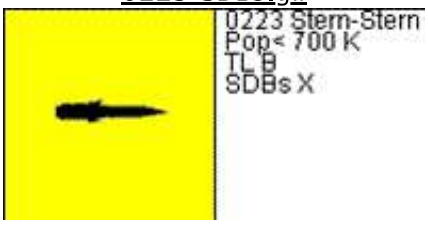
0130 Garoo.gif

0130-Worlds.gif

0223-Maps.gif



0223-SDBs.gif

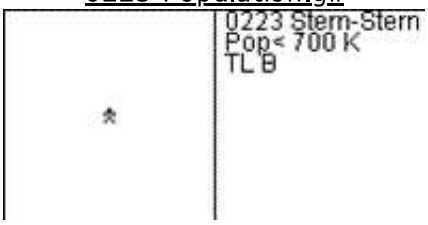


0223-Squadrons.gif

0223-Troops.gif

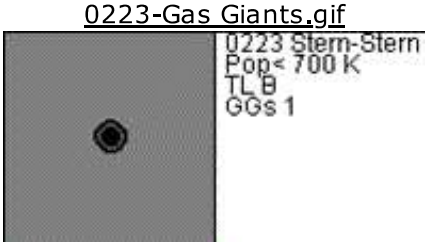
0223-Defences.gif

0223-Population.gif



0223-Belts.gif

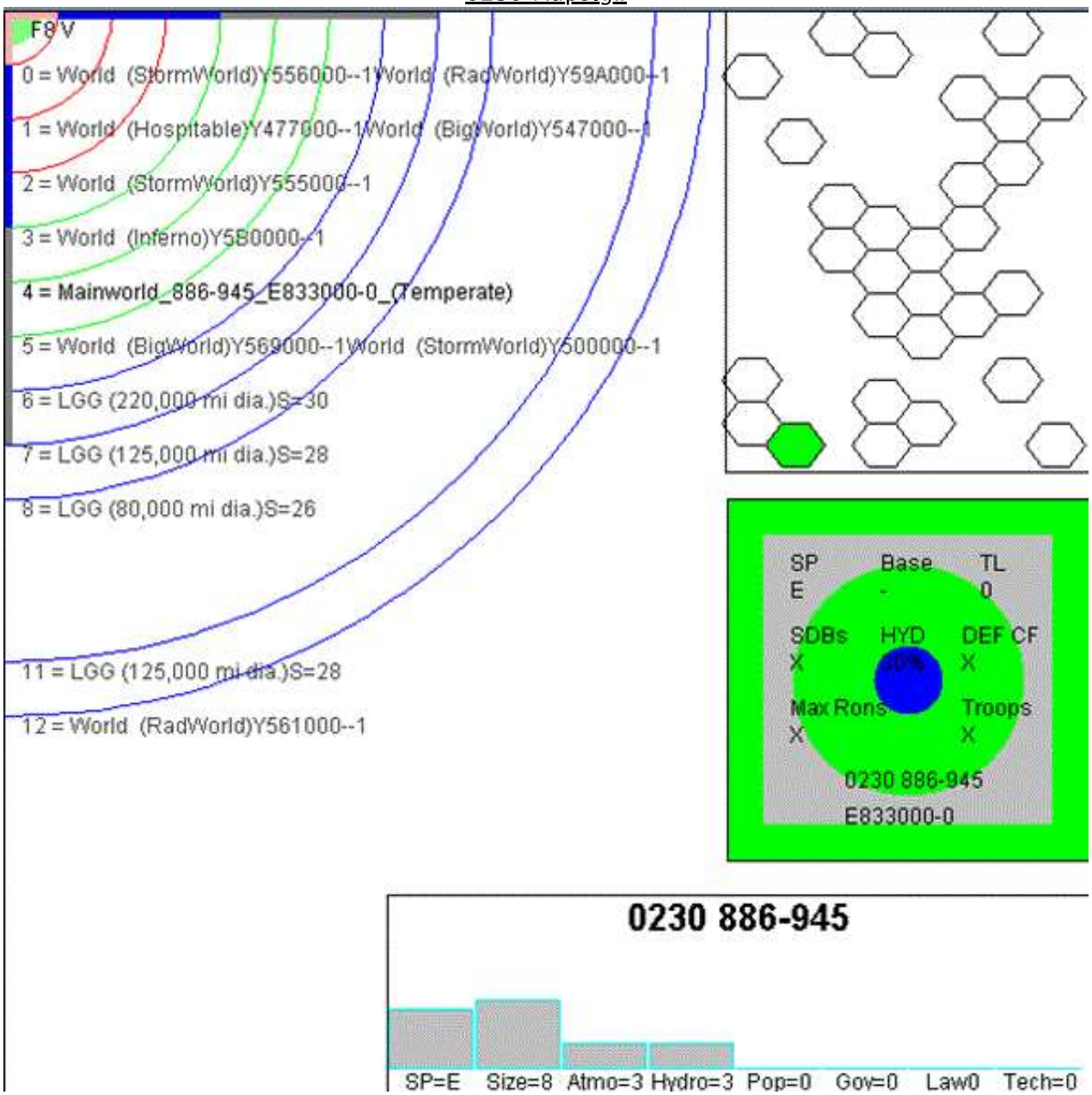
0223-Gas Giants.gif



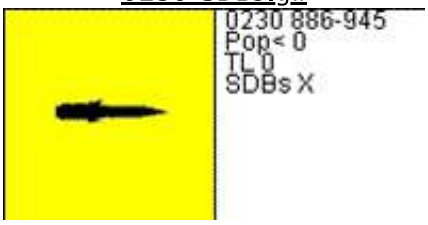
0223 Stern-Stern.gif

0223-Worlds.gif

0230-Maps.gif



0230-SDBs.gif

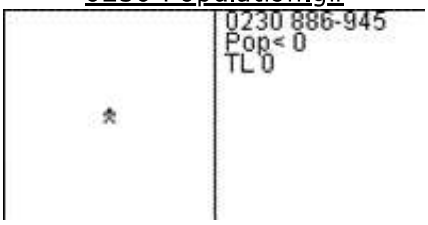


0230-Squadrons.gif

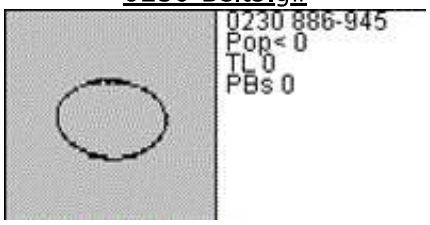
0230-Troops.gif

0230-Defences.gif

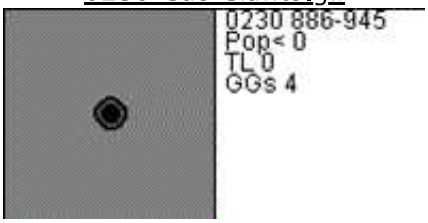
0230-Population.gif



0230-Belts.gif

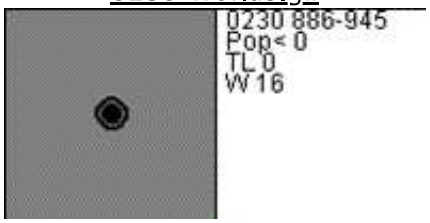


0230-Gas Giants.gif

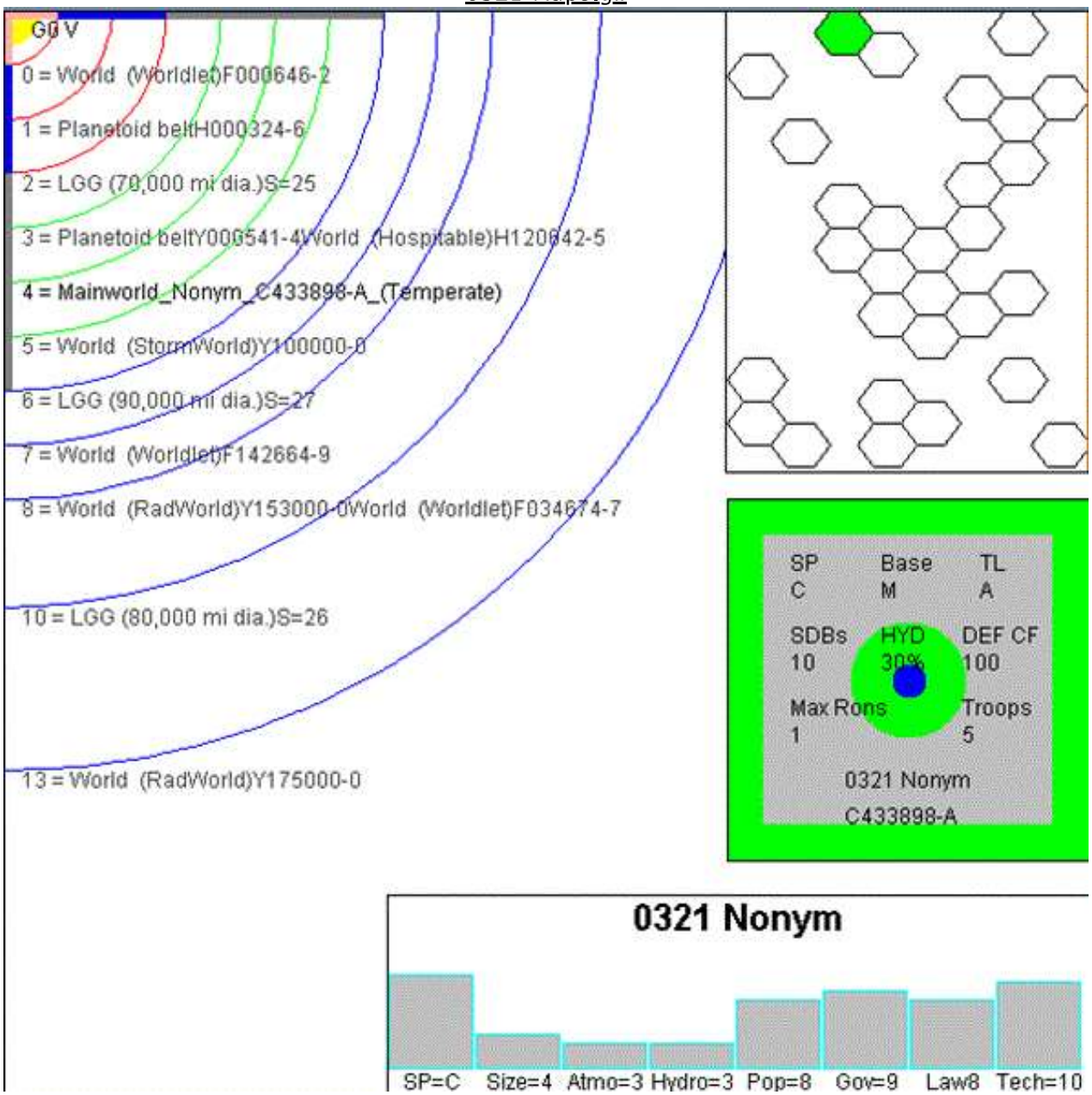


0230 886-945.gif

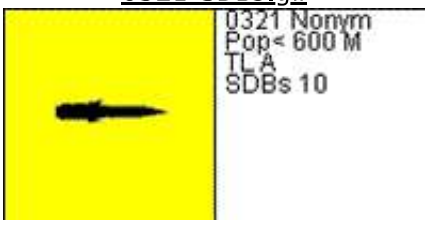
0230-Worlds.gif



0321-Maps.gif

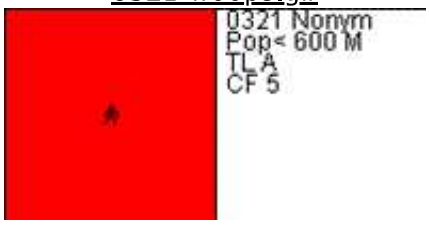


0321-SDBs.gif



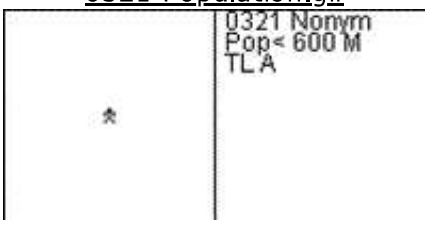
0321-Squadrons.gif

0321-Troops.gif

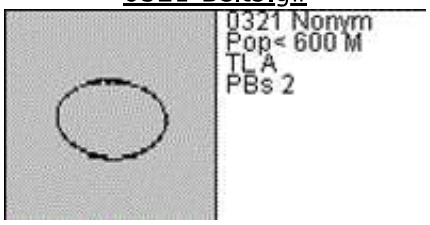


0321-Defences.gif

0321-Population.gif

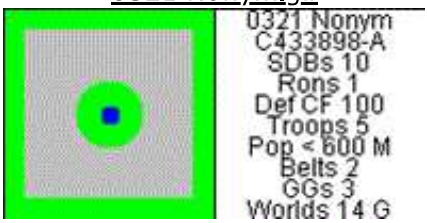


0321-Belts.gif

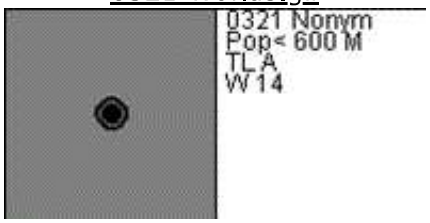


0321-Gas Giants.gif

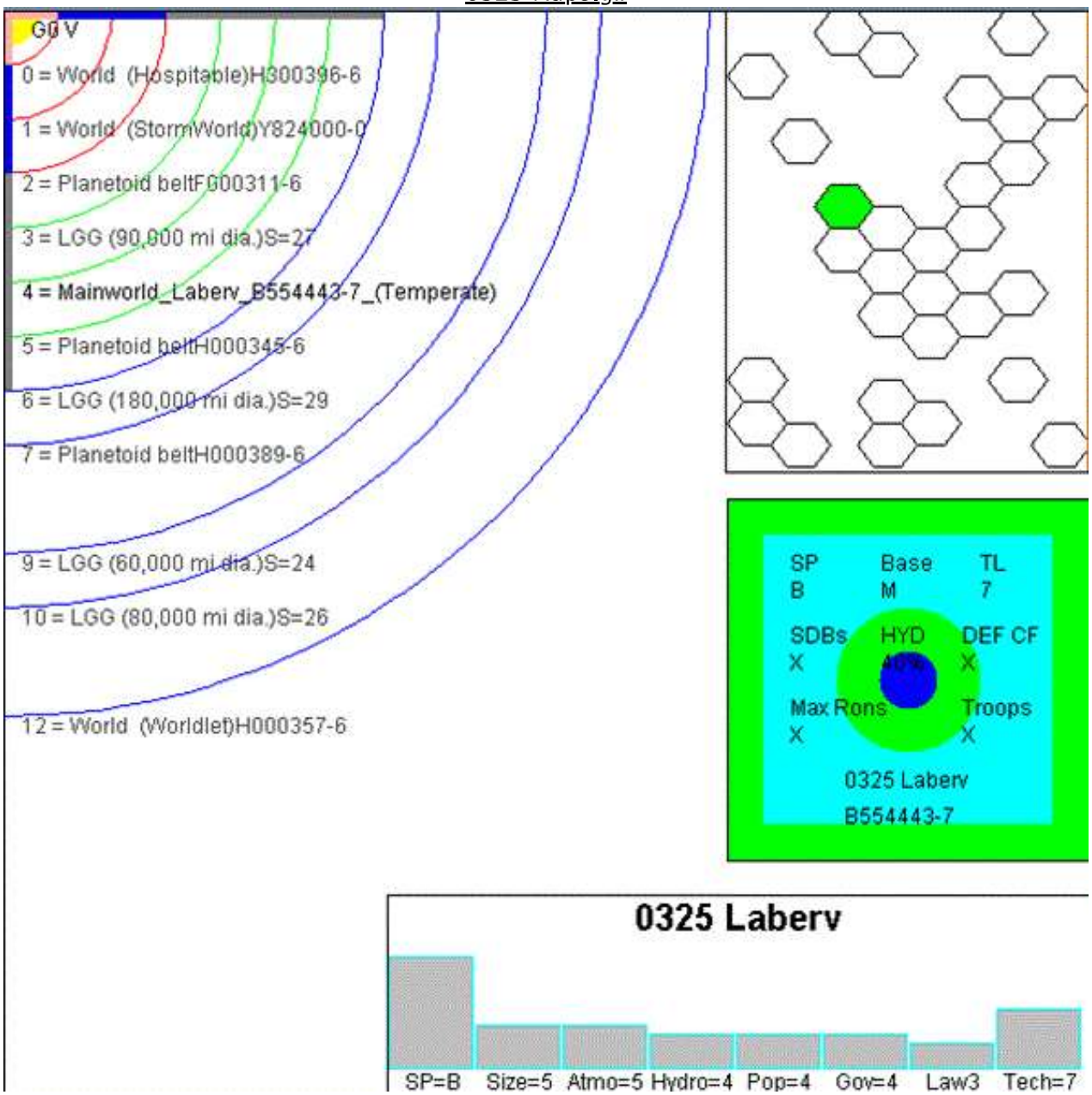
0321 Nonym.gif



0321-Worlds.gif



0325-Maps.gif



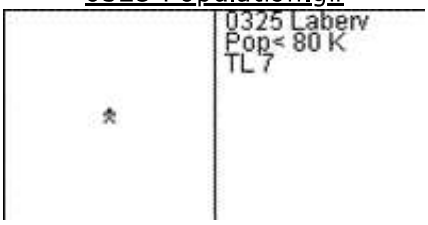
0325-SDBs.gif

0325-Squadrons.gif

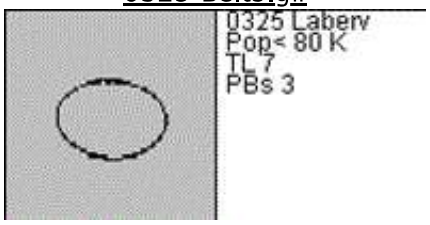
0325-Troops.gif

0325-Defences.gif

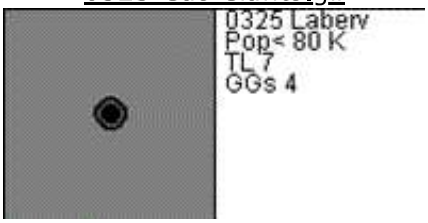
0325-Population.gif



0325-Belts.gif

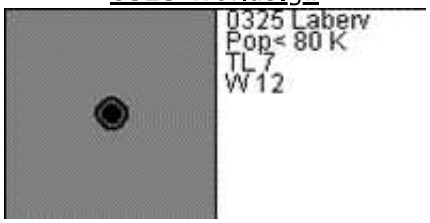


0325-Gas Giants.gif

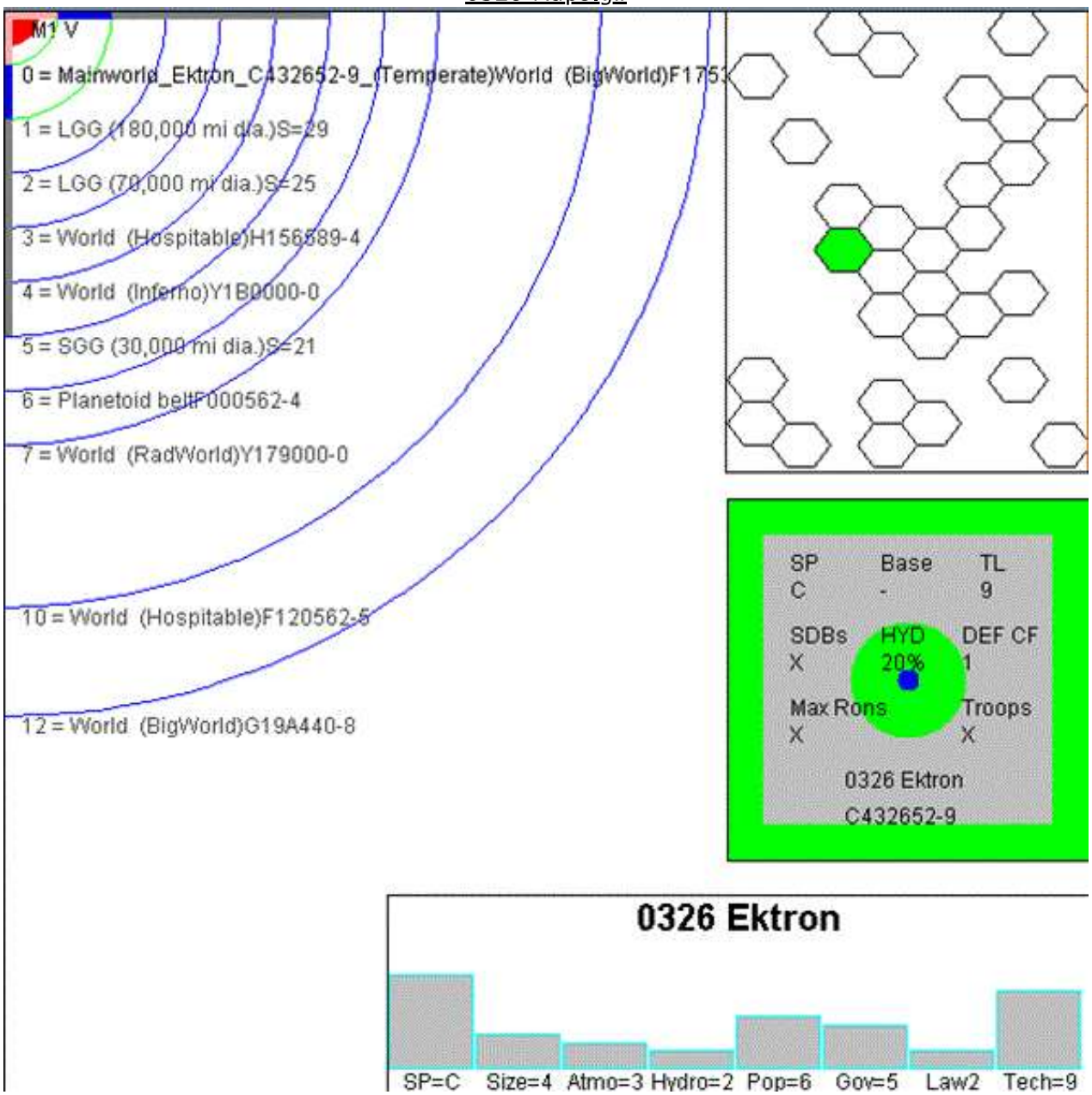


0325 Laberv.gif

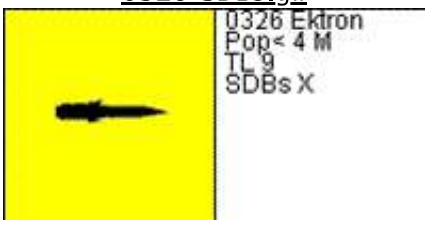
0325-Worlds.gif



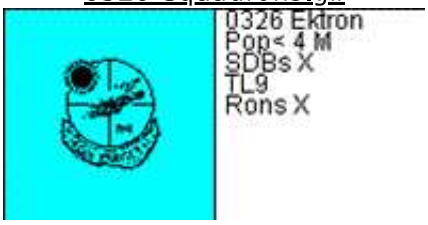
0326-Maps.gif



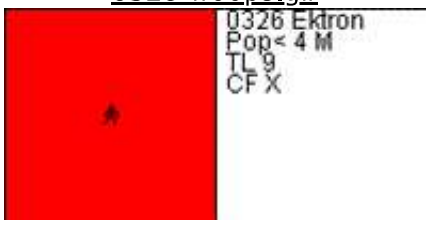
0326-SDBs.gif



0326-Squadrons.gif

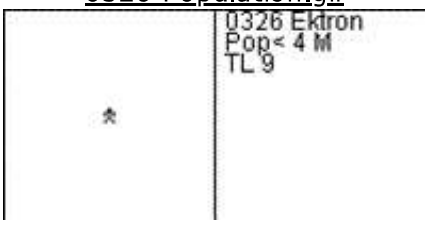


0326-Troops.gif

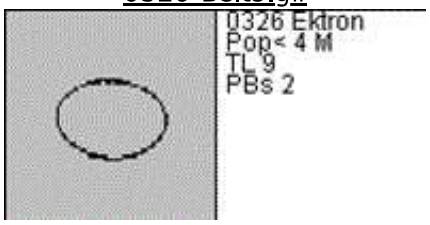


0326-Defences.gif

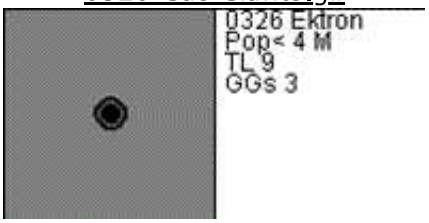
0326-Population.gif



0326-Belts.gif

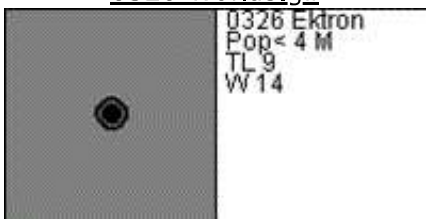


0326-Gas Giants.gif

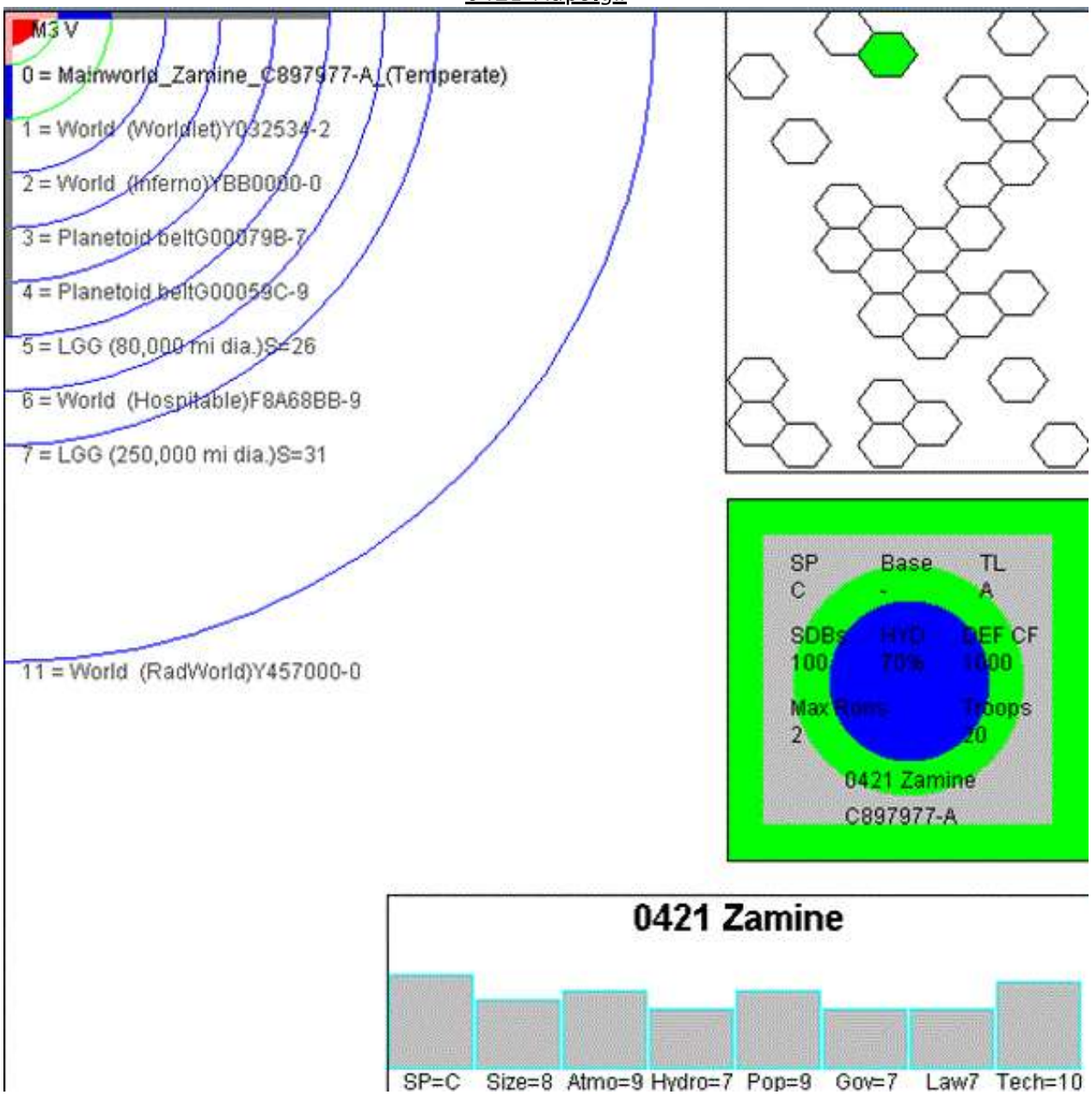


0326 Ektron.gif

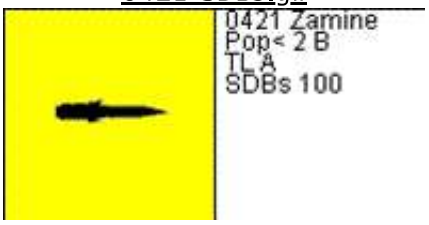
0326-Worlds.gif



0421-Maps.gif



0421-SDBs.gif

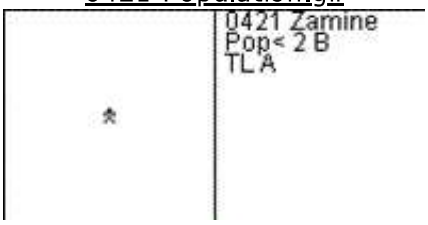


0421-Squadrons.gif

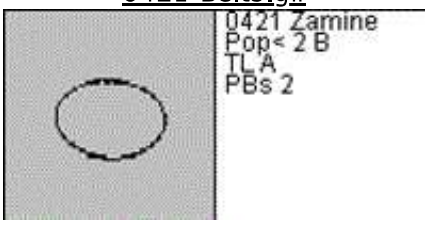
0421-Troops.gif

0421-Defences.gif

0421-Population.gif



0421-Belts.gif

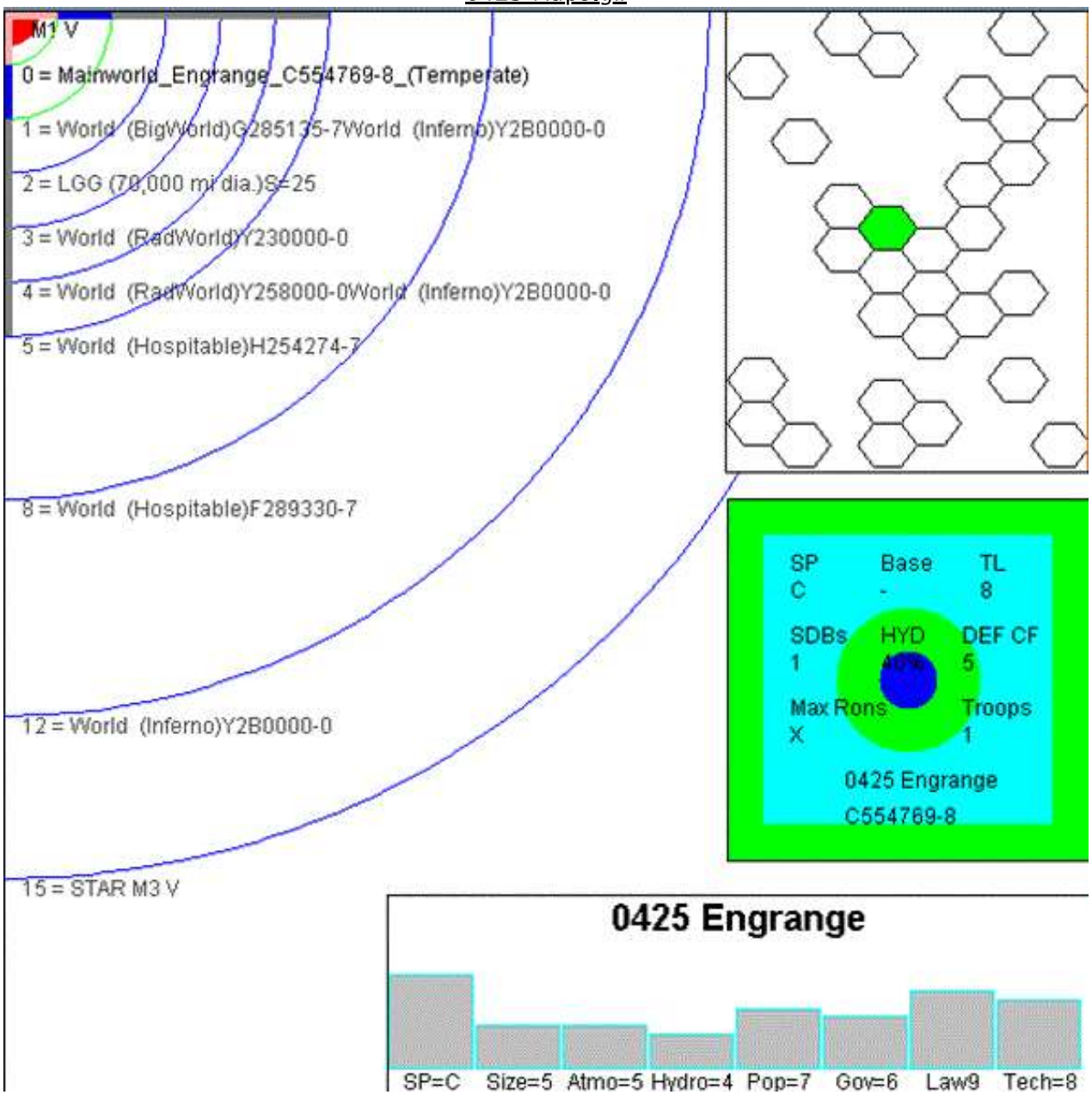


0421-Gas Giants.gif

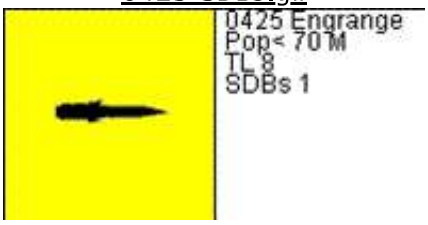
0421 Zamine.gif

0421-Worlds.gif

0425-Maps.gif



0425-SDBs.gif

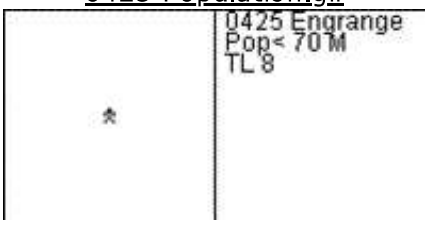


0425-Squadrons.gif

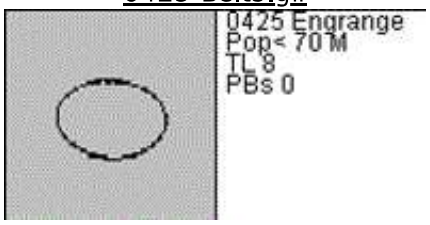
0425-Troops.gif

0425-Defences.gif

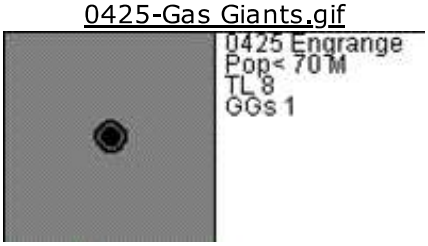
0425-Population.gif



0425-Belts.gif



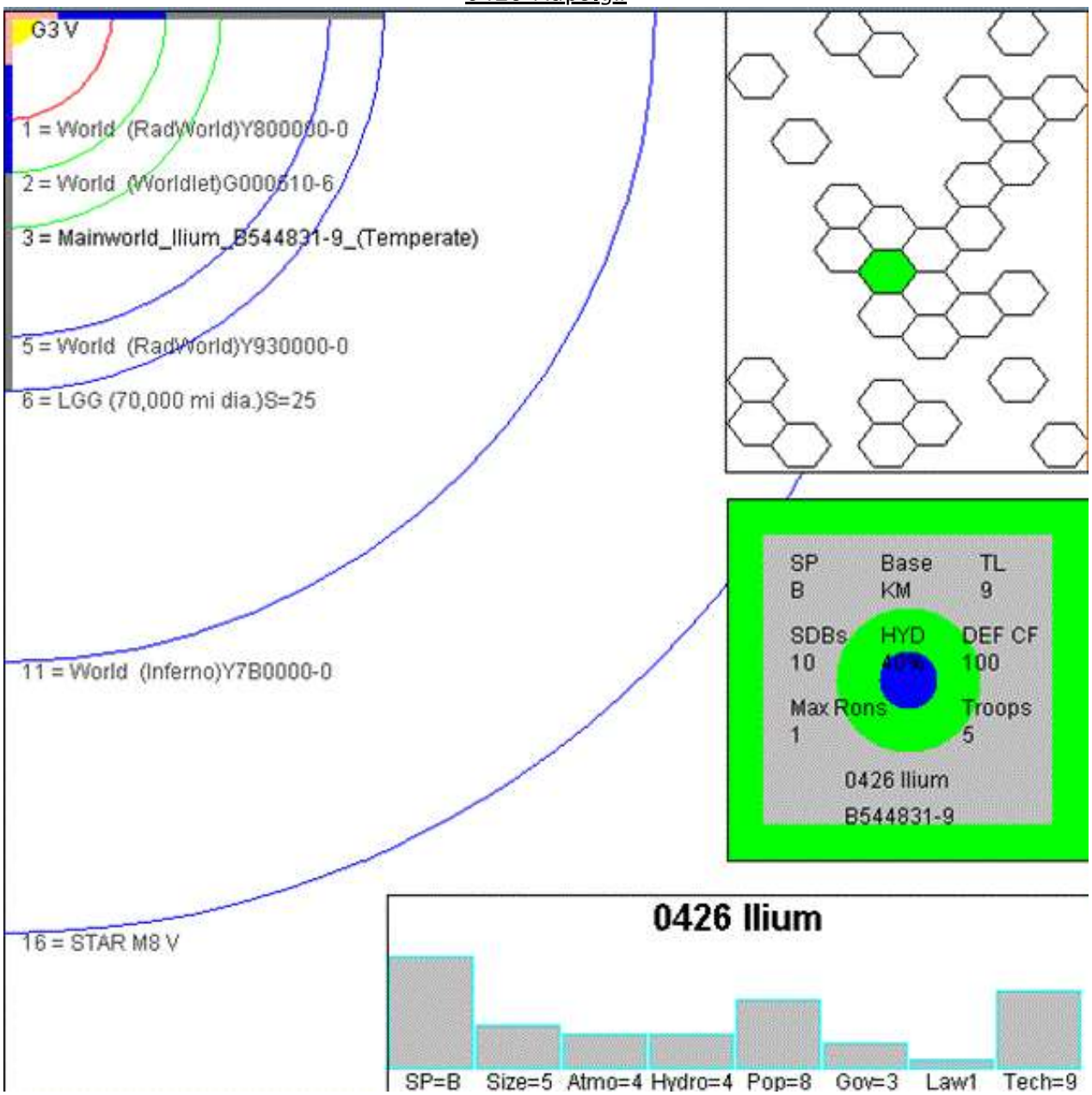
0425-Gas Giants.gif



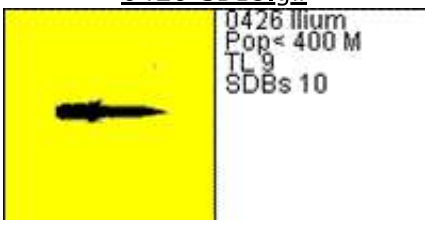
0425 Engrange.gif

0425-Worlds.gif

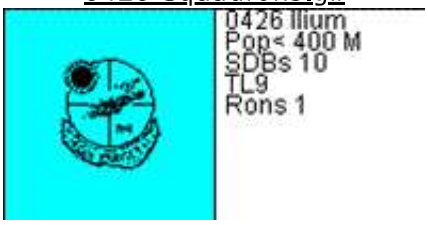
0426-Maps.gif



0426-SDBs.gif



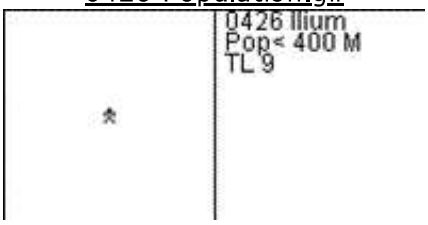
0426-Squadrons.gif



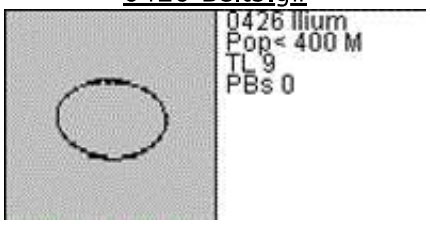
0426-Troops.gif

0426-Defences.gif

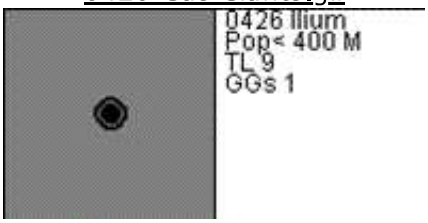
0426-Population.gif



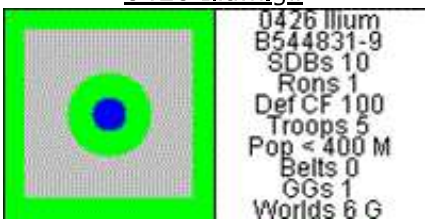
0426-Belts.gif



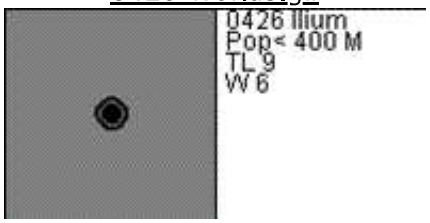
0426-Gas Giants.gif



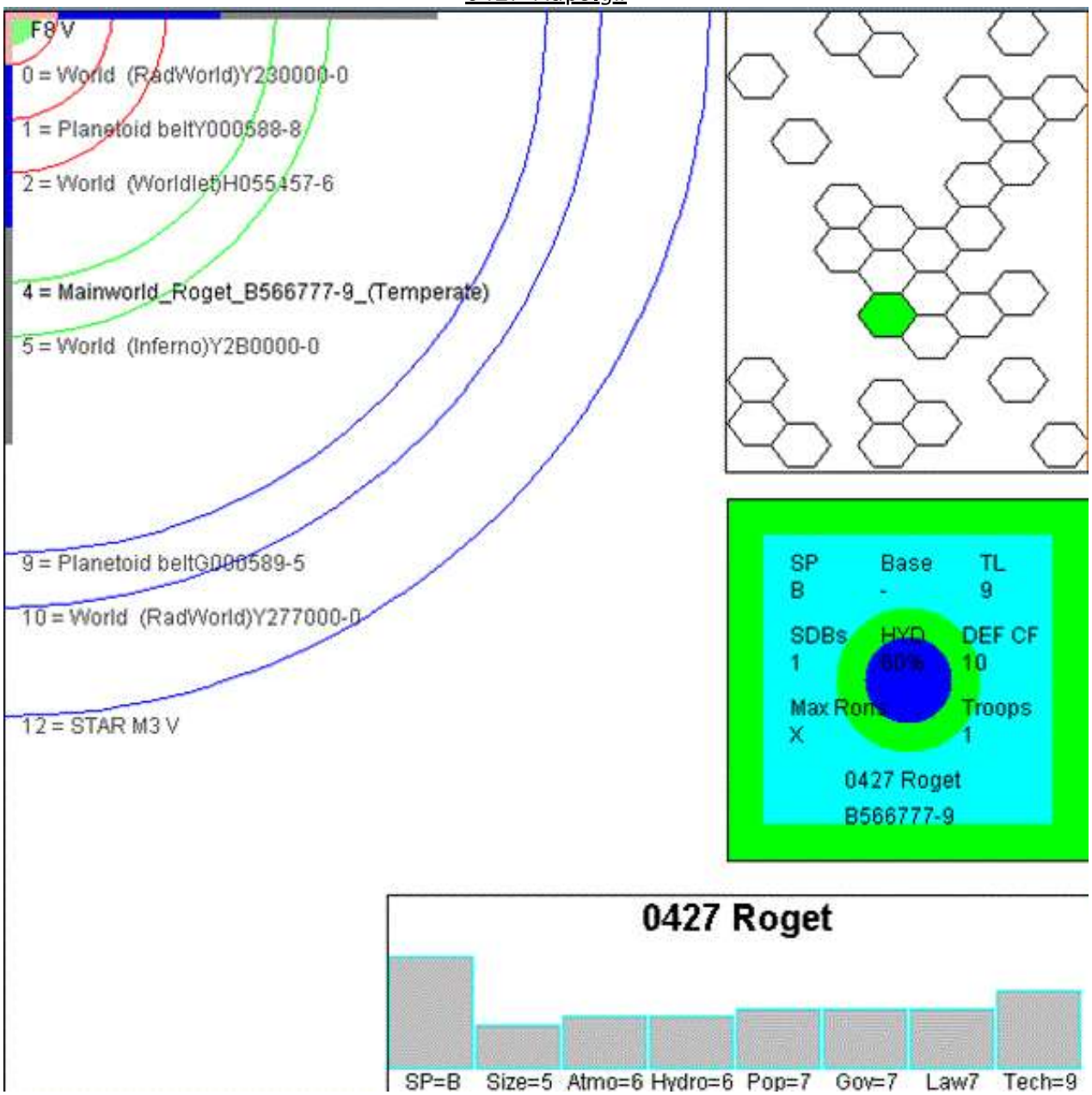
0426 Ilium.gif



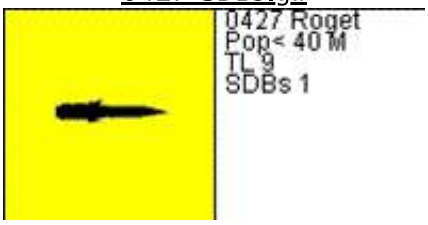
0426-Worlds.gif



0427-Maps.gif

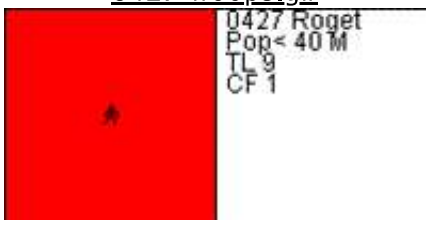


0427-SDBs.gif



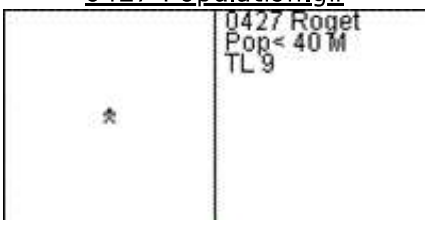
0427-Squadrons.gif

0427-Troops.gif

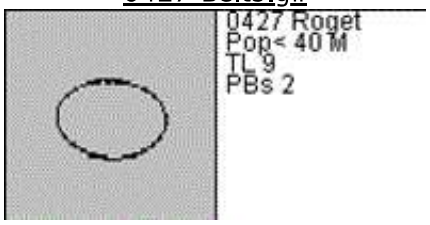


0427-Defences.gif

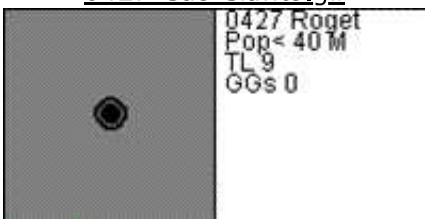
0427-Population.gif



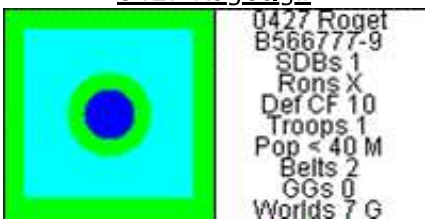
0427-Belts.gif



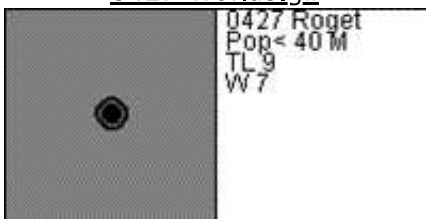
0427-Gas Giants.gif



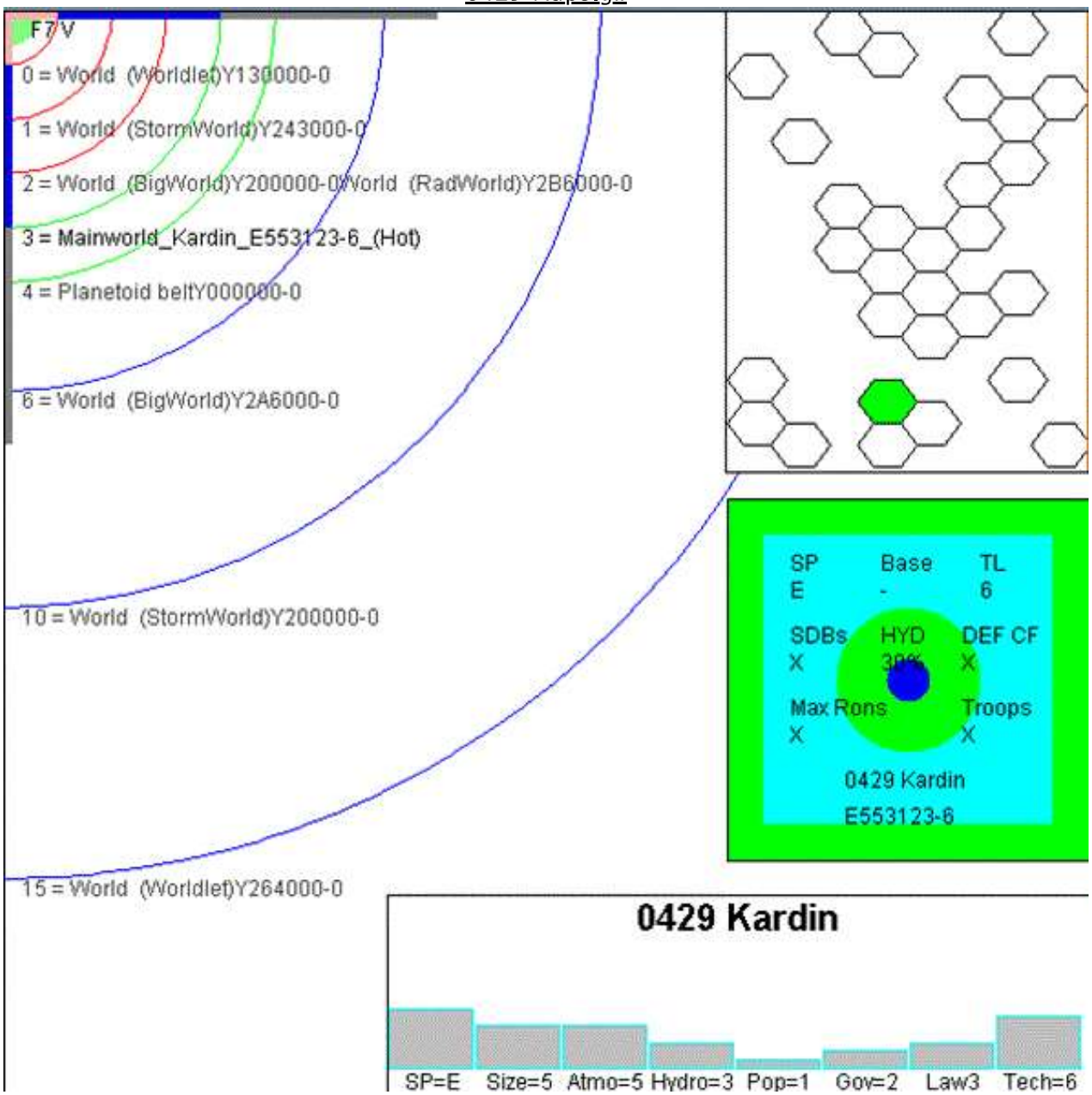
0427 Roget.gif



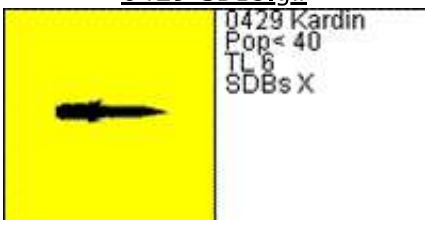
0427-Worlds.gif



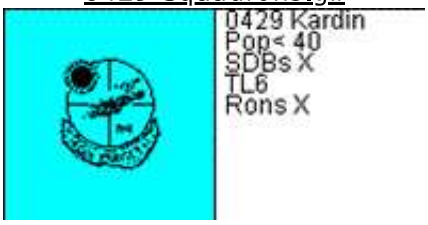
0429-Maps.gif



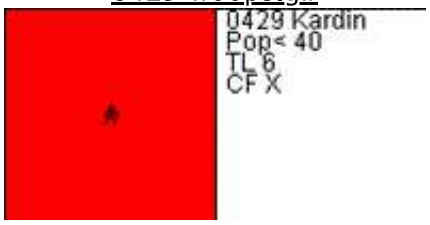
0429-SDBs.gif



0429-Squadrons.gif

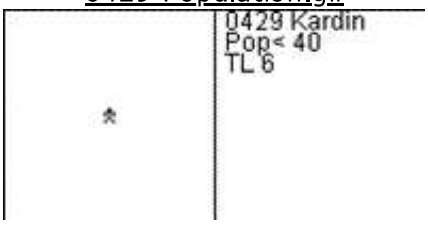


0429-Troops.gif

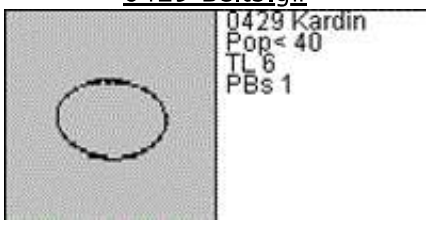


0429-Defences.gif

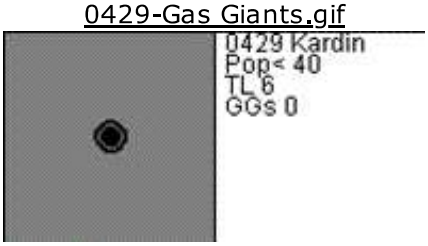
0429-Population.gif



0429-Belts.gif



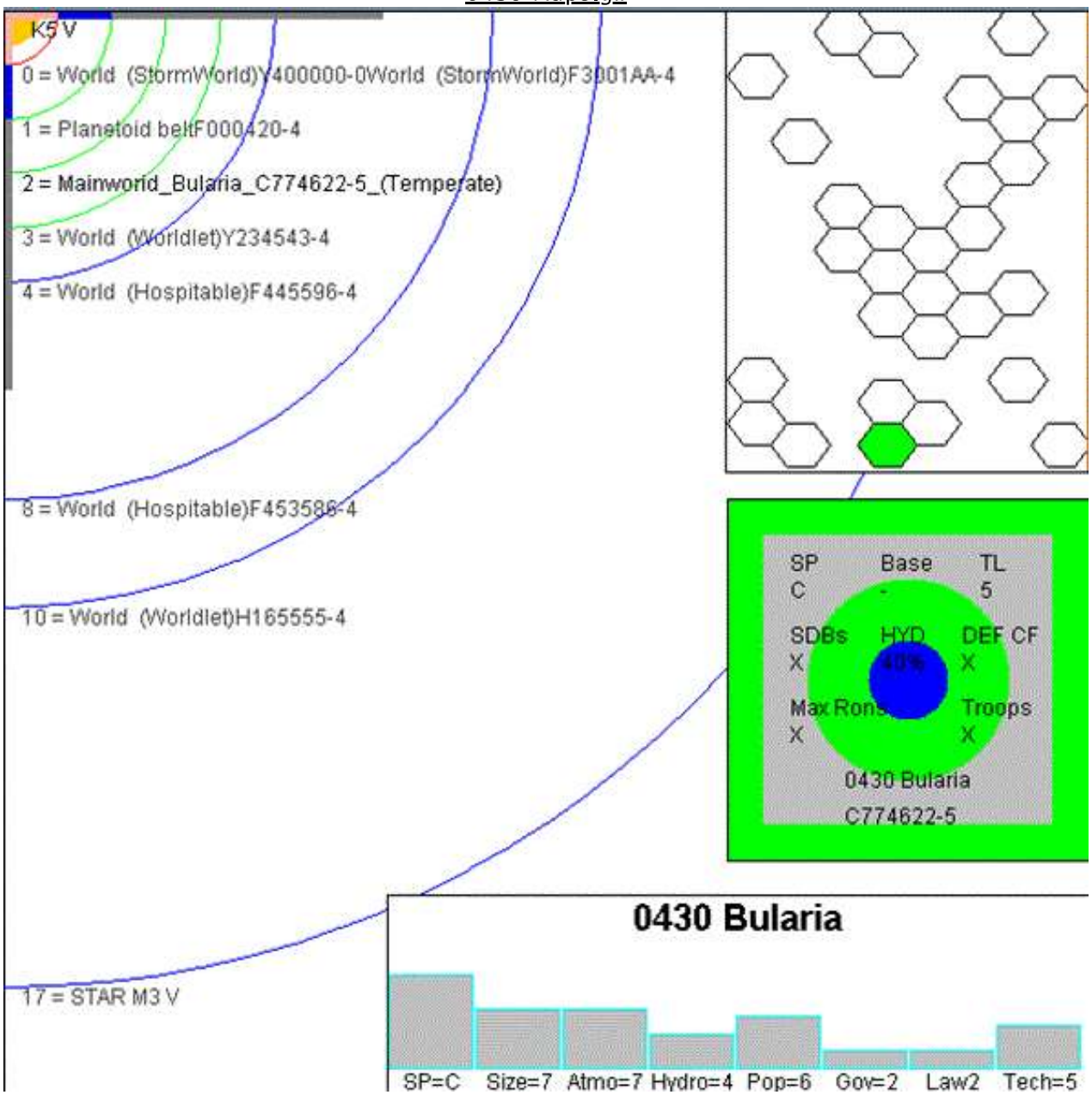
0429-Gas Giants.gif



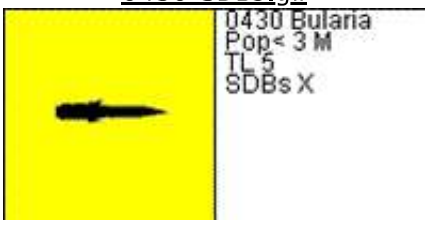
0429 Kardin.gif

0429-Worlds.gif

0430-Maps.gif



0430-SDBs.gif

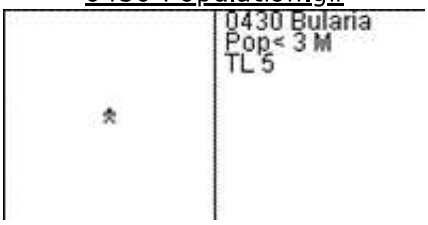


0430-Squadrons.gif

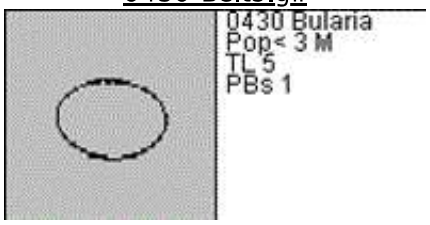
0430-Troops.gif

0430-Defences.gif

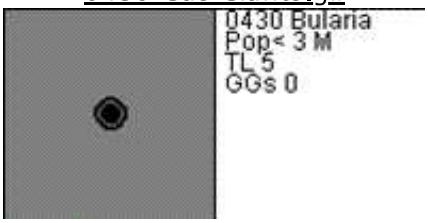
0430-Population.gif



0430-Belts.gif

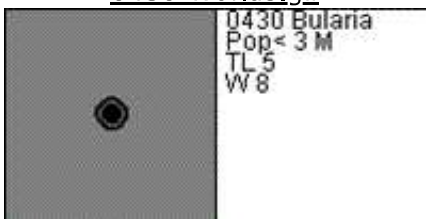


0430-Gas Giants.gif

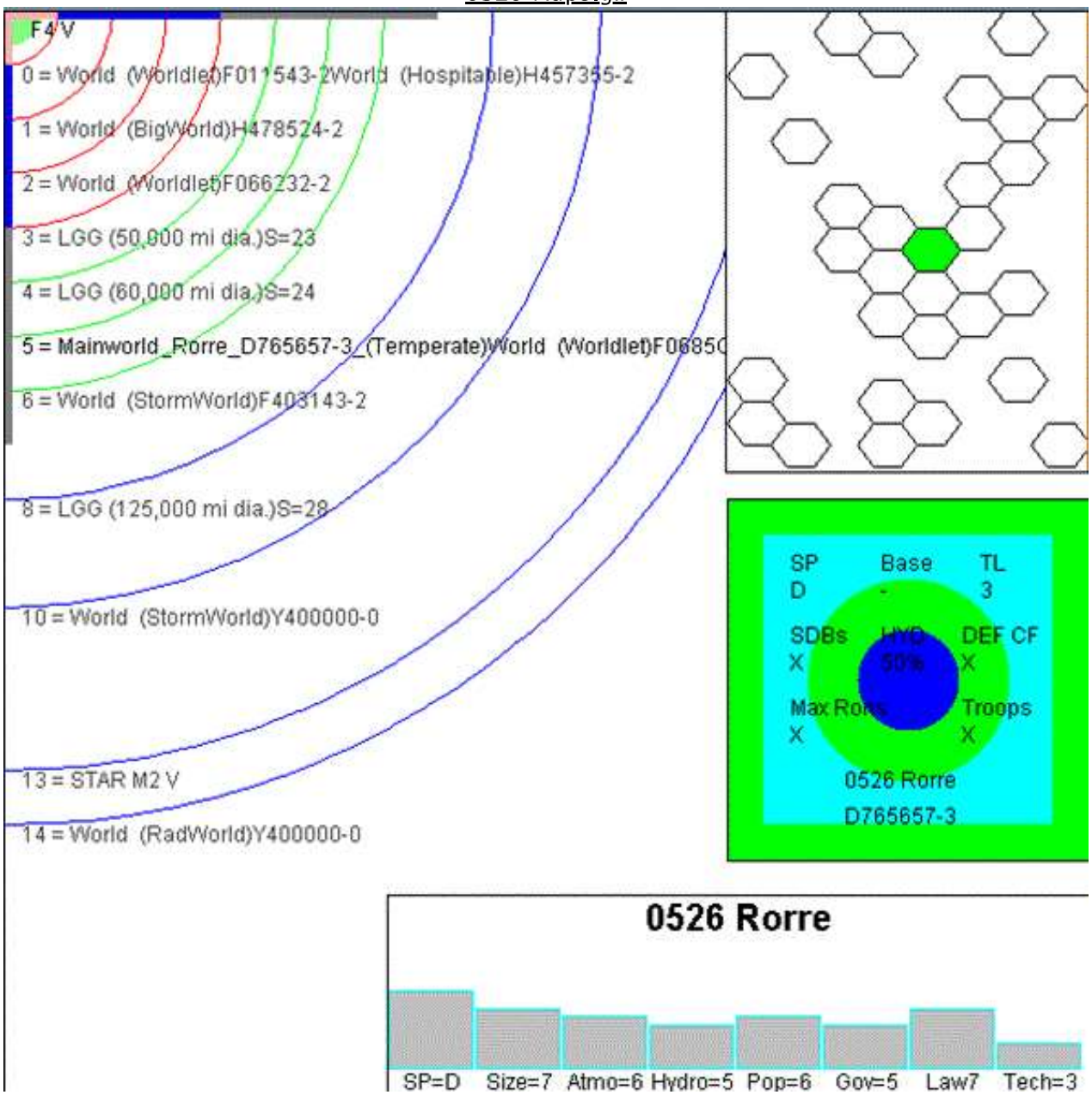


0430 Bularia.gif

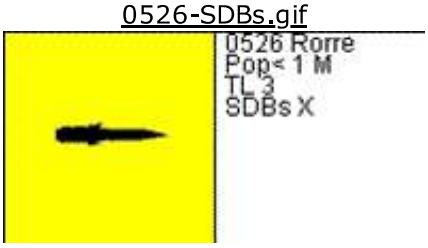
0430-Worlds.gif



0526-Maps.gif



0526-SDBs.gif

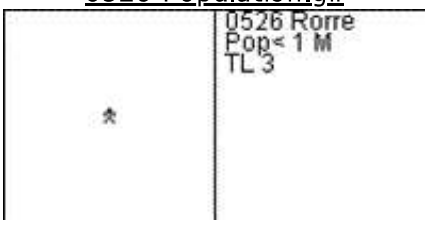


0526-Squadrons.gif

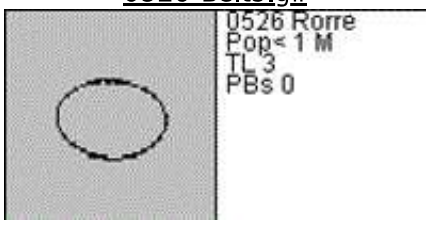
0526-Troops.gif

0526-Defences.gif

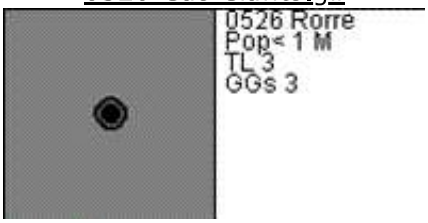
0526-Population.gif



0526-Belts.gif

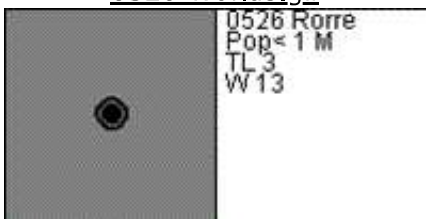


0526-Gas Giants.gif

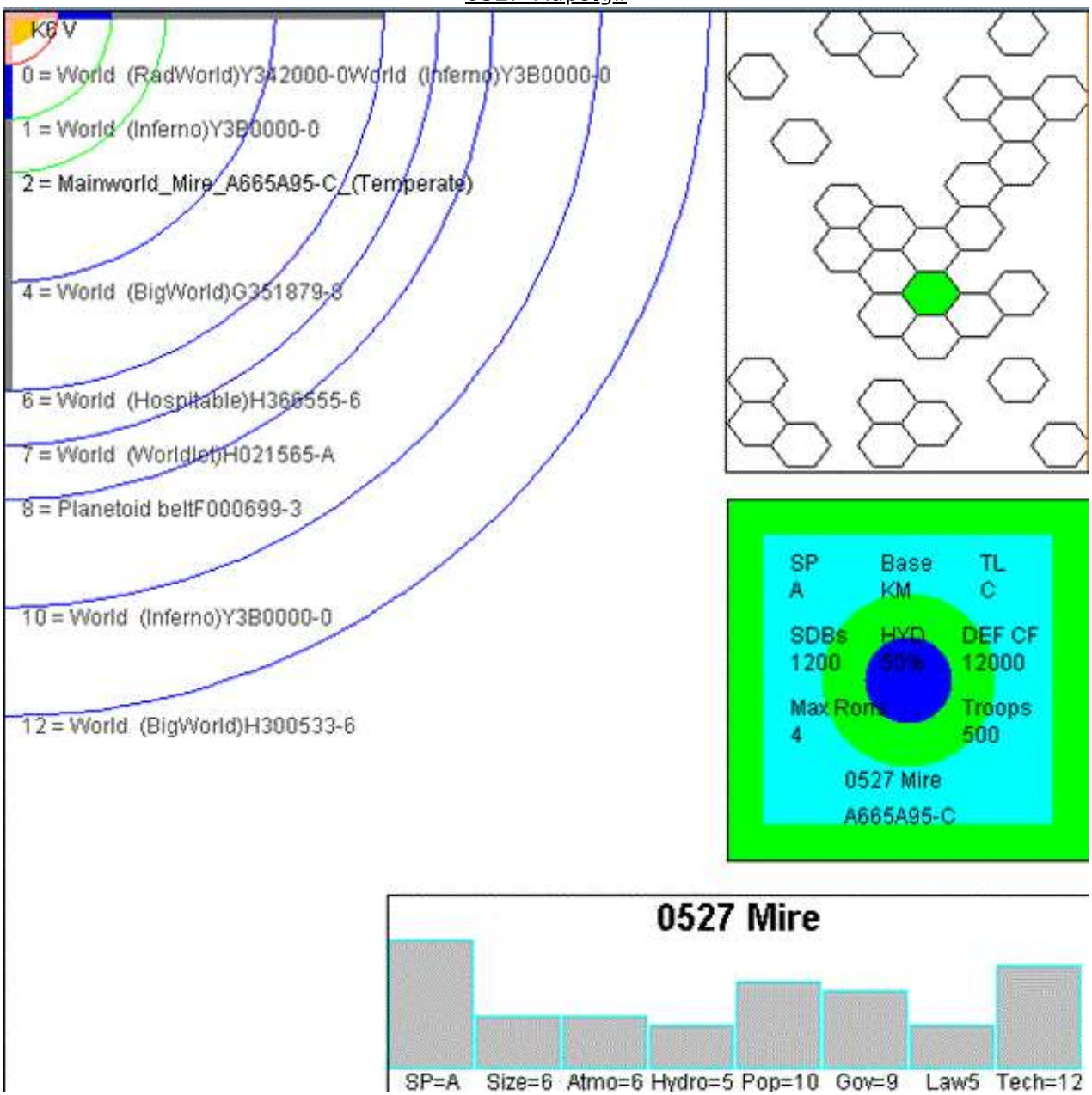


0526 Rorre.gif

0526-Worlds.gif



0527-Maps.gif



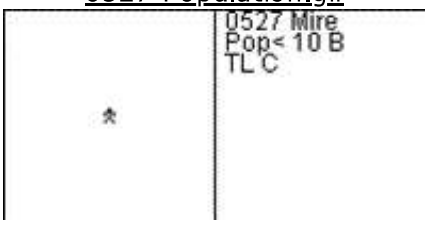
0527-SDBs.gif

0527-Squadrons.gif

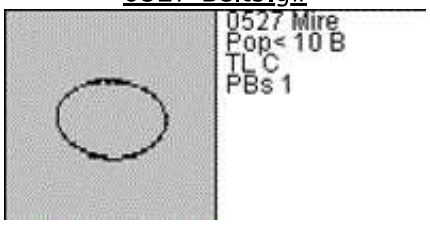
0527-Troops.gif

0527-Defences.gif

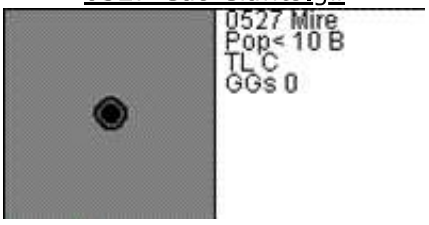
0527-Population.gif



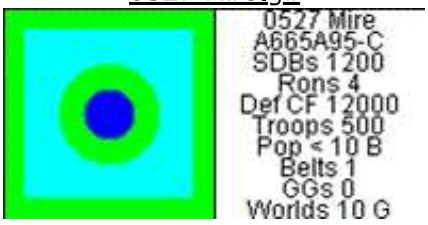
0527-Belts.gif



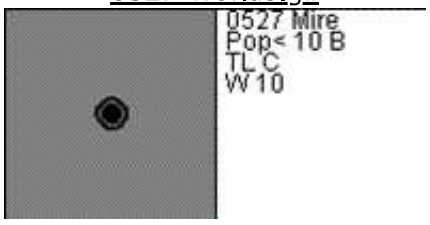
0527-Gas Giants.gif



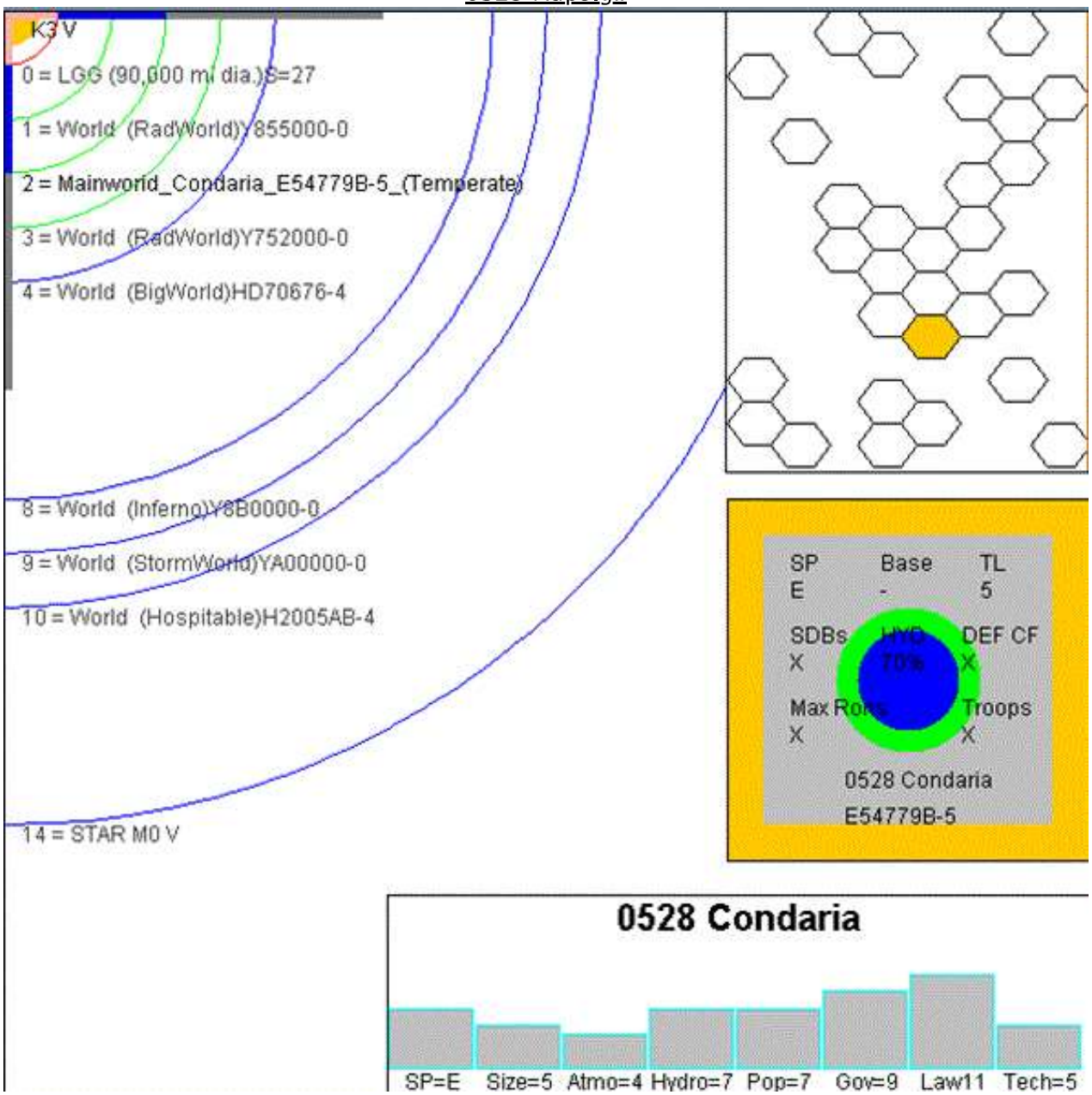
0527 Mire.gif



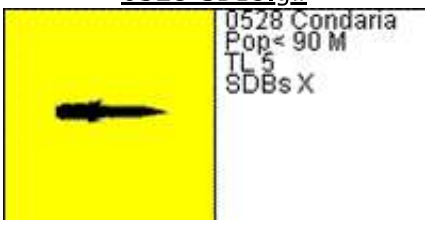
0527-Worlds.gif



0528-Maps.gif

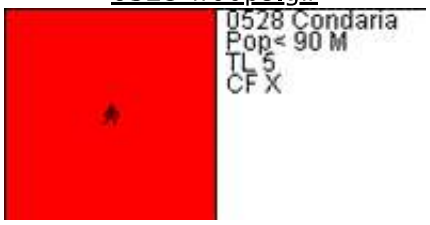


0528-SDBs.gif



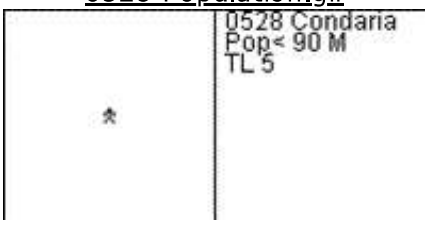
0528-Squadrons.gif

0528-Troops.gif

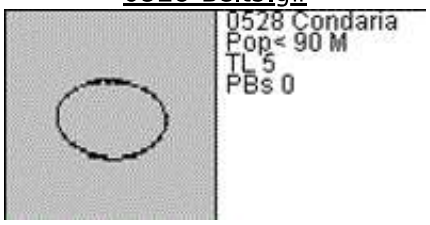


0528-Defences.gif

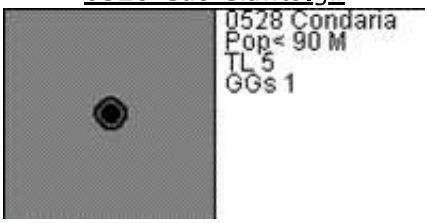
0528-Population.gif



0528-Belts.gif

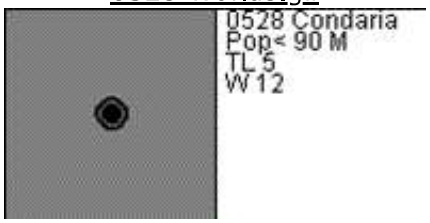


0528-Gas Giants.gif

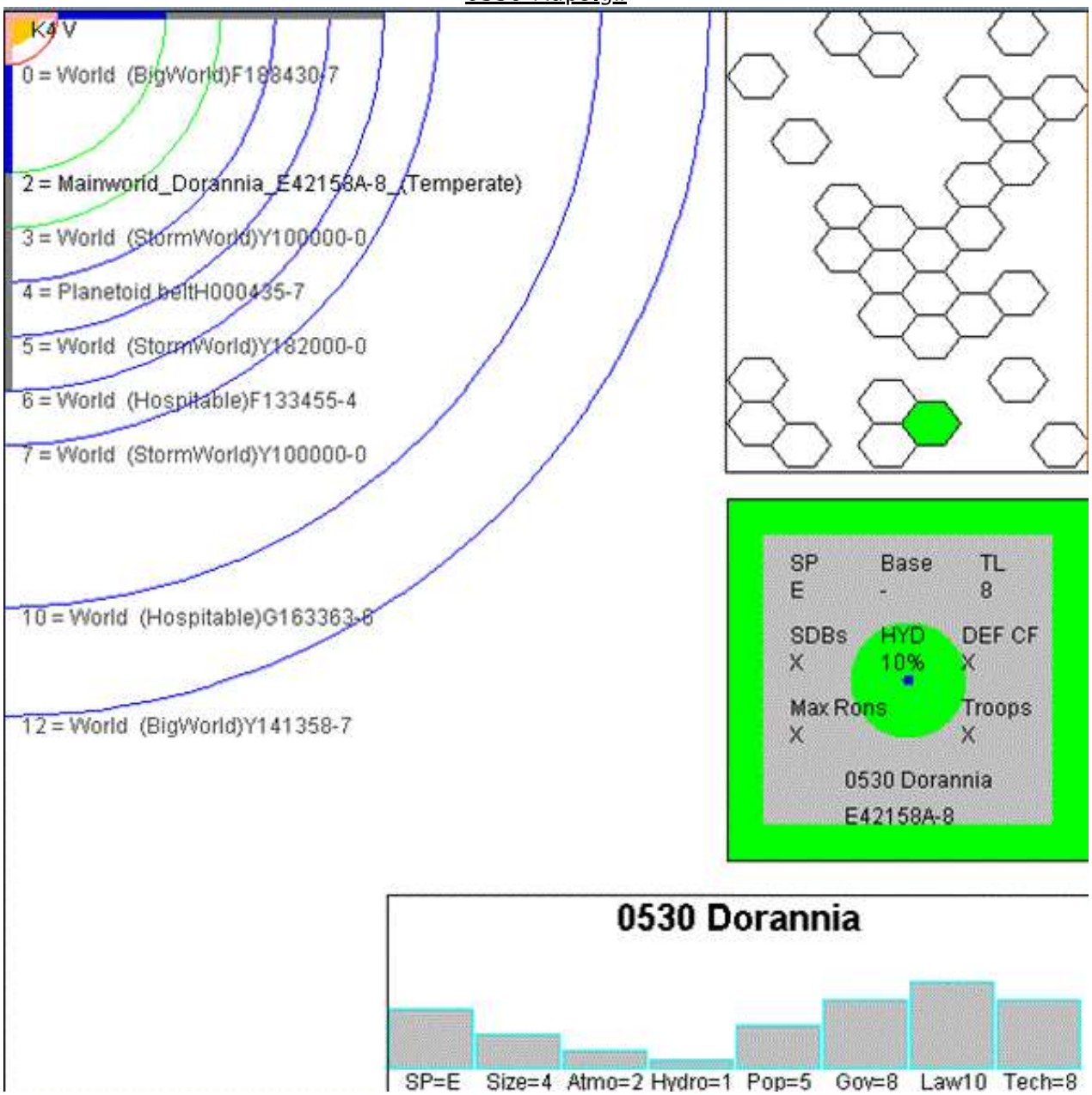


0528 Condaria.gif

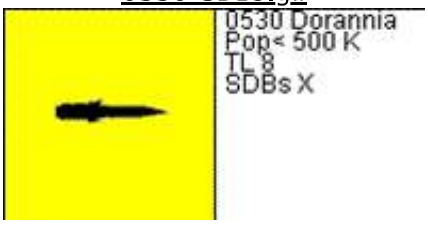
0528-Worlds.gif



0530-Maps.gif



0530-SDBs.gif

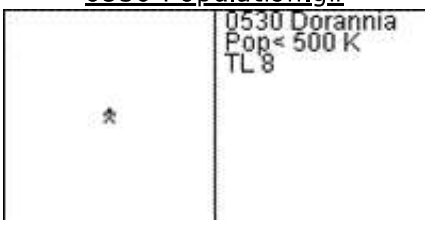


0530-Squadrons.gif

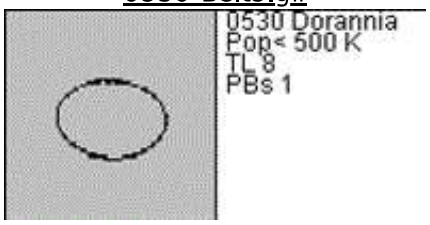
0530-Troops.gif

0530-Defences.gif

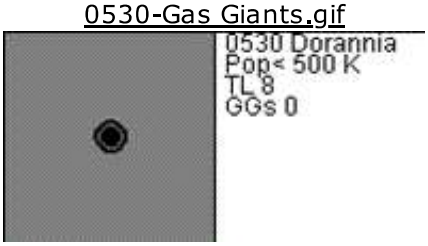
0530-Population.gif



0530-Belts.gif



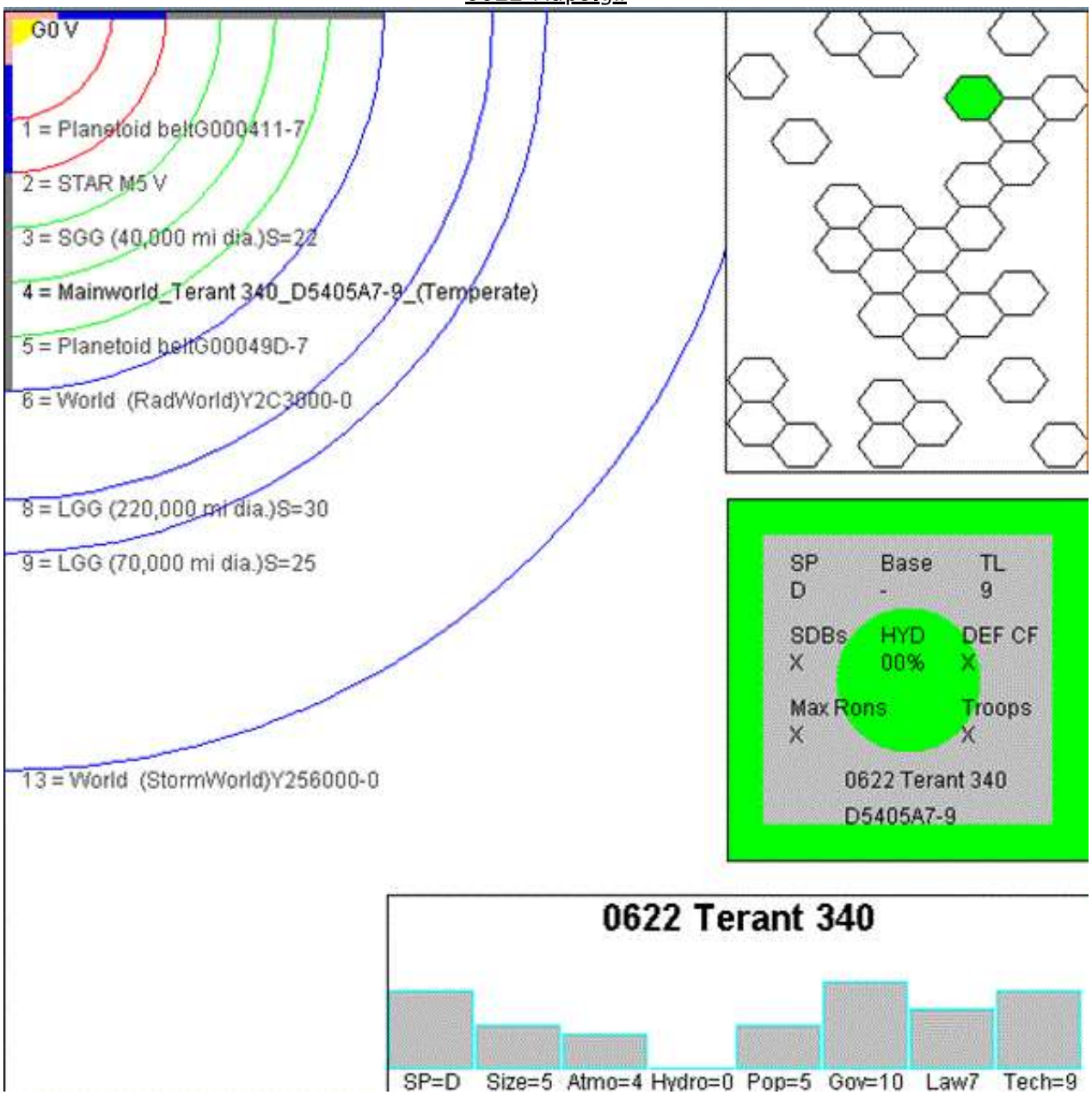
0530-Gas Giants.gif



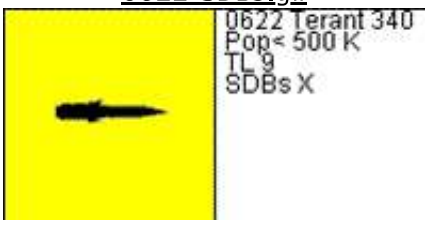
0530 Dorannia.gif

0530-Worlds.gif

0622-Maps.gif

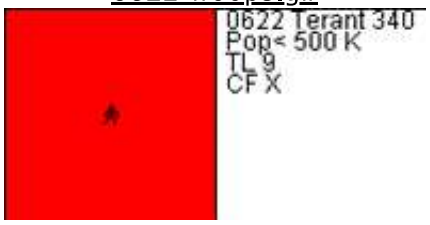


0622-SDBs.gif



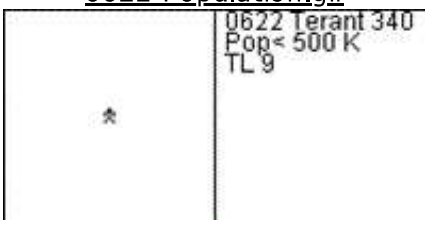
0622-Squadrons.gif

0622-Troops.gif

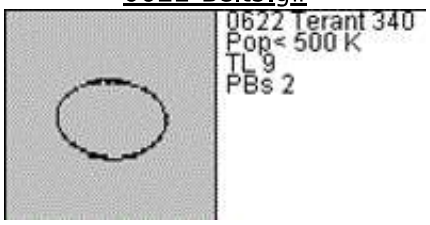


0622-Defences.gif

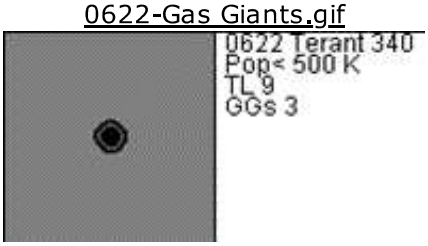
0622-Population.gif



0622-Belts.gif



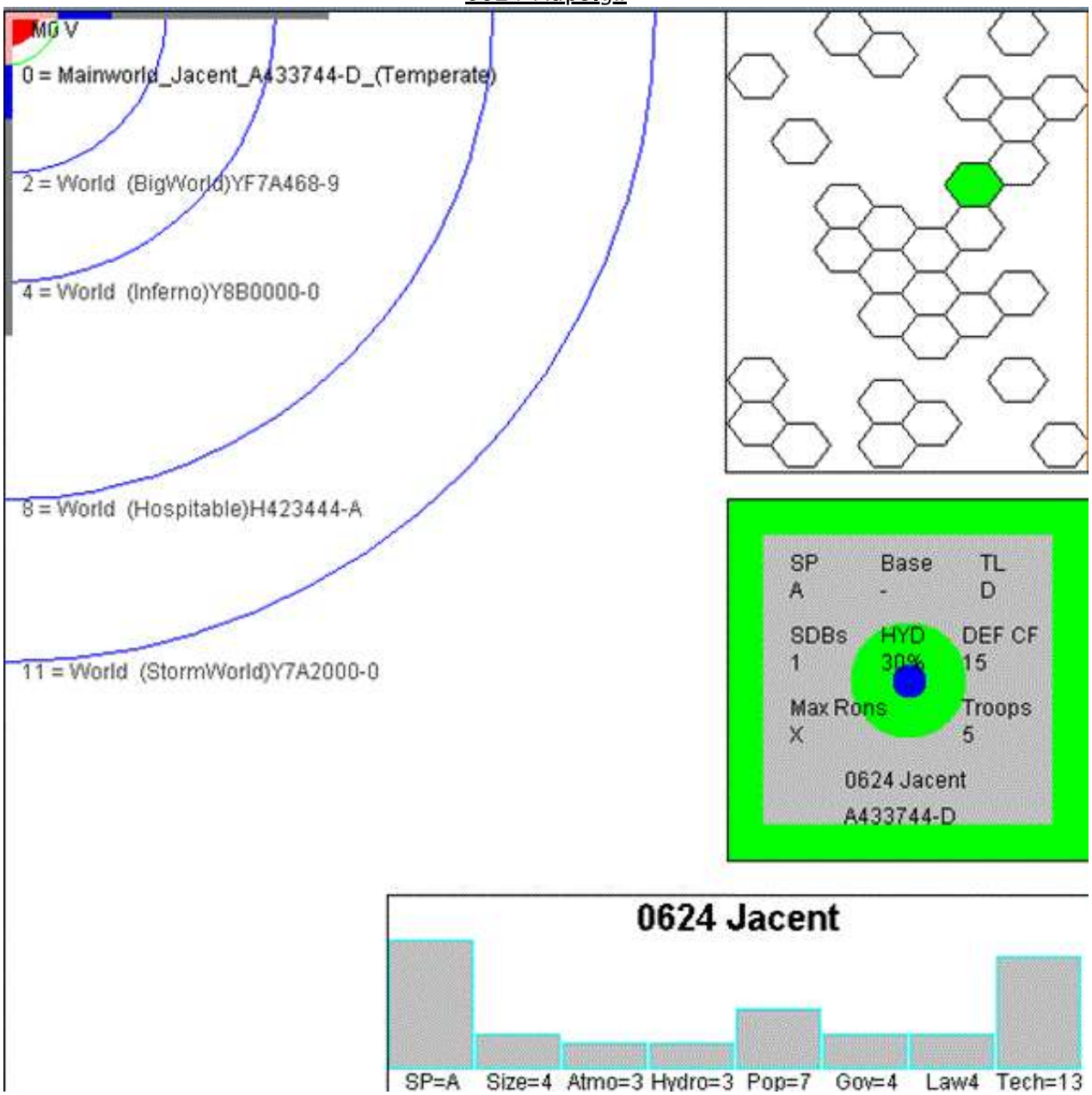
0622-Gas Giants.gif



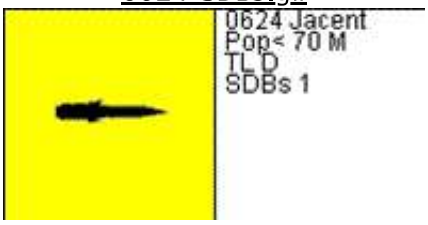
0622 Terant 340.gif

0622-Worlds.gif

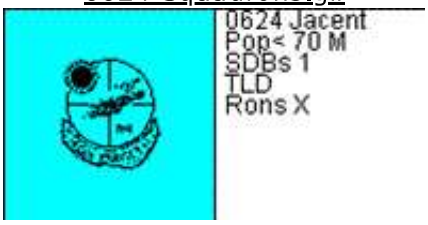
0624-Maps.gif



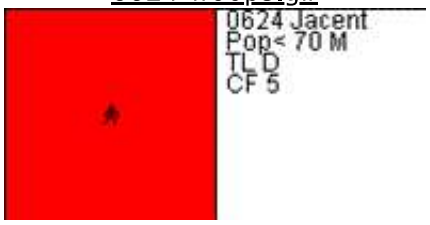
0624-SDBs.gif



0624-Squadrons.gif

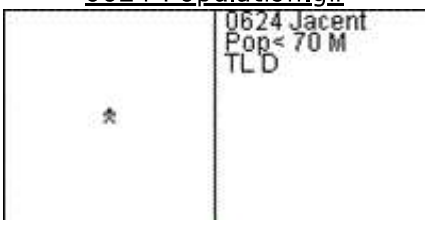


0624-Troops.gif

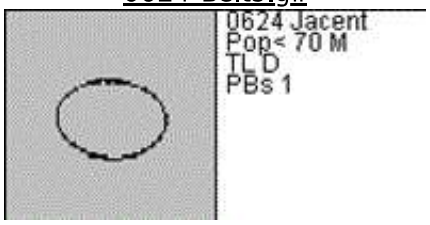


0624-Defences.gif

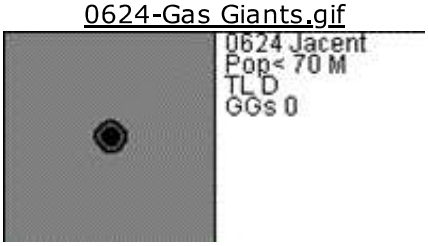
0624-Population.gif



0624-Belts.gif



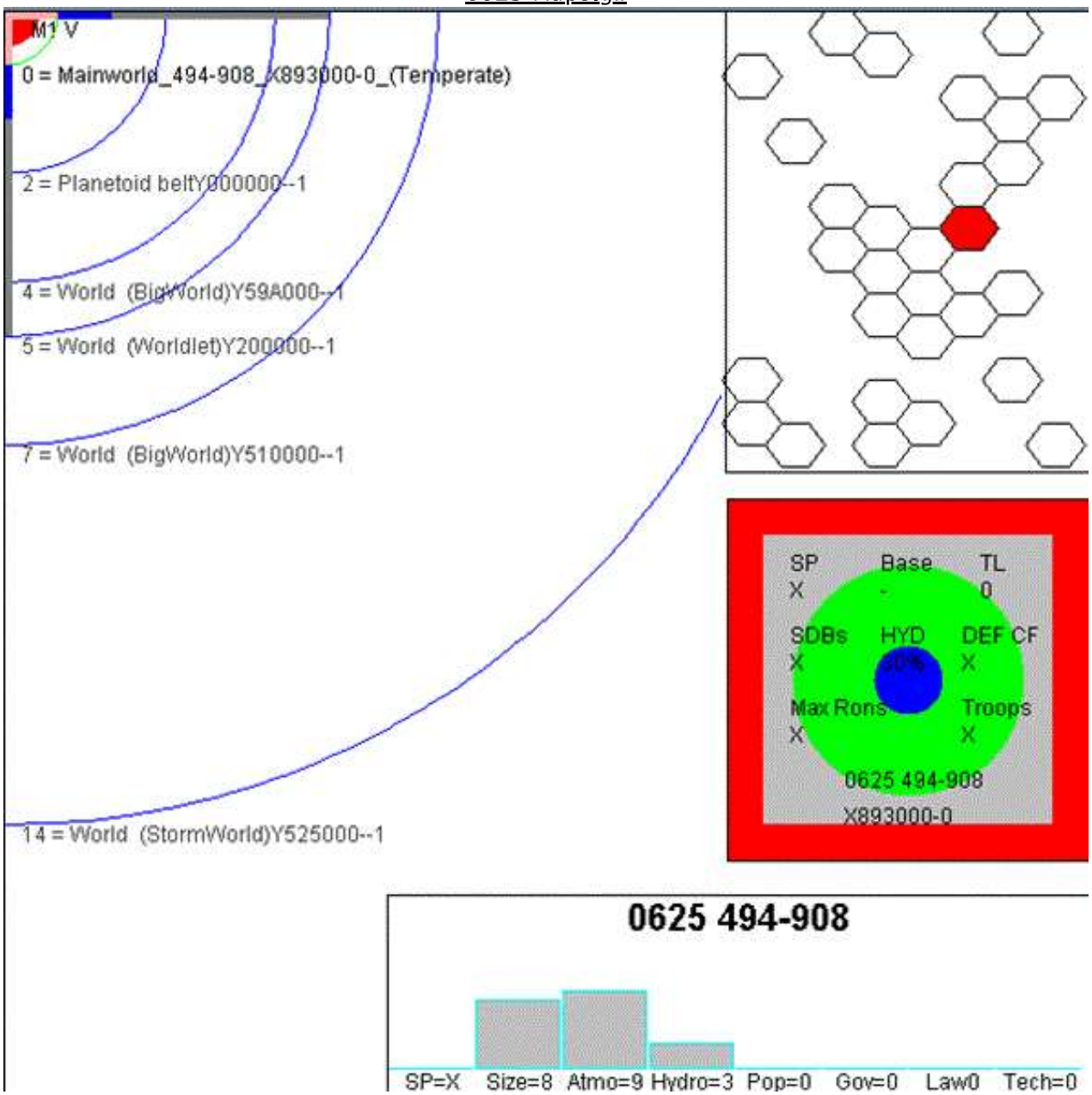
0624-Gas Giants.gif



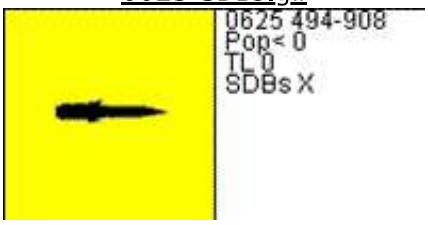
0624 Jacent.gif

0624-Worlds.gif

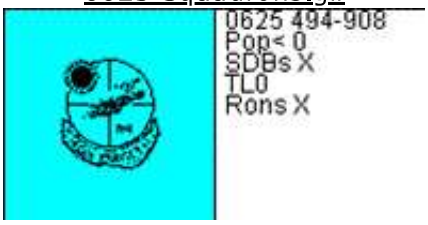
0625-Maps.gif



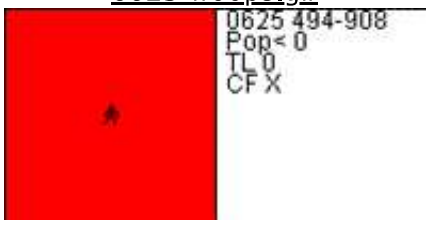
0625-SDBs.gif



0625-Squadrons.gif

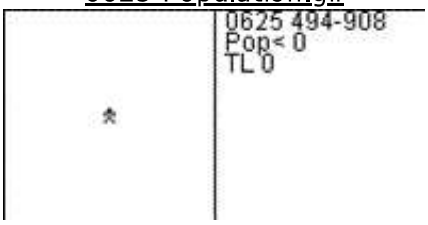


0625-Troops.gif

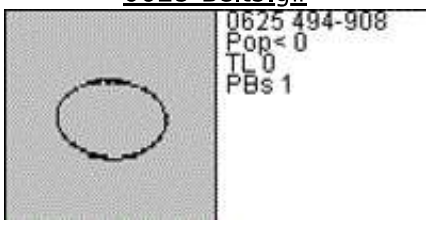


0625-Defences.gif

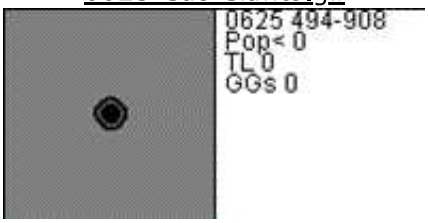
0625-Population.gif



0625-Belts.gif

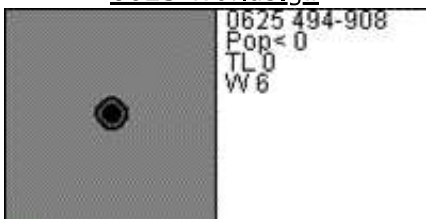


0625-Gas Giants.gif

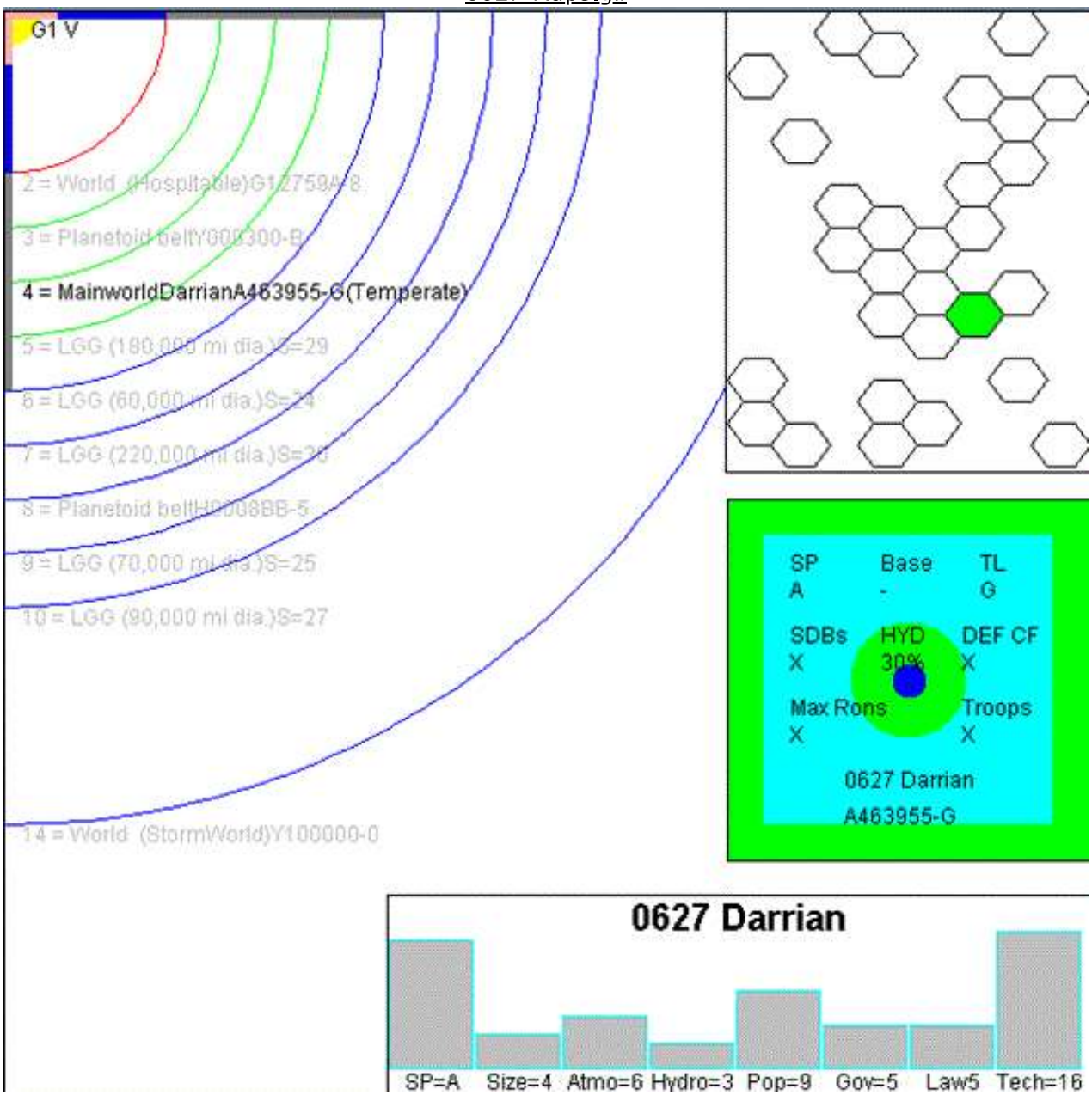


0625 494-908.gif

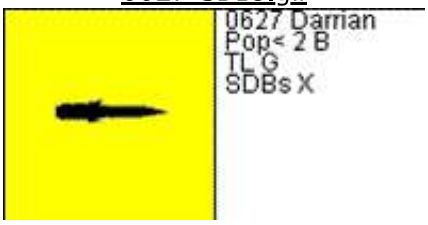
0625-Worlds.gif



0627-Maps.gif



0627-SDBs.gif

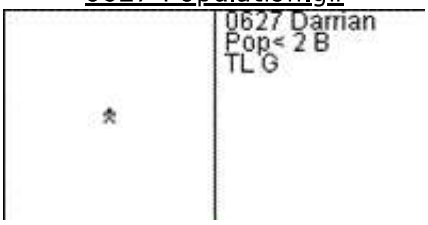


0627-Squadrons.gif

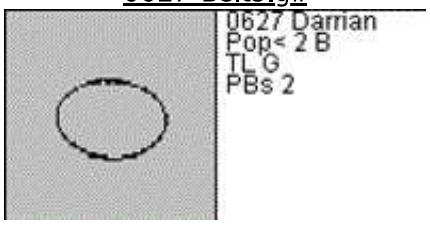
0627-Troops.gif

0627-Defences.gif

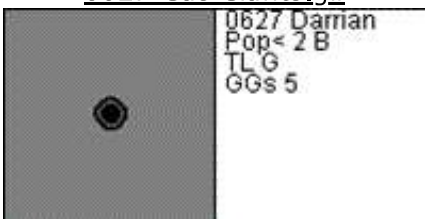
0627-Population.gif



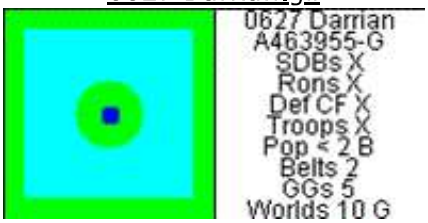
0627-Belts.gif



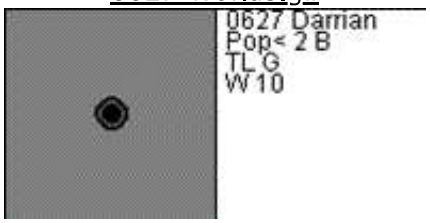
0627-Gas Giants.gif



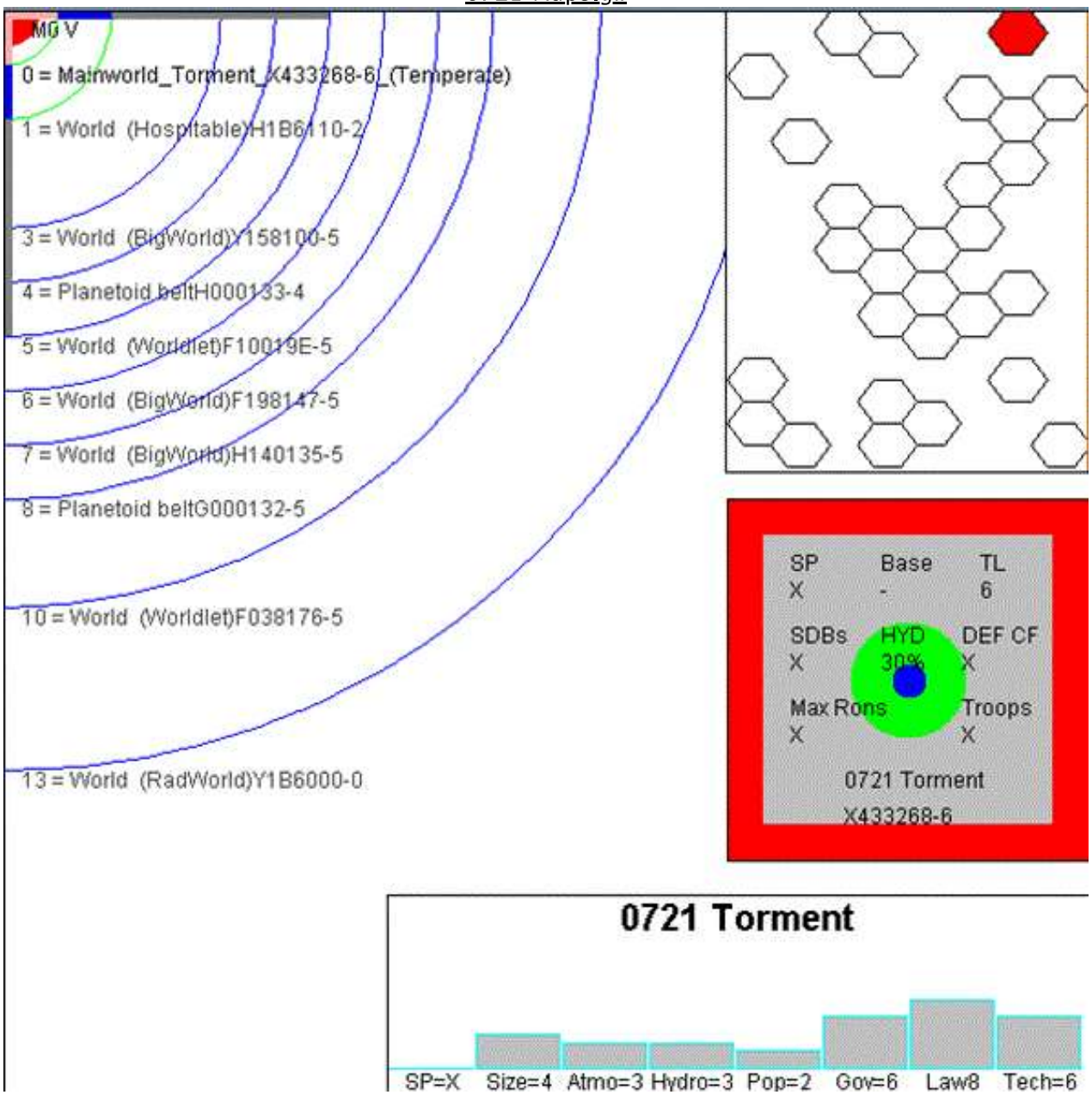
0627 Darrian.gif



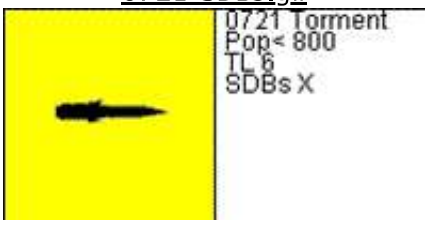
0627-Worlds.gif



0721-Maps.gif



0721-SDBs.gif

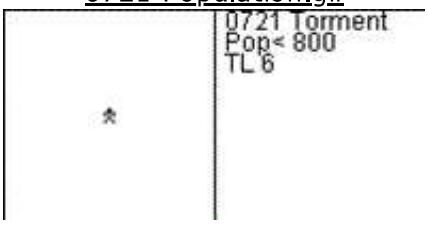


0721-Squadrons.gif

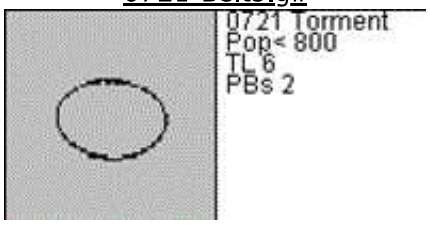
0721-Troops.gif

0721-Defences.gif

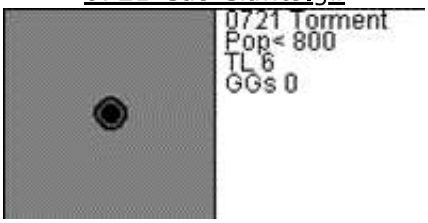
0721-Population.gif



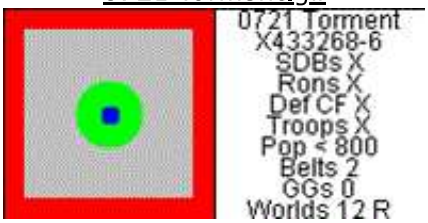
0721-Belts.gif



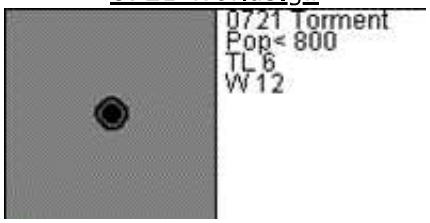
0721-Gas Giants.gif



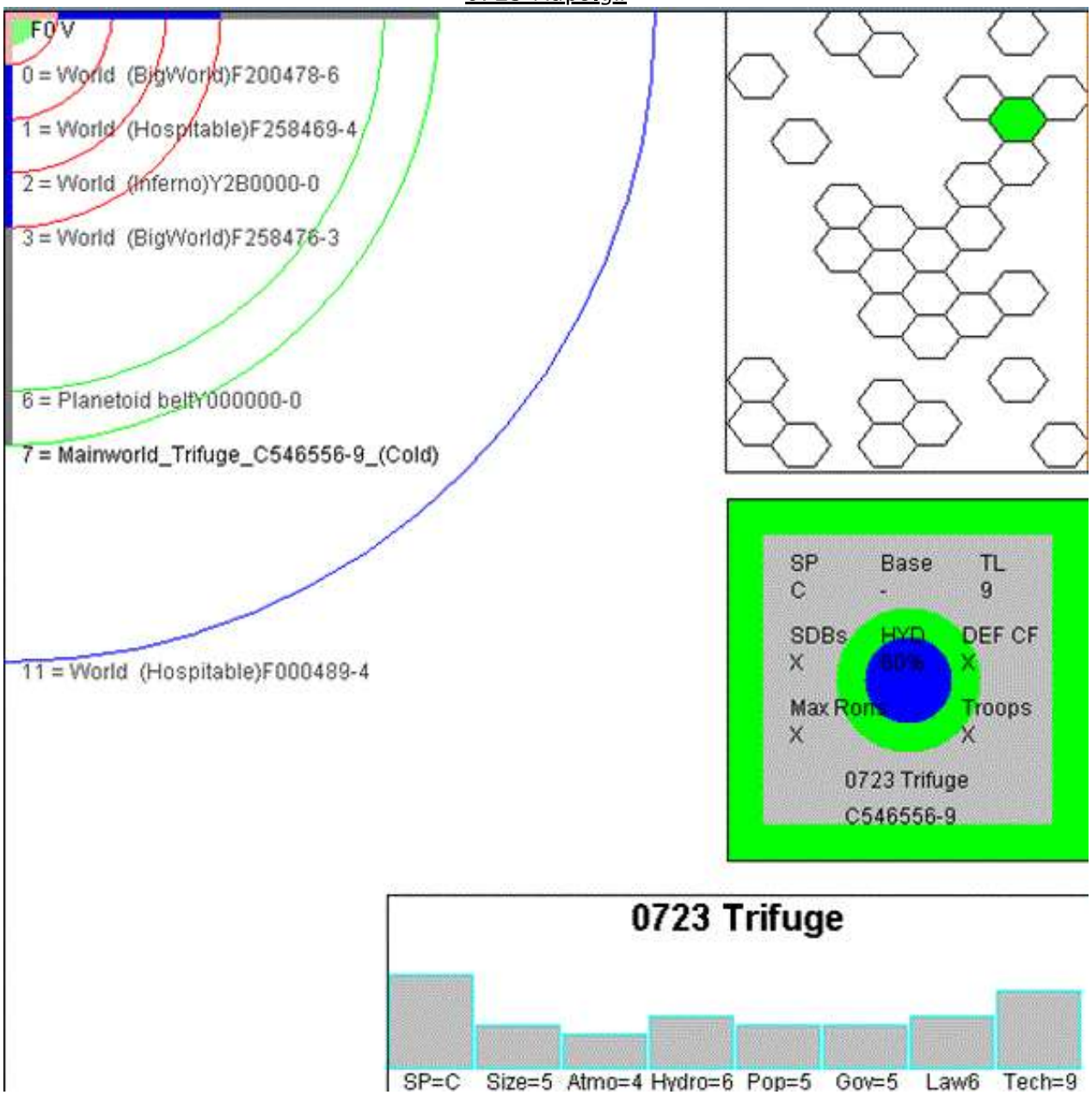
0721 Torment.gif



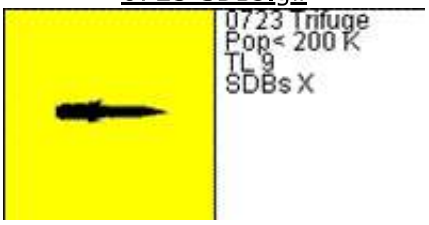
0721-Worlds.gif



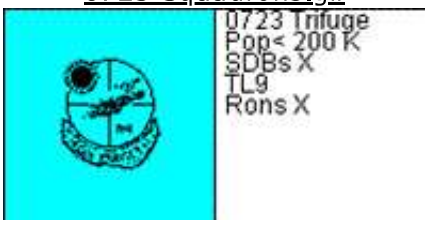
0723-Maps.gif



0723-SDBs.gif



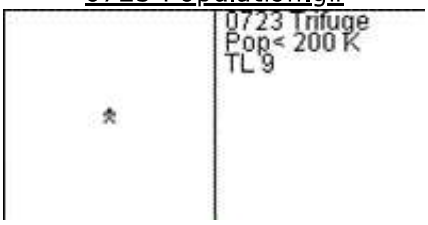
0723-Squadrons.gif



0723-Troops.gif

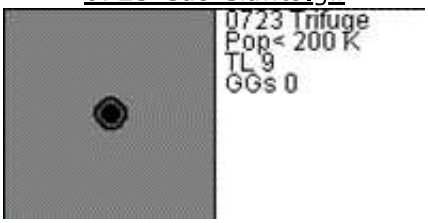
0723-Defences.gif

0723-Population.gif



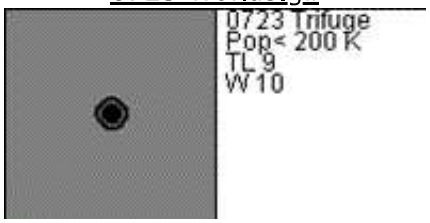
0723-Belts.gif

0723-Gas Giants.gif

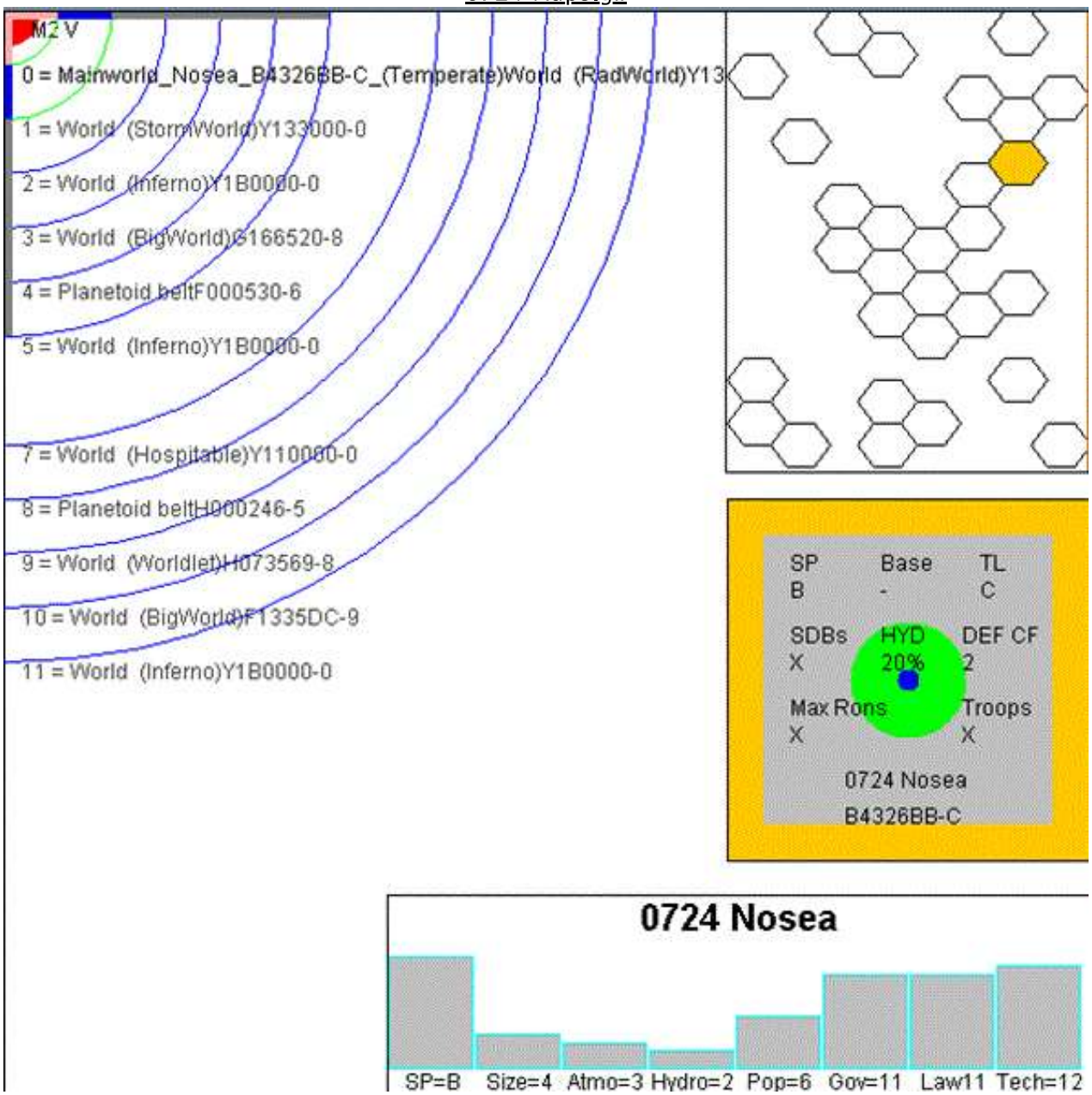


0723 Trifuge.gif

0723-Worlds.gif



0724-Maps.gif



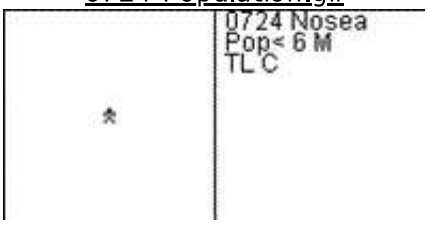
0724-SDBs.gif

0724-Squadrons.gif

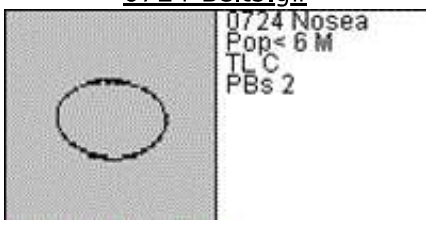
0724-Troops.gif

0724-Defences.gif

0724-Population.gif

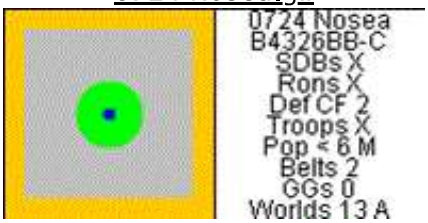


0724-Belts.gif

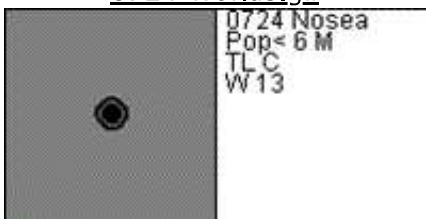


0724-Gas Giants.gif

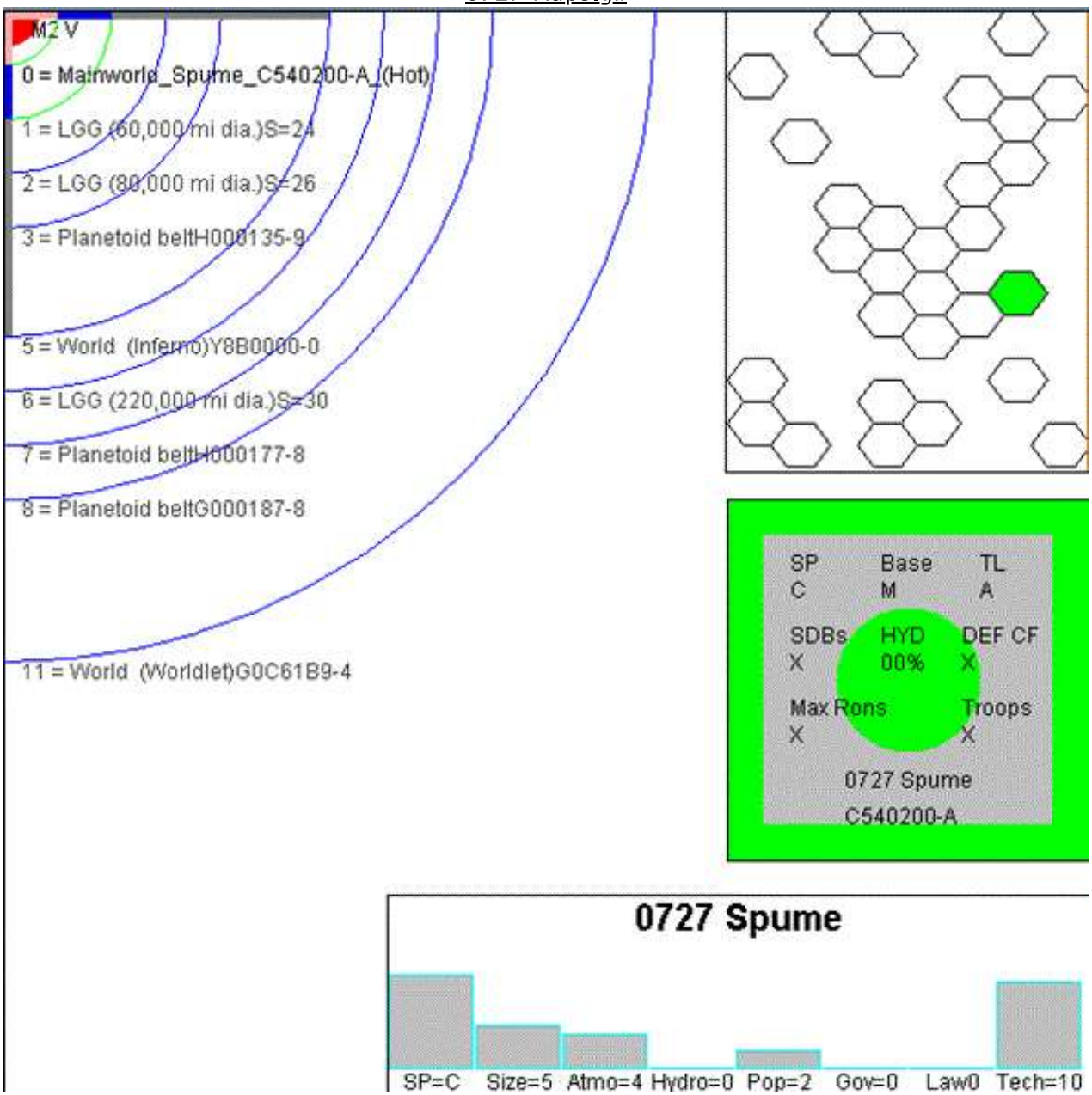
0724 Nosea.gif



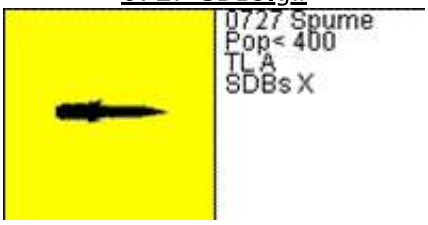
0724-Worlds.gif



0727-Maps.gif



0727-SDBs.gif

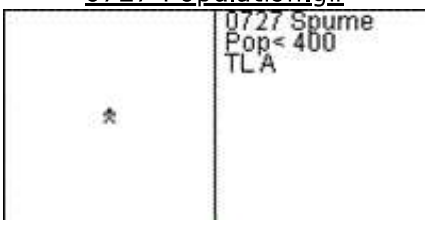


0727-Squadrons.gif

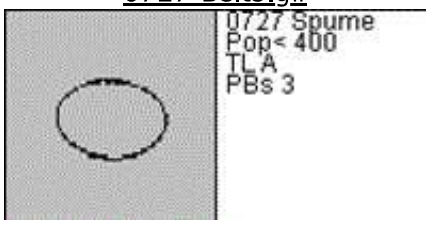
0727-Troops.gif

0727-Defences.gif

0727-Population.gif



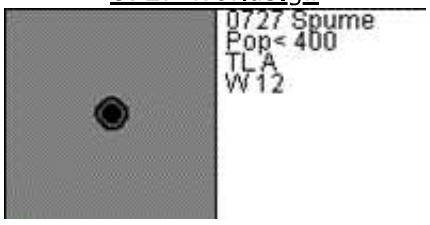
0727-Belts.gif



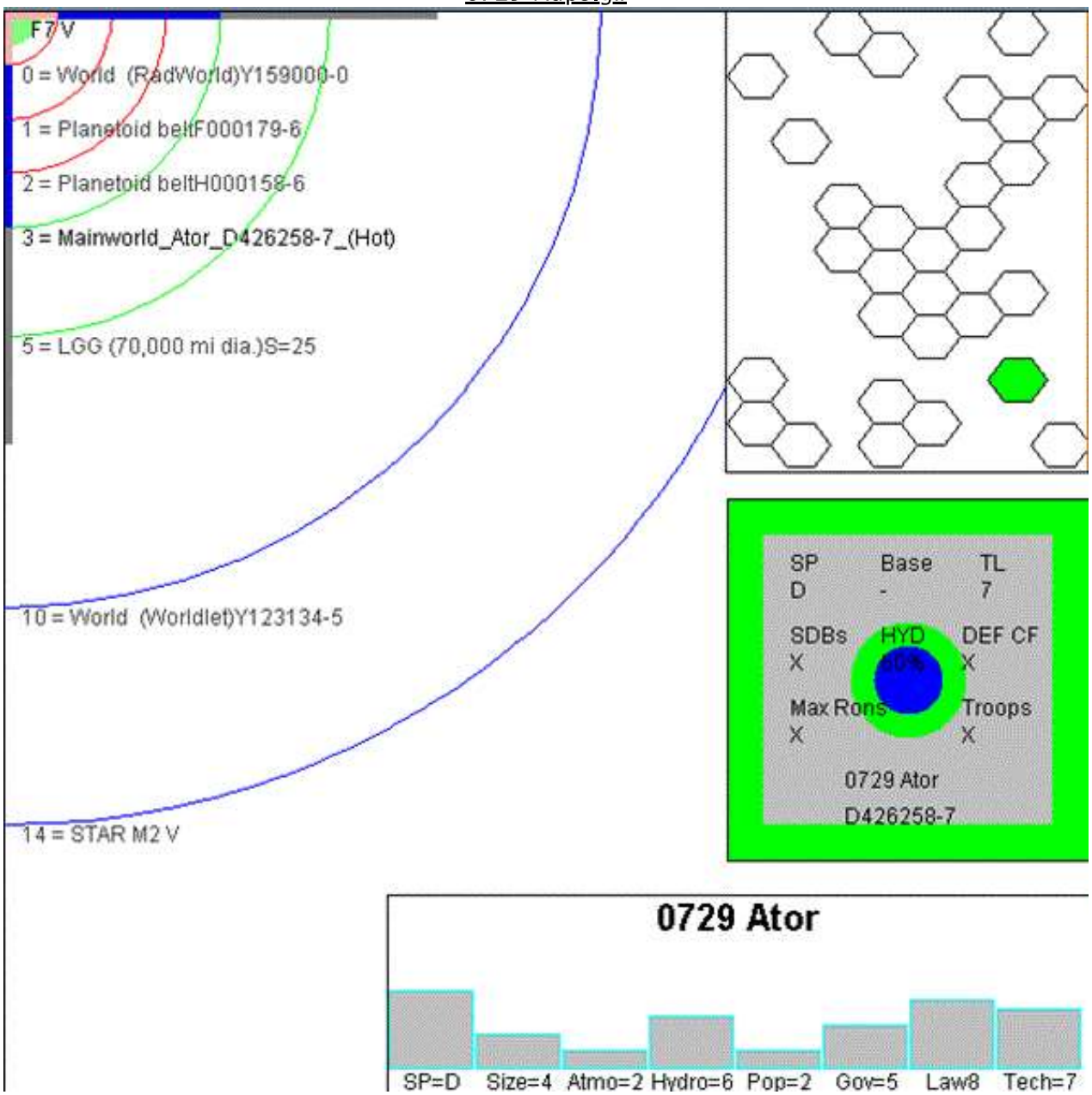
0727-Gas Giants.gif

0727 Spume.gif

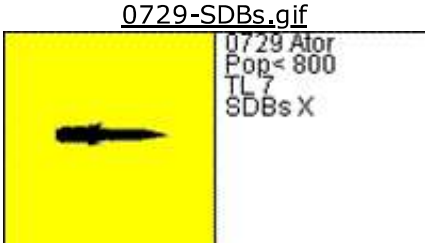
0727-Worlds.gif



0729-Maps.gif



0729-SDBs.gif

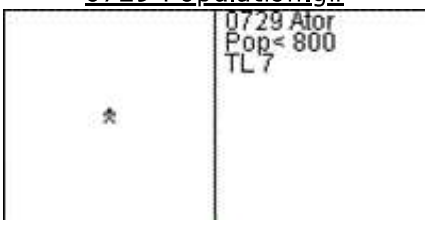


0729-Squadrons.gif

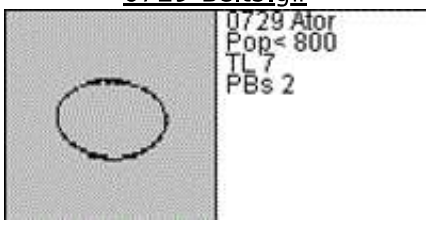
0729-Troops.gif

0729-Defences.gif

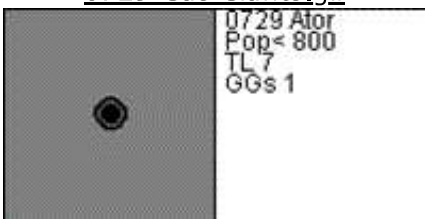
0729-Population.gif



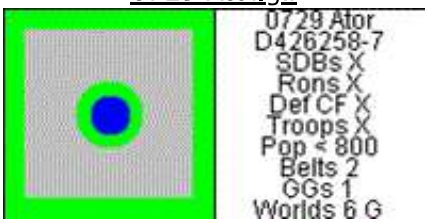
0729-Belts.gif



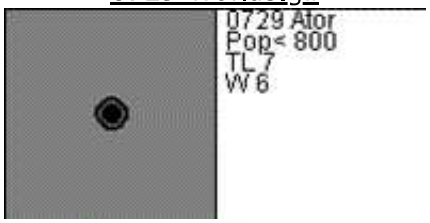
0729-Gas Giants.gif



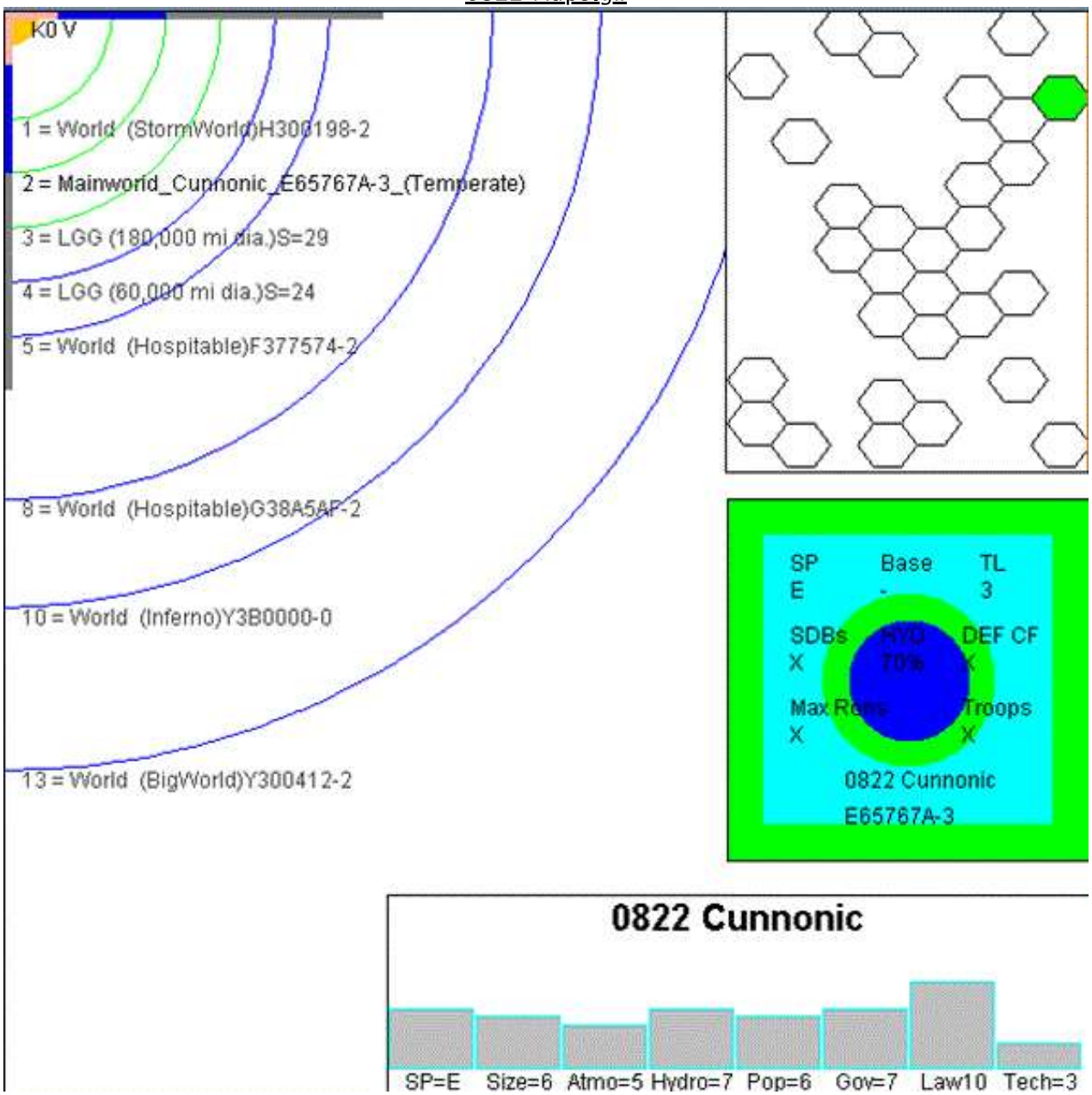
0729 Ator.gif



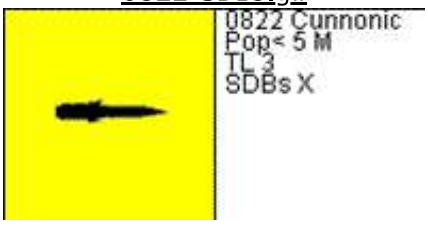
0729-Worlds.gif



0822-Maps.gif

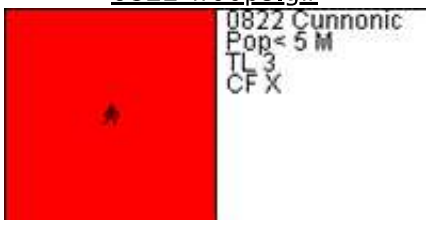


0822-SDBs.gif



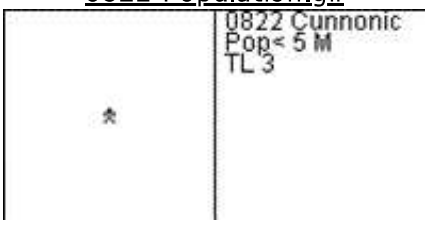
0822-Squadrons.gif

0822-Troops.gif

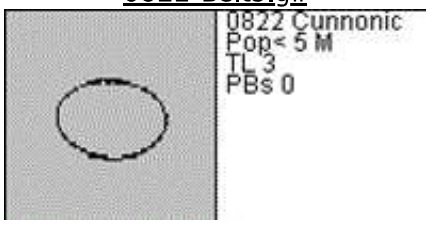


0822-Defences.gif

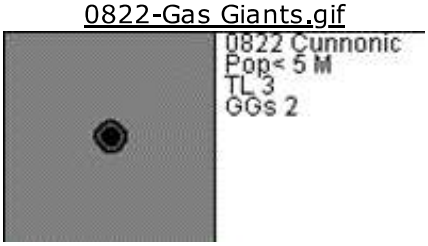
0822-Population.gif



0822-Belts.gif



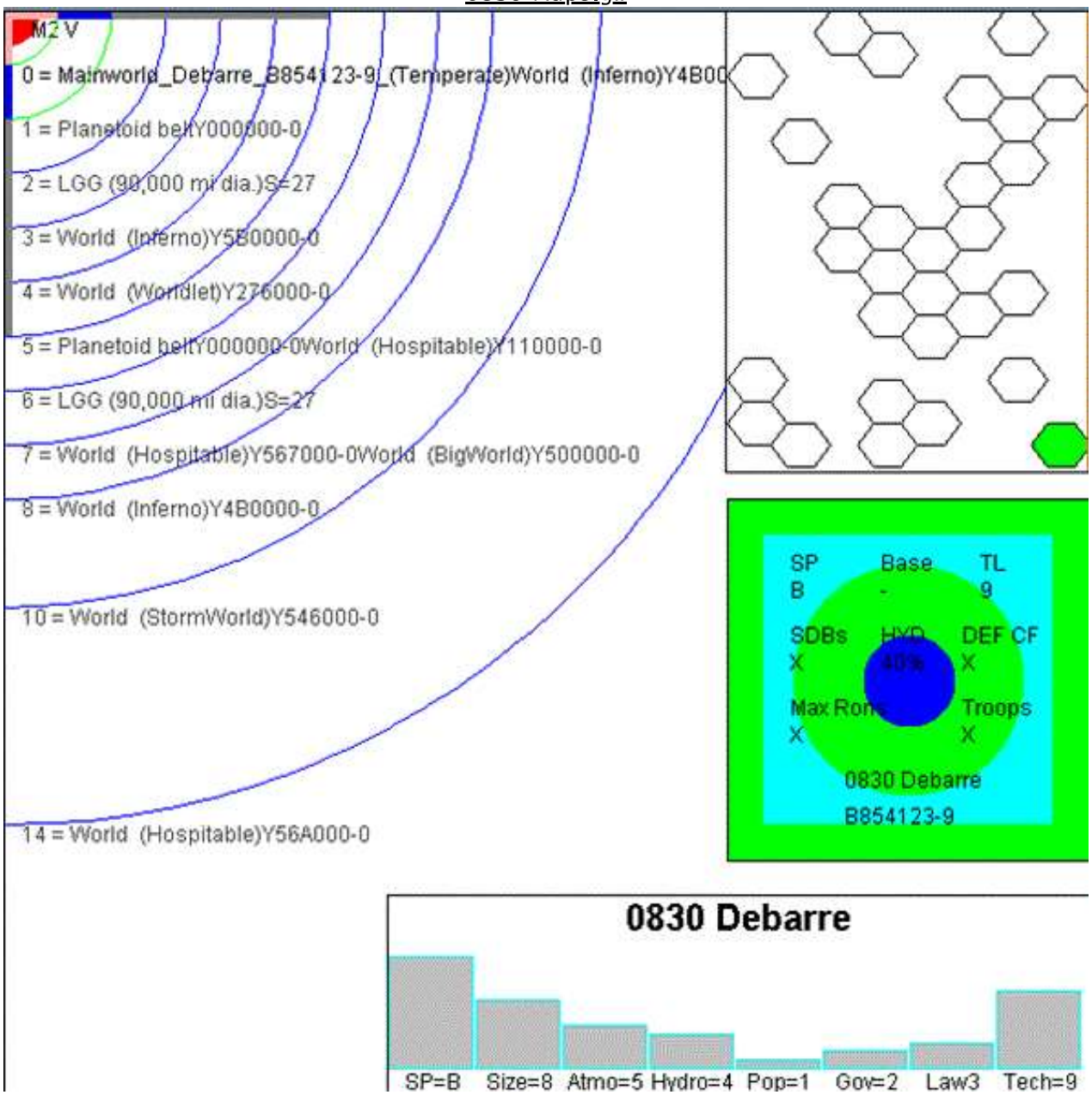
0822-Gas Giants.gif



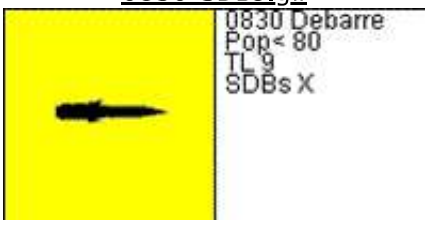
0822 Cunnonic.gif

0822-Worlds.gif

0830-Maps.gif

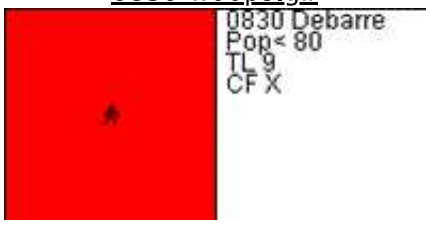


0830-SDBs.gif



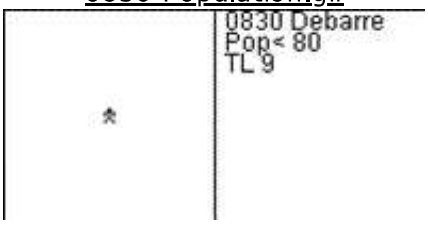
0830-Squadrons.gif

0830-Troops.gif

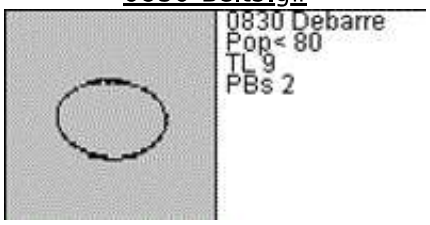


0830-Defences.gif

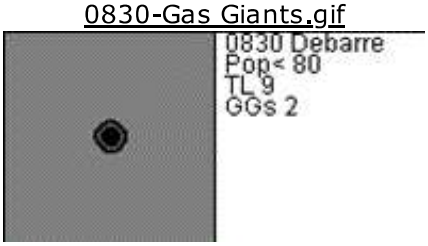
0830-Population.gif



0830-Belts.gif



0830-Gas Giants.gif



0830 Debarre.gif

0830-Worlds.gif

Spinward Marches/I Darrian
0130 Garoo - A2008CB-A
SDB Squadrons = 10
Starship Squadrons = 1
Troop CF = 5
Defence CF = 100
TROOP FORCES
0001-2000-5(5)-A

0321 Nonym - C433898-A
SDB Squadrons = 10
Starship Squadrons = 1
Troop CF = 5
Defence CF = 100
TROOP FORCES
0001-2000-5(5)-A

0326 Ektron - C432652-9
Defence CF = 1

---HI POP TARGET---
0421 Zamine - C897977-A
SDB Squadrons = 100
Starship Squadrons = 2
Troop CF = 20
Defence CF = 1000
TROOP FORCES
0001-2010-10(5)-A
0002-2010-10(5)-A

0425 Engrange - C554769-8
SDB Squadrons = 1
Troop CF = 1
Defence CF = 5
TROOP FORCES
0001-0000-1(1)-8

0426 Ilium - B544831-9
SDB Squadrons = 10
Starship Squadrons = 1
Troop CF = 5
Defence CF = 100
TROOP FORCES
0001-2000-5(5)-9

0427 Roget - B566777-9
SDB Squadrons = 1
Troop CF = 1
Defence CF = 10
TROOP FORCES
0001-0000-1(1)-9

---HI POP TARGET---
0527 Mire - A665A95-C
SDB Squadrons = 1200
Starship Squadrons = 4
Troop CF = 500
Defence CF = 12000
TROOP FORCES
0001-3102-40(10)-C
0002-3102-40(10)-C
0003-3102-40(10)-C
0004-3102-40(10)-C
0005-3102-40(10)-C
0006-3102-40(10)-C
0007-3102-40(10)-C
0008-3102-40(10)-C
0009-3102-40(10)-C
0010-3102-40(10)-C
0011-3102-40(10)-C
0012-3102-40(10)-C
0013-3002-20(10)-C

0624 Jacent - A433744-D
SDB Squadrons = 1
Troop CF = 5
Defence CF = 15
TROOP FORCES
0001-2000-5(5)-D

0724 Nosea - B4326BB-C
Defence CF = 2

0130-A2008CB-A
Commodore Ashen
Prec 4
Plan 5
Tactics 0
C001-1U-630-6-A

0321-C433898-A
Commodore Akda
Prec 10

Plan 5
Tactics 2
C001-1U-630-6-A

0421-C897977-A
Commodore Larsii
Prec 6
Plan 3
Tactics 0
C001-1U-730-7-A

0421-C897977-A
Commodore Id
Prec 11
Plan 2
Tactics 0
C002-1U-730-7-A

0426-B544831-9
Commodore Shaasmir
Prec 6
Plan 4
Tactics 1
C001-1U-630-6-9

0527-A665A95-C
Commodore Ilgu
Prec 6
Plan 4
Tactics -1
C001-1U-840-8-C

0527-A665A95-C
Commodore Irduakguua
Prec 8
Plan 5
Tactics 1
C002-1U-840-8-C

0527-A665A95-C
Commodore Iiam
Prec 13
Plan 5
Tactics -2
C003-1U-840-8-C

0527-A665A95-C
Commodore Aik
Prec 7
Plan 5
Tactics 1
C004-1U-840-8-C

0527 Mire A665A95-C Hi Ga Cx Dary8 Asla1 { 4 } (D9F+2) [8E3A] - KM - 110 10 DaCf K6 V (Gentleman) LuAshBa

0627 Darrian A463955-G Hi An Pr (Daryen)8 Asla0 { 4 } (J8F+1) [7D3E] - - - 225 10 DaCf G1 V D (Gentleman) UErLam

0421 Zamine C897977-A Hi In Dary9 { 3 } (G8D+3) [9C5A] - - - 223 12 DaCf M3 V (Gentleman) GunKaIKhiAsh

0427 Roget B566777-9 Ag Ri Asla6 Dary3 { 3 } (B6C+3) [7A59] - - - 420 7 DaCf F8 V M3 V (Gentleman) GaAk

0130 Garoo A2008CB-A Na Va Ph Pi Pz (Garoo) { 2 } (B7B+4) [AA7C] - - A 210 9 NaHu M1 V M5 V (Gentleman) KiiIgGeKhiKhaaDaa

0426 Ilium B544831-9 Pa Ph Pi DaryW { 2 } (B7B-2) [4A15] - KM - 401 6 DaCf G3 V M8 V (Gentleman) LuuEshLuDiUkLi

0624 Jacent A433744-D Na Po DaryW { 2 } (A6D+1) [593B] - - - 710 7 DaCf M0 V (Gentleman) Ig

0223 Stern-Stern B421558-B He Ni Po DaryW { 1 } (845+1) [565B] - - - 701 9 DaCf M0 V M3 V (Gentleman) Shaam

0321 Nonym C433898-A Na Po Ph { 1 } (F7A+1) [895A] - M - 623 14 NaHu G0 V (Gentleman) MurKhu

0724 Nosea B4326BB-C Na Ni Po Da DaryW { 1 } (A55+3) [877E] - - A 620 13 DaCf M2 V (Gentleman) IikLikShisGumDaanNe

0425 Engrange C554769-8 Ag Asla1 Dary8 O:0426 { 0 } (A68+1) [8769] - - - 701 10 DaCf M1 V M3 V (Gentleman) IiUGurLin

0723 Trifuge C546556-9 Ag Ni (Dphone) Dary9 { 0 } (844-1) [4548] - - - 210 10 DaCf F0 V (Gentleman) KinGasKiKaDii

0727 Spume C540200-A De He Lo Po DaryW { 0 } (B11-4) [1215] - M - 434 12 DaCf M2 V (Gentleman) AAsDushMiAmGa

0830 Debarre B854123-9 Lo { 0 } (701-3) [1126] - - - 822 15 CsIm M2 V (Gentleman) DakKiKhiiAkGeshKhi

0325 Laberv B554443-7 Ni Pa DaryW { -1 } (632-4) [1324] - M - 834 12 DaCf G0 V (Gentleman) RiUukMaPiKusKi

0326 Ektron C432652-9 Na Ni Po Asla1 Dary8 { -1 } (D53-5) [2515] - - - 423 14 DaCf M1 V (Gentleman) IgRa

0430 Bularia C774622-5 Ag Ni { -1 } (853-5) [2511] - - - 310 8 CsIm K5 V M3 V

(Gentleman) Su

0526 Rorre D765657-3 Ag Ni Ga Ri DaryW { -1 } (853-1) [6553] - - - 103 13 DaCf F4 V M2 V (Gentleman) U

0528 Condaria E54779B-5 Ag Pi Pz { -1 } (966+1) [9677] - - A 901 12 NaHu K3 V M0 V (Gentleman) ISeUshLuIk

0622 Terant 340 D5405A7-9 De He Ni Po DaryW { -2 } (C42-2) [5359] - - - 523 8 DaCf G0 V M5 V (Gentleman) IigKiiKhun

0822 Cunnonic E65767A-3 Ag Ni Ga Asla0 Dary9 { -2 } (852+1) [8475] - - - 502 8 DaCf K0 V (Gentleman) Uu

0122 Junction D550441-4 De Ni Po { -3 } (631-5) [1111] - - - 210 10 NaHu M2 V M3 V (Gentleman) ShasGaaGin

0129 Uniqua E62556B-7 Ni O:0130 { -3 } (741-1) [7279] - - - 210 8 NaHu K9 V M9 V (Gentleman) A

0230 886-945 E833000-0 Ba Po { -3 } (200-5) [0000] - - - 004 16 NaXX F8 V (Gentleman) La

0429 Kardin E553123-6 Lo Po An { -3 } (301-5) [1123] - - - 410 10 NaHu F7 V (Gentleman) UImShi

0530 Dorannia E42158A-8 He Ni Po { -3 } (841-1) [727A] - - - 510 9 NaHu K4 V (Gentleman) EkhKeAashGiiShim

0625 494-908 X893000-0 Ba Fo Re { -3 } (200-5) [0000] - - R 010 6 DaCf M1 V (Gentleman) GuGaaMamDar

0721 Torment X433268-6 Lo Po Fo DaryW Px { -3 } (411-3) [2156] - - R 820 12 DaCf M0 V (Gentleman) DanShuUugLarShiiUsh

0729 Ator D426258-7 Lo An { -3 } (411-3) [2157] - - - 821 6 NaHu F7 V M2 V (Gentleman) AkhDaKiMus

Planets, Powers & Politics.

Interstellar Subsector Forces.
R U Ready 4 War ?
NO RULES INCLUDED
Designed for 5FW, IE, IS, PE. UWP data expanded IN COLOUR full page per system
PLUS Imperial Navy & Marine forces listed. Solar system orbital display
Noblility list of subsector by world and rank. Travellers you may meet
Great for large scale politics, invasion & war.

Ever wondered.....
Where they come from? What brought them here? What tech is available to them?
Where they`ve been? Where they`re going next? What their homeworlds are like?
What say they may have with the Emperor or the Moot?
Famous Travellers of the sector.

SDB squadrons. Imperial Squadrons USqP. Troops CF & UTP. Homeworld CF

Lists data on populated worlds of importance(CF >0).
Standard USqP data for squadrons & Counters.
Standard UTP data for off-world troops & Counters.
Lists local Nobility to worlds. Keep a track on machinations!
Lists Commodores and their tactical abilities.
Standard Cruiser squadrons supplied in data USqP.
Lists standard Universal Troop Profiles (UTPs) for offworld troops.

Squadron and Troop data is also available in particular World Guides.
(0304 Chronor is a free example on DTRPG) as GIFs

500+ worlds mapped, detailed, calculated and Ready 4 War. R U ?

FREE BLANK CAMPAIGN FORMS AVAILABLE
https://drive.google.com/open?id=1lcP1Ou4VaOXZA0BB6bYP_uMkOJ5kF-BI

	0130 Garoo C001 Cruiser J-1 USL DF 6 AF 3 BF 0 TF 6 TL 10		0321 Nonym C001 Cruiser J-1 USL DF 6 AF 3 BF 0 TF 6 TL 10		0421 Zamine C001 Cruiser J-1 USL DF 7 AF 3 BF 0 TF 7 TL 10
	0421 Zamine C002 Cruiser J-1 USL DF 7 AF 3 BF 0 TF 7 TL 10		0426 Ilium C001 Cruiser J-1 USL DF 6 AF 3 BF 0 TF 6 TL 9		0527 Mire C001 Cruiser J-1 USL DF 8 AF 4 BF 0 TF 8 TL 12
	0527 Mire C002 Cruiser J-1 USL DF 8 AF 4 BF 0 TF 8 TL 12		0527 Mire C003 Cruiser J-1 USL DF 8 AF 4 BF 0 TF 8 TL 12		0527 Mire C004 Cruiser J-1 USL DF 8 AF 4 BF 0 TF 8 TL 12

C:\T5\Spinward Marches\I Darrian

	0130 Garoo 0001 2-Regiment 0-Regular 0-Light Grav 0-Infantry CF 5 TF 5 TL 10		0321 Nonym 0001 2-Regiment 0-Regular 0-Light Grav 0-Infantry CF 5 TF 5 TL 10		0425 Engrange 0001 0-Company 0-Regular 0-Light Grav 0-Infantry CF 1 TF 1 TL 8
	0426 Ilium 0001 2-Regiment 0-Regular 0-Light Grav 0-Infantry CF 5 TF 5 TL 9		0427 Roget 0001 0-Company 0-Regular 0-Light Grav 0-Infantry CF 1 TF 1 TL 9		0527 Mire 0001 3-Brigade 1-Elite 0-Light Grav 2-Marines CF 40 TF 10 TL 12
	0527 Mire 0002 3-Brigade 1-Elite 0-Light Grav 2-Marines CF 40 TF 10 TL 12		0527 Mire 0003 3-Brigade 1-Elite 0-Light Grav 2-Marines CF 40 TF 10 TL 12		0527 Mire 0004 3-Brigade 1-Elite 0-Light Grav 2-Marines CF 40 TF 10 TL 12
	0527 Mire 0005 3-Brigade 1-Elite 0-Light Grav 2-Marines CF 40 TF 10 TL 12		0527 Mire 0006 3-Brigade 1-Elite 0-Light Grav 2-Marines CF 40 TF 10 TL 12		0527 Mire 0007 3-Brigade 1-Elite 0-Light Grav 2-Marines CF 40 TF 10 TL 12
	0527 Mire 0008 3-Brigade 1-Elite 0-Light Grav 2-Marines CF 40 TF 10 TL 12		0527 Mire 0009 3-Brigade 1-Elite 0-Light Grav 2-Marines CF 40 TF 10 TL 12		0527 Mire 0010 3-Brigade 1-Elite 0-Light Grav 2-Marines CF 40 TF 10 TL 12
	0527 Mire 0011 3-Brigade 1-Elite 0-Light Grav 2-Marines CF 40 TF 10 TL 12		0527 Mire 0012 3-Brigade 1-Elite 0-Light Grav 2-Marines CF 40 TF 10 TL 12		0527 Mire 0013 3-Brigade 0-Regular 0-Light Grav 2-Marines CF 20 TF 10 TL 12

Marches\I Darrian

C:\T5\Spinward

```
Hex  Name                 UWP       Remarks                                {Ix}
(Ex)    [Cx]   N     B  Z PBG W  A    Stellar
---- -------------------- --------- ---------------------------------------- ------
------- ------ ----- -- - --- -- ---- --------------0321 Nonym
C433898-A Na Po Ph                                 { 1 }  (F7A+1) [895A] -     M  -
623 14 NaHu G0 V
0527 Mire                 A665A95-C Hi Ga Cx Dary8 Asla1                     { 4 }
(D9F+2) [8E3A] -     KM - 110 10 DaCf K6 V
0426 Ilium                B544831-9 Pa Ph Pi DaryW                           { 2 }
(B7B-2) [4A15] -     KM - 401 6  DaCf G3 V M8 V
0727 Spume                C540200-A De He Lo Po DaryW                        { 0 }
(B11-4) [1215] -     M  - 434 12 DaCf M2 V
0325 Laberv               B554443-7 Ni Pa DaryW                              { -1 }
(632-4) [1324] -     M  - 834 12 DaCf G0 V
```

```
//==============================================================================
    SPINWARD MARCHES
    https://wiki.travellerrpg.com/Spinward_Marches_Sector

A Chronor
https://wiki.travellerrpg.com/Chronor_Subsector
0304
https://wiki.travellerrpg.com/Chronor_(world)
B Jewell
https://wiki.travellerrpg.com/Jewell_Subsector
1106
https://wiki.travellerrpg.com/Jewell_(SM_1106)_(world)
C Regina
https://wiki.travellerrpg.com/Regina_Subsector
1910
https://wiki.travellerrpg.com/Regina_(world)
D Aramis
https://wiki.travellerrpg.com/Aramis_Subsector
3110
https://wiki.travellerrpg.com/Aramis_(SM_3110)_(world)

E Querion
https://wiki.travellerrpg.com/Querion_Subsector
0614
https://wiki.travellerrpg.com/Querion_(world)
F Vilis
https://wiki.travellerrpg.com/Vilis_Subsector
1119
https://wiki.travellerrpg.com/Frenzie_(world)
G Lanth
https://wiki.travellerrpg.com/Lanth_Subsector
1719
https://wiki.travellerrpg.com/Lanth_(world)
H Rhylanor
https://wiki.travellerrpg.com/Rhylanor_Subsector
2716
https://wiki.travellerrpg.com/Rhylanor_(world)

I Darrian
https://wiki.travellerrpg.com/Darrian_Subsector
0527
https://wiki.travellerrpg.com/Mire_(SM_0527)_(world)
J Sword Worlds
https://wiki.travellerrpg.com/Sword_Worlds_Subsector
1223
https://wiki.travellerrpg.com/Gram_(world)
K Lunion
https://wiki.travellerrpg.com/Lunion_Subsector
2124
https://wiki.travellerrpg.com/Lunion_(world)
L Mora
https://wiki.travellerrpg.com/Mora_Subsector
3124
https://wiki.travellerrpg.com/Mora_(world)

M Five Sisters
https://wiki.travellerrpg.com/Five_Sisters_Subsector
0732
https://wiki.travellerrpg.com/Iderati_(world)
N District 268
https://wiki.travellerrpg.com/District_268_Subsector
1537
https://wiki.travellerrpg.com/Mertactor_(world)
O Glisten
https://wiki.travellerrpg.com/Glisten_Subsector
2036
https://wiki.travellerrpg.com/Glisten_(world)
P Trin`s Veil
https://wiki.travellerrpg.com/Trin's_Veil_Subsector
3235
https://wiki.travellerrpg.com/Trin_(world)

//==============================================================================
```

Missions

2D	**RE-ASSIGN**	**1D**	**DEEP PEN**	**PATROL**	**FLEET**	**RESERVE**
2 to 4	Deep Pen	1	Bombard	Anti-piracy	Engagement	Refit
4 to 6	Patrol	2	Forage	Engage	Interdict	Refit
7	Fleet Action	3	Forage	Interdict	Patrol	Jump
8	Reserve status	4	Raid	Shore Leave	Patrol	Shore Leave
9 to 10	Redeploy	5	Raid	Patrol	Transport	Shore Leave
11	Surface action	6	Re-assign	Re-assign	Re-assign	Re-assign
12	Lull					
3D	**PEACETIME**	**1D**	**REDEPLOY**	**ACTION**	**LULL**	
2	Evacuate	1	Evacuate	Bomb Supp	Patrol	
3 to 4	Diplomacy	2	Refit	Evacuate	Reserve	
5	Ctr Insurgency	3	Refuel	Interdict	Redeploy	
6 to 7	Patrol	4	Transport	Orbital	Continues	
8 to 9	Reserve	5	Jump	Transport	Peacetime	
10	Redeploy	6	Re-assign	Re-assign	Re-assign	
11	Training					
12	Hostilities					

COMMODORES & ADMIRALS

ID	COMMODORE	PRECEDENCE	PLANNING	TACTICS

Ship Name/Type:

Name/Type			Maneuver	M
			Jump	J
Mission			Power	P
			Armour	R

Comments:

Crew	Passengers	Low Berth	Cargo
Length	Width	Height	Tons
Quality	Reliability	Built	Overhaul

Batteries:

Installations:

1D6	Installation	Surface	Interior
1			
2			
3			
4			
5			
6			
2D6			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Squadron Reference

	C	0	0	1	2	U	7	3	0	7	D
HEX	**TYPE**	**S1**	**S2**	**S3**	**J**	**SL**	**DF**	**AF**	**BF**	**TF**	**TL**

TYPE

A	ASSAULT
B	BATTLE
C	CRUISER
S	SCOUT
T	TANKER

STREAMLINE

S	SL
P	PSL
U	USL

Bridge Command

GRAND ADMIRAL	R10			**SIDE**		
SECTOR ADMIRAL	R9			**UNIT**		
FLEET ADMIRAL	R8			**SDBs**		
COMMODORE	R7			**SQDRNS**		
CAPTAIN	R6			**FLEETS**		
COMMANDER	R5			**TROOPS**		
LT. COMMANDER	R4					

Bridge Crew & Departments

COMMS	**ENG**	**FLIGHT**	**MED**	**NAV**	**SECURITY**	**SUPP.**	**WPNS**
Internal	Power	Deck	Psychology	Astrog	Detention	Maint	Screens
External	M-Drive	Crews	Surgical	Cartog	Intell	Food	Gunner
Ship Comm	J-Drive	Salvage	Emergency		Internal Wpns	Fuel	Spinal
Pers Comms	Maint	Repair	Dispensary			Comp	Trainer
	Life Support	Training				Atmo	
						Supply	

Marine & Army Contingent Ranks

MARINE			**ARMY**		
General	O7		**General**	O7	
Coronel	O6		**Colonel**	O6	
Lt. Coronel	O5		**Lt. Colonel**	O5	
Force Commander	O4		**Force Commander**	O4	
Captain	O3		**Captain**	O3	
1st Lieutenant	O2		**1st Lieutenant**	O2	
2nd Lieutenant	O1		**2nd Lieutenant**	O1	

Troop Reference

EXAMPLE TROOP 0001-2110-20(5)-D

0001	2	1	1	0	20	5	D
ID	**QUALITY**	**ARMAMENT**	**MOBILITY**	**TYPE**	**CF**	**TRAN**	**TL**

Troop Reference

EXAMPLE TROOP 0001-2110-20(5)-D

0001	2	1	1	0	20	5	D
ID	**QUALITY**	**ARMAMENT**	**MOBILITY**	**TYPE**	**CF**	**TRAN**	**TL**

Troop Reference

EXAMPLE TROOP 0001-2110-20(5)-D

0001	2	1	1	0	20	5	D
ID	**QUALITY**	**ARMAMENT**	**MOBILITY**	**TYPE**	**CF**	**TRAN**	**TL**

Troop Reference

EXAMPLE TROOP 0001-2110-20(5)-D

0001	2	1	1	0	20	5	D
ID	**QUALITY**	**ARMAMENT**	**MOBILITY**	**TYPE**	**CF**	**TRAN**	**TL**

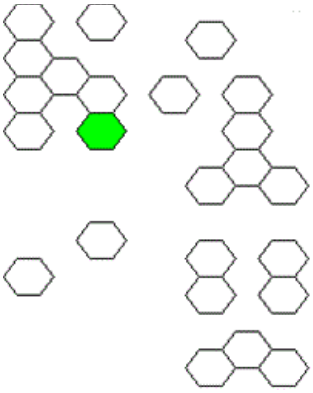
Subsector Squadron Campaign Log

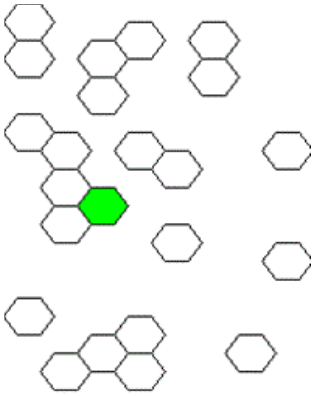
IWK	**A1**	**A2**	**A3**	**B1**	**B2**	**C1**	**C2**	**C3**	**D1**	**D2**	**D3**	**E1**	**E2**	**E3**	**F1**	**F2**	**G1**	**G2**	
52	R:2533	R:2533	R:2533	R:2540	R:2540	R:2631	R:2631	R:2631	R:2737	R:2737	R:2737	R:2931	R:2931	R:2931	R:3031	R:3031	R:3131	R:3131	
1																			
2																			
3																			
4																			
5																			
6																			
7																			
8																			
9																			
10																			
11																			
12																			
13																			
14																			
15																			
16																			
17																			
18																			
19																			
20																			
21																			
22																			
23																			
24																			
25																			
26																			
27																			
28																			
29																			
30																			
31																			
32																			
33																			
34																			
35																			
36																			
37																			
38																			
39																			
40																			
41																			
42																			
43																			
44																			
45																			
46																			
47																			
48																			
49																			
50																			
51																			
52																			

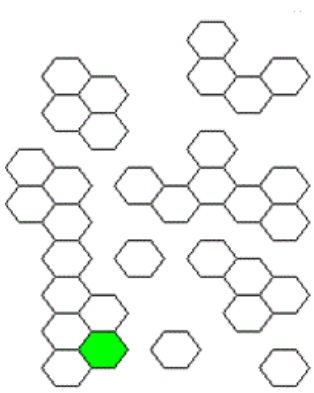
Subsector Squadron Campaign Log

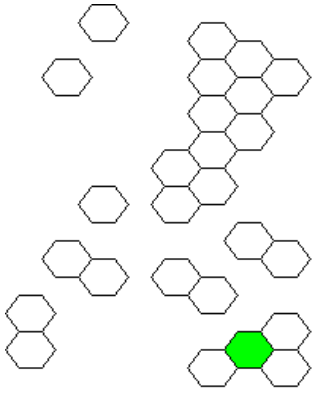
IWK	**A1**	**A2**	**A3**	**B1**	**B2**	**C1**	**C2**	**C3**	**D1**	**D2**	**D3**	**E1**	**E2**	**E3**	**F1**	**F2**	**G1**	**G2**	
52	R:2533	R:2533	R:2533	R:2540	R:2540	R:2631	R:2631	R:2631	R:2737	R:2737	R:2737	R:2931	R:2931	R:2931	R:3031	R:3031	R:3131	R:3131	
1																			
2																			
3																			
4																			
5																			
6																			
7																			
8																			
9																			
10																			
11																			
12																			
13																			
14																			
15																			
16																			
17																			
18																			
19																			
20																			
21																			
22																			
23																			
24																			
25																			
26																			
27																			
28																			
29																			
30																			
31																			
32																			
33																			
34																			
35																			
36																			
37																			
38																			
39																			
40																			
41																			
42																			
43																			
44																			
45																			
46																			
47																			
48																			
49																			
50																			
51																			
52																			

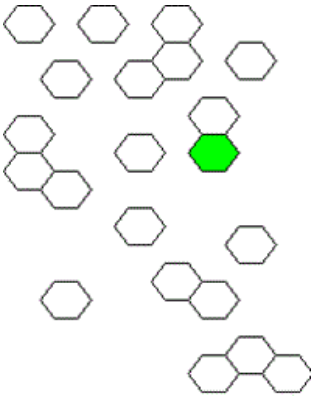
Spinward Marches Subsector Capitals

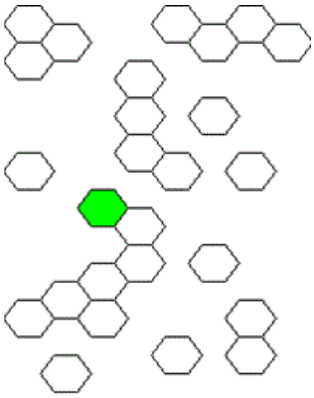

0304 Chronor

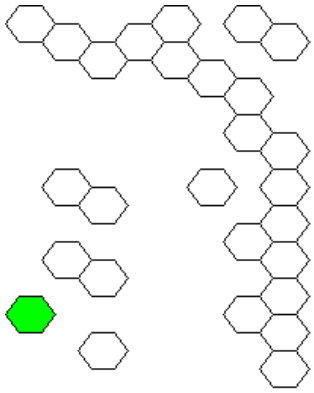

1106 Jewell

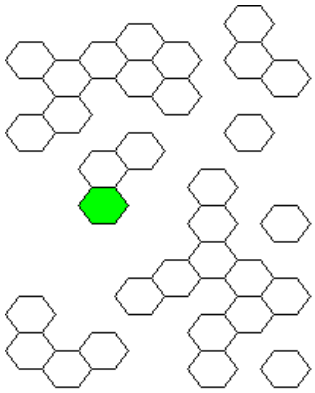

1910 Regina

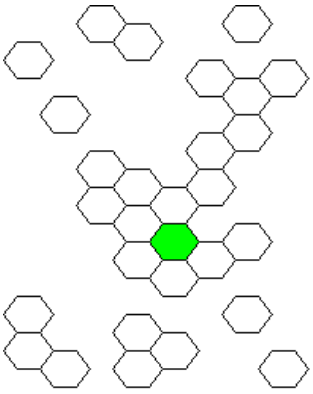

3110 Aramis

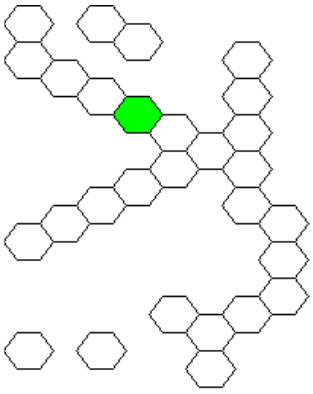

0614 Querion

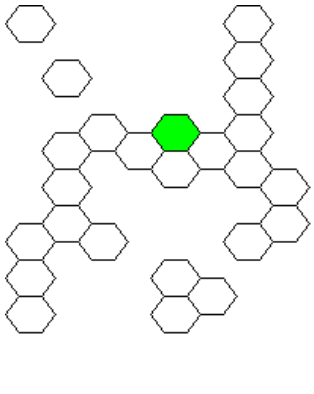

1116 Frenzie

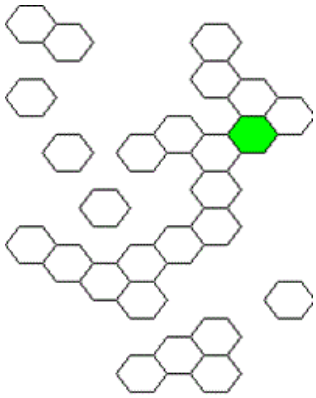

1719 Lanth

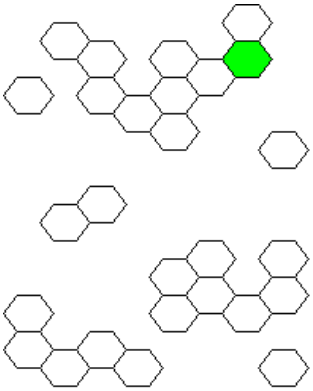

2716 Rhylanor

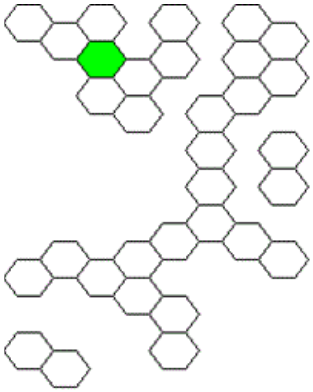

0527 Mire

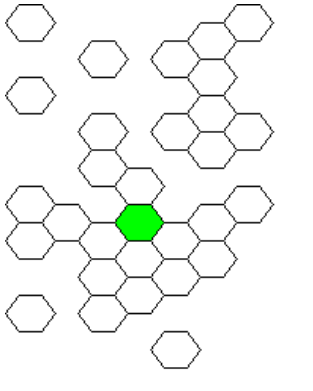

1223 Gram

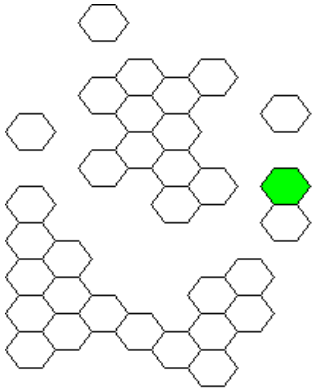

2124 Lunion


3124 Mora


0732 Iderati


1532 Elixabeth


2036 Glisten


3235 Trin