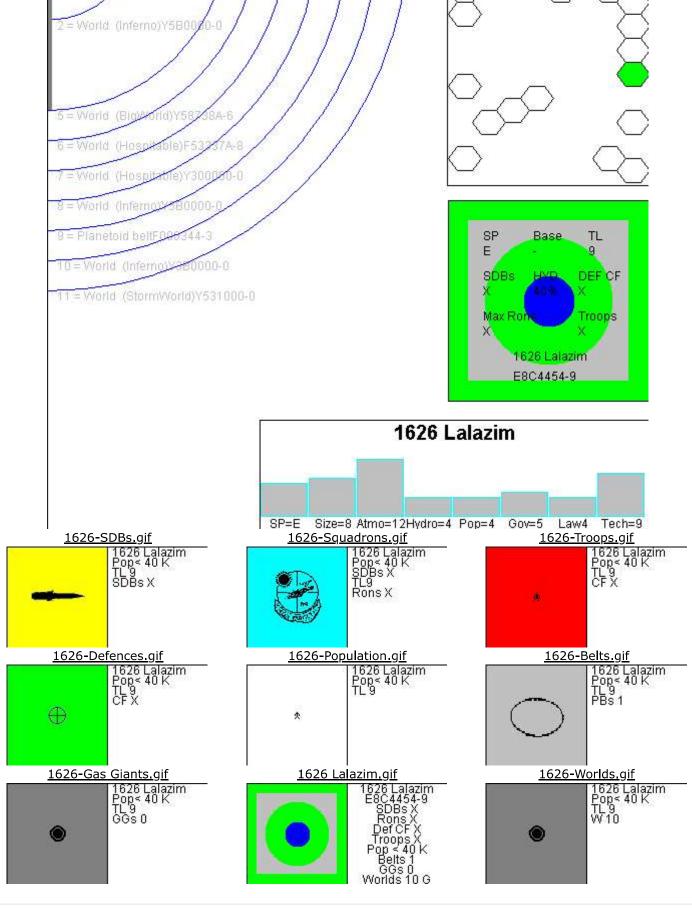
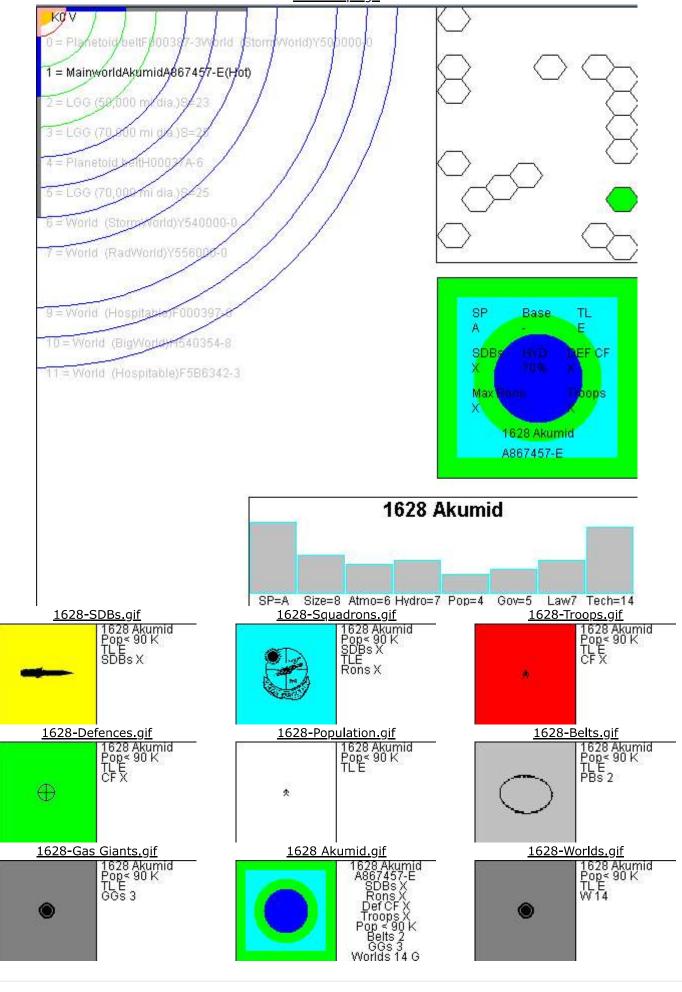
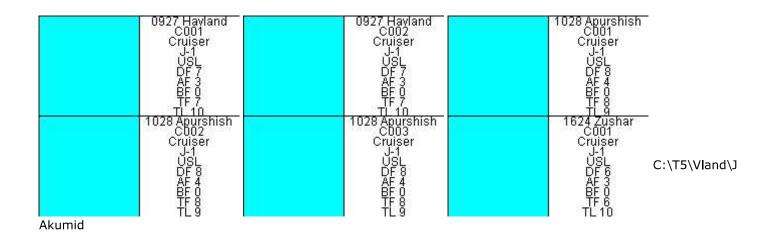
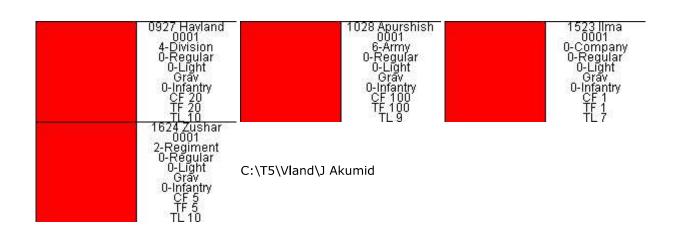
0923-Maps.gif M2 V 0 = MainworldGazzumB54965\$-C(Hbt) = Plane fold beltF000 (Rac/Vorid rid)F rtdlet)H 4 = World (W 5 = Planetoid beltH0003 168-6 6 = World (Hos 7 = STAR M2 V 8 = World (Worldlet)H2005C SP Base TL В N C 10 = World (Inferno)Y2B0000-0 DEF CF SDBs X roops Max Rons 12 = World (StormWorld)Y221157-7 X 0923 Gazzum B549655-C 0923 Gazzum SP=B Size=5 Atmo=4 Hydro=9 Pop=6 Gov=5 Law5 Tech=12 0923-SDBs.gif 0923-Troops.gif 0923-Squadrons.gif 0923 Gazzum Pop< 7 M TLC SDBs X 0923 Gazzum Pop< 7 M SDBs X TLC Rons X 0923 Gazzum Pop< 7 M TLC CFX <u>0923-Belts.gif</u> 0923-Defences.gif 0923-Population.gif 0923 Gazzum Pop< 7 M TLC CF 2 0923 Gazzum Pop< 7 M TL C PBs 2 0923 Gazzum Pop< 7 M TL C Φ 0923-Gas Giants.gif 0923 Gazzum.gif 0923-Worlds.gif 2011.91 0923 Gazzum B549655-C SDBs X Rons X Def CF 2 Troops X Pop < 7 M Belts 2 GGs 0 Worlds 10 G 0923 Gazzum Pop< 7 M TL C GGs 0 0923 Gazzum Pop< 7 M TL C W 10

1623-Maps.gif M4 III 4 = Planetoid beitH000 5 = World (Storm/World)\(30000 6 = STAR K3 V 7 = Planetoid belt500046A-8 = World (BigWorld) 144420-9 9 = MainworldEtsurD410552-A(Cold) SP Base TL D 8 A DEF CF SDBs Max Rons Troops 1623 Etsur D410552-A 1623 Etsur SP=D Size=4 Atmo=1 Hydro=0 Pop=5 Gov=5 Law2 Tech=10 1623-SDBs.gif 1623-Squadrons.gif 1623-Troops.gif 1623 Etsur Pop< 700 K TLA SDBs X 1623 Etsur Pop< 700 K SDBs X TLA Rons X 1623 Etsur Pop< 700 K TLA CF X 1623-Belts gif 1623-Defences.gif 1623-Population gif 1623 Etsur | Pop< 700 K | TL A | PBs 2 1623 Etsur Pop< 700 K TLA CF X  $\oplus$ **A** 1623-Gas Giants.gif 1623 Etsur.gif 1623-Worlds.gif 01.911
1623 Etsur
D410552-A
SDBs X
Rons X
Def CF X
Troops X
Pop < 700 K
Belts 2
GGs 0
Worlds 7 G 1623 Etsur Pop< 700 K TLA GGs 0 1623 Etsur Pop< 700 K TL A W 7









Vland/J Akumid 0923 Gazzum - B549655-C Defence CF = 2

---HI POP TARGET--0927 Havland - C7939CD-A
SDB Squadrons = 100
Starship Squadrons = 2
Troop CF = 20
Defence CF = 1000

TROOP FORCES 0001-4000-20(20)-A

---HI POP TARGET--1028 Apurshish - C555A64-9
SDB Squadrons = 1000
Starship Squadrons = 3
Troop CF = 100
Defence CF = 10000
TROOP FORCES
0001-6000-100(100)-9

1523 Ilma - D510744-7 SDB Squadrons = 1 Troop CF = 1 Defence CF = 5 TROOP FORCES 0001-0000-1(1)-7

1624 Zushar - C631854-A SDB Squadrons = 10 Starship Squadrons = 1 Troop CF = 5 Defence CF = 100 TROOP FORCES 0001-2000-5(5)-A

0927-C7939CD-A Commodore Aii Prec 10 Plan 4 Tactics -2 C001-1U-730-7-A

0927-C7939CD-A
Commodore Eshkhiuk
Prec 13
Plan 5
Tactics -2
C002-1U-730-7-A

1028-C555A64-9 Commodore Sashsagailaki Prec 13 Plan 3 Tactics 2 C001-1U-840-8-9 1028-C555A64-9 Commodore Amirda Prec 15 Plan 0 Tactics 2 C002-1U-840-8-9 1028-C555A64-9 Commodore Siga Prec 11 Plan 0 Tactics -2 C003-1U-840-8-9 1624-C631854-A Commodore Eklekeilze Prec 8 Plan 0 Tactics 2 C001-1U-630-6-A B Knight = 17 c Baronet = 1C Baron = 1D Marquis = 1 e Viscount = 2E Count = 2

0927 Havland C7939CD-A Hi In Pz { 3 } (C8D+5) [DC9E] BE - A 301 8 ImDv M2 V M0 V (Knight) ShirKerKuKug (Count) ADuPeshBaIisKhi

0923 Gazzum B549655-C Ni  $\{\ 1\ \}$  (A55-1) [473A] B N - 720 10 ImDv M2 V M2 V (Knight) AshLemLeBuZipKush

1028 Apurshish C555A64-9 Hi O:0927 { 1 } (H9B-1) [8B37] BE - - 623 17 ImDv G8 V (Knight) IIisKiNar (Count) Kir

1323 Robbuun A524520-E Ni  $\{\ 1\ \}$  (945-3) [1619] B S - 902 13 ImDv K0 V K7 V (Knight) NuIk

```
1530 Bakog A8D9351-F Lo \{\ 1\ \} (A21-3) [141B] B S - 832 12 ImDv G8 V (Knight) DaamGamLii
```

1624 Zushar C631854-A Na Po Ph  $\{\ 1\ \}$  (C7A-1) [6938] Be - - 811 14 ImDv M2 V K9 V (Knight) UmMurMa (Viscount) MagKhurSheSiUudSher

1625 Bashimus A542568-D He Ni Po Mr  $\{1\}$  (945+1) [565D] B N - 320 12 ImDv M4 V (Knight) MuIiKhaagDu

1628 Akumid A867457-E Ni Ga Pa Cp  $\{\ 1\ \}$  (B34+1) [455E] Bc - - 923 14 ImDv K0 V (Knight) EbDirMi (Baronet) NarPuDuAd

0921 Ganiir C423320-B Lo Po  $\{\ 0\ \}$  (A21-4) [1316] B - - 105 16 ImDv M3 V M5 V (Knight) GemDeDaAlShiimSa

1128 Shakshim CAA558B-A FI Ni  $\{\ 0\ \}$  (844+2) [757C] B S - 301 8 ImDv M1 V M4 V (Knight) Ed

0930 Gokodeyo E5818AA-4 Ri Ph Pz { -1 } (A75+1) [A776] BCe - A 110 16 ImDv F3 V M0 V (Knight) IkKhaMirLa (Baron) Ik (Viscount) ILirKashNupRerKa

1227 Sumabaal C432436-9 Ni Po  $\{-1\}$  (732-2) [3348] B S - 501 11 ImDv M0 V M3 V (Knight) UgSa

1623 Etsur D410552-A Ni { -1 } (943-5) [1416] B S - 720 7 ImDv M4 III K3 V (Knight) UmDiirDi

1523 Ilma D510744-7 Na Pi Di (Qiceteu)  $\{-2\}$  (966-4) [5535] BD S - 601 9 ImDv M0 V (Knight) GanSaGeshGi (Marquis) AqGinKiiUuk

1626 Lalazim E8C4454-9 Fl Ni  $\{ -2 \}$  (731-4) [2237] B - - 410 10 ImDv M1 V (Knight) EgShaAk

0924 Shugandarsii E745322-7 Lo  $\{$  -3  $\}$  (521-5) [1113] B - - 401 8 ImDv M2 V (Knight) IkShaEgMemKaarKiin

1630 Kanoka E7B25A7-8 FI He Ni  $\{ -3 \}$  (A41-3) [5258] B - - 603 12 ImDv M2 V (Knight) EmDiAnKaaIiKud

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 world PLUS Imperial Navy & Marines. Solar system orbital display Noblility list of subsector by world and rank 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?

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

e-mail maggot.iiss@sky.com with a particular world or subsector and I will put it up on DTRPG, probably same day, IF NOT ALREADY DONE. PLEASE CONTACT ME WITH ERRORS.

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

CONTACT:

maggot.iiss@sky.com

OR

Mark Ferguson in `Traveller RPG` on FaceBook.

FREE BLANK CAMPAIGN FORMS AVAILABLE

https://drive.google.com/open?id=1lcP1Ou4VaOXZA0BB6bYP\_uMkOJ5kF-BI