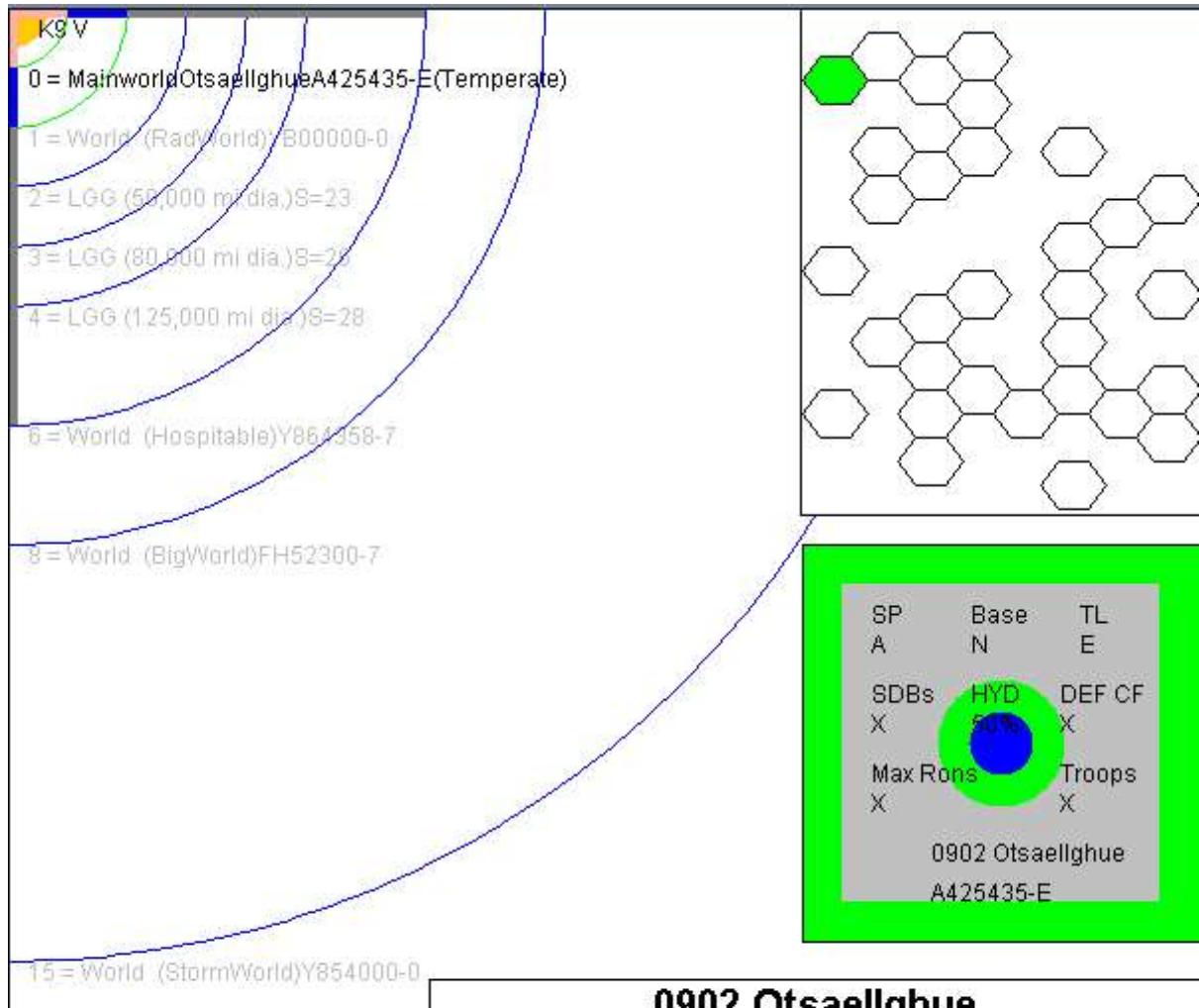
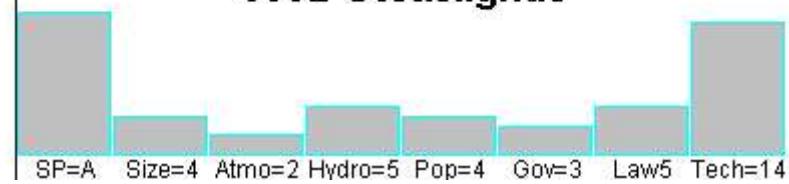


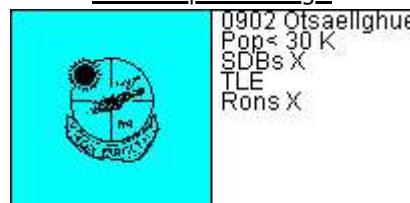
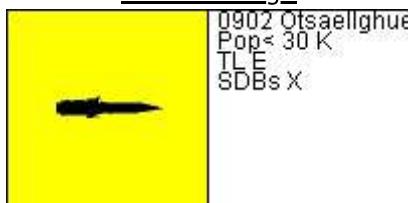
0902-Maps.gif



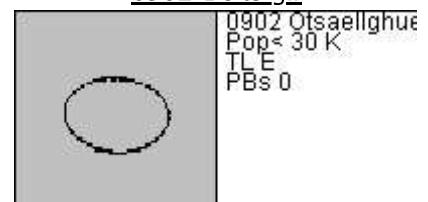
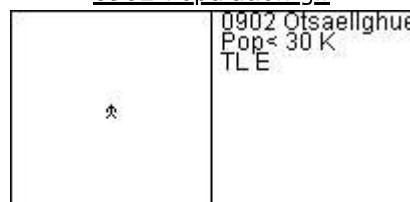
0902 Otsaellghue



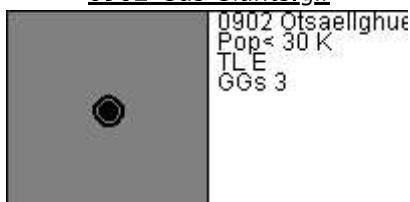
0902-SDBs.gif



0902-Defences.gif



0902-Gas Giants.gif

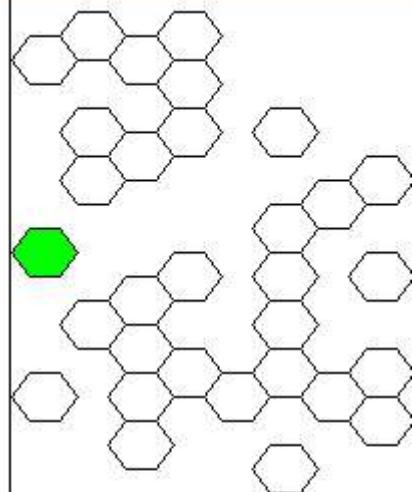


0902-Worlds.gif



0906-Maps.gif

K3 V
 0 = World (Inferno) Y3B0000-0
 1 = World (StormWorld) Y3B2000-0
 2 = World (RadWorld) Y3A6000-0
 3 = Mainworld lishashun C62546A-A (Cold)
 5 = LGG (125,000 mi dia) S=28
 6 = World (Inferno) Y3B0000-0
 7 = LGG (90,000 mi dia.) S=27
 8 = LGG (125,000 mi dia.) S=28
 9 = Planetoid belt G000346-7
 10 = VWorld (BigWorld) H350110-9



0906 lishashun

SP=C Size=6 Atmo=2 Hydro=5 Pop=4 Gov=6 Law=10 Tech=10

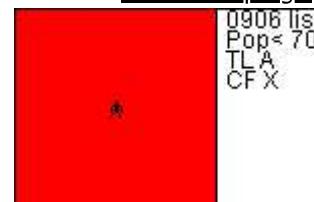
0906-SDBs.gif



0906 lishashun
Pop < 70 K
TL A
SDBs X



0906-Squadrons.gif
0906 lishashun
Pop < 70 K
SDBs X
TL A
Rons X

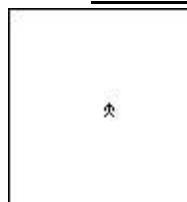


0906 lishashun
Pop < 70 K
TL A
CF X

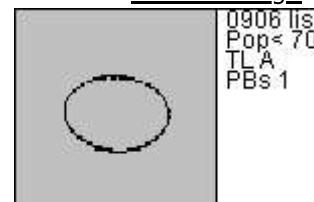
0906-Defences.gif



0906 lishashun
Pop < 70 K
TL A
CF X



0906-Population.gif
0906 lishashun
Pop < 70 K
TL A

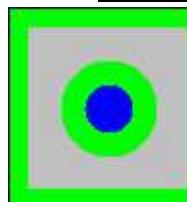


0906-Belts.gif
0906 lishashun
Pop < 70 K
TL A
PBs 1

0906-Gas Giants.gif



0906 lishashun
Pop < 70 K
TL A
GGs 3

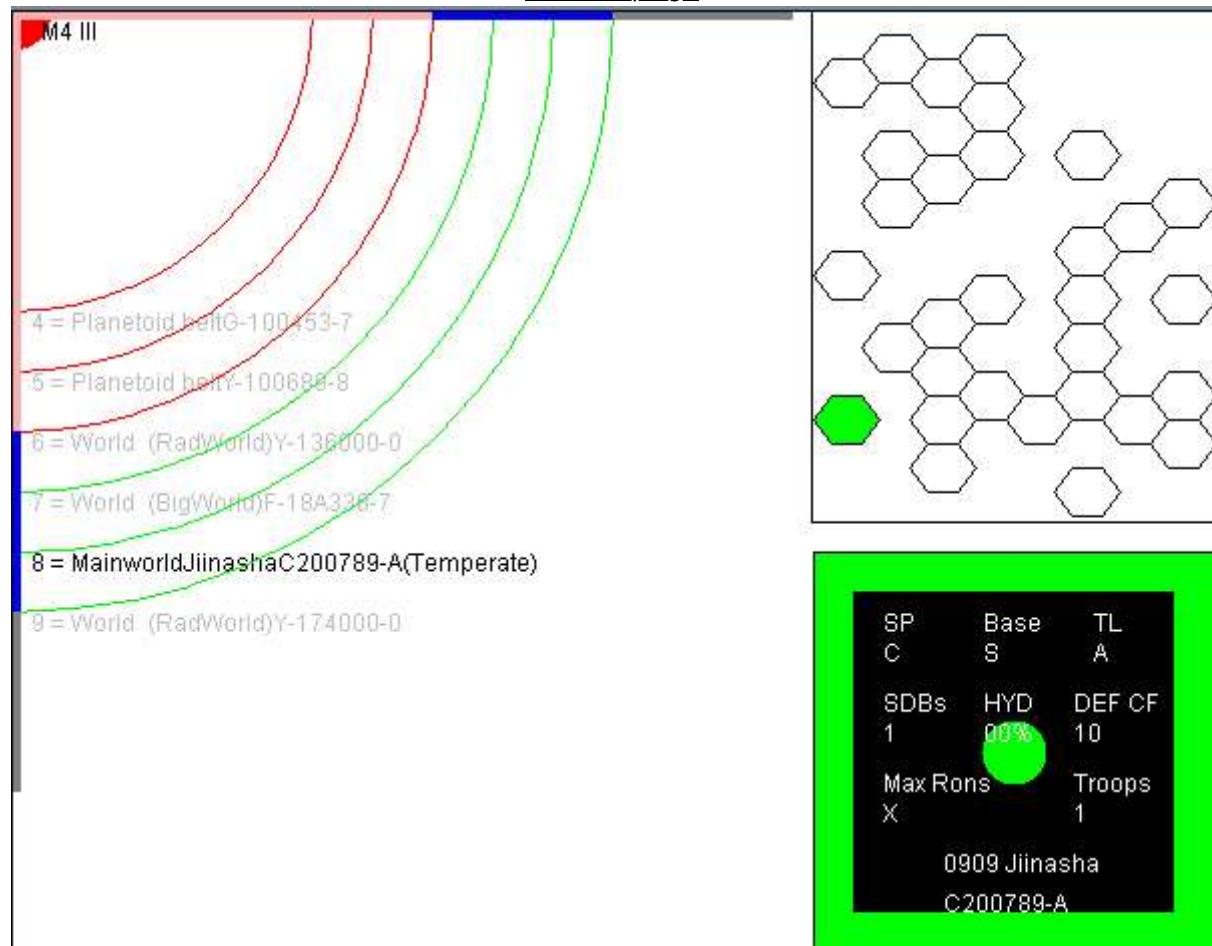


0906 lishashun
C62546A-A
SDBs X
Rons X
Def CF X
Troops X
Pop < 70 K
Belts 1
GGs 3
Worlds 10 G

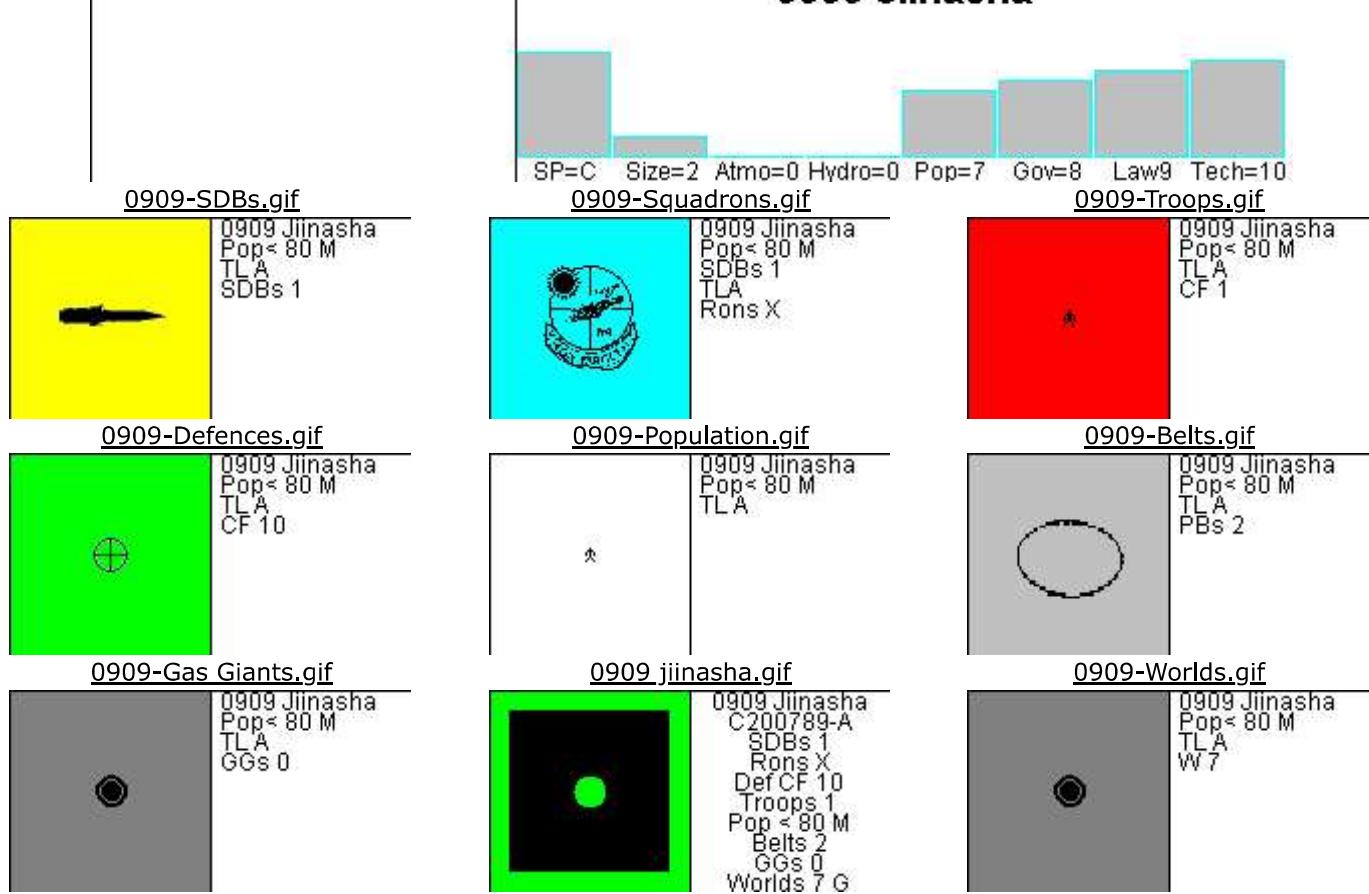


0906 lishashun
Pop < 70 K
TL A
W 10

0909-Maps.gif

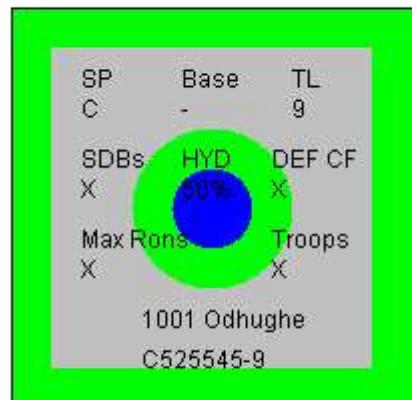
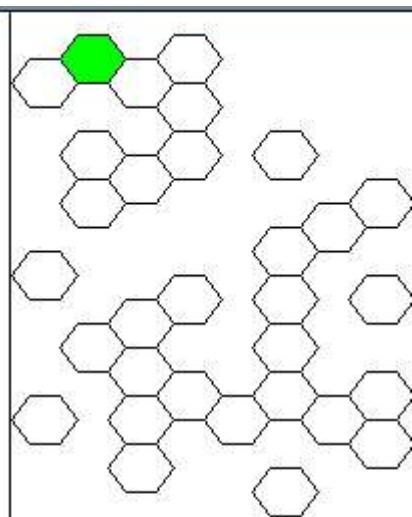


0909 Jiinasha



1001-Maps.gif

KOV
 0 = World (Hospitable) G29A1/5-6
 1 = World (Worldlet) F2/0433-8 World (Inferno) Y2B0000-0
 2 = Mainworld Odhughe C525545-9 (Temperate)
 3 = World (Hospitable) H2A4/56-4
 4 = World (RawWorld) Y268000-0
 5 = World (StormWorld) Y200000-0
 6 = World (Worldlet) F067100-6
 7 = STAR MB V
 8 = Planetoid belt H00433-5
 9 = World (Inferno) Y2B0000-0
 10 = World (RadWorld) Y289000-0



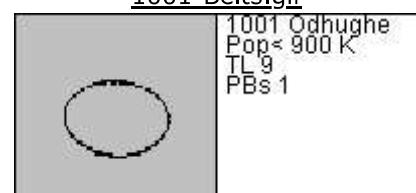
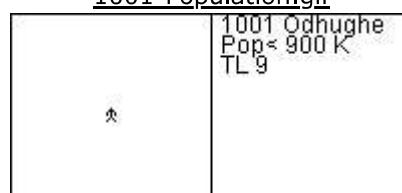
1001 Odhughe



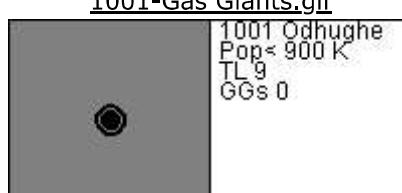
1001-SDBs.gif



1001-Defences.gif



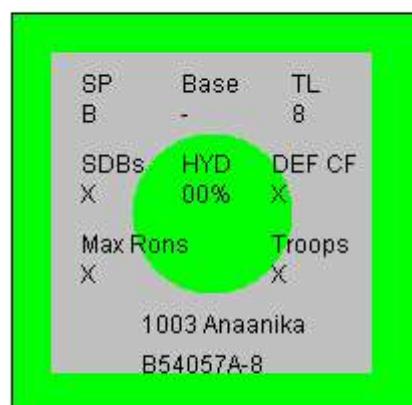
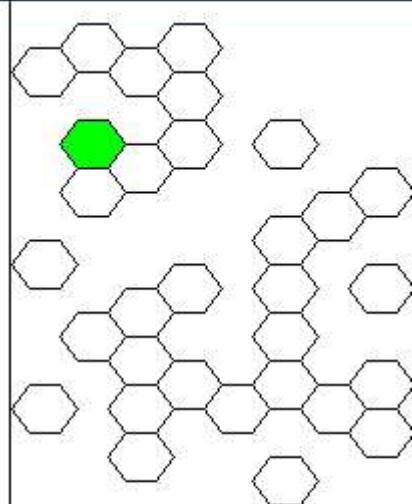
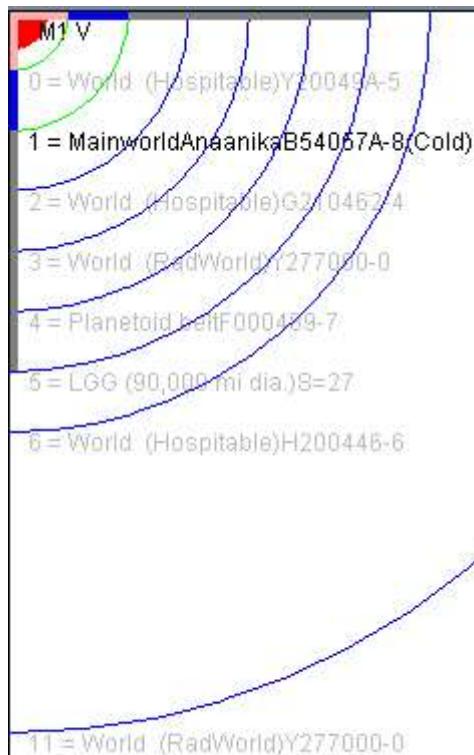
1001-Gas Giants.gif



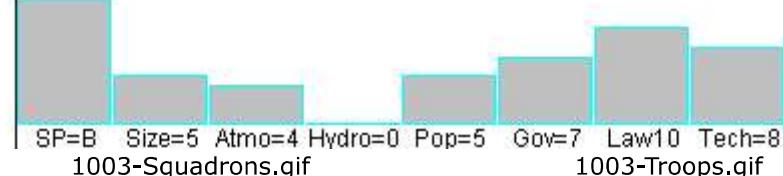
1001-odhughe.gif

1001-Worlds.gif

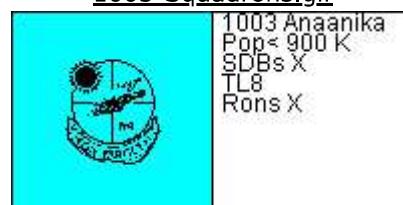
1003-Maps.gif



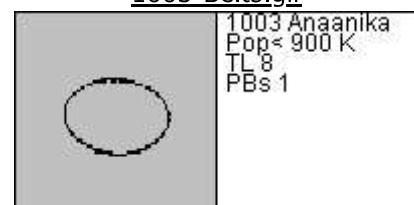
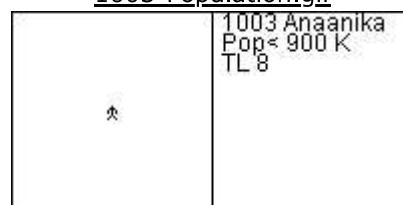
1003 Anaanika



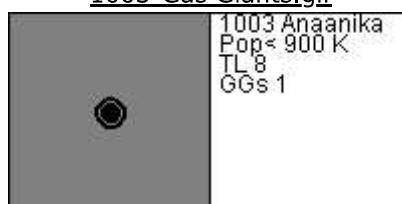
1003-SDBs.gif



1003-Defences.gif



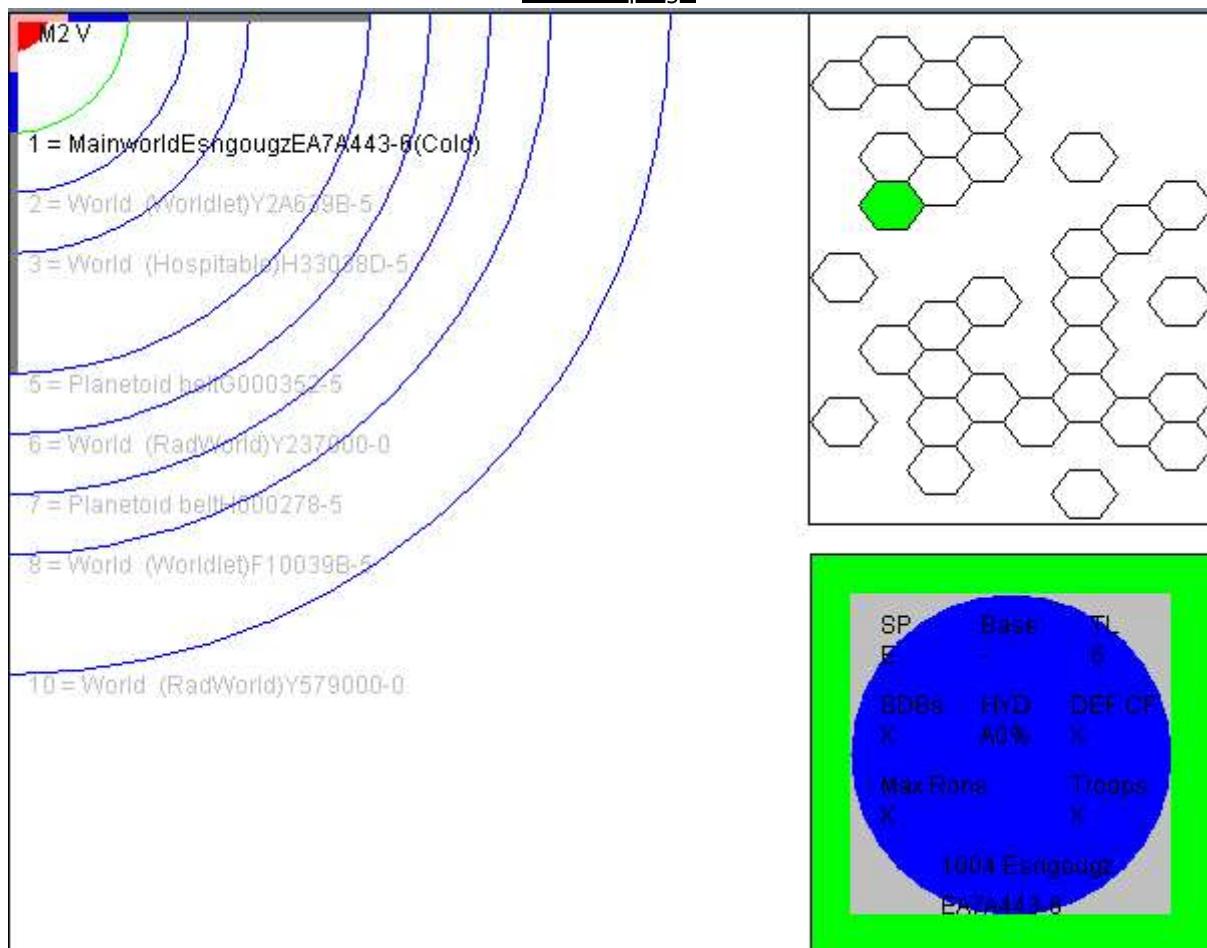
1003-Gas Giants.gif



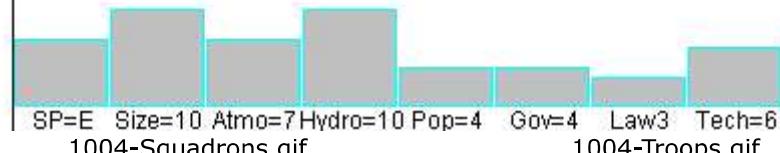
1003-anaanika.gif

1003-Worlds.gif

1004-Maps.gif



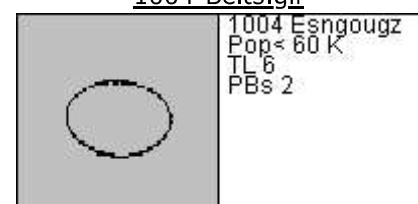
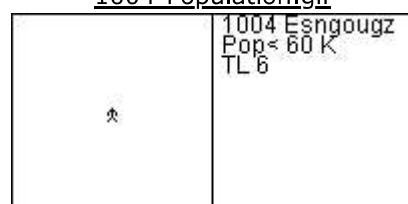
1004 Esngougz



1004-SDBs.gif



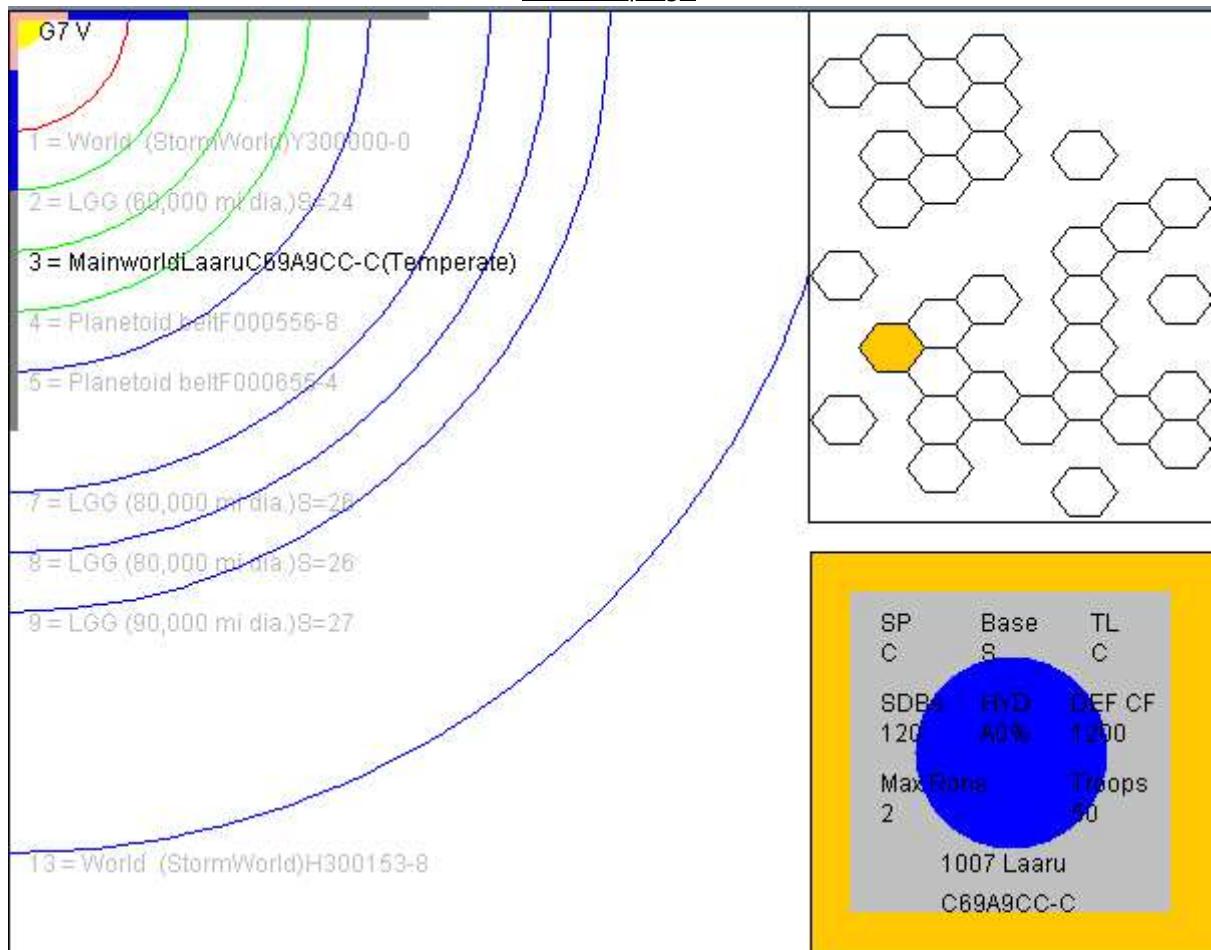
1004-Defences.gif



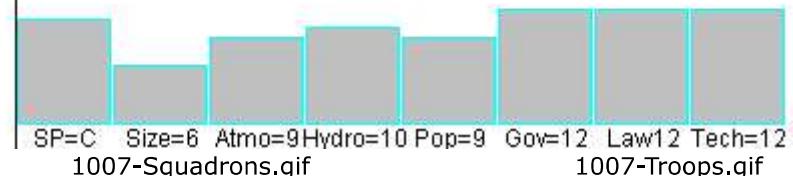
1004-Gas Giants.gif



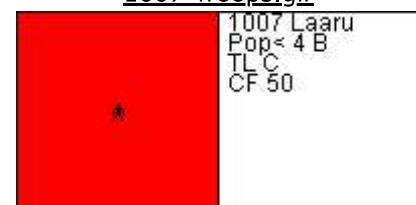
1007-Maps.gif



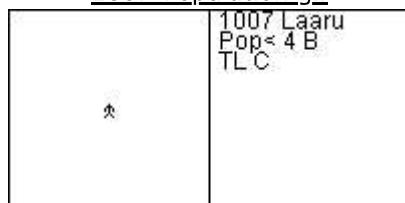
1007 Laaru



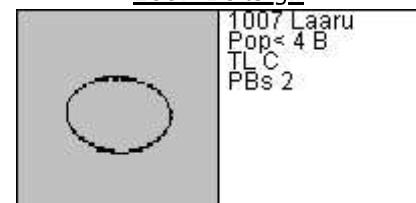
1007-SDBs.gif



1007-Defences.gif



1007-Population.gif



1007-Gas Giants.gif

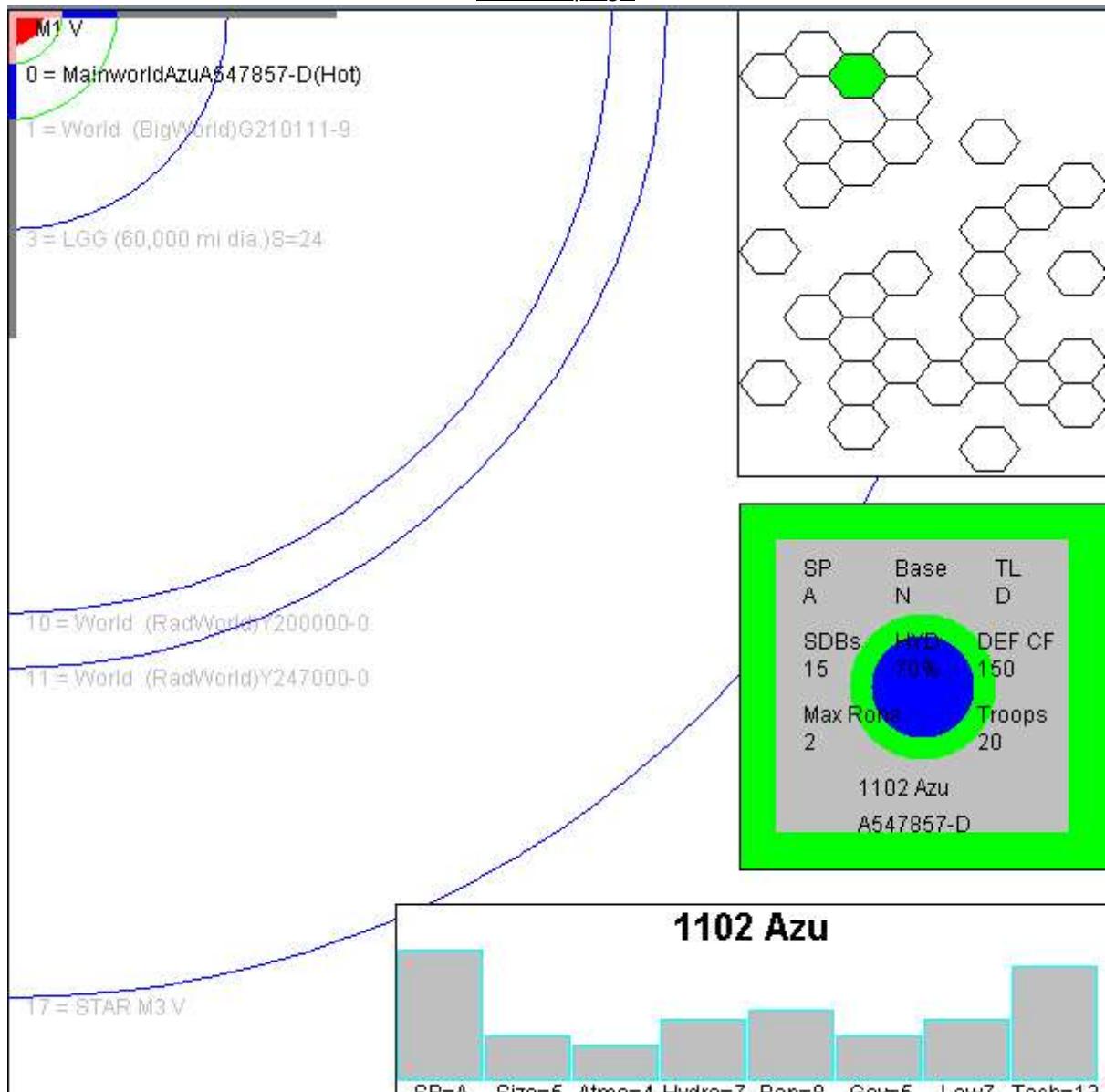


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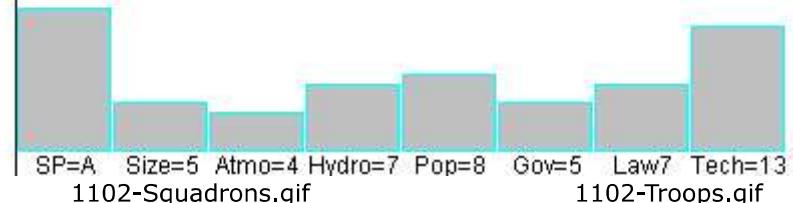
1007 Laaru.gif



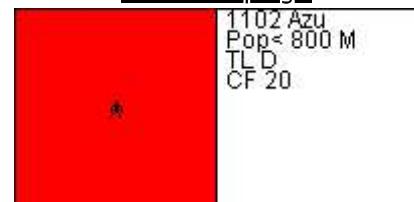
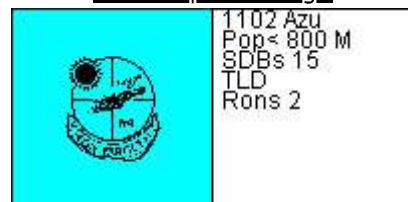
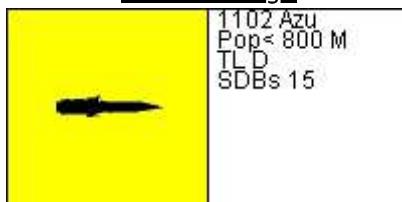
1102-Maps.gif



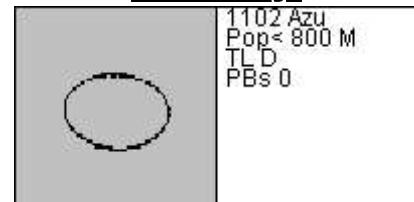
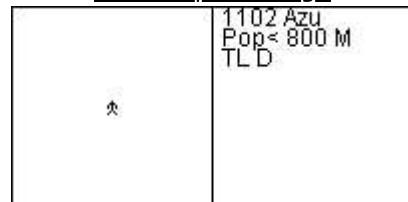
1102 Azu



1102-SDBs.gif



1102-Defences.gif



1102-Gas Giants.gif



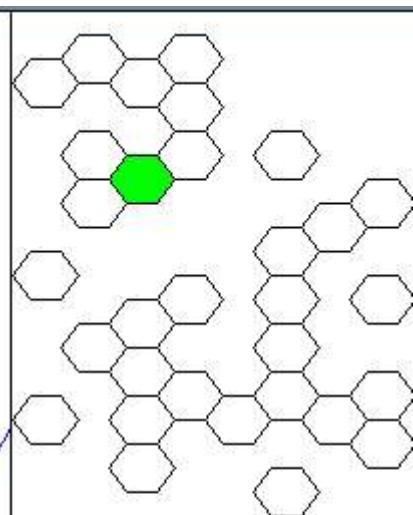
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Row	15	RowMode	0	Max Marriage Requirements	-	CSV	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements, S	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
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1102 azu.gif



1102-Worlds.gif

1104-Maps.gif



1104 Gvaellekh



1104-SDBs.gif



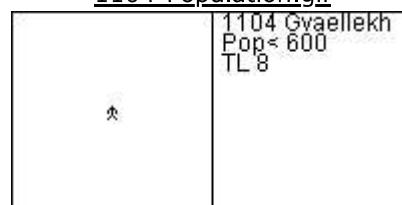
1104-Defences.gif



1104-Gas Giants.gif



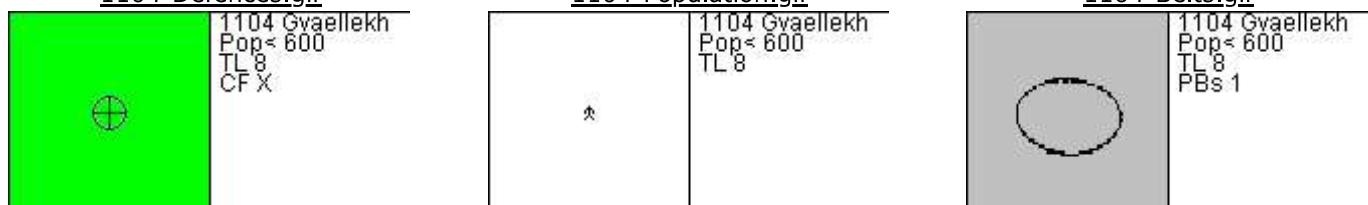
1104-Population.gif



1104_gvaellekh.gif



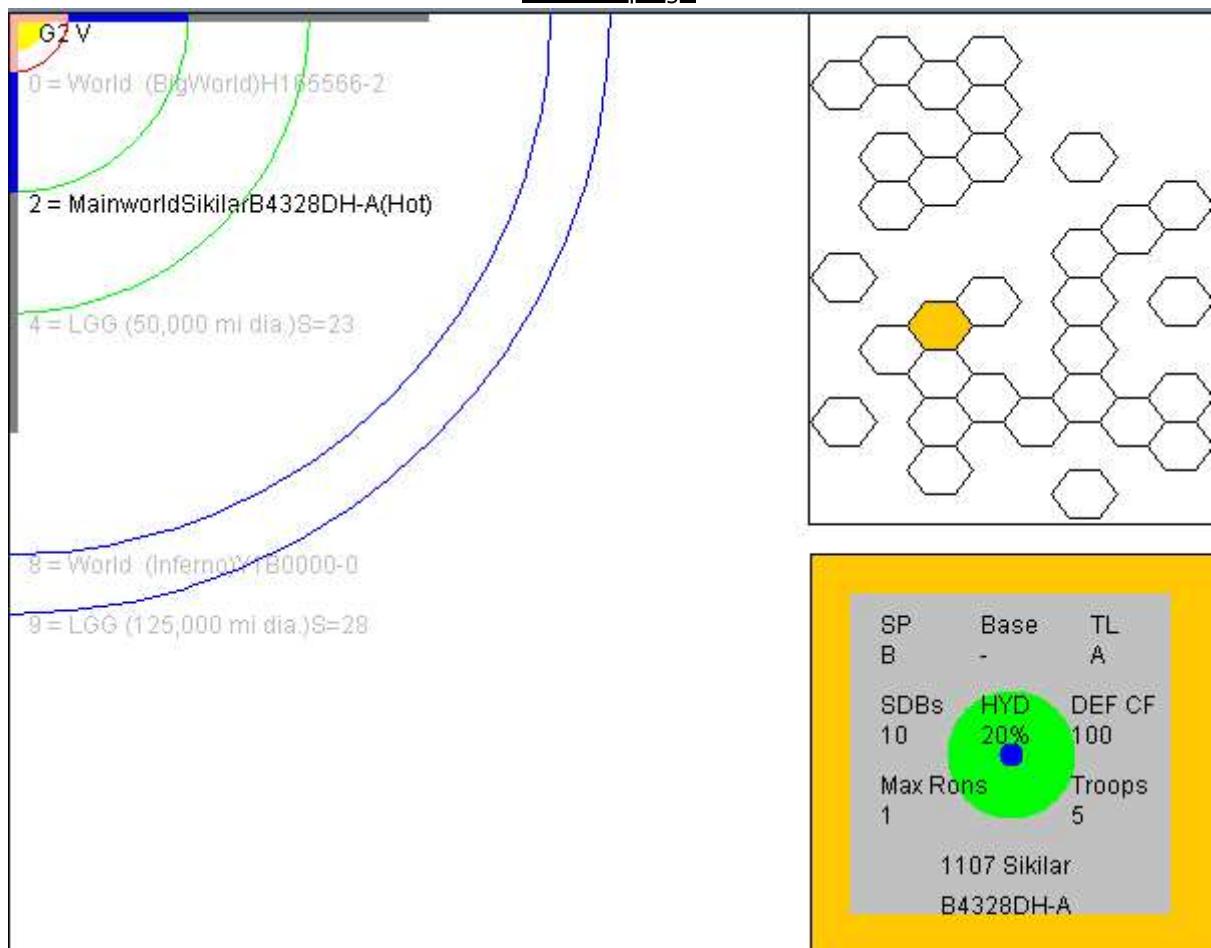
1104-Belts.gif



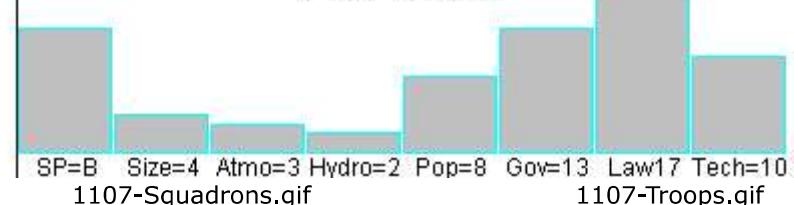
1104-Worlds.gif



1107-Maps.gif



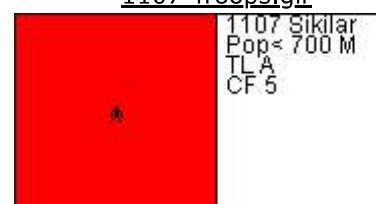
1107 Sikilar



1107-Squadrants.gif

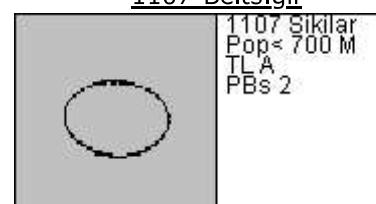
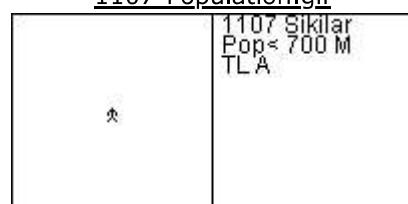
1107-Troops.gif

1107-SDBs.gif

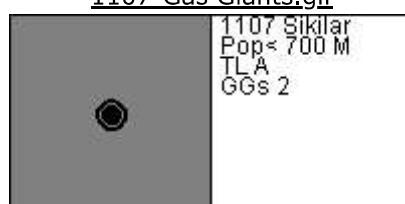


1107-Population.gif

1107-Belts.gif

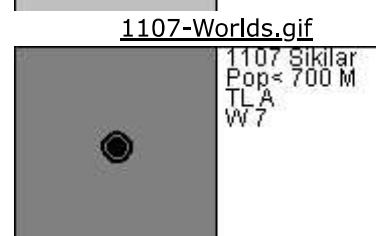


1107-Gas Giants.gif

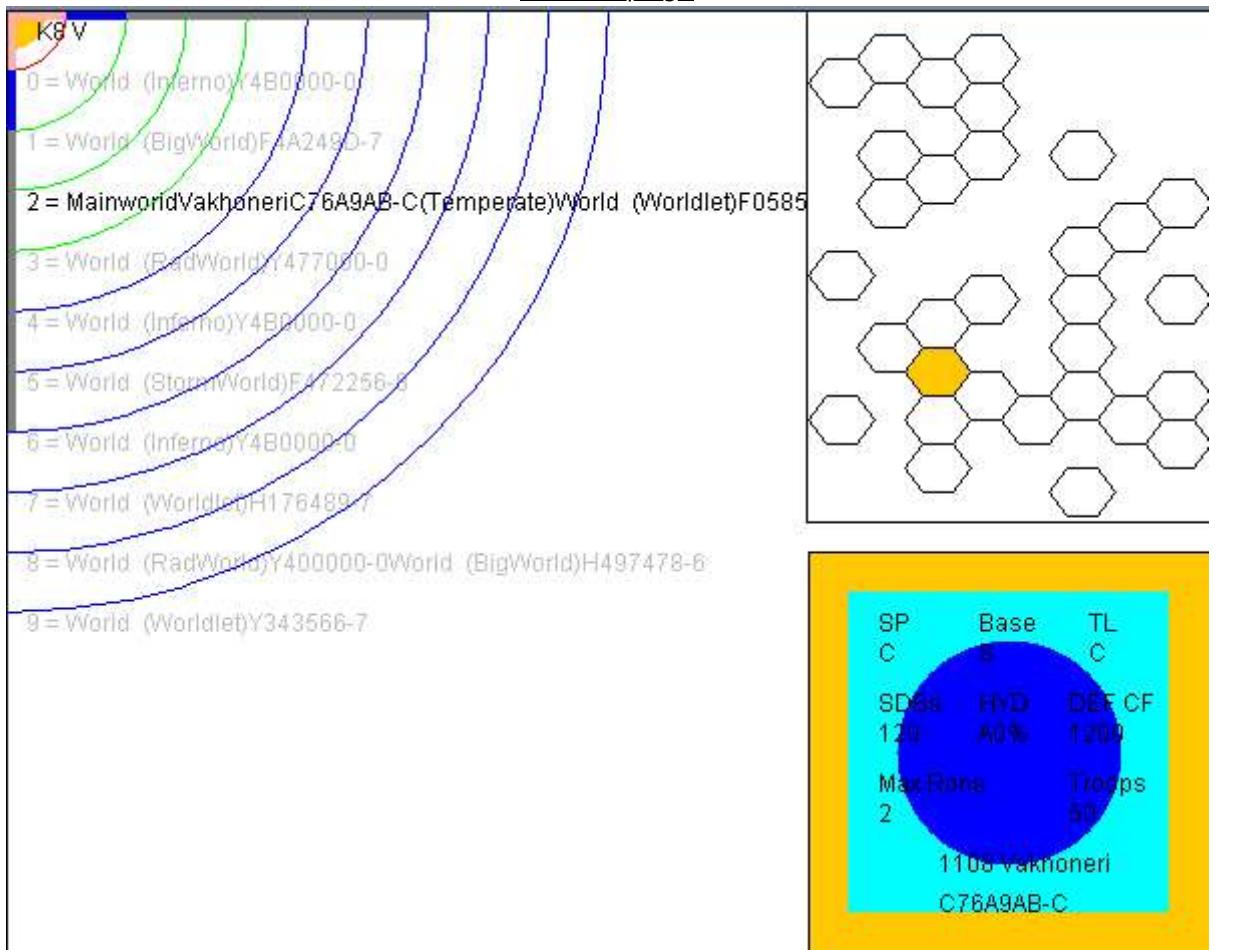


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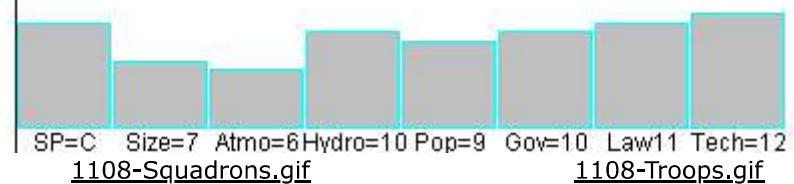
1107-sikilar.gif



1108-Maps.gif



1108 Vakhoneri



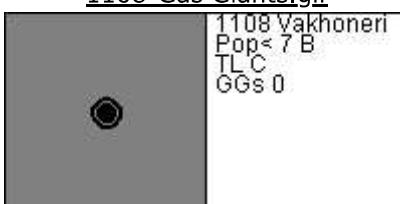
1108-SDBs.gif



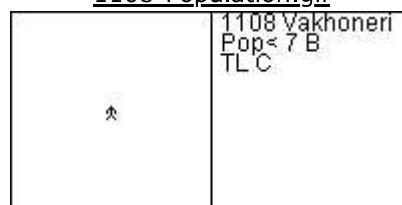
1108-Defences.gif



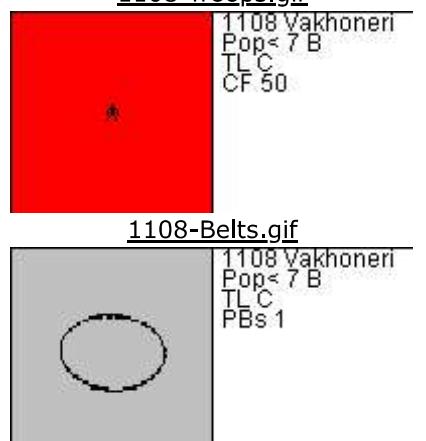
1108-Gas Giants.gif



1108-Population.gif



1108-Belts.gif

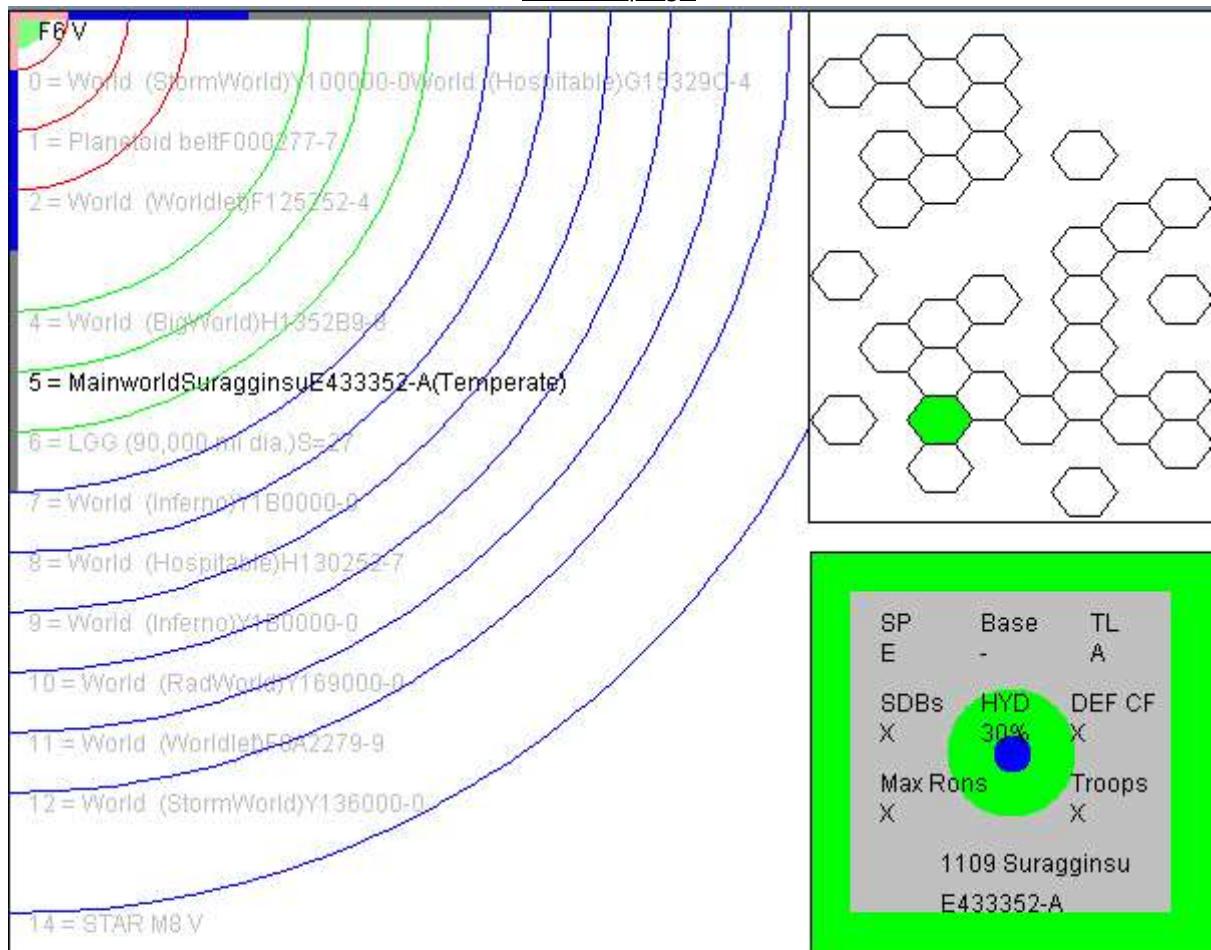


1108-Worlds.gif

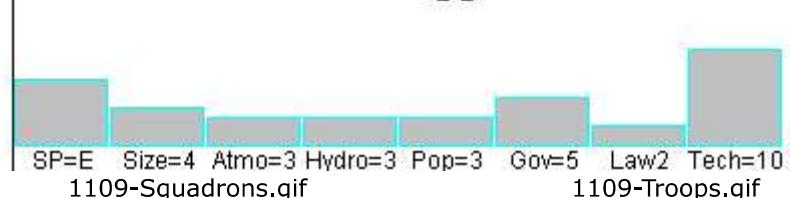
Column	Cl	CoordX	CoordY	Max Marriage Population	CV
Row	120	0	0	0	-
Requirements	-	-	-	-	-
Requirements, S	-	-	-	-	-
100	1	1	1	1	1
200	1	1	1	1	1
300	1	1	1	1	1
400	1	1	1	1	1
500	1	1	1	1	1
600	1	1	1	1	1
700	1	1	1	1	1
800	1	1	1	1	1
900	1	1	1	1	1
1000	1	1	1	1	1
1100	1	1	1	1	1
1200	1	1	1	1	1
1300	1	1	1	1	1
1400	1	1	1	1	1
1500	1	1	1	1	1
1600	1	1	1	1	1
1700	1	1	1	1	1
1800	1	1	1	1	1
1900	1	1	1	1	1
2000	1	1	1	1	1

1108-vakhoneri.gif

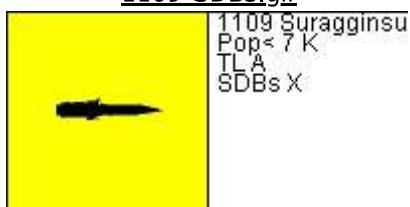
1109-Maps.gif



1109 Suragginsu



1109-SDBs.gif



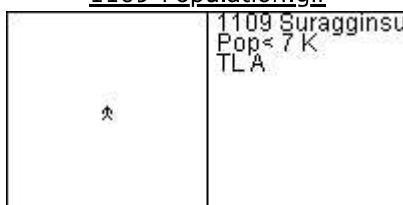
1109-Defences.gif



1109-Gas Giants.gif



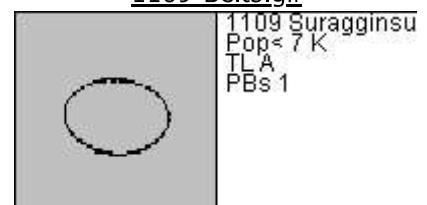
1109-Population.gif



1109-suragginsu.gif



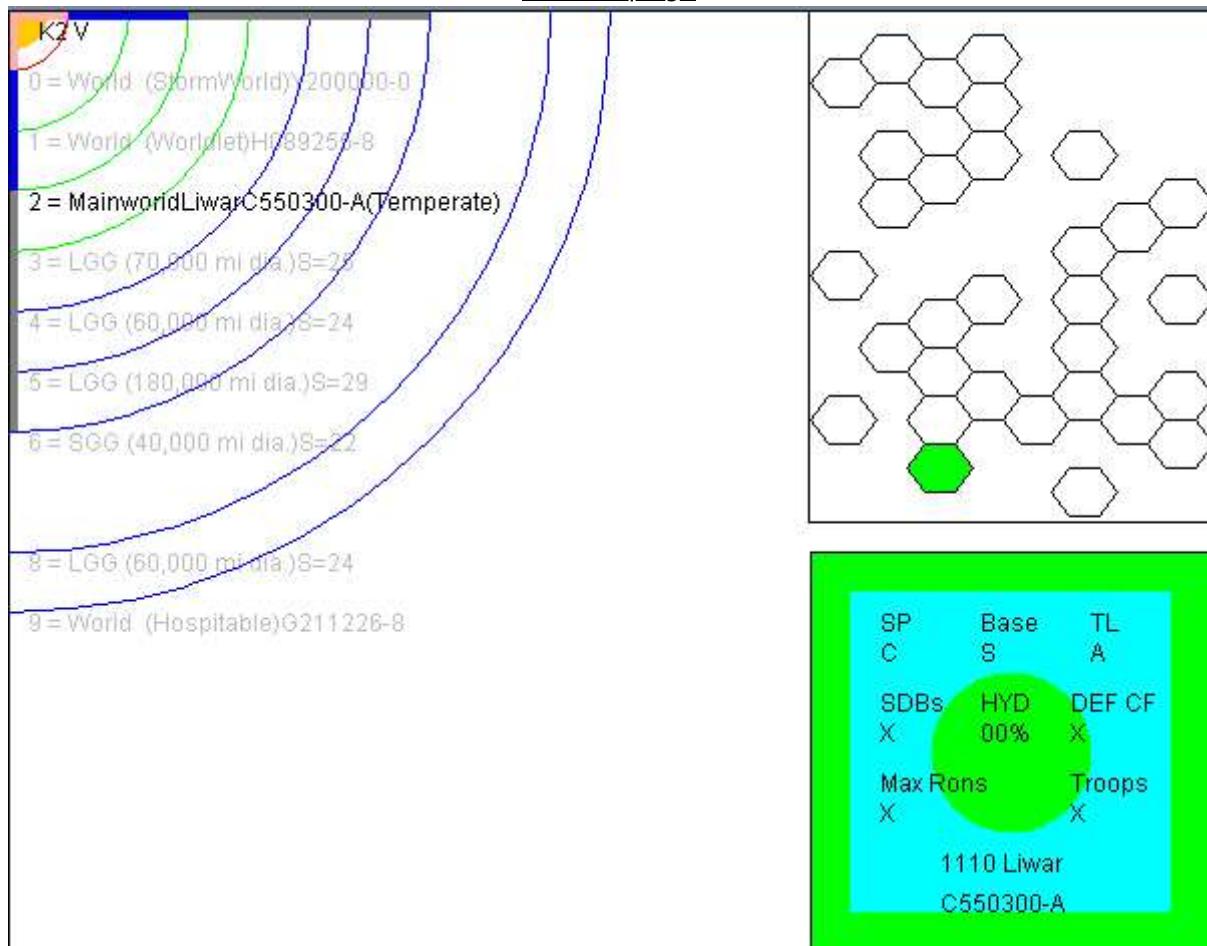
1109-Belts.gif



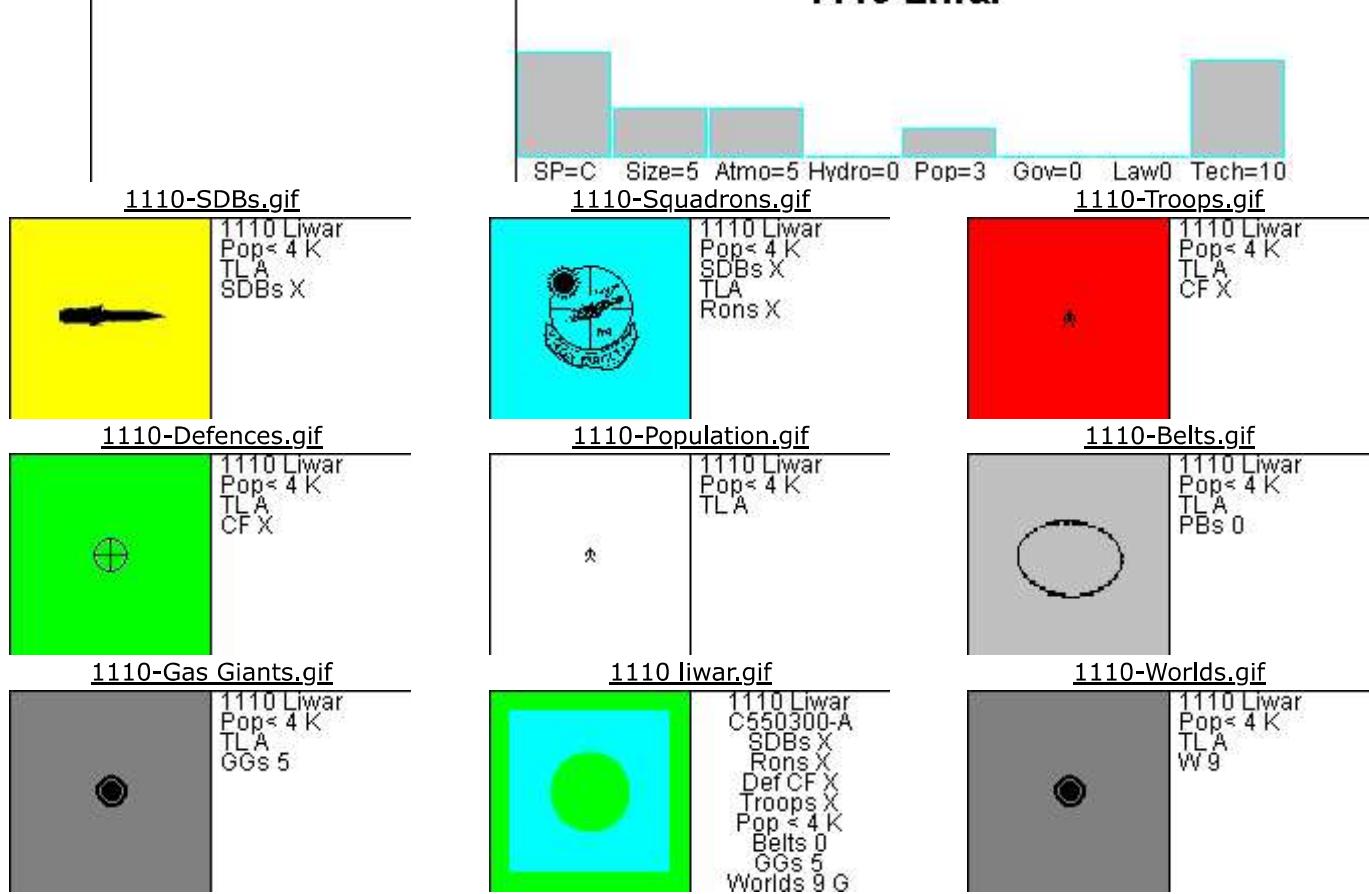
1109-Worlds.gif



1110-Maps.gif

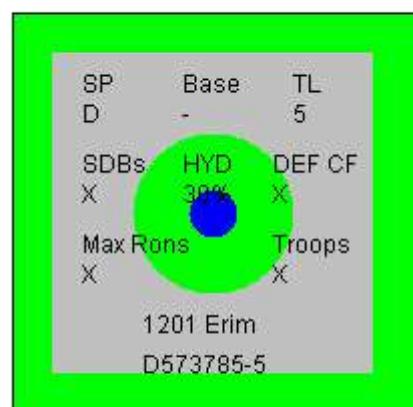
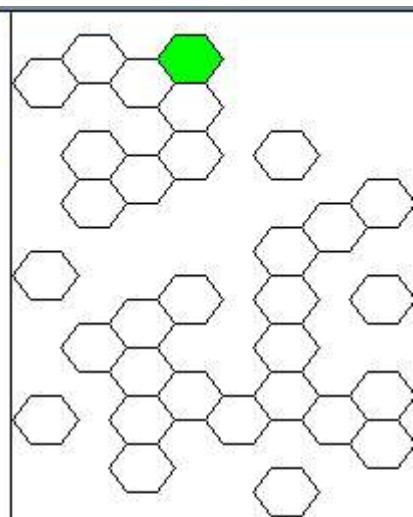


1110 Liwar

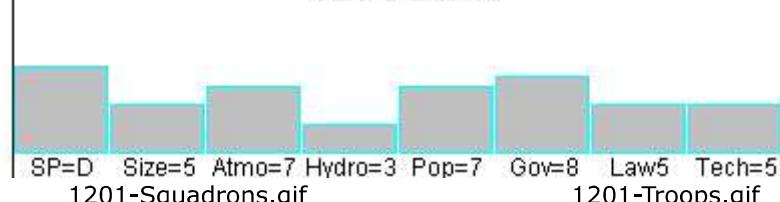


1201-Maps.gif

M1 V
 0 = Mainworld Erim D573785-5 (Temperate)
 1 = World (BigWorld) Q30158-4
 2 = LGG (80,000 m dia.) S=26
 3 = World (Hospitable) H441668-4
 4 = STAR K0 V
 7 = World (StormWorld) F245220-4
 8 = World (BigWorld) GB56643-4
 10 = World (Worldlet) H176310-4
 12 = World (Inferno) Y6B0000-0

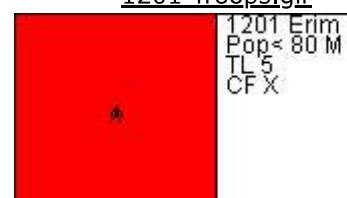


1201 Erim

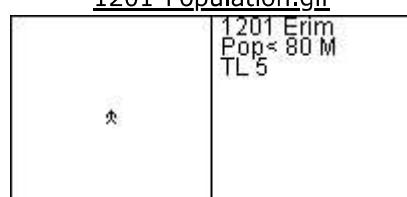


1201-Troops.gif

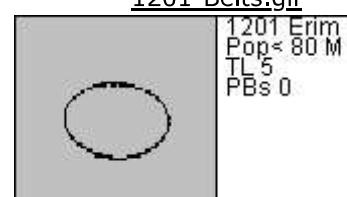
1201-SDBs.gif



1201-Defences.gif



1201-Belts.gif



1201-Gas Giants.gif

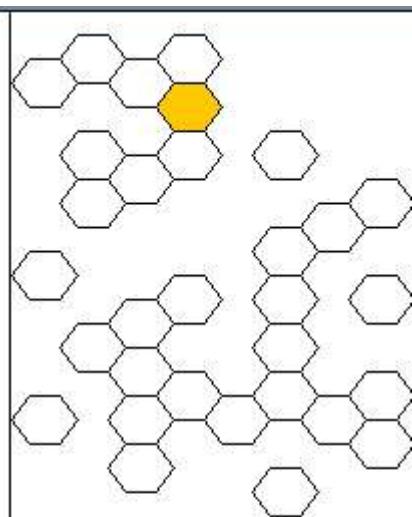


1201-Worlds.gif



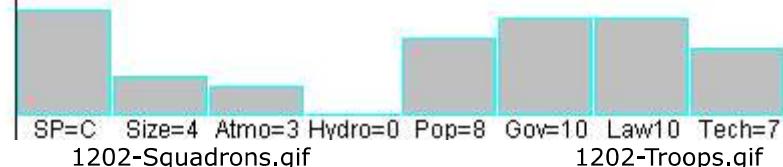
1202-Maps.gif

K9 V
 0 = Mainworld Anghurr C4308AA-7 (Temperate)
 1 = World (Hospitable) Y140088-4
 2 = World (World) Y064000-0
 3 = Planetoid belt F000222-6
 4 = World (BigWorld) F120678-2
 5 = World (Inferno) Y1B0000-0
 6 = Planetoid belt F000310-0
 7 = World (World) F198110-6
 8 = World (BigWorld) Y167731-6

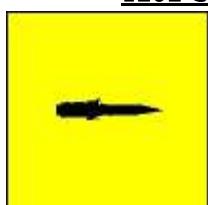


SP	Base	TL
C	C	7
SDBs	HYD	DEF CF
5	00%	50
Max Rons	Troops	
X	5	
1202 Anghurr		
C4308AA-7		

1202 Anghurr



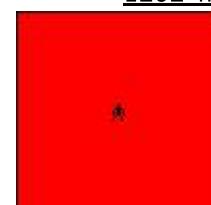
1202-SDBs.gif



1202 Anghurr
Pop < 500 M
TL 7
SDBs 5

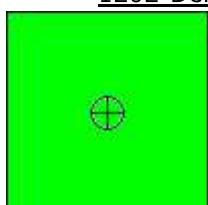


1202 Anghurr
Pop < 500 M
SDBs 5
TL 7
Rons X

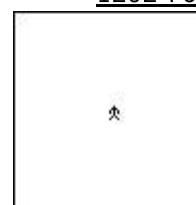


1202 Anghurr
Pop < 500 M
TL 7
CF 5

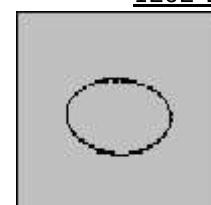
1202-Defences.gif



1202 Anghurr
Pop < 500 M
TL 7
CF 50

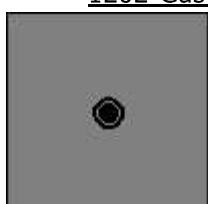


1202 Anghurr
Pop < 500 M
TL 7

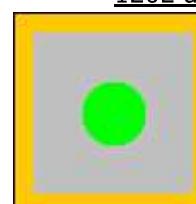


1202 Anghurr
Pop < 500 M
TL 7
PBs 2

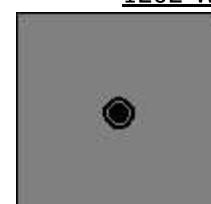
1202-Gas Giants.gif



1202 Anghurr
Pop < 500 M
TL 7
GGs 0



1202 Anghurr
C4308AA-7
SDBs 5
Rons X
Def CF 50
Troops 5
Pop < 500 M
Belts 2
GGs 0
Worlds 9 A



1202 Anghurr
Pop < 500 M
TL 7
W 9

1202-Squadrons.gif

SP=C Size=4 Atmo=3 Hydro=0

1202-Troops.gif

Pop=8 Gov=10 Law=10 Tech=7

1202-Population.gif

1202 Anghurr
Pop < 500 M
TL 7
CF 5

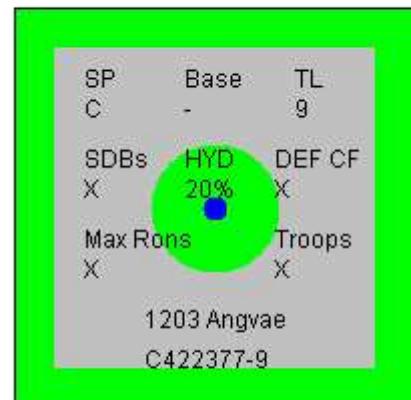
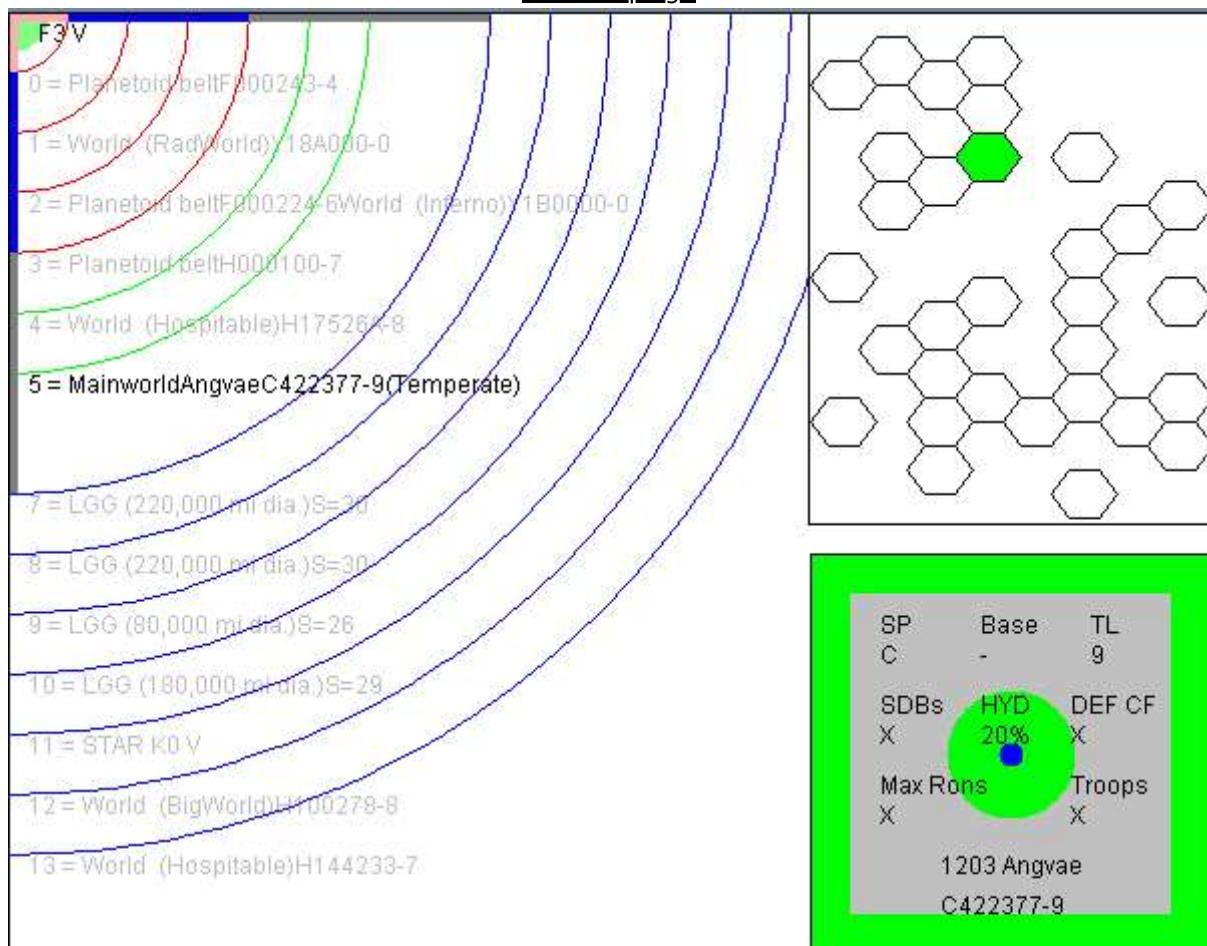
1202-Belts.gif

1202 Anghurr
Pop < 500 M
TL 7
CF 5

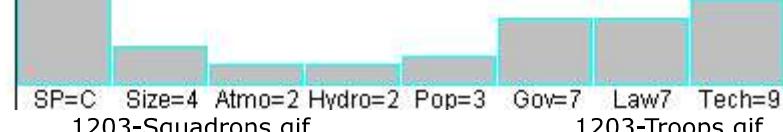
1202-Worlds.gif

1202 Anghurr
Pop < 500 M
TL 7
W 9

1203-Maps.gif



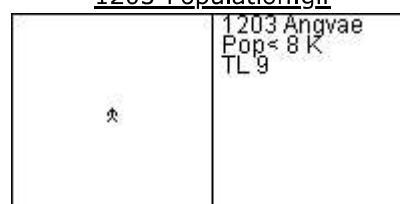
1203 Angvae



1203-SDBs.gif



1203-Defences.gif

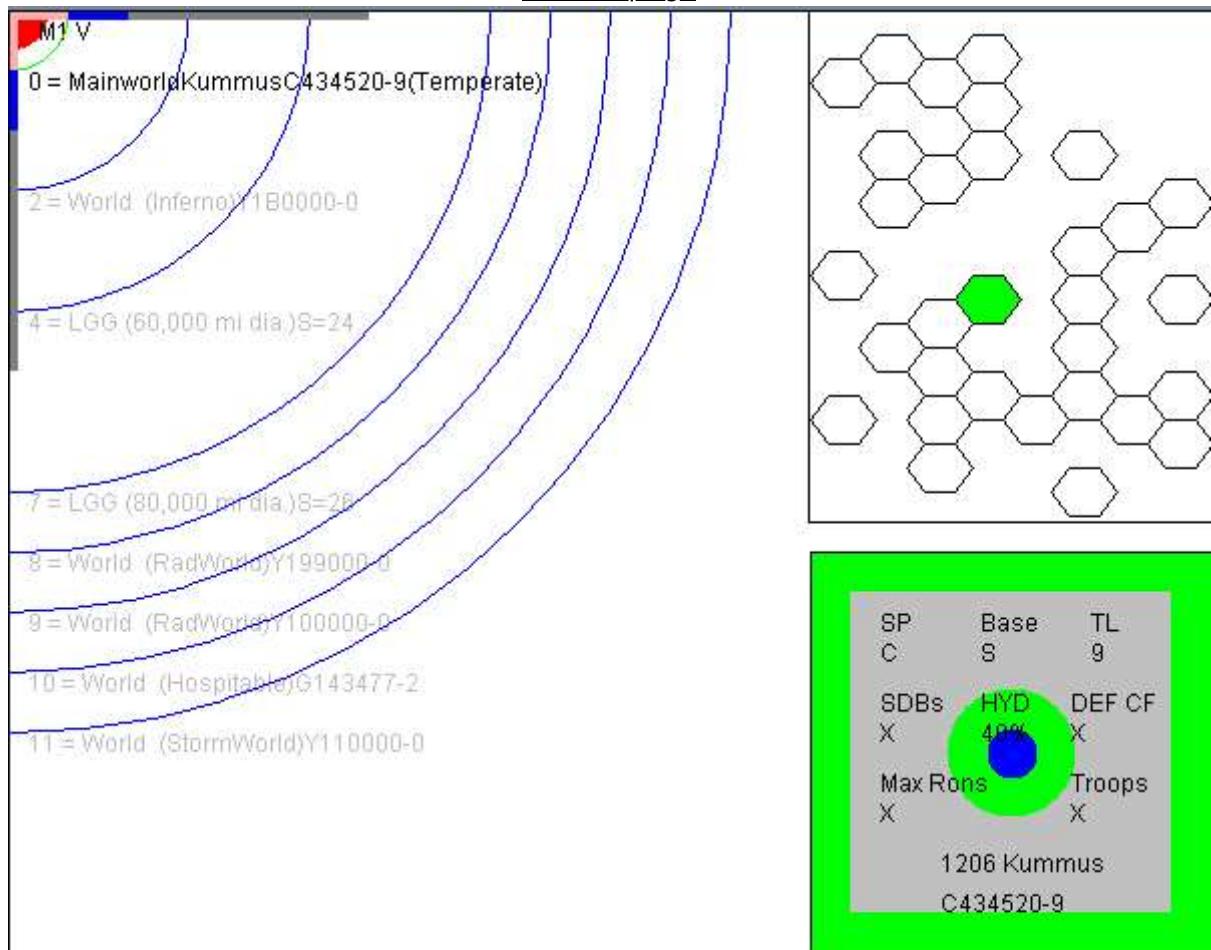


1203-Gas Giants.gif

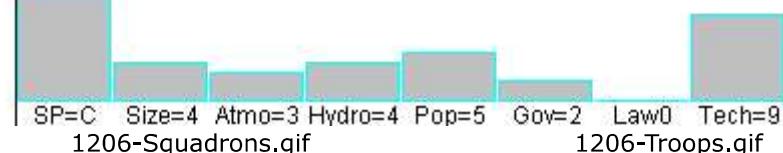


1203 angvae.gif

1206-Maps.gif



1206 Kummus



1206-SDBs.gif



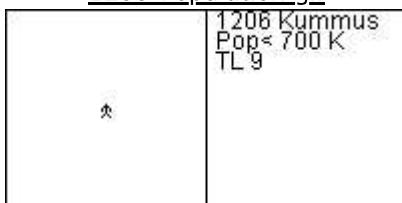
1206-Defences.gif



1206-Gas Giants.gif



1206-Population.gif



1206-kummus.gif



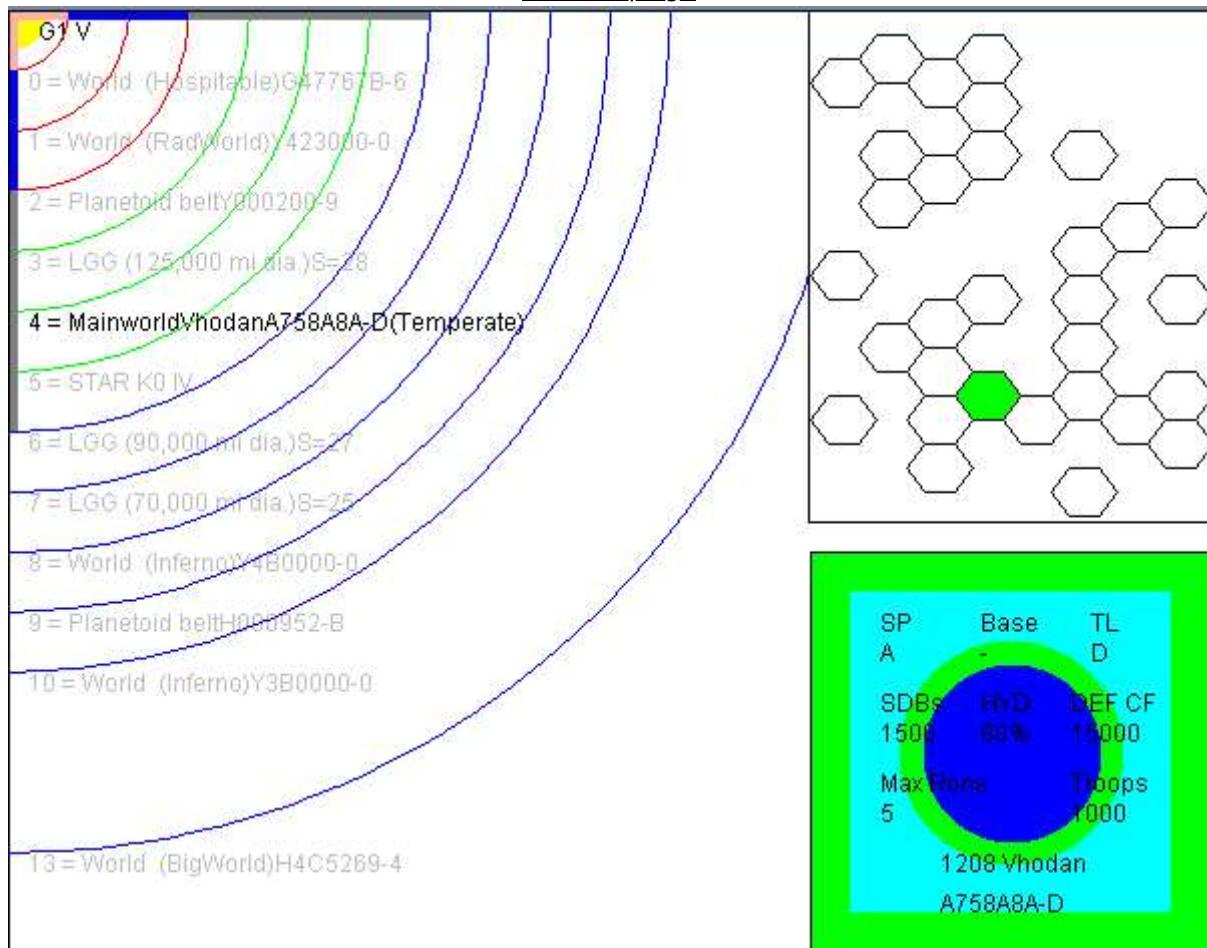
1206-Belts.gif



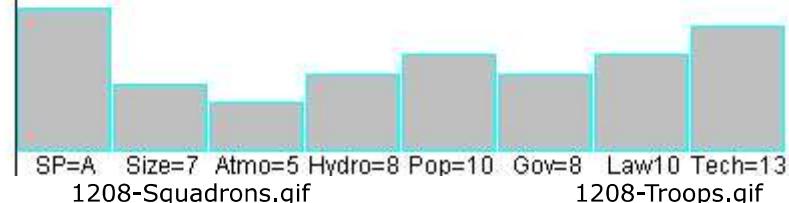
1206-Worlds.gif



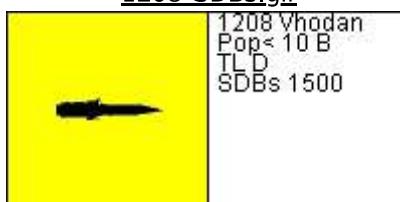
1208-Maps.gif



1208 Vhodan



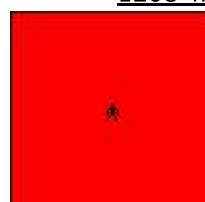
1208-SDBs.gif



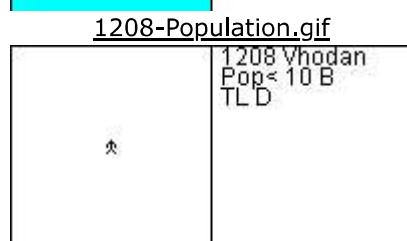
1208-Defences.gif



1208-Troops.gif



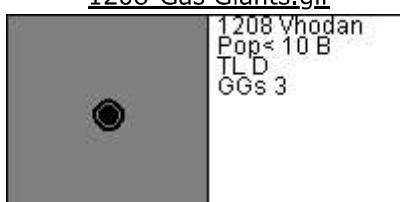
1208-Belts.gif



1208-Worlds.gif



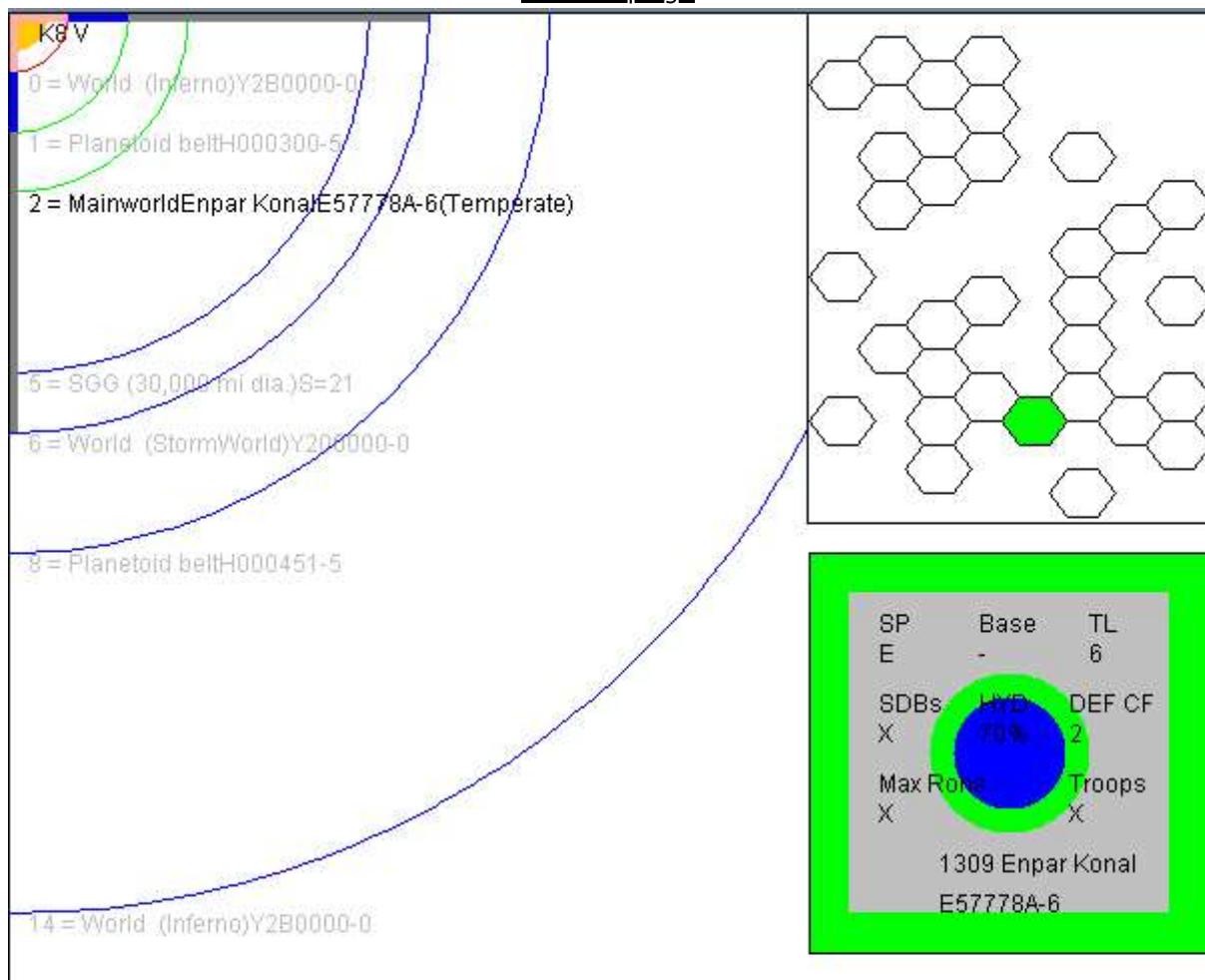
1208-Gas Giants.gif



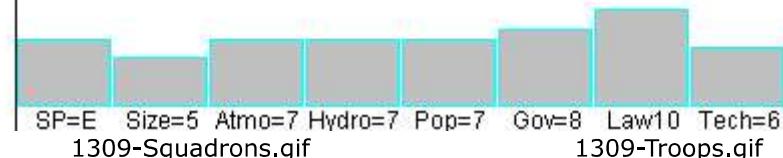
Column	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14	C15	C16	C17	C18	C19	C20
Row	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	1000	
Requirements	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
100	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
200	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
300	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
400	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
500	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
600	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
700	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
800	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
900	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
1000	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	

1208-vhodan.gif

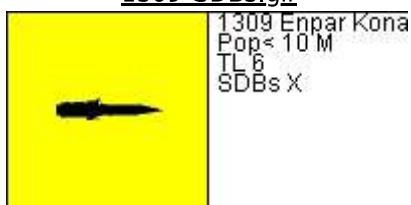
1309-Maps.gif



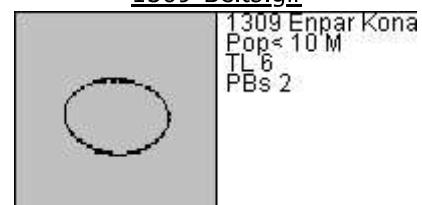
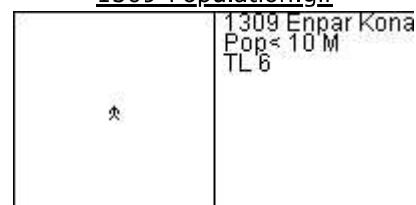
1309 Enpar Kona



1309-SDBs.gif



1309-Defences.gif



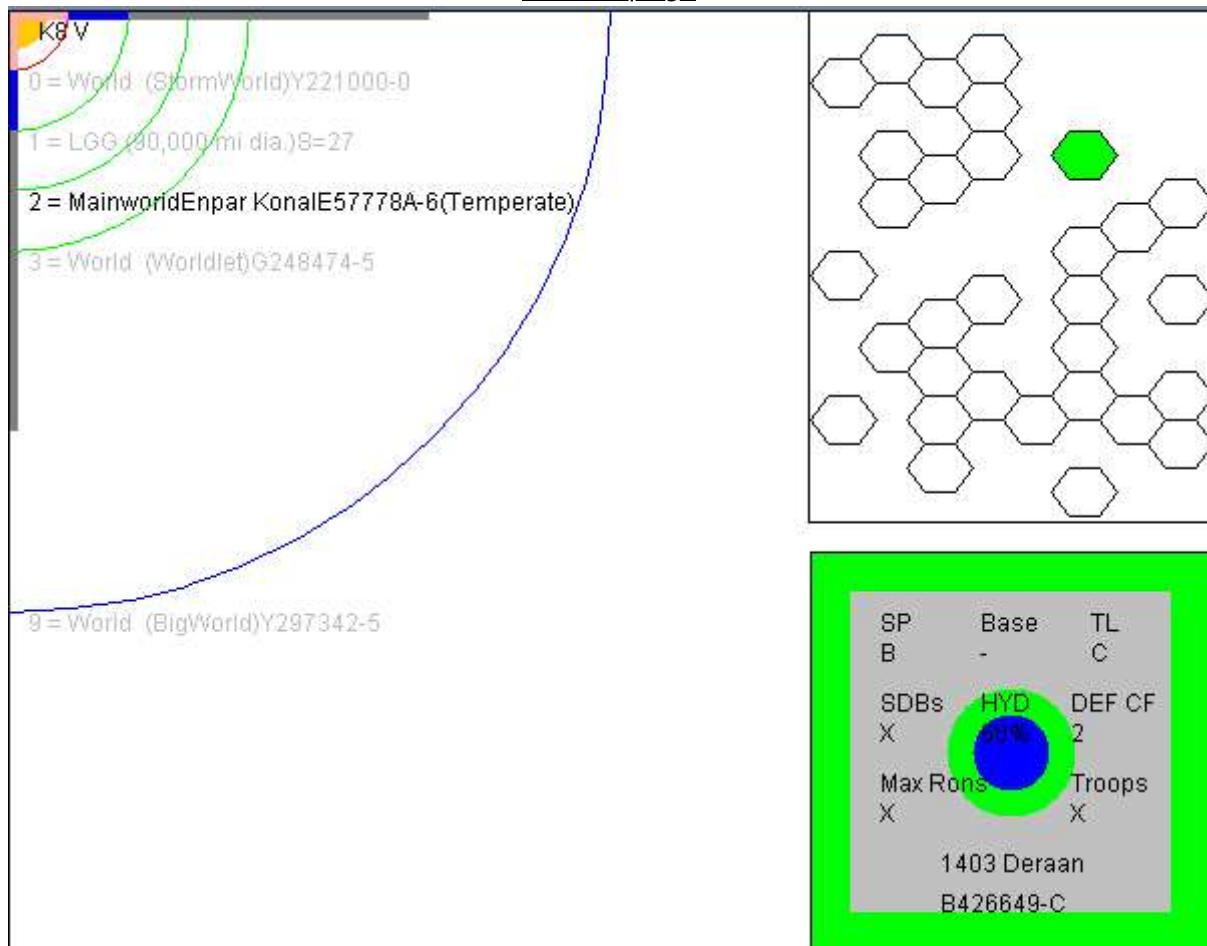
1309-Gas Giants.gif



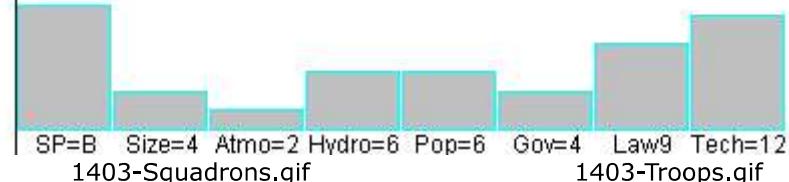
1309-enpar kona.gif

1309-Worlds.gif

1403-Maps.gif



1403 Deraan



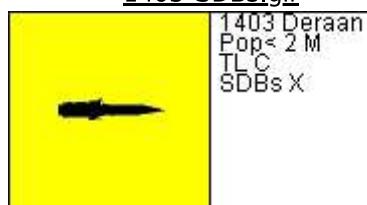
1403-Squadrons.gif



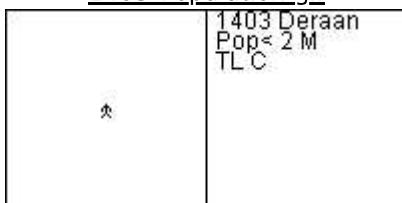
1403-Troops.gif



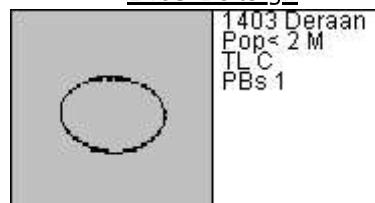
1403-Defences.gif



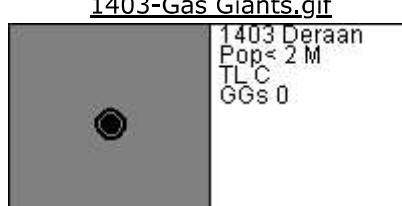
1403-Population.gif



1403-Belts.gif



1403-Gas Giants.gif



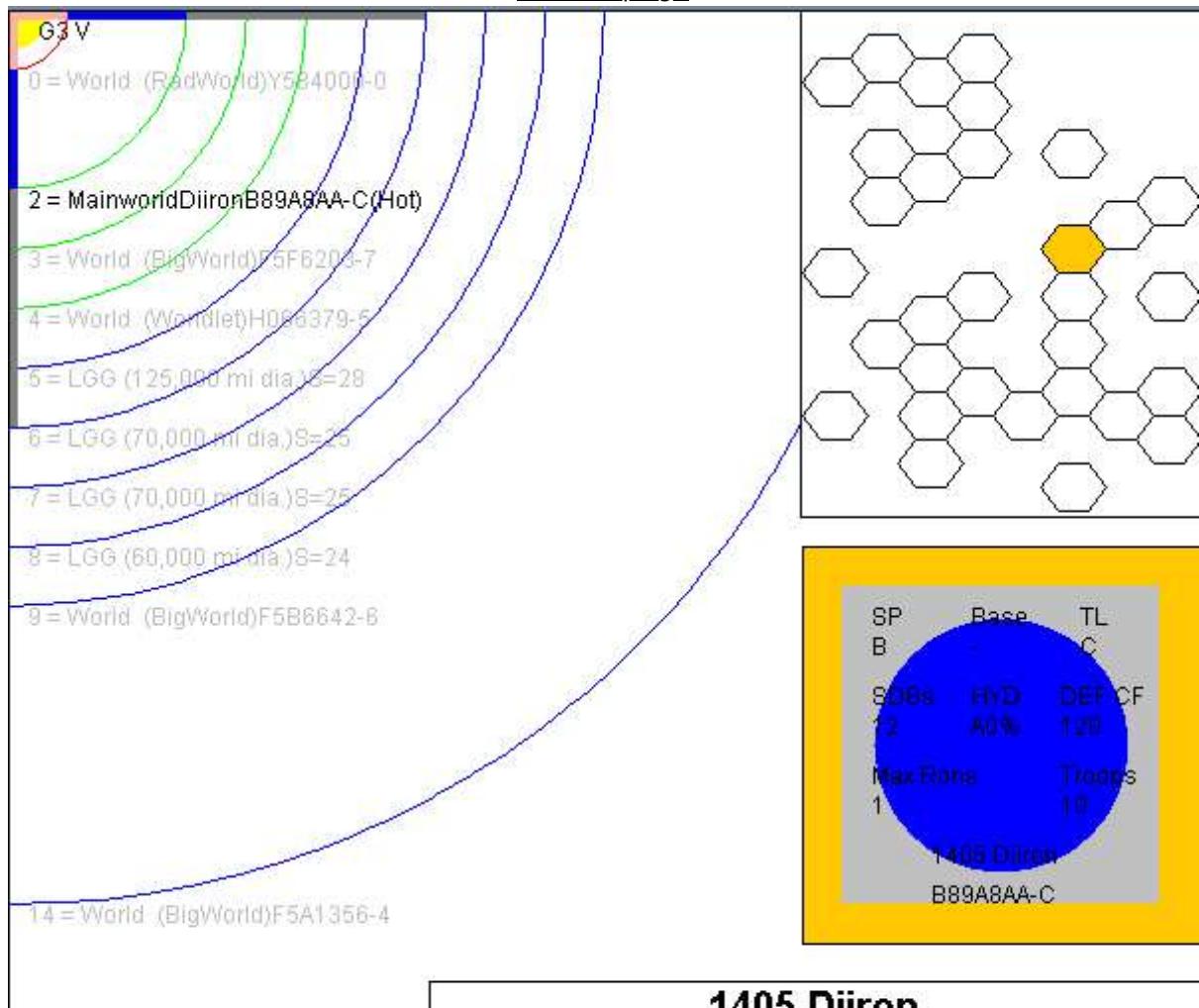
1403 deraan.gif



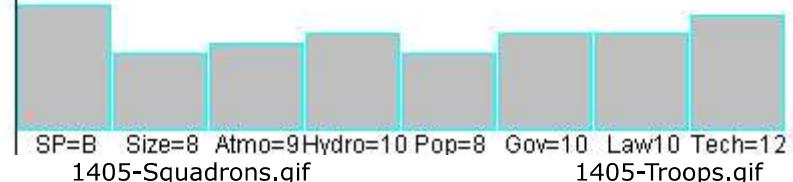
1403-Worlds.gif



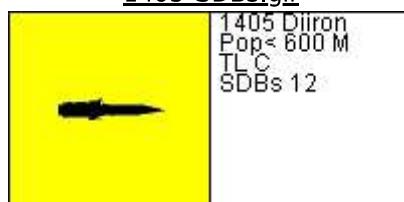
1405-Maps.gif



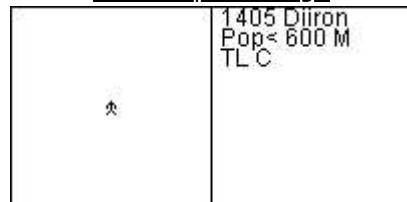
1405 Diiron



1405-SDBs.gif



1405-Defences.gif



1405-Gas Giants.gif

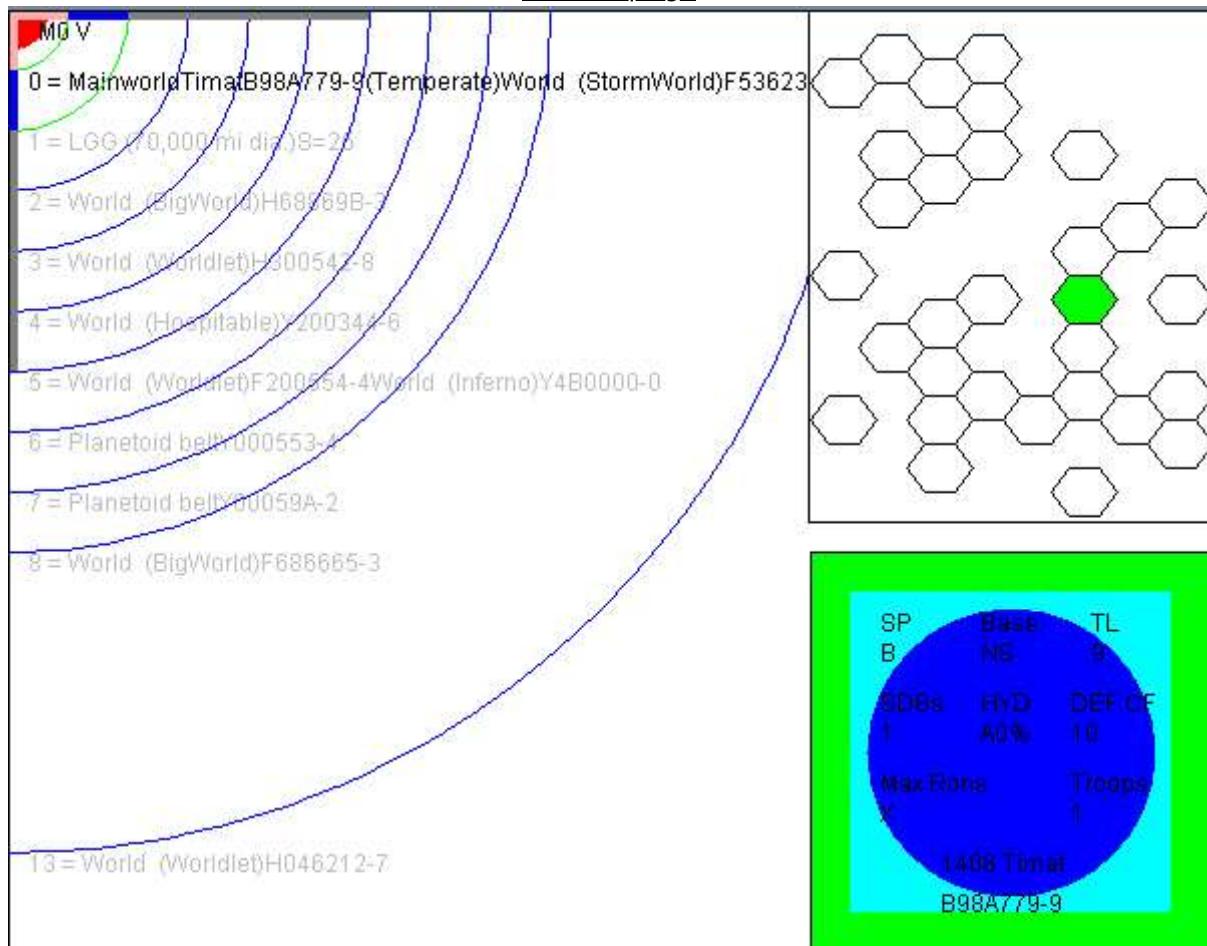


Column	O	C	M	D	Max Marriage Requirements	UV	UV
Row	1	2	3	4	5	6	7
Requirements	0	1	2	3	4	5	6
10	1	1	1	1	1	1	1
20	1	1	1	1	1	1	1
50	1	1	1	1	1	1	1
100	1	1	1	1	1	1	1
200	1	1	1	1	1	1	1
500	1	1	1	1	1	1	1
1000	1	1	1	1	1	1	1
2000	1	1	1	1	1	1	1
5000	1	1	1	1	1	1	1

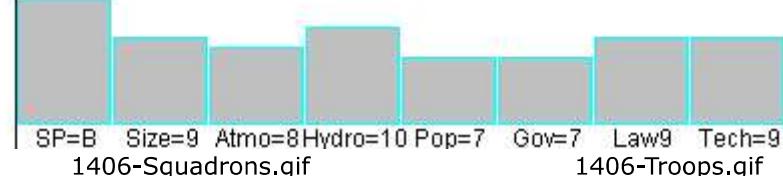
1405-Worlds.gif



1406-Maps.gif



1406 Timat



1406-Troops.gif

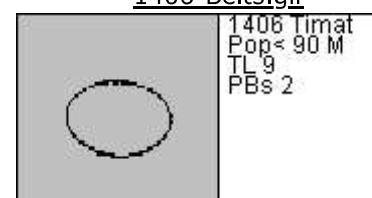
1406-SDBs.gif



1406-Defences.gif



1406-Population.gif



1406-Gas Giants.gif



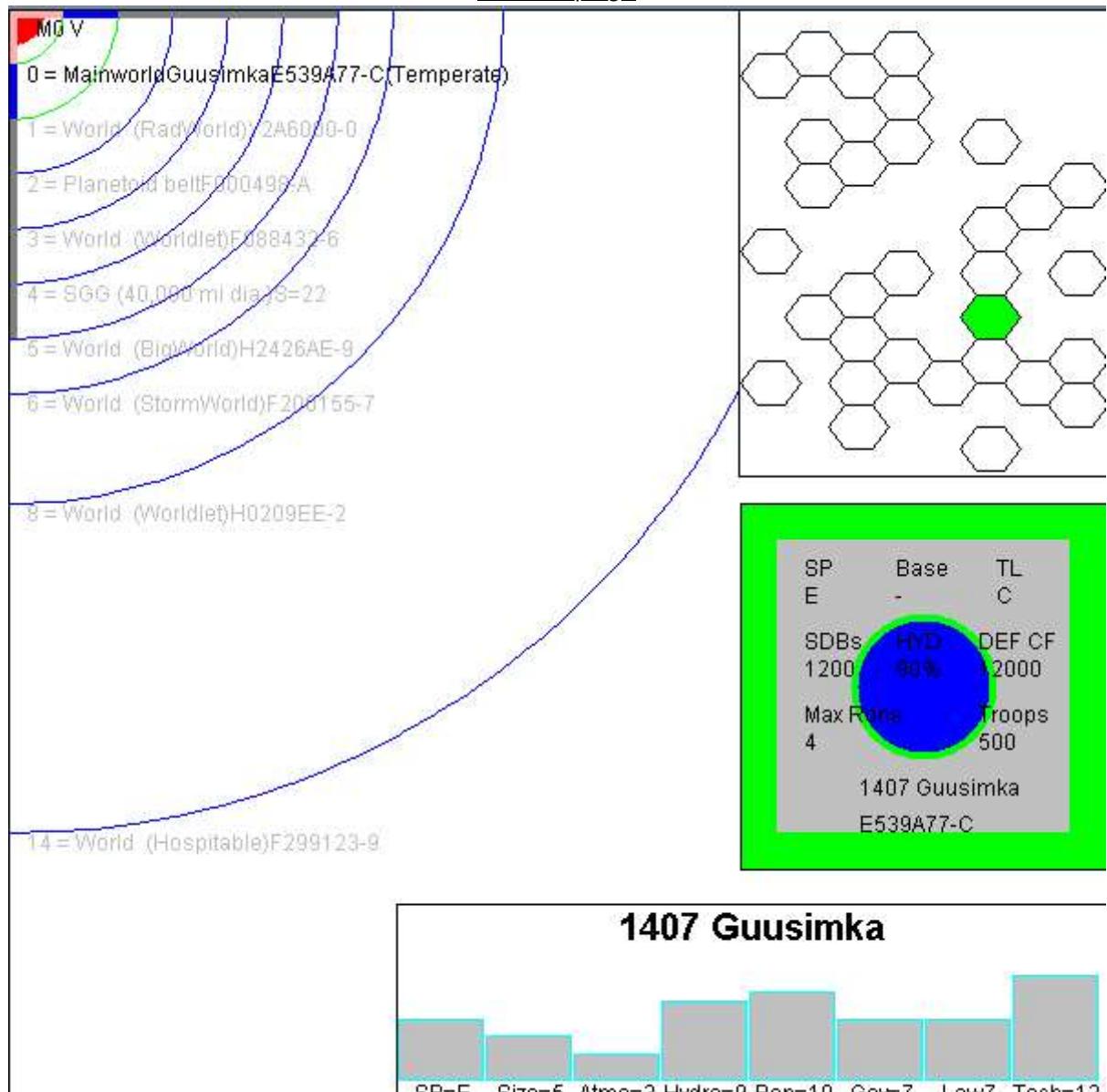
1406-timat.gif



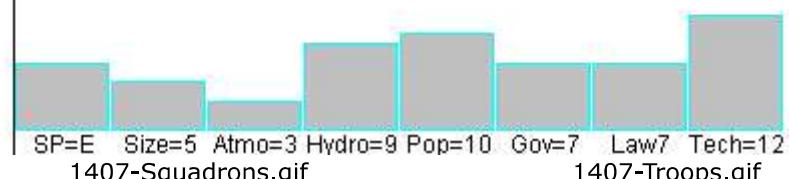
1406-Worlds.gif



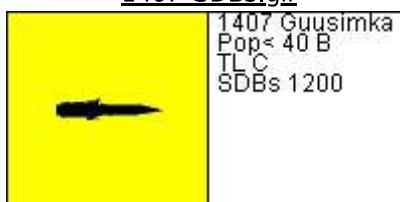
1407-Maps.gif



1407 Guusimka



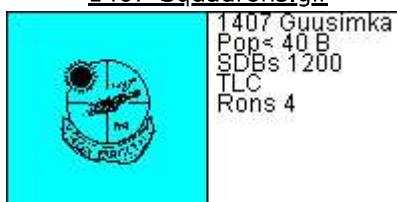
1407-SDBs.gif



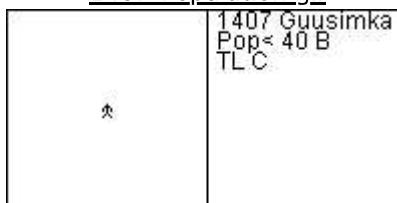
1407-Defences.gif



1407-Gas Giants.gif



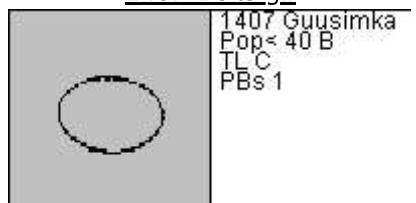
1407-Population.gif



1407-guusimka.gif



1407-Belts.gif

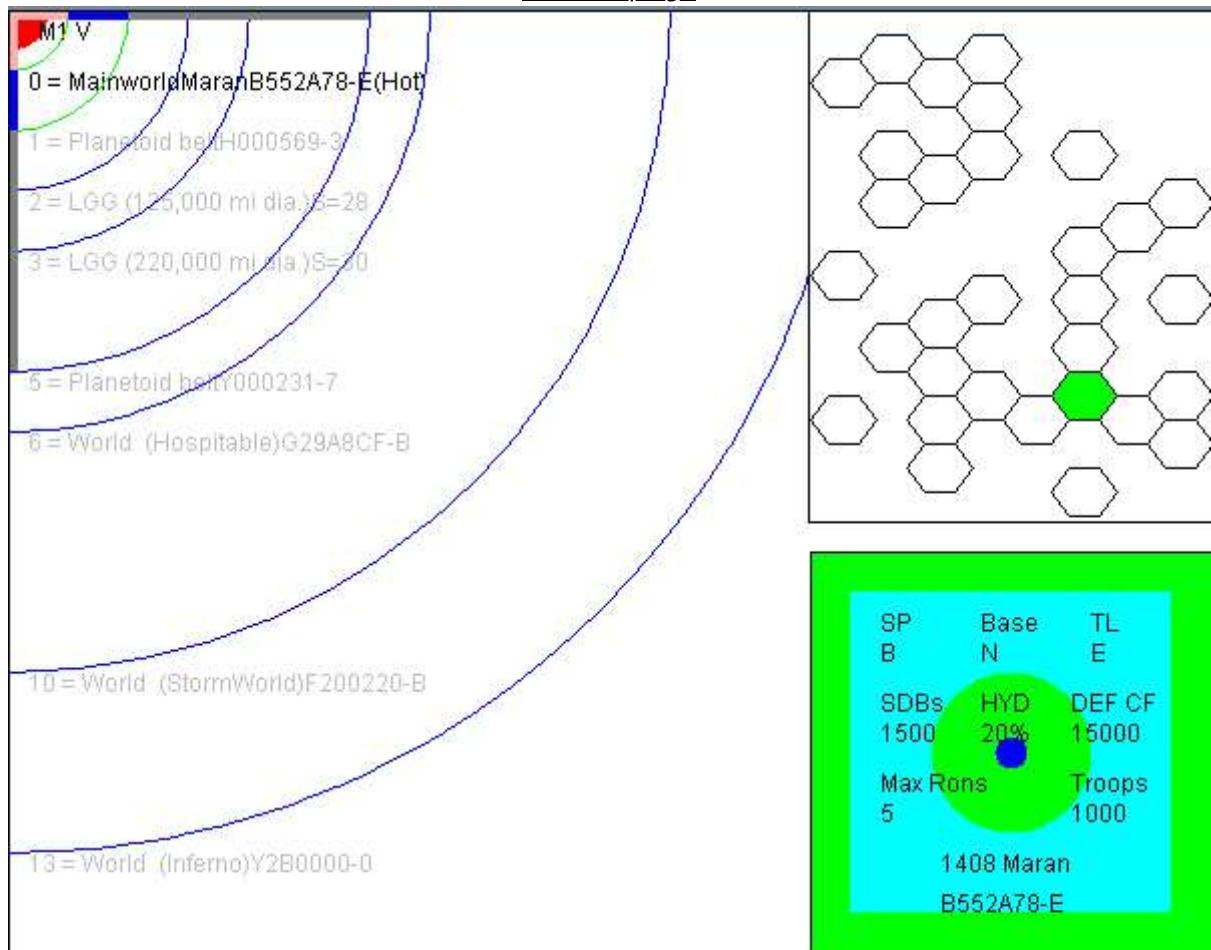


1407-Worlds.gif

Column	0	Colonel	0	Max Marriage Reputation	0	CSV	0
Row	1200	RowMode	0	Colonel	Alleg	Jobs	1705_Effect.csv
Requirements	0	0	0	0	0	0	0
100	1	1	0	0	0	0	0
200	1	1	0	0	0	0	0
300	1	1	0	0	0	0	0
400	1	1	0	0	0	0	0
500	1	1	0	0	0	0	0
600	1	1	0	0	0	0	0
700	1	1	0	0	0	0	0
800	1	1	0	0	0	0	0
900	1	1	0	0	0	0	0
1000	1	1	0	0	0	0	0
1100	1	1	0	0	0	0	0
1200	1	1	0	0	0	0	0

1407 Guusimka
Pop < 40 B
TLC
W 9

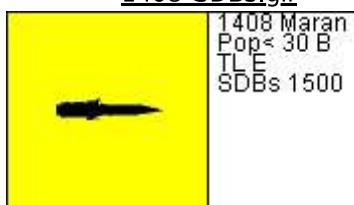
1408-Maps.gif



1408 Maran



1408-SDBs.gif



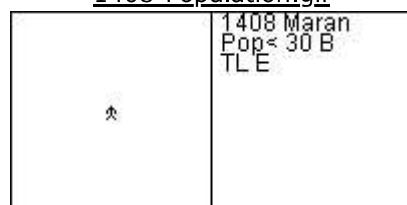
1408-Defences.gif



1408-Gas Giants.gif



1408-Population.gif

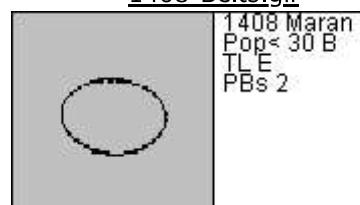


1408-maran.gif

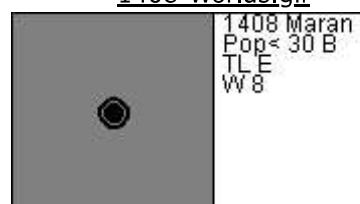
Column	C	CloudMod	D	Max Marriage Requirements	CV	W
Row	1000	CloudMod	0	Max Marriage Requirements	-	CV
Requirements	-	-	-	-	-	-
Requirements, S	-	-	-	-	-	-
100	1	1	1	1	0	0
200	1	1	1	1	0	0
300	1	1	1	1	0	0
400	1	1	1	1	0	0
500	1	1	1	1	0	0
600	1	1	1	1	0	0
700	1	1	1	1	0	0
800	1	1	1	1	0	0
900	1	1	1	1	0	0
1000	1	1	1	1	0	0
1100	1	1	1	1	0	0
1200	1	1	1	1	0	0
1300	1	1	1	1	0	0
1400	1	1	1	1	0	0
1500	1	1	1	1	0	0



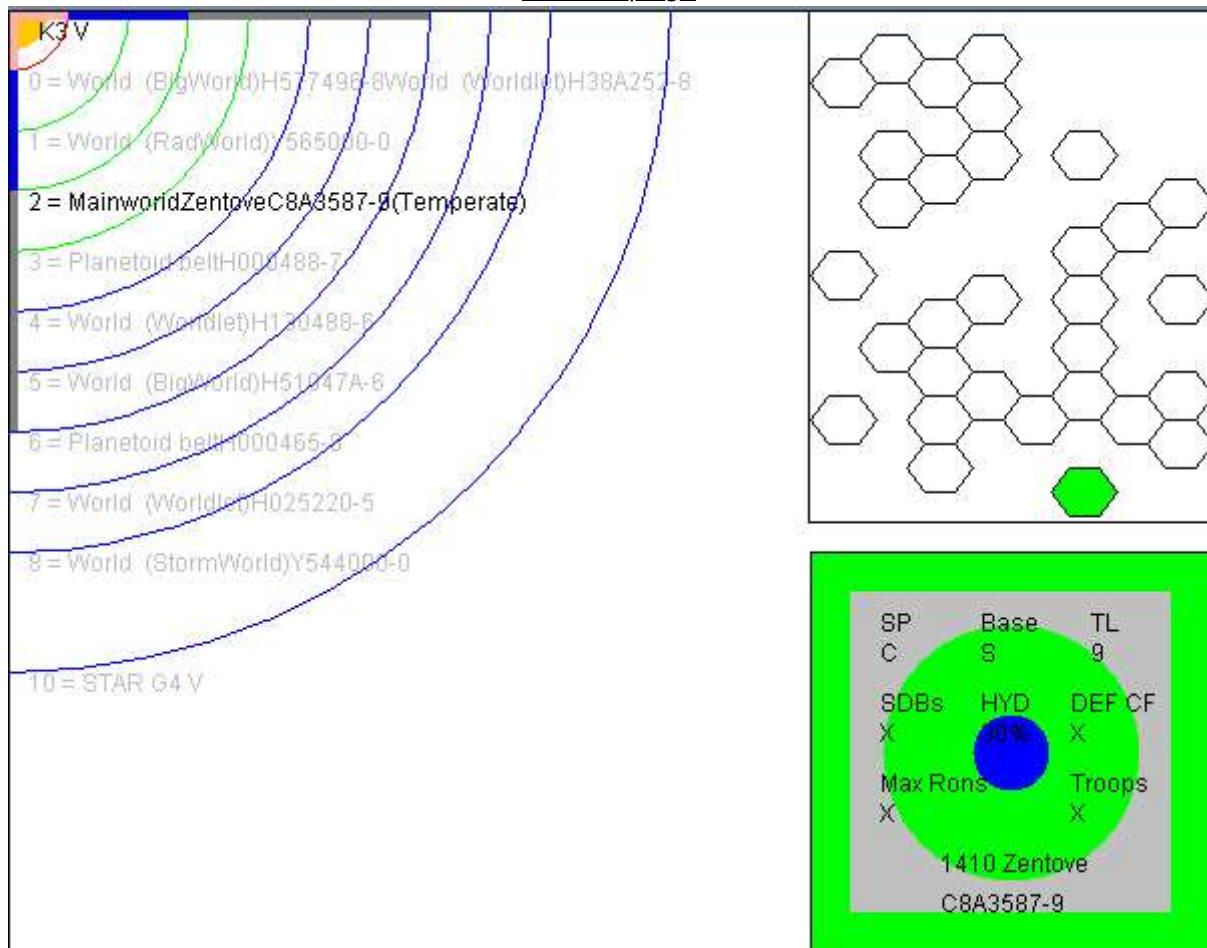
1408-Belts.gif



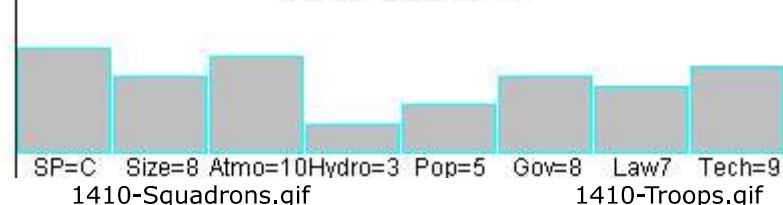
1408-Worlds.gif



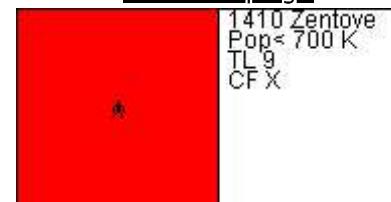
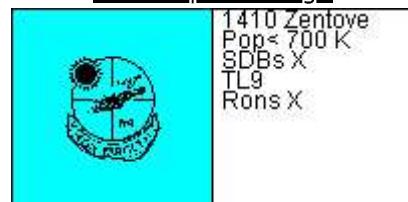
1410-Maps.gif



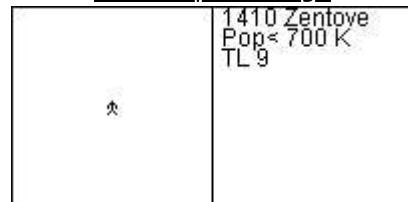
1410 Zentove



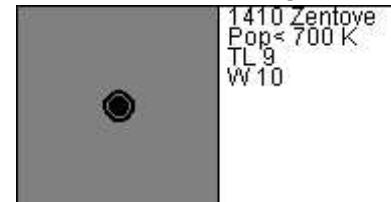
1410-SDBs.gif



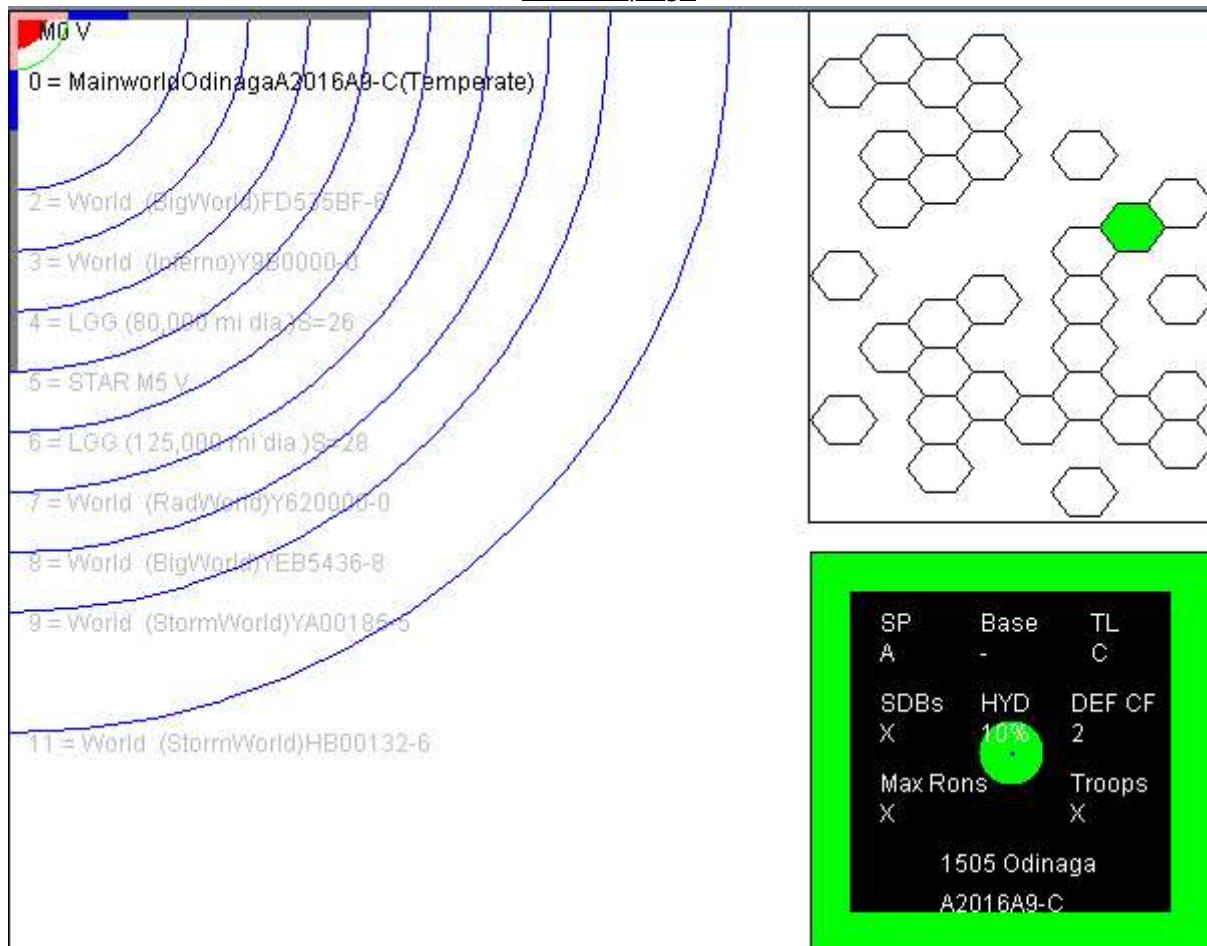
1410-Defences.gif



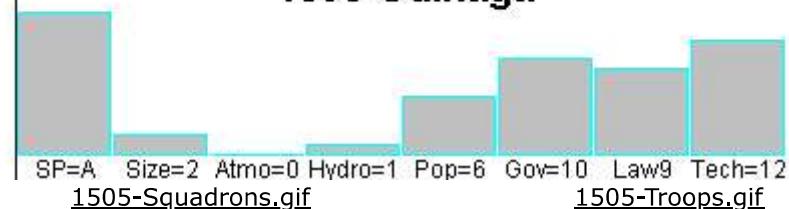
1410-Gas Giants.gif



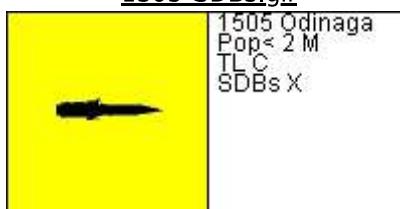
1505-Maps.gif



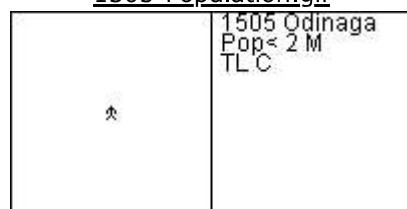
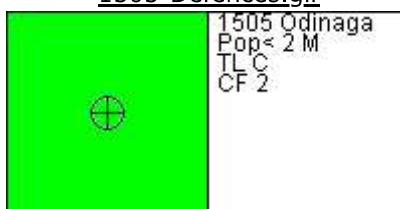
1505 Odinaga



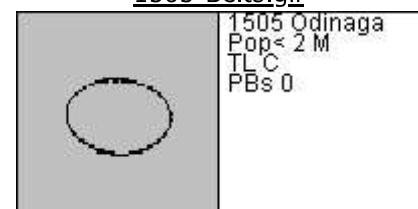
1505-SDBs.gif



1505-Defences.gif



1505-Belts.gif



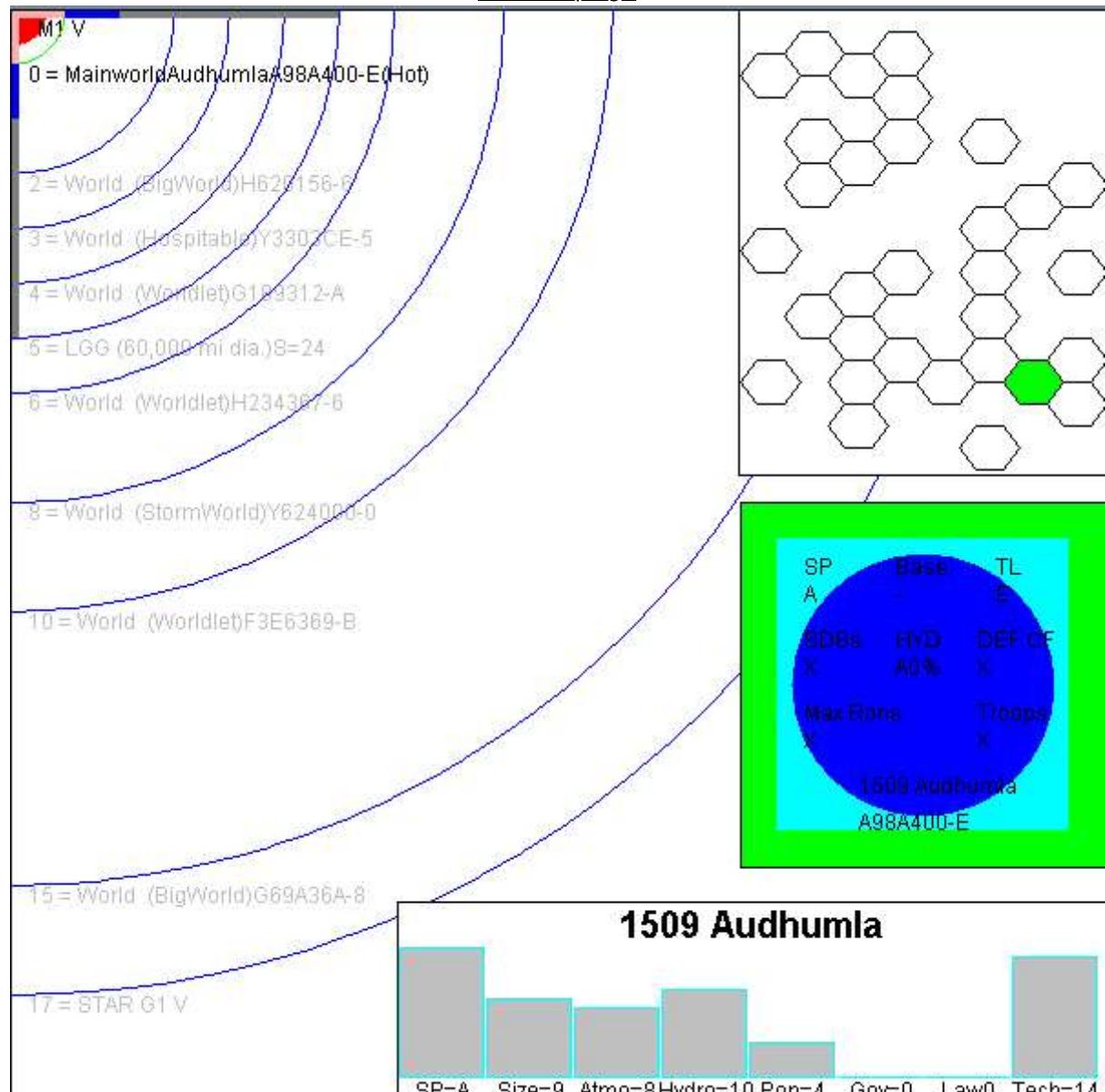
1505-Gas Giants.gif



1505-Worlds.gif



1509-Maps.gif



1509-SDBs.gif



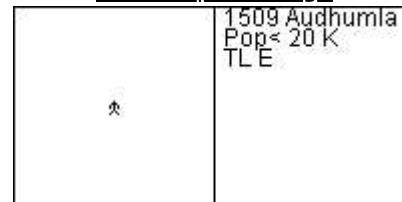
1509-Defences.gif



1509-Gas Giants.gif



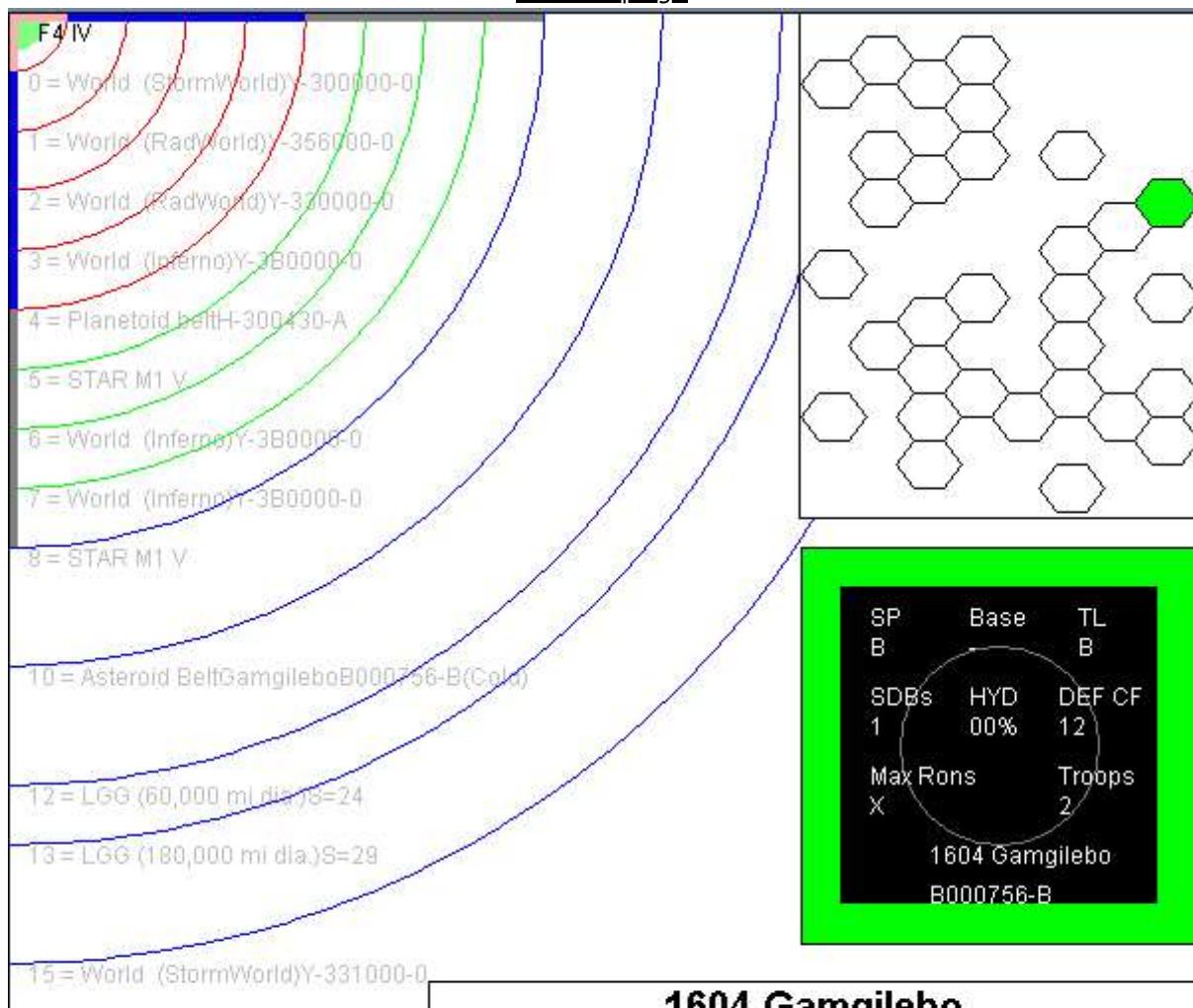
1509-Population.gif



1509-audhumla.gif



1604-Maps.gif



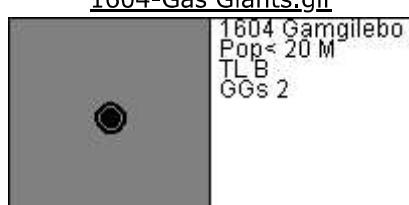
1604-SDBs.gif



1604-Defences.gif



1604-Gas Giants.gif

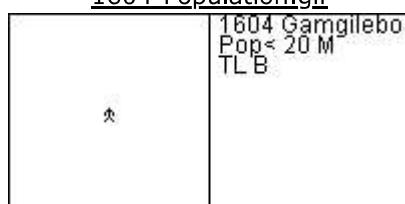


1604 Gamgilebo

SP=B Size=0 Atmo=0 Hydro=0 Pop=7
1604-Squadrons.gif



1604-Population.gif



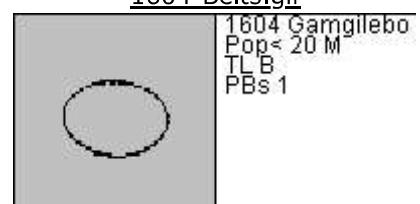
1604_gamgilebo.gif



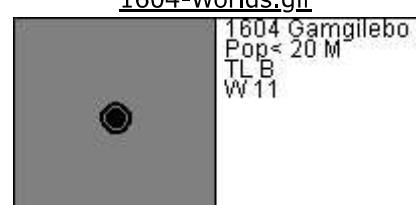
1604-Troops.gif



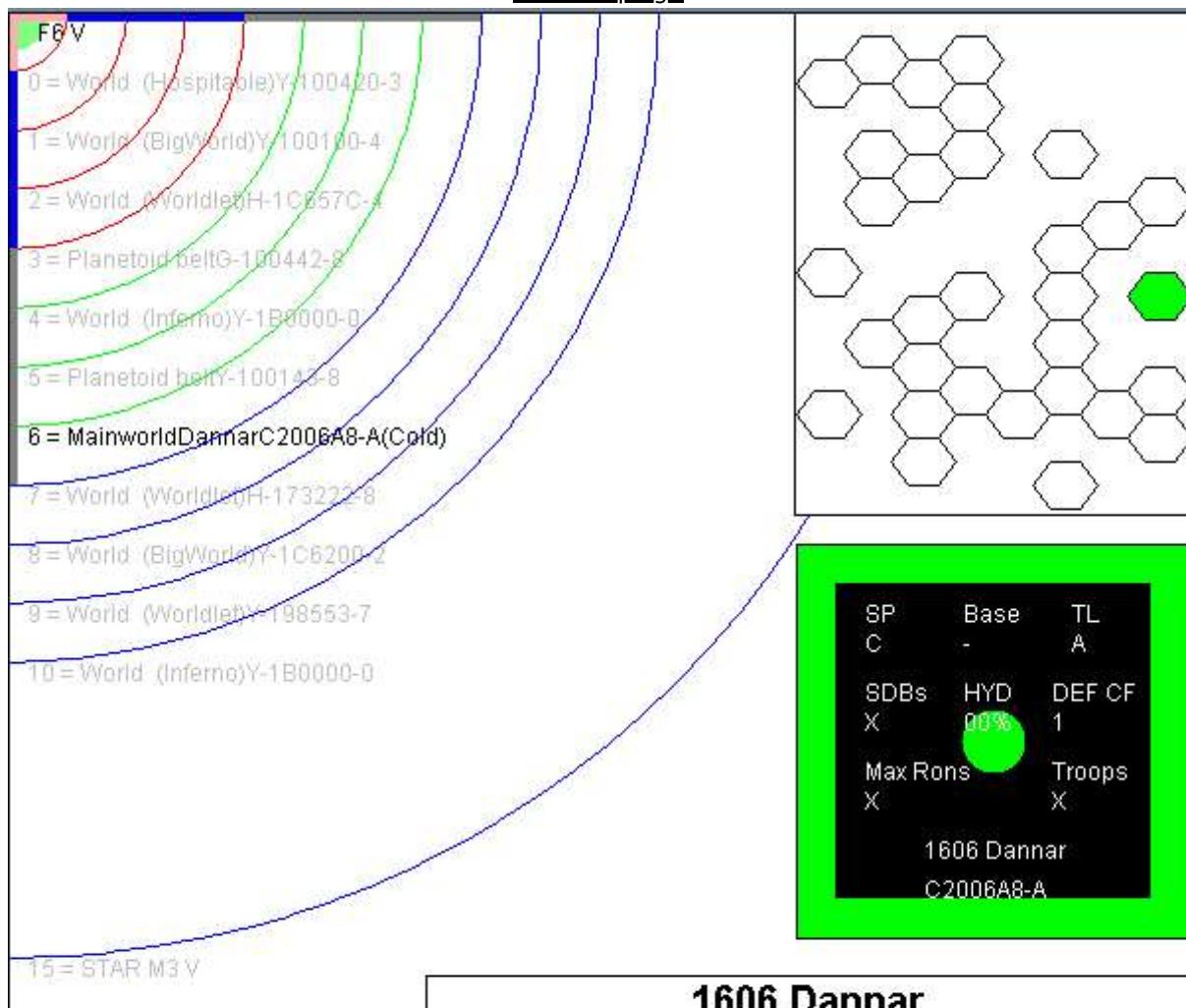
1604-Belts.gif



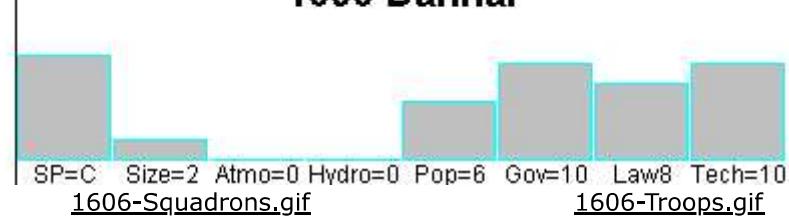
1604-Worlds.gif



1606-Maps.gif



1606 Dannar



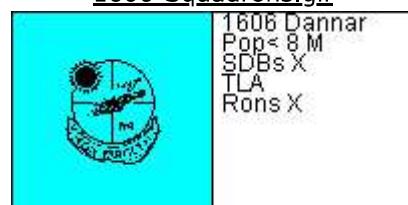
1606-SDBs.gif



1606-Defences.gif



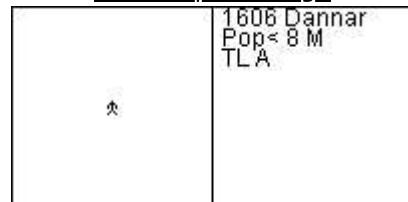
1606-Gas Giants.gif



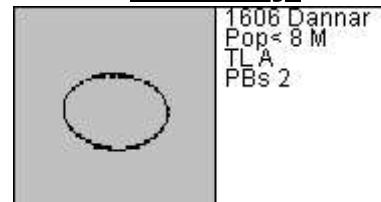
1606-Squadrons.gif



1606-Troops.gif



1606-dannar.gif

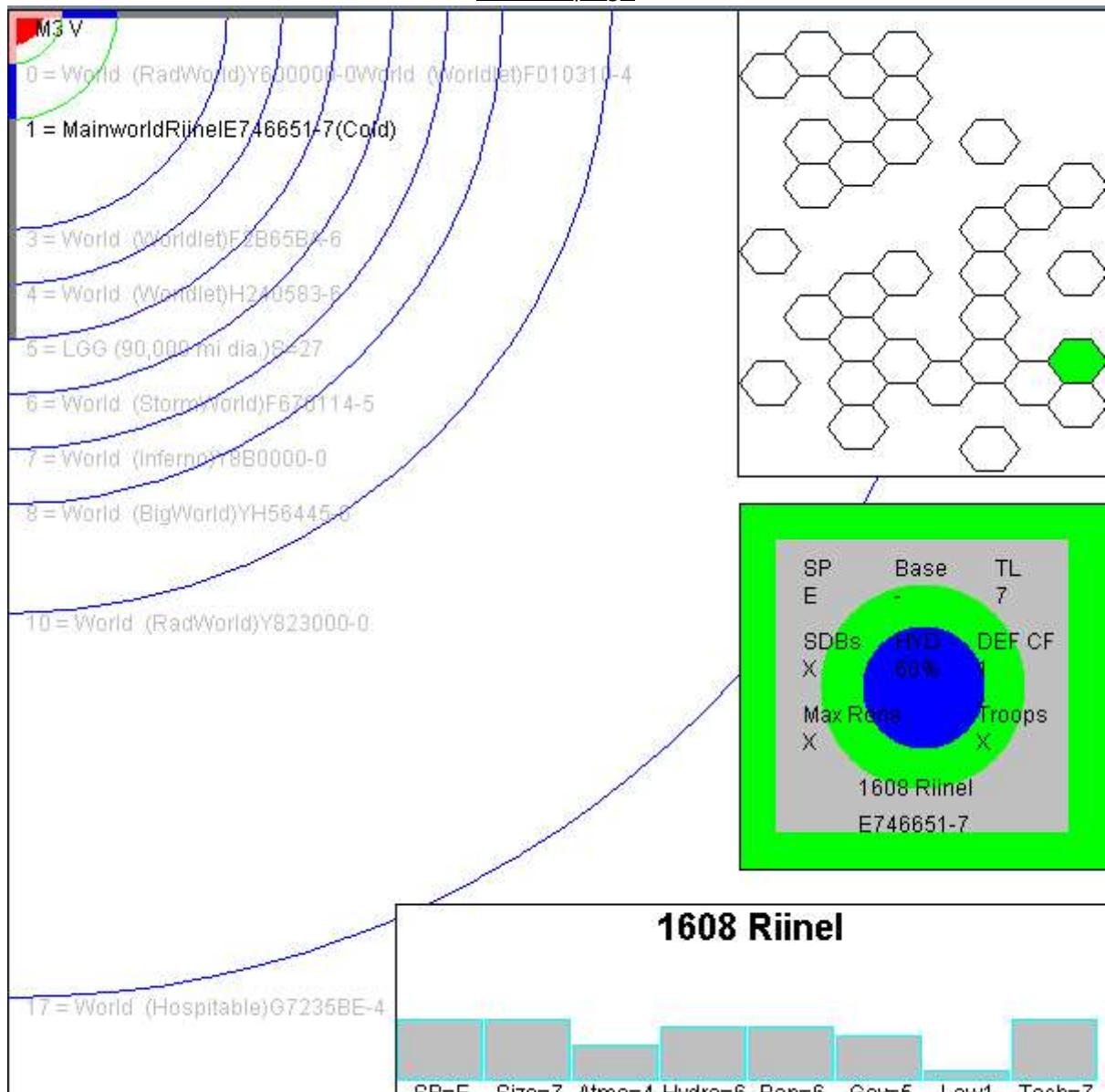


1606-Belts.gif



1606-Worlds.gif

1608-Maps.gif



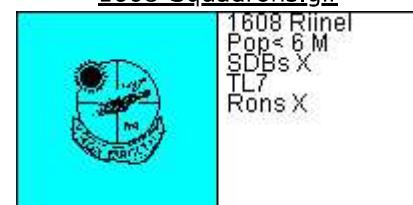
1608-SDBs.gif



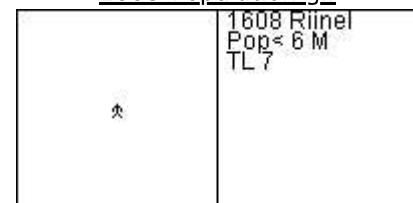
1608-Defences.gif



1608-Gas Giants.gif



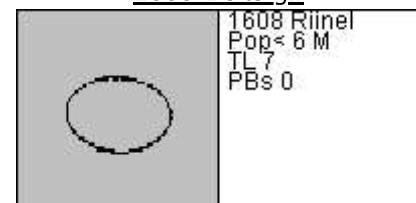
1608-Population.gif



1608-riihel.gif



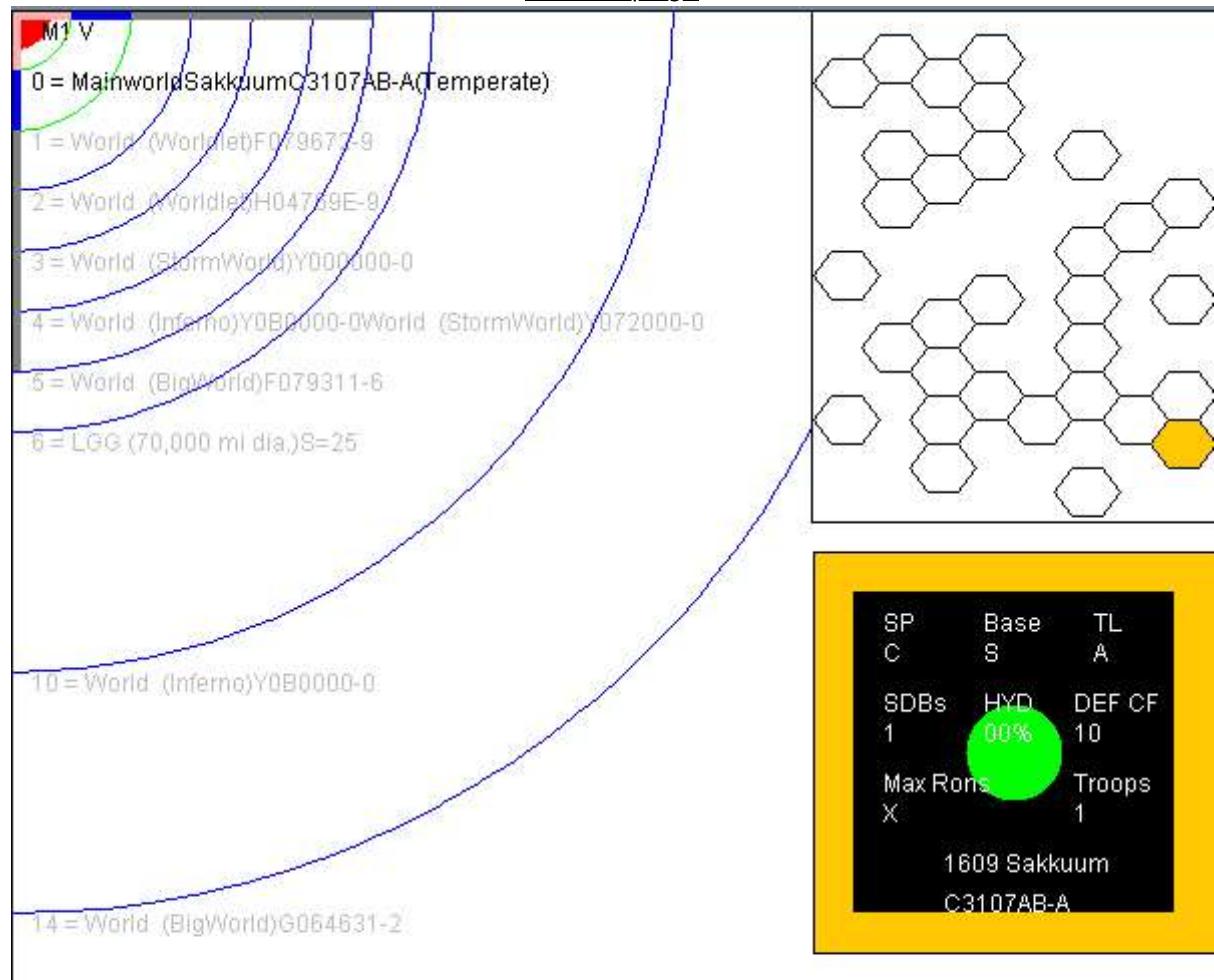
1608-Belts.gif



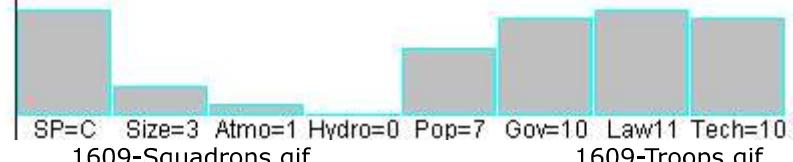
1608-Worlds.gif



1609-Maps.gif



1609 Sakkuum



1609-SDBs.gif



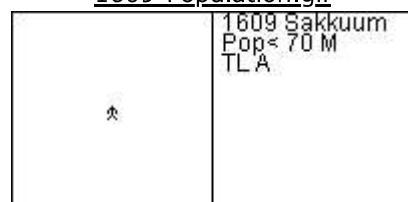
1609-Defences.gif



1609-Gas Giants.gif



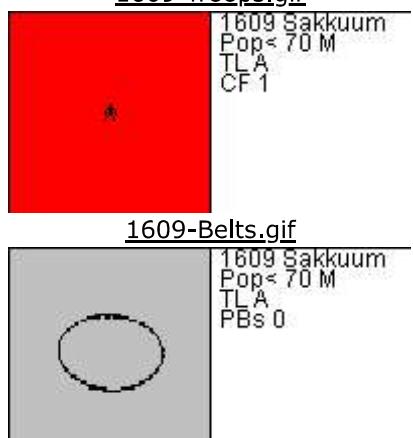
1609-Population.gif



1609-sakkuum.gif



1609-Belts.gif



1609-Worlds.gif



	1007 Laaru C001 Cruiser J-1 USL DF 7 AF 3 BF 0 TF 7 TL 12	1007 Laaru C002 Cruiser J-1 USL DF 7 AF 3 BF 0 TF 7 TL 12		1102 Azu C001 Cruiser J-2 USL DF 6 AF 3 BF 0 TF 6 TL 13
	1102 Azu C002 Cruiser J-2 USL DF 6 AF 3 BF 0 TF 6 TL 13	1107 Sikilar C001 Cruiser J-1 USL DF 6 AF 3 BF 0 TF 6 TL 10		1108 Vakhoneri C001 Cruiser J-1 USL DF 7 AF 3 BF 0 TF 7 TL 12
	1108 Vakhoneri C002 Cruiser J-1 USL DF 7 AF 3 BF 0 TF 7 TL 12	1208 Vhodan C001 Cruiser J-2 USL DF 8 AF 4 BF 0 TF 8 TL 13		1208 Vhodan C002 Cruiser J-2 USL DF 8 AF 4 BF 0 TF 8 TL 13
	1208 Vhodan C003 Cruiser J-2 USL DF 8 AF 4 BF 0 TF 8 TL 13	1208 Vhodan C004 Cruiser J-2 USL DF 8 AF 4 BF 0 TF 8 TL 13		1208 Vhodan C005 Cruiser J-2 USL DF 8 AF 4 BF 0 TF 8 TL 13
	1405 DiiroN C001 Cruiser J-1 USL DF 6 AF 3 BF 0 TF 6 TL 12	1407 Guusimka C001 Cruiser J-1 USL DF 8 AF 4 BF 0 TF 8 TL 12		1407 Guusimka C002 Cruiser J-1 USL DF 8 AF 4 BF 0 TF 8 TL 12
	1407 Guusimka C003 Cruiser J-1 USL DF 8 AF 4 BF 0 TF 8 TL 12	1407 Guusimka C004 Cruiser J-1 USL DF 8 AF 4 BF 0 TF 8 TL 12		1408 Maran C001 Cruiser J-3 USL DF 8 AF 4 BF 0 TF 8 TL 14
	1408 Maran C002 Cruiser J-3 USL DF 8 AF 4 BF 0 TF 8 TL 14	1408 Maran C003 Cruiser J-3 USL DF 8 AF 4 BF 0 TF 8 TL 14		1408 Maran C004 Cruiser J-3 USL DF 8 AF 4 BF 0 TF 8 TL 14
	1408 Maran C005 Cruiser J-3 USL DF 8 AF 4 BF 0 TF 8 TL 14	C:\T5\Vland\B Vhodan		

	0909 Jiinasha 0001 0-Company 0-Regular 0-Light Grav 0-Infantry CF 1 TF 1 TL 10		1007 Laaru 0001 5-Corps 0-Regular 0-Light Grav 0-Infantry CF 50 TF 50 TL 12		1102 Azu 0001 4-Division 0-Regular 0-Light Grav 0-Infantry CF 20 TF 20 TL 13
	1107 Sikilar 0001 2-Regiment 0-Regular 0-Light Grav 0-Infantry CF 5 TF 5 TL 10		1108 Vakhoneri 0001 5-Corps 0-Regular 0-Light Grav 0-Infantry CF 50 TF 50 TL 12		1202 Anghurr 0001 2-Regiment 0-Regular 0-Light Grav 0-Infantry CF 5 TF 5 TL 7
	1208 Vhodan 0001 7-Army Group 0-Regular 0-Light Grav 0-Infantry CF 500 TF 500 TL 13		1208 Vhodan 0002 7-Army Group 0-Regular 0-Light Grav 0-Infantry CF 500 TF 500 TL 13		1405 Diron 0001 3-Brigade 0-Regular 0-Light Grav 0-Infantry CF 10 TF 10 TL 12
	1406 Timat 0001 0-Company 0-Regular 0-Light Grav 0-Infantry CF 1 TF 1 TL 9		1407 Guusimka 0001 7-Army Group 0-Regular 0-Light Grav 0-Infantry CF 500 TF 500 TL 12		1408 Maran 0001 7-Army Group 0-Regular 0-Light Grav 0-Infantry CF 500 TF 500 TL 14
	1408 Maran 0002 7-Army Group 0-Regular 0-Light Grav 0-Infantry CF 500 TF 500 TL 14		1604 Gamgilebo 0001 1-Battalion 0-Regular 0-Light Grav 0-Infantry CF 2 TF 2 TL 11		1609 Sakkum 0001 0-Company 0-Regular 0-Light Grav 0-Infantry CF 1 TF 1 TL 10

Vhodan

C:\T5\Vland\B

Vland/B Vhodan

0909 Jiinasha - C200789-A

SDB Squadrons = 1

Troop CF = 1

Defence CF = 10

TROOP FORCES

0001-0000-1(1)-A

---HI POP TARGET---

1007 Laaru - C69A9CC-C

SDB Squadrons = 120

Starship Squadrons = 2

Troop CF = 50

Defence CF = 1200

TROOP FORCES

0001-5000-50(50)-C

1102 Azu - A547857-D

SDB Squadrons = 15

Starship Squadrons = 2

Troop CF = 20

Defence CF = 150

TROOP FORCES

0001-4000-20(20)-D

1107 Sikilar - B4328DH-A

SDB Squadrons = 10

Starship Squadrons = 1

Troop CF = 5

Defence CF = 100

TROOP FORCES

0001-2000-5(5)-A

---HI POP TARGET---

1108 Vakhoneli - C76A9AB-C

SDB Squadrons = 120

Starship Squadrons = 2

Troop CF = 50

Defence CF = 1200

TROOP FORCES

0001-5000-50(50)-C

1202 Anghurr - C4308AA-7

SDB Squadrons = 5

Troop CF = 5

Defence CF = 50

TROOP FORCES

0001-2000-5(5)-7

---HI POP TARGET---

1208 Vhodan - A758A8A-D

SDB Squadrons = 1500

Starship Squadrons = 5

Troop CF = 1000

Defence CF = 15000

TROOP FORCES

0001-7000-500(500)-D

0002-7000-500(500)-D

1309 Enpar Konal - E57778A-6

Defence CF = 2

1403 Deraan - B426649-C

Defence CF = 2

1405 Diiron - B89A8AA-C
SDB Squadrons = 12
Starship Squadrons = 1
Troop CF = 10
Defence CF = 120
TROOP FORCES
0001-3000-10(10)-C

1406 Timat - B98A779-9
SDB Squadrons = 1
Troop CF = 1
Defence CF = 10
TROOP FORCES
0001-0000-1(1)-9

---HI POP TARGET---

1407 Guusimka - E539A77-C
SDB Squadrons = 1200
Starship Squadrons = 4
Troop CF = 500
Defence CF = 12000
TROOP FORCES
0001-7000-500(500)-C

---HI POP TARGET---

1408 Maran - B552A78-E
SDB Squadrons = 1500
Starship Squadrons = 5
Troop CF = 1000
Defence CF = 15000
TROOP FORCES
0001-7000-500(500)-E
0002-7000-500(500)-E

1505 Odinaga - A2016A9-C
Defence CF = 2

1604 Gamgilebo - B000756-B
SDB Squadrons = 1
Troop CF = 2
Defence CF = 12
TROOP FORCES
0001-1000-2(2)-B

1606 Dannar - C2006A8-A
Defence CF = 1

1608 Riinel - E746651-7

Defence CF = 1

1609 Sakkum - C3107AB-A
SDB Squadrons = 1
Troop CF = 1
Defence CF = 10
TROOP FORCES
0001-0000-1(1)-A

1007-C69A9CC-C
Commodore Susgiganhashig
Prec 12
Plan 5
Tactics 0
C001-1U-730-7-C

1007-C69A9CC-C
Commodore Sagaagishgurmaam
Prec 10
Plan 3
Tactics 0
C002-1U-730-7-C

1102-A547857-D
Commodore Siikdedkaaagliskhep
Prec 4
Plan 3
Tactics -2
C001-2U-630-6-D

1102-A547857-D
Commodore Ikhkhaishla
Prec 10
Plan 5
Tactics -2
C002-2U-630-6-D

1107-B4328DH-A
Commodore Ash
Prec 12
Plan 5
Tactics 2
C001-1U-630-6-A

1108-C76A9AB-C
Commodore Aekh
Prec 10
Plan 2
Tactics 1
C001-1U-730-7-C

1108-C76A9AB-C
Commodore Ukhshakiishkam
Prec 9
Plan 5

Tactics 0
C002-1U-730-7-C

1208-A758A8A-D
Commodore Akshishrid
Prec 14
Plan 2
Tactics -2
C001-2U-840-8-D

1208-A758A8A-D
Commodore Udmaaegdimdimi
Prec 5
Plan 5
Tactics -2
C002-2U-840-8-D

1208-A758A8A-D
Commodore Luiskimdi
Prec 13
Plan 2
Tactics 0
C003-2U-840-8-D

1208-A758A8A-D
Commodore I
Prec 10
Plan 1
Tactics 1
C004-2U-840-8-D

1208-A758A8A-D
Commodore Zidgaelraashzu
Prec 10
Plan 5
Tactics 0
C005-2U-840-8-D

1405-B89A8AA-C
Commodore Gikuduggaegdis
Prec 16
Plan 3
Tactics 0
C001-1U-630-6-C

1407-E539A77-C
Commodore Khudiish
Prec 9
Plan 0
Tactics 1
C001-1U-840-8-C

1407-E539A77-C
Commodore Uuidnuulishniirki
Prec 9
Plan 2
Tactics -2
C002-1U-840-8-C

1407-E539A77-C
Commodore Kiiikgarkhiirlinsur
Prec 9
Plan 5
Tactics 0
C003-1U-840-8-C

1407-E539A77-C
Commodore Rarniikkiishlan
Prec 5
Plan 5
Tactics -1
C004-1U-840-8-C

1408-B552A78-E
Commodore Gunkes
Prec 16
Plan 4
Tactics -1
C001-3U-840-8-E

1408-B552A78-E
Commodore Esmukiskhe
Prec 12
Plan 5
Tactics 0
C002-3U-840-8-E

1408-B552A78-E
Commodore Ibukernagish
Prec 9
Plan 4
Tactics 0
C003-3U-840-8-E

1408-B552A78-E
Commodore Kiimaakaaal
Prec 11
Plan 4
Tactics -1
C004-3U-840-8-E

1408-B552A78-E
Commodore Isluur
Prec 9
Plan 3
Tactics -2
C005-3U-840-8-E

B Knight = 20
c Baronet = 1
C Baron = 3
D Marquis = 4

e Viscount = 2

E Count = 5

F Duke = 1

0902 Otsaellgh

0906 Iishashun

(Knight) AKhaUunKi

0909 Jiinasha

(Knight) NuKaIk

(Marquis) GuuGirSaIikNirKhi

1001 Odhughe

1003 Anaanika

1004 Esngougz

1007 Laaru

(Knight) DaAn

(Count) UkShar

1102 Azu

1104 Gvaellekh

1107 Sikilar

(Knight) DamMii

(Viscount) AmKhaKaUkRug

1108 Vakhoneri

(Knight) GiKaKiig

(Baronet) IkhDin

(Count) GiGikKaZi

1109 Suraggins

(Knight) IshDu

1110 Liwar
(Knight) IiLiLanSuU

1201 Erim

1202 Anghurr

1203 Angvae

1206 Kummus
(Knight) GirMaAlKaZim

1208 Vhodan
(Knight) SheKepGuDad
(Count) I
(Duke) IigKhashMiEp

1309 Enpar Kon
(Knight) GaIigNuAkKhi
(Baron) MuAmSi
(Marquis) PiimKirKha

1403 Deraan

1405 Diiron
(Knight) ImBaIkZis
(Marquis) KuIkKiA
(Viscount) KhiAd

1406 Timat
(Knight) AshShiimZuuKaGuu
(Baron) AUIDLuu

1407 Guusimka
(Knight) MaIkhGaGiirGaa
(Count) A

1408 Maran
(Knight) UzKarPaAEkhDa
(Count) GashGik

1410 Zentove
(Knight) LiIzRaKuu

1505 Odinaga
(Knight) IiShaIsh

1509 Audhumla
(Knight) Id

1604 Gamgilebo

1606 Dannar
(Knight) KiDeshDipGeMiKam

1608 Riinel
(Knight) Iil
(Baron) AlGarShirMa

1609 Sakkum
(Knight) AI
(Marquis) Aig

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

Imperial Navy & Marines

Solar system orbital display
Great for large scale 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?

SDBs
Squadrons
Troops CF
Homeworld CF

Lists data on populated worlds of importance
(CF >0)

Standard UTP data for off-world troops

Lists Commodores and their tactical abilities

Standard Cruiser squadrons supplied in data USqP

Squadron 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.

Updated regularly.

World Guides for mainworld data & GIFs

Subsector Guides for system war

Targets, Squadrons & Tactical leadership

Link to Free campaign forms inside

500+ subsectors mapped, detailed, calculated and

Ready 4 War.

R U ?

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OR

Mark Ferguson in 'Traveller RPG' on FaceBook.

FREE BLANK CAMPAIGN FORMS AVAILABLE

https://drive.google.com/open?id=1lcP1Ou4VaOXZA0BB6bYP_uMkOJ5kF-BI