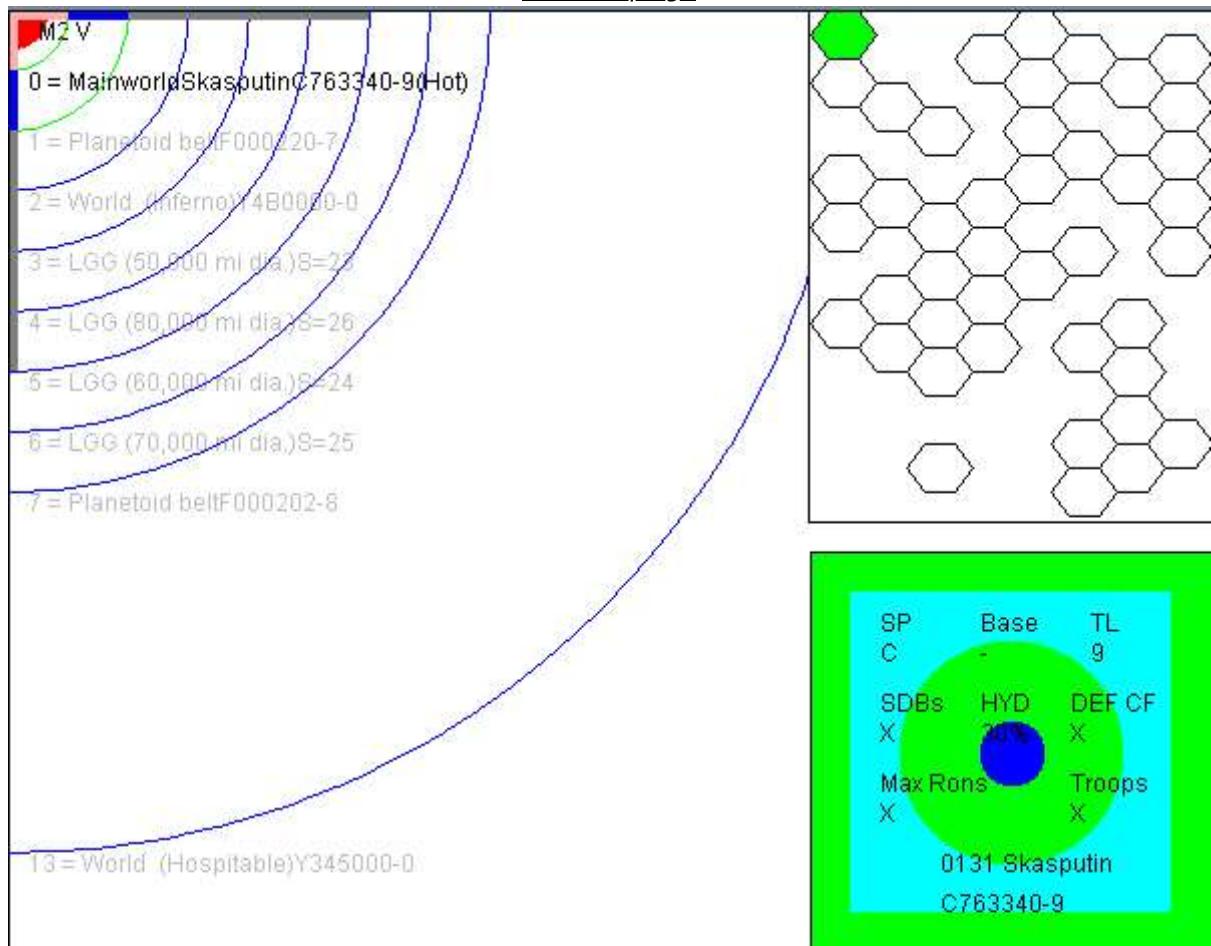
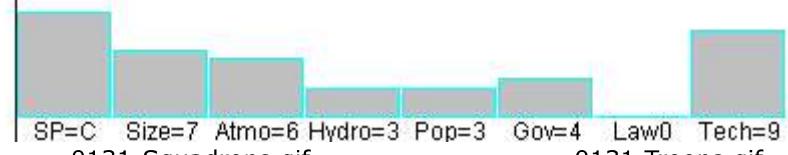


### 0131-Maps.gif



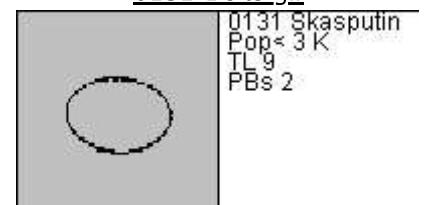
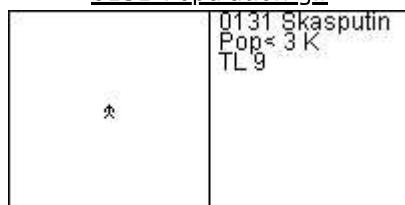
### **0131 Skasputin**



### 0131-SDBs.gif



### 0131-Defences.gif



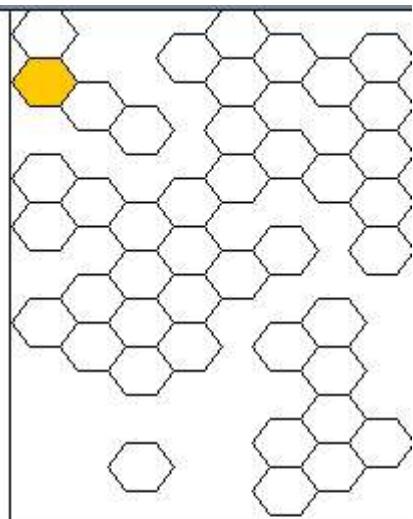
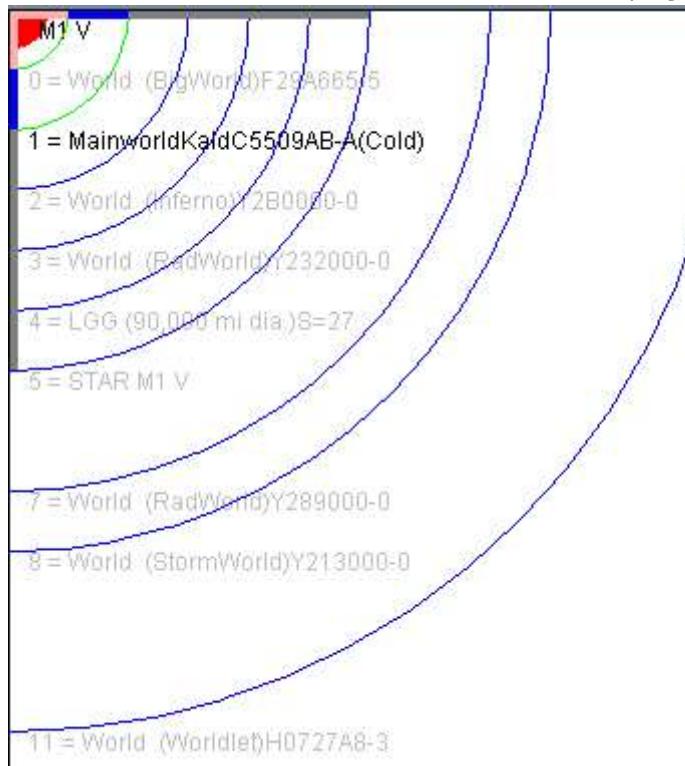
### 0131-Gas Giants.gif



### 0131-Worlds.gif



### 0132-Maps.gif



SP	Base	TL
C	S	A
SDBs	HYD	DEF CF
100	00%	1000
Max Rons		Troops
2		20
0132 Kald		
C5509AB-A		

### 0132 Kald

SP=C Size=5 Atmo=5 Hydro=0 Pop=9 Gov=10 Law=11 Tech=10

#### 0132-Squadrons.gif



#### 0132-Population.gif

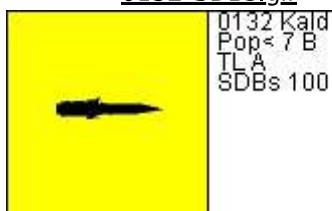


0132 Kald Pop< 7 B TLA CF 20

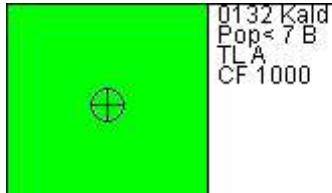
#### 0132-Belts.gif



#### 0132-SDBs.gif



#### 0132-Defences.gif

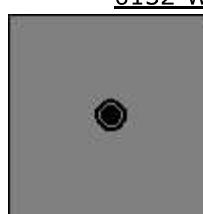


#### 0132-Gas Giants.gif

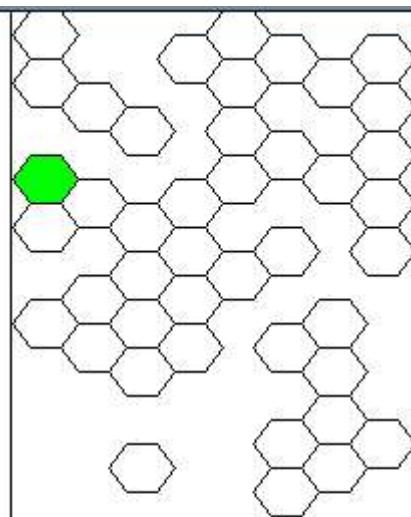
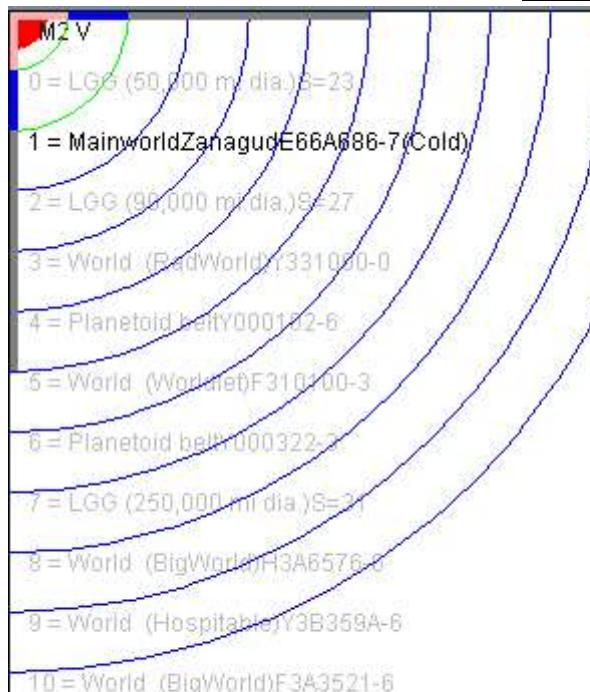


Row	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Row1	000	RowMode	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Row2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Row3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
Row4	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
Row5	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
Row6	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Row7	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
Row8	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
Row9	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8	8
Row10	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9	9

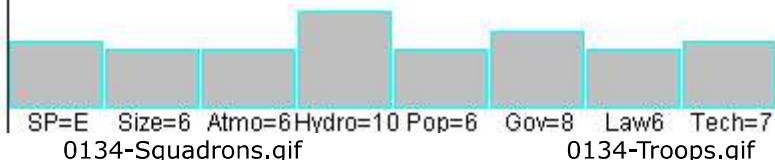
#### 0132-Worlds.gif



## 0134-Maps.gif



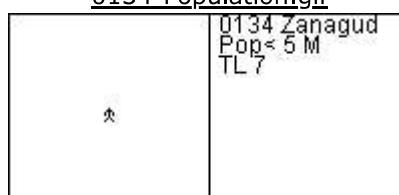
## **0134 Zanagud**



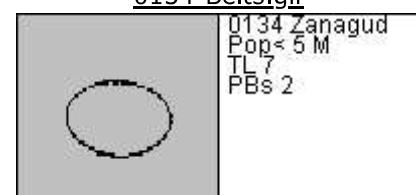
0134-SDBs.gif



0134-Defences.gif



0134-Belts.gif



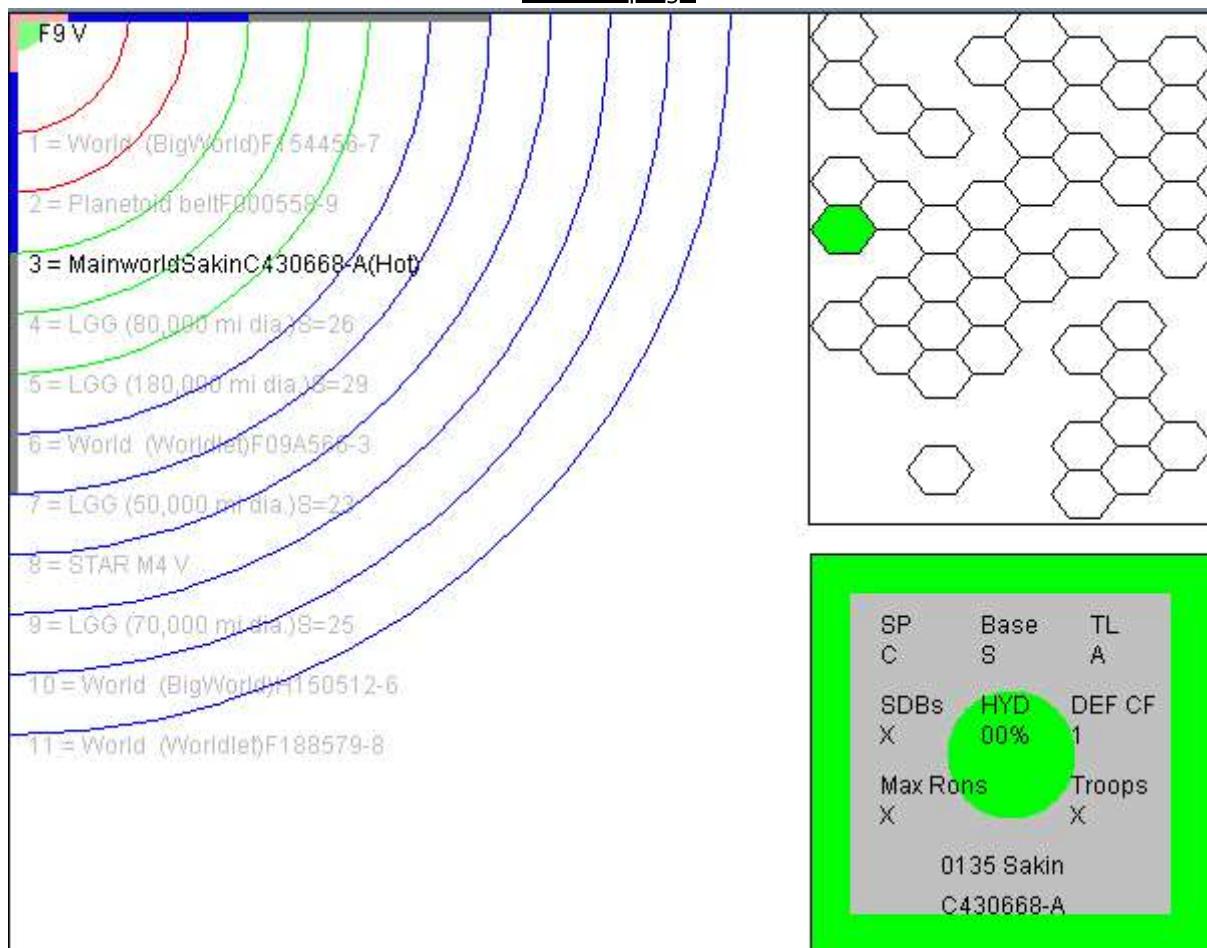
0134-Gas Giants.gif



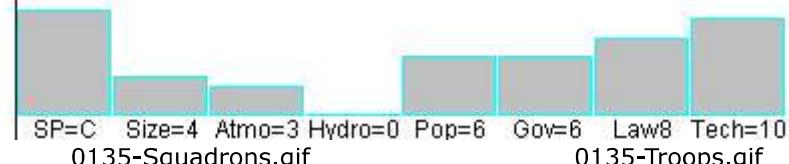
0134-Worlds.gif



### 0135-Maps.gif



### **0135 Sakin**



0135-SDBs.gif



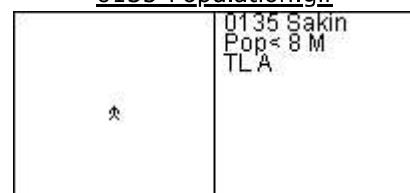
0135-Defences.gif



0135-Gas Giants.gif



0135-Population.gif



0135-sakin.gif



0135-Troops.gif

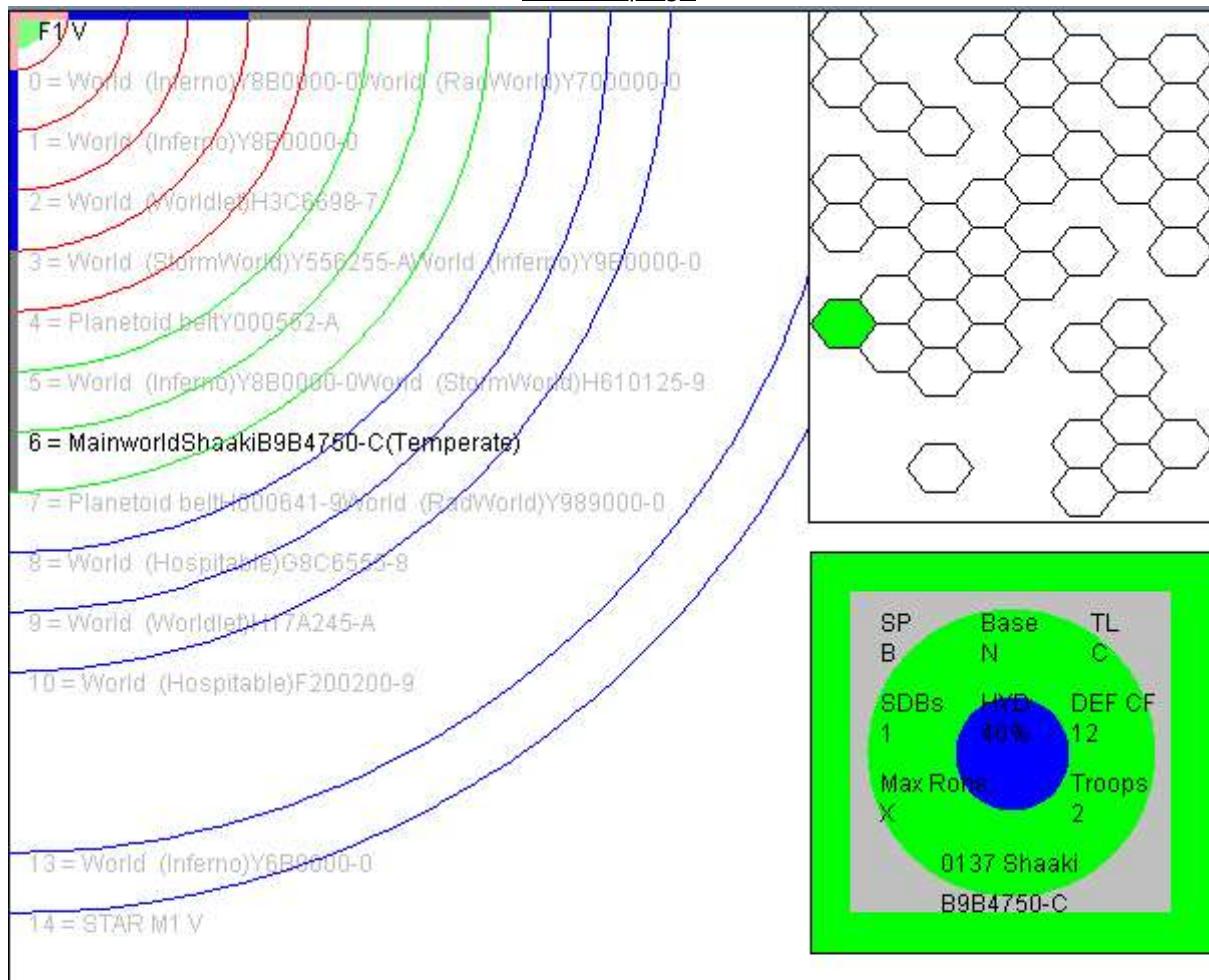


0135-Belts.gif

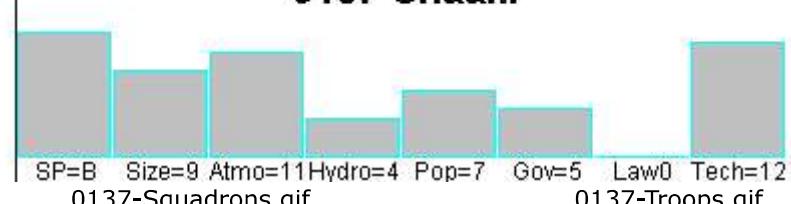


0135-Worlds.gif

## 0137-Maps.gif



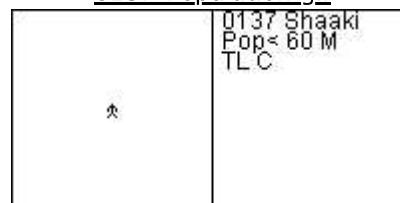
## **0137 Shaaki**



0137-SDBs.gif



0137-Defences.gif



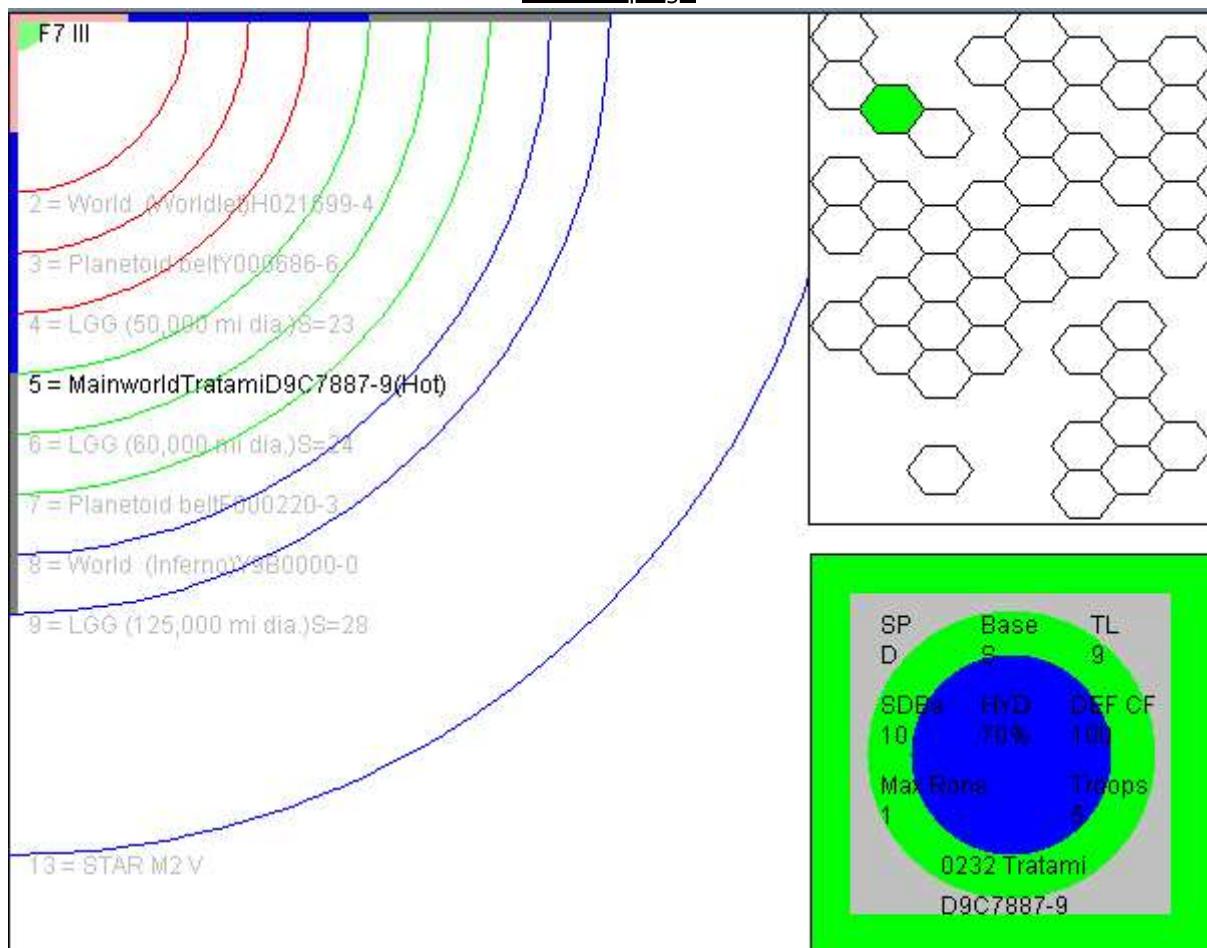
0137-Gas Giants.gif



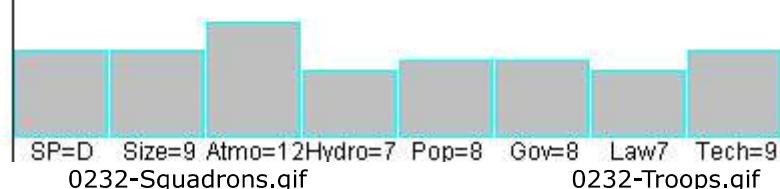
0137-Worlds.gif



## 0232-Maps.gif



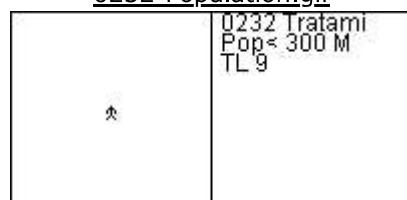
## 0232 Tratami



0232-SDBs.gif



0232-Defences.gif



0232-Population.gif



0232-Belts.gif



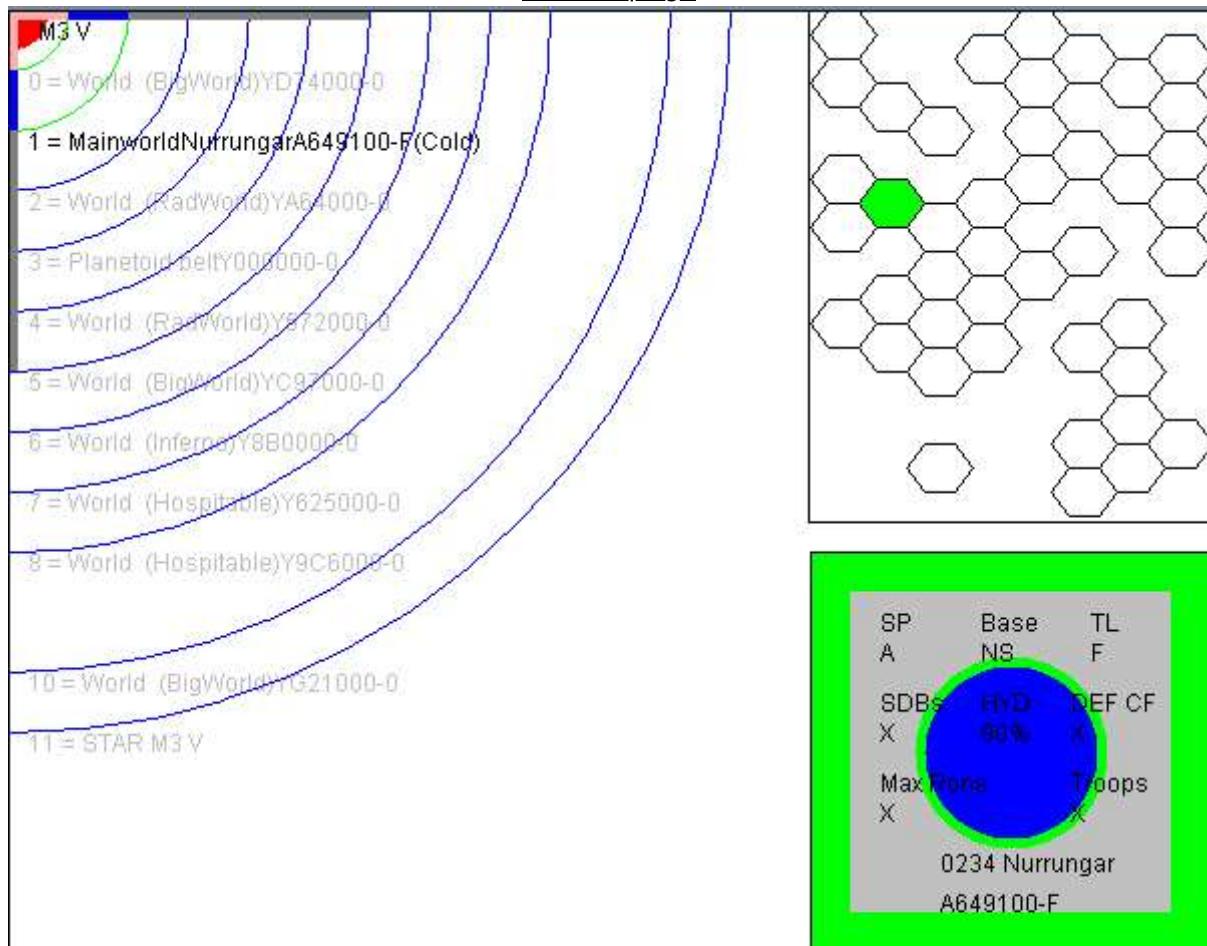
Column	0	1	2	3	4	5	6	7	8	9
Row	0	1	2	3	4	5	6	7	8	9
Requirements	0	1	2	3	4	5	6	7	8	9
0	1	1	1	1	1	1	1	1	1	1
10	1	1	1	1	1	1	1	1	1	1
20	1	1	1	1	1	1	1	1	1	1
50	1	1	1	1	1	1	1	1	1	1
100	1	1	1	1	1	1	1	1	1	1
200	1	1	1	1	1	1	1	1	1	1
500	1	1	1	1	1	1	1	1	1	1
1000	1	1	1	1	1	1	1	1	1	1
2000	1	1	1	1	1	1	1	1	1	1
5000	1	1	1	1	1	1	1	1	1	1

0232-tratami.gif

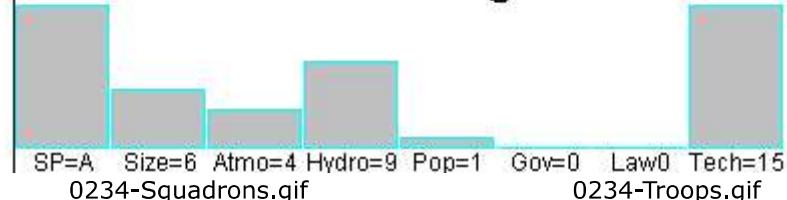


0232-Worlds.gif

## 0234-Maps.gif



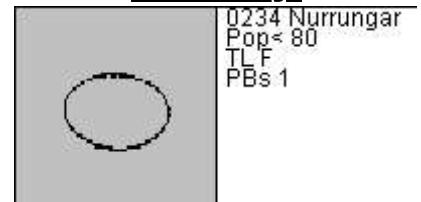
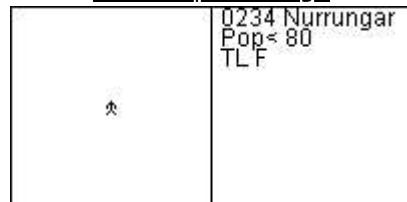
## **0234 Nurrungar**



0234-SDBs.gif



0234-Defences.gif



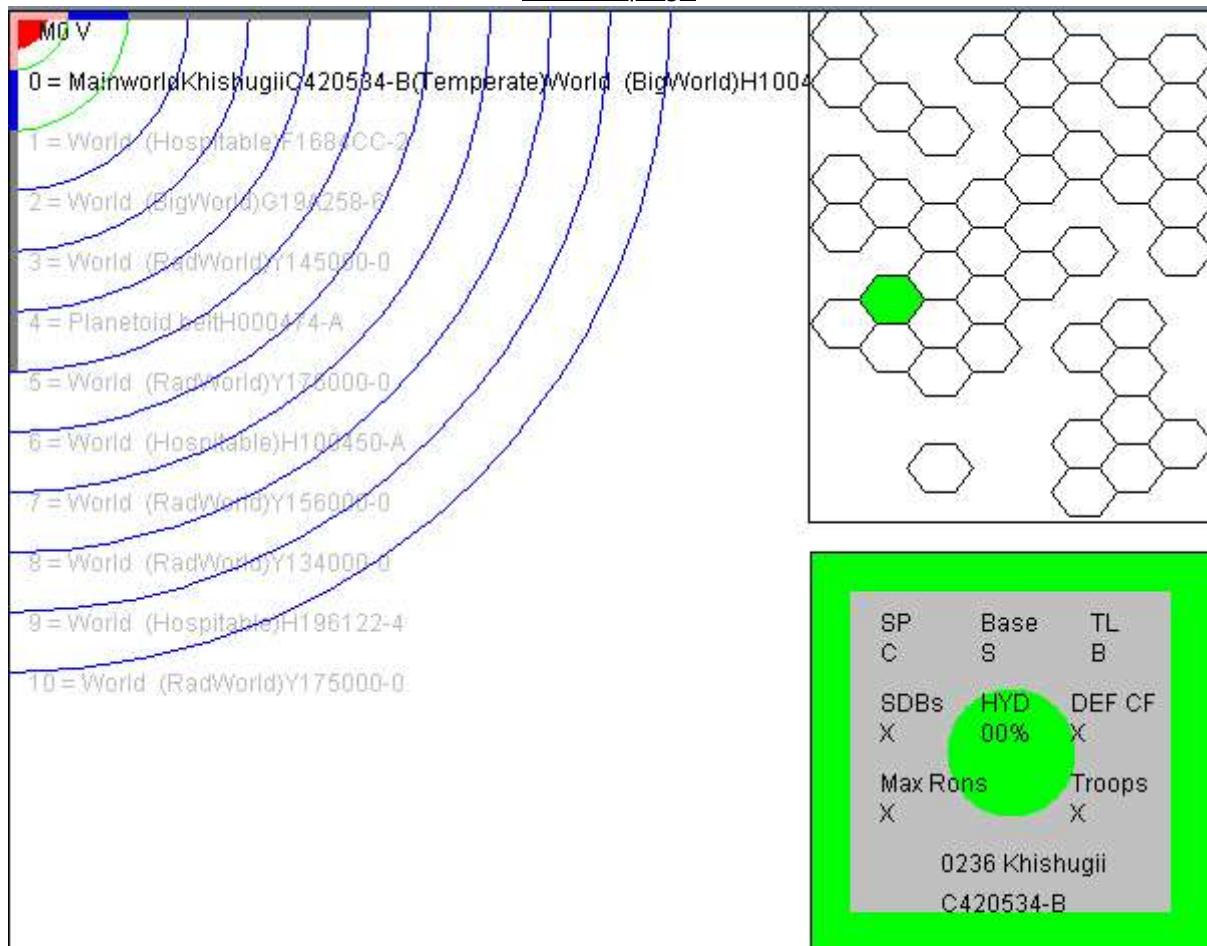
0234-Gas Giants.gif



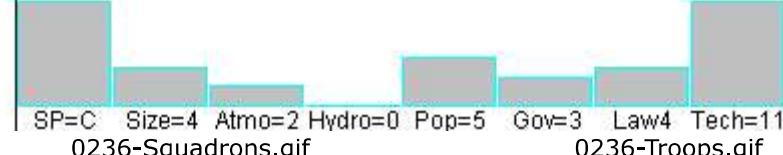
0234-nurrungar.gif

0234-Worlds.gif

## 0236-Maps.gif



## **0236 Khishugii**



0236-SDBs.gif



0236-Defences.gif



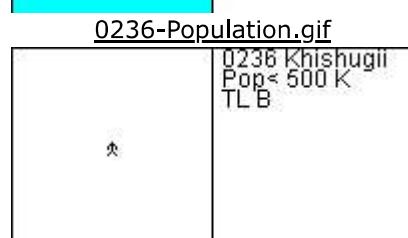
0236-Population.gif



0236-Belts.gif



0236-Gas Giants.gif



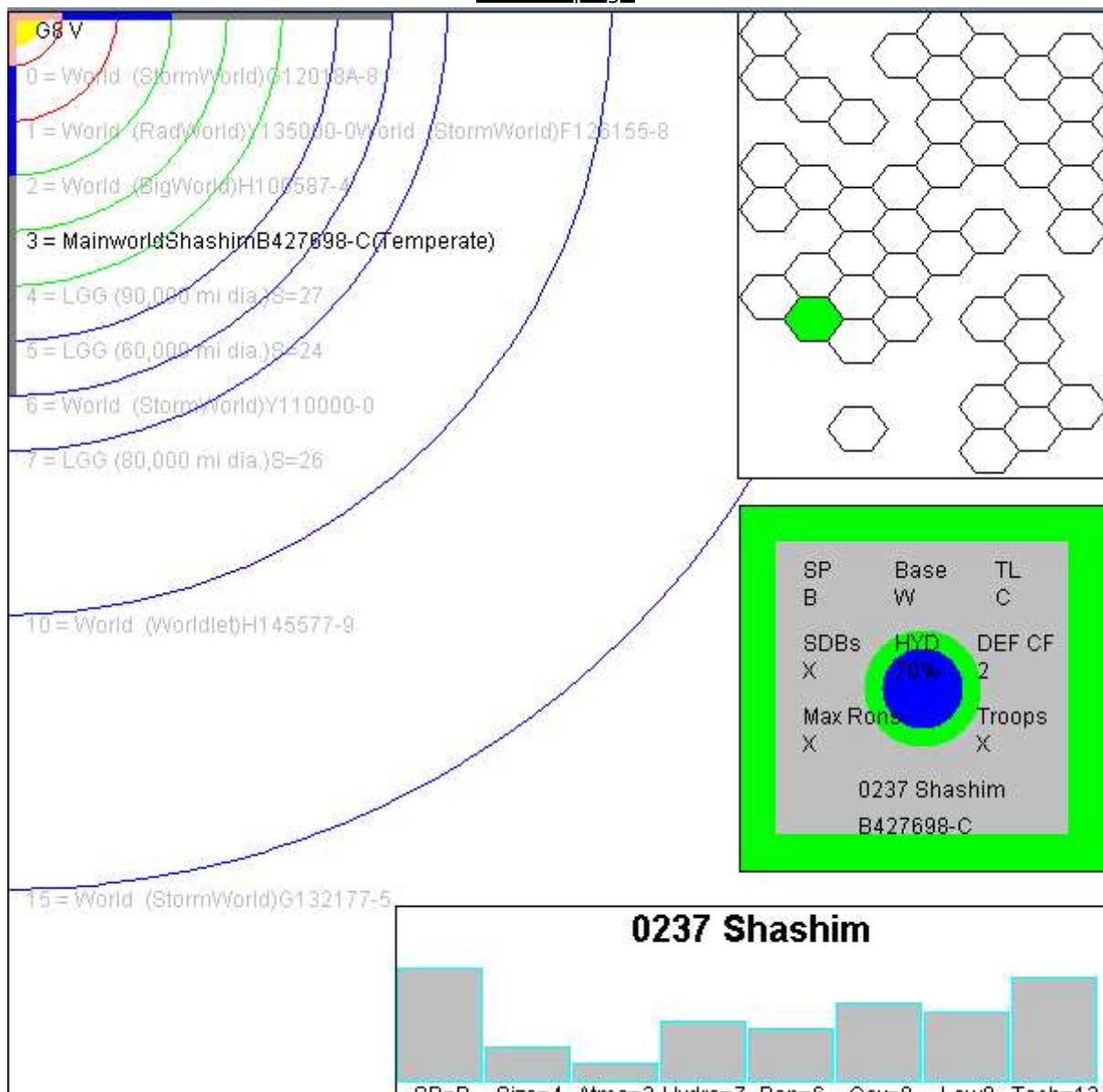
0236 khishugii.gif



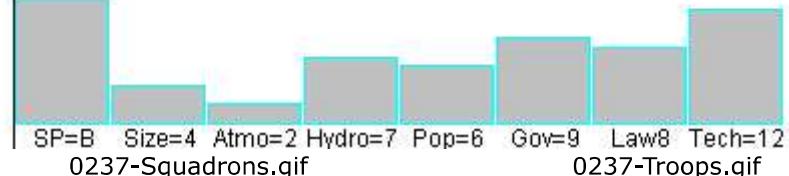
0236-Worlds.gif



## 0237-Maps.gif



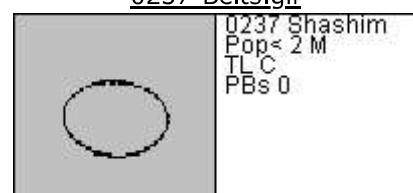
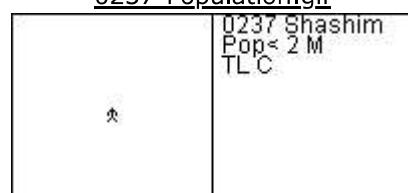
## **0237 Shashim**



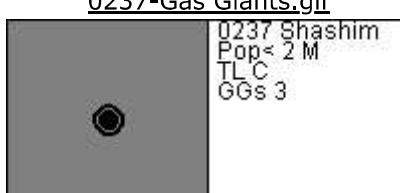
## 0237-SDBs.gif



## 0237-Defences.gif

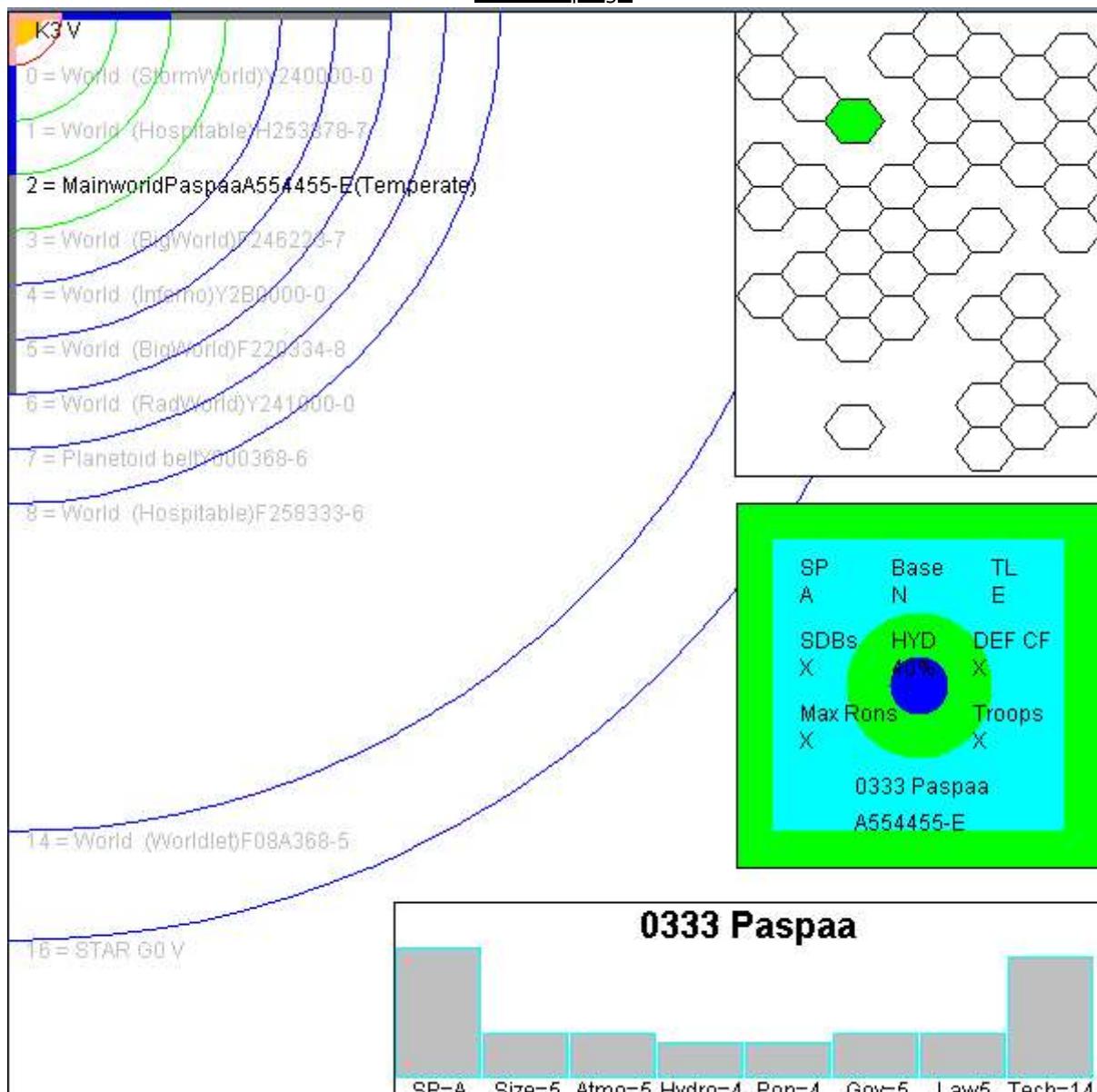


## 0237-Gas Giants.gif



## 0237 shashim.gif

### 0333-Maps.gif



### 0333-SDBs.gif



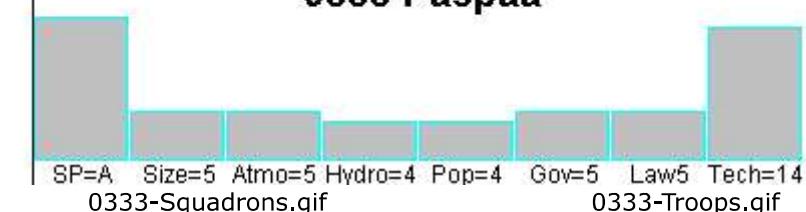
### 0333-Defences.gif



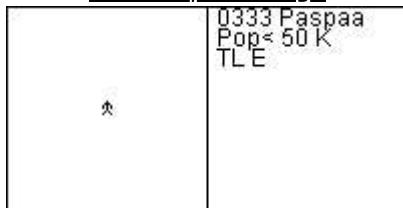
### 0333-Gas Giants.gif



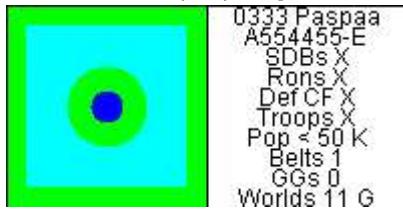
### 0333 Paspa



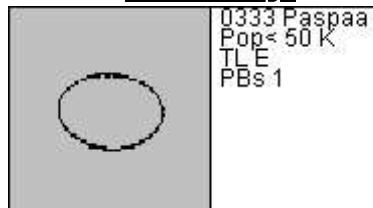
### 0333-Population.gif



### 0333-paspaa.gif

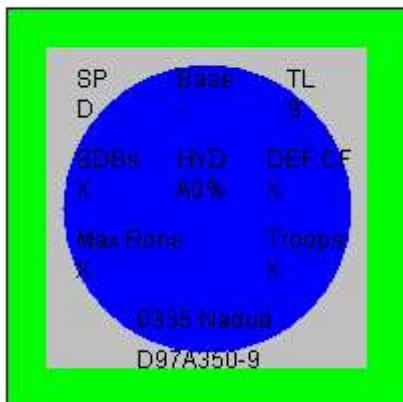
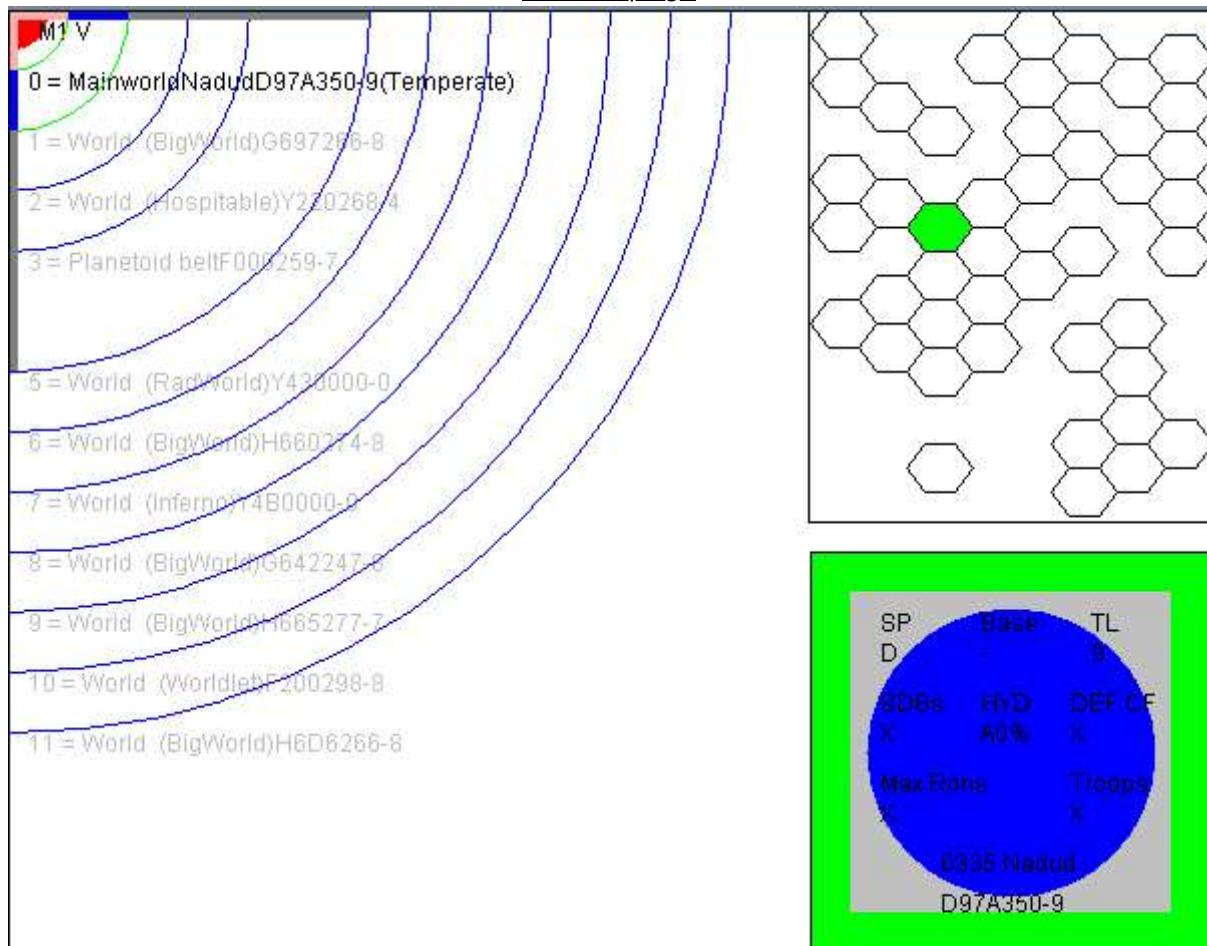


### 0333-Belts.gif

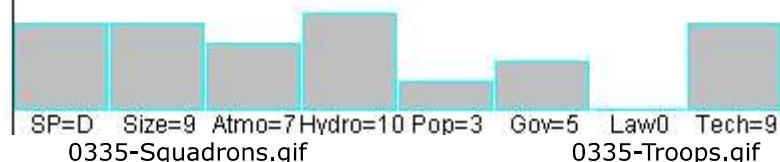


### 0333-Worlds.gif

## 0335-Maps.gif



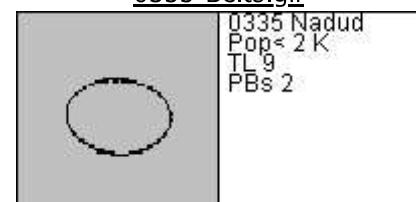
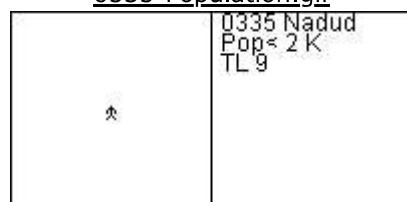
## 0335 Nadud



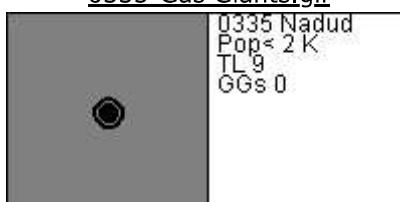
0335-SDBs.gif



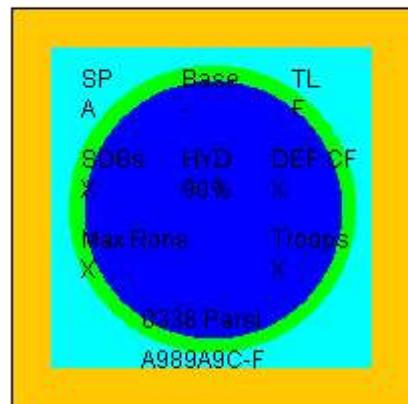
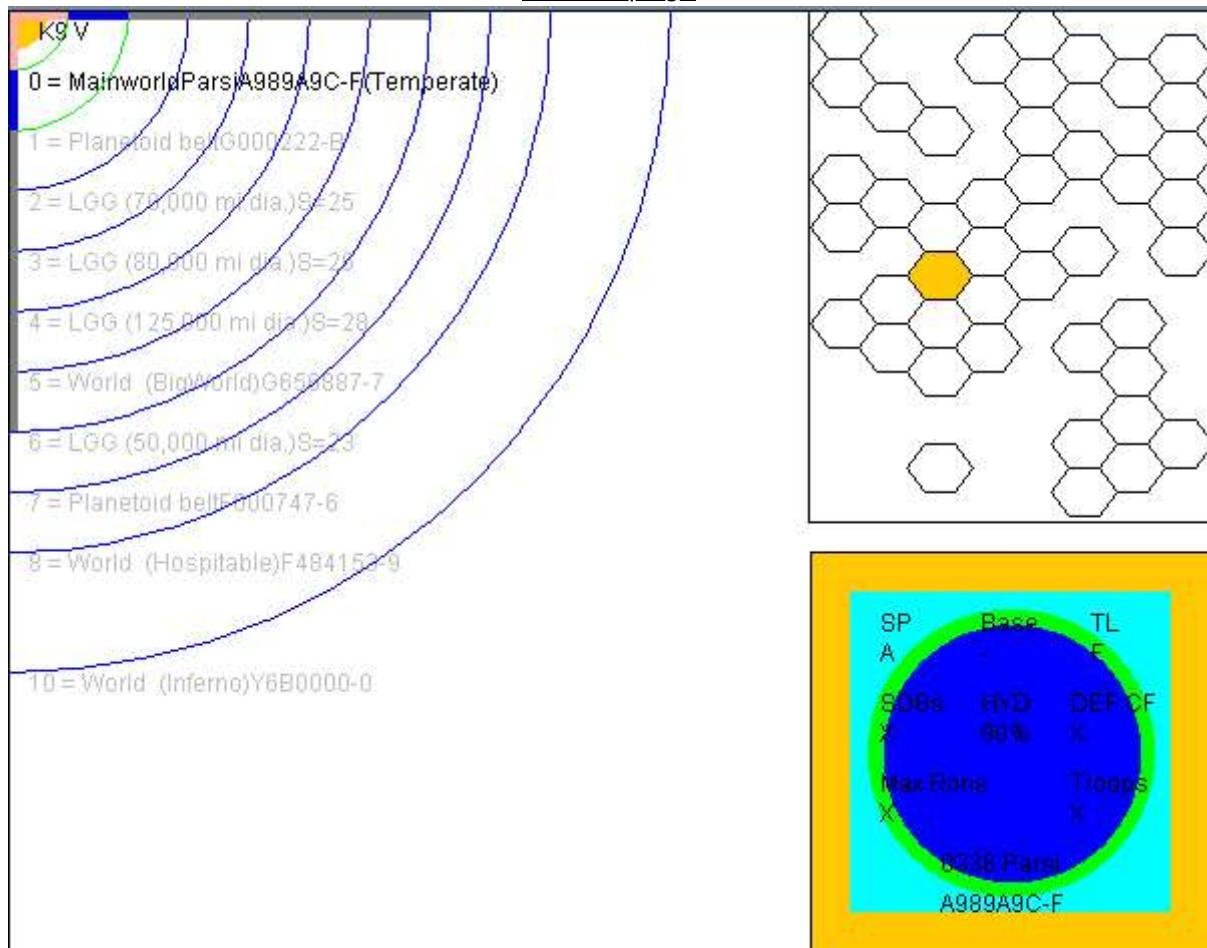
0335-Defences.gif



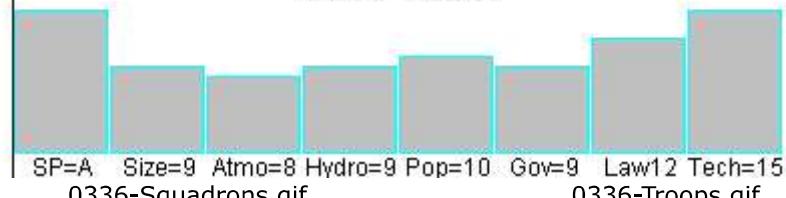
0335-Gas Giants.gif



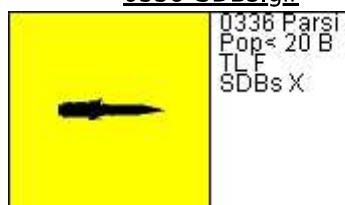
### 0336-Maps.gif



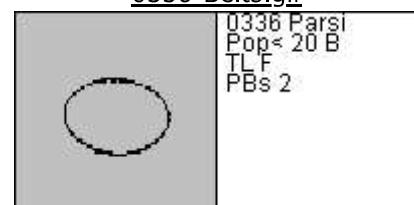
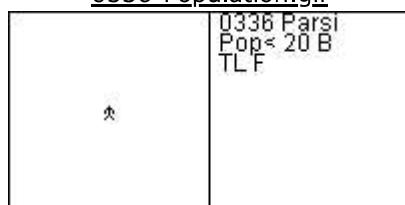
### 0336 Parsi



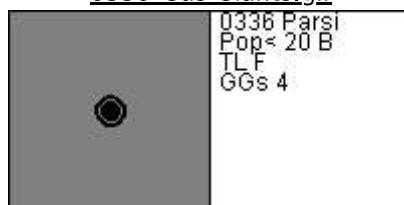
### 0336-SDBs.gif



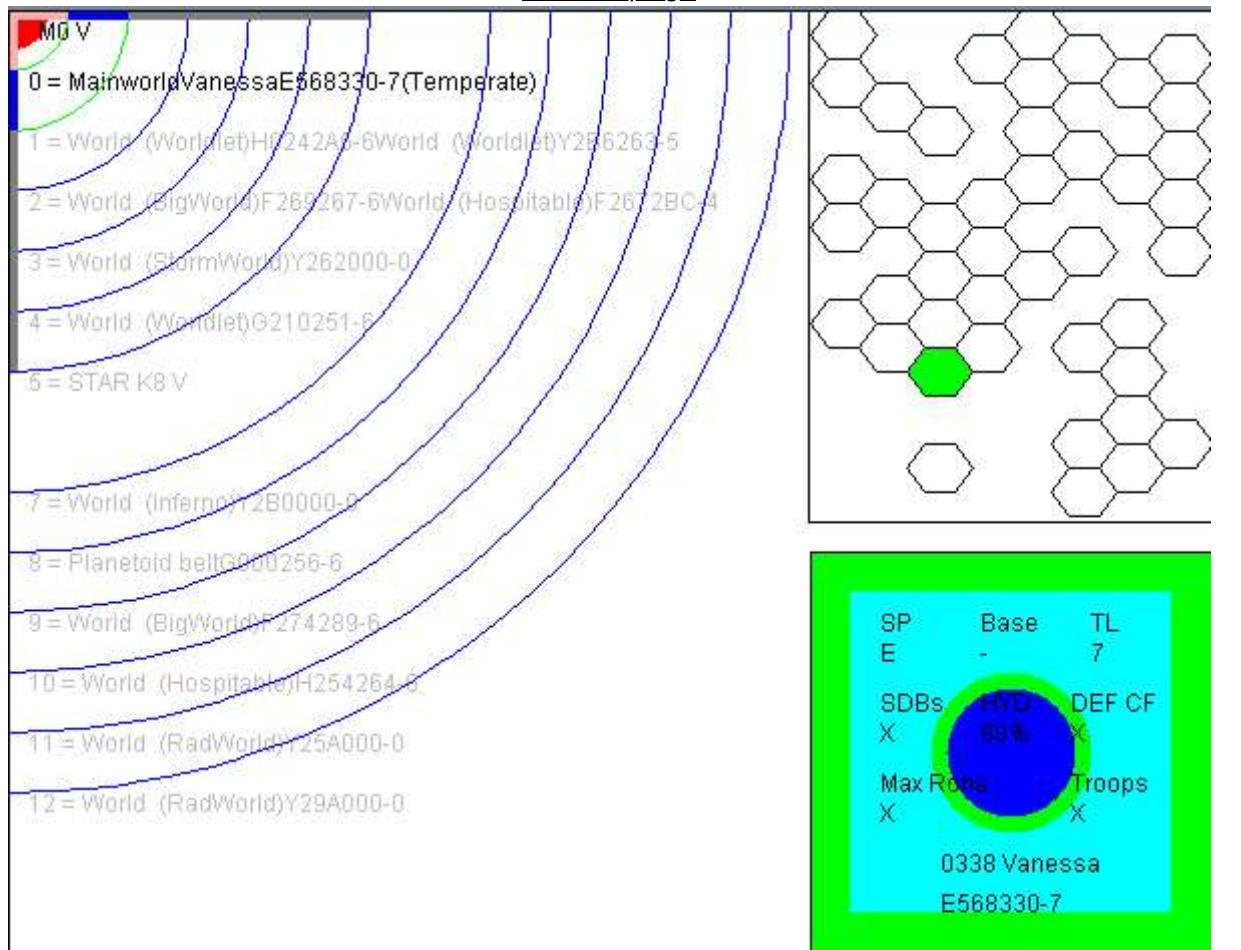
### 0336-Defences.gif



### 0336-Gas Giants.gif



## 0338-Maps.gif



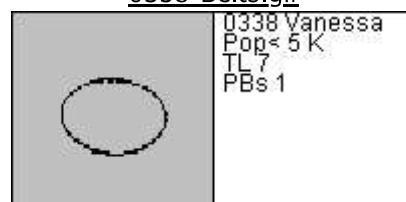
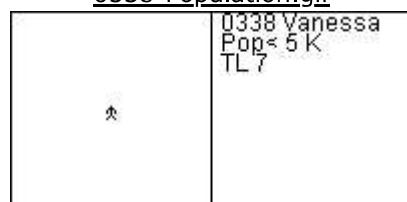
## 0338 Vanessa



0338-SDBs.gif



0338-Defences.gif

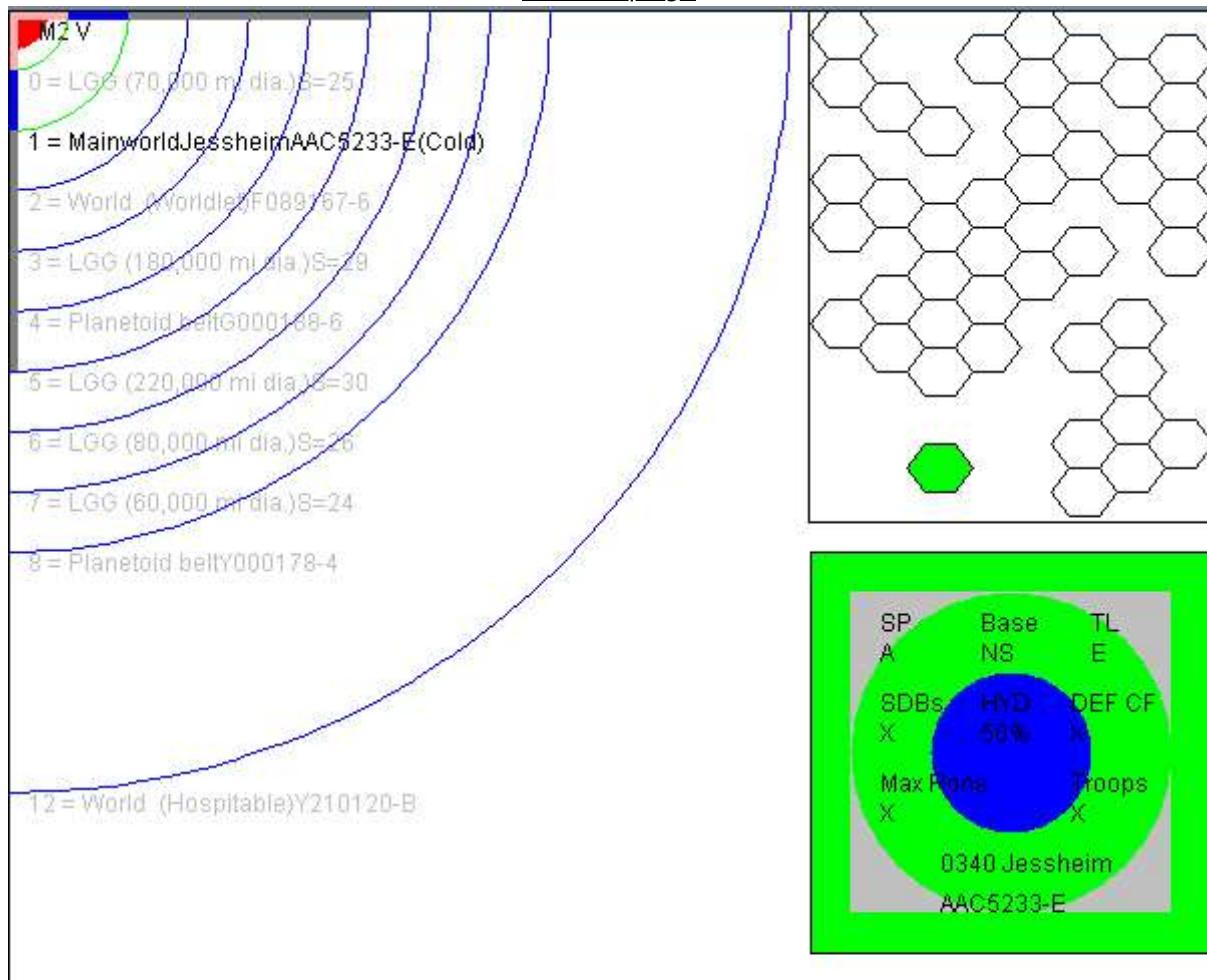


0338-Gas Giants.gif

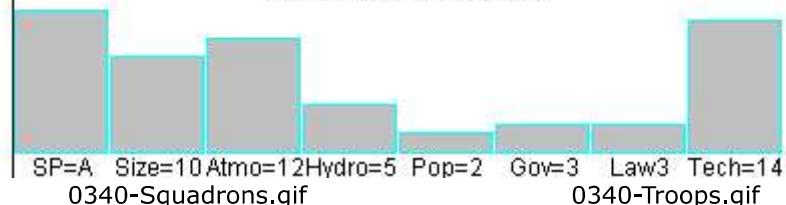


0338-Worlds.gif

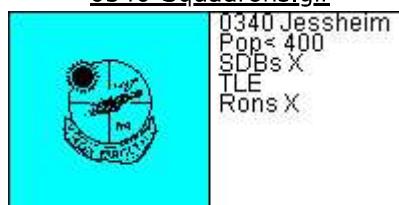
## 0340-Maps.gif



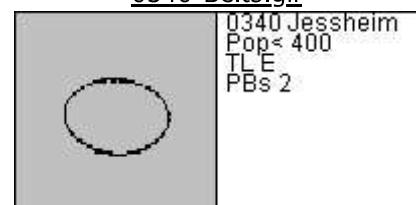
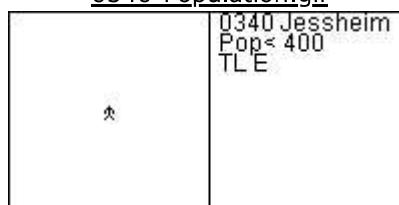
## **0340 Jessheim**



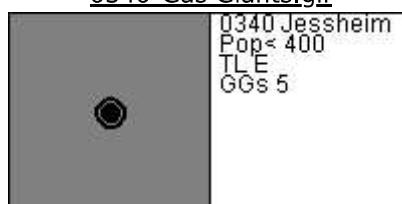
0340-SDBs.gif



0340-Defences.gif



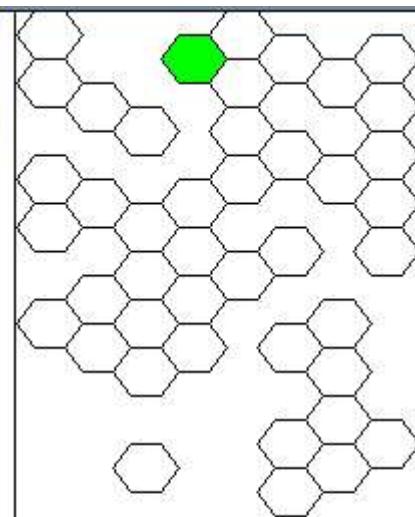
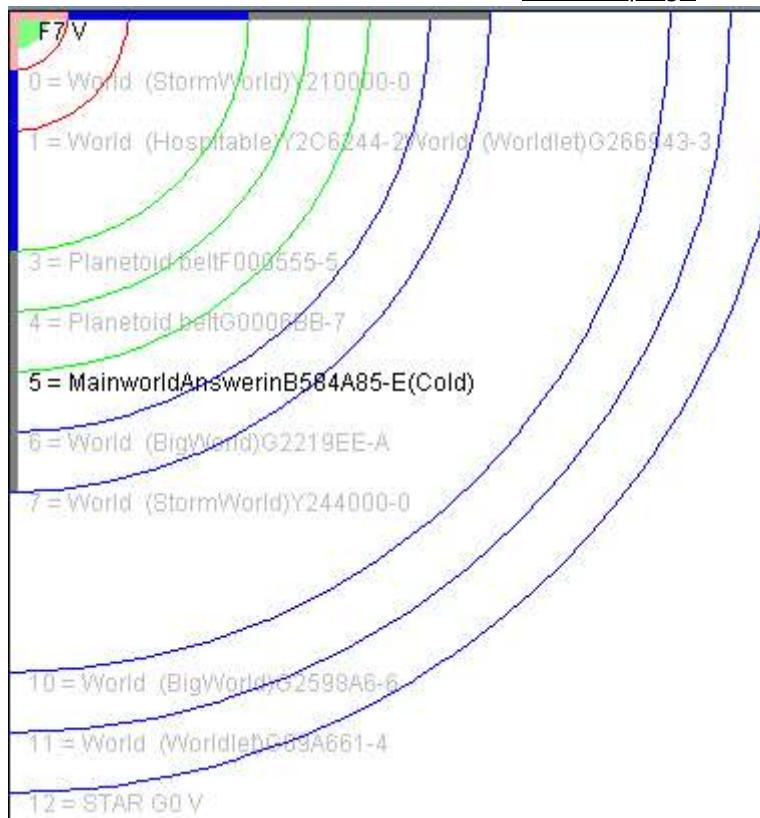
0340-Gas Giants.gif



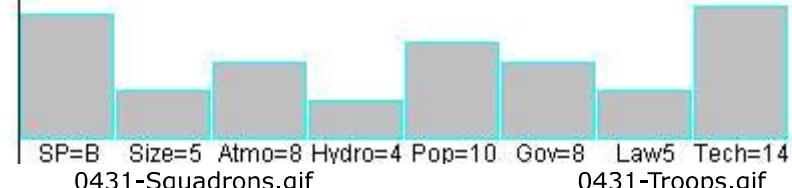
0340.jessheim.gif

0340 Jessheim  
AAC5233-E  
SDBs X  
Rons X  
Def CF X  
Troops X  
Pop < 400  
Belts 2  
GGs 5  
Worlds 11 G

## 0431-Maps.gif



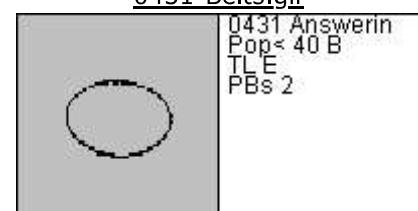
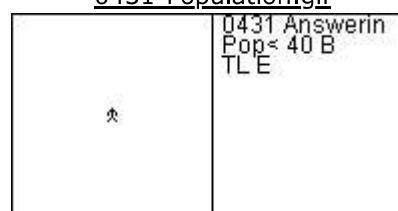
## **0431 Answerin**



0431-SDBs.gif



0431-Defences.gif



0431-Gas Giants.gif



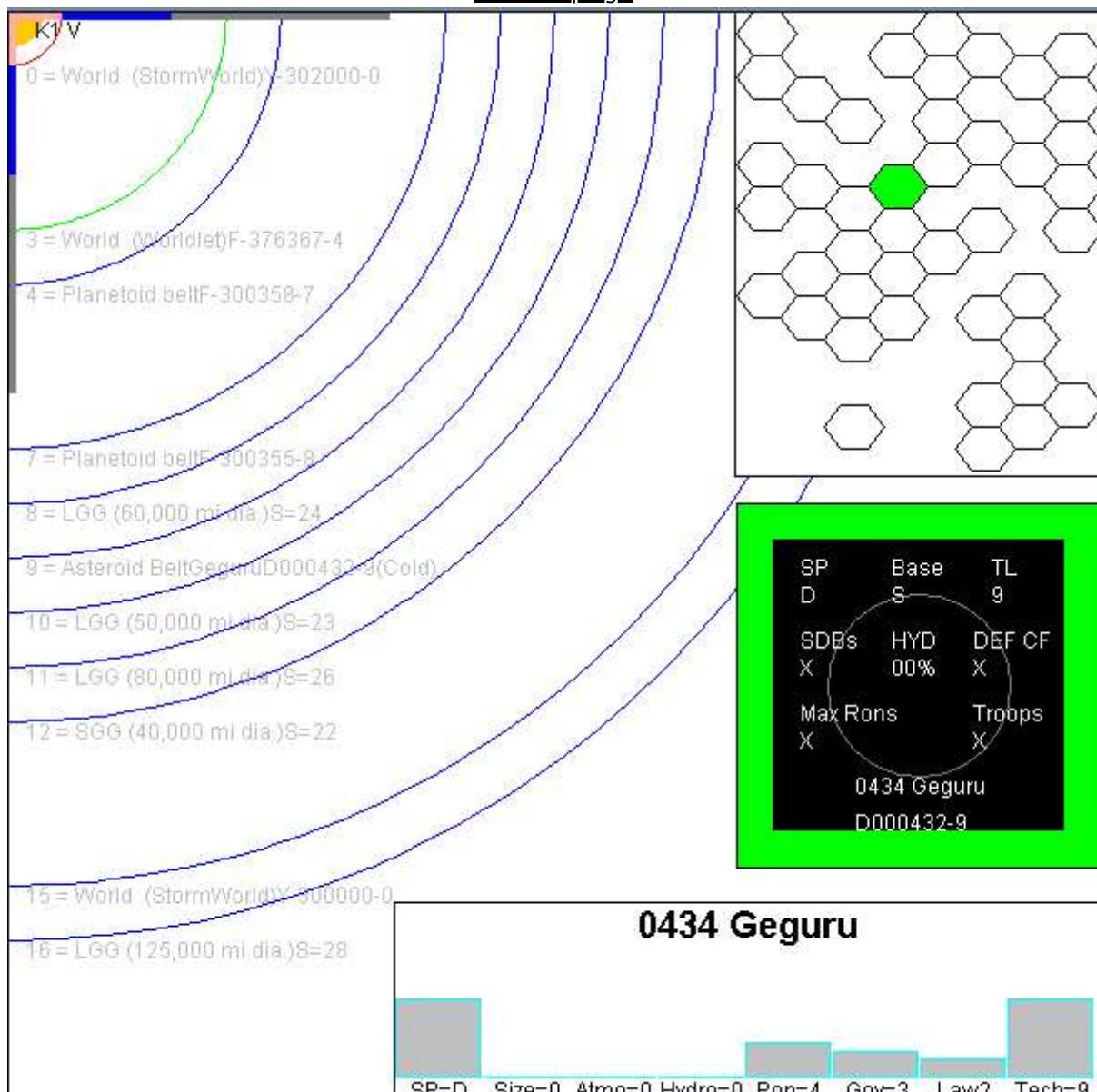
Column	C	Colonial	D	Max Marriage Requirements	E	CSV
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Requirements	0	0	0	0	0	
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200	1	1	1	1	1	
300	1	1	1	1	1	
400	1	1	1	1	1	
500	1	1	1	1	1	
600	1	1	1	1	1	
700	1	1	1	1	1	
800	1	1	1	1	1	
900	1	1	1	1	1	
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	

0431 answerin.gif

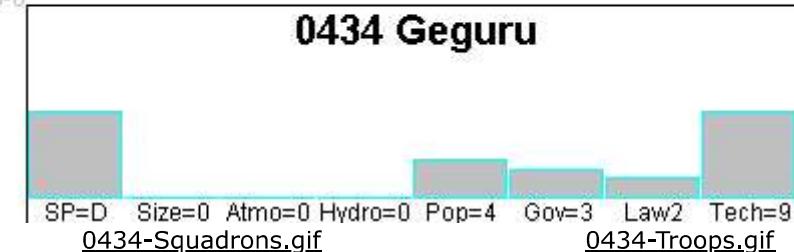
0431-Worlds.gif



## 0434-Maps.gif



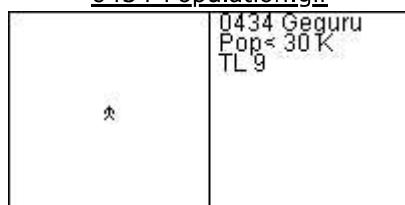
## 0434 Geguru



0434-SDBs.gif



0434-Defences.gif



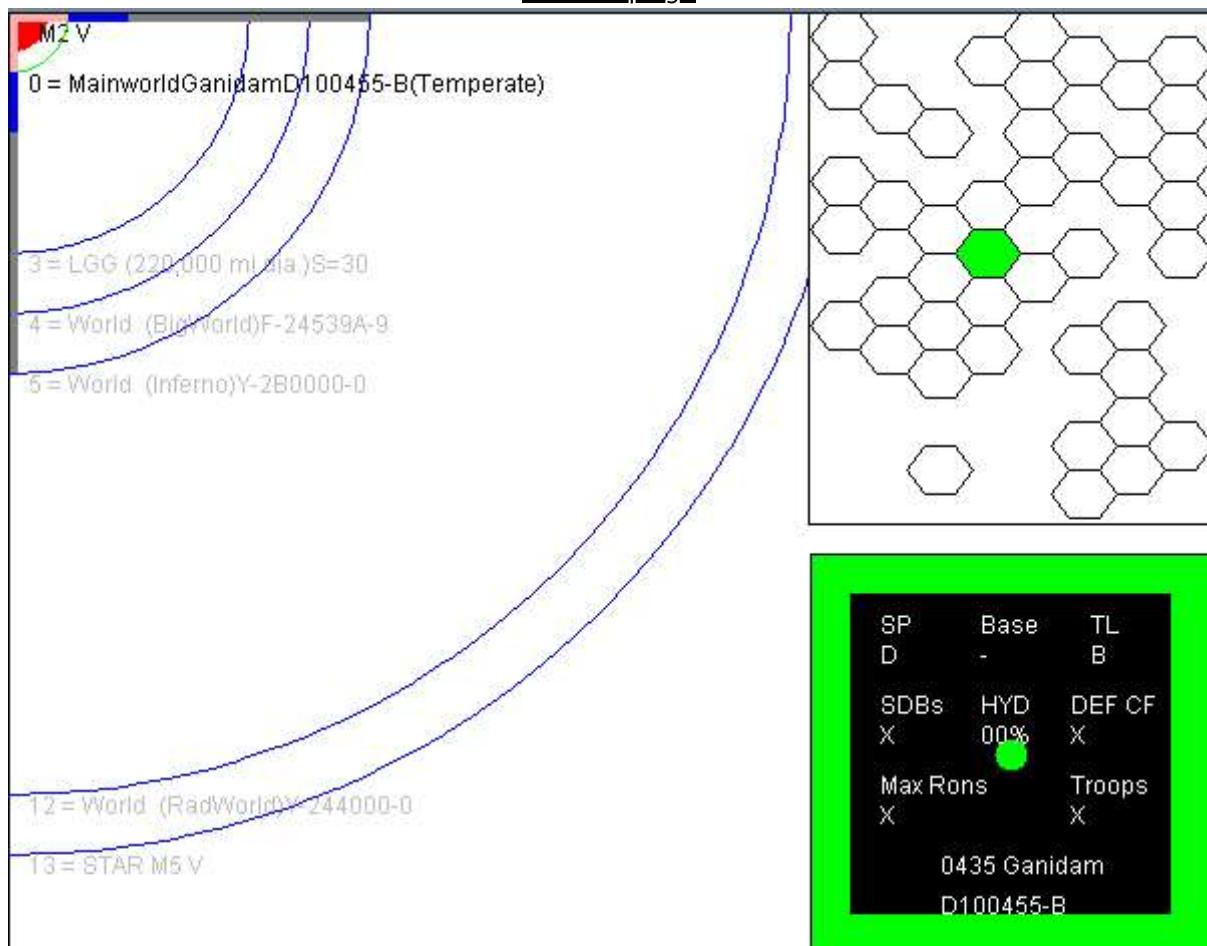
0434-Gas Giants.gif



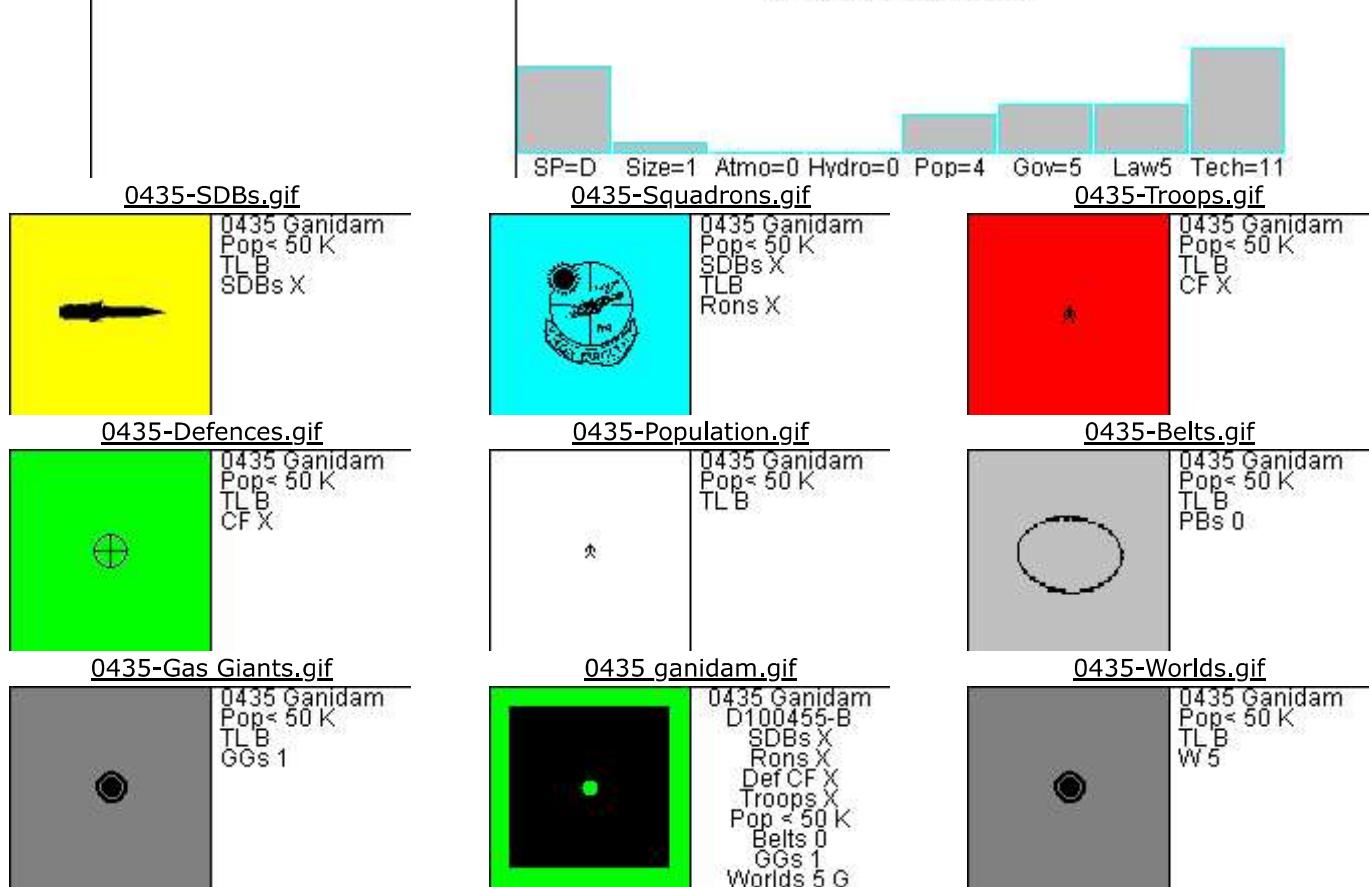
0434 geguru.gif

0434-Worlds.gif

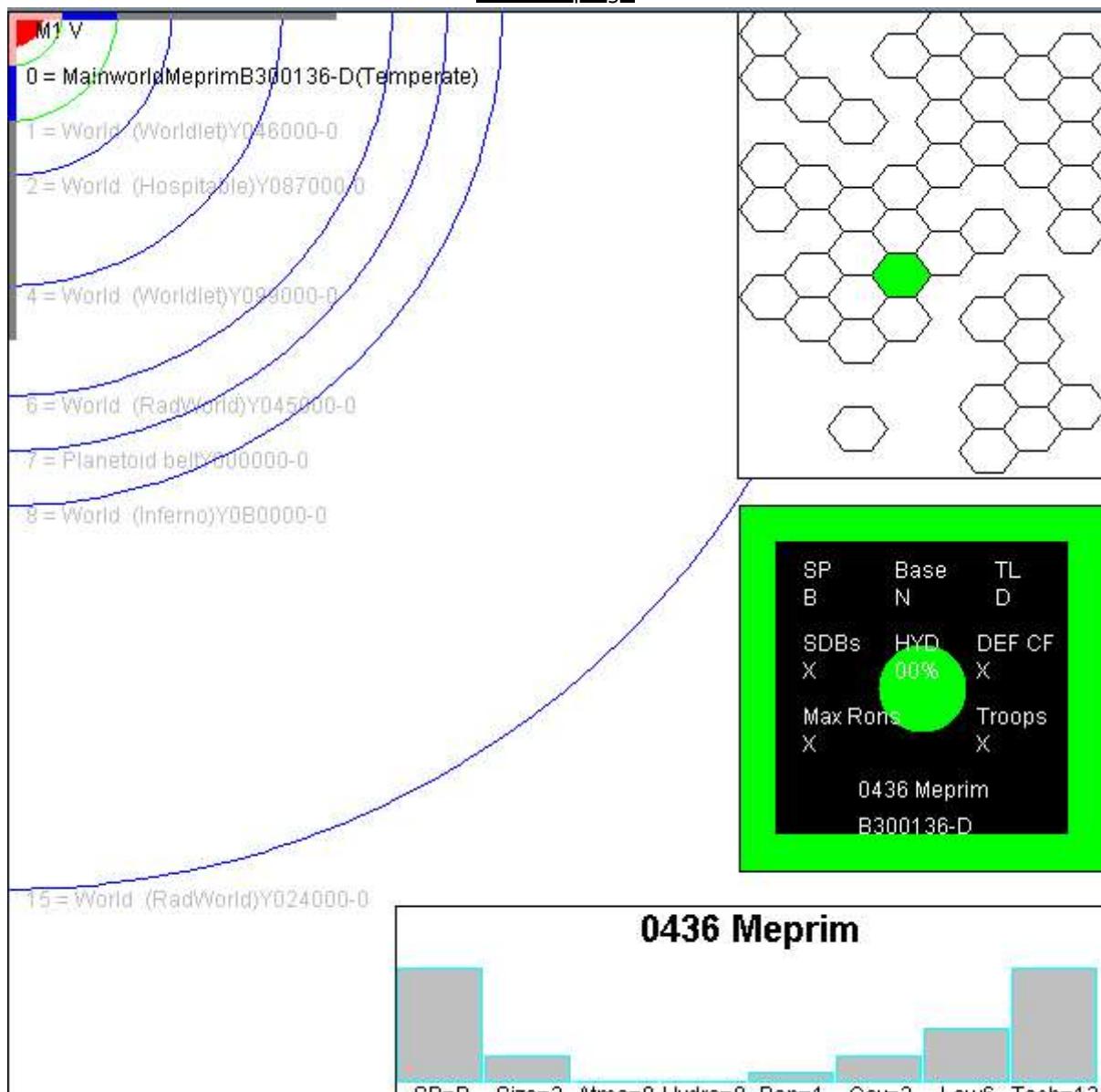
## 0435-Maps.gif



## **0435 Ganidam**



## 0436-Maps.gif



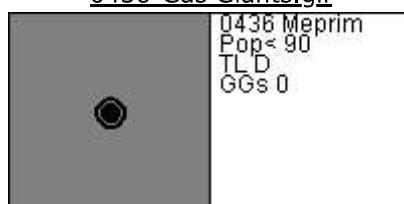
## 0436-SDBs.gif



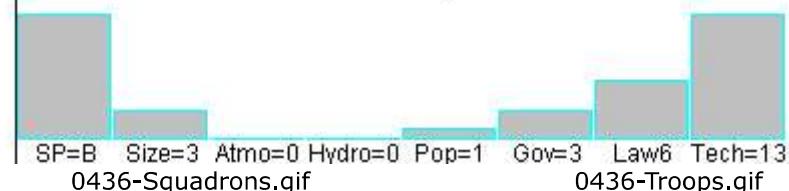
## 0436-Defences.gif



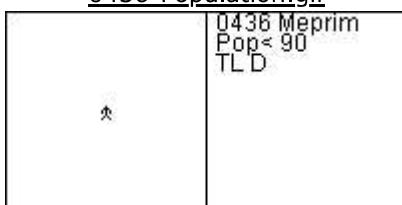
## 0436-Gas Giants.gif



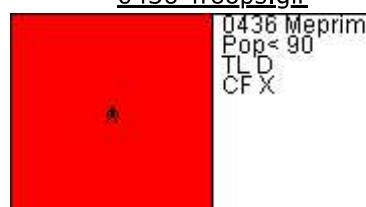
## **0436 Meprim**



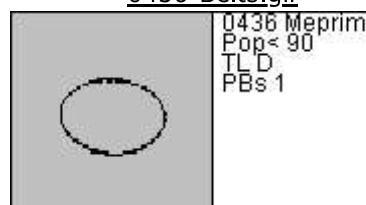
## 0436-Population.gif



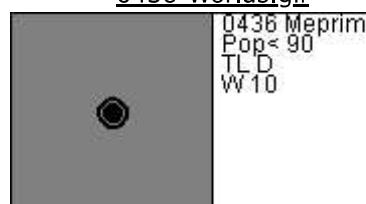
## 0436 meprim.gif



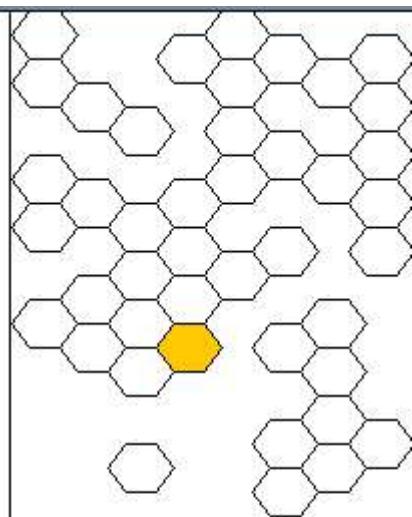
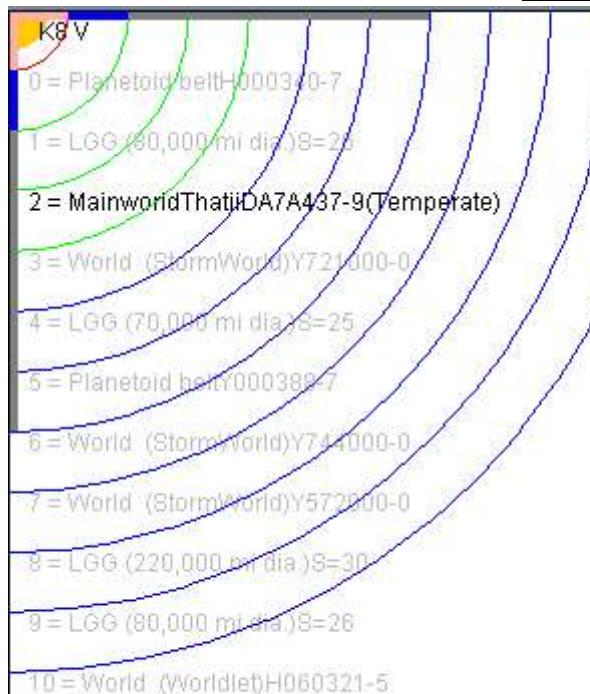
## 0436-Belts.gif



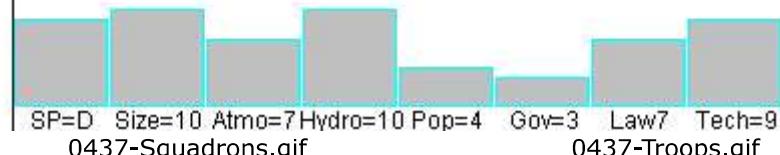
## 0436-Worlds.gif



## 0437-Maps.gif



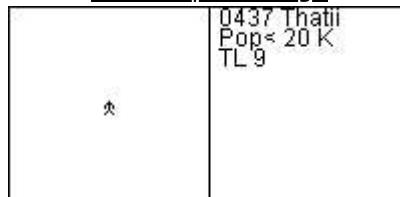
## **0437 Thatii**



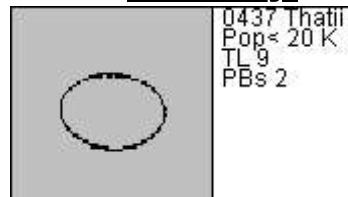
0437-Defences.gif



0437-Population.gif



0437-Belts.gif



0437-Gas Giants.gif



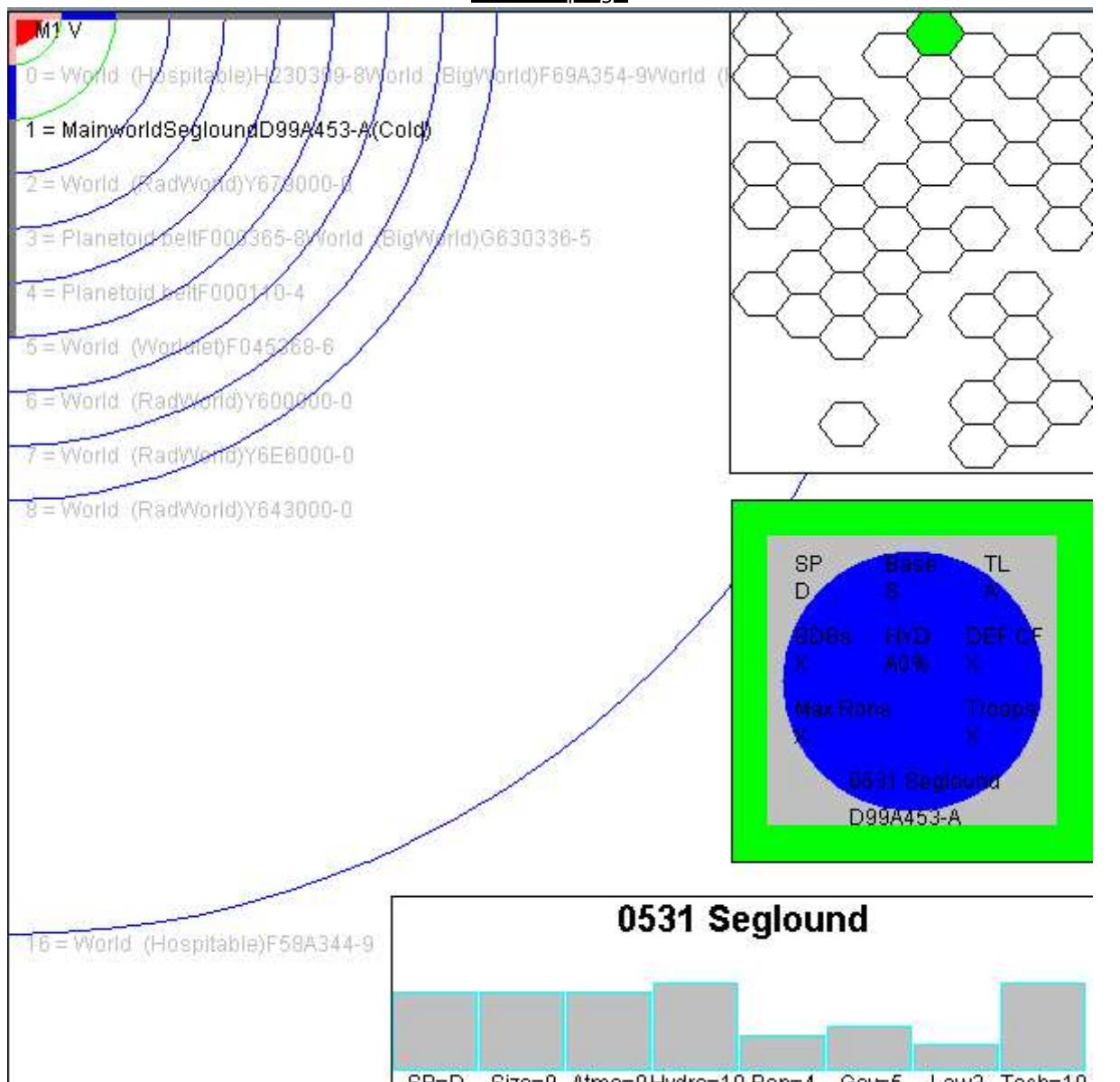
0437 thatii.gif



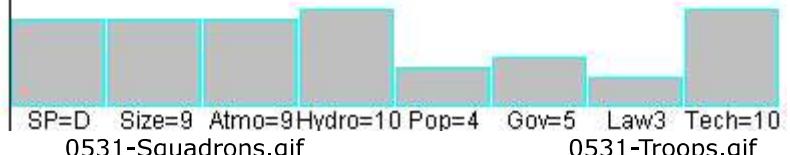
0437-Worlds.gif



## 0531-Maps.gif



## **0531 Seglound**



0531-SDBs.gif



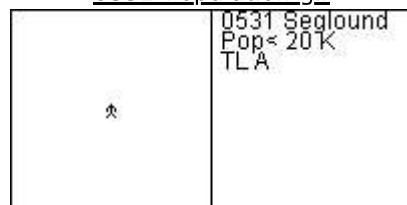
0531-Defences.gif



0531-Gas Giants.gif



0531-Population.gif



0531-seglound.gif



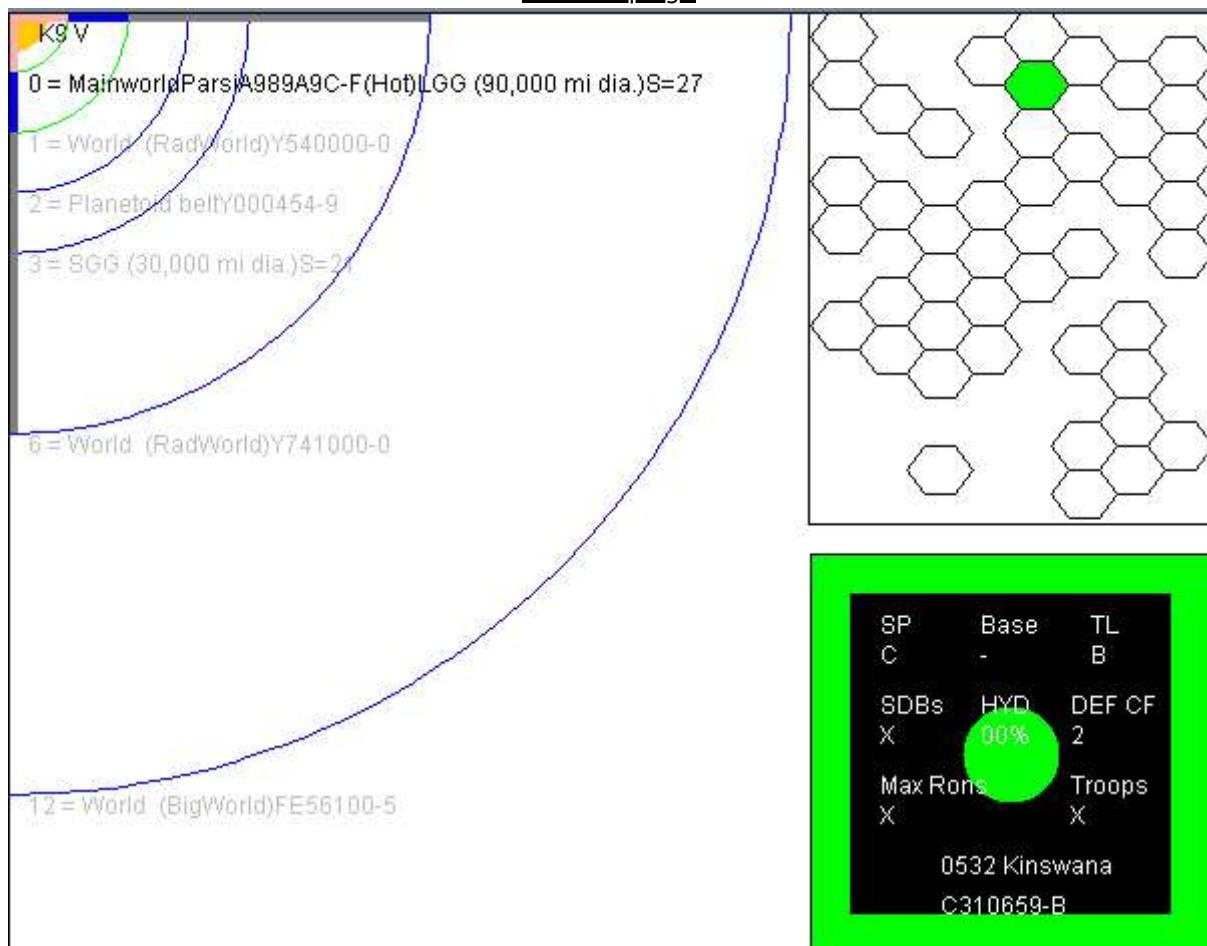
0531-Belts.gif



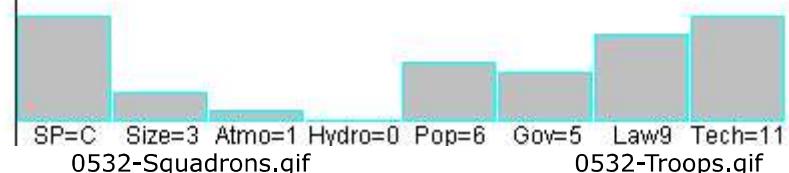
0531-Worlds.gif



## 0532-Maps.gif



## **0532 Kinswana**



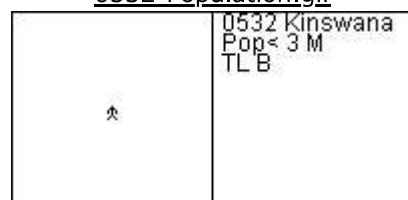
0532-Squadrons.gif

0532-Troops.gif

0532-SDBs.gif



0532-Defences.gif

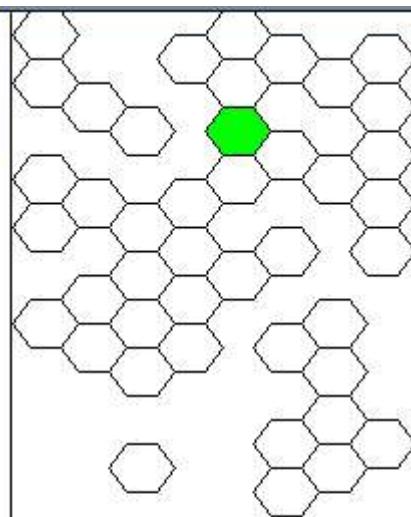
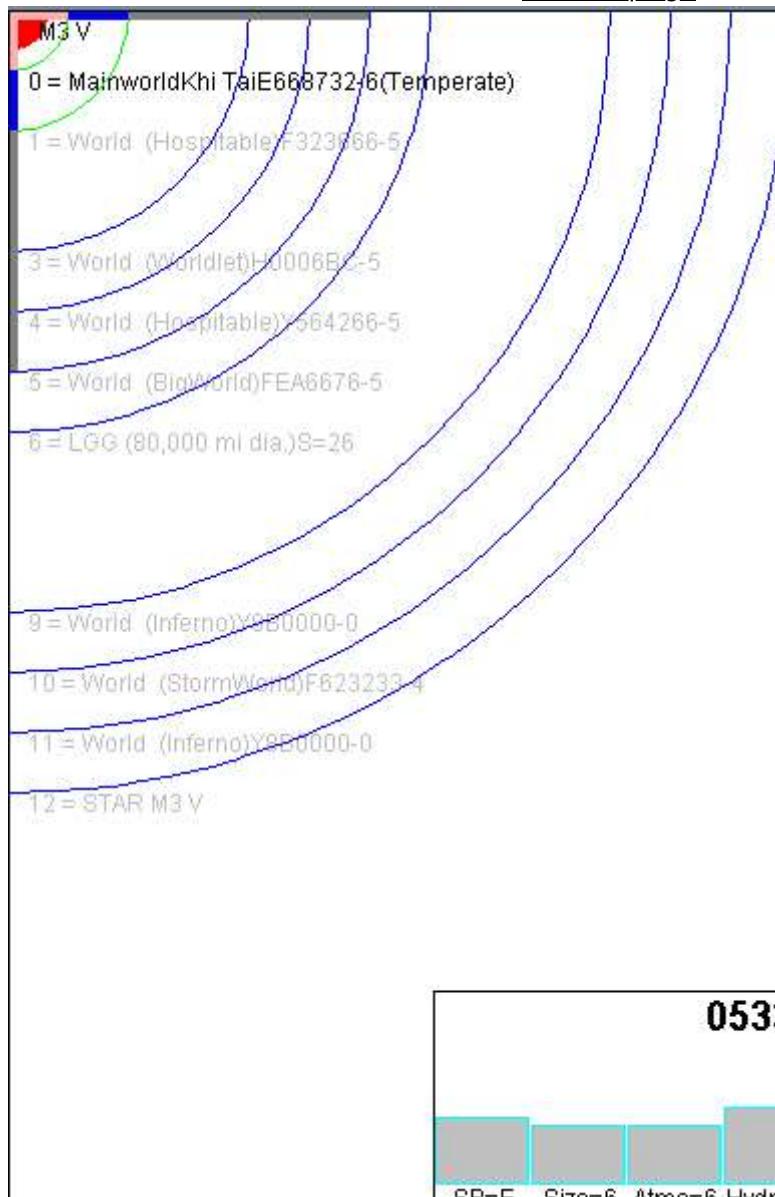


0532-Gas Giants.gif

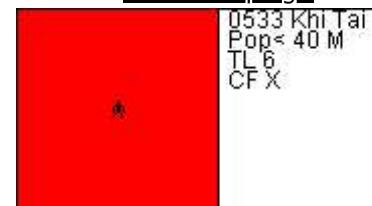


0532-Worlds.gif

## 0533-Maps.gif



## **0533 Khi Tai**



0533-Defences.gif



0533-Population.gif



0533-Gas Giants.gif

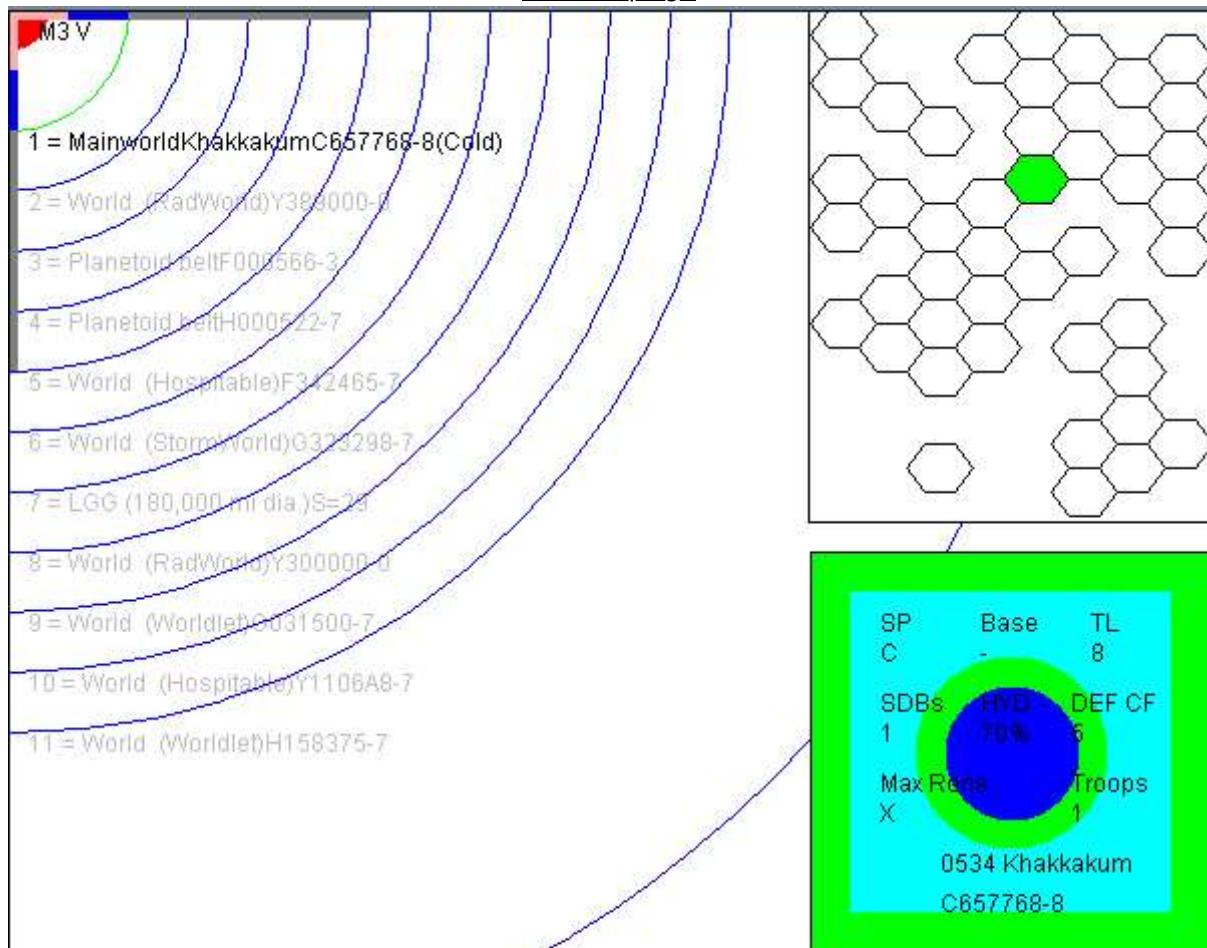


0533-khi tai.gif



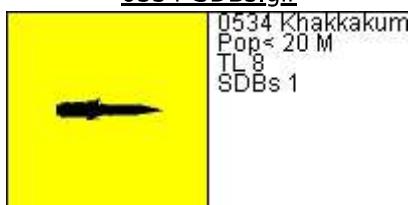
0533 Khi Tai  
E668732-6  
SDBs X  
Rons X  
Def CF 2  
Troops X  
Pop < 40 M  
Belts 0  
GGs 1  
Worlds 9 G

## 0534-Maps.gif



## **0534 Khakkakum**

0534-SDBs.gif



0534-Defences.gif



0534-Gas Giants.gif

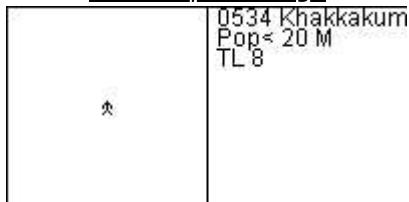


0534-Worlds.gif

0534-Squadrons.gif



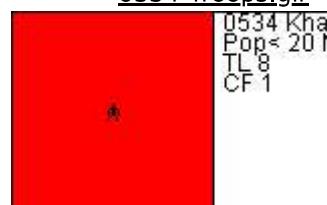
0534-Population.gif



0534-khakkakum.gif



0534-Troops.gif



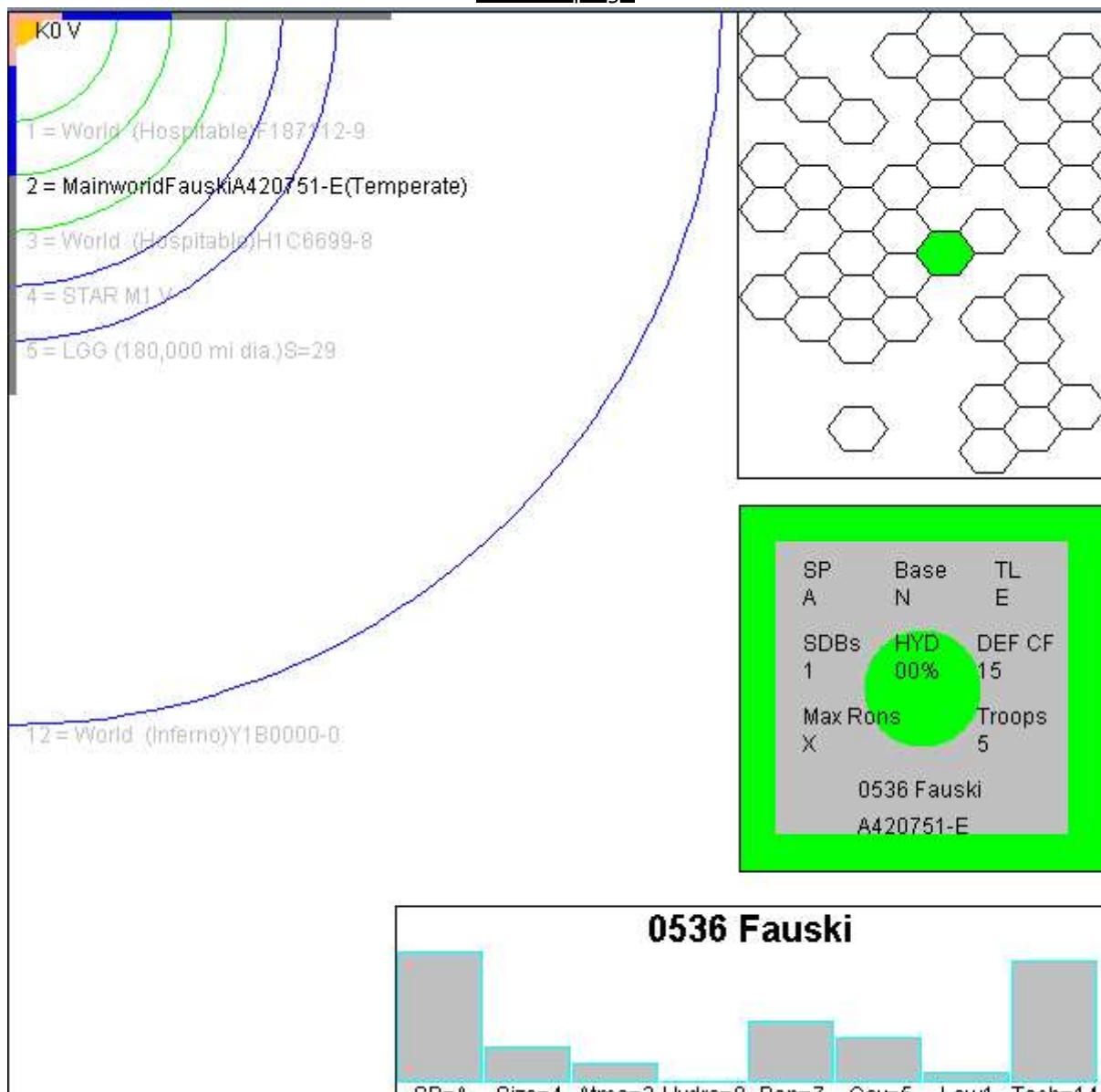
0534-Belts.gif



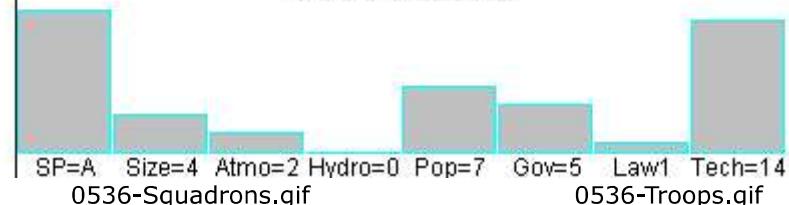
0534-Worlds.gif



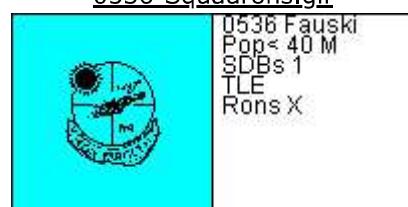
## 0536-Maps.gif



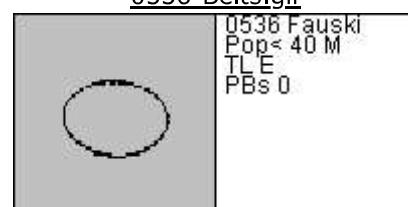
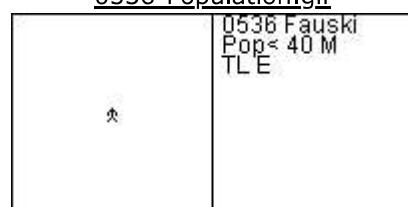
## **0536 Fauski**



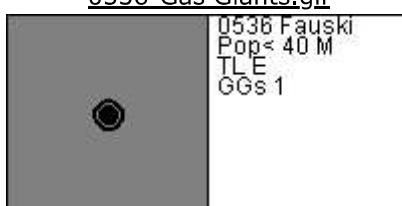
0536-SDBs.gif



0536-Defences.gif



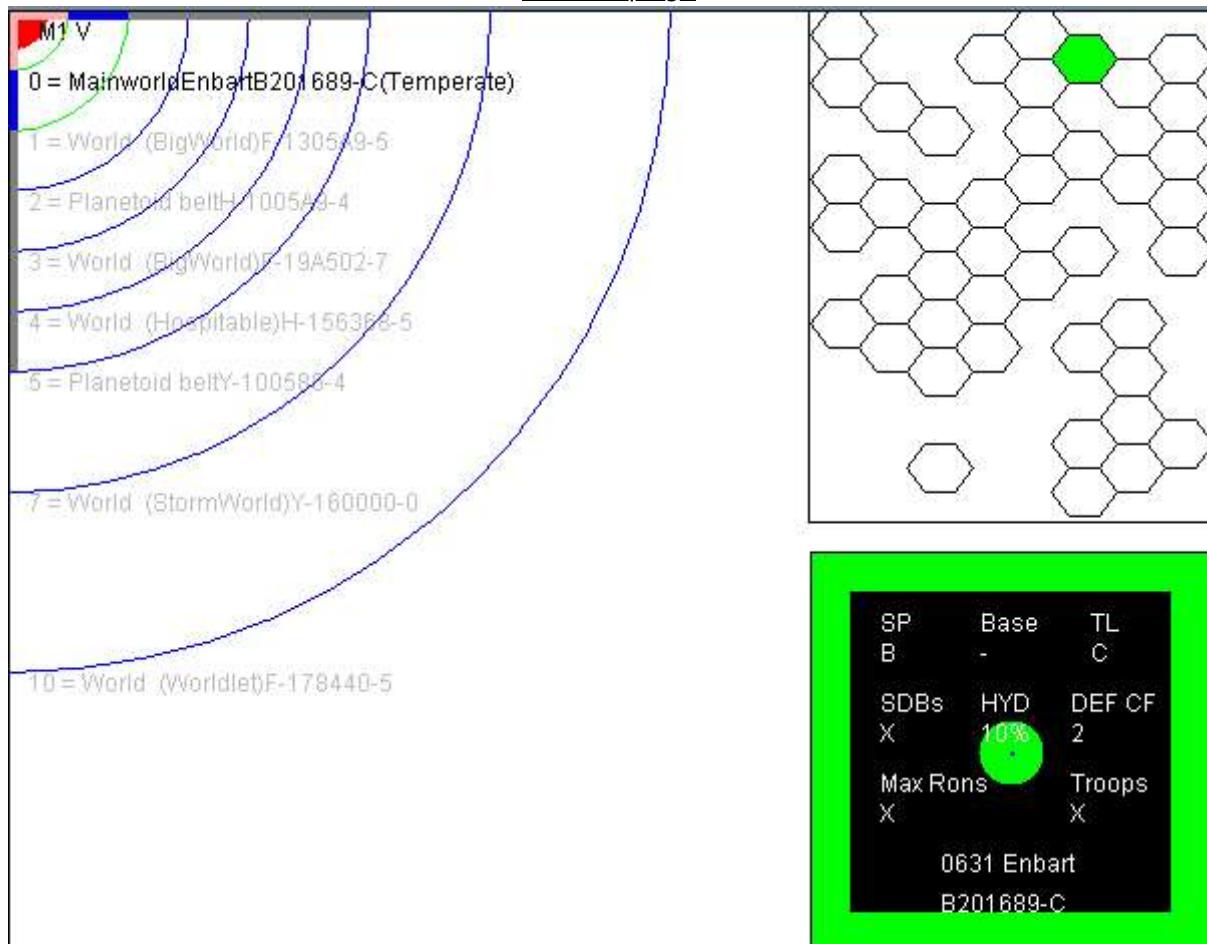
0536-Gas Giants.gif



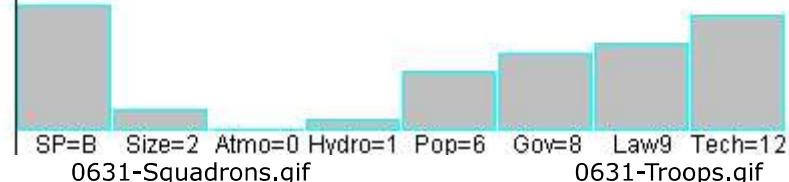
0536-fauski.gif

0536-Worlds.gif

## 0631-Maps.gif



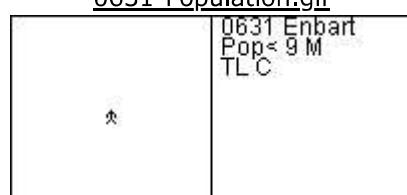
## **0631 Enbart**



0631-SDBs.gif



0631-Defences.gif



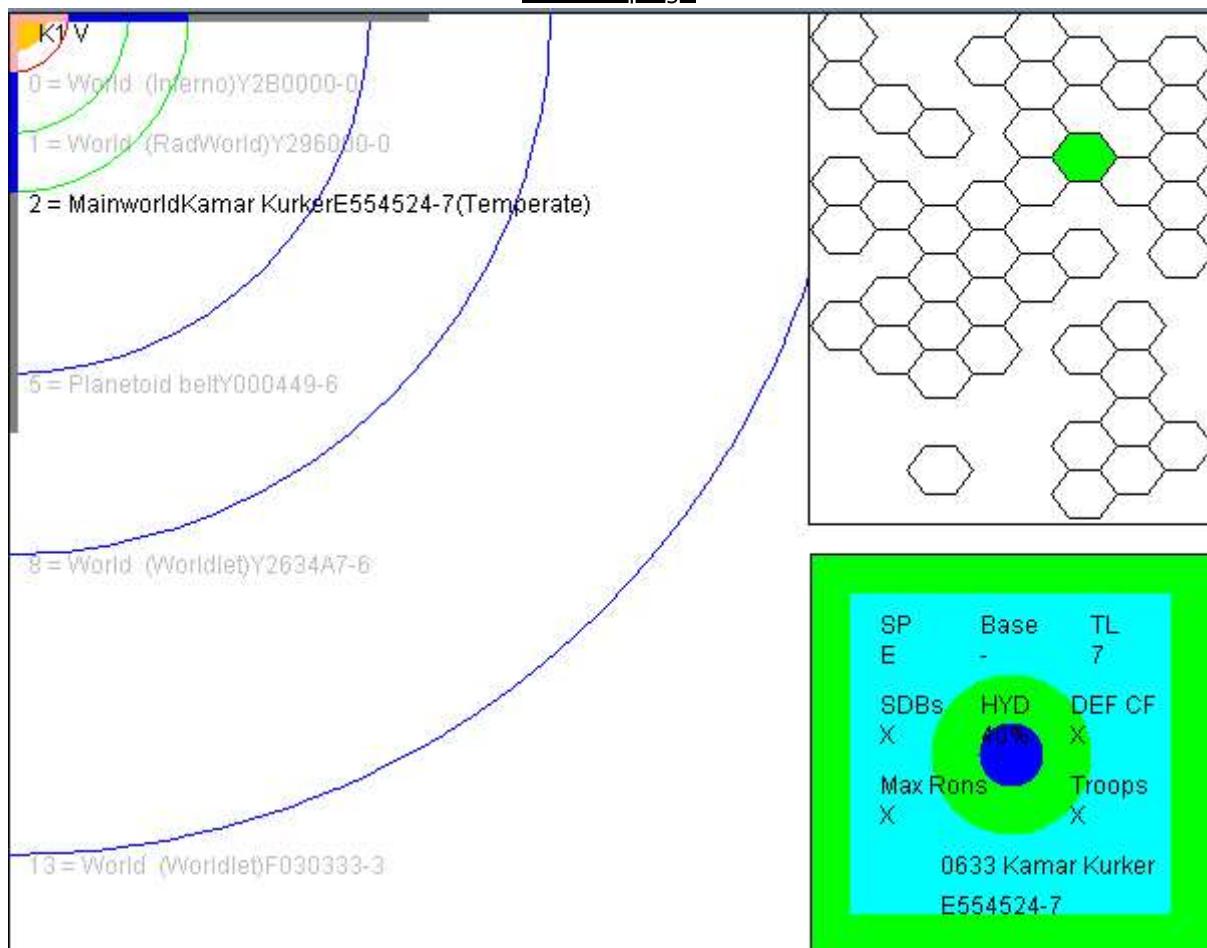
0631-Gas Giants.gif



0631-enbart.gif

0631-Worlds.gif

## 0633-Maps.gif



## **0633 Kamar Kurker**



0633-Defences.gif

0633 Kamar Kurker  
Pop < 400 K  
TL 7  
SDBs X

0633-Population.gif

0633 Kamar Kurker  
Pop < 400 K  
SDBs X  
TL 7  
Rons X

0633-Belts.gif

0633 Kamar Kurker  
Pop < 400 K  
TL 7  
CF X

0633-Gas Giants.gif

0633 Kamar Kurker  
Pop < 400 K  
TL 7  
CF X

0633 Kamar Kurker  
Pop < 400 K  
TL 7

0633 Kamar Kurker  
Pop < 400 K  
TL 7  
PBs 1

0633 kamar kurker.gif

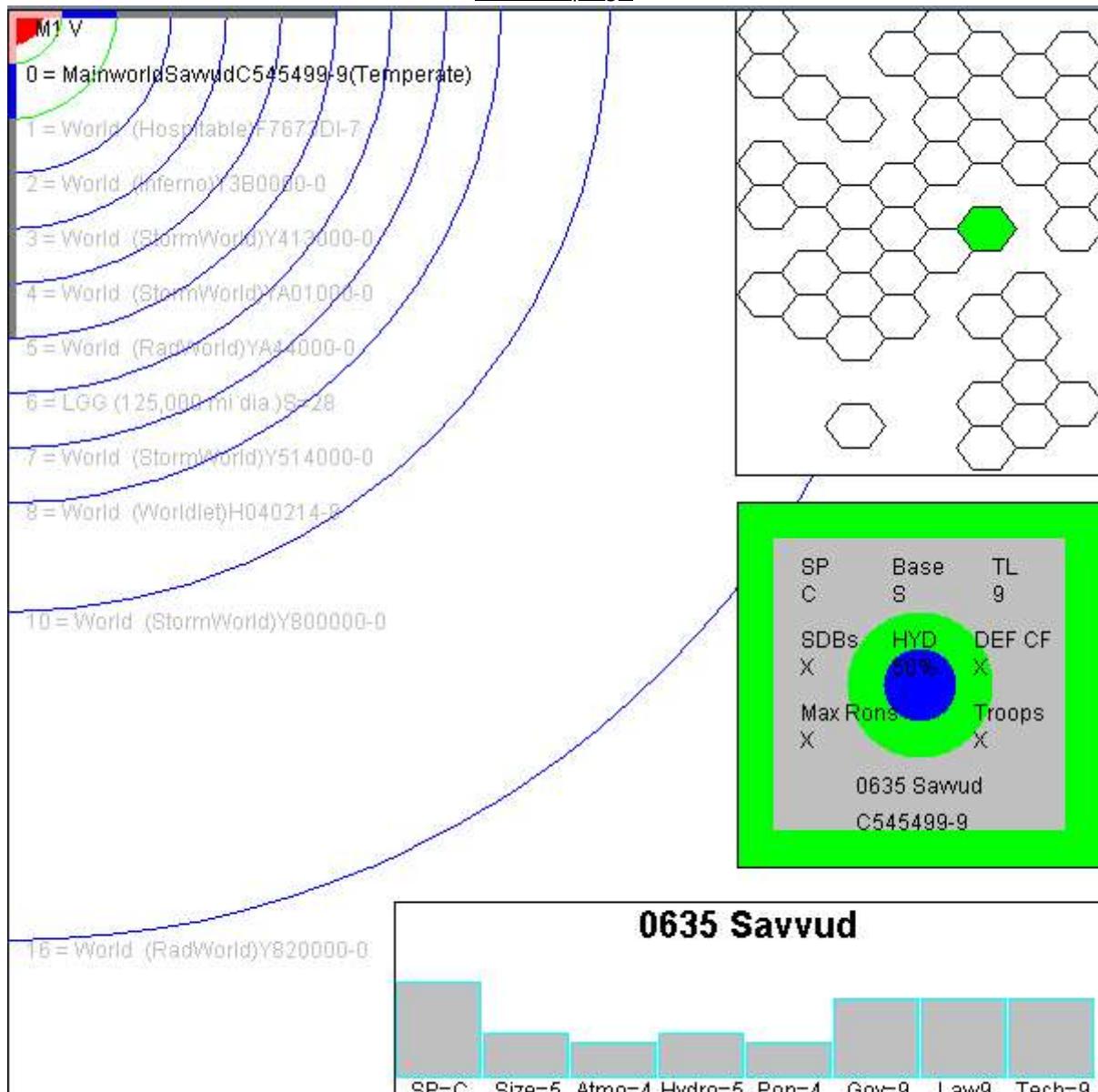
0633 Kamar Kurker E554524-7  
SDBs X  
Rons X  
Def CF X  
Troops X  
Pop < 400 K  
Belts 1  
GGs 0  
Worlds 6 G

0633-Worlds.gif

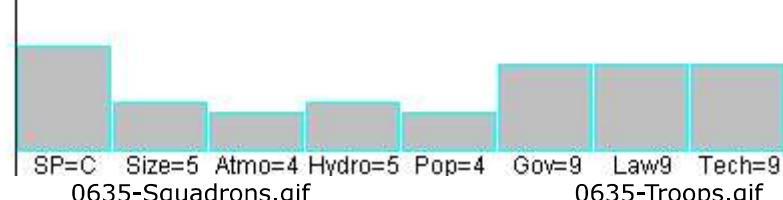
0633 Kamar Kurker  
Pop < 400 K  
TL 7  
W 6

0633 Kamar Kurker  
Pop < 400 K  
TL 7  
GGs 0

## 0635-Maps.gif



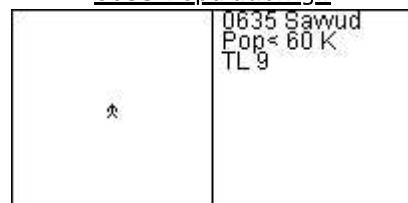
## **0635 Savvud**



0635-SDBs.gif



0635-Defences.gif

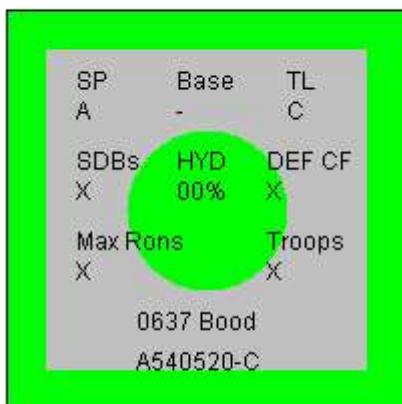
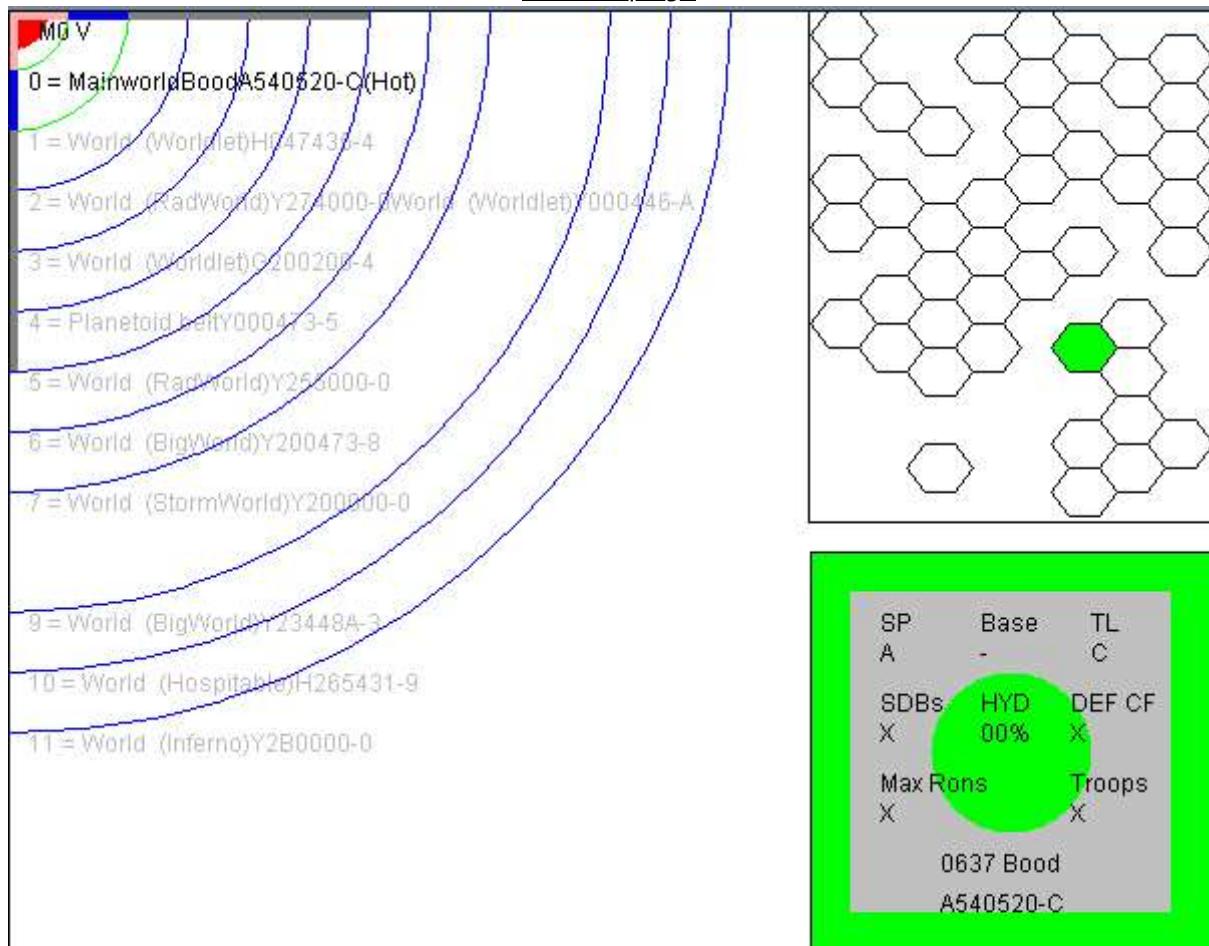


0635-Gas Giants.gif

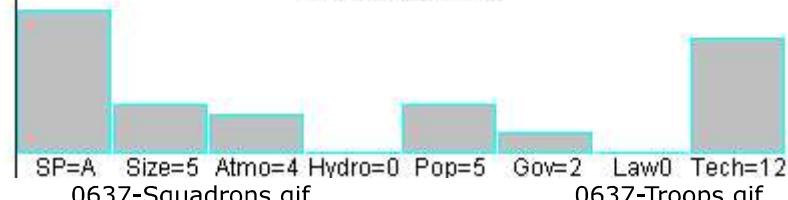


0635-Worlds.gif

## 0637-Maps.gif



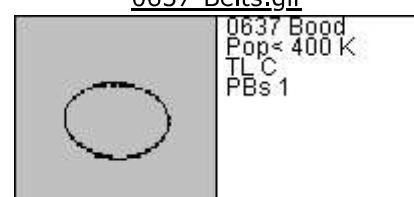
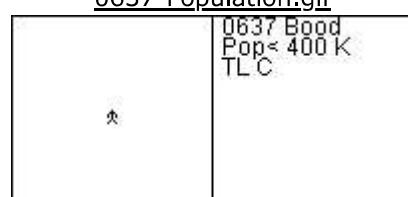
## **0637 Bood**



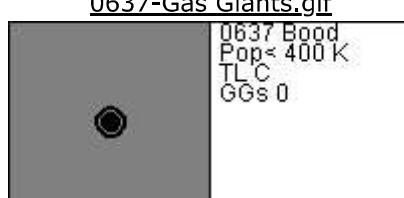
0637-SDBs.gif



0637-Defences.gif



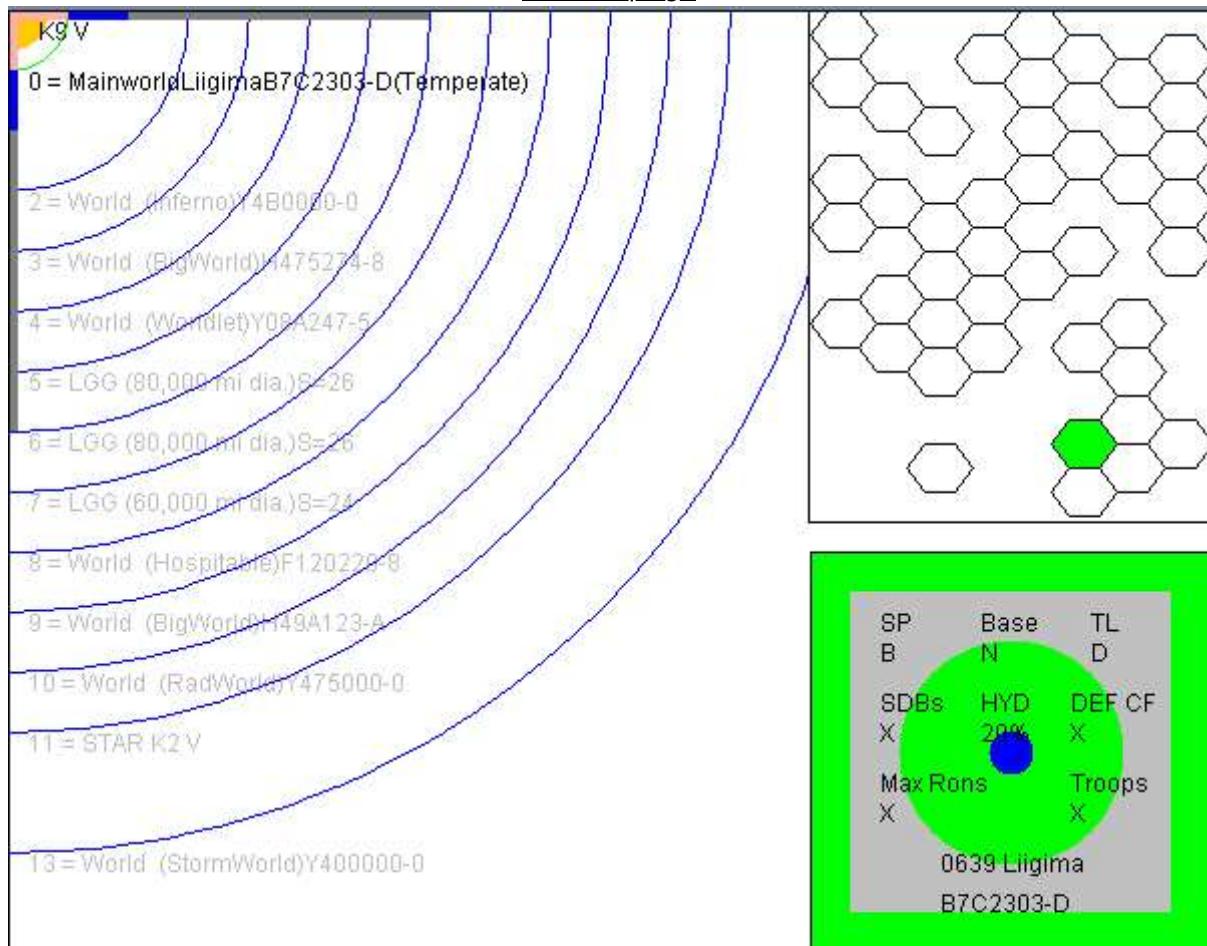
0637-Gas Giants.gif



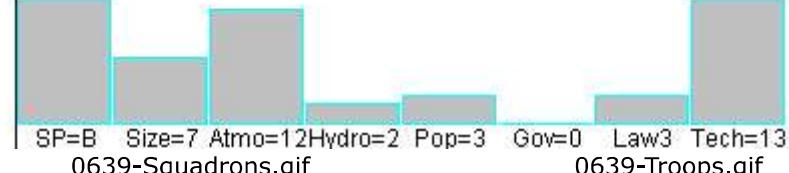
0637-bood.gif

0637-Worlds.gif

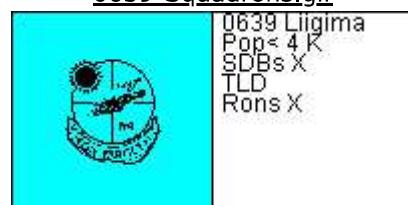
## 0639-Maps.gif



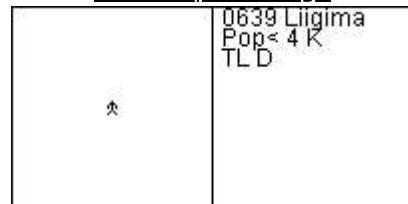
## **0639 Liigima**



0639-SDBs.gif



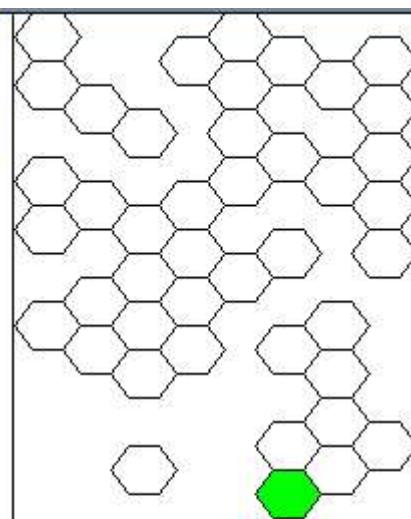
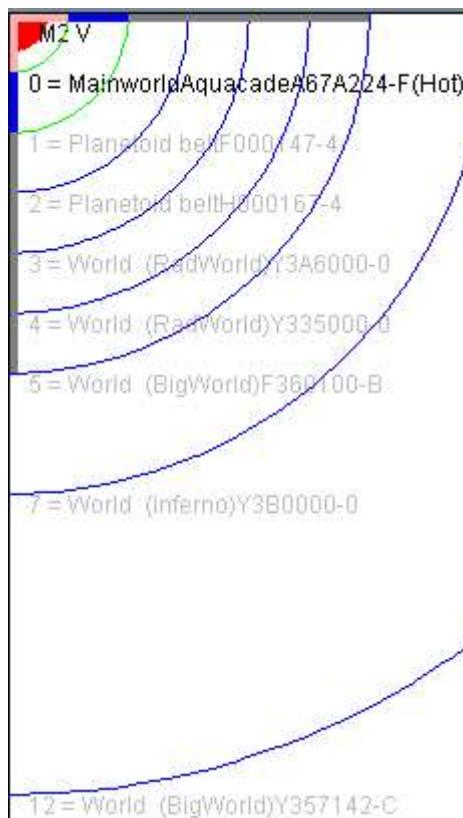
0639-Defences.gif



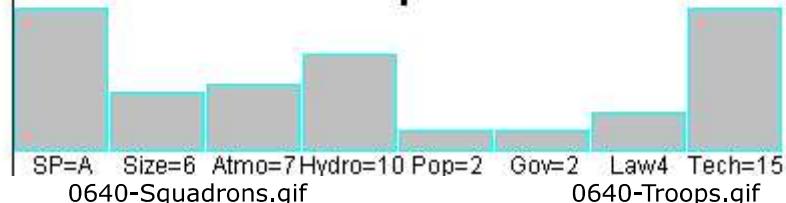
0639-Gas Giants.gif



## 0640-Maps.gif



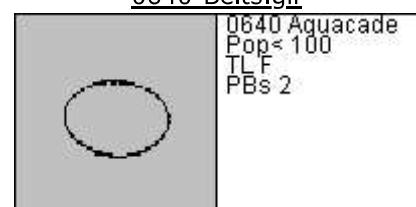
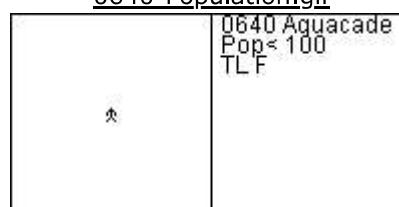
## **0640 Aquacade**



0640-SDBs.gif



0640-Defences.gif



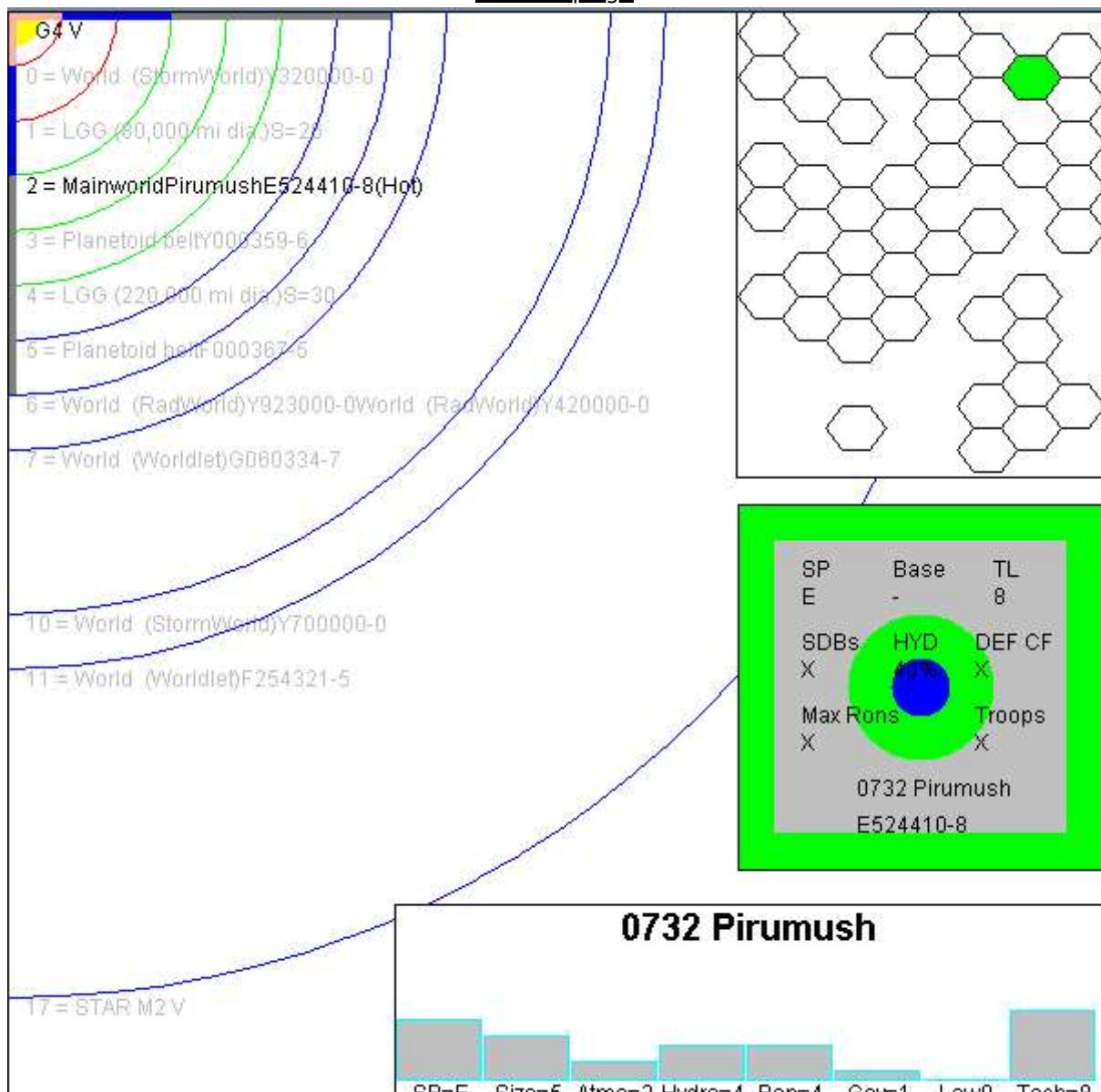
0640-Gas Giants.gif



0640 aquacade.gif

0640-Worlds.gif

## 0732-Maps.gif



## **0732 Pirumush**

SP=E Size=5 Atmo=2 Hydro=4 Pop=4 Gov=1 Law=0 Tech=8

0732-Squadrons.gif

0732-Troops.gif

0732-Defences.gif



0732 Pirumush  
Pop < 60 K  
TL 8  
SDBs X



0732 Pirumush  
Pop < 60 K  
SDBs X  
TL 8  
Rons X



0732 Pirumush  
Pop < 60 K  
TL 8  
CF X

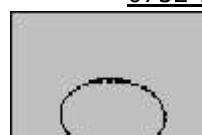
0732-Gas Giants.gif



0732 Pirumush  
Pop < 60 K  
TL 8  
CF X



0732 Pirumush  
Pop < 60 K  
TL 8

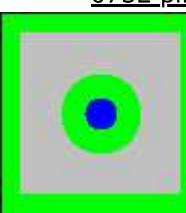


0732 Pirumush  
Pop < 60 K  
TL 8  
PBs 2

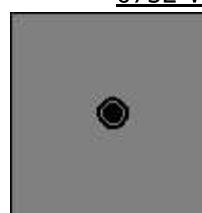
0732-Worlds.gif



0732 Pirumush  
Pop < 60 K  
TL 8  
GGS 2

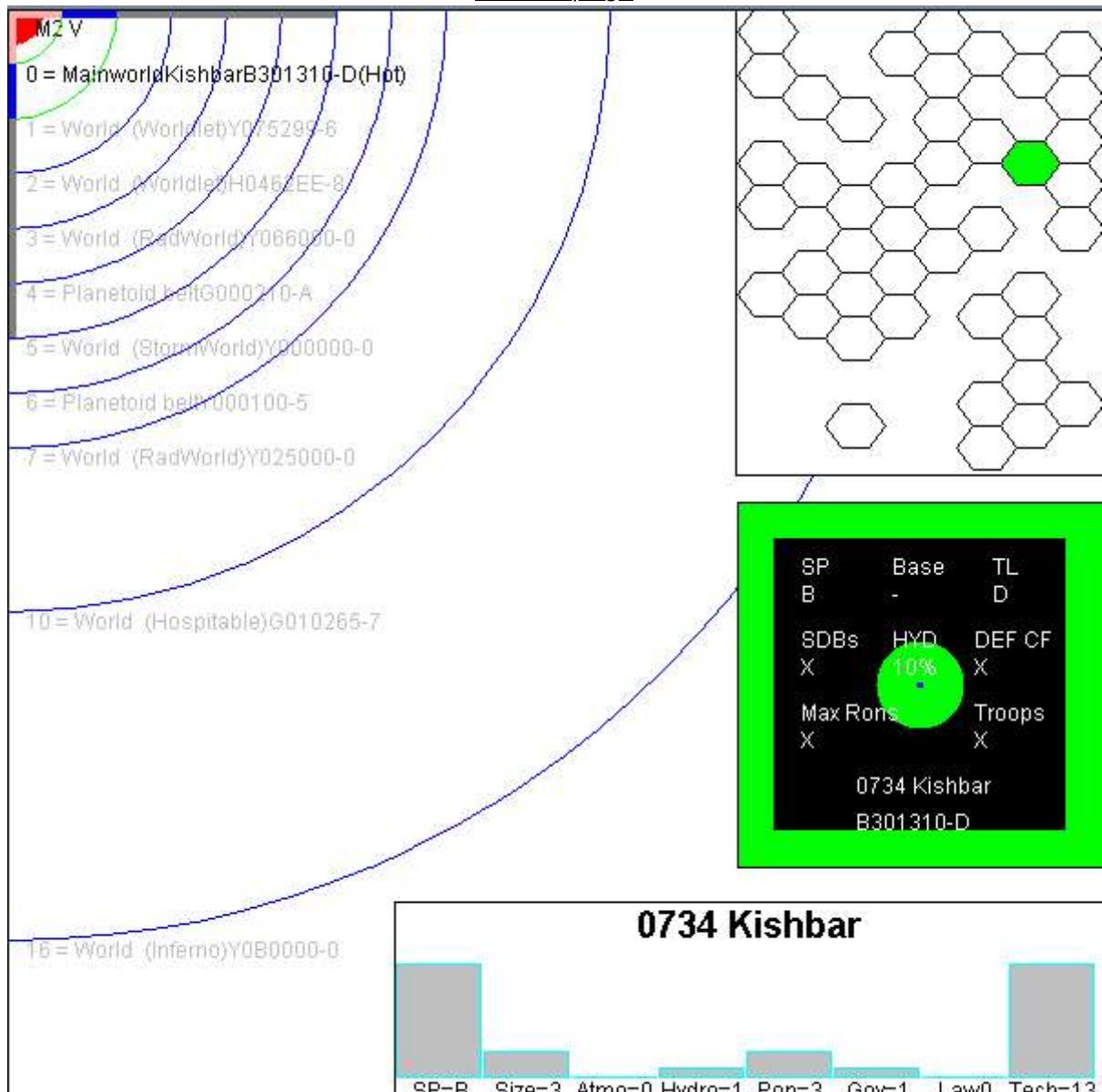


0732 Pirumush  
E524410-8  
SDBs X  
Rons X  
Def CF X  
Troops X  
Pop < 60 K  
Belts 2  
GGS 2  
Worlds 13 G

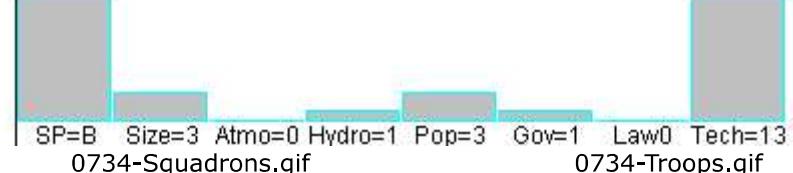


0732 Pirumush  
Pop < 60 K  
TL 8  
W 13

## 0734-Maps.gif



## **0734 Kishbar**



0734-SDBs.gif



0734-Defences.gif



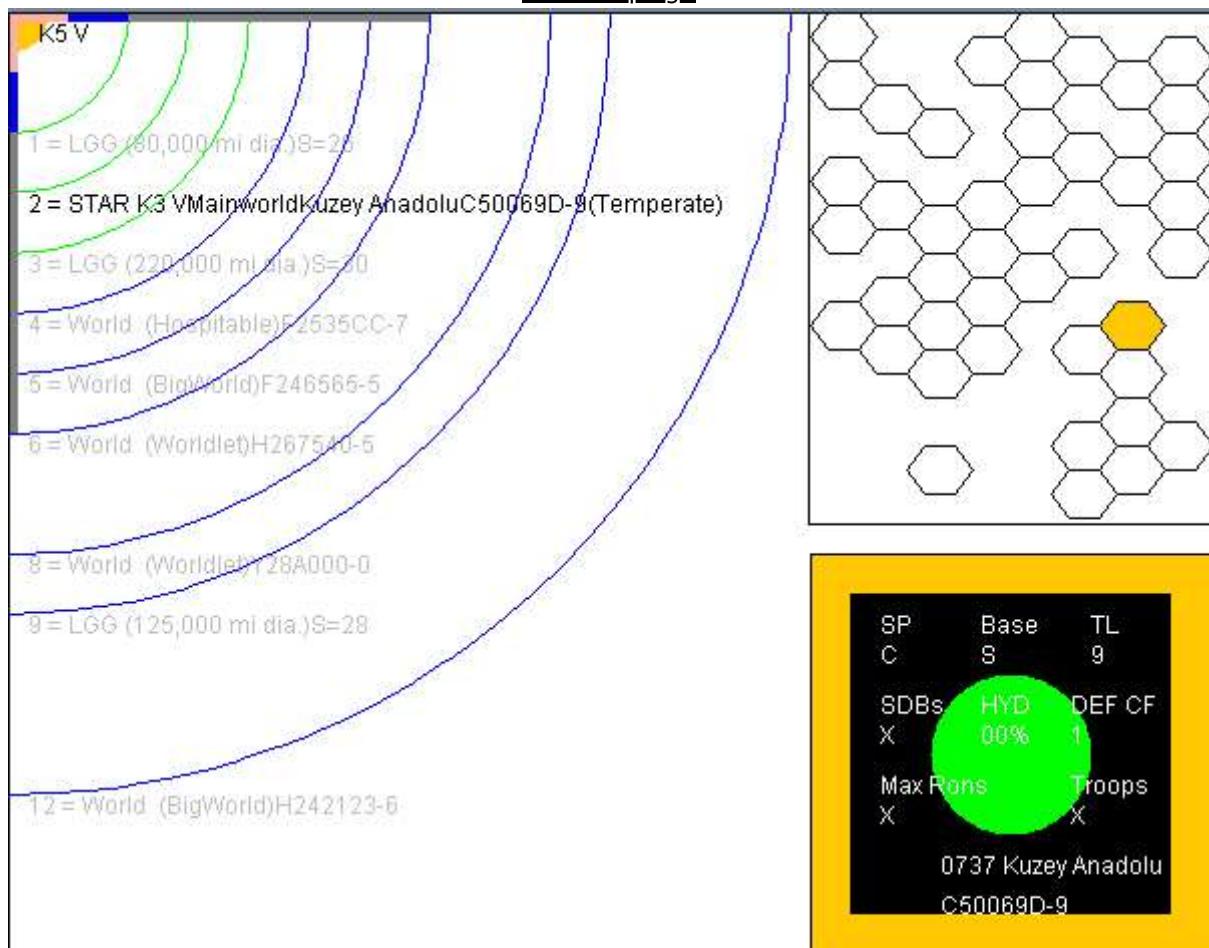
0734-Gas Giants.gif



0734-kishbar.gif

0734-Worlds.gif

## 0737-Maps.gif



## 0737 Kuzey Anadolu



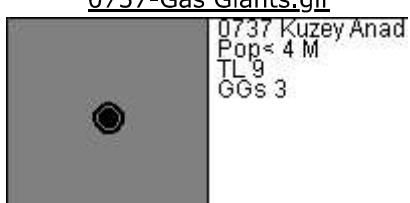
0737-SDBs.gif



0737-Defences.gif



0737-Gas Giants.gif



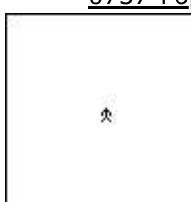
0737-Worlds.gif



0737-Squadrons.gif



0737-Population.gif



0737-kuzey\_anadolu.gif



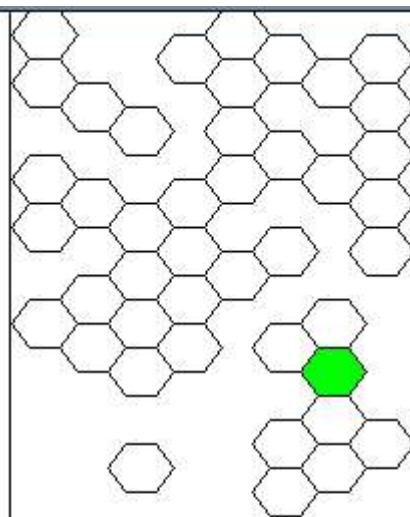
0737-Belts.gif



0737-Worlds.gif

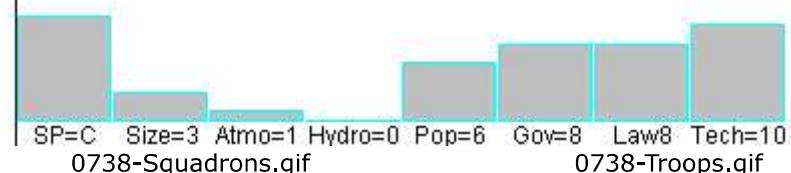
## 0738-Maps.gif

M3 V  
 0 = Mainworld Daglari C310688-A (Temperate)  
 1 = LGG (60,000 mi dia) B=24  
 2 = World (StormWorld) G000190-5  
 3 = World (Worldlet) G030580-7  
 4 = World (BigWorld) G055568-7  
 5 = World (StormWorld) Y471000-0  
 6 = Planetoid belt P000568-0  
 7 = World (Inferno) F5B0000-0 / World (Hospitable) F624557-7  
 8 = Planetoid belt P000521-9  
 9 = World (RadWorld) F85A000-0  
 10 = World (BigWorld) HF10426-8

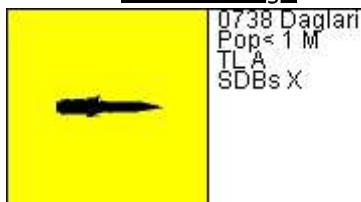


SP	Base	TL
C	-	A
SDBs	HYD	DEF CF
X	00%	1
Max Rons		Troops
X		X
0738 Daglari		
C310688-A		

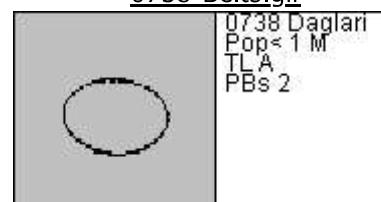
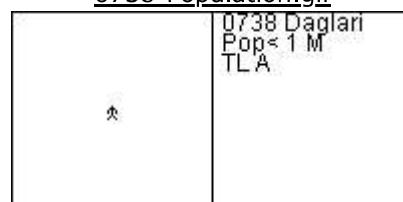
## 0738 Daglari



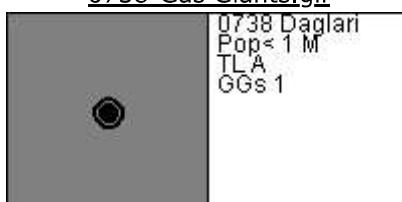
0738-SDBs.gif



0738-Defences.gif



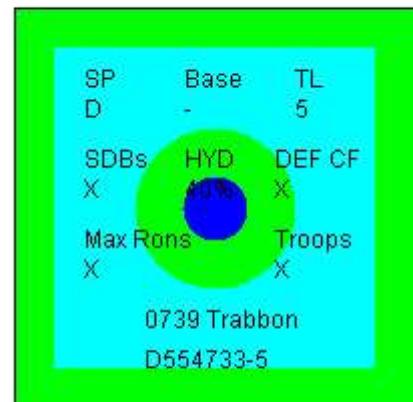
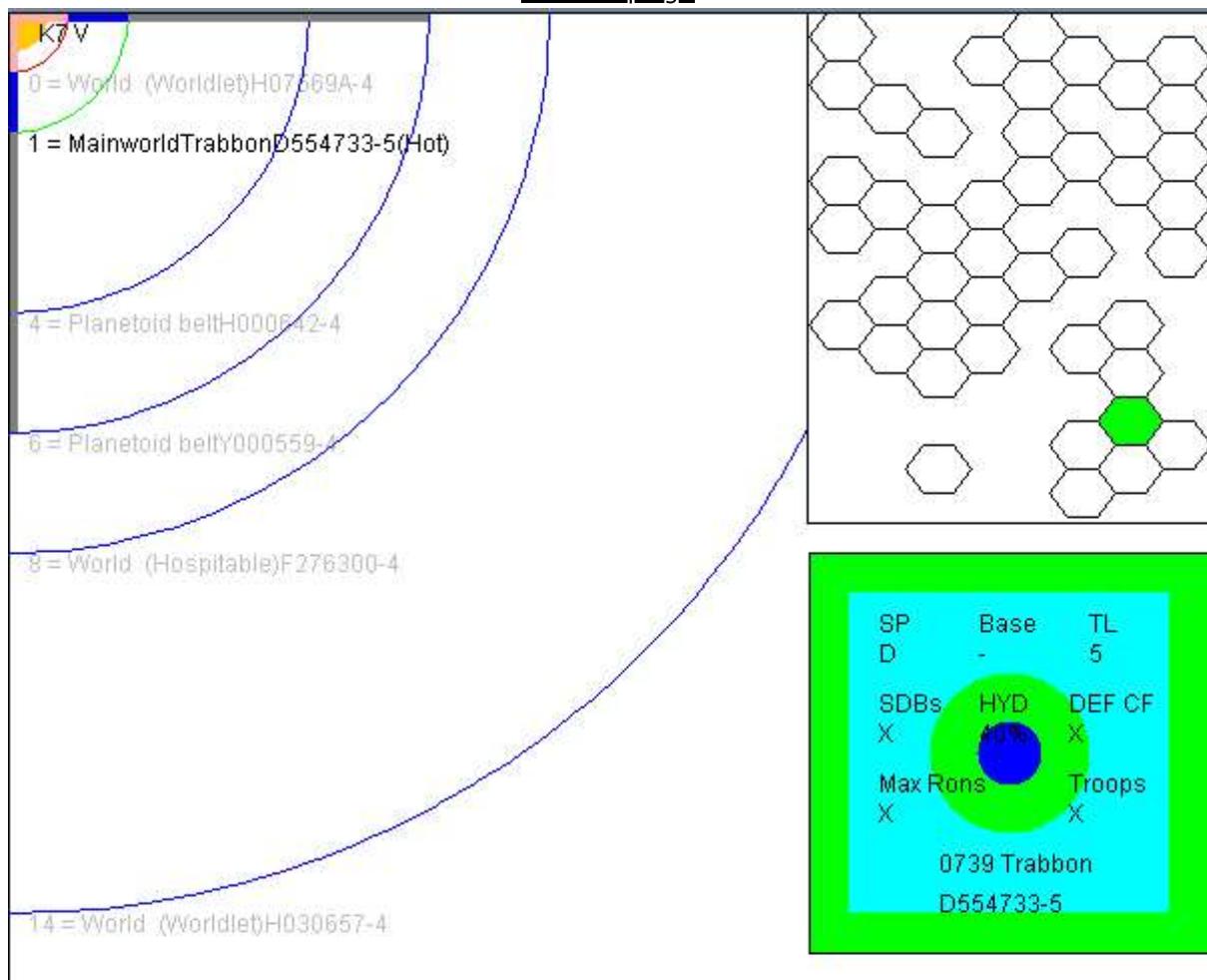
0738-Gas Giants.gif



0738-daglari.gif

0738-Worlds.gif

### 0739-Maps.gif



### **0739 Trabbon**



0739-SDBs.gif



0739-Defences.gif



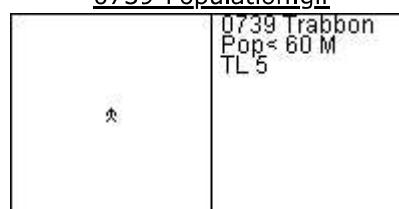
0739-Population.gif



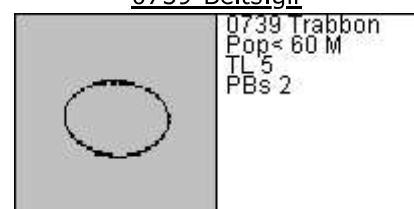
0739-Troops.gif



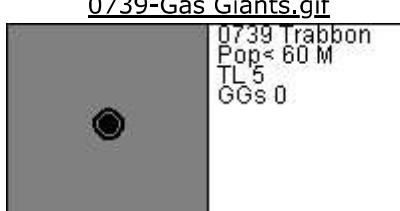
0739-Gas Giants.gif



0739-trabbon.gif



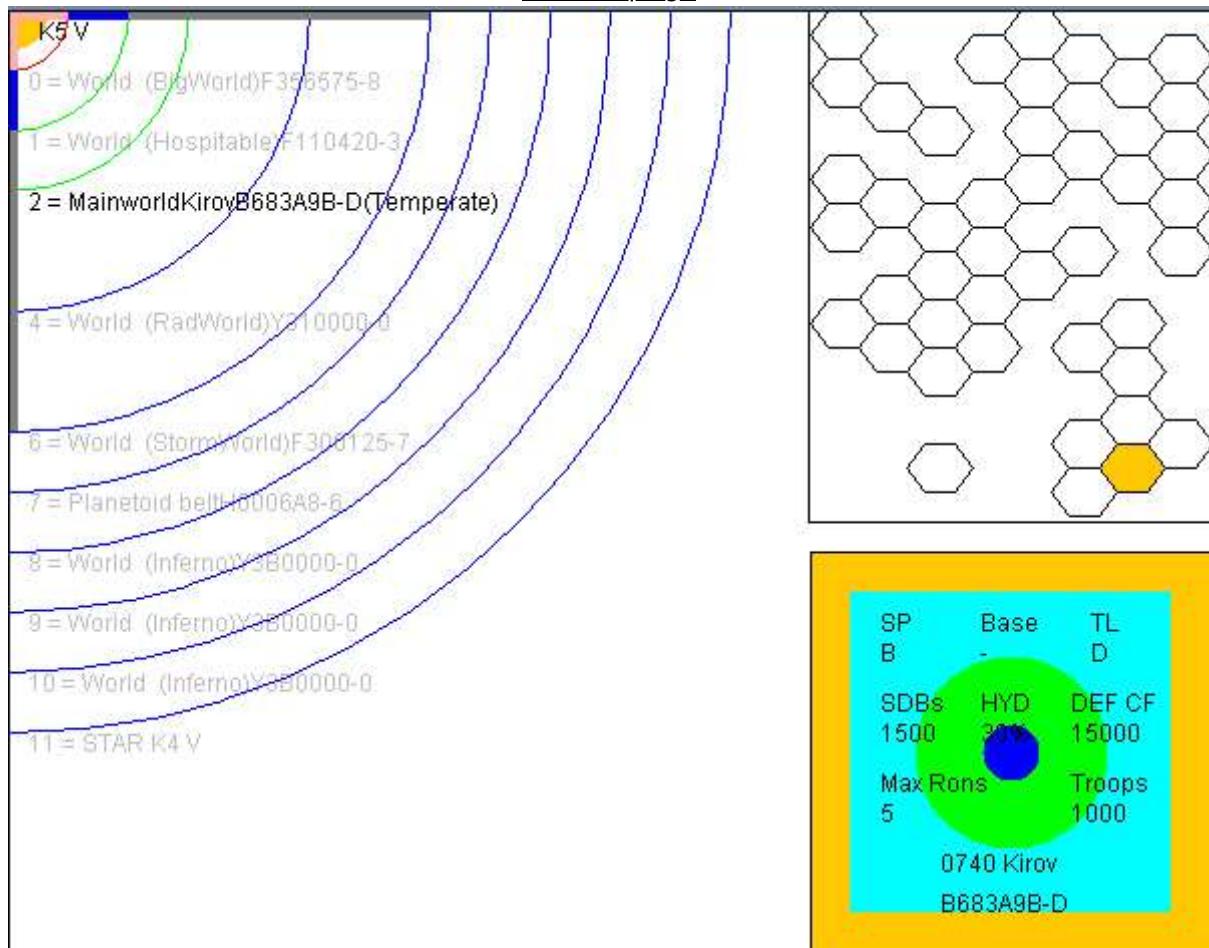
0739-Belts.gif



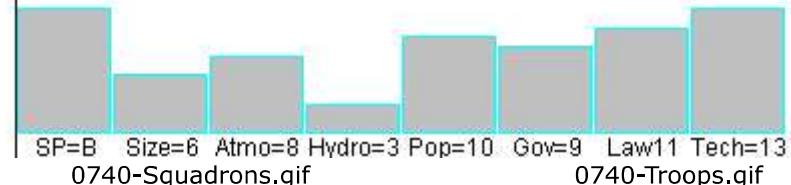
0739-Worlds.gif



## 0740-Maps.gif



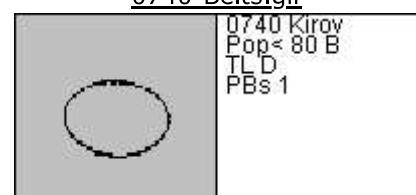
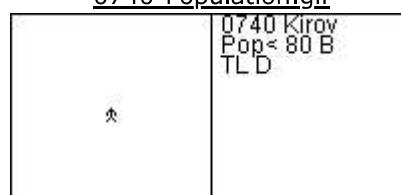
## 0740 Kirov



## 0740-SDBs.gif



## 0740-Defences.gif



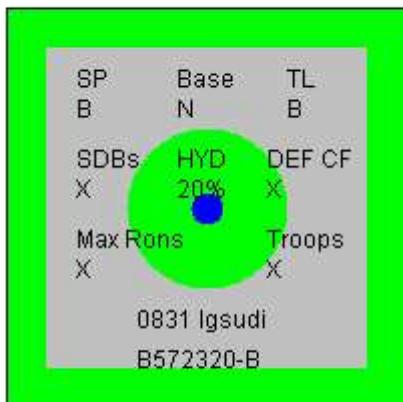
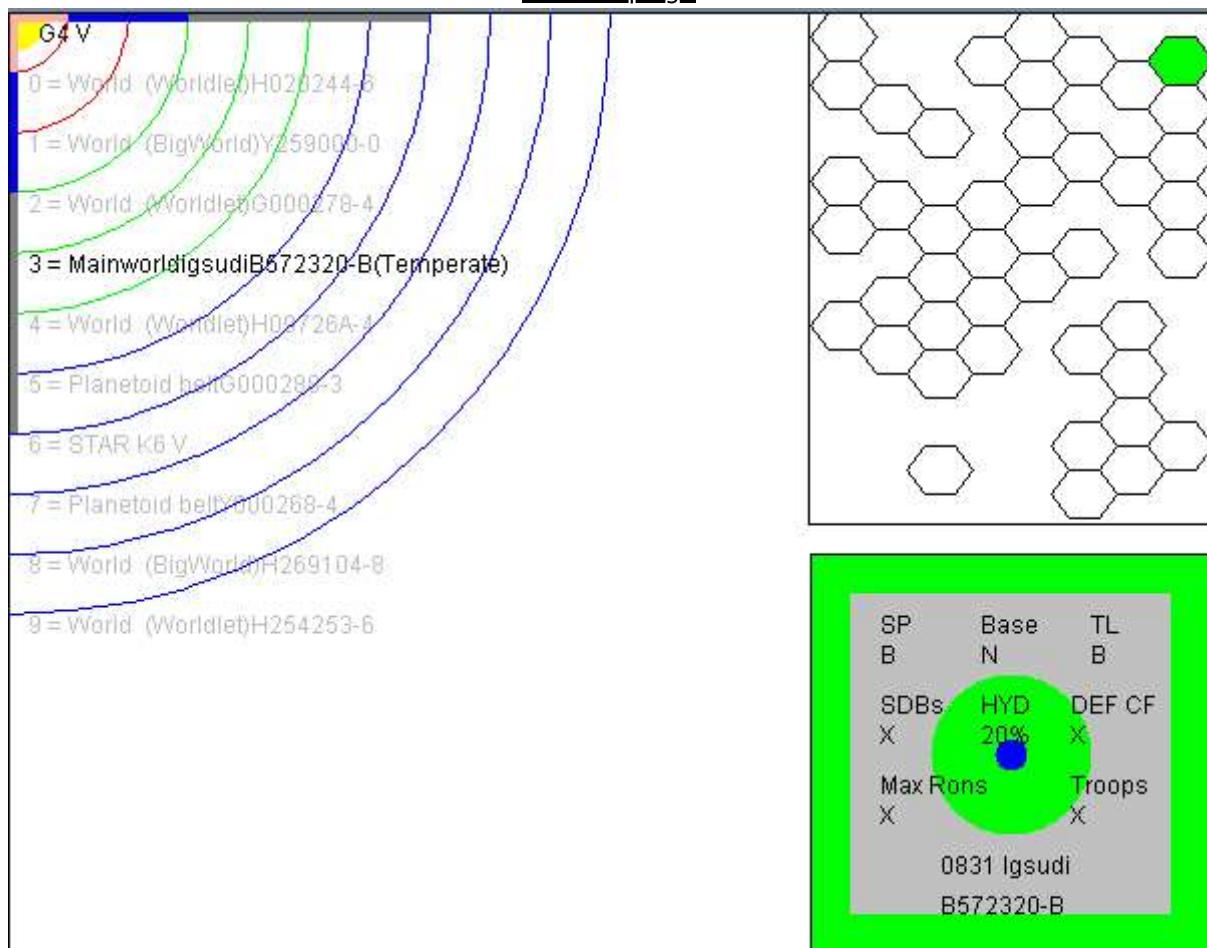
## 0740-Gas Giants.gif



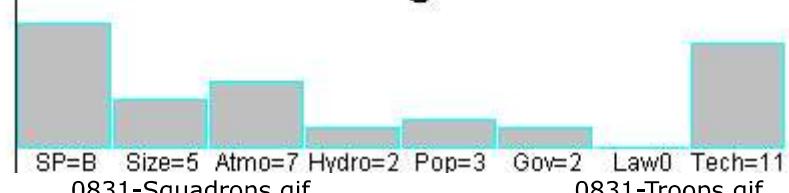
## 0740-Worlds.gif



### 0831-Maps.gif



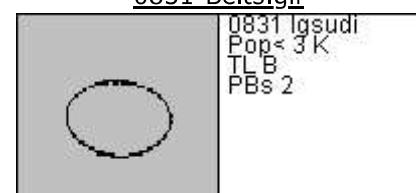
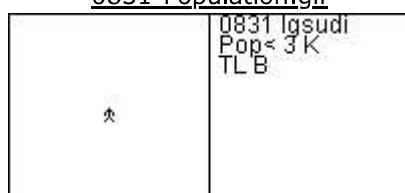
### 0831 Igsudi



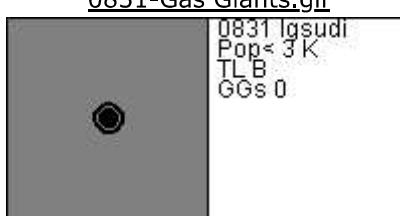
### 0831-SDBs.gif



### 0831-Defences.gif

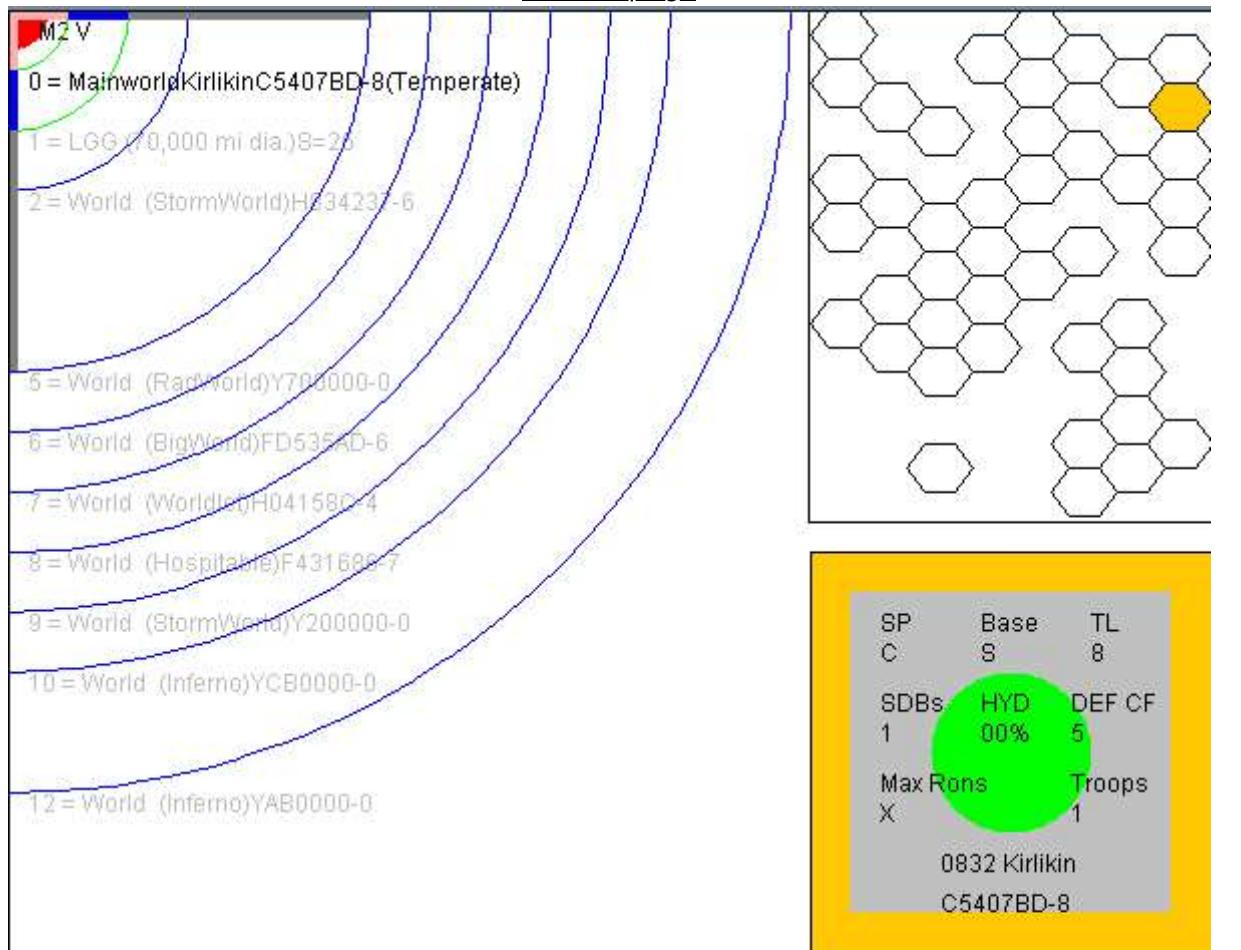


### 0831-Gas Giants.gif

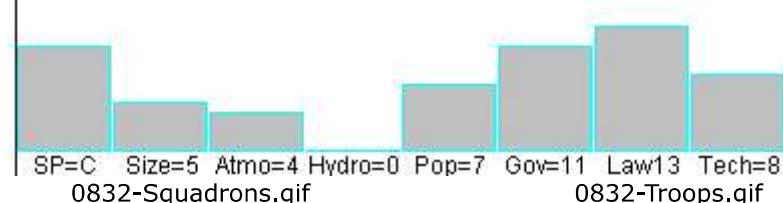


### 0831-Worlds.gif

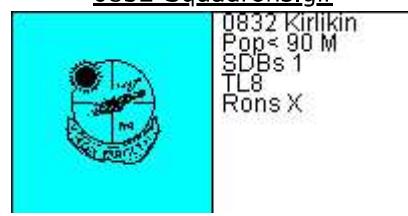
## 0832-Maps.gif



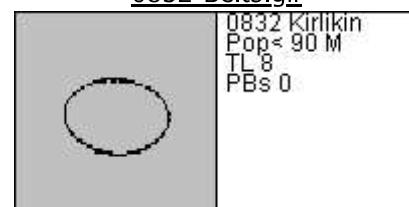
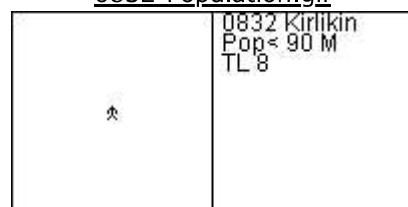
## **0832 Kirlikin**



0832-SDBs.gif



0832-Defences.gif

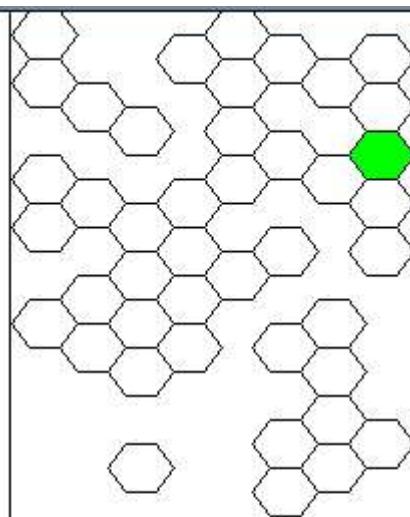
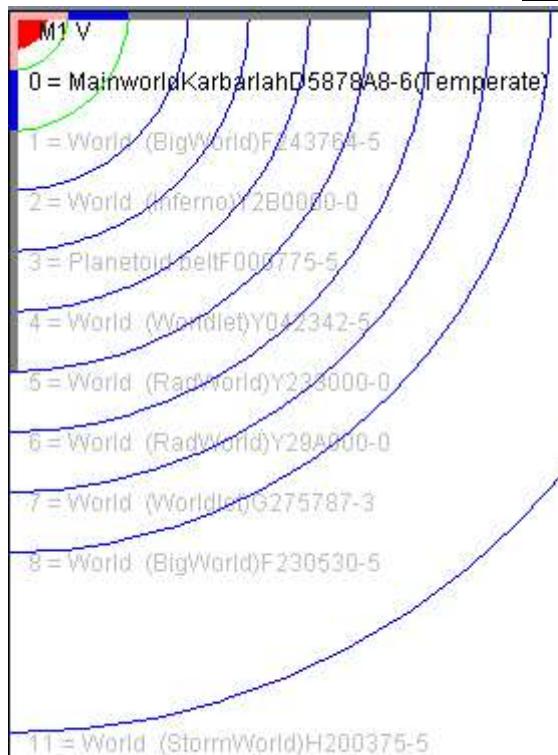


0832-Gas Giants.gif



0832-Worlds.gif

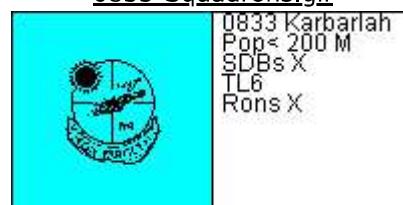
## 0833-Maps.gif



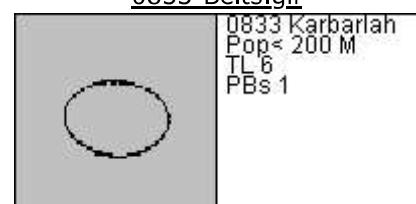
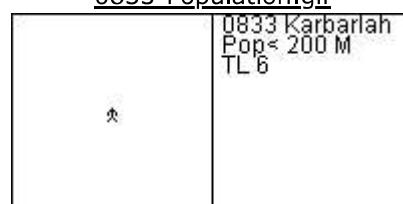
## **0833 Karbarlah**



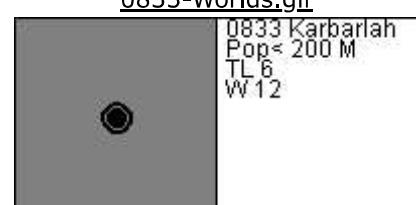
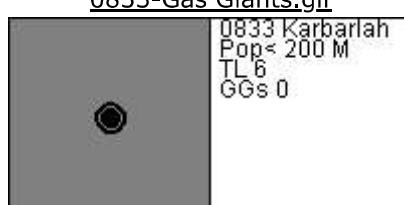
0833-SDBs.gif



0833-Defences.gif



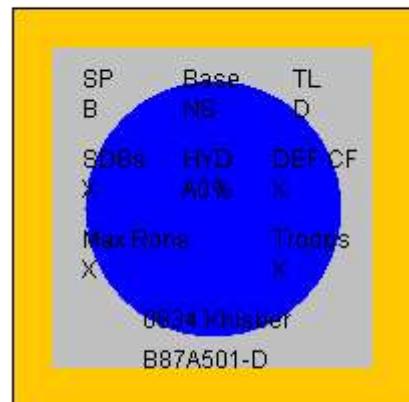
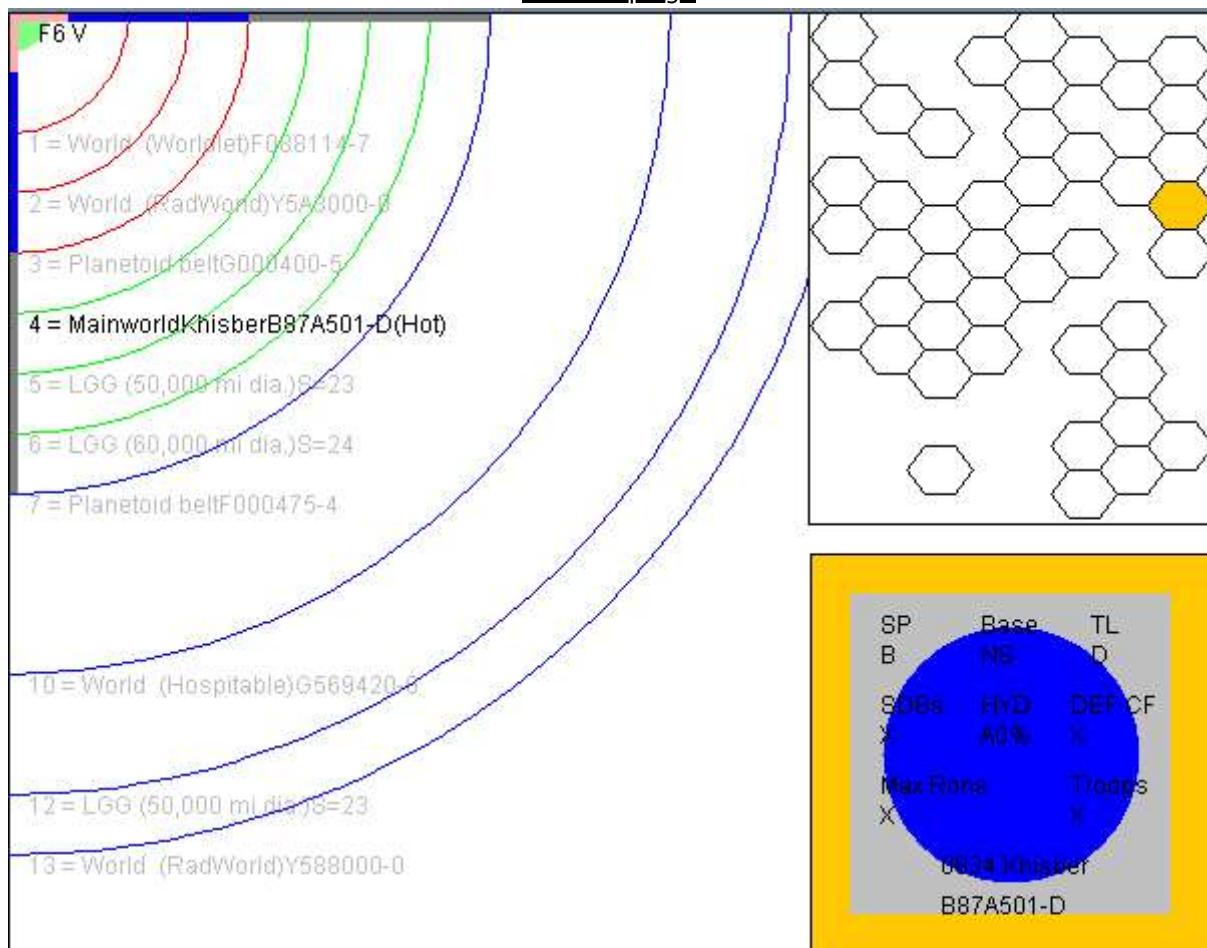
0833-Gas Giants.gif



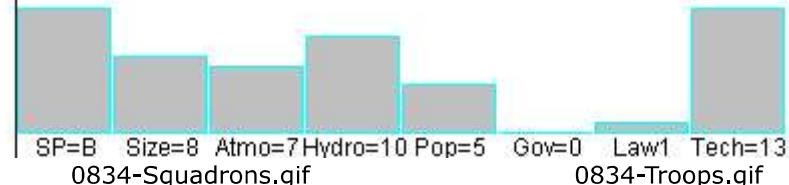
0833-karbarlah.gif

0833-Worlds.gif

## 0834-Maps.gif



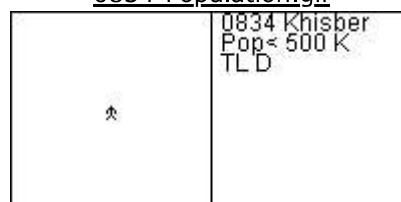
## 0834 Khisber



0834-SDBs.gif



0834-Defences.gif



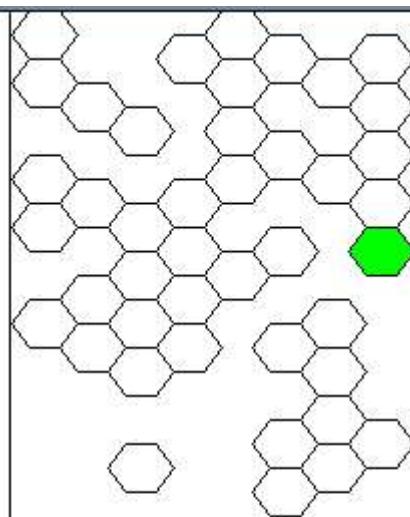
0834-Gas Giants.gif



0834-khisber.gif

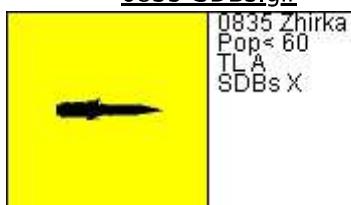
## 0835-Maps.gif

M2 V  
 0 = World (StormWorld)Y-372000-0  
 1 = Asteroid Belt Zhirka E000110-A(Cold)  
 2 = World (Hospitable)Y-334000-0 World (BigWorld)Y-339000-0  
 3 = World (Hospitable)Y-3B6000-0  
 4 = World (StormWorld)Y-300000-0 World (BigWorld)Y-356000-0  
 5 =  
 6 = World (BigWorld)Y-310000-0  
 7 = Planetoid belt Y-300000-0  
 8 = World (Hospitable)Y-377000-0  
 9 = World (Inferno)Y-3B0000-0  
 10 = World (RadWorld)Y-376000-0  
 11 = STAR M9 V



## 0835 Zhirka

### 0835-SDBs.gif



### 0835-Defences.gif



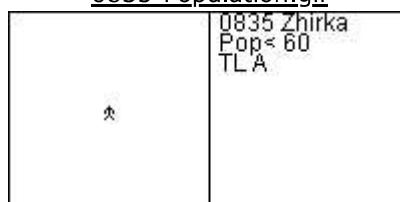
### 0835-Gas Giants.gif



SP=E Size=0 Atmo=0 Hydro=0 Pop=1 Gov=1 Law=0 Tech=10  
0835-Squadrons.gif



### 0835-Population.gif



### 0835 zhirka.gif



0835-Troops.gif



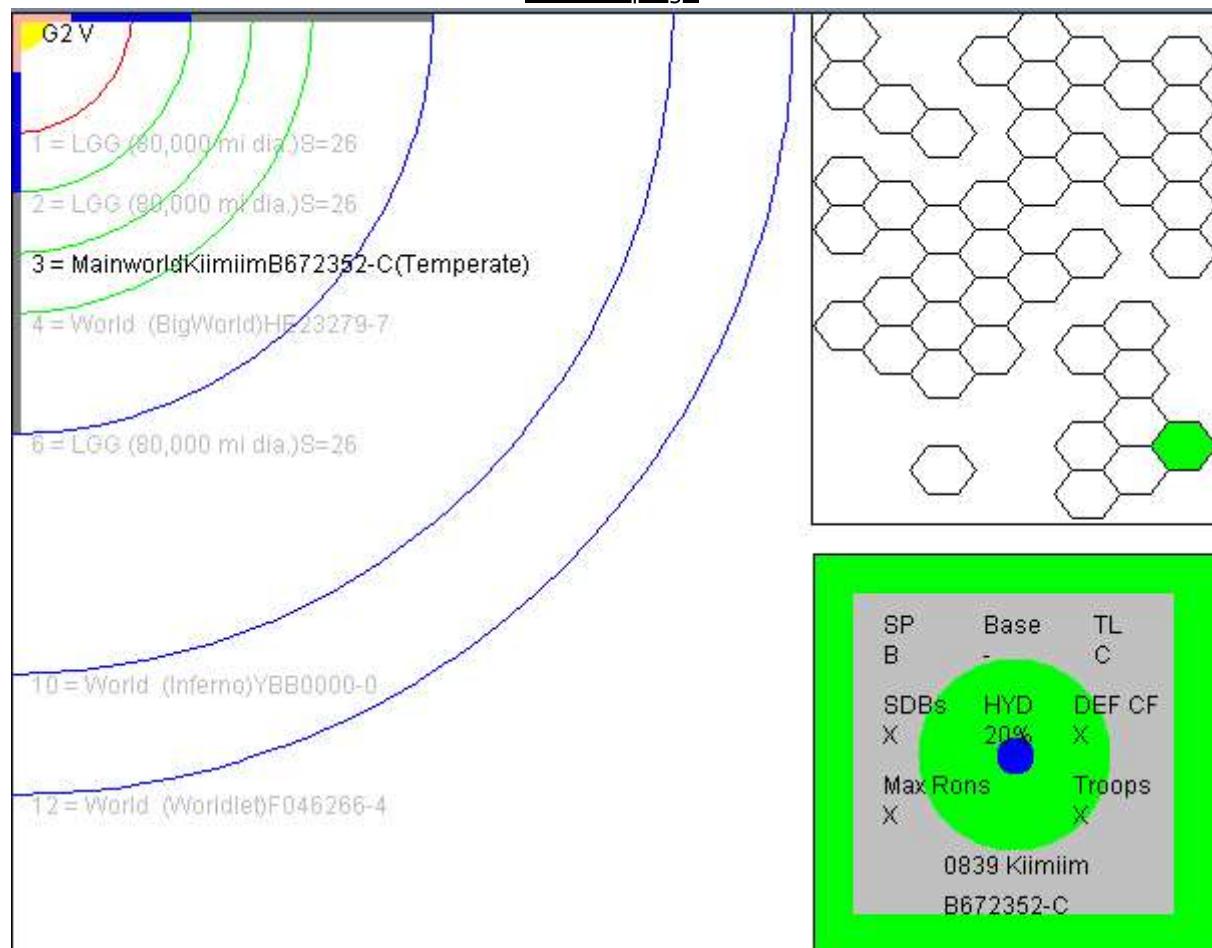
### 0835-Belts.gif



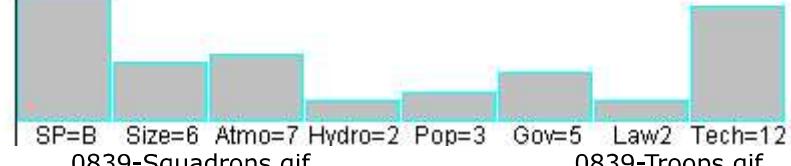
### 0835-Worlds.gif



## 0839-Maps.gif



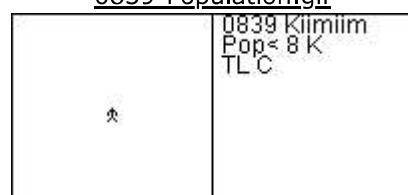
## **0839 Kiimiim**



0839-SDBs.gif



0839-Defences.gif



0839-Gas Giants.gif



0839-Worlds.gif

	0132 Kald C001 Cruiser J-1 USL DF 7 AF 3 BF 0 TF 7 TL 10		0132 Kald C002 Cruiser J-1 USL DF 7 AF 3 BF 0 TF 7 TL 10		0232 Tratami C001 Cruiser J-1 USL DF 6 AF 3 BF 0 TF 6 TL 9
	0431 Answerin C001 Cruiser J-3 USL DF 8 AF 4 BF 0 TF 8 TL 14		0431 Answerin C002 Cruiser J-3 USL DF 8 AF 4 BF 0 TF 8 TL 14		0431 Answerin C003 Cruiser J-3 USL DF 8 AF 4 BF 0 TF 8 TL 14
	0431 Answerin C004 Cruiser J-3 USL DF 8 AF 4 BF 0 TF 8 TL 14		0431 Answerin C005 Cruiser J-3 USL DF 8 AF 4 BF 0 TF 8 TL 14		0740 Kirov C001 Cruiser J-2 USL DF 8 AF 4 BF 0 TF 8 TL 13
	0740 Kirov C002 Cruiser J-2 USL DF 8 AF 4 BF 0 TF 8 TL 13		0740 Kirov C003 Cruiser J-2 USL DF 8 AF 4 BF 0 TF 8 TL 13		0740 Kirov C004 Cruiser J-2 USL DF 8 AF 4 BF 0 TF 8 TL 13
	0740 Kirov C005 Cruiser J-2 USL DF 8 AF 4 BF 0 TF 8 TL 13	C:\T5\Vland\M Parsi			

	0132 Kald 0001 4-Division 0-Regular 0-Light Grav 0-Infantry CF 20 TF 20 TL 10		0137 Shaaki 0001 1-Battalion 0-Regular 0-Light Grav 0-Infantry CF 2 TF 2 TL 12		0232 Tratami 0001 2-Regiment 0-Regular 0-Light Grav 0-Infantry CF 5 TF 5 TL 9
	0431 Answerin 0001 7-Army Group 0-Regular 0-Light Grav 0-Infantry CF 500 TF 500 TL 14		0431 Answerin 0002 7-Army Group 0-Regular 0-Light Grav 0-Infantry CF 500 TF 500 TL 14		0534 Khakkakum 0001 0-Company 0-Regular 0-Light Grav 0-Infantry CF 1 TF 1 TL 8
	0536 Fauski 0001 2-Regiment 0-Regular 0-Light Grav 0-Infantry CF 5 TF 5 TL 14		0740 Kirov 0001 7-Army Group 0-Regular 0-Light Grav 0-Infantry CF 500 TF 500 TL 13		0740 Kirov 0002 7-Army Group 0-Regular 0-Light Grav 0-Infantry CF 500 TF 500 TL 13

0832 Kirlkin  
0001  
0-Company  
0-Regular  
0-Light  
Grav  
0-Infantry  
CF 1  
TF 1  
TL 8

C:\T5\Vland\M Parsi

Vland/M Parsi

---HI POP TARGET---

0132 Kald - C5509AB-A

SDB Squadrons = 100

Starship Squadrons = 2

Troop CF = 20

Defence CF = 1000

TROOP FORCES

0001-4000-20(20)-A

0134 Zanagud - E66A686-7

Defence CF = 1

0135 Sakin - C430668-A

Defence CF = 1

0137 Shaaki - B9B4750-C

SDB Squadrons = 1

Troop CF = 2

Defence CF = 12

TROOP FORCES

0001-1000-2(2)-C

0232 Tratami - D9C7887-9

SDB Squadrons = 10

Starship Squadrons = 1

Troop CF = 5

Defence CF = 100

TROOP FORCES

0001-2000-5(5)-9

0237 Shashim - B427698-C

Defence CF = 2

---HI POP TARGET---

0431 Answerin - B584A85-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

0532 Kinswana - C310659-B  
Defence CF = 2

0533 Khi Tai - E668732-6  
Defence CF = 2

0534 Khakkakum - C657768-8  
SDB Squadrons = 1  
Troop CF = 1  
Defence CF = 5  
TROOP FORCES  
0001-0000-1(1)-8

0536 Fauski - A420751-E  
SDB Squadrons = 1  
Troop CF = 5  
Defence CF = 15  
TROOP FORCES  
0001-2000-5(5)-E

0631 Enbart - B201689-C  
Defence CF = 2

0737 Kuzey Anadolu - C50069D-9  
Defence CF = 1

0738 Daglari - C310688-A  
Defence CF = 1

---HI POP TARGET---  
0740 Kirov - B683A9B-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

0832 Kirlikin - C5407BD-8  
SDB Squadrons = 1  
Troop CF = 1  
Defence CF = 5  
TROOP FORCES

0833 Karbarlah - D5878A8-6  
Defence CF = 20

0132-C5509AB-A

Commodore Uurshur

Prec 12

Plan 5

Tactics -2

C001-1U-730-7-A

0132-C5509AB-A

Commodore Genlibiinlii

Prec 9

Plan 5

Tactics -1

C002-1U-730-7-A

0232-D9C7887-9

Commodore Iiaggi

Prec 12

Plan 5

Tactics -1

C001-1U-630-6-9

0431-B584A85-E

Commodore Kerdaigshu

Prec 10

Plan 5

Tactics 2

C001-3U-840-8-E

0431-B584A85-E

Commodore Shaddaambaugur

Prec 10

Plan 4

Tactics -1

C002-3U-840-8-E

0431-B584A85-E

Commodore Suuegmiir

Prec 9

Plan 5

Tactics 0

C003-3U-840-8-E

0431-B584A85-E

Commodore Dukirarkashkual

Prec 11

Plan 0

Tactics -2

C004-3U-840-8-E

0431-B584A85-E

Commodore Kushkuurlu

Prec 13

Plan 2

Tactics 0

C005-3U-840-8-E

0740-B683A9B-D

Commodore Ikkurliidsilu

Prec 11

Plan 2

Tactics 0

C001-2U-840-8-D

0740-B683A9B-D

Commodore Isgaekhid

Prec 9

Plan 3

Tactics 0

C002-2U-840-8-D

0740-B683A9B-D

Commodore Nanmarkar

Prec 10

Plan 3

Tactics -2

C003-2U-840-8-D

0740-B683A9B-D

Commodore Ushmishkuim

Prec 14

Plan 5

Tactics 0

C004-2U-840-8-D

0740-B683A9B-D

Commodore Algaasga

Prec 12

Plan 5

Tactics 2

C005-2U-840-8-D

B Knight = 42

c Baronet = 3

C Baron = 6

D Marquis = 2

e Viscount = 1

E Count = 4

F Duke = 1

0131 Skasputin

(Knight) AkhKish

0132 Kald  
(Knight) ZanDaKisKhaAag  
(Count) IAkSuUmDiU

0134 Zanagud  
(Knight) NashGashZaLarGuMa  
(Baron) BurNir

0135 Sakin  
(Knight) IdGe

0137 Shaaki  
(Knight) KaAkShaAdKeI

0232 Tratami  
(Knight) AkSaaAalMisMi  
(Viscount) AalGarLu

0234 Nurrungar  
(Knight) KiULiIi

0236 Khishugii  
(Knight) IkKiidKerKharRu

0237 Shashim  
(Knight) Za

0333 Paspaa  
(Knight) EmZuIiGaAg  
(Baronet) Ikh

0335 Nadud  
(Knight) GagGerKhudShuNa

0336 Parsi  
(Knight) UUuGiiKhiirMishKip  
(Count) Ik  
(Duke) II[NiiMiIm

0338 Vanessa  
(Knight) AlKha

0340 Jessheim  
(Knight) UuIdLugDiKuSa

0431 Answerin  
(Knight) ANashKuGaLu  
(Count) KuNu

0434 Geguru  
(Knight) MunShaIk

0435 Ganidam  
(Knight) Shu

0436 Meprim  
(Knight) LirPuIDiirBa

0437 Thatii  
(Knight) IE

0531 Seglound  
(Knight) KarMaAAkKunLa

0532 Kinswana  
(Knight) Mur

0533 Khi Tai  
(Knight) Ez  
(Baron) AUEm

0534 Khakkakum  
(Knight) NumSaIkh  
(Baron) UkhShasGaam

0536 Fauski  
(Knight) IsGuShiLiIin  
(Marquis) MenGi

0631 Enbart  
(Knight) EAUsh

0633 Kamar Kur  
(Knight) GuiUI  
(Baron) Ish

0635 Savvud  
(Knight) IikhPi  
(Baronet) EshSharKad

0637 Bood  
(Knight) ShamKe

0639 Liigima  
(Knight) AkSaUUushLirKi

0640 Aquacade  
(Knight) RaKamBun

0732 Pirumush  
(Knight) KarDaGaaDunLi

0734 Kishbar  
(Knight) EmKimPirLaNinKa

0737 Kuzey Ana  
(Knight) AgMarGuIg

0738 Daglari  
(Knight) IigKhuuUugMiUk

0739 Trabbon  
(Knight) ElGaKhiUg  
(Baron) IkShuUukGanKhiEg

0740 Kirov  
(Knight) AamLaaAkGaaSi  
(Count) IkLaaNi

0831 Igsudi  
(Knight) UrGasShuAnSuur

0832 Kirlikin  
(Knight) Ga  
(Marquis) AImMur

0833 Karbarlah  
(Knight) AkKinKhiLaashRum  
(Baronet) IidKunKa  
(Baron) MiIkKhuKhuKhar  
(Viscount) AkMash

0834 Khisber  
(Knight) ShirGumNa

0835 Zhirka  
(Knight) ImGiiMiiI

0839 Kiimiim  
(Knight) ALarMaAk

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.

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Subsector Guides for system war  
Targets, Squadrons & Tactical leadership

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