

Traveller 5

Vland

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Subsector guide

General Details for Imperial Forces

J Akumid

R U Ready 4 WAR? - Indispensable Notebook
Imperial Naval Intelligence for Travellers.
5FW style System box.
T4 Imperial Squadrons & Commodores.
T4 Pocket Empires Troops.
T5 System maps.
Links to relevant data online.
Collated into a PDF with 1 System per sheet of print
Does not contain rules:

but 5FW, IE, IS, PE, MgT or any other should work.

maggot.iiss@sky.com

Saarpuhii

Engegueklii Agushdakemgam (Call me Klii)

Duke of Kesali (Vland/2737)
Co Starring - Walter the Wobot!
(with a lithp - Dukes' Butler)

Marx Sagaa (a.k.a. Markii)

Baron of Fraynj (Gushmege/1623)

Tracii

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

Debii

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

Fergii

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

Jimii

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

Iggii (Vargr)

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

Commodore Fergiison

**Vland
J Akumid**

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Sweeter after difficulties



**Nihil verum nisi mors
Only Death is Real!**



ORBIT PATHS

Red = Inner: Gress = Habitable: Blue = Outer
 Pink Bar = 10D Blue Bar = 100 D Grey Bar = 1000D

5FW STYLE SYSTEM BOX

Outer Box = TAS zone
 Inner Box = Atmosphere
 Green Circle = Size
 Blue Circle = Hydrographics



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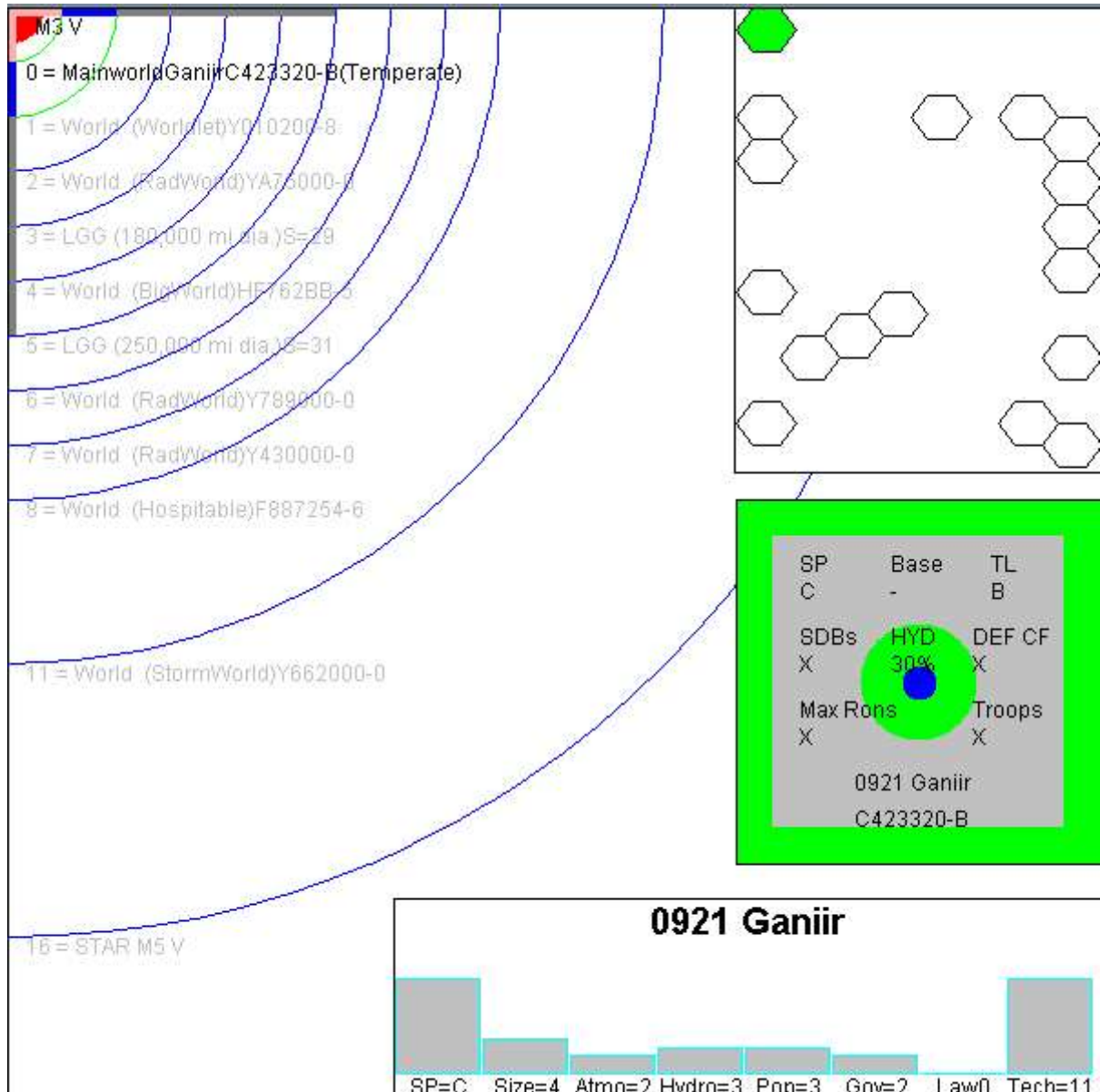
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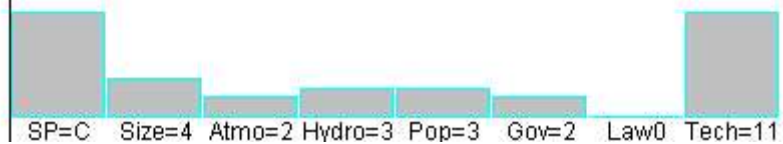
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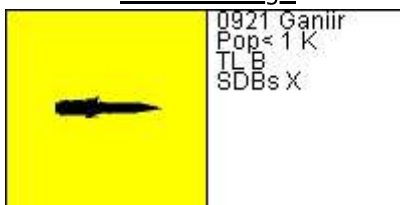
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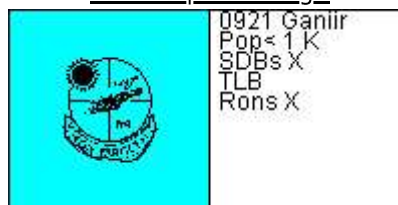
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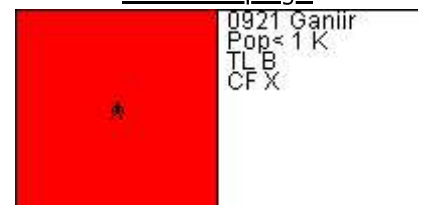
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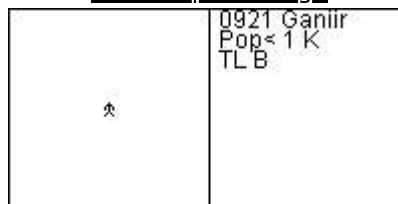
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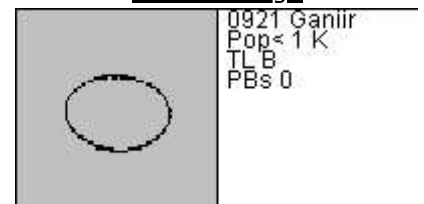
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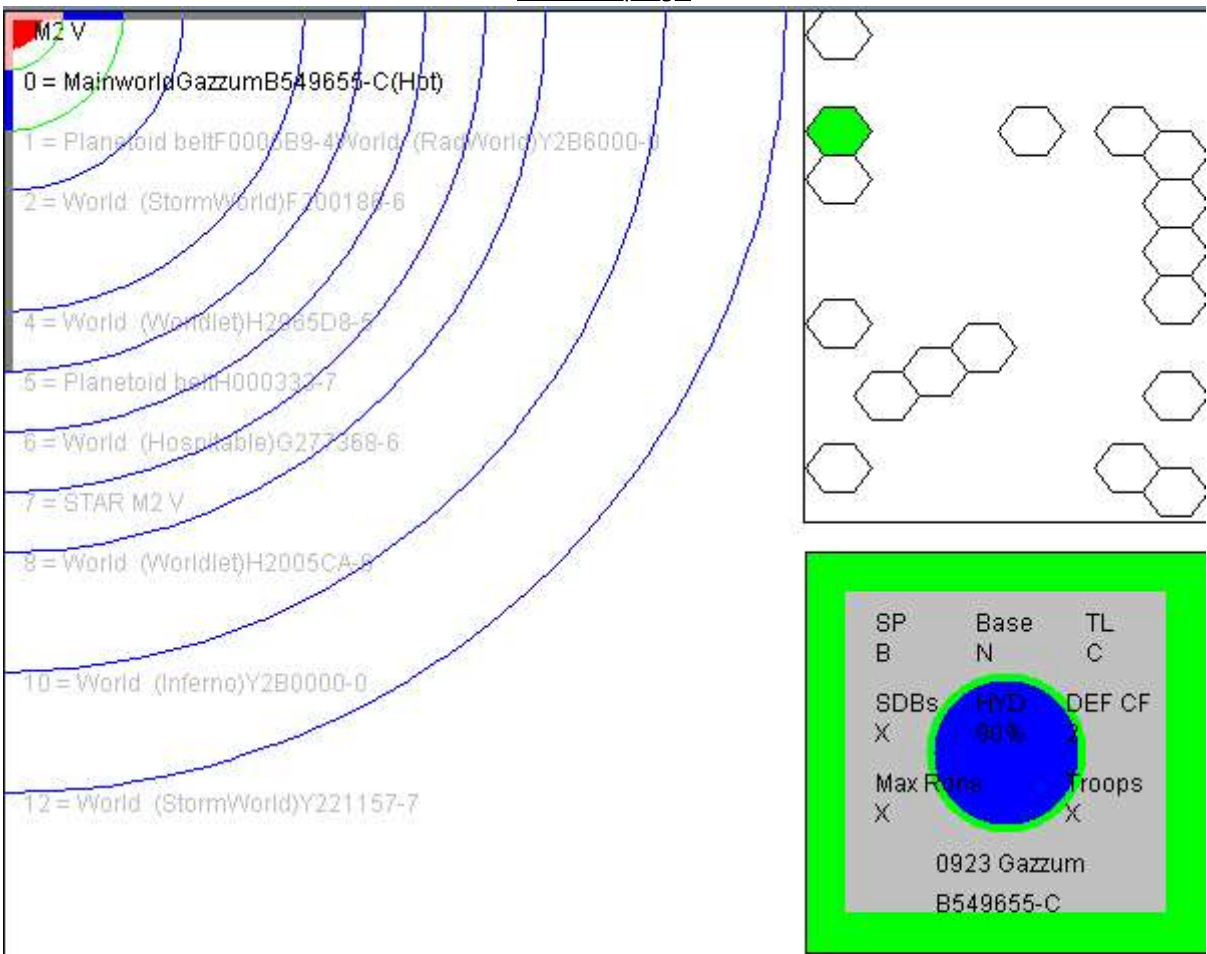
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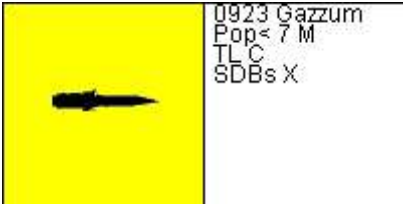
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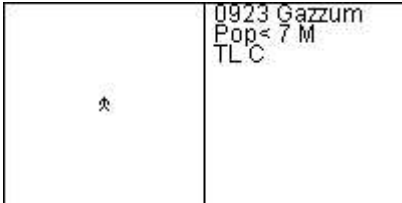
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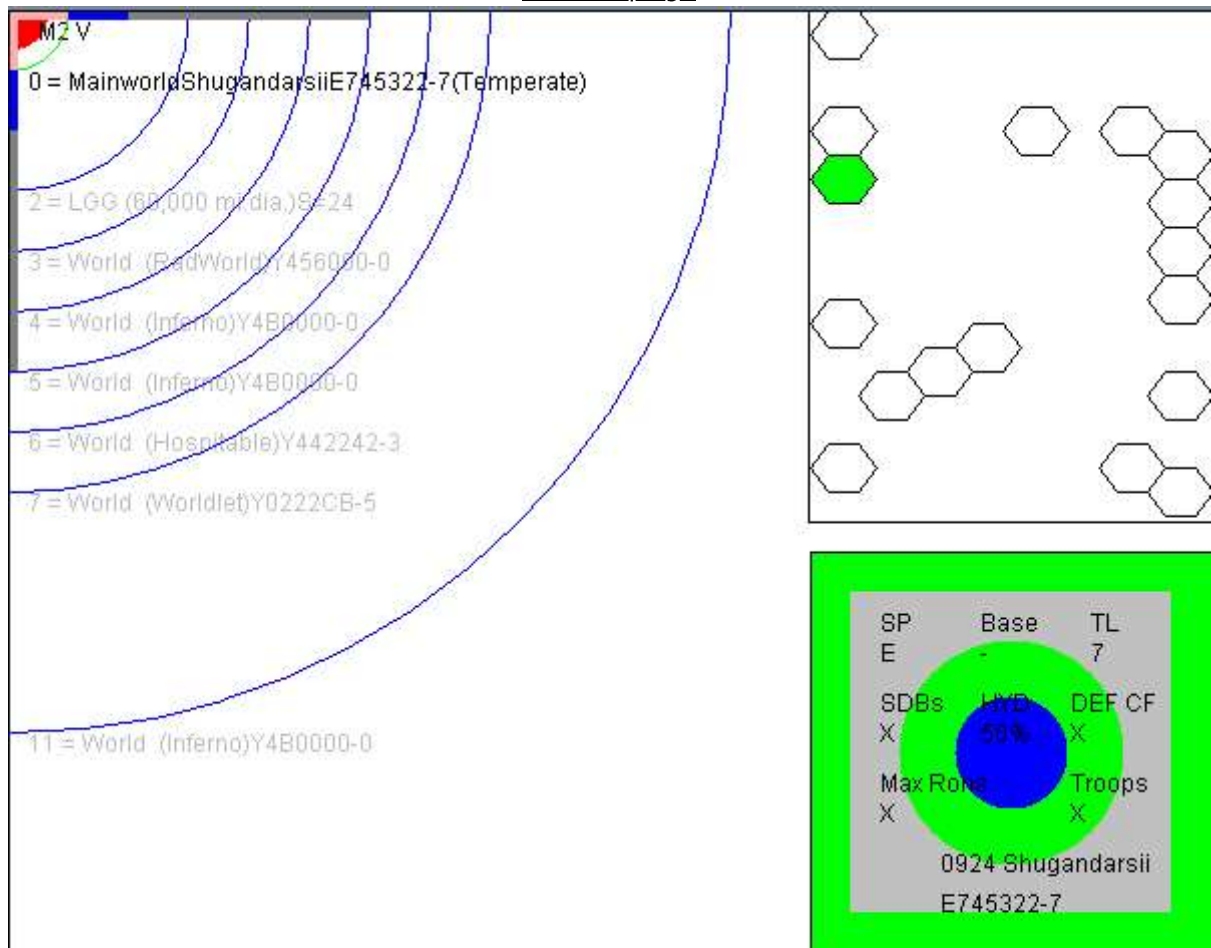
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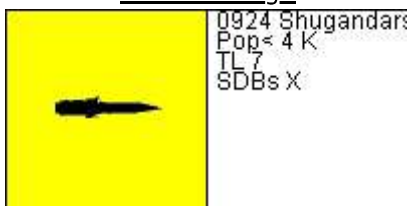
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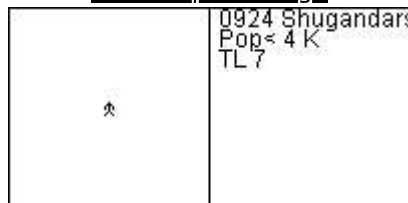
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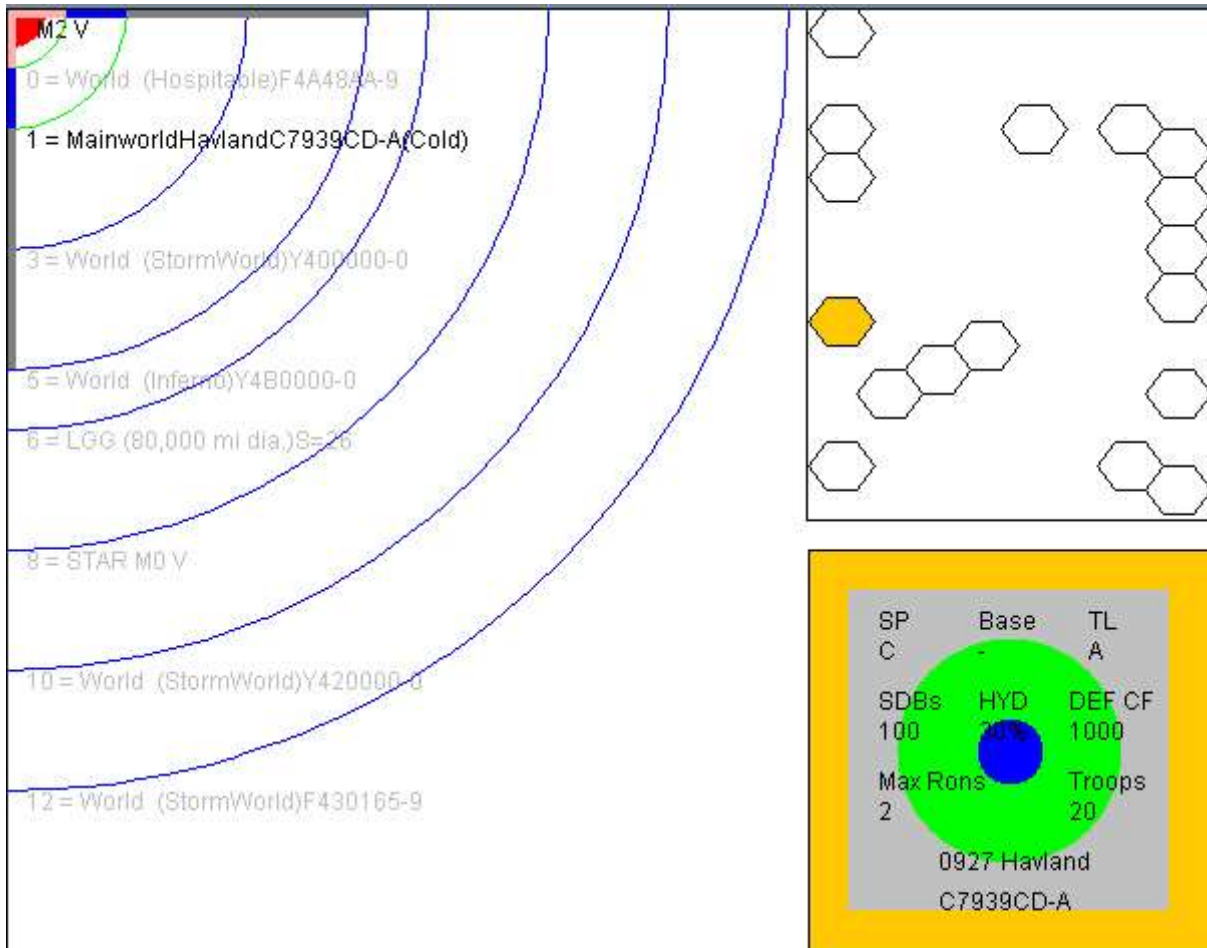
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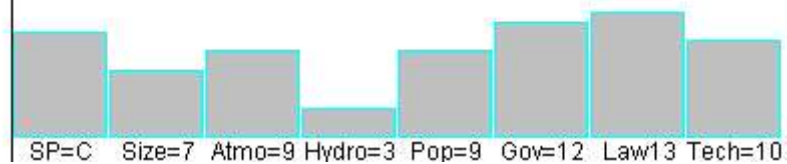
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0927 Havland



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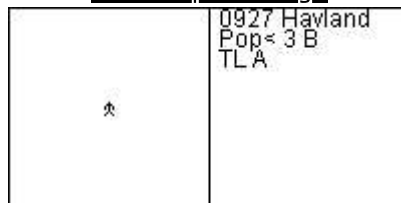
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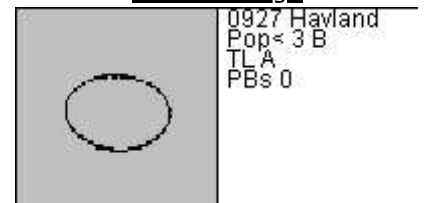
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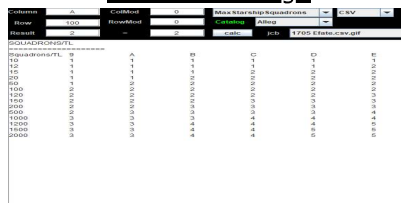
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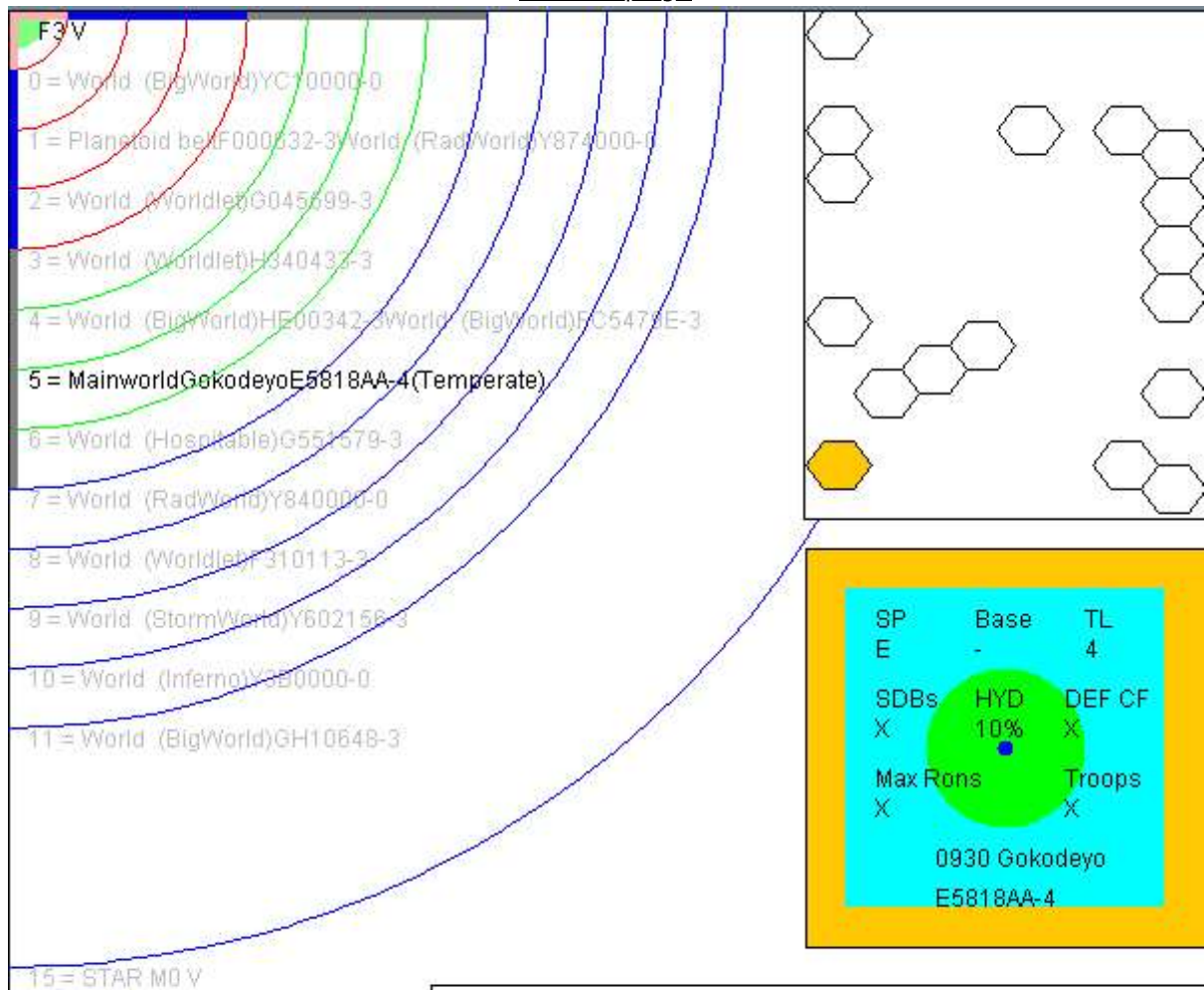


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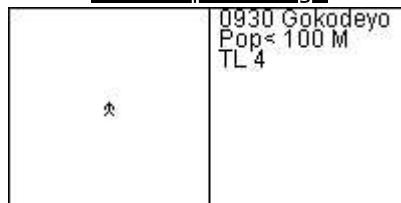
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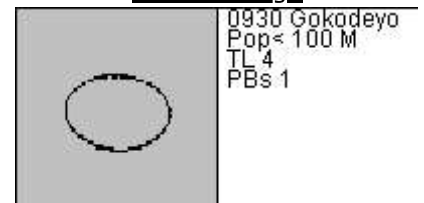
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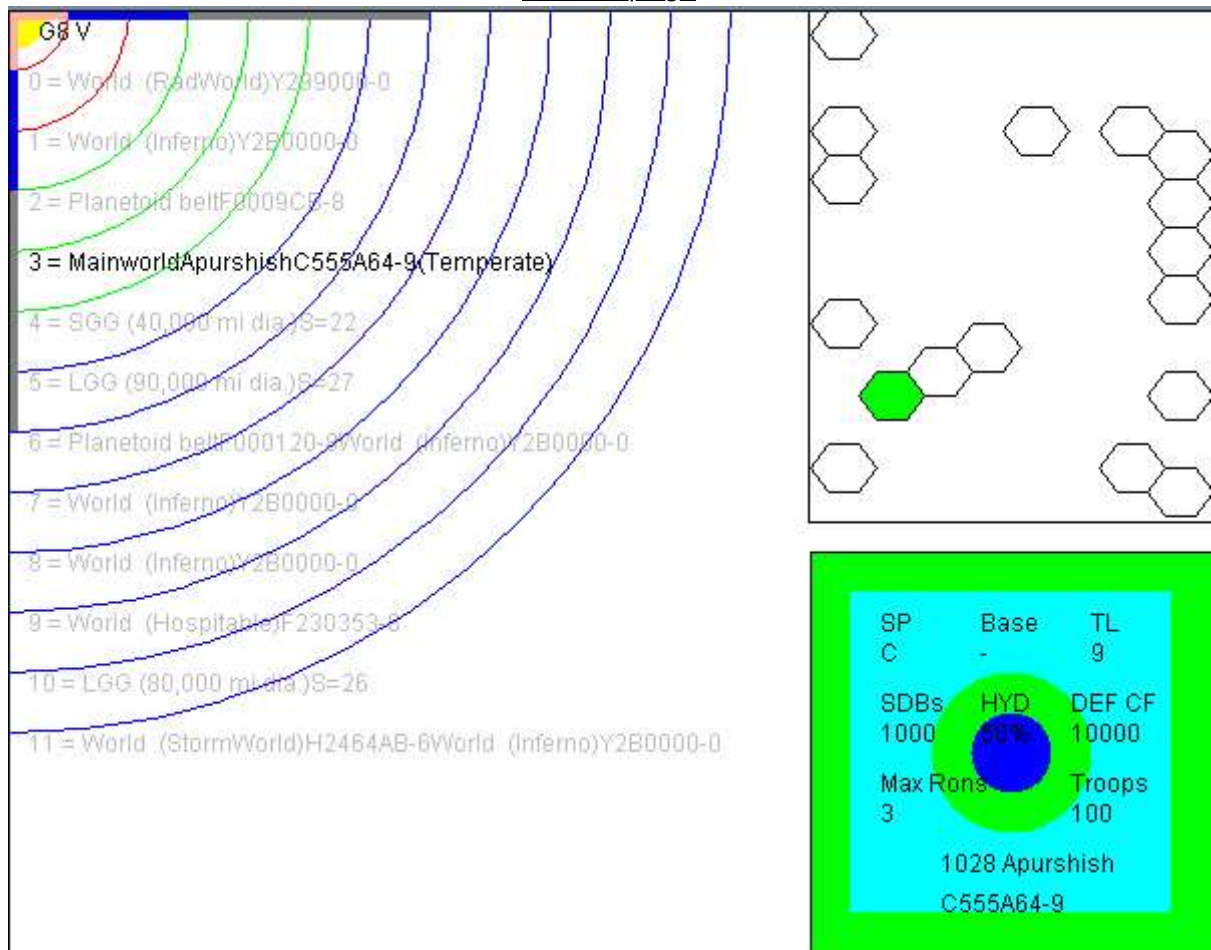
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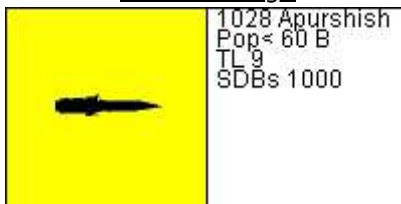
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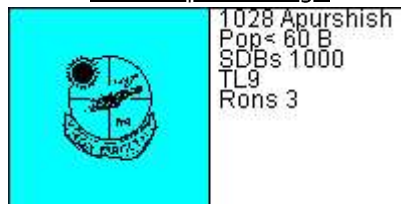
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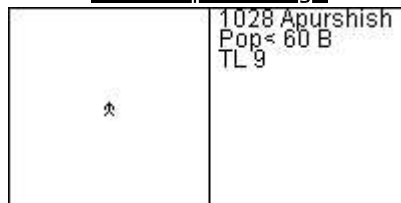
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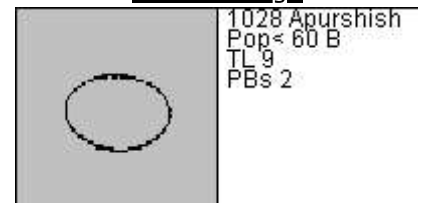
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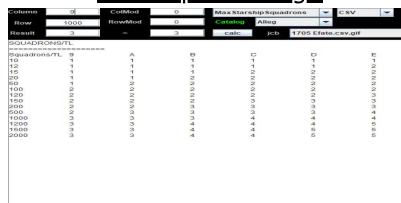
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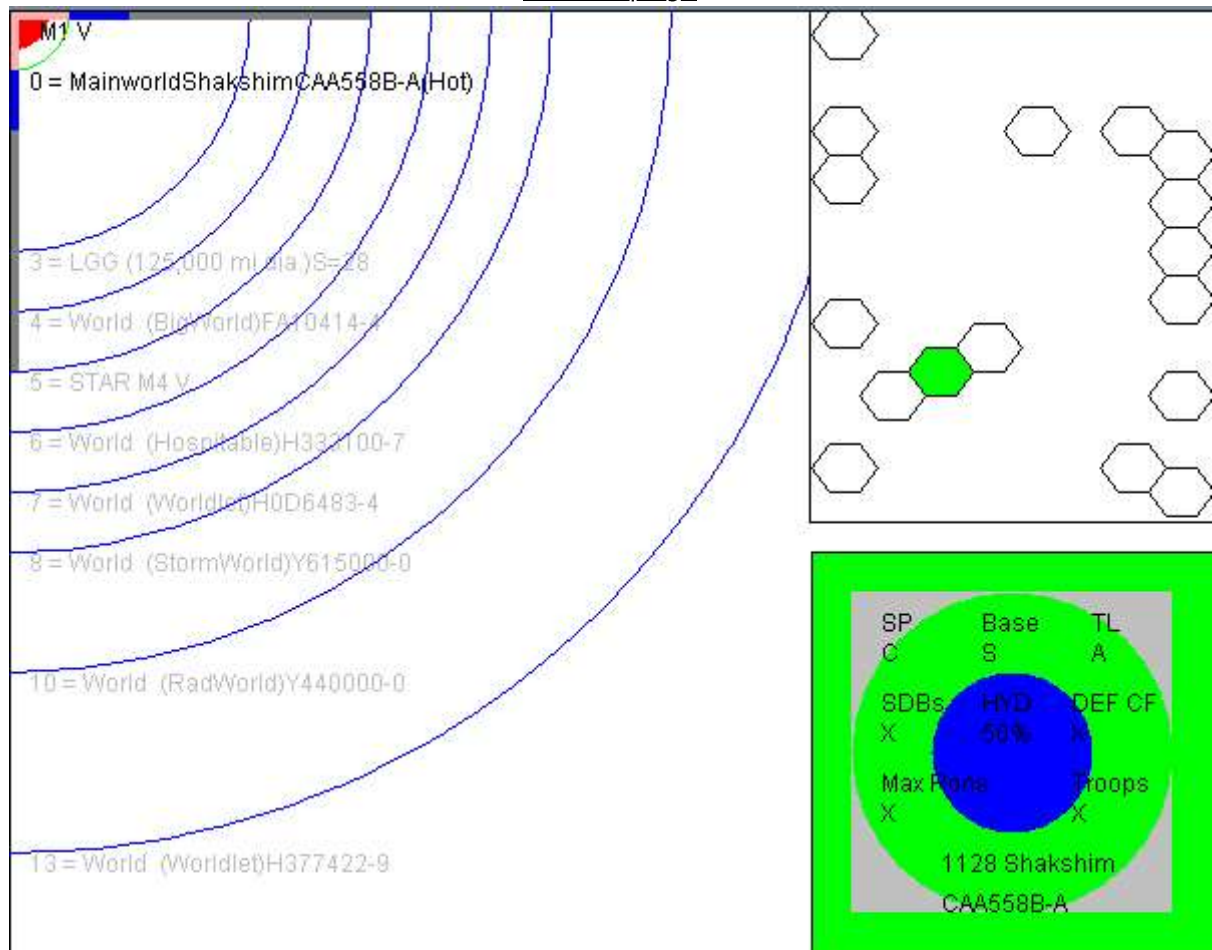
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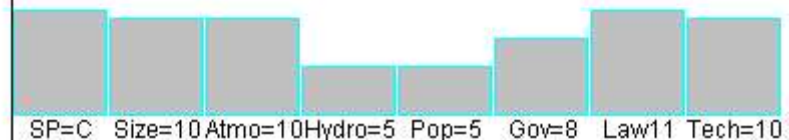
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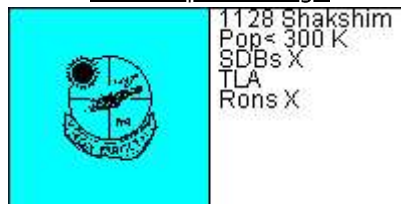
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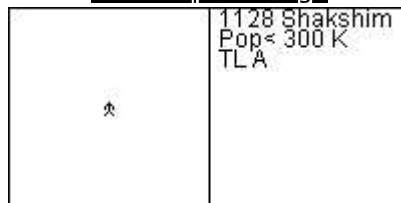
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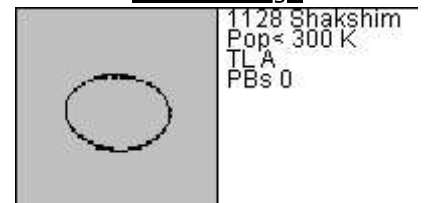
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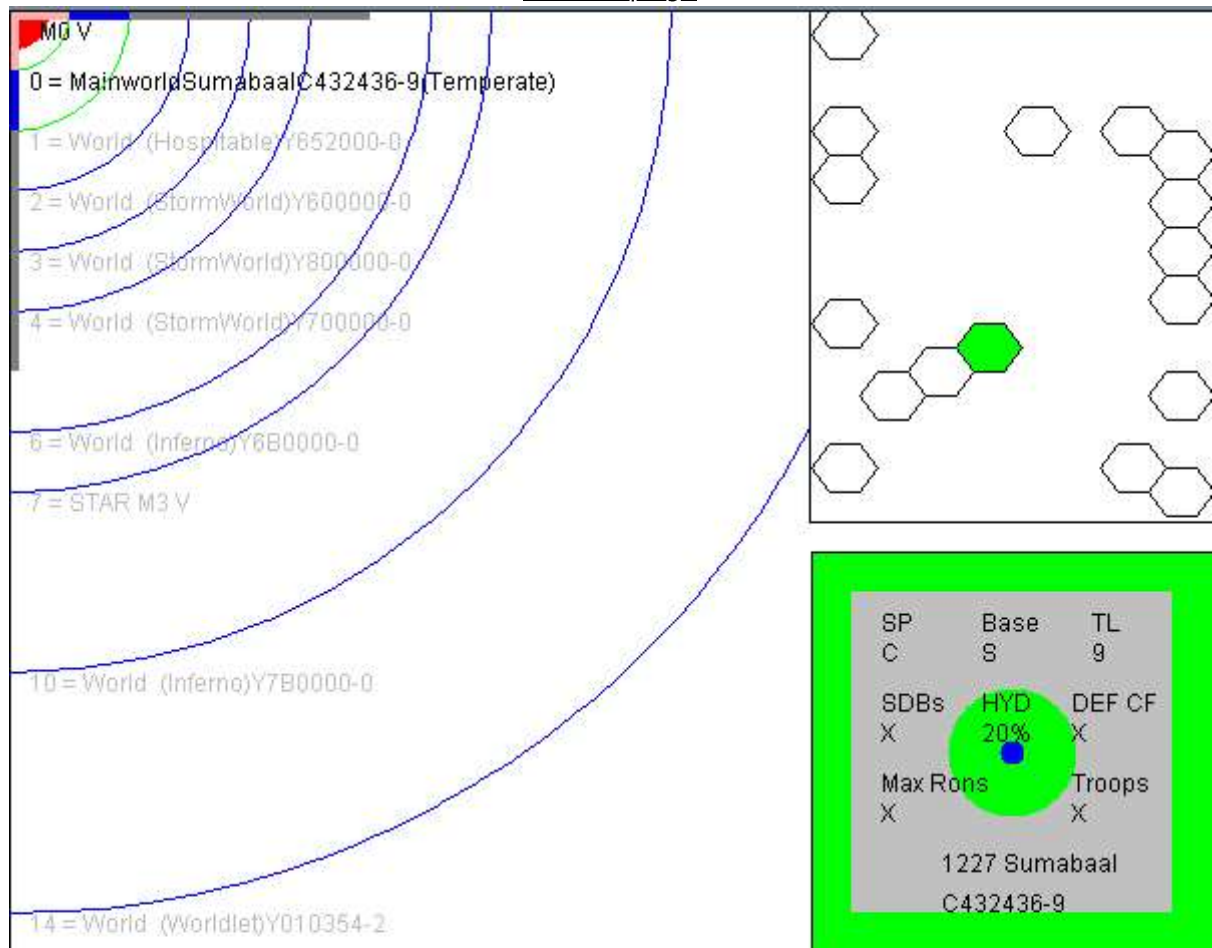
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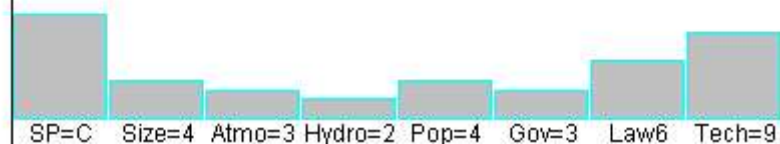
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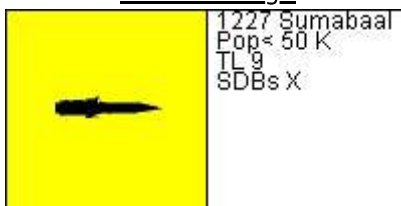
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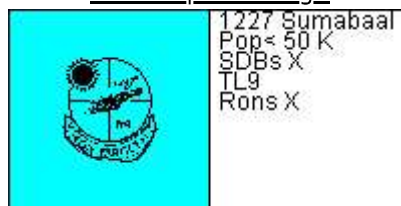
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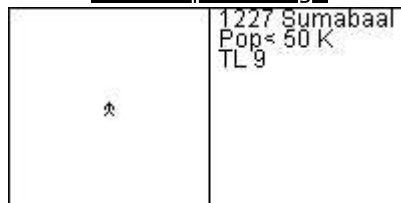
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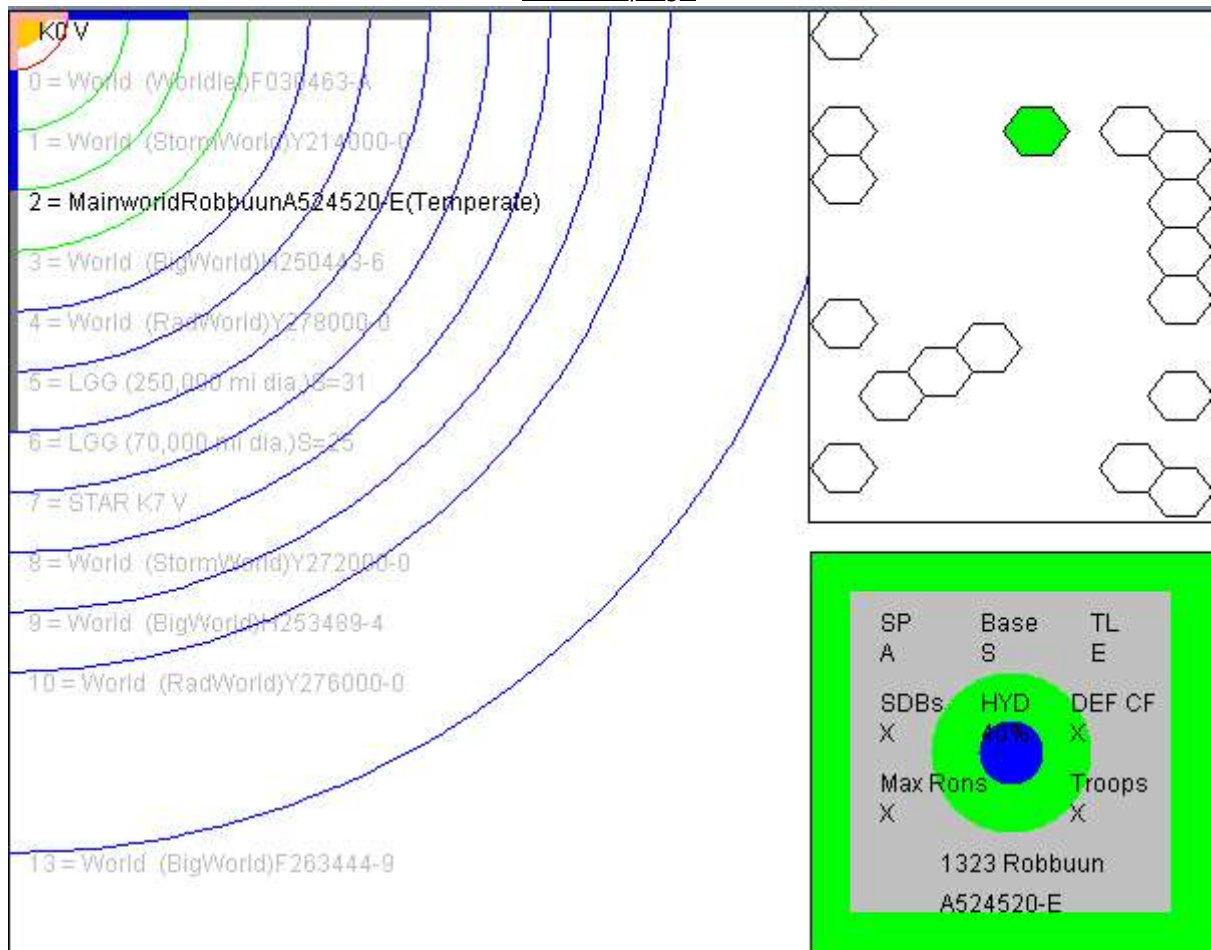
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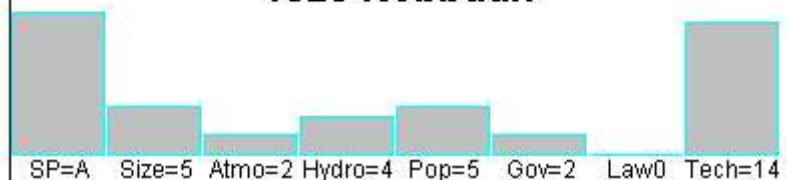
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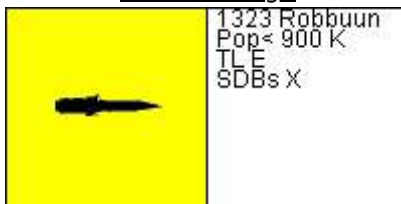
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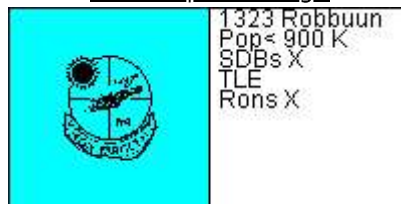
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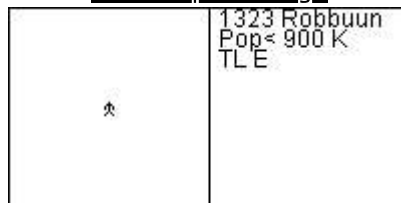
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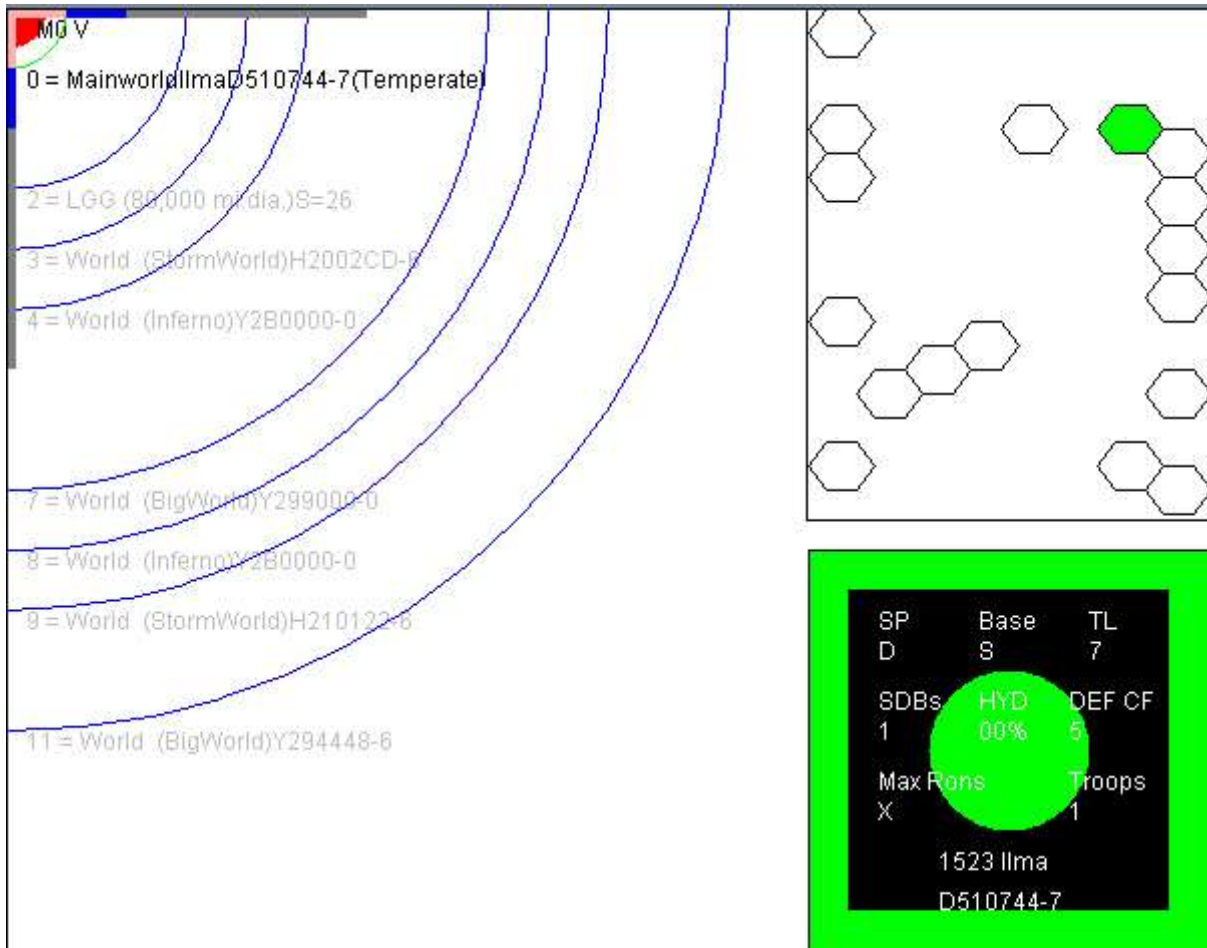
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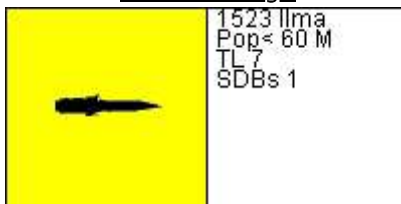
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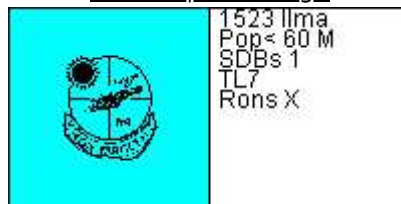
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1523-SDBs.gif



1523-Squadrons.gif



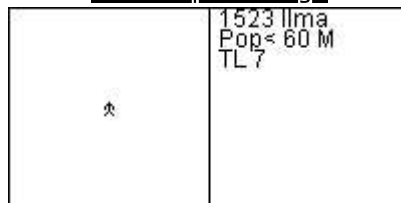
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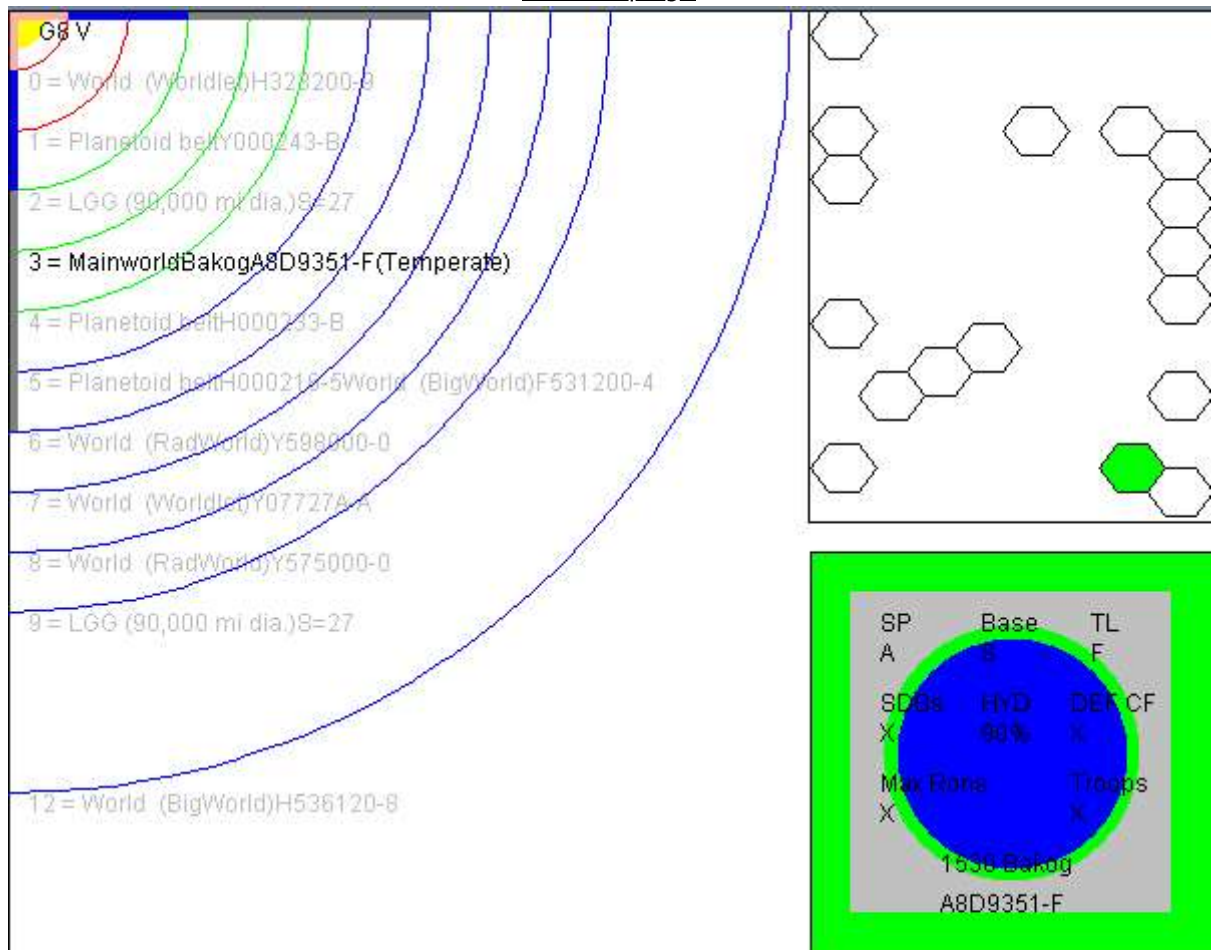
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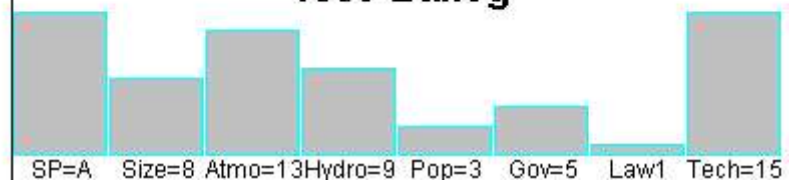
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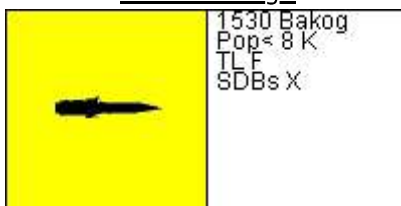
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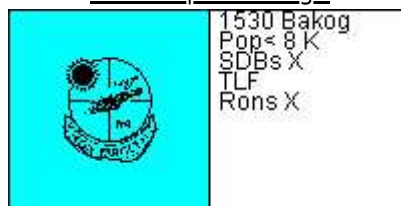
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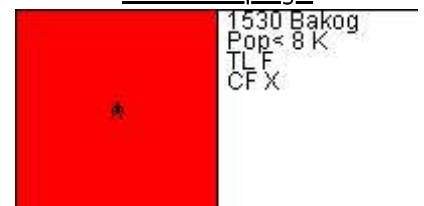
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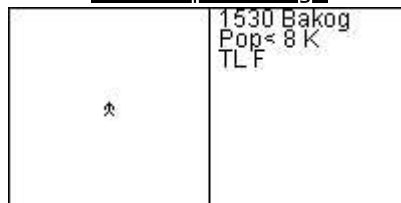
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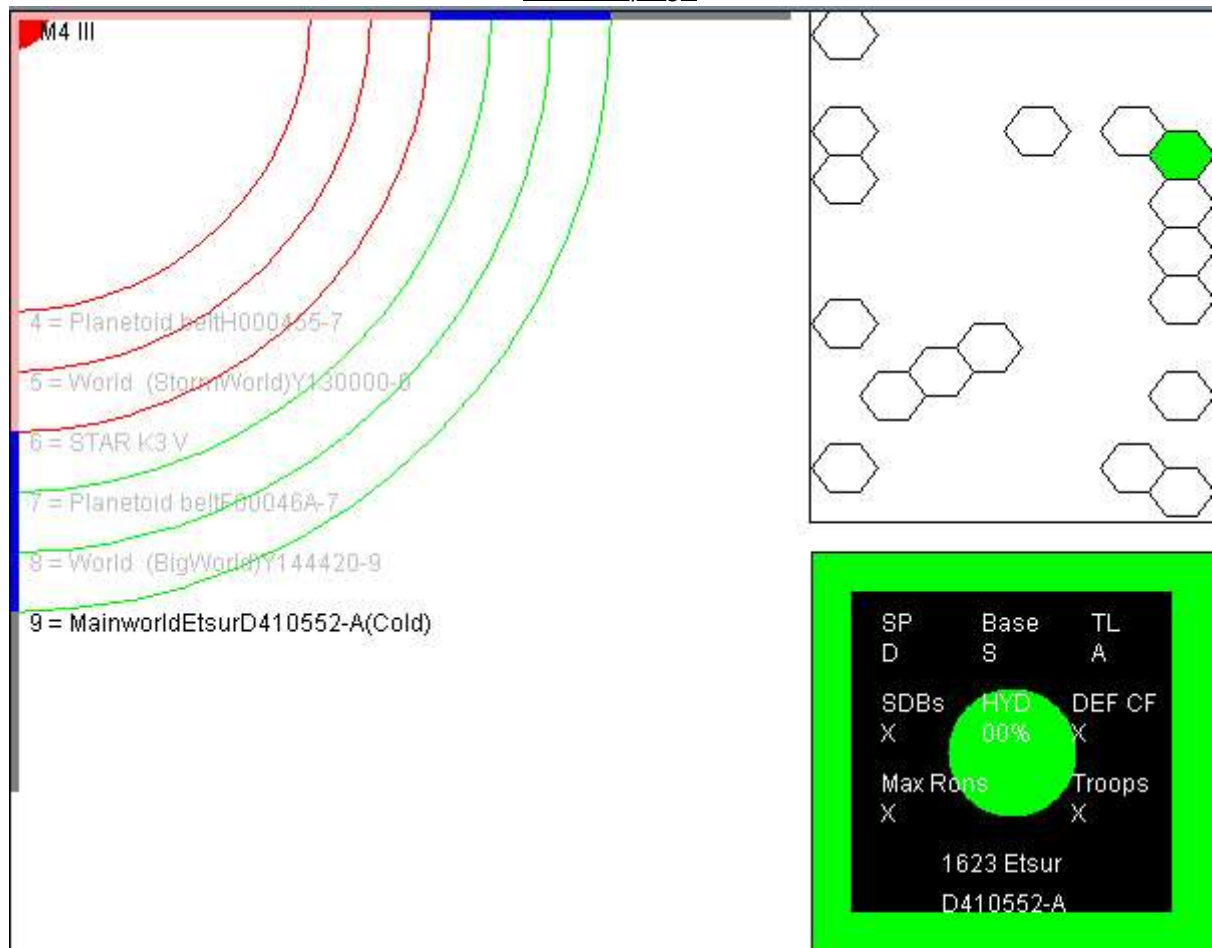
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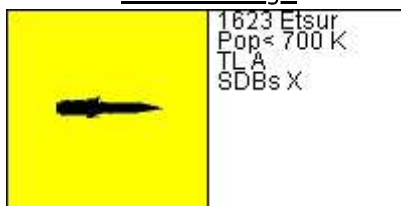
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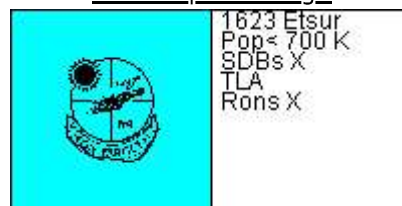
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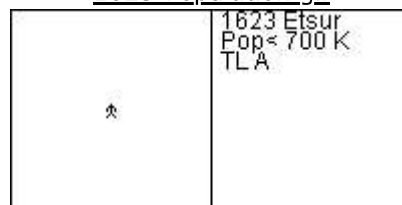
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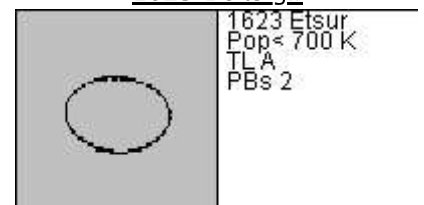
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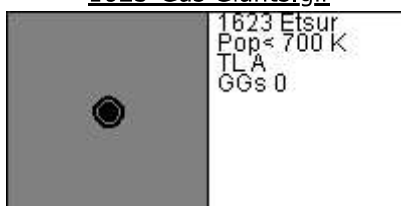
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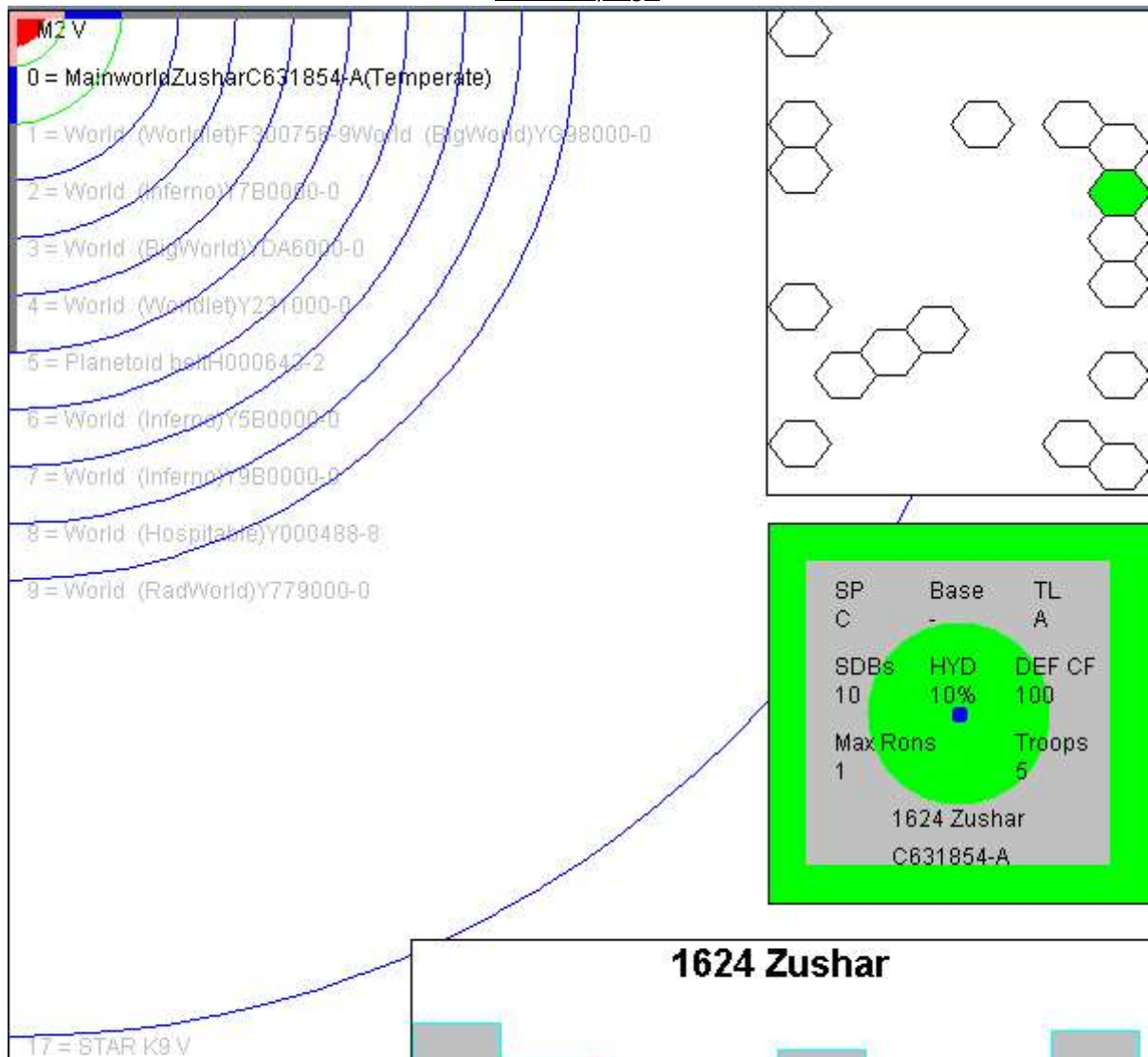
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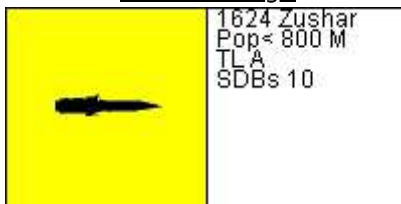
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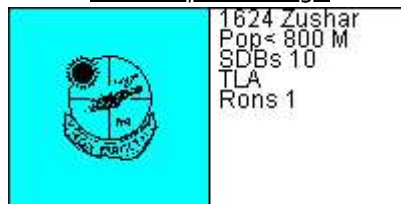
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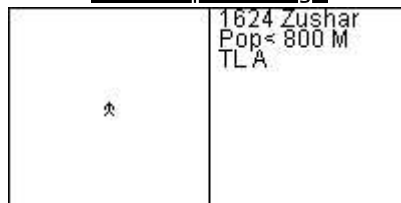
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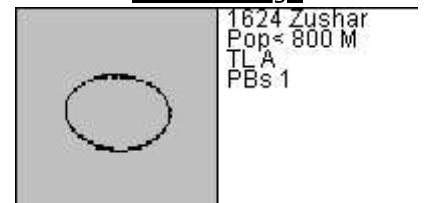
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1624-Population.gif



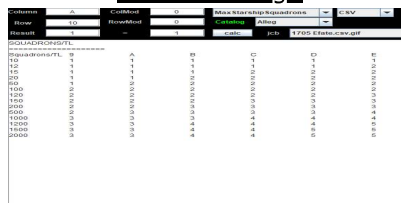
1624-Belts.gif



1624-Gas Giants.gif



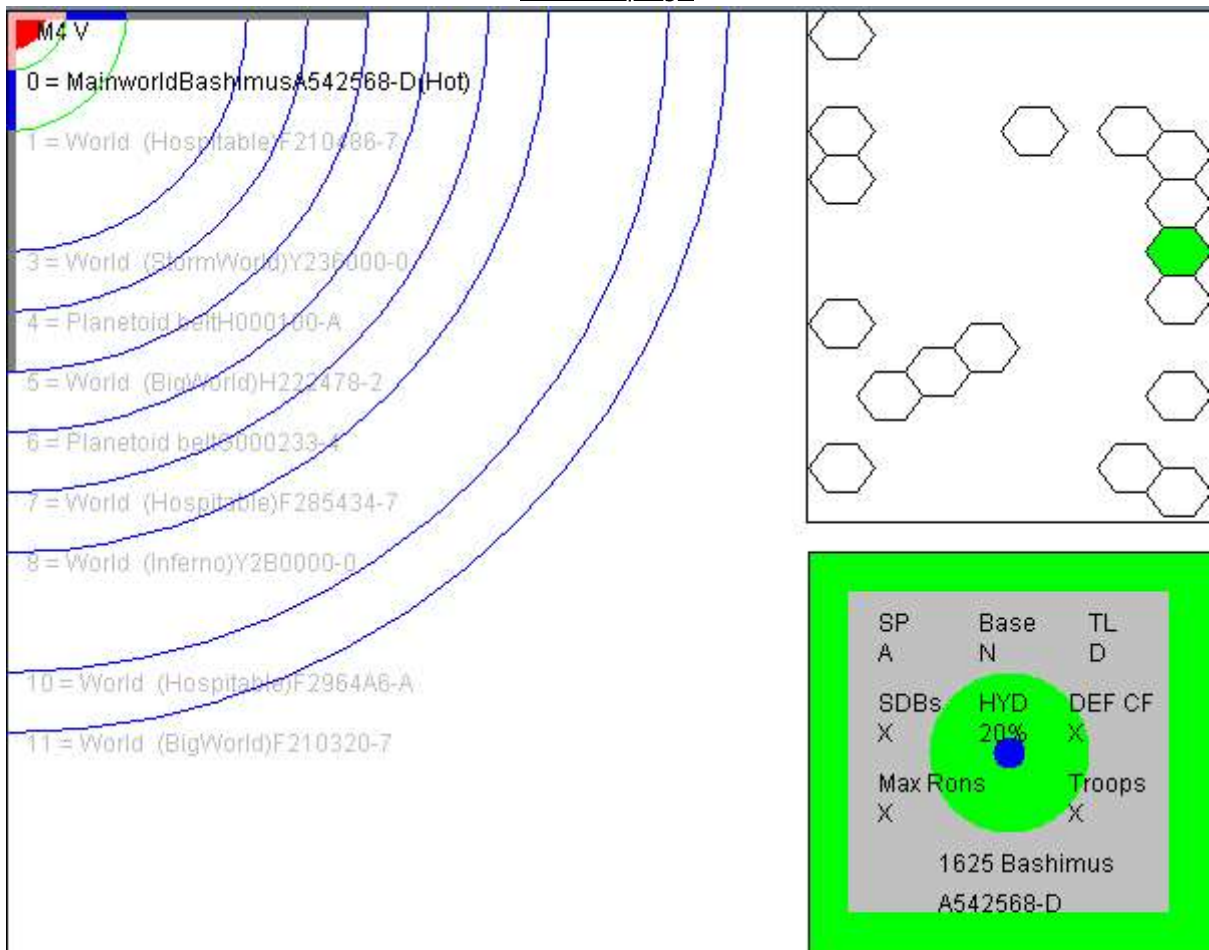
1624 zushar.gif



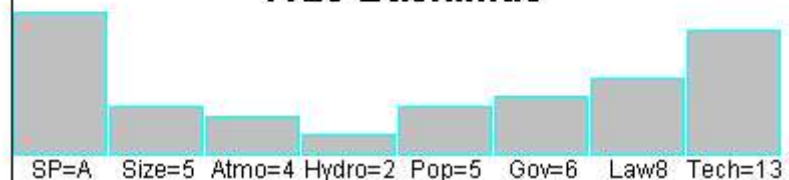
1624-Worlds.gif



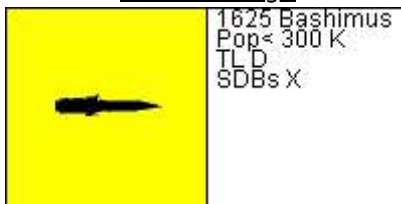
1625-Maps.gif



1625 Bashimus



1625-SDBs.gif



1625-Squadrons.gif



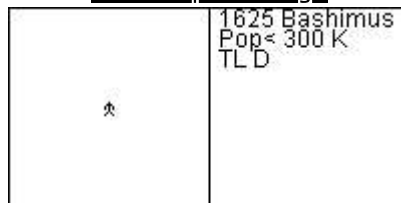
1625-Troops.gif



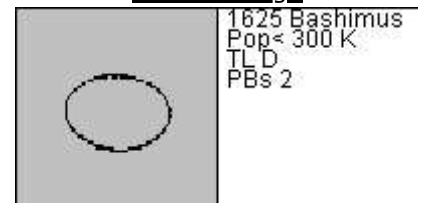
1625-Defences.gif



1625-Population.gif



1625-Belts.gif



1625-Gas Giants.gif



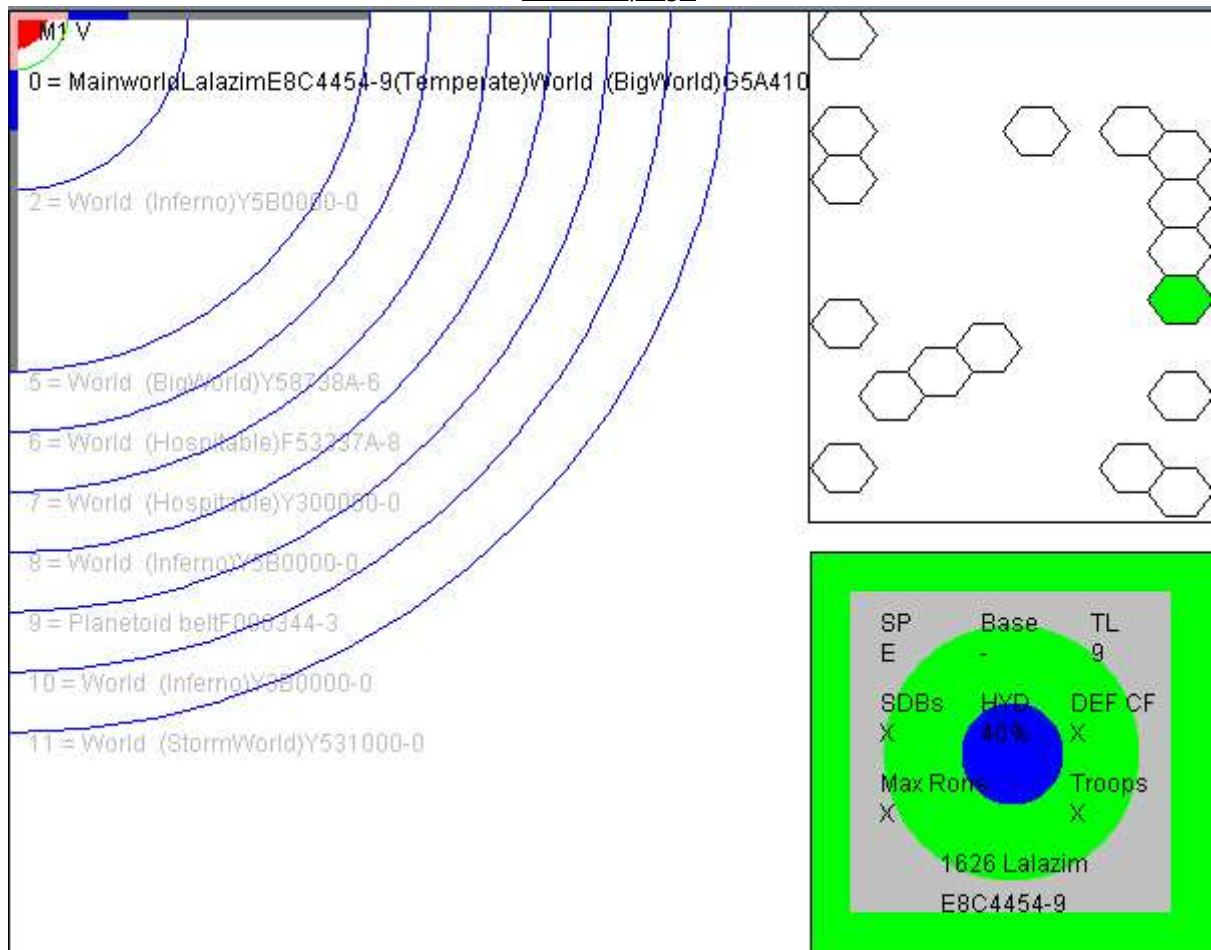
1625 bashimus.gif



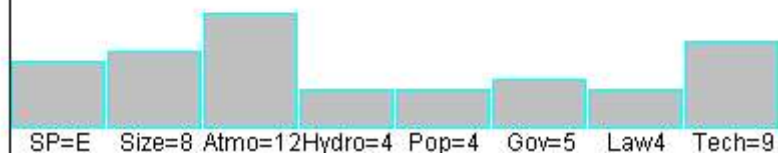
1625-Worlds.gif



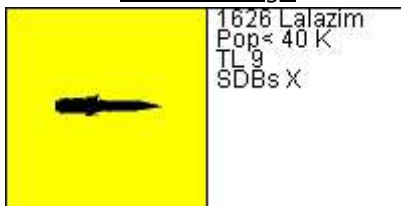
1626-Maps.gif



1626 Lalazim



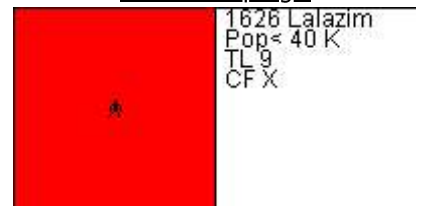
1626-SDBs.gif



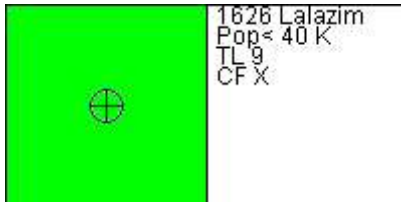
1626-Squadrons.gif



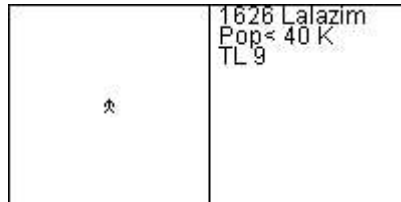
1626-Troops.gif



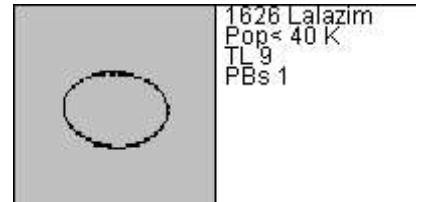
1626-Defences.gif



1626-Population.gif



1626-Belts.gif



1626-Gas Giants.gif



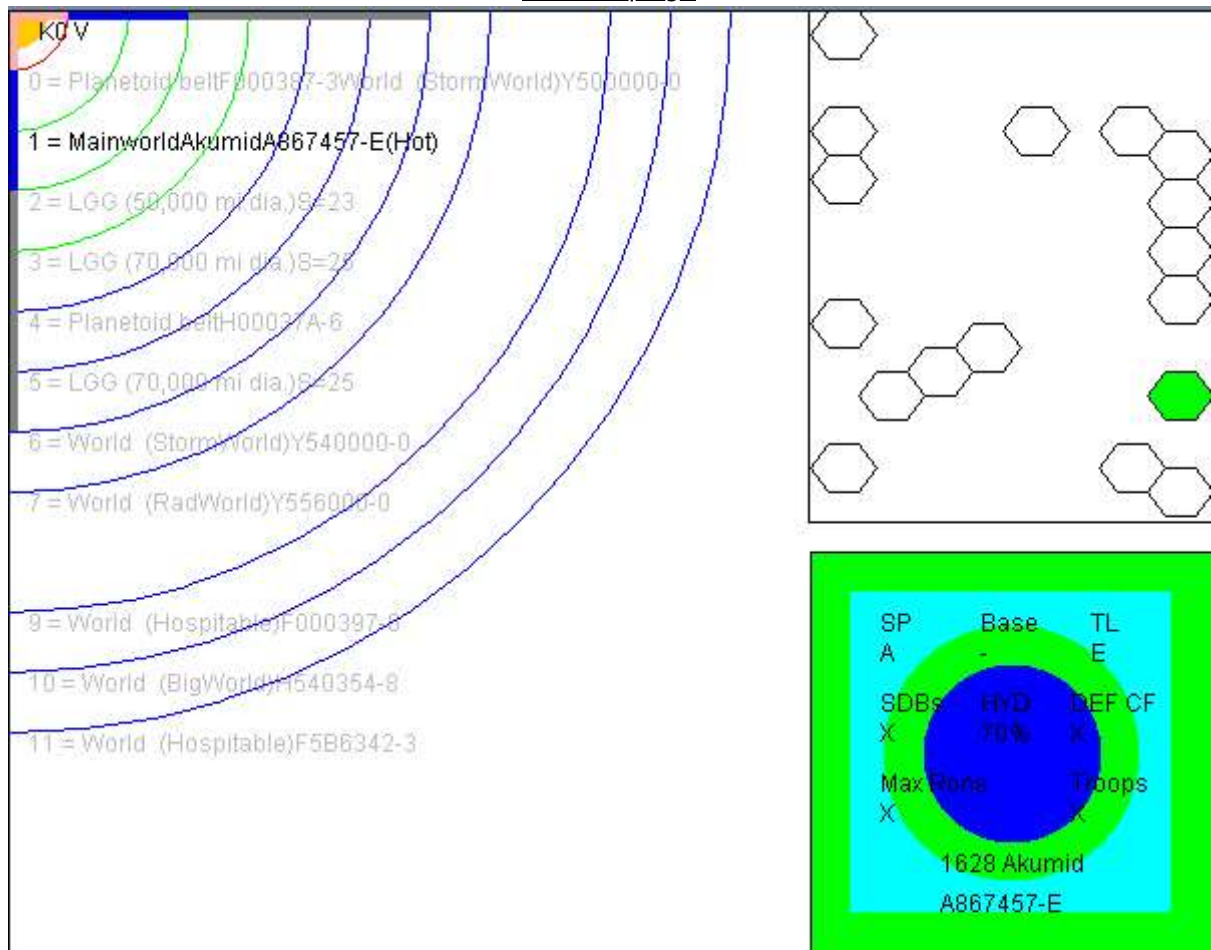
1626 lalazim.gif



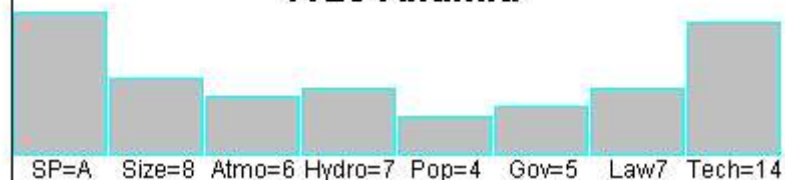
1626-Worlds.gif



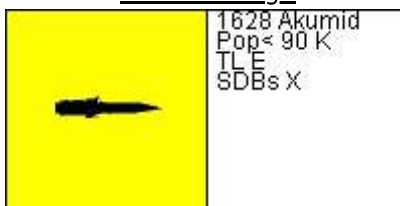
1628-Maps.gif



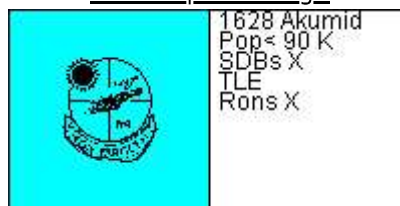
1628 Akumid



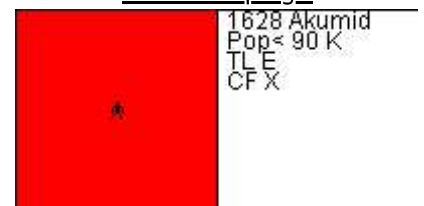
1628-SDBs.gif



1628-Squadrans.gif



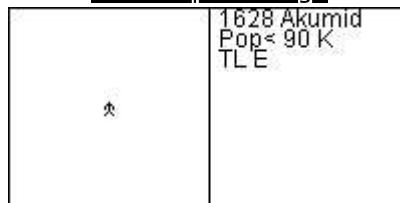
1628-Troops.gif



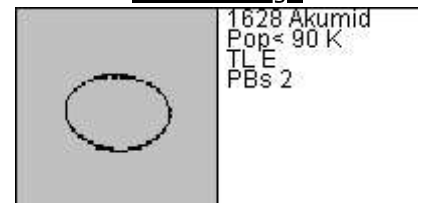
1628-Defences.gif



1628-Population.gif



1628-Belts.gif



1628-Gas Giants.gif



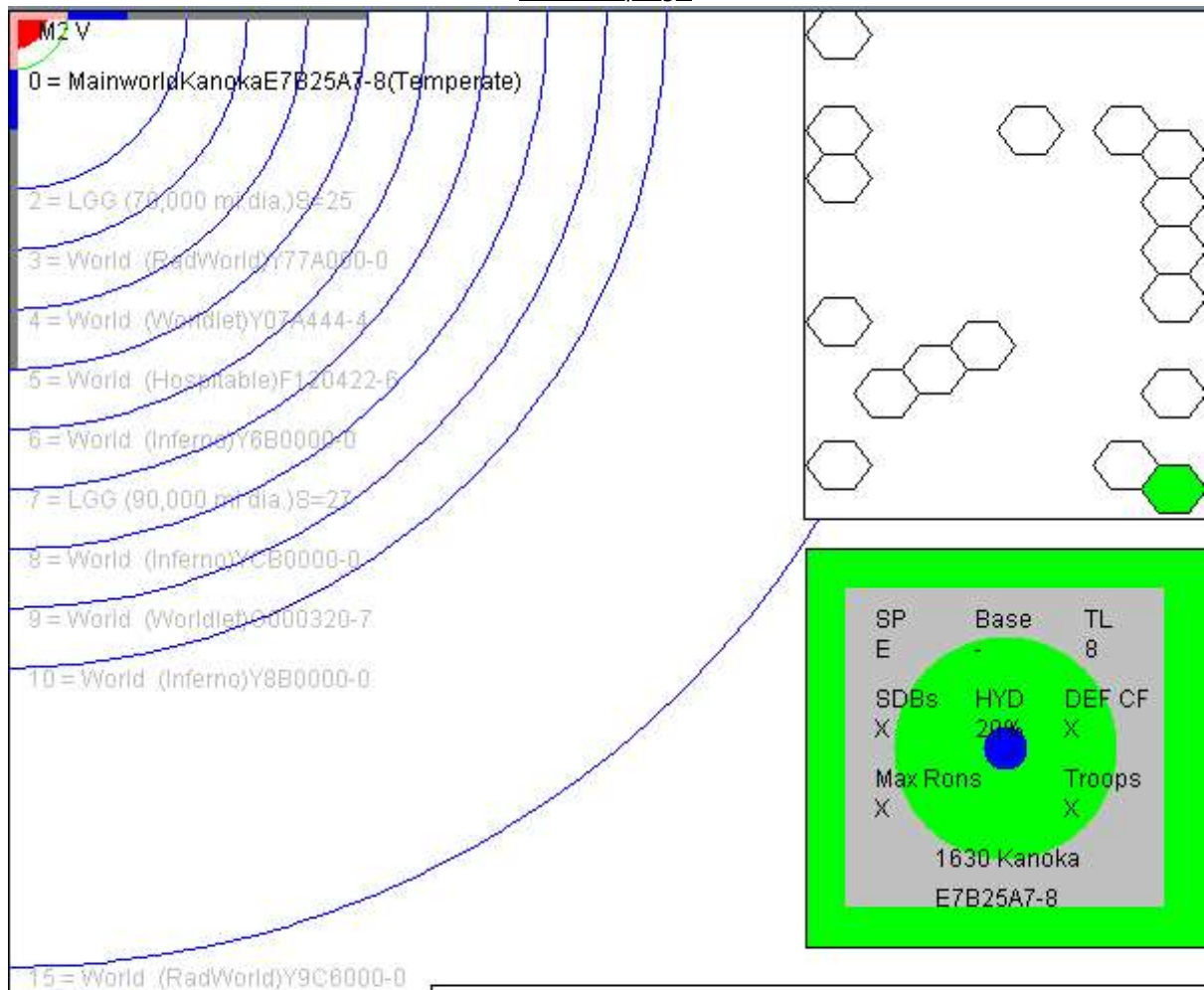
1628 akumid.gif



1628-Worlds.gif



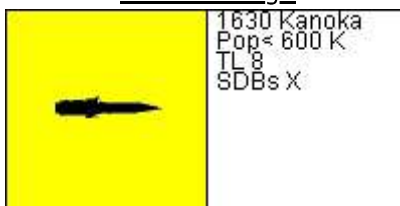
1630-Maps.gif



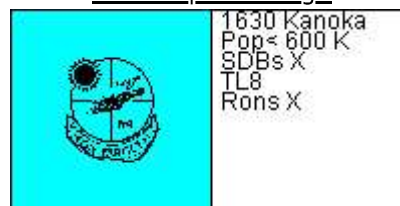
1630 Kanoka



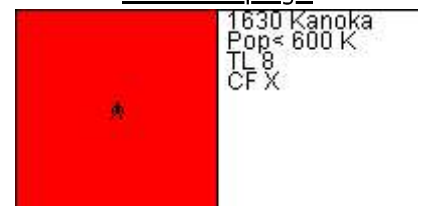
1630-SDBs.gif



1630-Squadrons.gif



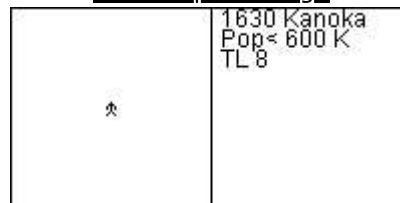
1630-Troops.gif



1630-Defences.gif



1630-Population.gif



1630-Belts.gif



1630-Gas Giants.gif



1630 kanoka.gif



1630-Worlds.gif



	0927 Havland C001 Cruiser J-1 USL DF 7 AF 3 BF 0 TF 7 TL 10		0927 Havland C002 Cruiser J-1 USL DF 7 AF 3 BF 0 TF 7 TL 10		1028 Apurshish C001 Cruiser J-1 USL DF 8 AF 4 BF 0 TF 8 TL 9
	1028 Apurshish C002 Cruiser J-1 USL DF 8 AF 4 BF 0 TF 8 TL 9		1028 Apurshish C003 Cruiser J-1 USL DF 8 AF 4 BF 0 TF 8 TL 9		1624 Zushar C001 Cruiser J-1 USL DF 6 AF 3 BF 0 TF 6 TL 10

C:\T5\Vland\J

Akumid

	0927 Havland 0001 4-Division 0-Regular 0-Light Grav 0-Infantry CF 20 TF 20 TL 10		1028 Apurshish 0001 6-Army 0-Regular 0-Light Grav 0-Infantry CF 100 TF 100 TL 9		1523 Ilma 0001 0-Company 0-Regular 0-Light Grav 0-Infantry CF 1 TF 1 TL 7
	1624 Zushar 0001 2-Regiment 0-Regular 0-Light Grav 0-Infantry CF 5 TF 5 TL 10				

C:\T5\Vland\J Akumid

Vland/J Akumid

0923 Gazzum - B549655-C
Defence CF = 2

---HI POP TARGET---
0927 Havland - C7939CD-A
SDB Squadrons = 100
Starship Squadrons = 2
Troop CF = 20
Defence CF = 1000
TROOP FORCES
0001-4000-20(20)-A

---HI POP TARGET---

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

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

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

0927-C7939CD-A
Commodore Uggaiklarlem
Prec 8
Plan 5
Tactics -1
C001-1U-730-7-A

0927-C7939CD-A
Commodore Akkhugmag
Prec 9
Plan 4
Tactics 2
C002-1U-730-7-A

1028-C555A64-9
Commodore Kaliishgushsher
Prec 8
Plan 5
Tactics 0
C001-1U-840-8-9

1028-C555A64-9
Commodore Udaargirkukdi
Prec 9
Plan 5
Tactics 0
C002-1U-840-8-9

1028-C555A64-9
Commodore Kepeziiak
Prec 12
Plan 3
Tactics -2
C003-1U-840-8-9

1624-C631854-A
Commodore Akgashundesu
Prec 16
Plan 5
Tactics -1
C001-1U-630-6-A

B Knight = 17
c Baronet = 1
C Baron = 1
D Marquis = 1
e Viscount = 2
E Count = 2

0921 Ganiir
(Knight) IilLaAagPar

0923 Gazzum
(Knight) NuAg

0924 Shugandarsi
(Knight) LiEgBimGiNuum

0927 Havland
(Knight) UNiAkSarKu
(Count) KakShiAmLir

0930 Gokodeyo
(Knight) Ash
(Baron) Bim
(Viscount) AkNushNin

1028 Apurshish
(Knight) A
(Count) UShiDemDaAr

1128 Shakshim
(Knight) IsDuAshGumSa

1227 Sumabaal
(Knight) DaIgNegKhuurKhi

1323 Robbuun
(Knight) A

1523 Ilma
(Knight) U
(Marquis) GiirNur

1530 Bakog
(Knight) DenMarKam

1623 Etsur
(Knight) DeA

1624 Zushar
(Knight) MuIgNurKhamMiAkh
(Viscount) KiisKiKheKhi

1625 Bashimus
(Knight) De

1626 Lalazim
(Knight) AIg

1628 Akumid
(Knight) EKim
(Baronet) KeGugGirMiiGi

1630 Kanoka
(Knight) AkhMaKha

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

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Mark Ferguson in `Traveller RPG` on FaceBook.

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