

Traveller 5

Vland

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Subsector guide

General Details for Imperial Forces

M Parsi

**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 M Parsi

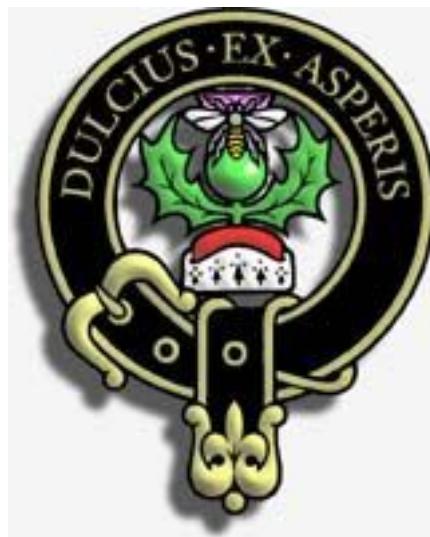
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Sweeter after difficulties



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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VLAND

https://wiki.travellerrpg.com/Vland_Sector

A Voskhod

https://wiki.travellerrpg.com/Voskhod_Subsector
[https://wiki.travellerrpg.com/Voskhod_\(world\)](https://wiki.travellerrpg.com/Voskhod_(world))

B Vhodan

https://wiki.travellerrpg.com/Vhodan_Subsector
[https://wiki.travellerrpg.com/Vhodan_\(world\)](https://wiki.travellerrpg.com/Vhodan_(world))

C Anarsi

https://wiki.travellerrpg.com/Anarsi_Subsector
[https://wiki.travellerrpg.com/Anarsi_\(world\)](https://wiki.travellerrpg.com/Anarsi_(world))

D Theton

https://wiki.travellerrpg.com/Theton_Subsector
[https://wiki.travellerrpg.com/Theton_\(world\)](https://wiki.travellerrpg.com/Theton_(world))

E Lalaki Kharir

https://wiki.travellerrpg.com/Lalaki_Kharir_Subsector
None

F Kagamira

https://wiki.travellerrpg.com/Kagamira_Subsector
[https://wiki.travellerrpg.com/Kagamira_\(world\)](https://wiki.travellerrpg.com/Kagamira_(world))

G Vland

https://wiki.travellerrpg.com/Vland_Subsector
[https://wiki.travellerrpg.com/Vland_\(world\)](https://wiki.travellerrpg.com/Vland_(world))

H Shiigus

https://wiki.travellerrpg.com/Shiigus_Subsector
[https://wiki.travellerrpg.com/Shiigus_\(world\)](https://wiki.travellerrpg.com/Shiigus_(world))

I Dusa

https://wiki.travellerrpg.com/Dusa_Subsector
None

J Akumid

https://wiki.travellerrpg.com/Akumid_Subsector
[https://wiki.travellerrpg.com/Akumid_\(world\)](https://wiki.travellerrpg.com/Akumid_(world))

K Kasear

https://wiki.travellerrpg.com/Kasear_Subsector
[https://wiki.travellerrpg.com/Kasear_\(world\)](https://wiki.travellerrpg.com/Kasear_(world))

L Anakod

https://wiki.travellerrpg.com/Anakod_Subsector
[https://wiki.travellerrpg.com/Anakod_\(world\)](https://wiki.travellerrpg.com/Anakod_(world))

M Parsi

https://wiki.travellerrpg.com/Parsi_Subsector
[https://wiki.travellerrpg.com/Parsi_\(world\)](https://wiki.travellerrpg.com/Parsi_(world))

N Daangiilu

https://wiki.travellerrpg.com/Daangiilu_Subsector
[https://wiki.travellerrpg.com/Daangiilu_\(world\)](https://wiki.travellerrpg.com/Daangiilu_(world))

O Nulisud

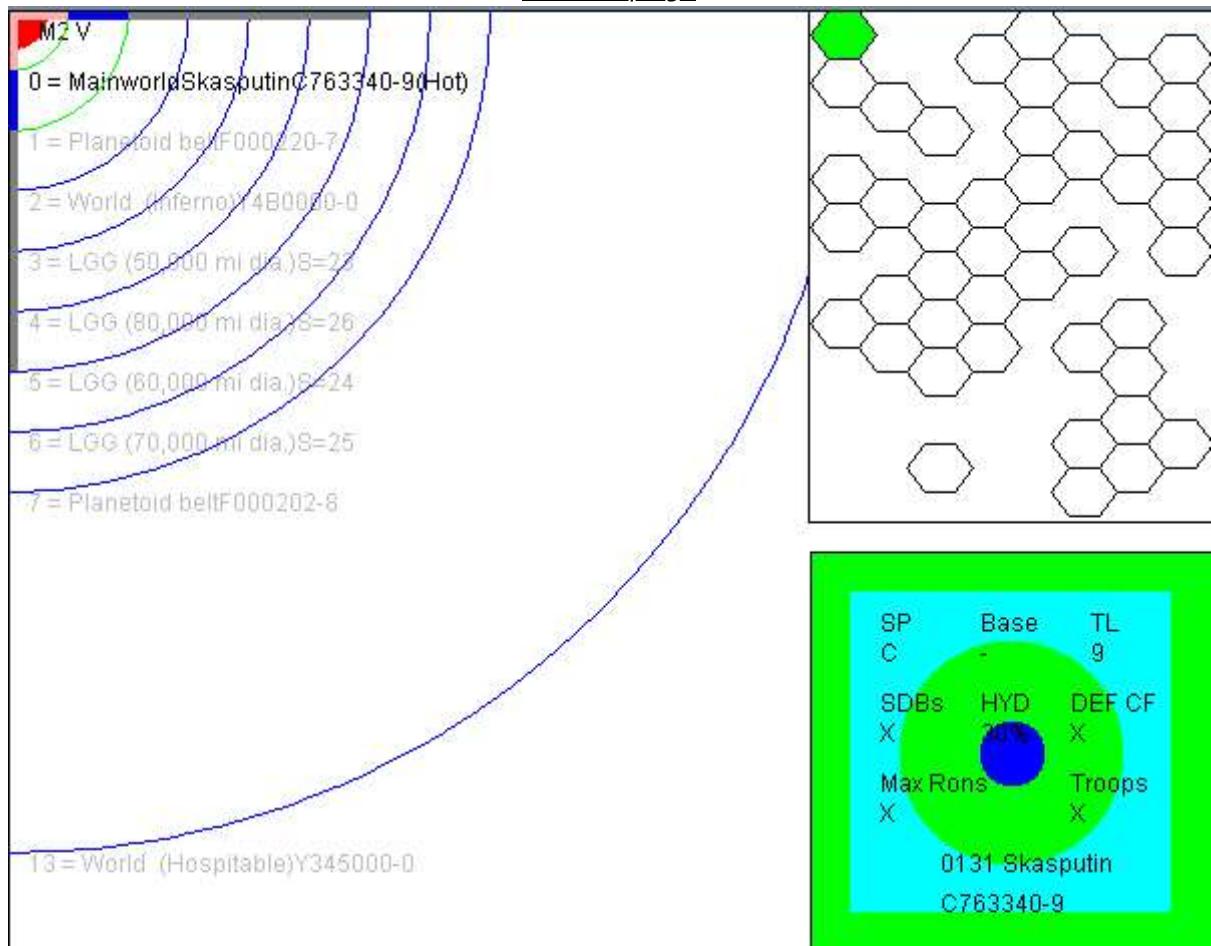
https://wiki.travellerrpg.com/Nulisud_Subsector
[https://wiki.travellerrpg.com/Nulisud_\(world\)](https://wiki.travellerrpg.com/Nulisud_(world))

P Kakadan

https://wiki.travellerrpg.com/Kakadan_Subsector
[https://wiki.travellerrpg.com/Kakadan_\(world\)](https://wiki.travellerrpg.com/Kakadan_(world))

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0131-Maps.gif



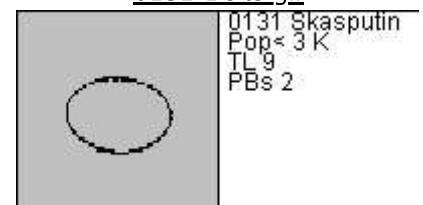
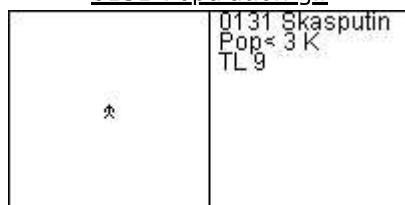
0131 Skasputin



0131-SDBs.gif



0131-Defences.gif



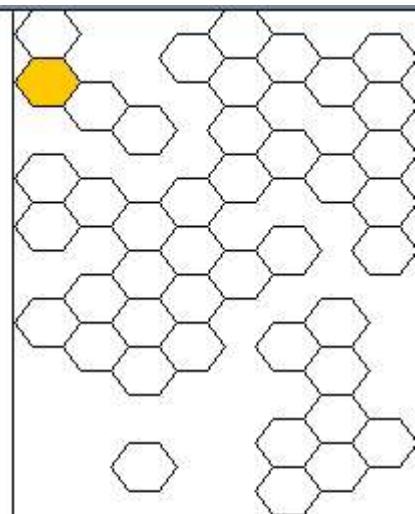
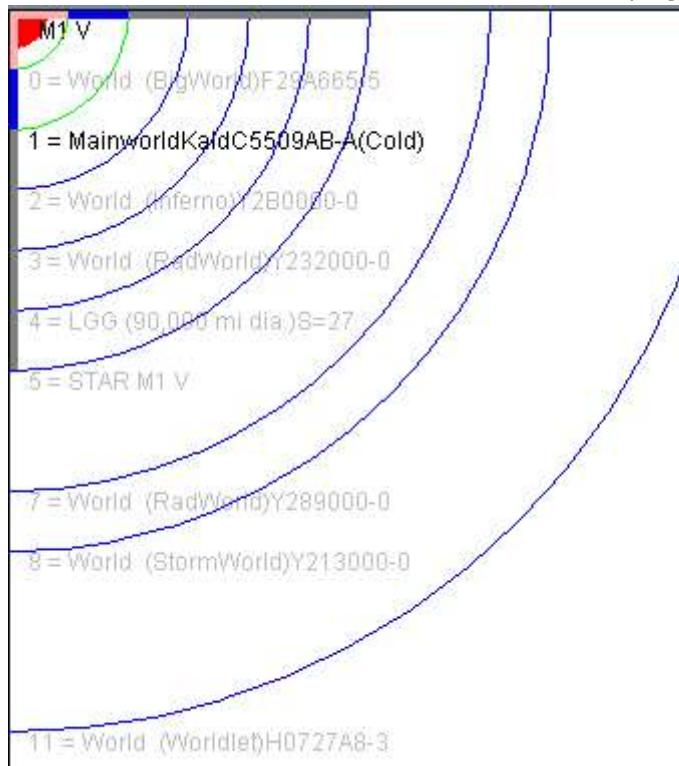
0131-Gas Giants.gif



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

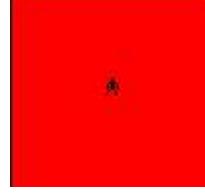
SP=C Size=5 Atmo=5 Hydro=0 Pop=9 Gov=10 Law11 Tech=10

0132-Squadrons.gif

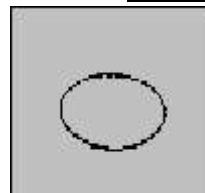


0132-Population.gif

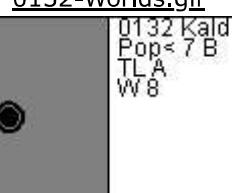
0132 Kald Pop< 7 B TLA CF 20



0132-Belts.gif



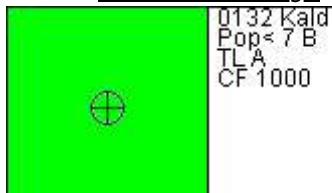
0132-Worlds.gif



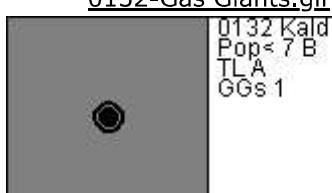
0132-SDBs.gif



0132-Defences.gif



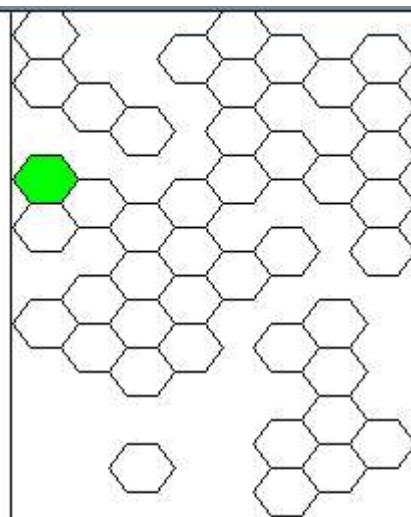
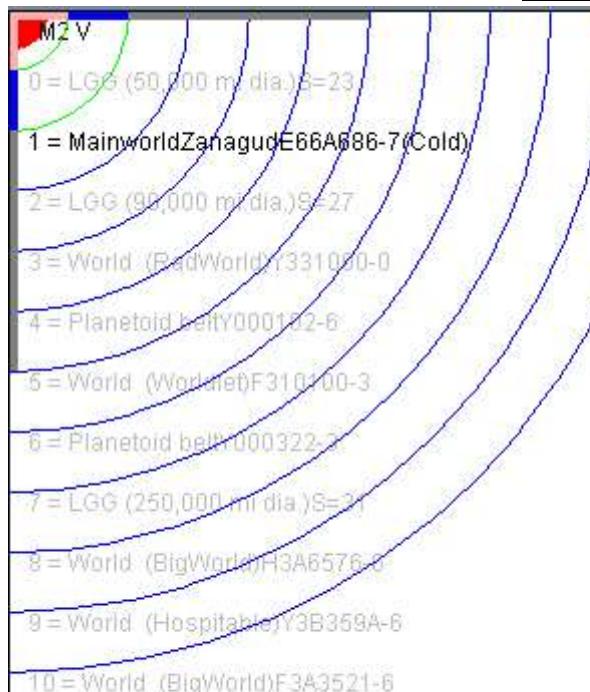
0132-Gas Giants.gif



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
Rowset	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
000	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
100	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
200	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
300	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
400	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
500	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
600	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
700	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
800	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
900	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
1000	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
Total	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
Count	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

0132 Kald Pop< 7 B TLA GGs 1

0134-Maps.gif



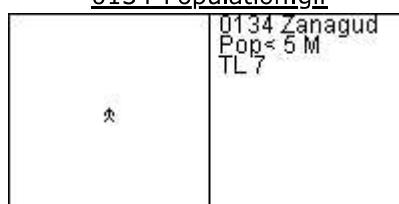
0134 Zanagud



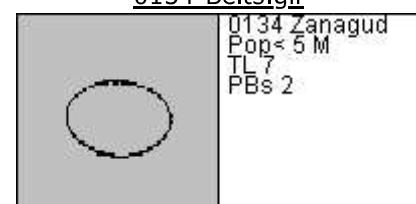
0134-SDBs.gif



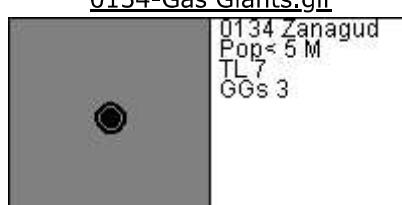
0134-Defences.gif



0134-Belts.gif



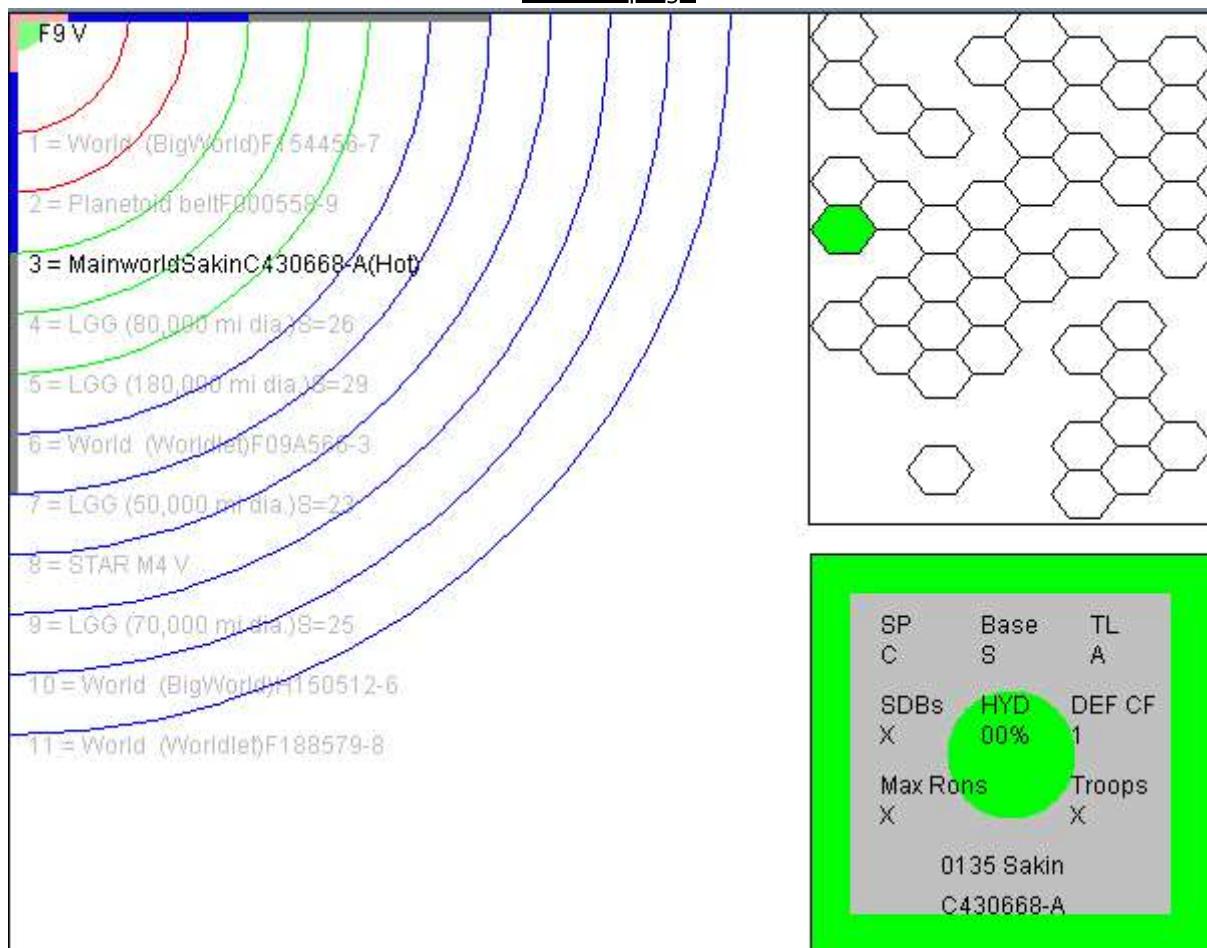
0134-Gas Giants.gif



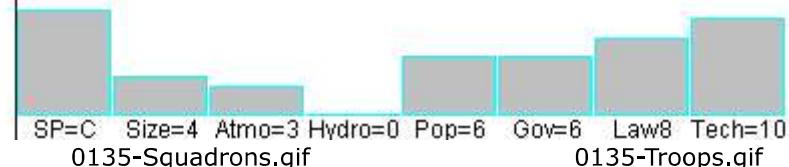
0134-Worlds.gif



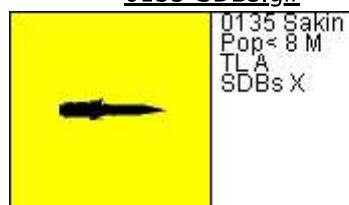
0135-Maps.gif



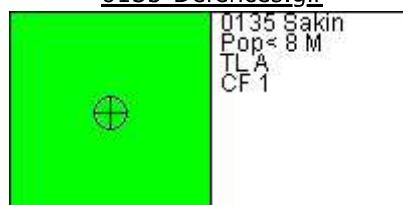
0135 Sakin



0135-SDBs.gif



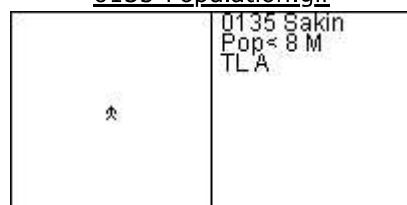
0135-Defences.gif



0135-Gas Giants.gif



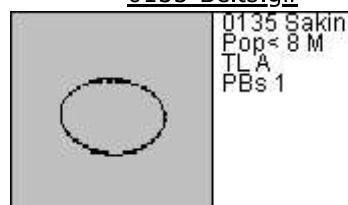
0135-Population.gif



0135-sakin.gif



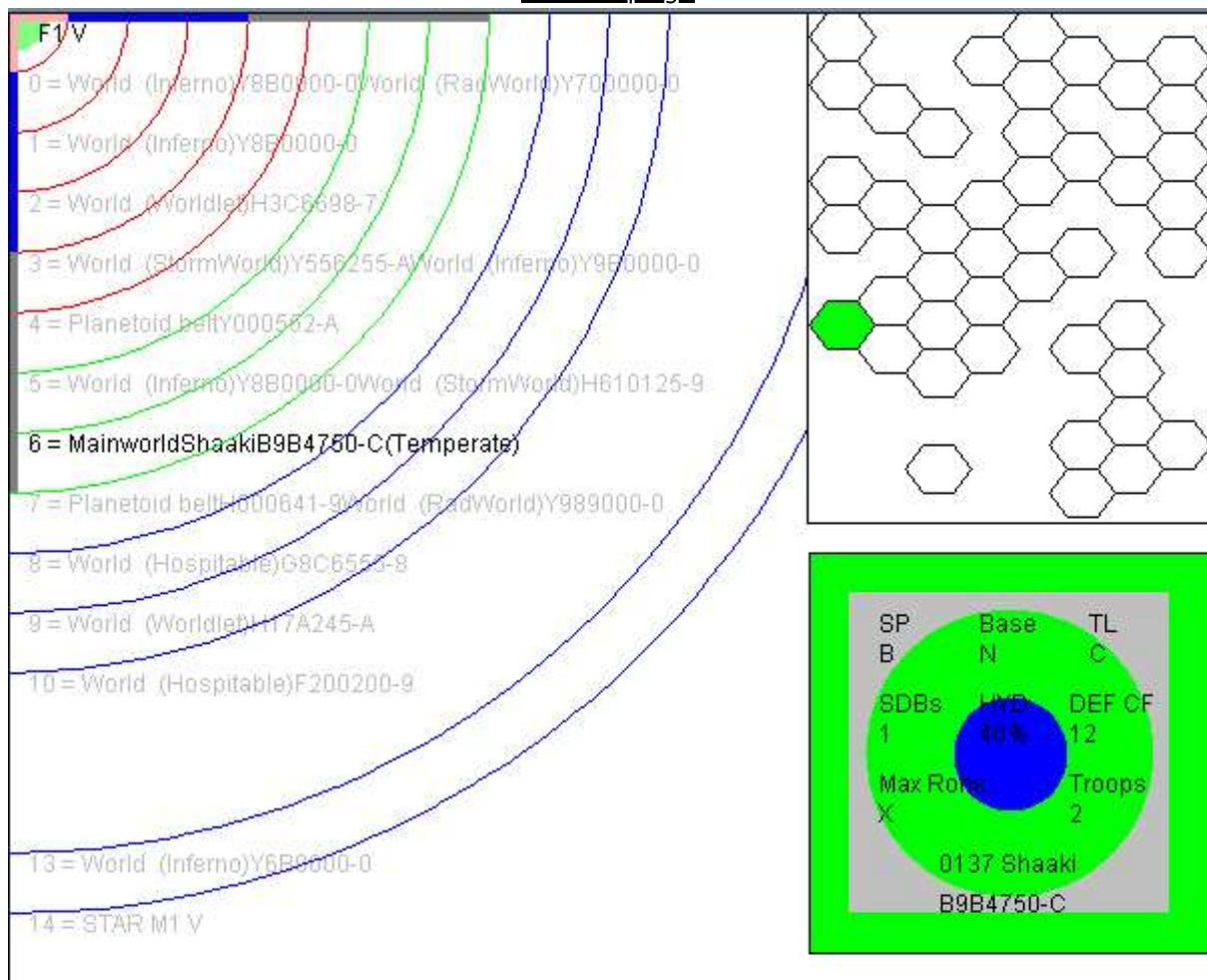
0135-Belts.gif



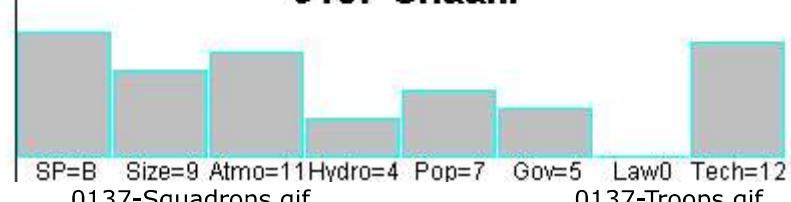
0135-Worlds.gif



0137-Maps.gif



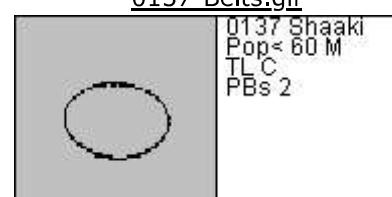
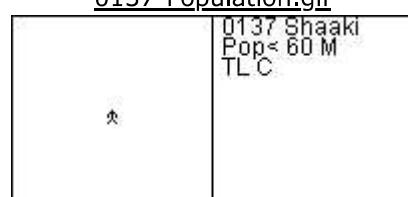
0137 Shaaki



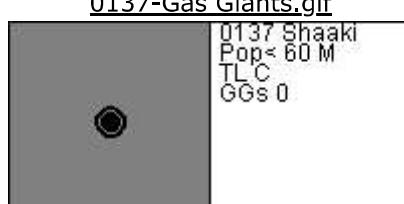
0137-SDBs.gif



0137-Defences.gif



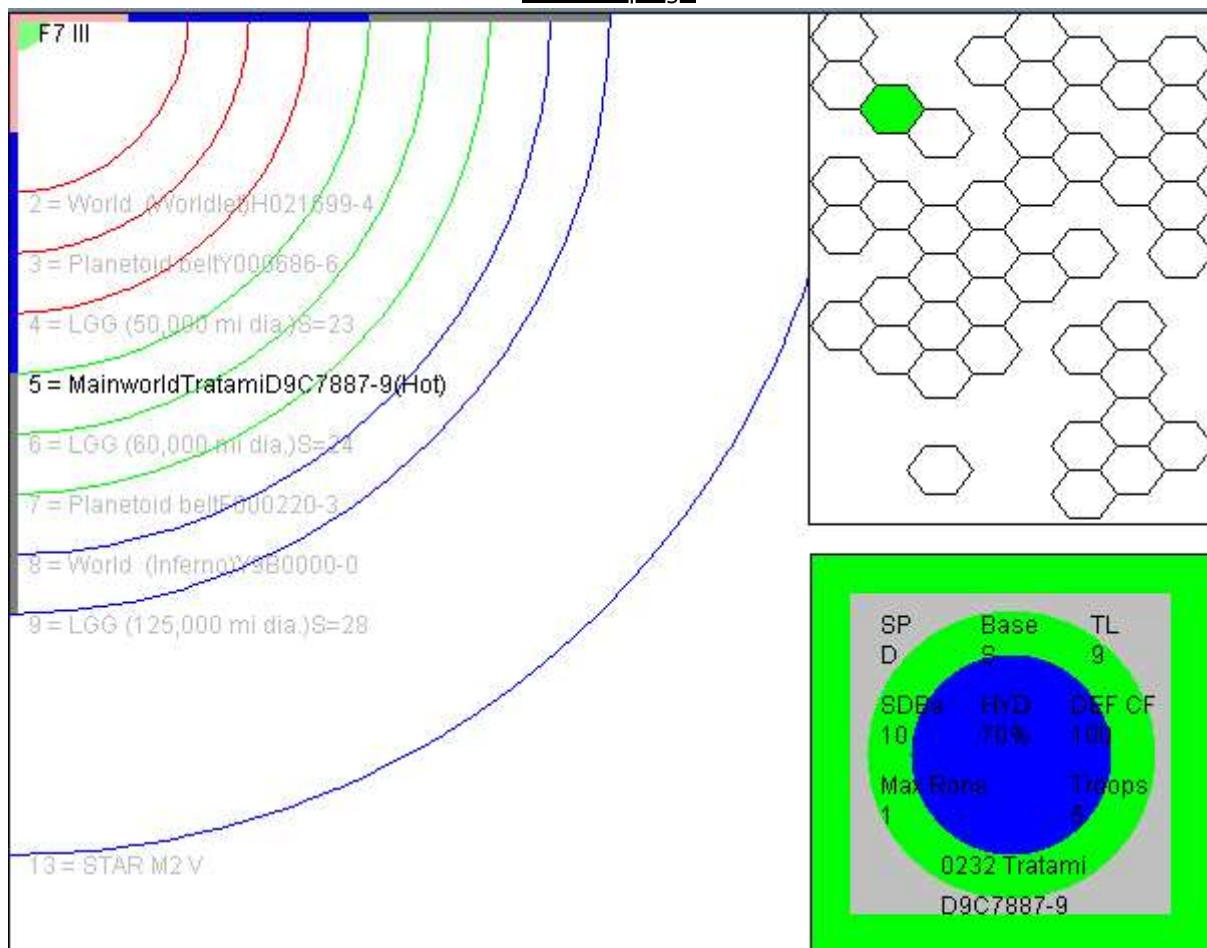
0137-Gas Giants.gif



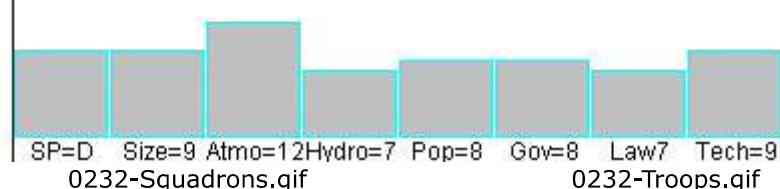
0137 shaaki.gif

0137-Worlds.gif

0232-Maps.gif



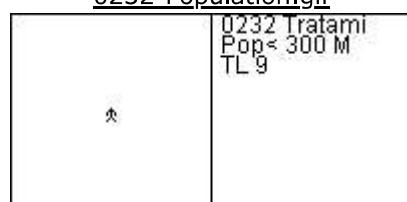
0232 Tratami



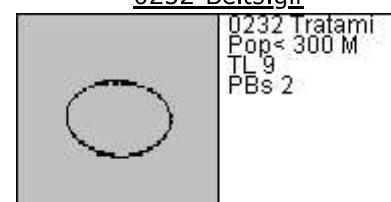
0232-SDBs.gif



0232-Defences.gif



0232-Population.gif



0232-Belts.gif



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Row	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

0232-SDBs.gif

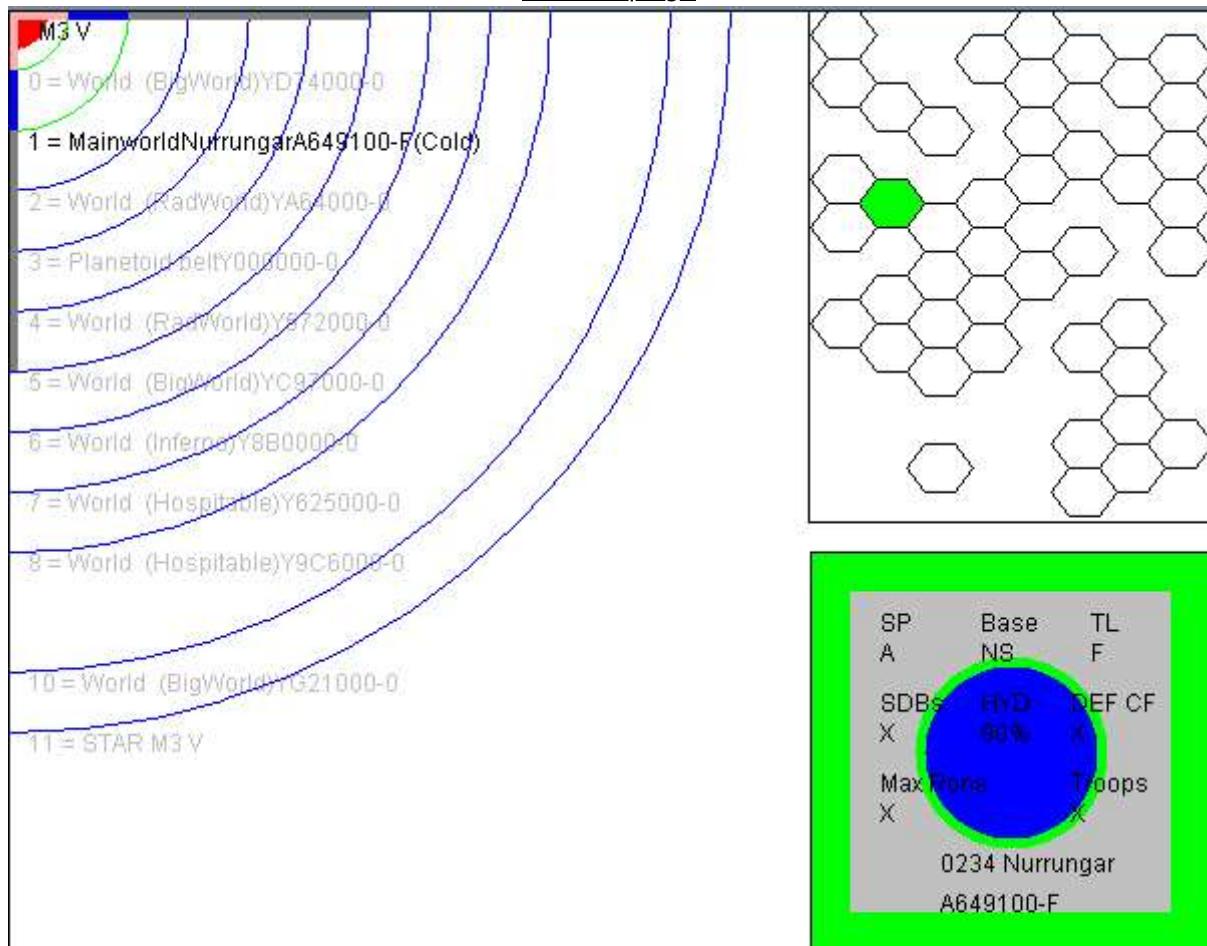
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0232-tratami.gif

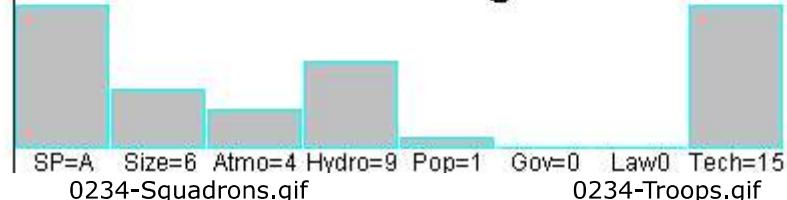
0232-Worlds.gif



0234-Maps.gif



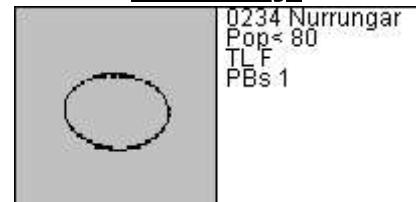
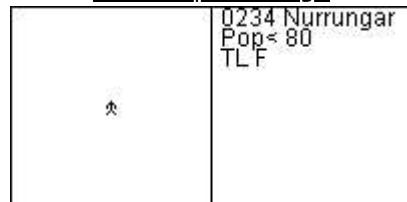
0234 Nurrungar



0234-SDBs.gif



0234-Defences.gif



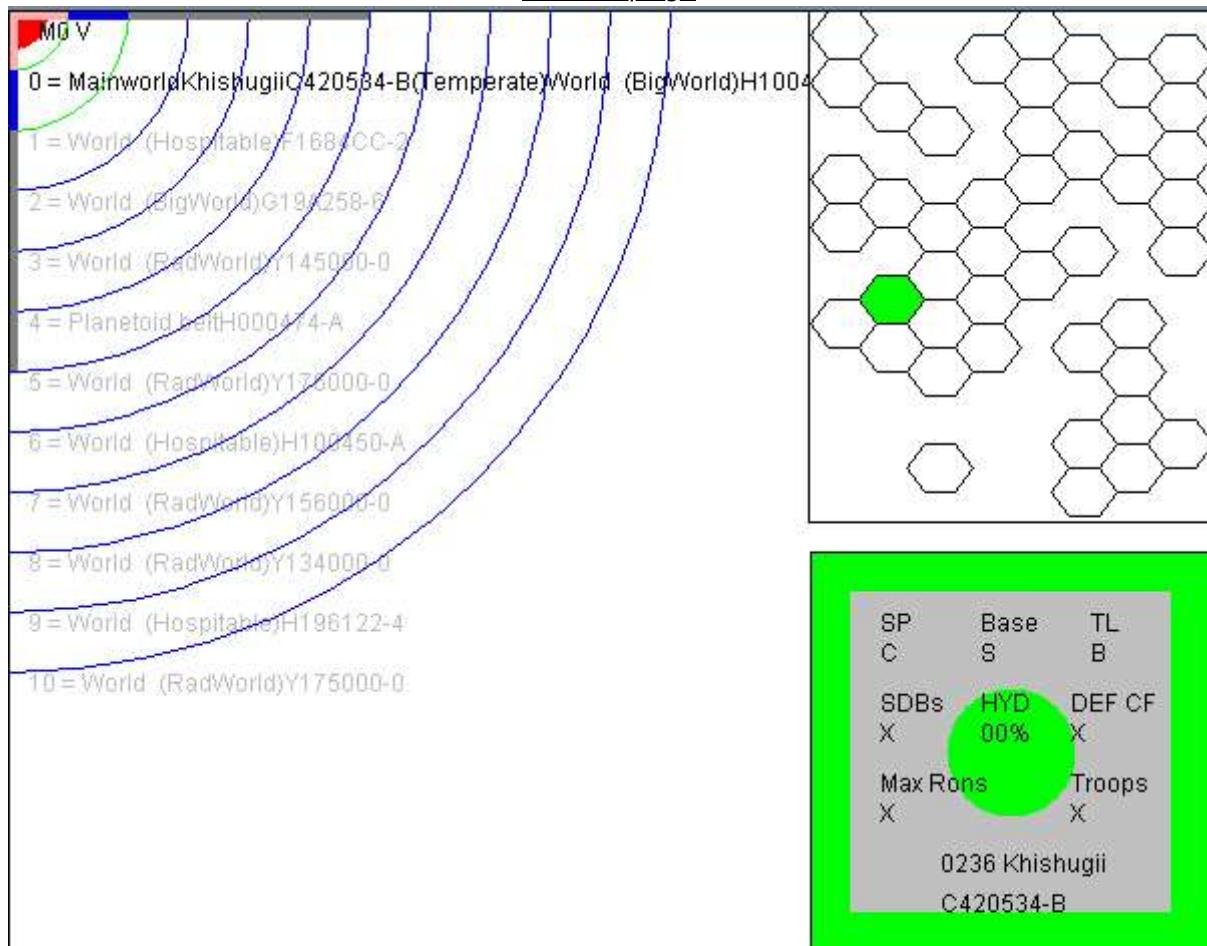
0234-Gas Giants.gif



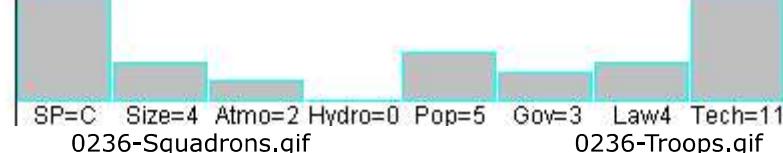
0234-nurrungar.gif

0234-Worlds.gif

0236-Maps.gif



0236 Khishugii



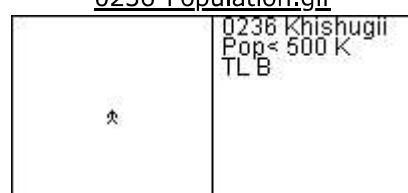
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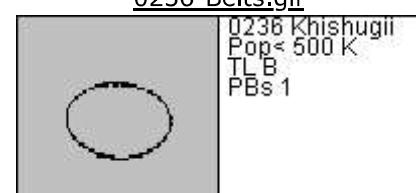
0236-Defences.gif



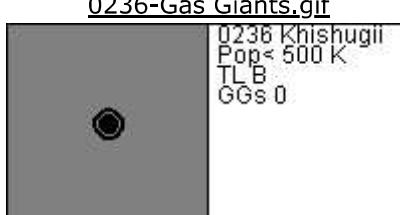
0236-Population.gif



0236-Belts.gif



0236-Gas Giants.gif



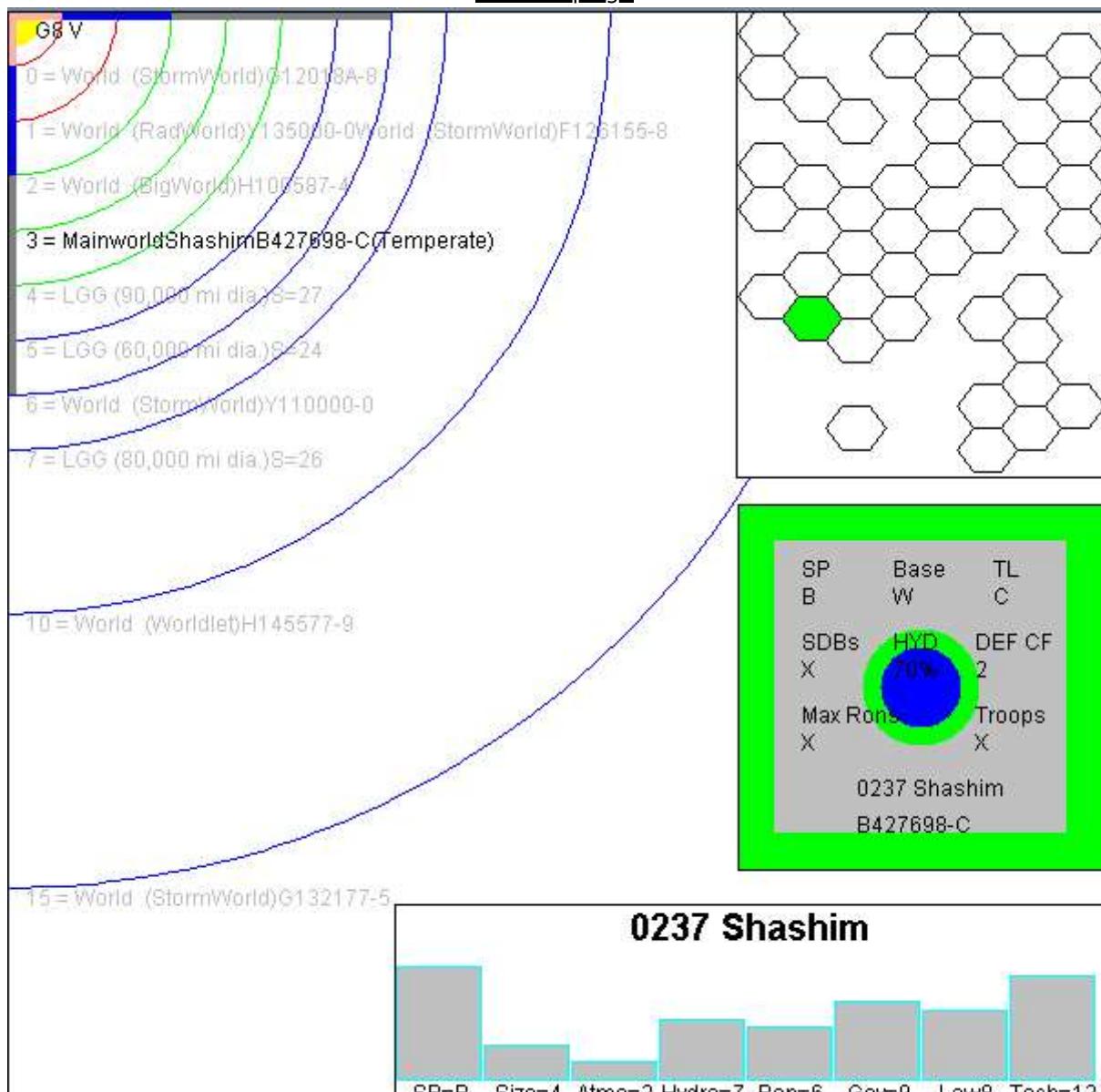
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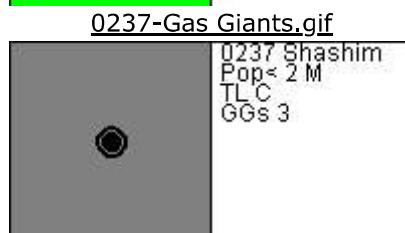
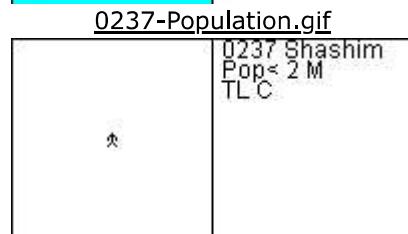
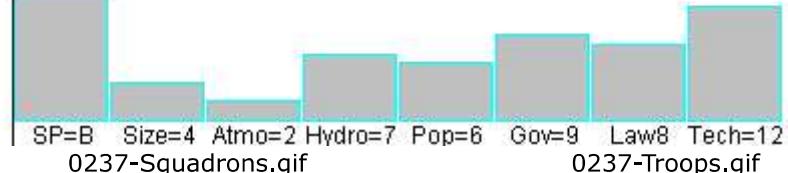
0236-Worlds.gif



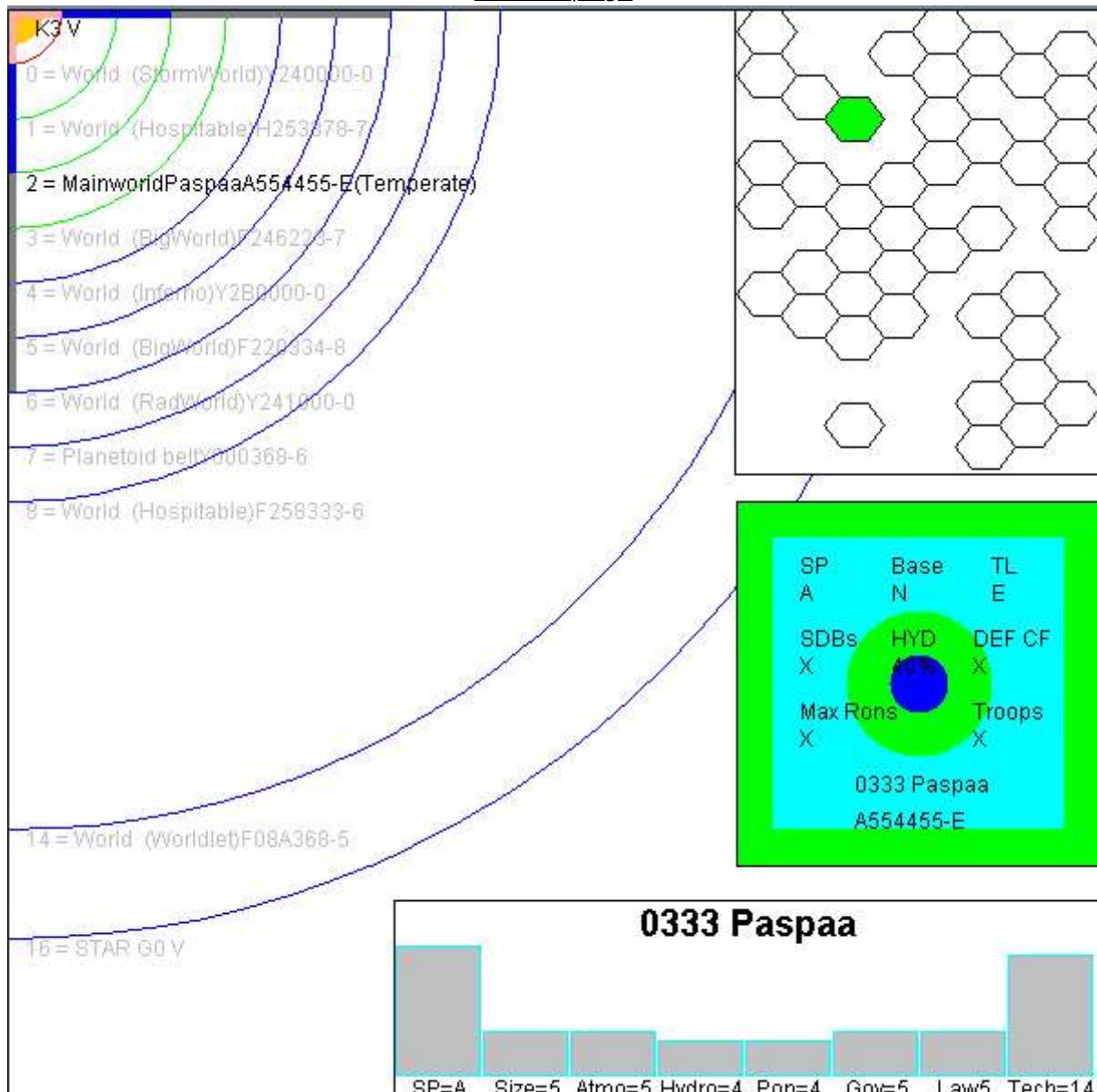
0237-Maps.gif



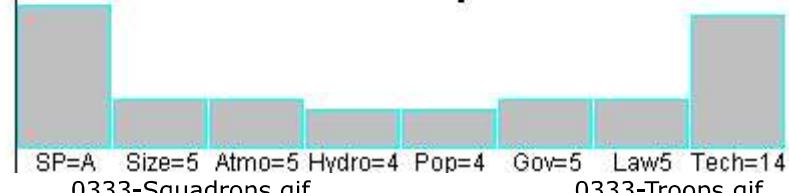
0237 Shashim



0333-Maps.gif



0333 Paspa



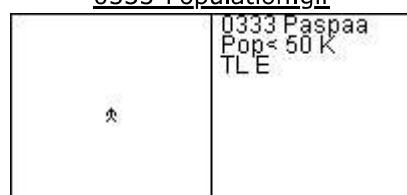
0333-SDBs.gif



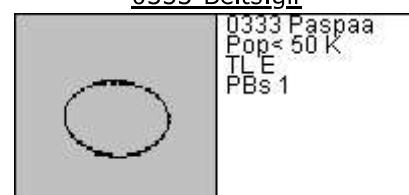
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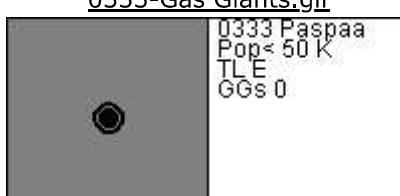
0333-Population.gif



0333-Belts.gif



0333-Gas Giants.gif



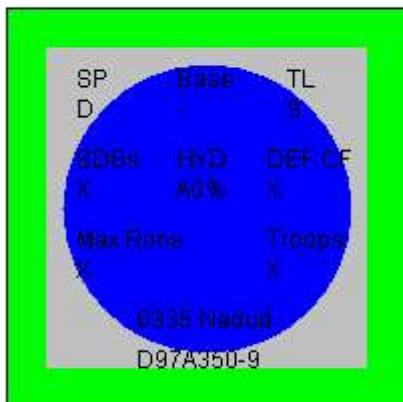
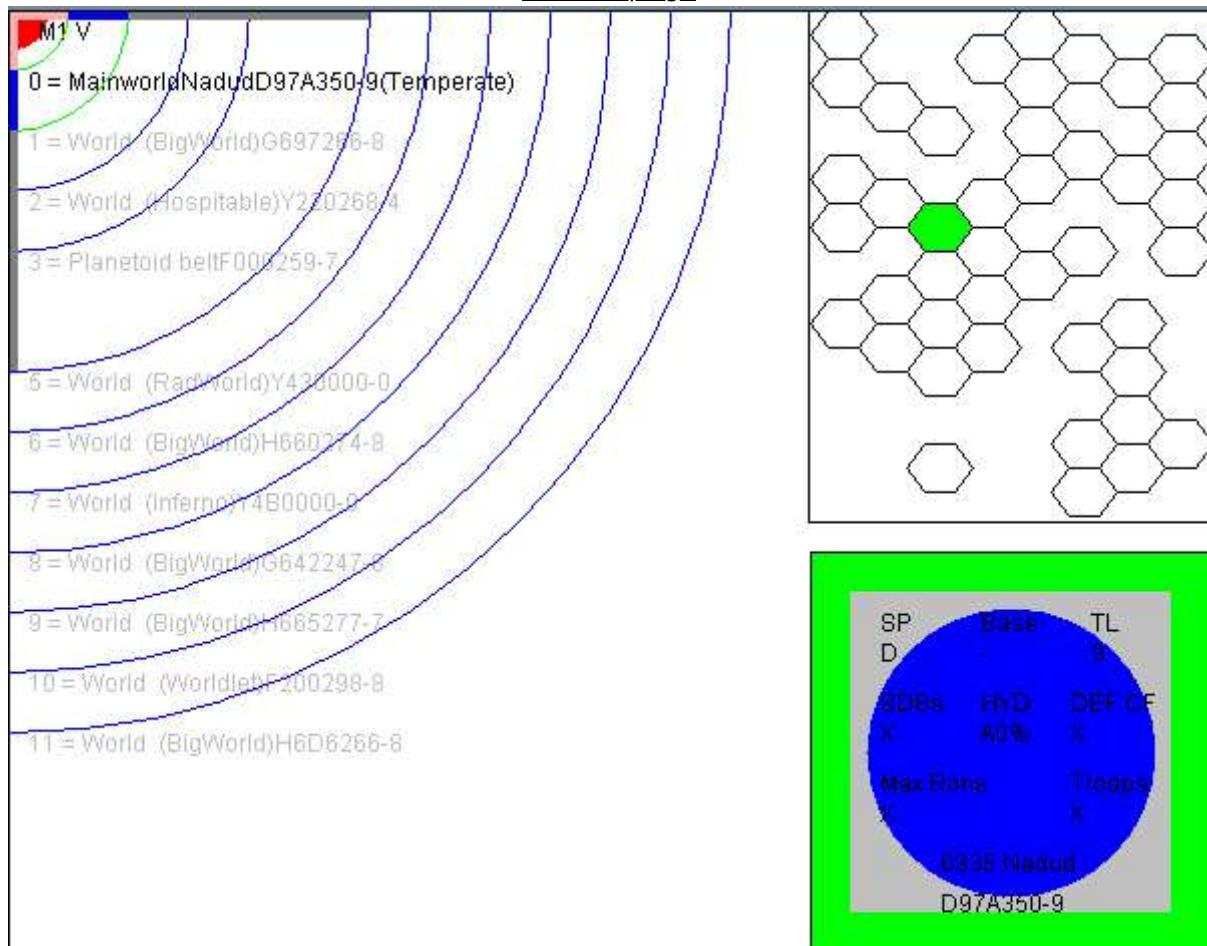
0333-paspaa.gif



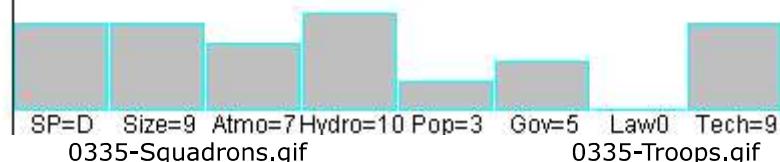
0333-Worlds.gif



0335-Maps.gif



0335 Nadud



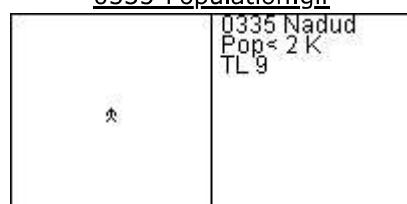
0335-SDBs.gif



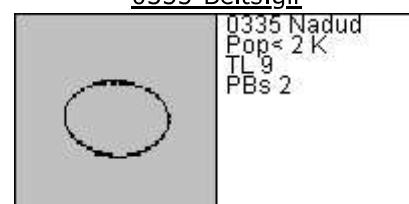
0335-Defences.gif



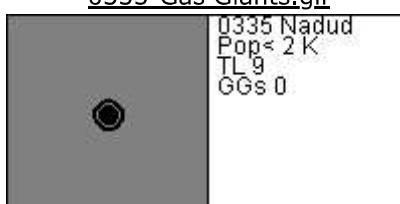
0335-Population.gif



0335-Belts.gif



0335-Gas Giants.gif



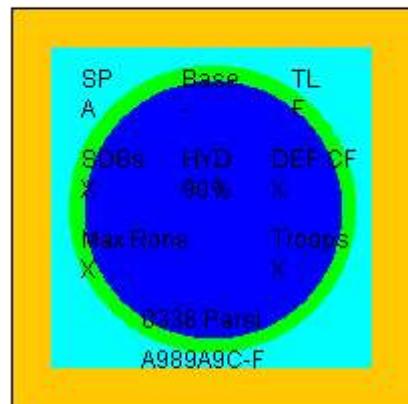
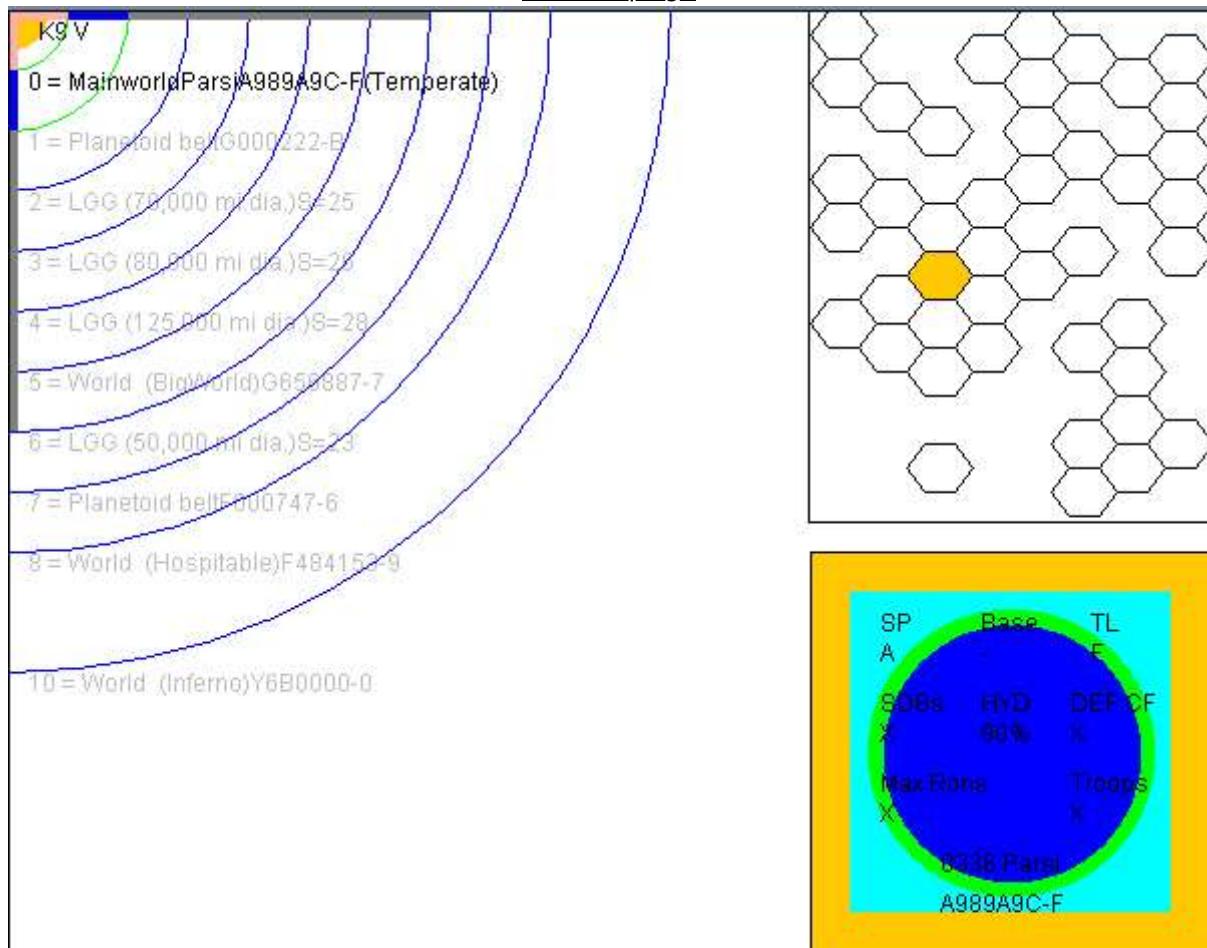
0335 nadud.gif



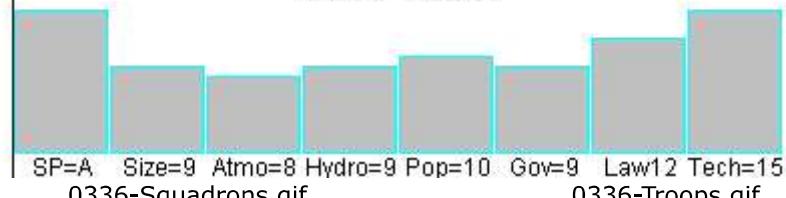
0335-Worlds.gif



0336-Maps.gif



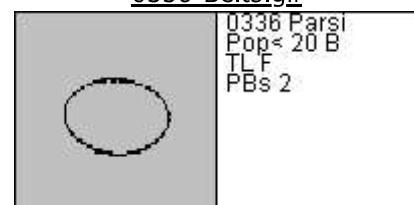
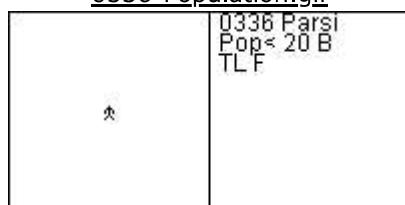
0336 Parsi



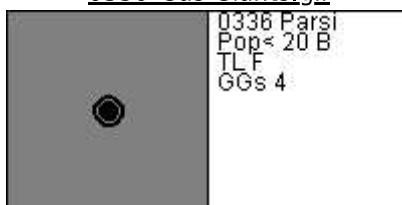
0336-SDBs.gif



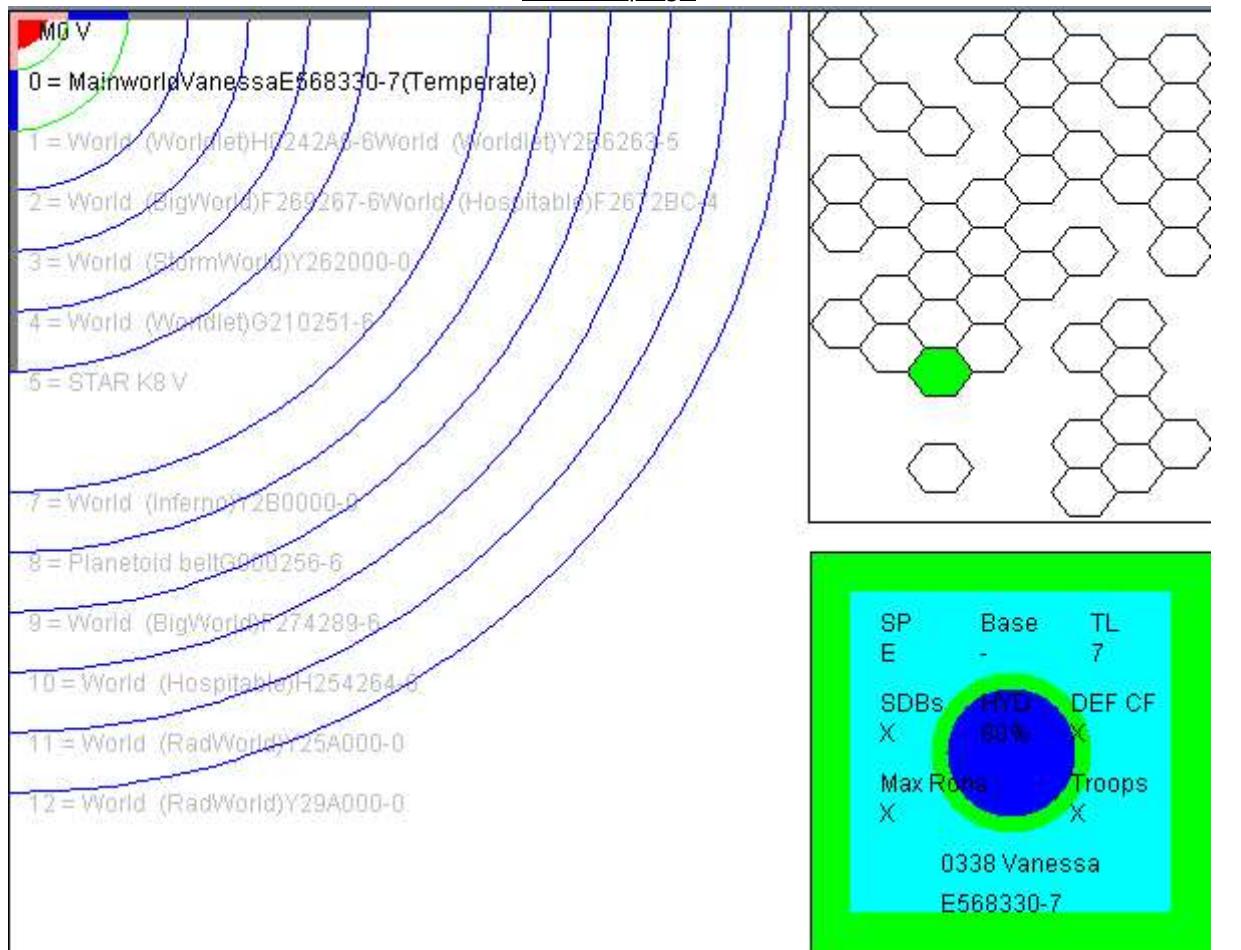
0336-Defences.gif



0336-Gas Giants.gif



0338-Maps.gif



0338 Vanessa



0338-SDBs.gif



0338-Defences.gif



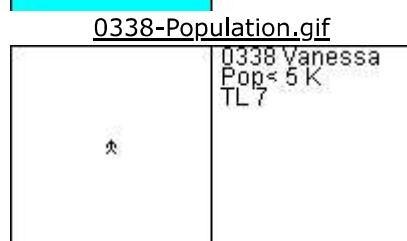
0338-Population.gif



0338-Troops.gif



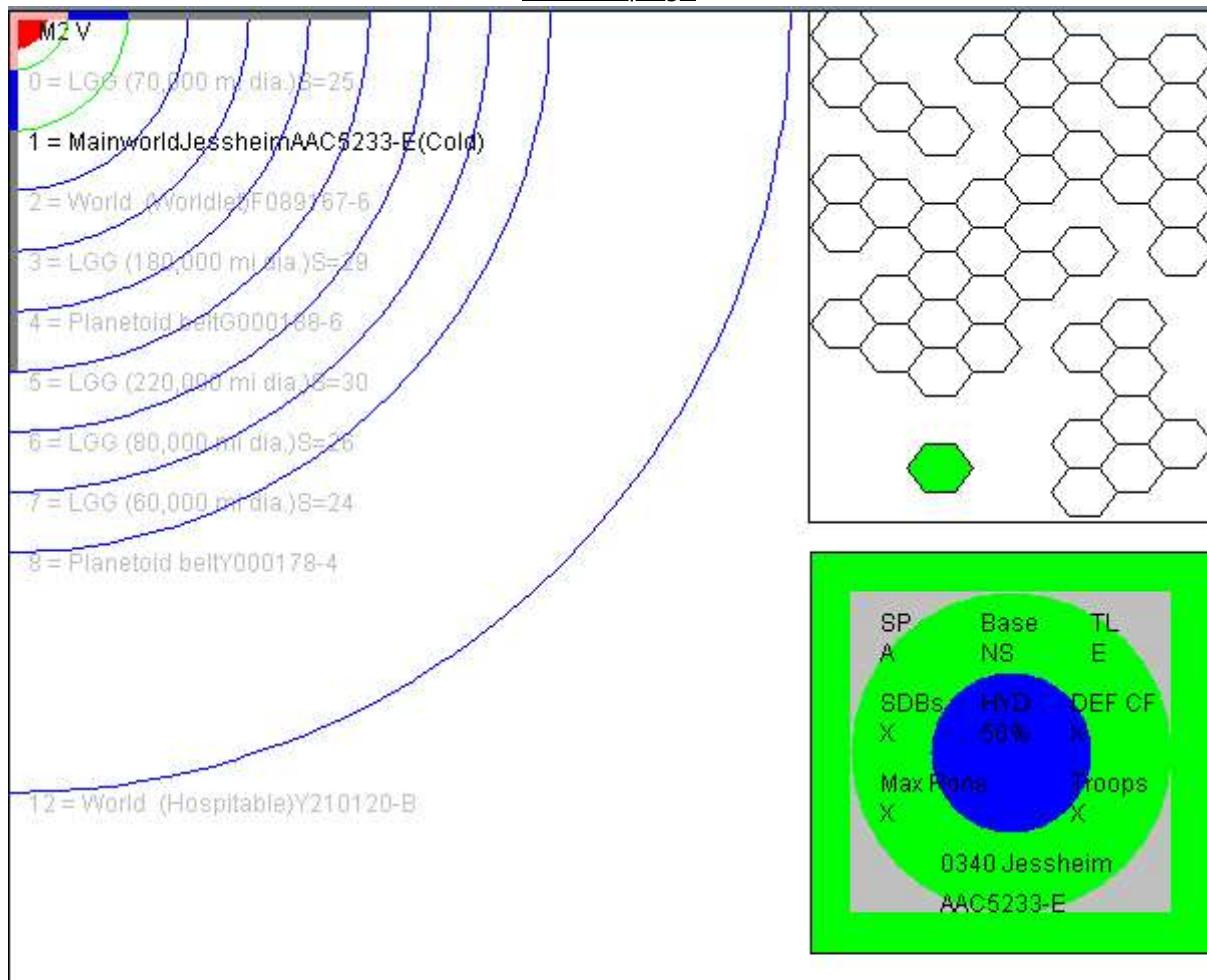
0338-Gas Giants.gif



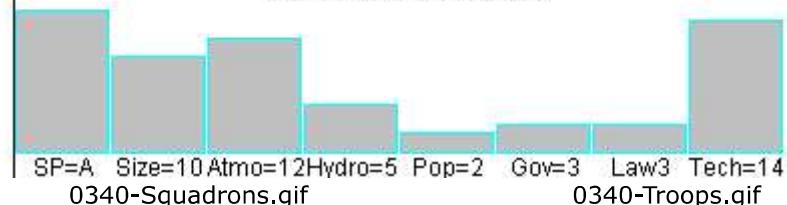
0338-Worlds.gif



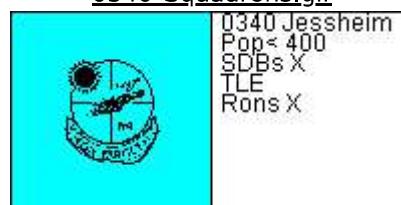
0340-Maps.gif



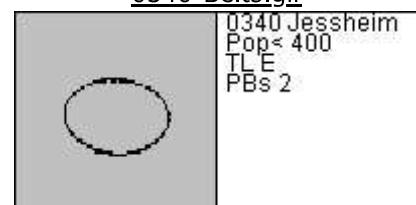
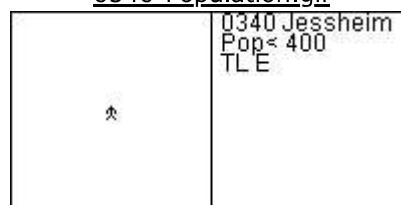
0340 Jessheim



0340-SDBs.gif



0340-Defences.gif



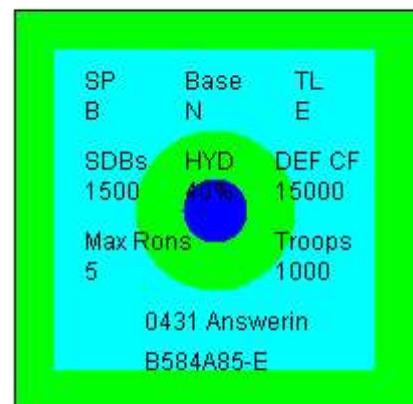
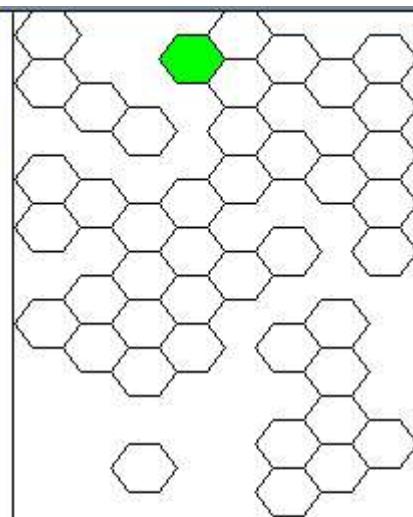
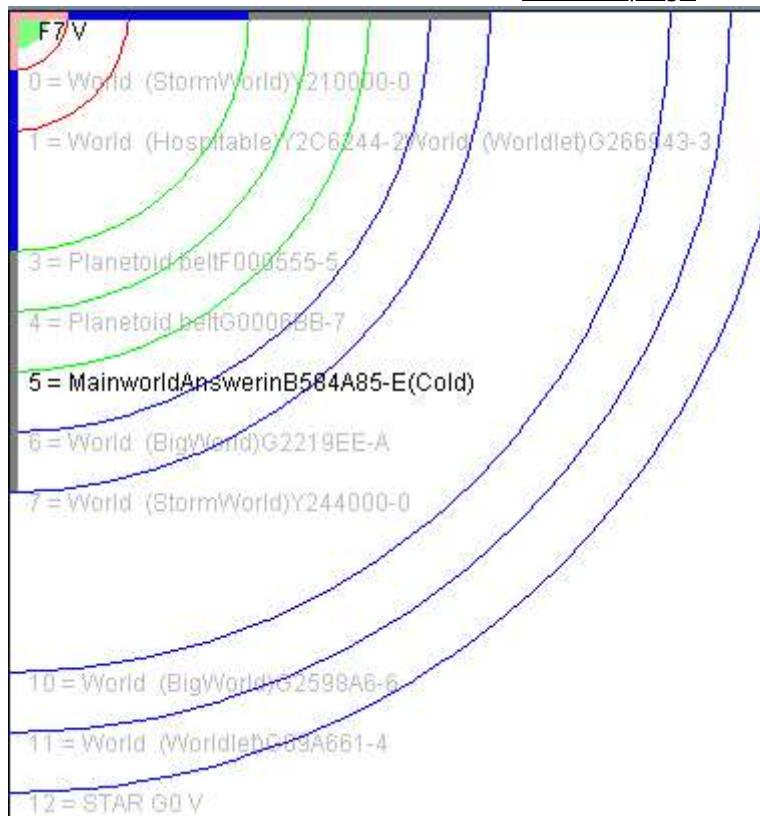
0340-Gas Giants.gif



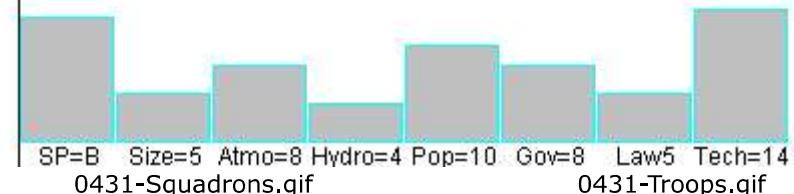
0340.jessheim.gif

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



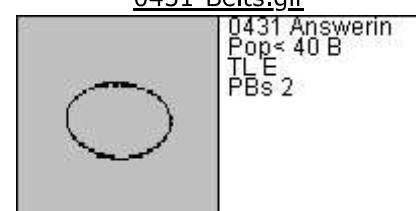
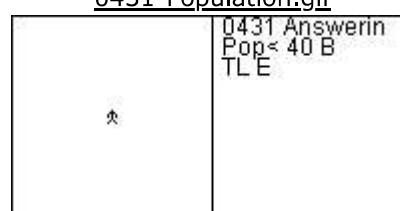
0431 Answerin



0431-SDBs.gif



0431-Defences.gif



0431-Gas Giants.gif

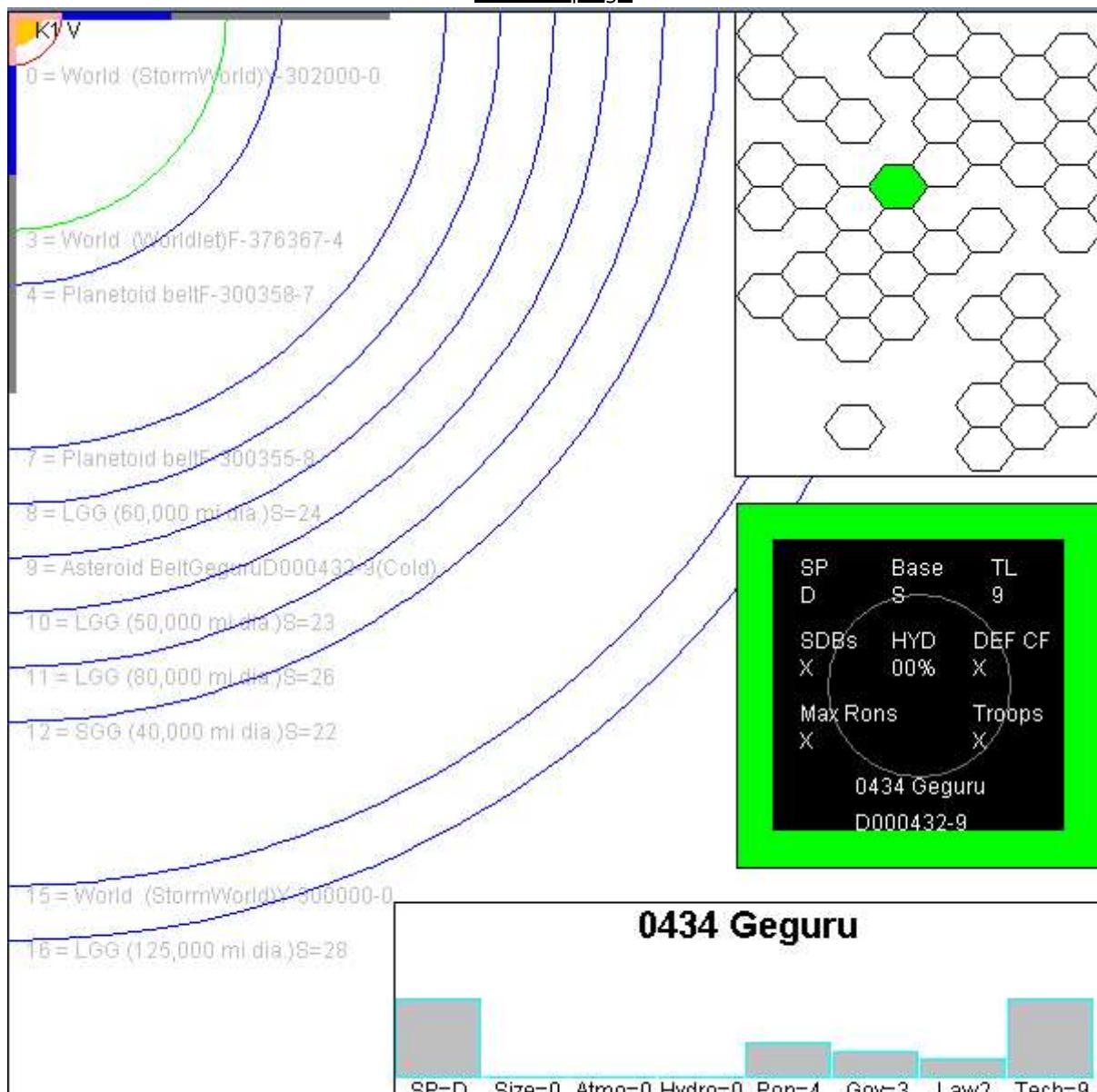


0431_answerin.gif

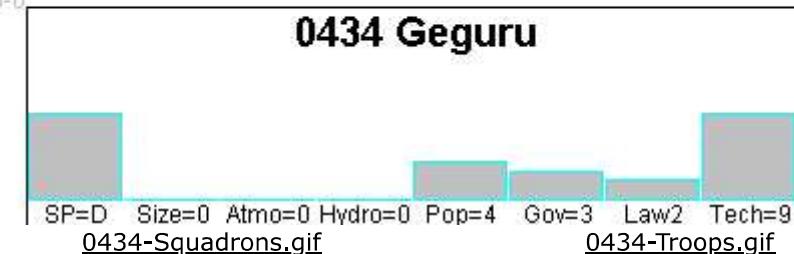


0431-Worlds.gif

0434-Maps.gif



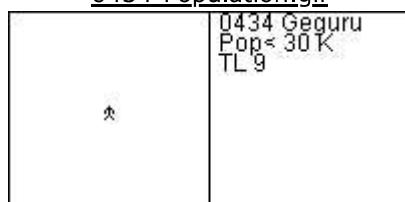
0434 Geguru



0434-SDBs.gif



0434-Defences.gif



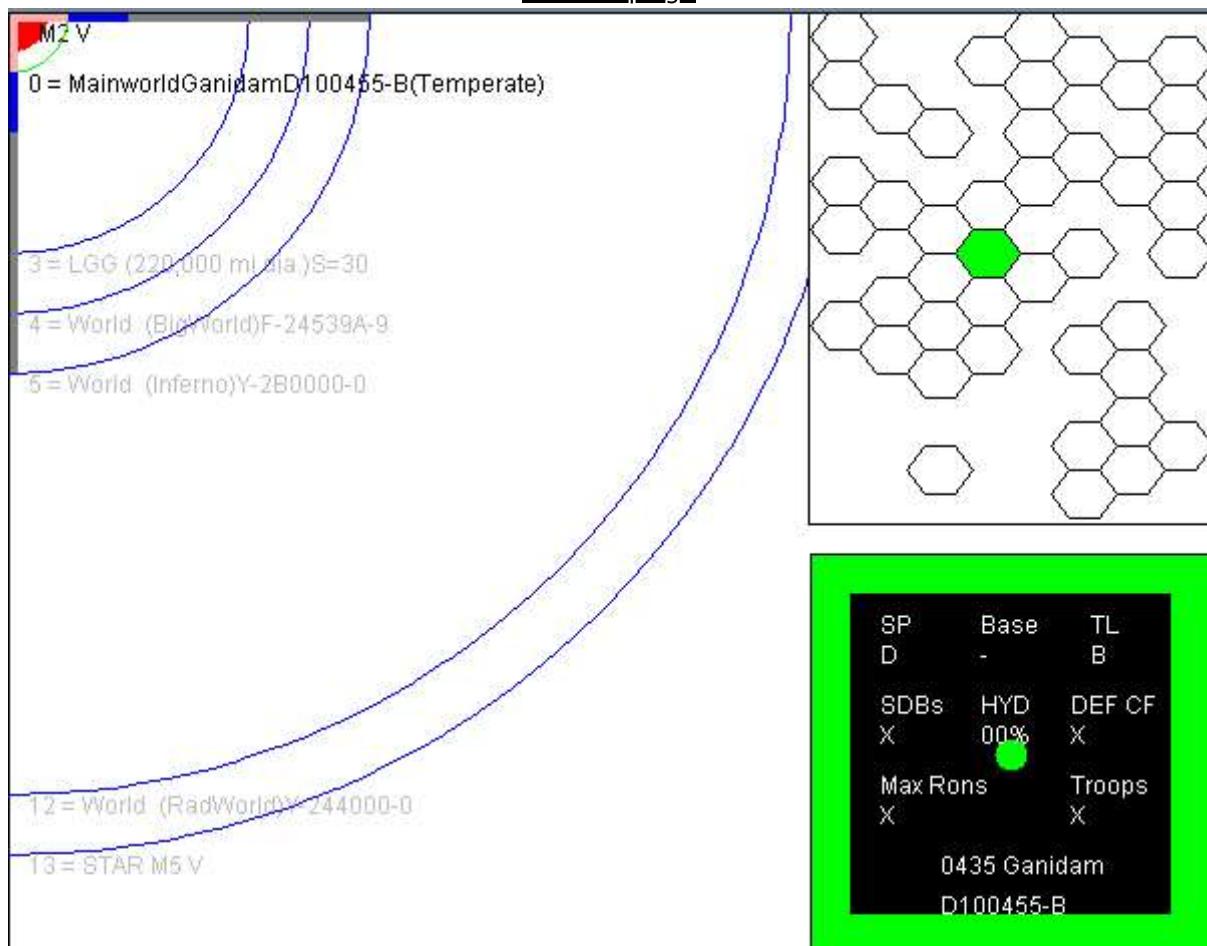
0434-Gas Giants.gif



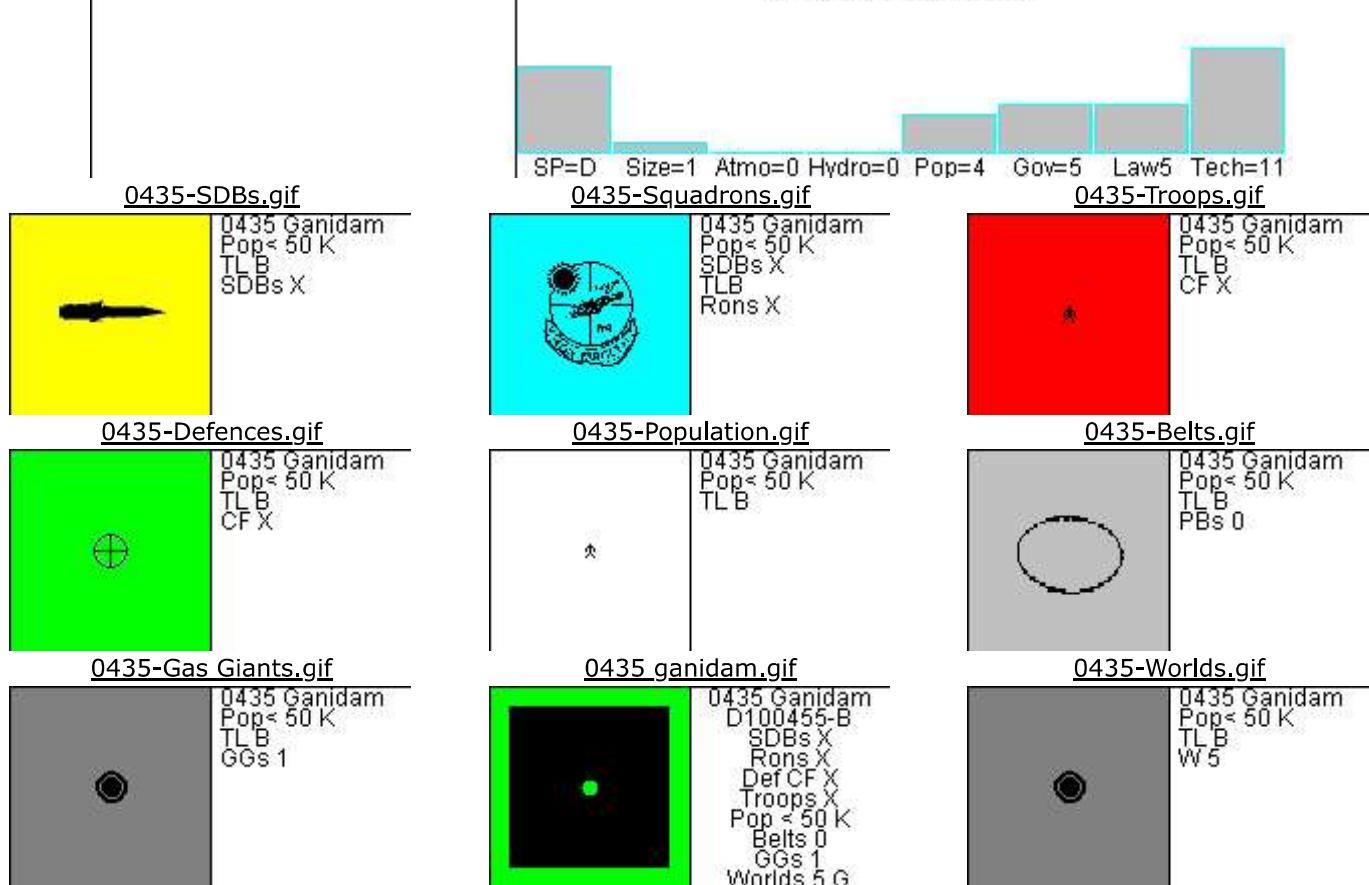
0434 geguru.gif

0434-Worlds.gif

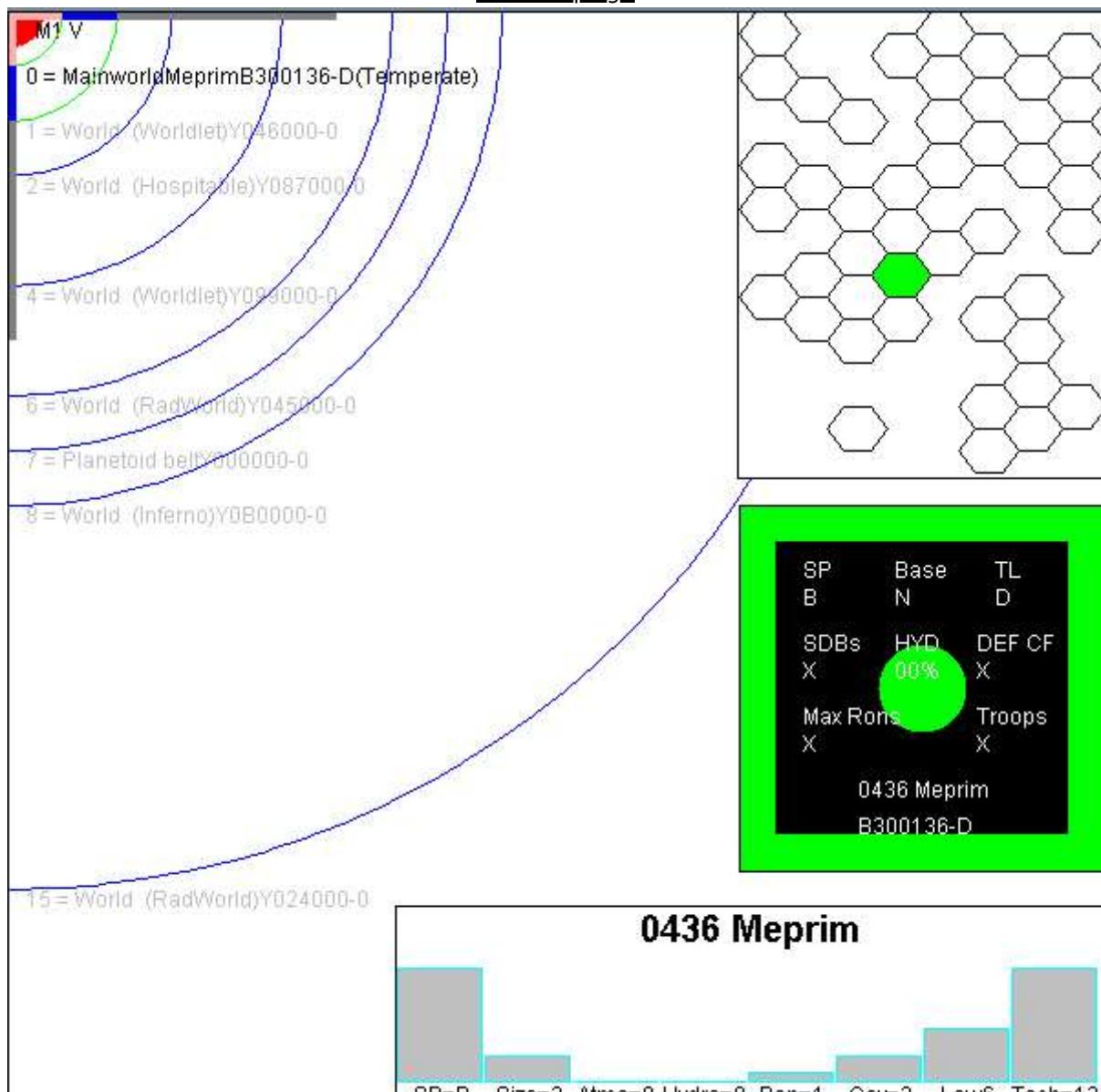
0435-Maps.gif



0435 Ganidam



0436-Maps.gif



0436-SDBs.gif



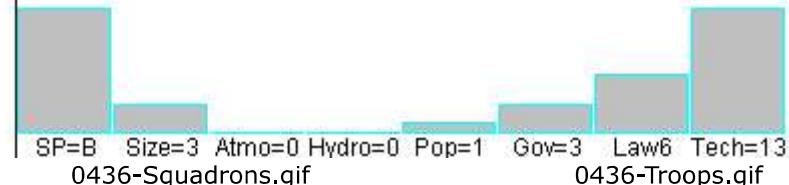
0436-Defences.gif



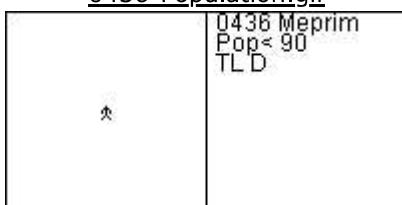
0436-Gas Giants.gif



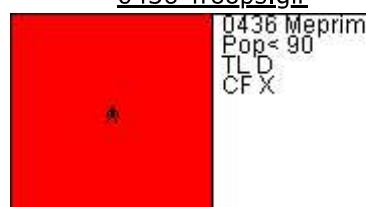
0436 Meprim



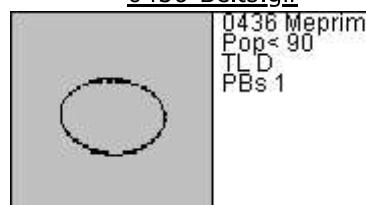
0436-Population.gif



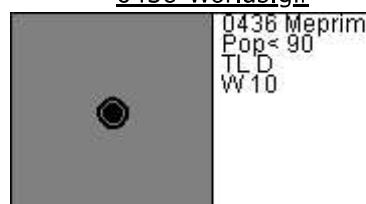
0436 meprim.gif



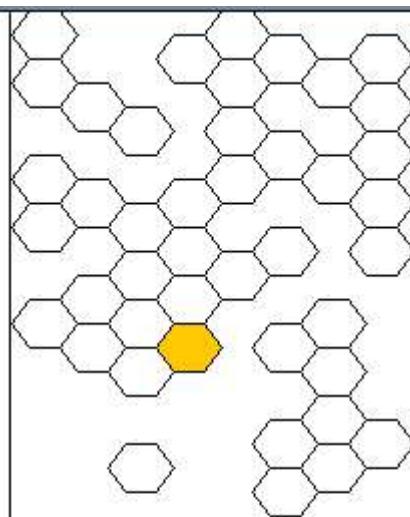
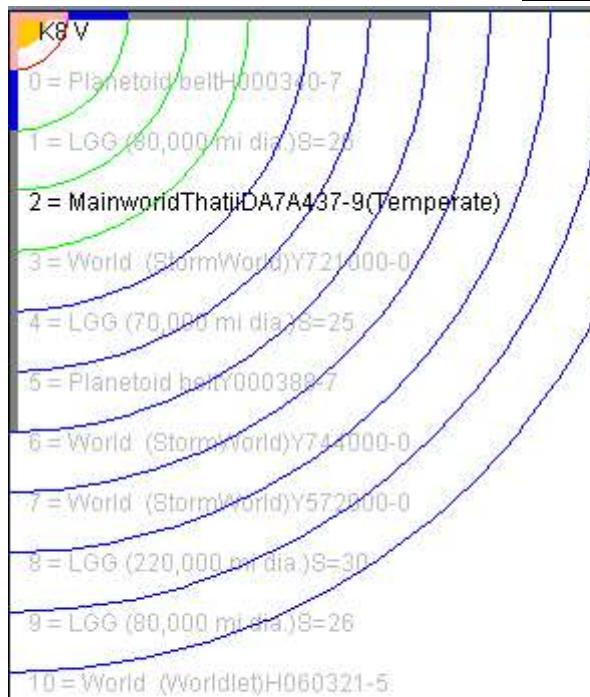
0436-Belts.gif



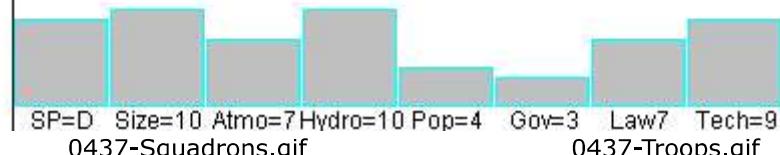
0436-Worlds.gif



0437-Maps.gif



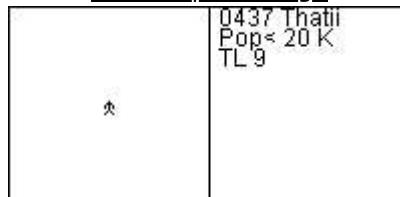
0437 Thatii



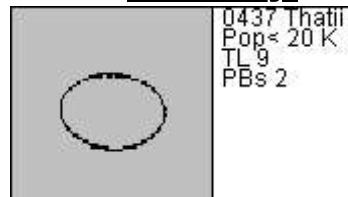
0437-Defences.gif



0437-Population.gif



0437-Belts.gif



0437-Gas Giants.gif



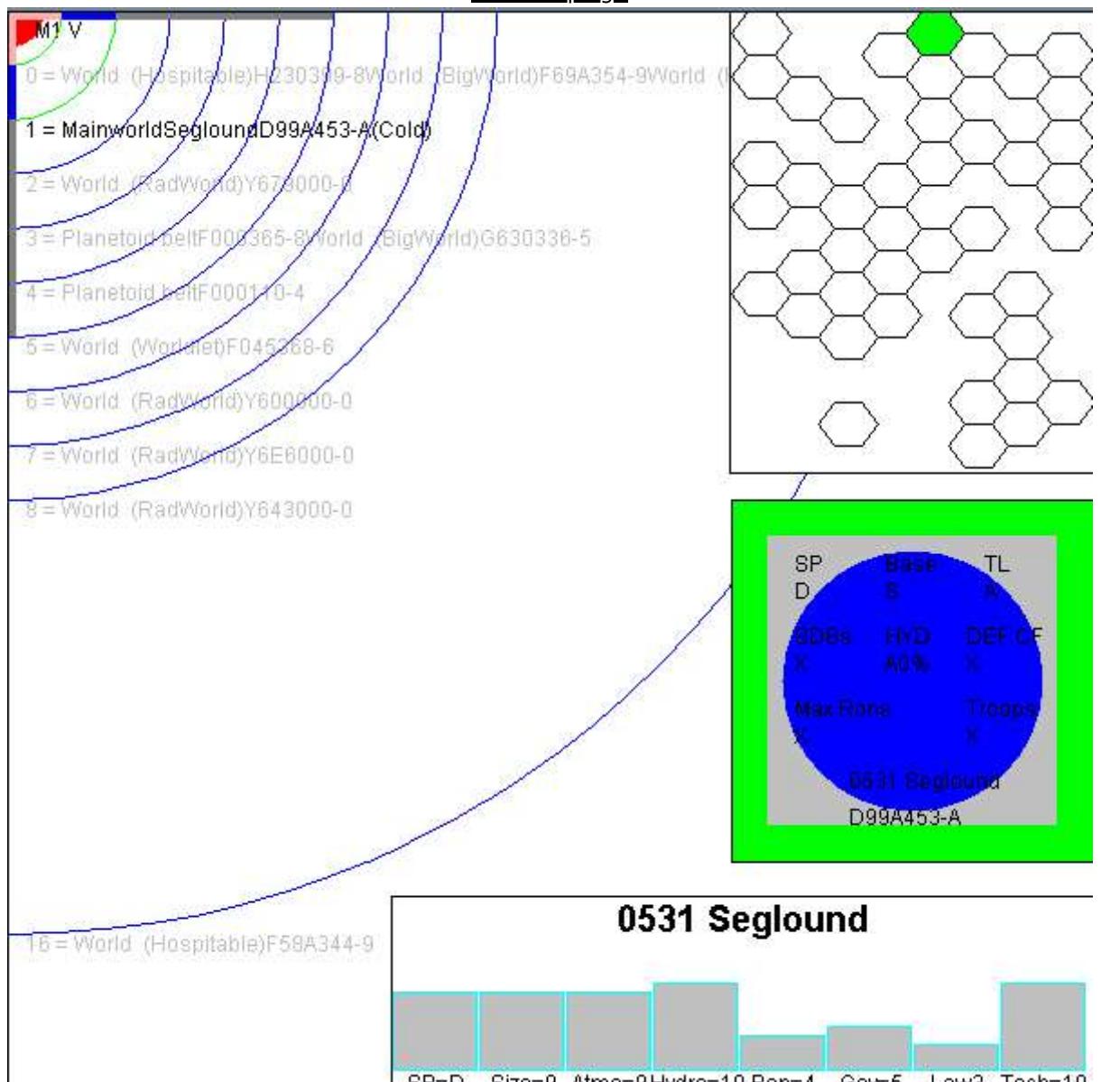
0437 thatii.gif



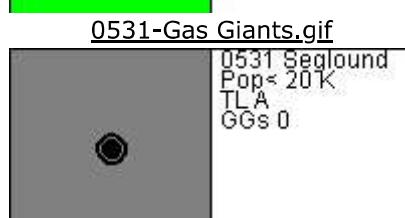
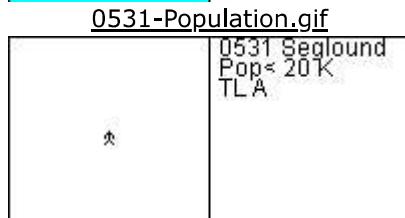
0437-Worlds.gif



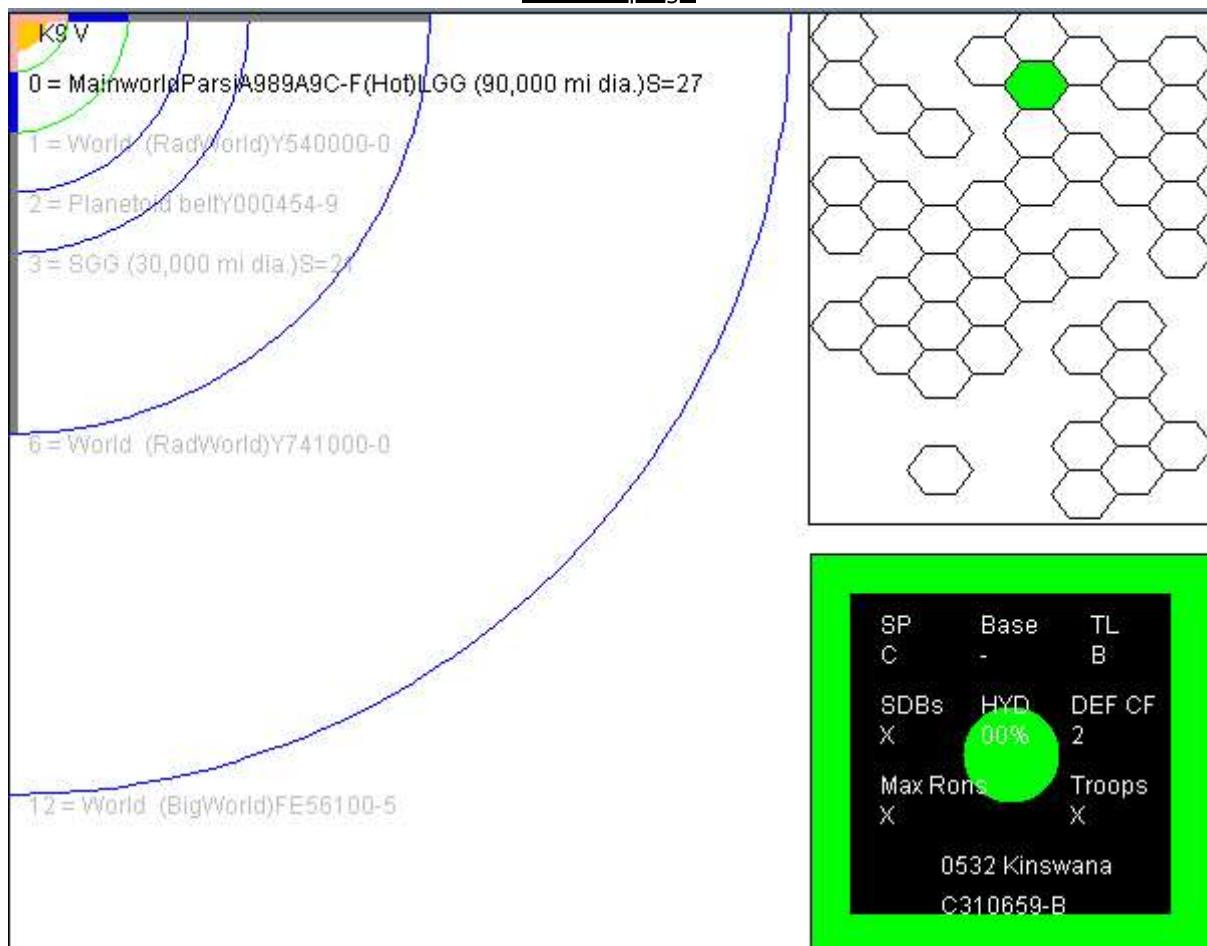
0531-Maps.gif



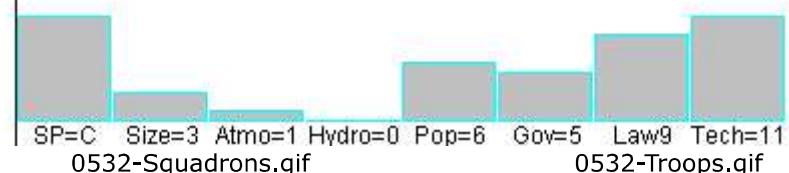
0531 Seglound



0532-Maps.gif



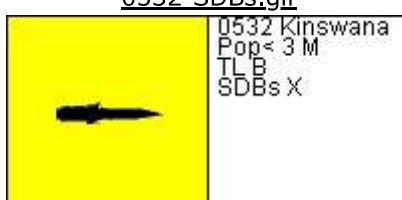
0532 Kinswana



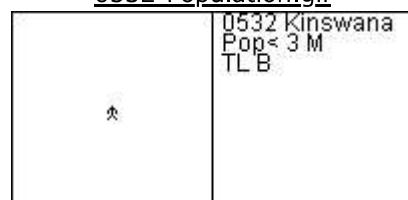
0532-Squadrons.gif

0532-Troops.gif

0532-SDBs.gif



0532-Defences.gif

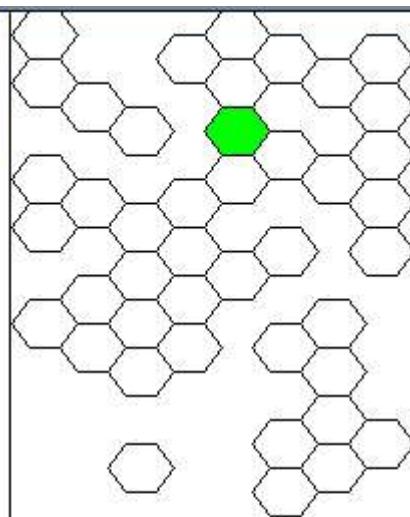
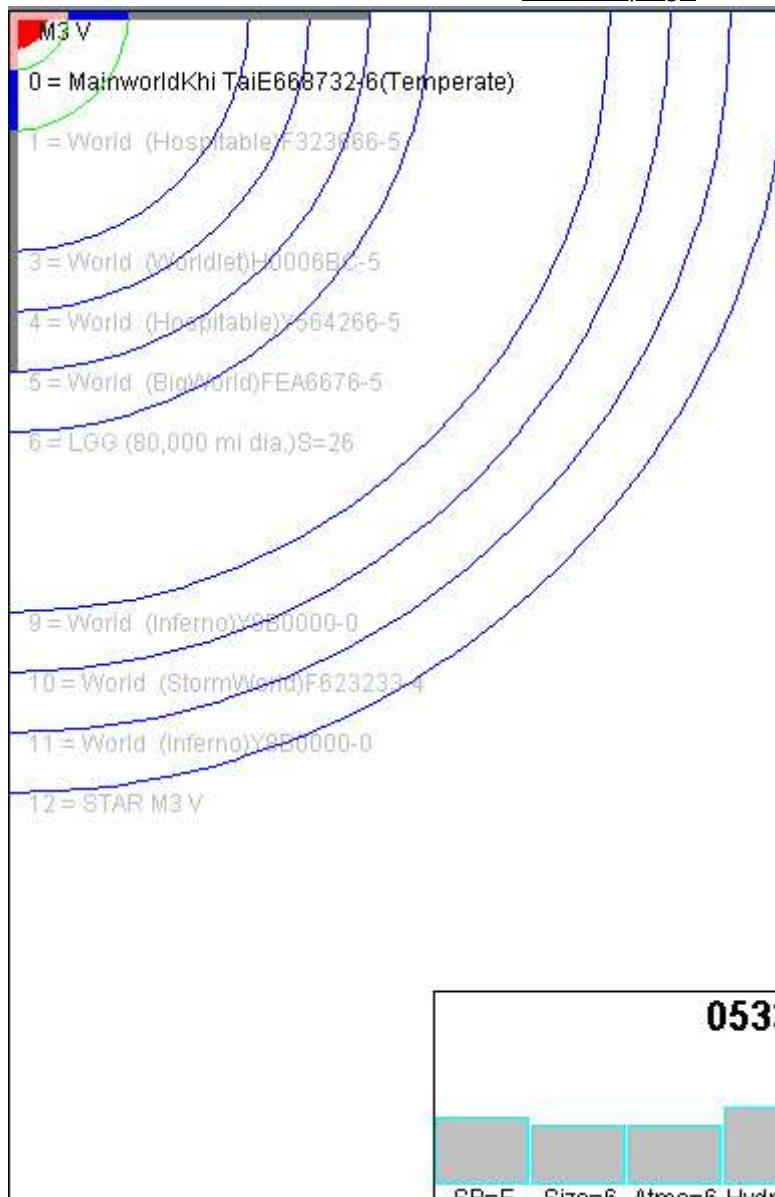


0532-Gas Giants.gif



0532-Worlds.gif

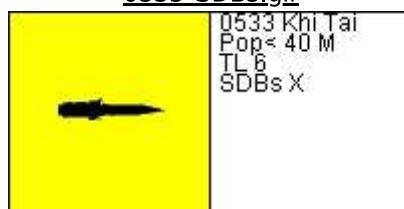
0533-Maps.gif



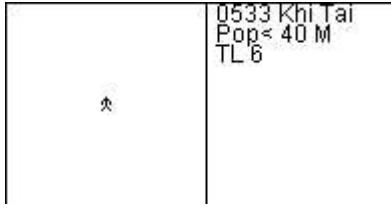
0533 Khi Tai



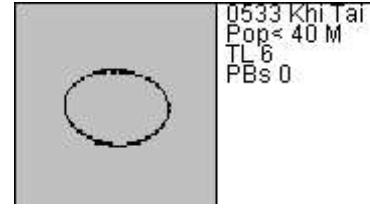
0533-Defences.gif



0533-Population.gif



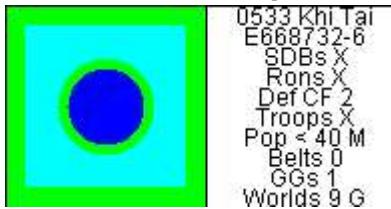
0533-Belts.gif



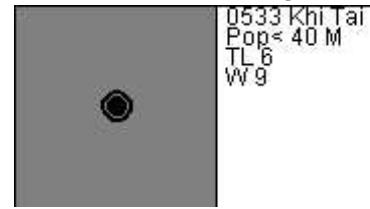
0533-Gas Giants.gif



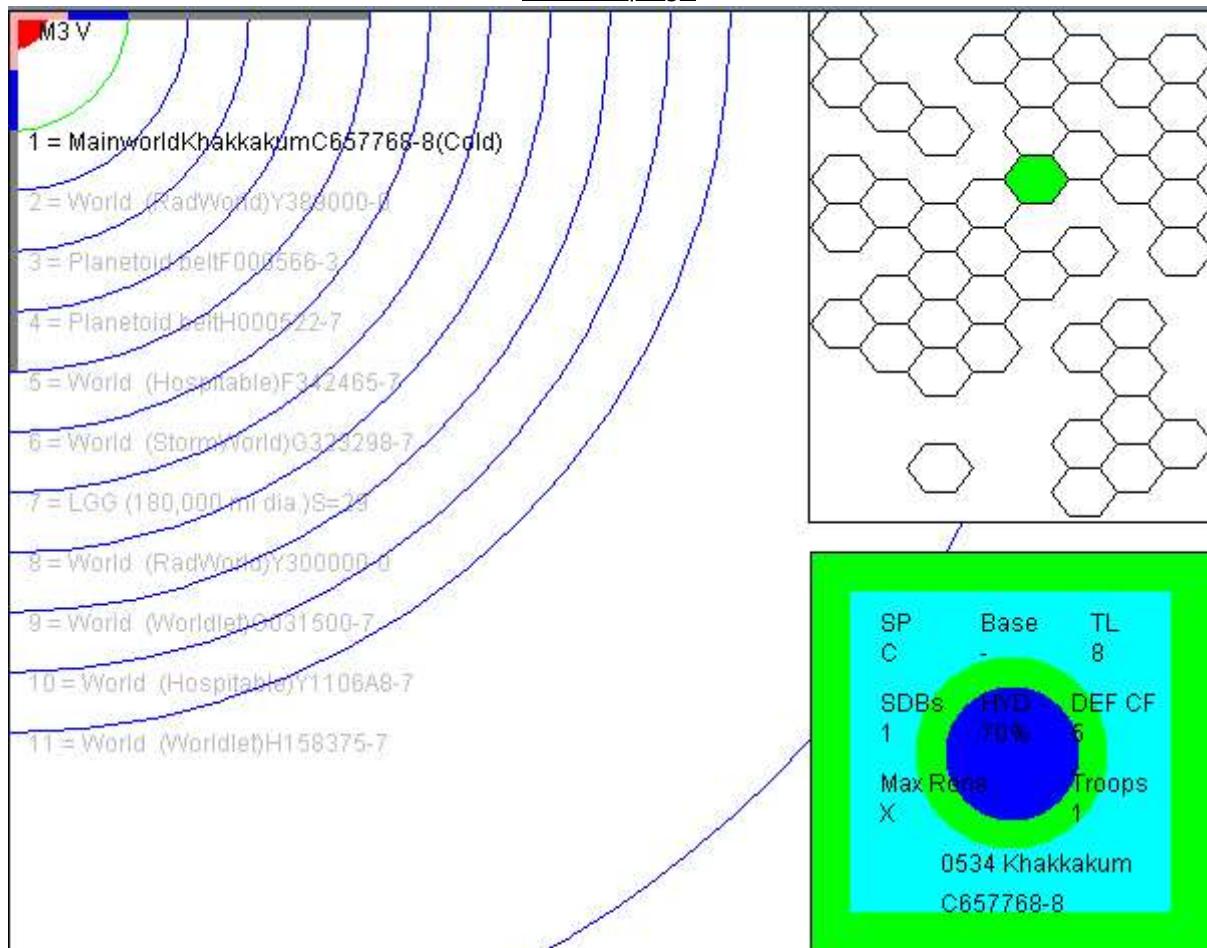
0533-khi tai.gif



0533-Worlds.gif



0534-Maps.gif

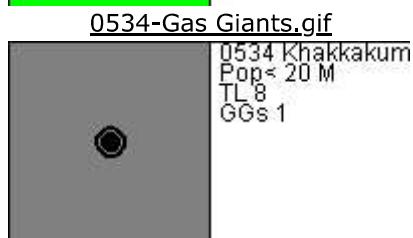
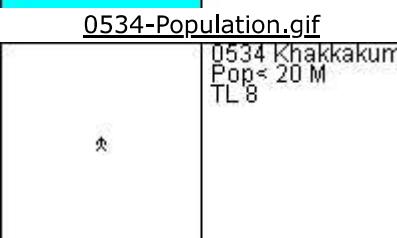
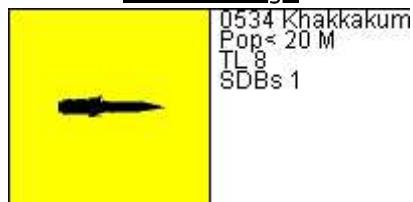


0534 Khakkakum

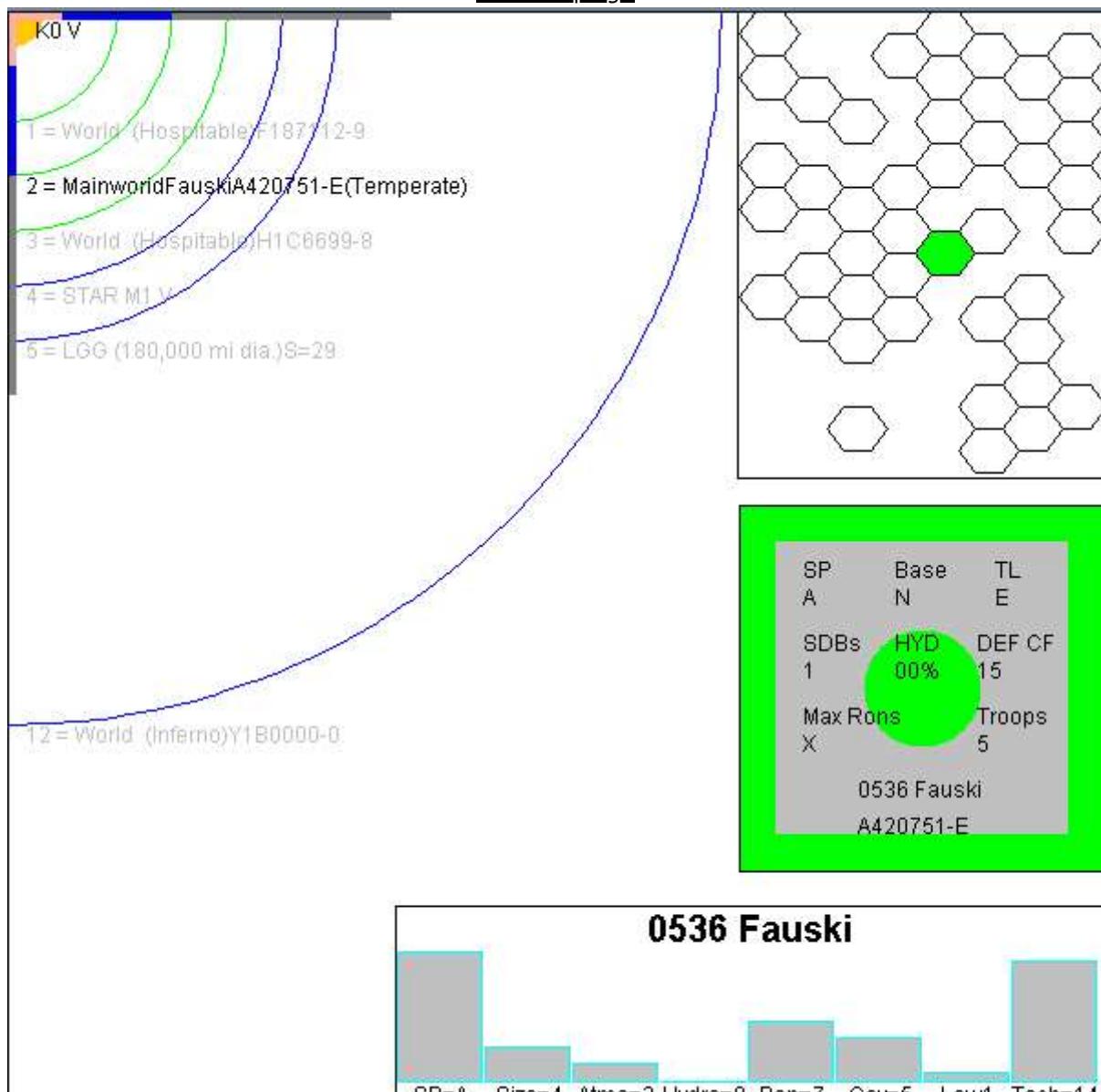
17 = World (StormWorld) G305121-7



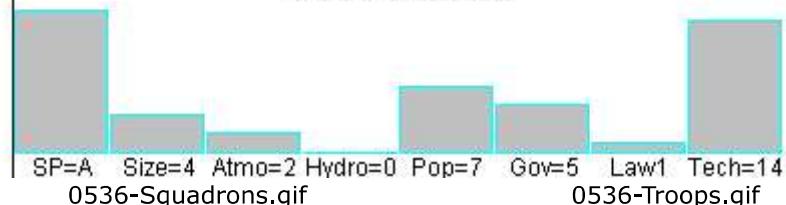
0534-SDBs.gif



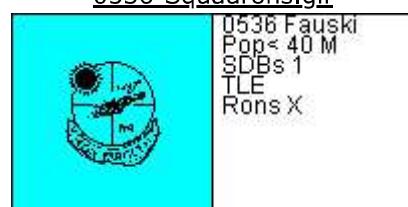
0536-Maps.gif



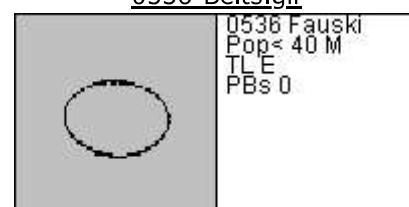
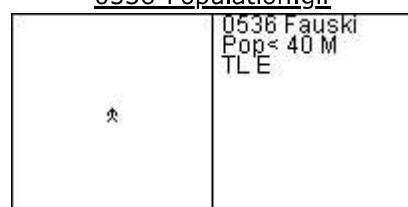
0536 Fauski



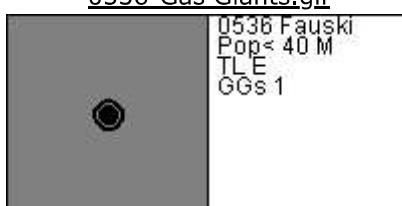
0536-SDBs.gif



0536-Defences.gif



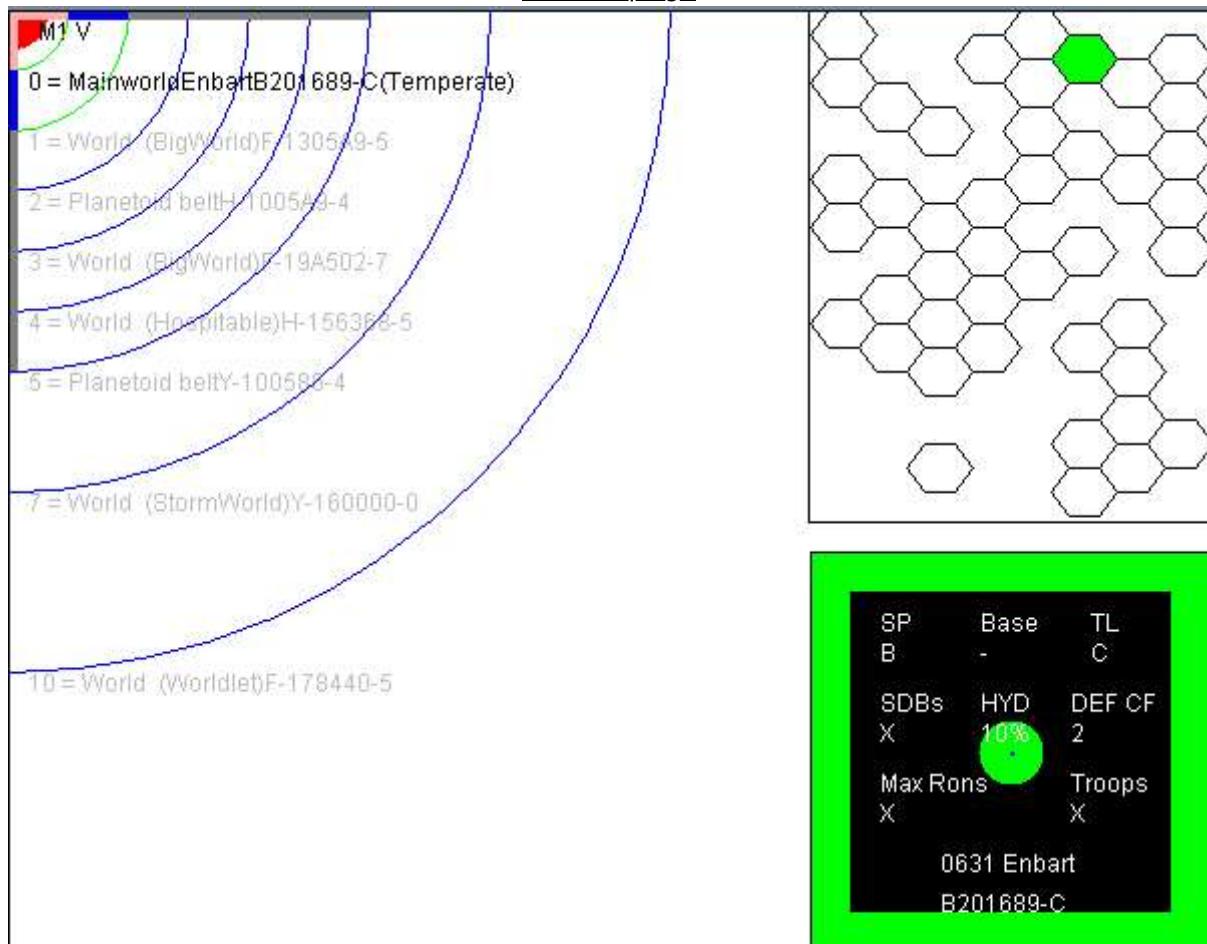
0536-Gas Giants.gif



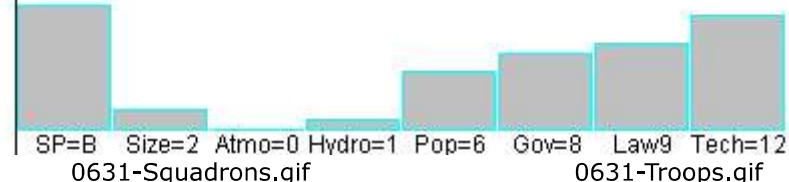
0536-fauski.gif

0536-Worlds.gif

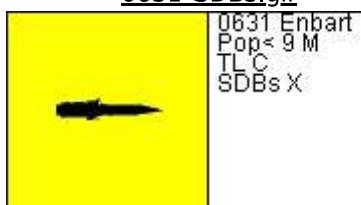
0631-Maps.gif



0631 Enbart



0631-SDBs.gif



0631-Defences.gif



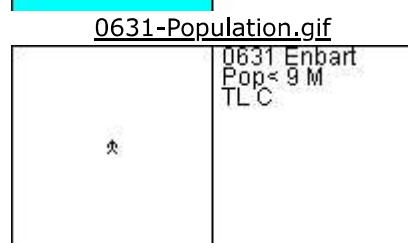
0631-Population.gif



0631-Belts.gif



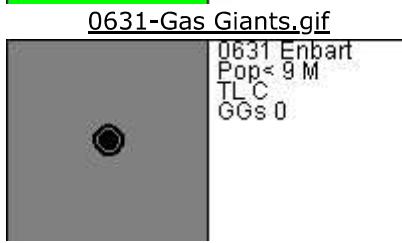
0631-Gas Giants.gif



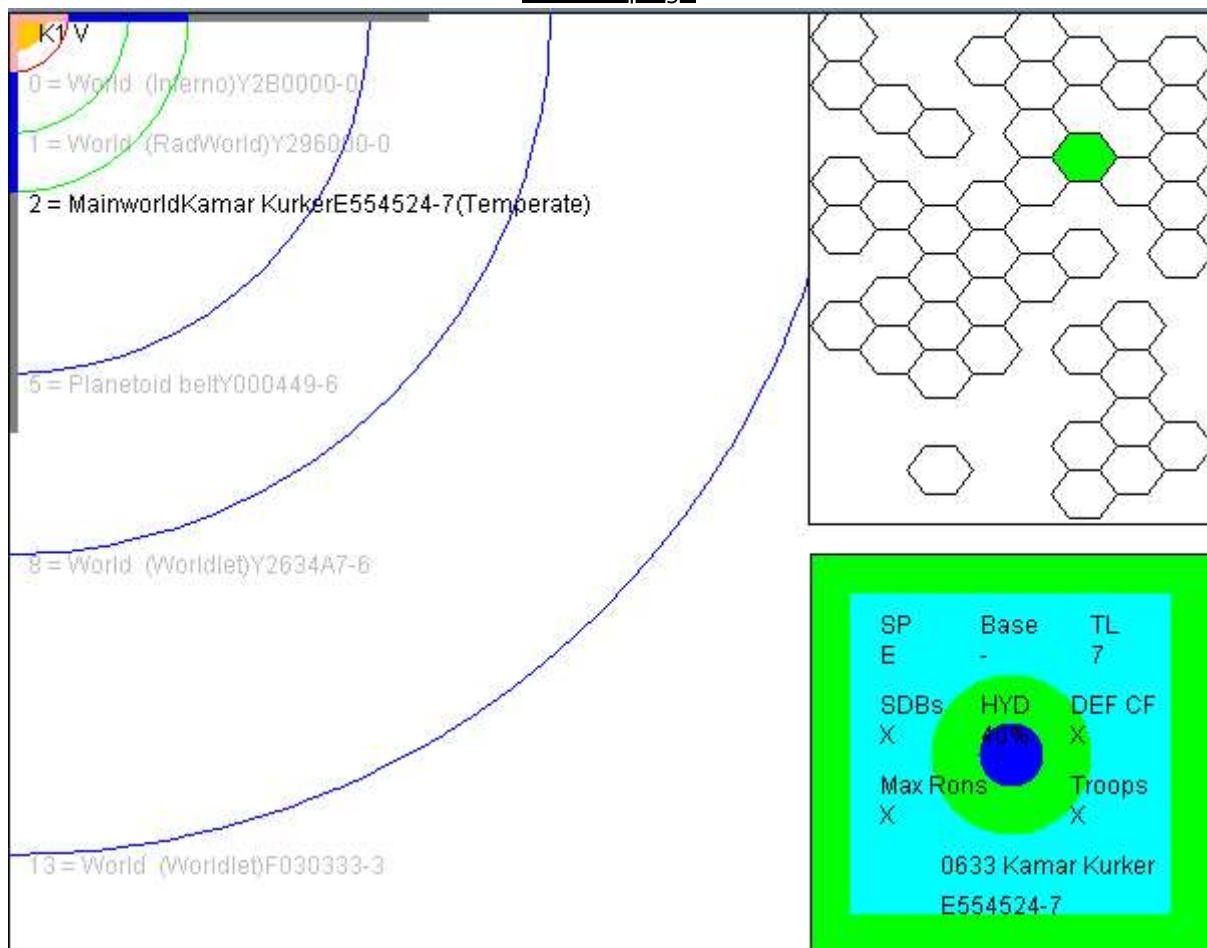
0631-enbart.gif



0631-Worlds.gif



0633-Maps.gif



0633 Kamar Kurker



0633-SDBs.gif



0633-Defences.gif



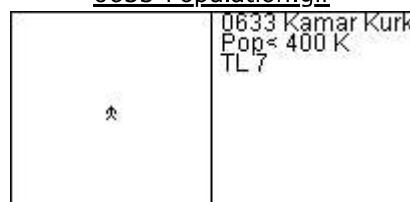
0633-Population.gif



0633-Belts.gif



0633-Gas Giants.gif



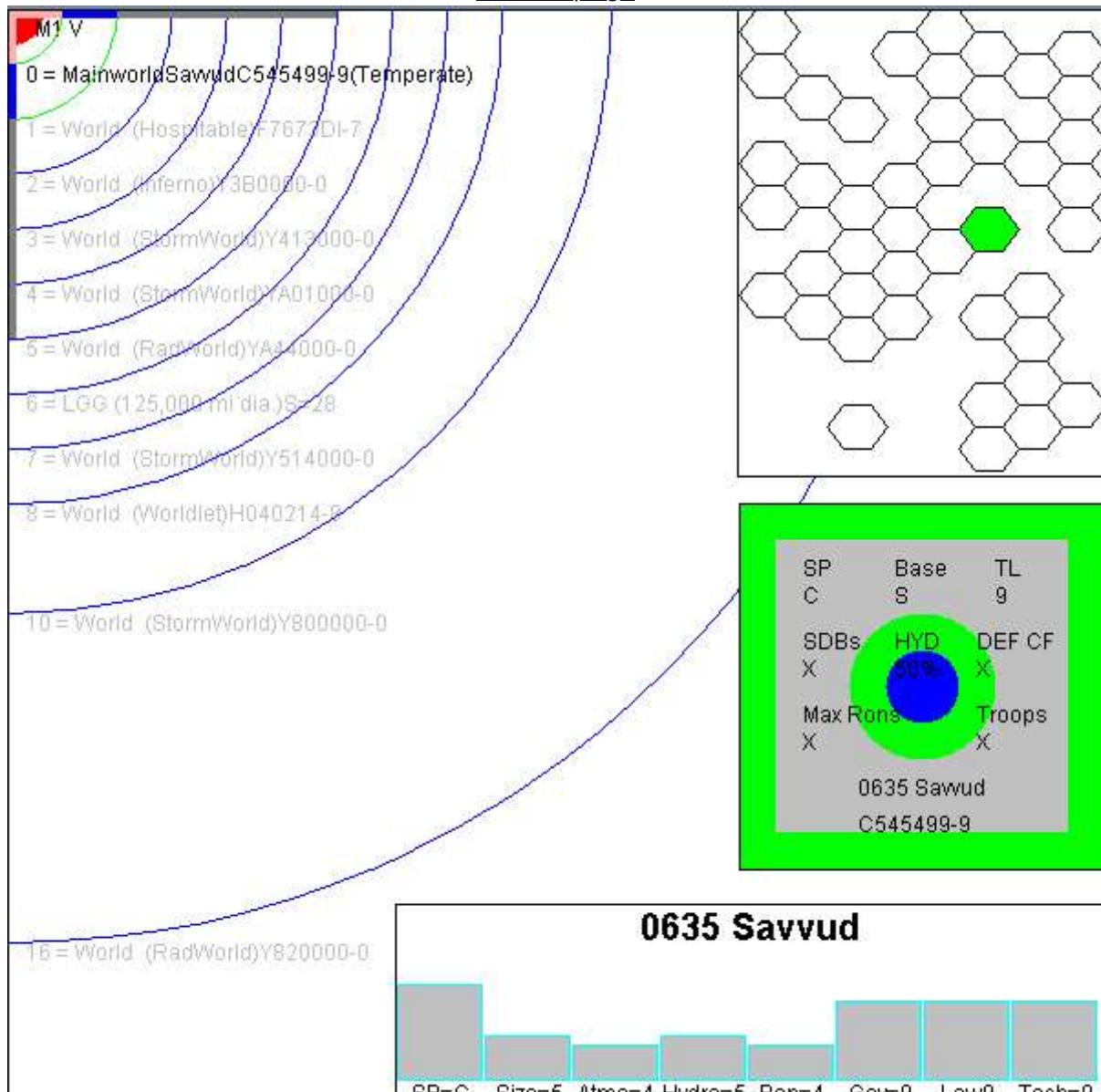
0633-kamar kurker.gif



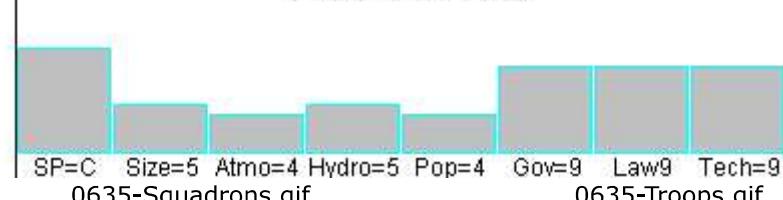
0633-Worlds.gif



0635-Maps.gif



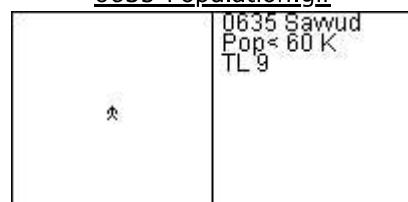
0635 Savvud



0635-SDBs.gif



0635-Defences.gif



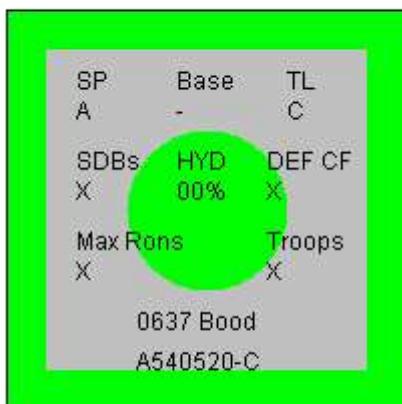
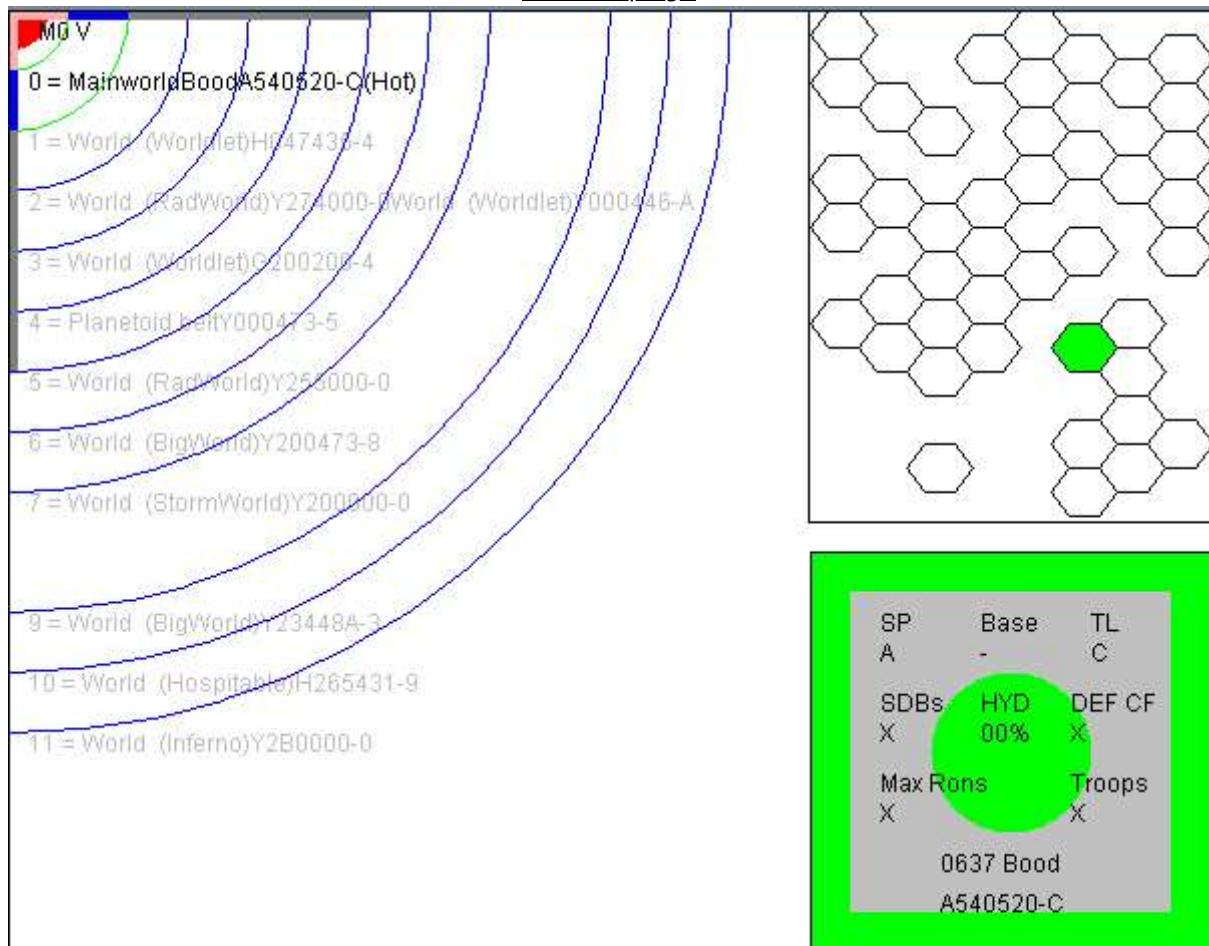
0635-Gas Giants.gif



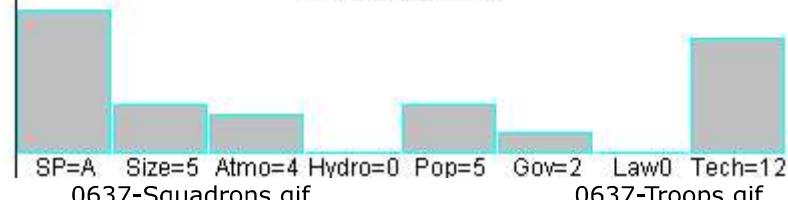
0635-Worlds.gif



0637-Maps.gif



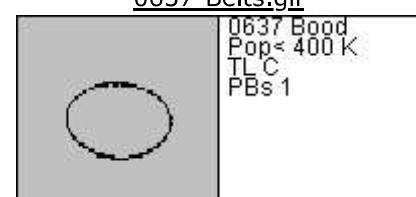
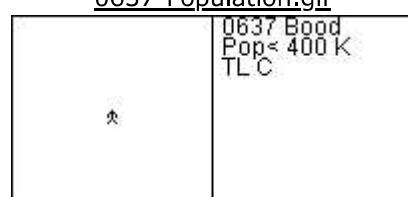
0637 Bood



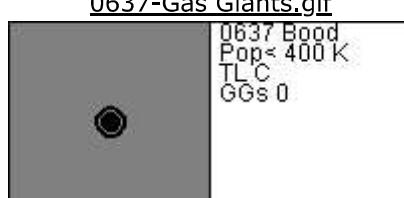
0637-SDBs.gif



0637-Defences.gif



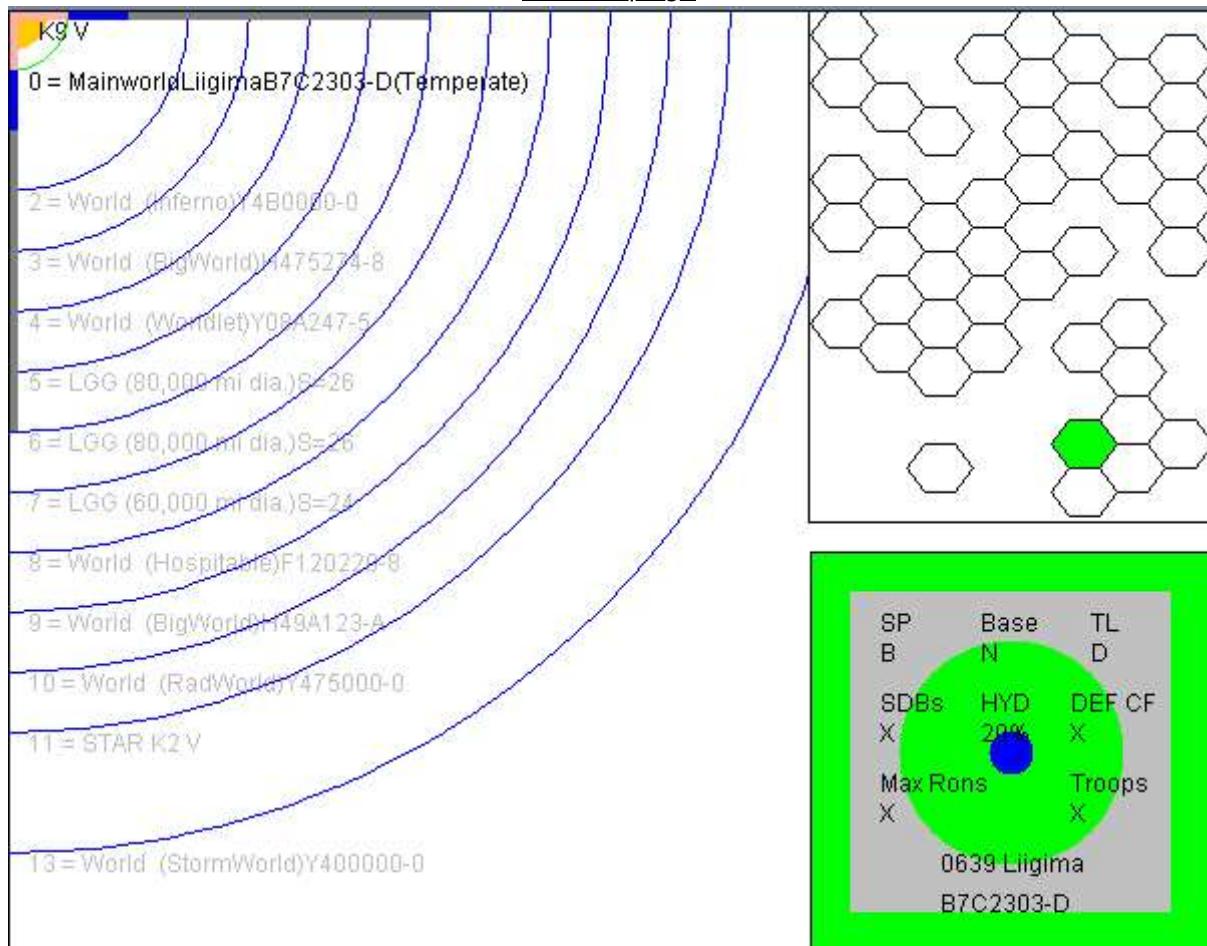
0637-Gas Giants.gif



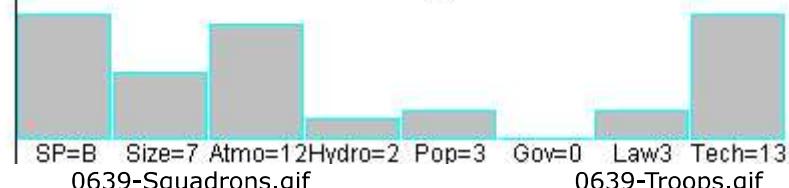
0637-bood.gif

0637-Worlds.gif

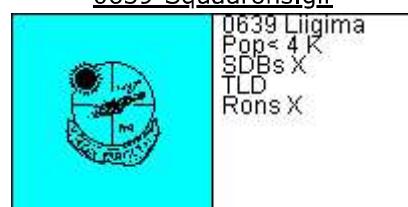
0639-Maps.gif



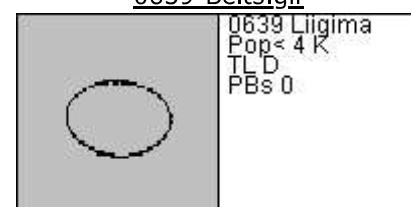
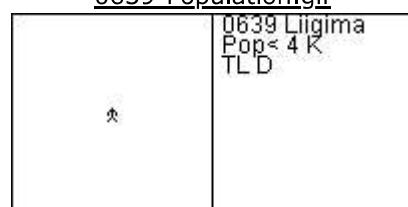
0639 Liigima



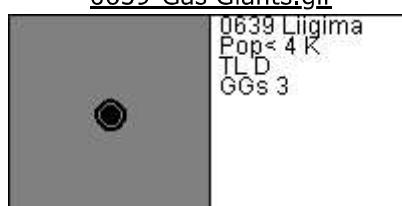
0639-SDBs.gif



0639-Defences.gif

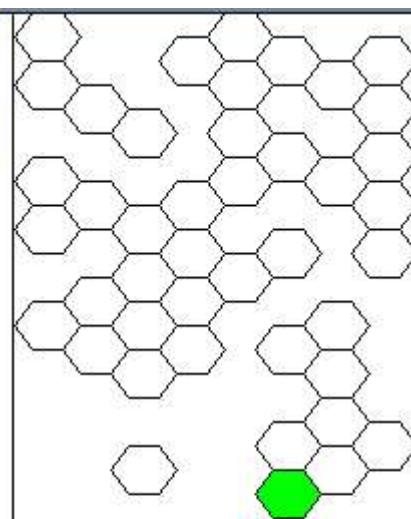
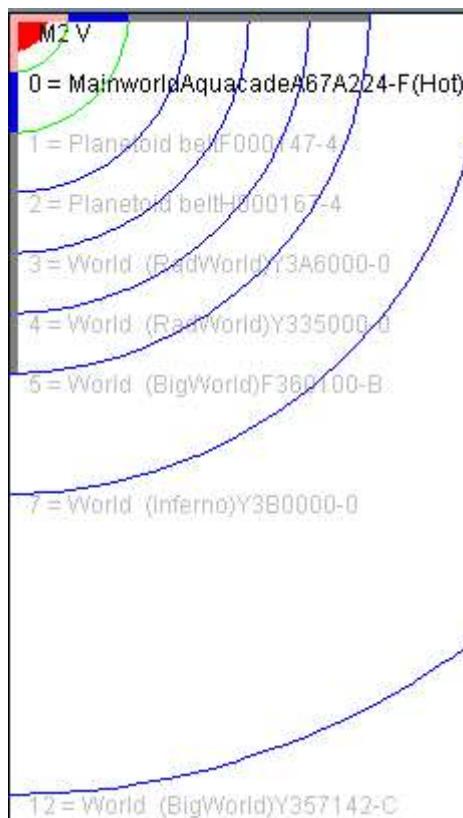


0639-Gas Giants.gif

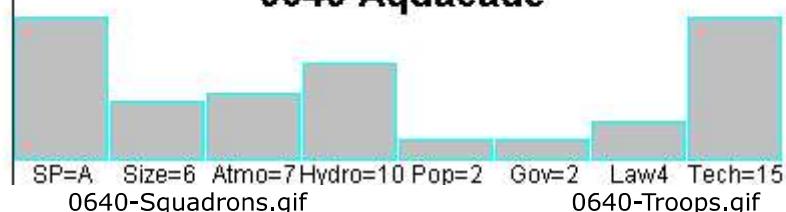


0639-Worlds.gif

0640-Maps.gif



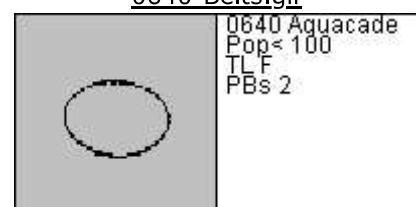
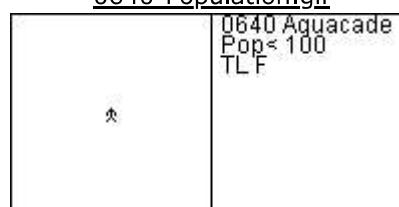
0640 Aquacade



0640-SDBs.gif



0640-Defences.gif



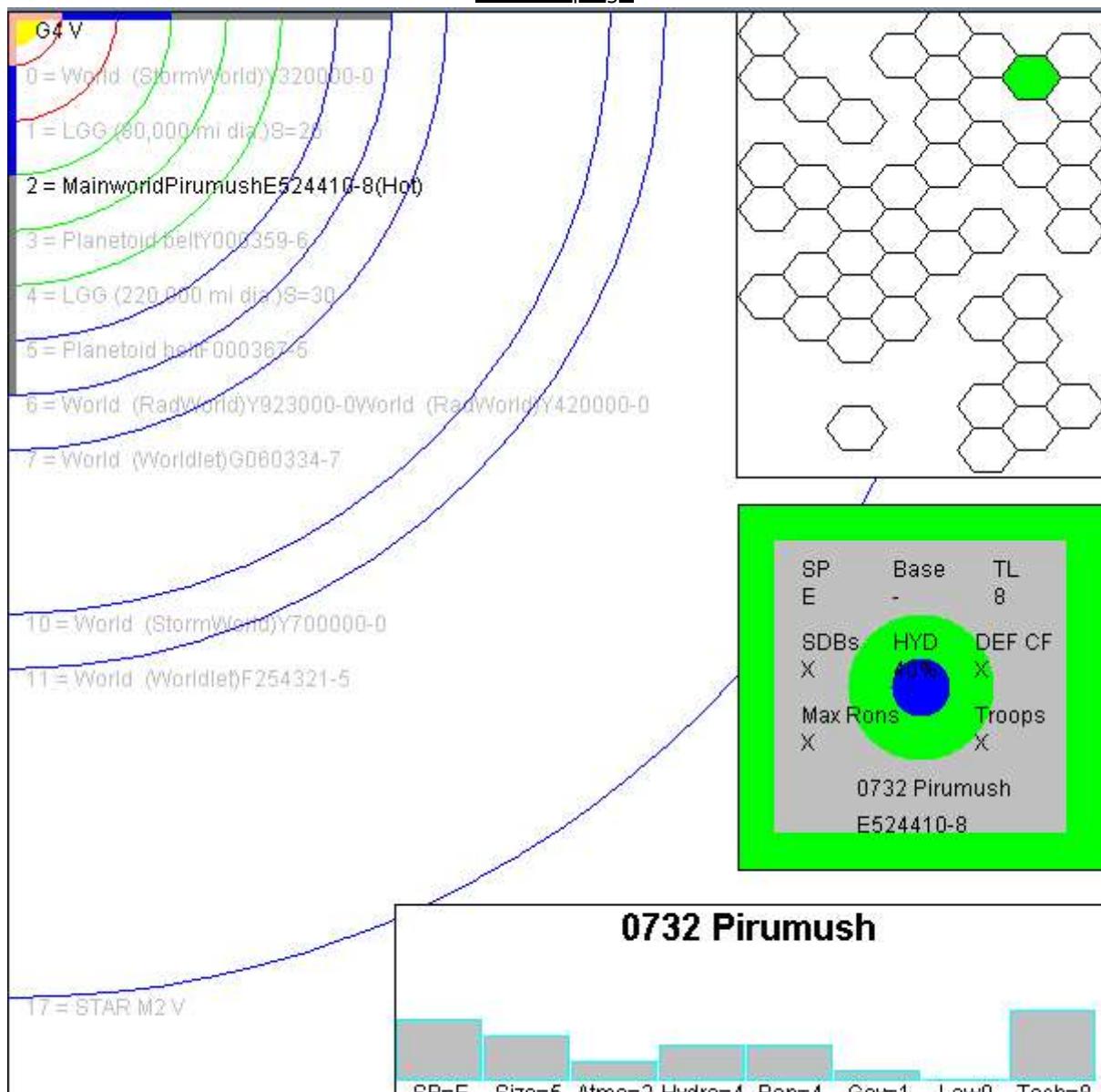
0640-Gas Giants.gif



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

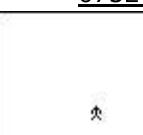


0732 Pirumush
Pop < 60 K
TL 8
CF X

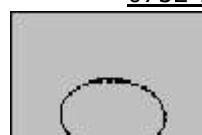
0732-Gas Giants.gif



0732 Pirumush
Pop < 60 K
TL 8
CF X



0732 Pirumush
Pop < 60 K
TL 8

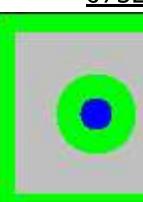


0732 Pirumush
Pop < 60 K
TL 8
PBs 2

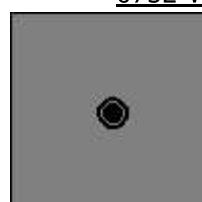
0732-Worlds.gif



0732 Pirumush
Pop < 60 K
TL 8
GGS 2

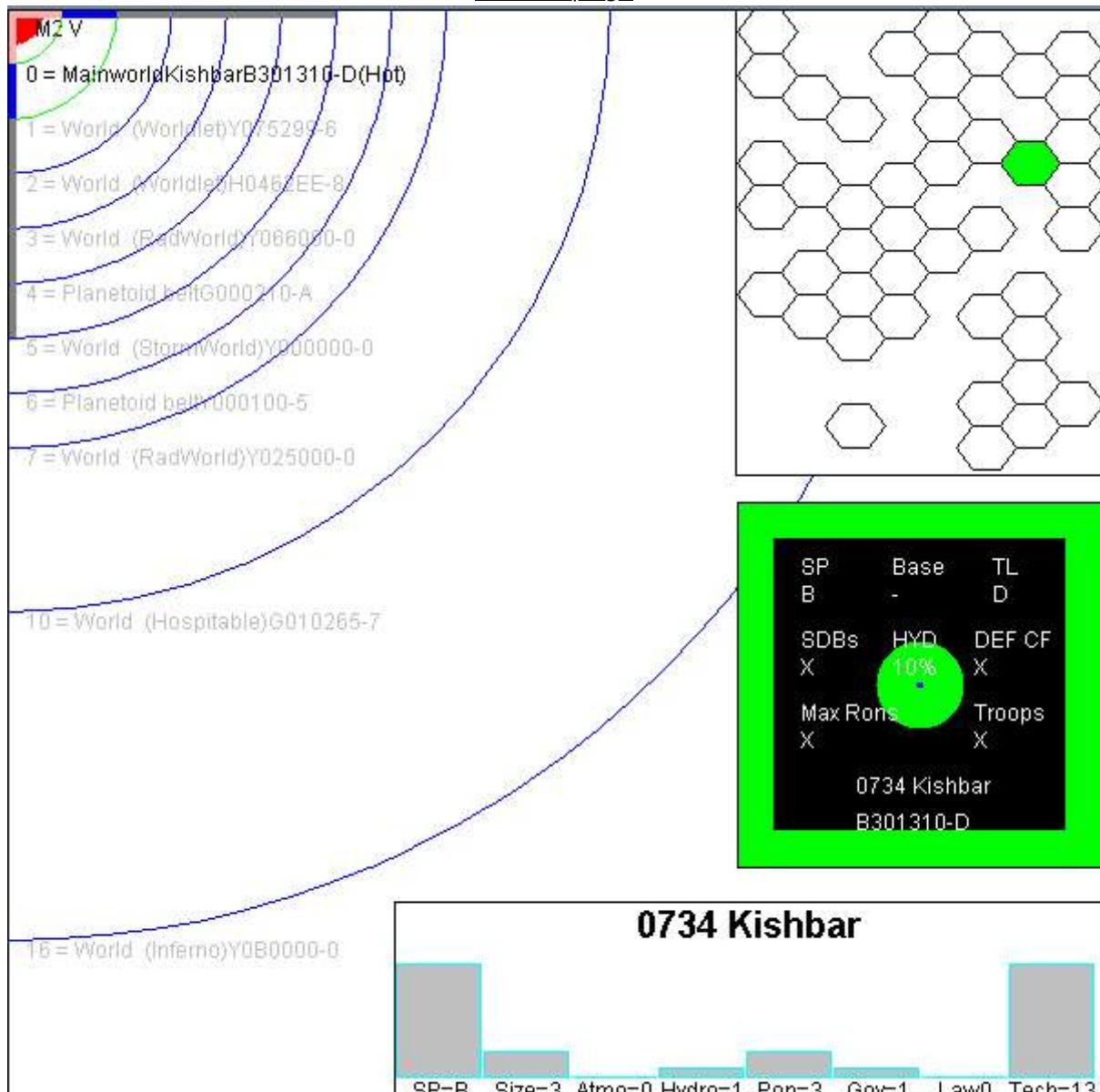


0732 Pirumush
E524410-8
SDBs X
Rons X
Def CF X
Troops X
Pop < 60 K
Belts 2
GGS 2
Worlds 13 G

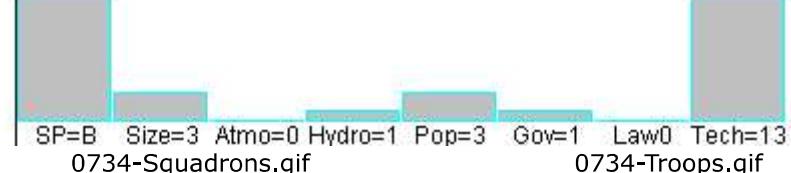


0732 Pirumush
Pop < 60 K
TL 8
W 13

0734-Maps.gif



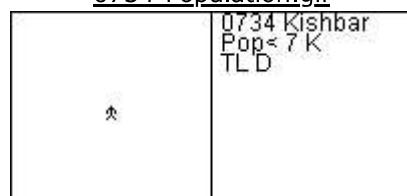
0734 Kishbar



0734-SDBs.gif



0734-Defences.gif

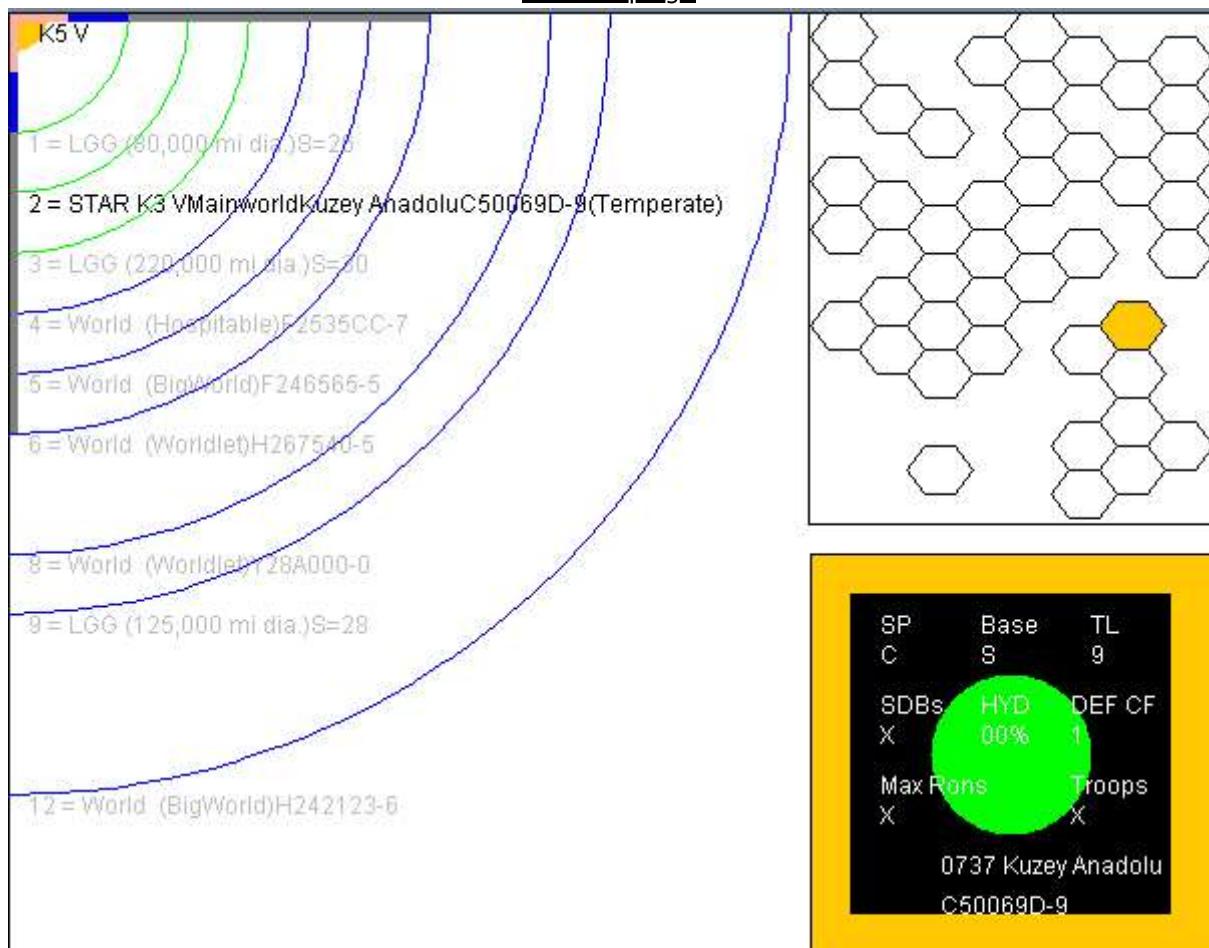


0734-Gas Giants.gif



0734-Worlds.gif

0737-Maps.gif



0737 Kuzey Anadolu



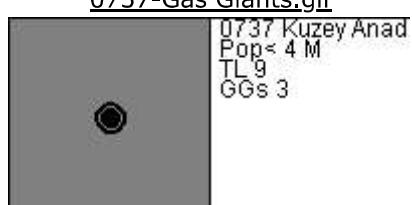
0737-SDBs.gif



0737-Defences.gif



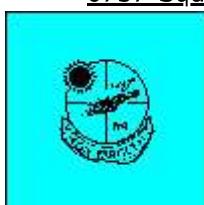
0737-Gas Giants.gif



0737-Worlds.gif



0737-Squadrons.gif



0737-Troops.gif



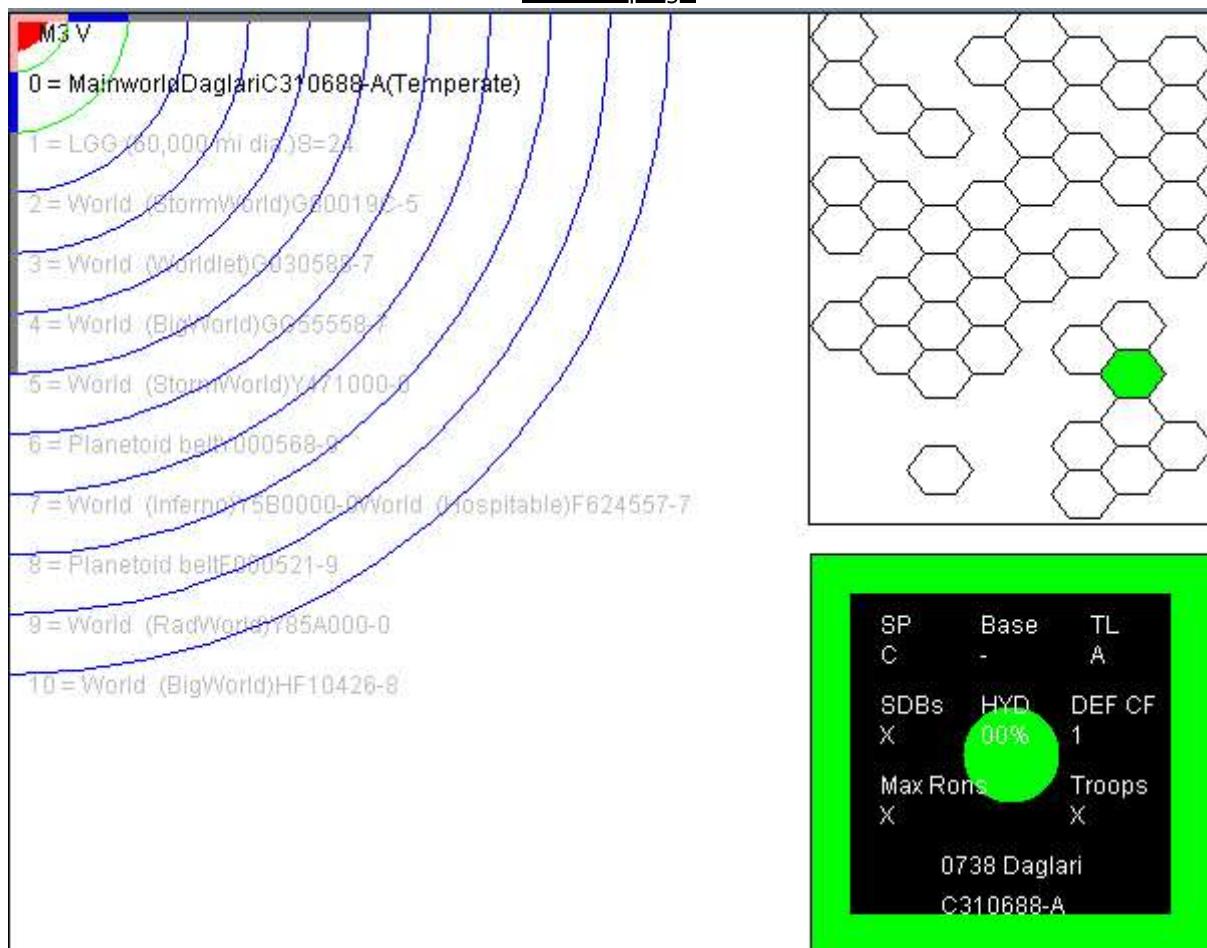
0737-Belts.gif



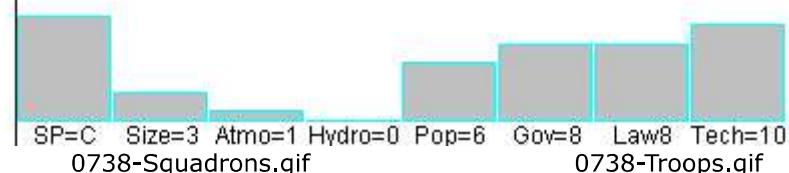
0737-Worlds.gif



0738-Maps.gif



0738 Daglari



0738-SDBs.gif



0738-Defences.gif

0738 Daglari
Pop< 1 M
TLA
CF 1

0738-Gas Giants.gif



0738 Daglari
Pop< 1 M
SDBs X
TLA
Rons X

0738-Population.gif

0738 Daglari
Pop< 1 M
TLA

0738 daglari.gif



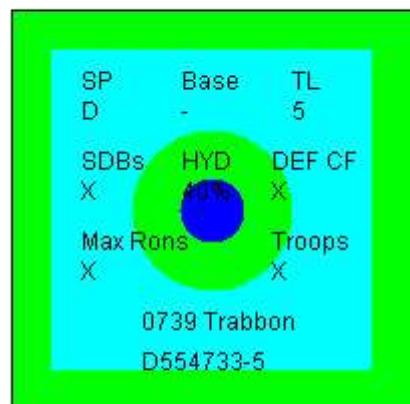
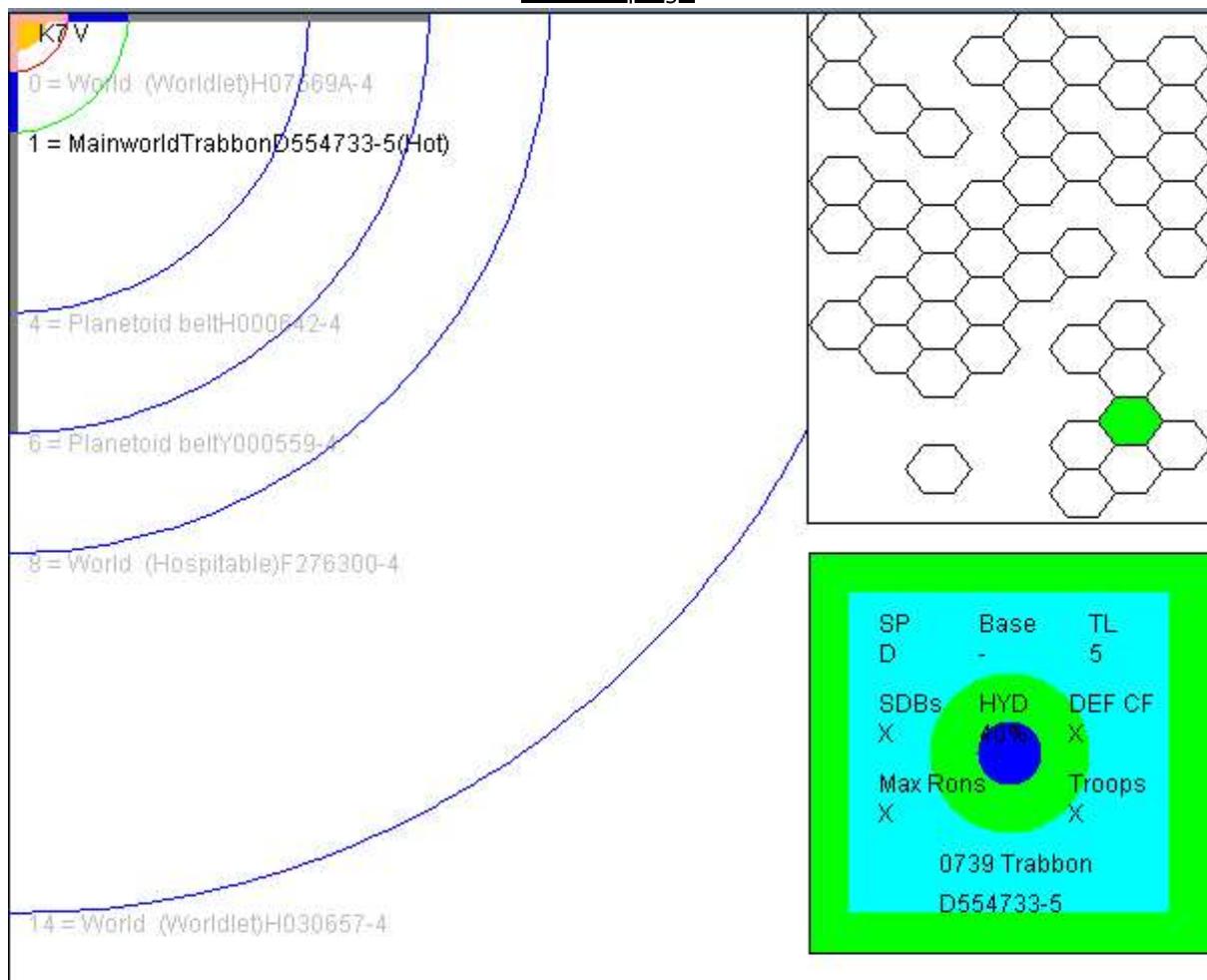
0738 Daglari
Pop < 1 M
TLA
CFX

0738-Belts.gif

0738-Worlds.gif



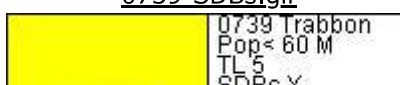
0739-Maps.gif



0739 Trabbon



0739-SDBs.gif



0739-Troops.gif

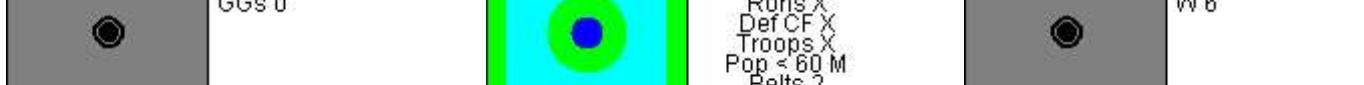
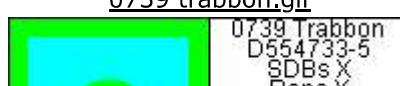
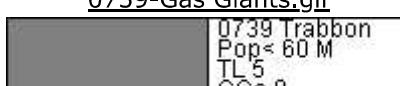
0739-Defences.gif

0739-Belts.gif

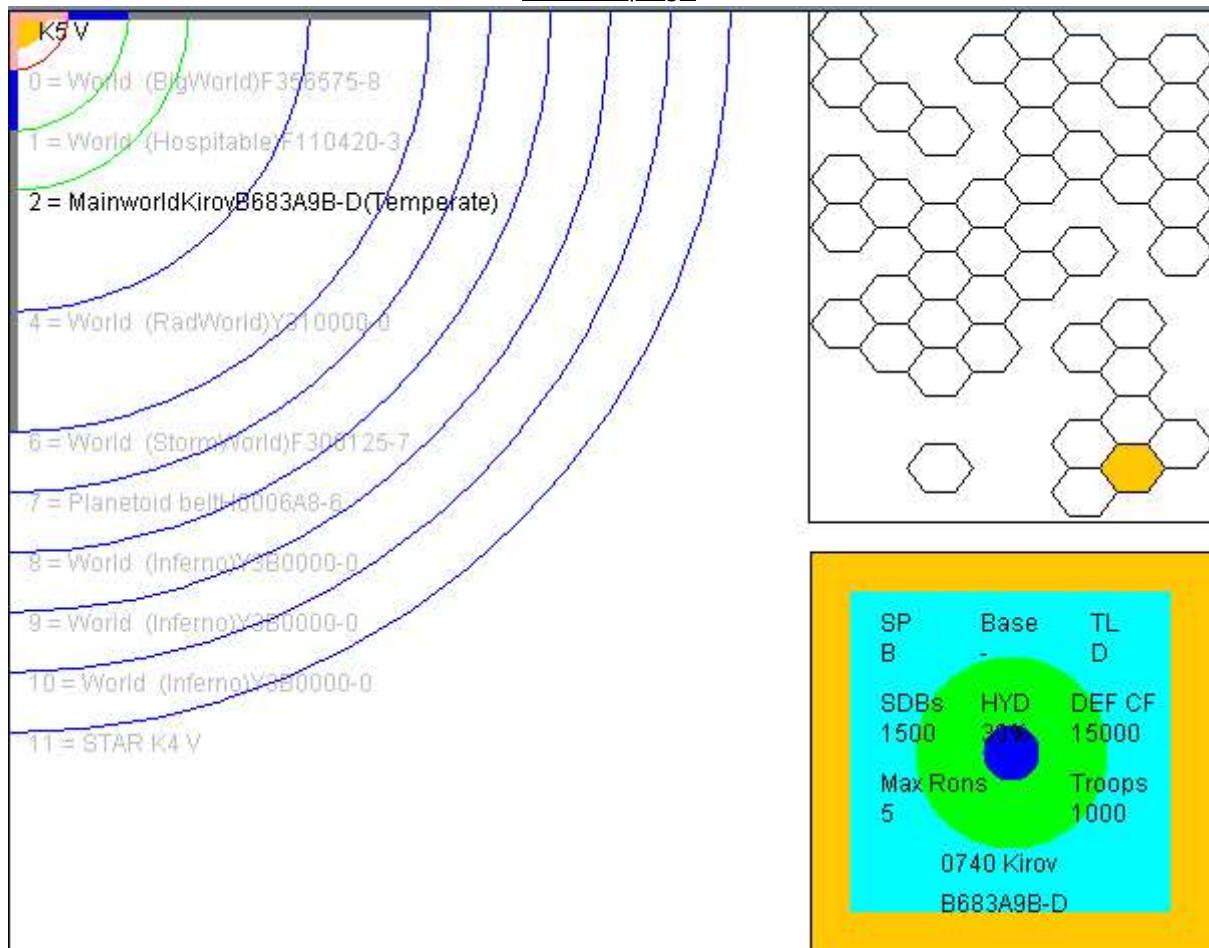


0739-Worlds.gif

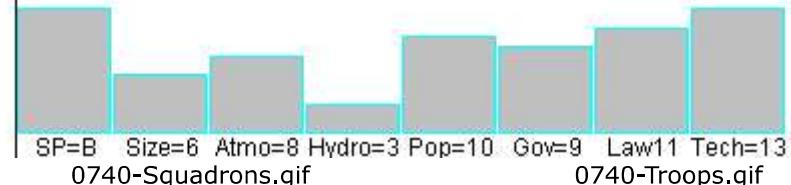
0739-Gas Giants.gif



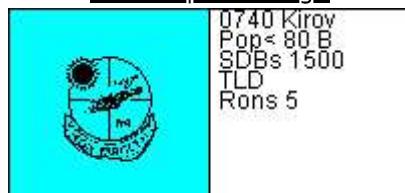
0740-Maps.gif



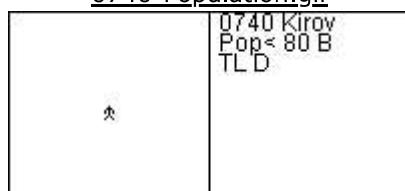
0740 Kirov



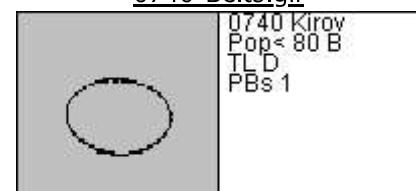
0740-SDBs.gif



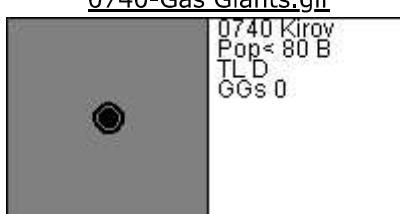
0740-Defences.gif



0740-Population.gif

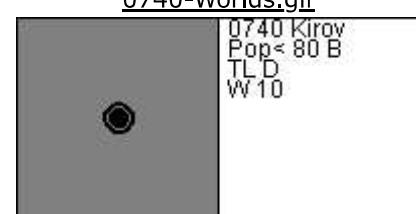


0740-Gas Giants.gif

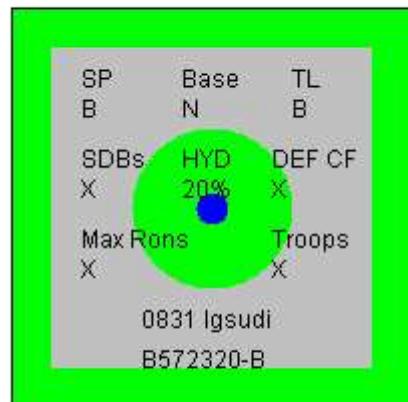
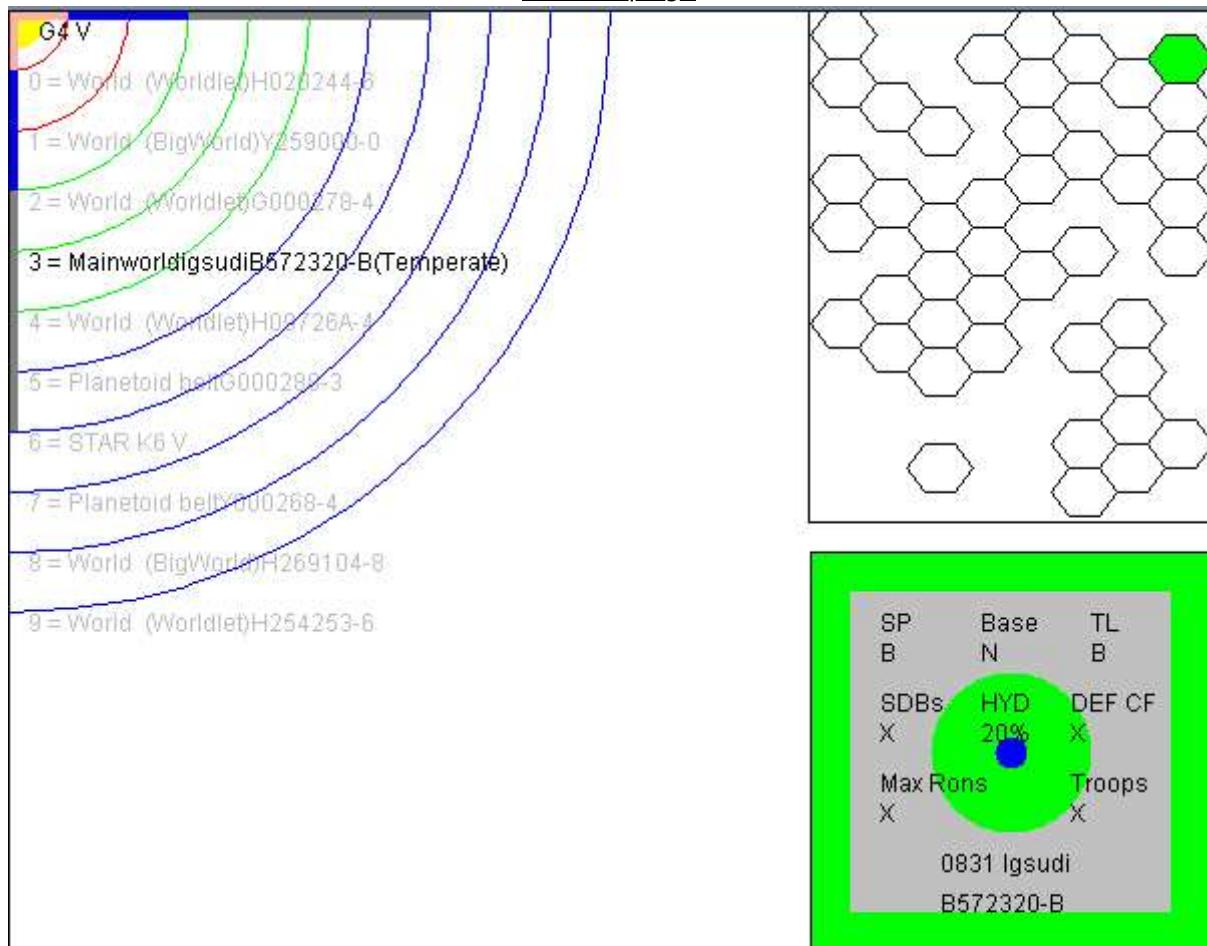


Column	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14	C15
Row	1000	1000	0	0	0	0	0	0	0	0	0	0	0	0	0
Requirements	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
100	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
200	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
300	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
400	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
500	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
600	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
800	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
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1000	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1100	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1200	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1300	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1400	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
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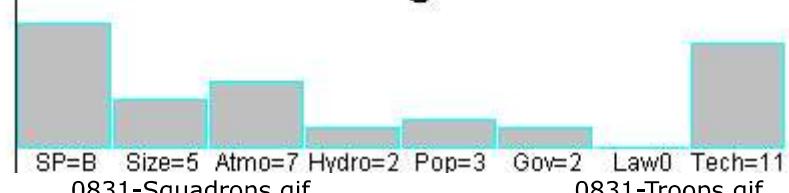
0740 kirov.gif



0831-Maps.gif



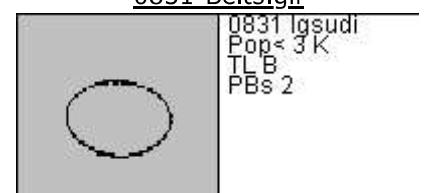
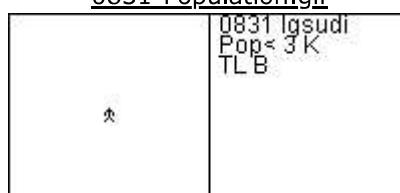
0831 Igsudi



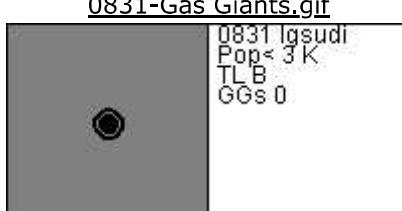
0831-SDBs.gif



0831-Defences.gif

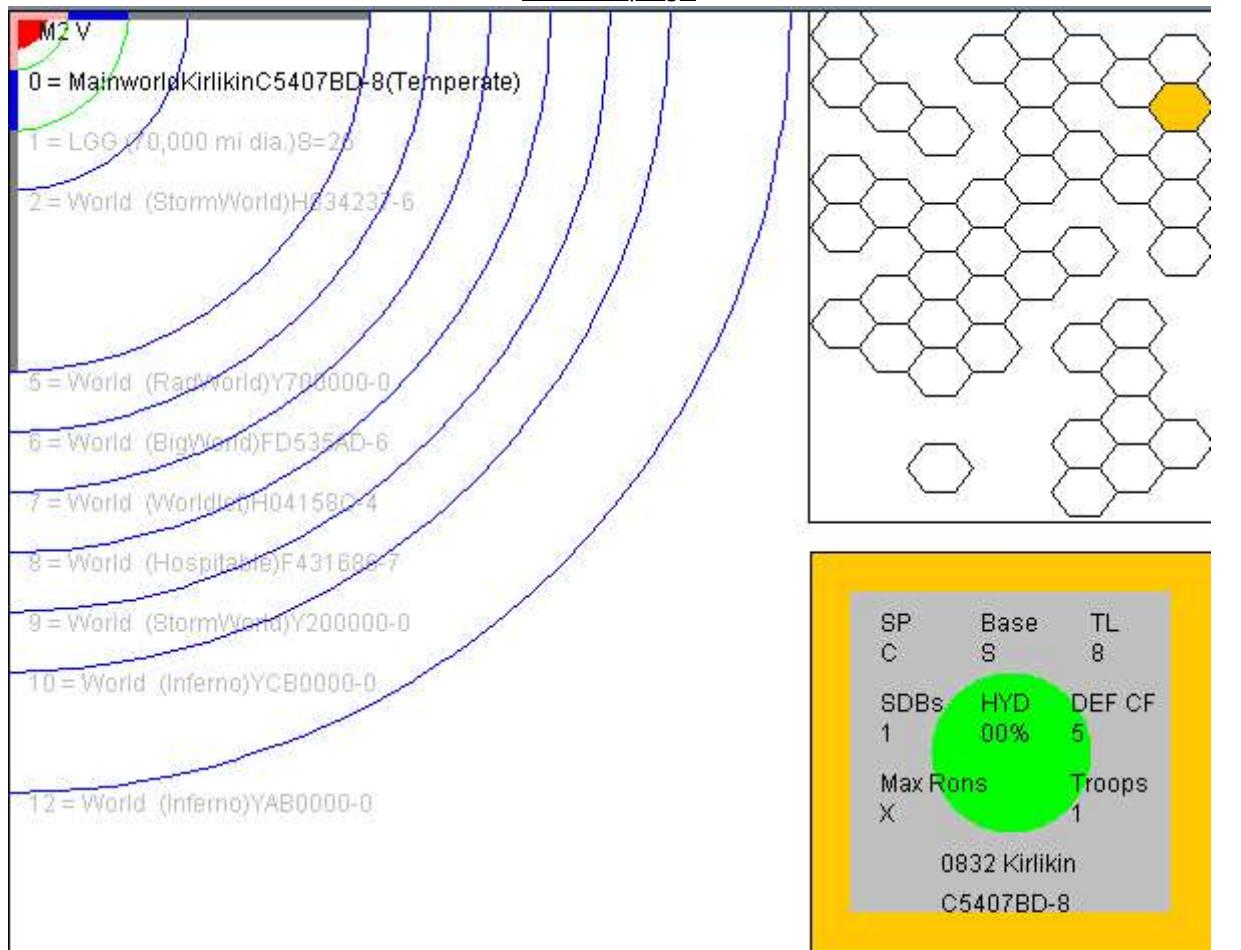


0831-Gas Giants.gif



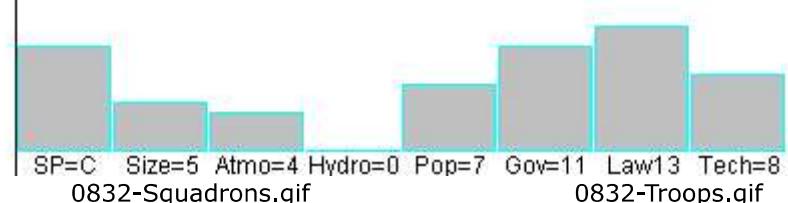
0831-Worlds.gif

0832-Maps.gif

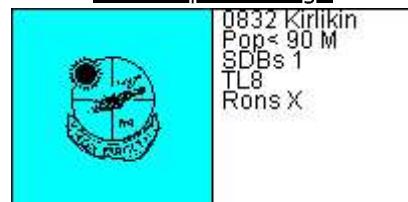
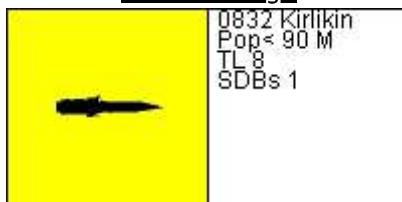


SP C	Base S	TL 8
SDBs 1	HYD 00%	DEF CF 5
Max Rons X		Troops 1
0832 Kirlikin		
C5407BD-8		

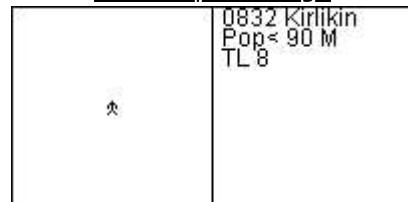
0832 Kirlikin



0832-SDBs.gif



0832-Defences.gif



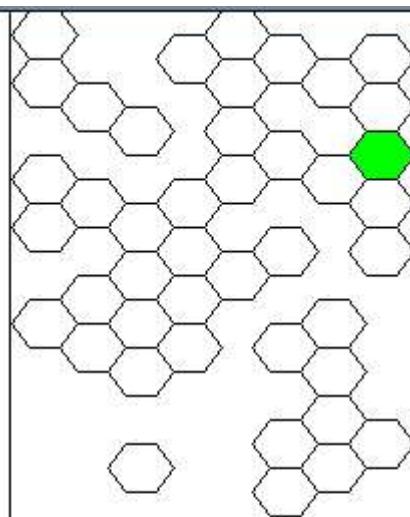
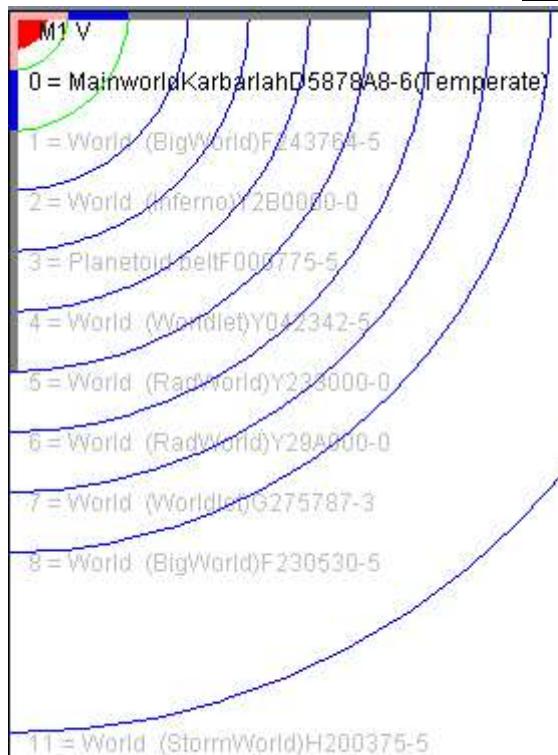
0832-Gas Giants.gif



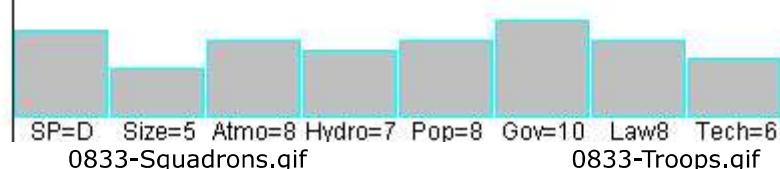
0832-Worlds.gif



0833-Maps.gif



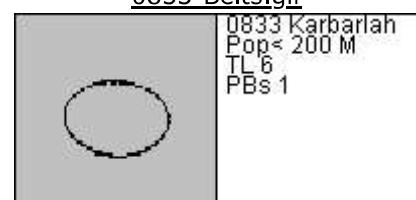
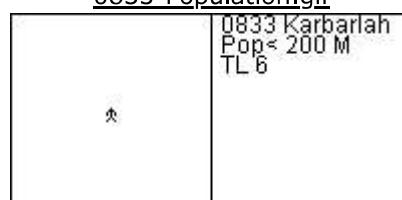
0833 Karbarlah



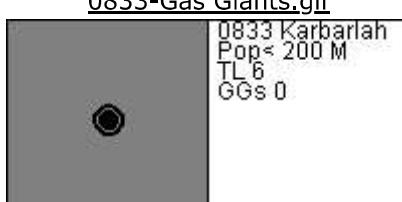
0833-SDBs.gif



0833-Defences.gif



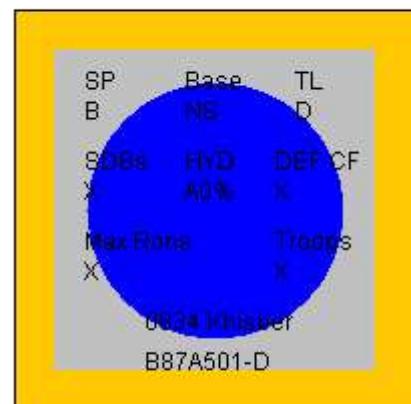
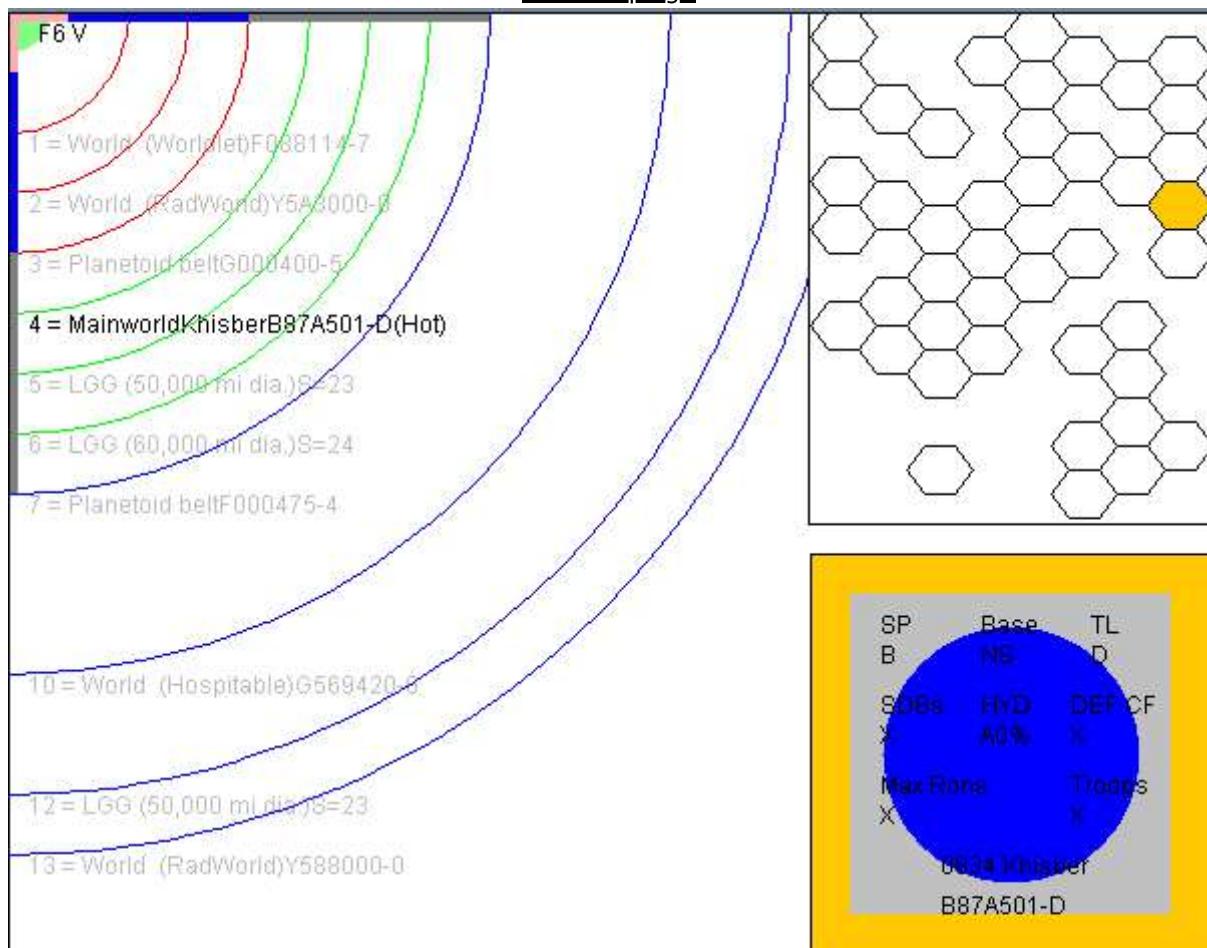
0833-Gas Giants.gif



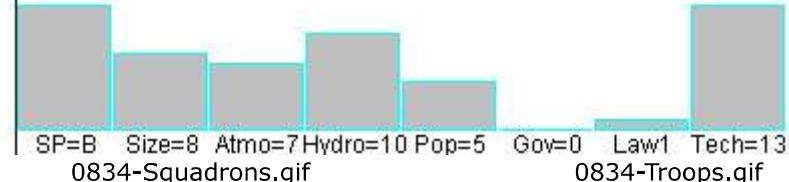
0833-karbarlah.gif

0833-Worlds.gif

0834-Maps.gif



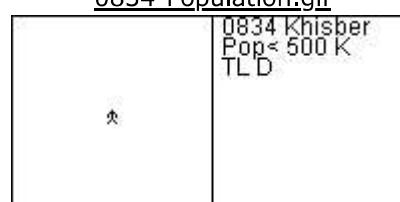
0834 Khisber



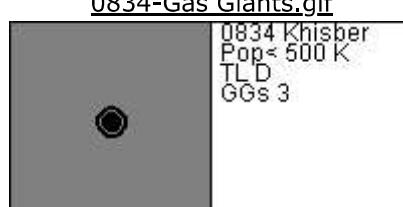
0834-SDBs.gif



0834-Defences.gif



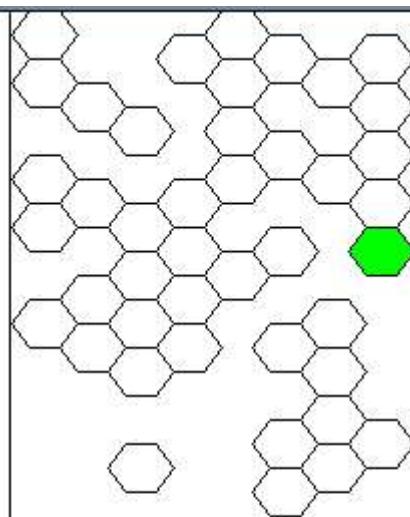
0834-Gas Giants.gif



0834-khisber.gif

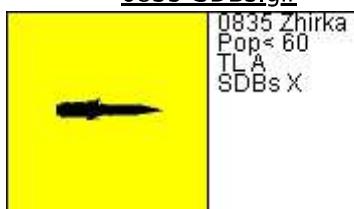
0835-Maps.gif

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



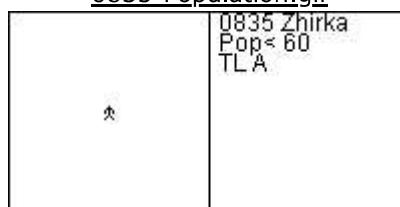
0835-Gas Giants.gif



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



0835-Population.gif



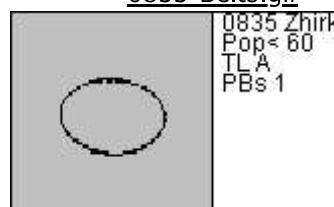
0835 zhirka.gif



0835-Troops.gif



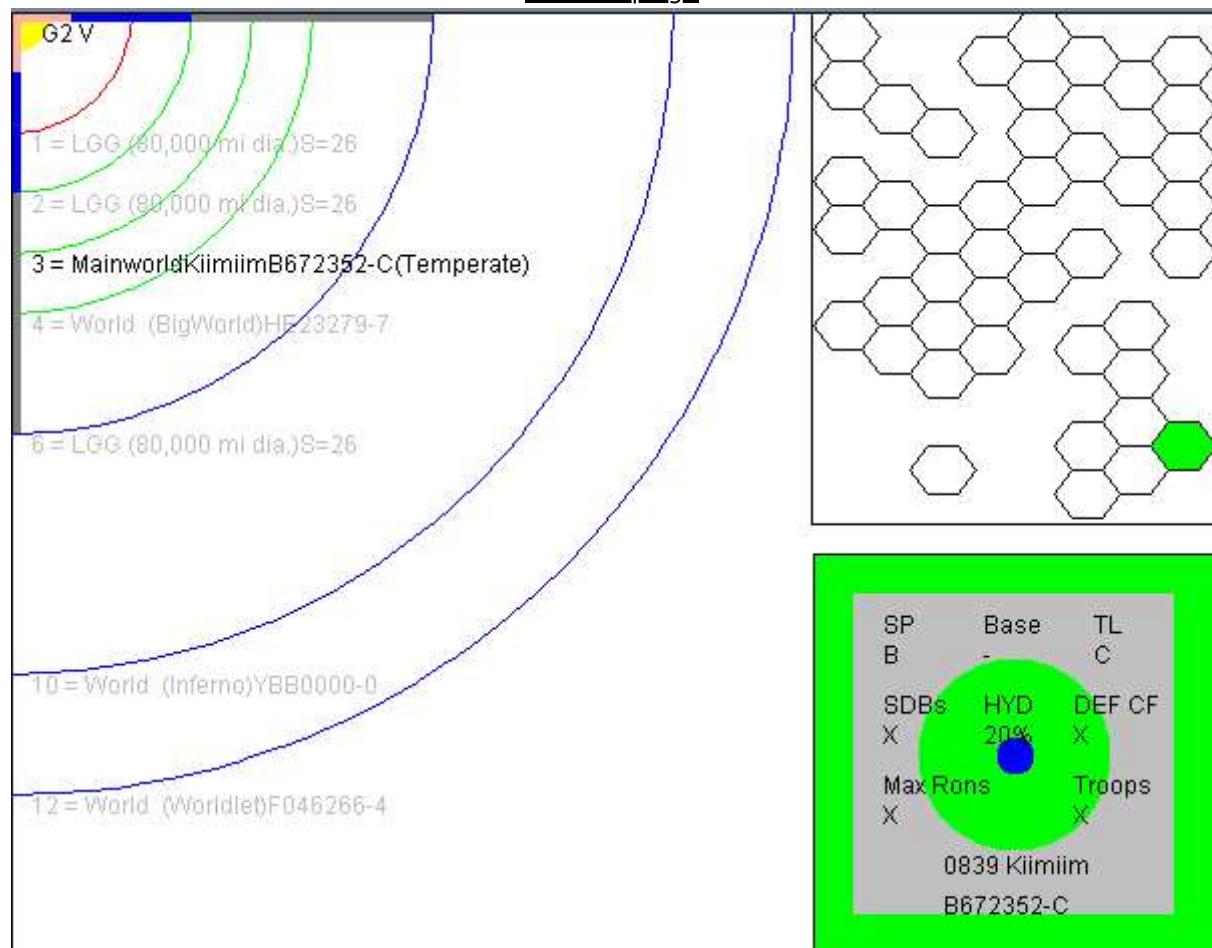
0835-Belts.gif



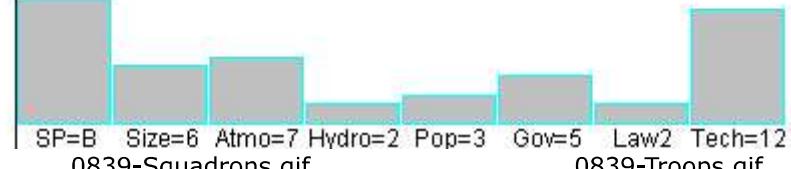
0835-Worlds.gif



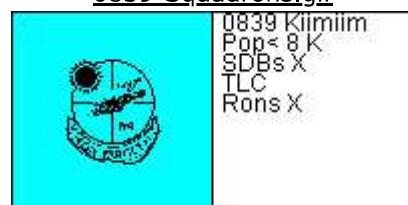
0839-Maps.gif



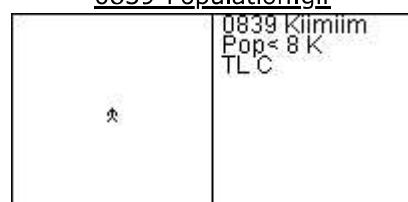
0839 Kiimiim



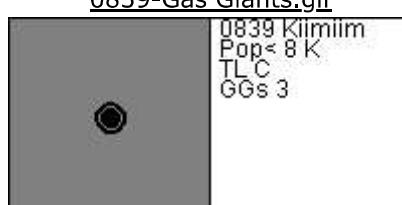
0839-SDBs.gif



0839-Defences.gif



0839-Gas Giants.gif



0839-kiimiim.gif

0839 Kiimiim
B672352-C
SDBs X
Rons X
Def CF X
Troops X
Pop < 8 K
Belts 0
GGs 3
Worlds 7 G

	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) IsGuShiLiIn
(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

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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,
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