# Traveller 5

## Vland

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# Subsector guide

General Details for Imperial Forces

I Dusa

### 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.

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#### 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) 5<sup>th</sup> Squadron (Lift Cavalry), 4518th LIR, MCG The Final Victory At Uakye

#### Jimii

#279, Platoon Leader (Lt. O2), 3<sup>rd</sup> 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 I Dusa

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### **Sweeter after difficulties**

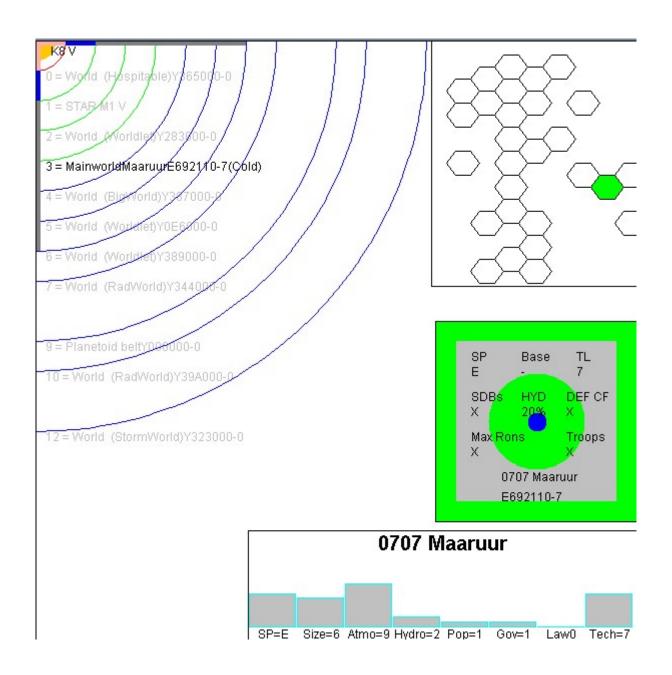


Nihil verum nisi mors Only Death is Real!







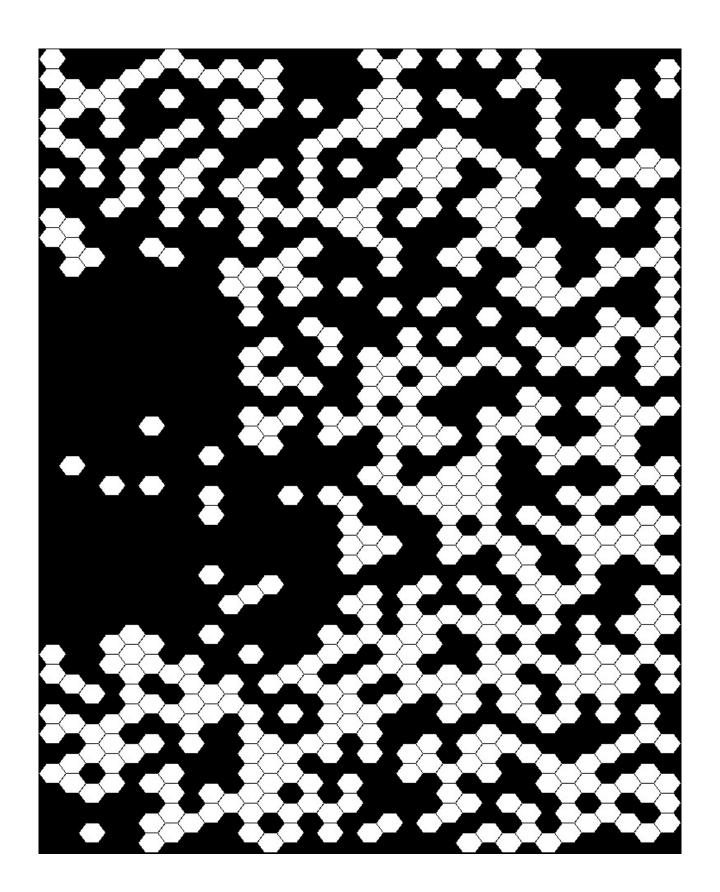


#### ORBIT PATHS

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

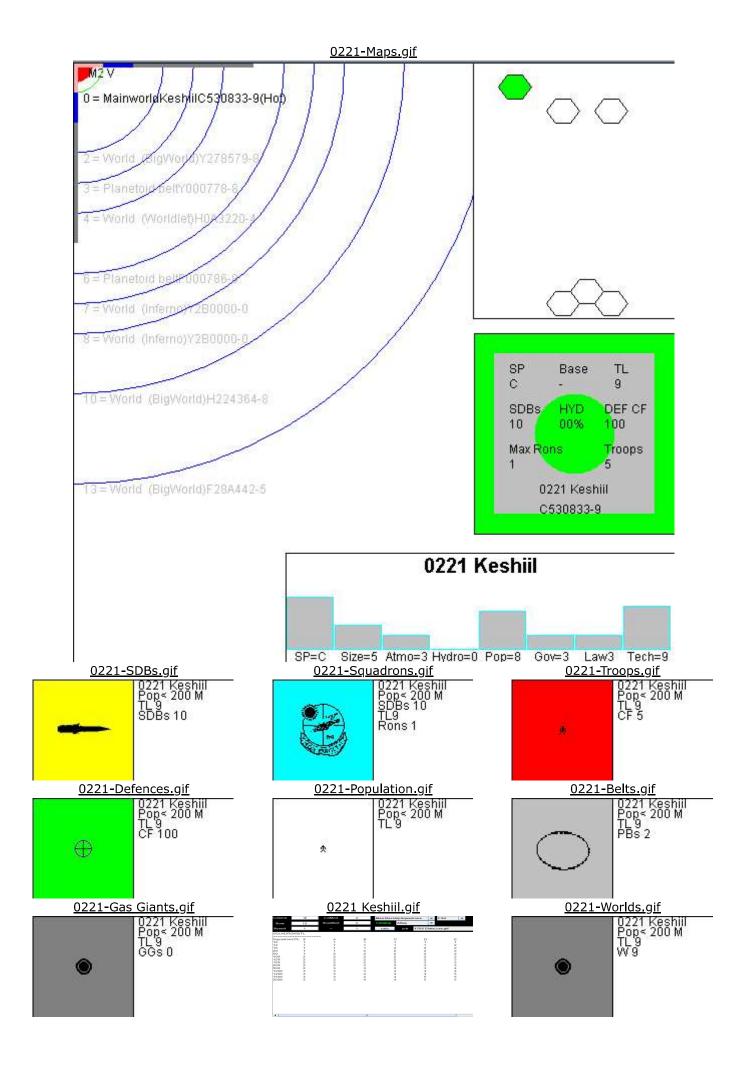
#### 5FW STYLE SYSTEM BOX

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

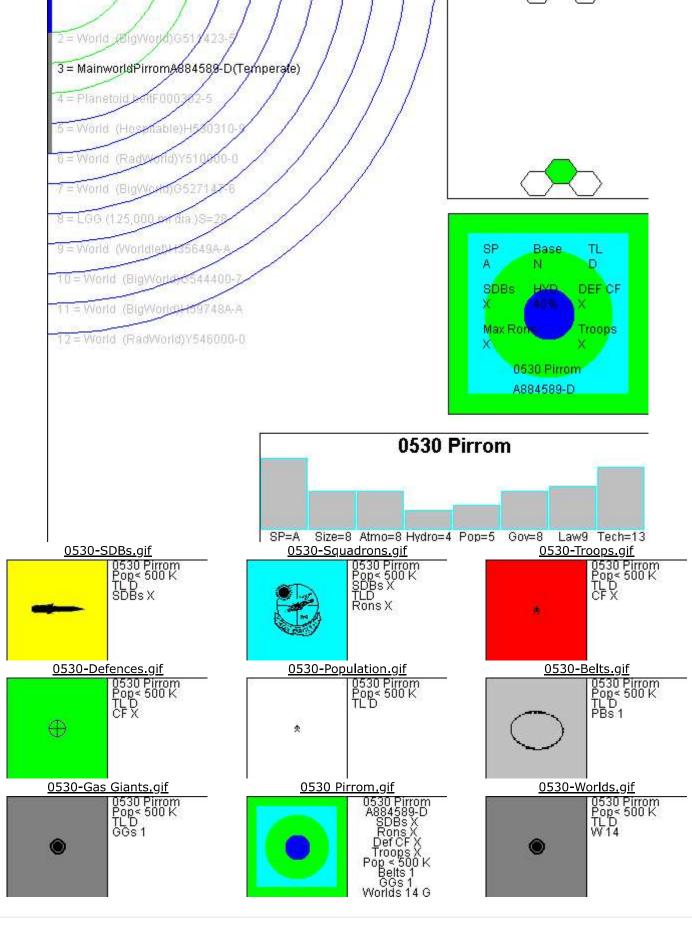


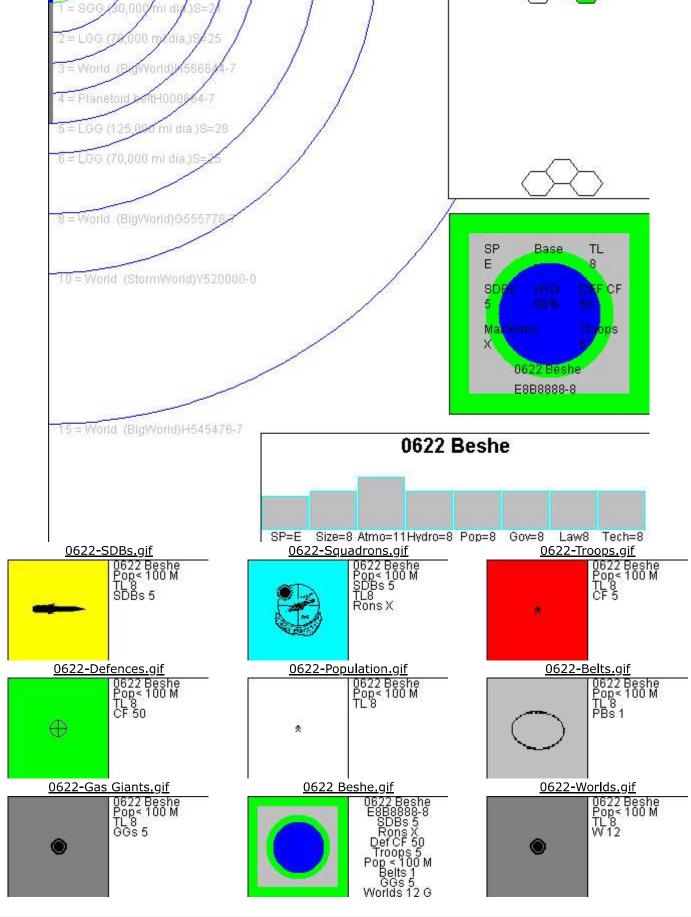
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VLAND
                    https://wiki.travellerrpg.com/Vland Sector
                                 A Voskhod
               https://wiki.travellerrpg.com/Voskhod Subsector
               https://wiki.travellerrpg.com/Voskhod (world)
                                 B Vhodan
               https://wiki.travellerrpg.com/Vhodan Subsector
                https://wiki.travellerrpg.com/Vhodan (world)
                                 C Anarsi
               https://wiki.travellerrpg.com/Anarsi Subsector
                https://wiki.travellerrpg.com/Anarsi (world)
                                 D Theton
               https://wiki.travellerrpg.com/Theton Subsector
                https://wiki.travellerrpg.com/Theton (world)
                              E Lalaki Kharir
            https://wiki.travellerrpg.com/Lalaki_Kharir_Subsector
                                F Kagamira
              https://wiki.travellerrpg.com/Kagamira Subsector
               https://wiki.travellerrpg.com/Kagamira (world)
                                  G Vland
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                                  I Dusa
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                                   None
                                 J Akumid
               https://wiki.travellerrpg.com/Akumid Subsector
                https://wiki.travellerrpg.com/Akumid (world)
                                 K Kasear
               https://wiki.travellerrpg.com/Kasear Subsector
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                                 L Anakod
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                https://wiki.travellerrpg.com/Parsi (world)
                                N Daangiilu
              https://wiki.travellerrpg.com/Daangiilu_Subsector
              https://wiki.travellerrpg.com/Daangiilu (world)
                                 O Nulisud
               https://wiki.travellerrpg.com/Nulisud Subsector
               https://wiki.travellerrpg.com/Nulisud (world)
                                 P Kakadan
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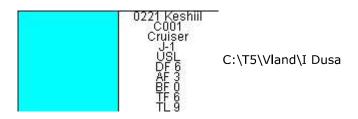
https://wiki.travellerrpg.com/Kakadan\_Subsector
https://wiki.travellerrpg.com/Kakadan (world)



0422-Maps.gif M9 III = World (RadWorld) 3 = Planetold beltF000577-E 4 = Planetoid beitF0004 5 = World (Hospitable)H97 6 = World (Hospitable)H019587-= World (Big/Vorld)Y032555 9 = LGG (90,000 midia.)S=2 9 = MainworldNiirkaA300757-F(Temperate) SP Base TL F 10 = World (BigWorld)G000222 SDBs HYD DEF CF 00% 20 Max Rons Troops 12 = LGG (70,000 ml dia.)S=25 X 10 0422 Niirka A300757-F 15 = World (Interno)Y0B0000-0 0422 Niirka SP=A Size=3 Atmo=0 Hydro=0 Pop=7 Gov=5 Law7 Tech=15 0422-Troops.gif 0422-SDBs.gif 0422-Squadrons.gif 0422 Niirka Pop< 90 M TL F SDBs 1 0422 Niirka Pop< 90 M SDBs 1 TLF Rons X 0422 Niirka Pop< 90 M TL F CF 10 0422-Population.gif 0422-Belts gif 0422-Defences.gif 0422 Niirka Pop< 90 M TLF CF 20 0422 Niirka Pop< 90 M TL F PBs 2 0422 Niirka Pop< 90 M TL F ¢ 0422-Gas Giants.gif 0422 Niirka.gif 0422-Worlds.gif Ka.gir 0422 Niirka A300757-F SDBs 1 Rons X Def CF 20 Troop < 90 M Belts 2 GGs 2 Worlds 15 G 0422 Niirka Pop< 90 M TL F GGs 2 0422 Niirka Pop< 90 M TL F W 15









Vland/I Dusa 0221 Keshiil - C530833-9 SDB Squadrons = 10 Starship Squadrons = 1 Troop CF = 5 Defence CF = 100 TROOP FORCES 0001-2000-5(5)-9

0422 Niirka - A300757-F SDB Squadrons = 1 Troop CF = 10 Defence CF = 20 TROOP FORCES 0001-3000-10(10)-F Defence CF = 20

0622 Beshe - E8B8888-8 SDB Squadrons = 5 Troop CF = 5 Defence CF = 50 TROOP FORCES 0001-2000-5(5)-8

0221-C530833-9 Commodore Ailiikha Prec 6 Plan 1 Tactics 0 C001-1U-630-6-9

B Knight = 6 c Baronet = 2 C Baron = 1 D Marquis = 2 e Viscount = 2

0422 Niirka A300757-F Na Va Pi  $\{2\}$  (D6E+2) [795F] BD - - 922 15 ImDv M9 III (Knight) AgShuEkKim (Marquis) DinMugKhaaGaaUsh

0530 Pirrom A884589-D Ag Ni Pr  $\{2\}$  (946+3) [676E] BcC N - 511 14 ImDv G2 V (Knight) EmGash (Baronet) ImKerGuKa (Baron) UuUuKheUlShaIir

0221 Keshiil C530833-9 De Na Po Ph  $\{\ 0\ \}$  (C79-3) [5826] Be - - 220 9 ImDv M2 V (Knight) NuIgDaIkhMe (Viscount) Lam

0430 Khulekii E677899-6 Pa Ph Pi { -2 } (A75-1) [9667] BcDe - - 222 11 ImDv G3 V (Knight) IkDeIikSaarLeEkh (Baronet) Luu (Marquis) ShiAkhRuUdKarKha (Viscount) Di

0622 Beshe E8B8888-8 Fl Ph  $\{ -2 \}$  (G76-2) [8658] Be - - 115 12 ImDv M2 V (Knight) IIkh

0630 Giraran D555242-6 Lo  $\{ -3 \}$  (411-5) [1112] B - - 524 10 ImDv K3 V (Knight) A

Interstellar Subsector Forces. R U Ready 4 War ?

NO RULES INCLUDED, designed for 5FW, IE, IS, PE. UWP data expanded IN COLOUR full page per world PLUS Imperial Navy & Marines. Solar system orbital display

Noblility list of subsector by world and rank

Great for large scale politics, invasion & war.

Ever wondered where they come from? What brought them here? What tech is available to them? Where they`ve been? Where they`re going next? What their homeworlds are like? What say they may have with the Emperor or the Moot?

SDB squadrons. Imperial Squadrons USqP. Troops CF & UTP. Homeworld CF

Lists data on populated worlds of importance(CF >0). Standard USqP data for squadrons & Counters. Standard UTP data for off-world troops & Counters. Lists local Nobility to worlds. Keep a track on machinations! Lists Commodores and their tactical abilities. Standard Cruiser squadrons supplied in data USqP. Lists standard Universal Troop Profiles (UTPs) for offworld troops.

Squadron and Troop data is also available in particular World Guides. (0304 Chronor is a free example on DTRPG) as GIFs

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

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

#### CONTACT:

maggot.iiss@sky.com

OR

Mark Ferguson in `Traveller RPG` on FaceBook.

#### FREE BLANK CAMPAIGN FORMS AVAILABLE

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