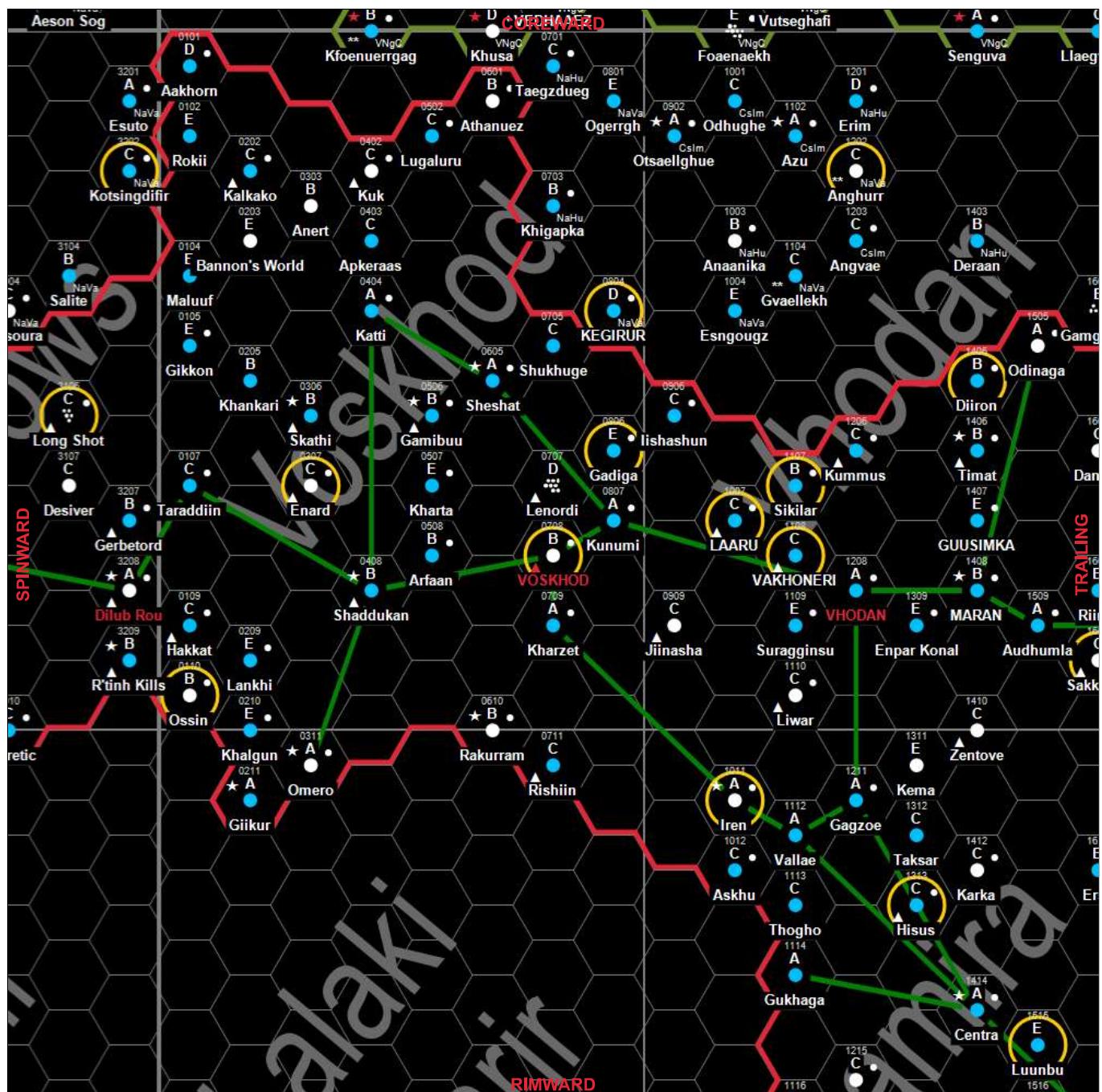
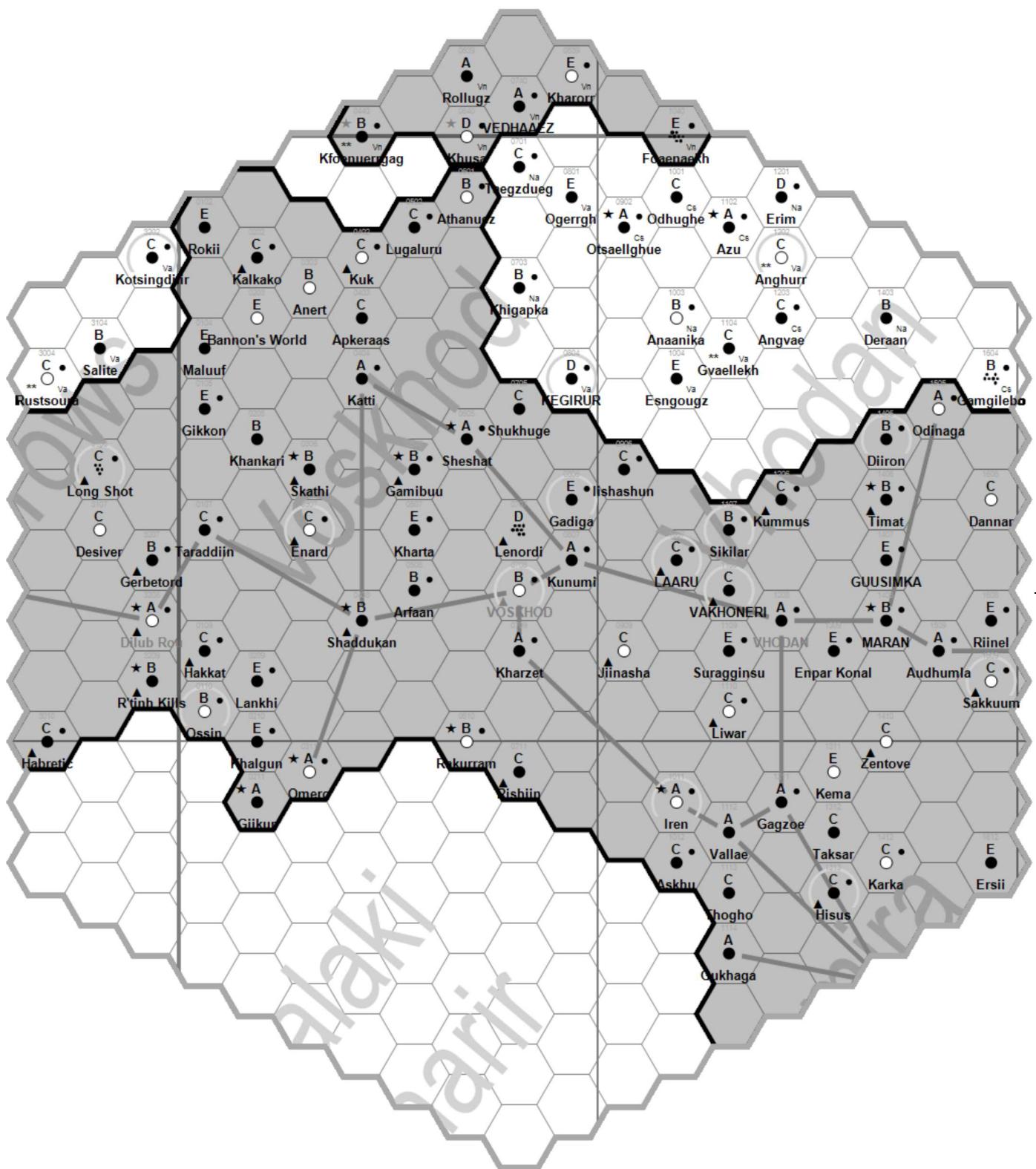
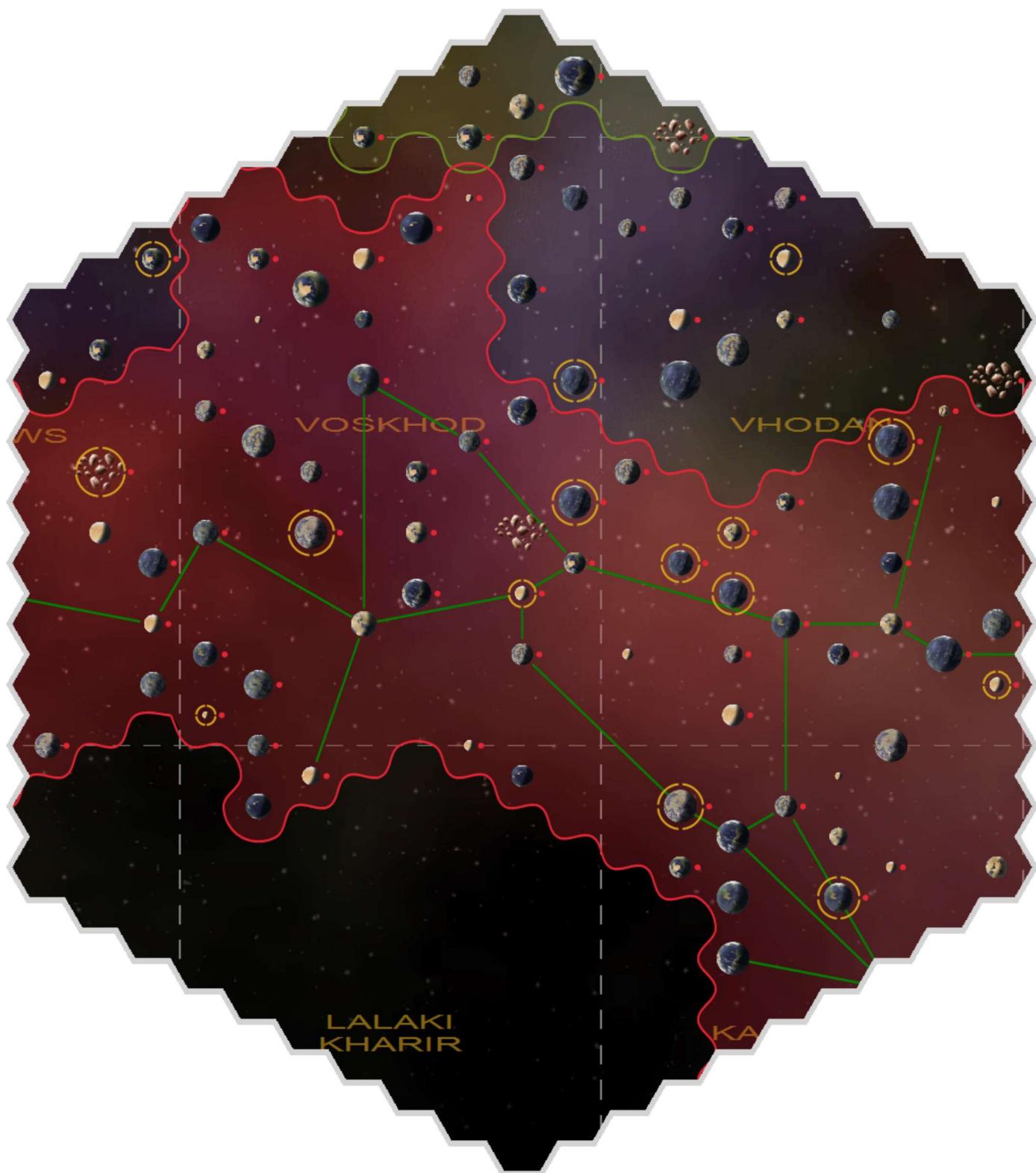


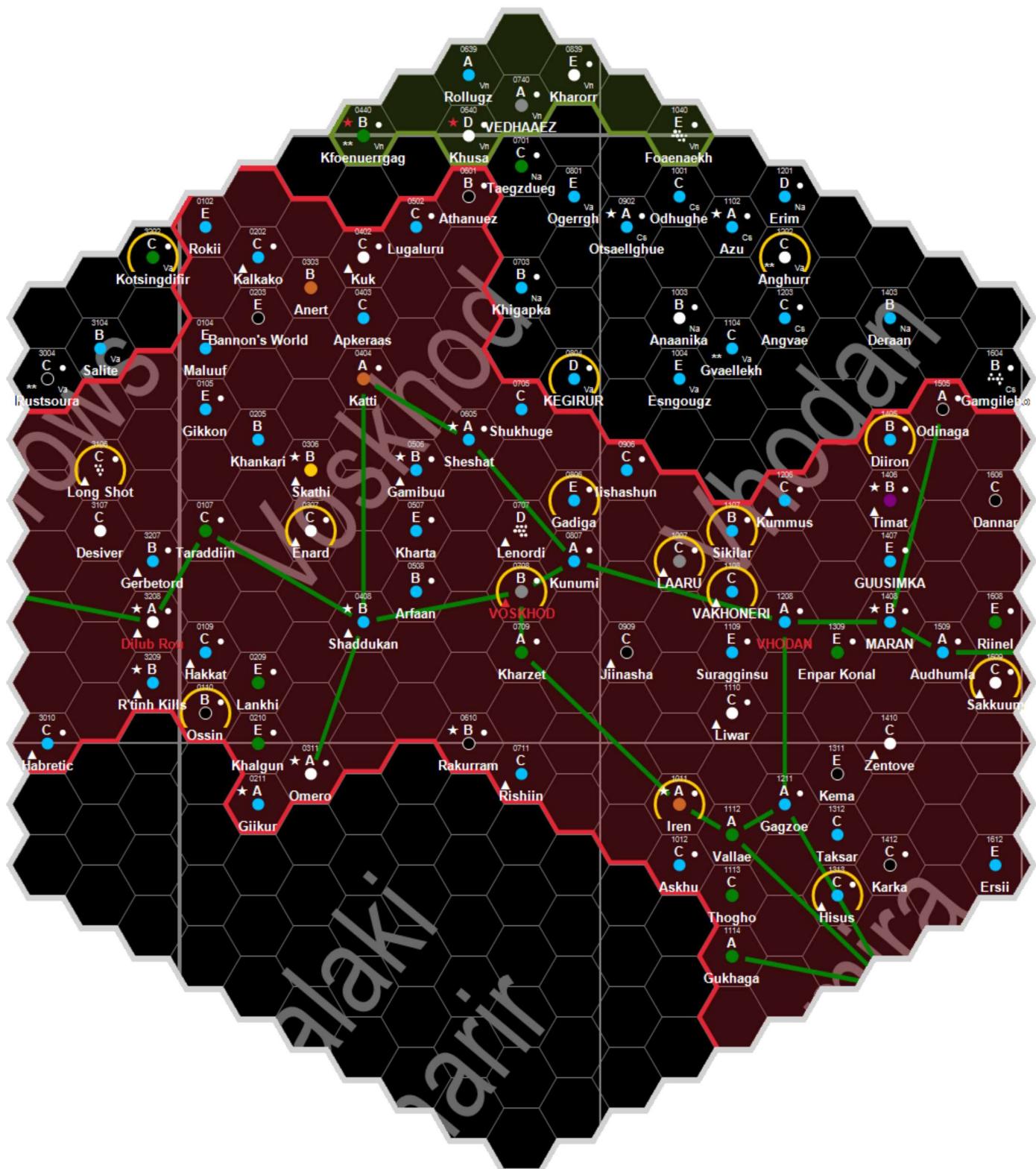
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candy
poster
print

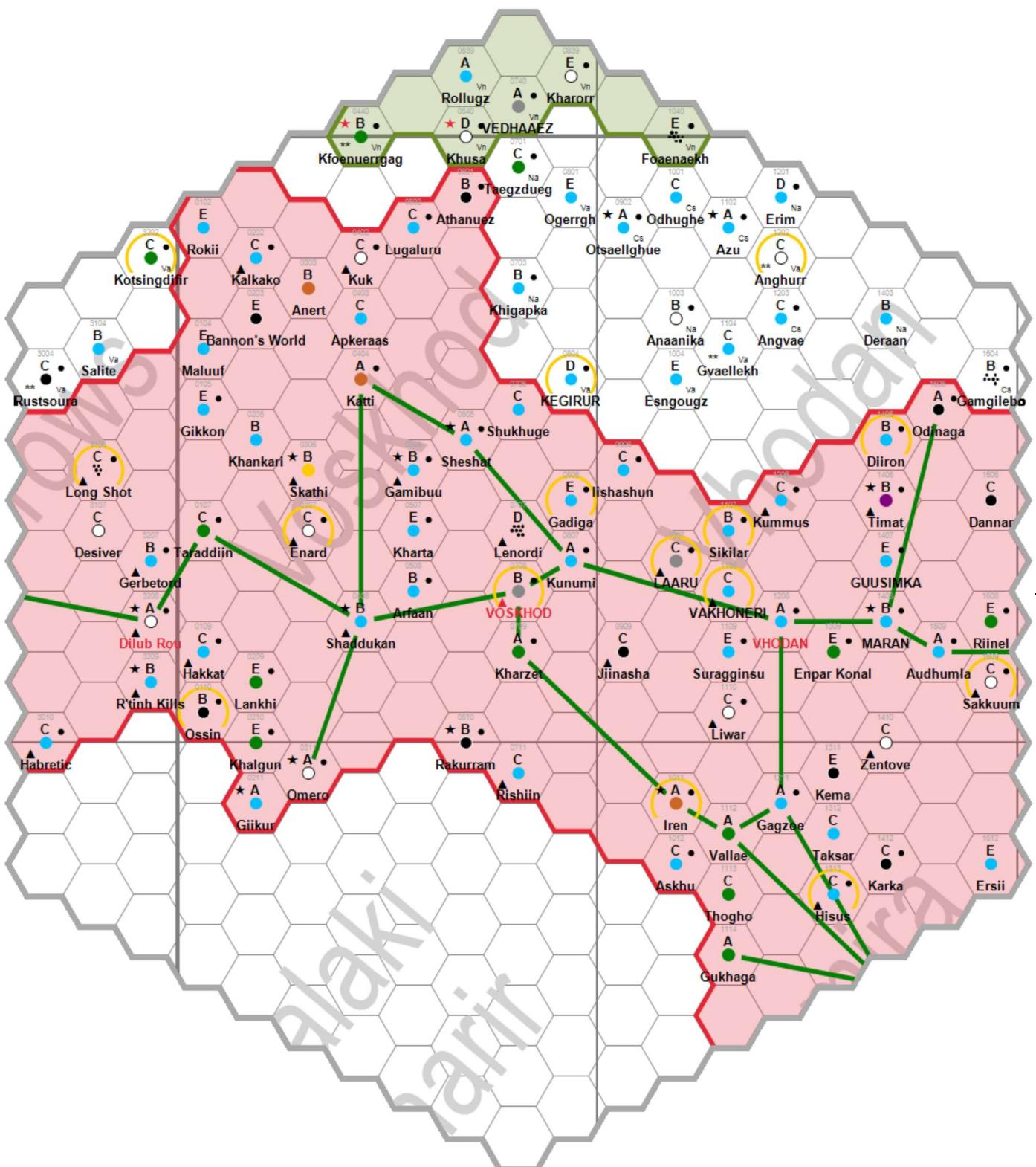
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<http://travellermap.com/data>

0708_VOSKHOD

VLAND

__WORLDS_IN_SECTOR=__532
__Csfm:__Client_state,_Third_Imperium=__15_worlds
__ImDv:__Third_Imperium,_Domain_of_Vland=__491_worlds
__Nahu:__Non-Aligned,_Human-dominated=__10_worlds
__NaVa:__Non-Aligned,_Vargr-dominated=__16_worlds

__RACIAL_NAMES_OF_SECTOR
__Vland

__Vland_sector_was_designed_by_Marc_W._Miller_and_appears_in_Atlas_of_the_Imperium_(GDW,_1984)._It_was_refined_by_Joe_D._Fugate_Sr._and_appears_in_The_Travellers_Digest_and_The_MegaTraveller_Alien,_Volume_1:_Vilani_&_Vargr_(DGP,_1990)

__1105

__Traveller_5_Second_Survey

__Hex
__Name
__UWP
____Starports=__ABCDE=__5_variations
____A=__92_systems
____B=__140_systems
____C=__152_systems
____D=__65_systems
____E=__83_systems
____Sizes=__0123456789A__=__11_variations
____0=__19_systems
____1=__13_systems
____2=__30_systems
____3=__29_systems
____4=__75_systems
____5=__175_systems
____6=__54_systems
____7=__53_systems
____8=__40_systems
____9=__32_systems
____A=__12_systems
____Atmospheres=__0123456789ABCDE=__15_variations
____0=__67_systems
____1=__42_systems
____2=__49_systems
____3=__45_systems
____4=__48_systems
____5=__55_systems
____6=__57_systems
____7=__50_systems
____8=__39_systems
____9=__39_systems
____A=__4_systems
____B=__14_systems
____C=__15_systems
____D=__7_systems
____E=__1_systems
____Hydrosheres=__0123456789A__=__11_variations
____0=__123_systems

1 = _34_systems
2 = _40_systems
3 = _49_systems
4 = _62_systems
5 = _49_systems
6 = _41_systems
7 = _43_systems
8 = _30_systems
9 = _30_systems
A = _31_systems
_Populations = _123456789A = _10_variations
1 = _25_systems
2 = _43_systems
3 = _62_systems
4 = _69_systems
5 = _99_systems
6 = _68_systems
7 = _58_systems
8 = _45_systems
9 = _35_systems
A = _28_systems
_Governments = _0123456789ABCDEF = _16_variations
0 = _50_systems
1 = _30_systems
2 = _47_systems
3 = _46_systems
4 = _43_systems
5 = _73_systems
6 = _51_systems
7 = _46_systems
8 = _56_systems
9 = _37_systems
A = _25_systems
B = _16_systems
C = _8_systems
D = _2_systems
E = _1_systems
F = _1_systems
_Law_Levels = _0123456789ABCDEFGHI = _17_variations
0 = _72_systems
1 = _31_systems
2 = _44_systems
3 = _44_systems
4 = _49_systems
5 = _46_systems
6 = _45_systems
7 = _42_systems
8 = _38_systems
9 = _37_systems
A = _27_systems
B = _26_systems
C = _11_systems
D = _10_systems
E = _8_systems
F = _2_systems
_dashes = _-_- = _1_variations
- = _532_systems
_Tech_Levels = _456789ABCDEFGHI = _12_variations
4 = _11_systems
5 = _18_systems
6 = _32_systems
7 = _62_systems
8 = _74_systems
9 = _82_systems
A = _65_systems
B = _60_systems
C = _49_systems
D = _40_systems
E = _23_systems
F = _16_systems
_Trade
As = _14_systems
De = _42_systems
Fl = _35_systems
Ga = _19_systems
He = _42_systems
Ic = _21_systems
Oc = _6_systems
Va = _72_systems
Wa = _30_systems
Di = _3_systems
Lo = _123_systems
Nl = _238_systems
Ph = _47_systems
Hl = _63_systems
Pa = _33_systems
Ag = _80_systems
Na = _63_systems
Pl = _56_systems
In = _32_systems
Po = _85_systems
Pr = _25_systems
Rl = _31_systems
Mr = _10_systems
Cp = _13_systems
Cs = _1_systems
Pz = _49_systems
Da = _22_systems
An = _9_systems
_Importance
_9_variations
5 = _2_systems
4 = _13_systems
3 = _46_systems
2 = _55_systems
1 = _142_systems
0 = _74_systems
-1 = _86_systems
-2 = _67_systems
-3 = _47_systems
_Economic
_Resource = _3456789ABCDEFGHIJK = _17_variations
3 = _6_systems
4 = _15_systems
5 = _17_systems
6 = _41_systems
7 = _59_systems
8 = _78_systems
9 = _67_systems
A = _71_systems
B = _48_systems
C = _44_systems
D = _36_systems
E = _19_systems
F = _10_systems
G = _6_systems
H = _7_systems
J = _3_systems

```

_____K_=0_systems
_____Labour=_123456789=_9_variations
_____1 =_62_systems
_____2 =_66_systems
_____3 =_64_systems
_____4 =_103_systems
_____5 =_69_systems
_____6 =_58_systems
_____7 =_45_systems
_____8 =_34_systems
_____9 =_27_systems
_____Infrastructure=_123456789ABCDEFGH=_17_variations
_____1 =_155_systems
_____2 =_40_systems
_____3 =_43_systems
_____4 =_47_systems
_____5 =_56_systems
_____6 =_43_systems
_____7 =_21_systems
_____8 =_16_systems
_____9 =_11_systems
_____A =_7_systems
_____B =_11_systems
_____C =_26_systems
_____D =_13_systems
_____E =_14_systems
_____F =_16_systems
_____G =_9_systems
_____H =_1_systems
_____Efficiency=_0,-3,-5,-2,-1,2,3,1,-4,5,4=_11_variations
_____5 =_34_systems
_____4 =_20_systems
_____3 =_34_systems
_____2 =_30_systems
_____1 =_92_systems
_____0 =_0_systems
_____-1 =_57_systems
_____-2 =_42_systems
_____-3 =_99_systems
_____-4 =_56_systems
_____-5 =_68_systems
_____Cultural
_____Homogeneity=_123456789ABCDEF=_15_variations
_____1 =_176_systems
_____2 =_39_systems
_____3 =_41_systems
_____4 =_38_systems
_____5 =_41_systems
_____6 =_32_systems
_____7 =_40_systems
_____8 =_35_systems
_____9 =_25_systems
_____A =_25_systems
_____B =_16_systems
_____C =_9_systems
_____D =_6_systems
_____E =_3_systems
_____F =_0_systems
_____Acceptance=_123456789ABCDE=_14_variations
_____1 =_58_systems
_____2 =_33_systems
_____3 =_60_systems
_____4 =_69_systems
_____5 =_65_systems
_____6 =_52_systems
_____7 =_59_systems
_____8 =_26_systems
_____9 =_19_systems
_____A =_22_systems
_____B =_13_systems
_____C =_18_systems
_____D =_23_systems
_____E =_3_systems
_____Strangeness=_123456789A=_10_variations
_____1 =_143_systems
_____2 =_44_systems
_____3 =_93_systems
_____4 =_46_systems
_____5 =_81_systems
_____6 =_36_systems
_____7 =_53_systems
_____8 =_11_systems
_____9 =_18_systems
_____A =_2_systems
_____Symbols=_123456789ABCDEFGHJK=_19_variations
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_____2 =_10_systems
_____3 =_22_systems
_____4 =_24_systems
_____5 =_45_systems
_____6 =_51_systems
_____7 =_53_systems
_____8 =_47_systems
_____9 =_59_systems
_____A =_47_systems
_____B =_36_systems
_____C =_41_systems
_____D =_20_systems
_____E =_21_systems
_____F =_1_systems
_____G =_0_systems
_____H =_0_systems
_____I =_0_systems
_____K =_0_systems
_____Nobles
_____B-Knight-11=_491_systems
_____c-Baronet-12=_52_systems
_____C-Baron-13=_98_systems
_____D-Marquis-14=_48_systems
_____e-Vicount-15=_40_systems
_____F-Count-16=_60_systems
_____f-Duke-17=_8_systems
_____F-Duke-18=_10_systems
_____G-Archduke-19=_1_systems
_____Bases
_____C-Corsair_Base-Vagr=_8_systems
_____D-Naval_Depot-Any=_1_systems
_____N-Naval_Base-Imperial=_89_systems
_____S-Scout_Base-Imperial=_131_systems
_____W-Scout_Way_Station-Imperial=_4_systems
_____Zone
_____Green =_461_systems
_____Amber =_71_systems
_____PBGs
_____No_Population_(0-2)-Unpopulated=_113_systems
_____Low_Population_(3-5)-Thousands=_162_systems
_____Medium_Population_(6-8)-Millions=_189_systems
_____HIGH_Population_(9+)-Billions=_68_systems

```

____0_Planetoid_Belts=_174_systems
 ____1_Planetoid_Belts=_151_systems
 ____2_Planetoid_Belts=_192_systems
 ____3_Planetoid_Belts=_15_systems
 ____0_Gas_Giants=_182_systems
 ____1_Gas_Giants=_128_systems
 ____2_Gas_Giants=_66_systems
 ____3_Gas_Giants=_69_systems
 ____4_Gas_Giants=_72_systems
 ____5_Gas_Giants=_15_systems
 __Worlds
 ____4=_3_systems
 ____5=_9_systems
 ____6=_15_systems
 ____7=_37_systems
 ____8=_56_systems
 ____9=_75_systems
 ____10=_64_systems
 ____11=_66_systems
 ____12=_68_systems
 ____13=_55_systems
 ____14=_32_systems
 ____15=_23_systems
 ____16=_17_systems
 ____17=_11_systems
 ____18=_1_systems
 __Allied
 ____See_top_section
 __Stellar
 ____1_Stars=_
 ____2_Stars=_
 ____3_Stars=_
 ____4_Stars=_
 ____O_Stars=_
 ____B_Stars=_
 ____A_Stars=_
 ____F_Stars=_
 ____G_Stars=_
 ____K_Stars=_
 ____M_Stars=_
 ____Ia_Stars=_
 ____Ib_Stars=_
 ____II_Stars=_
 ____III_Stars=_
 ____IV_Stars=_
 ____V_Stars=_
 ____VI_Stars=_
 ____VII_Stars=_
 ____D_Stars=_
 ____BD_Stars=_
 ____Companion_Stars=_

 Hex_Name UWP Remarks {Ix} (Ex) [Cx] N B Z PBG W A Stellar

 0708_Voskhod B3109ED-E_HL_In_Na_Cp_Pz {-5} (C8H+5) [DE9J] BEF_W_A_101_12_1mDv_M1_V_M0_V

 Hex=_0708
 Name=_Voskhod
 UWP=_B3109ED-E
 Remarks=_Hi_In_Na_Cp_Pz
 {Ix}=_(-5)
 (Ex)=_(C8H+5)
 [Cx]=_[DE9J]
 N=_BEF
 B=_W
 Z=_A
 PBG=_101
 W=_12
 A=_1mDv
 Stellar=_M1_V_M0_V

 Hex=_0708
 Name=_Voskhod
 UWP=_B3109ED-E
 Starport=_B
 Quality=_Good
 Yards=_Spaceships
 Repairs=_Overhaul
 Fuel=_Both
 Downport=_Yes
 Highport=_Yes
 possBases=_NS
 Size=_3
 _DIGIT_DIA(MI)_DIA(KM)
 _3_3,000_4,800
 Atmosphere=_1
 _DIGIT_DESCRIPTION_EFFECTS
 _1_Trace_S3
 Hydrosphere=_0
 _DIGIT_DESCRIPTION
 _0_Desert_World
 Population=_9
 _POPULATION_UNDER_1,000,000,000
 _DIGIT_DESCRIPTION_VALUE
 _9_Billion_000,000,000
 Government=_F
 _DIGIT_DESCRIPTION_NOTE
 _E_Religious_Autocracy_Government_by_a_single_religious,_mystic,_or_psionic_leader_weilding_absolute_power
 Law_Level=_D
 _DIGIT_DESCRIPTION_NOTE
 _D_Extreme_Law_Paramilitary_law_enforcement
 Tech_Level=_F
 DIGIT
 E

 Remarks=_Hi_In_Na_Cp_Pz
 _CODE_SIZE_ATM_HYD_POP_GOVTYPE_LAW_DEFINITION_FORMULA
 _Hi_9ABC_High_Population
 _In_012479_9ABC_Industrial
 _Na_0123_0123_6789ABC_Non_Agricultural
 _Cp_Subsector_Capital_Impenal
 _Pz_789ABC_Puzzle_Amber_Zone

 {Ix}=_(-5)
 _Starport_B=_+1
 _TL_14=_+1
 Hi=_+1
 In=_+1
 _Way_Station=_+1
 _Importance=_Important_(6)+-1=5

 (Ex)=_(C8H+5)
 _Resources=_12
 _Labour=_8
 _Infrastructure=_17

__Efficiency_=5
__RU_=8160
[Cx]_[DE9J]
__Homogeneity_=13
__Acceptance_=14
__Strangeness_=9
__Symbols_=19
N=_BEF
__CODE_RANK_TC
__B_Knight_any
__E_Count_Hi
__F_Duke_In
B=_W
__DIGIT_DESCRIPTION_ALLEG
__W_Scout_Way_Station_Imperial
Z=_A
__CODE_DESCRIPTION
__A_Amber_-Potentially_dangerous,__Caution ADVISED,__Imperial.
PBG=_101
__Population_Multiplier_=1
__POPULATION_UNDER_1,000,000,000
__Planetoid_Belts_=0
__Gas_Giants_=1
W=_12
__Non_Stars_In_System_=12
__-1_(mainworld)
__-0_(planetoid_belts)
__-1_(gas_giants)
____=10_other_worlds
A=_ImDv
__CODE_DESCRIPTION
__ImDv_Third_Imperium,_Domain_of_Vland_(Corr/Dagu/Gush/Reft/Vlan)
Stellar=_M1_V_M0_V
__Stars_=2

Primary=_M0_V
__CODE_DESCRIPTION_TEMPERATURE_(K)
__M_Red_2,000-3,700
__CODE_DESCRIPTION_DIAMETER_(SOL_=1)
__V_Main_Sequence_Star_0.2_-10
__d10Limit_=-1
__d100Limit_=-1
__d1000Limit_=-5
__Min_Orbit_=0
__HZ_=0
0=_Mainworld_Kiddinu_B555553-C_(Temperate)
1=_LGG_(60,000_mi_dia.)_S=24
____Ring_@_Orbit_?Planetoid_belt_Y000466-BWorld_(Inferno)_Y2B0000-E
____BigWorld_F266325-5_@_Orbit_L
____RadWorld_Y28A000-0_@_Orbit_Q
____Inferno_Y2B0000-0_@_Orbit_R
____Inferno_Y2B0000-0_@_Orbit_S
____Inferno_Y2B0000-0_@_Orbit_T
2=_
3=_LGG_(70,000_mi_dia.)_S=25
____RadWorld_Y2810000-0_@_Orbit_E
____OuterWorld_Y250000-0_@_Orbit_G
____StormWorld_Y200000-0_@_Orbit_H
____OuterWorld_H240479-6_@_Orbit_V
____StormWorld_Y2310000-0_@_Orbit_Y
4=_LGG_(90,000_mi_dia.)_S=27
____Worldet_Y1994AB-5_@_Orbit_F
____BigWorld_H277446-4_@_Orbit_S
5=_Planetoid_belt_H000420-7
6=_World_(Inferno)_Y2B0000-0
7=_Planetoid_belt_F00049A-3
8=_LGG_(250,000_mi_dia.)_S=31
____RadWorld_Y2630000-0_@_Orbit_I
____IceWorld_H2204DD-9_@_Orbit_T
____RadWorld_Y2110000-0_@_Orbit_W
9=_
10=_World_(StormWorld)_Y200000-0
____OuterWorld_Y224221-8_@_Orbit_G
____RadWorld_Y200000-0_@_Orbit_H
11=_
12=_
13=_
14=_
15=_
16=_
17=_
18=_
19=_
Extra_Stars_=0
Unfilled_=11
W_=11
syscount_=1
min_=0
count_=9

SDB_Squadrons_=150
__DEFENCE
____Hide_in_Water
____Defend_vs_Invaders
____Defend_Homeworld
____Defend_4_Gas_Giants
____Defend_Bases
__TL/POP
=====
__TL_Pop_7_8_9_A_
_7_1_5_50_500_
_8_1_5_50_500_
_9_1_10_100_1000_
_A_1_10_100_1000_
_B_1_12_120_1200_
_C_1_12_120_1200_
_D_1_15_150_1500_
_E_1_15_150_1500_
_F_1_20_200_2000_
Starship_Squadrons_=3
__ATTACK
____Attack_vs_Defenders
____Attack_Homeworld
____Attack_4_Gas_Giants
____Attack_Bases
__SQUADRONS/TL
=====
__Squadrons/TL_9_A_B_C_D_E_F_
_10_1_1_1_1_1_1_1_1_1_1_

_12_1_1_1_1_1_1_2_2
 _15_1_1_1_2_2_2_2
 _20_1_1_2_2_2_2_2
 _50_1_2_2_2_2_2_2
 _100_2_2_2_2_2_2_2
 _120_2_2_2_2_2_3_3
 _150_2_2_2_2_3_3_3_3
 _200_2_2_3_3_3_3_3
 _500_2_3_3_3_3_4_4
 _1000_3_3_3_4_4_4_4
 _1200_3_3_4_4_4_5_5
 _1500_3_3_4_4_5_5_5
 _2000_3_3_4_4_5_5_6
 Defence_CF_=1500
 DEFENCE
 Defend_Starport
 Defend_vs_Invaders
 Go_Hidden
 TL/POP
 ======
 _TL/Pop_6_7_8_9_A
 _6_1_2_20_200_2000
 _7_1_5_50_500_5000
 _8_1_5_50_500_5000
 _9_1_10_100_1000_10000
 _A_1_10_100_1000_10000
 _B_2_12_120_1200_12000
 _C_2_12_120_1200_12000
 _D_2_15_150_1500_15000
 _E_2_15_150_1500_15000
 _F_2_20_200_2000_20000
 Troop_CF_=100
 ATTACK
 Attack_Starport
 Attack_vs_Invaders
 Attack_Hidden
 TL/POP
 ======
 _TL/Pop_7_8_9_A
 _7_1_5_20_100
 _8_1_5_20_100
 _9_1_5_20_100
 _A_1_5_20_100
 _B_2_10_50_500
 _C_2_10_50_500
 _D_5_20_100_1000
 _E_5_20_100_1000
 _F_10_50_500_2000
 Refuelling_options
 REFUELING
 Refuel_at_Gas_Giant

 Jump_0_=_0708_Voskhod B3109ED-E_Hi_In_Na_Cp_Pz _<_5_>_(_C8H+5)_[_DE9J]_BEF_W__A_101_12_ImDv_M1_V_M0_V

 Jump_1_=_0707_Lenord D000487-8_As_Nl_Va _<-3_>_(_731-3)_[_4158]_B__S_-_310_8_ImDv_M2_V
 Jump_1_=_0807_Kunum A554412-D_Nl_Pa _<_1_>_(_934-3)_[_1519]_Bc__-__621_12_ImDv_K0_V
 Jump_1_=_0808
 Jump_1_=_0709_Kharzet A565597-D_Ag_Ni_Pr _<_2_>_(_846+2)_[_575D]_BcC__-__601_17_ImDv_M0_V_G3_V
 Jump_1_=_0608
 Jump_1_=_0607

 Jump_2_=_0706
 Jump_2_=_0806_Gadiga E88A202-A_Lo_Wa_Da _<_1_>_(_511-5)_[_1116]_B__-__A_101_11_ImDv_F9_V_K8_V_M8_V
 Jump_2_=_0907
 Jump_2_=_0908
 Jump_2_=_0909_Jiashasha C200789-A_Na_Va_Pi _<_1_>_(_B6A+2)_[_886B]_BD__S_-_820_7_ImDv_M4_II
 Jump_2_=_0809
 Jump_2_=_0710
 Jump_2_=_0609
 Jump_2_=_0509
 Jump_2_=_0508_Arfaan B767400-C_Ni_Ga_Pa _<_1_>_(_A34-3)_[_1517]_Bc__-__713_11_ImDv_M1_V
 Jump_2_=_0507_Kharta E552755-7_Po _<_2_>_(_966-4)_[_5535]_B__-__804_11_ImDv_K6_V_G9_V
 Jump_2_=_0606

 Jump_3_=_0705_Shukhuge C727830-9_Ph_Pi _<_0_>_(_B79-4)_[_3814]_BDe__-__110_11_ImDv_M1_V
 Jump_3_=_0805
 Jump_3_=_0906_Iishashun C62546A-A_Ni_O:_0708 _<_0_>_(_A33+2)_[_647C]_B__-__713_10_ImDv_K3_V
 Jump_3_=_1006
 Jump_3_=_1007_Laaru C69A9C-C_Hi_In_Wa_Pz _<_3_>_(_H8E+5)_[_CCBF]_BE__S__A_424_9_ImDv_G7_V
 Jump_3_=_1008
 Jump_3_=_1009
 Jump_3_=_0910
 Jump_3_=_0810
 Jump_3_=_0711_Rishiin C539332-B_Lo _<_0_>_(_621-4)_[_1317]_B__S_-_610_14_ImDv_M2_V_M7_V
 Jump_3_=_0610_Rakurram B200369-C_Lo_Va_Mr _<_1_>_(_821+2)_[_446D]_B__N__-212_13_ImDv_G7_V
 Jump_3_=_0510
 Jump_3_=_0409
 Jump_3_=_0408_Shaddukan B622156-D_He_Lo_Po _<_2_>_(_411+1)_[_134C]_B__NS__-410_13_ImDv_G1_V
 Jump_3_=_0407
 Jump_3_=_0406
 Jump_3_=_0506_Gamibuu B524610-A_Ni _<_2_>_(_956-2)_[_1815]_B__NS__-101_9_ImDv_K0_V_M3_V
 Jump_3_=_0605_Sheshat A526111-C_Lo _<_1_>_(_911-3)_[_1218]_B__N__-124_9_ImDv_F8_V

 Jump_4_=_0704
 Jump_4_=_0804_Kegirur D76A945-8_Hi_Wa_Pr_Pz _<_1_>_(_C8B-3)_[_7836]_-__-__A_901_10_NaVa_M0_V
 Jump_4_=_0905
 Jump_4_=_1005
 Jump_4_=_1106
 Jump_4_=_1107_Sikilar B4328DH-A_Na_Po_Ph_Pz _<_2_>_(_F7B+5)_[_DAAF]_Be__-__A_722_7_ImDv_G2_V
 Jump_4_=_1108_Vakhoneri C76A9AB-C_Hi_Wa_Pr_Pz _<_2_>_(_C8D+4)_[_BB7E]_BcE__S__A_710_16_ImDv_K8_V
 Jump_4_=_1109_Surraginsu E43352-A_Lo_Po _<_1_>_(_721-5)_[_1216]_B__-__711_13_ImDv_F6_V_M8_V
 Jump_4_=_1110_Iwar C550300-A_De_Lo_Po _<_0_>_(_A21-4)_[_1315]_B__S__-405_9_ImDv_K2_V
 Jump_4_=_1010
 Jump_4_=_0911
 Jump_4_=_0811
 Jump_4_=_0712
 Jump_4_=_0611
 Jump_4_=_0511
 Jump_4_=_0410
 Jump_4_=_0310
 Jump_4_=_0309
 Jump_4_=_0308
 Jump_4_=_0307_Enard C8A37AC-9_Fl_Pz _<_0_>_(_A69+3)_[_A78C]_B__S__A_501_9_ImDv_M1_V_M7_V
 Jump_4_=_0306_Skathi B585698-9_Ag_Nl_Ri _<_3_>_(_957+3)_[_6959]_BC__NS__-210_14_ImDv_M0_V_K0_V
 Jump_4_=_0405
 Jump_4_=_0505
 Jump_4_=_0604

 Jump_5_=_0703_Khigapka B797457-C_Ni_Pa _<_1_>_(_834+1)_[_455C]_-__-__902_9_NaHu_M2_V
 Jump_5_=_0803
 Jump_5_=_0904
 Jump_5_=_1004_Esngougz EA7A443-6_Ni_Oc _<_3_>_(_631-5)_[_1123]_-__-__620_8_NaVa_M2_V
 Jump_5_=_1105
 Jump_5_=_1205
 Jump_5_=_1206_Kummus C434520-9_Ni _<_1_>_(_943-5)_[_1414]_B__S__-702_8_ImDv_M1_V
 Jump_5_=_1207
 Jump_5_=_1208_Vhodan A758A8A-D_Hi_Cp _<_3_>_(_H9F+5)_[_CD7F]_BEF__-__123_11_ImDv_G1_V_K0_IV
 Jump_5_=_1209

Jump_5_=_1210
Jump_5_=_1111
Jump_5_=_1011_Iren_____A8C389F-C_Fl_Ph_Pz_____{_2_}_(F7C+5)_[CA9G]_Be_N_A_814_10_ImDv_K7_V_M3_V_____
Jump_5_=_.0912
Jump_5_=_.0812
Jump_5_=_.0713
Jump_5_=_.0612
Jump_5_=_.0512
Jump_5_=_.0411
Jump_5_=_.0311_Omero_____A430320_F_De_Lo_Po_____{_1_}_(921+3)_[141A]_B_N_-.822_13_ImDv_M3_V_G8_V_____
Jump_5_=_.0210_Khalqun_____E576734-6_Ag_Pi_____{_1_}_(966-3)_[5634]_BCD_-.601_12_ImDv_M1_V_____
Jump_5_=_.0209_Lankhi_____E746552-6_Ag_Ni_____{_2_}_(742-5)_[1312]_BC_-.503_8_ImDv_M2_V_____
Jump_5_=_.0208
Jump_5_=_.0207
Jump_5_=_.0206
Jump_5_=_.0205_Khangkari_____B885411-B_Ni_Ga_Pa_____{_1_}_(734-3)_[1517]_Bc_-.110_13_ImDv_M2_V_____
Jump_5_=_.0305
Jump_5_=_.0404_Katti_____A8D8210-D_Lo_____{_1_}_(811-3)_[1318]_B_-.404_8_ImDv_M3_V_____
Jump_5_=_.0504
Jump_5_=_.0603

Jump_6_=_.0702
Jump_6_=_.0802
Jump_6_=_.0903
Jump_6_=_.1003_Ananyaika_____B54057A-8_De_He_Ni_Po_____{_1_}_(943+1)_[747A]_B_-.911_8_NaHu_M1_V_____
Jump_6_=_.1104_Gvaellekh_____C885215-8_Lo_Ga_____{_2_}_(511-4)_[1136]_C_-.610_8_NaVa_K2_V_K6_V_____
Jump_6_=_.1204
Jump_6_=_.1305
Jump_6_=_.1306
Jump_6_=_.1307
Jump_6_=_.1308
Jump_6_=_.1309_Enpar_KonaL_____E57778A-6_Ag_Pi_____{_1_}_(966+1)_[9678]_BCD_-.121_7_ImDv_K8_V_____
Jump_6_=_.1310
Jump_6_=_.1311_Kema_____E100233-A_Lo_Va_____{_1_}_(511-4)_[1127]_B_-.810_8_ImDv_M2_V_____
Jump_6_=_.1211_Gagzoe_____A585420-C_Nl_Pa_____{_1_}_(834-3)_[1517]_Bc_-.602_9_ImDv_M2_V_M3_V_____
Jump_6_=_.1112_Vallae_____A897788-A_Ag_An_Pi_____{_3_}_(A6C+3)_[7A5A]_BCD_-.810_13_ImDv_F3_V_____
Jump_6_=_.1012_Askhu_____C554120-8_Lo_____{_2_}_(511-5)_[1113]_B_-.402_9_ImDv_M0_V_G8_V_____
Jump_6_=_.0913
Jump_6_=_.0813
Jump_6_=_.0714
Jump_6_=_.0613
Jump_6_=_.0513
Jump_6_=_.0412
Jump_6_=_.0312
Jump_6_=_.0211_Giikur_____A689521-C_Ni_Pr_____{_1_}_(845-3)_[1618]_Bc_N_-.910_8_ImDv_M2_V_M9_V_____
Jump_6_=_.0111
Jump_6_=_.0110_Ossin_____B100877-C_Na_Va_Ph_Pi_Pz_____{_2_}_(F7C+2)_[8A5C]_BDe_-.A_705_9_ImDv_M1_V_____
Jump_6_=_.0109_Hakkat_____C658887-6_Pa_Ph_____{_1_}_(A76-1)_[8756]_Bce_S_-.823_13_ImDv_G1_V_____
Jump_6_=_.0108
Jump_6_=_.0107_Taraddin_____C656563-9_Ag_Ni_Ga_O:0110_____{_0_}_(944-3)_[2526]_BC_-.311_13_ImDv_M3_V_____
Jump_6_=_.0106
Jump_6_=_.0105_Gikkon_____E543500-8_Ni_Po_____{_3_}_(C41-5)_[1213]_B_-.932_11_ImDv_G8_V_G0_V_____
Jump_6_=_.0204
Jump_6_=_.0304
Jump_6_=_.0403_Apkeraas_____C438547-9_Ni_____{_1_}_(943-1)_[5459]_B_-.420_8_ImDv_G2_V_____
Jump_6_=_.0503
Jump_6_=_.0602

Jump_7_=_.0701_Taeg2dueg_____C665552-9_Ag_Ni_Ga_Pr_____{_0_}_(C44-4)_[1515]_B_-.314_12_NaHu_G0_V_M5_V_____
Jump_7_=_.0801_Ogerrgh_____E62A837-8_Wa_Ph_Pl_____{_2_}_(B76-2)_[8658]_B_-.110_9_NaVa_M1_V_____
Jump_7_=_.0902_Otsaellghue_____A425435-E_Ni_Varg9_____{_1_}_(934-1)_[253C]_N_-.303_8_Csim_K9_V_____
Jump_7_=_.1002
Jump_7_=_.1103
Jump_7_=_.1203_Angvae_____C422377-9_He_Lo_Po_Varg5_____{_1_}_(C21-1)_[3259]_B_-.834_14_Csim_F3_V_K0_V_____
Jump_7_=_.1304
Jump_7_=_.1404
Jump_7_=_.1405_Diiron_____B89A8AA-C_Wa_Ph_Pi_Pz_____{_2_}_(E7C+4)_[AA7E]_BDe_-.A_604_10_ImDv_G3_V_____
Jump_7_=_.1406_Timat_____B898779-9_Rj_Wa_____{_3_}_(C6C+4)_[8A6A]_BC_NS_-.921_12_ImDv_M0_V_____
Jump_7_=_.1407_Guusimka_____E539A77-C_Hi_____{_1_}_(E9C+1)_[AB5C]_BE_-.411_9_ImDv_M0_V_____
Jump_7_=_.1408_Maran_____B552A78-E_Hi_Po_____{_3_}_(G9F+3)_[AD5E]_BE_N_-.322_8_ImDv_M1_V_____
Jump_7_=_.1409
Jump_7_=_.1410_Zentove_____C834387-9_Fl_Nl_____{_1_}_(943-1)_[5459]_B_S_-.720_10_ImDv_K3_V_G4_V_____
Jump_7_=_.1411
Jump_7_=_.1312_Taksar_____C432345-A_Lo_Po_____{_0_}_(621-2)_[1338]_B_-.110_10_ImDv_K4_V_____
Jump_7_=_.1212
Jump_7_=_.1113_Thogho_____C898669-8_Ag_Ni_O:1112_____{_1_}_(A53+1)_[7569]_BC_-.920_11_ImDv_M3_V_____
Jump_7_=_.1013
Jump_7_=_.0914
Jump_7_=_.0814
Jump_7_=_.0715
Jump_7_=_.0614
Jump_7_=_.0514
Jump_7_=_.0413
Jump_7_=_.0313
Jump_7_=_.0212
Jump_7_=_.0112
Jump_7_=_.3211
Jump_7_=_.3210
Jump_7_=_.3209_R'tinh_Kills_____B646110-B_Lo_____{_2_}_(511-2)_[1316]_B_NS_-.620_5_ImDv_M1_V_____
Jump_7_=_.3208_Dilub_Rou_____A420573-F_De_He_Ni_Po_Cp_____{_2_}_(B46-1)_[272C]_B_NS_-.213_11_ImDv_F5_V_K8_V_____
Jump_7_=_.3207_Gerbetord_____B75A512-C_Ni_Wa_____{_1_}_(945-3)_[1618]_B_S_-.102_12_ImDv_K7_V_____
Jump_7_=_.3210
Jump_7_=_.3211
Jump_7_=_.3212
Jump_7_=_.0104_Maluuf_____E432338-9_Lo_Po_____{_2_}_(621-2)_[3159]_B_-.110_8_ImDv_K9_V_K8_V_____
Jump_7_=_.0203_Bannon's_World_____E10488-B_Ni_Va_____{_1_}_(832-1)_[435A]_B_-.120_13_ImDv_M3_V_K6_V_____
Jump_7_=_.0303_Aner_____B98466A-B_Fl_Nl_O:0506_____{_1_}_(955+3)_[877D]_B_-.610_11_ImDv_G7_V_____
Jump_7_=_.0402_Kuk_____C540222-8_De_He_Lo_Po_____{_2_}_(511-5)_[1114]_B_S_-.901_8_ImDv_K2_V_K6_V_____
Jump_7_=_.0502_Lagururu_____C859443-A_Nl_____{_0_}_(733-3)_[1427]_B_-.201_9_ImDv_M0_V_____
Jump_7_=_.0601_Athanauer_____B100843-B_Na_Va_Ph_Pl_____{_2_}_(B7C-1)_[5A28]_BDe_-.101_8_ImDv_K5_V_M0_V_____

Jump_8_=_.0740_Vedhaeze_____A622A77-C_He_Hi_In_Na_Po_____{_4_}_(G9F+4)_[AE5C]_B_-.304_12_VNgC_G0_V_M5_V_____
Jump_8_=_.0840
Jump_8_=_.0901
Jump_8_=_.1001_Odrughie_____C525545-9_Ni_Varg9_____{_1_}_(843-3)_[3437]_B_-.910_13_Csim_K0_V_M6_V_____
Jump_8_=_.1102_Azu_____A547857-D_Pa_Ph_Pi_Varg2_____{_2_}_(B7D+2)_[8A5D]_N_-.801_5_Csim_M1_V_M3_V_____
Jump_8_=_.1202_Anghurr_____C4308A7-7_De_Na_Po_Ph_Pz_____{_1_}_(A77+1)_[A779]_C_A_520_9_NaVa_K9_V_____
Jump_8_=_.1303
Jump_8_=_.1403_Deraan_____B426649-C_Nl_____{_1_}_(955+2)_[776D]_B_-.210_7_NaHu_M2_V_____
Jump_8_=_.1504
Jump_8_=_.1505_Odinaga_____A2016A9-C_Ic_Na_Ni_Va_____{_1_}_(B55+2)_[776D]_B_-.203_10_ImDv_M0_V_M5_V_____
Jump_8_=_.1506
Jump_8_=_.1507
Jump_8_=_.1508
Jump_8_=_.1509_Audhumla_____A98A400-E_Ni_Wa_____{_1_}_(734-3)_[1519]_B_-.201_9_ImDv_M1_V_G1_V_____
Jump_8_=_.1510
Jump_8_=_.1511
Jump_8_=_.1512
Jump_8_=_.1412_Karka_____C200876-8_Na_Va_Ph_Pl_____{_1_}_(B77-2)_[7747]_BDe_-.801_13_ImDv_M0_V_____
Jump_8_=_.1313_Hisus_____C7788BF-7_Pa_Ph_Pi_Pz_____{_1_}_(A77+4)_[D7AC]_BcDe_S_A_514_12_ImDv_M0_V_____
Jump_8_=_.1213
Jump_8_=_.1114_Gukhaga_____A877576-D_Ag_Ni_____{_2_}_(846+1)_[474C]_BC_-.310_17_ImDv_G4_V_M6_V_____
Jump_8_=_.1014
Jump_8_=_.0915
Jump_8_=_.0815
Jump_8_=_.0716
Jump_8_=_.0615
Jump_8_=_.0515

Jump_8=_0414
 Jump_8=_0314
 Jump_8=_0213
 Jump_8=_0113
 Jump_8=_3212_
 Jump_8=_3112_
 Jump_8=_3111_
 Jump_8=_3110_
 Jump_8=_3109_
 Jump_8=_3108_
 Jump_8=_3107_Desiver C570421-9_De_He_Ni (-1)-(832-5)[1315]_B_-_- 820_7_ImDv_G1_V
 Jump_8=_3106_Long_Shot C00069C_B_As_Na_Ni_Va_Da (-0_)(D54+3)[968E]_B_S_A_214_9_ImDv_M1_V
 Jump_8=_3105_
 Jump_8=_3104_Salite B554300-B_Lo (-1_)(621-3)[1416]_-_- 910_11_NaVa_M3_V_M0_V
 Jump_8=_3203_
 Jump_8=_0103
 Jump_8=_0202_Kakkoko C544405-A_Ni_Pa (-0_)(C33-2)[2438]_Bc_S_- 324_17_ImDv_F8_V_K2_V
 Jump_8=_0302
 Jump_8=_0401
 Jump_8=_0501
 Jump_8=_0640_Khusa D61477B-7_Jc_Pl (-2_)(966+1)[9579]_-K_- 212_15_VNgC_F7_V

 Jump_9=_0739
 Jump_9=_0839_Kharorr EAA7000-0_Ba_Fl (-3_)(200-5)[0000]_-_- 001_4_VNgC_M3_V
 Jump_9=_0940_
 Jump_9=_1040_Foaenaekh E00066A-7_As_Na_Ni_Va_O: (-3_)(851-1)[8379]_-_- 601_5_VNgC_M3_V
 Jump_9=_1101
 Jump_9=_1201_Erim D573785-5_Pl (-2_)(965-4)[5533]_-_- 801_9_NaHu_M1_V_K0_V
 Jump_9=_1302
 Jump_9=_1402
 Jump_9=_1503
 Jump_9=_1603
 Jump_9=_1604_Gamgilebo B000756-B_As_Na_Va_Pl (-2_)(C6C+1)[694A]_-_- 212_11_CsIm_F4_IV_M1_V_M1_V
 Jump_9=_1605
 Jump_9=_1606_Dannar C2006A8-A_Na_Ni_Va_ (-0_)(A54+1)[665A]_B_-_- 820_15_ImDv_F6_V_M3_V
 Jump_9=_1608_Riine E746651-7_Ag_Ni (-2_)(852-5)[2413]_BC_-_- 601_11_ImDv_M3_V
 Jump_9=_1609_Sakkuum C3107AB-A_Na_Pl_Pz (-1_)(A6A+3)[987C]_BD_S_A_701_10_ImDv_M1_V
 Jump_9=_1610
 Jump_9=_1611
 Jump_9=_1612_Ersii E561431-7_Ni (-3_)(631-5)[1113]_B_-_- 210_12_ImDv_F6_V
 Jump_9=_1513
 Jump_9=_1413
 Jump_9=_1314
 Jump_9=_1214
 Jump_9=_1115
 Jump_9=_1015
 Jump_9=_0916
 Jump_9=_0816
 Jump_9=_0717
 Jump_9=_0616
 Jump_9=_0516
 Jump_9=_0415
 Jump_9=_0315
 Jump_9=_0214
 Jump_9=_0114
 Jump_9=_3213_
 Jump_9=_3113_
 Jump_9=_3012_
 Jump_9=_3011_
 Jump_9=_3010_Habretic C663110-9_Lo (-1_)(611-5)[1114]_B_S_- 812_11_ImDv_M1_V
 Jump_9=_3009_
 Jump_9=_3008_
 Jump_9=_3007_
 Jump_9=_3006_
 Jump_9=_3005_
 Jump_9=_3004_Rustsoura C400102-B_Lo_Va (-0_)(611-4)[1117]_- C_- 812_10_NaVa_M3_V
 Jump_9=_3103
 Jump_9=_3202_Kotsingdirifir C544697-6_Ag_Ni_Da (-1_)(853-1)[6556]_-_- A_301_9_NaVa_F4_V_M2_V
 Jump_9=_0102_Roki E799345-8_Lo (-3_)(621-5)[1136]_B_-_- 210_11_ImDv_M3_V
 Jump_9=_0201
 Jump_9=_0301
 Jump_9=_0440_Kfoenuerrgag B544500-B_Ag_Ni (-3_)(C47-1)[1816]_- CK_- 205_10_VNgC_F1_V_M6_V
 Jump_9=_0540_

C:/T5/Vland/A Voskhod/0708 Voskhod/0708 Voskhod/

0708 Voskhod

	0708 Voskhod
	B3109ED-E
	SDBs 150
	Rons 3
	Def CF 1500
	Troops 100
	Pop < 1 B
	Belts 0
	GGs 1
	Worlds 12 A

// 0708 Voskhod

//////////

FC

0 =
 1 =
 2 =
 3 =
 4 =
 5 =
 6 =
 7 =
 8 =
 9 =
 BC
 0 = 0708 Voskhod
 1 = B3109ED-E
 2 = SDBs 150
 3 = Rons 3
 4 = Def CF 1500
 5 = Troops 100
 6 = Pop < 1 B
 7 = Belts 0
 8 = GGs 1
 9 = Worlds 12 A

0708 VOSKHOD

VLAND

WORLDS IN SECTOR = 532
 CsIm: "Client state, Third Imperium" = 15 worlds
 ImDv: "Third Imperium, Domain of Vland" = 491 worlds
 NaHu: "Non-Aligned, Human-dominated" = 10 worlds
 NaVa: "Non-Aligned, Vargr-dominated" = 16 worlds

RACIAL NAMES OF SECTOR
 Vland

Vland sector was designed by Marc W. Miller and appears in *Atlas of the Imperium* (GDW, 1984). It was refined by Joe D. Fugate Sr, and appears in *The Travellers Digest* and *The MegaTraveller Alien, Volume 1: Vilani & Vargr* (DGP, 1990)

Hex
Name
UWP
Starports = ABCDE = 5 variations
A = 92 systems
B = 140 systems
C = 152 systems
D = 65 systems
E = 83 systems
Sizes = 0123456789A = 11 variations
0 = 19 systems
1 = 13 systems
2 = 30 systems
3 = 29 systems
4 = 75 systems
5 = 175 systems
6 = 54 systems
7 = 53 systems
8 = 40 systems
9 = 32 systems
A = 12 systems
Atmospheres = 0123456789ABCDE = 15 variations
0 = 67 systems
1 = 42 systems
2 = 49 systems
3 = 45 systems
4 = 48 systems
5 = 55 systems
6 = 57 systems
7 = 50 systems
8 = 39 systems
9 = 39 systems
A = 4 systems
B = 14 systems
C = 15 systems
D = 7 systems
E = 1 systems
Hydrospheres = 0123456789A = 11 variations
0 = 123 systems
1 = 34 systems
2 = 40 systems
3 = 49 systems
4 = 62 systems
5 = 49 systems
6 = 41 systems
7 = 43 systems
8 = 30 systems
9 = 30 systems
A = 31 systems
Populations = 123456789A = 10 variations
1 = 25 systems
2 = 43 systems
3 = 62 systems
4 = 69 systems
5 = 99 systems
6 = 68 systems
7 = 58 systems
8 = 45 systems
9 = 35 systems
A = 28 systems
Governments = 0123456789ABCDEF = 16 variations
0 = 50 systems
1 = 30 systems
2 = 47 systems
3 = 46 systems
4 = 43 systems
5 = 73 systems
6 = 51 systems
7 = 46 systems
8 = 56 systems
9 = 37 systems
A = 25 systems
B = 16 systems
C = 8 systems
D = 2 systems
E = 1 systems
F = 1 systems
Law Levels = 0123456789ABCDEFH = 17 variations
0 = 72 systems
1 = 31 systems
2 = 44 systems
3 = 44 systems
4 = 49 systems
5 = 46 systems
6 = 45 systems
7 = 42 systems
8 = 38 systems
9 = 37 systems
A = 27 systems
B = 26 systems
C = 11 systems
D = 10 systems
E = 8 systems
F = 2 systems
dashes = - = 1 variations
- = 532 systems
Tech Levels = 456789ABCDEF = 12 variations
4 = 11 systems
5 = 18 systems
6 = 32 systems
7 = 62 systems
8 = 74 systems
9 = 82 systems
A = 65 systems
B = 60 systems
C = 49 systems
D = 40 systems
E = 23 systems
F = 16 systems
Trade
As = 14 systems
De = 42 systems
Fl = 35 systems
Ga = 19 systems
He = 42 systems
Ic = 21 systems
Oc = 6 systems
Va = 72 systems
Wa = 30 systems
Di = 3 systems
Lo = 123 systems
Ni = 238 systems
Ph = 47 systems
Hi = 63 systems
Pa = 33 systems
Ag = 80 systems
Na = 63 systems

P_i = 56 systems
In = 32 systems
Po = 85 systems
Pr = 25 systems
Ri = 31 systems
Mr = 10 systems
Cp = 13 systems
Cs = 1 systems
Pz = 49 systems
Da = 22 systems
An = 9 systems
Importance
9 variations
5 = 2 systems
4 = 13 systems
3 = 46 systems
2 = 55 systems
1 = 142 systems
0 = 74 systems
-1 = 86 systems
-2 = 67 systems
-3 = 47 systems
Economic
Resource = 3456789ABCDEFGHIJK = 17 variations
3 = 6 systems
4 = 15 systems
5 = 17 systems
6 = 41 systems
7 = 59 systems
8 = 78 systems
9 = 67 systems
A = 73 systems
B = 48 systems
C = 44 systems
D = 36 systems
E = 19 systems
F = 10 systems
G = 6 systems
H = 7 systems
J = 3 systems
K = 0 systems
Labour = 123456789 = 9 variations
1 = 62 systems
2 = 66 systems
3 = 64 systems
4 = 103 systems
5 = 69 systems
6 = 58 systems
7 = 45 systems
8 = 34 systems
9 = 27 systems
Infrastructure = 123456789ABCDEFGHI = 17 variations
1 = 155 systems
2 = 40 systems
3 = 43 systems
4 = 47 systems
5 = 56 systems
6 = 43 systems
7 = 21 systems
8 = 16 systems
9 = 11 systems
A = 7 systems
B = 11 systems
C = 26 systems
D = 13 systems
E = 14 systems
F = 16 systems
G = 9 systems
H = 1 systems
Efficiency = 0,-3,-5,-2,-1,2,3,1,-4,5,4 = 11 variations
5 = 34 systems
4 = 20 systems
3 = 34 systems
2 = 30 systems
1 = 92 systems
0 = 0 systems
-1 = 57 systems
-2 = 42 systems
-3 = 99 systems
-4 = 56 systems
-5 = 68 systems
Cultural
Homogeneity = 123456789ABCDEFGHI = 15 variations
1 = 176 systems
2 = 39 systems
3 = 41 systems
4 = 38 systems
5 = 43 systems
6 = 32 systems
7 = 40 systems
8 = 35 systems
9 = 25 systems
A = 25 systems
B = 16 systems
C = 9 systems
D = 6 systems
E = 3 systems
F = 0 systems
Acceptance = 123456789ABCDEFGHI = 14 variations
1 = 58 systems
2 = 33 systems
3 = 60 systems
4 = 69 systems
5 = 65 systems
6 = 52 systems
7 = 59 systems
8 = 26 systems
9 = 19 systems
A = 22 systems
B = 13 systems
C = 18 systems
D = 23 systems
E = 3 systems
Strangeness = 123456789A = 10 variations
1 = 143 systems
2 = 44 systems
3 = 93 systems
4 = 46 systems
5 = 81 systems
6 = 36 systems
7 = 53 systems
8 = 11 systems
9 = 18 systems
A = 2 systems
Symbols = 123456789ABCDEFGHIJK = 19 variations
1 = 1 systems
2 = 10 systems
3 = 22 systems

4 = 24 systems
5 = 45 systems
6 = 51 systems
7 = 53 systems
8 = 47 systems
9 = 59 systems
A = 47 systems
B = 36 systems
C = 41 systems
D = 20 systems
E = 21 systems
F = 1 systems
G = 0 systems
H = 0 systems
J = 0 systems
K = 0 systems
Nobles
B-Knight-11 = 491 systems
c-Baronet-12 = 52 systems
C-Baron-13 = 98 systems
D-Marquis-14 = 48 systems
e-Viscount-15 = 40 systems
E-Count-16 = 60 systems
F-Duke-17 = 8 systems
F-Duke-18 = 10 systems
G-Archduke-19 = 1 systems
Bases
C-Corsair Base-Vargr = 8 systems
D-Naval Depot-Any = 1 systems
N-Naval Base-Imperial = 89 systems
S-Scout Base-Imperial = 131 systems
W-Scout Way Station-Imperial = 4 systems
Zone
Green = 461 systems
Amber = 71 systems
PBGs
No Population (0-2)-Unpopulated = 113 systems
Low Population (3-5)-Thousands = 162 systems
Medium Population (6-8)-Millions = 189 systems
HIGH Population (9+)-Billions = 68 systems
0 Planetoid Belts = 174 systems
1 Planetoid Belts = 151 systems
2 Planetoid Belts = 192 systems
3 Planetoid Belts = 15 systems
0 Gas Giants = 182 systems
1 Gas Giants = 128 systems
2 Gas Giants = 66 systems
3 Gas Giants = 69 systems
4 Gas Giants = 72 systems
5 Gas Giants = 15 systems
Worlds
4 = 3 systems
5 = 9 systems
6 = 15 systems
7 = 37 systems
8 = 56 systems
9 = 75 systems
10 = 64 systems
11 = 66 systems
12 = 68 systems
13 = 55 systems
14 = 32 systems
15 = 23 systems
16 = 17 systems
17 = 11 systems
18 = 1 systems
Allied
See top section
Stellar
1 Stars =
2 Stars =
3 Stars =
4 Stars =
O Stars =
B Stars =
A Stars =
F Stars =
G Stars =
K Stars =
M Stars =
Ia Stars =
Ib Stars =
II Stars =
III Stars =
IV Stars =
V Stars =
VI Stars =
VII Stars =
D Stars =
BD Stars =
Companion Stars =

Hex Name UWP Remarks {Ix} (Ex) [Cx] N B Z PBG W A Stellar

0708 Voskhod B3109ED-E Hi In Na Cp Pz { 5 } (C8H+5) [DE9J] BEF W A 101 12 ImDv M1 V M0 V

Hex = 0708
Name = Voskhod
UWP = B3109ED-E
Remarks = Hi In Na Cp Pz
{Ix} = { 5 }
(Ex) = (C8H+5)
[Cx] = [DE9J]
N = BEF
B = W
Z = A
PBG = 101
W = 12
A = ImDv
Stellar = M1 V M0 V

Hex = 0708

Name = Voskhod
UWP = B3109ED-E
Starport = B
Quality = Good
Yards = Spaceships
Repairs = Overhaul
Fuel = Both
Downport = Yes
Highport = Yes
possBases = NS
Size = 3
DIGIT DIA(MI) DIA(KM)
3 3,000 4,800

Atmosphere = 1
 DIGIT DESCRIPTION EFFECTS
 1 Trace S3
 Hydrosphere = 0
 DIGIT DESCRIPTION
 0 Desert World
 Population = 9
 POPULATION UNDER 1,000,000,000
 DIGIT DESCRIPTION VALUE
 9 Billion ,000,000,000
 Government = E
 DIGIT DESCRIPTION NOTE
 E Religious Autocracy Government by a single religious, mystic, or psionic leader wielding absolute power
 Law Level = D
 DIGIT DESCRIPTION NOTE
 D Extreme Law Paramilitary law enforcement
 Tech Level = E
 DIGIT
 E

Remarks = Hi In Na Cp Pz
 CODE SIZ ATM HYD POP GOVT LAW DEFINITION FORMULA
 Hi 9ABC High Population
 In 012479 9ABC industrial
 Na 0123 0123 6789ABC Non Agricultural
 Cp Subsector Capital Imperial
 Pz 789ABC Puzzle Amber Zone

{Ix} = { 5 }
 Starport B = +1
 TL 14 = +1
 Hi = +1
 In = +1
 Way Station = +1
 Importance = Important (6)+-1=5

(Ex) = (C8H+5)
 Resources = 12
 Labour = 8
 Infrastructure = 17
 Efficiency = 5
 RU = 8160

[Cx] = [DE9J]
 Homogeneity = 13
 Acceptance = 14
 Strangeness = 9
 Symbols = 19

N = BEF
 CODE RANK TC
 B Knight any
 E Count Hi
 F Duke In

B = W
 DIGIT DESCRIPTION ALLEG
 W Scout Way Station Imperial

Z = A
 CODE DESCRIPTION
 A Amber - Potentially dangerous. Caution advised. Imperial.

PBG = 101
 Population Multiplier = 1
 POPULATION UNDER 1,000,000,000
 Planetoid Belts = 0
 Gas Giants = 1

W = 12
 Non Stars In System = 12
 -1 (mainworld)
 -0 (planetoid belts)
 -1 (gas giants)
 = 10 other worlds

A = ImDv
 CODE DESCRIPTION
 ImDv Third Imperium, Domain of Vland (Corr/Dagu/Gush/Reft/Van)

Stellar = M1 V M0 V
 Stars = 2

Primary = M0 V
 CODE DESCRIPTION TEMPERATURE (K)
 M Red 2,000-3,700
 CODE DESCRIPTION DIAMETER (SOL = 1)
 V Main Sequence Star 0.2 - 10
 d10Limit = -1
 d100Limit = 1
 d1000Limit = 5
 Min Orbit = 0
 HZ = 0
 0 = Mainworld Kiddinu B555553-C (Temperate)
 1 = LGG (60,000 mi dia.) S=24
 Ring @ Orbit ?Planetoid belt Y000466-BWorld (Inferno) Y2B0000-E
 BigWorld F266325-5 @ Orbit L
 RadWorld Y28A000-0 @ Orbit Q
 Inferno Y2B0000-0 @ Orbit R
 Inferno Y2B0000-0 @ Orbit S
 Inferno Y2B0000-0 @ Orbit T
 2 =
 3 = LGG (70,000 mi dia.) S=25
 RadWorld Y289000-0 @ Orbit E
 OuterWorld Y250000-0 @ Orbit G
 StormWorld Y200000-0 @ Orbit H
 OuterWorld H240479-6 @ Orbit V
 StormWorld Y231000-0 @ Orbit Y
 4 = LGG (90,000 mi dia.) S=27
 Worldlet Y1994AB-5 @ Orbit F
 BigWorld H277446-4 @ Orbit S
 5 = Planetoid belt H000420-7
 6 = World (Inferno) Y2B0000-0
 7 = Planetoid belt F00049A-3
 8 = LGG (250,000 mi dia.) S=31
 RadWorld Y263000-0 @ Orbit I
 IceWorld H2204DD-9 @ Orbit T
 RadWorld Y211000-0 @ Orbit W
 9 =
 10 = World (StormWorld) Y200000-0
 OuterWorld Y224221-8 @ Orbit G
 RadWorld Y200000-0 @ Orbit H
 11 =
 12 =
 13 =
 14 =
 15 =

```

16 =
17 =
18 =
19 =
Extra Stars = 0
Unfilled = 11
W = 11
syscount = 1
min = 0
count = 9
-----
SDB Squadrons = 150
DEFENCE
Hide in Water
Defend vs Invaders
Defend Homeworld
Defend 4 Gas Giants
Defend Bases
TL/POP
=====
TL/Pop 7 8 9 A
7 1 5 50 500
8 1 5 50 500
9 1 10 100 1000
A 1 10 100 1000
B 1 12 120 1200
C 1 12 120 1200
D 1 15 150 1500
E 1 15 150 1500
F 1 20 200 2000
Starship Squadrons = 3
ATTACK
Attack vs Defenders
Attack Homeworld
Attack 4 Gas Giants
Attack Bases
SQUADRONS/TL
=====
Squadrons/TL 9 A B C D E F
10 1 1 1 1 1 1
12 1 1 1 1 1 2
15 1 1 1 2 2 2
20 1 1 2 2 2 2
50 1 2 2 2 2 2
100 2 2 2 2 2 2
120 2 2 2 2 2 3
150 2 2 2 3 3 3
200 2 2 3 3 3 3
500 2 3 3 3 4 4
1000 3 3 3 4 4 4
1200 3 3 4 4 4 5
1500 3 3 4 4 5 5
2000 3 3 4 4 5 6
Defence CF = 1500
DEFENCE
Defend Starport
Defend vs Invaders
Go Hidden
TL/POP
=====
TL/Pop 6 7 8 9 A
6 1 2 20 200 2000
7 1 5 50 500 5000
8 1 5 50 500 5000
9 1 10 100 1000 10000
A 1 10 100 1000 10000
B 2 12 120 1200 12000
C 2 12 120 1200 12000
D 2 15 150 1500 15000
E 2 15 150 1500 15000
F 2 20 200 2000 20000
Troop CF = 100
ATTACK
Attack Starport
Attack vs Invaders
Attack Hidden
TL/POP
=====
TL/Pop 7 8 9 A
7 1 5 20 100
8 1 5 20 100
9 1 5 20 100
A 1 5 20 100
B 2 10 50 500
C 2 10 50 500
D 5 20 100 1000
E 5 20 100 1000
F 10 50 500 2000
Refuelling options
REFUELING
Refuel at Gas Giant
-----
Jump 0 = 0708 Voskhod B3109ED-E Hi In Na Cp Pz { 5 } (C8H+5) [DE9J] BEF W A 101 12 ImDv M1 V M0 V
-----
Jump 1 = 0707 Lenordi D000487-8 As Ni Va { -3 } (731-3) [4158] B S - 310 8 ImDv M2 V
Jump 1 = 0807 Kunumi A554412-D Ni Pa { 1 } (934-3) [1519] Bc -- 621 12 ImDv K0 V
Jump 1 = 0808
Jump 1 = 0709 Kharzet A565597-D Ag Ni Pr { 2 } (846+2) [575D] BcC -- 601 17 ImDv M0 V G3 V
Jump 1 = 0608
Jump 1 = 0607
-----
Jump 2 = 0706 Gadiga E88A202-A Lo Wa Da { -1 } (511-5) [1116] B - A 101 11 ImDv F9 V K8 V M8 V
Jump 2 = 0907
Jump 2 = 0908
Jump 2 = 0909 Jinasha C200789-A Na Va Pi { 1 } (B6A+2) [886B] BD S - 820 7 ImDv M4 III
Jump 2 = 0809
Jump 2 = 0710
Jump 2 = 0609
Jump 2 = 0509
Jump 2 = 0508 Arfaan B767400-C Ni Ga Pa { 1 } (A34-3) [1517] Bc -- 713 11 ImDv M1 V
Jump 2 = 0507 Kharta E552755-7 Po { -2 } (966-4) [5535] B - - 804 11 ImDv K6 V G9 V
Jump 2 = 0606
-----
Jump 3 = 0705 Shukhge C727830-9 Ph Pi { 0 } (B79-4) [3814] BDe - - 110 11 ImDv M1 V
Jump 3 = 0805
Jump 3 = 0906 Iishashun C62546A-A Ni O:0708 { 0 } (A33+2) [647C] B - - 713 10 ImDv K3 V
Jump 3 = 1006
Jump 3 = 1007 Laaru C69A9CC-C Hi In Wa Pz { 3 } (H8E+5) [CC8F] BE S A 424 9 ImDv G7 V
Jump 3 = 1008
Jump 3 = 1009
Jump 3 = 0910
Jump 3 = 0810
Jump 3 = 0711 Rishiin C539332-B Lo { 0 } (621-4) [1317] B S - 610 14 ImDv M2 V M7 V
Jump 3 = 0610 Rakurram B200369-C Lo Va Mr { 1 } (821+2) [446D] B N - 212 13 ImDv G7 V
Jump 3 = 0510
Jump 3 = 0409
Jump 3 = 0408 Shaddukan B622156-D He Lo Po { 2 } (411+1) [134C] B NS - 410 13 ImDv G1 V

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Jump 3 = 0407
Jump 3 = 0406
Jump 3 = 0506 Gamibuu B524610-A Ni { 2 } (956-2) [1815] B NS - 101 9 ImDv K0 V M3 V
Jump 3 = 0605 Sheshat A526111-C Lo { 1 } (911-3) [1218] B N - 124 9 ImDv F8 V

Jump 4 = 0704
Jump 4 = 0804 Kegirur D76A945-8 Hi Wa Pr Pz { -1 } (C88-3) [7836] - - A 901 10 NaVa M0 V
Jump 4 = 0905
Jump 4 = 1005
Jump 4 = 1106
Jump 4 = 1107 Sikilar B4328DH-A Na Po Ph Pz { 2 } (E7B+5) [DAAF] Be - A 722 7 ImDv G2 V
Jump 4 = 1108 Vakhoneri C76A9AB-C Hi Wa Pr Pz { 2 } (CBD+4) [BB7E] BcE S A 710 16 ImDv K8 V
Jump 4 = 1109 Suragginsu E433352-A Lo Po { -1 } (721-5) [1216] B - - 711 13 ImDv F6 V M8 V
Jump 4 = 1110 Liwar C550300-A De Lo Po { 0 } (A21-4) [1315] B S - 405 9 ImDv K2 V
Jump 4 = 1010
Jump 4 = 0911
Jump 4 = 0811
Jump 4 = 0712
Jump 4 = 0611
Jump 4 = 0511
Jump 4 = 0410
Jump 4 = 0310
Jump 4 = 0309
Jump 4 = 0308
Jump 4 = 0307 Enard C8A37AC-9 Fl Pz { 0 } (A69+3) [A78C] B S A 501 9 ImDv M1 V M7 V
Jump 4 = 0306 Skathi B585698-9 Ag Ni Ri { 3 } (957+3) [6959] BC NS - 210 14 ImDv M0 V K0 V
Jump 4 = 0405
Jump 4 = 0505
Jump 4 = 0604

Jump 5 = 0703 Khigapka B797457-C Ni Pa { 1 } (834+1) [455C] - - - 902 9 NaHu M2 V
Jump 5 = 0803
Jump 5 = 0904
Jump 5 = 1004 Esngougz EA7A443-6 Ni Oc { -3 } (631-5) [1123] - - - 620 8 NaVa M2 V
Jump 5 = 1105
Jump 5 = 1205
Jump 5 = 1206 Kummus C434520-9 Ni { -1 } (943-5) [1414] B S - 702 8 ImDv M1 V
Jump 5 = 1207
Jump 5 = 1208 Vhodan A758A8A-D Hi Cp { 3 } (H9F+5) [CD7F] BEF - - 123 11 ImDv G1 V K0 IV
Jump 5 = 1209
Jump 5 = 1210
Jump 5 = 1111
Jump 5 = 1011 Iren A8C389E-C Fl Ph Pz { 2 } (F7C+5) [CA9G] Be N A 814 10 ImDv K7 V M3 V
Jump 5 = 0912
Jump 5 = 0812
Jump 5 = 0713
Jump 5 = 0612
Jump 5 = 0512
Jump 5 = 0411
Jump 5 = 0311 Omero A430320-F De Lo Po { 1 } (921-3) [141A] B N - 822 13 ImDv M3 V G8 V
Jump 5 = 0210 Khalgun E576734-6 Ag Pi { -1 } (966-3) [5634] BCD - - 601 12 ImDv M1 V
Jump 5 = 0209 Lankhi E746552-6 Ag Ni { -2 } (742-5) [1312] BC - - 503 8 ImDv M2 V
Jump 5 = 0208
Jump 5 = 0207
Jump 5 = 0206
Jump 5 = 0205 Khankari B885411-B Ni Ga Pa { 1 } (734-3) [1517] BC - - 110 13 ImDv M2 V
Jump 5 = 0305
Jump 5 = 0404 Katti A8D8210-D Lo { 1 } (811-3) [1318] B - - 404 8 ImDv M3 V
Jump 5 = 0504
Jump 5 = 0603

Jump 6 = 0702
Jump 6 = 0802
Jump 6 = 0903
Jump 6 = 1003 Ananika B54057A-8 De He Ni Po { -1 } (943+1) [747A] - - - 911 8 NaHu M1 V
Jump 6 = 1104 Gvaellekh C885215-8 Lo Ga { -2 } (511-4) [1136] - C - 610 8 NaVa K2 V K6 V
Jump 6 = 1204
Jump 6 = 1305
Jump 6 = 1306
Jump 6 = 1307
Jump 6 = 1308
Jump 6 = 1309 Enpar Konal E57778A-6 Ag Pi { -1 } (966+1) [9678] BCD - - 121 7 ImDv K8 V
Jump 6 = 1310
Jump 6 = 1311 Kema E100233-A Lo Va { -1 } (511-4) [1127] B - - 810 8 ImDv M2 V
Jump 6 = 1211 Gagzoe A585420-C Ni Pa { 1 } (834-3) [1517] BC - - 602 9 ImDv M2 V M3 V
Jump 6 = 1112 Vallae A897788-A Ag An Pi { 3 } (A6C+3) [7A5A] BCD - - 810 13 ImDv F3 V
Jump 6 = 1012 Askhu C554120-8 Lo { -2 } (511-5) [1113] B - - 402 9 ImDv M0 V G8 V
Jump 6 = 0913
Jump 6 = 0813
Jump 6 = 0714
Jump 6 = 0613
Jump 6 = 0513
Jump 6 = 0412
Jump 6 = 0312
Jump 6 = 0211 Gilkur A689521-C Ni Pr { 1 } (845-3) [1618] Bc N - 910 8 ImDv M2 V M9 V
Jump 6 = 0111
Jump 6 = 0110 Ossin B100877-C Na Va Ph Pi Pz { 2 } (F7C+2) [8A5C] Bde - A 705 9 ImDv M1 V
Jump 6 = 0109 Hakkat C658887-6 Pa Ph { -1 } (A76-1) [8756] Bcc S - 823 13 ImDv G1 V
Jump 6 = 0108
Jump 6 = 0107 Taraddin C656563-9 Ag Ni Ga O:0110 { 0 } (944-3) [2526] BC - - 311 13 ImDv M3 V
Jump 6 = 0106
Jump 6 = 0105 Gikkon E543500-8 Ni Po { -3 } (C41-5) [1213] B - - 932 11 ImDv G8 V G0 V
Jump 6 = 0204
Jump 6 = 0304
Jump 6 = 0403 Apkeras C438547-9 Ni { -1 } (943-1) [5459] B - - 420 8 ImDv G2 V
Jump 6 = 0503
Jump 6 = 0602

Jump 7 = 0701 Taegzdueg C665552-9 Ag Ni Ga Pr { 0 } (C44-4) [1515] - - - 314 12 NaHu G0 V M5 V
Jump 7 = 0801 Ogerrigh E62A837-8 Wa Ph Pi { -2 } (B76-2) [8658] - - - 110 9 NaVa M1 V
Jump 7 = 0902 Otsaellhue A425435-E Ni Varg9 { 1 } (934-1) [253C] - N - 303 8 CsIm K9 V
Jump 7 = 1002
Jump 7 = 1103
Jump 7 = 1203 Angvae C422377-9 He Lo Po Varg5 { -1 } (C21-1) [3259] - - - 834 14 CsIm F3 V K0 V
Jump 7 = 1304
Jump 7 = 1404
Jump 7 = 1405 Diiron B89A8AA-C Wa Ph Pi Pz { 2 } (E7C+4) [AA7E] BDe - A 604 10 ImDv G3 V
Jump 7 = 1406 Timat B98A779-9 Ri Wa { 3 } (C6C+4) [8A6A] BC NS - 921 12 ImDv M0 V
Jump 7 = 1407 Guusimka E539A77-C Hi { 1 } (E9C+1) [AB5C] BE - - 411 9 ImDv M0 V
Jump 7 = 1408 Maran B552A78-E Hi Po { 3 } (G9F+3) [AD5E] BE N - 322 8 ImDv M1 V
Jump 7 = 1409
Jump 7 = 1410 Zentove C8A3587-9 Fl Ni { -1 } (943-1) [5459] B S - 720 10 ImDv K3 V G4 V
Jump 7 = 1411
Jump 7 = 1312 Taksar C432345-A Lo Po { 0 } (621-2) [1338] B - - 110 10 ImDv K4 V
Jump 7 = 1212
Jump 7 = 1113 Thogho C898669-8 Ag Ni O:1112 { -1 } (A53+1) [7569] BC - - 920 11 ImDv M3 V
Jump 7 = 1013
Jump 7 = 0914
Jump 7 = 0814
Jump 7 = 0715
Jump 7 = 0614
Jump 7 = 0514
Jump 7 = 0413
Jump 7 = 0313
Jump 7 = 0212
Jump 7 = 0112
Jump 7 = 3211
Jump 7 = 3210

Jump 7 = 3209 R'tinh Kills B646110-B Lo { 2 } (511-2) [1316] B NS - 620 5 ImDv M1 V
 Jump 7 = 3208 Dilub Rou A420573-F De He Ni Po Cp { 2 } (B46-1) [272C] B NS - 213 11 ImDv F5 V K8 V
 Jump 7 = 3207 Gerbetord B75A512-C Ni Wa { 1 } (945-3) [1618] B S - 102 12 ImDv K7 V
 Jump 7 = 3210
 Jump 7 = 3211
 Jump 7 = 3212
 Jump 7 = 0104 Maluu E432338-9 Lo Po { -2 } (621-2) [3159] B - - 110 8 ImDv K9 V K8 V
 Jump 7 = 0203 Bannon's World E100488-A Ni Va { -1 } (832-1) [435A] B - - 120 13 ImDv M3 V K6 V
 Jump 7 = 0303 Anert B9B466A-B Fl Ni O:0506 { 1 } (955-3) [877D] B - - 610 11 ImDv G7 V
 Jump 7 = 0402 Kuk C540222-8 De He Lo Po { -2 } (511-5) [1114] B S - 901 8 ImDv K2 V K6 V
 Jump 7 = 0502 LugaLuru C859443-A Ni { 0 } (733-3) [1427] B - - 201 9 ImDv M0 V
 Jump 7 = 0601 Athanze B100843-B Na Va Ph Pi { 2 } (B7C-1) [5A28] BDe - - 101 8 ImDv K5 V M0 V

 Jump 8 = 0740 Vedhaaez A622A77-C He Hi In Na Po { 4 } (G9F+4) [AE5C] - - - 304 12 VNgc G0 V M5 V
 Jump 8 = 0840
 Jump 8 = 0901
 Jump 8 = 0901 Odhughe CS25545-9 Ni Varg9 { -1 } (843-3) [3437] - - - 910 13 CsIm K0 V M6 V
 Jump 8 = 1102 Azu A547857-D Pa Ph Pi Varg2 { 2 } (B7D+2) [8ASD] N - 801 5 CsIm M1 V M3 V
 Jump 8 = 1202 Anghurr C4308AA-7 De Na Po Ph Pz { -1 } (A77+1) [A779] - C A 520 9 NaVa K9 V
 Jump 8 = 1303
 Jump 8 = 1403 Deraan B426649-C Ni { 1 } (955+2) [776D] - - - 210 7 NaHu M2 V
 Jump 8 = 1504
 Jump 8 = 1505 Odinaga A2016A9-C Ic Na Ni Va { 1 } (B55+2) [776D] B - - 203 10 ImDv M0 V M5 V
 Jump 8 = 1506
 Jump 8 = 1507
 Jump 8 = 1508
 Jump 8 = 1509 Audhumla A98A400-E Ni Wa { 1 } (734-3) [1519] B - - 201 9 ImDv M1 V G1 V
 Jump 8 = 1510
 Jump 8 = 1511
 Jump 8 = 1512
 Jump 8 = 1412 Karke C200876-8 Na Va Ph Pi { -1 } (B77-2) [7747] BDe - - 801 13 ImDv M0 V
 Jump 8 = 1313 Hisus C7788BF-7 Pa Ph Pi Pz { -1 } (A77+4) [D7AC] BcDe S A 514 12 ImDv M0 V
 Jump 8 = 1213
 Jump 8 = 1114 Gukhaga A877576-D Ag Ni { 2 } (846+1) [474C] BC - - 310 17 ImDv G4 V M6 V
 Jump 8 = 1014
 Jump 8 = 0915
 Jump 8 = 0815
 Jump 8 = 0716
 Jump 8 = 0615
 Jump 8 = 0515
 Jump 8 = 0414
 Jump 8 = 0314
 Jump 8 = 0213
 Jump 8 = 0113
 Jump 8 = 3212
 Jump 8 = 3112
 Jump 8 = 3111
 Jump 8 = 3110
 Jump 8 = 3109
 Jump 8 = 3108
 Jump 8 = 3107 Desiver C570421-9 De He Ni { -1 } (832-5) [1315] B - - 820 7 ImDv G1 V
 Jump 8 = 3106 Long Shot C00069C-B As Na Ni Va Da { 0 } (D54+3) [968E] B S A 214 9 ImDv M1 V
 Jump 8 = 3105
 Jump 8 = 3104 Salite B554300-B Lo { 1 } (621-3) [1416] - - - 910 11 NaVa M3 V M0 V
 Jump 8 = 3203
 Jump 8 = 0103
 Jump 8 = 0202 Kalkako C544405-A Ni Pa { 0 } (C33-2) [2438] Bc S - 324 17 ImDv F8 V K2 V
 Jump 8 = 0302
 Jump 8 = 0401
 Jump 8 = 0501
 Jump 8 = 0640 Khusa D61477B-7 Ic Pi { -2 } (966+1) [9579] - K - 212 15 VNgc F7 V

 Jump 9 = 0739
 Jump 9 = 0839 Kharorr EAA7000-0 Ba Fl { -3 } (200-5) [0000] - - - 001 4 VNgc M3 V
 Jump 9 = 0940
 Jump 9 = 1040 Foenaekh E00066A-7 As Na Ni Va O: { -3 } (851-1) [8379] - - - 601 5 VNgc M3 V
 Jump 9 = 1101
 Jump 9 = 1201 Erim D573785-5 Pi { -2 } (965-4) [5533] - - - 801 9 NaHu M1 V K0 V
 Jump 9 = 1302
 Jump 9 = 1402
 Jump 9 = 1503
 Jump 9 = 1603
 Jump 9 = 1604 Gamgilebo B000756-B As Na Va Pi { 2 } (C6C+1) [694A] - - - 212 11 CsIm F4 IV M1 V M1 V
 Jump 9 = 1605
 Jump 9 = 1606 Dannar C2006A8-A Na Ni Va { 0 } (A54+1) [665A] B - - 820 15 ImDv F6 V M3 V
 Jump 9 = 1608 Riinel E746651-7 Ag Ni { -2 } (852-5) [2413] BC - - 601 11 ImDv M3 V
 Jump 9 = 1609 Sakkum C3107AB-Na Pi Pz { 1 } (A6A+3) [987C] BD S A 701 10 ImDv M1 V
 Jump 9 = 1610
 Jump 9 = 1611
 Jump 9 = 1612 Ersii E561431-7 Ni { -3 } (631-5) [1113] B - - 210 12 ImDv F6 V
 Jump 9 = 1513
 Jump 9 = 1413
 Jump 9 = 1314
 Jump 9 = 1214
 Jump 9 = 1115
 Jump 9 = 1015
 Jump 9 = 0916
 Jump 9 = 0816
 Jump 9 = 0717
 Jump 9 = 0616
 Jump 9 = 0516
 Jump 9 = 0415
 Jump 9 = 0315
 Jump 9 = 0214
 Jump 9 = 0114
 Jump 9 = 3213
 Jump 9 = 3113
 Jump 9 = 3012
 Jump 9 = 3011
 Jump 9 = 3010 Habretic C663110-9 Lo { -1 } (611-5) [1114] B S - 812 11 ImDv M1 V
 Jump 9 = 3009
 Jump 9 = 3008
 Jump 9 = 3007
 Jump 9 = 3006
 Jump 9 = 3005
 Jump 9 = 3004 Ructsoura C400102-B Lo Va { 0 } (611-4) [1117] - C - 812 10 NaVa M3 V
 Jump 9 = 3103
 Jump 9 = 3202 Kotsingdirf C544697-6 Ag Ni Da { -1 } (853-1) [6556] - - A 301 9 NaVa F4 V M2 V
 Jump 9 = 0102 Rokii E799345-8 Lo { -3 } (621-5) [1136] B - - 210 11 ImDv M3 V
 Jump 9 = 0201
 Jump 9 = 0301
 Jump 9 = 0440 Kfoenuerrgag B544500-B Ag Ni { 3 } (C47-1) [1816] - CK - 205 10 VNgc F1 V M6 V
 Jump 9 = 0540
 Jump 9 = 0639 Rollugz A525589-B Ni { 1 } (745+2) [666C] - - - 900 7 VNgc M3 V
 0708-Admiral

0708 Voskhod

Precedence
Planning
Tactical

// 0708 Voskhod

//////////
FC
0 =
1 =

2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 =
2 = Precedence
3 = Planning
4 = Tactical
5 =
6 =
7 =
8 =
9 =

0708-Army



0708 Voskhod

// 0708 Voskhod
//////////////////////////////

// star

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0708-Bases

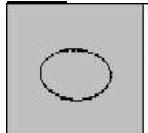


0708 Voskhod

// 0708 Voskhod
//////////////////////////////

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0708-Belts



0708 Voskhod
Pop< 1 B
TLE
PBs 0

// 0708 Voskhod
//////////////////////////////

// BS-Battleship

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 = Pop< 1 B
2 = TLE
3 = PBs 0
4 =
5 =
6 =
7 =
8 =
9 =

0708-Blank

--	--

0708-Commodore

0708 Voskhod

Precedence
Planning
Tactical

// 0708 Voskhod

||||||||||||||||||||||||||||||||||

FC

0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 =
2 = Precedence
3 = Planning
4 = Tactical
5 =
6 =
7 =
8 =
9 =

0708-Defences

0708 Voskhod

Pop< 1 B
TLE
CF 1500

// 0708 Voskhod

||||||||||||||||||||||||||||||

// sol

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 = Pop< 1 B
2 = TLE
3 = CF 1500
4 =
5 =
6 =
7 =
8 =
9 =

0708-Equipment-0708 Voskhod

0708 Voskhod

// 0708 Voskhod

||||||||||||||||||||||||||||||

FC

0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0708-Fleet

0708 Voskhod

ID

// 0708 Voskhod

||||||||||||||||||||||||||||||

FC

0 =
1 =
2 =

```

3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 = ID
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

```



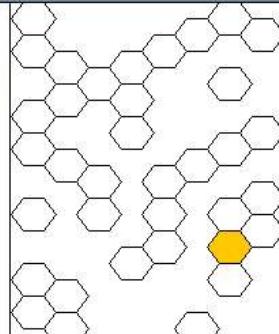
```
// 0708 Voskhod
//////////
```

```
// Star
FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 = Pop< 1 B
2 = TLE
3 = GGS 1
4 =
5 =
6 =
7 =
8 =
9 =

```

0708-Maps

- | | 0 = MainworldVoskhodB3109ED-E(Temperate) |
|-----------------------------------|--|
| 1 = World (Inferno)Y0P00000 | |
| 2 = STAR MO V | |
| 4 = World (Worldly)Y022688-7 | |
| 5 = SGG (30,000 mi dia)S9-21 | |
| 6 = World (BigWorld)F035210-5 | |
| 7 = World (Hospitalable)F056534-C | |
| 8 = World (BigWorld)H0477AD-1 | |
| 9 = World (BigWorld)H000556-7 | |
| 10 = World (StormWorld)H056141-4 | |
| 12 = World (BigWorld)H00078A-6 | |

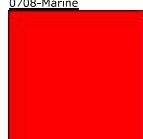


SP	Base	TL
B	W	E
SDBs	HYD	DEF CF
150	00%	1500
Max Roms		Troops
3		100
0708 Voskhod		
B3109ED-E		

0708 Voskhod



0708-Marine



0708 Voskhod

```
// 0708 Voskhod
//////////
```

```
// star
FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =

```

9 =
BC
0 = 0708 Voskhod
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0708-Merchant



0708 Voskhod

// 0708 Voskhod
//////////////////////////////

// star

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0708-Navy



0708 Voskhod

// 0708 Voskhod
//////////////////////////////

// star

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0708-Orbit



0708 Voskhod
Orbit

// 0708 Voskhod
//////////////////////////////

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 = Orbit
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0708-Orbitals

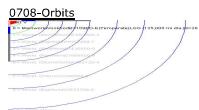


0708 Voskhod
Orbits

// 0708 Voskhod

```
//////////
```

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 = Orbit
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =



0708-Other

	0708 Voskhod
--	--------------

```
// 0708 Voskhod
```

```
//////////
```

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0708-Planets

0708 Voskhod	0708 Voskhod Planets
--------------	----------------------

```
// 0708 Voskhod
```

```
//////////
```

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 = Planets
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0708-Population

	0708 Voskhod Pop < 1 B TLE
--	----------------------------

★

```
// 0708 Voskhod
```

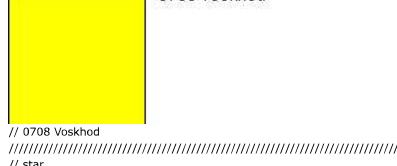
```
//////////
```

```
// caca
```

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod

1 = Pop< 1 B
2 = TL E
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0708-Scout 0708 Voskhod



// 0708 Voskhod

//////////

// star

FC

0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0708-SDBs



// 0708 Voskhod

//////////

// SDB-Dragon-10

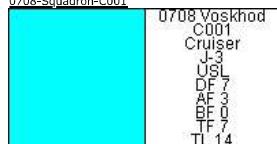
FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 = Pop< 1 B
2 = TL E
3 = SDBs 150
4 =
5 =
6 =
7 =
8 =
9 =

0708-Ship-0708 Voskhod



V
M
C
T
J
G

0708-Squadron-C001



0708 Voskhod
C001
Cruiser
J-3
USL
DF 7
AF 3
BF 0
TF 7
TL 14

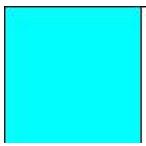
// 0708 Voskhod

//////////

// 154thBatRon

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 = C001
2 = Cruiser
3 = J-3
4 = USL
5 = DF 7
6 = AF 3
7 = BF 0
8 = TF 7
9 = TL 14

0708-Squadron-C002

 0708 Voskhod
C002
Cruiser
J-3
USL
DF 7
AF 3
BF 0
TF 7
TL 14

// 0708 Voskhod
//////////

// 154th BatRon

FC

0 =

1 =

2 =

3 =

4 =

5 =

6 =

7 =

8 =

9 =

BC

0 = 0708 Voskhod

1 = C002

2 = Cruiser

3 = J-3

4 = USL

5 = DF 7

6 = AF 3

7 = BF 0

8 = TF 7

9 = TL 14

0708-Squadron-C003

 0708 Voskhod
C003
Cruiser
J-3
USL
DF 7
AF 3
BF 0
TF 7
TL 14

// 0708 Voskhod
//////////

// 154th BatRon

FC

0 =

1 =

2 =

3 =

4 =

5 =

6 =

7 =

8 =

9 =

BC

0 = 0708 Voskhod

1 = C003

2 = Cruiser

3 = J-3

4 = USL

5 = DF 7

6 = AF 3

7 = BF 0

8 = TF 7

9 = TL 14

0708-Squadron

 0708 Voskhod
Type
Jump
Refuel
Defence
Attack
Bombard
Troops
TL

// 0708 Voskhod
//////////

// 154th BatRon

FC

0 =

1 =

2 =

3 =

4 =

5 =

6 =

7 =

8 =

9 =

BC

0 = 0708 Voskhod

1 =

2 = Type

3 = Jump

4 = Refuel

5 = Defence

6 = Attack

7 = Bombard

8 = Troops

9 = TL

0708-Squadrons

 0708 Voskhod
Pop < 1B
SDPs 150
TLE
Rons 3

// 0708 Voskhod
//////////

// 154th BatRon

FC

0 =

1 =

2 =

3 =

4 =

5 =

6 =

7 =

8 =

9 =

BC
0 = 0708 Voskhod
1 = Pop< 1 B
2 = SDBs 150
3 = TLE
4 = Rons 3
5 =
6 =
7 =
8 =
9 =

0708-Stars 0708 Voskhod
Stars

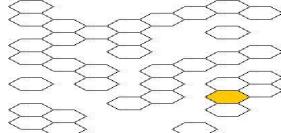
// 0708 Voskhod
//////////

// star

FC

0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 = Stars
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0708-Subsector



0708-System



0708-TSC-0708 Voskhod

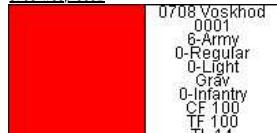
0708 Voskhod

// 0708 Voskhod
//////////

FC

0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0708-Troop-0001



// 0708 Voskhod
//////////

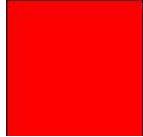
// Rarden

FC

0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 = 0001
2 = 6-Army

3 = 0-Regular
4 = 0-Light
5 = Grav
6 = 0-Infantry
7 = CF 100
8 = TF 100
9 = TL 14

0708-Troop



0708 Voskhod
Size
Quality
Armament
Mobility
Type
CF
TF
TL

// 0708 Voskhod

//////////

// Rearden

FC

0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 =
2 = Size
3 = Quality
4 = Armament
5 = Mobility
6 = Type
7 = CF
8 = TF
9 = TL

0708-Troops



0708 Voskhod
Pop< 1 B
TLE
CF 100

// 0708 Voskhod

//////////

// Colom

FC

0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 = Pop< 1 B
2 = TLE
3 = CF 100
4 =
5 =
6 =
7 =
8 =
9 =

0708-UWP

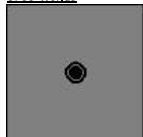


0708-Vehicle-0708 Voskhod



0708 Voskhod
V
M
C
W
H
P

0708-Worlds



0708 Voskhod
Pop< 1 B
TLE
WW 12

// 0708 Voskhod

//////////

// Star

FC

0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0708 Voskhod
1 = Pop< 1 B
2 = TLE
3 = W 12
4 =
5 =

6 =
7 =
8 =
9 =

0708_Voskhod.txt
0708_Admiral.txt
0708_Army.txt
0708_Bases.txt
0708_Belts.txt
0708_Commander.txt
0708_Defences.txt
0708_Equipment-0708_Voskhod.txt
0708_Fleet.txt
0708_GasGiants.txt
0708_Marine.txt
0708_Merchant.txt
0708_Navy.txt
0708_Orbit.txt
0708_Orbitals.txt
0708_Other.txt
0708_Planets.txt
0708_Population.txt
0708_Scout.txt
0708_SDGs.txt
0708_Squadron-C001.txt
0708_Squadron-C002.txt
0708_Squadron-C003.txt
0708_Squadron.txt
0708_Squadrons.txt
0708_Stars.txt
0708-T5C-0708_Voskhod.txt
0708_Troop-0001.txt
0708_Troop.txt
0708_Troops.txt
0708_Worlds.txt

ABOUT

B Knight = 32
c Baronet = 6
C Baron = 6
D Marquis = 4
e Viscount = 4
E Count = 1
F Duke = 1

0101 Aakhorn
(Knight) AmGish
(Baron) Ni

0102 Rokii
(Knight) MegLaMejAl

0104 Maluuf
(Knight) NiishShuidMar

0105 Gikkon
(Knight) GiEUuJDiAg

0107 Taraddiin
(Knight) IlGilmZuSa
(Baron) IikNaIkPas

0109 Hakkat
(Knight) KhumShuAgLarZuuLa
(Baronet) IkkMaa
(Viscount) UUkSaAmDir

0110 Ossin
(Knight) Ga
(Marquis) SirNa
(Viscount) LaUkLaDaAgLir

0202 Kalkako
(Knight) GuurmKuiIGuIGur
(Baronet) UgShashMaKanKhigLi

0203 Bænnon's
(Knight) Akh

0205 Khankari
(Knight) AshDikKarGaAdKi
(Baronet) ImDurDaKhu

0209 Lankhi
(Knight) Ug
(Baron) GaUun

0210 Khalgun
(Knight) DaMiKiKh
(Baron) LiUgKu
(Marquis) UkkAldGe

0303 Anert
(Knight) NaIdGaar

0306 Skathi
(Knight) GuKurKud
(Baron) EsKuGurGashKhaashMa

0307 Enard
(Knight) ASheIm

0402 Kuk
(Knight) IshLili

0403 Apkeraas
(Knight) Gii

0404 Katti
(Knight) UkGuAdShaKha

0408 Shaddukan
(Knight) AaIkSheUkisLin

0502 Lugaluru
(Knight) BugKheIm

0506 Gamibuu
(Knight) ALuIkLiKar

0507 Kharta
(Knight) KarLarGiig

0508 Arfaan
(Knight) NasNaUdLaig
(Baronet) LeKarGirZeMa

0601 Athanuez
(Knight) NeGaKuinShinGi
(Marquis) JigGilmGuld
(Viscount) AakMiENegKhilg

0605 Sheshat
(Knight) SamShiIIm

0610 Rakurram
(Knight) Ik

0701 Taegzdueg

0703 Khigapka

0705 Shukhoge
(Knight) Milk
(Marquis) AgKaliShirk
(Viscount) UShimLenMaGu

0707 Lenordl
(Knight) KhaAa

0708 Voskhod
(Knight) LuKaUuShekKaa
(Count) GurKaKaGaI
(Duke) KigKhAkSa

0709 Kharzet
(Knight) LiikKharGu
(Baronet) LarkHiiAkBi
(Baron) GisGaDuudGuII

0801 Ogerrgh

0804 Kegirur

0806 Gadiga
(Knight) Gu

0807 Kunumi
(Knight) ZirkhiiUmShuuiKe
(Baronet) ILaShiAgShu

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UWP data expanded IN COLOUR full page per world

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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.iss@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.
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