

<http://www.travellermap.com/world?sector=Vland&hex=0619>
<http://travellermap.com/api/poster?sector=spin&scale=60&options=58207&style=print>
<http://travellermap.com/data/Vland/image>
<http://travellermap.com/data/Vland/A/image>
<http://travellermap.com/data/Vland/B/image>
<http://travellermap.com/data/Vland/C/image>
<http://travellermap.com/data/Vland/D/image>
<http://travellermap.com/data/Vland/E/image>
<http://travellermap.com/data/Vland/F/image>
<http://travellermap.com/data/Vland/G/image>
<http://travellermap.com/data/Vland/H/image>
<http://travellermap.com/data/Vland/I/image>
<http://travellermap.com/data/Vland/J/image>
<http://travellermap.com/data/Vland/K/image>
<http://travellermap.com/data/Vland/L/image>
<http://travellermap.com/data/Vland/M/image>
<http://travellermap.com/data/Vland/N/image>
<http://travellermap.com/data/Vland/O/image>
<http://travellermap.com/data/Vland/P/image>
<http://travellermap.com/data/Vland/image>
<http://travellermap.com/api/coordinates?sx=-4&sy=-1>
<http://travellermap.com/api/coordinates?sx=-4&sy=-1&hx=19&hy=10>
<http://travellermap.com/api/coordinates?sector=Vland&hex=0619>
<http://travellermap.com/api/coordinates?sector=Vland&scale=60&options=58207 &style=print>
<http://travellermap.com/api/credits?sector=Vland&hex=0619>
<http://travellermap.com/api/credits?sx=-4&sy=-1>
<http://travellermap.com/api/credits?sx=-4&sy=-1&hx=19&hy=10>
<http://www.travellermap.com/api/credits?x=-110&y=-70>
<http://travellermap.com/api/sec?sector=Vland>
<http://travellermap.com/api/sec?sector=Vland&hex=0619>

<http://travellermap.com/api/sec?sx=-4&sy=-1>
<http://travellermap.com/api/metadata?sector=Vland>
<http://www.travellermap.com/api/metadata?sx=-48sy=-1>
<http://www.travellermap.com/api/msec?sector=Vland>
<http://www.travellermap.com/api/universe?era=1000>
<http://www.travellermap.com/api/tde?x=-24.5y=-18&scale=60&options=58207&style=print>
<http://travellermap.com/api/poster?sector=Vland>
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<http://travellermap.com/api/jumpmap?sector=Vland&hex=0619>
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<http://travellermap.com/api/jumpworlds?sx=-48y=-1&hx=19&hy=10>
<http://travellermap.com/api/jumpworlds?sector=Vland&hex=0619>
<http://travellermap.com/api/search?q=Lalaki>
<http://travellermap.com/api/universe>
<http://www.travellermap.com/api/coordinates?sector=Vland&hex=0619>
<http://travellermap.com/data>
<http://travellermap.com/data/Vland>
<http://travellermap.com/data/Vland/tab>
<http://travellermap.com/data/Vland/sec>
<http://travellermap.com/data/Vland/metadata>
<http://travellermap.com/data/Vland/msec>
<http://travellermap.com/data/Vland/image>
<http://travellermap.com/data/Vland/coordinates>
<http://travellermap.com/data/Vland/credits>
<http://travellermap.com/data/Vland/A>
<http://travellermap.com/data/Vland/B>
<http://travellermap.com/data/Vland/C>
<http://travellermap.com/data/Vland/D>
<http://travellermap.com/data/Vland/E>
<http://travellermap.com/data/Vland/F>
<http://travellermap.com/data/Vland/G>
<http://travellermap.com/data/Vland/H>
<http://travellermap.com/data/Vland/I>
<http://travellermap.com/data/Vland/J>
<http://travellermap.com/data/Vland/K>
<http://travellermap.com/data/Vland/L>
<http://travellermap.com/data/Vland/M>
<http://travellermap.com/data/Vland/N>
<http://travellermap.com/data/Vland/O>
<http://travellermap.com/data/Vland/P>
[http://travellermap.com/data/Vland/C tab](http://travellermap.com/data/Vland/C	tab)
<http://travellermap.com/data/Vland/C/sec>
<http://travellermap.com/data/Vland/C/image>
<http://travellermap.com/data/Vland/0619/coordinates>
<http://travellermap.com/data/Vland/0619/credits>
<http://travellermap.com/data/Vland/0619/jump/9>
<http://travellermap.com/data/Vland/0619/jump/9/image>
<http://travellermap.com/data/Vland/0619/coordinates>
<http://travellermap.com/data/Vland/0619/credits>
<http://travellermap.com/data/Vland>
<http://travellermap.com/data/Vland/sec>
<http://travellermap.com/data/Vland/tab>
<http://travellermap.com/data/Vland/C>
<http://travellermap.com/data/Vland/C/sec>
<http://travellermap.com/data/Vland/C/tab>
<http://travellermap.com/data/Vland/metadata>
<http://travellermap.com/data/Vland/msec>
<http://travellermap.com/data/Vland/0619/jump/9>
<http://travellermap.com/data/Vland/0619/jump/9/image>
<http://travellermap.com/data>

0619_LALAKI

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 = _0123456789ABCDEFGH = _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
_____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
_____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

 0619_Lalaki A9B4785-D_FI {2}_(B6D+1)[593B]_B _-_ 702_10_mDv_M3_V

 Hex=_0619
 Name=_Lalaki
 UWP=_A9B4785-D
 Remarks=_FI
 {Ix}=_{2}
 (Ex)_=(B6D+1)
 [Cx]_[593B]
 N=_B
 B=_
 Z=_
 PBG=_702
 W=_10
 A=_mDv
 Stellar=_M3_V

 Hex=_0619
 Name=_Lalaki
 UWP=_A9B4785-D
 Starport=_A
 Quality=_Excellent
 Yards=_Starships
 Repairs=_Overhaul
 Fuel=_Both
 Downport=_Yes
 Highport=_Yes
 possBases=_NS
 Size=_9
 DIGIT_DIA(MI)_DIA(KM)
 9_9,000_14,400
 Atmosphere=_B
 DIGIT_DESCRIPTION_EFFECTS
 B_Corrosive_C1_P1
 Hydrosphere=_4
 DIGIT_DESCRIPTION
 4_40%
 Population=_7
 POPULATION_UNDER_70,000,000
 DIGIT_DESCRIPTION_VALUE
 7_Ten_million_0,000,000
 Government=_8
 DIGIT_DESCRIPTION_NOTE
 8_Civil_Service_Bureaucracy_Rule_by_agencies_employing_individuals_selected_by_merit
 Law_Level=_5
 DIGIT_DESCRIPTION_NOTE
 5_Moderate_Law_Shock,_EMP,_Rad,_Mag,_Grav_weapons_prohibited
 Tech_Level=_D
 DIGIT
 D
 Remarks=_FI
 CODE_SIZ_ATM_HYD_POP_GOVT_LAW_DEFINITION_FORMULA
 FI_ABC_123456789A_Fluid
 {Ix}=_{2}
 Starport_A=_+1
 TI_13=_+1
 Importance=_Normal_(2)+0=2
 (Ex)_=(B6D+1)
 Resources=_11
 Labour=_6
 Infrastructure=_13
 Efficiency=_1
 RU=_858
 [Cx]_[593B]
 Homogeneity=_5
 Acceptance=_9
 Strangeness=_3

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__Symbols=__11

N=_B
__CODE_RANK_TC
__B_Knight_any

B=_-
__DIGIT_DESCRIPTION_ALLEG

Z=_-
__CODE_DESCRIPTION
__Green_-Unrestricted,__Imperial.

PBG=_702
__Population_Multiplier=_7
__POPULATION_UNDER_70,000,000
__Planetoid_Belts=_0
__Gas_Giants=_2

W=_10
__Non_Stars_In_System=_10
__-1_(mainworld)
__-0_(planetoid_belts)
__-2_(gas_giants)
__=7_other_worlds

A=_JmDv
__CODE_DESCRIPTION
__ImDv_Third_Imperium_Domain_of_Vland_(Corr/Dagu/Gush/Reft/Vlan)

Stellar=_M3_V
__Stars=_1

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Primary=_M0_V
__CODE_DESCRIPTION_TEMPERATURE_(K)
__M_Red_2,000-3,700
__CODE_DESCRIPTION_DIAMETER_(SOI=_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_Y231000-0_@_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_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=_1
W=_11
syscount=_1
min=_0
count=_9

-----
SDB_Squadrons=_1
__DEFENCE
__Hide_in_Water
__Defend_vs_Invaders
__Defend_Homeworld
__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=_X
Defence_Cr=_15
__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_Cr=_5
__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
____REFUELLING

Jump_0_=_0619_lalaki_____A9B4785-D_FI_____{}_{-2}_{-}(B6D+1)_[593B]_B_____-__702_10_ImDv_M3_V_____

Jump_1_=_.0618
Jump_1_=_.0719
Jump_1_=_.0720
Jump_1_=_.0620
Jump_1_=_.0520
Jump_1_=_.0519

Jump_2_=_.0617
Jump_2_=_.0718
Jump_2_=_.0818
Jump_2_=_.0819
Jump_2_=_.0820
Jump_2_=_.0721
Jump_2_=_.0621
Jump_2_=_.0521
Jump_2_=_.0420
Jump_2_=_.0419
Jump_2_=_.0418
Jump_2_=_.0518

Jump_3_=_.0616
Jump_3_=_.0717
Jump_3_=_.0817
Jump_3_=_.0918
Jump_3_=_.0919
Jump_3_=_.0920
Jump_3_=_.0921_Ganir_____C423320-B_Lo_Po_____{}_{-0}_{-}(A21-4)_[1316]_B_____-__105_16_ImDv_M3_V_M5_V_____
Jump_3_=_.0821
Jump_3_=_.0722
Jump_3_=_.0622_Beshe_____E8B8888-8_Fl_Ph_____{}_{-2}_{-}(G76-2)_[8658]_Be_____-__115_12_ImDv_M2_V_____
Jump_3_=_.0522
Jump_3_=_.0421
Jump_3_=_.0321
Jump_3_=_.0320
Jump_3_=_.0319
Jump_3_=_.0318
Jump_3_=_.0417
Jump_3_=_.0517

Jump_4_=_.0615
Jump_4_=_.0716
Jump_4_=_.0816
Jump_4_=_.0917
Jump_4_=_.1017
Jump_4_=_.1018
Jump_4_=_.1019
Jump_4_=_.1020
Jump_4_=_.1021
Jump_4_=_.0922
Jump_4_=_.0822
Jump_4_=_.0723
Jump_4_=_.0623
Jump_4_=_.0523
Jump_4_=_.0422_Niirka_____A300757-F_Na_Va_Pi_____{}_{-2}_{-}(D6E+2)_[795F]_BD_____-__922_15_ImDv_M9_II_D_____
Jump_4_=_.0322
Jump_4_=_.0221_Keshill_____C530833-9_De_Na_Po_Ph_____{}_{-0}_{-}(C79-3)_[5826]_Be_____-__220_9_ImDv_M2_V_____
Jump_4_=_.0220
Jump_4_=_.0219
Jump_4_=_.0218
Jump_4_=_.0217
Jump_4_=_.0317
Jump_4_=_.0416
Jump_4_=_.0516

Jump_5_=_.0614
Jump_5_=_.0715
Jump_5_=_.0815
Jump_5_=_.0916
Jump_5_=_.1016
Jump_5_=_.1117_The_Uris_Belt_____B00464-E_As_Ni_Va_Mr_____{}_{-1}_{-}(834-1)_[253C]_B____N_____-911_6_ImDv_M1_V_K5_V_____
Jump_5_=_.1118
Jump_5_=_.1119_Daku_____C432620-A_Na_Ni_Po_____{}_{-0}_{-}(C54-4)_[1615]_B____S_____-804_8_ImDv_K2_V_____
Jump_5_=_.1120_Idshe_____B969657-B_Ni_Ri_____{}_{-2}_{-}(A56+2)_[685B]_BC____N_____-920_10_ImDv_M1_V_G6_V_____
Jump_5_=_.1121
Jump_5_=_.1122
Jump_5_=_.1022
Jump_5_=_.0923_Gazzum_____B549655-C_Ni_____{}_{-1}_{-}(A55-1)_[473A]_B____N_____-720_10_ImDv_M2_V_M2_V_____
Jump_5_=_.0823
Jump_5_=_.0724
Jump_5_=_.0624
Jump_5_=_.0524
Jump_5_=_.0423
Jump_5_=_.0323
Jump_5_=_.0222
Jump_5_=_.0122
Jump_5_=_.0121
Jump_5_=_.0120
Jump_5_=_.0119
Jump_5_=_.0118
Jump_5_=_.0117
Jump_5_=_.0216
Jump_5_=_.0316
Jump_5_=_.0415
Jump_5_=_.0515

Jump_6_=_.0613
Jump_6_=_.0714
Jump_6_=_.0814
Jump_6_=_.0915
Jump_6_=_.1015
Jump_6_=_.1116_Darmagu_____B412312-D_Jc_Lo_____{}_{-1}_{-}(621-3)_[1419]_B_____-__901_11_ImDv_M3_V_K5_V_____
Jump_6_=_.1216
Jump_6_=_.1217_Estoff_____B6B6330-C_Fl_Lo_____{}_{-1}_{-}(721-3)_[1417]_B____N_____-620_11_ImDv_M2_V_____
Jump_6_=_.1218
Jump_6_=_.1219_Ramir_____C66A322-B_Lo_Wa_(Tagl)_____{}_{-0}_{-}(621-4)_[1317]_B____S_____-801_9_ImDv_M2_V_K8_V_____
Jump_6_=_.1220_Imik_____C563303-A_Lo_____{}_{-0}_{-}(B21-3)_[1327]_B____S_____-624_9_ImDv_K1_V_____
Jump_6_=_.1221
Jump_6_=_.1222
Jump_6_=_.1123

Jump_6=_1023
Jump_6=_0924_Shugandarsii_____E745322-7_Lo_____(-3_)(521-5)[1113]_B_____-___.401_8_ImDv_M2_V_____
Jump_6=_0824
Jump_6=_0725
Jump_6=_0625
Jump_6=_0525
Jump_6=_0424
Jump_6=_0324
Jump_6=_0223
Jump_6=_0123
Jump_6=_3222_
Jump_6=_3221_
Jump_6=_3220_
Jump_6=_3219_
Jump_6=_3218_
Jump_6=_3217_
Jump_6=_3216_
Jump_6=_0116
Jump_6=_0215
Jump_6=_0315
Jump_6=_0414
Jump_6=_0514

Jump_7=_0612
Jump_7=_0713
Jump_7=_0813
Jump_7=_0914
Jump_7=_1014
Jump_7=_1115
Jump_7=_1215_Siruga_____C100559-D_Ni_Va_____(-0_)(844+1)[656E]_B_____-___.201_13_ImDv_M0_V_K3_V_____
Jump_7=_1316
Jump_7=_1317_Anik_____C541569-9_He_Ni_Po_O:1519_____(-1_)(943+1)[646A]_B_____-___.211_13_ImDv_M1_V_____
Jump_7=_1318
Jump_7=_1319_Ganar_____E200527-8_N_Va_____(-3_)(A41-3)[5258]_B_____-___.821_12_ImDv_M0_V_____
Jump_7=_1320
Jump_7=_1321
Jump_7=_1322
Jump_7=_1323_Robbuun_____A524520-E_Nl_____(-1_)(945-3)[1619]_B_____-___.902_13_ImDv_K0_V_K7_V_____
Jump_7=_1223
Jump_7=_1124
Jump_7=_1024
Jump_7=_0925
Jump_7=_0825
Jump_7=_0726
Jump_7=_0626
Jump_7=_0526
Jump_7=_0425
Jump_7=_0325
Jump_7=_0224
Jump_7=_0124
Jump_7=_3223_
Jump_7=_3123_
Jump_7=_3122_
Jump_7=_3121_
Jump_7=_3120_
Jump_7=_3119_
Jump_7=_3122_
Jump_7=_3123_
Jump_7=_3124_
Jump_7=_3215_
Jump_7=_0115
Jump_7=_0214
Jump_7=_0314
Jump_7=_0413
Jump_7=_0513

Jump_8=_0611
Jump_8=_0712
Jump_8=_0812
Jump_8=_0913
Jump_8=_1013
Jump_8=_1114_Gukhaga_____A877576-D_Ag_Ni_____(-2_)(846+1)[474C]_BC_____-___.310_17_ImDv_G4_V_M6_V_____
Jump_8=_1214
Jump_8=_1315
Jump_8=_1415
Jump_8=_1416
Jump_8=_1417_Astira_____C55248C-9_Ni_Po_Da_____(-1_)(832+2)[738C]_B_____-___.820_11_ImDv_M0_V_____
Jump_8=_1418
Jump_8=_1419
Jump_8=_1420
Jump_8=_1421
Jump_8=_1422
Jump_8=_1423
Jump_8=_1324
Jump_8=_1224
Jump_8=_1125
Jump_8=_1025
Jump_8=_0926
Jump_8=_0826
Jump_8=_0727
Jump_8=_0627
Jump_8=_0527
Jump_8=_0426
Jump_8=_0326
Jump_8=_0225
Jump_8=_0125
Jump_8=_3224_
Jump_8=_3124_
Jump_8=_3023_
Jump_8=_3022_
Jump_8=_3021_
Jump_8=_3020_
Jump_8=_3019_
Jump_8=_3018_
Jump_8=_3017_
Jump_8=_3016_
Jump_8=_3015_
Jump_8=_3115_
Jump_8=_3214_
Jump_8=_0114
Jump_8=_0213
Jump_8=_0313
Jump_8=_0412
Jump_8=_0512

Jump_9=_0610_Rakurram_____B200369-C_Lo_Va_Mr_____(-1_)(821+2)[446D]_B_____-___.N_____-___.212_13_ImDv_G7_V_____
Jump_9=_0711_Rishiin_____C539332-B_Lo_____(-0_)(621-4)[1317]_B_____-___.S_____-___.610_14_ImDv_M2_V_M7_V_____
Jump_9=_0811
Jump_9=_0912
Jump_9=_1418_Askhu_____C554120-8_Lo_____(-2_)(511-5)[1113]_B_____-___.402_9_ImDv_M0_V_G8_V_____
Jump_9=_1113_Thogho_____C898669-8_Ag_Ni_O:1112_____(-1_)(A53+1)[7569]_BC_____-___.920_11_ImDv_M3_V_____
Jump_9=_1213
Jump_9=_1314
Jump_9=_1414_Centra_____A592541-D_He_Ni_____(-1_)(D45-3)[1619]_B_____-___.N_____-___.124_16_ImDv_M1_V_____
Jump_9=_1515_Luunbu_____E8D6255-9_Lo_Da_____(-2_)(511-4)[1137]_B_____-___.A_810_13_ImDv_M2_V_____
Jump_9=_1516_Duam_____E564869-6_Ri_Pa_Ph_O:1519_____(-1_)(A76+1)[9767]_BccE_____-___.710_11_ImDv_M1_V_____
Jump_9=_1517
Jump_9=_1518

Jump_9=_1520_Shulishu_____A55259B-D_Ni_Po_Da_____{-1}__(845+3)_[767F]_B___-__A_410_10_ImDv_M0_V_K1_V_____
 Jump_9=_1521
 Jump_9=_1522
 Jump_9=_1523_Ima_____D510744-7_Na_Pl_Di_(Qiceteu)_____{-2}__(966-4)_[5535]_BD__S__-_601_9__ImDv_M0_V_____
 Jump_9=_1524
 Jump_9=_1424
 Jump_9=_1325
 Jump_9=_1225
 Jump_9=_1126
 Jump_9=_1026
 Jump_9=_0927_Havland_____C7939CD-A_Hi_In_Pz_____{-3}__(C8D+5)_[DC9E]_BE___-__A_301_8__ImDv_M2_V_M0_V_____
 Jump_9=_0827
 Jump_9=_0728
 Jump_9=_0628
 Jump_9=_0528
 Jump_9=_0427
 Jump_9=_0327
 Jump_9=_0226
 Jump_9=_0126
 Jump_9=_3225_
 Jump_9=_3125_
 Jump_9=_3024_
 Jump_9=_2924_
 Jump_9=_2923_
 Jump_9=_2922_
 Jump_9=_2921_
 Jump_9=_2920_
 Jump_9=_2919_
 Jump_9=_2918_
 Jump_9=_2917_
 Jump_9=_2916_
 Jump_9=_3014_
 Jump_9=_3114_
 Jump_9=_3213_
 Jump_9=_0113
 Jump_9=_0212
 Jump_9=_0312
 Jump_9=_0411

C:/T5/Vland/E Lalaki Kharir/0619 Lalaki/0619 Lalaki/
0619 Lalaki



0619 Lalaki
 A9B4785-D
 SDBs 1
 Rons X
 Def CF 15
 Troops 5
 Pop < 70 M
 Belts 0
 GGs 2
 Worlds 10 G

// 0619 Lalaki
//////////

FC

0 =
 1 =
 2 =
 3 =
 4 =
 5 =
 6 =
 7 =
 8 =
 9 =
 BC
 0 = 0619 Lalaki
 1 = A9B4785-D
 2 = SDBs 1
 3 = Rons X
 4 = Def CF 15
 5 = Troops 5
 6 = Pop < 70 M
 7 = Belts 0
 8 = GGs 2
 9 = Worlds 10 G

0619 LALAKI

VLAND

WORDS IN SECTOR = 532
 Cstn: "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
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
Pi = 56 systems
In = 32 systems
Po = 85 systems
Pr = 25 systems
Ri = 31 systems
Rl = 10 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 = 29 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 = 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

0619 Lalaki A9B4785-D Fl { 2 } (B6D+1) [593B] B -- 702 10 ImDv M3 V

Hex = 0619
Name = Lalaki
UWP = A9B4785-D
Remarks = Fl
{Ix} = { 2 }
(Ex) = (B6D+1)
[Cx] = [593B]
N = B
B = -
Z = -
PBG = 702
W = 10
A = ImDv
Stellar = M3 V

Hex = 0619

Name = Lalaki

UWP = A9B4785-D
Starport = A
Quality = Excellent
Yards = Starships
Repairs = Overhaul
Fuel = Both
Downport = Yes
Highport = Yes
posBases = NS
Size = 9
DIGIT DIA(MI) DIA(KM)
9 9,000 14,400
Atmosphere = B
DIGIT DESCRIPTION EFFECTS
B Corrosive C1 P1
Hydrosphere = 4
DIGIT DESCRIPTION
4 40%
Population = 7
POPULATION UNDER 70,000,000
DIGIT DESCRIPTION VALUE
7 Ten million 0,000,000
Government = 8
DIGIT DESCRIPTION NOTE
8 Civil Service Bureaucracy Rule by agencies employing individuals selected by merit
Law Level = 5
DIGIT DESCRIPTION NOTE
5 Moderate Law Shock, EMP, Rad, Mag, Grav weapons prohibited
Tech Level = D
DIGIT
D

Remarks = Fl
CODE SIZ ATM HYD POP GOVT LAW DEFINITION FORMULA
Fl ABC 123456789A Fluid

{Ix} = { 2 }
Starport A = +1
TL 13 = +1
Importance = Normal (2)+0=2

(Ex) = (B6D+1)
Resources = 11
Labour = 6
Infrastructure = 13
Efficiency = 1
RU = 858

[Cx] = [593B]
Homogeneity = 5
Acceptance = 9
Strangeness = 3
Symbols = 11

N = B
CODE RANK TC
B Knight any

B = -
DIGIT DESCRIPTION ALLEG

Z = -
CODE DESCRIPTION
- Green - Unrestricted. Imperial.

PBG = 702
Population Multiplier = 7
POPULATION UNDER 70,000,000
Planetoid Belts = 0
Gas Giants = 2

W = 10
Non Stars In System = 10
-1 (mainworld)
-0 (planetoid belts)
-2 (gas giants)
= 7 other worlds

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

Stellar = M3 V
Stars = 1

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
d10ULimit = 1
d100Limit = 5
Min Orbit = 5
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 = 1

DEFENCE
Hide in Water
Defend vs Invaders
Defend Homeworld

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 = X

Defence Crf = 15
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 = 5
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

Jump 0 = 0619 LaLaki A984785-D Fl { 2 } (B6D+1) [593B] B - - 702 10 ImDv M3 V

Jump 1 = 0618
Jump 1 = 0719
Jump 1 = 0720
Jump 1 = 0620
Jump 1 = 0520
Jump 1 = 0519

Jump 2 = 0617
Jump 2 = 0718
Jump 2 = 0818
Jump 2 = 0819
Jump 2 = 0820
Jump 2 = 0721
Jump 2 = 0621
Jump 2 = 0521
Jump 2 = 0420
Jump 2 = 0419
Jump 2 = 0418
Jump 2 = 0518

Jump 3 = 0616
Jump 3 = 0717
Jump 3 = 0817
Jump 3 = 0918
Jump 3 = 0919
Jump 3 = 0920
Jump 3 = 0921 Ganiir C423320-B Lo Po { 0 } (A21-4) [1316] B - - 105 16 ImDv M3 V M5 V
Jump 3 = 0821
Jump 3 = 0722
Jump 3 = 0622 Beshe E8B8888-8 Fl Ph { -2 } (G76-2) [8658] Be - - 115 12 ImDv M2 V
Jump 3 = 0522
Jump 3 = 0421
Jump 3 = 0321
Jump 3 = 0320
Jump 3 = 0319
Jump 3 = 0318
Jump 3 = 0417
Jump 3 = 0517

Jump 4 = 0615
Jump 4 = 0716
Jump 4 = 0816
Jump 4 = 0917
Jump 4 = 1017
Jump 4 = 1018
Jump 4 = 1019
Jump 4 = 1020
Jump 4 = 1021
Jump 4 = 0922
Jump 4 = 0822
Jump 4 = 0723
Jump 4 = 0623
Jump 4 = 0523
Jump 4 = 0422 Niirka A300757-F Na Va Pi { 2 } (D6E+2) [795F] BD - - 922 15 ImDv M9 III D
Jump 4 = 0322
Jump 4 = 0221 Keshill C530833-9 De Na Po Ph { 0 } (C79-3) [5826] Be - - 220 9 ImDv M2 V
Jump 4 = 0220
Jump 4 = 0219
Jump 4 = 0218
Jump 4 = 0217
Jump 4 = 0317
Jump 4 = 0416
Jump 4 = 0516

Jump 5 = 0614
Jump 5 = 0715
Jump 5 = 0815
Jump 5 = 0916
Jump 5 = 1016
Jump 5 = 1117 The Urs Belt B000464-E As Ni Va Mr { 1 } (834-1) [253C] B N - 911 6 ImDv M1 V K5 V
Jump 5 = 1118
Jump 5 = 1119 Daku C432620-A Na Ni Po { 0 } (C54-4) [1615] B S - 804 8 ImDv K2 V
Jump 5 = 1120 Ideshe B969657-B Ni Ri { 2 } (A56+2) [6858] BC N - 920 10 ImDv M1 V G6 V
Jump 5 = 1121
Jump 5 = 1122
Jump 5 = 1022
Jump 5 = 0923 Gazzum B549655-C Ni { 1 } (A55-1) [473A] B N - 720 10 ImDv M2 V M2 V
Jump 5 = 0823
Jump 5 = 0724
Jump 5 = 0624
Jump 5 = 0524
Jump 5 = 0423
Jump 5 = 0323
Jump 5 = 0222
Jump 5 = 0122
Jump 5 = 0121
Jump 5 = 0120
Jump 5 = 0119
Jump 5 = 0118
Jump 5 = 0117
Jump 5 = 0216
Jump 5 = 0316
Jump 5 = 0415
Jump 5 = 0515

Jump 6 = 0613
Jump 6 = 0714
Jump 6 = 0814
Jump 6 = 0915
Jump 6 = 1015
Jump 6 = 1116 Darmagu B412312-D Ic Lo { 1 } (621-3) [1419] B - - 901 11 ImDv M3 V K5 V
Jump 6 = 1216
Jump 6 = 1217 Estoff B6B6330-C Fl Lo { 1 } (721-3) [1417] B N - 620 11 ImDv M2 V
Jump 6 = 1218

Jump 6 = 1219 Ramir C66A322-B Lo Wa (Tagi) { 0 } (621-4) [1317] B S - 801 9 ImDv M2 V K8 V
Jump 6 = 1220 lmik C563303-A Lo { 0 } (B21-3) [1327] B S - 624 9 ImDv K1 V
Jump 6 = 1221
Jump 6 = 1222
Jump 6 = 1123
Jump 6 = 1023
Jump 6 = 0924 Shugandarsii E745322-7 Lo { -3 } (521-5) [1113] B -- 401 8 ImDv M2 V
Jump 6 = 0824
Jump 6 = 0725
Jump 6 = 0625
Jump 6 = 0525
Jump 6 = 0424
Jump 6 = 0324
Jump 6 = 0223
Jump 6 = 0123
Jump 6 = 3222
Jump 6 = 3221
Jump 6 = 3220
Jump 6 = 3219
Jump 6 = 3218
Jump 6 = 3217
Jump 6 = 3216
Jump 6 = 0116
Jump 6 = 0215
Jump 6 = 0315
Jump 6 = 0414
Jump 6 = 0514

Jump 7 = 0612
Jump 7 = 0713
Jump 7 = 0813
Jump 7 = 0914
Jump 7 = 1014
Jump 7 = 1115
Jump 7 = 1215 Siruga C100559-D Ni Va { 0 } (844+1) [656E] B -- 201 13 ImDv M0 V K3 V
Jump 7 = 1316
Jump 7 = 1317 Anik C541569-9 He Ni Po O:1519 { -1 } (943+1) [646A] B -- 211 13 ImDv M1 V
Jump 7 = 1318
Jump 7 = 1319 Ganar E200527-8 Ni Va { -3 } (A41-3) [5258] B -- 821 12 ImDv M0 V
Jump 7 = 1320
Jump 7 = 1321
Jump 7 = 1322
Jump 7 = 1323 Robbuun A524520-E Ni { 1 } (945-3) [1619] B S - 902 13 ImDv K0 V K7 V
Jump 7 = 1223
Jump 7 = 1124
Jump 7 = 1024
Jump 7 = 0925
Jump 7 = 0825
Jump 7 = 0726
Jump 7 = 0626
Jump 7 = 0526
Jump 7 = 0425
Jump 7 = 0325
Jump 7 = 0224
Jump 7 = 0124
Jump 7 = 3223
Jump 7 = 3123
Jump 7 = 3122
Jump 7 = 3121
Jump 7 = 3120
Jump 7 = 3119
Jump 7 = 3118
Jump 7 = 3122
Jump 7 = 3123
Jump 7 = 3124
Jump 7 = 3215
Jump 7 = 0115
Jump 7 = 0214
Jump 7 = 0314
Jump 7 = 0413
Jump 7 = 0513

Jump 8 = 0611
Jump 8 = 0712
Jump 8 = 0812
Jump 8 = 0913
Jump 8 = 1013
Jump 8 = 1114 Gukhaga A877576-D Ag Ni { 2 } (846+1) [474C] BC -- 310 17 ImDv G4 V M6 V
Jump 8 = 1214
Jump 8 = 1315
Jump 8 = 1415
Jump 8 = 1416
Jump 8 = 1417 Astira C55248C-9 Ni Po Da { -1 } (832+2) [738C] B S A 820 11 ImDv M0 V
Jump 8 = 1418
Jump 8 = 1419
Jump 8 = 1420
Jump 8 = 1421
Jump 8 = 1422
Jump 8 = 1423
Jump 8 = 1324
Jump 8 = 1224
Jump 8 = 1125
Jump 8 = 1025
Jump 8 = 0926
Jump 8 = 0826
Jump 8 = 0727
Jump 8 = 0627
Jump 8 = 0527
Jump 8 = 0426
Jump 8 = 0326
Jump 8 = 0225
Jump 8 = 0125
Jump 8 = 3224
Jump 8 = 3124
Jump 8 = 3023
Jump 8 = 3022
Jump 8 = 3021
Jump 8 = 3020
Jump 8 = 3019
Jump 8 = 3018
Jump 8 = 3017
Jump 8 = 3016
Jump 8 = 3015
Jump 8 = 3115
Jump 8 = 3214
Jump 8 = 0114
Jump 8 = 0213
Jump 8 = 0313
Jump 8 = 0412
Jump 8 = 0512

Jump 9 = 0610 Rakurram B200369-C Lo Va Mr { 1 } (821+2) [446D] B N - 212 13 ImDv G7 V
Jump 9 = 0711 Rishin C539332-B Lo { 0 } (621-4) [1317] B S - 610 14 ImDv M2 V M7 V
Jump 9 = 0811
Jump 9 = 0912
Jump 9 = 1012 Askhu C554120-8 Lo { -2 } (511-5) [1113] B -- 402 9 ImDv M0 V G8 V
Jump 9 = 1113 Thogho C898669-8 Ag Ni O:1112 { -1 } (A53+1) [7569] BC -- 920 11 ImDv M3 V
Jump 9 = 1213
Jump 9 = 1314

Jump 9 = 1414 Centra A592541-D He Ni { 1 } (D45-3) [1619] B N - 124 16 ImDv M1 V
 Jump 9 = 1515 Luunbu E8D6255-9 Lo Da { -2 } (511-4) [1137] B - A 810 13 ImDv M2 V
 Jump 9 = 1516 Duam E564869-6 Ri Pa Ph O:1519 { -1 } (A76+1) [9767] BcCe - - 710 11 ImDv M1 V
 Jump 9 = 1517
 Jump 9 = 1518
 Jump 9 = 1520 Shulishu A55259B-D Ni Po Da { 1 } (845+3) [767F] B - A 410 10 ImDv M0 V K1 V
 Jump 9 = 1521
 Jump 9 = 1522
 Jump 9 = 1523 Ilma D510744-7 Na Pi Di (Qiceteu) { -2 } (966-4) [5535] BD S - 601 9 ImDv M0 V
 Jump 9 = 0827
 Jump 9 = 0728
 Jump 9 = 0628
 Jump 9 = 0528
 Jump 9 = 0427
 Jump 9 = 0327
 Jump 9 = 0226
 Jump 9 = 0126
 Jump 9 = 3225
 Jump 9 = 3125
 Jump 9 = 3024
 Jump 9 = 2924
 Jump 9 = 2923
 Jump 9 = 2922
 Jump 9 = 2921
 Jump 9 = 2920
 Jump 9 = 2919
 Jump 9 = 2918
 Jump 9 = 2917
 Jump 9 = 2916
 Jump 9 = 3014
 Jump 9 = 3114
 Jump 9 = 3213
 Jump 9 = 0113
 Jump 9 = 0212
 Jump 9 = 0312
 Jump 9 = 0411
 Jump 9 = 0511
 0619-Admiral

	0619 Lalaki
	Precedence Planning Tactical

// 0619 Lalaki
//////////////////////////////

FC

0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 =
2 = Precedence
3 = Planning
4 = Tactical
5 =
6 =
7 =
8 =
9 =

0619-Army

	0619 Lalaki
--	-------------

// 0619 Lalaki
//////////////////////////////

// star

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0619-Bases

		0619 Lalaki
--	--	-------------

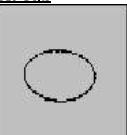
// 0619 Lalaki
//////////////////////////////

FC

0 =
1 =

2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0619-Belts

	0619 Lalaki Pop < 70 M TL D PBs 0
--	--

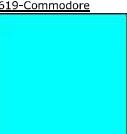
// 0619 Lalaki
//////////////////////////////

// BS-Battleship
FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 = Pop < 70 M
2 = TL D
3 = PBs 0
4 =
5 =
6 =
7 =
8 =
9 =

0619-Blank

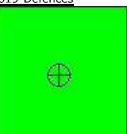
	
---	--

// 0619 Lalaki
//////////////////////////////
0619-Commodore

	0619 Lalaki Precedence Planning Tactical
--	---

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 =
2 = Precedence
3 = Planning
4 = Tactical
5 =
6 =
7 =
8 =
9 =

0619-Defences

	0619 Lalaki Pop < 70 M TL D CF 15
--	--

// 0619 Lalaki
//////////////////////////////

// soI
FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 = Pop < 70 M
2 = TL D
3 = CF 15
4 =

5 =
6 =
7 =
8 =
9 =

0619-Equipment-0619 Lalaki



0619 Lalaki

// 0619 Lalaki
//////////////////////////////

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0619-Fleet

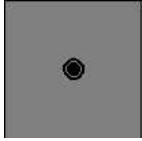


0619 Lalaki
ID

// 0619 Lalaki
//////////////////////////////

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 = ID
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0619-Gas Giants



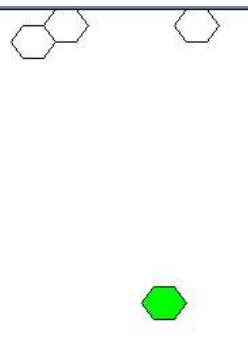
0619 Lalaki
Pop< 70 M
TL_D
GGs 2

// 0619 Lalaki
//////////////////////////////

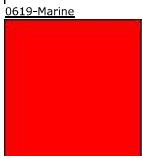
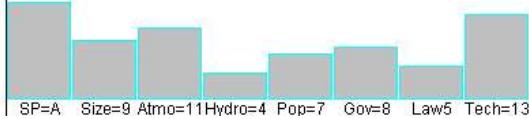
// Star
FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 = Pop< 70 M
2 = TL_D
3 = GGs 2
4 =
5 =
6 =
7 =
8 =
9 =

0619-Maps

M3 V
 0 = Mainworld Lalaki A9B4785-D (Temperate)
 1 = LGG (70,000 mi dia) S=20
 2 = LGG (70,000 mi dia) S=20
 3 = World (Inferno) Y6B0000-0
 4 = World (Radioactive) Y6B0000-0
 5 = World (StormWorld) H626278-7
 6 = World (StormWorld) H626278-7
 7 = World (Inferno) Y6B0000-0
 8 =
 9 = World (BigWorld) 0575AB-8
 10 = World (StormWorld) H600140-9



0619 Lalaki

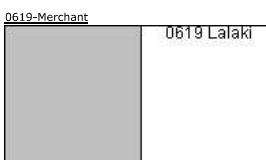


0619 Lalaki

```

// 0619 Lalaki
///////////////////////////////
// star
FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

```



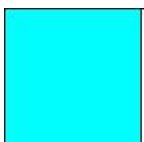
0619 Lalaki

```

// 0619 Lalaki
///////////////////////////////
// star
FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

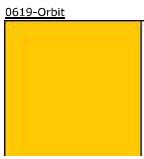
```

0619-Navy



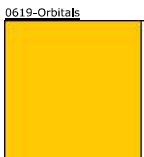
0619 Lalaki

```
// 0619 Lalaki
///////////////////////////////
// star
FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
```



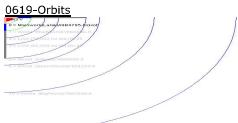
0619 Lalaki
Orbit

```
// 0619 Lalaki
///////////////////////////////
FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 = Orbit
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
```



0619 Lalaki
Orbits

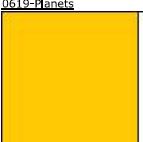
```
// 0619 Lalaki
///////////////////////////////
FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 = Orbits
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
```



```
0619-Other
0619 Lalaki
///////////////////////////////
// star
FC
0 =
1 =
```

2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0619-Planets

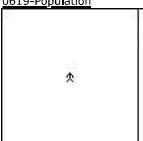


0619 Lalaki
Planets

// 0619 Lalaki
//////////////////////////////

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 = Planets
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0619-Population



0619 Lalaki
Pop < 70 M
TLD

// 0619 Lalaki
//////////////////////////////

// caca
FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 = Pop < 70 M
2 = TLD
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0619-Scout

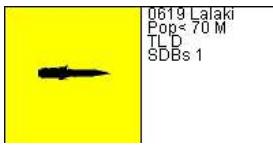


0619 Lalaki

// 0619 Lalaki
//////////////////////////////

// star
FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0619-SDBs



0619 Lalaki
Pop< 70 M
TLD
SDBs 1

// 0619 Lalaki
//////////////////////////////

// SDB-Dragon-10

FC

0 =

1 =

2 =

3 =

4 =

5 =

6 =

7 =

8 =

9 =

BC

0 = 0619 Lalaki

1 = Pop< 70 M

2 = TLD

3 = SDBs 1

4 =

5 =

6 =

7 =

8 =

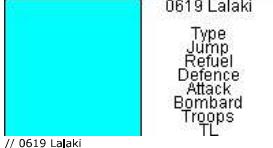
9 =

0619-Ship-0619 Lalaki



0619 Lalaki

0619-Squadron



0619 Lalaki

Type
Jump
Refuel
Defence
Attack
Bombard
Troops
TL

// 0619 Lalaki

// 154thBatRon

FC

0 =

1 =

2 =

3 =

4 =

5 =

6 =

7 =

8 =

9 =

BC

0 = 0619 Lalaki

1 =

2 = Type

3 = Jump

4 = Refuel

5 = Defence

6 = Attack

7 = Bombard

8 = Troops

9 = TL

0619-Squadrons



0619 Lalaki
Pop< 70 M
SDBs 1
TLD
Rons X

// 0619 Lalaki

// 154thBatRon

FC

0 =

1 =

2 =

3 =

4 =

5 =

6 =

7 =

8 =

9 =

BC

0 = 0619 Lalaki

1 = Pop< 70 M

2 = SDBs 1

3 = TLD

4 = Rons X

5 =

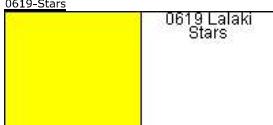
6 =

7 =

8 =

9 =

0619-Stars



0619 Lalaki
Stars

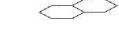
// 0619 Lalaki

// star

FC

0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 = Stars
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

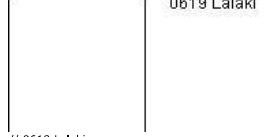
0619-Subsector



0619-System



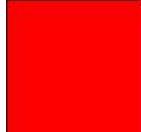
0619-TSC-0619 Lalaki



// 0619 Lalaki //

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =

0619-Troop-0001



0619 Lalaki
0001
2-Regiment
0-Regular
0-Light
Grav
0-Infantry
CF 9
TF 8
TL 13

// 0619 Lalaki

// Rearden //

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 = 0001
2 = 2-Regiment
3 = 0-Regular
4 = 0-Light
5 = Grav
6 = 0-Infantry
7 = CF 5
8 = TF 5
9 = TL 13

0619-Troop



0619 Lalaki
Size
Quality
Armament
Mobility
Type
CF
TF
TL

// 0619 Lalaki

// Rearden //

FC
0 =
1 =
2 =
3 =

4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 =
2 = Size
3 = Quality
4 = Armament
5 = Mobility
6 = Type
7 = CF
8 = TF
9 = TL

0619-Troops



0619 Lalaki
Pop< 70 M
TL D
CF 5

// 0619 Lalaki
//////////////////////////////

// Colon

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 = Pop< 70 M
2 = TL D
3 = CF 5
4 =
5 =
6 =
7 =
8 =
9 =

0619-UWP

0619 Lalaki



0619-Vehicle-0619 Lalaki



V
M
C
W
H
P

0619-Worlds



0619 Lalaki
Pop< 70 M
TL D
W 10

// 0619 Lalaki
//////////////////////////////

// Star

FC
0 =
1 =
2 =
3 =
4 =
5 =
6 =
7 =
8 =
9 =
BC
0 = 0619 Lalaki
1 = Pop< 70 M
2 = TL D
3 = W 10
4 =
5 =
6 =
7 =
8 =
9 =

0619 Lalaki.txt

0619-Admiral.txt

0619-Army.txt

0619-Bases.txt

0619-Belts.txt

0619-Commodore.txt

0619-Defences.txt

0619-Equipment-0619 Lalaki.txt

0619-Fleet.txt

0619-Gas Giants.txt

0619-Marine.txt

0619-Merchant.txt

0619-Navy.txt

0619-Orbit.txt

0619-Orbitals.txt

0619-Other.txt

0619-Planets.txt

0619-Population.txt

0619-Scout.txt

0619-SDBs.txt

0619-Squadron.txt

0619-Squadrons.txt
0619-Stars.txt
0619-TSC-0619 Lalaki.txt
0619-Troop-0001.txt
0619-Troop.txt
0619-Troops.txt
0619-Worlds.txt

ABOUT

B Knight = 4
c Baronet = 1

0211 Giikur
(Knight) RiSerLiNaa
(Baronet) MaGiish

0311 Omero
(Knight) AmKirKharGi

0619 Lalaki
(Knight) LiiLii

0711 Rishiin
(Knight) DirGuIg

Interstellar Subsector Forces.

R U Ready 4 War ?

NO RULES INCLUDED, designed for 5FW, IE, IS, PE.
UWP data expanded IN COLOUR full page per world

Imperial Navy & Marines

Solar system orbital display
Great for large scale invasion & war.

Ever wondered where they come from?
What brought them here?
What tech is available to them?
Where they've been?
Where they're going next?
What their homeworlds are like?

SDBs
Squadrons
Troops CF
Homeworld CF

Lists data on populated worlds of importance
(CF >0)
Standard UTP data for off-world troops

Lists Commodores and their tactical abilities

Standard Cruiser squadrons supplied in data USqP

Squadron data is also available in particular World Guides
(0304 Chronor is a free example on DTRPG) as GIFs
e-mail maggottiss@sky.com with a particular world or
subsector and I will put it up on DTRPG, probably same day,
IF NOT ALREADY DONE. PLEASE CONTACT ME WITH ERRORS.
Updated regularly.

World Guides for mainworld data & GIFs

Subsector Guides for system war
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Link to Free campaign forms inside

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OR
Mark Ferguson in 'Traveller RPG' on FaceBook..

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