

Traveller 5

Vland

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Subsector guide

General Details for Imperial Forces

B Vhodan

**R U Ready 4 WAR? - Indispensible Notebook
Imperial Naval Intelligence for Travellers.
5FW style System box.**

T4 Imperial Squadrons & Commodores.

T4 Pocket Empires Troops.

T5 System maps.

Links to relevant data online.

**Collated into a PDF with 1 System per sheet of print
Does not contain rules:**

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

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Saarpuhii

Engegueklii Agushdakemgam (Call me Klii)

Duke of Kesali (Vland/2737)

Co Starring - Walter the Wobot!
(with a lithp - Dukes' Butler)

Marx Sagaa (a.k.a. Markii)

Baron of Fraynj (Gushmege/1623)

Tracii

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

Debii

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

Fergii

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

Jimii

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

Iggii (Vargr)

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



Commodore Fergiison

Vland B Vhodan

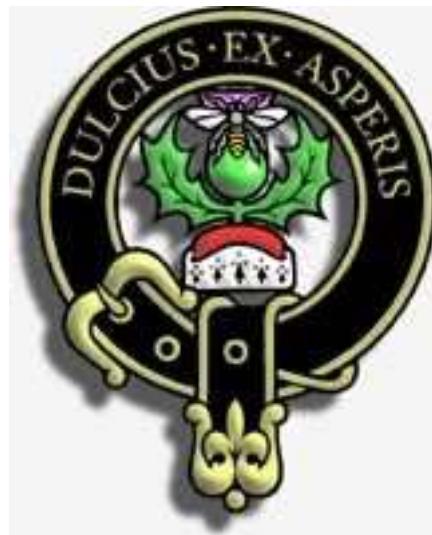
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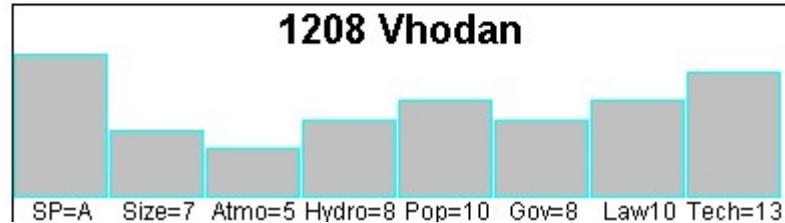
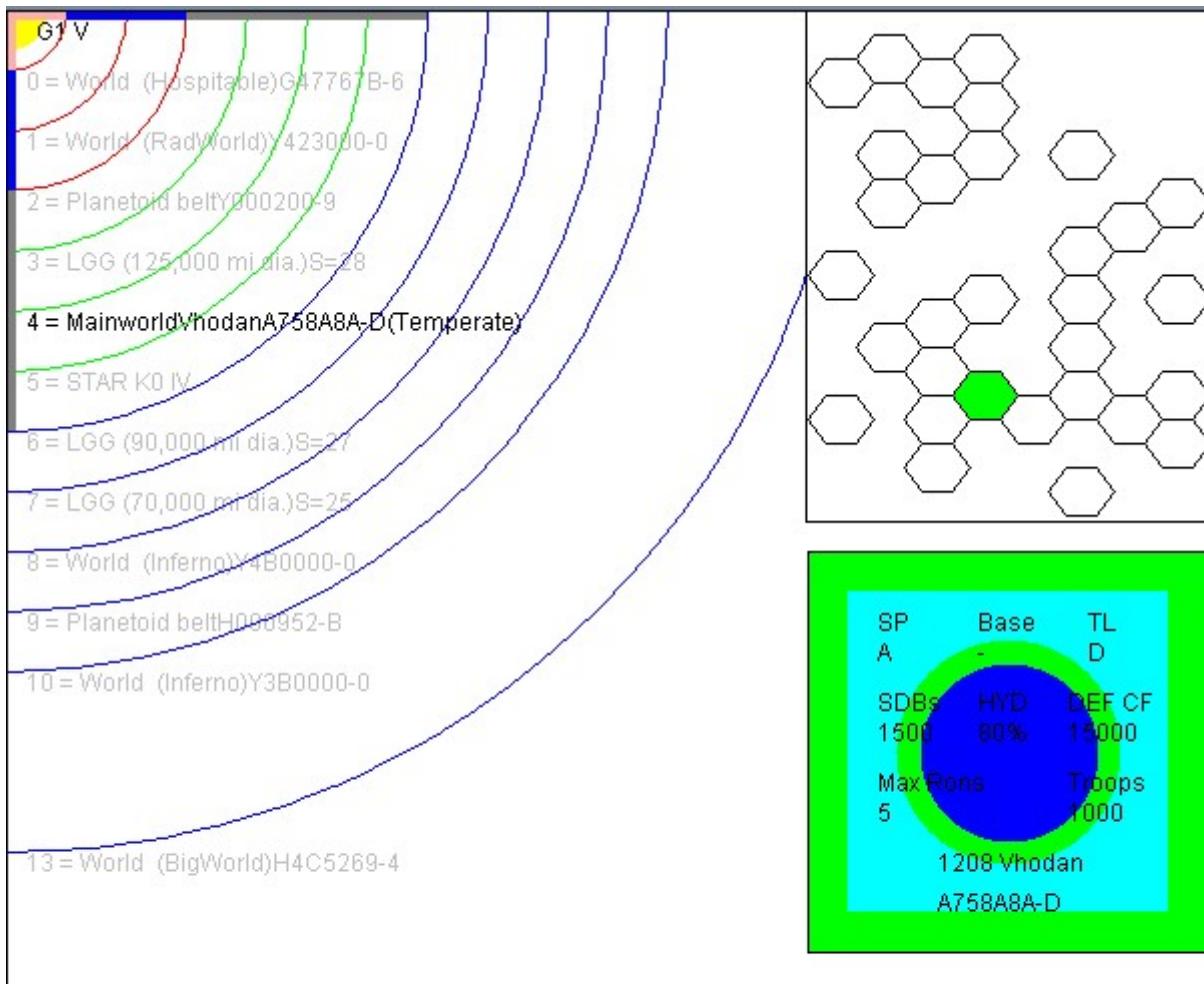
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Sweeter after difficulties



Nihil verum nisi mors
Only Death is Real!



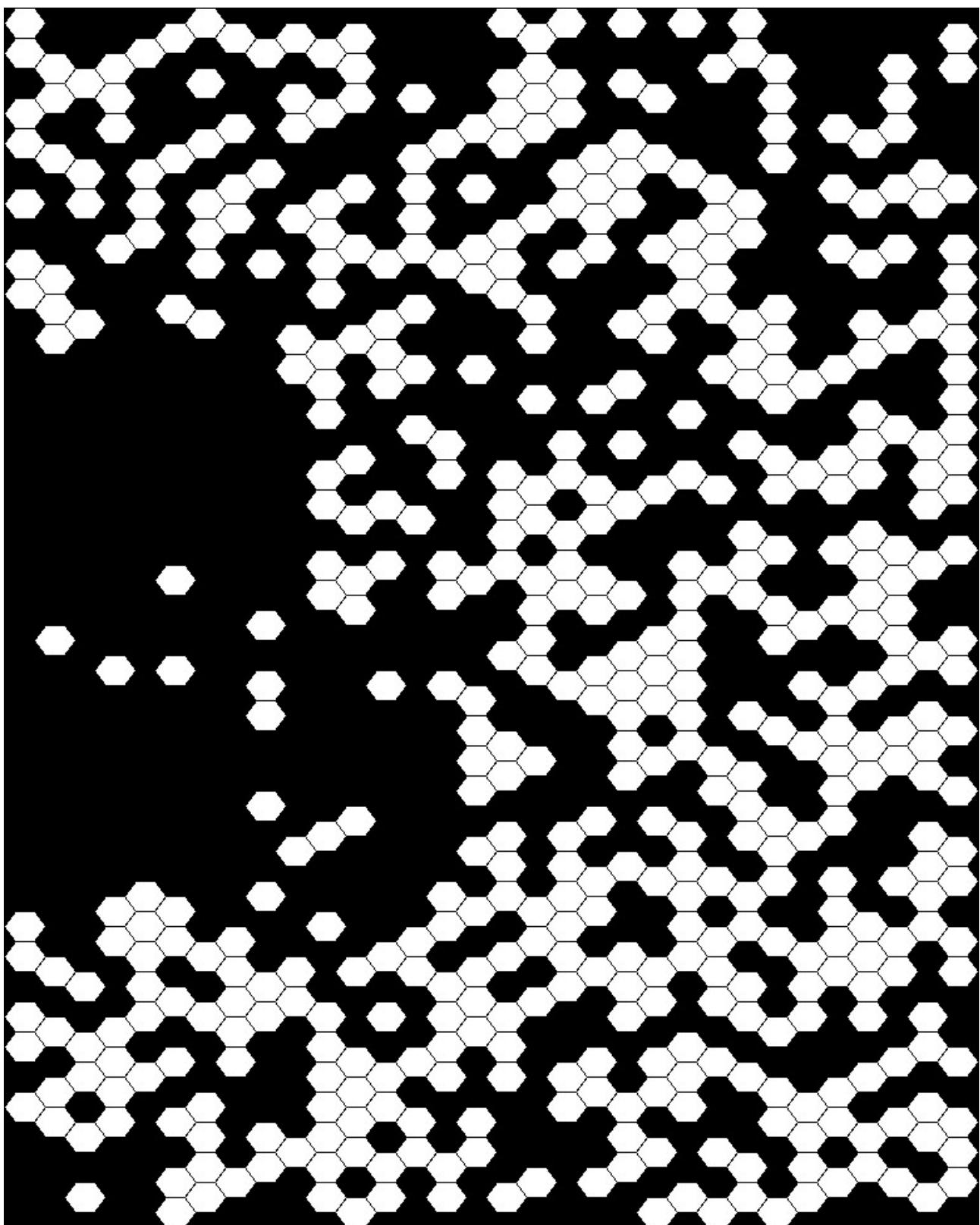


ORBIT PATHS

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

5FW STYLE SYSTEM BOX

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



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VLAND

https://wiki.travellerrpg.com/Vland_Sector

A Voskhod

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

B Vhodan

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

C Anarsi

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

D Theton

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

E Lalaki Kharir

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

F Kagamira

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

G Vland

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

H Shiigus

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

I Dusa

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

J Akumid

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

K Kasear

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

L Anakod

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

M Parsi

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

N Daangiliu

https://wiki.travellerrpg.com/Daangiliu_Subsector
[https://wiki.travellerrpg.com/Daangiliu_\(world\)](https://wiki.travellerrpg.com/Daangiliu_(world))

O Nulisud

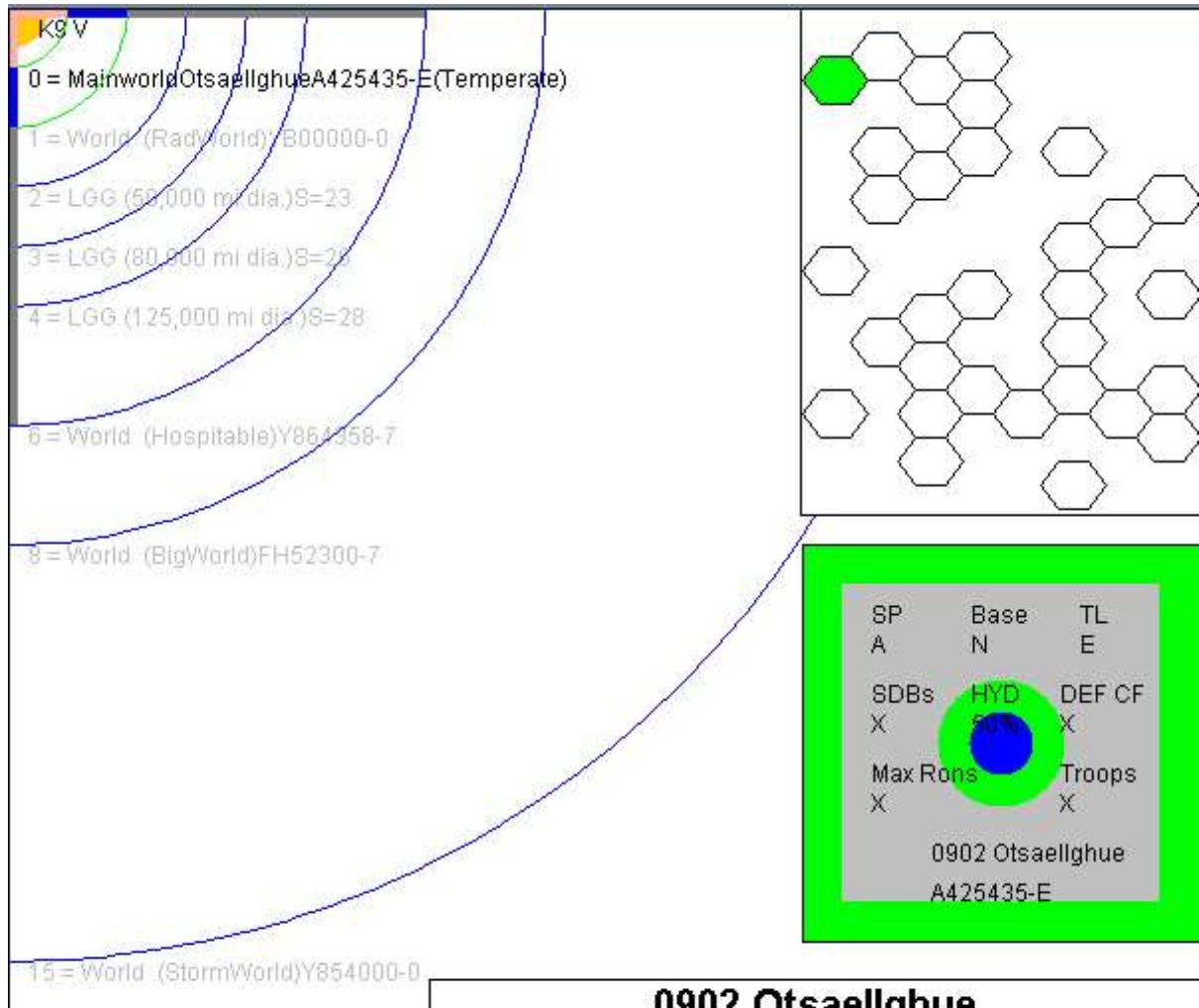
https://wiki.travellerrpg.com/Nulisud_Subsector
[https://wiki.travellerrpg.com/Nulisud_\(world\)](https://wiki.travellerrpg.com/Nulisud_(world))

P Kakadan

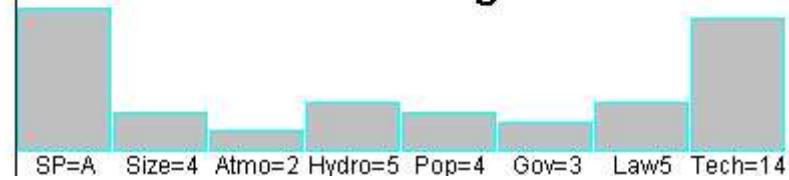
https://wiki.travellerrpg.com/Kakadan_Subsector
[https://wiki.travellerrpg.com/Kakadan_\(world\)](https://wiki.travellerrpg.com/Kakadan_(world))

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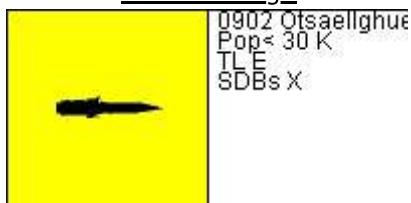
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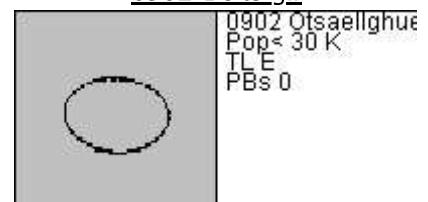
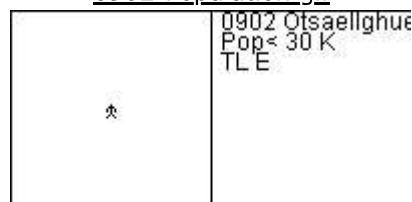
0902 Otsaellghue



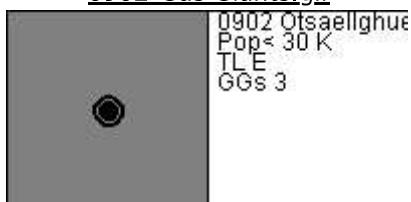
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0902-Defences.gif

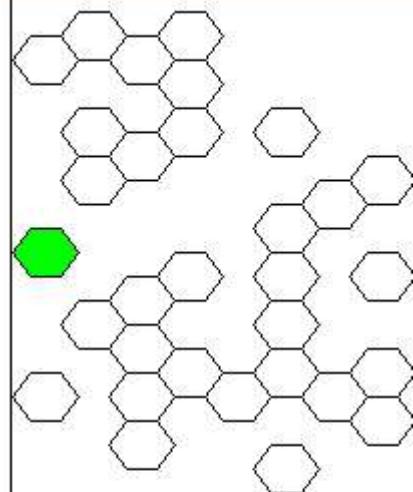


0902-Gas Giants.gif



0906-Maps.gif

K3 V
 0 = World (Inferno) Y3B0000-0
 1 = World (StormWorld) Y3B2000-0
 2 = World (RadWorld) Y3A6000-0
 3 = Mainworld lishashun C62546A-A (Cold)
 5 = LGG (125,000 mi dia) S=28
 6 = World (Inferno) Y3B0000-0
 7 = LGG (90,000 mi dia.) S=27
 8 = LGG (125,000 mi dia.) S=28
 9 = Planetoid belt G000346-7
 10 = VWorld (BigWorld) H350110-9



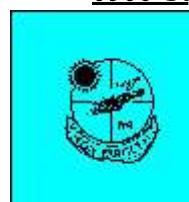
0906 lishashun

SP=C Size=6 Atmo=2 Hydro=5 Pop=4 Gov=6 Law=10 Tech=10

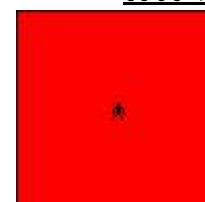
0906-SDBs.gif



0906 lishashun
Pop < 70 K
TL A
SDBs X



0906 lishashun
Pop < 70 K
SDBs X
TL A
Rons X

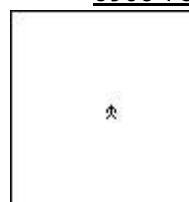


0906 lishashun
Pop < 70 K
TL A
CF X

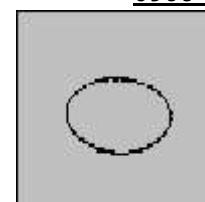
0906-Defences.gif



0906 lishashun
Pop < 70 K
TL A
CF X

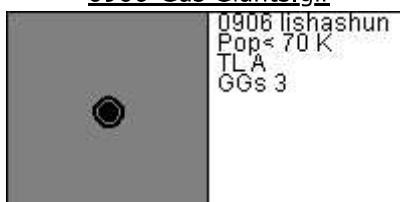


0906 lishashun
Pop < 70 K
TL A

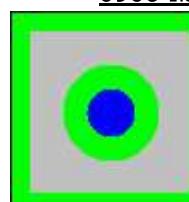


0906 lishashun
Pop < 70 K
TL A
PBs 1

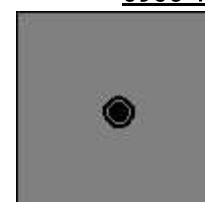
0906-Gas Giants.gif



0906 lishashun
Pop < 70 K
TL A
GGs 3

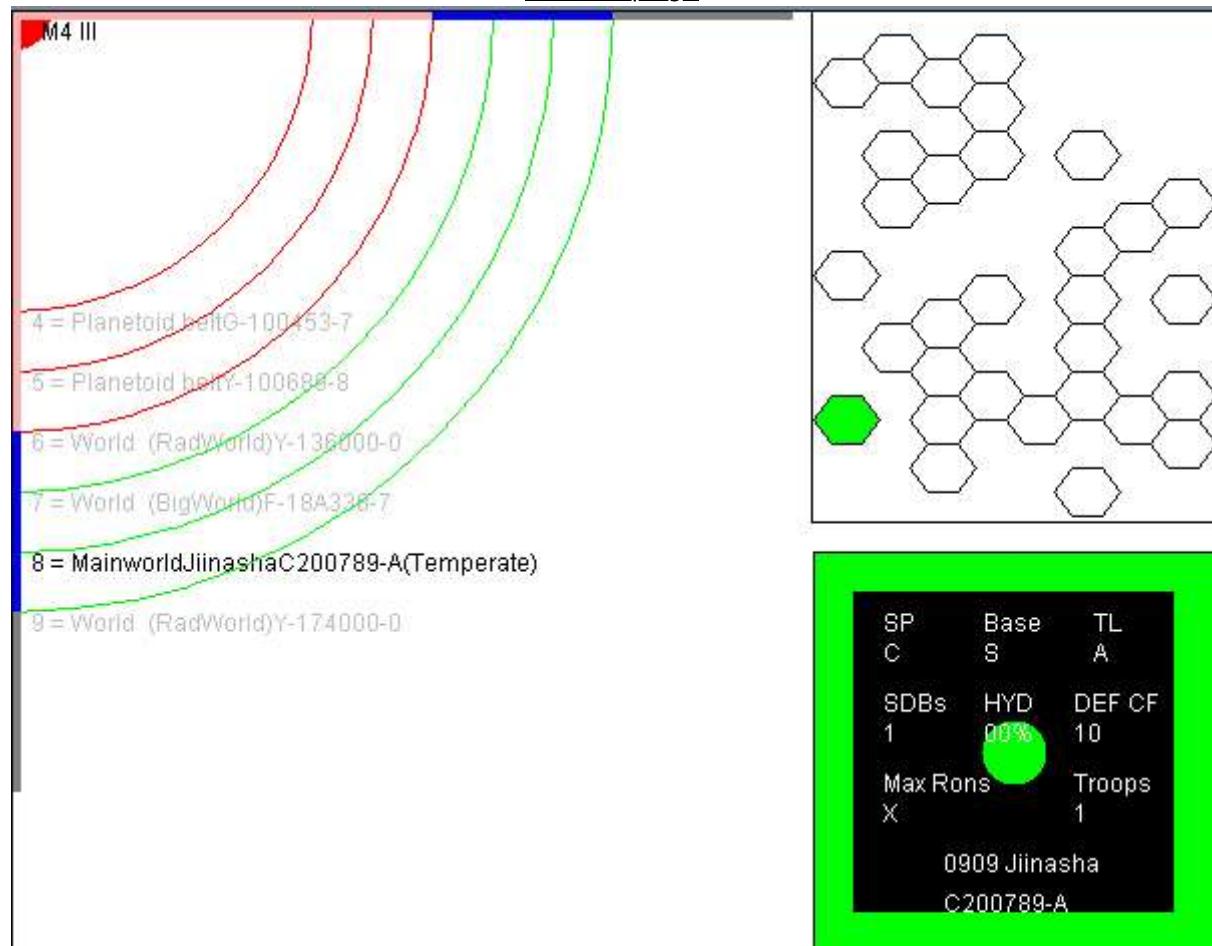


0906 lishashun
C62546A-A
SDBs X
Rons X
Def CF X
Troops X
Pop < 70 K
Belts 1
GGs 3
Worlds 10 G

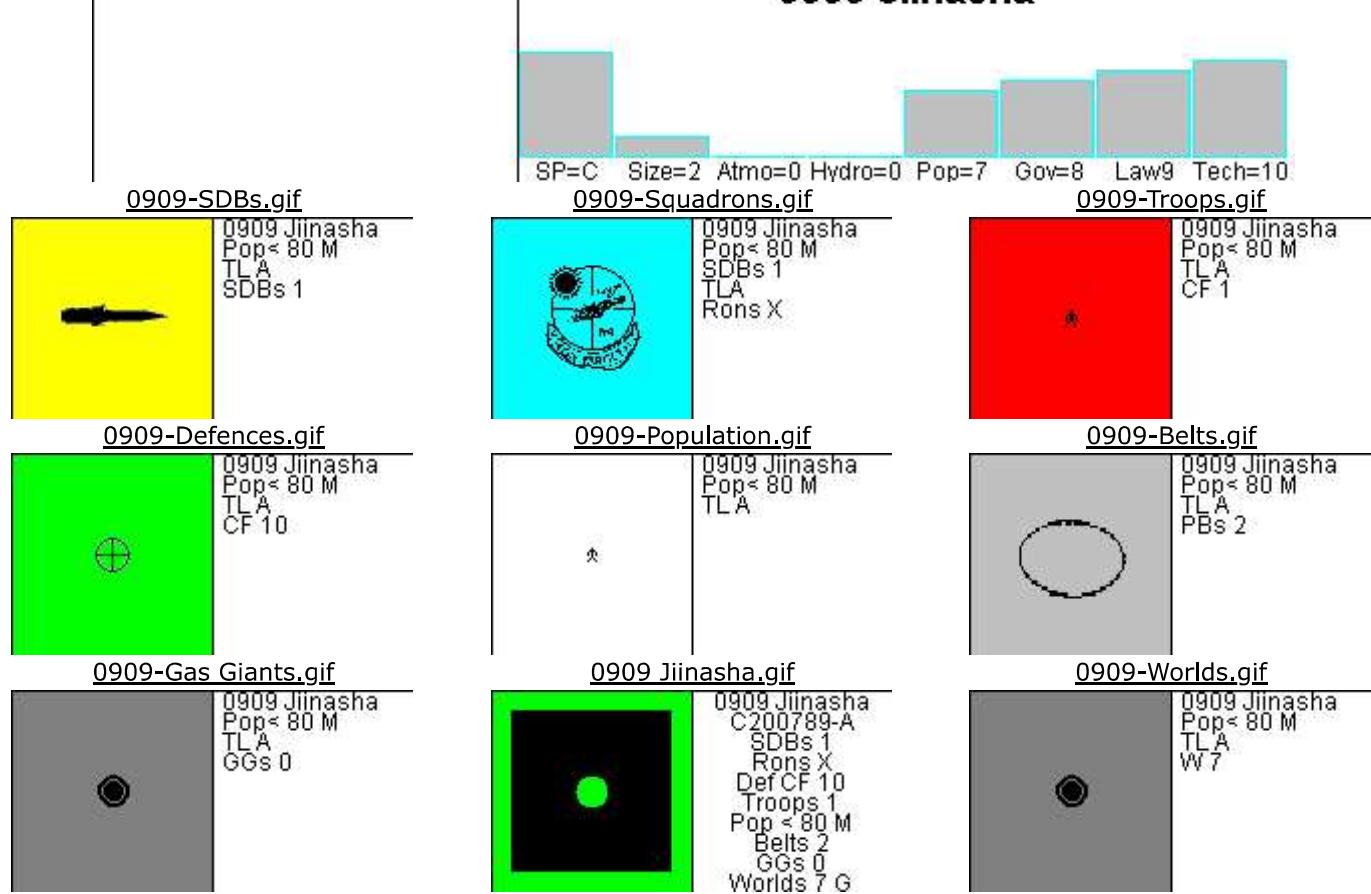


0906 lishashun
Pop < 70 K
TL A
W 10

0909-Maps.gif

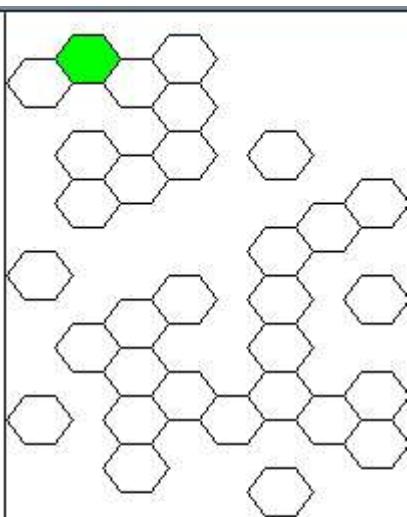


0909 Jiinasha

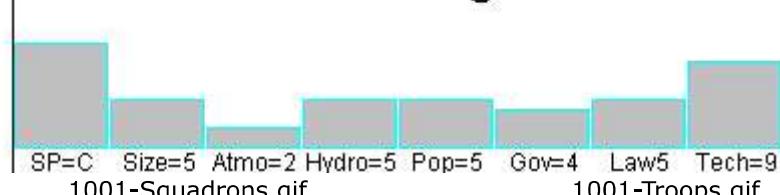


1001-Maps.gif

KOV
 0 = World (Hospitable) G29A1/5-6
 1 = World (Worldlet) F2/0432-8 World (Inferno) Y2B0000-0
 2 = Mainworld Odhughe C525545-9 (Temperate)
 3 = World (Hospitable) H2A4/56-4
 4 = World (RawWorld) Y268000-0
 5 = World (StormWorld) Y200000-0
 6 = World (Worldlet) F067100-6
 7 = STAR MB V
 8 = Planetoid belt H00433-5
 9 = World (Inferno) Y2B0000-0
 10 = World (RadWorld) Y289000-0



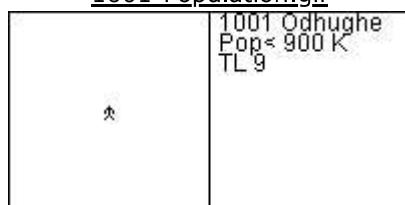
1001 Odhughe



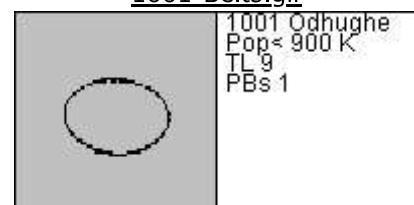
1001-SDBs.gif



1001-Defences.gif



1001-Population.gif



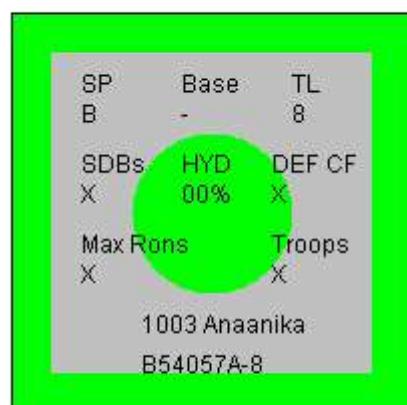
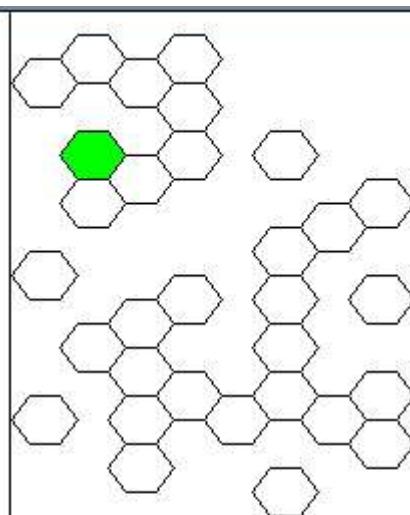
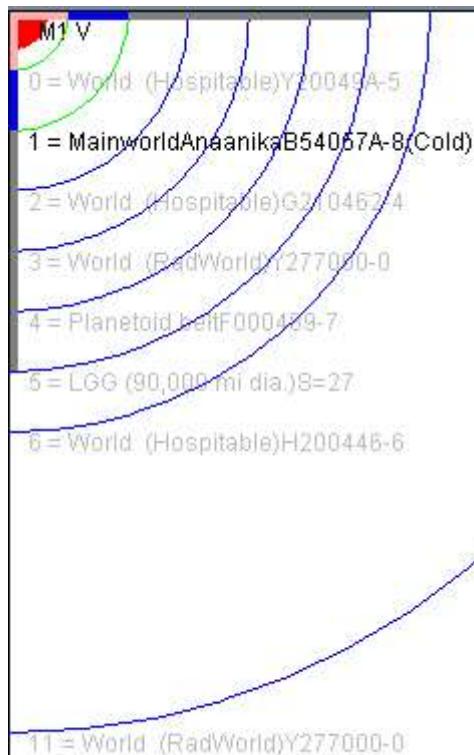
1001-Gas Giants.gif



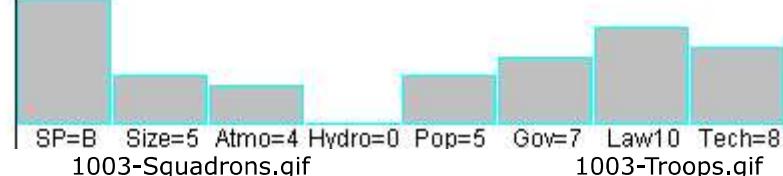
1001-Odhughe.gif



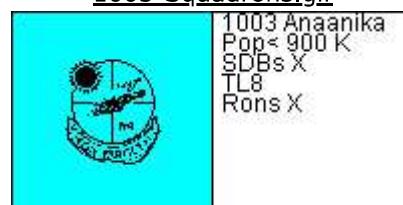
1003-Maps.gif



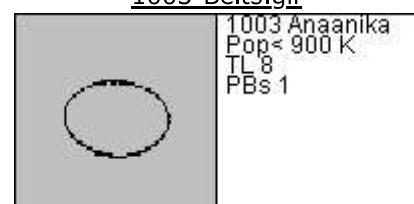
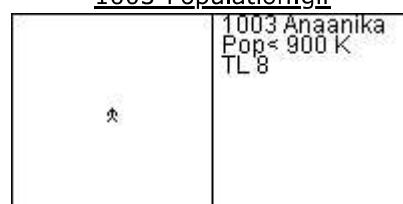
1003 Anaanika



1003-SDBs.gif



1003-Defences.gif



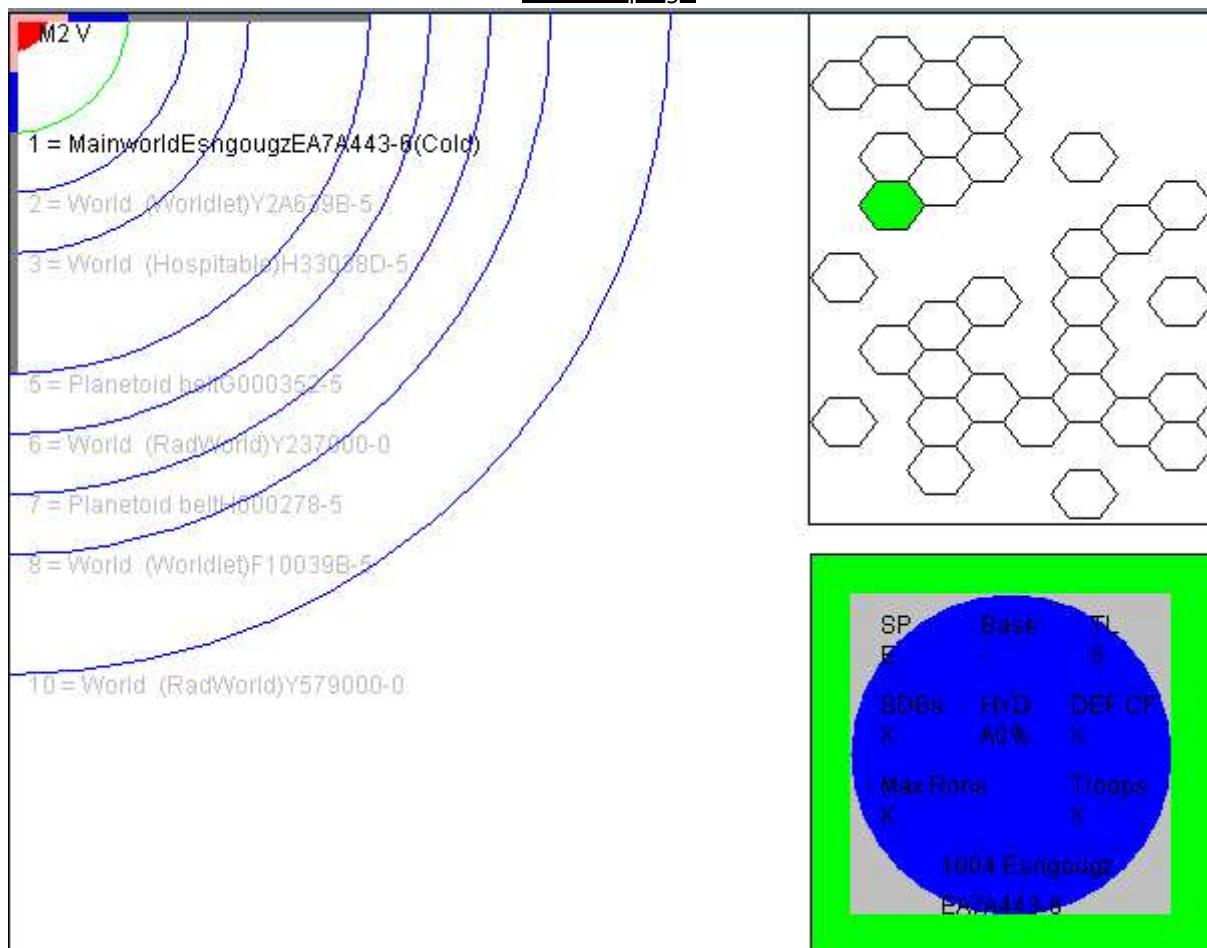
1003-Gas Giants.gif



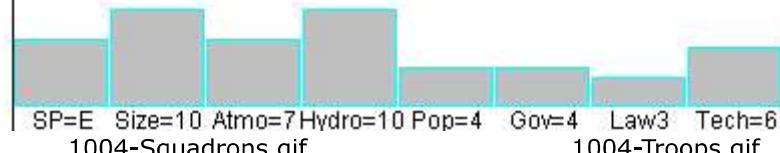
1003-Worlds.gif



1004-Maps.gif



1004 Esngougz



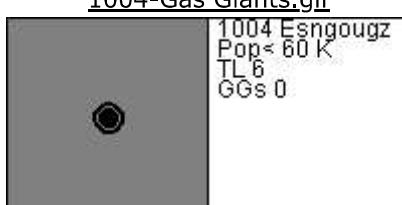
1004-SDBs.gif



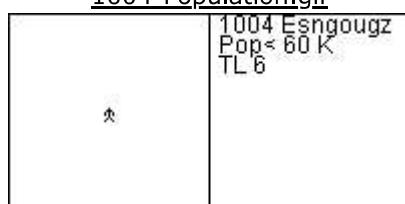
1004-Defences.gif



1004-Gas Giants.gif



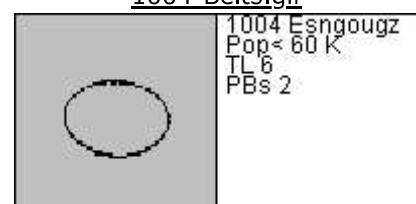
1004-Population.gif



1004 Esngougz.gif



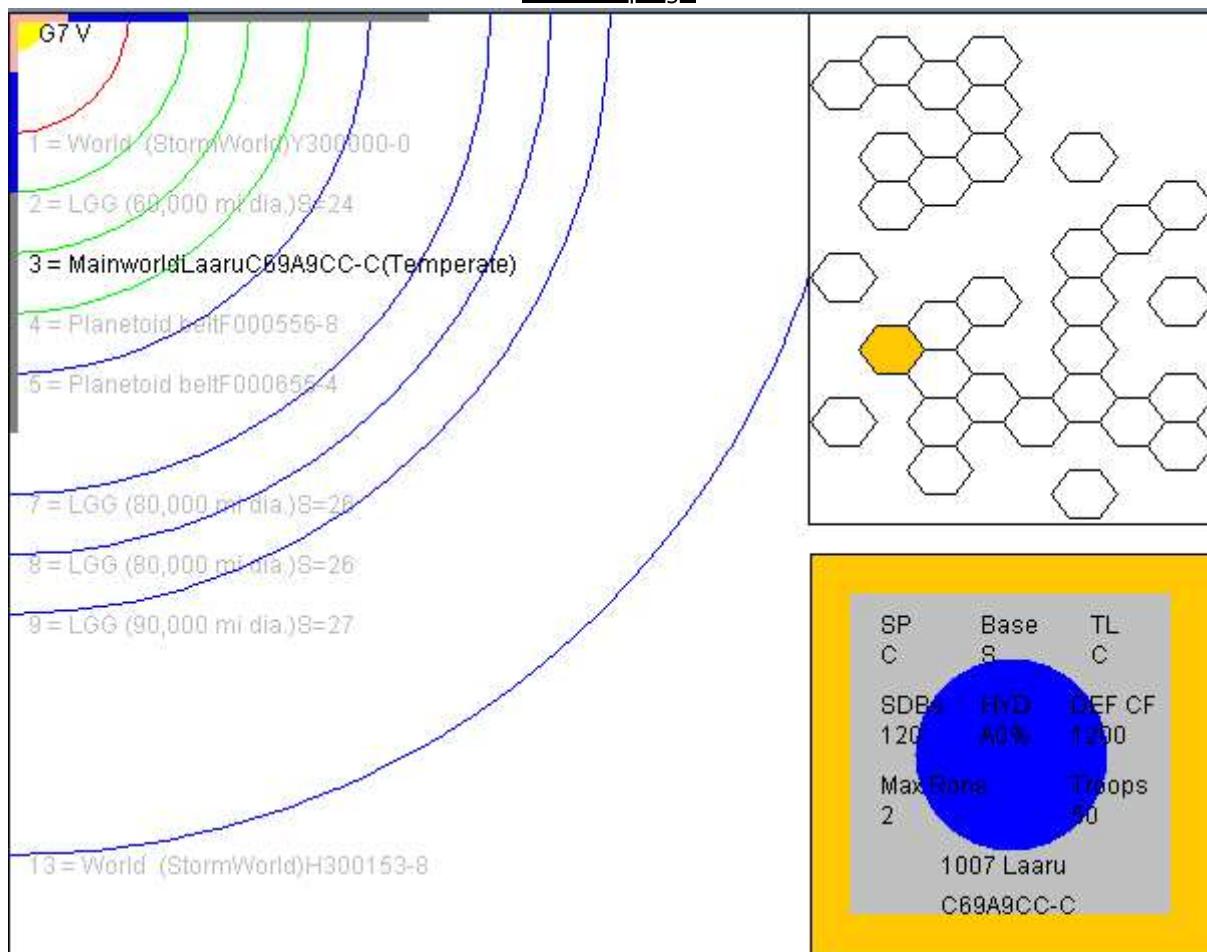
1004-Belts.gif



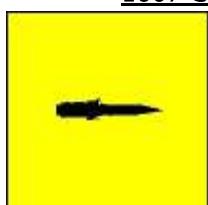
1004-Worlds.gif



1007-Maps.gif



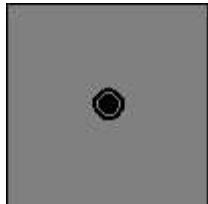
1007-SDBs.gif



1007-Defences.gif

1

1007-Gas Giants.gif



1007 Laaru
Pop < 4 B
TLC
GGs 4

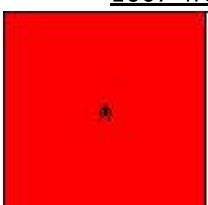
1007 Laarui



1007-squadrons.nl

1007 Laaru
Pop< 4 B
SDBs 120
TLC

1007-Troops.gif



1007-Belts.gif

1007-Population.gif

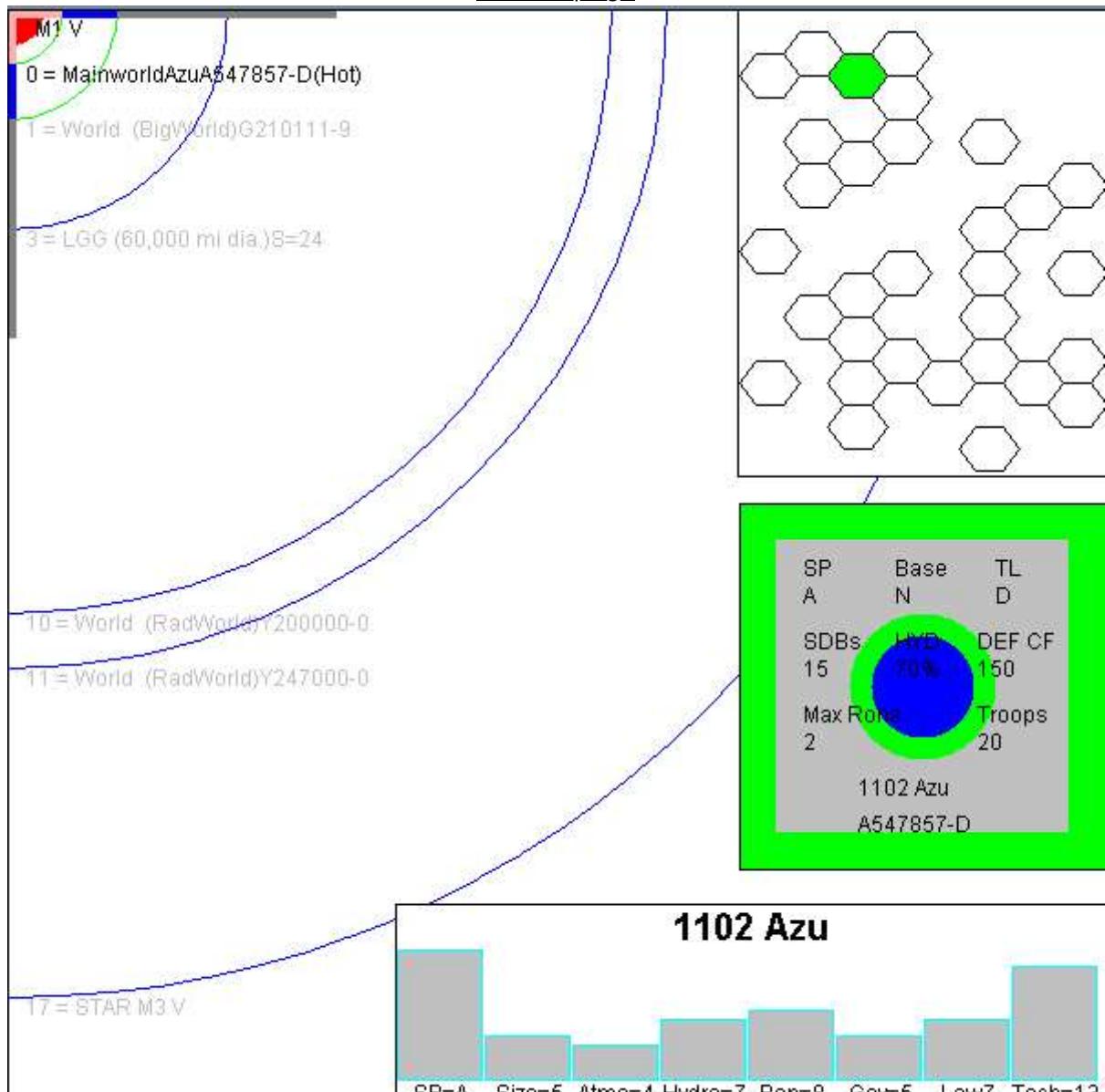


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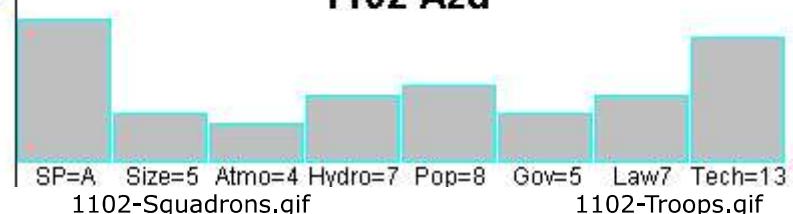
1007-Worlds.gif

1007 Laaru.gif

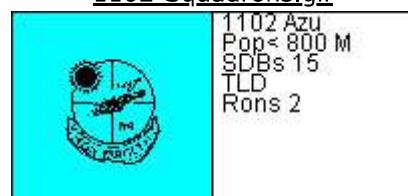
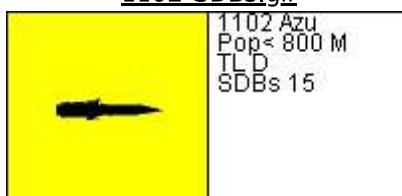
1102-Maps.gif



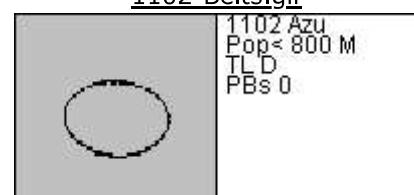
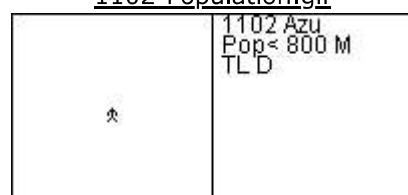
1102 Azu



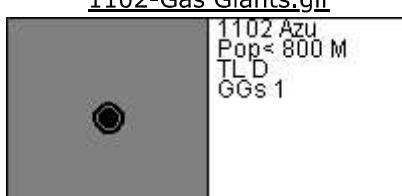
1102-SDBs.gif



1102-Defences.gif



1102-Gas Giants.gif



Column	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14	C15	C16	C17	C18	C19	C20
Row	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	
Requirements	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
100	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
200	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
500	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
1000	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
2000	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
5000	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	

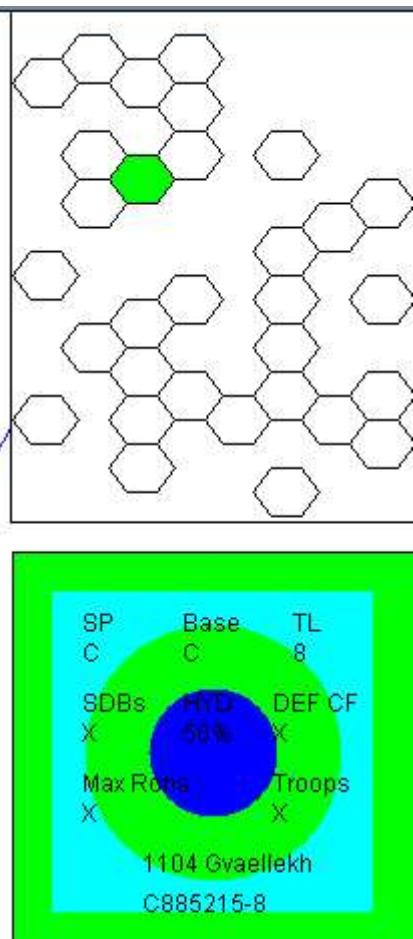
1102-Azu.gif

Column	C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12	C13	C14	C15	C16	C17	C18	C19	C20
Row	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	
Requirements	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
100	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
200	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
500	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
1000	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
2000	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
5000	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	

1102-Worlds.gif



1104-Maps.gif



1104 Gvaellekh



1104-SDBs.gif



1104-Defences.gif



1104-Population.gif



1104-Belts.gif



1104-Gas Giants.gif



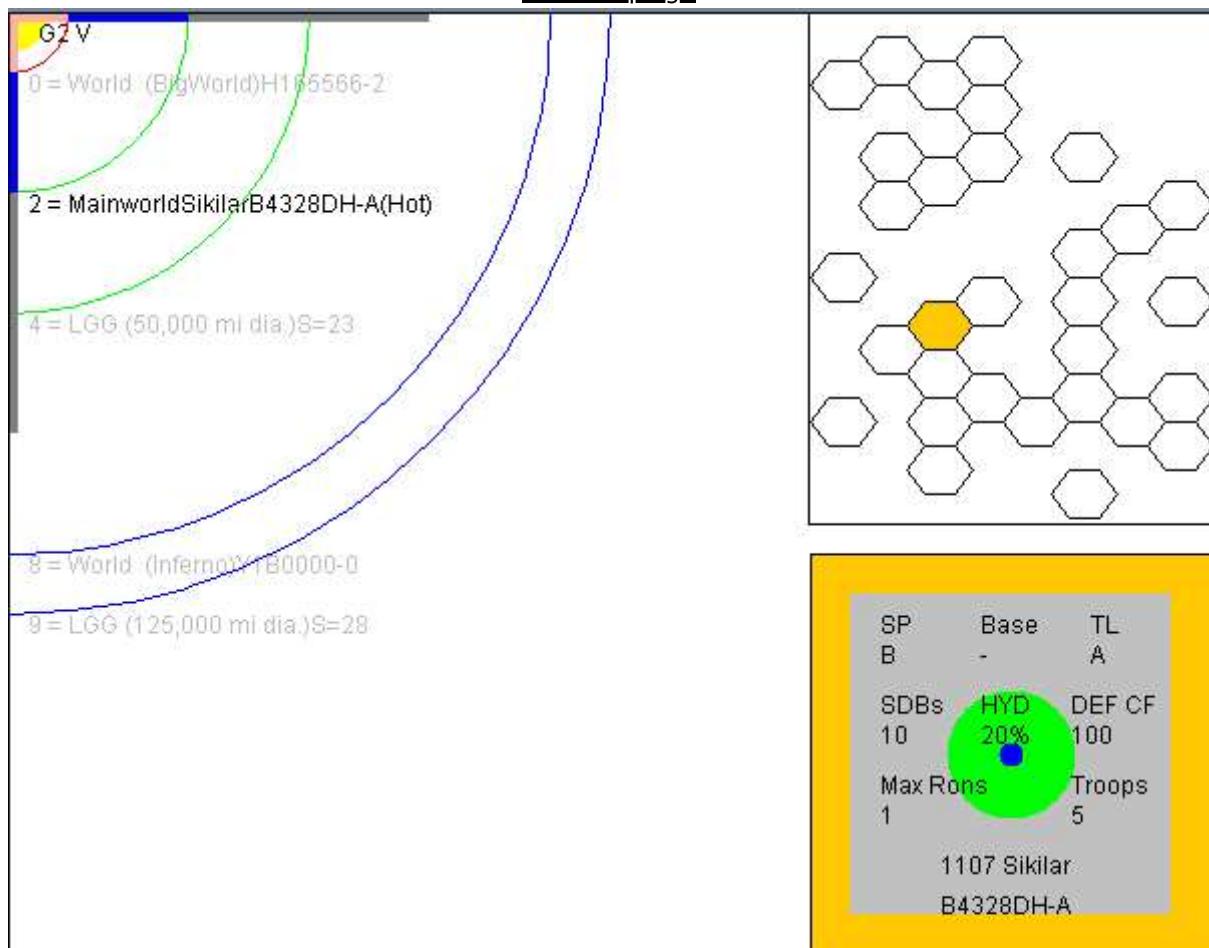
1104 Gvaellekh.gif



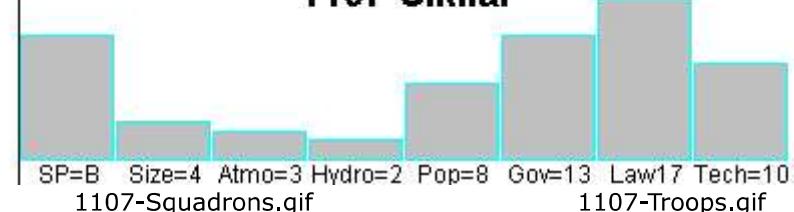
1104-Worlds.gif



1107-Maps.gif



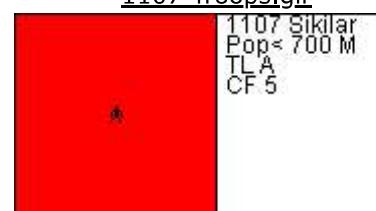
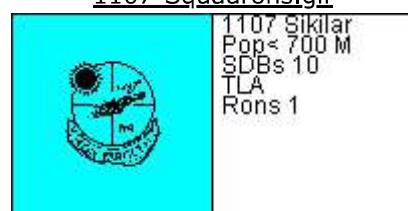
1107 Sikilar



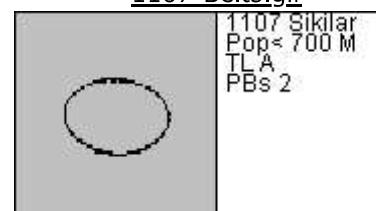
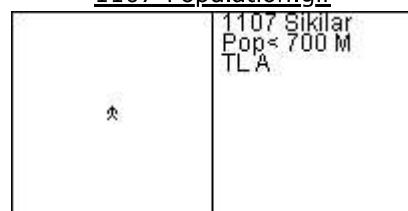
1107-Squadrions.gif

1107-Troops.gif

1107-SDBs.gif



1107-Defences.gif



1107-Gas Giants.gif



Column	A	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Row	10	CloudMod	0	Max Marriage Requirements	0	CSV	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	0	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	7	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	8	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	11	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	12	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	13	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	14	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	15	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	16	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	17	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	18	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	19	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	20	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	21	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	22	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	23	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	25	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Requirements	26	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

1107-Population.gif

1107-Belts.gif

1107-Defences.gif

1107-Sikilar.gif

1107-Worlds.gif

1107-Gas Giants.gif

1107-SDBs.gif

1107-Troops.gif

1107-Worlds.gif

1107-Squadrions.gif

1107-SDBs.gif

1107-SDBs.gif

1107-Defences.gif

1107-Population.gif

1107-Worlds.gif

1107-Sikilar.gif

1107-SDBs.gif

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1107-Population.gif

1107-SDBs.gif

1107-Worlds.gif

1107-Defences.gif

1107-Gas Giants.gif

1107-Sikilar.gif

1107-SDBs.gif

1107-Worlds.gif

1107-Defences.gif

1107-Population.gif

1107-SDBs.gif

1107-Worlds.gif

1107-Defences.gif

1107-Gas Giants.gif

1107-Sikilar.gif

1107-SDBs.gif

1107-Worlds.gif

1107-Defences.gif

1107-Population.gif

1107-SDBs.gif

1107-Worlds.gif

1107-Defences.gif

1107-Gas Giants.gif

1107-Sikilar.gif

1107-SDBs.gif

1107-Worlds.gif

1107-Defences.gif

1107-Population.gif

1107-SDBs.gif

1107-Worlds.gif

1107-Defences.gif

1107-Gas Giants.gif

1107-Sikilar.gif

1107-SDBs.gif

1107-Worlds.gif

1107-Defences.gif

1107-Population.gif

1107-SDBs.gif

1107-Worlds.gif

1107-Defences.gif

1107-Gas Giants.gif

1107-Sikilar.gif

1107-SDBs.gif

1107-Worlds.gif

1107-Defences.gif

1107-Population.gif

1107-SDBs.gif

1107-Worlds.gif

1107-Defences.gif

1107-Gas Giants.gif

1107-Sikilar.gif

1107-SDBs.gif

1107-Worlds.gif

1107-Defences.gif

1107-Population.gif

1107-SDBs.gif

1107-Worlds.gif

1107-Defences.gif

1107-Gas Giants.gif

1107-Sikilar.gif

1107-SDBs.gif

1107-Worlds.gif

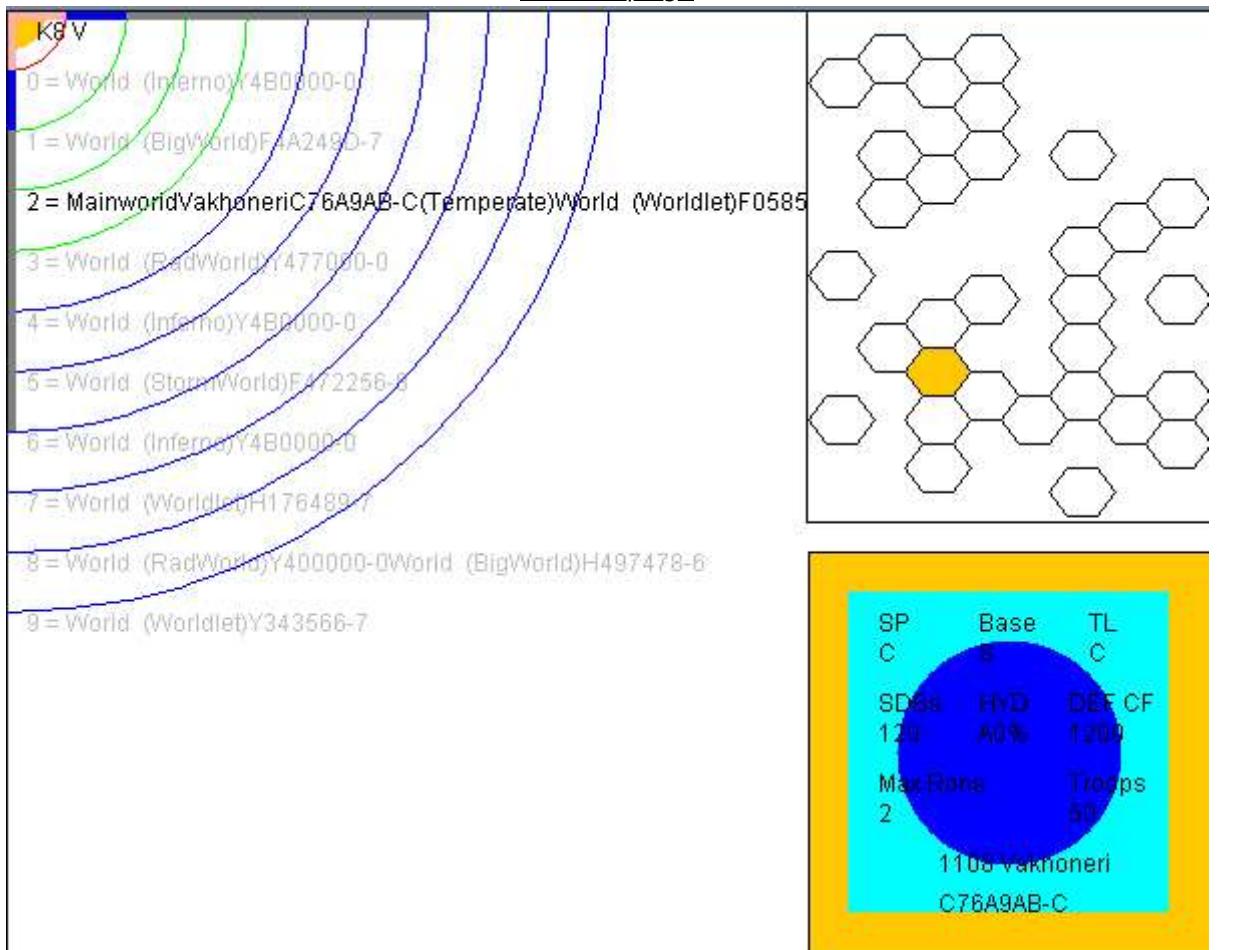
1107-Defences.gif

1107-Population.gif

1107-SDBs.gif

1107-Worlds.gif

1108-Maps.gif



1108 Vakhoneri



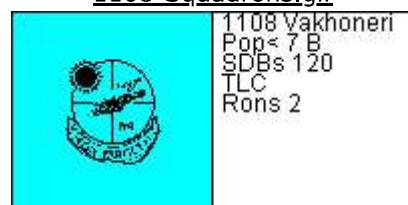
1108-SDBs.gif



1108-Defences.gif



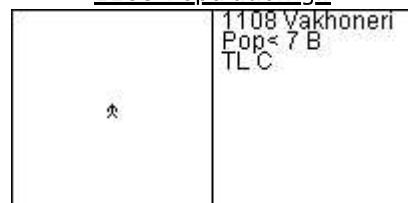
1108-Gas Giants.gif



1108-Population.gif



1108-Belts.gif

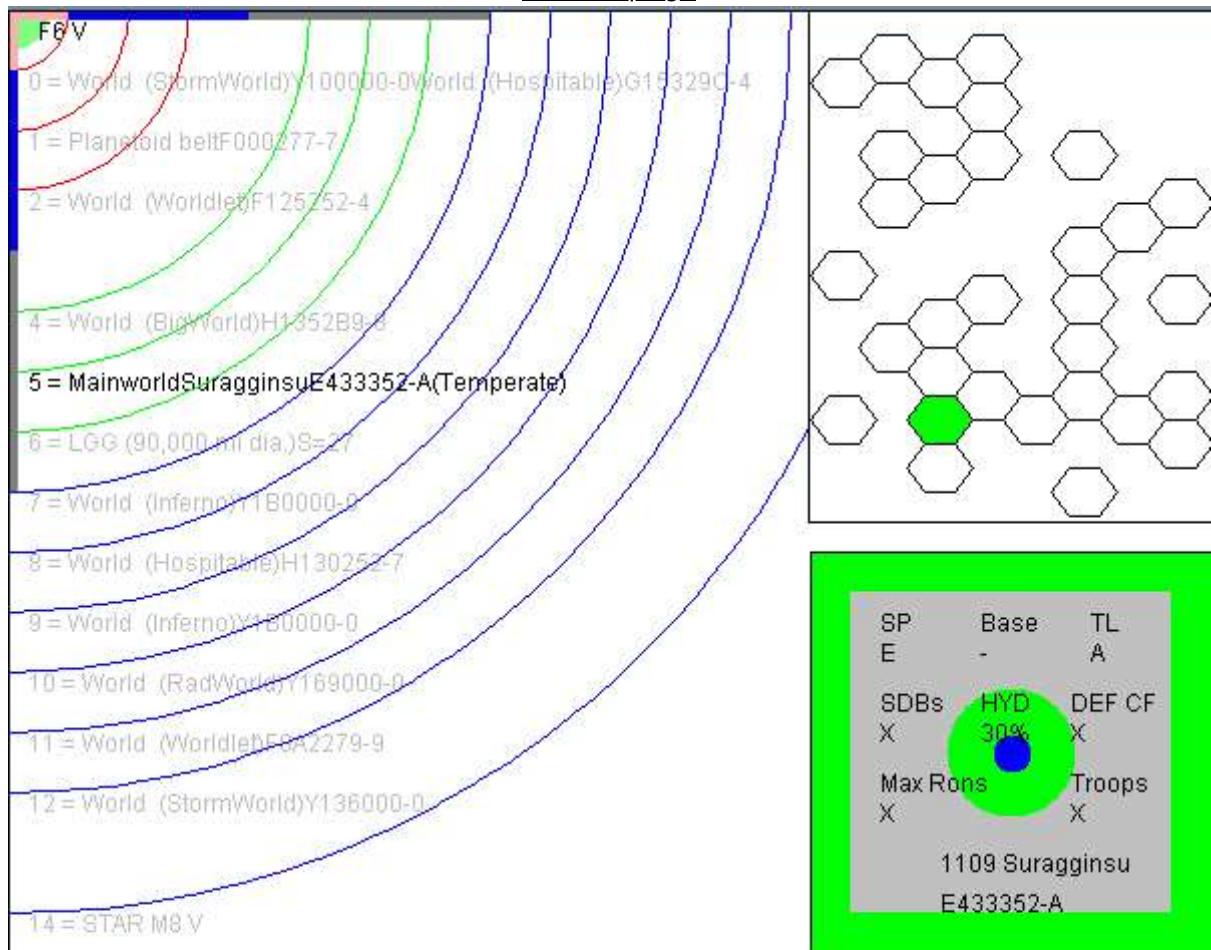


1108-Vakhoneri.gif

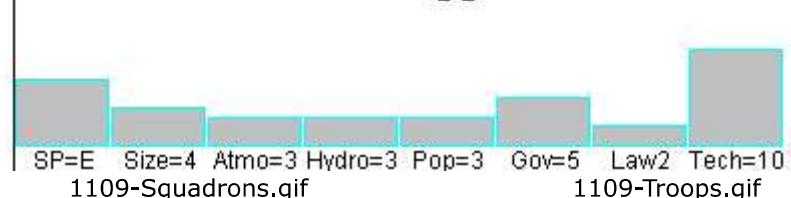
Column	CL	CoordMode	0	Max Marriage Reputation	-	CSV	-
Row	-	-	-	-	-	-	-
Requirements	-	-	-	-	-	-	-
100	1	+	+	0	0	0	0
200	1	+	+	0	0	0	0
300	1	+	+	0	0	0	0
400	1	+	+	0	0	0	0
500	1	+	+	0	0	0	0
600	1	+	+	0	0	0	0
700	1	+	+	0	0	0	0
800	1	+	+	0	0	0	0
900	1	+	+	0	0	0	0
1000	1	+	+	0	0	0	0
1100	1	+	+	0	0	0	0
1200	1	+	+	0	0	0	0
1300	1	+	+	0	0	0	0
1400	1	+	+	0	0	0	0
1500	1	+	+	0	0	0	0
1600	1	+	+	0	0	0	0
1700	1	+	+	0	0	0	0
1800	1	+	+	0	0	0	0
1900	1	+	+	0	0	0	0
2000	1	+	+	0	0	0	0



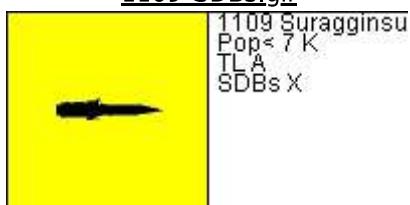
1109-Maps.gif



1109 Suragginsu



1109-SDBs.gif



1109-Defences.gif



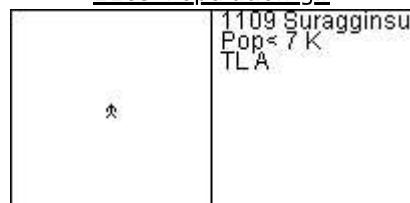
1109-Gas Giants.gif



1109-Squadrons.gif



1109-Troops.gif



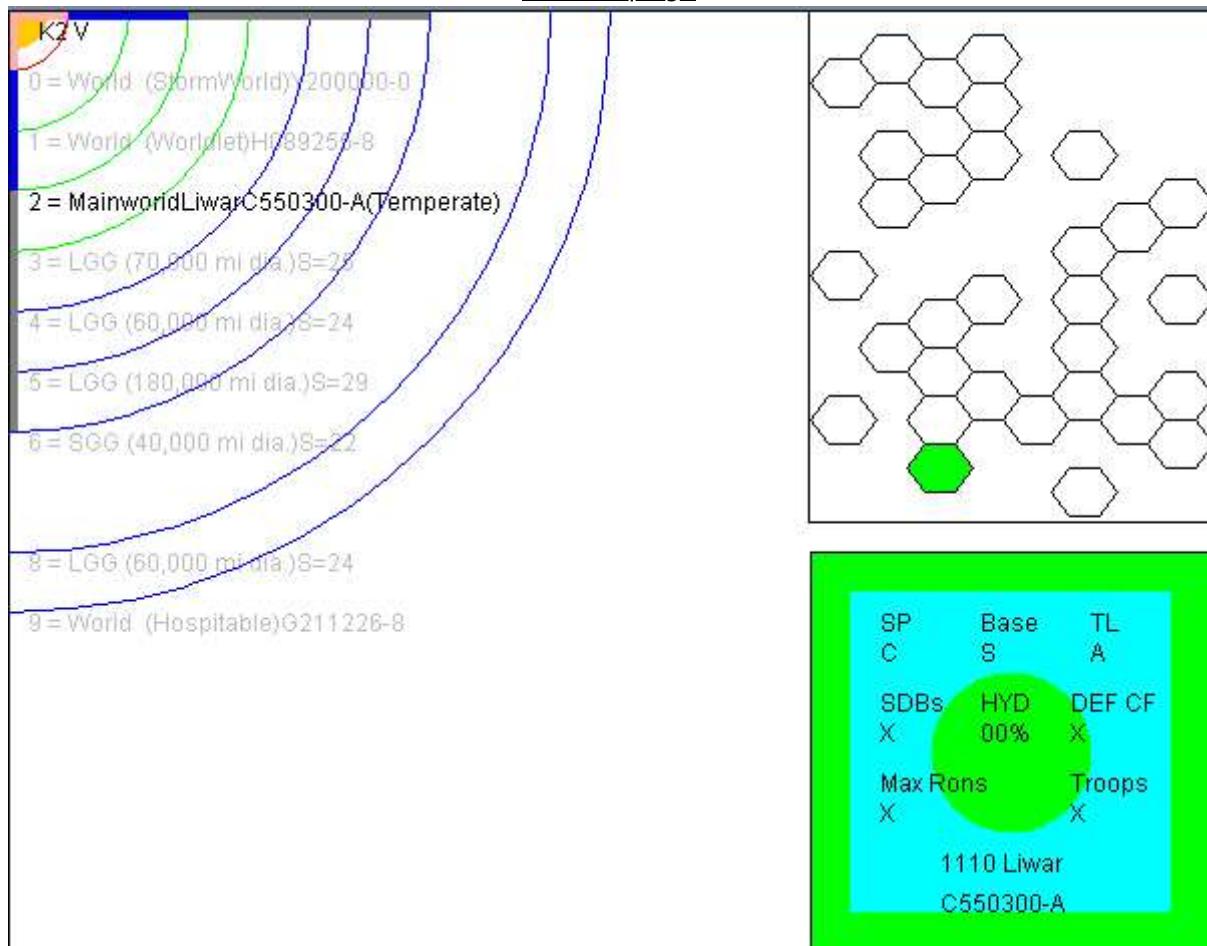
1109-Belts.gif



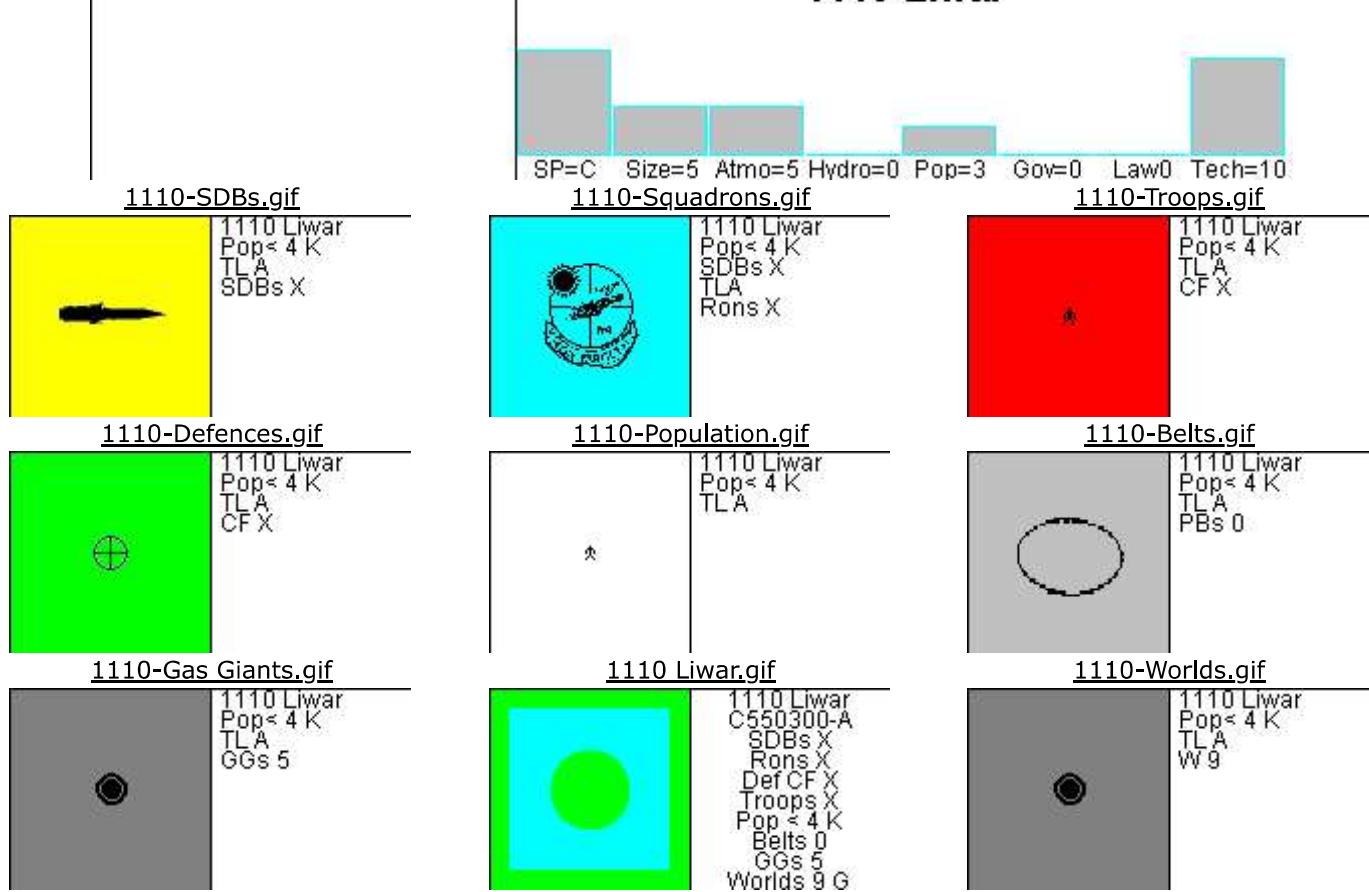
1109-Worlds.gif



1110-Maps.gif

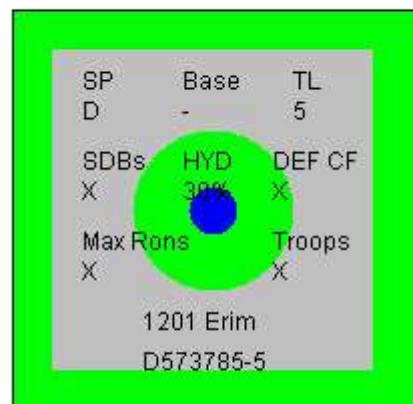
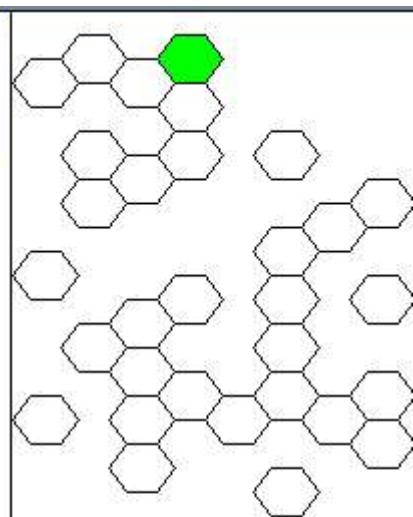


1110 Liwar

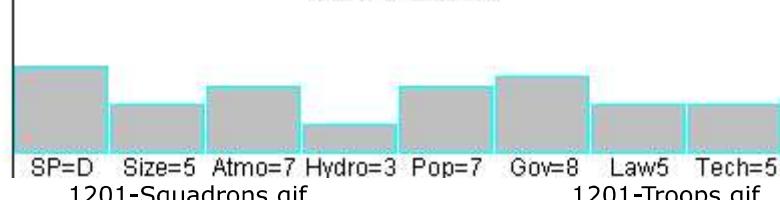


1201-Maps.gif

M1 V
 0 = Mainworld Erim D573785-5 (Temperate)
 1 = World (BigWorld) Q30158-4
 2 = LGG (80,000 m dia.) S=26
 3 = World (Hospitable) H441668-4
 4 = STAR K0 V
 7 = World (StormWorld) F245220-4
 8 = World (BigWorld) GB56643-4
 10 = World (Worldlet) H176310-4
 12 = World (Inferno) Y6B0000-0

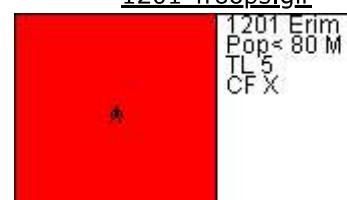


1201 Erim

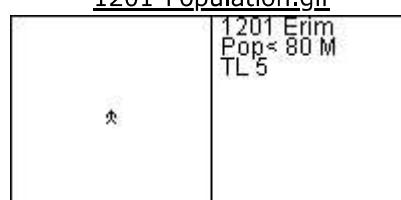


1201-Troops.gif

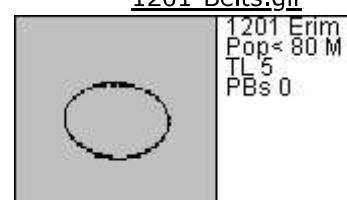
1201-SDBs.gif



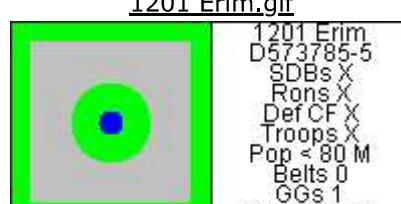
1201-Defences.gif



1201-Belts.gif



1201-Gas Giants.gif

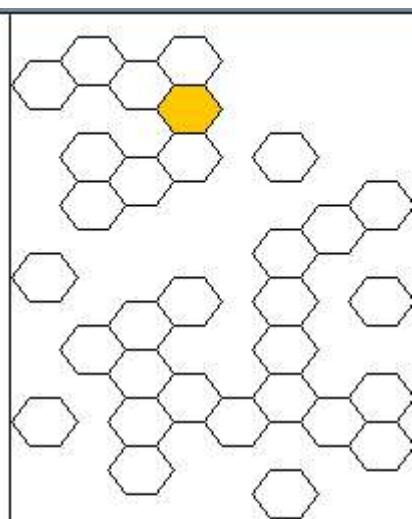


1201-Worlds.gif



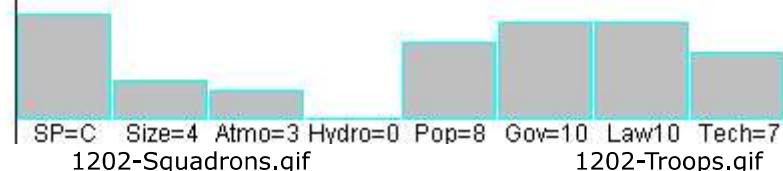
1202-Maps.gif

K9 V
 0 = Mainworld Anghurr C4308AA-7 (Temperate)
 1 = World (Hospitable) Y140088-4
 2 = World (World) Y064000-0
 3 = Planetoid belt F000222-6
 4 = World (BigWorld) F120678-2
 5 = World (Inferno) Y1B0000-0
 6 = Planetoid belt F000310-0
 7 = World (World) F198110-6
 8 = World (BigWorld) Y167731-6

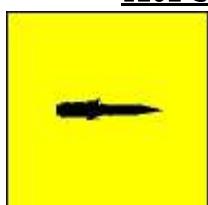


SP	Base	TL
C	C	7
SDBs	HYD	DEF CF
5	00%	50
Max Rons	Troops	
X	5	
1202 Anghurr		
C4308AA-7		

1202 Anghurr



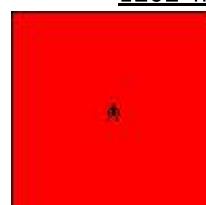
1202-SDBs.gif



1202 Anghurr
Pop < 500 M
TL 7
SDBs 5

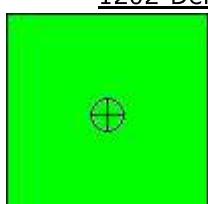


1202 Anghurr
Pop < 500 M
SDBs 5
TL 7
Rons X

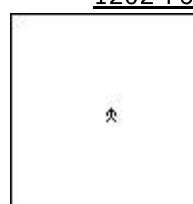


1202 Anghurr
Pop < 500 M
TL 7
CF 5

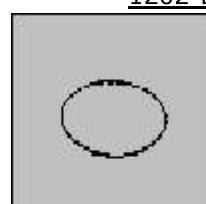
1202-Defences.gif



1202 Anghurr
Pop < 500 M
TL 7
CF 50

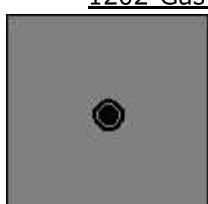


1202 Anghurr
Pop < 500 M
TL 7

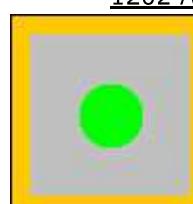


1202 Anghurr
Pop < 500 M
TL 7
PBs 2

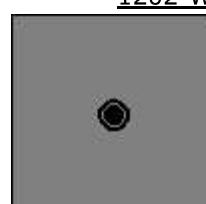
1202-Gas Giants.gif



1202 Anghurr
Pop < 500 M
TL 7
GGs 0

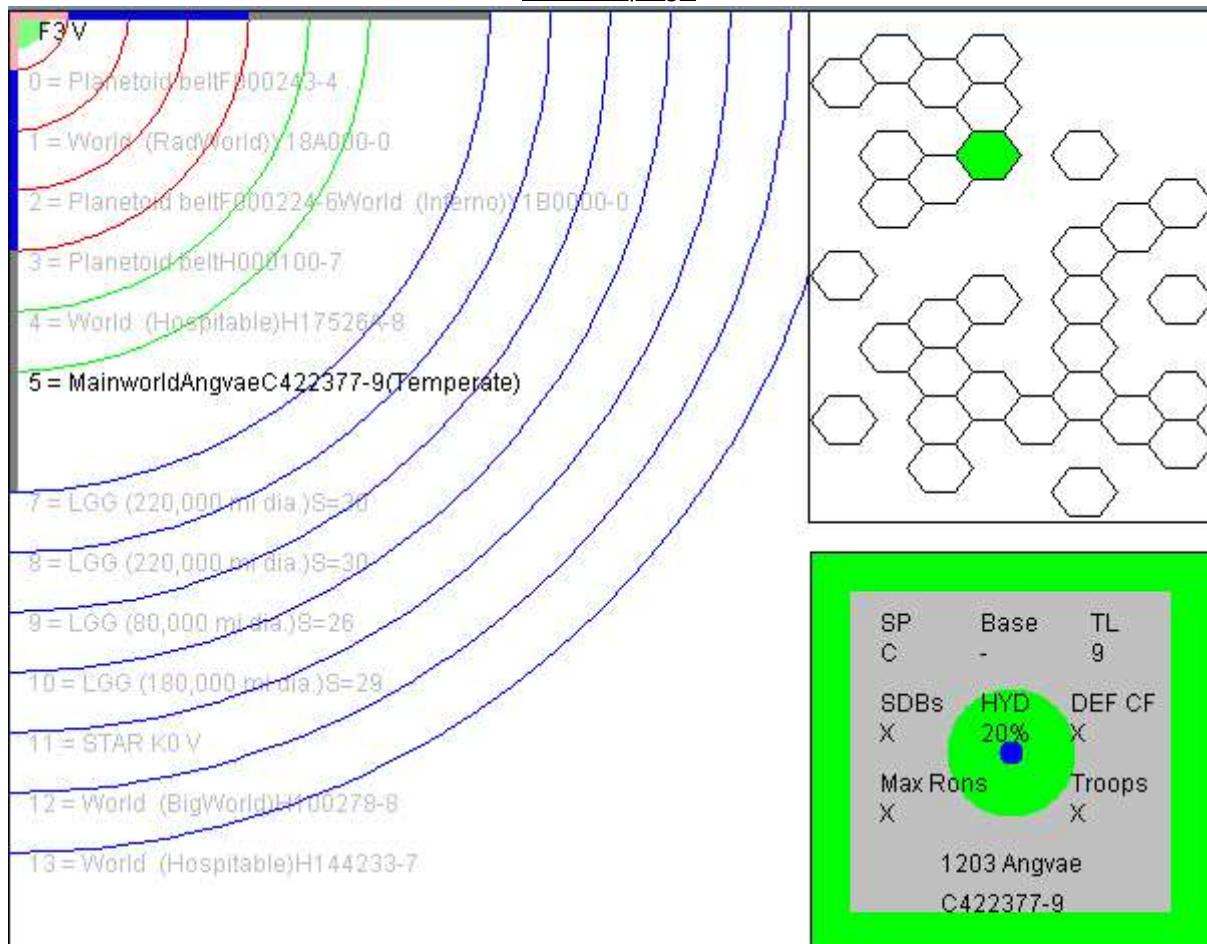


1202 Anghurr
C4308AA-7
SDBs 5
Rons X
Def CF 50
Troops 5
Pop < 500 M
Belts 2
GGs 0
Worlds 9 A

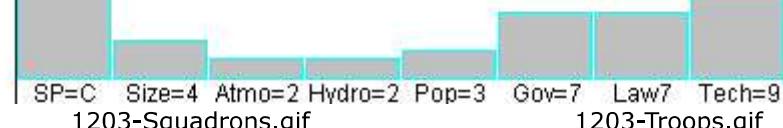


1202 Anghurr
Pop < 500 M
TL 7
W 9

1203-Maps.gif



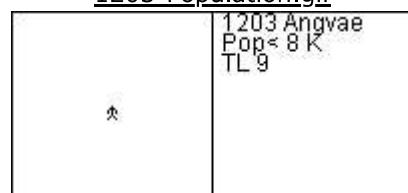
1203 Angvae



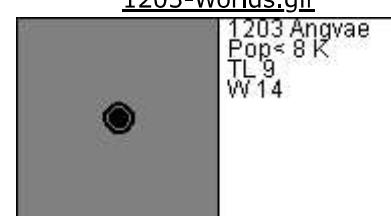
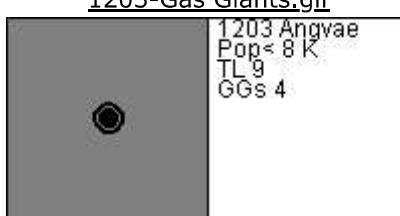
1203-SDBs.gif



1203-Defences.gif

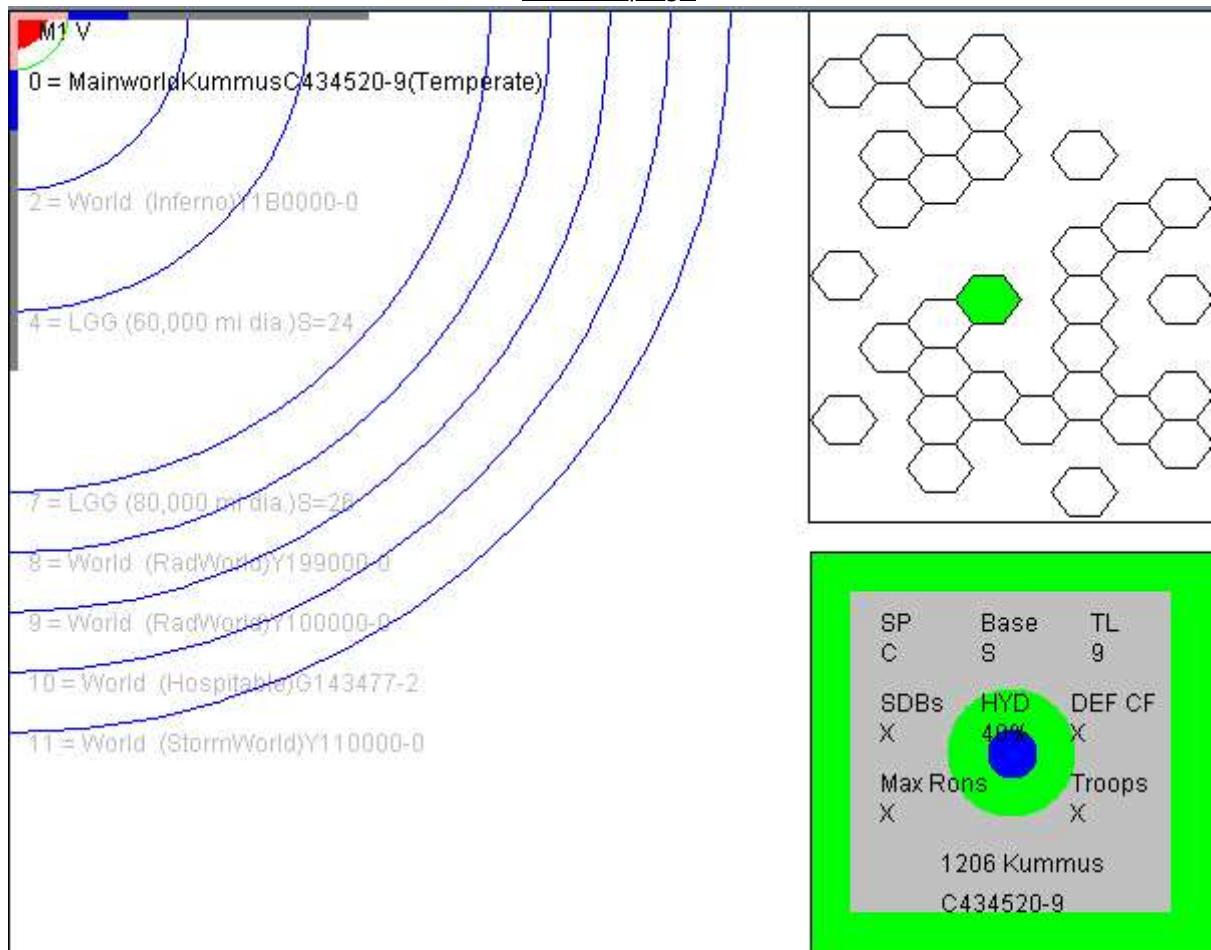


1203-Gas Giants.gif

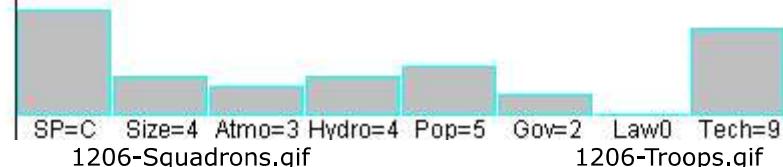


1203 Angvae.gif

1206-Maps.gif



1206 Kummus



1206-SDBs.gif



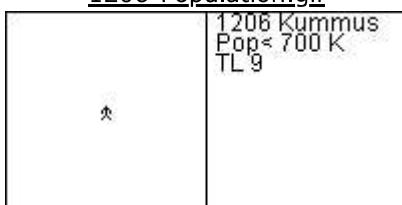
1206-Defences.gif



1206-Gas Giants.gif



1206-Population.gif



1206-Kummus.gif



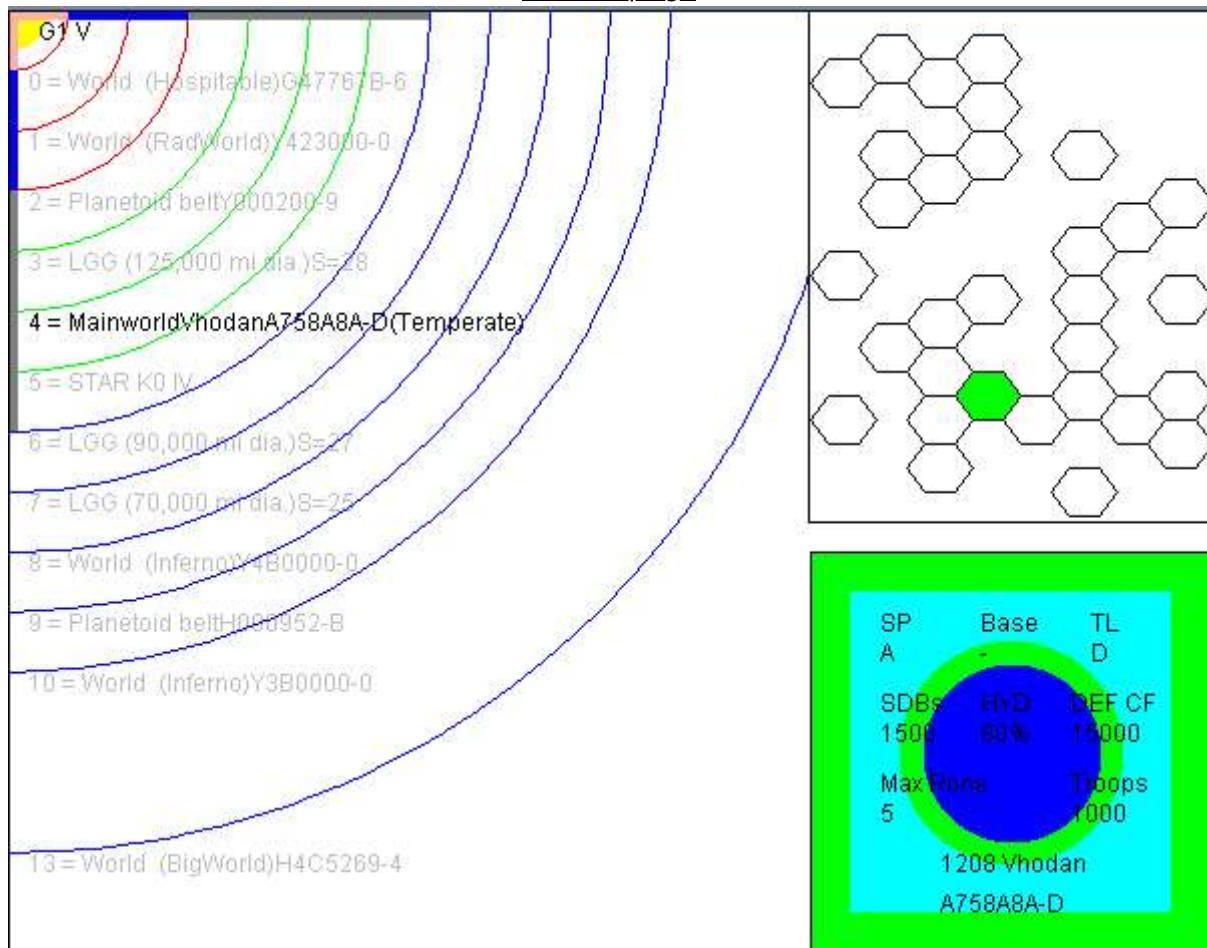
1206-Belts.gif



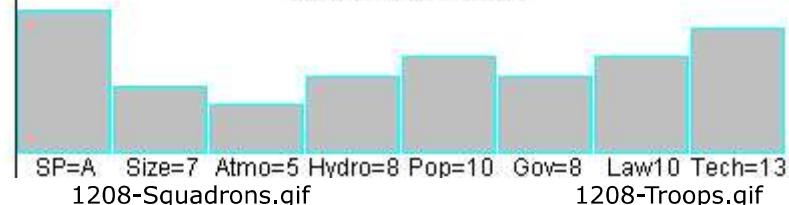
1206-Worlds.gif



1208-Maps.gif



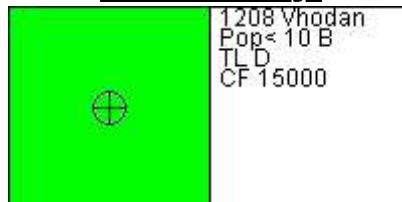
1208 Vhodan



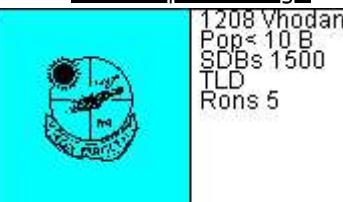
1208-SDBs.gif



1208-Defences.gif



1208-Gas Giants.gif

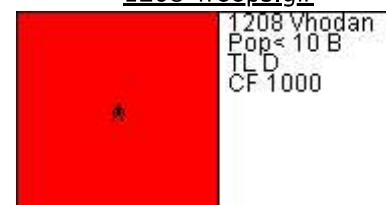


1208-Population.gif

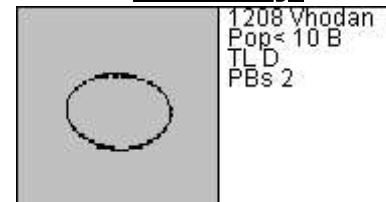


1208-Vhodan.gif

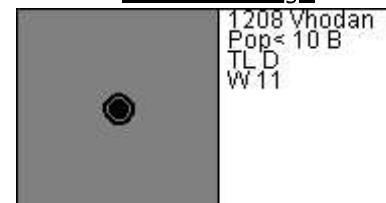
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Row	1000	2000	3000	4000	5000	6000	7000	8000	9000	10000	11000	12000	13000	14000	15000	16000
Requirements	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
100	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
200	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
300	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
400	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
500	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
600	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
700	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
800	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
900	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1000	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1100	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1200	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1300	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1400	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1500	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1600	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1



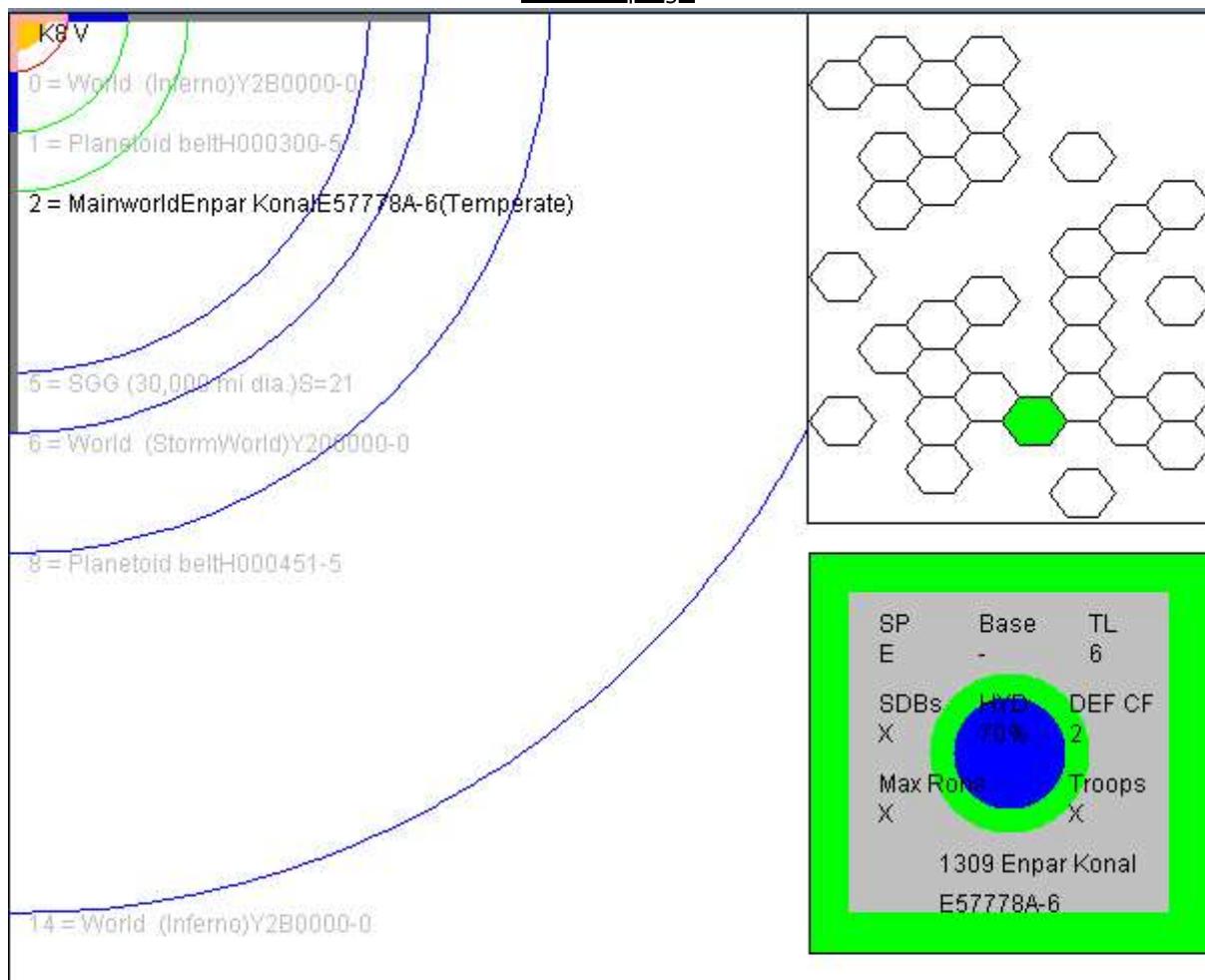
1208-Belts.gif



1208-Worlds.gif



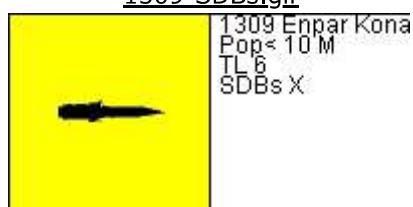
1309-Maps.gif



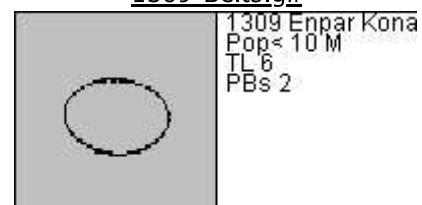
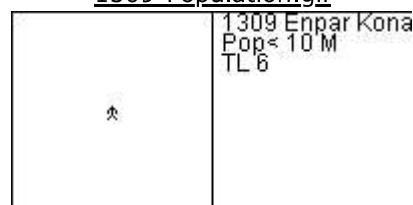
1309 Enpar Kona



1309-SDBs.gif



1309-Defences.gif



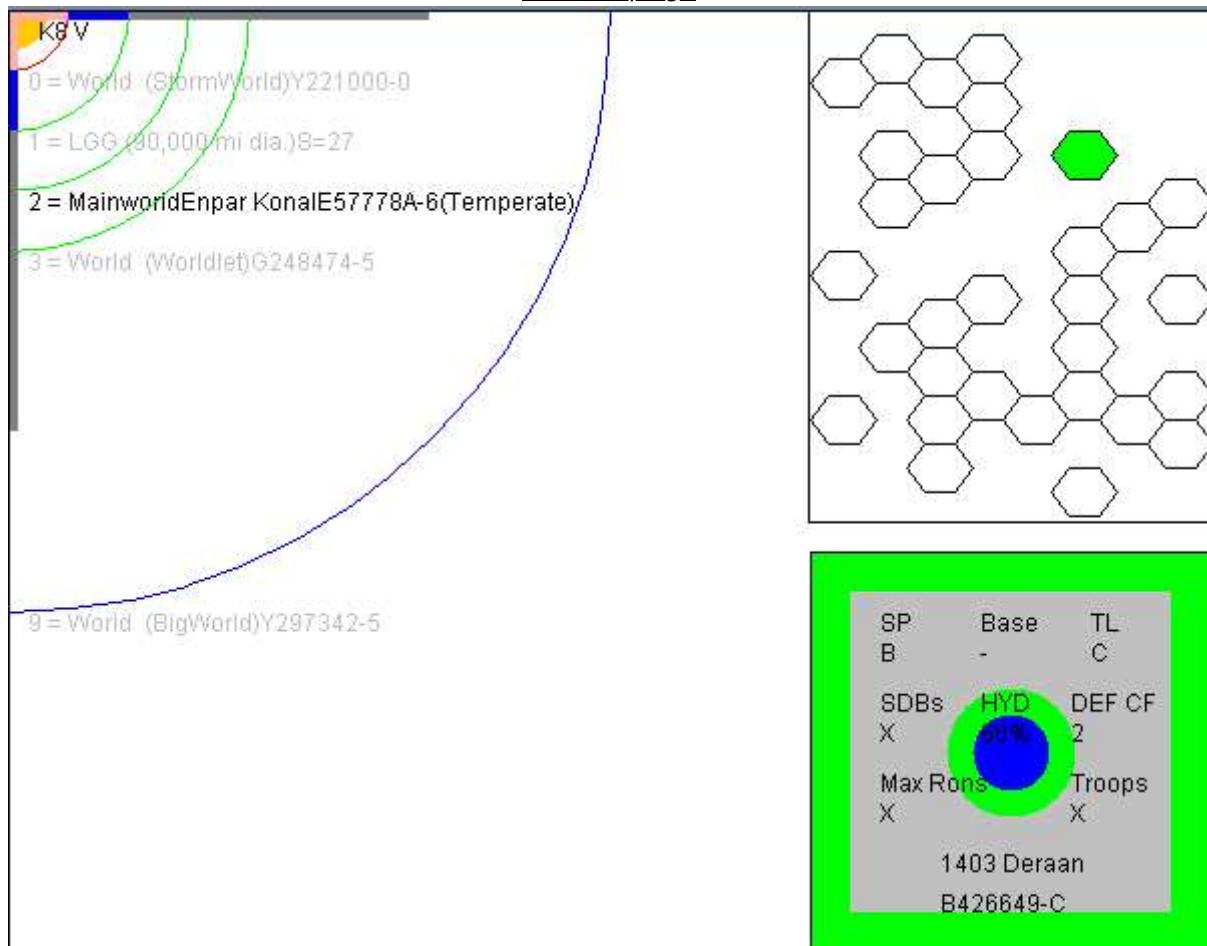
1309-Gas Giants.gif



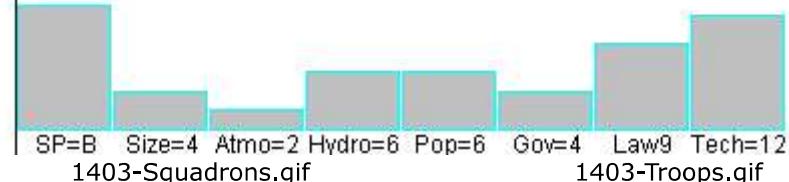
1309-Enpar Kona.gif

1309-Worlds.gif

1403-Maps.gif



1403 Deraan



1403-Squadrons.gif

1403-Troops.gif

1403-SDBs.gif

1403 Deraan
Pop < 2 M
TLC
SDBs X

1403-Defences.gif

1403 Deraan
Pop < 2 M
TLC
CF 2

1403-Gas Giants.gif

1403 Deraan
Pop < 2 M
TLC
GGs 0

1403 Deraan
Pop < 2 M
SDBs X
TLC
Rons X

1403-Population.gif

1403-Deraan.gif

1403 Deraan
Pop < 2 M
TLC
CF X

1403-Belts.gif

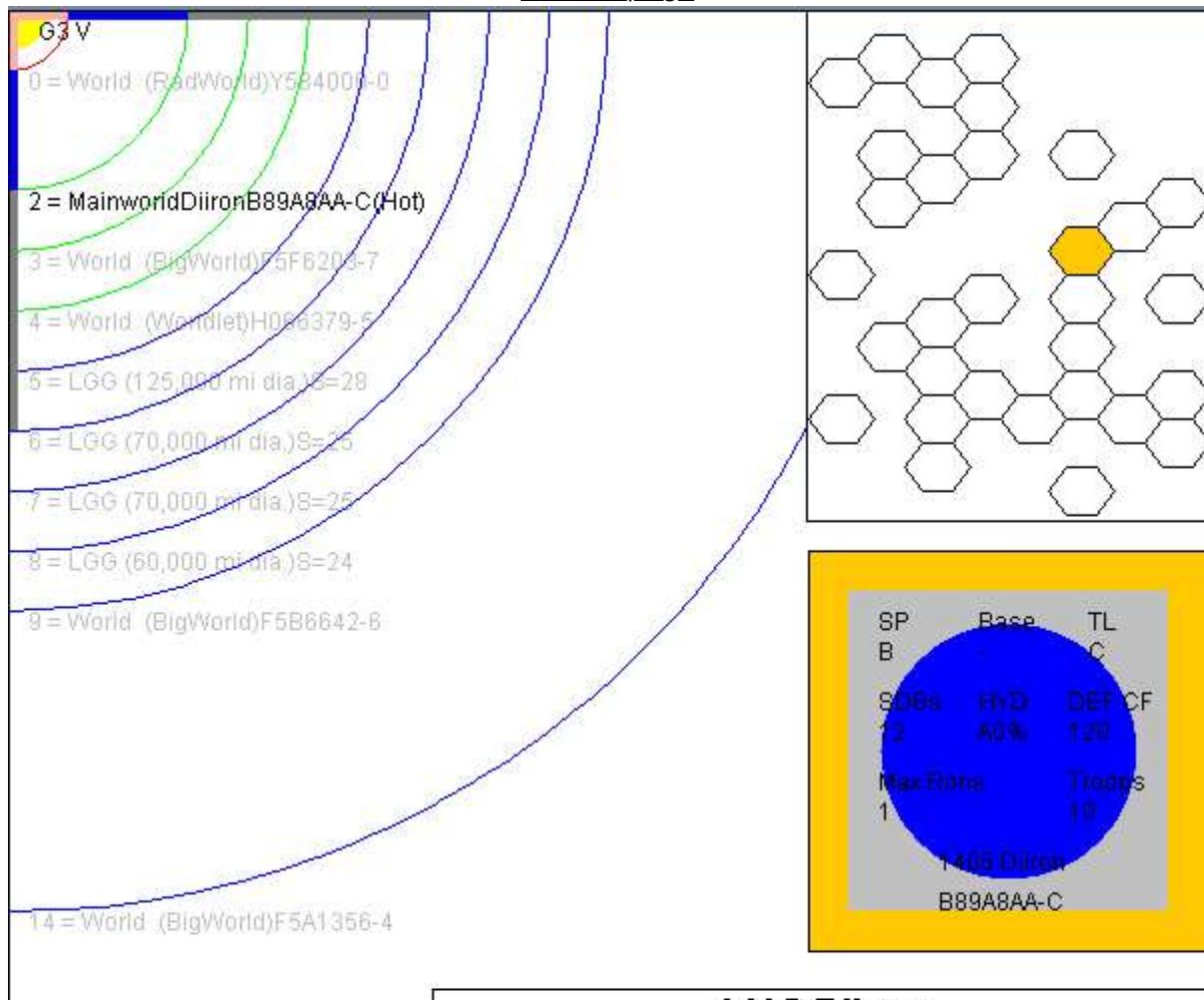
1403 Deraan
Pop < 2 M
TLC
PBs 1

1403-Worlds.gif

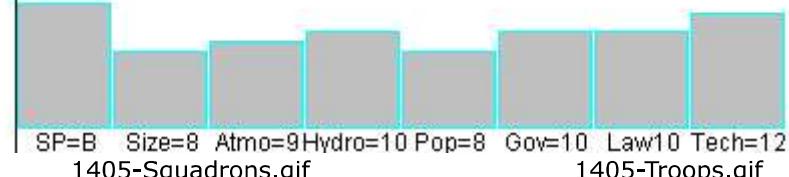
1403 Deraan
Pop < 2 M
TLC
W 7

1403 Deraan
B426649-C
SDBs X
Rons X
Def CF 2
Troops X
Pop < 2 M
Belts 1
GGs 0
Worlds 7 G

1405-Maps.gif



1405 Diiron



1405-SDBs.gif



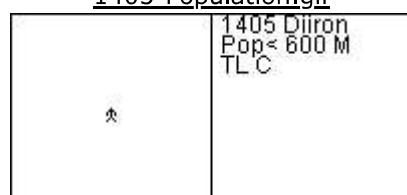
1405-Defences.gif



1405-Gas Giants.gif



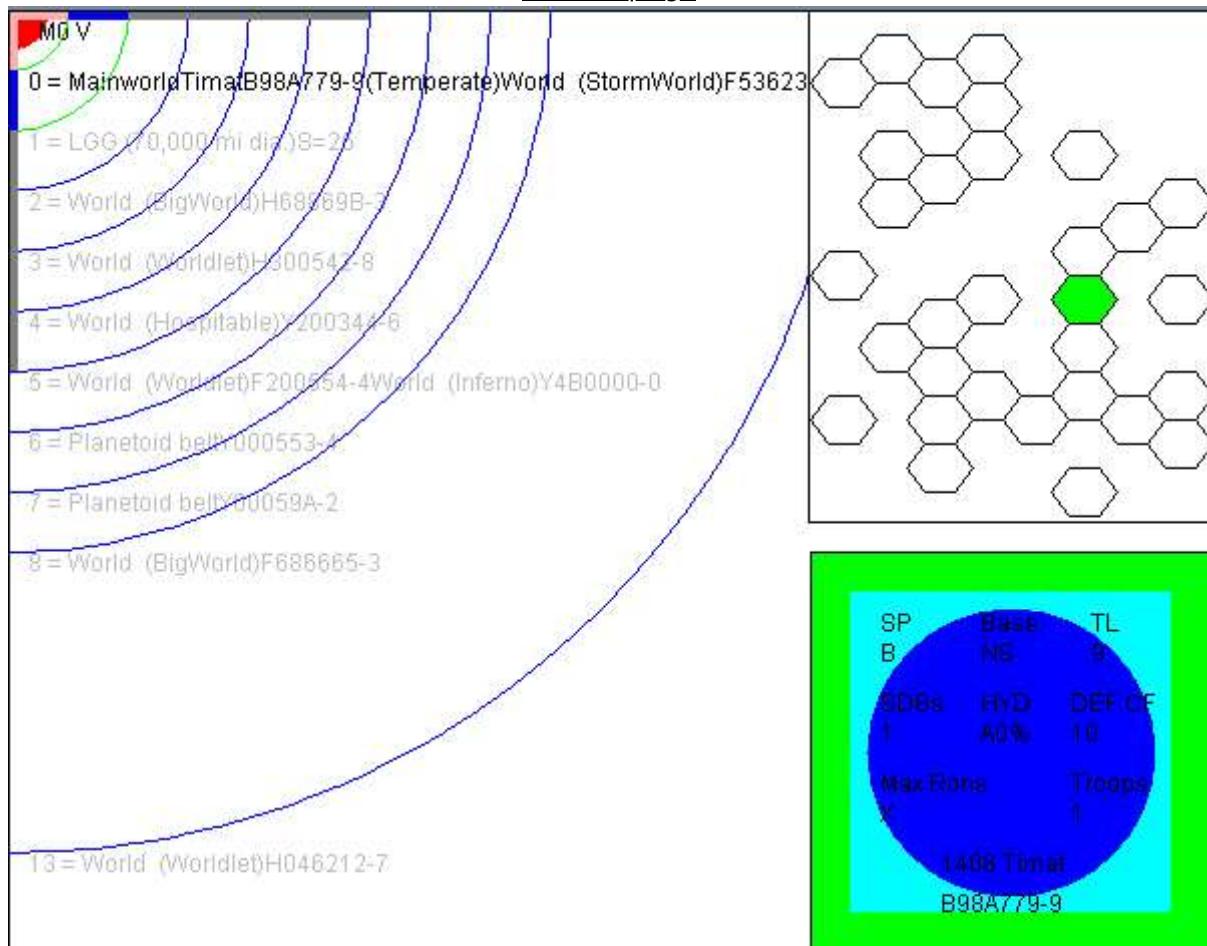
1405-Population.gif



1405-Diiron.gif

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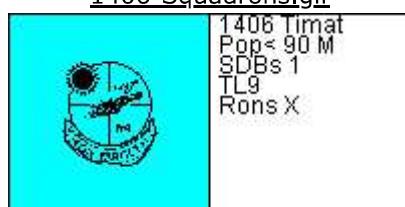
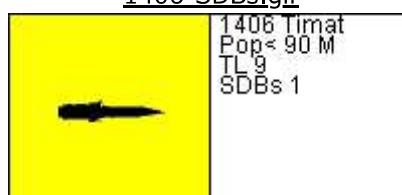
1406-Maps.gif



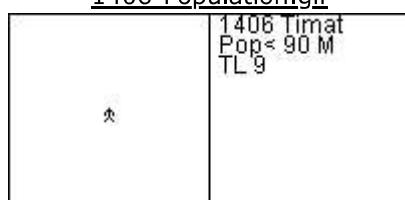
1406 Timat



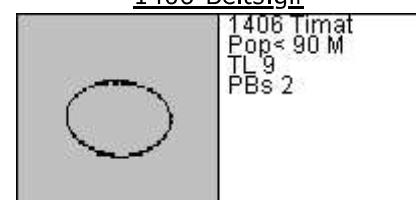
1406-SDBs.gif



1406-Defences.gif



1406-Belts.gif



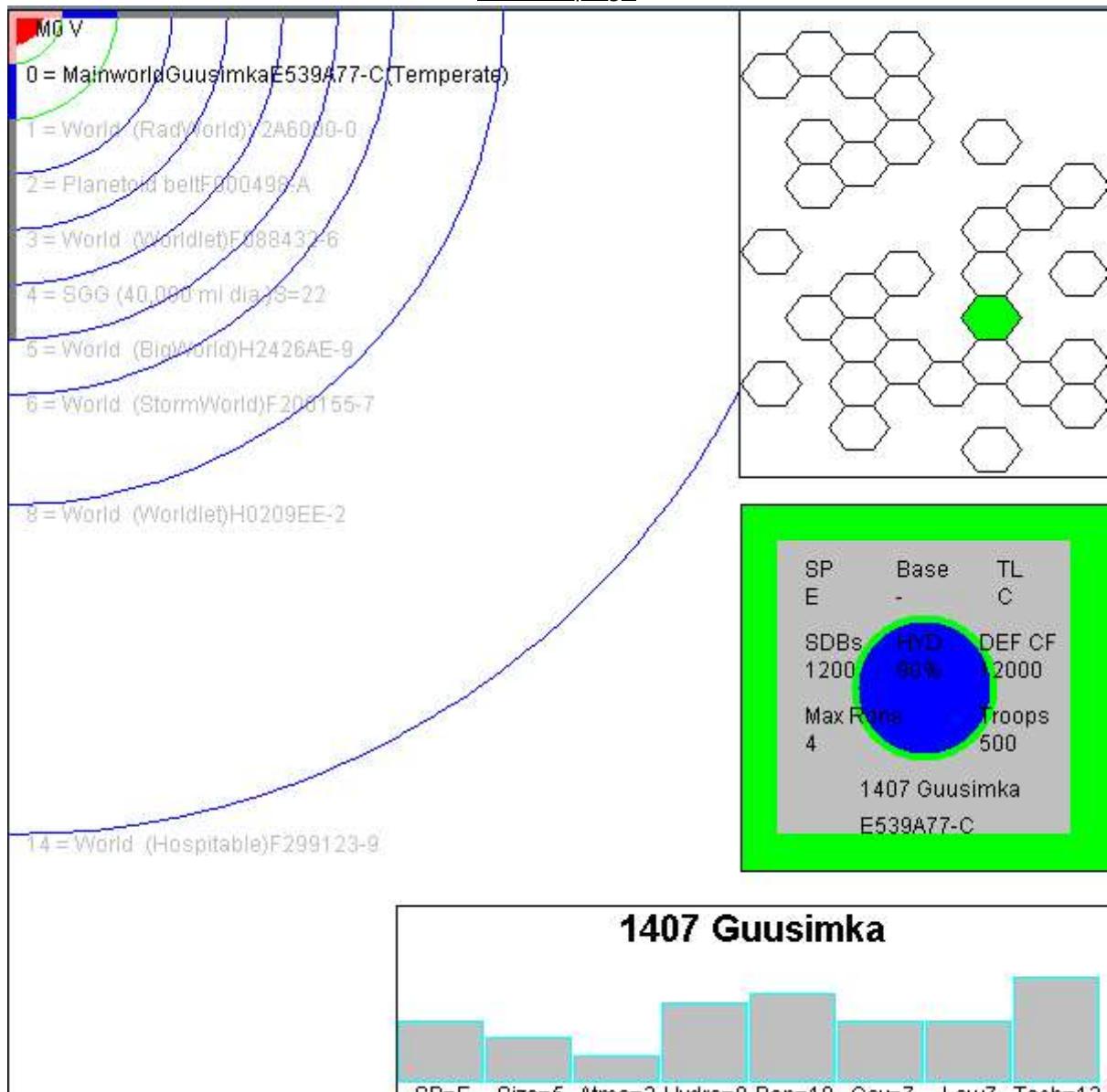
1406-Gas Giants.gif



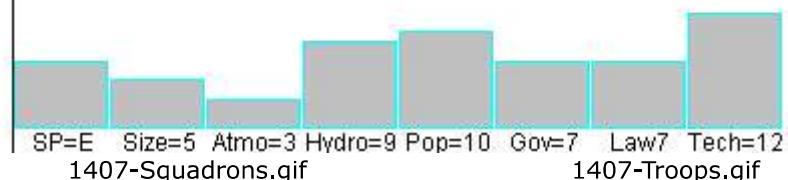
1406-Worlds.gif



1407-Maps.gif



1407 Guusimka



1407-Troops.gif

1407-SDBs.gif

1407 Guusimka
Pop< 40 B
TLC
SDBs 1200

1407 Guusimka
Pop< 40 B
SDBs 1200
TLC
Rons 4

1407 Guusimka
Pop< 40 B
TLC
CF 500

1407-Defences.gif

1407 Guusimka
Pop< 40 B
TLC
CF 12000

1407-Population.gif

1407 Guusimka
Pop< 40 B
TLC

1407-Belts.gif

1407 Guusimka
Pop< 40 B
TLC
PBs 1

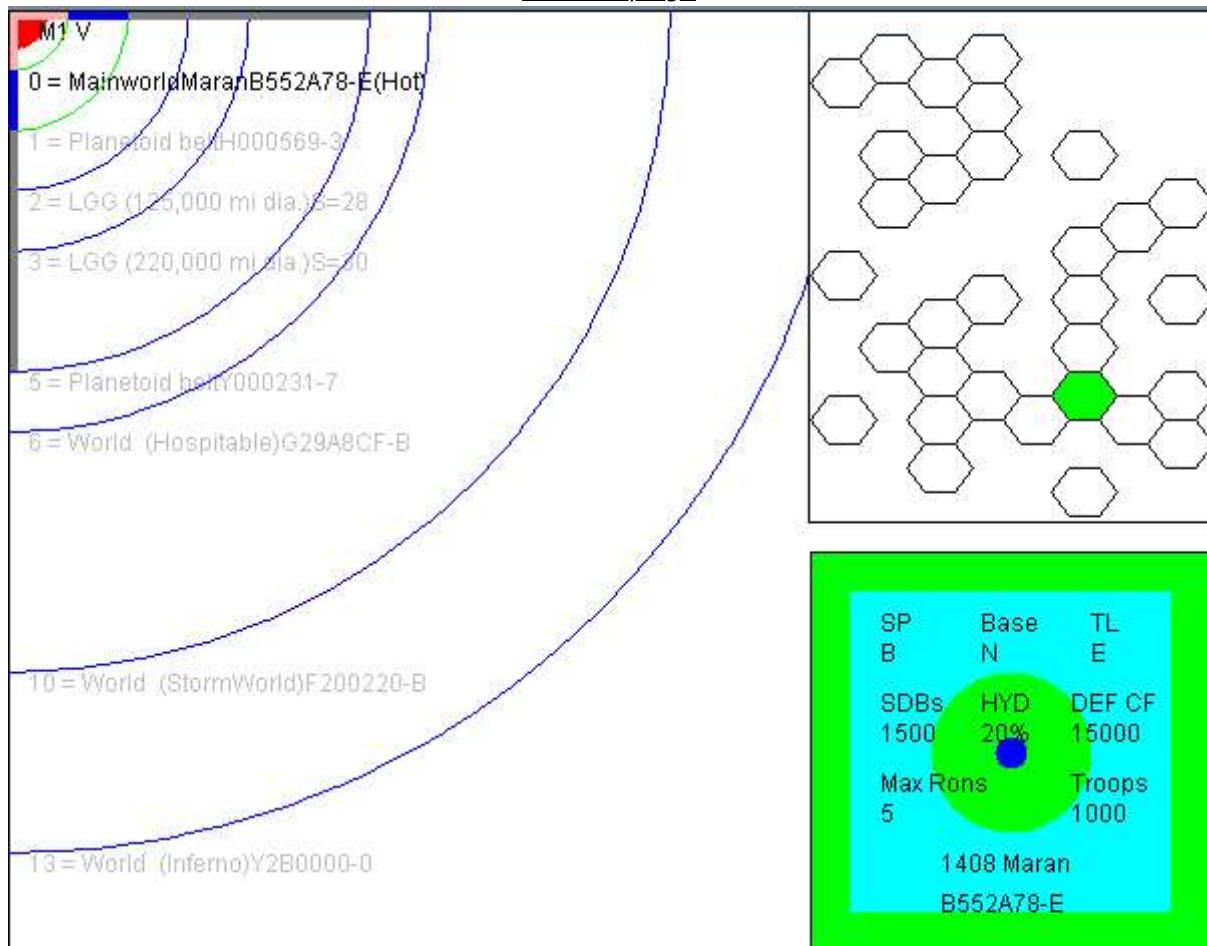
1407-Gas Giants.gif

1407 Guusimka
Pop< 40 B
TLC
GGs 1

1407 Guusimka.gif

Column	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86</
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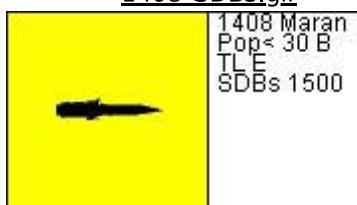
1408-Maps.gif



1408 Maran



1408-SDBs.gif



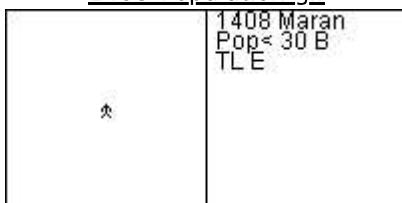
1408-Defences.gif



1408-Gas Giants.gif



1408-Population.gif

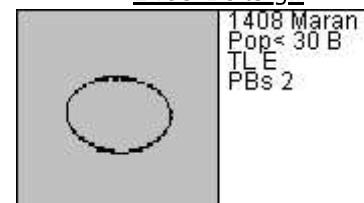


1408 Maran.gif

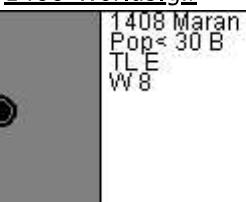
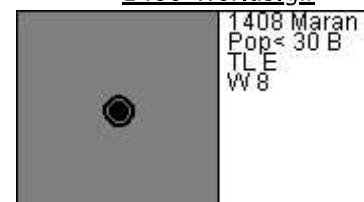
Column	C	CloudMod	D	Mass	Minimap	Requirements	TL	CSV
Row	1000	-	-	-	-	-	-	-
Requirements	0	-	-	-	-	-	-	-
100	1	1	1	1	1	1	1	1
200	1	1	1	1	1	1	1	1
300	1	1	1	1	1	1	1	1
400	1	1	1	1	1	1	1	1
500	1	1	1	1	1	1	1	1
600	1	1	1	1	1	1	1	1
700	1	1	1	1	1	1	1	1
800	1	1	1	1	1	1	1	1
900	1	1	1	1	1	1	1	1
1000	1	1	1	1	1	1	1	1
1100	1	1	1	1	1	1	1	1
1200	1	1	1	1	1	1	1	1
1300	1	1	1	1	1	1	1	1
1400	1	1	1	1	1	1	1	1
1500	1	1	1	1	1	1	1	1



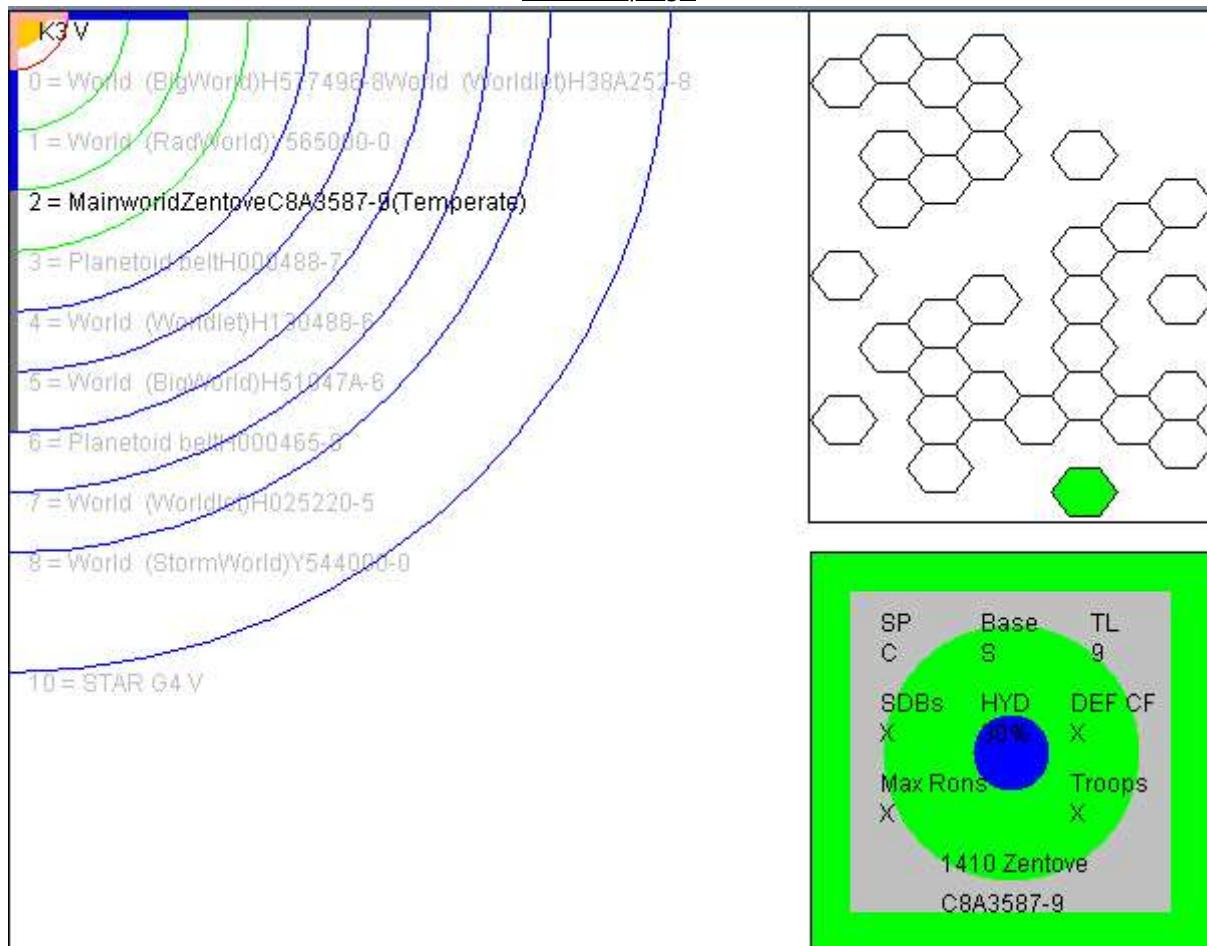
1408-Troops.gif



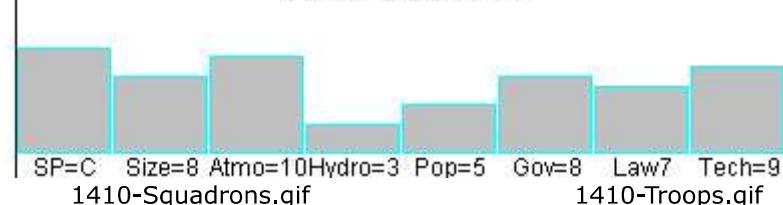
1408-Belts.gif



1410-Maps.gif



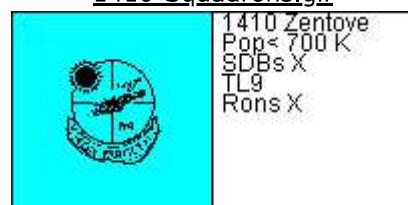
1410 Zentove



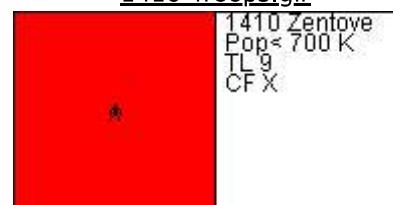
1410-SDBs.gif



1410-Defences.gif



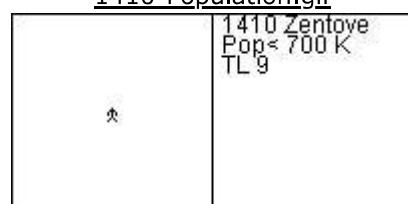
1410-Population.gif



1410-Belts.gif



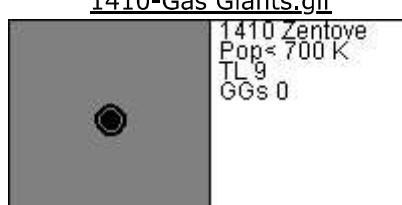
1410-Gas Giants.gif



1410-Zentove.gif



1410-Worlds.gif

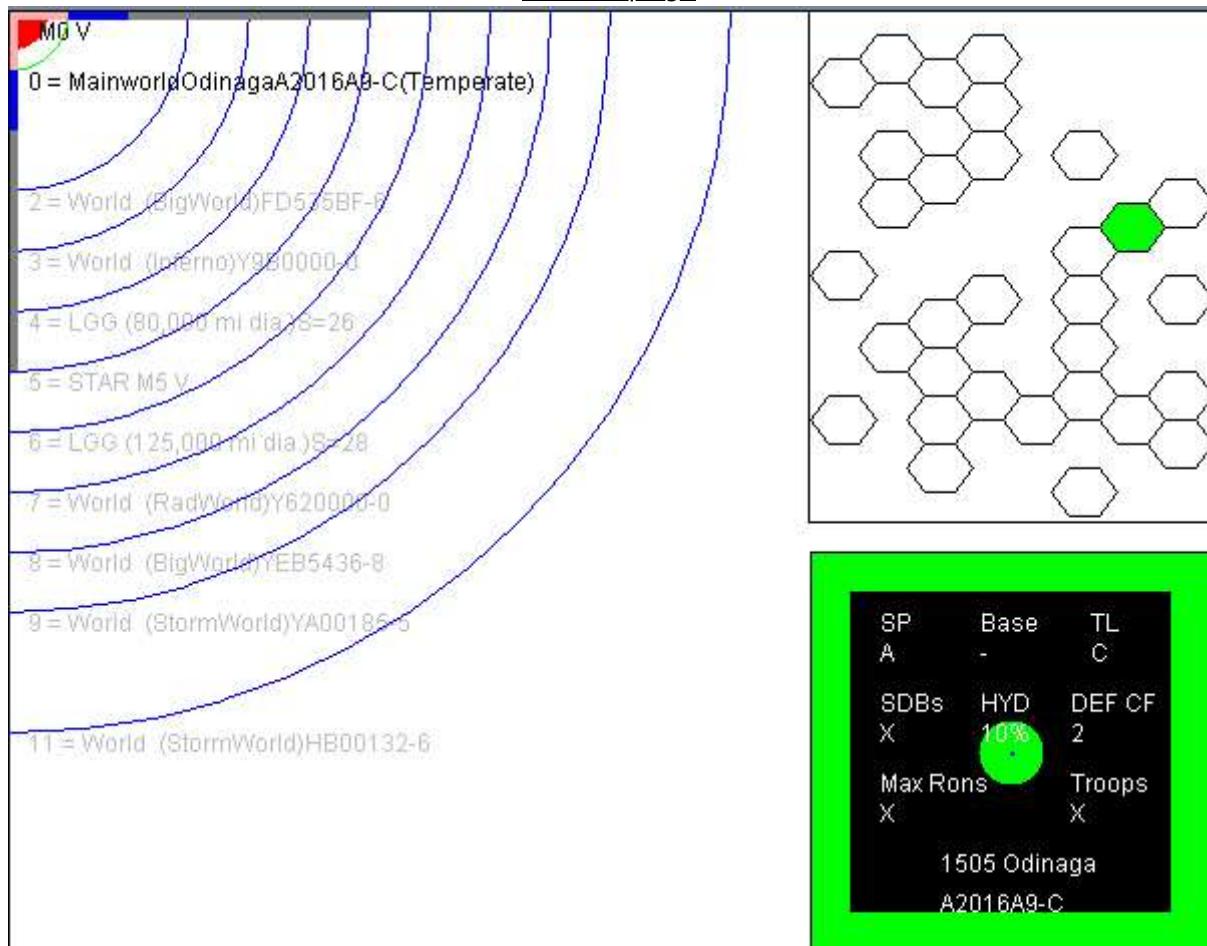


1410 Zentove
Pop< 700 K
TL 9
SDBs 0

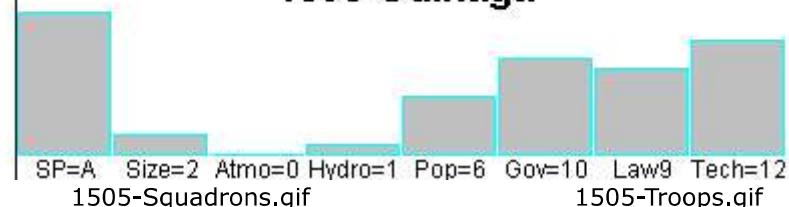


1410 Zentove
C8A3587-9
SDBs X
Rons X
Def CF X
Troops X
Pop < 700 K
Belts 2
GGs 0
Worlds 10 G

1505-Maps.gif



1505 Odinaga



1505-SDBs.gif



1505-Defences.gif



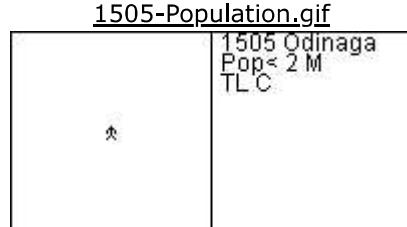
1505-Population.gif



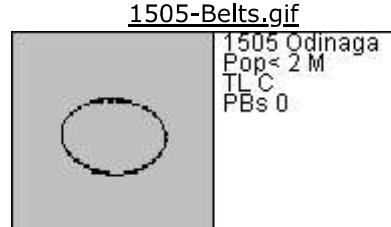
1505-Belts.gif



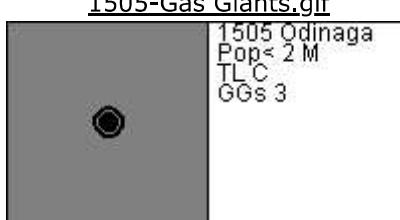
1505-Gas Giants.gif



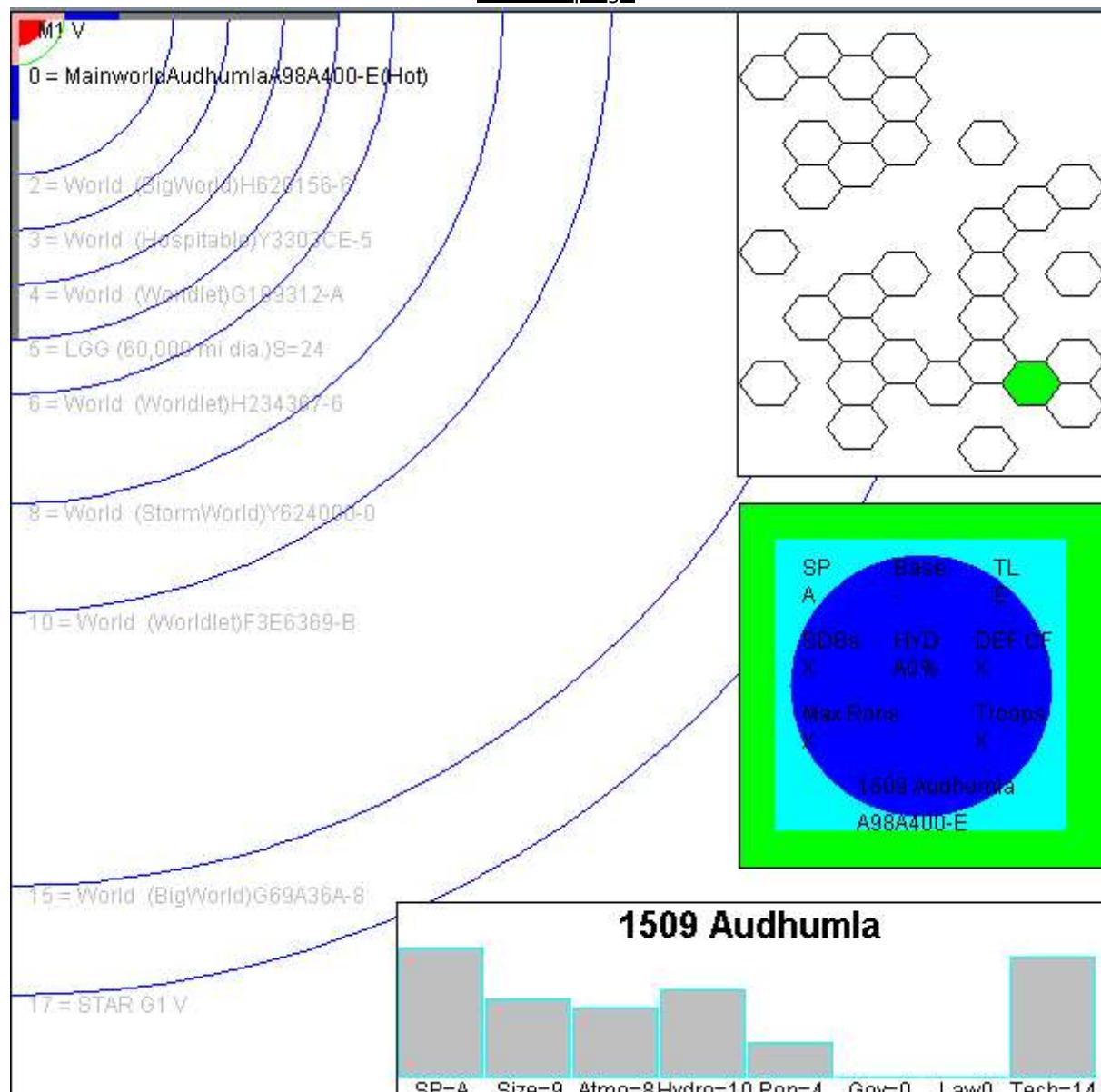
1505-Odinaga.gif



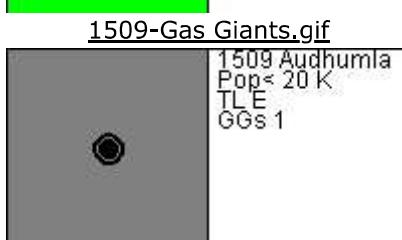
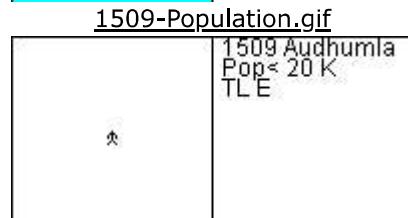
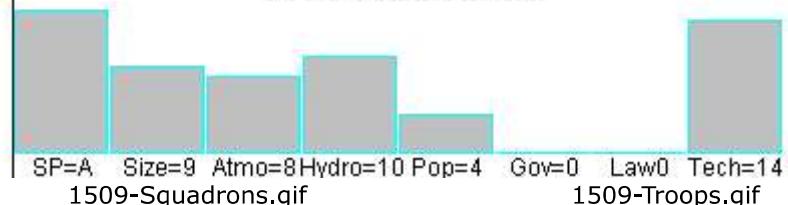
1505-Worlds.gif



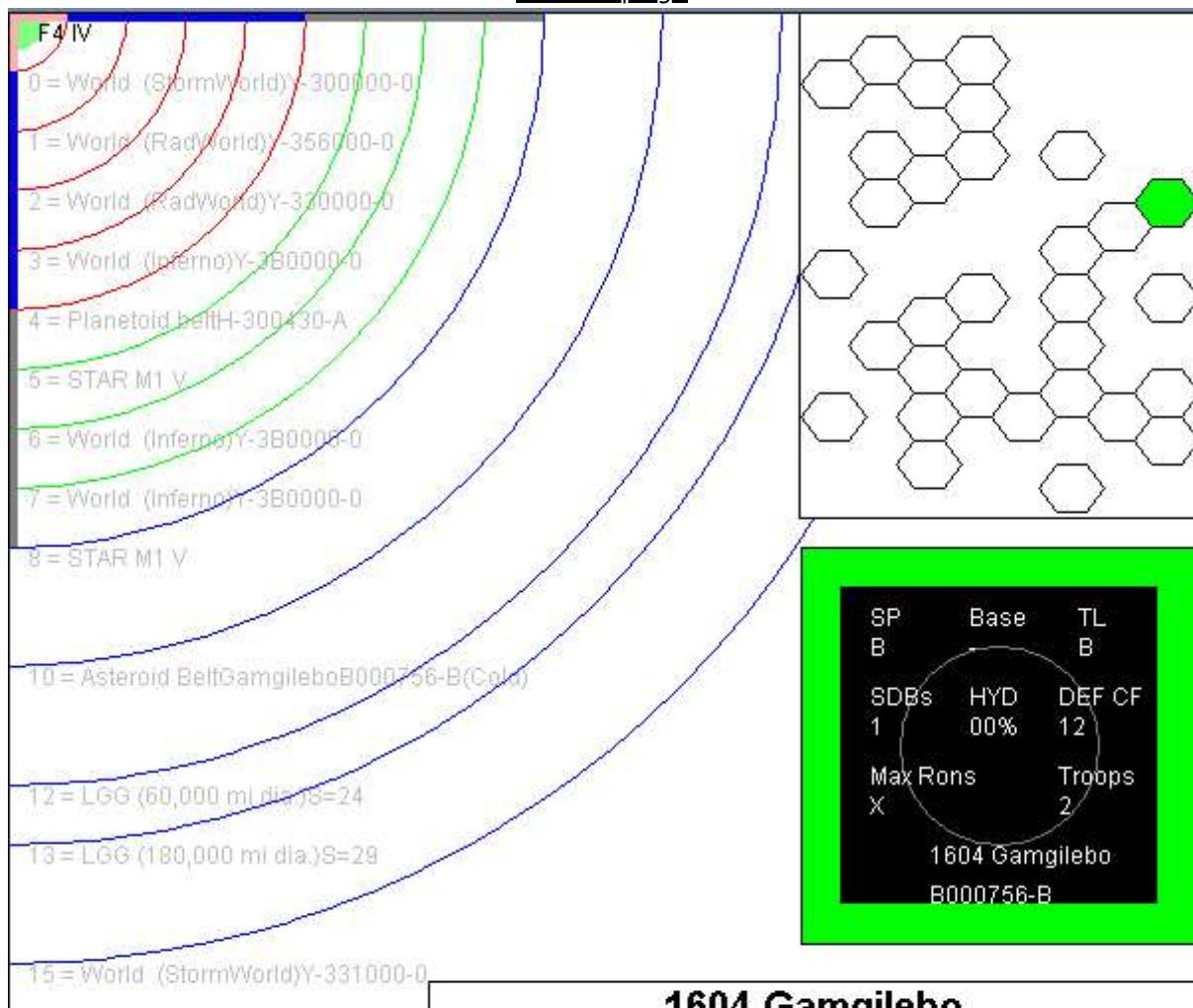
1509-Maps.gif



1509 Audhumla



1604-Maps.gif



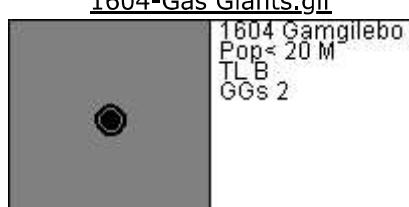
1604-SDBs.gif



1604-Defences.gif



1604-Gas Giants.gif

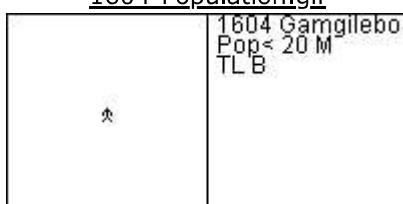


1604 Gamgilebo

SP=B Size=0 Atmo=0 Hydro=0 Pop=7
1604-Squadrons.gif



1604-Population.gif



1604-Gamgilebo.gif



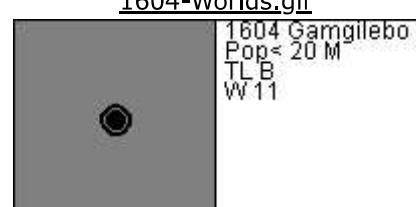
1604-Troops.gif



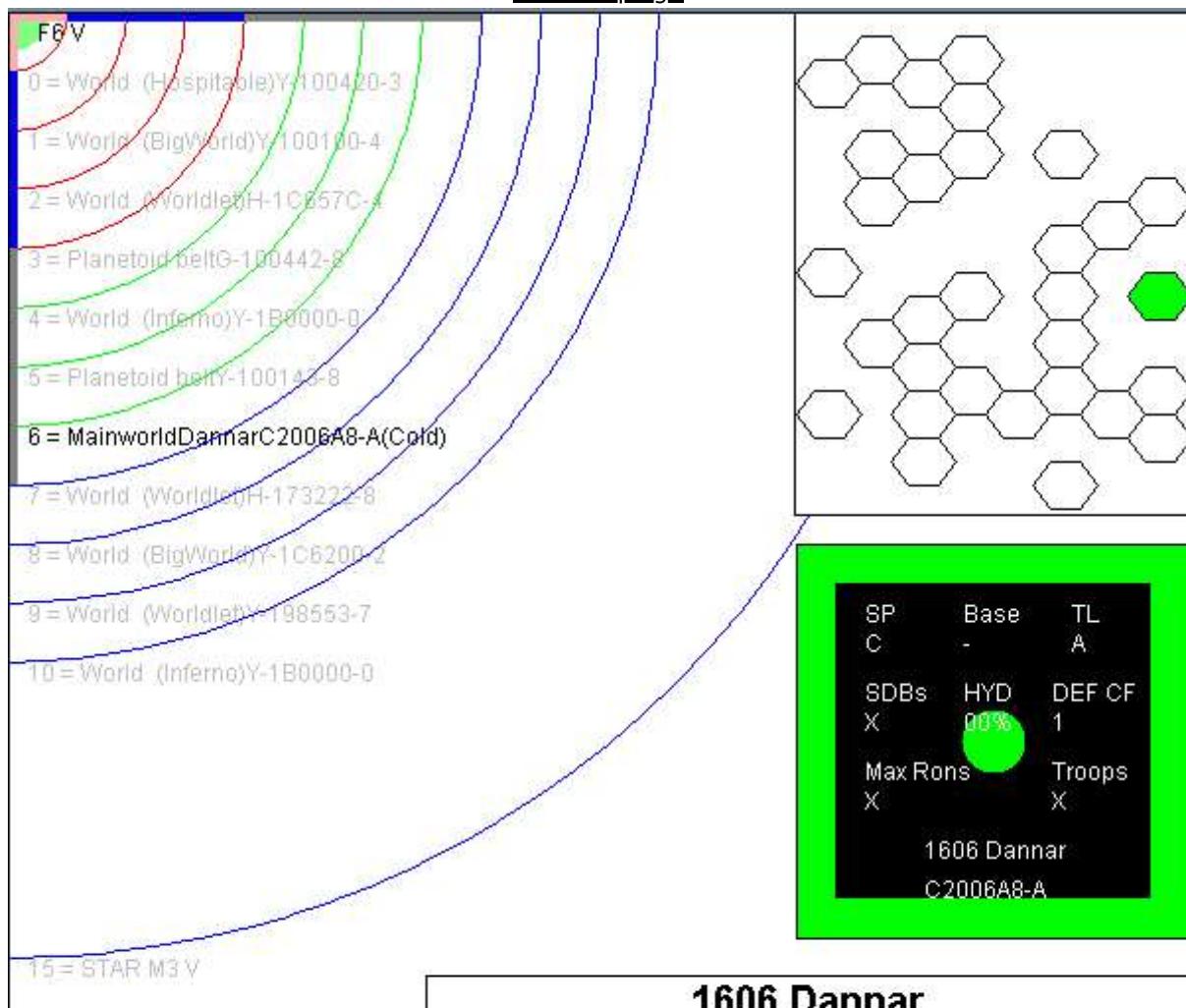
1604-Belts.gif



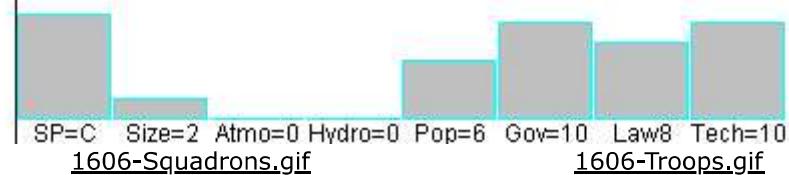
1604-Worlds.gif



1606-Maps.gif

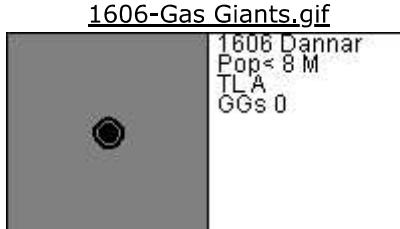
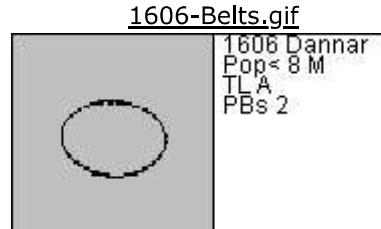
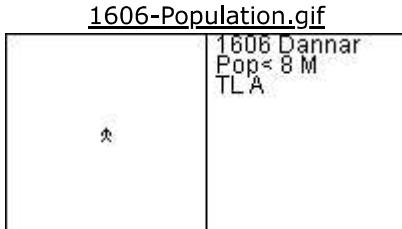
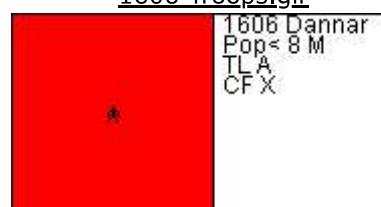
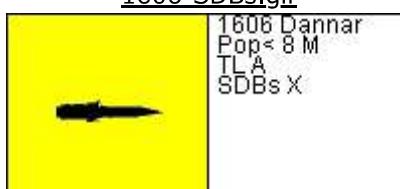


1606 Dannar

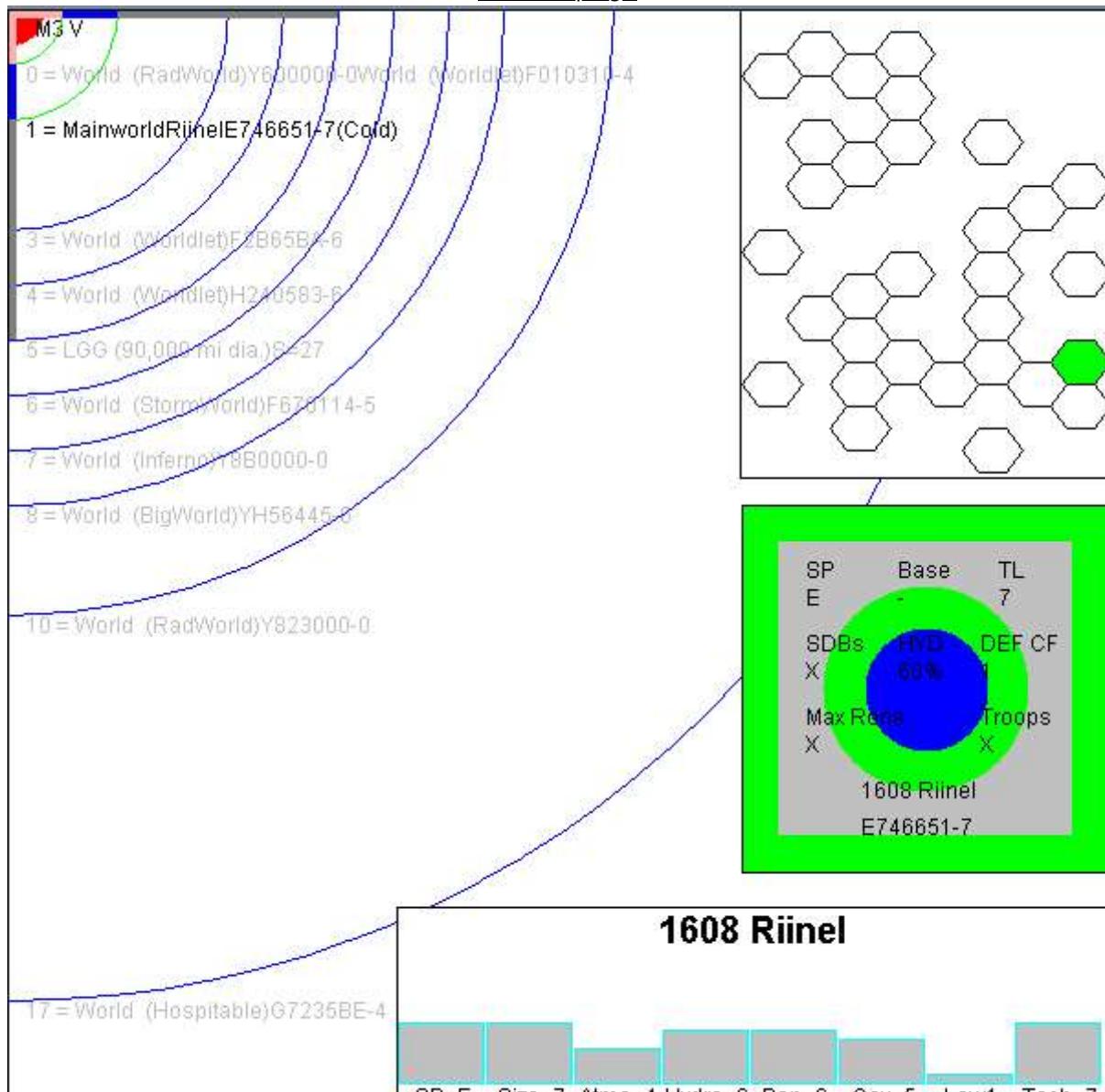


1606-Squadrons.gif

1606-Troops.gif



1608-Maps.gif



1608 Riihel

17 = World (Hospitable)G7235BE-4



1608-Troops.gif

1608-Defences.gif

1608 Riihel Pop< 6 M TL7 SDBs X

1608 Riihel Pop< 6 M SDBs X TL7 Rons X

1608 Riihel Pop< 6 M TL7 CF X

1608-Gas Giants.gif

1608 Riihel Pop< 6 M TL7 CF 1

1608-Population.gif

1608 Riihel Pop< 6 M TL7

1608-Belts.gif

1608 Riihel Pop< 6 M TL7 PBs 0

1608-Riihel.gif

1608 Riihel Pop< 6 M TL7 GGs 1

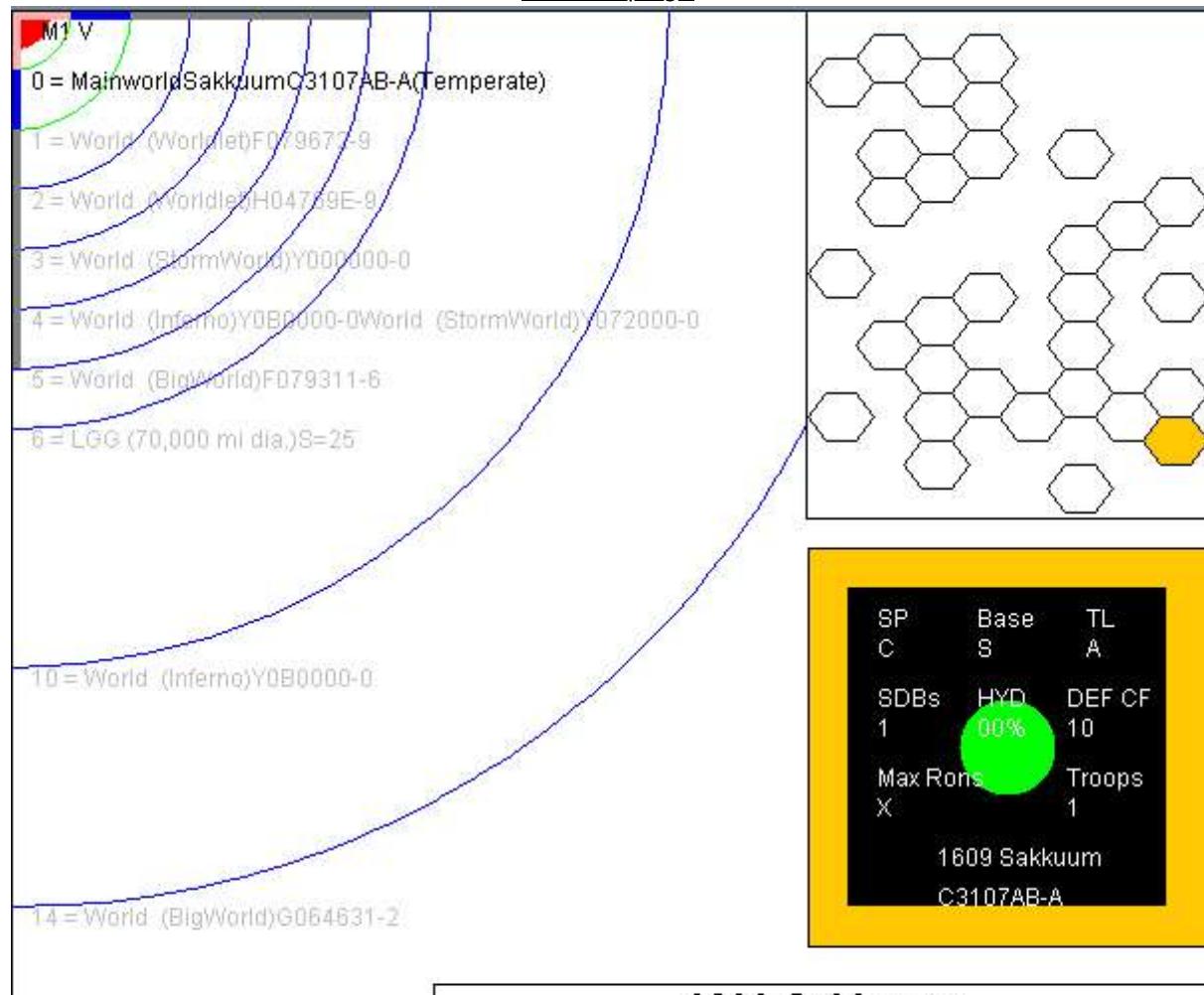
1608-Riihel.gif

1608 Riihel E746651-7
SDBs X
Rons X
Def CF 1
Troops X
Pop < 6 M
Belts 0
GGs 1
Worlds 11 G

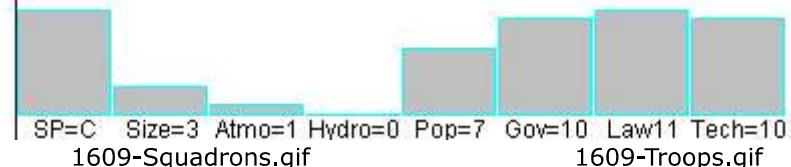
1608-Worlds.gif

1608 Riihel Pop< 6 M TL7 W 11

1609-Maps.gif



1609 Sakkuum



1609-Squadrons.gif

1609-Troops.gif

1609-Defences.gif

1609 Sakkuum
Pop < 70 M
TL A
SDBs 1

1609 Sakkuum
Pop < 70 M
SDBs 1
TL A
Rons X

1609-Belts.gif

1609 Sakkuum
Pop < 70 M
TL A
CF 1

1609-Gas Giants.gif

1609 Sakkuum
Pop < 70 M
TL A
CF 10

1609-Population.gif

1609 Sakkuum
Pop < 70 M
TL A

1609-Worlds.gif

1609 Sakkuum
Pop < 70 M
TL A

1609-Sakkuum.gif

1609 Sakkuum
Pop < 70 M
TL A
GGs 1

1609-Sakkuum.gif

1609 Sakkuum
C3107AB-A
SDBs 1
Rons X
Def CF 10
Troops 1
Pop < 70 M
Belts 0
GGs 1
Worlds 10 A

1609-Sakkuum.gif

1609 Sakkuum
Pop < 70 M
TL A
W 10

	1007 Laaru C001 Cruiser J-1 USL DF 7 AF 3 BF 0 TF 7 TL 12	1007 Laaru C002 Cruiser J-1 USL DF 7 AF 3 BF 0 TF 7 TL 12		1102 Azu C001 Cruiser J-2 USL DF 6 AF 3 BF 0 TF 6 TL 13
	1107 Azu C002 Cruiser J-2 USL DF 6 AF 3 BF 0 TF 6 TL 13		1107 Sikilar C001 Cruiser J-1 USL DF 6 AF 3 BF 0 TF 6 TL 10	1108 Vakhoneri C001 Cruiser J-1 USL DF 7 AF 3 BF 0 TF 7 TL 12
	1108 Vakhoneri C002 Cruiser J-1 USL DF 7 AF 3 BF 0 TF 7 TL 12		1208 Vhodan C001 Cruiser J-2 USL DF 8 AF 4 BF 0 TF 8 TL 13	1208 Vhodan C002 Cruiser J-2 USL DF 8 AF 4 BF 0 TF 8 TL 13
	1208 Vhodan C003 Cruiser J-2 USL DF 8 AF 4 BF 0 TF 8 TL 13		1208 Vhodan C004 Cruiser J-2 USL DF 8 AF 4 BF 0 TF 8 TL 13	1208 Vhodan C005 Cruiser J-2 USL DF 8 AF 4 BF 0 TF 8 TL 13
	1405 Dijiron C001 Cruiser J-1 USL DF 6 AF 3 BF 0 TF 6 TL 12		1407 Guusimka C001 Cruiser J-1 USL DF 8 AF 4 BF 0 TF 8 TL 12	1407 Guusimka C002 Cruiser J-1 USL DF 8 AF 4 BF 0 TF 8 TL 12
	1407 Guusimka C003 Cruiser J-1 USL DF 8 AF 4 BF 0 TF 8 TL 12		1407 Guusimka C004 Cruiser J-1 USL DF 8 AF 4 BF 0 TF 8 TL 12	1408 Maran C001 Cruiser J-3 USL DF 8 AF 4 BF 0 TF 8 TL 14
	1408 Maran C002 Cruiser J-3 USL DF 8 AF 4 BF 0 TF 8 TL 14		1408 Maran C003 Cruiser J-3 USL DF 8 AF 4 BF 0 TF 8 TL 14	1408 Maran C004 Cruiser J-3 USL DF 8 AF 4 BF 0 TF 8 TL 14
	1408 Maran C005 Cruiser J-3 USL DF 8 AF 4 BF 0 TF 8 TL 14	C:\T5\Vland\B Vhodan		

	0909 Jiinasha 0001 0-Company 0-Regular 0-Light Grav 0-Infantry CF 1 TF 1 TL 10		1007 Laaru 0001 5-Corps 0-Regular 0-Light Grav 0-Infantry CF 50 TF 50 TL 12		1102 Azu 0001 4-Division 0-Regular 0-Light Grav 0-Infantry CF 20 TF 20 TL 13
	1107 Sikilar 0001 2-Regiment 0-Regular 0-Light Grav 0-Infantry CF 5 TF 5 TL 10		1108 Vakhoneri 0001 5-Corps 0-Regular 0-Light Grav 0-Infantry CF 50 TF 50 TL 12		1202 Anghurr 0001 2-Regiment 0-Regular 0-Light Grav 0-Infantry CF 5 TF 5 TL 7
	1208 Vhodan 0001 7-Army Group 0-Regular 0-Light Grav 0-Infantry CF 500 TF 500 TL 13		1208 Vhodan 0002 7-Army Group 0-Regular 0-Light Grav 0-Infantry CF 500 TF 500 TL 13		1405 Diron 0001 3-Brigade 0-Regular 0-Light Grav 0-Infantry CF 10 TF 10 TL 12
	1406 Timat 0001 0-Company 0-Regular 0-Light Grav 0-Infantry CF 1 TF 1 TL 9		1407 Guusimka 0001 7-Army Group 0-Regular 0-Light Grav 0-Infantry CF 500 TF 500 TL 12		1408 Maran 0001 7-Army Group 0-Regular 0-Light Grav 0-Infantry CF 500 TF 500 TL 14
	1408 Maran 0002 7-Army Group 0-Regular 0-Light Grav 0-Infantry CF 500 TF 500 TL 14		1604 Gamgilebo 0001 1-Battalion 0-Regular 0-Light Grav 0-Infantry CF 2 TF 2 TL 11		1609 Sakkum 0001 0-Company 0-Regular 0-Light Grav 0-Infantry CF 1 TF 1 TL 10

Vhodan

C:\T5\Vland\B

Vland/B Vhodan

0909 Jiinasha - C200789-A

SDB Squadrons = 1

Troop CF = 1

Defence CF = 10

TROOP FORCES

0001-0000-1(1)-A

---HI POP TARGET---

1007 Laaru - C69A9CC-C

SDB Squadrons = 120

Starship Squadrons = 2

Troop CF = 50

Defence CF = 1200

TROOP FORCES

0001-5000-50(50)-C

1102 Azu - A547857-D

SDB Squadrons = 15

Starship Squadrons = 2

Troop CF = 20

Defence CF = 150

TROOP FORCES

0001-4000-20(20)-D

1107 Sikilar - B4328DH-A

SDB Squadrons = 10

Starship Squadrons = 1

Troop CF = 5

Defence CF = 100

TROOP FORCES

0001-2000-5(5)-A

---HI POP TARGET---

1108 Vakhoneri - C76A9AB-C

SDB Squadrons = 120

Starship Squadrons = 2

Troop CF = 50

Defence CF = 1200

TROOP FORCES

0001-5000-50(50)-C

1202 Anghurr - C4308AA-7

SDB Squadrons = 5

Troop CF = 5

Defence CF = 50

TROOP FORCES

0001-2000-5(5)-7

---HI POP TARGET---

1208 Vhodan - A758A8A-D

SDB Squadrons = 1500

Starship Squadrons = 5

Troop CF = 1000

Defence CF = 15000

TROOP FORCES

0001-7000-500(500)-D

0002-7000-500(500)-D

1309 Enpar Konal - E57778A-6

Defence CF = 2

1403 Deraan - B426649-C

Defence CF = 2

1405 Diiron - B89A8AA-C

SDB Squadrons = 12

Starship Squadrons = 1

Troop CF = 10

Defence CF = 120

TROOP FORCES

0001-3000-10(10)-C

1406 Timat - B98A779-9

SDB Squadrons = 1

Troop CF = 1

Defence CF = 10

TROOP FORCES

0001-0000-1(1)-9

---HI POP TARGET---

1407 Guusimka - E539A77-C

SDB Squadrons = 1200

Starship Squadrons = 4

Troop CF = 500

Defence CF = 12000

TROOP FORCES

0001-7000-500(500)-C

---HI POP TARGET---

1408 Maran - B552A78-E

SDB Squadrons = 1500

Starship Squadrons = 5

Troop CF = 1000

Defence CF = 15000

TROOP FORCES

0001-7000-500(500)-E

0002-7000-500(500)-E

1505 Odinaga - A2016A9-C

Defence CF = 2

1604 Gamgilebo - B000756-B

SDB Squadrons = 1

Troop CF = 2

Defence CF = 12

TROOP FORCES

0001-1000-2(2)-B

1606 Dannar - C2006A8-A

Defence CF = 1

1608 Riinel - E746651-7

Defence CF = 1

1609 Sakkuum - C3107AB-A

SDB Squadrons = 1

Troop CF = 1

Defence CF = 10

TROOP FORCES

0001-0000-1(1)-A

1007-C69A9CC-C

Commodore Ikgarga

Prec 10

Plan 5

Tactics -2

C001-1U-730-7-C

1007-C69A9CC-C

Commodore Sig

Prec 6

Plan 4

Tactics 2

C002-1U-730-7-C

1102-A547857-D

Commodore Ag

Prec 15

Plan 5

Tactics 2

C001-2U-630-6-D

1102-A547857-D

Commodore Imkiiikhgiri

Prec 6

Plan 4

Tactics 1

C002-2U-630-6-D

1107-B4328DH-A

Commodore Aashuudgemmuakh

Prec 8

Plan 5

Tactics 2

C001-1U-630-6-A

1108-C76A9AB-C
Commodore Luugkhiab
Prec 9
Plan 5
Tactics 1
C001-1U-730-7-C

1108-C76A9AB-C
Commodore Usguagdargi
Prec 13
Plan 5
Tactics 0
C002-1U-730-7-C

1208-A758A8A-D
Commodore Iididgiuumdisha
Prec 12
Plan 3
Tactics 1
C001-2U-840-8-D

1208-A758A8A-D
Commodore Aakhgikaliimanma
Prec 11
Plan 5
Tactics 1
C002-2U-840-8-D

1208-A758A8A-D
Commodore Gaaa
Prec 15
Plan 5
Tactics 2
C003-2U-840-8-D

1208-A758A8A-D
Commodore Idzanlargaarsha
Prec 9
Plan 5
Tactics 1
C004-2U-840-8-D

1208-A758A8A-D
Commodore Mir
Prec 10
Plan 5
Tactics 0
C005-2U-840-8-D

1405-B89A8AA-C
Commodore Imialdirmiir
Prec 13
Plan 2
Tactics -2
C001-1U-630-6-C

1407-E539A77-C
Commodore Kermaauukga
Prec 8
Plan 5
Tactics 0
C001-1U-840-8-C

1407-E539A77-C
Commodore Magamlid
Prec 11
Plan 2
Tactics 1
C002-1U-840-8-C

1407-E539A77-C
Commodore Isdaun
Prec 15
Plan 5
Tactics -2
C003-1U-840-8-C

1407-E539A77-C
Commodore Nirkiikad
Prec 7
Plan 3
Tactics 1
C004-1U-840-8-C

1408-B552A78-E
Commodore Gar
Prec 15
Plan 5
Tactics -2
C001-3U-840-8-E

1408-B552A78-E
Commodore Agke
Prec 7
Plan 5
Tactics -1
C002-3U-840-8-E

1408-B552A78-E
Commodore Shaaagle
Prec 13
Plan 5
Tactics 0
C003-3U-840-8-E

1408-B552A78-E
Commodore Lilaurgad
Prec 8
Plan 5
Tactics 1
C004-3U-840-8-E

1408-B552A78-E
Commodore Gaguuidmushlu
Prec 7
Plan 5
Tactics -2
C005-3U-840-8-E

B Knight = 20
c Baronet = 1
C Baron = 3
D Marquis = 4
e Viscount = 2
E Count = 5
F Duke = 1

1007 Laaru C69A9CC-C Hi In Wa Pz { 3 } (H8E+5) [CC8F] BE S A 424 9 ImDv G7 V
(Knight) IiGaGaar
(Count) IgDuIKaKhan

1208 Vhodan A758A8A-D Hi Cp { 3 } (H9F+5) [CD7F] BEF - - 123 11 ImDv G1 V K0 IV
(Knight) AI
(Count) UnShiirKamDe
(Duke) KiNi

1406 Timat B98A779-9 Ri Wa { 3 } (C6C+4) [8A6A] BC NS - 921 12 ImDv M0 V
(Knight) KiGiirGaMag
(Baron) Ud

1408 Maran B552A78-E Hi Po { 3 } (G9F+3) [AD5E] BE N - 322 8 ImDv M1 V
(Knight) UmLaMikKiim
(Count) IKuuE

1102 Azu A547857-D Pa Ph Pi Varg2 { 2 } (B7D+2) [8A5D] - N - 801 5 CsIm M1 V M3 V
(Gentleman) MaAg

1107 Sikilar B4328DH-A Na Po Ph Pz { 2 } (E7B+5) [DAAF] Be - A 722 7 ImDv G2 V
(Knight) KiUnSiAkhGiId
(Viscount) IgGirSe

1108 Vakhoneri C76A9AB-C Hi Wa Pr Pz { 2 } (C8D+4) [BB7E] BcE S A 710 16 ImDv K8 V
(Knight) EgLup
(Baronet) GumDaZiI
(Count) GarSenSaaskiIb

1405 Diiron B89A8AA-C Wa Ph Pi Pz { 2 } (E7C+4) [AA7E] BDe - A 604 10 ImDv G3 V
(Knight) GuiDiU
(Marquis) IUsh
(Viscount) Id

1604 Gamgilebo B000756-B As Na Va Pi { 2 } (C6C+1) [694A] - - - 212 11 CsIm F4 IV M1 V M1 V
(Gentleman) IkSugKu

0902 Otsaellhue A425435-E Ni Varg9 { 1 } (934-1) [253C] - N - 303 8 CsIm K9 V
(Gentleman) IA

0909 Jiinasha C200789-A Na Va Pi { 1 } (B6A+2) [886B] BD S - 820 7 ImDv M4 III
(Knight) UmNaa
(Marquis) INam

1403 Deraan B426649-C Ni { 1 } (955+2) [776D] - - - 210 7 NaHu M2 V
(Gentleman) Ma

1407 Guusimka E539A77-C Hi { 1 } (E9C+1) [AB5C] BE - - 411 9 ImDv M0 V
(Knight) AakhLeAmMe
(Count) SinDurDaUg

1505 Odinaga A2016A9-C Ic Na Ni Va { 1 } (B55+2) [776D] B - - 203 10 ImDv M0 V M5 V
(Knight) UkGiGi

1509 Audhumla A98A400-E Ni Wa { 1 } (734-3) [1519] B - - 201 9 ImDv M1 V G1 V
(Knight) UUMiInLug

1609 Sakkum C3107AB-A Na Pi Pz { 1 } (A6A+3) [987C] BD S A 701 10 ImDv M1 V
(Knight) Mash
(Marquis) A

0906 Iishashun C62546A-A Ni O:0708 { 0 } (A33+2) [647C] B - - 713 10 ImDv K3 V
(Knight) RaIlShiiIdGam

1110 Liwar C550300-A De Lo Po { 0 } (A21-4) [1315] B S - 405 9 ImDv K2 V
(Knight) IImMaAkKhuu

1606 Dannar C2006A8-A Na Ni Va { 0 } (A54+1) [665A] B - - 820 15 ImDv F6 V M3 V
(Knight) AgMaAMa

1001 Odhughe C525545-9 Ni Varg9 { -1 } (843-3) [3437] - - - 910 13 CsIm K0 V M6 V
(Gentleman) NuAlKhuAakhDi

1003 Anaanika B54057A-8 De He Ni Po { -1 } (943+1) [747A] - - - 911 8 NaHu M1 V

(Gentleman) UbShirNu

1109 Suragginsu E433352-A Lo Po { -1 } (721-5) [1216] B - - 711 13 ImDv F6 V M8 V
(Knight) Shi

1202 Anghurr C4308AA-7 De Na Po Ph Pz { -1 } (A77+1) [A779] - C A 520 9 NaVa K9 V
(Gentleman) LiGiAgGerMirKan

1203 Angvae C422377-9 He Lo Po Varg5 { -1 } (C21-1) [3259] - - - 834 14 CsIm F3 V K0 V
(Gentleman) EkhNaUEIkZesh

1206 Kummus C434520-9 Ni { -1 } (943-5) [1414] B S - 702 8 ImDv M1 V
(Knight) EmMe

1309 Enpar Konal E57778A-6 Ag Pi { -1 } (966+1) [9678] BCD - - 121 7 ImDv K8 V
(Knight) UuLiirKiKur
(Baron) IkhDar
(Marquis) AAmKirShiIdMiir

1410 Zentove C8A3587-9 Fl Ni { -1 } (943-1) [5459] B S - 720 10 ImDv K3 V G4 V
(Knight) KinLaShuunShanKa

1104 Gvaellek C885215-8 Lo Ga { -2 } (511-4) [1136] - C - 610 8 NaVa K2 V K6 V
(Gentleman) KhuGiAnGashKeAkh

1201 Erim D573785-5 Pi { -2 } (965-4) [5533] - - - 801 9 NaHu M1 V K0 V
(Gentleman) SashLaAgKhuuIigRa

1608 Riinel E746651-7 Ag Ni { -2 } (852-5) [2413] BC - - 601 11 ImDv M3 V
(Knight) IZaUKhiirKiiNa
(Baron) ApKa

1004 Esngougz EA7A443-6 Ni Oc { -3 } (631-5) [1123] - - - 620 8 NaVa M2 V
(Gentleman) AsKukKadMiGim

Interstellar Subsector Forces. R U Ready 4 War ?

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

Nobility list of subsector by world and rank

Great for large scale politics, invasion & war.

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

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

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

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

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Mark Ferguson in `Traveller RPG` on FaceBook.

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