# **Table of Contents**

ABOUT THE REMOTE SURVEY	
Introduction	2
Data Sources	2
SUBSECTOR DATA AND MAPS	
Subsector One (A)	4
Subsector Two (B)	6
Subsector Three (C)	8
Subsector Four (D)	10
Subsector Five (E)	12
Subsector Six (F)	14
Subsector Seven (G)	16
Subsector Eight (H)	18
Subsector Nine (I)	20
Subsector Ten (J)	22
Subsector Eleven (K)	24
Subsector Twelve (L)	26
Subsector Thirteen (M)	28
Subsector Fourteen (M)	30
Subsector Fifteen (O)	32
Subsector Sixteen (P)	34
SECTOR MAP	
	35
CECTOR ROLLTIES	
SECTOR POLITIES	
	36

# About the Remote Survey

## INTRODUCTION

This survey contains vital data for an entire sector. Possession of this information is allowed via security scan by a duly-authorized representative only!

The following is a recovered datafeed from the archives at Terra/Luna:

The Traveller game in all forms is owned by Far Future Enterprises. Copyright 1977-1998 Far Future Enterprises. Traveller is a registered trademark of Far Future Enterprises. Far Future permits web sites and fanzines for this game, provided it contains this notice, that Far Future is notified, and subject to a withdrawal of permission on 90 days notice. The contents of this site are for personal, non-commercial use only. Any use of Far Future Enterprises's copyrighted material or trademarks anywhere on this web site and its files should not be viewed as a challenge to those copyrights or trademarks. In addition, any program/articles/file on this site cannot be republished or distributed without the consent of the author who contributed it.

http://micki001.cnc.net/trav

```
#!/bin/sh
# SectorMaker.cai
# by Micki Kaufman micki001@concentric.net
# I was looking at my LBB collection, and got an idea, so voila!
# Presenting the Traveller Sector Guidebook .cgi script. Creates and returns
# a high-resolution (vector-art) pdf containing the sector data and hexmaps,
# listed subsector by subsector.
# Requires:
 - James M. Perkins' Traveller software programs
     http://traveller.mu.org/archive/software/SW4
# - pstopdf
     (built in on Mac OSX)
# - enscript
     (built in on Mac OSX)
#
  - pdftk
     http://freshmeat.projects.org/pdftk
 - Paul J. Netherwood's 'full-upp'
#
# Using sector tools, the sector data and individual subsector data is
# created, and the PostScript hexmap is generated. Using pstopdf, the PostScript
# hexmap is converted to a pdf. Using enscript, the text sector data is
# converted to a PostScript file.
```

# **DATA SOURCES**

The information contained herein was obtained by Long-Range probabilistic observation techniques, the operations and technology of which remain highly classified. Due to quantum probabilistic effects of spacetime, the data contained in this report may represent an actual sector of space. Personnel who are exposed to this report are directed to handle this information accordingly, and to present themselves to Military Intelligence for re-education if required.

#### **ABBREVIATIONS**

Abbreviations are used to describe the following:

Hi High Population Lo Low Population

Ba Barren

Ag Agricultural

Na Non-Agricultural

In Industrial

Ni Non-Industrial

Ri Rich Po Poor

De Desert World
Wa Water World
As Asteroid Belt
Va Vacuum World
lc lce-capped
Ca Subsector Capital

Other abbreviations are also employed for the bases in-system:

N Naval Base S Scout Base

A Naval and Scout Base Present

B Naval Base and Scout Way Station Present

W Scout Way Station M Military Base

D Naval Depot

Other abbreviations are also used for the travel zone of the system:

R Red Travel Zone
A Amber Travel Zone

## **SYMBOLS**

Here is a key to the symbols used on the sector map.

