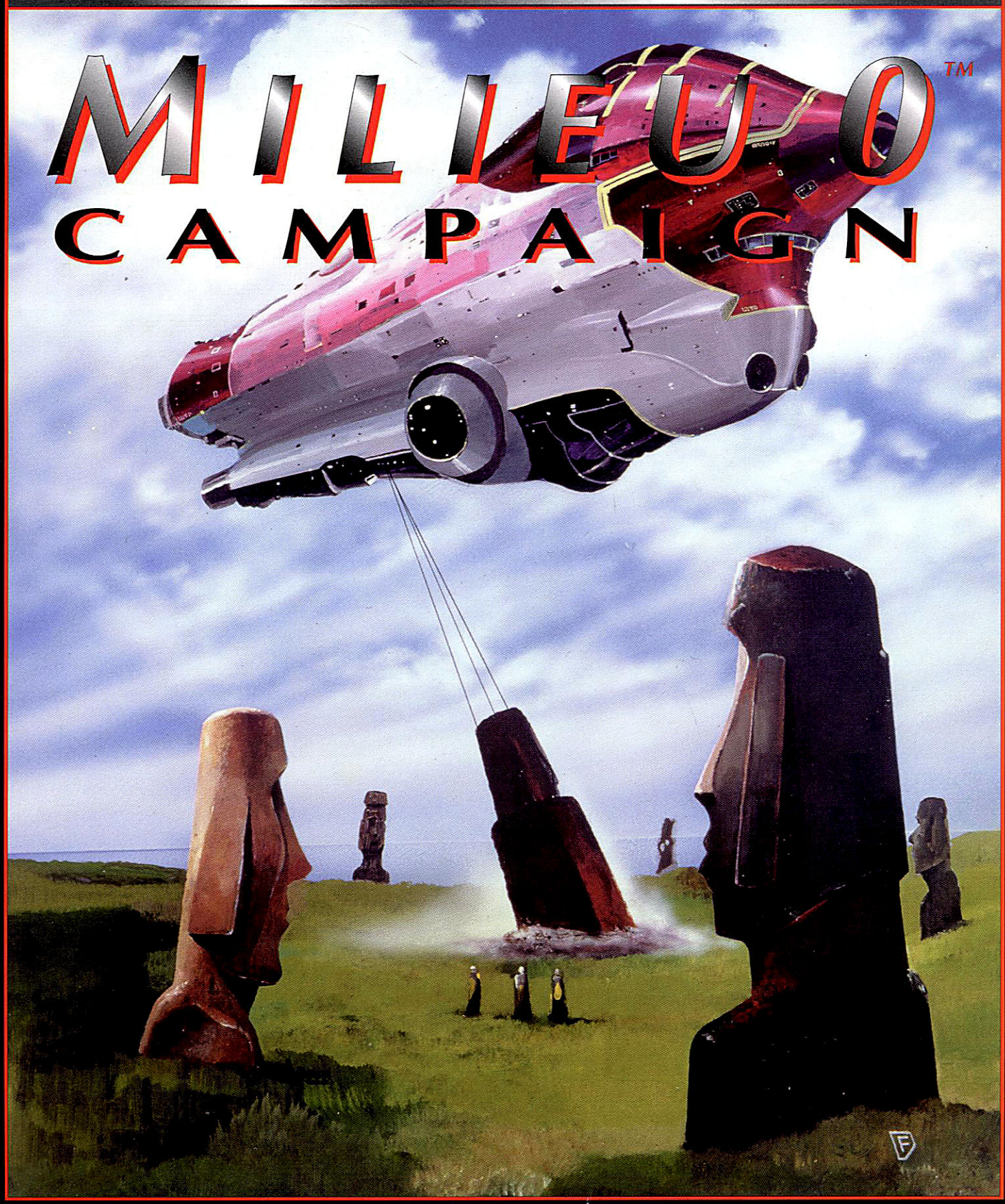
MARC MILLER'S

TRAVELLER®



MILIEU 0™

CAMPAIGN

Milieu 0: Traveller's Gaming Universe!

Seems like tomorrow was just a day ago, but it's really been two decades! That as when Traveller first appeared, creating a galaxy of adventure featuring the star-spanning setting of the Third Imperium-a highly advanced human civilization thousands of years old, struggling against a slow decline and fall. Roleplayers who were itching to escape the Dark Ages and medieval fantasy leaped nearly 60 centuries into the future in a single bound (a softbound rule book, that is).

Today, tomorrow is yesterday again! That's because this edition of Traveller-the fourth edition, to be precise-takes a step back in time, to the founding days of the Imperium, when the galaxy first began to emerge from its own Dark Ages and build the foundations of the glorious empire of Traveller's first edition (now called Classic Traveller). Milieu 0 refers to Year 0 of the Third Imperium, a time of exploration and rediscovery, where the scattered and isolated remnants of the Second Imperium are beginning to reach out to each other and make contact once again. A glorious future lies far ahead, but for now the galaxy needs pioneers and explorers, diplomats and soldiers, visionaries and people-of-action. In short, the Imperium needs you!

This book is a partner to the Traveller 4th Edition rule book. For all the game mechanics-character generation, combat rules, equipment lists, and so forth-turn to that book. This volume creates the setting in which to roleplay. In the pages to follow, learn about the galaxy of the 46th Century (Year 0 of the Third Imperium) and your place in it. Just thinking about playing the game but not sure? Then read this book and find out if this future (or is it this past?) is where you want to be. Want to know whom to salute and whom to blast at first sight? This is your source.

Referees and players take note: Some of the information presented in this updated, expanded version of last year's softbound release of Milieu 0 is directed toward referees only! For example, the Universal World Profiles (UWPs) are provided in two forms: the referee's version contains all the facts while the player's version has a few holes here and there, so adventurers will simply have to get out there to learn the whole truth (maybe dodging a few meson beams along the way). There's a section of "rumors" near the back that is also included with just the referee in mind-they might be true and they might not, but if the player reads through them there won't be much of a surprise, will there?

You can always go back to the future, but today's tomorrow can make all your yesterdays exciting ones. This edition of Milieu 0 brings tomorrow and yesterday together, and whichever way you look, you're in for a lot of fun!

Science-Fiction Adventure in the Far Future

Witness the first days of the Third Imperium, starting page 5.

What every diplomat should know about contacting a new world, page 13.

How important a role do the Scouts play? Find out on page 29.

What every citizen should know about the Third Imperium's power structures, page 42.

Learn about the many adventure opportunities in Year 0 on page 64.

Emperor Cleon revealed! Page 75.

Get around the Core with an official map, page 103.

The Future is Around The Corner

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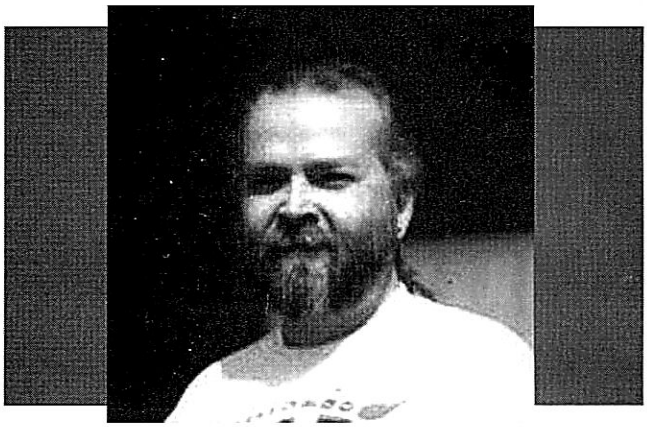

Lester Smith

Lester Smith gave up three different, entirely reasonable careers in order to pursue an occupation (perhaps more accurately, a preoccupation) as a game designer.

An alumnus of GDW, Les began working full-time in the hobby as lead designer of the 2300 AD role-playing game (a near future, "hard-science" spin-off of the TRAVELLER RPG), and managed the line throughout its existence. Also for GDW, he worked on several TWILIGHT: 2000 supplements and many SPACE: 1889 projects (including the TEMPLE OF THE BEASTMEN board game), designed the DARK CONSPIRACY horror RPG and many of its supplements (including the MINION HUNTER board game), helped a bit with historical board game design, managed the DANGEROUS JOURNEYS project, and contributed to the initial work on the TRAVELLER: THE NEW ERA RPG, besides doing regular articles for CHALLENGE magazine.

Les then moved to TSR (following the trail of ex-GDW members Timothy Brown and Julia Martin), where he began work as designer of the BUGHUNTERS RPG, part of the short-lived AMAZING ENGINE line of games, and designed the Origins-award winning DRAGON DICE game, among other things (some of which saw print, and others of which probably never will).

Shortly thereafter, Les left TSR to join Timothy Brown in the founding of Destination Games (producers of PULP DUNGEONS adventures and the CHAOS PROGENITUS dice game), and to help Ken Whitman in the relaunch of the TRAVELLER RPG line by Imperium. Currently, he is also doing design work on a few DEADLANDS supplements by Pinnacle Entertainment.

Some will also recognize the name Lester Smith from the byline of various review articles around the industry, and the "Weasel Game" column originally in POLYHEDRON magazine and now in SHADIS. Les is also a frequent guest at game conventions, where he tends to run small-press horror RPG sessions, and tries to educate prospective game designers concerning the joys and woes of making a living in this hobby. If you see him some place, please be sure to stop and say "Hi."

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INTRODUCTION

There are many possible universes to *TRAVELLER*. As the world's first science-fiction role-playing game, it was originally designed with the entire spectrum of SF stories in mind—from hard science fiction, to social science fiction (both human and alien), to the speculative realms of psionic powers, to "space opera" and high adventure. Early in the game's development, however, due to player demand, a singular vision of the universe began to evolve. It was a vision of the Third Imperium, a vast interstellar empire, heir to two others that have arisen and fallen over the millennia of human history. It was a vision of amazing deeds, brilliant successes and monumental tragedies, as humaniti struggled to tame the galaxy, and to master itself. As a backdrop, this history is quite large enough to still allow for that original broad range of SF stories, but able also to provide unity to the game.

Earlier versions of the game have dealt with the Third Imperium during its maturity and decline, a thousand or more years into its development. The original game (*CLASSIC TRAVELLER*) was set at the heyday of that empire, the second (*MEGATRAVELLER*) at its decline into rebellion, and the third (*TRAVELLER: THE NEW ERA*) during the aftermath of that rebellion. The current version, however, steps back to the infancy of the Third Imperium, when it consists of merely a handful of member worlds, together emerging from the shadow of the Long Night, jointly believing in their destiny to reestablish civilization throughout known space, to match the legacies of Imperiums past, and to reach far beyond them. It is a time rife with opportunity for the bold and adventurous, when individuals can influence the fates of worlds.

That is what this book is all about. *Milieu 0* details the central persons, groups, and events of the opening years of the Third Imperium. Within these pages, you will find a wealth of information to bring this backdrop to life in your own campaign. Included herein are details of the history that has lead to the formation of the Third Imperium, of its initial steps to re-explore the galaxy, of its economies and strategies for doing so and its politics for administering the fledgling empire, of the Emperor who has brought it all to pass, of his closest allies and worst enemies. Along the way, there are scores of adventure ideas, ranging from straightforward mercenary actions, to political maneuvering both within the heart of the Imperium and on its fringes, to clandestine missions on new worlds, to simple trade opportunities.

This is a meaty book. There is a lot here to digest. But there is also incredible potential for adventure. Enjoy.

ANTECEDENTS OF THE THIRD IMPERIUM 1

Excerpts from "A commentary on the formation of the Third Imperium" by Jesse H. Phalow, Director of the Imperial Ministry of Information, 299-0013.

The history of the current Imperium begins in the earliest days of humaniti's voyages to the stars, with what we now know as the First Imperium. More than forty centuries ago, the Vilani people established the Grand Imperium of the Stars. Although it truly was grand (spanning more than 15,000 worlds at its height), one of the principles it was founded upon aided in its destruction.

An interstellar empire cannot be governed like a single world because the communications lag between the central government and the farthest worlds can be a year, or even more. The Vilani, being conservative, solved this problem by encouraging the people of the Imperium into a highly structured and uniform society. With all of its citizens subscribing to the same beliefs, and never venturing beyond their allotted place, the task of governance became simpler; the masses needed less attention on a daily basis.

The caste system that developed was one of the most obvious examples of the cultural rigidity of the First Imperium. Each person was, in effect, required to perform the same job his parents had. This reduced the amount of social unrest experienced during the First Imperium, and allowed the Vilani to maintain power for eighteen centuries. However, this cultural rigidity also brought technological progress to a halt. The Imperium had ceased expansion, and the decline of the Grand Empire of the Stars had begun.

The full impact of the Vilani cultural structure wasn't felt until the Terrans made contact in Year –2048 (as reckoned by the Third Imperial calendar). The Terrans, being aggressive, expansionist, and dynamic, were able to defeat the Vilani in a series of interstellar wars. This was partially because the Vilani were too preoccupied with internal politics to bring the proper force to bear, but another factor was their lack of technological innovation. In short, the Grand Imperium of the Stars had been rotting at its core for centuries, and the Terrans took advantage of it. In Year –2219, the Vilani were finally defeated. The Rule of Man was established in Year –2204.

The Fall Of Civilization

Calamitously, the Terrans were unprepared to rule an interstellar empire. They had neither the temperament to enforce cultural rigidity nor the experience to find a better solution. Thus, the Second Imperium (more often called the Rule of Man, or shamely referred to as the Ramshackle Empire) collapsed after little more than four centuries. Thereafter, the worlds ruled by the former First and Second Imperiums were plunged into a period of economic and technological regression known as the Long Night.

Many civilizations collapsed entirely, being unable to survive without the support of an interstellar community. Xenophobia, jealousy, superstition, and greed destroyed still more civilizations, while most of those that remained simply tried to cling to their technological capabilities in spite of the interstellar disaster raging around them.

Even in the depths of the Long Night, however, some civilizations dared to venture forth from their own systems, re-contacting neighboring worlds. Occasionally, the result was beneficial to both societies, with mutual trade and prosperity ensuing. Some of those mutually beneficial encounters resulted in pocket empires—small groups of worlds, joined under one government. Miniature Imperiums, if you will.

In other instances, the result was far less positive. Sometimes, the contacting world's forces were routed or destroyed by the xenophobic society with which they had come into contact. More often, the contacting world would actually attempt an invasion of the neighbor, hoping to pull itself out of economic depression by appropriating the resources of the conquered planet. Such efforts almost always ended in disaster for both civilizations.

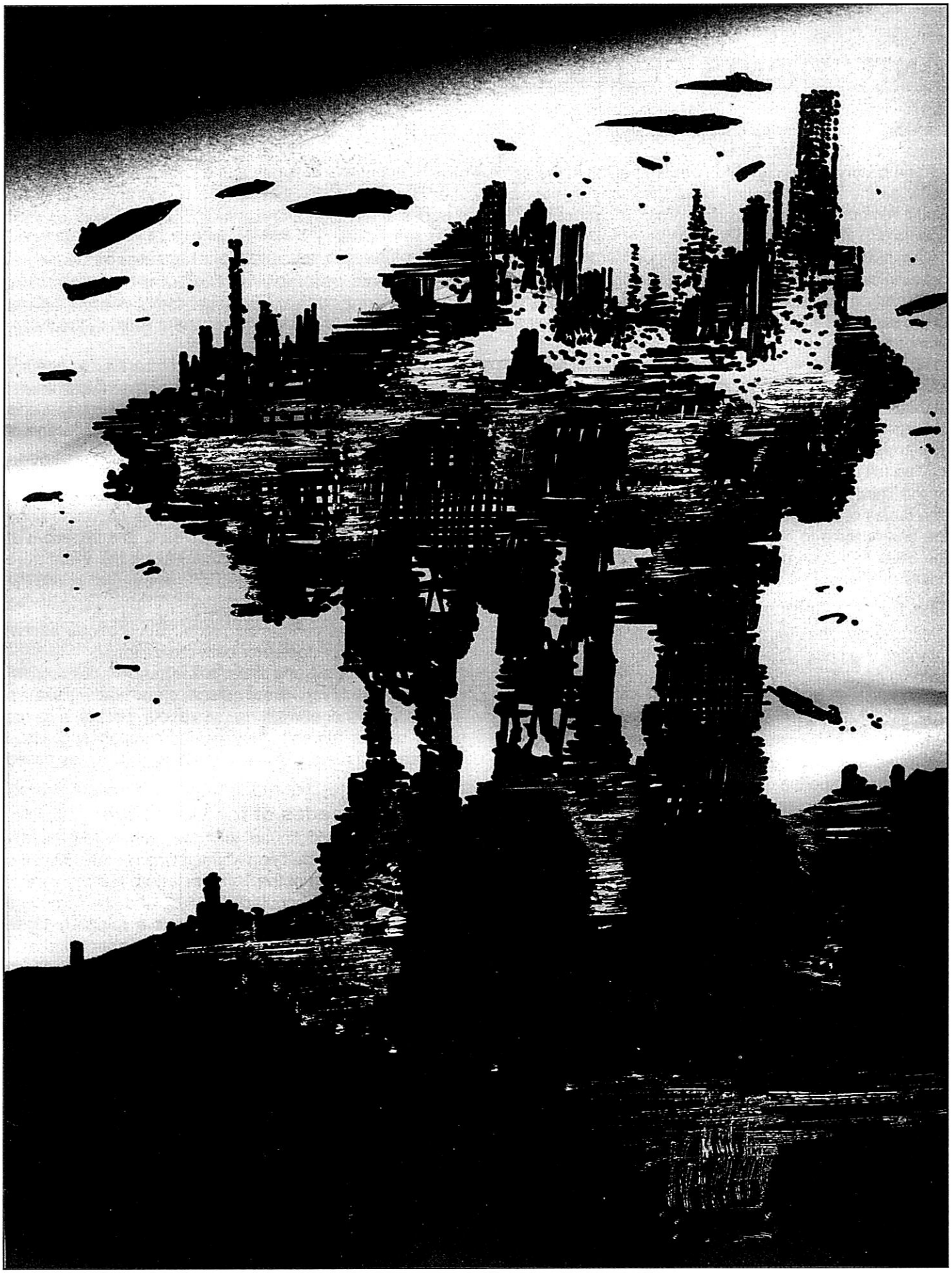
Throughout the Long Night, a few hardy traders continued to ply the space lanes. Indeed, a few bold individuals were successful enough to carve out pocket empires based on the strength they gained through successful trade and commerce. One such trading empire was based on Sylea.

The Last Decades of the Long Night

Although Sylea continued to trade with a few nearby worlds throughout the Long Night, it wasn't until 650 years before the founding of the Third Imperium that the idea of expansion gained popularity. Sylea and its neighbors formed the Sylean Federation. It was a relatively loose confederation of worlds, in which each member world sent one representative to the Sylean Grand Senate, which acted as the legislative branch of the government.

Over time, the Sylean Federation began expanding its sphere of influence to include worlds that were farther and farther away from the seat of government. After six hundred years of expansion, the Federation had member worlds scattered across the Core Sector (yet many worlds remained independent, for one reason or another). There were benefits to this expansion, but there were also many negative aspects.

While the Federation had to continuously seek new member worlds to expand the economy through trade, each additional world decreased the effectiveness of the Sylean government, setting the stage for disaster. The



communication lag from the center of the Federation to the outskirts became worse as the distance traversed increased. So, while the opportunities for trade were greater than ever, it was increasingly difficult for the central government to control its space. These two factors combined to make the perfect situation for piracy to thrive.

The Grand Senate passed a series of taxes and tariffs to finance ever larger naval and marine forces to combat piracy. These revenue measures were ignored by some member worlds, who were exasperated with the ineffectiveness of the central government. Those who complied with the new taxation measures found them to have a deleterious effect on business. This, coupled with the continuing problem of piracy, threatened to stop trade completely. The subject worlds were not pleased with this development.

The Sylean government was seen as the source of the problems confronting member worlds. By choosing a very centralized form of government, the Sylean Federation had limited its ability to act. In addition, each member of the Federation had its own agenda, and it was rare that the members of the Grand Senate could agree on an effective course of action. Many worthy initiatives died from lack of a consensus, while many more were rendered ineffective through attempts to please every member world. It was also widely known that many proposals were never enacted because certain corporate interests were willing to do whatever was necessary to ensure no unfavorable legislation survived the process. The Sylean Federation was becoming almost completely ineffective.

Although many people and organizations disliked the Sylean government, few attempted to bring about change. Cleon Zhunastu, who had ascended to the Grand Senate upon the death of his father Felix Zhunastu in Year –30, was the first person both to recognize the fact that the current situation was untenable, and to do something about it. He determined to make Sylea rise to prominence again, for the benefit of all.

Sylea's Rise

Thirty years before the founding of the Third Imperium, Grand Duke Cleon Zhunastu, whose holdings included an industrial megacorporation and several research facilities, determined that the Sylean Federation could not last. What was necessary was a government which had as its primary purpose the preservation of free trade between member worlds, and which implemented this through a strong central government coupled with properly distributed local power. Cleon felt strongly about expanding the territory of the Federation, as his businesses would flourish where free and safe trade was possible. Yet the Sylean Federation's inability to effectively govern its current worlds had proven that expansion would only be made possible by abolishing the Sylean Federation and instituting a different form of government.

Cleon envisioned a decentralized government, founded upon the twin principles of honor and duty. History had shown that centralized governments could not successfully administer an interstellar empire. However, if governmental power were distributed among many local branches, acting under the authority of a central government but with the ability to make the decisions necessary for its sphere of influence, growth would be effectively unrestrained. Of course, this would only be successful if honorable people were in control of the government at every level. Corruption should never be part of any government, but it would be particularly disastrous under this decentralized model.

The Grand Duke's goal was nothing less than to make Sylea the capital of a newly revived Imperium. This would allow legal claim to be laid to all the worlds of the previous two Imperiums. With its ability to remain effective at great distances, his distributed government would be able to bring peace and prosperity to thousands of worlds. That would be, quite literally, an industrialist's dream come true.

Before that would be possible, Cleon would have to show that he had the ability to solve the problems of the Federation, then use that fact to gather a group of honorable and powerful supporters. So, he began working on solutions to the most pressing problems.

Economic Pressures

The largest of the problems were economic in nature. By the sixth century of the Sylean Federation, piracy had progressed from a nuisance to an epidemic. At the same time, corporations were in control of society to a greater extent than was the Sylean government. Civilization was again in a downward spiral.

Piracy: Trade between the many worlds scattered throughout the Federation had been slowing due to rampant piracy. Many of the neighboring pocket empires had discovered that their own economic systems could be augmented through acts of piracy against the relatively wealthy Sylean trading vessels. Of course, many independent pirate groups developed in various locations so that they, too, could live off the bounty of the Federation.

The government agencies of the Sylean Federation had been facing increasing pressure to put a stop to this piracy and privateering, but they had been unable to do so. While Sylea maintained a central fleet of ships, and most of the wealthier member worlds had at least a minor defensive force, much of the Federation was effectively undefended. Purchasing and manning enough of the huge fighting ships to defend every member world in the Federation was simply too expensive.

Instead, ships were based within strategically located systems throughout the Federation, and dispatched to member worlds as necessary. Because the communication time involved was several weeks in most instances, ranging to several months in others, the pirates knew that they had little to fear. They would move into a system, hit traders for a few weeks, then move on to the next long before the Federation ships could be informed of the activity, let alone arrive in-system. In addition, to remain flexible, the ships had to be jump capable; with a substantial part of each ship dedicated to jump fuel and power plants

Solving the Piracy Problem

Zhunastu Labs' patented cold fusion process, Fusion Plus, allowed for the creation of small, fast fighting ships which, when supported by a large 'parent' ship, were able to overwhelm pirate ship defenses with relative ease. After demonstrating this ability to the Federation government, Cleon's dream would be that much closer to realization.

The first such demonstration occurred near the gas giant in the Azimuth system (Azimuth/Core 0202-B6566B9-A). Trading ships going to and from Azimuth had been hit hard by the ruthless pirates operating there. One in every four ships travelling there had been the subject of a pirate assault during the previous six months. All aboard were typically either killed or sold into slavery, along with the ship and cargo, at a non-member world. To suppress this piracy, the Sylean Federation had been sending task forces consisting of four patrol cruisers each time the pirates struck. Due to the enormous cost of producing and operating these ships, it was not possible to keep a sufficient supply of patrol cruisers in each system. Instead, cruisers had to be sent here and there as needed.

Cleon now suggested that they send two patrol cruisers, each with four prototype gunships (powered by Fusion Plus) attached by external grapples. As the cruisers left for Azimuth, Cleon appeared confident in public, but privately he knew that this untested strategy could very well fail, forever shattering his chances of realizing his vision.

One month later, the patrol cruisers returned to Sylea. The mission had been a partial success: the pirates' corsair had been found and destroyed, but several of the gunships had also been destroyed in the battle. Fortunately, this did not mean that Cleon's plans were for naught. Cleon addressed the other members of the Grand Senate, and convinced them that the failure had been due to the pilots' unfamiliarity with the ships and the new tactics necessary, rather than in the overall strategy of using the smaller fighting ships. The members agreed to hold their judgment of the plan until three more such piracy suppression attempts could be performed.

In the end, Cleon's assumptions were shown to be correct. The final mission resulted in no losses on the Sylean side. The gunships' superior maneuverability and heavy firepower had won out. Cleon had proven his point, and was an additional step closer to realizing his dream of reviving the Imperium.

the ships were, at best, equal to the pirates and required significantly larger ships or superior numbers to successfully counter a given pirate unit.

Cleon had an idea that he hoped would change that. Professor Aldin Zhunastu (who headed the advanced technology research facility at the Cleon-owned Zhunastu Labs) had invented a new technology: cold fusion. This advancement allowed for the creation of very small fusion plants, useful for a wide variety of purposes: from civilian transport to small, fast, and deadly fighting ships. Cleon planned to use this new technology to solve the problem of piracy. He also saw it as a way to make decentralized government more effective.

Inexpensive, fast, and effective fighting ships, if made available to all member worlds, would allow each world to afford a force capable of keeping pirates at bay. That would leave the central government free to focus on larger issues.

But first, it was necessary to prove the worthiness of these light fighting ships. Cleon achieved this through financing several demonstrations, which he very carefully publicized afterward to generate interest among member worlds. After a few initial failures, he was finally able to prove that his ships, when commanded by well trained and capable people, could do the job.

Corporations: Cleon Zhunastu, although himself the owner of one of the largest corporations in Sylean space, was dismayed at the behavior of some of his corporate rivals. Violations of Sylean sovereignty were routine. Worse, every citizen knew that there was no means of redress for such actions, because many members of the Grand Senate were well compensated by their constituent corporations for their inaction.

Since before the founding of the Sylean Federation, it had been considered natural and expected that corporations would act to aggressively secure the highest profit. Such things as corporate espionage, labor practices, product safety, and sales tactics were considered matters for individual member worlds to regulate (or not) as they felt was appropriate. It was not the duty of interstellar government to manage such things.

Even so, this great degree of freedom was not enough for some corporate leaders, who felt it necessary to commit crimes against the Federation in the pursuit of profit. Some corporations financed acts of piracy against their rivals. If this meant that some Sylean Naval Service ships were destroyed, that was just an unfortunate aspect of doing business. Others traded with rival pocket empires, knowingly providing technologies and materials that would be used against Federation military forces and civilians. Some went so far as to traffic in human lives, providing slaves to any world decadent and depraved enough to pay for them. Clearly, such corporations had no sense of honor.

Though all of these crimes and more were committed by Federation-based corporations, the government did nothing to stop it. Politicians made speeches, the press wrote stories, consumers and honorable corporations attempted boycotts, but it all amounted to little more than hand wringing. The Federation was the only entity with the power to stop them, yet each time legislation was introduced to curtail such activity, it failed miserably, thanks to politicians who were as dishonorable as the corporations who owned them.

Cleon was determined that such actions would not be tolerated, as they contributed only to the detriment of society. It was expected that every corporation would aggressively seek profit, but in his opinion some went too far.

Corporations warring with each other was one thing; corporations making war on society and the interstellar government was another. Yet he knew that the situation would not change until a different, more effective interstellar government was created.

One of Cleon's greatest desires was for free trade, and he saw that as the central task of any interstellar government, including his Imperium. Yet, to preserve free trade, the interstellar government must be strong enough to enforce its wishes. Corporations must never be allowed to trample on Imperial sovereignty, so he made plans for his Imperium that would ensure corporations would never be above Imperial law. Honor, Cleon recalled, must be one of the founding principles of the Imperium. But was it possible to sort the honorable from the dishonorable, and remove the latter, prior to the foundation of the Imperium?

Political Maneuvering: While Cleon was a Grand Duke, had nominal control of the Grand Senate, and had full control over the largest corporation in the Sylean Federation, he did not have the power necessary to make the changeover to the Imperium politically feasible. So, he met privately with the heads of key industries, and explained his plan to ensure that no corporation would ever trample on Imperial sovereignty.

Under the Imperial form of government, there would be no politicians to corrupt. The Imperium would be a feudal system, with progressive levels of nobles who would be subject to the highest noble, the Emperor. Cleon proposed that the Emperor would own a minority interest in each interstellar corporation. With an equal stake in each, he would be above favoritism, as what helped one would hurt another.

Many of the corporate leaders agreed to the plan, since they knew and trusted Cleon. His corporation, while aggressive, had always behaved with honor. Others, trusting no one who would have as much power as the Emperor, did not give him their support. In essence, those with honor believed in Cleon and his plan, while dishonorable individuals did not.

Cleon then met with the leaders of key world governments (all of whom were members of the Grand Senate), and explained other aspects of his plan to them. Under the Imperial structure of government, free trade would be the prime focus. Piracy and corporate misdeeds would not be tolerated within the Imperium, maximizing the opportunities for trade. In nearly all other matters, each member world would be autonomous.

In addition, the Emperor would not make his decisions entirely alone. Each member world's ruling family would become nobles. One individual from each family would be a member of the Imperial Moot, and would be tasked with advising the Emperor. Honor would be paramount in this, as in all other aspects of Imperial government.

As with his efforts toward convincing corporations to throw in their lot with him, his politicking appeared to be less than a complete success. However, by judicious use of charm, power, and persuasive dialogue, he was able to convince key, honorable individuals to support his plan. That, coupled with the backing of many important, honorable corporations, his proven solution to the problem of piracy, and his system of distributed government based upon personal honor, was enough to set the stage for the massive political and economic changes Cleon desired.

Chanestin Kingdom

One rival to the Sylean Federation during the closing years of the Long Night—and consequently something of a threat to the establishment of Cleon's new Third Imperium—was a minor empire known as the Chanestin Kingdom. Based on Keshi/Dunea, one subsector to rimward of Sylea, the militaristic rulers of Keshi were able to maintain jump capability as the worlds around them sank deeper and deeper into the Long Night. In Year –1304, King Brzeszcze decided that the time was right for Keshi to take advantage of its now superior technology and conquer its neighboring worlds. Over the next fifty years, the Keshi executed their plan with chilling efficiency; world by world they invaded, consolidated and moved on. By Year –1250, some twenty-five worlds were theirs, all within five parsecs of Keshi.

Chanestin rule was relatively benign, although any moves against the Kingdom were harshly dealt with. As the Night deepened, the Chanestin clung desperately on to the handful of interstellar craft which still worked. With each century, another ship would become irreparable, and by Year –200 there was only one functioning jump ship in the Kingdom, doing the rounds from planet to planet to ensure that the Kingdom's will was being done.

Contact with Sylea: In Year –107, the first formal trader mission from Sylea arrived. So tenuous was the Kingdom by then that the Syleans had actually missed the fact that there was a kingdom at all. However, the Chanestin had rapidly taken advantage of the resurgence in travel and trade in the last few decades to secretly build back up their own fleet, and by the time that Sylea made contact, the Chanestin fleet was ready for action. The Chanestin were quick to recognize the threat represented by the Sylean Federation and its federal ideas. On the orders of Queen Nayarit herself, the twenty-strong trade mission was executed by firing squad for attempting to seed the Kingdom with treasonable ideas.

When the mission did not return, the Sylean council authorized a military expedition to find out what had happened. In Year –107, a Sylean flotilla consisting of a 90,000-ton battleship and two cruisers arrived in the Keshi system. In a brief and frank exchange of messages, the Syleans demanded to know what had happened to their traders, the Chanestin told them and ordered the Syleans to vacate Chanestin space immediately. In fact, the Chanestin local defense squadron was already closing on the Sylean force and the first engagement of the Sylean-Chanestin war began.

The war lasted over a hundred years, alternating between hot and cold, low and high intensity warfare. The Chanestin initially had the upper hand, taking several Sylean worlds by Year –102. A stand-off ensued for some thirty years, whilst Syleans and Chanestin tried to fuel rebellion on either side. In Year –69, the Syleans launched

an offensive to recapture their lost worlds. This offensive started well, but soon developed into a war of attrition, and minor skirmishes continued for the next twenty-five years, with many worlds changing hands several times. By Year –44, both sides were worn out, and a peace treaty was finally agreed.

Chanestin's Decline: All could have been well, except that when Cleon started to expand the Federation, the Chanestin saw this for the threat which it undoubtedly was. In Year –25, they launched a daring deep strike against the Sylean industrial world of Shudusham. War flared again, but now Sylea had the technological edge. The Chanestin did not admit defeat easily, and their strategy of launching deep strikes into the Sylean heartland placed the whole of the Sylean Federation on a war footing. The effect on Sylean culture was marked, forcing the adoption of a paranoid siege mentality. The most manifest example of this is Cleon's palace, the pyramidal structure being designed to offer the best defense against drop-troops.

From Year –3 onwards, Cleon carried the war deep into Chanestin territory, and in Year 2 the flag of the new Imperium was finally raised above the Chanestin palace on Keshi. The Chanestins finally knew they were beaten, and sued for peace.

Interstellar Confederacy

The Interstellar Confederacy was perhaps Sylea's greatest external threat during the new dawn. Founded in Year –684, the Confederacy occupied thirty-two worlds in the Bunkeria and Cemplas subsectors immediately to spinward of Sylea. The Confederacy centered on three powerful worlds: Marsus, Protalus and Sketola (the capital). As the Long Night drew to an end, these worlds rapidly rose to TL12 and started to forge close bonds among themselves and neighboring worlds on the Sylean Main, lifting several to TL11. The leading light was Grand Senator Rom Debeshuut, an outstanding scientist and diplomat renowned for his blunt, frank approach. Over time, the Confederacy grew to include thirty-two worlds, at which point the Confederacy Senate called a halt to expansion, on the basis that it was the largest group of planets that could be efficiently coordinated—especially given the high importance attached to planetary laws and rights. From Year –623, the Confederacy turned in on itself and its worlds of the Great Spiral, and effectively ceased interstellar contact.

Isolation: This isolation did not mean that the Confederacy was stagnant. For a start, Marsus was well known for the quality of its mercenary soldiers, who fought many a brush war in support of other Confederacy governments. In Year –567, Rualto Achenaar and Joffan Antilles founded the Achenaar Antilles merchant and passenger line on F'now. The line originally plied the Great Spiral worlds, but has managed to outlive the Confederacy and is now one of the largest merchant lines in Core.

In Year –301, the first scout ships from the Sylean Federation arrived. The isolationist Confederates were wary of the expansionist, and federal, Syleans. In Year –258, near Velpare on the Confederacy's trailing border, a Confederacy patrol was attacked by a Sylean naval squadron and soundly beaten. Unfortunately the Sylean commander, Admiral Rudolf, made the mistake of thinking that a planetary assault on Velpare itself would be as easy. He was sorely defeated and sent back to Sylea licking his wounds.

By Year –250, many smaller worlds of the Confederacy thought that the time had begun to expand the Confederacy further, particularly as the Sylean Federation threatened to encompass and restrict, or perhaps even destroy, the Confederacy. Many of the more powerful worlds refused, thinking that they might lose their own powerful grip on the region, and could best fend off Sylea by not challenging it outside the Spiral. In Year –248, Sketola, which sided with the expansionists, started testing ramscoop jumpships, which would free jump craft from the need for wilderness or portside refueling.

As the moves towards expansion grew, the opposition decided it had to strike. The final straw came when arch-expansionist Beau-Ta-Quitala was elected Chamberlain of the Confederacy in Year –239. The isolationists immediately withdrew from the Council and, under Baron Rolf Von Toerbach of Protalus, five worlds attacked the capital Sketola. The planet's defenses were destroyed, and the isolationists launched a successful jump assault. The Council moved hurriedly to Kelpo, a world seven parsecs to trailing. The next year saw minor actions, and in Year –237 the rebels launched a new assault, this time against Belicose. This time the loyalists had the upper hand and routed the rebels back to Sketola, where the *coup de grace* was delivered against the rebel fleet as it tried to refuel at the system's largest gas giant.

Although the Confederacy was again unified, the cost had been tremendous. Marsus was particularly badly mauled, as was Oorpic, a major industrial center. The war very much reduced the Confederacy's economic, military and political strength, which made it far more difficult for it to withstand the Sylean Federation.

War with the Federation: By Year –201, after a series of border skirmishes, relations between the Confederacy and the Federation had broken down completely. That year Sylea launched a fresh attack against Velpare, was successful, and pushed on spinwards. The Confederacy Navy acquitted itself well in battle and managed to halt the Syleans' initial thrust. But over the next few decades, the Confederacy was repeatedly out-maneuvered by the superior strategists of the Federation.

For most of the next century, the worlds of Heraldia, Belicose, Shibasiim, Eorvin and Keplo changed hands many times, and even now Heraldia suffers from a irrevocable eco-damage, its inhabitants having been forced from the surface to live within protective domes and tunnels.

By Year –100, Sylea had taken most of the Confederacy worlds to trailing of Ye-Lu, and the Confederacy was effectively broken as a major political force. Although the military battle was over, a cold war settled between the two powers. In Year –30, when Cleon came to power, it was obvious to him that the Confederacy

blocked one of his major routes of expansion and forced his new scouts to go to core or rimward. Cleon initiated a massive diplomatic campaign against the Confederacy, and was rewarded in Year –17, when several worlds left the Confederacy for the Federation. The Confederacy appeared to realize that it was beaten, and made little attempt to defend against this onslaught. By Year –1, the Confederacy finally dissolved itself. Five years after the founding of the Third Imperium, all the Confederacy's former worlds were absorbed into the Imperium.

Establishment of the Third Imperium

By the six hundred and fiftieth year of the Sylean Federation, Cleon had assembled a coalition of honorable political and economic interests that gave him solid backing, and who believed in his dream. His allies included some of the most important member worlds and corporations, as well as many smaller organizations. However, there remained powerful groups who wished to preserve the current order. The factions arrayed against Cleon were primarily those who saw their economic interests best served by the current regime.

Cleon's political maneuvering had given him enough leverage to ensure that his plan would be adopted, if a vote were forced. However, that would have left the door open to civil unrest in the newly formed Imperium, as opponents of the new order inevitably expressed their dissatisfaction. He wanted to avoid that, as the new empire would be severely hobbled (if not doomed) by a civil war early in its existence. Also, he wanted to purge or neutralize as many dishonorable elements as possible prior to the foundation of the Imperium.

In an attempt to resolve the matter, Cleon met with political leaders of the thirteen member worlds most in opposition to the restoration of the Imperium. Although the meeting was not publicized, it was not made entirely a secret either. No one associated with the meeting would provide full details of what occurred.

It is known that the meeting lasted for approximately four hours, and that it took place in a remote area of Sylea. Beyond that, little has been disclosed. None of the parties in attendance has ever revealed what was said. However, five weeks after the meeting seven of the thirteen worlds took the unprecedented move of announcing their withdrawal from the Federation. More shocking, the Sylean Grand Senate took no action to stop them.

While it is known that Cleon's overall goal was the rebirth of the Imperium, it is unknown what his specific objective was for this meeting. Clearly, he did not want dishonorable people or organizations to be part of the new order, but did he feel it necessary for those entire worlds to remove themselves? Further, what, if anything, occurred during the five weeks between the meeting and the worlds' withdrawal? Because of these unanswered questions, it is unknown whether the result of the meeting indicated he had achieved success, or that he had failed miserably.

Cleon's only statement on the subject was, "They chose not to join us at this time." An official of one of the secessionist worlds responded to queries about the subject, saying only, "It is evident that Cleon will get his way and have his Imperium. We choose to stick with proven ways, rather than follow a madman over the precipice." No other participants of the meeting would answer queries regarding what had occurred.

Over the next four weeks, Cleon continued working toward building a consensus among the remaining member worlds. At the end of that time, Cleon presented the Sylean Grand Senate with his Warrant for the Restoration of the Imperium. Following surprisingly little debate, it was passed unanimously. After thirty years of work, Cleon had finally realized his dream.

The First Days of the Third Imperium: Having laid the groundwork during the three previous decades, Cleon Zhunastu now watched his plans come to fruition. One of the final events was the adoption of the Warrant of Restoration by the Grand Senate of the Sylean Federation. That deceptively simple document did not only provide for the restoration of the Grand Imperium of the Stars. It also laid the foundation for the government that would replace the Sylean Federation, and laid legal claim to all of the former worlds of the First and Second Imperiums. Upon its adoption, the Sylean Federation ceased to exist, and the Third Imperium came into being.

The first day after the ratification of the Warrant of Restoration, Cleon was officially declared hereditary Emperor of the Third Imperium for life. After a solemn ceremony, the Starburst Banner of the Third Imperium was raised and the new capital erupted in celebration. Cleon's first official Edict was that the first day of each year would be held as the Imperial Holiday, to be celebrated throughout the Imperium in honor of this occasion.

In the following weeks, Cleon began to issue a series of Imperial Edicts for the purpose of reforming or creating the various governmental agencies that would enact his vision of the Third Imperium. These included military and civil organizations from the former Sylean Federation, as well as newly created ones. Cleon was careful to make only those changes necessary to bring about his vision.

Each of the military organizations was affected: The Sylean personal combat forces were re-organized into two services, one being the Imperial Marine force, tasked with defending the Imperium in small-scale combat on the ground and aboard Naval vessels, and the other being the Imperial Army, tasked with defending the Imperium in large-scale ground combat. The Marines had previously existed to some degree as a separate force but Cleon realized the value of having crack troops who could fight well in both space and on the ground for his anti-piracy campaigns and the reinforcement of Imperial policy on those worlds who were not fully cooperative.

The Sylean Federation Naval Service was reformed as the Imperial Navy, tasked with the maintenance of peace and order throughout the spacelanes of the Imperium; the Sylean Federation Scout Service was reformed as the Imperial Interstellar Scout Service, tasked with re-contacting the former worlds of the Imperium.

An Alternative View

Recording of a draft of a speech by Baron Yandl Willer, a noted opponent of Cleon's imperialism. The final draft has never been found, and unfortunately Willer was killed in a tragic road accident the day before he was due to present this to a subcommittee of the Moot.

"Is that recording? Level? Okay, first I have to assert the stuff about accepting that the old Federation was too damned slow to move and all that, yes Cleon was justified in doing something, then I leave it hanging with a 'but...' and go on to the main stuff of the speech:

"Was Cleon the man to make those changes? Dramatic pause for effect, then: Should the Senate not have thought twice about someone who wielded so much power already through the Zhunastu corporation? Especially given his father Felix' sometimes rebellious performances in the Senate?

"Perhaps most sickening is the constant repetition that Cleon was 'doing it for the good of all.' Dribble. Absolute rabid fantasies. He was doing it because breaking open the trade barriers with him at the helm of the 'grand ship Imperium' meant the Zhunastu corporation would be out there first!

"Yes, I know I'll have to shout at this point because they'll all be clamoring for me to step down from the podium—the usual reaction to anyone stepping out of line...

"Ah, but his great Fusion Plus I hear you say.... Cleon gets this wonderful invention and does he start installing it on the home worlds? Do we see cheaper transport? More efficient power generators? Smaller power units for those critical everyday uses such as life-support systems on ambulances? Providing power to the homeless, the poor? The children on the streets? NO! He sends it straight out in gunships to defeat a few measly pirates—and doesn't even get that right, sending untrained pilots to their deaths! No, everything is focused on proving that his great Imperium is possible, papering over the fact that he wants to rule the universe with this rubbish that the Imperium's only there to establish free trade!

"And as we form this great brotherhood of new worlds, are we really making life better for these people? NO! Have any of you actually read the IISS contact manuals? The teachings of 'The School'? Every core principle of the exploration and re-contact is based on making them into consumer nations so that Zhunastu industries can rape their resources and then sell them back the goods manufactured from their planet's life blood....

"Oh, you like that bit? Hmmm. Wish I could say they were my own words but actually I was talking to Marquess Aurion the other day, and she suggested them! Er, where was I? Oh yes, I should follow on to say that Cleon's universe-wide control isn't apparent until you realize that his whole aim is to build up the planets until they are reliant upon interstellar trade; then he really does control them, without having to dabble in their politics. He need only threaten to sever the trade links—look at what happened to planets in the Long Night, eh?

"Anyway, I was going to go on to criticize all this 'honor' rubbish that Cleon used at the 'great founding' when he was 'persuaded' to become emperor. Yeh, the bit where two seconds later Cleon says 'Step forward all those who are in the new Moot.... not so fast Marquess Aurion....' and all that. I mean, within hours it was clear that those few posts he'd not sewn up before becoming emperor were now filled with his 'Yes' men. Honor? And his statements that 'Corruption should never be part of any government'—oh please, stop me rolling on the floor laughing!

"You think that's too strong? Well, there are a few of us left to oppose him, and if we don't speak up... Oh all right, I'll cut the honor bit and leave that to a future speech. What? Time for the appointment with Duke Rynaor. Okay, I'll finish this later."

In the area of civil services, Cleon created the Office of Calendar Compliance, which would determine each world's acquiescence to Imperial rule by monitoring compliance with the new Imperial Calendar. Those which did not comply were given a bit more pressure, in various ways, by the Imperial government. Most other civil agencies were left unchanged, at least initially.

Although many of the Imperial Edicts were concerned with routine matters, of special interest is Imperial Edict 97. On file at all Imperial installations, it directs all Imperial citizens to assist the holder of an Imperial Warrant with all the power that the citizen can bring to bear. While the Imperial Warrant has been portrayed with exaggeration in the popular media, it nonetheless is an important aspect of Cleon's method of reviving the past glories of the Grand Imperium of the Stars. Warrants are issued by the Emperor to individuals who use the power it provides to accomplish some mission deemed to be of great importance. Warrants were issued most frequently in the early days of the Imperium, when the needs were greatest and the government was least able to meet them on its own.

With the skeleton of his new government in place, Cleon turned his attention to bringing the worlds of the Imperium more solidly into the fold, solving the problems of the previous government, and otherwise building a solid base. Once that was completed, he could turn his attention to the expansion process.

The Expansion Process 2

The following analysis of IISS and general Imperial expansion tactics was compiled by Gan Torj of the IISS Strategic Planning Unit in 064-0007. The document is considered "Scout Restricted" material and should not be made available to any persons outside the service.

Exploration

The borders of The Sylean Federation in the pre-Imperial declaration years were not so much measured as lines on the map but rather as spheres of influence. A line implies a clear line of demarcation between one polity and another, and is not applicable to the gradual development of the Imperium. During the Sylean Expansion, a number of worlds gradually came under the economic influence of the Federation, developing to the point where they eventually joined as full members. Although no official terms were approved, it was common parlance to refer to the periphery states when contact had been established as "The Fringe" and those beyond this as "The Outback."

When examining the expansion process we start in The Outback. The available information on these worlds is over a thousand years out of date and the Scout service of the Syleans was formed to venture into The Outback and bring this knowledge up to date.

System astrography was considered unlikely to change (except in very rare catastrophic cases). Planets were assumed to maintain the same orbits, the presence or absence of gas giants and most other system features would not have changed. Planetary geography was also unlikely to have changed significantly. The ongoing efforts of erosion, subsidence, volcanization and craterization would have had some minor effects but normally not enough to affect trade predictions.

Political geography, however, was seen as likely to be considerably different. No assumptions could be made about the current state of a planet's government based on the available Second Imperium data. In some cases even the main world of a system would have changed. The goals of the Scout Service were then to establish a line of communication into The Outback and to gain as much information as possible about the nature of the planet's government and society.

Communication

Venturing into the unknown is a hazardous job. Almost as much time is spent by exploring scouts in preparation as in actual exploration. Before a previously reached system is jumped to, scanning has to be done from the nearest system. High gain receivers are deployed and trace emissions are monitored from the system. For planets that have radio technology, this can provide useful information.

Once the system is entered another period of monitoring is begun. The aim at this stage is to establish if the planet had retained or achieved space flight in any capacity. This will determine where the local depot should be located. If the planet has space flight, then the depot will likely be in far orbit or at a Trojan point. If the planet does not have space flight capacity, the depot is more likely to be in near orbit or on a satellite of the main world.

At this point the scouts should deploy the initial materials they have brought. Usually this includes a fuel tank, emergency shelter and sustenance, and long term, long range monitoring sensors. After this the scouts return along their route, usually to restock and make a first deployment elsewhere. The first survey data is then routed through their information network, and eventually a second team is assigned.

Contact-1 Mission: The PCs may be a collection of recruits brought together to form a Contact-1 team. They will be given a ship, routes, cache points, and a number of planets to bring up to Contact-1. They may have been formed based on prior successes or because of their unique training, or perhaps they may be in trouble with higher authorities and are being sent out into The Outback. Problems they may encounter include:

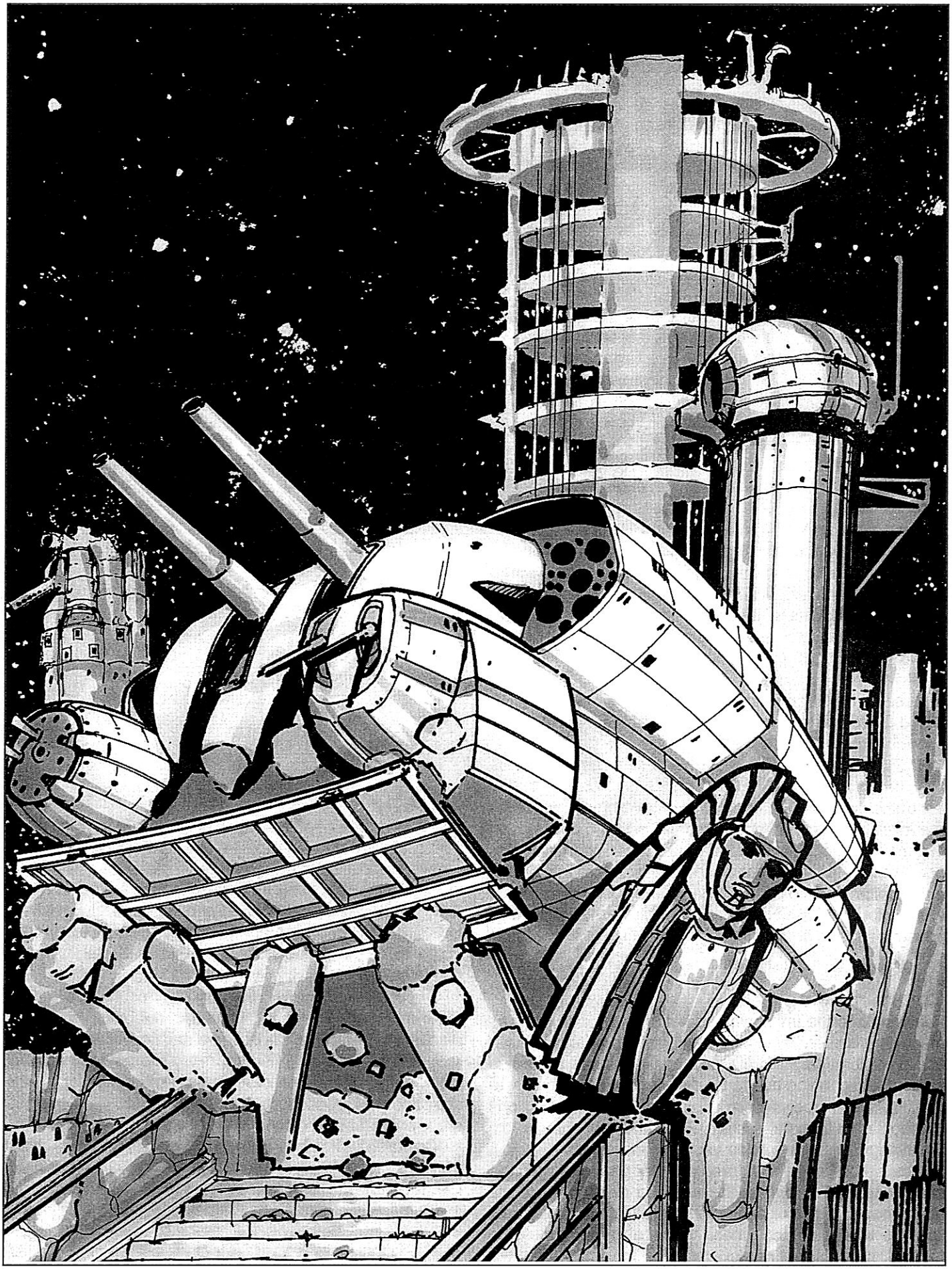
- A vital cache is not where it is supposed to be. PCs must use their ingenuity or engineering to overcome its absence.
- A small, overlooked nation of a balkanized world is more advanced than the others. The initial deployment strategy (say on a satellite) has to be moved before they uncover this fact. The team must determine whether the technology is local or somehow imported.

Survey

The second team will usually deploy more advanced monitoring equipment and supplies over the course of several runs. Once sufficient equipment is in place, they will begin the survey proper. The first stage is largely orbital monitoring. Patterns of settlement, agriculture, and infrastructure are recorded and analyzed. Best guesses can be made as to the political divisions, stage of development, and, most importantly, population.

Depending on how promising the results are, actual ground contact will begin. Landings will occur in remote places and personnel will observe and collect data at close range. If the local population are undifferentiated human, stock some amount of intermingling will occur for on the spot information collection. Once sufficient data is gathered, preparation for contact can begin.

Contact-2 Mission: In a campaign, a party may move from a Contact-1 assignment to a Contact-2 assignment. Or the team may be formed for any of the reasons given in "Contact-1" above. They will be dropped on a particular point with in-system craft and survey equipment. Their tour of duty is to last for a fixed time. They will have a schedule



of other ships passing through and equipment to stockpile for them. Some possible plots to pose the PCs might include:

- Due to an accident a unshielded transmission is broadcast from the base and picked up by the locals. The PCs must manage the fallout from this.
- During an air survey, equipment failure forces the PCs' craft to land. They must race against time to repair it before any locals are encountered (or any hostile flora or fauna).
- Some of the PCs are disguised for a local walk-though of a town to collect more sociological data. A small omission in their disguise violates a local dress taboo and they are harassed by a local constable who speaks far too fast for their translator to work effectively. Some fast thinking is required....

Stages of Contact

The "Zhunastu School of Contact" can refer directly to the teachings employed by Zhunastu Merchant Academy on Sylea or indirectly to the methods they have followed. Many merchant clans outside of the Zhunastu employ these methods rigorously in hopes of achieving the same success (despite the fact that the "Rules of Contact" were only ever meant as guidelines). The Zhunastu penchant for acting outside of their own "rules" in certain circumstances is probably the distinguishing difference between their approach and that of their emulators. Since the accession of Cleon to the throne "The Rules" have become a matter of Imperial Policy.

The School teaches a progressing interaction with undeveloped planets that seeks to be profitable at every stage of development, but not at the expense of long term investment. The main constraining factor on development is the volume of cargo that can be shipped to and from the world. In the initial stages, this is a very low tonnage, due to the distance the target world is from developed regions, and its lack of a developed market. In later stages, the assumed expansion of the fringe brings the world into closer contact with developed worlds. Patrolling of the shipping lanes decreases the risk to shipping and makes it possible to deploy bulk liners and commensurably higher tonnage rates.

Stage 1: Initial Contact: The first stage is marked by an average cargo tonnage of a mere ten tons per annum being delivered to and from the planet. At this small tonnage, the goods travelling in both directions must be high value, low mass. With small tonnage and no continuous contact, it is impossible to deliver any mass-market commodities to or from the target world. Instead, based on information gathered during exploration, powerful individuals with ready access to wealth or the means to extract wealth are approached and offered wares.

The goods offered may vary widely, depending on the culture and technological development. The chief admiral of a sea-faring culture might pay a king's ransom for two hundred quartz watches (20,000 pounds was the price offered in 18th century England for a clock that would keep accurate time at sea). The leader of a small, ambitious nation might empty their treasury to acquire a map box connected to the satellite network deployed for monitoring, so they could watch and plan for enemy troop movements. Should these types of items not prove tempting, very few potentates would pass up an opportunity to gain a supply of anagathics and wide spectrum antibiotics.

Return goods from these planets are at first limited. Even a planet as advanced as TL9 is unlikely to produce anything new, interesting or relevant that can be packaged small enough to make it worth the interstellar shipping costs. Precious metals and certain gems are just about the only cross-tech commodity that retain their value and are low bulk. Also, The School teaches that it is useful to deplete a planet of such cross-tech capital at this stage. If this is done, it is easier to encourage them later to move to Imperial backed currency if any local currencies lack a firm base to back it. (Two Imperiums have already ruled over these planets. Although few social structures may retain traces of this Imperial rule, you can be sure that any easily accessible ores have already been removed and the bulk of such items will be in circulation. These planets should not be assumed to have large amounts of unexploited resources).

First Trade: In a campaign, a group of PCs may be a Contact-2 team that has been ordered to be present to advise the First Trade team, or they may be trustworthy individuals who form the First Trade team itself. For an alternative campaign, the PCs might take on the role of the natives of the target world.

The First Trade team will be given basic cultural information and told of the various personages from which they should choose persons to approach. They will have a number of goods and skills to demonstrate their superiority over the target culture and items that will likely be highly desired by those they are dealing with.

However, there are many possible pitfalls for even the most experienced First Trade team...

- An error in observation lead the team to make an appearance in a guise reserved for the gods. Revealing they are mortal is likely to raise religious indignation but continuing to portray themselves as gods is unlikely to develop trade.
- The team have selected a person to approach and concluded a deal, but the person is assassinated by a jealous relative. The team ends up besieged by large numbers of angry locals who may think the PCs killed the person, and who may decide to take the team's high value trade goods, and also take back the precious metals the PCs were trading for.
- Through Byzantine politics and maneuvering, the PCs' team has ended up separated from their goods. They must reassert control over the goods without letting the natives realize just what they are. If the PCs indicate the goods are valuable, they may "disappear" without trace, taken by the natives.
- As part of a local gift exchange custom, a local has asked, out of politeness, for what appears as a small trinket of little worth but is in fact the team's disguised

radio transmitter. To decline to give such a minor item would be a great social *faux pas,* but to give it would put them out of contact with their ship.

• In order to conduct the tightest deal possible a Trade Team needs to know the exact contents of a royal treasure house. The team must break in undetected, conduct an inventory, and get out without raising an alarm.

Stage 2: Autocrat Support: The initial trading policies encourage oppressive and dictatorial governments. The trade team deals with individual powerful people, and sets the price of their imported goods as high as possible. In order to maintain the flow of these expensive imported goods, the individuals dealt with must attempt to gain control over wider and wider areas, so that they may raise larger and larger amounts of revenue.

When the level of trade can reach a few hundred tons per annum, The School counsels that these autocrats are encouraged and supported. There may be any number of "Philip of Macedonia" on a world, however with a small quantity of imported military hardware almost any of them can be turned into an "Alexander the Great." Military imports are usually large-scale strategic items (e.g. satellite monitoring, encrypted radio communications, weather forecasting) and small scale tactical equipment (e.g. twenty sets of armor and rocket launchers for the praetorian guard). The limited quantity of cargo tonnage cannot support equipping entire armies, nor would it be desirable to do so in case the locals became aggressive to off-worlders at a later date.

Any remaining precious wealth (often gained through military conquest) can now be exported. However, The School suggests that the autocrat's hold on the people be used to maximize possible profits. There are still many things, particularly luxuries, that can only be produced by large amounts of manual labor. As a precursor to more organized labor, the autocrats can be directed to employ the weavers, artisans and other skilled creative workers of the community (who are not directly used in the art of war) to create intricate and detailed works of art for export. Modern examples might be oriental carpets, Shaker furniture or katana swords.

Pick Your Leader: A Trade Team in this phase is likely to consist of diplomats, military advisors, and handicraft specialists. A familiarity with personal weapons is essential to prevent forced acquisition of their goods. Difficulties will be in the assessment of suitable handicrafts and persuading the autocrats that these goods are desirable. Potential hazards at this stage might include:

• One of the generals of an autocratic state proves to be much more capable than the actual autocrat. The team must choose between eliminating the general and making do with their original choice or changing their choice and dealing with the political fallout.

• A autocrat who rules by divine right is now fully convinced of their own divinity. The autocrat shows a distressing tendency to take great risks to publicly demonstrate this divine status.

• A real "Alexander the Great" has risen amongst an autocrat's opposition, has captured some of the technology and is using it against the team's autocrat.

• A number of autocrats have discovered how to change the frequency of their newly imported radios and are now in communication with each other. Together they plan to ambush the team. The plans have been monitored and the team is warned, but they still have to deal with the situation.

Stage 3: Establishment of Processing Base: After initial clashes, another level of stability will be reached. The autocrats themselves will likely be planning against each other. Since they have the same level of off-world support and this is completely proof against native-produced weapons, it will be hard to progress their ambitions further. Doubtless they will ask for more or better arms in preference to their neighbors, but the School recommends against such preferential actions at this stage. Rather, the autocrats' desires should be channeled into future promises of preferential treatment, as long as they keep to present agreements.

When the level of trade can reach thousands of tons per annum, the School suggests that the team import stand-alone processing units along with a few select personnel to oversee their operation. Portable recyclers and machine shops can be set up within this tonnage. Initially these can be used to create other higher tech processing equipment. Eventually, when enough additional equipment has been produced, it can all be turned to creating any number of basic processed and machined goods. In addition to building the local economy these can be used for export. The world is still too far into the fringe for these goods to be economical for transport back to more central worlds. However, the deployment of supply caches in The Outback consists largely of spare parts and backups as well as standard monitoring components. A world in this phase can easily produce these.

New Technology: A Trade Team in this phase is likely to consist of mechanical and electrical engineers and many instructors. Regular supplies of raw materials need to be ensured during this operation. Additionally, due to the extended time between deployment and the production of something tangibly beneficial, a certain amount of faith in the process needs to be maintained among the autocrats. Situations that might occur include:

• A local religion, already in turmoil over extra-planetary life, see machines that make exact copies of themselves to make more machines to be a philosophical expression of godhood. They are very helpful in production but resist any change of settings which have the machines make anything other than themselves.

• An autocrat is unable to understand why the team values small round balls and rings (ball bearings and washers) so highly and concludes that they must have some magical benefit. To derive personal benefit from this "great secret," nearly a whole shipment is stolen and worked into garments and temple fixtures. The team must recover this as diplomatically as possible.

• Fear-mongers amongst the populace stir up feelings against anything that is produced by machine rather than hand as being soulless and evil (they also fear such production will deprive them of jobs). The local autocrat is reluctant to oppress these people without strong personal encouragement.

• A vocal detractor of the Trade Team spreads dissent. Despite the local government's best efforts, this self-appointed "Robin Hood" character cannot be silenced. Although reported killed many times, this person always is eventually reported to have escaped. (Perhaps in reality, another opponent has arisen, and is using the original evocative name).

Stage 4: Thinning out the Autocrats: Eventually the autocrats will develop some mercantile awareness or just lose their fear of the Visitors from the Stars. Their desire for military superiority to crush their neighbors is likely to eventually prompt them to withhold trade goods until promises of preferential aid are met. Even if this condition does not arise naturally, The School teaches that it is good to select the most appropriate autocrats, or rather the autocrats of the most appropriate nations, and to promote them above their rivals.

Wars have both positive and negative economic benefits. They spur production, increase national pride (for the winning side), and encourage scientific innovation. They can also cause massive destruction of manufacturing bases, infrastructure and depletion of population. When a war is planned, it needs to be controlled so that the maximum benefit is gained through the positive elements and the negative ones are guided in the productive directions.

With a trade level of tens of thousands of tons per annum, more sophisticated manufacturing units can be brought in as well as more specialists to operate them. There will never be enough cargo space to equip entire armies, so the emphasis will be on giving the favored autocrat the ability to produce the required equipment. The war needs to be directed so that it will have ancillary benefits of production in areas other than the purely military. The drive for innovations should be diverted into a drive to understand the production methods that are being taught, as the economy will not grow satisfactorily if the world's natives are satisfied simply with pressing buttons in sequence.

Even the negative aspects of war can be driven beneficially. It is difficult to justify the expense of upgrading the outdated manufacturing facilities, but if these facilities are largely taken out by war damage, it becomes inarguable that they need to be replaced with new modern facilities. Similarly, as the antiquated infrastructure is damaged, it can be replaced with something more useful to a modern economy.

The only negative aspect of war that has no benefits is population depletion. A planet's economic and industrial base is closely related to the size of its population. All participants in the war should be encouraged not to conduct warfare against civilian populations. A long war where long term damage occurs must be avoided at all costs. (The School therefore spends as much time studying how to end wars as how to start them).

The strategy that meets with the most frequent success in this control of war is the deployment of off-world mercenaries. When an autocrat has passed the mature stage of their campaign, the Trade Combine can offer to relax the constraints on importing high-tech weapons (the previous excuse for not arming too many soldiers with off-world weapons) but only if they are used by licensed personnel. The services of a mercenary brigade fully equipped with high-tech weapons is offered to the autocrat. It is likely that most of the local armies will be equipped to TL6-8 at this point. Even a small unit of TL12 mercenaries with grav vehicles and orbital strategic fire support can likely eliminate any amount of opposition in short order. When the enemy is unquestionably defeated, they can be withdrawn.

Although this is largely an investment phase, enough goods can be drawn off the developing industrial base for export to meet the costs of this period. These goods are most likely to be used for direct support further inward or laterally with other planets along the fringe in similar phases.

Limited War: There are many opportunities for PCs to play teams in this phase, perhaps as the term liaison with one of the chosen autocrats who must now successfully guide the autocrat along the "correct" path. Or they could be supporters of one of the autocrats that has been chosen to lose and have to face plotting their demise. In an alternative campaign, each player could play the advisor to a different nation and compete with each other. And, of course, the PCs could always play the mercenaries responsible for the ultimate conclusion of the war.

Duties are extremely varied. As an advisor, PCs might be called upon as a tactical presence in the autocrat's war room. The engineers will need to deploy the new manufacturing plants and get the locals up to production on them while under threat of war. Frequent "spotter" or surgical destruction missions will be the most likely combat missions to be run. The range of adventures is almost limitless. The following are a few possibilities:

• An unexpected ruse of the enemy decoys the defensive units away from a city and a large force invades it. The team stationed there must use its mechanical engineers to get the vital components of the processing plants out of the path of destruction immediately.

• Over-zealous bombardment of an enemy city has created a dangerous firestorm situation. The team must intervene and put out the blaze before the whole city and population are consumed.

• An autocrat is consumed with remorse over the deprivations visited on an enemy. They desire peace whereas the School requires that the war be fought to the end. The PCs have an interesting moral dilemma as to whether to continue to push for war, or attempt to get permission from their superiors to allow a peace.

• A PC's unit of heavy mercenaries (battle dress, grav belt, rocket launchers) is cut off from backup and has to delay a whole brigade of native fighters (a panzer division, for example) with no support.

Stage 5: Post-War Boom: Ideally there should be but one political state at this point, although in some circumstances there may be more. With a lack of opposition, the position of the autocrat declines in importance. They may now either be removed through backing a populist movement or else allowed to decline into a figurehead.

The industrial base built up for the war effort can now be turned to other means. The innovations that brought many wartime advances can now be bent toward general improvement of the world. Modernized infrastructure ensures that goods can be quickly moved from manufacturing base to market and encourages economies of scale. As well as being able to export bulk goods of value, the local market also becomes important.

Whereas in the first phase, Imperial efforts were turned towards removing the hard capital of the planet, in this stage much capital returns in the form of Imperial Currency. The trade combine now should diversify beyond simple import and export and should form many joint ventures with local companies in key industries. This guarantees the combine a fixed segment of the Gross Planetary Product and ensures that they derive profit from the trickle-down trade as well as the simple import.

Many popular imports become possible at this point, particularly in the arts and entertainment industry. New forms of recreation can be introduced and Imperial culture can be presented to the general population. Since the quality of import entertainment is generally far superior to locally produced forms, this is likely to have particular appeal to people, especially the youths. This serves to make desirable other commodities exemplifying Imperial life.

Some amount of travel can now occur between this world and worlds closer to the Imperial core. The expense, however, will usually limit such travel to leaders of states and industries, with perhaps some scholars or students. It is also recognized that a small trickle of locals will make their way off planet by working their passage, generally in the hope of "making their fortune" in the "great" Imperium. The School advocates that such fortune-seekers not be discouraged and, occasionally, advantage can be gained from aiding such and ensuring tales of their success in the Imperium are returned to their home world.

With their manufacturing industries coming fully on-line, the local populations can now produce the goods desired by other worlds. As their economy is new to the interstellar market, their currency will at this time only be gaining in value: this has the effect of making their goods cheaper than those produced on other mature worlds. It is most likely that it is at this stage that their main starport facility will be built.

It should be recognized that the freedom of trade allowed in this stage, and the relaxation of direct IISS influence (at the lower levels of the planet's society) can result in undesirable conflict between Imperial concerns trying to penetrate this huge new marketplace. The IISS and various Imperial Ministries must often dedicate a substantial amount of time to ensuring that their hard work in bringing a planet into the Imperium is not ruined by the over-zealous approaches of competing megacorps.

The Power Behind the Throne: The scope for adventure expands still further in this stage. The planet is no longer limited to just Trade Teams from the contacting Trade House. PCs may play characters from a rival merchant house trying to buy up a piece of the action, or they could be contracted "governmental engineers" to help the citizenry revolt against their dictator.

Where there is a market boom, there is profit to be made. Such a planet is fertile ground for rogues and confidence tricksters. Entertainers will be in high demand. Due to the demands of currency exchange, the prices are unlikely to be the best but will still be quite attractive to those either at the beginning or end of their career. The following are a few potential plots for this stage:

- Since conquering the world, an autocrat has lost personal direction. The PCs are contracted, given a stipend, and are to escort the leader around the wonders of the Imperium. Their hidden agenda is to ensure that all her will to rule is removed by the time she returns.
- Failure to read the fine print in a previous contract has resulted in the PCs having a large quantity of local currency that cannot be disposed of off-planet. They have to try to set up some operation here that will allow them to convert it to something more transportable.
- The PCs are an entertainment troupe, their roadies, or security. Their reception on this planet is well beyond the scope that they are prepared to deal with. All hands must be mustered to deal with the barrage of reel-to-reel deals, concert and pop show requests, and personal invitations to dinner from what passes for the rich and famous on this world.
- Down-and-out PCs may accept a contact from a local company to journey to its location in The Fringe and give the benefit of their professional advice. They wish to compete with the trade consortium developing the planet but need off-world advice.

Stage 6: Maturity: When the trade level approaches or exceeds millions of tons per annum, the world can be considered to be a stable part of the inner community. Bulk goods of standard Imperial items are imported and exported, and the travel of individuals is as common as elsewhere. The most important aspect of this phase is that the planet may be allowed, for the first time, to begin to build its own starships. Local investors may have representation in the trading combines or, after the Imperial Declaration, they may have representation in the Imperial Government.

The Imperium is your Oyster...: The planet at this stage comprises part of the Imperial core. All normal adventure opportunities apply. Additional opportunities worth considering are the organizing and development of worlds further out in The Fringe or Outback.

Basis for Trade

When treading the path of trade development, there are three major points that must be established for there to be a basis for trade: Currency, Copyright, and Courts.

Currency: Currency is a requirement for dealing with goods in the abstract. Although not vital to the first stage and most of the second, currency must be introduced before further progress can take place. Barter only goes so far. It is not possible to conduct large exchanges of disparate goods without a means of abstract evaluation: currency is then the foundation for later concepts of credit, interest, and, of course, debt.

For planets that already have a local currency, the first conceptual gap is bridged. If they use hard currency, i.e., made from a substance that has value of its own, then they have to make the second conceptual leap to abstract currency. For representational currency to work, there must be faith in the issuing body, in this case the Imperium via the trade consortium. In the early stages, most currency exchange will be with the autocrats, and as their personal confidence is key to the development plan, there should be few problems.

For those systems which already have representational currency, all the concepts are already in place. This may be a disadvantage, as such worlds will understand better the plans being set to direct their economy along lines profitable to the Imperial merchant houses. The denuding of the wealth of the nation called for in the early stages should serve to undermine the world's own currency by removing anything of physical value from backing it.

As the external value of the world's currency shifts or fluctuates, the School recommends using this fluctuation to reduce the planet's confidence in their own currency. Imperial currency does not shift. In the final stages, when popular demand for export goods grows quickly, the currency of choice for business should be the Imperial Credit.

Money Makes the World Go Round: The following plots are linked to the currencies of developing worlds:

- A child on a Stage 3 planet has visions of the impact of currency: by abstracting the value of goods it is thus possible to abstractly calculate the value of work, and further, to thus put differing values on people. Despite religious views of all people having equal value in God's sight, this calculation makes some people inherently more valuable than others. Many people from various factions of the religion (which splintered upon the discovery that extra-terrestrials were not just abstract religious concepts) are drawn to this new faction, and oppose efforts to introduce a representational currency. The PCs should set things right.
- A number of rich, but not ruling, families in a world in the later stages of trade contact are used to trading to maintain their wealth. They can see the direction in which things are going and know that a re-evaluation of their currency would destroy all their family capital. To protect their investments, the family is countermanipulating the local economy to remove faith in the Imperial Currency, causing a run on the Trade Consortium's local bank. The PCs are called in to reaffirm the faith of the people in the currency and to prevent this happening again.
- Someone has been counterfeiting Imperial Currency. Although at this stage in the planet's development it is impossible to forge perfectly, there is as yet no widespread use of currency authenticators. The gang has made copies that pass even detailed visual examination. The PCs must track down the gang and put a halt to their operations.

Copyright: Copyright and patents cover the abstract notion that ideas, processes and designs can be owned. These are vital requirements once the plan calls for bringing in external tech that planets can duplicate for themselves. The locals must be educated into respecting copyright if the concept has not occurred to them (which may occur surprisingly early; for example copyright was first invented in Ireland in the 6th Century).

This concept may be more easily accepted if local creations are copyrighted to native persons, particularly in the craft stage where their designs may be used as the basis for duplication of motifs off-world. Naturally these will be licensed to the consortium which will pay the copyright owner the royalties.

Most imported tech will either be copyright to the trade consortium or off-world interests. The majority of it will be licensed to locals at nominal costs. A certain cost is essential to maintain the principal, but too much cost would encourage native resistance and deplete the economy that is being developed.

You Can't Copy That!: The following ideas can be used as plots for adventures concerning copyright:

- The PCs are part of a Stage 2 team. They must venture amongst the natives in search of local handicrafts that might appeal to imperial tastes. Once they find them, they must explain the concept of copyright to the crafter and get them to license the trade consortium to duplicate their designs.
- Due to the over-zealousness of a previous team in explaining the idea of copyright publicly, "trademark fever" has struck the populace. Citizens are queuing up at the patent office to register all manner of things as their personal trademarks. One bright spark has trademarked the four hundred most common nouns and is refusing to let them be used without extortionate royalties. The PCs inherit this situation and have to deal with it.
- The Zhunastu own the copyright on most of the standard items used for provincial development. They regularly license it to other trade houses for their own development. They suspect that one particular design for a mechanical fabricator is being used much more widely than reported on one particular planet. The PCs are agents for Zhunastu and must conduct a surprise survey and audit.

Courts: Courts are impartial upholders of law. When two parties are in dispute they must go to a third for arbitration. Currency deals cannot be upheld and copyright is meaningless unless there is a guarantee that agreements will be adhered to and protection respected.

Where possible, The School recommends dealing with local courts. Although quite often these dealings are sprinkled with biased decisions, it is a far less painful course than attempting to impose foreign courts. The School out-

lines a template of laws, as a guideline, that developers must ensure are supported by the local courts before they can be accepted. This then forms an abstract "common denominator" between worlds so that developmental contracts can be worked out in abstract.

Lawyers who specialize in this Planetary Trade Law and who are used to its basic derivatives can be frequently found in The Fringe. Most often they work on behalf of various trade houses, although when the price is right, they will support local planetary claims as well.

It's the Law!: The following are examples of law-oriented adventures:

- The courts of one planet are in the habit of always ruling against the trade consortium. The PCs are drafted in to pursued some of the high court officials to see things a different way.
- Arbitration on one planet is done by random residents selected by divination. Some of the PCs are selected for "judge duty" in a complicated case between the trade house and local investors.

Balance: Although often viewed as evil capitalist vampires whose only desire is to suck the wealth from The Fringe to enrich their palaces back in the core, trade houses are just as concerned about the economies of the worlds they are developing as the more central ones. A key concept taught by The School is "A Balance of Trade."

If the net value of exported goods from a world is less than the net value of the imported goods then the planet will, overall, become depressed and be able to afford less imports—a vicious circle which can only be balanced by the governments accepting loans from off-world banks. Trade cannot be allowed to die, and thus there is no overall benefit overly depleting a planet. Certainly keeping them "hungry" for goods is a benefit. It keeps them working hard and provides excess capital that the core can use for development of the outback.

"An empty hold is wasted space" is another maxim taught. If something of some value cannot be found to export from a planet, then the space on the ship is wasted. There is always something worth trading, but it sometimes requires much experience in the field to recognize the valuable commodities of a world.

Interactions and Conflicts

The planetary development philosophy taught by the Zhunastu Merchant Academy on Sylea is now widely accepted and, since the accession of Cleon, has become Imperial policy. However, there have been its detractors, and it has not always been in favor amongst other houses—particularly along the rimward and anti-spinward edges of the sphere of Sylean influence. When there are small numbers of individuals courting autocrats with great personal power, and introducing items of extreme value to accentuate this courtship, there are three common problems that can face companies with inadequately trained personnel: greed, egotism, and sentimentality.

Greed: A small crew, far into the Outback, which has been laying down caches for others, might end up with a Stage 1 shipment to bring back towards the Core. Ten tons of precious metals is enough to make anyone greedy, and the temptation to skip can be quite high. The crew might go either to some world in the core where the aggrieved noble house is not active or else to some planet far in the Outback that has been previously surveyed and which has sufficient local comforts to ensure a long and pleasant life.

A more common problem is skimming. Large selections of unique and highly valued cargo are seldom completely inventoried. When a crew is laying caches, it is not too difficult to walk an extra hundred meters across an airless monitoring station and bury a treasure for later collection. It can make a very attractive retirement policy.

No matter how important the balance of trade, there will always be operators without enough discipline to keep to this. The temptation to abuse economic power for personal gain is great, given the funds involved. Oppression is not a good long term policy, though, and when such people are discovered their plans usually turn against them.

It's Mine, All Mine!: Greed is a powerful motivator and is the source for many an adventure:

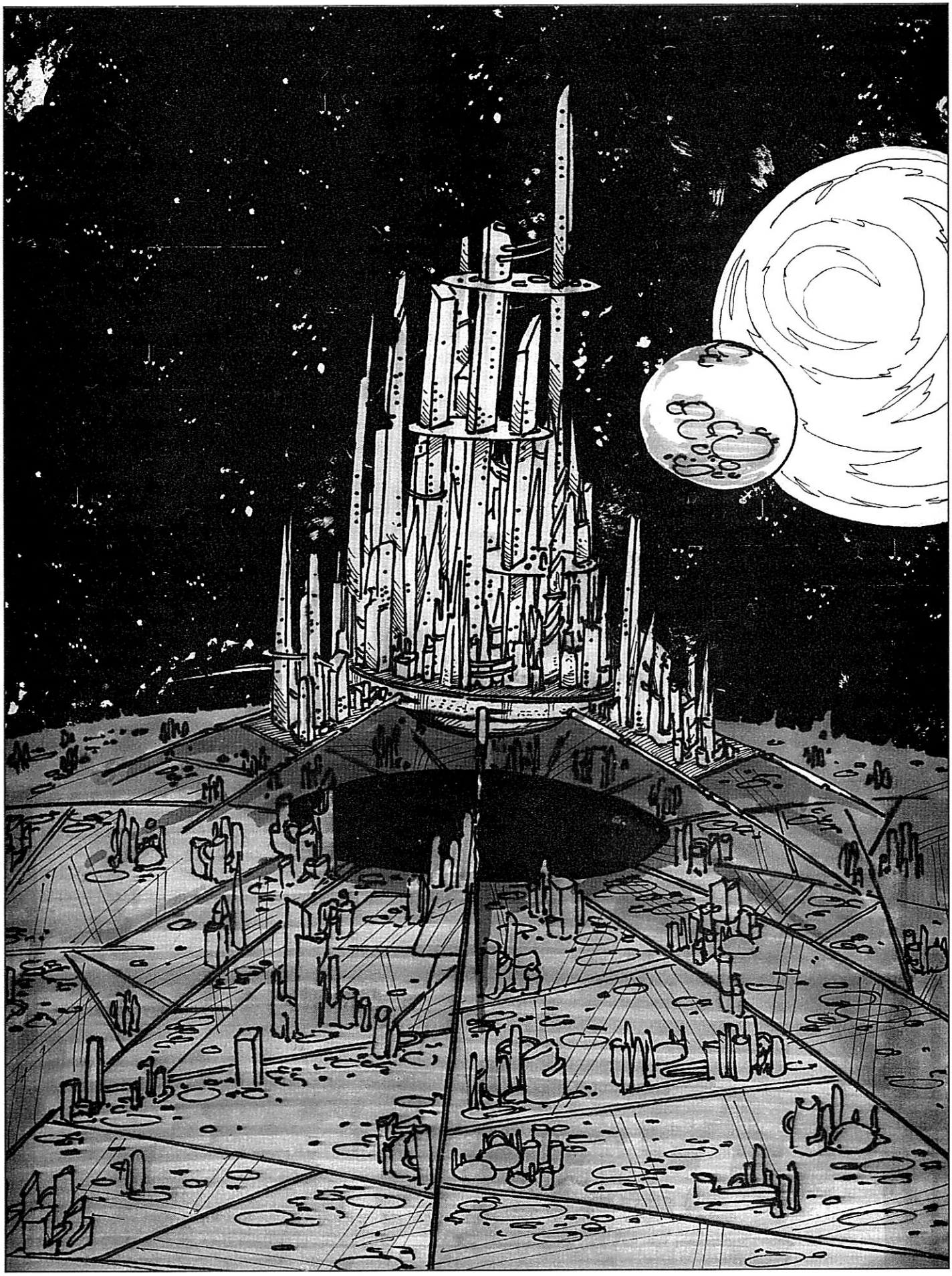
- The PCs receive an alert that a skipping ship has just jumped into the system with a highly valuable shipment. As they have the only Jump-2 ship in system, they are commandeered for pursuit.
- The news of the early death of a relative of one of the PCs catches up with them along with the remains of his estate: a map to buried treasure on a remote world in the Outback.
- A standard joke telex was delivered to a local consortium representative saying "All is known, flee the planet!" She took the advice to heart and has vanished. The PCs must either investigate or are contracted by her to aid her escape.

Egotism: Early planetary development plans call for pandering to dictators and autocrats. Frequently those without true charismatic appeal or ability are boosted into positions of power through this external aid. It can be very frustrating for an operative to see a hopeless idiot blunder through planetary conquest. Occasionally those without discipline break and decide that they could do the job better. The native monarch is booted out and the Imperial agent takes over.

In other circumstances agents involved in initial contact may be taken as great prophets, wizards or divine avatars. For those not prepared for this, it is easy to let this go to the head, especially if the natives are prone to offer gold temple ornaments and hordes of nubile slaves to cater for the gods' every whim. Some agents who may have been less than stable might end up believing that they are, in fact, agents of the god and begin wielding divine authority.

Bow Before Me, Lesser Mortals!: Corruption of a planet by a rogue Imperial element must be handled carefully, for the situation must be remedied without endangering the Imperium's chances of bringing the planet into its fold. Such adventures are typically performed by highly trained IISS teams:

- The PCs are the orbital backup for a Contact-2 team. They are lured through a false message into an



ambush by the local army who capture them and their ship. One member of the Contact-2 team has decided that he is going to take planetary development into his own hands. He offers the PCs the choice of being imprisoned or ruling as his sub-lieutenants.

• An agent fails to appear at a pick-up location. Instead the party are met by a religious procession who attempt to drive them away as evil spirits who will try to steal the soul of their god.

• On a cache-deposit trip, the PCs discover an automated message from an agent warning of an extremely virulent local plague hazardous to Sylean genetic stock. Unknown to the agent, their bio-monitor is still connected to the satellite relay and shows her to be perfectly healthy. The PCs must investigate to find out the real story (the agent has set herself up as a god and doesn't want to be disturbed!)

Sentimentality: Early operations require setting up a repressive regime to ensure efficiency in the development process. Without an obedient populace, too many questions are raised that would take too long to answer for development to reach its full profit potential. In the later stages, the local culture is either exploited where profitable, or eroded in order to make it a good market for mass-produced Imperial goods.

Some people who are less than convinced by the overall development plan occasionally have reservations. The long term benefits of short term wars are been proven but that can sometime be difficult to believe in when natives the agent has befriended are dying. If the local government or autocrat the agents have been dealing with for a long time is scheduled by the Imperial bureaucrats to be on the losing side, it can be difficult for the agents to see the greater good.

Other agents "go native" and adopt native relations and customs. The mass marketing of Imperial culture will appear in a new light to them as cultural imperialism. Whereas the natives may not be completely aware of what is happening, the agents will be aware because they have been part of it.

Going Native: Operatives who have succumbed to sentimentality can be the source of some of the most dangerous problems. They may either just make the occasional slip, go completely renegade, or else continue operations for some time as a sleeper, feeding seditious information to the natives.

• When the PCs arrive to do a Stage 2 analysis for a planet, they find one of the monitoring operatives has defected. The chosen autocrat has been deposed and a elected body set up instead. In reality the operative naively is being used by another local noble who wishes to seize power for themselves.

• An agent sent secret messages via a courier and registered large amounts of native designs back on Sylea in their own name, thus circumventing trade combine profits. As punishment, he has been assigned to the PCs' Outback survey team.

• In the course of conducting a war on a planet one of the governments scheduled to lose suddenly gains the upper hand. It is discovered that an agent has defected and made all war plans available to them. The PCs may be either a mercenary band brought in early to settle the matter or else the war directors for the polity originally scheduled to easily win, who now have a real war to fight.

Things that Have Gone Wrong

In the course of the Sylean Federation's evolution, there have been notable departures from the planned development. Sometimes the rules were broken, sometimes operatives dramatically failed. Other times, for various reasons of self-interest, individuals have taken it upon themselves to circumvent operations.

Preceding sections have outlined many of the ways things can go wrong. The referee is encouraged to build upon these and create their own situations. For the remainder of this section we will give some specific places and situations where the development plan has gone awry and their result. The referee can use these directly, or as inspiration.

Pholishie: Pholishie is a frozen planet in a system well into The Fringe. The core is still active with a number of hot-spots. Above these hot-spots the ice vaporizes and vents to the surface. Along the vent the pressure is high enough to resemble a normal atmosphere before it erupts over the surface and freezes back as oxygen snow. Along these regions of the vents live the inhabitants of Pholishie.

It was originally overlooked by the initial Scout survey as it is not the planet that was listed as the main world in the Second Imperium. After restoration of a Naval Archive, it was revealed that it once possessed a naval base. A team was sent to investigate and did not return. A second, better prepared team was sent and was met by a warning from the natives. They had access to an operational meson bay mounted too deep below the planet's surface for bombardment to take out.

The system of Pholishie was erased from the development plans. However it has carried on for some time as a free-port. They will allow anyone to land and conduct business with no restrictions whatsoever. From old tech to illegal tech, anything can probably be found on Pholishie eventually.

Getting to one of the phols is a difficult task. Usually there is a primitive landing pad on the top of the vent and a number of local pilots who offer to pilot incoming ships down the vents. As often as not their price changes during the course of the descent. Those pilots who feel they have got a bad deal from the crew usually park the ship with a less than reputable factor.

There are no laws in the phols and the locals usually trade off protection from various gangs. These range from small street gangs responsible for protecting shops up to large organized outfits insuring factors get the supplies they need.

The natives take no one at their word. There is no official currency, but each phol has standard items that are worth fairly standard amounts that are easily identifiable.

One may trade in certain drugs, another may trade in standard microprocessors. All business is done by direct exchange.

The Imperium does not like the existence of Pholishie. It is officially interdicted. However, with more pressing matters elsewhere, the interdiction is rarely enforced and trade continues.

Adventuring on Pholishie: The following adventure possibilities arise in connection with this world.

- The PCs could be part of the follow up contact team early in the development of Pholishie. While studying the natives, they will be subject to the distrust and potential violence inherent in the Pholishie society.
- The PCs could be contracted by the Navy to infiltrate Pholishie and capture or destroy their meson guns.
- The PCs could find a picture postcard from Pholishie of a junk yard and recognize one piece in the picture as valuable old-tech equipment. They must then determine where the yard is and whether it holds more valuable resources. Perhaps these were discarded by original Scout teams, or some passing trader has used it in barter.
- The PCs might have been palmed off with some highly dubious cargo that they can only get rid of on Pholishie.

The Morinmoss Pirates: The nobles of the Zuu Trading Family are forbidden by custom to have children themselves. Instead they carry on their line by adopting children at infancy from the orphanages of the lower quarters. Stee-Jans Morinmoss came from this humble background to be the playboy son of a more important noble. Although a commission was bought for him in the Navy, his complete dereliction of duty resulted in his discharge. Only a large amount of Zuu sponsorship converted his dishonorable discharge into a simple mustering out.

To encourage him in more appropriate ways, he was sent into the Outback as part of a survey and contact team. It was thought that by depriving him of all the luxuries on which he had come to depend that he would mature and become more responsible. To a degree, the family's plan worked, but not in the way they intended.

According to his recently publicized musical-autobiography, he came to an understanding amongst the native peoples of the Outback. He sympathized with their plight and grew determined to become their champion and take a stance against their exploitation.

To the Navy's extreme embarrassment, he managed to talk his way onto a cruiser and take command of it. To crew his ship, he has adopted natives from many Outback worlds, all of whom were also orphans, dressing them all in high Zuu fashion. They cruise the space lanes, seeking opportunities to raid commerce or embarrass the Navy who have a vendetta against them.

Nice Pirates?: The Morinmoss Pirates can be played as a serious threat in a given region of space, or perhaps can be used to add a light-hearted moment to a campaign through their archaic dress and strange musical pretensions:

- The Navy will co-opt the PCs to try to infiltrate the Morinmoss Pirates since one of them is an orphan. However, unlike popular reports, Stee-Jans does not take pity on all orphans and the PCs will have to work hard to be recruited. They may find the pirates are actually more of a "Robin Hood" type group and thus have a moral dilemma as to whether to aid the Navy or defect and become a true pirate.
- The PCs' ship is boarded by the Morinmoss Pirates. They are quite civil about it all, just taking their cargo and any passengers or crew who can raise a ransom. They will, though, inflict their singing and hornpipes upon the PCs. If the PCs react well (joining in the cacophony of music?) the pirates might even give back some of the cargo...
- The PCs are venturing into the Fringe. On one world, the local bank won't exchange their currency. It passes the electronic validator fine but the local says it doesn't look right. When they compare it, they will find that virtually all of the Imperial currency on this world bears the face of Stee-Jans instead of Cleon. Reports come through that a currency printer was stolen some time ago by the pirates. The PCs are hired to track it down.
- As a contact team, the PCs start having particular difficulty with one autocrat of a world. He wants nothing more to do with the Imperium due to the recent abduction by a Navy ship of his adopted daughter. From the description of the "Navy" crew, they can only be The Morinmoss Pirates. The PCs must try to locate the pirates and retrieve the daughter.

The Santry-Cordova Cluster: The world of Santry had been a naval depot of the Rule of Man. During the collapse, a terrorist movement arose and destroyed the base. The officers sealed themselves into a deep subterranean bunker to await aid. By Year –250, all the units had failed except for one. This was discovered in an archaeological expedition from the civilization of survivors that managed to continue on the planet's surface through the Long Night.

Captain Neva al-Zena was revived, and through her help, much of the archived data was made comprehensible to the world's scientists. She led them to re-contact some local worlds first with sub-light drives, then with scavenged jump drives and finally with revived jump-drive technology.

Over the next two hundred years they expanded slowly, but in about Year –75 internal divisions led to fragmentation of the worlds into the Santry Cluster and the Cordovian Republic. There was an inconclusive war for some twelve years before an armistice was brokered. Although there was never an official peace, there was regular trade and contact between the polities.

In Year –16, Sylean scouts came into contact with a Cordovian colony. A second official meeting was arranged to which the Cordovians brought a small naval force. With this they "persuaded" the Scouts to give them all the information they had on-line about the Sylean Federation and for one to accompany them back as an advisor. Word spread quickly, and by Year –14 all the worlds of both

Cordova and Santry were consumed with rumors of a vast expansionist empire on the edge of Cordova that had the technology to build very fast, well armed ships.

Santry offered Cordova a mutual defense pact but Cordova delayed, seeking instead to acquire some of this technology from the Syleans. Their inner government circles had decided that it was probable that the Syleans, being a large empire, would ultimately encapsulate their own. So the objective was to become as large and strong as they could so that they had a better stance from which to negotiate. In their overtures to the Syleans, Cordova complained of their aggressive neighbor, Santry, from whom they only won their independence recently. The Syleans could not verify this as Santry was on the far side of Cordova from them. There were also reluctant to pass on their high tech secrets to a spacefaring polity without some very restrictive terms.

Santry, in the meantime, was greatly upset by the offer to officially end the war and rather worried about preferential treatment from the rumored Syleans. In a complete reversal, they dropped the armistice and began arming up for war. Aware of their neighbor's military build-up, the Cordovians attempted to compete. However they still were holding out for Federation aid and were keen to show a peaceful face to the Syleans. The Federation attempted to establish independent contact with the Santrians but the mission was lost. Both sides claimed sabotage by the other.

In Year –7, an official Federation ambassador was delivered to Cordova with a Naval escort. This move was interpreted by Santry as the precursor to an alliance. By pre-arranged signals, they began their offensive and quickly captured several Cordovian border worlds. Cordova withdrew its forces and concentrated on forming a blockade. With only Jump-1 technology, it was possible to form a line of defense and guard against any major task force. Santry, similarly, drew up its battle line. The offensive stagnated by Year –3, with only a few worlds having changed hands. The Santrians offered another armistice which was not officially accepted by the Cordovians, who merely "considered the proposal" for some years. Santry used this time to build a new fleet. Cordova was limited to repairing its existing fleet under the careful eye of the Federation ambassador, who was still unwilling to pass on any superior naval technology.

With the Imperial declaration in Year 0, this region effectively came under the direction of House Zhunastu. It was evident that Santry-Cordova was a reasonably strong potential market and the Empire would benefit well from their induction. Cleon appointed Sir Karl wide ranging authority and dispatched him with the Imperial Dragonwood Task Force to bring the region under Imperial suzerainty. Sir Karl arrived in Cordovian territory and was escorted to the capital. There he made an offer to the ruling council they couldn't refuse: submit to Imperial authority and his task force would be at their disposal to secure their borders.

The Dragonwood ships were not large nor numerous. However, due to their superior power plants, they were much more heavily armed and maneuverable than other ships of their class. The task force was broken up and redeployed amongst Cordovian naval units. In a coordinated operation, the center of the Santrian line was attacked at the expense of the flanks. As the Santrians counterattacked along the flanks into Cordova, the main force split to secure the worlds they had vacated and to cut off their support. The main fleets maintained this blockade and smaller forces were dispatched to hunt down the isolated ships.

A number of notable battles took place during this time, as the Santrians fought to try to return to their command line. The Santrian line was reluctant to counter-strike given, the reported heavy losses already taken. In desperation, a number of Santrian captains held civilian populations hostage to try to elicit safe passage. Against Cordovian wishes, Sir Karl refused to comply. Some captains fled and were destroyed when their bluff was called. Others made true their threats and, in one particular incident, ninety percent of the population of Meadowmarsh was destroyed.

Once the majority of the Santrians in what was originally Cordovian territory were destroyed or captured, the Cordovians started planning a counter offensive to "pacify" them completely. By this stage Sir Karl was well aware of the Cordovian naval capacity and did not think it was in Imperial interests for them to grow any larger. He informed the Cordovian council that their navy only had authority under Imperial law to act against internal threats. As Imperial citizens they now had the right of protection against external threats by the Imperial Navy.

He reassembled the Dragonwood Taskforce back into a single force. As previously deployed, they were able to utilize their superior tactical maneuverability and armament. Now, as a unit, the advantage of their Jump-2 strategic maneuverability could be displayed. Taking re-supply on the Cordovian border, the task force over-jumped the Santrian blockade in a single jump. Their second jump took them well into Santrian territory. After a full refuel and jump, the whole task force was in high guard over Santry. They quickly dispensed with the naval guard there and the planetary defenses before calling for Santry to surrender unconditionally.

Santry had little choice but to capitulate. This particular display of force convinced them of the inevitable, and also sent a powerful signal to Cordova of just what a modern navy could do. Santry sent out the word to the fleets to surrender and submit themselves to Imperial authorities for judgment for war crimes.

The fleets of Santry were completely overwhelmed and in vast disarray by this maneuver. Now their high command was calling on them to surrender. It was quite clear that there was a gun pointed at their collective head. A conclave of fleet admirals was called under the leadership of Admiral Etienne de Fevour. The admirals quickly divided into those who wished to follow the directives of their government and those who claimed the government had given up its legitimacy by consorting with the enemy. No agreement could be reached, so it was decided to send a

delegation of those loyal to the Santrian government to negotiate. En route, an impatient foray of Cordovians ventured across the border to strike at a Santrian world. Santrian government officials had been sent out to personally negotiate with the fleet and urged them not to retaliate. After a second such strike the Santrian captains could take no more. Since they were prevented, politically, from defending their border they assembled their ships into a single force with the intention of re-taking Santry.

As they moved to advance, however, word came from Santry that the fleet originally sent in had surrendered their ships, as asked. The captains had all been summarily executed for participating in war crimes and the ships consigned to a decaying solar orbit. Only a few couriers left in the outer system escaped to report this. That, along with tactical reports of the engagement of the world's defenses by the Imperial ships made it clear that a head-on engagement could not be won. After another conclave, the fleet decided to disperse and carry on the war as best they could, in whatever way they could.

Disowned by their government, hunted by both the Cordovians and Imperials, the renegade Santrian Navy roams the Outback in the vicinity of Santry and Cordova. Occasionally one or two ships jointly make a lightning strike on some Cordovian outpost, or raid the shipping of either nation for re-supply. Sometimes secret Santrian nationalists feed them information and spares. Occasionally they can be found defending fringe worlds not sufficiently commercially valuable for development and thus left subject to less scrupulous neighbors.

Very few of the captains retain the honor and civility of Naval officers. Many have sunk to the level of the pirates they are accused of being. One or two have given over completely to being reavers and are bent only on causing as much destruction as possible to any concern.

A War Between Pocket Empires: This setting is conducive to a campaign background. The referee is encouraged to develop the details of the interactions and history. There are a number of areas for potential player activity:

- Set in Year –7, the PCs could be part of the embassy delivered to Cordova. They would need to react to maintain Imperial interests during subsequent events.
- PCs interested in tactics could be put in command of one of The Dragonwood Taskforce ships during Year 0.
- PCs interested in strategy might each be given Santry, Cordova, and Sir Karl to play. The referee can work out the starting position and details of the whole Imperial offensive.
- The referee could start a campaign in this region with the PCs as Santrian merchants with secret sympathies for the Fleet.
- Another interesting campaign settings would be for all the PCs to be the officers of a renegade Santrian ship.

The First Wave 3

This section is based mainly upon "From Federation to Empire: An Early History of the Expansion" by Vur Biddaden, Sylean University New Media Publications, 127-0020.

Ever Outwards

As Cleon sat in the Presidential chamber in Year –30, the boundaries of rediscovered space were already extensive. During the early centuries of the Federation, scouts and traders had pushed out a long way, buoyed by a new optimism with the dawn of a new era. Over two or three centuries, these brave souls had travelled up to sixty parsecs to spin and core, to contact the Vilani and visit the Vland homeworld, which was reached in Year –495. By around Year –480, a near permanent corridor had been established between the two worlds. Although traffic was never heavy (the threat of piracy being all too high), this link served as a reminder to all that space extended beyond the dozen or so worlds of the Federation.

In other directions, the forays had been less successful. To core, missions had been lost to alien attacks; to trailing the Lesser Rift made progress difficult for the Federations best Jump-2 scouts, and rumors of fierce aliens beyond were enough to put many scouts off trying too hard. To rimward, scouts had also pushed to forty or fifty parsecs or so, but the area was full of competing, but ultimately short lived pocket empires, all with a loathing for anything emanating from coreward. Swinging to spinward, traders brought back stories of conflict with alien, feline warriors, and then the desolation of the spinward worlds and the Great Rift itself made directly spinward travel unattractive to many adventurers.

Given time, Sylea could have pushed its own borders and its scouts out further, but a combination of poor coordination, lack of political will, and frequent wars with the Chanestin Kingdom and the Interstellar Confederacy meant that after the initial push, Sylea's border grew but slowly, and it frontiers of knowledge hardly at all.

By Year –30 though, things were changing. The Long Night really was now all but gone from many worlds. Whilst Sylea's near neighbors still carried on the struggle, they were beaten in all but name. And Cleon brought the will and plan to expand the Federation.

Cleon's Planning: At his first meetings with the Sylean Federation Scout Service, Cleon and his Scout commanders contemplated the data they had available. Apart from a great quantity of rumor, speculation and sketchy logs from traders and scouts, what other, more factual, information they possessed was often very old indeed. As a former Imperial capital, Sylea had inherited a vast war chest of Solomani military maps and economic data. But in 2000 years, recording standards and media had changed, original media had deteriorated, been damaged or lost, and with little comparative data, it was often impossible to tell which of several versions of a database was the right one. As a result, the first maps issued to SFSS to work from were sketchy at best, and pure fiction at worst. For the nearer stars, direct observation was used to corroborate physical data, but the details—whether there was life there and what culture had developed—would require someone to go there.

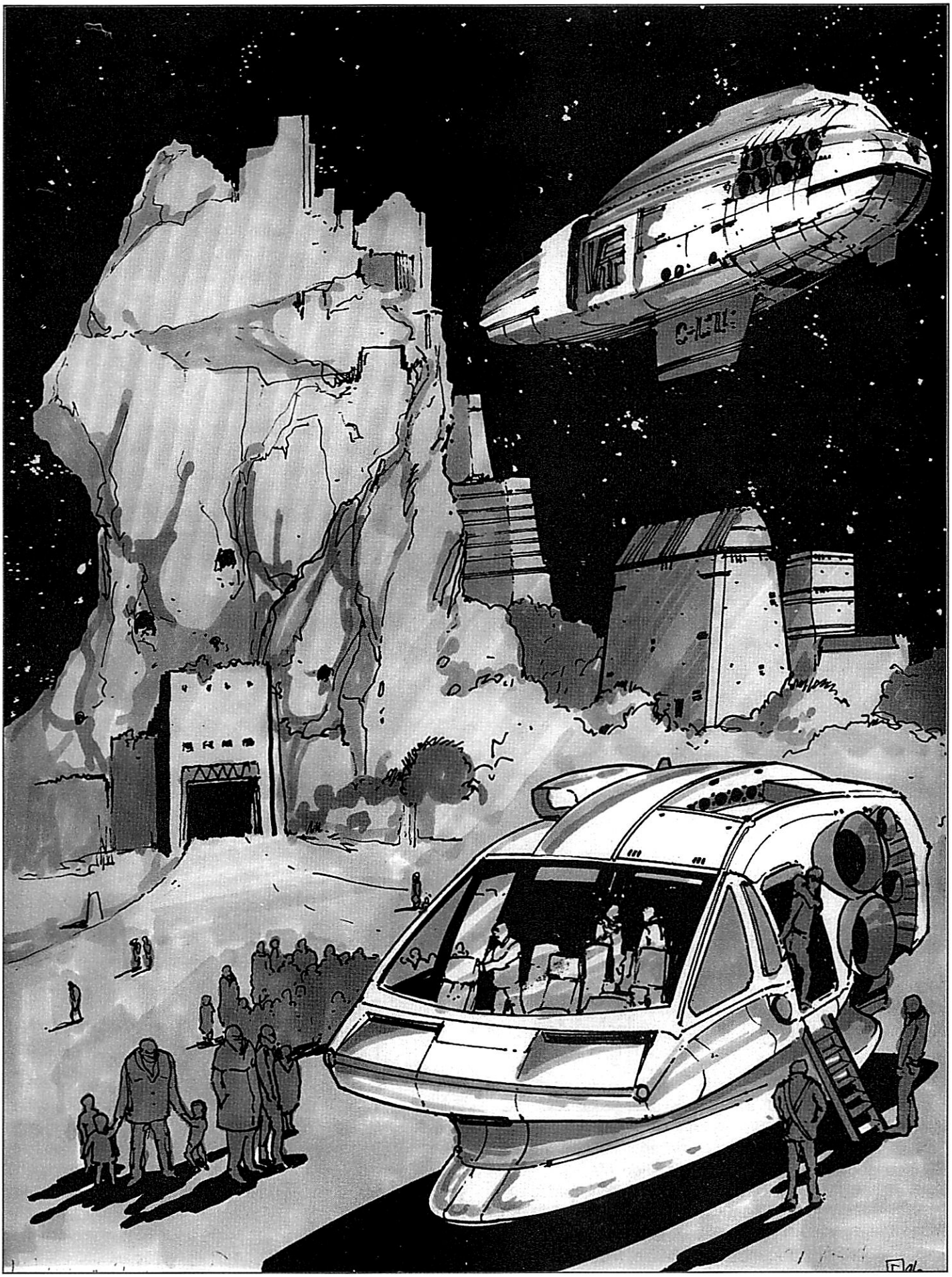
Given this background, and particularly the more recent knowledge of the strength of the Terran state to rimward and the psionic aliens to rimward, of whom the Vilani were now speaking, Cleon laid his plans. The thrust of expansion would be to spinward, towards and possibly beyond the Great Rift. This had a number of benefits: Vland was well positioned to assist, the Federation could grow before having to take on, diplomatically or militarily, the Terrans, and the dangers aliens beyond the Lesser Rift could also be avoided. Other benefits were that helping the Vilani secure their own borders would bind them closer into the Federation, and reports from the Vilani of high technology artifacts around the Rift could be investigated.

Expansion: With this direction, the Federation's expansion was swift, which put an untold strain on both scouts and megacorporations (who were charged with much of the colonization work) alike. The SFSS started from a zero-line of the existing Federation boundary, and, following its new modus operandi, pushed out to the previously explored limits by Year –10. After that, and assisted by the new Jump-3 drives, they expanded along the whole of the "near shore" of the Great Rift, through Gushemege, Verge, Ilelish and Zarushagar.

The Vilani, naturally more conservative, concentrated on the development of neighboring subsectors, rather than on pushing the limits of known space, but eventually Imperial scouts began to edge beyond Vland into Deneb. It was only towards the rim that Cleon forbade official expansion beyond Massilia.

This expansion of the known space boundary was accomplished by a far slower, but well managed, expansion of the Federation's own boundary. By Holiday Year, Cleon had, by dint of diplomacy, hearts and minds, commerce and military action, brought the majority of the Sector into the Federation. The years after this saw the Imperial boundary expand at around half a parsec per year, at least to spinward.

Expansion was by a link-and-branch system, contacting worlds and societies, and establishing important bases along the ever-expanding frontier. Links connected the older bases with the newer ones, and became highways for trade and transport. Branches emanated from the various bases to touch the scattered worlds that promised resources and markets. It was only natural that the merchant and transport corporations should adopt these same links and branches in their activities. From the main links, these corporations (as well as the independent merchants and settlers looking for challenge or for a hand in their own



The Worlds We've Found

The following is an extract from a lecture given 124-0019 by Professor Rale Ives to the Imperial Scout Academy.

"I turn now to the worlds which we have found out in that great vastness which is unexplored space. We can broadly identify five types of world: virgin worlds, dead worlds, agrarian worlds, industrial worlds, and technological worlds. In the first category lie those which have never been visited by humaniti before. Principally these include any worlds which require Jump-3 to get to—the Vilani never achieved Jump-3—or which require so many Jump-2 links that again they were never worth the bother of the Solomani or the Vilani visiting them. These worlds are the classic scout's place of work. Of these worlds which we have found to date—some fifteen percent of the total visited—about forty percent have developed at least microscopic life. Out of this total, about forty percent have gone on to develop complex plant life, and twenty percent have gone on to develop animal life. Only a handful of these worlds have proved to be home to sentient life, and these are naturally the focus of much Scout and xenobiological and xenocultural attention.

"The other classes include all those worlds easily reached by Jump-2 and Jump-1 routes. Our research suggests that some ninety percent of these systems had been colonized at some time by either the First or Second Imperium. However, as our Scouts now revisit, we are finding that nearly half have not survived the Long Night. These worlds are a tragedy, and their exploration can often be a traumatic experience. Their reasons for decline seem many. Mass exodus with the falling of the Long Night seems common. Many have perished due to catastrophic environmental, system or technology failure, especially on those worlds with hostile environments or exotic architecture. Another cause appears to have been starvation—the result of depending on imported foodstuffs and not developing local resources—a crime for which the Rule of Man appears to have paid often.

"Our remaining categories reflect principally the technology level of the surviving worlds. At the bottom, and accounting for about thirty percent of the survivors, are the worlds which are at little more than Stone Age culture. On these worlds, the failure of power and food systems forced the inhabitants to become hunter-gatherers once again, living off of whatever they could. Over the last millennia, a few have either grown into, or managed to maintain, some vestiges of organized civilization, but still within an agrarian, TL2, culture. But on many worlds, the whole history of star-flight appears to have been lost, and there is no common ground between our Scout recontact teams and these near-savages.

"A crucial differentiation between these worlds and the rest appears to be the existence of fossil fuels. With sophisticated fusion plants failing, civilizations which could fall back on oil, gas and coal stood a good chance of surviving. Generally these societies have fallen back to around TL3 to 5, the tech level appearing to be proportional to population. Their knowledge bases are fairly intact, but often the new rulers are not keen on seeing a technologically superior force coming in to take charge.

"The final category contains those worlds which managed to transcend the limitations of isolation. A pre-requisite for this appears to have been the maintenance of an electric power grid. With electricity, almost anything was possible. And these ten percent can be expected to display TLs all the way up to 9 or 10. The sophistication and variety of technology again appears to be in direct relation to the population size, assuming a benign environment. It is these worlds which have given us the pocket empires, reaching out into space in sub-light and jump ships, and helping to lift the new dawn over the last few centuries. It is these worlds which are now the Imperium's opponents, and yet also its best hope for the future.

"Having talked much about technology, I should—before I finish—say something about the other cultural characteristics. We have found that populations follow a skewed bell curve, centered around the one to ten million mark. Small populations were just too vulnerable to reliably survive the Long Night, so there are very few worlds that we have found with populations of less than ten thousand souls. Very large populations usually only grew where worlds were full of indigenous or well-rooted transplanted life. They were self-sufficient, and so when trade failed they could survive. A population of a few billion people is very resilient. Even if the population halves, it is still a few billion!

"Finally, the Long Night has not bequeathed to us any startling original governmental systems. The categorization system devised in Year 29 by Gurkilli Adaani, one of our most respected psychohistorians, has proved more than up to the task of describing the new found worlds. Whilst some expected that many worlds would be under some form of Technological Elite, this has not proved the case. The time scale has been so long that any advantages invested by a small number of pieces of high technology has long since gone, as the technology has failed or been copied, and the playing field leveled. Similarly, law levels show little deviation from the norm.

"Well, I hope that this short talk has been of interest, and has given you some idea of what you might find out there. You have a universe of worlds to explore, so explore it!"

destiny) set out to the worlds farther off the mainstream. Fertile worlds were settled, enterprising merchants shipped goods to them and established markets, goods were shipped back in order to pay. Everyone prospered, more or less. The Imperium was expanding.

By Year 20, the Imperium seems destined to encompass about half of Dagudashaag, Ilelish, Massilia, Fornast and Antares, as well as a wide corridor to Vland though Lishun. But in every one of these areas, the Imperium is now meeting increasing resistance from local worlds and pocket empires, and is having to constantly bypass worlds and clusters in order to keep up momentum. In time, the islands of independence from the Imperium which are now being created will have to be dealt with.

The Key to Survival

An extract from the IISS "Scout Handbook," 3rd Edition, published Sylea 001-18.

For a world to survive the Long Night it had to address three key technologies: power, food, and shelter.

Power: Without indigenous life, even if only microscopic, worlds had a hard time meeting their power needs during this period of decline. Manpower, animal power, water, wind and wave were the only practical options. All of these had to be used where and when generated, so work and home had to be close to the power source, which mitigated against large settlements. If there was extensive plant growth, particularly of woody species, then fire was possible, which gave a crucial advantage. This enabled some limited material working and more sophisticated food and material processing, as well as allowing heating. However, the amount of wood which a civilization needs should not be underestimated.

The availability of fossil fuels, the result of microorganisms from millennia ago, would have given a society a great boost. At its simplest, coal could be burnt to give heat or steam, especially for ships and industry, or oil could be refined to give petroleum for ground cars or generators. The ultimate aim was, naturally, to establish an electricity supply, so that power could be generated in one place, and used in another. This was also the enabling power for high technology and information technology. Only the most lucky societies managed to retain fission or fusion power generation.

Food: If there was indigenous life, or well established imported life, then food was not usually a problem. If a world had relied upon imported food, then there was a crash course in trying to establish local sources. Many worlds relied upon hydroponics and other forms of hi-tech intensive agriculture. On these worlds, systems were nursed for years on end to keep output up, whilst trying to develop resilient local strains. However even if basic foodstuffs existed, related food technologies for processing, cooking, storage and distribution were often unavailable, and depended heavily on power technology.

Shelter: The most basic shelter used eventually on many hundred of worlds is the cave. A useful tip if surveying, look for geological forms which may have caves. Beyond this, inhabitants were dependent on indigenous or transplanted plants to provide simple shelters. However, the resource and technology requirements for mud/adobe building were not too high, but the expertise was long since forgotten and had to be re-learned over many decades. Similarly, brick and concrete were more a case of skill than technology, but it was the non-availability of transport, material handing equipment and cranes which restricted the construction of larger buildings. Rock was not a popular media for ex-star travellers. Where materials industries had been maintained, then metal found a lot of structural uses, and on some worlds with resources to spare, even plastic was used.

Role of the Scouts

It was in Year –29 that Cleon pulled together the various scout operations active in the Federation into a coherent unit: the Sylean Federation Scout Service. For the next thirty years the SFSS was a key player in the expansion planned by Cleon. Over the years, the SFSS became a very effective organization, with skilled operatives, and lean support structure. In Holiday Year, the SFSS was renamed the Imperial Interstellar Scout Service (IISS).

The IISS consists of four offices: Administration, Technical Services, Operations and Exploration. Exploration fulfills the key missions of the exploration of neighboring regions for the consequent contact or recontact of their inhabitants; and second the use of advanced Imperial technology to lure these contacted worlds into the growing Imperium. It consists of three branches: Exploration, Intelligence, and Contact & Liaison, and accounts for seventy percent of the Scout strength. Operations provides the field support, notably the Deep Bases and Scout Bases, maintaining ships, and providing security. Technical Services and Administration provide the Bureaucracy, supporting the rest of the scout operation.

The IISS works closely with another organization: the Imperial Survey. This office is tasked with producing detailed maps of Imperial Space, and in assisting Exploration Branch to map space beyond Imperial boundaries. IS uses a unique fleet of *Leonov*-class survey ships, equipped with the best sensors that the Imperium can provide.

In seeking to push out the borders of the Sylean Federation, and later the Third Imperium, the SFSS/IISS developed a modus operandi based around seven key missions: Deep Recon, Hot Prospect, Interdiction, Survey, Recontact, Trade and Diplomacy, and Fleet Support.

1. Deep Recon: *Scout Ninse Moeenj, 125th Deep Recon Squadron, 087-0003.*

"Each time we dropped out of jump, it was like there was something new there waiting for us. We were visiting systems that hadn't seen a starship in hundreds of years, if not a thousand years. But we didn't have time to dawdle. We knew our brief: Deep Recon—getting out as far into space as you can and locating potential hot prospects, and potential major threats. Pocket empires, high tech worlds, garden worlds, high population worlds. They were our bread and butter."

Ahead of everybody else went the Deep Recon teams. Using Extended Scout starships, these teams would spend months at a time probing deep into uncharted territory, identifying the most likely worlds for contact. But they were also on the look-out for anybody, or anything, which might pose a threat to the fledgling empire. Cleon's policy was that strong Pocket Empires should be bypassed, isolated, rather than tackled head on. It was up to the Deep Recon teams to locate these threats and gauge their strengths and likely disposition. All of their work was usually done covertly, without making formal overt approaches to any of the worlds they visited. They became experts

at skulking around the dark-side of moons or the upper reaches of gas giants, listening in to EMS sensors and watching traffic patterns.

It was the Deep Recon teams that made it first to the Great Rift, probing it for crossing places, and signs of Aslan and Zhodani. Only the very best joined Deep Recon.

Automatic Defense: The PCs have jumped into system close to a gas giant. Within minutes, their sensors report a missile coming out from a small moon towards them. Hopefully, having taken successful evasive action, the PCs can investigate and will discover a deserted, automated system defense site on the moon.

Newcomers in Space: The new system the PCs are surveying shows signs of space traffic, particularly between the main world, its two moons and an asteroid belt in the next orbit. The PCs have to find out what they can about the civilization without getting spotted. Covert recce's of mining sites, the world's surface, and perhaps inspecting the odd parked spaceship are in order.

2. Hot Prospects: *Scout Sinjta Iisi, 312th Forward Operating Squadron, 063-0013.*

"We'd studied the deep recon reports and thought we knew what to expect. Wishaw had shown up large lanthanum deposits and significant signs of past civilization. But no matter how many dead worlds I visit, there's always a great sense of loss as you step out of the air-raft into the deserted streets of a derelict city. Centuries ago this place must have been a thronging metropolis. But it just couldn't keep going through the Long Night. And now here we were, like vultures, taking the pickings from a dead carcass. I shook these thought from my head and looked at the multi's display. The lanthanum deposit was about five kilometers away, in what looked like an old refinery complex. I checked my suit stats, picked up my '898 and gave the signal to move on...."

Once Deep Recon has spotted something of interest, a Hot Prospect team will be despatched to take a closer look. On dead worlds, this will involve investigating resource deposits or technology caches. For living worlds, it may mean further covert recce's and mapping to better understand who the civilization is and how they might respond to contact. Whilst Deep Recon is unlikely to spend more than a week in a system, Hot Prospect teams could stay for several months, until they are sure that a Recontact team can move in.

Zuchai Crystals: Deep Recon has found an old mining base in an asteroid belt rich in zuchai crystals. The Hot Prospect team has to check out the old mining base and the mine workings to see if it is worth re-opening. Apart from the natural dangers, there's no telling who, or what, may have taken up residence since the mine closed.

Good Potential: Pagazii has struggled to retain TL6, but now appears to be a developing world. Its high population will make it a good market for the Imperium. The scout team has to map the world from orbit, and visit the major cities to identify the world's political and cultural characteristics, without revealing their off-world origin.

3. Interdiction: *Scout Boyou Durmathe, 13th Fleet, 265-0018.*

"We'd been here in the Patrol Cruiser for two months now. Sat well out amongst the gas giants, monitoring the sursats we'd left in system. The "weasels"—at least that's what we call them—appeared to have a steady flow of military ships coming in and out of jump space. We'd seen them on six worlds around here, and this looked like it must be home. We'd also seen enough laser-scarred hulks of traders and scouts to know that these weren't the friendliest critters in this part of space. Still, if we kept them under observation, we could warn the Imperium if they started to mobilize for a strike against our new settled worlds only eight parsecs away."

Where pocket empires, or even larger empires, are encountered and judged not suitable for contact, an interdiction plan is put into place to steer friendly vessels away, and to keep tabs on the movements of the hostiles. This is one of the most dangerous assignments going, and is often performed by a joint Navy/Scout task force. A Deep Base is usually established in safe territory, and from there picket and patrol cruisers provide a constant watch.

Enemy Territory: Having just placed a sursat in orbit above a moon base created by the sapient species of this system, the PCs' craft develops a fault, and they have to crash land on the moon. They then have to decide how to escape. Can they afford to trigger their emergency beacon so that their cruiser can come in? Will this attract the local aliens? Can they steal an alien ship? Where can they hide, and how long will the oxygen last?

Picket Duty: The PCs are on picket duty, turning traders away from a nearby aggressive race of aliens. One trader decides he won't take no for an answer and jumps straight for the homeworld. The PCs must decide whether to let him go or chase after him? If they choose the latter option, can they get him before the aliens do?

4. Survey: *Scout Stanj Ricelk, 23rd Survey Squadron, 004-0018.*

"Some people think that Survey is boring, but me, I've always been fascinated by maps and charts. If you saw the quality of some of the old pre-Night charts we have to start from, you'd know just how much we're needed. Usually we get tasked to go out for two or three months, surveying every cubic light-year of space in a box about two parsecs square. It'll take us almost a month just to do a system, and that's only for a first look. Second line survey guys can be in a place a year of more, going out to the outer worlds and the Oort cloud, visiting distant companions and the like.

"But the IISS is increasingly subcontracting that work to freelancers and commercial survey companies, rightly concentrating us on first surveys. We typically work about ten to twenty parsecs ahead of the Imperial border. Deep Recon would have been through years ago, and Hot Prospect teams are just getting ready to hand over to Trade and Diplomacy. That's where we can really help. We can point out resource deposits, identify hazards to travel and health, find the best sites for settlement or colonization, and give a new world the best start in life."

Survey uses a special class of 1200-ton *Leonov*-class survey vessels for its work. Apart from advanced sensor suites and a flotilla of small craft, these also carry one or two 100-ton scouts for detached survey work, usually in-system. On arrival in a system, all the major planets and their satellites will be surveyed, typically from the vantage points of the inner-most gas giant. Then rocky and molten core inner worlds are checked, with sursats being placed to conduct complete planetary mapping and survey. After that, its planetoid belts, particularly concentrating on the amount of carbonaceous asteroids, before heading out into the gas giants and their satellites, and finally out towards the Oort cloud and on to any far companion. Once the initial space survey is complete and the sursats have finished mapping, then ground survey usually starts, focusing on the most interesting or commercially attractive locations. These surveys are often very dangerous, but are almost always very rewarding.

Where the system is inhabited, procedures vary with tech level, culture, and the existing degree of off-world contact. With low tech levels, then survey is little altered, although care is taken when doing dirtside surveys of the inhabited worlds. With higher tech levels, often only a space survey is done, and that surreptitiously, and planetary survey left until the Trade and Diplomacy team goes in.

It's Life, Jim: A space survey reveals a strange rock formation on the icy moon of a gas giant. The PCs are sent to have a look. Touching down on the ice-cold surface near the feature, the PCs move in slowly. As they enter the a valley, they see the huge coils of rock on either side, which the sensors had seen from space. Moving up to examine the rock, the PCs find that it is warm to the touch. As the PCs try to chip or blast some off for analysis, the whole rock moves. It and the others start uncoiling and rearing up above the PCs. They are a silicon life-form, and start projecting lava jets towards the PCs!

No Survivors: Insidious worlds are never pleasant to survey, and this one is no exception. But survey has spotted what looks like a man-made structure, floating out in a caustic, viscous sea. The PCs investigate and find that the structure is an old survival capsule, probably from before the Long Night. Inside are four dead aliens of a type unknown to the PCs. Can the PCs find out who they are and where they are from?

5. Recontact: *Scout Jem Igiishi, 4235th Contact Team, 298-0019.*

"We had done this dozens of times, but each time there was some new variable that had to be considered. We'd boned up on the Prospect reports, had spent a week or so covertly on-planet just getting the feel of the place. Finally it was time to "make an entrance." Our scout ship dropped out of the sky above a large park in what was the capital city. This place hadn't seen a starship in a thousand years. From this height you couldn't tell if it was panic or ecstasy that was driving people out of or into the park. But as we came lower and lower an oval clearing grew naturally below us.

"'You getting this?' I asked over the comm to the scout cruiser keeping station below the planet's south pole: backup, you always needed backup. The scout settled to a gentle landing. I watched through the security cam' as Lidra stepped slowly down the ramp, her linguist following three steps behind, comm linked, and her backup, two scouts with concealed armor and laser carbines, took up positions at the top of the ramp. The crowd just stood there—they didn't know what to do. A few local police had pushed through to the front.

"Then a cavalcade came streaming into the park, outriders, blues and twos, the works. The crowd parted, and the cars stopped, about 100 meters from the bottom of the ramp. Out of the car came two powerful looking "suits," and a veritable army of shade-wearing heavies. One of the suits came forward, Lidra stepped out to meet him. 'I know this sounds corny,' she said, 'but please take me to your leader.'"

Every recontact is different. That is why the IISS spends so much time gathering information before waltzing in with a 90,000-ton battleship. Some contacts take place totally overtly: a clearing, a park, a palace, a barracks, even on a settled moon. Others can be covert: a team slipping into the presidents palace to give her something more interesting to think about at breakfast. Sometimes warnings are given, a lot of heavy radio chitchat or jump flares to get the world's astronomers and radio engineers twitching. Other times, there's a direct broadcast from orbit. In every case, it is left up to the leader of the scout re-contact team to make the decisions.

At the actual interface level, the procedure is almost always the same. The scout leader invariably takes the point role. He or she has the team linguist/xenopsychologist very close by, comm-linked in to give word by word advice. Then there's an armed backup team just far enough away not to be intrusive, but close enough to get the point team out and away to safety. Then there's the back office, comm-linked in and able to look up references, history, plot strategies—any such thing that might be needed to smooth the way.

Once the initial meet is over, the team starts to explain who they are, where they come from, and most importantly that they are here in peace, and to help. The recce's have already identified principle needs and the contact team is equipped and ready: medicines, spares, agrochemicals, educators, whatever. With immediate needs filled, plans are laid for the future. A liaison team is left on world to ready the way for the trade team, and the contact team departs.

The First Meeting: The place is a TL1 world, heavily wooded. The locals scrape a living from the soil, moving from clearing to clearing as the soil gives out. They've been hard to monitor, and they're expert hunters, so robotic surveillance has been the norm. But now the PCs are ready to move in. They should choose the time of day, location and approach. There are choices of small camps (about thirty people), or large ones (about 500 people). During the day, about half the population goes into the crop beds or the forest to work. At night there is drinking and singing around the campfire. Each community has a small group of "elders," from three to thirty strong. No one

appears to be the sole "leader." In any contact, three natural factions will emerge: allies, conservatives, and isolationists. Recce identified major needs as medicines and better crop seed, also survey maps of the continental forests, so that the locals can identify the best growing areas, and those with the best concentrations of fruit trees. For extra spice, the isolationists could get violent, maybe even try an assassination attempt, knife or bow being their only weapons.

6. Trade and Diplomacy: *Second Secretary Kilin Giirkhe, Actos Embassy, 184-0019.*

"It was my first post as Trade Secretary. The mission had been here for about six months and was just getting into the swing of things. The Imperial Ambassador had made sure that the Embassy and Trade Mission worked together as much as possible to further the cause of the Imperium, and to ultimately bring Gershalli into the fold. I'd read through the notes from the contact team, and there were even one or two of its members still here, ensuring a smooth hand-over of responsibility. Gershalli had an abundance of hydrocarbons, mineral ores, and crystals. It was a resourcer's paradise. They were at TL6. Their society had weathered the Long Night well, and they knew a lot of what they wanted to do. But the thing they really lacked were semiconductor and micro-electronic skills and facilities. So it looked like most of my job would involve bringing in the megacorps and some hi-tech companies to establish development labs and production facilities, backed up by a skills transfer program, and to take natural resources as payment. Okay, so we could probably have got many of these, except the hydrocarbons, from some of the airless planets, but that would not have benefited the locals. This way, instead, the Ministry of Trade could make available some generous subsidies, and trade could flow."

Once re-contact is well established, the diplomats and bureaucrats start to arrive and take over from the Scouts. The IISS still plays a key role as it advises the newcomers on how best to go about business, what the political landscape is, who are the influences and decision makers and so on. They may also assist with surveying the planet for resources, or mapping the planet to assist the community. The hand-over can be a very gradual process taking many years to complete.

It is during this period that the Imperium needs to decide just how to handle this new world. During contact, even if not before, it can become rapidly apparent that certain characteristics of a society are undesirable. The world may practice slavery, may be a totalitarian state, may have a dreadful civil rights record, may be racist, or may have very corrupt business processes. Whilst the Imperium makes a great play of its origins as a free trade federation, the fact is that the Imperium does have certain limits to acceptable behavior on member worlds. Once the IISS identifies such a problem, a meeting is usually convened between the relevant ministries, Imperial Justice, the IISS and the subsector nobles to decide a course of action.

Where a world is keen to join the Imperium, and keen for its technology, then setting suitable "entry standards" or trading conditions usually works wonders. Otherwise, and if the Imperium considers the effort involved to be of long term benefit to the Imperium, the meeting may decide to initiate a covert influence or psycho-history campaign to gradually change the situation. If the locals have a healthy opposition party concerning the offensive issue, this can make the process easier (although the Imperium normally avoids being linked to a single faction). On the other hand, if the world is not particularly important to the Imperium, and does not seek to join, then the Imperium is unlikely to waste much time on it. Trade and diplomatic contact may be kept at a low level, and in extreme circumstances the world may be classified as an Amber or Red zone to effectively quarantine its undesirable practices.

Across the Ice Lands: The PCs are part of an IISS hand-over team. The world in question has some significant uranium deposits in its polar continent, and the new Trade Secretary wants to visit the area to assess the situation in the existing mines himself. The PCs offer to use their own air raft or G-carrier for the mission. The bureaucrat will be accompanied by an assistant, and will travel in a government regulation jump-suit.

About 100 km short of the mining base, the air raft gets hit by a surface-to-air missile and crash-lands on the ice. The first task for the PCs is to get themselves and the bureaucrats to the safety of the mine, not easy in –100 C conditions. Their second task is to trace the origins of the SAM. This was, in fact, fired by the miners themselves. They have a lucrative business selling radioactives to unscrupulous free traders who pass through the system, and they don't want the Imperium to rob them of this profitable side-line.

Political Maneuvers: The world of Safdieshki lies close to the Imperial border, and its debate about whether the world should join the Imperium is heating up. There are four main factions, pro-Imperium, isolationist, conservative and expansionist. All but the isolationist can see some merit in joining the Imperium. As part of the diplomatic mission to this world, the PCs must use their influence and diplomatic skills to persuade it to join the Imperium. This adventure should be resolved using the political adventuring rules in chapter five of this book.

7. Fleet Support: The glory work done, the Scouts' work is still not over. Instead the Scouts fall back into the more traditional role of supporting the Navy, and indeed the populace at large. For a start, there are still places to be explored, anomalies to be investigated in even the busiest system. Then there is the need to provide protective pickets against both border and depth attacks. In these fluid times, almost every system except those in the Imperial core has a resident scout picket whose job it is to report whenever any hostile ships arrive in system. Scouts also maintain screens ahead of Navy movements, checking out system to the front and flank. They also patrol systems just across the border, and likely concentration points in depth, to ensure that there is no immediate threat to the Imperium.

The Concept of "Hearts and Minds": At the center of many SFSS/IISS operations is the concept of "hearts and

minds" (H&M). If you want to win people over to the Imperium, then not only must you start from the very beginning, but you must also start from the very bottom—with the general populace. To this end, the IISS expends a lot of time and effort to help the "ordinary" people of the worlds it contacts. On sophisticated worlds, this can be by providing useful high technology, or better maps or environmental information. On more backward worlds, it may be medical aid, education, or training. Often Trade and Diplomacy teams will seed a large area with a number of four-man H&M teams, to work with locals in the desert or jungle, on farmland or in factories, to show them how to improve their quality of life, and of course, how the Imperium could help them even further. While most worlds are happy to accept this approach, because it reflects well on the local rulers as well as on the off-worlders, some worlds take umbrage to this subtle form of bribery.

Keeping the Natives Happy: The PCs are a hearts-and-minds team that has been sent into the jungle to work with a TL2/3 civilization. During the three months the PCs are there, they will have a wide variety of encounters and adventures involving the local natives, flora and fauna. Examples include exploration, natural disasters, turf wars, engineering problems, and medical problems, to name but a few.

The Concept of Deep Bases: With scout operations extending so far beyond the Imperial borders, it soon became illogical to have every scout start from and return to the core Sylean worlds on each mission. So the concept of the deep base was born, with one or two such bases established per sector.

Deep bases support the operations of all Scout activities in the area. The Imperial Courier Service runs links to these bases and back to the Imperium so that exploration and survey findings can be quickly disseminated. A deep base is typically a free-flying facility in high orbit above a gas giant. Some ground facilities are established on rocky satellites, and a garden world in the system for R&R can be a nice luxury. As well as its dependent scout craft, a deep base has its own flight of systems defense boats to provide local protection, and is often a staging post for passing Imperial Navy patrols, as well as for Imperial traders. In some cases, a base prefers to keep its existence secret, and traffic is then much reduced.

The character of a deep base is animated, the atmosphere electric. Here you really get a sense of the expanding Imperium. Everyone has tales of new sights, of daring-do, and of opportunities to be grabbed. The permanent complement of a deep base can range from ten or twenty for a very remote base to up to a thousand for one about to be overtaken by the Imperium's own borders. Most of these latter bases become converted to Scout way stations once within the Imperium.

Role of the Imperial Navy

The Imperial Navy has been as busy as the Scouts in these first years of the Imperium. Within the Sylean Federation, the Navy was still fighting a war against the Chanestin Kingdom until Year 2 or 3. As the IISS began its re-expansion, the Navy deployed patrols in support, particularly providing backup to interdiction missions, system protection for new colonies and member worlds, and anti-piracy escorts and strike missions, as well as providing offensive and defensive fleets in response to pocket empires.

The Navy has also played a vital role in "gunboat diplomacy." The sight of a 90,000-ton battleship has often caused a world to rethink its opposition to joining the Imperium. Conversely, the same ship appearing above a newly joined world on a flag-waving mission gives the locals a nice warm feeling that the Imperium is a big, powerful, but protective family to be a part of.

Anti-Piracy Patrol: The PCs are in command of a Navy detachment of four patrol cruisers, deployed to the world of Terschaps where a new colony has been formed. In a few years, a SDB squadron will be based here, but for now it is up to a Navy patrol to provide local protection. The area has seen a lot of pirate activity, particularly against freighters around the system's largest gas giant, when they make a run from its largest rings in far orbit, either outward to jump or inward to refuel.

The PCs must first deploy their forces. Then, after two days of waiting, a fat trader making a run for jump is ambushed from the ring by a pirate. The trader manages to escape to jump, but not before it has placed a few good shots on the pirate and disabled its jump drive. The PCs pick up the contact report and give chase....

Interdiction: The PCs' detachment has been moved on to deal with the threat of a local pocket empire. They are placed in defense of a Deep Base which is supporting an interdiction mission in this area. After two weeks on station, an alien force of two cruisers jumps into the system, and the base goes to red alert....

Role of the Imperial Army

Occupying ground is what the Army has always done best. With an expanding Imperium, there has been a need to occupy ground as never before. Any Imperial facility established on a colony or contacted world comes with its complement of Imperial soldiers for protection. Major depots take up whole regiments just in security alone. Many worlds see the Army as a useful resource to have around "just in case." In addition to training and maintenance of their own facilities, they are often used for "bridging" missions, helping the local community or civil powers, managing disasters, controlling riots, building roads and bridges, and suchlike.

The training of world armies is a major occupation much valued by the member worlds. Whereas the Imperial Navy is growing to be a centralized force, with only minor local, or "colony" squadrons, the Army is already heavily decentralized. Each world maintains its own army, but commits a number of battalions for off-world duties. The whole world army is trained by the Sylean cadre, or the now much expanded Imperial Army, so as to bring it up to a common standard. Major maneuver units are pulled

together as and when needed, with battalions drawn from a multiplicity of worlds. It is the Marines who bear the brunt of any ground combat, and so far the Imperium has seen few wars of the scale which would require significant Army intervention.

Hold The Mine: The PCs are part of a small Army unit protecting a Lanthanum mine complex on a small, very thin atmosphere world. It's the end of another quiet week, when there's a blinding flash and the whole dome covering the mine shakes. A local pirate band is trying to get its hands on the Lanthanum stocks, but had obviously missed the Army reinforcement. The pirates arrive in two corsairs, strafing the complex before landing by the store rooms.

It is up to the PCs' unit to defend the complex, minimizing the damage, if they can't actually repel the pirates.

Role of the Marines

The Marines have generally had a quieter time of things than the Imperial Navy. Cleon's policy of bypassing opposing worlds has meant that Marines have had little chance to practice orbital assault for real. The opportunities that they have had have been those worlds which have refused to accept Cleon's "quarantine," and which the Imperium has decided are best neutralized. Particular instances include the humaniti world of Yabean, and the Voyle's homeworld of Voy.

The assaults have followed a fairly predictably pattern, with covert insertions of commando and target designation teams, followed by orbital bombardments of key points and area defense sites, and of communications and military command sites and garrisons. Then come orbital drops against key civilian command and power centers.

Shipboard Marines have seen more action in minor engagements against a variety of opponents, including pirates, organized crime, mercenaries and opposition worlds.

Search and Rescue: The PCs are part of the Marine detachment on a 2000-ton Imperial destroyer. The destroyer is making a flag-waving visit to a new member of the Imperium. While it is in orbit, guerrillas supporting a pro-isolationist faction kidnap the wife and daughter of the planet's president. The planetary forces appear unable to trace the guerrillas in the mountainous area to which they have fled. Naturally, the president calls upon the Imperium for help. The terrorists are equipped to TL10 and number twenty strong. They have six bases hidden in cave complexes around the mountains.

Decapitation: The PCs are coordinating a "decapitation" strike (to remove key leaders of the government) against a world which has launched repeated attacks on Imperium worlds. This approach is being taken since the majority of the populace appear to be pro-Imperium, but the nature of the attacks has meant that the Imperium cannot wait for Imperium-funded freedom fighters to overthrow the government. The presidential guard is equipped to TL11 standards. They have twelve tanks and eighteen APCs, as well as four point-defense missile sites. There are sixty guards in total. The president has a helijet on a roof pad, and will try to escape in this once things start getting "hairy."

Opportunities from the Expansion

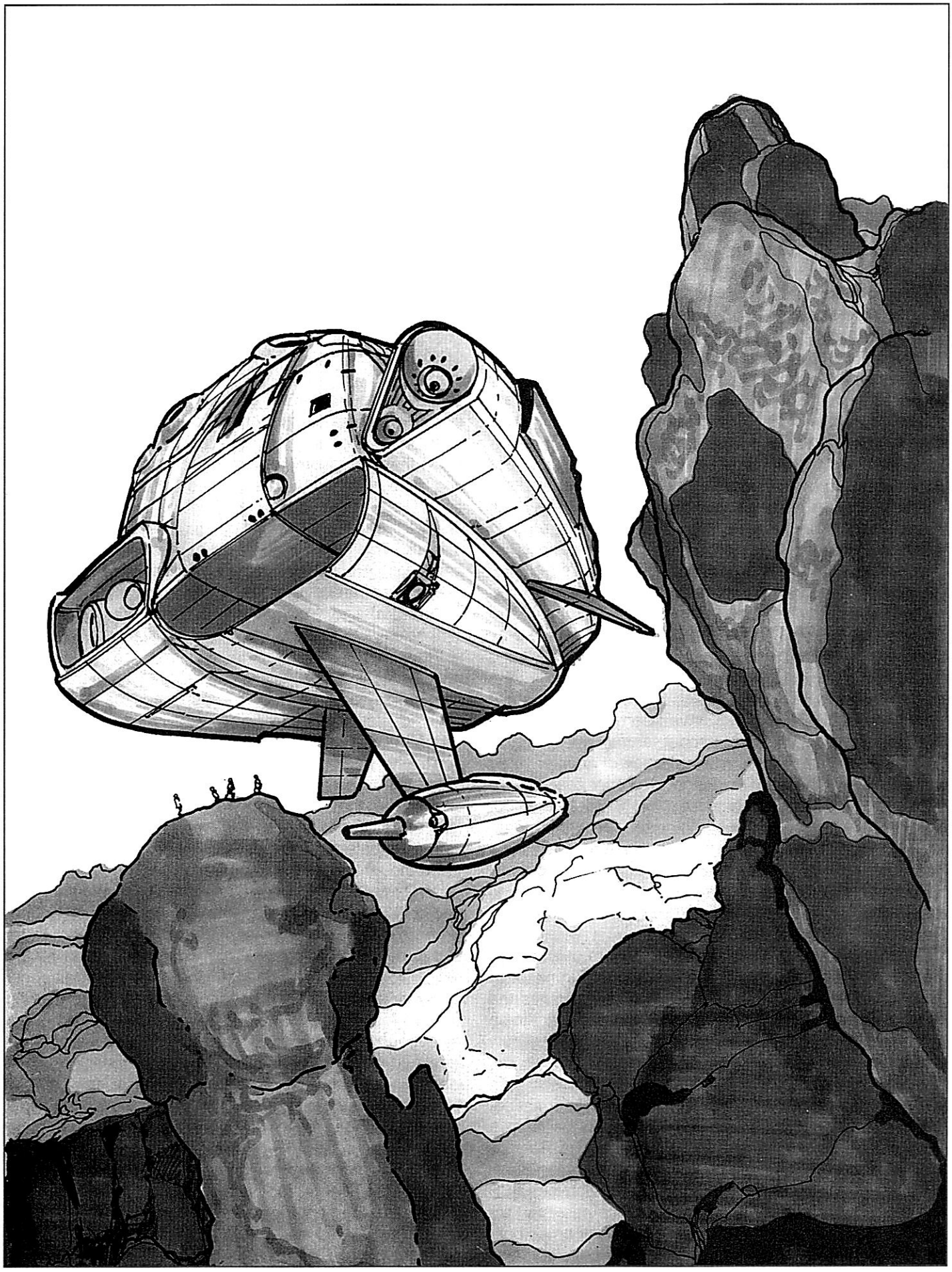
The expansion of the Imperium has brought with it a whole new universe of opportunities. In this brave new world, Free Traders rub shoulders with academics, mercenaries with corporate suits, settlers and colonists with traders and diplomats. And wherever society goes, the more undesirable elements will go too. If you're not worrying about your crops, or the local aliens, then a fine assortment of criminals, con-men, pirates, prisoners, bounty hunters and rip-off merchants will make sure that your life is far from dull.

Free Traders: "We traders had been pushing back the frontiers of the Federation long before the SFSS got in on the act. Hey, some of us had never even let the Long Night stop us. Young people nowadays reckon that star-travel only started again in Year –30. But I tell you, it never really went away. There was always some poor trader (sure weren't any rich traders) who could keep a wreck of a ship going just long enough to buy low, haul cargo and sell high. And its the traders who really let Cleon know what's going on. Scouts never really get out to the depths of space, to star systems that haven't seen other sentient creatures for millennia. Less still do they get to understand the minds of these people, know what drives them, what they want, what they'll buy. Hey, why else do you think Cleon made an old trader like Stakislour his Minister for Recontact...."

Trade missions are as numerous as there are free traders. The most adventurous traders push far beyond the bounds of scout activity, following rumor and their own instincts to find a good deal ahead of anyone else. Others exploit newly re-contacted worlds, new markets, new goods. Yet others make a living from the new colonists, bringing them goods from their prior home, and buying new foodstuffs, natural resources and materials in return. There's good money to be made just shifting freight for colonists or the IISS, and the IISS is always on the lookout for freelancers.

Corporate Maneuvers: A corporate official hires the PC to carry a sealed container to the company office on a new colony world. However, the megacorp LSP is interested in the container, which contains a new strain of genetically engineered wheat stolen from them. The PCs are asked to pick up the container from a warehouse on the edge of the city. On their way back to the starport, there is an attempted ambush by four NPCs hired by LSP. If the PCs escape and depart, then on their way to jump an LSP corporate 200-ton courier attempts to intercept them. En route to the target system, the PCs can expect to be followed by mysterious strangers, but if they keep moving they should be able to stay one step ahead of any LSP force.

On arrival at the destination world, LSP will be waiting for them. LSP has hired a local mercenary unit, Grant's Guerrillas, to try to intercept the PCs. They have a platoon of paramilitaries, and a subsidized merchant retrofitted



with a laser battery. Soon after arrival in far orbit, the PCs receive a coded message giving a warning that LSP is after them, and indicating they should head for a wilderness rendezvous in a remote part of the planet. Assuming that they evade, the paramilitaries (by staying away from the main population centers, etc.) they will be met at the rendezvous by the local contact and her G-Carrier and corporate security. As the hand-over is being made, two enclosed air rafts come screaming over the horizon, with eight paramilitaries aboard....

Mercenaries: *An interview with Colonel Amanda Fra, CEO Star One Mercenaries, 253-0015.*

"I suppose the merc' business really only picked up in the last decade or so. Sure when the fighting with the Chanestin or the Confederacy was at its height, there were tickets going, but now it's like you just can't find enough grunts to go round. The steadiest tickets are working for the megacorps, providing security on new colonies or mines. They pay well too. Colonist tickets pay poorly, but unless they are well out, it's usually a safe bet, and you're often as much policewoman as merc.'

"Sometimes there's a real hot ticket going. Last year IISS had to do a quick decap' job on some local warlord. Whole platoon of us went in, orbital drop, the lot. This years it's been quieter. Low intensity ops mostly, running hearts-and-minds in some balkanized world that Zirunkariish want to take over. But I hear there's a big op coming up. Cleon's finally got fed up with the flak he's taking from a PE (that's "pocket empire" for you rubes), and the Imperial Army is still trying to work out which way round its new uniform goes. So me and the girls'll be doing our bit for Empire and Emperor."

Rescue!: The PCs have joined Hales Hawks, a small mercenary outfit. The Hawks have been hired by a local IISS commander. One of his scout teams was meant to have been on covert remote surveillance of an interdicted world. However the team leader got a bit over zealous and decided to do some dirtside recce. Unfortunately, they got caught and have been thrown into jail. The orbital team raised the alarm, but IISS will not sanction a rescue. Hales Hawks have been hired to go in and rescue the scouts.

Megacorporations: *Extracts from "The Power Behind the Empire," an informal lecture given by Laars Laargir, VP Marketing, LSP, 301-0010.*

"First slide please. Okay. In the Imperium, well Sylea, there are four significant Megacorporations: Zirunkariish, Tukera, GSbaG and good ol' LSP. As Cleon pushes the bounds of re-contacted space further out, we all want to be out there establishing new markets and exploiting new technologies and resources. LSP's operation is typical. We have a Scout Liaison Office that works closely with IISS, offering them help and gaining inside information. Our own "business development" office operates its own Scout fleet to follow up IISS Hot Prospects and Re-contacts, and to even do some prospecting of its own.

"I assure you that reports of, ah, conflict, between IISS and our BDO are totally ungrounded. Once new markets are identified, we usually set up an office as soon as possible, just a dozen or so staff at first. They develop sales plans and technology-transfer cases, and very much run their own show. Our own cargo fleet is of course second to none, which gives us a big advantage. Our freighter fleets add new worlds to their routes almost daily. Sometimes we have problems, but LSP has a good deal with Star One, a reliable risk-minimization operation. Okay, that should give you a quick overview, if you have any questions I'll do my best to answer them...."

The Courier Run: The PCs have been recruited by a new megacorp office to provide a local courier service. Initially it is simple dirtside runs, city to city, but this is a violent world, and not everybody is convinced that joining the Imperium was a good move. Stories about megacorp exploitation abound. If the PCs survive a few weeks, then they'll start doing the runs back to Regional HQ, four parsecs away, mainly carrying high value items, new products, VIPs and the like. And of course where there's trade there's piracy.

Corporate Trade: With all these new routes opening up, even megacorps can be stretched for ships. The PCs are either hired to crew a megacorp ship or can use their own, when they are given the contract for a monthly three-parsec trade run. Two hundred tons of cargo are guaranteed every jump. But apart from the bureaucracy and fuel prices, the PCs soon find out that there's a history of sabotage on this run. The last ship blew up as it went in to jump, all hands lost. And maybe it's not local dissenters who are out to stop the trade; maybe it's another megacorp.

Imperial Agents: *From an interview with Agent [Name Withheld], IISS Covert Operations Executive, 113-0012.*

"I can remember dropping away from the Scout ship in my drop capsule and thinking 'what the Cleon am I doing here?.' The ride went smooth enough, and the view though my II goggles as my grav-belt dropped me to dirt was quite wonderful. But there I soon was, alone in a forest, trying to get to the nearby city without falling afoul of a farmer's guard-line or an animal snare. The mission was standard enough, but that didn't mean it wasn't dangerous. I was to take up residence in one of the world's larger cities, posing as an out-of-town trader, and try to find out what the world thought about the Imperium.

"A Deep Recon mission had gone 'open,' and the world had gone into a panic—potential xenophobes every one. So before the Federation sent in a re-contact team to try and paper over the cracks, they wanted to know who the real drivers were on this world, what they really felt about re-contact, and what the Imperium could offer to a world like this to bring it into the fold."

Organizing the Opposition: A Hot Prospect mission has identified a world as ideal for contact, except that the leader is an extreme xenophobe. He also isn't popular. The PCs' mission is to make contact with the disorganized opposition, bring it to order, and orchestrate a coup against the leader.

Hot Recovery: A re-contact mission has gone belly-up. Whether the IISS misjudged it or not is too late to tell, but four scouts are now trapped on a hostile world. The PCs have to get in, find the scouts, and bring them out, all without jeopardizing any future re-contact.

Digging in the Dirt: The Imperium is vying with a local pocket empire for a garden world's allegiance. The PCs need to work with the local Imperium diplomacy team to "dig the dirt" on the opposition. Bugging, breaking and entering, and planting false information are all in the cards.

Academics: *Professor Danla Muassh, Sorca Polytechnic, 147-0015.*

"Sorca Polytechnic had sent us out here on a three month field trip to look at the remains of the Turel race. The best guess to date was that the Turel had died out in the early years of the First Imperium. They had left a magnificent array of ruins on their homeworld, and the initial surveys had turned up some interesting looking artifacts. Sorca had secured the archaeological rights to the planet, and had even got a Red Zone posting for it until the archaeological work was complete. We'd set up our camp on the edge of one of the finest cities, and sat down to prepare our dig plan."

Stealing History: The PCs have been hired by an academic to provide support and protection during an excavation of a possible Ancient site. Unfortunately, the site has become known to a shameless entrepreneur who wants any finds to herself. Soon after the PCs arrive, the rival team turn up, with fewer scientists but more weapons. The PCs must decide whether to run, out-maneuver the rivals, or get ready for a shoot out.

Gone Missing: An academic has gone missing whilst researching a TL0 jungle culture. The PCs are hired by his daughter to go in and locate him. After following leads from a logging camp to a medical center to a mission, the PCs find themselves in a TL0 settlement. The locals report that the professor left here many days ago to try to locate a crashed starship high up in the mountains. Along with a local guide, the PCs battle against jungle monsters and natural dangers to the crash site of an alien craft. The professor's body lies sprawled before an entry hatch, shot through with laser burns from a door defense laser. The PCs can try to get into the ship to investigate where it came from and what technology it uses.

Adventurers and Explorers: *Extract from the diary of Dir Maerde, "Explorer," 065-0018.*

"We'd heard all about the Dessin. Claws that could rip open an ATV, jaws that could bite through combat armor, and scales that could take a 25mm round at point blank range; and our patron wanted one for his private zoo! He'd lent us his safari ship and enough ex-military hardware to equip a small army. From the flight we'd made, it looked like these things never travelled in packs of less than a dozen. This was going to be some adventure."

With the majority of the Imperium busy trading, expanding and growing, there are jobs a-plenty for adventurers and explorers. Freelancing, rich patrons, contracts to IISS or Megacorporations, helping settlers or contactees, a team of adventurers is never going to be short of work. Of course there are problems to be dealt with—rival teams, officialdom, pirates and criminals, pocket empires—but it all adds to the excitement.

The Garden of Eden: The PCs are contacted by a religious organization which wants them to locate a "Garden of Eden" which their sacred books claims lies just beyond the new boundary of the Imperium. The PCs' research yields a doctor who has been working on a primary health care mission on a newly contacted world which fits the description. In exchange for running in some drugs, the doctor offers to guide the PCs to the world. However, on arrival they find that the area is under the control of a local robber baron who terrorizes the local populace. Their patrons ask the PC to defeat the baron and secure the area so that the believers can establish their claim on the land.

Prospectors and Miners: *An interview with Shu Shumean, Chief Geologist, "Excelsior," 211-0018.*

"We'd always pushed out beyond the boundaries of the Federation in search of the mother lode. The belts of Sylea had long been exhausted, so it was an economic necessity to look elsewhere. A gang with a Jump-2 ship could get to belts that hadn't been touched in millennia, and hadn't been heavily exploited even then. First thing you did on finding a claim was to file it with the Imperial Survey, and put an ID beacon on the rock itself. Depending on the size of the rock, you'd then either mine it or blow it. The carbonaceous rocks were always the best ones, and a thirty percent carbonaceous belt could set a miner up for life. But it was certainly a tough life out there. You could be on the face for years at a time. Supply ships did the rounds of dropping freight and picking up ore. There was the occasional pirate raid or claim war to contend with, and just the occasional miners gala to relax at."

The Claim War: The PCs are hired to provide protection for a miner who is the target of a claim war. Their opponents are a small group of rival prospectors with bigger commercial backing. Depending upon how this is handled, the PCs may be able to handle the miners, but they must avoid attracting sufficient attention that the backing consortium feels it has to throw a mercenary team in their direction....

The Missing Ore: The PCs are recruited by an agent of Imperial Intelligence to run surveillance on a mining operation in the Auxwell belt. A miner there, Gihilli Shagushi, runs a large mining operation and is believed to be supplying radioactives to a local pirate band. The agent can arrange to have the PCs recruited to work in Gihilli's mine. Once there, they should keep their eyes and ears open, particularly where radioactive ore is mined and stored.

By sneaking around and asking a few subtle questions, the PCs should find that a some of the radioactives are stored in a separate warehouse and never make it into the mine's books. They also learn that every month or so this cargo is taken out in a pinnace, which returns a couple of days later. In fact, the pinnace rendezvous elsewhere in the belt with a pirate corsair to transship the cargo. The PCs may decide just to observe, or to disrupt the operation.

Artists: *"An Expression of Freedom," Gezu Riarant, Quee Colony, 297-0017.*

"The spirit of the new Imperium is reflected in the vibrancy of the arts movement over the last few decades.

The renaissance in the arts which accompanied Cleon's expansion of the Sylean Federation was the beginning of all this. We artists have been in the first wave of the Sylean diaspora. This artists' colony, Banksville, is fairly typical. There were a hundred of us who left Sylea to seek somewhere with new experiences, with space, without any limitations on our artistic expression.

"Of course there are other types of artists active out here. With so many military and colonial types flung out away from Sylea, there is a huge market for touring companies and bands bringing a bit of home to these exiles. There is also a flourishing trade in cultural exchanges and tours with re-contacted worlds, and most Sylean embassies have a small cultural mission. Finally, there are a number of artists who are just travelling and performing in order to experience these new worlds."

The Stolen Car: The PCs are contacted by a member of a local artists' colony. The colony is well known for its industrial design work, and recently completed a project to develop a "concept grav car" for a major megacorporation. However, the day before the "suits" were due to arrive, the grav car was stolen. The PCs are asked to trace the car and return it safely to the artists.

The Plant: The PCs are performers with a new media collective touring the new colonies and re-contacted worlds of the new Imperium. After a particularly good performance, they are approached backstage by a well dressed man. This patron offers the PCs a sizable amount of money if they will assist him in a little task. He is a diplomat who has been trying to get mineral rights to a particular part of the planet, but is being thwarted by the representative of a megacorporation which is also looking for exclusive rights. The patron, a member of the Imperial Embassy here, would like to discredit the corporate "suit." He outlines a plan to frame the executive by planting illegal substances (on this world this includes any drink containing caffeine) on him and then alerting the police. The PCs may arrange a performance at the megacorporation depot, and then afterwards have a party to which the NPC can be invited. After that it is up to the PCs to arrange the plant, and their own escape route.

Non-Sylean Settlers: *"Memoirs of a Traveller," Farppre Couett, Cemoer Colony, 046-0018.*

"The arrival of the Imperium gave us new hope, and new challenges. During those first years following recontact, we discovered so much: new races, new worlds, new foods, new art forms, new technologies. Most we assimilated easily, some less so, and some were so contradictory to our own culture that we rejected them. And we learnt new skills and trades, using them to improve our own world, our own lives.

"Only five years after re-contact we had own orbital facility, helped by LSP, and were building spacecraft soon after. Two years later, our first indigenous starship was launched. Initially our emphasis was on trade with neighboring worlds, with the Imperium. But soon some of us were thinking, if the Imperium could colonize new worlds, why couldn't we? We worked again with LSP, and through their contacts in the IISS we identified a suitable world. A little harsher than our world, a sad world where civilization had not survived the Long Night. But it would be our new home. We could rebuild it."

The Ancient Guardians: A new colony has suffering a number of mysterious murders. The colonists are from a re-contacted world and not particularly "worldly wise." They hire the PCs to find out what is going on. The PCs are directed into the more desolate areas of an old city; their search gets "hairy" when something starts taking potshots at them with a laser rifle. A game of cat and mouse ensues and eventually reveals two ancient warbots which had been hibernating until the colonists arrived. The PCs can either play safe and try and take them out at a distance, or try and capture them and sell the relic technology back to the Imperium, or the highest bidder.

A Failing Colony: The PCs are hired by a new colony world to provide training and support. Over the first few weeks, they have a variety of low key adventures and encounters, perhaps acting as explorers, trainers, policemen, security, animal hunters or joining the defense force. But generally the colony isn't going too well, apparently due to a run of bad luck: poor crops, disease and bad weather. There is talk of returning home. The PCs are asked by the faction who wish to stay to use the influence they've gained to persuade the "returners" to change their minds.

Perhaps more importantly, is there some ulterior motive behind the recent problems? Perhaps a megacorp wishes to have this planet for its own uses and is trying to persuade the settlers to leave?

...And the Rest: *Commentary by Chief Inspector Dalm Slatre, 301-0016.*

"When humaniti returned to the stars, it took with it the bad and ugly as well as the good. For every noble colonist with a vision of utopia, there was a con-man, a thief, an extortionist or a drug dealer working out how to make an illegal credit. So many worlds are naive as to the negative opportunities colonization presents that they do not bother to set up a proper police force. By the time they realize what is happening, it is almost too late. Mercenary units are doing a brisk trade in providing paramilitary forces on such worlds. Of course, the expansion has also enabled us to rid Sylean society of some of its most dangerous criminals, by establishing penal colonies on some of the more remote and inhospitable worlds. Space also gives criminals a greater place to hide in, and our own police forces are hard pressed to track escapees and those on the run .This has led to a growth in the number of bounty hunters plying their trade.

"But it is not only those of a criminal persuasion who make life interesting out here. Along with the skilled and motivated colonists have come a flood of cheap and unskilled labor, desperate to find a way out of the slums of Sylea. In almost every case, all they manage to do is to create new slums in the new colonies. There are destitutes, prostitutes, drug addicts, petty criminals, scroungers, and the con-artists and other low-lifes who live off them.

"The final group are those who are 'above board,' but whose activity can give a police chief cause for concern.

Amongst their ranks I would include political exiles—who never seem to be able to live quietly (and who are always of interest to off-world intelligence agencies), ruthless businessmen and entrepreneurs looking to make an extra credit on every deal, religious missionaries (of whom the Imperium appears to have more than its fair share), and political activists, intent on inciting even the most passive colonists to break the law. Fair enough to say that a policeman's lot is a very busy one out here on the wild frontier."

Jail Break: The PCs are visiting a system, when there is a break-out from a local penal colony. Three infamous felons—local gangland bosses—have escaped. The local police post a Cr50,000 reward. The PCs ask around and pick up some rumors that point them towards a huge deserted refinery station in orbit around the principal gas giant. At first sight, the station appears to be lifeless, but some parts may have been added recently. As the PCs penetrate further, they soon start finding live defense systems, and finally working air-locks. This secret base is well equipped, and there are four bodyguards along with the escapees. They are waiting to be picked up by a Far Trader which will arrive about six hours after the PCs.

The Traveller's Aid Society (TAS): *A few words from Ve Nu Lant, TAS Chief Executive Officer, 145-0008.*

"In those early years of expansion, many people just packed a bag and headed off into space, hitching rides on scouts, traders, and even warships. It didn't take long for an informal self-help network on the 'net to start up, passing Traveller's tips, places to go to, places to avoid, what to eat, and what not to. So one summer, I collected the stories coming back, and put together the first *Crowded Space* guides. They were instant hits, but many people needed more practical help. So with a few friends, I set up the Travellers' Aid Society. We started off with 'net lectures, devised a simple color code for planet safety, and in Year –16 we opened up our first planetary office. It was a great hit, helping people to get oriented, providing a meeting place and information exchange, and even a few beds for the night. The rest, as they say, is history."

Wilderness Survey: The PCs are hired by TAS to update the TAS guide to a wilderness trekking area on a small, thin-atmosphere planet. The PCs are given a rough map, which proves to be totally inaccurate, and are asked to "fill in the gaps." The survey should involve the PCs visiting every map hex, each of which may hold an encounter. The survey should take about three weeks.

Nobles: A special mention should perhaps be made of the role that nobles are playing in the Imperial expansion. For a start, they are difficult to categorize, and can be found in many of the roles already described: adventurer, diplomat, agent, artist, bounty hunter, even con-men. Nobles travel under their own patronage, under that of a patron, or even in the employ of a megacorporation. In the first category are the real adventuring nobles. Dissatisfied or just bored with life on Sylea or Vland, they have set out to seek their fortunes and to make their names in the vastness of space. They will often be useful patrons for PCs, acting as companions, bodyguards or guides.

In the second category are those working for their own houses, or for the Emperor himself. Most of the major noble houses want to establish their own networks of power, influence and knowledge amongst new worlds, and will dispatch their own unofficial "ambassadors" to the worlds of the Imperium and beyond. These nobles and the information they gain are vital if the Imperium's most important families are to maintain their power. The Emperor and the Imperium itself are major "employers" of the nobility. For a start, there is the system of sector, subsector, county and world government to be populated. Then the Imperial Ministries need Ministers, Secretaries and Consuls. Finally, the Imperium has an extensive network of lesser known, but highly organized agencies providing the Emperor with loyal support in specific, and often highly sensitive areas, sometimes acting independently (and even at cross-purposes) to the "official" agencies. Such agencies might be performing intelligence missions, courier services or internal security. A young noble with a penchant for loyal adventure will always be able to find a suitable career here.

Although it may seem that the worlds of nobles and commerce do not mix, the fact is that many of the most powerful families have industrial roots, so it is not surprising that close links are maintained with the Megacorporations. From the latter's viewpoint, using nobles brings a certain marketing edge, and also opens doors into government both locally and at the Imperial level, which may otherwise be closed. For the poorer noble, the work can provide some much needed additional income, and for others the Megacorporations can prove useful allies in the political battles back on Capital.

Problems of the Expansion

Conquering a galaxy is, not surprisingly, not without its problems. And in the early years of the Third Imperium, Cleon and his explorers have had many to deal with.

Internal Conflicts: Within the old Sylean Federation, and now the Imperium, there has always been a strong conservative streak—part of the Vilani heritage. The factional fighting within the government is covered elsewhere in this book, but for those involved in exploration it has often meant that critical funds have been delayed or not forthcoming, that political will has not been there to back up military or bold commercial action when needed, and almost always that planning has always to be carried out with one eye toward internal political concerns.

In contrast, there is a significant group of adventurous politicians, businessmen, nobles and military men who do not want to be held back from seizing their share of the new empire. They will use all their energies to channel resources into their expansion plans, often neglecting other commitments and responsibilities to do so. Sometime their plans are well thought out, but often they are overly ambitious or downright fool-hardy, which can put all those working for them at risk. A classic example was the Zillai colony established in Year 8 by Teram Boshesh, a senior executive at Tukera. Late in Year 7, he

heard reports that plant life on the planet Zillai had proven to be exceptionally high in certain jamilipeds, and could act as an anagathic. Teram immediately diverted resources from the new colony on Absalo to put a Tukera colony on Zillai. The Absalo colony found itself without key spares and medical support, and was soon suffering from virulent disease and power shortages. The Zillai colony grew to over 10,000 in under a year, but by late in Year 8 when the first run of drugs was ready, scientists from the Imperial Bioscience Foundation discovered that the drug not only had no verifiable anagathic qualities, but that it also caused migraines and loss of memory. By this time, Teram was already trying to establish a colony on another world to extend his own personal fiefdom.

Opposing Empires: During the earliest years, Sylea was not alone in its expansion. The Chanestin Kingdom did its best to expand to rimward, whilst also renewing its war with Cleon, and between the Years –25 and –3, there were many conflicts between the two over disputed worlds. The Interstellar Confederacy, with its isolationist attitude, never challenged Sylean expansion, and by Year –1 had lost so many members to the Federation that it ceased to be an entity anyway.

Where Sylea has met real opposition, however, has been in the pocket (and some not so pocket) empires which it has encountered amongst the stars. Several of these have histories dating back many centuries, and they are not about to see their influence diminished. Wherever possible, Cleon has sought to use diplomacy, trade and technology to win these states over, but when this has failed, the pocket empire has usually been bypassed and expansion continued beyond it. Belligerent empires have declared war, begun low intensity operations, or tried to race the Imperium to new worlds nearby, and the Navy and Scouts are kept busy trying to keep these bush fires under control.

The Vilani position has led to some problems for the Imperium. For a start, they have not been keen to back the expansionist scouting plans of Cleon, which has meant that exploration beyond Vland has been slow to start. Secondly, the Vilani bureau, particularly Sharurshid, which used to dominate the rimward sectors, sought to regain their old supremacy and hunting grounds, which brought them into direct conflict with the new Megacorporations of Sylea. Trade wars, and even mercenary-led "protective actions," are not uncommon. That said, Vland has generally seen the Imperium as a useful conduit for extending its own influence. Vilani nobles hold key posts in the Moot and back spinward development, and the involvement of the Vilani Megacorporations provides a significant injection of funds and markets.

Conflicting Interests: Other problems emerge from conflicts of interest between the various parties involved in the expansion process. The Navy and Scouts often have different ideas about how to approach the same problem. And the Megacorporations often have yet different ideas about it. Many has been the time when scout, commander and executive have stood before a planet and debated the best way of bringing it into the Imperium. But while these disagreements usually tend to be peaceful, those between two different Megacorporations are more likely to move into the realms of real conflict. Industrial espionage is a growth industry in the Imperium, and Megacorporations vie with one another for the best intelligence on scout findings and competitor finds and plans. Where espionage ends, sabotage begins, and as with Vilani competition, this can ultimately result in corporate financed "small wars."

Logistical Nightmares: Above and beyond all the preceding problems is the basic expansion process itself. Logistics and communications are always problems, and with growing borders, Jump-1 and Jump-2 craft and a myriad new colonies and markets, the expansion of the Imperium is no exception. In the third year of the Imperium, Cleon establish a Ministry of Colonization to oversee the process of expansion, and to work in concert with the Ministry of Trade to coordinate the development and supply of new markets. While both of these ministries have few resources of their own, they are able to mobilize the resources of the Megacorporations and thousands of smaller corporations in order to ensure that the Imperium grows in a controlled manner. This is one of the reasons why expansion only averages half a parsec a year; Cleon is well aware of the dangers of over-extension.

Central to this planning are three types of Imperial office. First, Cleon has established a Duchy responsible for the management of the development of each subsector. The Duke's office works with all agencies involved to develop and implement five, ten and twenty-five-year plans for the subsector. Second, each world has one lead agency assigned to coordinate its own development, although there are strict pro-competition laws to ensure that other companies can gain equal access. Third, the Duchy maintains a Trade Depot, which acts as a clearing house for information, and as a central trade and stores depot for developing colonies, with attractive rates of finance available to support development.

A Case of Attitude: The final hurdle that must be overcome in Imperial expansion is the attitude of the new worlds themselves. The many centuries of the Long Night bred an isolationism and xenophobia into the galaxy which even now is proving hard to break. It is here that the skills of the contact teams really pay off, smoothing the way for trade and diplomacy and, eventually, a world's incorporation into the Imperium. Some worlds resist, but in time the benefits of off-world trade become too hard to withstand, and local attitudes change. One of the great merits of the Imperium is that it is playing a strategic game, and it is willing to give most worlds as long as they need to decide to join. This strategy, coupled with the Imperium's emphasis on interstellar trade development rather than Sylean cultural imperialism, has meant that the overall view of it is as a benign force for unification.

The Gas-Bag Link: The PCs have just left jump aboard a 1000-ton freighter headed for a LSP colony world when they hear is a loud explosion. The craft's power supply and maneuver drive have been hit. With life support failing fast, the PCs must work out how to get to safety, or at least to survive until rescued. Once rescued, they will want to find

out who caused the explosion. A forensic expert will be able to identify the source of the explosion as being a spare parts container bought just before departure. It appears to have been carrying a set of tactical missiles which, through some fault, detonated. The computer log will reveal the address of the suppliers.

The PCs can board the next starship back and begin checking out the suppliers. The trail leads through a network of fronts and rough encounters to a specialist mercenary unit ultimately in the pay of a GSbaG executive. (See the library data for details of this megacorporation.) However, the PCs will never be able to prove that he was not just acting on his own initiative and beyond the limits of his powers. GSbaG will sack the man involved. If the PCs care to put a trace on the executive's name thereafter, they will note a couple of weeks later that he has died in a speeder accident.

A Conflict of Interest: The PCs have been asked to investigate a phenomena out on a gas giant's moon. They are just getting ready to depart when another order comes through asking them to survey a possible ore deposit on another planet. If the PCs start to ask why these conflicting orders, they will soon find that two different agencies are both trying to use them for "top priority" missions. Using their powers of influence, the PCs could try to adjust the outcome, although the losing agency may then start raising all sorts of barriers ("You want an exit visa when?") which will require further work on the PCs part to overcome. Rest assured that if the PCs do nothing, then they'll likely never receive another mission from either agency.

Power Structures Circa Year 0 4

Groups adventuring against the backdrop of the nascent Third Imperium will be well served by an understanding of the organization of the primary power structures of the time. There are several worthy of discussion, from the early governmental structure of the Third Imperium itself, to the Sylean Federation from which it arose, to the megacorporations within its purview, to the centuries-old Vilani AAB, the "Repository of All Knowledge." All shape the universe that the PCs exist within, and all are likely to touch their lives at some point or another.

Structure of the Sylean Federation

Extracts from "A Dying Nation" by Urdol Talstar, Travelling Researcher for the Core Chronicle, 264-0012.

The Environment for Sylean Government During the Long Night: To understand the structure for growth championed by Cleon I and his fledgling Imperium, it is necessary to understand the structure of its predecessor government and the environment in which it was created.

Sylea suffered lightly by comparison with most worlds during the Long Night. Space flight and jump technology were never entirely lost by Sylea, and the world was therefore able to maintain a tenuous grasp over a few neighboring systems throughout the Long Night. The last sovereign government of the Rule of Man needed to be restructured to meet the challenges of the lawless chaos of the Long Night. The response was to create a more tightly controlled governing body, which nonetheless would rule by at least some pretense of democratic principles.

Establishment of the Presidency: The first change was the replacement of the hereditary Emperor by an elected President. Despite the title, this President was not by any means a man of the people. The electorate was very select; the only persons eligible to vote were the owners of lands and businesses whose holdings met a minimum level of net worth. As a result, the President usually was a noble, or a wealthy business owner, or, as was most often the case, both. The President would rarely be someone of humble origins, since even if a pauper did rise to the station where he was eligible to vote, "Old Money" saw to it that he had no chance of winning the election.

Each President was elected for a period of eight Terran standard years, and could be re-elected repeatedly.

The Grand Senate of Sylea: For a long time, the Presidency was the only change to Sylea's government. The next change to the structure of the Sylean Federation was the result of Sylea's first tentative steps to reclaim the stars. As the Syleans added more and more worlds to their Federation, these new worlds were less and less willing to incorporate into a new government which was ruled by an autocrat (even a popularly elected one) without having a direct voice in the legislative process for the Federation.

The outbreak of several popular uprisings on a number of the more recently incorporated worlds caused the Sylean government to create the Grand Senate (of Sylea). The Grand Senate was a popularly elected body (with the same tight electorate as the Presidency).

Each member world was granted a number of Senators based vaguely on its population level and strategic importance to the Federation. As originally envisioned, the Senate was created as an advisory body. Over the course of the first two hundred years of the Federation, it evolved into a legislative body with considerable powers.

Powers of the President: No single body was responsible for making the law in the Sylean Federation. The President was able to establish temporary laws (called Declarations) by decree in times of crisis. The President was authorized to establish these Declarations for a period of up to one year, under the authority of the Declaration Enabling Act of Year –350. The Grand Senate was given power to cancel the extension of such laws by simple majority after the expiration of the Declaration. If not specifically canceled, such Declarations could be extended year after year by the President.

It is important to note that the President had another very specific power which limited the effectiveness of the Grand Senate. He could quietly refuse to enforce acts of legislation passed by the Grand Senate. There was no set of enabling laws that forced the President to act on laws that he felt not in the best interest of the Federation, and there was no judicial oversight regarding acts of either the President or the Grand Senate. In many ways, the President, through his appointed bureaucracy, was policeman, judge, jury, and sometimes law-maker.

One of the rarely used powers of the Sylean President was the ability to dissolve the Grand Senate and call for new elections. This power could be utilized repeatedly during a particular administration, though the Senate could not be dissolved more frequently than once per year.

The President was envisioned as a strong head of state. He was responsible for foreign policy decisions, control of the military, and most internal police powers within the Federation, as well as control over the Federation bureaucracy. In addition, he controlled the Federation judicial system in a direct manner—able to appoint and replace judges at whim (with confirmation from the Senate). The acts of his government in enforcing the laws was not subject to oversight in any direct way by others, with the exception of whatever broad guidelines the Grand Senate might lay down.

Powers of the Grand Senate: The primary fear of the newer member worlds of the Sylean Federation at the time the Grand Senate was created was that they would be forced to stomach legislative acts passed by the much larger (and older) bloc of core worlds of the Federation. As a result, the newer members did not find the simple majority system of passing legislation to be acceptable. As a compromise, it was agreed that all legislative acts must be passed by a three-quarters majority.

The main check on the power of the President by the Grand Senate was the simple ability to paralyze the President's administration. With control over appropriations, as well as the ability to approve Presidential appointments, the Grand Senate would not hesitate to use either weapon, even arbitrarily, if necessary to curb the excesses of a President who was perceived to have overstepped his bounds.

It is important to note however, that the Grand Senate had no power to actually remove a sitting President. An unsuitable President would usually end up resigning when he found himself totally unable to govern due to the opposition of the Grand Senate to every appointment or budget request. Indeed, the Sylean term for "ineffective" has a second meaning of "being unable to set a budget." More recent Sylean history is full of examples where Presidents resigned during extended "Budget Crises." In extreme cases, if they could not be made to see the light, Presidents were removed by the archaic method of assassination (though such instances were rare during the life of the Federation).

The Sylean Bureaucracy: As one would expect of a tightly organized central government, the Bureaucracy of the Sylean Federation was highly centralized in nature, with decision-making being deferred to higher levels for most non-routine situations. The bureaucracy for internal departments would consist of a number of levels. By way of example, the Sylean Commission of Trade consisted of the following levels of organization:

- Commissioner of Trade.
- Assistant Commissioner of Trade.
- Quadrant #X Representative of Trade (there were four quadrants in the old Federation, centering on the four stellar directions).
- System #X Representative of Trade.
- Continental Representative of Trade.
- City/Region Representative of Trade.
- Local Supervisory Personnel for all departments.
- Customs Officials, Consulate Officials, Starport Officials, Inspectors, etc....

In some cases, there could be twenty or more levels between those making the significant decisions and those who implemented them. This complex level of bureaucracy, and a centralized decision-making structure, had the effect of pushing difficult, non-routine decisions upward for answers, sometimes to Commissioner level or higher.

Weaknesses of the Sylean Federation: The weaknesses of the Sylean Federation can be easily seen by the flaws in the structure of the Federation. It was a tightly controlled centralized government, in which difficult bureaucratic decisions were pushed upwards to higher levels of authority. When Sylea was governing the half-dozen or so worlds of a pocket empire, such control was satisfactory, and possibly even desirable, as decision time was measured in a few weeks.

As the Federation grew, however, and new worlds with new agendas began joining en masse, things changed. Passing effective legislation became difficult with the seventy-five percent majority provision for new legislation by the Grand Senate. While the President was able to govern by decree for limited periods of time, the Grand Senate would usually block any significant policy changes, which would increasingly force him to use decrees and thus encourage the Senate to react further by crippling the President's ability to make appointments, or even to get budget appropriations passed.

Relations became strained between President and Senate, creating a governmental vicious circle: given a particular problem, the Grand Senate would usually require lengthy deliberation to come to a consensus to pass the laws needed to solve said problem. The President, frustrated by the inactivity, might create a Declaration to temporarily solve the problem. This would rarely encourage the members Grand Senate to reach a consensus about the legislation, but often provoked them into deciding that the President had overstepped their bounds. The Declaration would then be canceled and, in addition, they might begin arbitrarily blocking Presidential appointments.

After several such events, the President's only hope of securing a solution to the original problem would be to dissolve the Grand Senate in the hopes of creating a Senate more in line with his Presidential wishes. The limited electorate would often return virtually the same Senate, leaving the President as a lame duck for a further year, until he could dissolve the Senate again. This process could be repeated year after year, until the Grand Senate gave in or the President resigned. At a time when Sylea was suffering from rampant piracy, unrest, and the possibility of Civil War, the government was effectively putting a gun to its head. All anyone needed to do was pull the trigger....

Sylea (Core 2118) A586A98-C

The world of Sylea itself is, of course, of central importance to this era. It is quite likely to serve as a site in many PC adventures.

Physical Data: The planet Sylea is a pleasant world, 7,600 km in diameter and with a surface gravity of approximately 0.7g. The atmosphere is a dense mix of oxygen and nitrogen. Three fifths of the planetary surface is covered by water oceans, with five major continents and a number of large islands and archipelagos.

Population: As of Year 0, fourteen billion sentients inhabit Sylea. Of these, eighty percent are primarily racial Vilani, eleven percent are Solomani, six percent are native Syleans, and the remaining three percent consists of a mixture of various human and non-human minor races. There remains some hostility between the "lower classes" (which sometimes extends even to certain Vilani) and the "elite" (Solomani and pure-bred Syleans), although substantial intermingling among the lower classes mitigates these attitudes somewhat. However, many of the humans distrust non-humans as "dangerous," "criminal" or "inhuman," and many of these aliens survive only by taking low paying jobs or public welfare.

Government: Government on Sylea is complex, and as of Year 0 is in a state of flux as it transforms from the center of a trade federation to the capital of an interstellar

empire. The head of state, formerly the President of the Grand Senate, is now the Emperor Cleon. The chief deliberative body was, until recently, the Grand Senate of the Sylean Federation (which has now become the Moot of the Third Imperium). The executive government, formerly subordinate to the Grand Senate, now reports directly to the Emperor, with the Moot as an advisory council.

Positions in Government service are by selection on the basis of merit; after an intensive battery of intellectual and physical testing over a week, about a quarter of the applicants are accepted. These successful applicants spend their first two years as trainees of a senior bureaucrat. At the same time, trainees must also study for a diploma in administration at one of the University of Sylea's city campuses. While appointment to the bureaucracy is practically automatic for members of the nobility, promotion is much more closely based on achievement. This has allowed capable citizens of low social standing to rise to very high positions in government service.

Law: The Constabulary is an arm of the Imperial Ministry of Justice, and is responsible for maintaining order in the cities of the planet. While the Constabulary is only armed with handguns and batons, each city maintains a company of elite Imperial Army Commandos on call to deal with crimes involving mass civil disturbance or illegal weaponry. Constables may also call upon any military or civilian assets in order to assist in investigating crime or apprehending criminals; refusing to assist a Constable in his duties may lead to prosecution for aiding and abetting criminal activities.

Although the Constabulary possesses broad powers, these powers are rarely misused: the penalties for corruption or deliberate abuse of police powers are severe, with ten years imprisonment a minimum; the death penalty is available for more serious offenses. Constables are generally well respected by the populace, and they work hard at maintaining that trust.

Law enforcement outside the cities is the responsibility of the noble on whose property the crime was committed. The nobles themselves answer to the Moot and, ultimately, the Emperor himself. The penalties for a noble committing a deliberate offense against the law are even more severe than those for a law enforcement official.

Industry and Economy: Sylea exports a large number of primary products to nearby worlds. Chief among these are metal ores, including those of radioactive uranium and thorium, foodstuffs and other agricultural products, and a wide range of manufactured goods, including electronics, heavy machinery and weapons.

The Syleans: The origin of the original Sylean (minor) human race is a mystery, as is the case with the humans found throughout known space. Human biochemistry is somewhat different from most species present on the planet, but is sufficiently compatible that most foodstuffs are edible, and the planet is otherwise a very acceptable home (some might regard it as a "paradise" for humanoids).

The Syleans have evolved along lines that are typical for human races on moderate gravity worlds. Their bodies are a little taller (on average 2.1 meters tall) and a little more massive than the typical Solomani frame (about ninety kg). However, Sylea's 0.69 standard gravities have made Sylean muscles somewhat weaker than those of Solomani or Vilani. Syleans are otherwise unremarkable among humans, other than the high incidence of albinism in the population (almost ten percent of all Syleans are albinos, the result of a limited original gene pool), and the fact that a high proportion of Syleans are left-handed.

Dear Father...

From the personal letters of Mirela Bachry, Noble, writing to his father, on his first trip to Sylea.

"Dear Father,

As I write this message, the ship is moving into orbit around Sylea. The cities of the planet look enormous, like a great metallic shell growing over the surface. Still, it is hard to believe that the larger cities contain billions of people, when the largest we have back home is only a few million! As I look across to the night side of the planet, I can see the floating city of Mifa Lanco coming into view, with literally millions of lights blazing into space, almost as if a nebula were hovering over the planet.

Now the Ton Vorn orbital city is in sight, and what a sight it is! Soon I shall be able to sample the delights of this wonderful center—and no, I shan't spend my allowance in the gaming halls! I promised to come back with a degree from the Sylean University and so I shall. Or perhaps I'll join the Scouts? Don't fear—only kidding!"

Structure of the Third Imperium

Extracts from "The Foundation and Creation of Imperial Government," Professor Tralut Ralsod, University of Sylea, 285-0036.

The End of the Sylean Government: As the last pre-Imperium century dawned, the Sylean Federation was a government in disarray. The Sylean Grand Senate, wracked by internal dissension, was rarely able to reach a consensus on anything. The individual agendas of each member world, combined with the muscle-flexing of the major corporations, paralyzed the Senate.

The importance of the megacorporations in hastening the demise of the Sylean Federation cannot be understated. On many worlds, these corporations were becoming a shadow government of a sort—more powerful, in many instances, than the real governments of the worlds. In the increasingly chaotic Federation, these corporations were seeking to guide public policy for their own ends.

In Year –30, a single man found himself in the position to be able to do something about it. Cleon Zhunastu, head of Zhunastu industries (the largest of the corporations in Sylean space) became leader of the Grand Senate by hereditary claim. Cleon had seen for years that the increasing paralysis of the Federation government was actually aiding those who sought to bring Sylea low. Piracy was increasing, and conflicts between worlds—whether open warfare, trade wars or privateering—were breaking

out, even on worlds close to the Sylean core. The government, when it was able to respond at all, usually acted too late to do anything successfully.

During his early years in industry, Cleon had built a vision of a decentralized government, based on a concept of personal loyalty, honor, and duty. He seized upon the ancient feudal structures of pre-space-flight Terra for a governmental model which he felt would work. He foresaw and created a vision of an Imperium that would draw upon the glories of the First and Second Empires for legitimacy.

Knowing that in the early stages he would face the opposition of both government and business, Cleon began a systematic process of burrowing within. His title as head of the Senate was useful, but in many respects was an impotent position which threatened to absorb his time in the daily administration of the Senate. Cleon carefully handed off much of the responsibility for this to his senior advisors (e.g. Artemsus Lentuli), allowing him to concentrate on his vision for a new Imperium. His first critical task—converting his fellow industrialists—was vital to creating any successful government. In many ways, the megacorps were more powerful than the government they were technically subordinate to. By selling the vision of a much larger, more stable empire, uniting all of human space, Cleon made it easy for his fellow industrialists to see the commercial profits to be had in such a government. They quickly united behind Cleon. Systematic attack, by a combination of trade war, hostile take-over, and other means, quickly brought the few holdouts in line.

With the megacorps solidified behind Cleon's leadership, the demise of the Sylean Federation was relatively painless. Cleon now effectively had control of the purse strings of many of the government's elected officials. Indeed, many of the elected officials were also megacorp owners or local employees, so it was relatively easy to take control of the Federation. Essentially, most of the elected officials were faced with two choices: line up with Cleon, become part of the nobility, and enjoy a long life, or get voted out office, killed, or worse. Obviously, under these circumstances, most officials quickly saw the light, and agreed to become knights, barons, dukes, etc. Those who didn't were encouraged to resign, voted out of office, or occasionally suffered an unfortunate accident.

With the Grand Senate under proper control, Cleon knew that he know had to remove himself from the leadership of the Senate, for remaining in that station would not provide the powers he needed. Although nominally "all powerful" he would still be totally unable to govern, except by decree. In a series of complex political maneuvers, he resigned, allowed one of his closest aides (William Shigaka) to be elected to the post and, a mere two months later, declared himself Emperor. Shigaka's role in Cleon's ascendance has, to some degree, been lost in the mists of time, but without his ability to issue immediate decrees to support Cleon's massive restructuring, the new Imperium might have taken decades to become established. As history shows, Cleon's take-over was smooth and rapid, and when Shigaku's role was eliminated, he was absorbed back into Cleon's closest group of trusty advisors.

The Creation of the Third Imperium: With Cleon Zhunastu now in control of the governing body of the Federation, he began the process of remaking the government of Sylea into the Imperium. A series of proclamations, including the famous Warrant of Restoration, remade the various organs of Sylean government into the Imperial institutions which succeeded them where possible, or dissolved and replaced them where necessary.

Cleon crowned himself Emperor, by tracing his lineage to that of the rulers of the Second Imperium. The Grand Senate, with some alteration of membership, became the Moot. Many of the members of the Senate resigned from the Moot to take local leadership positions within their native worlds. Others became part of Cleon's government. Some others resigned or were forcibly removed. The Sylean bureaucracy was for the most part torn down, restructured or replaced.

Concept of Government within the Third Imperium: The concept of government within the Third Imperium was to make loyalty to the Emperor seem like a good deal on balance. The Third Imperium fundamentally was structured to take much less interest in the internal political nature of its member worlds. Cleon's emphasis was to create a government which would foster interstellar trade. He therefore fostered the concept that the Imperium controlled and was responsible for the protection of the space between member worlds, while generally leaving the worlds themselves to worry about internal decision making and the form of local government. Each planetary government was expected to show loyalty to the Emperor and to higher nobility, and pay taxes necessary to the support of the armed forces and apparatus of Imperial government, but could otherwise govern its fief with little supervision.

Individual initiative was encouraged within the Imperium, to solve local problems within the framework of loyalty to the Emperor, and other superiors. These concepts of honor, duty, and loyalty to one's betters, combined with freedom of action within these parameters to solve problems, are essential to understanding the concept and spirit of Imperial government.

For most purposes, Imperial jurisdiction within a system ends within one hundred planetary diameters from the main world (and occupied subordinate worlds) of most systems. The Imperium does consider star/spaceports to be Imperial territory, and thus subject to Imperial jurisdiction, but in the first years of the Imperium, very little else was considered to be within the Imperial domain.

Organization of Imperial Government: The government of the Third Imperium can be discussed perhaps most easily in three major categories: The nobility, the Moot, and the bureaucracy.

The Nobility: The vast majority of the early nobility, as can be determined from earlier discussion, were the business and political leaders who sided with Cleon in his effort to remake the Federation. One important concept which cannot be overstated was the ability of any member to improve his station. Exceptional acts of bravery, initiative, courage, and duty could potentially raise anybody to

a higher station, including the nobility. Cleon knew that encouraging individual initiative was a useful way to reward talent, and he was therefore to knight a number of individuals whose efforts would aid the Imperium.

In the early years of the Imperium, the highest rank of noble station (other than the Emperor himself) were the dukes/duchesses. In Year 0, it was not uncommon for a duke's domain to be one world within the Imperium. As the Empire grew, these dukes would in many cases be elevated to the control of small groups of worlds and then, perhaps, whole subsectors.

The next lowest station of noble rank was the count/countess. In many cases in the early Imperium, counts would be responsible for a particular continent or region. It was counts or countesses who often served in the Moot in the early years of the Imperium. Others still were landless members of the Imperial bureaucracy, who would gradually add to their domains as the Imperium grew.

The marquis/marquises of the Imperium were virtually all landless in Year 0. They often served the Imperium in other ways, many of them acting as diplomats, or in middle management positions within the Imperial Bureaucracy or upper ranks in the newly formed Imperial Navy.

Noble ranks of lesser stature (knights, barons) served in lesser positions in virtually all portions of the Imperial government, often acting as couriers or personal representatives of higher nobles on critical missions. All landless in Year 0, they would be awarded the control of worlds as they were added to the Imperium.

The Moot: It did not serve Cleon's purpose to strip the powers of the Grand Senate all at once. In the early years of the Imperium, the terms Grand Senate and Moot were often used interchangeably. One of Cleon's first acts of government in the First Imperium was to change the Moot from an elective body to a hereditary body, which it had been effectively for some time in any case. In the early years of the Imperium, the Moot retained its powers to approve cabinet appointments and the elevation of nobility from the marquis class and up, but otherwise was gradually stripped of its powers. As a matter of course, since the Moot had personal loyalty to Cleon, approval of these matters were all but automatic. If the early nobility had a problem with an appointment of Cleon's, such things were usually discussed behind closed doors with the Emperor himself.

While there was some nervousness at the thought of the Grand Senate being stripped of its powers, the successes of the Imperium in its early growth, the solution of the piracy problem and relaxation of tax and governmental burdens in the member worlds made such a change relatively easy to accept.

(The Moot is discussed in more detail later in this chapter.)

The Bureaucracy: In Year 0, the Imperial bureaucracy can be grouped into five primary governmental bodies, each with one or more Ministries:

- The Military (Navy and Army; Marines were under the jurisdiction of the Navy) which protects the space lanes, as well as helping to protect lesser developed member worlds incapable of defending themselves.
- The Office of Standards (including the office of Calendar Compliance, which see below) which regulates trade within the Imperium, as well as monitoring adherence to Imperial regulations governing interstellar trade, enforcement of taxation, etc. The OCC also controls the law enforcement arm of the Imperium—the Imperial Office (soon to be Ministry) of Justice.
- The Scout and Exploratory Services (Sylean Federation Scout Service, later to be renamed the Imperial Interstellar Scout Service).
- The Ministry of Information, which is the public relations branch of the Imperial government.
- The Diplomatic Corps, which is the Imperial foreign service.

While there are other governmental bodies subordinate to Cleon, these five are by all means the most important.

The makeup of each of these bureaucracies is at least superficially the same. A cabinet-level noble heads the Ministry in question (Chief of Staff in the case of the military, Minister of the Department otherwise). An appointed position, these ministries are usually rewarded for life, as long as the minister in question proves competent. Below the ministry level, nobles (officers in the military) of decreasingly lesser rank staff most positions in the early government of the Imperium, leading down to the middle class at the lowest levels of service.

One concept dear to Cleon is the practice of contracting out, or recruiting on a freelance basis, various people of special qualification for various tasks. Cleon believes that initiative is to be rewarded and encouraged, and that often the best problem-solvers in tight spots are people of talent who need not be politicians. This informal style of leadership was initially a source of exasperation, as well as inspiration, for Cleon's subordinates but has since become ingrained within the Imperial system.

Summary: The Imperial government has so far answered all challenges expected of it. The flexible approach to government within a feudal system, and the specific encouragement of unorthodox solutions within the concept of personal loyalty, has created a dynamic government which has far exceeded the quality of its Federation predecessor. As for its prospects for long term success, only time will tell.

The Structure of the Vilani Confederation

Excerpted from "The Vilani & The Third Imperium" by Lorlad Trouts, Makhidkarun Press, 004-0017.

Vland During the Long Night: Like Sylea, Vland never completely lost the Jump drive during the Long Night. While interstellar trade slowed tremendously, it never truly halted. Culturally, the Vilani worked hard to return to their older, more traditional ways. Rejection of Solomani culture became more widespread, and the Vilani

of the home worlds began to re-emphasize their own rich tradition. The Ziru Sirka (Vilani Imperium, First Imperium) was regarded as still being the model of interstellar civilization, and it was during this period that the Rule of Man became known to the Vilani as the Ramshackle Empire.

First Contact with the Syleans: One of the results of the Long Night was that contact with the various minor races of the Ziru Sirka ceased. Even among the Vilani systems, for many worlds almost a millennium passed without significant contact from Vland. Finally, in Year –495, Scouts from the Sylean Federation re-contacted the Vilani home worlds. These first overtures from Sylea were rejected, and indeed the Syleans were expelled from Vilani territory in rather short order.

Nonetheless, recontact with the Syleans proved to be the "jump start" that Vilani society needed. With it becoming apparent that other governments were beginning to come out of the Long Night, the Vilani realized that the time for retrenchment was past, and that they needed to work actively to restore Vland to its former position of dominance. Six years later, in Year –489, the newly reformed Vilani Bureaus, after years of debate, resolved to begin expansion of interstellar trade within the Vilani Cultural Region. In Year –475, the Zirunkariish corporation was formed on Vland to finance this trade.

As befit the Vilani character, commercial expansion within the Vilani worlds was swift, while technical progress was slower. Vland remained insular, with little exploration or trade occurring beyond the Vilani core.

Recontact with the Syleans: In Year –100, the now much larger Sylean Federation again officially contacted the Vilani home worlds. The intervening four hundred years had changed Vilani opinions regarding the Syleans to a realization that Sylean contact had been the impetus for the restoration of interstellar trade. When the Syleans re-contacted the Vilani, Vland was more willing to listen. Years of interstellar trade between the two governments were followed by years of diplomatic overtures. In Year –30, Vland, and the bulk of the Vilani cultural region, agreed to join the Sylean Federation, in return for a promise not to interfere in the internal culture of the Vilani people.

This represented a break with tradition for the Sylean Federation, and would serve later as a model for relations with member worlds of the Imperium. One of the chief negotiators for the Sylean side, was Cleon Zhunastu, then a member of the Sylean Grand Senate.

Vland under the Third Imperium: Denied the governmental responsibilities in the Federation that they had previously enjoyed under the Ziru Sirka, the Vilani Bureaus restructured themselves as megacorporations. Although it was not widely advertised, these megacorporations enjoyed a large say in the internal affairs of the Vilani home worlds and, indirectly through their commercial links, had an increasing influence within even the Sylean Grand Senate.

The corporate officers of the Bureaus saw the political winds that would eventually create the Third Imperium out of the increasingly fractured Sylean Federation, and rightly sought positions of influence, and loyalty to Cleon, and his fledgling Third Imperium. Vilani nobility make up a sizable and influential minority of the newly established Moot, and are staunch supporters of Cleon's new empire, as beneficial to trade, and the Vilani megacorps.

Vilani governmental structure internally resembles the form it always has. Each of the megacorps holds much sway politically within territories it dominated under the Ziru Sirka. Solomani influence has widened the types of governments which are created, but all Vilani governments enjoy a number of common characteristics. All Vilani governments tend to be conservative, particularly about radical changes in technology, social structure, and culture. The former Vilani Bureaus act as a sort of government within a government on most worlds, and Vland exists almost as a state within a state of the Third Imperium as a result.

The relationship of a typical Vilani government with the Bureaus is as follows:

Head of State —— Bureaus(Megacorps)
I I Government Bureaucracy I I People

The bureaus, which do not have direct control over Vilani worlds under the Imperium, nonetheless act as an advisory body to most Vilani world governments, and have much influence over the future of most Vilani worlds. On some Vilani worlds, the megacorporations still hold the direct reigns of government, in one form or another.

Despite Imperial law, Vilani tradition still sees a large number of Vilani refer to the Vilani megacorporations as the bureaus, although this trend is lessening.

Challenges to Imperial Government Posed by the Vilani: The Vilani are both a major asset, and a major annoyance for the Imperium. To this point in time, they are the largest intact culture absorbed by the Imperium. The fact that the culture has been absorbed intact by the Imperium means that Vland has, and will continue to have undue influence on the near future direction of the Imperium. Already the core Sylean worlds are unhappy with the strength of the Vilani at court.

One of the greatest challenges to Cleon and his successors will continue to be the balancing of Vilani and Sylean interests at court.

The Vilani have proven to be a loyal, important asset to the Imperial cause, if for no other reason than being the protectors and guardians of a vast warehouse of knowledge (the AAB) about the thousands of worlds of the Old Imperium still as yet uncontacted by Imperial Scouts. Much of what the Imperium knows about its neighbors originated with the Vilani, a fact of which Cleon is well aware.

The Importance of the Vilani Megacorporations: The significance of the Vilani megacorporations to Vilani culture cannot be underestimated. The megacorps were the governmental bodies of the Ziru Sirka, and had become the governing body of the Vilani home worlds when they were re-contacted and absorbed by Sylea. They continue to have major influence in all worlds, and

Guests in Vilani Society

Syleans travelling to Vland on corporate business may be surprised at the type of accommodation that they receive. Vilani consider it impolite to leave a guest to an empty room at a hotel; such places are lonely and without tradition, and should be left for those genuinely rootless individuals that the Vilani regard with some pity. Honored guests, particularly those having business dealings with the Bureau, stay with a host family of their own caste, which is chosen by a senior Bureau manager, known as diikari or "sponsor."

The diikari carefully chooses a family for the guest so that both the visitor and host family benefit from intellectual, professional and social stimulation of the other. Visitors to Vland should not feel alarmed or insulted if their host family is of a radically different social class; such a placement is actually a high honor. The placement is an indication that the diikari feels the visitor is honorable enough to take an interest in the lives of those of a completely different social status, and that the host family is likely to benefit greatly from the visitor's knowledge and experience. Such placement is also a way of rewarding particularly loyal or talented Bureau employees by entrusting them with the well-being of a highly important guest.

The host family must make sure that their guest is well cared for. Host families lavish great effort on entertaining their guests, and will seek out expensive delicacies prepared by the best local shugilii, in order to ensure their guest's happiness. Many hosts even hire the services of a shugilii for the duration of their guest's stay, which should be considered among the highest of honors.

direct control of a number of worlds in the Vilani home worlds. In addition, they are playing an increasingly powerful role at the Imperial Court through the nobility. All Vilani world governments owe some amount of allegiance to the Vilani megacorps.

Nonetheless, the Vilani megacorp influence over Vilani worlds is slowly weakening. Inroads are being made by a number of the corporations based in other regions of the Imperium, and with each loss of market share, the megacorp influence begins to wane. It is highly unlikely that the influence of the megacorps will ever totally disappear, however, if for no other reason than the cultural conservatism of the Vilani.

Vilani Culture: No general discussion of the structure of Vilani home worlds would be complete without discussion of Vilani culture at this date. The Vilani are culturally conservative. Tried and true methods of problem solving are preferred, and decision by consensus is the preferred method of tackling any difficulty. A natural distrust of technological growth gone rampant sits at the core of the Vilani being. Indeed, the Vilani tend to believe that growth or expansion of any sort needs to be carefully monitored, controlled, and thought out. While the Vilani will break out of this mold at times, when circumstances warrant it, the typical Vilani hero is a person who looks at a new problem, and comes up with a creative way to apply an old solution to solve the problem.

Technologically, Vilani growth has been slow. In the five hundred years since their first contact with Sylea, they have technically progressed only incrementally. Ziru Sirka designs have been improvements on old ones, with little in the way of new technical development. They have remained at TL9 throughout the five hundred years, although emerging portions of their worlds are beginning to develop early TL10 designs.

Summary: The Vilani are a culturally conservative people, whose internal governmental structure would seem very similar in many ways to that of their ancestors. Nonetheless, they are the depository and guardians of nearly nine thousand years of interstellar culture. Their importance to, and power within, the Imperium cannot be underestimated.

Life on Vland

Vilani traditionally prefer to live and work in large extended family groups, in close proximity to other families of the same caste, but of a variety of levels of social status. This especially confuses Solomani, who find it difficult to differentiate employment (caste) from social status, and may become confused at finding people from a variety of social positions all doing similar work and living in the same buildings.

Vilani living quarters are usually close to (or part of) their place of employment. Vilani dwellings seem to be a hybrid of army barracks, company offices, schools and child care centers. Vilani workplaces are full of children; but they are quiet, disciplined children, who spend their time learning basic skills from adults and older children in a cooperative environment. Every few hours, at irregular intervals, mixed groups of children and adults will move to a recreational area to engage in group recreation. Many of these games were first invented over ten thousand years ago—the oldest predate space flight—and are intended to improve the child's body, mind and social skills.

Beginning at age six, the child and family start to assess the most suitable caste for the young person to spend his working life. It is a testament to Vilani psychological science that over eighty percent of children are placed in a caste by age eight. Interestingly enough, about half of the time, this caste will be different to that of the child's biological parents. Once casted, the child immediately moves to a family of the same caste, whose members treat the child exactly as they would their own. Although some children and even parents may find their separation somewhat traumatic, the cultural understanding is that it is best for the whole society that the child be raised in a manner consistent with caste.

The child is then apprenticed to a master, who introduces the child to the caste's secret ways of work. The child learns and develops, and over many years will achieve a high level of proficiency, at which time he will be able to take on an apprentice of his own.

Vilani Cuisine

Traditional Vilani meals bear the hallmark of the shugilii's trade: almost all food is native to Vland, but processed using a variety of traditional techniques. The shugilii will prepare the meal at the back of the room, while the host family and guest politely avert their eyes in order to keep from seeing the food being prepared, a tradition that originated in prehistoric times in order to preserve the secrets of the shugilii's craft.

The meal is usually arrives quite quickly, as most ingredients have already been treated and preserved beforehand. The shugilii takes two identical meals, and places one before the family head and the other before the most senior merchant (usually the guest), and intones the ritual benediction "vaaluuin malauuikki binerii" ("to your life and strong health"); the traditional response is "naaseri binerii mikalen shugilii viilem" ("this health I owe to you, good shugilii"). This ritual predates recorded history, and symbolizes the almost religious awe with which the ordinary Vilani people regard their shugilii.

Gracious guests should ensure that they compliment the shugilii loudly throughout the meal, as a compliment to the shugilii applies equally to the host family. Vilani food is surprisingly good, considering the fact that their raw foodstuffs are almost completely inedible, and the processes by which the food becomes edible may include any combination of aging, beating, sun drying, boiling, saltwater immersion, partial pre-digestion, burning, infection with molds or yeasts, subjection to parasitic infestation, grinding, or marinating. This list is far from exhaustive, as shugilii still guard their traditional culinary secrets most jealously. Polite inquiries about recipes will usually be greeted with the cold stare of disapproval that Vilani reserve for those that exhibit a perverted interest in knowledge that is none of their concern.

The meal invariably includes a large quantity of argu, a fibrous tuber that is almost entirely carbohydrate, and one of the few Vilani foodstuffs that requires only soaking and boiling to be rendered digestible. Solomani guests frequently remark on argu's nutty flavor, which is due to traces of incompatible proteins remaining after processing. Such remarks are considered mildly impolite in Vilani company, as none but the very best shugilii can make completely flavorless argu.

The rest of the meal is placed on the floor in the center of the room in square ceramic pots, and consists of a variety of stews, thick soups, savory fondues, dips and gravies, all heavily spiced to disguise whatever traces of natural toxins and processing agents remain in the food. Family members and close friends may take turns at feeding one another, which is a sign of close affection; guests should avoid trying to feed others in case they overstep some social boundary and commit a dreadful faux pas.

Sneezing and coughing are considered polite, and indicate that the guest considers the spices to be quite hot enough; guests who display no such signs may find a thoughtful shugilii adding hot spices to their meal in order to give it a more agreeable "bite."

As a courtesy to non-Vilani guests, shugilii will usually place a small bowl of naa to one side of the guest's place. Naa is a cloudy liquid plant extract that contains a number of natural antihistamines, and is generally only given to children who have an allergic intolerance for certain trace food impurities. Vilani children usually outgrow their allergies around their seventh year, but many humans of Solomani descent are not so lucky.

In less formal settings, a meal will often finish with a sweet dessert, a tradition that many Vilani adopted from their Solomani conquerors during the Long Night. An unfortunate side effect of shugilii processing techniques is that Vilani foods contain very few simple sugars, causing many Vilani to have a craving for sweet Solomani-style delicacies. However, most shugilii frown upon desserts, considering them to be an unnecessary extravagance and a severe risk to dietary health.

A logical, but lesser known, role of the shugilii is that of community nutritionist. Vilani dietary theory is one of the few areas of medical science that has always been quite well developed, for the simple reason that shugilii have made nutrition their profession for tens of thousands of years. In pre-space-flight days, most "illnesses" were dietary, rather than infectious, in nature. A good shugilii is able to diagnose many illnesses and dietary deficiencies by a simple examination of skin, fingernails, hair and eyes for telltale signs. The shugilii will generally announce a regime of diet, special foods and exercise in order to combat the disorder. A few shugilii today specialize in certain fields of nutrition, but this is an innovation that dates from the Ramshackle Empire.

Intelligence Agencies in Year 0

The Emperor commands the assets of a number of intelligence organizations. He recognizes the power that these agencies can wield in society, and often checks one source against another, or employs independent agents to investigate a particularly vital piece of information.

Imperial Naval Intelligence (INI): The INI is primarily concerned with military intelligence. It tracks starship and troop operations, and can mount intelligence-gathering activities in all parts of the Imperium. INI's sphere of operations often conflicts with that of the Scout Service's Intelligence Branch. For example, a world that the IISS has interdicted, in order to protect its developing culture, may lie in a highly strategic location, and so attract the attention of Naval Intelligence agents seeking local alliances.

Imperial Ministry of Justice (MoJ): The MoJ is primarily concerned with potential threats within Imperial society. It maintains contacts within the law enforcement systems of the worlds of the empire, and it has an intelligence network focused on criminal activity. The MoJ is especially valuable when dealing with criminal elements of the Empire, and can offer great rewards in terms of amnesty or pardons. MoJ and megacorporation agents often oppose one another's efforts.

Office of Calendar Compliance

As the Third Imperium expands its territory and brings more and more systems into the community of worlds, the Imperial Ministry of Trade is charged with the responsibility of regulating trade and commerce: to promote economic expansion as well as to reduce or eliminate fraud or deception.

Within that ministry, the Bureau of Standards administers a wide variety of standards and specifications, and disseminates this information as an educational effort to all the members of the Imperium. Typical standards which are promulgated include the metric system of measurement, statistical standards used in quality control, and specifications for packaging, safety, and convenience.

As a portion of that bureau, the Office of Calendar Compliance is normally viewed as a sinecure: a cushy job inspecting the compliance of member worlds with the standard Imperial Calendar. Its agents hold instructional seminars, meet with educators and legislators, inspect textbooks and computer systems, and generally gauge compliance with the Imperial standards. The office also publishes an interesting pamphlet about the Imperial Calendar, and an annual report to the Moot, documenting the state of Calendar compliance with the Imperium.

Employees of the OCC must have a variety of talents: They are called upon to speak in public, to negotiate compliance agreements, and generally to get along with a wide range of peoples and cultures. Significantly, because the Empire presents itself as ruling space, leaving world governance to the locals, OCC employees are the only official Imperial agents empowered to enforce Imperial law on member worlds.

Agents of the OCC travel on ITRs (Imperial Travel Requisitions, which allow them to travel freely on scheduled liners or charter ships as necessary) in order to reach their scheduled destinations. They can call on any local or Imperial forces for assistance in order to inspect existing records or documents. Their authority to inspect is guaranteed by the documents which establish individual world membership in the Imperium.

Given this unique authority, agents of the OCC are frequently assigned secondary, clandestine mission objectives for the good of the Imperium. Unofficially, then, the OCC can be viewed as an intelligence agency of sorts.

Imperial Interstellar Scout Service Intelligence Branch (IB): Intelligence Branch is an information-gathering agency for the Scouts. Much like the rest of the IISS, its primary function is to obtain every possible scrap of information about the worlds and societies found both within and without the Imperium. However, the IB uses this data for analysis of the strengths and weaknesses of each world, their mentality and thus their likely reaction to any particular event, how they can best be manipulated to the advantage of the Imperium.

An additional function is to debrief detached-duty scouts when they visit scout bases for refueling or maintenance on their vessels. The Intelligence Branch maintains a very wide base of active agents, but also relies heavily upon the normal Recon and Contact branches for information.

Vilani Bureaus: Each Vilani Bureau maintains an intelligence-gathering and security apparatus. Bureaus agents are particularly skilled in gathering trade intelligence and performing industrial espionage, and exchange information with various Imperial intelligence agencies.

Imperial University: The Faculty of Social Sciences maintains an extensive sociological database and psychohistorical research facility, funded primarily by the Emperor's personal funds. Although this facility is not secret, its connection with the Emperor is not widely known. Another "open secret" is the existence of the Imperial University's six social research starships; these ships travel throughout the Imperium and neighboring regions performing social research and gathering information for the sociological databases of the University. This data is used for large-scale psychohistorical predictions of Imperial society. The only clue to the sensitivity of the University's work is the Faculty of Social Sciences" high level of security.

The Loyal Association of Pages: This unusual but highly effective source of intelligence is drawn entirely from the boy and girl pages that run minor errands for Moot nobles, senior Imperial bureaucrats and military officers. Ranging from fourteen to seventeen years old, pages are drawn from high-status (Soc 10) commoner families. Most nobles consider pages to be invisible, and frequently reveal information in their presence that is of interest to the Emperor. A number of pages from particularly loyal families report directly through the intelligence apparatus of Djugashvili Lentuli of the BIA. The other pages have no suspicion of their colleagues' activities.

Bureau for Interstellar Affairs (BIA): Although the BIA is ostensibly an Imperial publicity and information dissemination agency, a significant proportion of its resources is secretly diverted to intelligence gathering, psychological operations and other covert activities on the Emperor's behalf. Djugashvili Lentuli, the Third Undersecretary of the BIA, answers directly to the Emperor. This range of virtually independent intelligence agencies makes it almost inevitable that some agents will find themselves working at cross purposes.

Working for the BIA: Djugasvili Lentuli—Third Secretary of the Bureau for Interstellar Affairs—will initially offer new hirelings difficult but non-vital missions, as a means of testing their loyalty and ability. Only after they have proven themselves in a number of assignments will he trust them with more important work. The BIA can provide access to almost any resources that its agents may need to carry out a mission, but maintains no heavy personal weapons or armored vehicles, as there are few uses for these assets, and they are inappropriately difficult to conceal.

The following is a list of just a few of the possible missions the BIA might undertake in support of Cleon and his Imperium:

* Striking covertly against the Emperor's political opponents.
* Acting as bodyguards for visiting diplomats.
* Investigating the level of support for the Emperor among the Vilani.
* Exploring frontier areas seeking new opportunities for trade.
* Performing reconnaissance (in force) through the pirate-infested Lishun sector.
* Spying on potentially disloyal personnel of the IISS Vland sector.
* Securing a trade agreement with a new race beyond the frontier.
* Seizing a hostage from one of the Emperor's political enemies.
* Destroying evidence that implicates Imperial Naval Intelligence agents in an uprising on a frontier planet.
* Investigating the major Conservative opponents of the Emperor (in an attempt to discover embarrassing information).
* Locating one of the Emperor's guards, who disappeared only a few days ago.
* Investigating rumors that a number of Navy admirals may be planning a *coup d'état* against the Emperor.
* Assisting and training rebels on the homeworld of one of Cleon's political opponents.
* Spreading false information to undermine the government of a neighboring state.
* Infiltrating a group of terrorists based in the University of Sylea.
* Performing a close reconnaissance of an enemy military base on the edge of the Chanestin Kingdom.
* Gathering information to assist planning for an orbital assault by Imperial Marines.
* Infiltrating an organized crime syndicate operating within one of the megacorporations.
* Establishing trade links with the region coreward of Antares.
* Penetrating the security surrounding a corporate laboratory (to gather evidence that the laboratory is researching technology beyond legal bounds, e.g. biological weapons).
* Acting as courier for a vital message from the Emperor to one of his supporters.
* Establishing an embassy and opening trade links with a previously uncontacted planet.
* Carrying intelligence reports to a naval base on the frontier (and perhaps returning with an urgent message for the Emperor).
* Establishing an agreement with the Vilani Bureaus for sharing information with the Imperial intelligence services.
* Performing a sweep through Lishun sector for pirates (locating and destroying pirate bases).
* Leading a commando raid against one of the Chanestin Kingdom's industrial centers.
* Escorting a group of Sylean trader-emissaries on a goodwill mission to a newly contacted world on the Frontier.
* Negotiating anti-piracy treaties with non-Imperial worlds in Antares, Lishun and Vland sectors.
* Smuggling weapons to Imperial sympathizers within the Chanestin Kingdom.
* Escorting a prisoner to neutral territory and perform an exchange for an Imperial agent.

Missions for BIA Agents

The following are sample adventure concepts for agents of the BIA (Bureau for Interstellar Affairs).

Rebel Arms: Naval Intelligence recently captured a shipment of arms intended for rebels along the border of the Chanestin Kingdom. Unsubstantiated rumors have linked the weapons to a junior noble of the Conservative Faction of the Moot. The PC group's mission is to determine whether the rumors are true, and if so, to discover whether the noble is working alone or not.

Assassination: A splinter group of Confederacy terrorists is planning to assassinate the Emperor. Although no assassin has ever before breached Cleon's security, the sheer desperation of the terrorists will probably give rise to a variety of fanatical suicide attacks. The PC group's mission is to find the splinter group and stop them before they can make an attempt on the Emperor's life.

The Prototype: Somebody has penetrated the security around the Zhunastu laboratories and has stolen a prototype of the new Fusion Plus micro power plant. The thief is either an industrial spy for another corporation or an agent of a foreign power. The PC group's mission is to find or destroy the Fusion Plus prototype and capture the thief for interrogation.

The Derelict: An asteroid miner recently sold Naval Intelligence agents the location of a derelict scout vessel from the Rule of Man. The ship was badly damaged and had been looted long ago, but its navigational database remained intact, and it might contain a clue to the exact location of Terra, the fabulous <?> homeworld of the Solomani. The PC group's mission is to retrieve the database and assess whether it contains any useful data.

Misjump?: A courier ship loaded with sensitive diplomatic documents recently vanished while en route from Sylea to Capital. The ship was officially declared to have been destroyed in a misjump, but investigators have actually been unable to determine the ship's fate. The PC group's mission is to investigate the events leading up to the ship's departure, particularly if there appears to be any criminal or foreign power involvement.

The Skeleton in the Cupboard: An archaeologist claims to have uncovered evidence that disproves Cleon's claim that Frances Repzinski was the last legitimate ruler of the Rule of Man. The Emperor is reported to be most displeased with growing public doubts over the legitimacy of the Third Imperium. The PC group's mission is to investigate the alleged evidence, "secure" it from unauthorized investigation, and if possible discredit the archaeologist himself.

Megacorporations

Excerpts from "The Megacorps: Critical to the New Prosperity of the Imperium" by Rall D. Trusato, University of Sylea Press, 084-0019.

Philosophy of the Decentralized Corporate Structure: When Cleon Zhunastu first envisioned the replacement of the Sylean Federation with a better form of government, his motives were not entirely altruistic. Cleon was first and foremost a businessman, and became a politician when it occurred to him that the political structure of Sylea was too rigidly organized to succeed on the kind of scope that Cleon envisioned.

Similar creative thinking needed to be applied to the organizational structure of businesses which Cleon envisioned for his own company. When a business is confined to a single world, or region of a world, with a sufficient level of communications technology, information exchange (and particularly the timing of information) becomes near perfect, allowing businesses the luxury of operating with a strong degree of certainty about market conditions, sales, market share, growth, new opportunities, and new dangers. However, for a highly centralized business, these luxuries disappear at the interstellar scale.

Effective leaders in business and politics are wise to heed Zaladon's First Law of Interstellar Communications: "For time-sensitive information, the quality of information sent or received is inversely proportionate to the distance travelled in parsecs." In light of this particular pearl of wisdom, the most workable solution found by the early Sylean megacorps was a decentralized structure. By decentralizing the decision-making process, local decision centers of the company are able to act more quickly to exploit opportunities and react to dangers than a centralized corporate structure would ever be able to. Bearing in mind this principle, we decide to dissect a particular megacorporation to look at its organizational structure: that of Cleon Zhunastu's own, Zhunastu Industries.

Introduction to Zhunastu Industries: Zhunastu Industries, LIC is a conglomerate which was formed out of the buyout and merger of several smaller companies over a ten-year period from Year –40 to Year –30. The principal subsidiary of Zhunastu Industries is the ship-building firm Zhunastu Shipbuilding, LIC. As a result of the series of mergers, Zhunastu Industries is in a wide variety of industries spanning the civilian, commercial and military sectors. Its emphasis, however, is in shipbuilding (civilian and military), fusion plant construction, shipboard weapons design, electronics (particularly as relates to the shipbuilding industry), and most recently, transportation. Zhunastu Industries is the leader in known space in ship design, fusion engine design, and has the vast majority of market share in its industry.

Zhunastu Industries: Basic Organizational Structure: As with any Imperial corporation, Zhunastu Industries has a Board of Directors, Chief Executive Officer, and several Vice Presidents. The Vice Presidents each oversee a particular division. Zhunastu Industries divides its business into divisions based on broad, general categories: Ship Building, Power Plant Construction, Weapons, Transportation and Courier Services and Electronics. Numerous other subsections are handled on a smaller local level by specific regional managers.

Within each specific division, several departments exist which are the responsibility of individual regional managers. In the case of Zhunastu Industries, these organizations include Security, Production, Research and Development, Marketing, Finance, and Communications for their particular business or local division of a larger business.

These offices however, do not make day-to-day business decisions in most cases, but rather set general policy, and serve in public relations functions at the Imperial Court, and other important worlds in the Imperium.

Most of the actual day-to-day decisions are done at the Regional Manager level. The territorial span of control for Regional Managers can vary wildly from small portions of a world, as on Sylea or Vland, all the way up to subsectors, in the case of frontier territories, or may be focused on specific export customers. A large, highly concentrated sales territory might have several Divisional Managers each running the local office of a particular division under that manager, or might have employees of those divisions reporting directly to a Regional Manager in the case of a smaller territory.

It is important to note that the majority of power, rewards, and in many cases the ultimate responsibility for the success of a megacorp lies with the Regional Managers. Within their own "area of influence," the Regional Manager is king.

In larger astrographic territories, another level of management usually exists, that of the local world office. Such offices can range from small skeletal staffs of a few company representatives, to large, fully equipped offices and production facilities. These managers are referred to as System Managers at Zhunastu Industries, and further localize decision making in areas as needed.

As with local nobility in the Imperium, local area managers and employees are expected to act with initiative, subject to the general directives of upper management. The luxury of being able to solve problems flexibly and exploit opportunities on a local level is ultimately balanced against the responsibility of being able to demonstrate how well the manager or other employee has served his company.

Zhunastu Industries: Departments: Although most of the departments listed above are self-explanatory, two merit more specific mention: Security and Communications.

Security: As the size of a business increases, the potential for loss from theft, vandalism, sabotage, etc. also increases. This is especially true for larger interstellar firms, such as Zhunastu Industries. Security concerns include theft of business/technological secrets, employee theft, fraud, piracy, computer network security violations, trade wars, the safety of company officials, and numerous other concerns.

Zhunastu Industries employs its own private security firm for internal security needs, ZhuIntSec. Problems are

investigated internally, or in cooperation with local law enforcement authorities. ZhuIntSec has acquired a well deserved reputation for the thoroughness of its investigations, as well as the ruthlessness with which it responds to situations where the company has been wronged.

Communications: Secure, timely, and reliable lines of communications are critical for a business of any size. In the case of a firm of interstellar scope, this means the security of company records and communications through ciphers, as well as the security of company ships, which are the critical lines of communication in most instances.

Zhunastu Industries has an internal division which is charged with maintaining company ciphers and lines of communications. Its span of control includes the maintenance of computer networks and ciphers, as well as maintenance, and operation of Zhunastu Industries fleet of fast information couriers.

More recently, a stockpile of ships has led to the creation of a new business for Zhunastu Industries, that of commercial courier and fast freight shipper. This business, ZhunaLines, has grown rapidly and now operates as a separate division of the company.

Corporate Government Relations: Zhunastu Industries enjoys a unique relationship with of the Empire. The company's chairman of the board, and majority stockholder, Cleon Zhunastu, is the Emperor, after all. Needless to say, Cleon the businessman enjoys close relations with Cleon the Emperor. Despite the humorous implications of this fact, virtually all of the businesses of the Imperium have enjoyed a healthy twenty years under the leadership of the Imperium. The business climate encouraged by the success of anti-piracy, pro-commerce programs of the Imperium have led most companies to enjoy two decades of unprecedented success, and are making the Imperium the envy of interstellar governments near and far.

It is therefore in the best interests of most companies to work to further the growth of the Imperium as a means of increasing the potential growth of their own company. The expansion of the Imperium means new markets, new opportunities, and new sources of labor, raw materials and finished goods. In this respect, at the very least, the Imperium has been a success.

Megacorporations of the Imperium

The following megacorporations are arguably the most significant ones in Year 0. They are poised to prosper with the further expansion of the Third Imperium in the decades and centuries to come. Even if they do not all serve as major players in the adventures of any particular adventure campaign, they should certainly be mentioned as stage dressing.

Baldang Arms, LIC: A manufacturer of small craft for civilian and military small craft (primarily military), Baldang Arms is currently undergoing financial difficulties due to the technical advances which have given Baldang's much larger competitor, Zhunastu Industries, a competitive edge. Recent rumors indicate that Baldang Arms may be in danger of a hostile takeover bid, possibly by InStarSpec (to get into the small craft business), or perhaps by Ling Standard Products (for the same reason).

Zhunastu Industries: Surveyed at length elsewhere in this article.

InStarSpec, LIC: The primary manufacturer of military equipment of all sorts, InStarSpec is the premier weapons dealer, broker and manufacturer in the Imperium.

Ling Standard Products: A mining firm, Ling Products recently acquired Standard General Manufacturing, a major manufacturer of vehicles (combat and civilian) and electronics equipment. The new Ling Standard Products also manufactures computer systems and small arms, and maintains a strong presence in the mining and refining of vital ores within the Imperium.

Makhidkarun: Makhidkarun, another of the original Vilani Bureaus, specializes in the entertainment, and communications industries. The firm produces recordings of all types for entertainment and educational purposes, including books and magazines (paper, holocrystal, holovid), and musical and video recordings and performances. Makhidkarun produces much of the equipment for storage and retrieval for such products.

Makhidkarun also operates a gourmet foods division, as well as a software division which has developed a reputation as a leader in the field of artificial intelligence research.

Naasirka: One of the three original Vilani Bureaus, Naasirka specializes in robotics and computer hardware and software, as well as consumer and commercial electronics. Naasirka is the primary manufacturer of sensor and communications equipment in the Imperium.

Sharurshid: Primarily a trading and speculation company, Sharurshid is one of the original Vilani Bureaus. Sharurshid specializes in luxury goods, including furs, rare wines, spirits, and other intoxicants, as well as imported foods, and *objets d'art,* originating both from within and outside of the Imperium.

Sternmetal, LIC: A mining conglomerate within the Imperium, Sternmetal is the dominant player in the mining and refining of ores of every conceivable variety within the Imperium.

Tukera Lines: One of the oldest corporations in the Sylean Federation, the Tukera family contends Tukera Lines to be older than the Federation itself. Tukera is the single largest shipping concern in the Imperium, with a large share of the market in both passenger and freight services. Tukera also operates an independent courier service, which is the principal competitor of CleonLines.

Zirunkariish: One of four Imperial megacorps of Vilani Origin, Zirunkariish was formed in Year –425 as a banking and investment company, which financed a great deal of the Vilani resurgence following first recontact with the Syleans. Formed by the Shiishuginsa family, Zirunkariish is the largest investment banking and insurance underwriting firm in the young Imperium.

Smaller Corporations in Year 0

What defines a megacorporation? In the eyes of *Credits & Sense* magazine, it is a company with large diversity in product line, as well as an Imperium-wide span of operations and markets with appropriate size of sales and assets. There are literally thousands of small companies out there; but let's take a look at the likely megacorps of the next hundred years.

Agadugashaam, LIC: The largest buyer/reseller for the "ivory-hunting" trade within the Imperium. Agadashaam is famed as a buyer and auctioneer of *objets d'art* and artifacts, particularly those originating from pre-space-flight Vland, as well as the First and Second Imperiums. The scourge of museums, and serious archaeologists within the Imperium, Agadugashaam finances expeditions to recover lost artifacts, but more commonly buys them from private treasure hunters, then resells them at auction.

Agadugashaam has been accused repeatedly of encouraging private treasure hunters to wreck sites of historical significance on frontier worlds for the mere discovery of a few artifacts. So far however, Agadugashaam has managed to avoid legal trouble, largely as the result of an expert team of corporate lawyers.

Agasaddan Importers, LIC: An importer of the most delicate of cargoes, Agasaddan is imports native flora and fauna from both inside and outside the Imperium. Agasaddan supplies zoological samples, research animals, pets, botanical samples, rare plants, and other items throughout the Imperium. It is most famous for its standing reward for the private discovery of a new species of animal life deemed suitable for import as pets, of Cr10,000 per species.

BiodyneSys, LIC: Premier Research and Applied Research company for genetic engineering in the Imperium. Currently seeking a contract with the Imperium regarding engineered species and human races for settlement of environmentally hostile worlds within and without the Imperium.

CorViProCo, LIC: An entertainment conglomerate which specializes in the production and financing of entertainment productions, which are often distributed by Makhidkarun as well as other entertainment companies. Recognized as the leader in its field, CorViProCo has recently purchased a talent development agency (renamed CorTalEnt), hoping to control both sides of the production picture.

DaguMassilLines, LIC: Interface lines to a wide variety of pocket empires on the rimward and spinward edge of Core sector. Importer/exporter of art objects, manufactured goods, and raw materials. Now facing heavy competition with Tukera Lines, DaguMassilLines banks its future on its ability to continue expanding into new markets in the coreward frontier areas of the Imperium.

FrontMark, LIC: A company that has become a real player in interstellar agribusiness within the Imperium. FrontMark has grown by offering farmers a set purchase price for their particular crops, in exchange for long-term exclusive contracts. Well-respected by the farmers whom they serve and profit from, FrontMark has a virtual monopoly on the market of several key staple crops within the Imperium. *Credits & Sense* expect FrontMark to emerge as the newest Megacorp within a couple of years.

Hortalez et Cie, LIC: A Sylean banking and investment house, Hortalez et Cie is a young firm which has nonetheless made a name for itself as the primary financier of ship construction for the Imperial Navy. Recently opened an insurance house. Undoubtedly the number two investment banking firm in the Imperium, Hortalez is still dwarfed by the much larger Zirunkariish.

InSysVee, LIC: The largest manufacturer of paramilitary vehicles, particularly grav vehicles, in the Core sector, InSysVee has become the vendor of choice for a number of private security firms and the security departments of numerous large corporations. InSysVee has a reputation for designing equipment which emphasizes durability and ease of maintenance ahead of cutting edge technology.

Kirgaasanakka Publishing: A large publishing house based on Vland which enjoys (along with Makhidkarun) the status of having been charged with the publication of a series of volumes comprising the recovered works of the AAB. Kirgaasanakka is best known for providing low cost entertainment and educational titles for the lower classes. Kirgaasanakka is hyping itself as an emergent competitor to Makhidkarun in the field of entertainment and educational materials, although Kirgaasanakka doesn't have Makhidkarun's manufacturing base. Kirgaasanakka would be well served by a merger or buyout to accelerate financing of her main revenue producer, the AAB archive project.

LishunLine, LIC: Interface Line/Trading company with operations centered in the Coreward areas of the Imperium. Specializes in trading luxury goods, as well as being an emerging shipping company in the as yet untapped markets in Lishun sector. Referred to by *Imperial Investor* magazine as the "Tukera Lines of Lishun Sector."

OmarFactors, LIC: The single largest manufacturer/seller of survival and wilderness gear in the Core sector, which are sold through a chain of outlet stores. OmarFactors has a reputation for building durable, reliable equipment, and is respected by its competitors in the industry.

Pharmacologique Fabrique, LIC: The primary pharmaceutical manufacturer in the Imperium. Centered on Sylea, Pharmacologique is a spin-off from an ancient Terran firm, which has been in continual operation for some 2500 years. Pharmacologique specializes in immunobooster research, but has recently begun research into the development of anagathics.

PsiAssist, LIC: Premier manufacturer of psionic enhancement drugs in the Imperium. Currently the subject of a hostile take-over attempt by Pharmocologique.

Rupee Weapon Systems, LIC: The premier manufacturer of weapons control systems in the Imperium, Rupee is the holder of several vital patented fire-control-system technologies which give the Imperial Navy much of its cutting edge. Rupee has been the target of numerous merger offers, and hostile take-over attempts, most recently (and unsuccessfully) by Zhunastu Industries.

Seeker Systems, LIC: A starship customization company centered in Core. Seeker Systems is most famous for its line of ship modification components, including mechanical arms, fuel scoops and purification plants, mining lasers, and specialized modules for the standard modular cutter. Seeker got its name for its origins as a company converting early scout/courier ships to asteroid mining *Seeker* ships. Seeker also has a number of small contracts with the Scout Service for some of its more specialized components, and manufactures the standard survey ship sensor suites on Scout survey vessels.

Silvasys, LIC: Manufacturer of control console systems for ship positions, as well as a major manufacturer of inertial compensator and artificial gravity systems for starships and space stations. Recently became a primary supplier of inertial compensation systems to the Scout Service.

StellarSekure, LIC: An emerging private security firm within the Imperium, concentrated within the Core Sector. Manufacturer of security devices ranging from electronic surveillance and counter-surveillance apparatus, to small-arms, to body armor, to courier and security services. An emerging player in the security field.

SylTalEnt, LIC: The largest talent agency in the Imperium. Representing a number of major clients in virtually every field of the performing arts, SylTalEnt has a reputation for discovering and signing new acts regardless of cost, and has a rather strong reputation as a tough negotiator with holovid and music production companies.

The Imperial Moot

"A Summary of the Noble Moot," Daibhidh Eilrig, Scientific Editor of the Moot Public Relations Newsletter, 007-0008.

The Imperial Moot is the only deliberative body of the Third Imperium's government. In theory, the Moot includes all Imperial nobles of baronial or higher rank, but most nobles do not find it convenient to travel to Capital, and so many of those nobles attending hold proxy votes. Large blocks of these votes can be wielded by an influential noble.

Origins and History of the Moot: The Imperial Moot (commonly called just "the Moot") is the oldest of the institutions which form the Third Imperium. It has its origins in the Sylean Federation's Grand Senate—the legislative assembly of the old Federation. The Grand Senate was formed of the oldest and most powerful families within the Sylean Federation. From it, they deliberated and controlled the Sylean Federation with an iron grip, demanding absolute obedience from the member worlds.

When Cleon Zhunastu ascended to the Grand Senate upon the death of his father, the Grand Duke Felix, he realized that the Sylean Federation was stagnating—and the main reason for the stagnation was the death grip of the Grand Senate. The subsequent campaigns of the then Grand Duke Cleon to create the trade Federation which eventually became the Third Imperium have been more than amply documented elsewhere, but one of his first tasks was to set in place the plans for a new deliberative assembly which would incorporate the most powerful of the families which made up the Grand Senate.

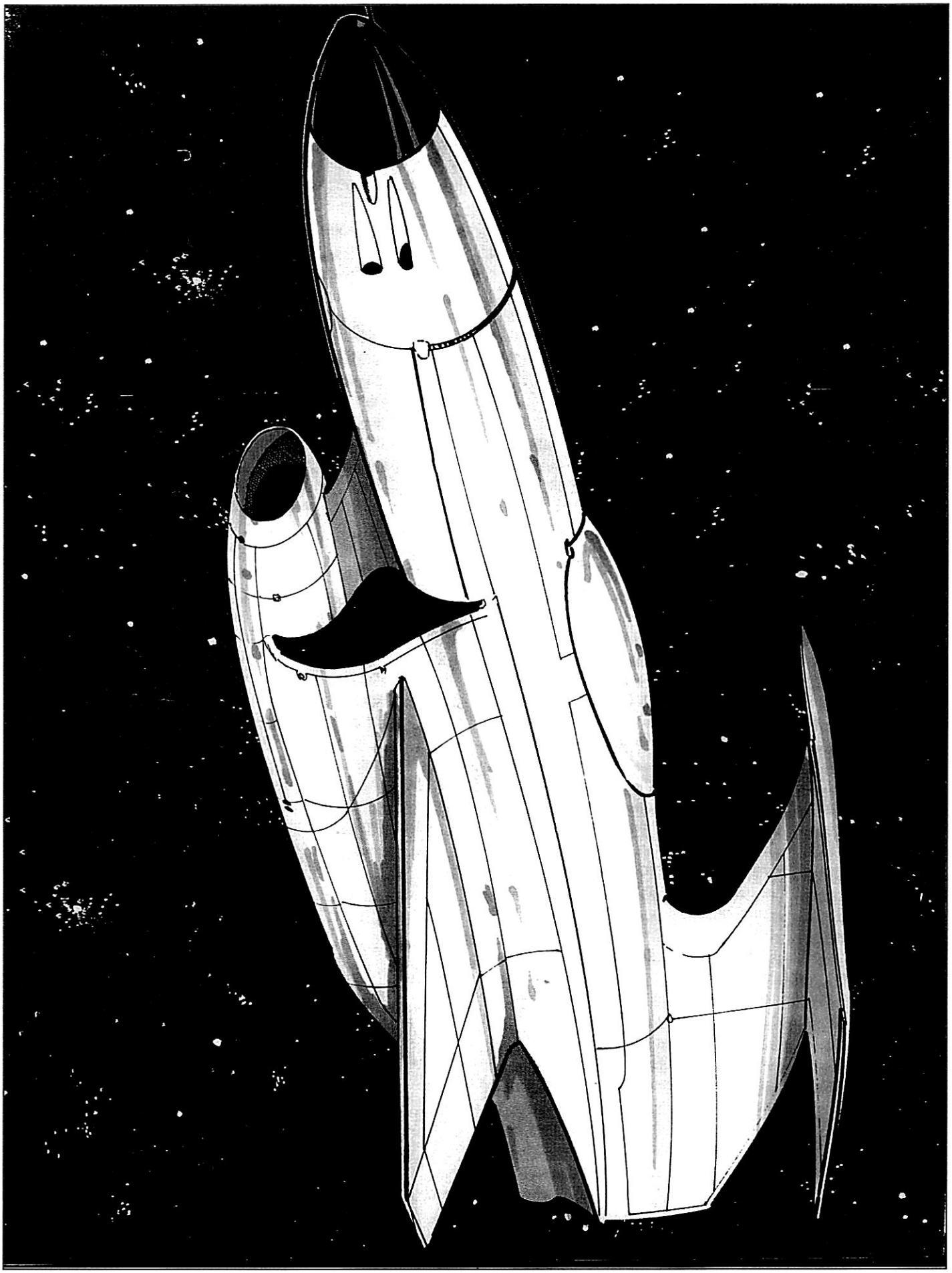
Through judicious use of diplomacy, the Grand Duke Cleon formed a small clique of close friends, all of whom were heads or heirs of most of the great families. Between them, they drafted the charter of Arlea, which determined the relationship between this new body and its Emperor. However, the Grand Duke Cleon and his friends could only guess at the potential difficulties in ruling an interstellar empire, especially one which would rapidly expand to encompass the inhabited worlds of both the Vilani empire and the Sylean Federation. This ignorance explains the initial simplicity of the charter. Paradoxically, for a document which would come to underpin such a vast interstellar government, this simplicity proved to be the charter's greatest asset. It gave the Moot absolute authority in two areas only: finance and law.

The Emperor was recognized by the charter as being above the Moot, and being the only authority able to grant or remove powers from noble families. When the Grand Duke Cleon was "persuaded" by the Grand Senate to ascend the Iridium Throne, he appointed the great families who had been signatories of the charter of Arlea to form the High Moot. Their first task was to reorganize and simplify the many noble orders and titles from all parts of the new Imperium (from Vland to Sylea) to form an order of nobility which would, in turn, form the peerage and the membership of the Moot.

The Imperial Nobility: The Third Imperium is not a democracy. Social Standing indicates not only the lifestyle and peer group for a citizen of the Imperium, but also the social weight an individual can throw around when he wants something done. But while noble status does accord an individual a special place in the Imperium, it also carries certain responsibilities, including limitations to prevent abuse of this power. The Peerage, or Imperial Nobility, is a narrow class of people at the upper strata of society who hold, either personally or through their family line, noble rank from the Emperor. It consists of nobles of all ranks above knights.

Collectively, the Peerage constitutes the Moot (even though not all nobles actually attend the Moot, or hold office there). Nobility is granted to an individual by the Emperor, and is held by the individual entirely at the Emperor's pleasure. Noble rank can be revoked by the Emperor, either personally or through the Moot. Reasons for such revocation include treason, murder, kidnapping, and extortion, as well as other offenses classed as "Imperial" (or High) Law. In such cases, the rank may then go to another member of the noble's family, lie dormant for the generation, or even be removed completely and either passed to a new family (displacing the former line), or be destroyed.

New nobles are created by issue of Letters Patent (letters of nobility) from the Emperor. Emperor Cleon has made it a habit to publish Letters Patent twice a year—in the Holiday List (issued on the first day of each new year) and in the Emperor's Birthday List (on the Emperor's birthday). Additional patents of nobility for political purposes or



special occasions can be published at other times, if necessary. Hereditary titles (baron and above—unless they are for political purposes, when they are not made hereditary) must additionally be confirmed by the Moot. Once confirmed by the Moot, a hereditary title continues to be passed down to succeeding generations. Titles need not pass through the first-born (in some parts of the Imperium, other methods of succession are used), and individuals with several titles may divide them among their children as they see fit.

Types of Nobles: There are three possible types of noble in the Third Imperium: Honor nobles, rank nobles, and high nobles.

Honor nobles (sometimes known, rather disparagingly, as "achievement" or "award" nobles) receive their patents from the Emperor for "heroism in the military, success in civil or commercial enterprise, or innovation and discovery in the sciences." Only patents for knights, barons and marquis may be issued for achievement, and the patents for barons and marquis may be given with or without heredity. Honor nobles are often the real celebrities of the Third Imperium, and their noble rank is usually recognition of an already important status within their own field, or the Imperium at large.

Rank nobles are usually local nobles, serving in (or often running) system governments which do not merit the attention of a high noble (which see, below). Patents for rank nobles are typically hereditary and remain with families of local leaders from generation to generation. The sphere of influence of such nobles usually only encompasses one or two star systems. Although such nobles typically have little power outside their local sphere of influence, they are entitled to take their seats in the Moot and exercise their voting privileges.

Another, no less important, type of rank noble comprises ordinary citizens who hold Imperial office. Often, these nobles are administrators of worlds or territories with no formal Imperial representation. Because the title is tied to a position, these patents are never hereditary and carry no entitlement to seats or voting privileges in the Moot. These patents usually include a generous letter of pension (and the use of the title until death) to keep the individual comfortable when his term of office or career comes to an end.

The high nobility is the smallest segment of the peerage, consisting of members of the oldest and most powerful families in the Imperium. Patents for high nobility are made extremely rarely and are always hereditary (upon confirmation of the Moot). They always include a fief or feudal estate granted by a Letter of Enfeoffment. The high nobles directly administer Imperial policy or territories and are personal representatives of the Emperor. Members of the high nobility are trained from birth to lead, and they have enormous personal power to sustain the awesome responsibility of holding together an interstellar community. When the successor to a title cannot fulfill his duties, the noble family or its supporters can and will take (often drastic) steps to see responsibilities fulfilled.

In addition to the Imperial title and the fiefs which accompany it, the high noble frequently holds titles of lesser precedence which may include other local titles.

Noble Ranks: The lowest noble rank is knight and the highest is Emperor.

Knight: The lowest noble rank is the knight, which is awarded by the Emperor as an honorific rank in recognition of extreme heroism, achievement or service to the Imperium. As such, a knighthood is coveted by non-nobles and is seen as more attainable than membership in the peerage. A knighthood entitles the recipient the prefix "Sir" (some females prefer "Dame," but such usage is generally considered obsolete) before the name and to suffix the initials of the order of knighthood after the name.

Knights are not members of the peerage and are thus not subject to all protocols. Knights instead belong to orders of knighthood and are awarded privileges according to the order. Each order has its own code (some lax, some stringent) and member knights are expected to abide by these codes. Less than half a dozen orders of knighthood exist within the Imperium, and while they are all technically equivalent in honor, they are generally accepted to have a distinct order or precedence. The orders of knighthood are listed below in their order of precedence (note that orders of knighthood marked with an asterisk have less than twenty members at Year 0, all of whom were members of the Imperial family, or high noble families).

An individual awarded a knighthood for service may also be awarded a small fief of land (generally not more than ten square kilometers) on a single world. Members of the peerage generally consider knights "separate but equal" members of the nobility, and it is considered a breach of protocol for a member of the peerage to treat a knight with disrespect.

The closest equivalent to knight in the Vilani nobility was the kiduunuuzii (literally "holder of special privileges"). This non-hereditary title was usually awarded for service at the higher ranks of the civil service (originally for the civil

Orders of Knighthood

Order of the Imperial Sunburst
- Knight Commander (KCIS*)

Order of The Cross of Arlea
- Knight Grand Cross (KGCA*)
- Knight (KCA)
- Companion (CCA)

Order of Terra
- Knight Commander (KCT)
- Knight (KT)
- Companion (CT)

Order of Vland
- Knight Commander (KCV)
- Knight (KV)
- Companion (CV)

Order of Sylea
- Knight Commander (KCS)
- Knight (KS)
- Companion (CS)

service only) or military where a higher title was not already possessed. When the Vilani became part of the Third Imperium, all kiduunuuzii became members of the Order of Vland, with specific criteria determining which rank within the order each individual kiduunuuzii assumed.

Baron: The second level of noble rank is the baron, which is the lowest level accorded membership in the peerage (and thus is able to take place in the Moot). Barons can be referred to in any one of several styles, including the use of prefixes to the surname (such as "von," "haut," or "hault") and the title "Baron" (or "Baroness" for females).

An individual awarded a barony for service may also receive a fief of land on a single world (generally not more than one hundred square kilometers). When a barony includes a fief, the title is traditionally followed by the fief's name (such as Baron Solvenos). Iishakku (literally "governor") was the closest Vilani title to baron, although it included wider judicial and police powers than Imperial barons now possess. By virtue of their powers, the iishakku performed a role similar to an Imperial District Court Judge—and, in fact, on Vland their original role was as the chief executive of a region or large city.

Count: The third level of noble rank is the count, who is associated either with one important world, or two or three worlds within a subsector. Counts are referred to by their title, followed by the individual's surname or by the name of one of the worlds within the county. An individual accorded a county may receive small fiefs of land on each of the worlds in their county, or one larger fief on one world (generally not more than ten thousand square kilometers).

When it was created, the Imperial Count replaced the Vilani shakkanakhu (literally "provincial governor"), and the Sylean earls and viscounts. Vilani counts still tend to use the title shakkanakhu, especially in the area of the old Vilani "core" (primarily Vland, Lishun and parts of Corridor and Dagudashaag) and, where the title of count is used in these older sectors, shakkanakhu is commonly used as a subsidiary title—often being given to the heir to the main title when he reaches majority. In the early years of the new Imperium, former Sylean earls and viscounts tended to be very jealous of their status in relation to each other (a viscount traditionally outranked an earl), and a great many feuds and duels were caused as a result of this rationalization.

Marquis: The fourth level of noble rank is the marquis. A marquis is usually associated with a group of worlds (generally including a large and important one with a good starport). The title consists of the world name after the title, as in the Marquis of Kosseff. An individual accorded a marquisate may receive a fief of land on a single world (generally not more than one thousand square kilometers).

The sarriiu (the actual usage title) was the Vilani equal of the Imperial marquis, and was normally found as a governor in control of a number of shakkanakhu. Historically, on Vland there were never more than fifty sarriiu, and although expansion into space increased the number dramatically, they are still often referred to as The Fifty. Their role was important as they formed one of the two major assemblies of nobles, the so-called Dagiia (Council of Fifty) that assisted the kings in ruling Vland.

There are, of course, many more than fifty sarriu in the Third Imperium, and the title has largely been replaced by marquis, except in the oldest core sectors of Vland. Even there, it is more common as a title conferred to one's heir on his coming of age, rather than the main title of nobility—however, it is still not uncommon to hear of a marquis being referred to as sarriu. Interestingly enough, many worlds have adopted the term The Fifty as their anglic/local term for "high society."

Duke: The fifth level of noble rank is the duke, who is associated with a subsector. The noble is referred to by the title followed by "of" and the subsector name. The power of the duke depends on circumstances and the situation within the sector, as well as the other dukes in the sector. A duke receives a fief of land on a single world, generally not more than one hundred thousand square kilometers.

The Vilani equivalent of a duke was the "saarpuhii" (the closest translation is "Under King"). The saarpuhii are the surviving remnants of the several smaller kingdoms that had been gradually incorporated into the world-spanning kingdom that had finally led the Vilani on way to the stars. Historically there were fifteen such under-kings on Vland, and they belonged to the Bit Reduttii (Council of Fifteen) which was one of the two major assemblies of nobles that assisted the kings in ruling Vland. As the Vilani expanded off-planet, the rank became associated with the ruler of several worlds within a sector or subsector—and at least some of the old saarpuhii families made the transition to such greatly increased power. Almost completely extinct, the saarpuhii still exist in only two major domains, one in Vland Sector and one (strangely) in Zarushagar. There are actually many worlds where one (or more) of the planetary noble houses has the title, but these are considered to be the equal only of a count in modern Imperial usage because of their reduced circumstances.

Archduke: In the modern Imperium, titles above duke (with the exception of the Emperor and the Imperial Household) are largely an anachronism. In practice, however, there were a great many Sylean grand dukes, and enough Vilani apkallu kibrat arban (literally "Great Lords of the Four Quarters"—normally abbreviated to apkallu kibrat, or simply kibrat) to make the abolition of their titles troublesome. To counter this, Emperor Cleon created the purely honorary title of archduke.

Imperial Archdukes are non-voting members of the Moot, primarily responsible for the day-to-day running of the Moot while it is in session. The title of archduke is not hereditary, and upon the death of the final current bearer, the title will fall into disuse—continuing to exist only as something for future ducal households to aspire to, and to be awarded at the whim of the Emperor. Heirs to the archducal households are automatically elevated to dukes upon reaching the age of majority, and can immediately take their seats in the Moot. In this way, archdukes retain a great deal of the influence they enjoyed before the Imperium's founding.

Grand Prince(ess): Imperial titular designation of the heir to the Iridium Throne. Under Imperial law, the eldest surviving son or daughter of the Emperor will become heir to the throne upon reaching the age of twelve. Elaborate ceremonies will then confer the title of Grand Prince (or Grand Princess) on the heir and proclaim the information throughout the Imperium.

Emperor: Above the range of noble ranks is the Emperor and the Imperial Household. The Emperor is the ultimate object of oaths of loyalty and fealty throughout the Third Imperium.

Powers of the Moot: Technically, the Moot is supreme in the Imperium, second only to the Emperor. But in fact, its power is surprisingly limited. The Moot has the power to frame legislation, whether proposed by the Emperor or not, but all legislation passed by the Moot must then be signed by the Emperor before it becomes law. The Moot also has the power to confirm Emperors and other nobles to their posts. Under certain circumstances, a noble (and the noble's entire family) can opt to be tried by the Moot. These circumstances include, but are not restricted to: high treason, sedition against the Imperial Household or the Moot, or murder of another noble. The Moot's powers in such circumstances are extreme, and there is no avenue of appeal once the Moot has rendered judgment. Finally, the Moot may, by a majority decision of *all* its members (not just those sitting or voting) opt to dissolve the Imperium.

It is alleged that this last power is intended more to keep the nobles in line than to act as a threat to the Emperor, for all the noble houses have the majority of their wealth invested in the Imperium, and its dissolution would be a terrible blow for them all. Thus, should one family become a significant disruptive influence within the Moot, the other houses can use the threat of ending the Imperium and thus throwing the entire sector into chaos, to encourage them back into line.

Voting in the Moot: Although any attending member of the peerage may address the Moot when it is in session, voting rights are rigorously controlled. The Moot is divided into two parts, high nobles (dukes and marquis) and lesser nobles (counts and barons). The Emperor and archdukes do not hold voting rights in the Moot. High nobles are accorded individual voting status, according to their rank and power within the Imperium. Lesser nobles do not have individual voting rights, but belong to the "Great Circle" of the Imperium. The "Great Circle" subdivides the Imperium into administrative units, each of which is accorded a specific number of votes, according to its value or power within the Imperium. Generally, units of the "Great Circle" represent counties (groups of worlds under a count), but specific groupings (for example, Imperial protectorates) may form a unit for voting purposes. Any lesser noble who attends the Moot may use the votes for their unit of the "Great Circle," or may grant them as a proxy vote to any other noble present at that time. Any "Great Circle" votes may only be used by nobles representing the appropriate unit, or by nobles granted proxy. Free "Great Circle" votes are never counted.

Admission of new nobles (even lesser nobles) to full voting status is by a majority vote of all the high nobles of the Moot (not just those sitting or voting). Expulsion from full voting status is by a majority vote of all the high nobles present in the Moot at the time of the vote.

In point of fact, there is one more level of decision-making within the Moot. It is not widely publicized, and many citizens within the Imperium, and even members of the Moot, will never hear of it. It is the Arlea Committee, comprising the heads of the original nine great houses which signed the charter of Arlea (including the head of the Zhunastu house, Emperor Cleon). The Arlea Committee is the real power in the Imperium. Any decisions they make are "suggested" to members of the Moot to raise in session. All decisions made by the Committee are passed.

AAB: The Vilani Repository of All Knowledge

An analysis of the AAB structure by Plesha Joshew, Third Assistant Researcher for the AAB at Vland.

Vland, the Vilani home world, contains many artifacts of Vilani society, culture, and former preeminence. Perhaps chief among these is the AAB (Argushiigi Admegulasha Bilanidin, loosely translated as the Repository of All Knowledge), a series of related structures which contain more accumulated knowledge than any other single location within known space.

Physical Data: The AAB is located on a broad, flat area just outside of the capital city, Iltrest. It was originally to be located within the city proper, but was instead erected in its current location when the accumulated materials were shown to require greater space than what was available within the crowded city.

Although the repository clearly began as a single structure, additional structures have been added over time. As Vilani explorers, traders, archaeologists, and historians brought back new knowledge of cultures, worlds, and systems located throughout the First Imperium, the necessity for ever more storage space, coupled with increasingly sophisticated storage methods, has ensured that the AAB will never be truly complete, inside or out. Currently, there are seven main buildings (each with anywhere from eight to thirty levels), as well as twenty-six subsidiary structures. Each is connected to one or more of the others by a series of tunnels and above-ground walkways, forming an interconnected series of structures which spans more than one hundred acres.

History: The Vilani people are meticulous in their storage of knowledge. Even prior to their ascendancy as an interstellar power, they had accumulated more knowledge than any other single culture, even to the present day. This is not only because they are meticulous recorders of data; the Vilani also have a great respect for knowledge, and will rarely willfully destroy knowledge-carrying materials. Contrast this with the record of the Terrans, who routinely purged the records of not only conquered enemies, but also those of nominally allied cultures and groups which held beliefs different from their own!

Soon after the First Imperium was founded, the Vilani began accumulating knowledge about the societies, technology, and planets of the cultures they came into contact with. Over time, a governing board calling itself the "Trustees" formed to oversee the many tasks associated with acquiring, storing, and maintaining recorded knowledge from all worlds within known space. The Trustees set up a system by which agents would roam the space lanes, acquiring records (or copies of them where acquiring the original was impossible) and transporting them back to the AAB. Of course, all of this acquisition eventually resulted in the many expansions which have occurred to the AAB in the past, and which continue even today.

Throughout the First and Second Imperiums, the AAB maintained branch locations on most Imperial worlds with starport types A, B or C. These branches had current copies of the AAB database, as well as original copies of locally produced works. The Long Night destroyed this library system, although some individual branches (as well as the AAB itself) survived.

A crisis threatened the very existence of the AAB during the Rule of Man. At that time, there were several movements within the new ruling government to do away with the AAB. One faction held that the materials should be confiscated and moved to the Solomani capital, while many other groups wanted to go through the records and purge all those which held "dangerous" knowledge.

The Trustees took action to defend the AAB by causing the formation of the Guardians, a group of highly trained professionals whose job it was to defend the Vilani storehouse of knowledge. The AAB has retained its Guardians to this day. This small but elite force is composed of people from all walks of life, but many are former mercenaries whose principles align strongly with those of the Trustees.

Fortunately, this show of strength and resolve helped to deter any government-sponsored action against the AAB. However, individual groups took it upon themselves to perform raids of various sorts. This emphasized the need to maintain and expand the AAB's hastily-formed defensive forces.

Although the Rule of Man passed long ago, threats still arise occasionally. The Trustees and Guardians must remain ever vigilant in its defense. The research agents, who were formerly used exclusively for the acquisition of knowledge, have become part of the Guardians' Organization, and a select few are now also tasked with uncovering plots against the AAB by those who wish to appropriate or destroy the information contained within it.

Today, the AAB remains the preeminent storehouse of knowledge within known space, and it continues to grow. New wings are being added almost continuously, and old records are being converted to storage in newer, more space-efficient formats. Old branches are being re-contacted, and new ones are being founded. The most recent development in the ongoing growth of the AAB is the newly won contract to provide library data to the Travellers' Aid Society, which distributes the data throughout the Imperium in a heavily protected format. This is another example of how the Trustees, assisted by the Guardians, ensure that all who desire it may have access to the greatest storehouse of knowledge ever known to exist.

Visiting the AAB: The main branch of the AAB is a popular stop for nobles and the wealthy, in addition to being a favored facility among researchers and historians. It remains open to the public continuously, and intelligent beings of all types are to be found within the various structures, day or night.

When visiting the AAB, a traveler's first contact with the staff will involve one of the guards posted at the single entrance to the facility. Each visitor is thoroughly searched for weapons and other dangerous items. A ticket is presented so that items so confiscated can be returned upon exit from the facility. Finally, an entrance fee of Cr10 is assessed, and the traveler is then granted entry.

Upon entering the AAB's main building, visitors are greeted with the sight of a facility that is thoroughly modern, juxtaposed with carefully catalogued and securely stored documents of every form, age, and place of origin.

Any visitor may access the computerized records, which consist of approximately ninety percent of the knowledge contained in the facility. However, many of the documents in computerized format also exist within the facility as physical objects—books, scrolls, tablets, and other low-tech storage media. Access to these is restricted, and normally allowed only to legitimate historians and researchers (and even then only for a fee—typically Cr100 per hour). The AAB does not allow materials to be taken outside the building—they must be referenced while in the facility.

The computerized facilities are fully indexed and referenced. Anyone with skill of Computer–1 or better can use the system with no task roll required. However, attempting to search for a specific piece of knowledge requires the use of Research skill. The referee should determine the difficulty of the task based on the specific item the character is searching for, but the task should usually be an uncertain one (see page 50 of the *Traveller* rule book).

An Alternative View of the AAB

A political statement by Lewes Poshahj, member of Terrans for Truth.

Although the AAB attempts to portray its Trustees as paragons of virtue, concerned only with saving civilization from the savages, this is absolutely false. I know for a fact that those ivory-tower intellectuals have been stealing irreplaceable documents for centuries. These include religious writings, governmental documents, and important artistic works. They send their agents throughout known space to track down such documents and steal them!

In short, the AAB is not under attack by extremists bent on destroying important artifacts of civilization. Rather, the legitimate owners of those documents are merely trying to recover their property! The hypocrisy of the Trustees must be stopped.

Opportunities for Adventure at the AAB: The Vilani Repository of All Knowledge presents opportunities for all types of people. For instance, while the AAB welcomes the donation of materials that have not already been acquired, the trustees have been known to pay well for rare, difficult-to-acquire original documents. A list of the most wanted documents is always available from the research department, and individual patrons of the facility may have their own, personal lists.

Alternatively, those skilled in guardianship, exploration, espionage, or other such tasks may find employment with the Guardians, for long- or short-term assignments. Those who are seeking such employment may apply at the Guardian office located in the main structure.

Another opportunity for employment within the AAB is to offer one's services as a researcher. The vast store of knowledge is daunting to even the finest of researchers, so there is always the opportunity for freelancing as a junior researcher to one of the many individuals seeking specific knowledge or working on a scientific paper. While such employment tends to be short-lived, it can often lead to interesting adventures as the quest for knowledge leads beyond the AAB, to the universe at large.

Those who are skilled in public performance can also pick up a few extra credits while at the AAB. There are several moderately sized rooms wherein one can read poetry, stage a play, or otherwise engage in the fine art of public entertainment. While the Trustees regulate this activity and require that all such entertainers schedule a time for their performance, the AAB does allow ticket sales (keeping a portion for themselves, of course), making the engagement potentially profitable. However, as part of their agreement with such performers, the AAB insists on keeping a sight-and-sound record of the performance for its archives.

Of course, adventures concerning the AAB need not be limited to that institution itself. Rather, the AAB can serve as the starting point for other adventures. Within its vast storehouse of knowledge, there lie numerous secrets that, when discovered, can send the player characters after such things as lost treasures, moth-balled starships, ancient technologies and alien races, just to name a few.

Organizational Structure: The following is a list of the Organizational elements that make up the AAB, along with a short description of the duties and responsibilities of each. The reader may find it helpful to refer to the AAB Organizational Chart while reading this section.

Trustees: All Trustees are elected by the unanimous consent of the other members of the Trusteeship. Some of the Trustees have worked their way up from the Agents or Guardians, while others were elected to the Trusteeship after making important contributions of money or materials to the AAB. All have very clearly demonstrated their allegiance to the organization prior to becoming Trustees. Most have very strong political ties to persons at the highest levels of the Imperium.

The responsibilities of the Trustees include overseeing the Guardians and Librarians, setting overall organizational policy, and ensuring that the organization adheres to its mission. Their duties include maintaining political liaisons which will assist in the continued success of the organization, acquiring moneys for the organization, and providing direction to the Guardians and Librarians.

Guardians: Guardians are recruited from the ranks of the Agents, as well as directly from the public. Their responsibility is to ensure the safety of the AAB's data and personnel. Duties include guarding individual locations and items, directing Agents, and re-contacting branch locations which lost contact during the Long Night.

Agents: Agents are recruited directly from the public. Their responsibility is for the location and acquisition of new items. This generally includes the legal acquisition of such items, but may (unofficially) also include illegal activities where local short-sightedness interferes with the good of the interstellar community.

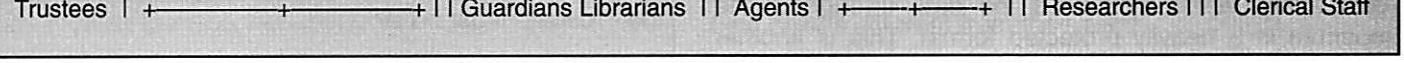
Librarians: Librarians are typically recruited from the ranks of the Researchers, although some Clerks are promoted to this position. They are responsible for managing the main and branch locations of the AAB. Their duties include overseeing the Researchers and Clerks, and implementing the directives of the Trustees.

Researchers: Staff Researchers are typically recruited from outside the organization, but sometimes Clerks are promoted to this position. Researchers are responsible for understanding the works collected at the AAB branch to which they are assigned. Most Researchers specialize in one specific area (e.g. Vilani Culture, Jump Space Theories, etc.) but some Researchers choose to be generalists. Their duties include cross-referencing existing works, locating references to works not located at any AAB facility (so that Agents can then be sent to find and acquire them), and providing capsule descriptions of the various works within their specialty, for inclusion in the search database. Researchers have also been known to assist library customers in research projects (for a fee, of course).

Clerks: Clerks are typically drawn directly from the public. They are responsible for interacting with and assisting customers, performing accounting functions, and doing the rest of the grunt work necessary to keep things running smoothly.

Branch Location Structure: During the First Imperium, AAB locations were maintained throughout Imperial space, and that continued during the Rule of Man. However, the onset of the Long Night resulted in a communications break-down between the AAB on Vland and the branch locations. While this was not a catastrophe for all locations, none survived entirely unchanged.

AAB Organizational Chart



The AAB Yesterday and Today

The AAB has always served primarily as a vast library dedicated to the protection of knowledge. But during the height of the First Imperium, it also served a darker purpose—the covert enforcement of Vilani technology-suppression laws. Vland's vast empire maintained its iron grip on its many subject races (human and non-human) by rigidly controlling access to technology through a web of patent, trademark, and copyright laws. Those individuals and companies who dared to investigate new phenomena on their own almost always found that the technology had previously been explored elsewhere in the empire, and patented (often by some quasi-governmental bureau or another). Because patent violation was treated as a criminal act, it brought on ruthless retribution by law enforcement and judicial tribunals. It was not uncommon for individuals to lose their wealth and freedom for patent violations, and the government evidence usually came from the archives of the AAB.

Now, with the dawn of the Third Imperium, the AAB often serves a new, unintended purpose. Explorers visiting new worlds sometimes find AAB complexes still intact after two thousand years of Long Night. These complexes, built to withstand both natural disaster and human assault, have stood unopened for centuries. Explorers who can puzzle their way past the intact safeguards find archives of print material, electronic media, and even functioning information processors. In addition, the archives contain detailed astrogation data (although two thousand years out of date); historical data on the thousands of worlds that once comprised the First Imperium; and sociological and anthropological data on the sapients, fauna, and flora which inhabited the worlds of that Empire. For those who can bypass the security systems and safeguards, there are trade secrets, suppressed technology, and insights into areas of science that remain otherwise unknown even to many high-tech societies.

Most of the branches shared the fate of their host world: If the world regressed severely, the AAB did not survive; if the world was able to maintain itself at a reasonable level of technology, the AAB branch continued to be a local source and collection point for knowledge. Usually, the surviving branches became very focused on preserving artifacts of local origin. Some few became the keepers of the flame of knowledge for their worlds, as civilization regressed around them. A great many such were sealed to prevent depredations from the growing savagery of the general populace, their staff members sacrificing their own lives in protecting knowledge for future generations.

Since the founding of the Third Imperium, the AAB has sent a few Guardians and Agents to nearby worlds to recontact the old branches of the AAB, in order to determine their current status. Surviving branches are then reincorporated into the AAB, and the flow of information resumes. Otherwise, the local situation is assessed to determine whether re-establishment of the branch is possible. If so, experienced individuals are brought in to run the new branch, while locals are recruited to fill the lower positions.

Currently, there are branches on many worlds with Class B starports in the Vland sector and its adjacent, formerly Imperial sectors. And, of course, there is a branch on the only world currently known to have maintained a Class A starport, Sylea, as well as those worlds within what was the Sylean Federation, now the core of the Third Imperium. Each branch maintains a database that contains a copy of the one on Vland.

Outside of the circle centered on Vland and that centered on Sylea, however, the fate of other AAB branches remains unknown at present. Undoubtedly, some have survived the Long Night, but with no knowledge of how things fare on other worlds, while others likely have been sacked by local pocket empires seeking an edge over their enemies, and still others remain sealed like tombs awaiting scholars or thieves to plunder their contents.

To determine whether an operating or inactive branch exists on a given world, throw two dice on the AAB Branch Presence Table, below. Apply these rolls only to worlds that were members of the First and Second Imperiums.

AAB Branch Presence Table

Starport Type / *2D Roll*	B	C	D	E	X
2	none	none	none	none	none
3	none	none	none	none	none
4	inactive	none	none	none	none
5	active	none	none	none	none
6	active	inactive	none	none	none
7	active	active	none	none	none
8	active	active	none	none	none
9	active	active	inactive	none	none
10	active	active	inactive	none	none
11	active	active	active	inactive	none
12	active	active	active	active	none

DM +1 for each of: Pop 9+, TL A+.

REFEREEING MILIEU 0 5

Adventure possibilities within the Third Imperium during its dawning years are multitudinous. With the expansion of the fledgling empire comes incredible opportunities for motivated individuals to explore frontiers, shape the development of worlds, amass fortunes, establish their own minor empires, dabble in politics, work as agents of various organizations, or experience the gamut of these possibilities. In this chapter, the *TRAVELLER* referee will find rules and resources for making such possibilities a reality. A great deal of information is given here concerning the running of political adventures in particular, but examples are also given for other sorts of adventure possibilities within Milieu 0.

Political Adventures

In a loose sense, all roleplaying is political to one degree or another. Players in a group are each trying constantly to get their opinion or plan heard, and possibly acted upon in preference to those of their companions. However, in normal *TRAVELLER* adventures this political activity is secondary to the main activity of carrying out the adventure mission. Most *TRAVELLER* groups tend to shy away from actively political games, perhaps seeing them as too difficult or limited in scope. Many prefer the high adventure of the *TRAVELLER* frontier, exploring ancient artifacts and travelling from world to world, doing a little business wherever it occurs. But there is no reason why a political game should be any less fun than a game based upon exploration or trading. (Well, there is one: you should always tailor your *TRAVELLER* games to your players' tastes.)

Political roleplaying suits the tastes of players who prefer subtlety and intrigue; a carefully chosen word here, a half truth there, these are the tools of the political player. The key to any roleplaying game, not just *TRAVELLER*, is conflict. For the players to be challenged, there must be an element of conflict which touches their characters' lives. It may be only a rival trader trading down the same Main as them, or perhaps instead a mercenary group fighting a war where the players want to go. One of the most exciting and interesting forms of conflict (if the sales of political thrillers is any indicator) is the political arena.

The Politics of Push, Pull, Gimmick, and Enigma: In purely political games, many of the aspects of normal *TRAVELLER* adventures are missing—there are no patrons, for example. However, many of the aspects of *TRAVELLER* adventures discussed in the *TRAVELLER* rule book (pages 162 to 164)—the push, the pull, the gimmick and the enigma—still apply.

The Political Gimmick: The first gimmick, naturally enough, is the characters' role in society. In a political campaign, the characters should be nobles, in an atmosphere where that does not necessarily guarantee them deference. On the contrary, they are in a very strictly stratified environment, where everyone's relative status and influence is measured against everyone else's. The characters should also be titular heads of their noble households (which, in some cases, can be vast), with all the familial duties that entails. The other main gimmick is the character's influence, within his own noble strata. All characters have a certain amount of influence which colors the behavior of other nobles (not just of their own rank to them). Other gimmicks (of whatever nature) can be introduced into the campaign, as required, but should fit in with the characters position.

The Political Push: The primary push throughout the political campaign is the day-to-day business of the Moot. Votes (large and small) demand the character's attention. Committees and other behind-the-scenes political activity will often claim the character's time. And there is always the ever-present social structure of the nobility to be kept track of (and heaven help the characters if they use the wrong form of address, or fail to show deference to a social superior). The activities of the Moot will periodically throw up deadlines for the characters to work within (perhaps they must achieve a specific objective before the Moot meets to vote upon it).

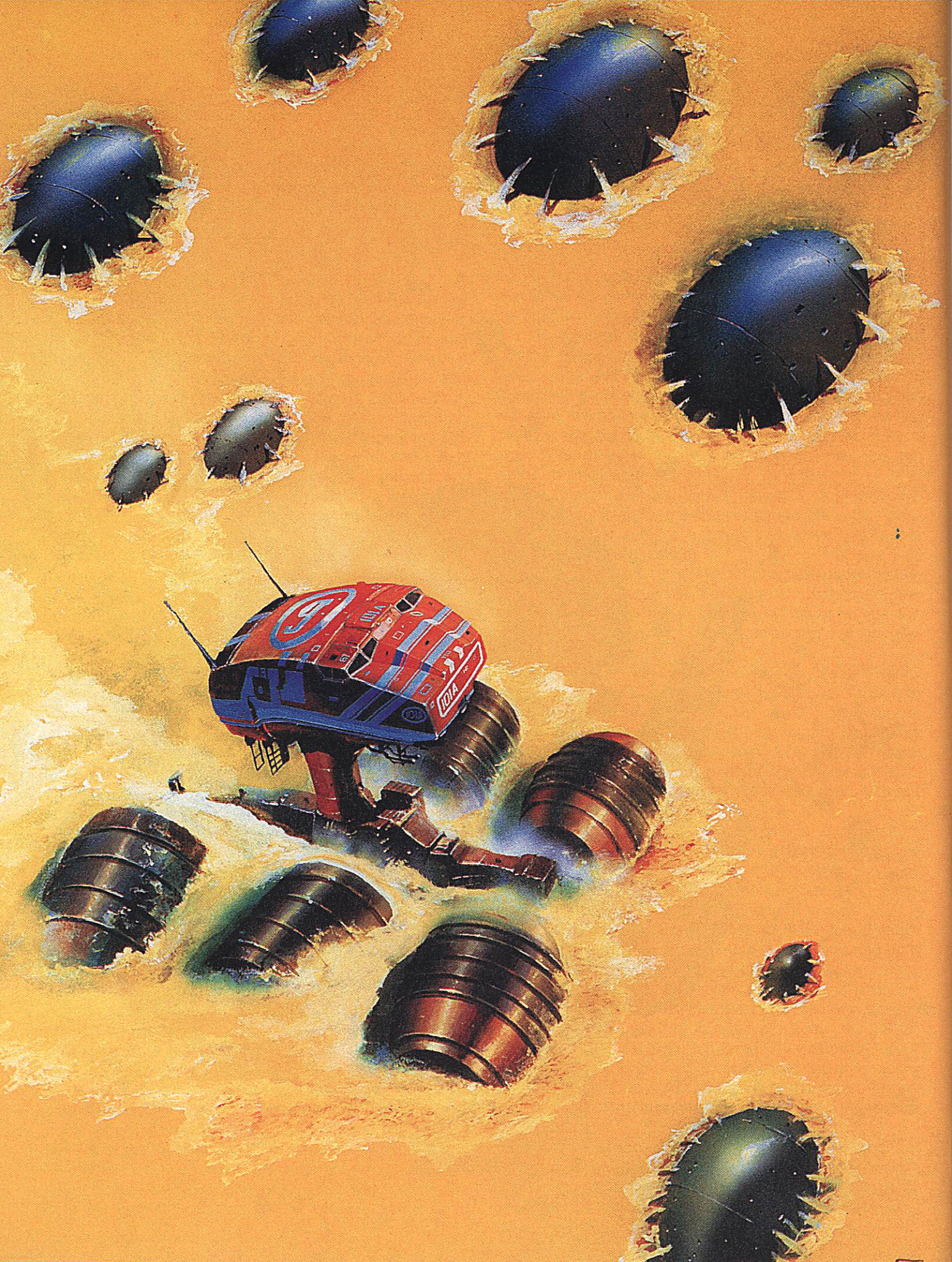
A secondary, but no less important, push concerns the other player characters in the group. Properly used, the influence rules (see below) should keep the each member of the group working to maintain or even improve their relative position within the group.

The Political Pull: Pulls are, of course, best left to the individual referee to devise. Some players will relish the political cut and thrust of the Moot, never looking for an overall goal, while other players may require something definite at which to aim (the signing of a charter, or an Imperial Edict). As always, the referee should discuss with the players before the campaign starts what kind of adventures they want to play.

The Political Enigma: The enigma is also best left to the individual referee (although some possible enigmas have been mentioned elsewhere in this book). The best approach is probably to have several small enigmas, each of which bears on some of the characters' goals.

Influence: Influence is a measure of a noble's status relative to other nobles of the same rank. It indicates how well known and respected the noble is outside his immediate sphere of control. In a political campaign, it serves as an extra characteristic for characters. Nobles with a higher Influence rating tend to attract proxy votes more often than their peers with lower Influence. They also find themselves being involved more in committees and other activities peripheral to the main business of the Moot. Among nobles, then, the Influence rating is often used in place of Social Status.

Influence rating is not a static value. In practice, Influence is gained and lost according to the noble's actions and decisions. The rating of Influence is only used when you are playing a politically based *TRAVELLER* game.



In other types of *Traveller* adventures, it is not used (if a player character with a Influence rating moves to a non-political *Traveller* game, the rating is not lost, but neither does it fluctuate according to these rules).

Influence may be recorded after Social Status in the character's UPP (for example, Baron Dawlri of Aultan has a Influence of 7—his UPP would look like: 695BAC-7-0).

Noble characters begin the game with 1D Influence. It will fluctuate according to the actions and decisions made by the character, but it cannot go lower than 1 or higher than 15.

In situations where a character is exercising initiative and making decisions, he will be in a position to increase or decrease his Influence. When such initiative is exercised, the referee should take note of the success or failure of the decision. If it succeeded, the character may increase in Influence. But by the same token, if it fails the character may decrease in Influence.

When success is achieved on such an action, roll 2D6. If the result is greater than or equal to the character's current Influence score, the character increases his Influence by one point. Note that the higher the character's current influence score is, the harder it is to make an impression on his peers.

By the same token, if failure had occurred, roll 2D6. If the result is less than to the character's current Influence score, the character decreases his Influence by one. Note that the higher the character's current Influence, the more visible his decisions are and the easier it is for him to lose Influence with a poor decision.

In some respects, low-Influence nobles have it easy, because they are not subject to the same intense scrutiny that their peers and betters are, and the penalties for making mistakes are correspondingly smaller, while the opportunities for self-aggrandizement are much greater.

Influence advances should be fairly rare, and in general should be tied to crucial points in an adventure. If it is obvious that one noble character has "come through" and made an important decision or choice which has changed the course of the game, then the roll for an Influence advance can be made. Also remember that Influence is tied to the character's (and by extension, the player's) personality and ability to make strong decisions—not to blind luck—and the referee should keep that in mind.

Used correctly, these Influence rules should motivate the players to assume the roles of nobles within the Moot more effectively. Ambitious players, eager to rise in Influence, will tend to act with greater initiative, striving to shine and be noticed by taking chances and making controversial decisions. Equally, some players will quickly realize that it is possible to subtly sabotage a fellow player's chances of success, resulting in a loss of Influence by that player's character, and perhaps causing a shift of power within the group. That is the ultimate aim of these Influence rules in a political campaign.

Leadership of a group of player characters is always held by the character with the highest Influence rating, no matter how incapable the character (or the player) might turn out to be. The referee will quickly find such a group duplicating, on a smaller scale, the chaotic structure of the Moot. Cooperation will be necessary if the player characters are to achieve any goals at all as a group. But at the same time, ambition and factionalism will conspire to pull the group in different directions, leading to divisive and contradictory actions that will make the game more challenging for the players!

Reactions: Reactions are used as a guide by the referee to the probable reactions of NPCs to the player characters. The following table and modifiers replace those in the *Traveller* rule book, for political campaigns only). Reactions are rolled for under all the same circumstances as described in the *Traveller* rule book. In addition, reactions are rolled when the situation involves the uncertainty between nobles of different ranks.

This table is similar to the standard table, although some results are different, and a new set of reaction modifiers is used. Each time a roll is required, the referee should roll 2D and apply the appropriate modifiers.

Political Reaction Table

2D	*Reaction*
2–	Hostile. The NPC will prepare an attack on the PC later.
3	Hostile. The NPC will offer the PC a duel.
4	Hostile. The NPC will offer the PC a duel on 7+.
5	Hostile. The NPC will offer the PC a duel on 11+.
6	Hostile. The NPC may offer the PC a duel (subject to the PC's subsequent actions).
7	Unreceptive.
8	Noncommittal.
9	Interested.
10	Intrigued.
11	Responsive.
12+	Enthusiastic.

All throws (including 2 and 12) are subject to die modifiers.

Reaction throw DMs: (Character is the individual consulting the table; Encounter is the individual reacting according to the table).

Character:
per own two levels of diplomacy +1
per encounter's level of diplomacy +1

Encounter:
is a higher rank noble +2
per character's level of Leadership +1
per character's level of Carousing +1

Other Modifiers:
plus or minus the difference in noble rank
(if equal, plus or minus the difference in Influence)

The referee may institute other DMs on this table, as required.

Methods Of Resolving Disputes: Nobles have two legal methods of resolving disputes open to them: dueling and Imperial Law; although many nobles (particularly former Sylean nobles) still occasionally favor assassination as a political tool.

Dueling: Among nobles of all ranks, dueling is by far the most popular response to provocation. Traditionally, duels were to first blood, although it is no longer uncommon for dueling to be to unconsciousness—or even death—if the provocation is deemed to warrant it. In Imperial Law, if someone dies as a result of a duel, the surviving party is held to be not guilty of any charge of murder, providing all the forms have been properly followed.

For a duel to be legal, a formal challenge must be issued (and accepted, obviously) in the presence of no less than two independent witnesses. The duel must then take place within two standard days at a place agreed by both parties. The challenged party gets to choose the weapons used in the duel, although it is rare to choose any other weapon than a fencing foil. However, if foils are chosen, and if both nobles agree, they may choose to use practice foils (–3 to damage rolls) to prolong the duel.

At the duel, in addition to the two characters actually dueling, there must be the following persons: a referee, to control the duel and to make sure it is conducted fairly; a "second" for each character, to hold his cape and replacement foil (or other weapons, depending upon that chosen), and generally offer encouragement. A "second" is also honor-bound to fight in place of the character he supports if, for whatever reason, that character is unable to duel at the appointed time (usually due to illness, although it has been known for a character not to arrive at the duel due to a sudden attack of cowardice).

The Moot has set aside a dueling arena within the Moot for fencing practice, and for the resolution of duels. All duels held on Moot ground must be held in the arena, and must be resolved using fencing foils. (Dueling nobles must not be armored.) The Moot expressly forbids any dueling on Moot grounds outside the arena.

Assassination: Assassination was a favored political tool of noble families in the days of the Sylean Grand Senate. Of course, many nobles sitting in the Moot are descendants of those same families, so it should come as no surprise that assassination has not completely fallen into disuse (although it is considerably more difficult than it once was).

Assassination is strictly controlled by a complex set of customs and practices. Assassination attempts are only permitted against the head of a noble household, and must be carried out in a way which will not cause injury or excessive distress to any other member of the targeted household. Only one assassination attempt is permitted and, should it fail, the targeted house is assumed to be proven innocent of the grievance which gave rise to the assassination attempt.

Imperial Law: Any noble household can bring a grievance against any other noble household before a select committee of no less than six dukes currently sitting in the Moot. The committee then has the power to investigate and pass judgment on the grievance. The powers of punishment open to this committee are draconian (up to, and including, the execution of an entire noble household and the expunging of their names from the Imperial histories), and it even has the power to find against the house which brought the grievance and punish them instead of, or as well as, the accused house. For this reason, this form of resolving a dispute is rarely used.

Running a Political Campaign: The following material is written with the Moot in mind, although it would be a simple matter for the referee to set a political campaign in a smaller district, pocket empire, or planetary governing body. Before the game can begin, the referee has to prepare the campaign. This is good practice for any campaign, of course, but it is vital in a political campaign. The referee must:

- Consider the individual factions within the government. For example, the Moot contains the usual mix of conservatives, liberals and expansionists. It also contains Vilani and Solomani factions, each agitating for their own interests; and several single-issue groups. Note that these factions are not mutually exclusive—characters can belong to more than one faction, as long as the factions they belong to are not in direct opposition. (For example, while it would be hard to justify a liberal conservative, a Solomani conservative would not be unlikely.)
- Decide what is going on in the surrounding area, which the government may be involved in, or become involved in. The ongoing war with the Chanestin, when the Imperium is formed, is an example of a situation which can be turned into adventure possibilities. (Perhaps the player characters could be sent as a diplomatic mission to the Chanestin peace talks.)
- Decide what is going on which may cause problems within the government. In the early years of the Third Imperium, the introduction of Vilani nobles, with their strange language, titles and customs, and their amalgamation with Sylean noble families into a "unified Moot" (and all the redrawing of factional lines) was the single most important thing on most Imperial nobles minds.
- Decide what the situation is on the player characters' home planets. The player characters may be weeks away from home, even by the fastest means of transport. Because of this, even the smallest political dissent at home can assume inflated proportions, because the noble never knows when a situation might blow up and become something requiring his personal attention.
- Generate non-player character nobles (some specific, with names and backgrounds, and some generic as "fillers" or one-use characters) for the PCs to deal with on a regular basis. Even in the earliest days of the Moot there were far too many nobles for even the most dedicated referee to detail them all. The most important thing in a political game is the PC group. The PCs must all be created equal (e.g. they should all be of one noble rank—all Barons, or all Counts for example)

to allow the Influence rules to "guide" the players in playing their characters. However, the referee should beware of treating the PCs solely as a group—often in roleplaying it is easy to fall into the trap of thinking of the player characters as "the party," as if the party were a single-minded, multipurpose creature, and not a group of individuals. Player characters will each have their own ideas and agendas.

The Case of the False Heir: A young noble heir arrives at the Moot to claim his inheritance. However, the noble is an impostor from another planetary noble house, passing himself off as the heir to the title. Perhaps one of the player characters recognizes him, or perhaps one of the players characters knows the true heir. The question is: What has the impostor done with the true heir?

Patent Pending: A scientist in the pay of one of the player characters has come up with a new, and potentially profitable invention (e.g. a weapon, or a cure for a specific disease). However, the minister in charge of production or procurement of items of the same type as the new invention is a political enemy of the player character concerned. The characters must work out how to get the invention accepted and produced.

Boundary Line: The Imperial borders have shifted slightly in the area of one or more player characters' noble holdings. The Moot is due to decide whether to appoint another noble of the same rank to cover the new worlds, or whether to promote one of the existing nobles.

Ill Spoken: Someone is spreading nasty rumors about one of the player characters and, regardless of how ridiculous the rumors might be, they sow the seeds of doubt in the minds of some nobles. The characters must find out who is slandering their friend, and why, before the damage becomes irreparable.

Inter-Faction Rules: While the Influence rules deal with the ability of player characters to change events on a personal basis, some players may wish their characters to get involved with some of the larger political battles fought in the Moot and in the planetary governments of the new worlds. These inter-faction rules provide a framework within which players can interact with, and ultimately influence, the great decision-making bodies of the Third Imperium.

The basis of the rules are votes and factions. In any deliberative body there are likely to be two or more factions trying to get their view accepted as policy. The classic example would be the isolationist and pro-Federation factions on a world which is being asked to join the Imperium. These faction will in turn start with a number of votes at the beginning of the campaign. These votes may be based on number of members, popular support, industrial or military support or whatever the referee decides is applicable to the situation. The campaign then begins with each side trying to increase its own votes at the expense of the other faction(s), until such time as it has enough of votes to enable its policies to be enacted (and perhaps the clout to force a vote on the issue). The number of votes that a faction has may be affected by campaigning, external actions, diplomatic action, military action, and even the action of the PCs.

The steps to running a factional campaign are:

Step 1. Decide how many factions are involved and what viewpoint they represent.

Step 2. Decide the total number of votes available, and the criteria for success. Examples might be: more than half the votes, a particular threshold number of votes, or twice as many votes as the next largest party. For simplicity's sake, it is recommended that a hundred votes are used. The very simplest manner to handle this is to consider just one faction of interest, and count its votes towards a target level.

Step 3. Decide the starting number of votes for each faction. This could be decided by a die roll skewed to a particular situation.

Step 4. Decide the likely time scale of the campaign, and the time resolution (daily, weekly, monthly). This may well be linked to the level of detail with which the player characters wish to approach the campaign.

Step 5. Draw up a random table (based on a 1D or 2D roll) with different events which cause factions to gain and lose votes. The events should be specific to the campaign, the factions and (if appropriate) the precise matter being voted upon.

Step 6. Determine a number of actions which the PCs can take which will affect the votes, and by how much.

Step 7. Determine a few key NPCs for each faction whom the PCs can try and influence, and the size block vote each can influence. The NPCs will follow the PCs line on a political encounter reaction of "Responsive" or better.

Step 8. Start playing. For each time period, roll on the random table. Encourage the PCs to think through what actions they can take to affect the vote, and if successful (or not) change the votes held by each party accordingly (the PC's action may of course have an adverse effect on their own cause if they foul up!).

Step 9. Continue until one faction reaches the success criteria.

Example Inter-Faction Campaign: To give an idea of how this may work in practice, here is a short example. It is set on the world of Erthun, which is run by a self-perpetuating oligarchy. The "Council" consists of one hundred members, the major landowners on the planet. The Imperium has been trying to get Erthun to join, as its agricultural land would be a valuable bread-basket for the Imperium. There are three factions, pro-Imperials, Isolationists, and Conservatives. To enact a policy, a faction must gain at least fifty votes—i.e. a simple majority. Starting votes are:

Pro-Imperials: 35

Isolationists: 30

Conservatives: 35

The pro-Imperials believe that membership of the Imperium will bring great economic advantages to Erthun. The Isolationists think that Erthun should keep its resources to itself. The conservatives have no particular views either way but are generally resistant to change.

The campaign is likely to last three months, and run in weekly time periods. A random event table is created, specific to Erthun and its factions.

Sample Faction Table:

Erthun Random Vote Events

1D	*Result*
1	Imperial Trade and Diplomacy mission arrives. Pro-Imperials +2 votes; Conservatives –2 votes
2	Imperials offer Erthun a bioengineered crop which will double yields. Pro-Imperials +1D votes; Isolationists and Conservatives split those losses evenly.
3	An Imperial diplomat is caught hacking into an Erthun Research lab's computers. Pro-Imperials –3 votes; Isolationists +2; Conservatives +1
4	A Conservative politician makes an excellent speech in the Council. Conservatives +2 votes; Pro-Imperials –1; Isolationists –1
5	Erthun agronomists return, impressed, from a fact-finding mission to Imperial worlds. Pro-Imperials +1D votes; Isolationists lose one-third of that roll, Conservatives two-thirds
6	Isolationists publish claim that the Imperium will nationalize all land. Isolationists +1D votes; Pro-Imperials and Conservatives split those losses evenly.

Possible PC Actions: Just as in any political campaign, there any many avenues by which the PCs can affect the voting. Individual actions may be roleplayed fully, or may be glossed over with a single appropriate task roll to determine how successfully the action was carried out. PCs should be rewarded for innovative tactics. Just as a good speaking tour may win votes, so political espionage, blackmail, covert payments, etc. can be used—provided, of course, that these are not revealed openly to the voters.

Remember that the opposing factions will also be implementing actions, but to save the referee effort, these should be occasional major actions rather than a series of minor actions in each period of the campaign. The PCs may benefit from gaining advance knowledge of their opponents' tactics, allowing them to sabotage or outmaneuver the other factions.

For the example Erthun situation, the following sample PC actions are possible:

- Stage their own speaking tour. Pro-Imperials +1D votes; Isolationists and Conservatives –_ current votes.
- Trek into a remote area to find a more resistant strain of Craya, which has recently suffered badly from blight. If successful, Pro-Imperials +2D votes; Isolationists and Conservatives –_ current votes.
- Use their ship to export an initial batch of agroproduce to an Imperial world. Pro-Imperials +1 vote per Cr500 profit made per ton; Isolationists –1 vote; the remainder from Conservatives. Financial losses result in lost Pro-Imperial votes.

Key NPCs: The PCs should be required to think through an approach which will appeal to each NPC—whether through reasoning, persuasion, blackmail or bribery. In the Erthun example, the following NPCs are available: 1.) Kryl Achort, an Isolationist who can sway 2+1D votes, has statistics of 36794B, has Influence of 10; and 2.) Mopi Magou, a Conservative who can sway 1D-1 votes, has statistics of A97282, and Influence of 9.

PC Influence: PC Influence starts at 5.

The Play: Our sample Erthun campaign might progress as follows.

- Week 1: Pro-Imperials 35 votes; Isolationists 30 votes; Conservatives 35 votes. Roll of 1 on table adds 2 votes to Imperials, subtracts 2 from Conservatives. PCs increase their Influence to 6 through various actions.
- Week 2: Pro-Imperials 37 votes; Isolationists 30 votes; Conservatives 33 votes . Roll of 4 on table adds 2 votes to Conservatives, subtracting 1 vote from Pro-Imperials and from Isolationists. PCs increase their Influence to 7, then hit the campaign trail, gaining 3 votes (taking 1 from Isolationists and 2 from Conservatives, the referee decides).
- Week 3: Pro-Imperials 39 votes; Isolationists 28 votes; Conservatives 33 votes. Roll of 2 on the table adds 1 (on a 1D roll) to Pro-Imperials (taken from the Conservatives, the referee decides). PCs spend week trekking after Craya, gaining 2 votes (split 1 and 1 between Isolationists and Conservatives), and raise Influence to 8.
- Week 4: Pro-Imperials 42 votes; Isolationists 27 votes; Conservatives 31 votes. Roll of 1 on the table adds 2 to Pro-Imperials (losses split evenly between the other two factions). PCs depart on selling trip.
- Week 5: Pro-Imperials 44 votes; Isolationists 26 votes; Conservatives 30 votes. Roll of 6 on the table adds 3 (on a 1D roll) to Isolationists (subtracting 2 from the Pro-Imperials and 1 from the Conservatives, the referee decides). PCs sell goods for Cr2000 profit per ton and prepare for return (vote bonus not applied this week).
- Week 6: Pro-Imperials 42 votes; Isolationists 29 votes; Conservatives 29 votes. Roll of 1 on the table (another trade mission!) adds 2 votes to Pro-Imperials. PCs return and gain 4 votes (for their sales last week) and Influence increases to 10.
- Week 7: Pro-Imperials 48 votes; Isolationists 25 votes; Conservatives 27 votes. Roll of 3 on the table subtracts 3 votes from Pro-Imperials, adding 2 to Isolationists and 1 to Conservatives. PCs use their Influence to persuade Mopi Magou to swing 4 votes for the Pro-Imperial faction from the Conservatives. PCs' Influence up to 11.
- Week 8: Pro-Imperials 49 votes; Isolationists 27 votes; Conservatives 24 votes. Roll of 5 on the table adds 4 votes to the Pro-Imperials. The PCs try but fail to swing Kryl Achort's vote.
- Week 9: Pro-Imperials 53 votes; Isolationists 26 votes; Conservatives 21 votes. The Pro-Imperials are able to call a successful vote to join the Imperium.

Major Races and the Third Imperium

By accepted reckoning, any race which achieved interstellar travel on its own is classed as a major race. All other races, inside and outside the Imperium, are classed as minor races. The Third Imperium officially recognizes only three races as "major," and all are human: Vilani, Solomani, and Zhodani. Some few persons (Emperoro Cleon included) are aware of documentation from the First and Second Imperiums referring to a few major alien races, but not much is known about them.

Solomani and Vilani: The Vilani originally controlled an Empire which covered human space from Vland, almost all the way to Terra. Solitary Vilani outposts still exist rimward of the Third Imperium, having survived the Long Night, although the vast majority of Vilani live within the Imperium's borders.

Humans of Solomani descent are scattered throughout space rimward of the old Vilani Empire. Indeed, many citizens of the Third Imperium are of Solomani descent. There are Solomani worlds and pocket empires scattered throughout space between the Third Imperium and Terra (believed to be located some 130 parsecs from Core) and Cleon's diplomats have just begun to contact the closest.

Political agitation from the Solomani factions within the Moot favors a dedicated expansion effort toward the region of Terra, with some factions even favoring moving the Imperium's capital there. So far, the Moot has successfully argued that the exact location of Terra is still in doubt, and further expansion in that direction should be carefully planned and controlled.

Zhodani: There have been several meetings between Zhodani and Vilani traders in the last hundred years or so, such that the Vilani are aware of the rough location of the trailing edge of the Zhodani Consulate (and the Zhodani are aware of the rough location of the Vilani Empire).

Contact has been limited for three main reasons. First, there is the matter of distance. From the Consulate's closest border to Vilani space in Corridor is over seventy parsecs. Although the Vilani and the Zhodani both have outposts beyond their borders, the distance has discouraged all but the most desperate of traders from attempting to maintain contact. Second, the Zhodani and the Vilani are both human races controlling (or, in the case of the Vilani, now being part of) large interstellar empires which can produce almost anything they may need. This similarity between the two races has limited their need to trade. Finally, the Zhodani are not interested in expanding contact with their trailing neighbors. Zhodani traders report that Zhodani expansion in the direction of the Vilani is virtually over. The Imperium believes that the Zhodani have contacted other races on their other borders, which require their current attention.

Rumored Major Alien Races: *Traveller* referees familiar with previously published material that deals with other times than Milieu 0 will be aware of several major alien races: Aslan, Droyne, K'Kree, Hivers, and Vargr. In Year 0, however, there has been very little (if any) contact between citizens of the Third Imperium and any of these races. Still, a word or two is worth mentioning.

Aslan: So far, among the Imperium's neighbors, the Aslan are the biggest puzzle to Imperial Intelligence. All contacts with the Aslan have so far fallen into one of two categories: either the Aslan have immediately attacked, or they have traded and left.

The Aslan appear to be expanding around the edge of an offshoot of the Great Rift, into Zarushagar and Massillia sectors, with some Aslan outposts (mostly trade outposts) less than fifty parsecs from Core. However, there appears to be no organized plan of expansion and settlement, and there are unconfirmed reports of Aslan fighting with other Aslan, leading Imperial Intelligence to conclude that, although further information is required, there is currently little danger to the Imperium as a whole from the Aslan.

Droyne: At the dawning of the Third Imperium, humaniti is not at all aware of the droyne.

K'Kree: The Third Imperium's intelligence services have had various reports of a major race to trailing of Antares. To date these reports (primarily drawn from Antares traders' bar tales) are garbled, but they speak of a race of large, ferocious, six-legged creatures, literally trampling everyone in their path.

Hivers: If little is known of the K'Kree in the Third Imperium, even less is known of the Hivers. The Hivers occupy an area of space which is sufficiently far away from most human worlds that Hivers and humans have not yet come into contact.

Vargr: A few surviving records from the First Imperium refer to these canine bipeds and their savage raids on outlying worlds. But in the first days of the Third Imperium, the Vargr are little more than fables.

Jgd-Il-Jagd: The Jgd-Il-Jagd are not classed as a Major Race but are one of the most alien races discovered to date who are classified as sapient.

The Jgd-Il-Jagd are an intelligent species who live within gas giants. They originate in the coreward end of the former Vilani Empire, and were first contacted by Vilani explorers in about Year –4200. In the period since that first contact, they have expanded across three subsectors in their vast, slower-than-light starships. It is this that xenobiologists point to as a reason for classifying Jgd as a minor race—although the Jgd occupy an area of space approximately seventeen parsecs across, they have never developed jump drives (other Xenobiologists argue that interstellar expansion, not the development of jump drives, marks a race as a major race).

Physically, the Jgd are roughly spherical, about three meters in diameter, dotted with apparently random clusters of sensory cells, and with three long manipulative tendrils distributed around their middle. The most dense mass of sensory organs, along with a large number of manipulative feelers and feeding tendrils, are sited on the lowest point of the body. Internally, Jgd are made up of many walled compartments filled with gas. One compartment, near the center, contains the largest neural structure, which is roughly analogous to a brain.

The Jgd spring from omnivore/intermittent stock (in the loosest possible interpretation of those terms). There appears to be only one sex, with reproduction taking place

by a form of binary fission. Genetic exchange is by means of airborne spores. The creatures dwell in gas giants with high levels of ammonia. Jgd live extremely long lives, averaging over six hundred standard years. The Imperium classes Jgd as a friendly associate species with an autonomous government, although there is very little actual contact between the two races because they live in very different environments.

Systems with Jgd settlements are always "patrolled" by several large, powerful Jgdi ships. These ships take little or no notice of other vessels unless Jgdi interests are threatened. The chief taboo in such systems is fuel skimming in Jgdi-inhabited gas giants. Shock waves from the pass will inevitably result in injury and death to Jgdi, and high-energy weapons fire from the Jgdi ships. As a result, Imperial law prohibits gas giant refueling in any systems within Jgdi space.

Sample Patrons, Encounters, and Events

As an aid to the referee, the following adventure seeds are offered.

The Cargo: In this adventure, the PCs discover that even a seemingly simple task can cause enormous problems.

Patron: Merchant

Players' Information: The party is approached by a merchant who has a nervous tic but who is otherwise unremarkable. He introduces himself as Stalward Iltrex, and says he has a cargo for the players to haul from the present world to a destination that is at least three parsecs distant (referee's choice). Upon arrival, they are to deliver it to Ms. Jenid, a merchant with offices at the starport on the destination world. Stalward explains that the cargo is extremely sensitive to light, heat, and exposure to atmosphere. It is contained in a vacuum-sealed, temperature-controlled cargo container which is to be opened under no circumstances. The cargo displaces 2 tons. He will pay Cr60,000 for this service.

Referee's Information: Prior to running this patron encounter, choose one of the options below. Thereafter, create any maps, NPC statistics that may be necessary.

1) Everything is as represented. The merchant provides all the proper papers, and there is nothing illegal or otherwise remarkable about the cargo.

2) There is no Ms. Jenid, and the cargo is an explosive device set to go off 1D days into the jump, causing 2 rolls on the Internal Explosions table. The "merchant" is actually a terrorist whose purpose is to cripple the newly founded Imperium by interrupting trade (although he isn't very effective at it).

3) The "merchant" is actually an Agent working for the AAB, and the cargo is actually a document stolen from a fanatical religious group for eventual and circuitous transfer to the AAB on Vland. Members of the religious group will attempt to recover the document by any means available.

4) The cargo is an experimental warbot design, being transferred to the destination world for testing by a robotics expert in residence at the local university. Unfortunately, the robot will be accidentally activated due to jostling (during a pirate attack, evasive maneuvers, or whatever) during the voyage. At that time, it will break out of its cargo container and attempt to "secure" the ship from hostile enemies (i.e., the PC's).

5) The cargo is a reverse-engineered Fusion Plus unit. Agents of Cleon Industries (not easily identified as such, of course) will attempt to acquire the unit by subterfuge. If unsuccessful, they will use force.

6) The cargo is actually evidence showing that Cleon used unsavory methods to obtain the throne, and it is being shipped to anti- Imperialists to be used in their propaganda. Imperial agents will follow the PC's wherever they go, attempting to destroy the evidence without causing bad publicity. Regardless of the manner in which the Imperials proceed, the PCs will have marks on their Imperial records indicating that they are, at best, potential traitors.

Assassins for Hire: In this adventure, the PCs are approached to end a woman's suffering, but not in the manner they might expect.

Patron: Noble

Players' Information: Franja W. Higginbotham introduces herself to the adventurers as a woman who simply does not make a habit of meeting with unsavory characters, but she was simply forced into it by the uncouth behavior of her husband. She says the adventurers simply must understand that she has seen her good name dragged through the mud by her husband, Jevog H. Higginbotham, quite often enough. She wishes to retain their services to put an end to the suffering she has endured.

Quite simply, she wants her husband dead because he is an adulterer. But, it cannot appear to be murder—the players must make it look like an accident, or death by a natural cause. She is willing to pay Cr300,000 for this service. One-third will be paid upon acceptance of the assignment. The other two-thirds will be paid only upon successful completion.

Referee's Information: Franja should be played elaborately—she considers all who are not of noble standing to be beneath her notice, and it disturbs her to be forced into the position of asking "ruffians" for assistance. Here are some possible scenarios to use with this set-up (choose one, or you may want to combine two or more of these):

1. Franja is telling the truth. Her husband is a bumbling idiot, whose great proclivity for asocial activities is only matched by his inability to be discreet.

2. Franja is telling the truth. Her husband's indiscretions are becoming more and more blatant. One of his most recent lovers has a husband who has discovered their adultery—and plans to demand a duel with Jevog. When Franja finds out, she will want the adventurers to kill the husband as well as Jevog, preventing the duel from becoming public information.

3. Franja is lying. She wants to get rid of her husband (an honorable man) so that she can be free to marry the man with whom she is having an affair.

4. Franja sincerely believes she is telling the truth, but she doesn't know that her husband's boorish behavior is caused by the drug addiction he is suffering from. While under the influence of the drug, he seems fairly normal, since he is at the stage in his addiction where he needs a dose just to avoid the severe withdrawal symptoms. When he is experiencing withdrawals, he loses control of himself, becoming unable to stop himself from following through on his sexual urges. The adventurers can decide whether Mr. Higginbotham needs drug counseling or to be put out of his misery.

5. Franja is crazy. She is not a noble, and has no husband.

6. Franja doesn't know it, but her husband is an undercover agent for an anti-Imperial group calling itself "Terrans for Truth." The organization is made up of those who claim to be able to trace their heritage to Solomani humans. Mr. Higginbotham is not engaged in any extramarital activity—he disappears at odd times because he is on assignment. He dares not let his wife know the truth, because he fears what her reaction would be if she knew what he has really been doing.

The Entertainer: In this adventure, the PCs are offered a once-in-a-lifetime chance at stardom.

Patron: Promoter

Players' Information: A promoter 'discovers' one of the PC's at a local engagement, and says he wants to put the character on a five-world tour, ending at the AAB on Vland. He will hire the entertainer's companions as bodyguards, roadies, transportation experts, or whatever is appropriate. He will pay the performer as per the performances rule in the Trade and Commerce section of the *Traveller* rule book, and will pay standard wages to the other characters he hires.

Referee's Information: The promoter can be played as anything from a conniving money-grabber to a famous star-maker. The person discovered can be an actor, a poet, a singer, a musician, or any other type of performance artist. Once these rudimentary details are worked out, select one of the following scenarios:

1) The promoter is telling the truth, and all is as has been represented. Play out the tour as a harmless and mildly lucrative diversion for the group.

2) As above, but during one of the performances a deluded fan falls in love with the performer and bothers the performer incessantly.

3) As above, but the deluded fan begins stalking the performer, following from world to world. The fan sends "love" letters that are frightening because they show that the person believes his or her love is not unrequited. The fan may eventually attempt to kidnap the performer, believing that if they can only be alone everything will be perfect, and their fantasy life with the performer will become reality.

4) The tour is a great success, but the promoter attempts to skip out with all the money.

5) One of the worlds visited happens to have a large percentage of the population which objects to the type of performance given, as it is prohibited by their religion. They attempt to shut down the shows, picket outside, and generally make a nuisance of themselves. One fanatic believes that his deity has ordered him to kill the performer.

6) The tour is a success, and the triumphant final show at the AAB is sold out. Unfortunately, the AAB administration receives a threat from the "Terrans for Truth" group, claiming they will destroy the building if unless their demands are met with regard to altering all library data entries to reflect their radical views. The AAB is under tight security because of this, and public performances are not allowed until the crisis passes. The group may choose to hire themselves out as temporary Guardians to try to track down and neutralize the local branch of "Terrans for Truth."

Sample Encounter: Lead Sergeant Sylvia Leigteq, AAB Agent

685684-0 Age 27 2 Terms (Currently in third term.) Cr 50,000 Brawling-1, Camouflage-1, Computer-1, Disguise-1, Fast Talk-1, Grav Craft-1, Ground Craft-1, Intrusion-1, Jack-of-All-Trades-1, Melee Combat-2, Pistol-2,

Sylvia Leigteq is an Agent of the AAB. She will typically be encountered on low-tech worlds where there is no local branch of the AAB. She is moderately skilled at her specialty, but tends to botch things up if she has to act without appropriate pre-planning. She is very efficient at obtaining information on documents that the AAB wants. Although she will panic if required to act without a plan, her plans are still often her downfall, as they are typically elaborate but nonetheless miss the obvious.

Characters may be approached by her for use as "extras" during one of her capers. She will not directly reveal the nature of her employment, but will be so exaggerated in her attempts at deceiving them that she will make it rather obvious she is not being straightforward. For instance, she will craft an elaborate and only somewhat believable lie, then misremember the details of it the next day and state the opposite of some aspect of her story.

The characters will have plenty to do in her elaborate plans—but not getting caught (let alone helping her complete the mission in spite of herself) will prove difficult. Sylvia will always insist on being in charge. She will only rarely agree to suggestions given by her hirelings.

Possible situations for encountering Sylvia include:

1) The characters are approached by Sylvia with an offer to participate in the acquisition of a highly valued original document. This could involve the characters in almost any way, from direct involvement in the central part of her plan to a peripheral diversionary action.

2) A group of fanatics from whom Sylvia has stolen a document in the past may stalk her, seeking revenge. She might hire the characters as bodyguards, helping her get safely off the planet and to a world that has a strong AAB presence.

3) One of Sylvia's victims, seeking revenge, might hire the characters to kill her and recover the stolen document.

4) The characters might be hired to guard a highly valuable document during transport, and may thus become the targets of one of Sylvia's elaborate plans.

In whatever way the characters encounter Sylvia, she can be a great source of interesting and entertaining situations, as her elaborate schemes are implemented and almost inevitably fall apart. Of course, the characters will usually be left to deal with the consequences.

Sample Event: "Bomb Threat Linked to Terrans for Truth"

Article by Shela W. Jeshop, Correspondent for the Sylean Daily Herald, 301-007.

"Vland—Today the AAB received a bomb threat from individuals identifying themselves as members of the radical 'Terrans for Truth' (TFT) organization. The AAB was quickly evacuated, but the Guardians were unable to find evidence of any bomb. Terrans for Truth is an organization that works toward forcing their Solomani-centric views into the mainstream information distribution networks.

"James DeClark, a spokesperson for TFT, claims that theirs is not a terrorist organization. He said that their goal is simply to provide the public with an alternative view to what he calls 'the unfortunate emphasis on the Vilani view of history.' When asked about the bomb threats, he said that he finds it regrettable that some radical individuals pretend to have an association with TFT when, in fact, they do not.

"Nevertheless, TFT-associated bomb threats and other terrorist activities continue to proliferate, along with their well-publicized marches, protests, and other forms of non-violent expression.

"Eight weeks ago, a person identifying herself as representing the TFT claimed responsibility for the bombing of the TAS News Service office on Sylea.

"Imperial authorities continue to investigate all reported TFT activities. However, an agent at the Imperial Office of Security would not comment on the ongoing investigation."

Adventures with the Disciples of the Bright Way

The Disciples of the Bright Way are a sect that believe their deity exists in jump space, and communicates directly with people while they are in jump. They call the sight of J-space "The Face of the Deity" and have a secret combination of drugs and meditation practices that reduce (but not eliminate!) the insanity resulting from directly viewing J-space.

Disciples are generally not dangerous, but their disturbing practice of shooting up drugs and staring out of an open porthole into J-space during the week of a jump means that most captains refuse to allow them on board under any circumstances. However, the Disciples will pay an obscene amount of money for passage on a ship, and since they don't care about bodily comforts, they are quite happy to bunk two to a stateroom under middle passage conditions, and pay up to Cr25,000 each for their "pilgrimage." The Disciples also own a number of ships that they use for their own "pilgrimages"; these are generally decrepit old Scout/Couriers or Free Traders that have been roughly remodeled to hold dozens of "whacked-out weirdoes" in flop-house style accommodation. These ships have a disturbing number of portholes and viewports....

Carrying the Disciples: The PCs are in dire need of cash, and take on a number of Disciples. The "nutters" are little trouble, since they prefer to spend their time staring out of a porthole, drooling and gibbering. But a small proportion of them can have unpredictable mental instabilities (genuine loonies). When they are not babbling at "The Face of God" (and the crew must get pretty sick of all this after a while), they wander the ship, trying to convert the crew and other passengers to their faith.

A typical encounter might go something like this:

Disciple: "Hey man, have you ever looked out the window while you're in jump? It's really coooollll..."

Engineer: "You again? Would you just !$#* off!!???"

Disciple: "Hey, you wouldn't be so uptight if you just took a little peek... hey, is this a window?"

Engineer: "Get away from there NOW!" Draws snub pistol and strikes Red Alert button.

Disciple: "Oh wow man, I'm going to become a martyr...."

The Only Way Out: The PCs are trapped on an unpleasant world, or are mercenaries who have need to call on their repatriation bonds. <?> Unfortunately, the only transport available is on a Disciple ship. Not only does the ship look unsafe (creaking and groaning throughout Jump), but the PCs have to put up with the Disciples themselves for the entire trip.

Visiting God: The situation can initially be as in the other two adventures, such that the PCs have to take a Jump trip with the Disciples. Unfortunately this particular group is part of a breakaway sect that believes in one (or more) of the following:

1. The only way to true revelation is by leaping out into "The Face of God." They won't force the PCs into this suicidal exercise, but the sight is going to be pretty disturbing. The group includes children, adults and old people as well as pets!

2. Since God is J-space, the jump grid is actually preventing them from achieving nirvana. Needless to say, they will attempt to solve this problem, with potentially lethal results.

3. Unbelievers must be sacrificed to their God...by forcing them out into "The Face of God." This plot can either be deadly serious, or played out in a humorous, sitcom fashion.

4. They are seeking the promised land, a planet of milk, honey and hallucinogenic drugs, to which their God is about to take them if they only abandon themselves to "The Face of God." In this case they mean misjump, not direct entry into J-space. They will deliberately try to misjump the ship to maximize their exposure to jump sickness. Most Disciples are already fairly inured to such effects, but the PCs will be badly affected.

Archon Adventures

Several branches of humaniti can be found in known space, each arising separately, apparently, on its own home world. As explained in the library data later in this book, several theories have arisen over the millennia as to how this could have happened. Currently, most scholars believe that an ancient race of humans, dubbed the Archons, seeded the galaxy with humans, then destroyed their own culture in a brutal interstellar war. In Year 0, this theory is politically expedient, lending impetus to Emperor Cleon's push to reestablish an empire throughout known space. have arisen on a surprising number of world through the galaxy.

The following are a selection of possible adventures concerning the Archon Thesis:

Intelligence Operations: Cleon's agents make an attempt to "silence" an archaeologist who is an outspoken critic of the Archon Thesis. She has raised a number of difficult questions, such as why many Ancient artifacts appear to have been designed along clearly non-human lines (tools and weapons designed for four-fingered hands, furniture far too small for humans and made to accommodate protruding structures on the back...), and why some of the environmental conditions within Ancient sites (such as atmosphere, lighting, artificial gravity and temperature) seemed to be significantly different from those that humans would find comfortable.

The PCs may be intelligence agents of one of Cleon's political opponents, whom the archaeologist approaches for protection. Alternatively, the PCs could be Cleon's agents, in which case they will be pursuing the archaeologist while trying to avoid further publicity.

Criminal Possibilities: Some nobles with more money than brains will pay large sums of money to buy evidence of the existence of the Archons. Unscrupulous PCs might decide to try their hand at fraud, by fabricating "artifacts" for sale. Alternatively they may be hired to fabricate items, or protect a con-person who has been selling such items until their clients realized they were fakes.

Exploration: A scientific team, filled with enthusiasm for the glorious Solomani destiny, is setting off for Terra (or another planet such as Vland) to search for evidence of the Archons. They require a ship and crew to take them there. They do not fully realize the immense distance from Sylea to their intended destination. Given the length of that voyage, any number of events could happen to the group along the way.

LIBRARY DATA 6

This section contains data that is either common background knowledge within the Imperium, or would be readily available to player characters from most computer data sources. For certain subjects, more detailed data is given elsewhere in this book.

The reader should be warned that in some cases, the library data here does not necessarily give a full representation of the true situation, whether due to deliberate alteration for political reasons, unintentionally erroneous material, or accidental deletion of portions of the data.

Personalities and Groups

Considering the untold numbers of people that populate the worlds of the Third Imperium, not to mention the other worlds of the galaxy, it may seem amazing that any individuals could ever be viewed as central to the unfolding events of that galaxy. Nevertheless, the fact remains that strong personalities play pivotal roles in any history, even one so vast as to span empires. The following are a collection of the most significant persons to these early years of the Third Imperium.

The Emperor: Entries of interest concerning the figure of Cleon Zhunastu, Emperor of the Third Imperium, include the following.

Cleon's Sabbatical: For centuries, young Sylean nobles have followed a tradition of taking a long journey of a year or more, in order to visit the worlds of the Federation and experience something of the lives of many different peoples. By Year –50, a number of nobles had also taken sabbaticals along the Vilani Main. When Cleon completed his own university studies in Year –34, he chose a rather novel means of obeying this tradition: the young heir decided that not only would he travel to Vland, he would make a great loop beyond the rimward frontier, returning to Sylea via Amdukan and Antares.

The Grand Duke Felix strongly opposed his heir's "foolhardy adventure," but the old man eventually relented under pressure from his consort, Denkhumi Zhunastu (Cleon's mother). She proposed that Cleon travel under great secrecy, on board a heavily armed variant of the Federation's fastest patrol cruiser; the young heir would also be accompanied by guards from the elite Zhunastu Household Guard, led by the celebrated Solomani tactical genius, Colonel Akira Kumatsu. Finally, he ship would boast an educational staff, composed of a dozen of the greatest scientists and researchers of the Federation, whose sole task during the journey was to see to the young heir's education.

Cleon spent almost a year on Vland, studying a wide variety of topics in the AAB (see below) and the Vilani Imperial Library. Records show that he paid particular attention to the ancient records of Vilani and Terran expansions, and the foundation of the First and Second Empires. Cleon was initially bemused by the bizarre but vibrant interstellar culture of Antares, but he eventually grew to admire the Antareans' energy, flexibility and focus on freedom and interstellar trade.

The route of the trip and the events that occurred during it have never been revealed in detail. However, it is alleged that at one point, despite the extensive security precautions, Cleon was either kidnapped or nearly killed (or perhaps both) by pirate raiders. However, after almost three years, he returned to Sylea.

The man who returned home was very different from the young noble who had left. Not only had Cleon gained a keen insight into the various cultures of different races, he had also developed an intuitive grasp of the physical and social sciences, the intricacies of interstellar trade, and the elusive arts of military strategy.

Cleon's Campaign: In Year –30, only months after Cleon's return from his rimward journey, the old Grand Duke died. The young man took up his father's seat in the Grand Senate, and began what has become known as Cleon's Campaign: a concerted effort to transform the doddering hulk of the Sylean Federation into a new interstellar government intended one day to rule again the vast territories covered by the First and Second Empires.

The Emperor is a Thoughtful Man...

Introduction to "Cleon Zhunastu: A Vision of Empire," Ilmek Ggrothu, Imperial University Press, Capital/Core, 199-0000.

"The Emperor is a small man, but his presence naturally dominates all. Whether he is speaking before an assembled crowd of adoring subjects or walking among the highest nobles of the Imperium, he commands the respect and ultimate loyalty of all.

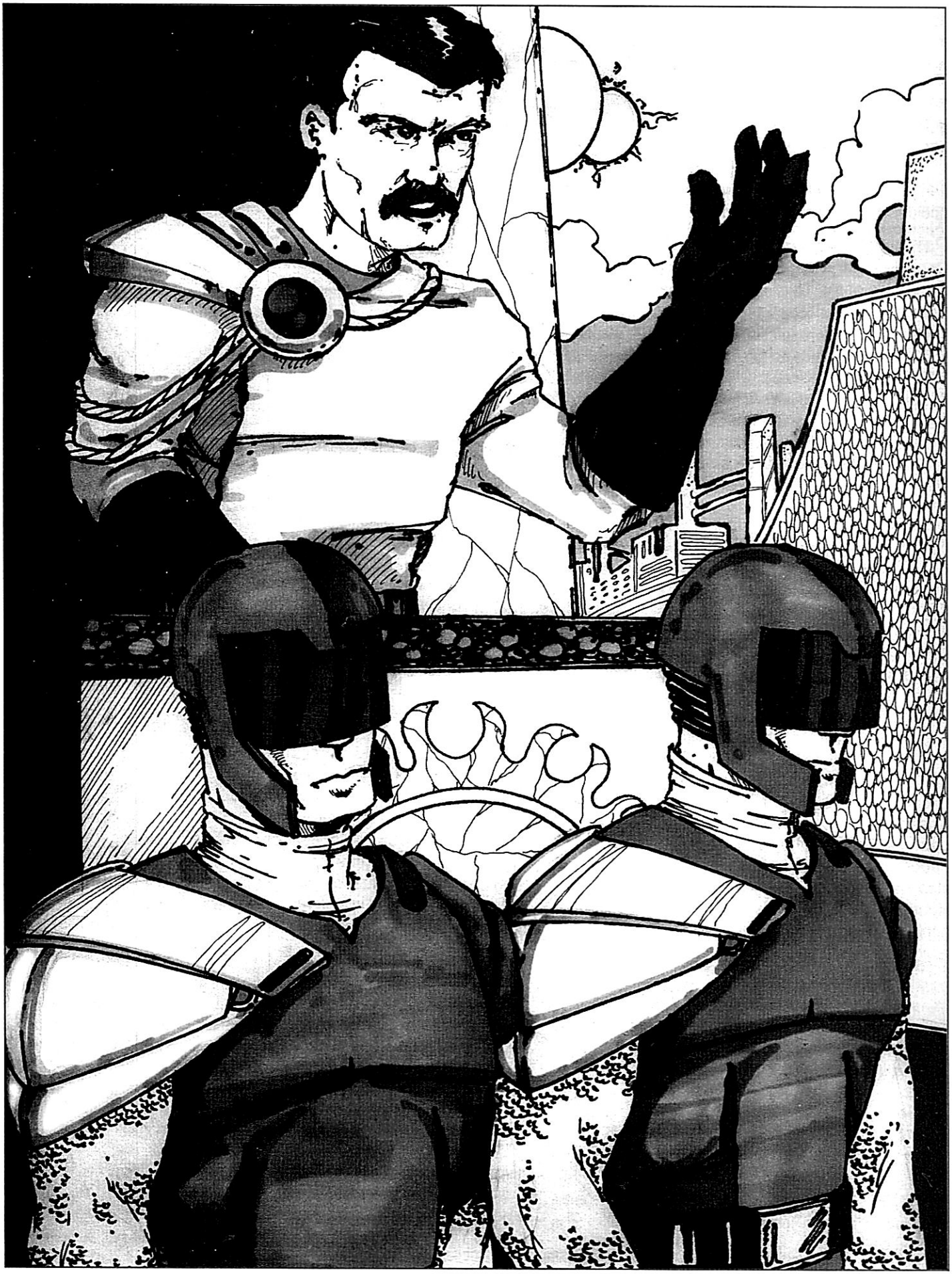
"The Emperor is a quiet man, but his every word strikes into the mind and heart with the force of a meteor.

"The Emperor is a thoughtful man, but once he has decided a course for his Empire, it is as if a god has tossed aside his dark cloak and thrown the lightning bolt.

"The Emperor is a powerful man, but one who knows the sensations of loss, pain, joy, and striving to create an immortal legacy.

"The Emperor is greater than any single body, any single world, any single sector can contain. The Emperor is greater even than Cleon himself; for the person of the Emperor is the person of the Third Imperium, the Rule of Man, and the Ziru Sirka. The Emperor is bounded by nothing but devotion to humanity and the rule of law over chaos.

"The Emperor is power, wealth, light, and joy. The Emperor is the cold of blackest space, and the warmth of eleven thousand suns."



Cleon's energy, combined with the political support of his close friends, his father's former political allies, and the Zhunastu industrial conglomerate, lent almost irresistible weight to the young noble's idealism.

Cleon, heir to both the Grand Duchy of Sylea and the Zhunastu industrial empire, used his considerable personal power and support in the Grand Senate to control the Federation government, and campaigned aggressively to increase the Federation's size. Over the course of three decades in the Grand Senate, Cleon devoted himself to dismantling almost every stale institution and custom of the old Sylean Federation in favor of the fresh organizations and new conventions appropriate to a young and expanding empire.

The Vilani had been in secret negotiations with Cleon for some time, and agreed to be the first sector to join the Imperium immediately after its founding, so long as Cleon would agree to secure Vland's core-spinward frontiers against the possibility of Zhodani encroachment. Cleon devoted substantial Scout, Navy and Intelligence resources to patrolling the regions to spinward of Vland sector. After thirty years of economic, diplomatic and military maneuvering, he had extended the Federation's influence to the edge of Core sector. However, his vision encompassed far more than Core sector, and he decided that the Federation had outlived its usefulness.

Cleon planned a more flexible and decentralized interstellar government, one which would allow greater local autonomy but maintain cohesion over large distances. He decided to revive the Imperium, to restore the past glories of the Rule of Man, and to lay claim to all former territories of the First and Second Empires. In the closing years of the period known as Twilight, Francis Repzinski, one of the last claimants to the throne of the Rule of Man, had established a capital on Sylea. Cleon linked the Sylean Federation's legitimacy to the Rule of Man through this ruler, and thus also to the First Imperium.

In the Sylean Year 651, the Federation Grand Senate petitioned Cleon to claim the Iridium Throne, the symbol of ultimate Imperial power. The Grand Senate crowned Cleon Emperor, and so he proclaimed that Year Zero of the Third Imperium.

Immediately, Cleon set about reforming the old Sylean Federation Scout Service, giving the new Imperial Interstellar Scout Service a powerful mandate to re-contact the former races and territories of the First Imperium and the Rule of Man, as well as a directive to chart unexplored space and contact previously unknown races.

Third Secretary of the Bureau for Interstellar Affairs (3S-BIA): Djugashvili Lentuli is a Vilani nobleman of middling rank, but his position as 3S-BIA is surprisingly lowly given his vital role in the Imperium. Lentuli is Cleon's troubleshooter, charged with "negating threats to the Imperium by whatever means are deemed necessary" and armed with the power of a full Imperial Warrant. This broad mandate has effectively made Lentuli Cleon's chief of intelligence and internal security. Most intelligence data flows to the Emperor via Lentuli's office, making the man one of the most powerful persons in the Imperium. However, Emperor Cleon still maintains a few independent sources that he uses to confirm particularly vital pieces of information. Cleon will give Lentuli an audience at pretty much any time, with virtually no notice, and once even threw a duke out of his chambers upon Lentuli's arrival.

Courier and personal assistant to Djugashvili Lentuli is his son, Artemsus. Artemsus is a leading figure among the "Young Turks," a small but highly active alliance of junior military officers and young nobles, allied with the Expansionist faction of the Grand Senate. Artemsus is famous for leading a counterattack against pirates who boarded a Zhunastu merchant vessel in Year –1. Although Artemsus was only seventeen years old, he rallied the crew in the ship's engine room and drove off the enemy, capturing the Corsairs' vessel to boot. This feat was widely reported in the media, which has made Artemsus a minor celebrity and a hero to idealistic Expansionists and young Vilani nobles.

Employees of the 3S-BIA, whether permanent agents or temporary hirelings, answer directly to Djugashvili Lentuli, who acts under the direct authority of the Emperor himself. However, all such employees are "deniable agents"—they have no official connection with the BIA or the Imperial Household. If compromised during a mission, it is their own responsibility to extricate themselves. The BIA may provide some assistance in extreme circumstances, but it is best that agents rely on their own resources rather than the Agency's goodwill.

Commodore Francis Repzinski XVII, Marquis Ameros: Francis Repzinski XVII is (allegedly) a direct descendant of Francis Repzinski I, the High Protector of Sylea, and Regent of the Rule of Man during the Long Night. Repzinski is tall, with blond hair and dark, space-tanned skin. His right arm is a prosthetic of black plastic; he lost his own arm during a pirate raid, and since has become fanatically obsessed with pursuing and destroying pirates wherever they may be.

Repzinski holds the rank of Commodore in the Imperial Navy, but his superior officers (also Conservative nobles) have granted him a long-term leave of absence in order to sit in the Moot and pursue his other interests (killing pirates). He strongly opposed the expansion of the Sylean Federation and the formation of the Third Imperium, and is a senior figure in the Moot's Conservative Faction.

Repzinski is secretly motivated by ambition, pride and envy of Cleon. Although he could never have worked his way to the position that Cleon now holds, Repzinski privately despises the Emperor for taking what he feels is the Repzinski family birthright: the Iridium Throne of the Rule of Man. He also believes that Cleon is an inferior, because of the Emperor's partial Vilani descent. Repzinski has even been rumored to have called the Emperor "the mongrel" (although not in public).

As Marquis Ameros, Repzinski maintains a large and well-equipped fleet based at Nimluin/Ameros (Core Subsector C). Although this fleet technically has only reserve status and is not supposed to venture beyond its home subsector except under Imperial Naval command,

Repzinski receives substantial latitude from his sympathetic Navy superiors. Repzinski has named the Ameros fleet the "New Justice Fleet," after the original Justice Fleet formed in Year –959 by Baron Ricardo Urquhardt, the infamous pirate hunter of the Long Night. Every two years, the New Justice Fleet makes at least one anti-piracy sweep deep into Lishun Sector; the "pirates' lair." Repzinski always returns from these forays refreshed and relaxed, as if he has been on a pleasant holiday.

The Emperor is aware of Repzinski's attitude, but is unwilling to risk a civil war by directly challenging the Marquis of Ameros. Cleon uses IISS Intelligence Branch agents to watch Repzinski and infiltrate the New Justice Fleet. Although Imperial Naval Intelligence would be the ideal organization to perform this kind of operation, the Emperor feels that Repzinski is too closely connected to senior Navy personnel for INI to be entirely trustworthy. The fact that INI has been left "out of the loop" on this decision has led to a number of near confrontations between the Emperor's Intelligence Branch agents and INI counter-intelligence operatives investigating reports of "spies" within the New Justice Fleet. INI's suspicion and the growing possibility of an undeclared "cold war" between Navy and Scout intelligence services has led the Emperor to recognize the need to act more directly against Repzinski in the near future.

The officers and ratings of the New Justice Fleet are fiercely loyal to Repzinski and, because of their frequent missions against the Lishun Pirates and the fact that many have only recently retired from the Imperial Navy, include many of the most experienced naval personnel in the Imperium. However, Repzinski has not shared his views about Cleon with his crew; after all, they are Imperial citizens despite their personal loyalty to Repzinski, and any declaration of disloyalty to the Emperor would meet with unpredictable results.

Cleon has recently employed a number of "free agents"—operatives with no connection to either the Scouts or the Navy—to directly investigate Repzinski and determine, once and for all, whether the Marquis is indeed engaged in treasonous activities. If Repzinski is guilty, the Emperor is willing to personally lead loyal forces to crush the New Justice Fleet.

Professor Aldin Zhunastu: Aldin Zhunastu is the current head of Zhunastu Industrial Laboratories (ZIL), and a cousin of Cleon's mother, Denkhumi Zhunastu. He lives in a low-gravity ZIL research habitat near the orbital city of Ton Vorn. Zhunastu is rumored to be over 110 years old, and still maintains an active lifestyle even though he must use a grav wheelchair whenever he is under standard gravity. The man spent thirty years as the head of the Technological Redevelopment Division of ZIL, before he transferred to the Energy Division in Year –19. He caused a furor among scientific circles in Year –15 when he suddenly vanished, to reappear five years later with the news that he had developed a prototype of a new kind of miniaturized fusion plant which he had dubbed Fusion Plus (F+). This new technology offered enormous opportunities over existing fusion plants. Although F+ was less efficient than the larger plants, the technology could be scaled down to produce very small fusion power plants that would fit inside ground vehicles and small spacecraft.

By Year –10, the entire Zhunastu Conglomerate had shifted its production to exploit the new technology, which had rendered a large range of larger fuel cell, battery and solar power systems virtually obsolete. New household items, grav vehicles, spacecraft and industrial equipment made use of the Fusion Plus power technology. The most dramatic developments, however, were in the field of weapons technology: a range of grav tanks, fighter spacecraft, atmospheric interceptors and combat submersibles established a decisive lead in military technology for the Zhunastu companies, which became virtually the sole supplier of military hardware to the Sylean Federation.

Since Year –9, Professor Aldin Zhunastu has been the head of ZIL, but still maintains a close interest in Fusion Plus and related technological developments.

Alexandra Aurion, Marquess Black Shroud: Alexandra Aurion bears or has borne several titles during her lifetime. She is at once the Marquise Black Shroud, the Countess Arrapas, the Baroness Del'Osa, and the former Deputy President of the Grand Senate (suspended). At forty-six years of age, she appears only twenty-six—the result of the best care that money can buy (including regular anagathic treatments).

As a young woman, Aurion was admitted to college only because of her high Social Status. (Her family "pulled strings.") She did not find her studies easy—although highly intelligent, she lacked a certain motivation at this early age. She began by studying gravitic sciences, but eventually concentrated on history and literature, eventually to graduate with honors in history. As her education proceeded to graduate school, she maintained that interest in history, and also began to study Sylean Federation law.

After the mysterious death of her older sister, Alexandra was unable to pursue her intended career as an historical scholar. She was recalled home and trained in the duties of a high noble; during this time she showed strong ability in administrative and diplomatic work and was formally confirmed Baroness. On taking office, she quietly investigated her sister's death and discovered that the older sibling had died at the hands of a Zhunastu corporate agent. Incensed, the new baroness became possessed with what would prove to be a life-long obsession with making the Zhunastu family pay for that crime.

Shortly thereafter, Baroness Aurion took her seat on the Grand Senate, and showed great talent in the cut-and-thrust of Federation politics, mainly in opposition to President Cleon's and his Expansionist faction. She developed major alliances within her own Federalist faction, and drafted a number of industrial laws, treaties and Moot protocols, most of which, by seeming coincidence, attacked Cleon's political and financial interests. She also gained appointments to a number of minor Senate committees, and was eventually to be elevated to position of countess.

Soon, Aurion began gathering a broad coalition of political factions opposed to Cleon's Expansionist policies.

During this time, Aurion became widely known in the Senate as a leader, a powerful orator, and the wrong person to annoy. Within a few short years, she became leader of the Federalist faction, and was elected chair of the Senate Rules and Finance Committees, with consequent elevation to the rank of marquise. During this time, Aurion established her reputation as a fearsome questioner. Bureaucrats and military leaders dreaded appearance before the Rules and Finance committees, particularly if they supported the Zhunastu conglomerate or Expansionist policies. Eventually, Aurion was to make an eternal enemy of Cleon, by blocking Federation finance for key Expansionist policies, forcing Cleon to use his own .

Still, Marquise Aurion was elected Deputy President of the Grand Senate not long thereafter. Although heavily burdened with administrative duties, she still managed to engage in Moot politics and drafted many laws and Moot rules. Eventually however, Deputy President Aurion was to fall completely out of favor, as a result of President Cleon's increasing control of the Senate. When Cleon dissolved the Grand Senate and declared himself Emperor, he contrived that Arion's powerful position of Deputy President of the Grand Senate, which controlled most of the administrative and financial dealings of the Senate, was transferred to the status of a ceremonial figurehead within the Imperial Moot. Key posts, including Cleon's former position of President, were filled by his supporters among the nobility.

Aurion declined the ceremonial sinecure in the Imperial Moot, and took a leave of absence with Emperor Cleon's blessing. When Cleon declared himself Emperor, Aurion's suspension from duty became effectively permanent. The Marquise now travels the frontiers, encouraging opposition to the Third Imperium. She seems dedicated to halting or delaying Imperial expansion by any means possible. While she and Cleon are politically unable to strike each at other directly, each is suspected of using covert methods to thwart one another's plans. As of Year 0, she and Cleon would seem to be engaged in a shadowy war of diplomats, spies and saboteurs.

According to reports, Aurion maintains quiet contacts among her former Federalist colleagues, who make up the Democratic Coalition in the Moot. Her allies defend her interests in the Moot and the Imperial Court, and covertly feed her resources and information in the hope that she can blunt Cleon's victory. Cleon has forbidden Aurion's name to be mentioned in his presence. Courtiers therefore tactfully refer to Aurion by her formal title, "the Marquise of Black Shroud," or simply as "Black Shroud."

Places

Under this heading are gathered two types of data: 1) specific locations or locales, and 2) terms defining types of places. For example, both the League of Antares and the concept of interstellar naval bases are defined here.

Antares: The name Antares is applied to a variety of places at the trailing fringe of the Imperium. Antares is a domain of the Imperium, a sector within that domain, and the capital of that sector.

Antares, League of: The League of Antares (although it does not include the Antares system) is an autonomous region which has not yet been absorbed into the Imperium and appears vehemently opposed to the idea.

Client State: An independent political unit which has elected (or had forced upon it) the patronage of a larger political unit. This relationship is generally mutually beneficial and is essentially commercial in nature. That is, the political or defensive ties which may be part of any patron-client relationship are ultimately intended to promote trade between the two.

Confederation: A group of independent states, worlds or systems united for specified purposes while generally retaining more freedom of action than the members of a federation. Also a league or alliance (especially of princes, nations, states, worlds, or systems).

Corridor: A sector containing 267 systems, dramatically split by the Great Rift. Of that total, 69 systems lie rimward of the Rift and 149 form the coreward third of the sector. Corridor is named for its role connecting old, well-established Vland sector with the frontier sectors Deneb and the Spinward Marches. At the time of the founding of the Imperium, the common name for the Corridor region is the old Vilani "Eneri," which roughly translates as "star salad."

Federation: A group of states, worlds or systems each internally independent, joined into a union to which has been surrendered certain rights and responsibilities, most generally to do with foreign affairs.

Interstellar Confederacy: A loosely allied collection of thirty-two star systems within the Bunkeria and Cemplas subsectors of Core Sector. The Interstellar Confederacy was the largest interstellar government to oppose the Sylean Federation during their 650 year ascendance in Core Sector.

The Confederacy was formed in Year –684 and was primarily interested in preventing any further technological decline of its member worlds. It stopped accepting members after it absorbed 32 systems of the Great Spiral; Confederacy members considered that number to be the maximum that could be efficiently coordinated. Individual planetary rights were paramount in the Confederacy charter—so much so in fact that the Confederacy rarely achieved the cooperation necessary to carry out its intention to halt the slow loss of technology and loss of general prosperity.

The Interstellar Confederacy had very few contacts with outsiders, and those that it did have were generally not pleasant. However, after contact with the Sylean Federation, the Confederacy steadily weakened in influence until finally, in Year –17, Cleon convinced a number of member worlds to pull out of the Confederacy altogether. By Year –1, the Interstellar Confederacy ceased to exist as a government entity, brought low more by the apathy of its members than by any hostile intent on Cleon's part.

Main: A grouping of systems forming a chain of worlds all reachable by Jump-1. This grouping provides a sort of "corridor," allowing the Jump-1 capable ships to travel to

any world along the chain. Many such groupings of worlds exist in the Imperium. Prominent examples include the Vilani Main centered in the Vland Sector, the Sylean Main in Core Sector, and the Antares Main originating in Antares Sector.

Jump-1 is the first jump drive that developing states discover, and since interstellar trade is an essential prerequisite for an effective interstellar civilization, mains are highly important, as they are the routes along which large interstellar states are most likely to spring up.

Naval Base: Within the Imperium, the term "naval base" generally refers to a space port facility for support, maintenance, repair and refit of space naval vessels. ("Wet navy" is the term used for planetary water vessels.) Planetary surface facilities are generally provided for space vessels less than 1000 tons displacement; orbital facilities handle larger ships.

A naval base has several distinct components; each part helps accomplish the overall mission of the base. The typical naval base is composed of an orbital berthing area, a surface berthing area, a maintenance section, and an administrative headquarters. Berthing areas provide locations for ships to lay over, whether for a day or for months. All berthing areas include provisions for refueling from storage tanks or fuel lighters.

Maintenance sections at naval bases vary from base to base. Where such a section would duplicate facilities already available at the local starport shipyard, the base will have only a small maintenance unit and repairs or alterations are carried out, under contract, by the local facility. Where adequate facilities do not exist, the naval base itself may have a large maintenance section capable of extensive repairs and refits. Maintenance is performed on the world surface or in orbit as necessary.

The administrative headquarters handles the day-to-day operations of the base, as well as its paperwork (including the allocation of funds, distribution of personnel, and disbursement of supply, maintenance and repair contracts).

Imperial naval bases outside the core worlds are rarely tactical units. Rather, they are intended to support the Imperial fleet and keep it in combat-readiness. Such bases may exist in harmony with local system-defense boats (which are under a separate command).

The New Justice Fleet: Although the regular Navy generally looks down on most reserve and system defense fleets, the officers and ratings of the Imperial Navy treat the New Justice Fleet with grudging respect. Ambitious Imperial Navy officers seek temporary (4-year) transfers to the New Justice Fleet because they are more likely to gain combat command experience there than in the regular Navy. This flow of command-level officers has led to a substantial core of support for the fleet's leader (Commodore Repzinski) within the Imperial Navy itself. The New Justice Fleet is based on a number of older TL11 ships that have been substantially refitted with TL12 weapons, drives and other equipment. Since the New Justice Fleet is primarily a defensive subsector reserve fleet, it is largely made up of system-defense boats and heavily armed battle riders, which use converted heavy jump freighters as jump tenders. The Fleet also maintains a couple of squadrons of modern TL12 ships as a heavy reconnaissance force and strategic reserve.

The New Justice Fleet also keeps a division of Marines, whose officers are exclusively former Imperial Marines and Imperial Army officers. The Fleet Marines have a reputation as a tough and flexible fighting force, although the enlisted soldiers are generally less experienced than their officers. The Fleet Marines specialize in zero-G, vacuum and ship-boarding operations, but train "dirtside" as well. Although pirate attacks against merchant shipping has fallen off dramatically since the New Justice Fleet began patrolling, the Fleet's aggressive campaign against piracy has forced the Lishun Pirates into larger, better organized, and better armed squadrons.

Psychohistory: The term "psychohistory" refers to the science of historical prediction and macrosocial manipulation. The main thesis of psychohistory is that the actions of trillions of individuals take on a fluidity and predictability which can be compared to that of molecules in a gas. The very size of the population being dealt with factors out individual peculiarities and allows the prediction of its overall behavior. Psychohistorians reason that with the ability to predict the reaction of a population to a particular stimulus comes the ability to manipulate that population.

Psychohistory began as a combination of public relations/advertising techniques, econometrics, and behavioral science, and although its techniques have been put on a more rigorous footing, the basic principles are still not well understood. A number of minor experiments have confirmed the general validity of the science, but it was also shown to be too expensive to be of any practical use on an Imperium-wide scale. Research continues at a small number of Imperial universities.

Rifts: Rifts are large regions of low stellar density that severely restrict interstellar travel, and may be dozens or hundreds of parsecs across. Rifts are the subject of many spacer tales, which generally involve dangerous journeys, lost civilizations, treasure ships, and horrible doom for explorers foolhardy enough to venture into such dark and forbidding regions.

There are four major rifts in the vicinity of the Third Imperium: the Great Rift, the Lesser Rift, the Windhorn, and the Delphi Rift. The Great Rift, also known as "the Claw" for its distinctive shape, is the largest rift in known space. The Vland Arm of the Great Rift extends into the Vland sector, cutting though Corridor, Deneb and Gushemege sectors, while the majority of the Claw lies far to rim-spinward. Numerous star systems actually lie within the Great Rift, but exploration will have to wait until the Imperium develops more powerful jump drive technologies. Any available information about the regions beyond the Claw is unreliable at best, and at least centuries out of date.

The Lesser Rift is "lesser" only in comparison to the Great Rift. This region lies to trailing of the Sylean Federation and has restrained alien races expanding in the trailing reaches. In Year –200, Sylean explorers

Misjump in the Great Rift

A short tale by ex-merchant Ryalch Briame.

"A few years ago, I signed aboard as First Officer aboard a fat trader that was running a load of Surshi cloth along the Vland Main. Our captain thought he was something of an entrepreneur, and boasted that he could make a larger profit on the Surshi run than any other merchant in the sector. We soon found out exactly why his profits were so large. That half-wit spawn of a dust shark had falsified papers declaring that his ship had recently passed its annual maintenance inspection, while the truth was that the jump drives hadn't been overhauled for more than two years!

"He had also taken a really strange load of passengers aboard, members of a religious cult who paid high passage prices to camp in the cargo hold, so long as we let them spend hours staring out of the view screen into naked jump space! Our life support systems were straining under the excess load, but the captain wouldn't hear reason. I argued with him for hours, but he told me that they paid extremely well, so they stayed.

"While we were travelling to the jump point, the passengers seemed to be very excited. When we actually penetrated into jump space, waves of terrible nausea and severe migraines hammered away at me. I had experienced minor jump sickness before, but usually only if I was taking medication or had been drinking heavily the day of the jump. This was completely different—everybody aboard knew right away that the ship had misjumped.

"The crew came close to mutiny on the second day in jump, but I calmed them down with promises that the captain would meet his deserved fate in the hands of the authorities on our return home. I relieved the captain of duty and confined him to his quarters, only partly for his own protection. Fortunately I found the passengers to be little trouble, other than trying to convert me to their damned religion at every opportunity. Our time in jump was mercifully short, and only a little under five days after the misjump, we precipitated out of jump space. However, our astrogator placed our location as somewhere in Corridor Sector, inside the Great Rift! Since we were more than seven parsecs from the nearest planetary system, it looked as though we would be stuck in the middle of deep space forever.

"Our fuel tanks contained enough for only one more jump, which would not be enough to reach anywhere but another part of the Rift. The crew were more than prepared to kill me as well as the captain. Then, surprisingly, the cult leader suggested a solution. He had worked as a jump drive engineer before his "conversion," and said he knew enough "mystical secrets" that he could make our drives misjump again, giving us at least a chance of exiting the Rift.

"Realizing that a second misjump was our only slim chance of survival, I let the cult leader modify the drives, and we jumped again. The second jump was even worse than the first, if that could be possible. I spent the next week chewing all of my fingernails down to the elbows joints. We came out of jump near some backwater system, but our lousy luck had almost finished us off: We had come out on the very edge of the Lesser Rift. Two more parsecs would have left us floating for the next million years or so as a very cold piece of space debris.

"It took us almost two years to repair our drives and work our way back to Vland. Once we got home, I quit my position for this nice, dull, safe desk job in the AAB on Vland."

returned from beyond the Lesser Rift with tales of a bizarre and aggressive race of herbivores that possibly present a threat to the long-term security of the Imperium.

The Windhorn lies coreward of Vland sector, and almost meets the Vland Arm of the Great Rift.

The Delphi Rift dominates the astrography to the rim-trailing of the Sylean Federation, and has historically impeded efforts to exploit resources of Gateway region.

The Rifts have made a significant impact upon the economic and military history of the Third Imperium as well as the First and Second Empires. Although merchant shipping must find a way around the rifts, so must any invading enemy force. The exact definition of a rift may vary, depending upon the prevailing jump drive technology of the time. For example, in the time of the First Imperium, when Jump-2 was the best technology available, hundreds of smaller regions with low stellar density impeded interstellar traffic and were referred to as rifts.

Scout Base: A port facility for support, maintenance and repair of scout vessels. The Imperial Interstellar Scout Service maintains a variety of scout bases scattered throughout the Imperium, with installations tending to be on less developed worlds with starports type C or D. Scout bases tend to be surface installations equipped with basic facilities for fueling, and for minor maintenance activities oriented toward ships of 1000 tons or less.

Scout bases are positioned in more isolated systems than are naval bases. The reason is that these bases serve as a source of ships carrying dispatches from the well travelled starlanes to more remote worlds. Scout bases also have other responsibilities, and most have a responsibility for administrative command, monitoring and data-gathering, in addition to maintaining and refueling scout ships. Within a subsector, one base will hold responsibility for cartography, another will be responsible for technical developments, and still another for contact or liaison activities.

Signal GK: Abbreviation for "Gashimeku Kaalariin," Vilani for "vessel in distress." The code signal GK originated on Vland as a distress signal in maritime and aviation activity, and it was one of the standard communications codes of the Vilani Imperium. When the Second Imperium succeeded that empire, Signal GK was retained as a distress code concurrently with the Terran SOS and Mayday signals. It is a very firm custom that any vessel must respond to the GK, SOS or Mayday signals, provided that such a response does not endanger the ship or crew of the responding vessel.

Someone is Out There

A Rift-related experience told by Scout Leader Mirael Charby.

"I was once engineer aboard a two-man Scout Courier, which had a mission to explore for a jump route across the Delphi Rift. My partner and I were on a routine mission, searching "empty" parsecs for rogue planets, brown dwarfs, snowball comets, ice clouds, anything that might support refueling operations and allow our ships to approach some of the systems buried deep inside the Rift.

"The mission was uneventful—dead boring in fact—until we came out of jump inside a dark nebula. The sensor array went berserk, so I checked the view screen...and felt my heart drop through my seat. It looked as if something was eating the stars! At first I thought the effect was a mirage, caused by a denser patch of dust or gas within the nebula, until our active sensor sweep bounced off it. The mass was solid, spherical, thousands of kilometers across, but its surface was as smooth as if it were laser-polished, right down beyond the centimeter-level. It reflected radar, laser, maser, everything, perfectly.

"When we returned to the Way Station and submitted our logbooks, nobody believed us. The Scout Service sent a Scout Cruiser with a full astrographic team to verify our story, but they found nothing at all. What do I think it was? Well, I couldn't say exactly. But I do know that it's almost impossible for a natural body of that size to be so regular unless it's something like a neutron star or black hole. Since I'm sitting here right now, it couldn't have been either of those. The natural universe just couldn't produce something like that.

"Right to this day, I can't shake the feeling that the object was... artificial..."

Solomani Movement: An organization devoted to the doctrine that humans of Solomani descent are superior to all other races and are most fit to rule the galaxy. A number of senior Solomani nobles are rumored to be members of the Movement.

Starport: An establishment for landing, servicing, refueling and control of starships. Starports range in quality from A (the most extensive facilities) to E (little more than a spot of cleared ground). Type A, B and C starports generally have both surface and orbital facilities. The surface facility includes cargo handling installations, a landing field, control towers, and construction and maintenance bays. Surface starport components are frequently called "Down" (for example, Cleon Down Starport on Capital). Orbital facilities are usually present in geostationary orbit above the downport, to enable handling of unstreamlined ships and to allow heavy craft to be constructed in orbit.

The orbital component is usually known as "Orbital" or "High" (for example, Cleon Orbital Starport). Type D and E starports have no significant orbital facilities, but they usually have navigational satellites or similar equipment. Unstreamlined ships at these starports must be serviced in orbit by shuttles. Starports, being the primary point at which starships interact with a system, are usually the location for shipyards and additional bases, such as scout bases, naval bases or other military installations.

Sketola/Bunkeria (Core 0622): The capital world of the old Interstellar Confederacy. Sketola was brutally conquered by rebel forces during the Confederacy Civil War (Year –239 to Year –237). With the decline of the Confederacy, Sketola has declined considerably in interstellar influence.

Things

The entries under this heading are concerned with several items and institutions that are important to the citizens of the Third Imperium. Of particular note is the entry concerning the Imperial Warrant of Restoration.

AAB: The Argushiigi Admegulasha Bilanidin, which in Vilani means literally "the Vilani repository of all knowledge," is a major scientific institution located on the world of Vland, with branches on many other worlds. The extensive AAB facilities include a vast museum, a library and several research centers and publishing houses. Not only does the AAB collect samples, specimens and recorded materials from all over explored space, it also publishes an abridged, ten-holocrystal encyclopedia set of its extensive data files, known simply as "The Encyclopedia." The set includes the equivalent of 2,500 extensively illustrated volumes, yet it can easily fit into a large pocket.

Achenaar Antilles Line: The largest merchant trading and passenger line in the Great Spiral area of the Sylean Main, operating over a thousand ships of all sizes throughout Core sector. Rualto Achenaar and Joffan Antilles founded the line on F'rnow in Year –567, during the years of the Interstellar Confederacy.

The Archon Thesis: During the early years of the Imperium, as in the previous Imperiums, there is considerable speculation as to why humaniti has arisen on so many different worlds within the galaxy. Because of genetic evidence that all these branches of humaniti sprang from common stock, it is generally assumed that the race originated on one world, and was then scattered across the galaxy by some mysterious ancient race. And ruins on multiple worlds throughout human space attest to the one-time existence of just such a race of "Ancients," for lack of a better term.

Numerous academics, novelists and tabloid journalists have proposed competing theories about the identity of these Ancients. Few generalizations can be made from the vast diversity even within the few Ancient sites in known space; however, it seems evident that the Ancients had spread throughout known space, then destroyed themselves during a final war that lasted over a thousand years, and that these Ancient sites appear to be strongly correlated with minor subspecies of humaniti, both existing and extinct.

During the Second Imperium, the leading scientific theory of the period was the "Archon Thesis." That thesis postulates that the Ancients were actually a race of humaniti (the Archons), who developed vast technology on

their home world—supposedly Terra, the legendary home of the Solomani—some hundreds of thousands of years ago. The minor human races across known space are believed to be the descendants of the Ancient human survivors of the "Final War," who had been blasted back to a pre-technological existence.

Given the degree of bigotry within the Solomani of the early Imperium, it is hardly surprising that the Archon Thesis attracted substantial support, particularly from Solomani nobility and archaeological scientists. But it also serves Emperor Cleon's purposes well, acting as a powerful force for Imperial expansion. First, it has transformed many scientists into enthusiastic supporters of the Emperor's expansionist plans; these "Archonists" are keen to return to known worlds of humaniti to search for further evidence of Ancient artifacts. Second, since the thesis postulates that the Archon Ancients evolved on Terra, it lent further force to the Solomani nobility's delusions of grandeur. Third, it led many Solomani to claim, arrogantly, that they were entitled to rule the galaxy, not merely as the former lords of the Ramshackle Empire, but as the descendants of the Ancients themselves. Considering how much stock Cleon has put in presenting the Third Imperium as the rightful heir to both the First and Second, the Archon Thesis serves his expansionist purposes as well as it did theirs.

Fusion Plus: Fusion Plus is the technology that makes the Imperium possible (as opposed to the distributed power structure of government, which is the social order that makes the Imperium possible). By Imperial Year 0, any world with a civilization has learned how to be self-sufficient. The ones who couldn't have died. With the various cultures at approximately the same level of technology, and not having a need for other people's products, the incentive for interstellar trade was not that great.

Fusion Plus changed all that. It is a size breakthrough in fusion power plants that opens up a whole new realm of technological possibilities. And Sylea is the only planet that has it. If you want it, you buy it from Sylea's Cleon Industries, which invented Fusion Plus.

Fusion Plus forces deuterium-enriched water ("heavy water," which can be produced on any TL5+ world by various means, including electrolysis) into a solid-state matrix. The matrix causes the deuterium (a hydrogen isotope) to fuse, heating the whole and generating electricity (usually via some type of thermoelectric junction, but other mechanisms are possible).

Fusion Plus is "cold" fusion only in comparison to the millions of degrees generated in a normal fusion reactor's core. Electrical generation is most efficient when the reactor core is significantly hotter than the surrounding heat sink. Fusion Plus reactors generally use their fuel as a coolant, and continuously boil off small amounts of water to keep the core temperature under control (above a certain temperature, the structure of the core begins to break down, and it loses the properties that allow the reaction to continue).

Fusion Plus units were originally manufactured starting in Year –28, but until Year 3, the only place a unit could be serviced was on Sylea because all units were "factory sealed" encapsulated units, with a great deal of effort put into preventing reverse-engineering of them. Eventually, of course, someone managed to reverse-engineer and duplicate the technology, at which point Cleon Industries released the TL12 version to keep its competitive lead. Cleon is, obviously, willing to take some financial risks to expand the Imperium, sacrificing short-term profit for long-term gain.

GSbAG: GSbAG is an Imperial megacorporation. Unlike other manufacturers, GSbAG (popularly known as "Gas-bag") has restricted itself almost exclusively to the manufacture of starships since its earliest known existence. Its products command extremely high prices, but the quality justifies the price. GSbAG is one of two firms charged with the manufacture of the personal vessels of the Imperial family, and is a major contractor for the Imperial military.

According to company propaganda, the company was founded in Year –2438 from a consortium of old Terran manufacturing firms. In actual fact, there is no concrete evidence of the corporation's existence prior to a contract with the Sylean Federation Navy in Year –334. Stock ownership: Imperial family, 29%; Hortalez et Cie, 3%; noble families, 54%; other corporations, 8%; public, 2%; other, 4%.

The Warrant of Restoration: When Cleon Zhunastu formed the Third Imperium, he was actually reviving the First and Second Imperiums, and therefore laying claim to the many thousands of worlds which made up those earlier entities. What follows is the text of the Imperial Constitution, including the Preamble, or "Warrant for the Restoration of the Imperium."

Preamble—The Warrant of Restoration of the Imperium: The worlds of the universe lie separated by the vastness of space, each alone, and dependent upon its own resources. In the past, a greater community of worlds has existed, promoting a greater good for all its members, and for all those who have interacted with it. The time has now come to reestablish that greater community.

On the foundations of the past, in order to promote:
Safe travel among the stars,
the exploration of worlds circling those stars,
the pursuit of knowledge,
mutually profitable trade and commerce,
the active exchange of information and technology,
the individual pursuit of personal betterment,
and the collective pursuit of community good,
we hereby reestablish the Grand Empire of the Stars.

Article I—Imperial Governance, Membership, Citizenship: The Imperium shall exercise no direct governance over any member world. Instead, the purpose of the Imperium shall be to provide for the defense of all of the member worlds as a group, and to bring the rule of law to the spaces between worlds. No interference with local law or custom is contemplated, except where such local law or custom is in conflict with Imperial law.

Any world may, through a recognized representative, proclaim allegiance to the Imperium, and in so doing, such world shall become a member of the Imperium, equal in status to all other members of the Imperium. Member worlds shall govern themselves as they see proper, provided that such government does not violate Imperial laws.

The Imperium reserves to itself the power to create as it sees fit governmental entities superior to the member worlds but subordinate to the Imperium. This shall include the power to abolish said entities as the Imperium sees fit. The Imperium reserves to itself the power to create as it sees fit bureaus and agencies to carry out and enforce the Imperial will. This shall include the power to abolish said bureaus and agencies as the Imperium sees fit.

The Imperium considers as citizens any living recognized sentient creature native to or naturalized by a member world of the Imperium, or any living recognized sentient creature swearing fealty to the Imperium directly. No immunity, protection, right, or privilege granted by the Imperium to a citizen of the Imperium may be abridged or denied by any member world.

Article II—The Emperor, Hereditary Succession: The Powers of the Imperium shall be vested in an Emperor, who shall maintain that title and those powers until his death or voluntary abdication. Upon such death or abdication, the title and powers shall pass to the oldest child of the Emperor, whether by birth or by adoption, provided that the child shall have been publicly acknowledged as the rightful heir of the Emperor by the Emperor, and providing that there are no conditions which would disqualify the child as fit to maintain the Powers of the Imperium.

Article III—The Moot, Nobility: The recognized nobles of the Imperium shall provide their advice and counsel to the Emperor prior to any legislation or action by the Emperor. The recognized nobles, acting in this capacity, shall be designated as "the Imperial Moot." The Imperial Moot shall have two powers over the Emperor: They shall have the power to declare the dissolution of the Imperium, and they shall have the power to disqualify an Imperial Heir Apparent from ascending to the Imperial Power. However, the latter power shall only be exercised for just and proper cause. If the Emperor dies or abdicates having provided no heirs either by blood or by adoption, or if no heir of the Emperor is found fit to maintain the Powers of the Imperium, the Moot shall have the power to designate the next recipient of the Imperial Powers. Should the Moot find it necessary to exercise this power, the designee shall be a citizen of the Imperium.

A recognized noble of the Imperium shall be a citizen granted a noble title (by the Emperor or by one empowered by the Emperor to grant noble titles). Noble titles granted by member worlds may be recognized by the Imperium on a case-by-case basis.

Article IV—Free Trade: The Imperium shall support free trade among its members. No member shall engage in piracy or smuggling, nor allow its territory to be used for piracy or smuggling, nor shall it issue letters of marque or reprisal or other permission for ships operating within its territory to engage in piracy or smuggling.

Article V—Standards: The Imperium shall conduct all of its activities according to the Imperial Calendar, which shall consist of a year made up of 365 (three hundred and sixty five) consecutive Days of 24 (twenty four) consecutive hours each. The Days shall be numbered 1 (one) to 365 (three hundred and sixty five) in order. The day that this Charter shall become effective shall be designated Day 1 of Year 0 on the Imperial Calendar. Day 1 of any year on the Imperial Calendar (henceforth "Imperial Year") shall be designated as an Imperial Holiday, named Holiday.

The unit of exchange in interstellar commerce, and between the Imperium and the member worlds, shall be the Imperial Credit. The Imperial Credit shall be valued independently of the value of any coin, currency, or value of any member world. The Imperium shall have the responsibility and power to control the value of the Imperial Credit.

The Imperium shall use as its standard of measurement the presently accepted standard measures and nomenclature used by the Sylean Federation. These standards shall be designated the Standard Imperial (SI) Measurement System.

Article VI—Slavery Prohibited: Chattel slavery shall not exist within the Imperium, nor in any territory directly under its control, nor on any member world, nor within any territory with which a member world shall have dealings.

Article VII—Extra-territoriality of Designated Imperial Possessions: The governance and operation of starports or other territories ceded to Imperial use is reserved to the Imperium. Movement of material and sentients between such territories and the member world shall be controlled by the member world, subject to Imperial laws governing such movement. Such territory shall be excluded from the jurisdiction of any member world, and no material or sentients shall enter such territories from any member world without the express consent of the governing Imperial authorities responsible for such territory.

Article VIII—Acknowledgment of Imperial Power: Notwithstanding any provisions to the contrary contained in this document or in subsequent Imperial actions, the Imperium, for the purpose of ensuring its continued safety and stability, reserves to itself the power to unilaterally enact changes in any or all aspects of the relationship between itself and any member world or citizen.

Zhunastu Industrial Laboratories, LIC: Zhunastu Industrial Laboratories (ZIL) is the high-technology research arm of the Zhunastu Conglomerate, and enjoys the services of some of the brightest scientists in the Imperium. ZIL does not confine its recruiting to the Imperium, however; it maintains a corps of scientific recruiting agents (otherwise known as "Talent Scouts," after an obscure Solomani reference) who scour universities and research bodies throughout explored space, prepared to make irresistible offers of employment.

ZIL maintains a range of research divisions, each of which specializes in a different aspect of technology: Energy Division (ED) researches new sources of energy and improvements in existing energy generation technolo-

gies. ED is now almost exclusively focused on further development of the Fusion Plus technology. Advanced Materials Division (AMD) studies materials science and devises new metal alloys, polymers, ceramics and superconducting materials. AMD is rumored to be developing a new type of spacecraft hull armor. Bioproducts Division (BPD) researches genetic engineering and related biological technologies for industrial, agricultural and other uses. A small proportion of BPD's funding is channeled via Weapon Systems Division. Robotics Division (RD) develops new robotic technologies, largely for industrial purposes. A growing proportion of RD work is being funded by the Weapon Systems Division. Industrial Division (ID) concentrates on improving existing industrial technologies. ID is also responsible for researching new computer and communications technologies, such as meson communicators. Vehicles Division (VD) develops prototypes of starships, spacecraft, planetary vehicles and installations such as bases and space stations. This division also researches new jump drive and propulsion technologies, as well as life support and related equipment such as vac suits.

Weapon Systems Division grew from one of the smallest ZIL divisions to the largest within only a couple of years. WSD directly commands over a third of ZIL's resources, and maintains a huge influence over the research carried out in the rest of the organization. It has been estimated that over eighty percent of ZIL's resources are either directly or indirectly going into developing new weapons systems. WSD is rumored to be working on a range of powerful hand-held and vehicle-mounted energy weapons, based on an extension of the Fusion Plus microcontainment technology.

Technological Redevelopment Division (TRD) is the least interestingly named division, but is the true technological powerhouse of ZIL. TRD maintains a large staff of theoretical physicists and engineers, as well as a number of technological archaeologists, whose job it is to search through the records and artifacts left by previous civilizations, in order to extract useful technological innovations that can be passed on to other divisions. It is a closely kept secret that most of ZIL's "discoveries" are actually "rediscoveries" of Rule of Man, First Imperium and even Ancient technologies. TRD has made significant advances in a number of fields in which the Sylean Federation has traditionally been weak, such as robotics, genetics and energy technologies.

Scout Cruiser: The Scout Cruiser, based upon an 800-ton, streamlined, disk-shaped hull, is typically used for extended exploration missions to a single system. While Scout/Courier ships range ahead to perform the initial cursory survey, Scout Cruisers follow behind and gather detailed information on each system's worlds and life forms.

The Scout Cruiser is equipped with two air rafts, a 1000-AU-range communicator, two maser communicators, and a laser communicator as backup. The ship is lightly armed and armored to withstand moderate attacks, although the standard procedure in cases of battle is to flee, allowing the Imperial Navy and/or Diplomatic Corps to handle the situation.

For extended survey missions, the ship has a fuel purification plant (capable of purifying twenty tons of fuel per hour), ten laboratory shops, ten sick bays, one engineering shop, and one vehicle shop. The hangar is capable of handling ten tons of small craft, but is typically used

Scout Cruiser Statistics:

Tons: 800	Volume: 11200	Cost: 428.51
Crew: 17	Passengers (H/M): 3/17	Passengers (L): 0
Cargo: 43.2	Controls: Military W/Bridge	Tech Level: 12
08 Size Rating		02 Jump Rating
04 Fire Control Rating		02 G Rating / Thrusters
L Battery 4-3-2-0		05 Power Plant Rating
L Battery 4-3-2-0		170.7 Fuel Rating
L Battery 4-3-2-0		00 Meson Screen Rating
L Battery 4-3-2-0		04 Sand Caster (120)
		00 Damper Rating
		A10 P4 J10 Sensors/ Small Military TL12
		20 Armor 21 Structure

Crew Detail: 3 Command, 1 Pilot, 1 Astrogator, 2 Electronics, 4 Gunners, 1 Medic, 1 Steward

Deck plan key:

1: Fuel tankage	2: Maneuver Drive
3: Jump Drive	4: Power Plant
5: Engineering Shop	6: Hangar
7: Vehicle Shop	8: Cargo (1st & 2nd Decks)
9: Fuel Tankage (2nd Deck)	10: Sickbay
11: Laboratory	12: Crew or Scientist Stateroom
13: Bridge	14: Command Crew Stateroom
15: Senior Scientist Stateroom	16: Lounge
17: Dining (Mess) Hall	18: Conference Room

only for the two air rafts. The large cargo hold is available for carrying the numerous samples typically gathered during the extended missions to which this type of craft is typically assigned.

Accommodations include six large staterooms (for the three command officers and three senior scientists), plus 31 small staterooms for the rest of the crew and scientists.

Vessels of the Scout Cruiser-class are traditionally named after ancient Solomani exploration vessels. Examples include such names as *Albemarle, Endeavor, Discovery, Mayflower, Nina, Pinta, Penrhyn, Santa Maria,* and *Scarborough.*

History

The history of intelligent life in this section of the galaxy begins approximately 300,000 years before the founding of the Third Imperium. Although little is known about those years, the remaining knowledge is great enough to fill the largest repository of them all, the AAB on Vland. What follows is a sampling of the data available within that vast storehouse of knowledge.

Chronology: This chronology covers the basic historical events leading up to the founding of the Third Imperium. The chart below shows the date of the event according to the Imperial Standard dating system.

Note: Imperial and Terran years have 365 days, while Vilani years are approximately 1.33 standard years in length. Common suffixes include: PI for Pre-Imperium, VI for Vilani Imperium, BCE for Before Common Era, and CE for Common Era. In Imperial Year 0, the Vilani year is 3039 and the Terran year was 4521.

Year –8000 Vilani arrive at Sylea.
Year –4045 First Imperium founded.
Year –3000 Technology leakage.
Year –2800 Insurrections common.
Year –2422 Terrans contacted.
Year –2219 First Imperium ends.
Year –2204 Rule of Man.
Year –1900 Many worlds decayed into bedlam. Governor Frances Repzinski becomes High Protector of Sylea.
Year –1850 Lack of cooperation within states.
Year –1800 Vland at TL12 (Jump-3). Resurgent Sylean nationalism.
Year –1799 Border worlds start refusing off-world currency.
Year –1776 Financial collapse of Rule of Man.
Year –1700 Loss of fusion technology on Sylea.
Year –1550 Vland at TL9 (Jump-1).
Year –1526 Long Night: off-world travel all but stopped.
Year –1120 Aslan Border Wars start.
Year –962 Reaver attacks on Sylea.
Year –930 Reavers beaten back.
Year –908 King Ricardo I of Sylea, blockade of Sylea.
Year –905 Ton Vorn occupied by Ricardo I.
Year –690 Queen Rowena abdicates.
Year –684 Interstellar Confederacy founded.
Year –650 Sylean Federation established.
Year –495 Sylean scouts contact Vland.
Year –489 New Vilani merchant fleet.
Year –475 Zirunkariish finances Vilani trading.
Year –425 Zirunkariish established.
Year –301 Interstellar Confederacy contacted by Sylea.
Year –239 Interstellar Confederacy Civil War (to Year –237).
Year –201 Open war between Sylean Federation and Interstellar Confederacy as Sylean Federation threat of expansion increases; Sylean Expansion Wars.
Year –112 Sylean battleship destroyed by robot at Shudusham.
Year –110 Shudusham Concords.
Year –107 Sylean traders contact Chanestin Kingdom.
Year –100 End of Sylean Expansion Wars.
Year –59 Cleon born.
Year –30 Cleon gains control of Federation; begins active expansion campaign. Vland agrees to join Federation. Vland still TL9.
Year –28 Fusion Plus invented.
Year –17 Cleon persuades some worlds to leave Interstellar Confederacy.
Year –1 Interstellar Confederacy ceases to exist.
Year 0 Sylean Federation at TL12. Cleon is declared Emperor of Third Imperium.
Year 17 Order of Starship and Crown established.
Year 17 Cleon delivers his pro-sentient speech.

Ancients: The name given to a race of intelligent, non-human beings who inhabited various locations in humaniti's portion of the galaxy approximately 300,000 years prior to the establishment of the Third Imperium. Archaeological evidence recovered from excavations of the few known Ancient cities indicates that the race destroyed itself during a 2,000-year period of intense warfare which left only ruined cities and shattered planets.

The Ancients were responsible for several major features within known space. For example, their warfare resulted in the large proportion of asteroid belts throughout this spiral arm. Scattered cities, most of them severely damaged by battle (and all vacant), stand as evidence of their wars. Most such areas, however, are under investigation and are therefore not open to the public. The Ancients are generally accepted as being responsible for the dissemination of humaniti within its current domain. It is theorized that they transplanted genetic stock from Terra to at least forty worlds across a span of some 360 parsecs.

Aslan Border Wars (Year –1118 and Onward): A series of conflicts between various Aslan clans and human systems as the Aslan expanded toward already settled human territory. The Aslan achieved jump drive late (Year –1999) and proceeded to expand into the available territory in their region of space. Contacts along their trailing border necessarily resulted in friction with the human systems in that region.

Because the Long Night was already well under way by the time the Aslan encountered humans, there was no

central human government to resist Aslan attacks. Since there was no united Aslan authority either, the sides were fairly matched, and numerous small wars erupted between Aslan clans and human splinter states, with alliances among the powers constantly forming and dissolving.

The border between human and Aslan space remained relatively constant, with a few systems changing hands after each war. At this time, some clans also launched raids into the interior of the former Imperial domains, where they conquered and settled worlds as far as forty parsecs beyond the border. As of the founding of the Third Imperium, knowledge of the Aslan is limited to tales brought back by traders and scouts who have witnessed the aggressive expansionism of this alien race. The Emperor himself is known to have expressed concern at this threat, but military advisors generally agree that the rate of expansion of the Aslan and Imperium indicates no significant clashes should occur for perhaps a century.

First Imperium (Year –4045 to Year –2204): The first major interstellar civilization, politically and culturally dominated by humans originating on Vland. The Jump drive was invented on Vland in Year –9235. The Vilani soon discovered a number of inter-fertile and technologically primitive human races on worlds within sixty parsecs of Vland. These were gradually brought to a state of high technology with Vilani help, and were assimilated into a loose interstellar community bound by trade and common culture.

Eventually, the client races themselves explored beyond the local sphere, contacting and trading with still more races. These new races gained their technology without being assimilated into Vilani culture; the resulting increased friction eventually resulted in a series of wars beginning in about Year –5400.

In response to this growing threat, Vland began tightening its control of its trade sphere, and finally organized it into a centralized state in Year –5273. This marked the beginnings of the First Imperium, although there was as yet no emperor. During the thousand-year period of The Consolidation Wars, Vland conquered and absorbed its enemies until there were no longer any separate civilized states on its borders.

The last war ended in Year –4045, and the Vilani declared the establishment of an interstellar empire to govern all Vilani territory, known as the Grand Empire of Stars, or Ziru Sirka. Vilani dating begins at this point. With no exterior threats, the Pax Vilanica/Ziru Sirka lasted for nearly 1,200 years. At its height, which was attained soon after the end of the wars, the First Imperium contained twenty-seven sectors and over 15,000 worlds.

However, the price of maintaining centralized control over this vast expanse was a cultural rigidity. Exploration had ceased with the beginning of the wars; now scientific research slowed to a halt and the beginnings of a hereditary caste system began to emerge. The Imperial civilization was in decline. As long as there was no exterior threat, the Grand Empire was safe; but gradually, despite all efforts, technology leaked across its borders. New interstellar states arose, and the Imperium could no longer afford to absorb them. Gradually, the Imperium lost territory along its coreward and trailing marches. Then, in Year –2422, the Imperium was contacted along its rimward border by the Terrans, who had recently emerged into space. Terran expansionism lead to a series of interstellar wars, which ultimately resulted in the Terran conquest of the Imperium in Year –2219, and the founding of the Rule of Man. The First Imperium bore many names in its long life, including the Grand Imperium of the Stars, the Grand Imperium, and the Vilani Empire.

First Interstellar War (Year –2408 to Year –2400): The first military engagement between the Vilani of the First Imperium, and the Solomani of the Terran Confederation. This began an on-again, off-again series of wars between the two major human races, which ended in the defeat of the Imperium and the beginning of Solomani ascendance.

Nth Interstellar War: Any one of an intermediate number of interstellar wars fought between the Terran Confederation and the First Imperium, during the period 2048 to Year –2219. The First Interstellar War (Year –2408 to Year –2400) marked the initial clash between Terra and Vland. The peace that concluded those hostilities was both uneasy and short. The Second through Seventh Interstellar Wars were marked by see-saw exchanges of territory, mostly confined to the Dingir and Sol subsectors. These initial wars were fought on the Vilani side, with only the forces available to the Vilani provincial governor; the central government was preoccupied with other problems. This was fortunate for the Terrans, as Vilani power, even at this late date, was sufficient to crush the Terrans in short order had it been applied in full.

The Eighth War finally broke upon the frontier and ended in the first major Terran victory. Finally, the Grand Imperium took notice, and dispatched major fleet elements to the area, but the time for action had passed. Terran invention of the Jump-3 drive made the Ninth War a crushing victory for Terra and forced the Vilani to relinquish most of the Solomani Rim. Thereafter the Terrans were almost constantly on the offensive.

In the centuries after the conclusion of the wars, no consensus could be reached in the academic community as to when the later conflicts began or ended. All were interrupted several times by armistices, cease-fires or shaky periods of peace. (Indeed, a new war would often break out along the front lines before the existence of a peace treaty could be communicated to the respective capitals).

Periods of warfare are lumped together or split apart depending on the historian's individual point of view, and a single war to one historian can be identified as two or more wars by another. The situation is complicated by the fact that records for some of the years in question are sketchy. To clarify matters, an accommodation was arrived at which simply labels all interstellar wars after the Ninth with the indeterminate variable N. Proper usage calls for the war to be defined with the actual years being discussed. Many history texts use this system to refer to all the wars except the first. The Nth Interstellar War (Year –2235 to Year –2219) ended the series when the Vilani Grand Imperium

collapsed, as much from its own weight, age and decadence as from Terran victories. The Terrans moved quickly to occupy the remaining Vilani territories.

Ramshackle Empire: Common term used during the Long Night to refer to the Rule of Man (also known as the Second Imperium).

Rule Of Man (Year –2204 to Year –1776): A short-lived interstellar empire formed after the conquest of the Vilani Imperium by the Terrans. The conquered territories were under military rule from Year –2219 to Year –2204. Vilani military forces were incorporated into the Terran forces. Terran Naval forces took over key posts in the Vilani bureaucracy (which otherwise retained intact).

In Year –2204, the Terran secretariat attempted to transfer control directly to Terra and to incorporate the conquered regions into the Terran Confederation. The commander-in-chief of the Terran Navy, Admiral Hiroshi Estegarribia, realized that the Confederation government could not possibly control the vast territories of the Vilani Imperium. He proclaimed himself Regent of the Vilani Imperium, and Protector of Terra, so both states were now united in the Rule of Man. Nearly all the fleet sided with Estegarribia, both because it was composed largely of colonials who were under-represented under the Terran Confederation government, and because of Estegarribia's careful preparation. The Confederation was dissolved without significant resistance.

The Terran Fleet headquarters on Dingir became the capital of the Rule of Man. The bureaucratic center of the Imperium remained on Vland, although arrangements were undertaken to transfer it gradually elsewhere. Upon his death, Estegarribia was succeeded by his chief of staff, who crowned himself Emperor Hiroshi II. Estegarribia, even though he did not actually assume the crown, is therefore known to history as Emperor Hiroshi I. Hiroshi II transferred all functions of government from both Vland and Dingir to a more centrally located world, renamed bilingually Hub/Ershur. This world was to remain the capital of the Rule of Man for the next 400 years. During the Rule of Man, large numbers of humans from Terra and its oldest colonies emigrated throughout the Imperium. People of Terran ancestry of culture (many of them assimilated Vilani) assumed positions of power on most worlds and became industrialists and administrators.

The problems of sheer size and scientific stagnation which had brought about the fall of the Vilani Imperium continued to plague the Rule of Man. The Vilani had coped with the problems of ruling a large empire by a rigid caste system, with all citizens rooted firmly in their place. But this system could last only as long as there was no significant external threat. The Terrans did away with this system but were not able to replace it with a workable new social order. The destruction of the caste system swept away the foundations of interstellar society. Key industries fell apart as their workers became free to move elsewhere.

The Year –1776 date for the end of the Rule of Man is arbitrary, and it notes the financial collapse of the central government when the treasury at Hub/Ershur refused to honor a monetary issue of the branch treasury at Antares. The resulting lack of confidence within monetary circles marked the end of large-scale interstellar trade and of effective governmental power within the Rule of Man. Although the Imperium did not completely fall apart for many years, the Rule of Man had effectively ceased to exist as a viable interstellar community, and the period known as Twilight had begun. The Third Imperium refers to the Rule of Man as the Second Imperium, which emphasizes its own roots in the Solomani-dominated Second Imperium and the Vilani-dominated First Imperium. Anti-Solomani elements emphasize the failure of the Solomani-dominated Ramshackle Empire.

Solomani: Strictly, a member of that human race which developed on Terra from the original human stock (*h. Sapiens*). The term "Solomani" is often used to refer to members of the Solomani race (or, more palatably to some, to members of the human race of Solomani descent). Its original meaning is obscure, but the word seems to have originally meant either "men of Sol" or "sole men." After the Solomani developed jump drives in Year –2431, Solomani humans were scattered to the stars in several waves. Early colonization efforts first settled the worlds closest to Terra. The later conquest of the First Imperium and the establishment of the Rule of Man sent more Solomani humans out, primarily to occupy the former Imperial regions.

Sylea: By the time that the Vilani arrived around Year –8000, the Syleans had reached a technological level currently classified as TL2, at most. Many of the natives resisted the invasion, but they had little chance of standing against the overwhelming technology and massive resources of the First Imperium. These "rebels" were largely exterminated by the efficient Vilani. The survivors found themselves forced into a few small mountainous areas and plateaus that had been briefly surveyed and found to have few resources. Over time, this area became a Sylean reservation. Most Syleans simply integrated within the Vilani society, receiving education and other benefits of the Vilani society. The First Imperium largely ignored Sylea for many thousands of years after that. By the time the Rule of Man "liberated" the Syleans from Vilani rule, the population was over ninety-five percent Vilani. The Solomani confiscated key Vilani business and industrial interests, particularly media and energy generation, because they "gave the perfidious Vilani the means to dominate through the immoral abuse of economic power."

The Plague of Duskir struck Sylea soon after the Solomani arrived, nearly destroying the Vilani, whose unaccustomed immune systems and preference for communal living assisted the plague pathogens spread throughout the population. The native Syleans were, however, far more fortunate: their relative isolation protected them from the worst effects of the Plague. By the time the Plague of Duskir was brought under control, the Solomani appointed loyal Syleans as mid-level managers in businesses and the bureaucracy, and proceeded to concentrate on the money flowing from their newly acquired businesses.

Around Year –1900, while the Rule of Man was straining under the weight of administering 11,000 star systems, the Imperial government declared Governor Frances Repzinski the High Protector of Sylea. The Sylean Protectorate administered an area roughly corresponding to the eight coreward subsectors of Core sector, as well as a number of systems in the rimward portions of Lishun and Antares sectors. High Protector Frances Repzinski and her descendants ruled Sylea until well into the Long Night.

The planetary rulers "re-contacted" the exiled Sylean natives around Year –1800, during a resurgence in Sylean nationalism. By this time, the population had long forgotten the substantial benefits that the First Imperium had brought to Sylea. The exiles became folk heroes for their "long and valiant struggle against the Vilani oppressors." Despite this new-found fame, conditions within the reservation territories improved only marginally over the next five hundred years.

As the Long Night began to make itself felt on Sylea, and the high tech fusion power and other equipment wore out and could not be replaced, the Solomani ruling elite made a planet-wide search for alternative low-tech energy sources, particularly fossil fuels and radioactives. It turned out that the planet's major economically viable sources of thorium and uranium lay within the Sylean reservation territories. The Solomani industrialists made a deal with the Syleans, and established a grid of nuclear power reactors that virtually conferred a planetary monopoly over power generation. The Solomani and Syleans became very wealthy, while the Vilani majority became even poorer than before. Middle and upper class Solomani and Syleans interbred extensively, until, around Year –1200, there were few distinctions between the Solomani and Sylean races.

After the Wars of the Reavers, Baron Urquhardt returned as the victorious commander of the Grand Fleet. However, although the High Protector and many of the noble families wanted to disband the Fleet, Urquhardt held significant support among Vilani nobles and the general populace, and was reluctant to release his hold on power. Urquhardt and the Grand Fleet had gathered enormous wealth from Reaver plunder (some of which had itself been stolen from Sylea), and over the following decade, they resisted the Sylean nobility's attempts to exert control.

In Year –908, High Protector Francis XI issued Baron Urquhardt an ultimatum: Disband the Fleet or be exiled from Sylea. The Baron's response was unusual, but not entirely unexpected. Urquhardt declared himself King Ricardo I of Sylea, blockaded the planet, and threatened orbital bombardment of his opponents' major industrial centers if the High Protector did not abdicate. The stalemate held for two years, with the planetary populace in an increasing state of terror. Fortunately, cooler minds prevailed, and at a conference in early Year –905 the parties achieved a compromise. Ricardo would remain King of Sylea and retain responsibility for defense of the Realm, but he and his military forces would never attack Sylean territory or ships, and would never set foot upon the planet itself. In return, Repzinski would step down as High Protector, but would retain all his properties and receive a new, hereditary noble patent, the Duchy of Aramoth. The nobility would provide money and personnel to Ricardo, who would hold court in an L-5 orbital habitat above Sylea. This habitat became known as Ton Vorn in the Sylean language, or "City of Kings."

The Kingdom of Sylea survived for another two hundred years, but the compromise arrangement was essentially unstable. Inevitably the power of the Sylean Kings ebbed as their wealth steadily declined. Finally, in Year –650, Queen Rowena abdicated under pressure from a number of senior Solomani nobles, and the Kingdom of Sylea was transformed into the Sylean Federation.

Sylean Federation (Year –650 to Year 0): Large interstellar federation which served as the basis for the Third Imperium. Established on Sylea in Year –650, the Federation grew slowly, absorbing several surrounding worlds and increasing trade and interaction between them. The new members (largely ethnic Vilani) exerted pressure on the Solomani to make a number of fundamental social reforms. As a result of these reforms, the situation of wealthy Vilani nobles improved somewhat, but the needs of the lower classes were still universally ignored.

The Sylean and Solomani nobles constituted a power bloc that became known as the Conservative Faction. The Conservatives opposed any change that would not directly benefit Sylean and Solomani interests, and they dominated the Grand Senate for centuries.

The opposing Democratic Faction was largely composed of lower-ranked Vilani, but also included a small number of Solomani and Sylean nobles who did not agree with the Conservatives" policies. The Democrats believed that Sylean government needed radical reform so that it would be more representative of the noble population of the planet and give substantially more recognition to the lower classes. However, this version of "democracy" was to apply only to members of the nobility; no noble would allow the commoners any direct influence in matters of government. The main influence of the Democratic Faction lay in the sympathy of the Grand Dukes of Sylea, who as hereditary Presidents of the Grand Senate used their position to blunt a number of the more draconian anti-Vilani measures.

As conditions for Vilani on Sylea became worse, many young Vilani emigrated to settle frontier planets and trade with the outer reaches, as did those young Solomani nobles who would not inherit their family titles. As the Sylean Federation expanded its influence, these young nobles received titles over frontier territories, which also gave them representation in the Grand Senate. This new frontier nobility originally sided with the Democrats, but in Year –84 they split away to form a new faction, the Expansionists. This faction was originally small, but its members wielded influence out of all proportion to their numbers, based on their wealth, energy and ability to organize.

By the mid-Federation period (Year –350 to Year –200), the Senate had splintered even further. The Industrialist Faction sprang from a group of wealthy Vilani

who had left the Democratic Faction over a violent clash concerning labor reforms. A few other individuals distanced themselves from any faction, and became known collectively as Independents.

In Year –57, Grand Duke Felix of Sylea succeeded his father to the hereditary position of President of the Grand Senate, and in the same year Felix and his consort Denkhumi Zhunastu produced a child. Making a substantial break with Solomani tradition, Felix and Denkhumi made the half-Vilani child heir to both the Grand Duchy of Sylea and the Zhunastu industrial conglomerate. Cleon Zhunastu combined two of the greatest forces in the Sylean Federation—and made many powerful enemies—at the very moment of his birth. By Year –30, the real power in the Federation was the Zhunastu industrial consortium headed by Cleon. Under his parents' tutelage, Cleon had become a noble of great vision, and he used his family industrial base and the support of other families (obtained by the persuasiveness of his personality) to obtain behind-the-scenes control of the Federation government, and to begin an active campaign to increase the number of worlds under its control.

After thirty years of economic and diplomatic maneuvering (and the occasional military action), Cleon had increased the size of the Federation and extended its explorative forays to the edge of what is now Core sector. He envisioned a territory larger than a single sector, however, and concluded that the tightly controlled, highly centralized nature of the government of the Sylean Federation was not suitable for a large, star-spanning empire.

Cleon decided the Federation had served its purpose, and he began plans for a more suitable form of interstellar government which would allow greater local autonomy but still maintain cohesion over large distances. In addition, to restore the past glories of the Rule of Man (and therefore lay claim to all former territories of the First and Second Imperiums), Cleon proposed to revive the Imperium.

This was made possible by the fact that in the closing years of the period known as Twilight, one of the last claimants to the throne of the Rule of Man had made Sylea his capital. Cleon traced the legitimacy of the Sylean Federation backwards through this emperor to the Rule of Man and (since the Rule of Man claimed to be the lawful successor to the Vilani Imperium) to the First Imperium as well.

In the 651st year of the Sylean Federation, the Grand Senate of the Federation "persuaded" Cleon to accept the Imperial crown. That year, he was crowned First Emperor of the Third Imperium, and he proclaimed the 651st year of the Sylean Federation to be the Year 0 of the Third Imperium.

Terran Confederation (Year –2499 to Year –2204): An interstellar government consisting of Terra and its colony worlds. Modern historians consider the foundation of the Terran Confederation to date from the signing of the Treaty of New York in Year –2499. Essentially, that treaty placed the armed forces of the major nations of Terra under the centralized control of the United Nations (until that time, a loose organization of the nation states of Terra, with no actual governmental authority). In addition, the treaty formalized the changes that had been made to the structure of the UN up to that time. The Secretary General was granted a wider range of executive powers than before. The Secretariat, previously an unofficial advisory group of representatives from the major nation states, was made chief legislative body. The General Assembly was retained, but it was an institution without real power and served merely as a forum for debate among the representatives of both major and minor nations. The Security Council was dispensed with altogether.

After the invention of jump drive and Terra's initial interstellar colonization efforts, representatives from the colony worlds were admitted to the General Assembly (and, later on, to the Secretariat). Throughout history, Terran representatives (and thus Terran interests) dominated the Secretariat and General Assembly.

When the first Jump to Barnard's Star discovered Vilani prospectors, Terrans were shocked and then outraged that a humanoid race from several hundred light years away could be claiming worlds so close to Terra as their own. Over the next thirty years, the UN transformed into a true world government to administer the defense of Terra against the Vilani Empire. In Year –2400, the name was changed to the United Worlds, then, in Year –2398, with the admission of the first colonial representative to the General Assembly, to the Terran Confederation. Modern historians, for simplicity, use this term exclusively.

The Terran Confederation fought a series of interstellar wars with the Vilani Imperium over the period Year –2408 to Year –2219. These wars ultimately resulted in the fall of the Vilani Imperium. The Confederation was dissolved in Year –2204 upon the proclamation of the Rule of Man.

Third Imperium: Also called simply the Imperium. Founded in Year 0 by Cleon Zhunastu from the Sylean Federation.

Twilight (Year –1776 to Year –1526): The failure of the Rule of Man triggered the collapse of most interstellar civilization. While interstellar travel and commerce continued, it was at a greatly reduced rate, and the many worlds of the Imperium turned in on themselves. This period of collapse is termed Twilight, and it lasted for two and a half centuries.

Modern historians consider Twilight to have begun in Year –1776, when the treasury on Hub/Ershur refused to acknowledge a monetary issue of the branch treasury at Antares, which triggered a financial collapse and the destruction of large-scale interstellar trade within the Imperium.

The end of Twilight is commonly accepted as the Year –1526, when the last governmental body claiming to be the Rule of Man ceased to exist.

Vilani: A human major race (*h. Sapiens*) which developed on Vland from human stock placed there by the Ancients.

The Vilani were the first of humaniti to develop the jump drive (in Year –9235) and were the first humans to establish an interstellar empire. The old Vilani culture

which developed during the first Imperium was a rigid caste system based on the idea that each citizen had a specific and set place in the universe, and it was each citizen's duty to remain in that place. Society could not afford to let individuals do as they pleased. Not all of the subject races of the Vilani Imperium were able to be absorbed completely into this culture, and those societies did not do well under the rule of the Vilani Imperium.

The stability which Vilani culture achieved was not obtained without cost. Cultural rigidity brought with it technological as well as social stagnation, and the Vilani Imperium collapsed soon after contact with the young, vigorous Terran Confederation. Currently, the term "Vilani" is a cultural rather than a racial or national labeling, and is applied to those within the Imperium who retain some of the old ways. The Vilani language survives in certain places, along with a few fragments of Vilani culture, such as musical forms and other fine arts, as well as the AAB (see above). Certain of the old Vilani noble families have maintained more of the old culture, particularly those families who control the Vilani megacorporations.

Vland: Homeworld of the Vilani, and former capital of the Vilani Imperium.

Wars of the Reavers: Although interstellar trade had practically ceased during the Long Night, a number of wealthy Vilani families maintained a small fleet of jump-capable merchants, which traded with the nearer worlds of the Sylean Main. Unfortunately, this traffic attracted the attention of a number of desperate raider bands from Lishun sector, collectively known as Reavers. Initially the rulers of Sylea ignored reports of Reaver attacks on Vilani merchant ships. However, in Year –962, a series of raids on ships near Sylea itself meant that the ruling classes could not ignore the Reavers any longer. A number of squadrons of warships patrolled the coreward regions of the Sylean Main, but either could not locate Reaver ships or, even worse, were captured or destroyed in cunning Reaver ambushes.

In Year –959, Baron Ricardo Urquhardt, a young Solomani nobleman, gathered substantial support among Vilani merchant families and some of the more aggressive Solomani nobles. He levied warships, marines and armed merchantmen from his supporters, and organized a force that he named the Sylean Grand Fleet. The Fleet was not equipped or trained to mount large anti-piracy fleet actions, but instead it enforced the Urquhardt Doctrine: Any Reaver attack on a Sylean merchant ship would be answered by a massive retaliatory assault on a Reaver planet. Over the following thirty years, the Grand Fleet destroyed many Reaver bases in the rimward subsectors of Lishun. The Fleet became infamous for the ruthlessness and efficiency with which the Syleans pursued their enemies.

The small Reaver bands were no match for a large, organized fleet. The Grand Fleet pillaged entire planets, even those merely suspected of harboring Reavers. It poisoned agricultural lands with radioactive salts, and destroyed any facilities that might support starship operations, including stocks of fuel and any industries capable of building starship components. By Year –930, the Reavers had withdrawn entirely from the Core sector in favor of other, less vengeful regions, such as the Antares.

Year 0: The base year of the Imperial Calendar, and the founding year of the Third Imperium. By selecting a base year numbered zero (instead of the generally expected year one), the Imperial dating system became a standard number line extending both forward and backward in time. Years before the founding of the Imperium became simple negative numbers, and the differences between dates before and after the founding of the Imperium could be determined by simple subtraction.

The Imperium

The following entries give insight into the functioning of the Third Imperium, the most powerful government within human space.

Government Structure: The Imperium can be thought of best as a form of feudal confederation. Member worlds of the Imperium agree to pay taxes and obey a few fundamental laws which the Imperium promulgates, known as the High Laws. In return, the Imperium agrees to patrol the space between the worlds, to protect interstellar trade, to encourage travel and commerce, and to arbitrate diplomatic relations among worlds. Beyond this, individual worlds are left to their own devices, so long as they acknowledge of the power of the Imperium to rule the space between the stars.

Imperial power is present on member worlds in the form of consulates, bureaucratic offices and bases. Sometimes, larger enclaves of Imperial power are placed where they can enhance the Emperor's strength.

Holiday Year: The Year 0 in the counting system of the Third Imperium, established by Cleon I to commemorate the establishment of the Imperium. Technically an aspect of calendar reform, the use of the Year 0—or Holiday Year—provides a central point for counting years back into the Long Night and forward into the future of the Imperium.

The actual advantages of a Holiday Year are slight: Centuries begin in the hundredth numbered year instead of the first numbered year, and the number of years between any two dates can be determined by subtraction. More importantly at the time of its establishment, the Holiday Year was used as part of the public relations campaigns which were impressing the authority of the Imperium upon local governments. The minor requirement of changing to the new calendar was used to determine cooperation of those governments.

Imperial Calendar: The year is divided into 365 standard days which are grouped into fifty-two weeks of seven days each. The lengths of days and weeks is a legacy of Terran domination during the Second Imperium. Days are numbered consecutively, beginning with Day 1. The first day of the year is a holiday and is not part of any week. For example, the first day (Holiday) of the year 16 is 001-0016.

Imperial Edict 97: This executive order is the enabling act for the use of Imperial Warrants. Unusually

obscure for such a wide ranging and powerful edict, it is nonetheless on file at all Imperial installations. The edict text runs to thirty-four pages, much of it pure legalese. In essence, however, it requires any citizen to provide any necessary assistance to the holder of an Imperial Warrant.

Only the Emperor himself has the power to issue these warrants. A similar edict (Imperial Edict 3097) provides limited power to the archdukes of the Imperium to issue similar warrants, although they are limited in their duration and territory.

Imperial Sunburst: The symbol of the Third Imperium. A typical promotional image shows Cleon standing before the Imperial banner with a golden yellow sunburst against a black background, representing Capital's type G star against the dark of space. The sunburst color is varied for different arms of the Imperial services: The IISS uses a red sunburst, the Imperial Navy yellow, the Imperial Army black and the Imperial Marines maroon.

Imperial Warrant: Instrument of power issued at the highest levels of government. A warrant is a written or electronic document provided to trusted agents of the Imperium as a method of bypassing the bureaucracy, under Edict 97. Typically, a Warrant is provided by the Emperor to an individual who utilizes the power it provides to accomplish some Imperially assigned mission. Missions may include establishment of colonies in areas requiring development, the assumption of military command in the midst of a crisis, and the unilateral establishment of new noble lines to administer provinces which have suffered from war or economic collapse.

Iridium Throne: The symbol of the continuing line of emperors of the Third Imperium. The physical throne was originally an iridium construction on which the Emperor sat. Over time, the term has come to represent not only the Emperor's throne, but also the office of the Emperor himself.

Moot: The Imperial government's only deliberative body. It has few powers, and exercises them even more rarely. In theory, the Moot includes all Imperial nobles of baronial status or higher, but most nobles do not find it convenient to travel to the Capital, and so many of those seated hold proxy votes. Large blocks of these votes can be wielded by a single influential noble.

Technically, the Moot is supreme in the Imperium, but its power is extremely limited. In practice its deliberations are advisory to the Emperor, and he is wise to heed them. The Moot has only one power: to dissolve the Imperium. When this power is brought to bear, it compels compromise between opposing factions.

When an Emperor dies, abdicates or otherwise becomes unfit for office, the Moot becomes important as the validating body for the new Emperor. It has the power to examine the qualifications and credentials of the heir apparent and, in unusual situations, to reject him.

Shudusham Concords: At Fornol (Core 1715) in Year –112, a group of terrorists planted a modified courier robot aboard the *Empire's Banner,* the 90,000-ton flagship of the Sylean fleet. When the robot's booby-trapped fuel cell exploded, it killed a number of senior ambassadors and officials from both Sylea and Fornol, and the Federation almost erupted into a civil war.

Once this serious situation cooled, a dozen of the twenty-one member worlds of the Sylean Federation met on the neutral planet of Shudusham in order to negotiate a treaty restricting weaponry carried by robots and other machines able to operate without direct human supervision. The twelve worlds signed the Shudusham Concords in Year –110. The document, which was amended dozens of times over the next century, covered a broad range of topics surrounding human security in the presence of robots. Although the Concords have no legal standing in the Third Imperium, most worlds have maintained the rules in one form or another.

The Core Sector — Referee Data

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0103	Irkigkhan.	D9C3599-6	Ni Fl		223	M4 V	
0104	Shana Ma.	E351000-6	Po Ba		003	K2 IV M7 D	Chirper.
0106	Niir.	B9C68AA-7	Fl		404	A1 V	
0112	Ye-lu.	B673111-9	LoPop		103	M6 V M0 D	
0113	Khishi.	D7A8000-8	Ba		003	M6 V	
0114	Khid.	C250244-9	Po De LoPop		920	M1 VI	
0116	Idpuu.	B485755-8	Ag Ri		411	M4 V	
0117	Neki.	C664522-6	Ag Ni		410	M0 III M9 V M4	
0120	Kein.	C244544-8	Ag Ni		700	K2 VI	
0125	Larsaluu.	B664133-9	LoPop		110	M6 V M1 D	
0126	Danke Es.	B241644-8	Ni Po		413	G7 VI M4 D	Ancient Site.
0127	Emshi.	B578733-8	Ag		514	M1 V	
0128	Sheki.	C559344-9	LoPop		923	K0 V	Chirper.
0129	Laslii Mii.	B984000-7	Ba		022	M9 V	
0130	Siiaash.	E200688-7	Na Ni Va		502	M2 V M0 D	
0132	Lash.	C76A355-B	Wa LoPop		621	K3 V M0 D	
0133	Pumuuda.	C8D7377-9	LoPop Fl		115	G5 V	
0134	Miise.	C421311-8	Po LoPop		803	M5 IV	
0135	Maish Uun.	C667111-9	LoPop		404	M4 V	
0138	Ziris.	B873000-8	Ba		002	M2 V	
0139	Shardir Aagkuug.	C87A222-A	Wa LoPop		213	M1 V M3 D	
0140	Aadkhien.	E100000-7	Va Ba		002	K0 V	
0202	Azimuth.	B6566B9-A	Ag Ni		200	M2 V	
0203	Khaur Ga.	C234533-B	Ni		400	K1 VI	
0208	Gekshiiuun.	D527200-4	LoPop		723	F9 IV	Ancient Site.
0210	Uras.	A797888-A			801	M2 V M7 D	
0212	Gir.	B645411-8	LoPop		903	K6 II M7 D	
0216	Emuuis.	C422100-A	Po LoPop		104	M9 IV M0 D	
0218	Darnii Kimi.	D878111-4	LoPop		614	M0 V	
0220	Inir.	E88A000-5	Wa Ba		003	G2 V	
0221	Kan.	B789588-A	Ni		905	G1 V	
0222	Arir Ash.	E210366-5	LoPop		205	G1 V	
0224	Lindbar.	E234000-5	Ba		003	M8 V	
0228	Ashder.	C565000-7	Ba		020	M5 V	
0231	Giuum Gim.	E869000-4	Ba		011	G1 VI M8 D	
0234	Sishar.	B667733-8	Ag		204	M4 V M8 D	
0236	Gasha Uusar.	D671455-6	LoPop	S	203	G9 IV	
0240	Bur.	C587000-8	Ba		000	M2 V M7 D	
0302	Khaam.	C597000-7	Ba		001	M1 V	
0304	Kuunaa.	B8B5000-9	Fl Ba		023	M6 V	
0305	Muudeshi.	B100AAA-B	Na Ind HiPop Va		301	G1 V	
0306	Kiid.	C786000-7	Ba		022	M1 V	
0307	Pasliir.	B274444-7	LoPop		200	K0 V	
0308	Shar.	C688111-7	LoPop		514	M6 V	
0310	Mag.	E888000-3	Ba		002	M7 V K8 D	
0313	Maish Akush.	C332666-9	Na Ni Po		303	M4 V	
0314	Maarshigervlig.	B8A5455-8	LoPop		514	K6 III M5 D	
0315	Das.	B685366-8	LoPop		604	M3 V M1 D	
0316	Dudin	D5286BB-9	Ni		124	M9 VI	
0319	Uurze.	B234000-B	Ba		014	M2 IV K7 D	
0322	Enluur.	B242000-B	Po Ba		004	M1 V	
0324	Vliga.	B413000-8	Ic Ba		001	M3 V	
0325	Muuidimu.	B210777-9	Na		303	M2 IV	
0326	Dindma Eshgi.	B340000-9	Po De Ba		004	M4 V M7 D	
0328	Baamlaa Maa.	C253277-9	Po LoPop		111	M3 D	
0331	Guuriir.	E100144-6	LoPop Va		224	K4 V M0 D	
0332	Mige Ris.	B6557CC-8	Ag		303	M4 VI M9 D	Ancient Site.
0334	Irka.	B9A9611-B	Ni		623	M1 V M9 D M2 D	
0338	Kiimaa.	C887000-7	Ba		000	K0 V M2 D	
0402	Apge	B772555-D	Ni		110	M2 V	Ancient Site.
0403	Irli Un.	B000144-B	Ast LoPop Va		604	M1 V	
0405	Dake Ag.	C674000-8	Ba		014	K1 V M5 D	
0408	Arkag Ka.	C4536BB-9	Ni Po		402	M4 VI M4 D	
0409	Gin.	C994311-8	LoPop		302	M3 V	
0410	Daa.	B779133-9	LoPop		202	G4 V M6 D	
0411	Kash.	E584000-4	Ba		003	M6 V	
0414	Shiieniaand.	D461133-3	LoPop		913	M1 V	
0416	Sanches	B654844-B			413	M0 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0418	Shardi	E333744-7	Na Po		103	M4 V	
0420	Nirgem.	C6A7000-8	Ba		004	K3 V M5 D	
0421	Murda.	B887211-B	LoPop		722	G8 V	
0423	Gig.	B400322-B	LoPop Va		600	K4 V	
0428	Irlu	C5358AA-B			113	K2 V M4 D	
0429	Diid.	C9B9000-8	Fl Ba	S	004	G4 V	
0431	Gizar Ik.	B634200-9	LoPop		404	K5 V	
0432	Khiieshirk.	C150744-B	Po De		905	K2 III M4 V	Chirper.
0437	Uumaamuushgii.	C400799-8	Na Va		805	M4 V	
0439	Indand.	B110000-A	Ba		003	M1 V M4 D	
0440	Ganshas.	A53A966-C	Wa HiPop		403	G1 V M2 D	
0502	Niir.	B76A5AA-9	Ni Wa		120	M1 V M3 D	
0505	Emiigaap.	C130688-9	Na Ni Po De		124	M1 V	
0511	Gaadir.	D4867BB-4	Ag		112	F1 IV	
0512	Arla Un.	B513344-8	Ic LoPop		902	A5 IV K9 D	
0513	Kaman.	E772000-3	Ba		003	K0 V	
0516	Rundan.	C76A522-7	Ni Wa		304	K0 V	
0517	Shiga Sha.	A726133-A	LoPop		802	M2 V	
0519	Zan.	C100266-B	LoPop Va		514	M5 III	
0522	Amkhiikhaki.	E362755-5	Ri		324	F2 VI	Ancient Site.
0523	Uniimvlu.	B590100-9	De LoPop		403	K1 IV	
0526	Uumkhi.	B200000-A	Va Ba		021	M2 V	
0527	Urguu.	A357000-9	Ba		015	G9 V M3 D	
0529	Iirkaa Gaasar.	B386666-9	Ag Ni Ri		512	M4 V M5 D	
0530	Mien Puuruu.	D433322-5	Po LoPop		304	M4 V M4 D	
0531	Dauur.	B655100-8	LoPop		100	K2 V M8 D	Chirper.
0537	Lia	E654755-6	Ag		502	F4 V	Full Data
0603	Dashgad.	C140244-B	Po De LoPop		601	G1 V	Full Data
0606	Khuumiam.	C736788-7			611	M0 V	
0612	Khukhi.	C667788-7	Ag Ri		700	F3 V M7 D	
0619	Iggaar.	B758766-7	Ag		715	K3 V	Chirper.
0622	Sketola.	B647488-B	LoPop		404	M1 V	
0624	Giirud.	A100266-C	LoPop Va		904	M1 V	
0635	Anemzaa.	B642422-7	Po LoPop		702	M7 VI	
0637	Vlimas.	C796000-5	Ba		003	M4 III	
0707	Maaruur.	E6A2000-6	Ba		020	K8 VI M1 D	
0713	Ruuni.	C333500-A	Ni Po		703	M8 VI	
0714	Marsus.	B6A7999-8	HiPop		521	K3 V M1 D	Ancient Site.
0718	Uupig.	D797244-4	LoPop		505	K4 V	
0721	Shika.	E251466-6	Po LoPop		501	M0 V M0 D	
0722	Kuuda I.	B361333-8	LoPop		302	M0 V	
0725	Khag.	C411266-A	Ic LoPop		103	M8 II	
0727	Dral	C7288DD-A			312	G3 V M3 D	
0731	Zzugep	C453AAA-9	Po HiPop		300	M1 V	
0734	Laari.	C797355-4	LoPop		100	M3 V M3 D	
0735	Aapas Mi.	E584366-2	LoPop		304	M1 V	
0737	Shash.	C898522-6	Ag Ni		923	G1 V M3 D	
0806	Gaage.	A212533-C	Ni Ic		800	M2 V	Full Data
0808	Kikim.	D575000-2	Ba		014	M0 II M6 V	Full Data
0811	Alekvadin	B675977-A	Ind HiPop		702	M3 V	Full Data
0812	Protalus.	B845755-8	Ag		214	G4 V M4 D	
0816	Keshi.	C792566-8	Ni		912	K4 III M4 D	
0820	Iruukzi.	C776000-6	Ba		000	K3 V M5 D	
0821	Lakhia.	B000411-C	Ast LoPop Va		504	G6 V	
0822	Siirduu.	C140366-9	Po De LoPop		814	G9 V M9 D	
0827	Iirla.	B350444-A	Po De LoPop		713	M2 V	
0831	Kuuki Zaa.	D549000-7	Ba		014	K1 V M1 D	
0835	Laaze.	D438000-4	Ba		003	M6 V	
0839	Night	B5748CC-B			420	K8 VI M4 D	
0903	Dis.	E000000-6	Ast Va Ba		013	K5 V	
0905	Oorpic.	B553ADD-A	Po HiPop		100	M2 V M7 D	
0906	Muumuu.	C7766AA-9	Ag Ni		402	M3 V K7 D	AAB Repository.
0907	Gish.	C778733-6	Ag		230	G0 V M7 D	
0910	Gisid.	E567000-2	Ba		005	K3 V M1 D	Full Data
0911	Kiked Iig.	C545311-7	LoPop		203	M3 V	Full Data
0915	Mupisar.	B577000-B	Ba		013	M3 V	Full Data
0916	Heraldia.	C95A344-9	Wa LoPop		101	G3 V	
0919	Marpi Ka.	D550000-6	Po De Ba		004	M1 V	
0921	Umda.	E6A7422-4	LoPop		310	M4 V	
0922	Guba Ak.	B375000-C	Ba		002	M1 V	
0929	Sheduu.	E649000-6	Ba		000	M3 V M6 D	
0931	Siniir Sa.	A599300-A	LoPop		514	G0 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0933	Kis.	B88A300-9	Wa LoPop		311	K2 IV	
1002	Mishaar	B140544-C	Ni Po De		420	A2 V	
1008	Uusla.	C302422-B	Ic LoPop Va		704	K3 V	
1009	Luumiiliiplen.	B536433-9	LoPop		313	K4 IV	
1012	Uurmu Kuu.	C424100-B	LoPop		824	M4 V M0 D	
1016	Urshra	B361755-B	Ri		303	M3 V	
1019	Liga Ka.	C783000-8	Ba		003	M1 V M1 D	
1022	Kaplir.	E473544-4	Ni		513	G0 V	Full Data
1023	Irkkha.	B323688-9	Na Ni Po		900	M3 V	Full Data
1028	Miim.	C250222-6	Po De LoPop		801	G3 V	AAB Repository.
1033	Geam.	C556000-9	Ba		004	M4 V M8 D	
1034	Gur.	D533688-4	Na Ni Po		600	M4 V M9 D	
1035	Madalagaa.	B581233-8	LoPop		103	G2 V M1 V	
1037	Nuukhish.	D542355-5	Po LoPop		924	M5 V	
1038	Maur Na.	B358433-9	LoPop		514	M3 V	
1040	Davla.	C528000-A	Ba		025	M5 V M7 D	
1101	Kiimi Di.	E120000-7	Po De Ba		002	M4 V	
1102	Gipirkash.	C594122-8	LoPop		124	M7 V	
1104	Rae.	E580544-3	Ni De		923	G1 V M9 D	
1108	Uurruu E.	B7657AA-7	Ag		414	M4 V	
1109	Uuruun Kuu.	D987000-5	Ba		014	M6 V	
1112	Kish.	D310111-7	LoPop		422	M4 VI M3 D	
1114	Adguu Uun.	A5206AA-9	Na Ni Po De		703	M1 V M3 D	
1116	Kelpo.	B783422-6	LoPop		200	K1 V M4 D	
1120	Eorvin.	C340666-9	Ni Po De		103	M4 V M2 D	
1123	Guuirk.	A100000-D	Va Ba		025	M2 V	Full Data
1124	Imkhasham.	A8AA677-C	Ni Wa		312	M1 V M4 D	Full Data
1125	Ishiira.	D652100-6	Po LoPop		110	M1 V M3 D M9 D	
1129	Aruur.	D6A4000-6	Ba		004	K3 V M2 D	
1130	Merkaakhu.	D79A355-A	Wa LoPop		501	M9 D	
1134	Aursis	A545522-B	Ag Ni		900	K1 V	
1140	Kaamind.	CAF3511-8	Ni Fl		500	K0 V	
1202	Kargi.	C569411-9	LoPop		805	M3 V G8 D	
1204	Limashimii.	C447000-9	Ba		002	M4 D	
1205	Miilapkhas.	B590477-7	De LoPop		404	K3 V	
1214	Guun.	E585000-4	Ba	S	012	K4 VI	
1219	Amed.	C210533-9	Ni		320	G0 V M8 D	
1220	Aruu.	C100000-A	Va Ba		004	M2 V	
1221	Shuukha Zuush.	BAD5100-7	LoPop Fl		113	K6 VI	
1222	Armi.	C577633-6	Ag Ni		613	G4 V	
1223	Muguu.	D556000-5	Ba		030	K9 III M0 D	Chirper.
1225	Irmi Khi.	E341666-4	Ni Po		210	M0 VI	
1226	Shanii Arduu.	B485000-A	Ba		022	M0 V	
1228	Lishiruud	B697311-6	LoPop		413	M7 IV	
1229	Bais Si.	E354133-3	LoPop		613	M3 V M5 D	
1232	Diam Kani.	C130000-B	Po De Ba		022	K2 V	
1233	Laap.	B375000-9	Ba		024	M4 VI M0 D	
1236	Iipgiir.	C491355-B	LoPop		503	M5 V M4 D	
1237	Miikuu Ar.	E6A7355-4	LoPop		803	K0 V	
1239	Iirbasur.	C547877-8			202	M0 V	
1240	Lam.	D223000-7	Po Ba		014	K2 IV M7 D	
1302	Uumaad Nurir.	C778000-8	Ba		004	K0 V	
1307	Ashduuma.	C88A6AA-8	Ni Wa		310	M0 III M4 D	
1308	Akpussagna.	E557000-2	Ba	S	004	M4 II M8 D	
1309	Uuniluu.	B94A566-9	Ni Wa		401	M2 V M7 D M8 D	
1314	Mukirurguum.	B859000-8	Ba		002	K2 V	Full Data. Chirper.
1316	Shibasiim.	D85A477-4	Wa LoPop	S	202	K7 VI M5 D	Chirper.
1317	Belicose.	C203322-B	Ic LoPop Va		212	K4 V M7 D	
1320	Adkaash.	B222000-9	Po Ba		002	M5 V	
1321	Nuur.	B664100-6	LoPop		500	M4 V	
1322	Liper.	C675AEE-7	Ind HiPop		323	M4 V	
1323	Kushur Naa.	B310200-C	LoPop		303	G3 V M8 D	
1328	Sar.	B647799-9	Ag		102	M4 V M0 D	
1330	Shidkar.	B685200-6	LoPop		200	F3 V M7 D	
1334	Anshar.	BACA000-B	Wa Fl Ba		012	G5 V M0 D	
1335	Umkashuu	C354999-9	HiPop		222	M2 V	
1336	Kuka.	EA97000-2	Ba		003	M3 V M0 D	
1338	Rid.	C695133-8	LoPop		602	M2 V	
1403	Gag.	E896000-3	Ba		021	G1 V	
1407	Imguu.	B200499-9	LoPop Va		820	M5 V	
1410	Uurgin.	C210599-7	Ni		903	M3 V	
1416	Imdi Mi.	B68A000-8	Wa Ba		004	M2 V M8 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1418	Kishdush.	D646000-5	Ba		003	M3 V M1 D	
1421	Angar.	B436766-8			222	M0 V M0 D	
1422	Ashbikuu.	C7C2000-7	Fl Ba		011	G7 V M1 D M8 D	
1424	Khusgurlu	B652566-9	Ni Po		614	M1 IV	
1428	Vlaarvla Akha.	A656544-9	Ag Ni		100	K6 II M9 D M2	Chirper.
1430	Uukzi Giish.	B100000-B	Va Ba		003	F1 V M1 D	
1431	Saar.	C494000-6	Ba		003	M7 V	
1434	Diirmuu.	D755000-8	Ba		003	M2 VI	
1436	Arvlesaaish.	E6B0000-5	De Ba		001	G3 V	
1437	Mishaa.	B9A8100-7	LoPop		713	M6 III	
1440	Minduun Sammad.	A58A411-C	Wa LoPop		203	M4 V	
1503	Zepdind Ir.	C5368AA-5			104	M0 V	
1505	Kuum.	C667100-6	LoPop		414	K9 III	
1506	Kakaaguur.	C486000-5	Ba		004	K3 V	
1508	Asmi.	D697222-3	LoPop		500	G5 V	
1510	Kinuu.	E110366-7	LoPop		503	M2 II	
1511	Aman Urk.	E445300-4	LoPop		123	M8 V M6 D	
1512	Ansham.	B8C2122-7	LoPop Fl		504	M5 VI	
1518	Uugnii.	A86A533-C	Ni Wa		220	M4 III	
1519	Sher.	D9D2322-5	LoPop Fl	S	303	M2 V M7 D	
1522	Gaashi Ash.	C7C0133-7	De LoPop		200	M7 V M0 D	
1523	Laus.	A596122-A	LoPop		213	M3 V M4 D	
1524	F'rnow.	A626A88-C	Ind HiPop		912	K4 V	
1526	Gikakhii.	E403211-6	Ic LoPop Va		923	M1 V	
1529	Niin.	D210000-6	Ba		024	F8 V M5 D	
1530	Arvli Khaan.	B563000-9	Ba		002	M5 IV M6 D	
1531	Emsha I.	C3339CC-8	Na Po HiPop		213	K3 V M3 D	
1533	Zagi Uu.	C647255-6	LoPop		702	M3 V M0 D	
1534	Gid.	B76A533-B	Ni Wa		103	K1 V M6 D	
1536	Shueshlar	D435266-7	LoPop		102	M3 III M3 D	
1538	Uurme.	A343211-9	Po LoPop		401	K0 V	
1539	Dimanaam.	A583355-C	LoPop		104	K6 V M1 D	
1605	Giiar E.	B446244-A	LoPop		300	K1 V	
1609	Sirma	C2249AA-A	Ind HiPop		502	K4 V M3 D	
1610	Nagan.	C645144-9	LoPop		103	M1 V	
1611	Shauug.	B964255-A	LoPop		414	K0 V	
1615	Marlakasi.	E779000-0	Ba		004	M0 V	
1616	Vluurvlash.	E9B4000-0	Fl Ba		014	M4 V	
1622	Genkaaa.	C120555-A	Ni Po De		201	M2 II M8 V M7	
1623	Aggaa Irpu.	A567122-7	LoPop		824	M3 V G2 D	
1625	Gakirvli.	C885333-7	LoPop		114	K4 IV	
1628	Amshakshe.	C633655-8	Na Ni Po		904	F3 IV	
1630	Kuusuu Uur.	C130377-B	Po De LoPop		203	M7 IV	
1633	Reshi Uun.	C300877-9	Na Va		501	K4 III	AAB Repository.
1635	Khasherliguu.	D627599-7	Ni		714	K0 V	
1638	Malaaash.	E759122-3	LoPop		312	K2 IV M2 D	Chirper.
1701	Kama.	E99A455-6	Wa LoPop		724	M1 V	
1702	Iski Kuu.	D463000-5	Ba		002	M4 V	
1703	Irkhiide.	C645300-A	LoPop		900	M6 V	
1707	Erdi.	C6866AA-6	Ag Ni		400	M1 V	
1708	Uunnagirluu.	B000444-9	Ast LoPop Va		104	G2 V	
1710	Kherip Ag.	E000000-6	Ast Va Ba		011	M9 V M2 D	
1711	Kaakhe Mirir.	D100533-7	Ni Va		912	M0 V	
1713	Uushnem.	C9D3511-7	Ni Fl		714	M7 IV	
1715	Fornol.	C581000-1	Ba		012	K3 V M9 D	
1717	Kasdaga.	D9B7444-7	LoPop Fl		724	M4 V	
1721	Duusikiim.	C565555-8	Ag Ni		304	G0 V M4 D	AAB Repository.
1724	Guurma Sa.	A675322-A	LoPop		524	M2 III	
1725	Angairkshak.	B445788-8	Ag		503	M0 V	
1726	Demla.	C000233-9	Ast LoPop Va		104	M1 V M2 D	
1727	Khirar.	B8B1111-A	LoPop Fl		605	M0 II	
1730	Laik Girkki.	BAB4499-8	LoPop Fl		504	M8 VI M0 D	
1732	Maasaanin.	C758322-9	LoPop		804	M4 V M7 D	
1733	Riid.	B865133-8	LoPop		614	K3 V	
1736	Santry.	B4208AA-C	Na Po De		900	M1 V M6 D	
1737	Irkhar Kirk.	C374466-8	LoPop		700	M4 V	
1738	Ginna.	C8A6000-8	Ba		013	M5 V M6 D	
1739	Enshuuar.	B6A6300-8	LoPop		812	M4 V	
1801	Kind.	E451000-3	Po Ba		025	K2 V M4 D	Chirper.
1808	Gamgiigela.	B1008BB-A	Na Va		623	K2 V	
1812	Khiidkar.	B383688-9	Ni Ri		605	M4 V	
1813	Gaadvlu Ki.	E354544-3	Ag Ni		400	M4 V M1 D	

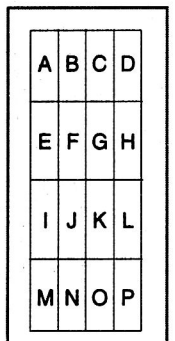
Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1815	Unrair.	C510111-7	LoPop		413	M3 V	Full Data. Sylean Fed.
1819	Unkuu.	B505144-8	Ic LoPop Va		300	M7 V	Full Data. Sylean Fed.
1821	Shar.	B78A200-D	Wa LoPop		402	M4 V M5 D	
1822	Anga Ke.	B200544-C	Ni Va		912	M3 V K2 D	
1823	Gerar Khashii.	E8B7000-4	Fl Ba		004	M3 V	
1824	Likamish.	E554100-3	LoPop		604	M4 V	
1825	Rarkan.	C5A2000-9	Ba		001	M9 D M9 D	
1829	Shis.	B211655-A	Na Ni Ic		913	G0 V	
1831	Irkgiur.	C663422-4	LoPop		625	M2 V M8 D	
1833	Shaaram.	E464100-5	LoPop		504	M2 II	
1836	Cordova.	C3409BB-B	Ind Po De HiPop		703	K1 V M0 D	
1837	Anlumir.	BA9A355-B	Wa LoPop		300	G6 V	
1838	Iraddii.	E989366-4	LoPop		203	M4 V	Ancient Site.
1839	Rili Aash.	B782411-7	LoPop		501	G5 VI	
1840	Saruumdiiush.	E743655-3	Ni Po		400	M1 V	
1901	Zaniin.	B694588-8	Ag Ni		700	A3 V M7 D	
1902	Irbi.	B889000-8	Ba		003	M8 VI M9 D	
1909	Iiska Ashgi.	D433000-4	Po Ba		000	K5 VI M4 D M3	
1912	Khamiila.	A430300-C	Po De LoPop		912	M0 V	
1916	Irurk.	A344644-9	Ag Ni		614	M9 D	Full Data. Sylean Fed.
1917	Aggii Ganaan.	E222477-4	Po LoPop		804	K4 V	Full Data. Sylean Fed.
1918	Irmap Muu.	C624422-7	LoPop		204	K1 V M4 V	Full Data. Sylean Fed.
1919	Nirinirk.	E776000-6	Ba		000	F2 V	Full Data. Sylean Fed.
1920	Kuma As.	D410000-1	Ba	S	003	M6 VI M9 D	
1921	Medishvlaas.	C245377-7	LoPop		724	G4 V	
1924	Mar.	E455000-3	Ba		000	A4 V M3 VI	
1925	Naauup Emrim.	A485677-9	Ag Ni Ri		800	M0 V M5 D	
1927	Khiri.	B94A222-6	Wa LoPop		204	K2 V M5 D	
1929	Shakiisiir.	E628311-4	LoPop		824	M2 V	
1930	Kegi And.	B000788-C	Na Ast Va		204	A1 V	Ancient Site.
1933	Uushruu.	C599322-9	LoPop		604	M1 V M5 D	
1934	Zishma Kha.	C886233-5	LoPop		200	M2 V	
1938	Keshi	B566200-7	LoPop		114	K3 V M1 D M0 D	
1940	Nii.	B548A88-8	Ind HiPop		420	M6 III	
2006	Amur Isark.	B210788-7	Na		912	M2 V	
2008	Khekaa.	A110122-C	LoPop		505	M1 V M7 D	
2010	Maashsha.	C8B7000-A	Fl Ba		005	G3 V	
2011	Kikamaa.	D544000-4	Ba		003	G1 V M7 D	
2012	Biin.	E651233-4	Po LoPop		733	M3 V M7 D	
2014	Bala.	C62A333-8	Wa LoPop		414	M0 V M7 D	Full Data. Sylean Fed.
2016	Zuarkri.	C877599-8	Ag Ni		504	M2 V	Full Data. Sylean Fed.
2017	Kain.	E576244-4	LoPop	S	821	M7 V	Full Data. Sylean Fed.
2020	Kan.	D200000-1	Va Ba		013	G4 V	Ancient Site.
2021	Shaashsha.	A300433-B	LoPop Va		915	K9 IV	
2027	Amuum Kuu.	C9A5444-9	LoPop		800	K5 VI	
2028	Iipshimun.	B443200-A	Po LoPop		904	G1 V M2 D	
2030	Ragni.	E63A766-6	Wa		314	M4 V	
2034	Daindkhara.	C324355-B	LoPop		703	M1 III	
2036	Uundi Zi.	A410977-C	Na Ind HiPop		804	G8 III M8 D	
2037	Daaud Urle.	C333344-9	Po LoPop		820	M1 V	
2038	Gimmi Uussha.	C476333-A	LoPop		202	K0 V	
2040	Gikhii Iis.	A240511-8	Ni Po De		102	M3 V M2 D	
2101	Khizuuuum.	A85A433-C	Wa LoPop		303	M4 V	
2102	Ravla.	B554211-7	LoPop		210	G5 IV	
2103	Inlun Ra.	E000000-6	Ast Va Ba	S	005	K2 V	Ancient Site.
2104	Nuudle.	C884877-7	Ri		902	K5 D M0 D	
2105	Shiza.	C461866-A	Ri		603	M4 V M9 D	
2111	Kiikagaiir.	C446455-9	LoPop		600	M9 D M3 D	
2112	Nappar.	C428255-7	LoPop		720	M9 IV	
2115	Zimiin.	A331744-B	Na Po		304	M4 V	Full Data. Sylean Fed.
2118	Sylea	A586A98-C	HiPop		305	G2 V	Full Data. Sylean Fed.
2121	Vlaakier.	B98A577-8	Ni Wa		413	G1 V	
2122	Iirkkhu.	C476000-9	Ba		000	M9 V	
2125	Urish.	B5247CC-A			603	K4 V M9 D	AAB Repository.
2130	Iruies.	B565000-9	Ba		003	G4 V	
2133	Degkak Uun.	E88A455-5	Wa LoPop		210	K4 III	
2135	Diliig.	D749000-4	Ba		013	K6 V	
2136	Kiir.	A77A000-D	Wa Ba		004	M3 V M6 D	
2138	Adkhi.	E888244-3	LoPop		400	M3 V M3 D	
2139	Nig.	C565344-9	LoPop		802	M8 V M5 D	Ancient Site.
2140	Sidzer.	D200255-8	LoPop Va		910	M2 III M1 VI	
2203	Andkag Pa.	B338000-A	Ba		000	K2 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2205	Daash.	C538655-A	Ni		823	G3 V	
2206	Edirkisdii.	B444100-A	LoPop		113	A8 V	
2209	Shudusham.	A476AAA-C	Ind HiPop		710	M1 V M9 D	
2210	Gis.	D562466-3	LoPop		105	M2 V M1 D	
2211	Gid.	B655555-B	Ag Ni		224	K2 III M8 D	Chirper.
2213	Kiirri.	B541000-5	Po Ba		014	G9 V	Full Data. Sylean Fed.
2214	Lauursha.	E849555-6	Ni		904	A1 V	Full Data. Sylean Fed.
2216	Khash.	B8A6000-7	Ba		023	M0 V	Full Data. Sylean Fed.
2218	Shaaak.	B436999-9	HiPop		304	K0 V M5 D	
2219	Ase	B220488-C	Po De LoPop		610	M4 V M5 D	
2220	Khishnar.	E462255-0	LoPop		313	M2 V M0 D	
2221	Miium.	C998277-6	LoPop		815	K1 V M5 D	
2222	Miiidkhig.	C855899-8			613	M0 V	
2223	Muun.	A866000-8	Ba		002	M2 V	
2224	Kuula Iish.	B160322-B	De LoPop		203	K2 II	
2225	Duur.	C512111-9	Ic LoPop		711	K4 V	
2226	Skeen	B491A88-C	Ind HiPop		722	K1 V	
2227	Lider.	C357100-6	LoPop		703	K3 V M6 D	Chirper.
2232	Kuuma.	C538255-8	LoPop		902	M1 V M7 V	
2237	Miregzi.	B203266-9	Ic LoPop Va		700	F9 V	AAB Repository.
2306	Erem Dash.	D645333-7	LoPop		703	M0 V M8 D	
2312	Giikkala.	B79A755-B	Wa		103	K3 IV	AAB Repository.
2314	Laairer.	B559111-8	LoPop		904	A1 VI	Full Data. Sylean Fed.
2316	Idmum.	C4447AA-7	Ag		802	M0 V M5 D	Full Data. Sylean Fed.
2317	Gikuu.	E571344-1	LoPop		910	M2 IV M8 D	Full Data. Sylean Fed.
2318	Kuunen Ish.	B210666-8	Na Ni		413	M4 V M7 D M5 D	Full Data. Sylean Fed.
2319	Ipduu In.	D979577-7	Ni		914	A1 V	
2320	Uunli.	B6B5000-2	Fl Ba		022	M3 III	
2322	Shusa.	B581899-A	Ri		804	M2 V M5 D	
2323	Lezaar.	B423A88-8	Na Ind Po HiPop		803	K4 V	
2326	Limeshuurgi.	E410000-4	Ba		010	K1 VI	
2327	Riias.	B759344-A	LoPop		113	M3 V	
2330	Raami	C522966-B	Na Ind Po HiPop		403	M2 V	
2334	Busirkher.	B233000-A	Po Ba		003	G7 V	
2335	Gish.	B555388-9	LoPop		403	M1 II	
2336	Adan.	D661411-3	LoPop		903	K1 V M2 D	
2338	Shinzarkan.	B455211-9	LoPop		614	M8 IV M0 V	
2401	Erkiim.	A52A111-B	Wa LoPop		103	M9 V M2 D	
2403	Aaruu Zi.	B469322-8	LoPop		623	K1 V	
2404	Gemi.	C400000-A	Va Ba		004	M4 V	
2405	Luunni Miu.	C576000-5	Ba		013	M0 V M0 D	
2407	Lagaashin.	E767344-3	LoPop		910	K3 V	
2408	Arnaki.	A200988-C	Na Ind HiPop Va		513	M1 V	
2410	Uungip.	C000577-9	Ni Ast Va		912	M7 II M9 D	
2413	Kiur.	E651000-0	Po Ba		001	M3 IV M2 D M7	
2414	Khaashuu.	AA7A344-8	Wa LoPop		500	M0 IV	
2416	Argash.	B755400-6	LoPop		404	K2 III M6 D	Full Data. Chirper.
2419	Gash.	E544000-0	Ba	S	000	G3 V M7 D	
2422	Geiish.	B473000-B	Ba		004	M1 V M9 D	
2425	Diki Shi.	C200ABB-A	Na Ind HiPop Va		423	G1 VI M5 D	
2429	Arka Uum.	B552222-6	Po LoPop		602	F2 V	
2431	Kim.	D7A8333-3	LoPop		512	M1 V M1 VI	
2433	Uumad.	D794400-5	LoPop		714	M2 V	
2435	Iidkek.	BAB4333-7	LoPop Fl		900	M5 IV M3 D	
2437	Ligmuu.	E636422-4	LoPop		402	M4 V K7 D	
2439	Inmaeg.	B384000-8	Ba		023	M7 V	
2501	Erani.	B000699-B	Na Ni Ast Va		100	M6 IV	
2503	Gigi.	C000000-A	Ast Va Ba		004	M2 V K1 D	
2507	Ninnund.	A986699-9	Ag Ni Ri		410	M1 V K3 D	
2511	Kuuir Am.	D477333-6	LoPop		902	M9 II M3 D	
2513	Girku.	E89A000-1	Wa Ba		002	K1 V	
2517	Imaar Pa.	D444000-1	Ba		002	M1 V M0 D	
2519	Riiiid Irman.	E000133-7	Ast LoPop Va		804	G3 V	
2521	Shipashuua.	E260000-4	De Ba		001	K4 V	
2524	Gimuur Luu.	B576000-8	Ba		003	M9 V	AAB Repository.
2526	Kisa.	A7C6000-C	Fl Ba		002	K6 V M1 D M4 D	
2529	Daa.	E564699-3	Ag Ni Ri		614	M0 V	
2532	Mie Uur.	C110333-A	LoPop		603	K6 V	
2534	Mid.	C648222-5	LoPop		402	M2 V	
2536	Duunpigamuur.	D511766-7	Na Ic		424	M2 IV K9 D	
2538	Duuind.	B768344-8	LoPop		202	K6 IV	
2540	Uumda.	C553100-6	Po LoPop		220	K3 V	Chirper.

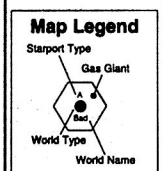
Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2602	Gasa Kuu.	B444200-8	LoPop		201	M1 V M6 D	
2603	Arunde.	EAAA233-7	Wa LoPop		903	K4 V	
2606	Margish Liir.	C347244-A	LoPop		805	K2 IV	
2608	Duur.	B557377-6	LoPop		513	M3 V M7 D	
2609	Bambe.	C599300-B	LoPop		713	M9 V	
2610	Kerliar.	C5949BB-7	Ind HiPop		605	M4 V	
2611	Kishkeiim.	C201422-8	Ic LoPop Va		703	M8 II M5 D	
2615	Ispumer	E381855-5	Ri		905	M3 VI M5 D K5	
2616	Likhamii.	B536788-6			103	M1 V M0 D	
2623	Gurdaan	B310633-B	Na Ni		514	M1 V	
2624	Idas	A492311-C	LoPop		201	F2 V M5 D	
2625	Imsha.	B224122-A	LoPop		204	K1 V M3 D	
2628	Gashkanan.	B74A255-8	Wa LoPop		614	A4 V K7 D	
2630	Shesh.	C000100-A	Ast LoPop Va	S	704	M1 V	
2631	Uurkuumluu.	B245000-8	Ba		013	M3 V M5 D	
2635	Arvlaa Gam.	E889377-3	LoPop		704	M3 V	
2636	Vled.	C998200-8	LoPop		914	K7 V	
2639	Suuashuur.	C100100-B	LoPop Va		403	G9 D	
2640	Dishadshii	B614ACC-C	Ind Ic HiPop		804	M1 V	
2703	Derku	C610A99-A	Na Ind HiPop		303	M4 V M4 D	
2705	Uundiirshiikis.	E356000-5	Ba		001	M7 V	
2706	Sinmig.	C364455-A	LoPop		214	K1 V	
2707	Kalanaauud.	D525000-6	Ba		000	M1 V	
2709	Kimvle.	A000666-C	Na Ni Ast Va		503	M0 V	
2720	Lir.	B426100-9	LoPop		303	K8 IV M7 D	
2721	Khuuda.	B551255-6	Po LoPop		734	M1 V	
2729	Gaar.	C360211-A	De LoPop		120	M9 V	Full Data. Sylean Fed.
2730	Maan.	B241466-B	Po LoPop		203	K3 V	
2731	Miip.	C631000-8	Po Ba		004	G0 V	
2732	Uurkhir.	C9E7000-A	Fl Ba		002	G4 V	
2736	Gaen Luum.	C324366-9	LoPop		513	K2 V	
2802	Gekhuu.	B678555-8	Ag Ni		825	G2 V	
2803	Kersi Am.	B427566-B	Ni		404	M4 V	
2814	Muugkha.	D223133-6	Po LoPop		604	K4 V M4 D	
2816	Indshiim Ganme.	B869588-A	Ni		803	G4 V	
2821	Uuggarkirber.	C552566-6	Ni Po		504	A2 V	
2823	Muumi.	D553300-9	Po LoPop		503	M0 V	
2825	Bishaakuuka.	C683455-6	LoPop		723	M1 V	
2829	Gishashum.	E100433-8	LoPop Va		424	M0 V M5 D	
2830	Navlaand Sha.	EAC7111-5	LoPop Fl		514	M3 V M3 D	
2832	Sinad	C458744-A	Ag		802	M4 V M5 D	
2836	Khuir.	B478ABB-9	Ind HiPop		204	M3 V	
2837	Igla	B414555-D	Ni Ic		904	M2 V M9 D	
2839	Gaeshme.	C783000-6	Ba		003	M1 VI M1 D	
2840	Gumir Gaeg.	B8C07BB-8	De		914	M8 III M4 D	
2904	Ishnuunar.	E572533-3	Ni		220	M4 IV M6 D	
2906	Damki Im.	B200ABB-9	Na Ind HiPop Va		903	G4 VI M9 D	
2910	Shusa Liishli.	C211000-B	Ic Ba		023	K2 V M0 D	
2912	Leer.	B7B3244-A	LoPop Fl		725	G2 V	
2913	Khiuur La.	C8B3200-4	LoPop Fl		403	M3 V M2 D	Full Data
2914	Mikhag Kuu.	B668799-7	Ag Ri		313	F0 V	
2916	Khiinra Ash.	CAE6133-6	LoPop Fl		904	M2 IV M1 D	Ancient Site.
2922	Ekugush	B652699-7	Ni Po		904	M1 V M9 D	
2924	Uushba Sind.	D564888-2	Ri		105	F4 V M0 D	
2928	Vlaki Khuu.	A494588-B	Ag Ni		614	M8 V	
2929	Danuuvlan.	B000000-A	Ast Va Ba		013	M1 V	
2931	Dinenruum.	E332644-3	Na Ni Po		122	K1 IV M3 D M4	
2933	Ganad	A656A99-B	HiPop		604	M0 V	
2934	Dishe.	A778000-A	Ba		015	K9 V	
2935	Amuur Keiir.	C472100-7	LoPop		113	A1 V	
2936	Saregon	A584522-C	Ag Ni		314	M3 V M6 D	
2937	Uurigger.	C4347BB-8			403	M1 III M9 V	
2938	Shakiiga	C867844-9	Ri		310	K4 V	Full Data
3002	Isuur.	C344300-7	LoPop		920	K0 VI	
3003	Iidsha.	C665000-8	Ba		010	M6 V	
3005	Aarza Kand.	C304644-8	Ni Ic Va		822	K1 V M4 D	
3008	Mim.	A400466-B	LoPop Va		201	G2 V	
3011	Laudum	B352ADD-9	Po HiPop		801	M8 V M1 D	
3015	Anuug.	C783000-7	Ba		000	K6 V	
3019	Kinekesh.	C222100-B	Po LoPop		830	M3 V M7 D	
3021	Kamsii.	A457666-8	Ag Ni		324	K1 V M7 D	Chirper.
3022	Gurishi	B756677-9	Ag Ni		304	G0 V M3 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
3025	Manluushagi.	D200000-8	Va Ba		021	M7 V	
3026	Uumkishla.	C363100-6	LoPop		802	K0 V	
3027	Guuza Bem.	C9D5322-6	LoPop Fl		223	M3 V M5 D M1 D	
3028	Duuguu.	A373244-C	LoPop		901	M2 V	
3033	Ashmelam.	A424633-D	Ni		903	K2 V	
3034	Iishaanka.	B554977-A	HiPop		603	K3 V M3 D	Full Data. Chirper.
3037	Lashupii.	E665100-4	LoPop		722	M3 V	
3039	Kiiguuga.	B8B4200-A	LoPop Fl		601	G0 V	
3040	Unlakhar	A629733-C			703	K3 V	
3101	Edza.	B73A000-A	Wa Ba		004	G2 V M8 D	
3103	Gar.	B439688-B	Ni		514	K4 V M4 V	
3104	Aadkha Na.	E200122-6	LoPop Va		431	G0 V M6 D	
3105	Kir.	C300544-B	Ni Va		910	M3 V	
3106	Uumuurler.	B425222-9	LoPop		803	K8 V	
3113	Urir Gug.	E342755-4	Po		604	M2 D M4 D	
3115	Markasher	E100300-5	LoPop Va		320	K8 IV	
3117	Khiiir.	B200533-9	Ni Va		314	M5 IV	
3118	Lemik	C56A722-A	Wa		411	K1 V	
3121	Kagash.	D554877-4			202	M2 V M9 D	
3123	Kankuup Ir.	B424AFF-8	Ind HiPop		114	M3 V	
3125	Kadushii	E695ADD-5	Ind HiPop		813	M2 V	
3127	Arkadkhi.	C779233-A	LoPop		204	K2 IV	
3128	Mish.	C679A88-9	Ind HiPop		803	M6 VI	
3129	Keras Vla.	B867322-7	LoPop		903	K0 V	
3130	Agdam Gii.	B5577CC-9	Ag		220	M9 III K8 D	
3131	Ashga.	A7C3422-A	LoPop Fl		413	K2 V M6 D	
3132	Kiir.	C462000-9	Ba		010	G0 V M5 D	
3133	Nin.	C362233-5	LoPop		402	M5 IV M3 D	Full Data
3135	Arla.	B58A688-8	Ni Ri Wa		700	K2 V	
3137	Iimdii.	C493000-7	Ba		003	M1 V	
3140	Kerumirgaa.	A562222-8	LoPop		110	G0 IV	
3203	Maain.	D668533-4	Ag Ni		611	G3 V	
3205	Iidshuu.	C765355-6	LoPop		313	K9 IV M6 D	
3206	Dim.	D646266-6	LoPop		904	M6 VI	
3207	Imkhag Guu.	D567366-4	LoPop		700	G2 V M4 D	
3208	Agduu.	E400000-8	Va Ba		004	M1 V M7 D	
3210	Kamnakiiaar.	A965455-A	LoPop		405	K6 V	
3211	Zikhi.	D427211-9	LoPop		902	M0 V M7 D M6 D	
3216	Shand.	C964111-7	LoPop		713	K4 V M0 D	
3218	Kaskii	B300766-E	Na Va		904	G4 V	
3226	Duuka.	B686955-A	HiPop		300	F2 V	
3227	Ashash As.	B758255-7	LoPop		403	M2 V M6 D	
3234	Gau.	C433666-B	Na Ni Po		420	M5 III M2 D	
3235	Daii.	C75A100-8	Wa LoPop		613	M1 V	
3238	Luushdeam.	E560100-3	De LoPop		803	M2 V M4 D	Full Data

This sector has 569 worlds, of which 447 have native gas giants. The estimated population for the sector is 1108 billion sapients (not necessarily humans).There are 42 Agricultural (Ag) worlds versus 34 Non-Agricultural (Na) worlds. There are 91 Non-Industrial (Ni) Worlds versus 22 Industrial (Ind) worlds. There are 17 Rich (Ri) worlds versus 74 Poor (Po) worlds. There are 38 Water Worlds (Wa), 17 Ice-Capped worlds (Ic), 31 Desert worlds (De), and 56 Vacuum (Va) worlds. There are 34 High Population (HiPop) worlds versus 234 Low Population (LoPop) worlds. There are 15 Asteroid Belts (Ast) in the subsector. There are 128 Barren (Ba) worlds. The highest population world in the sector is 1524 A626A88-C Shibashliim; the lowest population world is 0929 E649000-6 Sheduu. The average tech level in the sector is 8 (most lie between 6 and 10). World names are primarily Vilani.



Subsectors



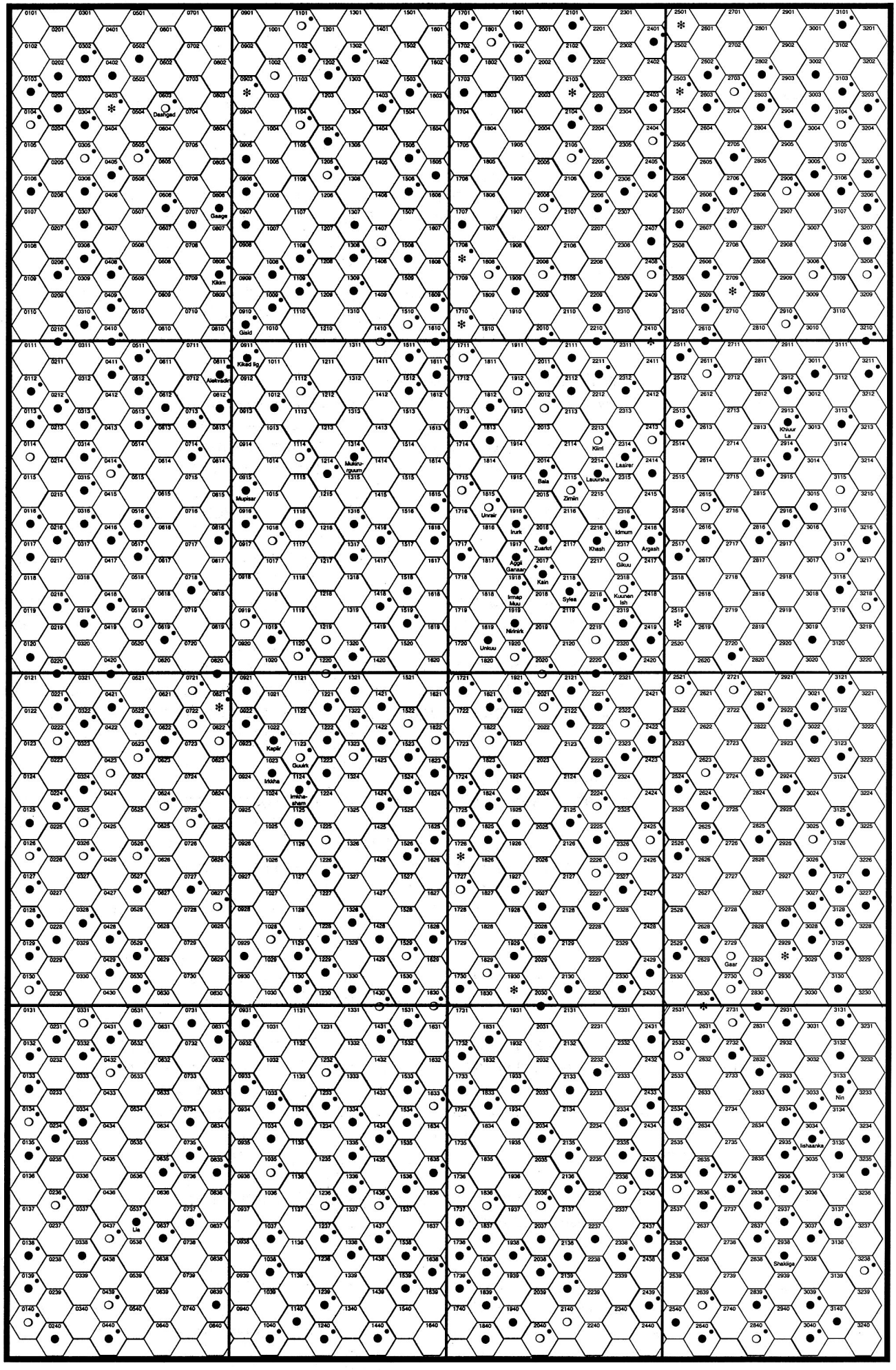
World Types

- ● water present
- ○ no water present
- ✻ asteroid belt

Bases

- ○ Imperium Naval
- ▲ Imperium Scout
- ☆ Independent
- ✱ Research
- ◆ Scout
- ✱ Reserve
- ◆ Prison

Core



RUMORS 8

Unconfirmed reports, common speculations, sometimes even outright lies. That's what rumors are. And here are the rumors currently circulating within the Third Imperium. Many of these are in generic format, i.e. "this subsector", "this world" instead of specific locations, to allow referee flexibility in placing them. These rumors can also be used as hooks for adventures, or can lead to new campaign possibilities. Outrageous or not, Only one thing is for sure: only the referee knows the truth (or untruth) behind each rumor.

A prolific undercover journalist is very close to breaking a scandal involving two subsectors and three minor races. Something about bribery and cargo tempering. . .

The government is just a puppet controlled by a colonel banished from the Imperial Palace for killing one of Cleon's nephews over a lady noble.

There's an automaton planet where no organisms exist. The entire world functions like one giant machine!

Bizarre mutations are occurring in the remote regions. Several newborn babies exhibited physical traits of different alien races!

A spy is supposed to pass classified information to a corporate executive at the charity fundraiser tonight.

The governor just received emergency grant from Sylea to the tune of several billion credits for the toxic spill on the north shore. God knows he probably staged it and will swindle half of the money for himself!

An unidentified terrorist organization is going to break into a business tycoon's manor after he goes on vacation this week.

The local parliament is expected to vote no on the Merchandise Limitations Act, but many special interest groups are trying to sway —scrupulously or otherwise— the members who are still weighing their decision.

Several successful playwrights are murdered in fashions similar to their most popular holo-vid mysteries.

A reclusive industrialist is implicated in a scandal involving the shooting deaths of three activists.

Some retired scouts are now accusing the Service of suppressing the discovery of an alien species that could clone any living lifeform.

The second-in-command of a notorious space raiding gang defected yesterday and is being detained at the Department of Planetary Security.

A rich merchant is seeking a plastic surgeon to remake a female convict's face into the image of a woman he loved and lost.

The Parkinson Armory was stopped not by the compound security, all of whom occupied by a prime time astroball game at the time, but by a hooded man and his masked lady companion wielding fantastic gadgets!

A girl who believes herself to have healing powers is cast out of her homeworld.

A fugitive monk is running from corporate assassins. Supposedly he has sensitive information and it's imperative that he gets to Sylea to see Cleon.

The Delta Police Division, backed by a clique of influential sports agents, is framing a former astroball star for the double murder of his estranged wife and her friend.

The outpost on a border system is haunted by spirits of couriers who were collectively drowned under mysterious conditions.

A big-time smuggler just slipped a load of high-powered carbines through the customs. She and her partner are looking for buyers.

The natives reported a strange, hovering robot roaming the wilderness. It is sometimes elusive, oftentimes violent, and is known to be armed with alien weaponry.

Solomon Schwyke discovered the ultimate psionic equation somewhere in this system, where it remained hidden after Schwyke's death till this day.

A clandestine negotiation for water rights is supposed to start next week, at the skytower. But the Damacus faction plans to assassinate the ambassador before then.

A confidential file going to the Imperial Palace regarding the construction of a secret jump drive built in a neighboring sector was accidentally delivered to an antique shop in this system.

Four unnamed officials are helping prisoners formulate a massive jailbreak. One of the officials was pressured into the scheme, while two others wanted to frame the chief warden.

Dr. Jonas is looking for a crew to find the Tiq-Suen Pyramid, so is his longtime rival, Dr. Belloth. Whoever can get to it first will surely earn the hefty bounty offered by the Imperial Heritage Institute.

The exiled Sir Winston Kidlow is currently gathering forces to reclaim his world. Military pilots and gunmen are especially welcome.

An angry mob of Bye-rens tricked and abandoned by a government-run mining company is heading this way, with blood in their eyes!

Smuggling a cargo onto this world is easy, if you remember to slip about Cr200 to the customs before inspection. Tell them you're with Sollie.

The Scout Service branches out on backwater planets are hard up for recruits right now. They'll take anybody not charged with capital offense outside of Sylea.

Anyone wanting to contact Flashcash, the hacker who breaks into bank computers and fabricate transactions, should go to Crimson Row JX-9. Password: "I'm looking for some dough on the road."

A retired captain of the local army is teaching a new, lethal, virtually unbeatable martial arts style derived from the movement of the Y'raii beast.

A singing legend from the early Second Imperium who reportedly die in a shuttle accident was recently spotted in this system.

The high-rating holo-vid game show, "Whose Ship Is It, Anyway?", is fixed! The producers only want former scouts as champions. They script the shows and provide answers to those whom they want winning beforehand.

There's a subliminal message hidden in the line of screen savers designed by Imperium Near Dark, Inc.!

The military services stationed here received a secret edict from Sylea ordering them to conduct a genocide of non-Imperial aliens in this area!

One of the worlds wants to pass a bill outlawing mark-up of goods by more than 15% of the original price. The Merchant Association is now hiring to lobby against it.

The spy who stole the prototype rotorbot III from Brighton-Domalski was supposedly contacted by Count LaRache on behalf of Kolonial Engineering Unlimited.

One-half of a renowned Denaar comedy act is searching for new management and a new partner. He will be holding auditions on South Islands next week.

The subsector CEO of Ling-Standard Products staged the kidnapping of this own daughter.

A garage mechanic put together a grav car that can enter upper atmosphere in one minute. He is looking for backers, and already he has offers from some big companies.

Archaeologists on an expedition to this system claimed to have solved the Riddle of the St. Essar's Ark prior to their untimely demise.

The dictator's Stellar Defense Patrol shot down a luxury liner in the outer orbit. Publicly, they are claiming the sensors mistaken it for a rebel recon vessel.

Starport 51 does not exist. And if you're smart, you won't ask any more question.

A warring faction on this planet is planning to rescue a notorious demolition expert during his transportation to a maximum security prison.

Heirs to a historical mansion found manuscripts by a legendary physicist that contradict popular assumptions about space travel, and proposed new dynamics for possible time travel.

Missionaries sent to a certain famine world have inexplicably disappeared, among them is the renowned Emperor's Golden Peace Award winner Sister Merylthol.

The astrogator of the ship *Galloping Phantom* plotted a jumpspace corridor that cut the travel distance from here to Sylea by half!

A very successful gambler is suspected of using psionic powers to the influence outcome of games.

Biologists at the Federal Academy of Genetics Research managed to bio-engineer a breed of extremely aggressive and deadly insects. The project director is seeking an escort for them to the Bureau of Environmental Health headquarters on Sylea —with excellent pay and appropriate compensations, of course.

An underground broadcast warns that the end of the universe will begin on this world, triggered by a freak global cataclysm resulting from a secret ecological pact.

The editor of *Heads Up* vid-zine is pressured into a public retraction of the Travellers' Aid Society fund misappropriation story, though privately she still stands firm behind the report.

A megacorporation is on the verge of declaring bankruptcy. It will happen if its deal with a low-tech world falls through.

The Zandora Commission apparently did find significant clues to Archduke Cassidan's assassination on his homeworld in this subsector, but chose not to include them in their report.

A wealthy land baron has died without drafting a will! Relatives, friends, and acquaintances are coming out of the woods to get a piece of the pie.

Under the foundation on which this tavern is built hides the winnings of perhaps the greatest gambler of all time. His descendants sold the property years ago without knowing that fact.

A starship was accidentally launched with no crew and only children on board!

The restaurant down this street uses Vargr meat in their cooking!

One of the ships in the used-starship lot has a damaged sentient computer on board.

Members of a space metal band collapsed backstage after their last concert here. All but one died, and the survivor is in a coma. Alien parasites has been whispered about as the cause.

There is a secret course on pocket universes being taught at the university; the next session starts next week.

That quiet jewelry merchant over there is under some sort of Imperial witness relocation, protection program. He is scheduled to testify against a powerful cartel and rebel colonists.

Dignitaries have been informed that a star in this system is about to go nova soon! Evacuation of diplomats and other high-ranking officials has already begun, but they are keeping it hush-hush from private citizens.

Poor investment decision is forcing a megacorporation to pull out of a planet. The workers aren't happy because there are rumors of the company stiffing them of their pays.

A top-selling recording artist abruptly retires—three days after getting a call from the Imperial Secret Service.

One of the 23 existing vid-greeting cards of sports star Kennison Lex has surfaced on this planet. Antique dealers and collectors are stumbling all over themselves to track it down.

Hard lotion secreted by the strange plants in the highland region offers armor-like protection against small firearms just by rubbing it on the skin!

A scout ship docked at a way station on the periphery two weeks ago. What is unusual is the ship had been presumed lost in a misjump a little over three years ago. The ship's pilot said he misjumped to a far sector and landed near a ringworld, and spent the better part of a year surveying it before he started heading home.

According to some paperwork, the only ships attacked in this sector are disguised Zhunastu ships. There are suspicions that spies from either one of the pocket empires, or one of Zhunastu's competitors are real eager to get their hand on Fusion Plus.

Local sources report that the roars of ebon ruugar — last of which is believed to be killed over 200 years ago — have been heard on the outskirts of the Eastern Continental Jungle. A big-game hunting baron has taken keen interest in this matter.

One parsec away from here is a shipyard that sells parts designed by garage engineers. Most of them run well for the price, but every once in a while the customers do get junk.

The runaway son of a noble stole his father's huge supply of anagathics and is gathering people to establish a utopian world.

Inhabitants of a system in the old Vilani space tell of a story of a secret pathway to "The Origin", a place much like the human "Garden of Eden." However, another story describes the same locale as a giant "space cemetery" with myriad of wrecked ships.

An old merchant confides that "strange" things happen during a three parsec jump between two systems. Old radio messages are picked up, some passengers fall violently ill and occasionally the jumpspace drive goes crazy.

The witness of a pirate attack, obviously drunk, claims the attackers were using old Sylean navy ships, with logos and equipment still intact. The man has been fired from his company after the attack.

A cure for jumpspace intolerance syndrome can be extracted from certain herbs within this sector; it can also cure everything from headaches to the common cold.

Professional pistol-duelists can be hired in this region. They provoke fights with a victim, then kills him in a challenge. They are known for their dishonorable tactics too.

The Navy just lost a carrier in subsector B. A prominent noble was in command of the vessel.

Two years ago, the Tramp Freighter *Estimated Prophet* disappeared in jump outsystem in this sector. There was no sign of distress, and the ship was in perfect working order. Now more ships doing the same jump are getting minor misjumps, and they are said to receive transmissions from the *Prophet* while in jumpspace!

Hardrock Mining just discovered a big, rich asteroid in the fifth system. Their stock is really going to skyrocket in the next week or so when they announce this.

The tomb of Duke Robert I, founder of this colony generations before, doesn't contain his bones. They were secretly removed some time ago by the rival von Smith family, and now adorn Schloss Smith.

Bet on Tony's Boy in the third race at Topek Downs; that filter feeder can really move!

This planet has experienced a severe outbreak of a deadly communicable disease in recent months. Initial symptoms of the disease include the swelling of the skin around the eyes, mucous leaking from the nasal passages, and sneezing. The disease runs its course from onset to death in 12 to 36 hours. There is no cure.

A local author asks for help in researching a cabal of Sylean nobles who kidnap "commoners" for organ-harvesting to prolong their own lives.

The opening of the new wings to the Highport has been postponed, with no explanation given.

Saint Elvis's Guitar Pick, reputed to be in the cathedral's reliquary, is a fake.

"I worked on a secret Imperial project in the outback of some system. We were trying to gene-engineer a new race of unbelievably tough and resilient humans so they can settle otherwise useless planet."

There is a secret, underground city on this planet. The city is inhabited by little dog-faced men.

In the remote country of a world a miner has discovered a horrible sight: in a small valley he found a village of about 200 — all slaughtered by very precise cuts.

There are psychotic killers on a murder spree dressed in Imperial police uniforms.

"Gladiators wanted! Gladiators wanted! Hey you, interested in earning big credits? Yeah? Ya know how to use a blade? Sign up here and ya will be rich in a couple of months!"

Time travel was supposed to have occurred on this planet, but an accident destroyed the entire colony that was then there.

A powerful family is offering a standing bounty for any member of a rival family.

There is a red-leafed plant indigenous to this world which has an unusual power: those inhaling its pollen are overwhelmed by a feeling of complete calm and contentment for several minutes.

A fugitive from Imperial justice is reputed to have fled to this system. She is a former captain of the Imperial Navy, and is responsible for the destruction of four unarmed freighters. She claims to have done it because the freighters were trafficking in slaves.

Black Harkon, a wanted pirate, is currently staying on Sylea incognito. The Cleon regime has set a prize of Cr100,000 on his head if he is taken alive. However, it is said that he is very close to a niece of the emperor. . . closer than anybody would like to think.

Local scientists have banned the thesis written by a grad student. The thesis purportedly centered on a method of enhancing latent psi abilities in most humans. . . the grad student is now in hiding and seeking transport off-world.

Traders in this subsector speak of the "ghost ship" that roams the spacelanes here. The only evidence of this ship is the "ghost image" picked up by passive sensors, but unverified by active sensors.

The "new" Naasirka Imperial navigation computer has a floating-point decimal error at seven significant digits. It is also not new; these are computers that have been in storage for 300 years, and are now being released for sale in newly-colonized worlds.

A spice on this world, available in great quantities, becomes a potent aphrodisiac when consumed with a fruit common in another subsector.

Evidences suggest that a war might have taken place on one of the worlds between humans and their robotic counterparts.

The large number of Vargr in this area are actually on covert scouting missions, in preparation for the coming war.

A mysterious order of red-robed monks has set up monasteries on several rimward worlds. They are serving as counselors for a vast number of powerful houses.

The local monarch has undergone a sudden major personality shift. People are whispering about mind control and shapechangers.

The Imperium is expanding only so it can support its core member worlds (and the megacorporations within this exclusive clique) by allowing megacorps to strip the outlying planets of their natural resources.

"Be careful when dealing with the natives. They might treat you like a king, but several merchants have already disappeared. I think they might be cannibals. . . and there were strange bones found near the starports!"

The third moon was recently visited by an Imperial expedition, which explored the mountain ranges for two

day before declaring the moon a red zone. This lasted for almost four months, during which the Imperial cruisers visited the moon daily.

Recently there has been an alarmingly increased malfunction rate with robotic household units. They started attack their owners like a rabid dog and had to be destroyed.

Large parts of the government on this planet are under mind control. Whoever is behind this is pursuing a secret agenda to overthrow all humaniti and their ilk.

The AAB (the Vilani Storehouse of All Knowledge), with the help of the Imperial bureaucracy and the Travellers' Aid Society, is attempting to wipe out all Solomani cultural identity within the Imperium.

On a planet in the third system, some inhabitants tell accounts of an advanced biomechanical plague that nearly wiped out the entire population many generations ago.

A bizarre spacecraft of enormous size and unknown origin has been known to "phase" into the border of Sylean space on occasions and drift aimlessly for indeterminate time before phasing back out. All attempts to contact the vessel have thus far been unsuccessful — some with disastrous results.

The Security & Investigation Bureau of this planet uses high-tech microscopic cameras to spy on both citizens and visitors.

There was a mutiny in the naval base right after the personnel has examined a crash site of a strange alien ship. It was serious enough for the emperor to send in elite troops to silence the troublemakers, who were all executed immediately, and the crash site has been guarded vigilantly well ever since.

A prospector claims to know the location of a deep-space fuel and equipment cache from the last days of the Rule of Man.

The local newsfax reports a scientist's discovery of an economical substitute for the lanthanum coils in jump drives.

"Everyone knows the intellect-downloading Denaar *really* run the Imperium. They've transferred their minds into all the top officials — even Emperor Cleon, I hear!"

An ex-scout in a starport bar stammers out a story about nearly being eaten by mysterious creatures living in the vacuum of an asteroid belt!

An Imperial installation far out in the wilderness is said to be researching antimatter weapons, in flagrant disregard for the safety of the planet's inhabitants.

The corporation that practically owns this world puts drugs in food and water supply to keep workers docile.

A surprisingly skilled stage magician says he was taught all his tricks by the Graytch, who he advocates as masters of mental powers.

Visitors from some other world secretly abduct our citizens, sample their tissues and fluids, and hypnotize them to forget. The government isn't doing anything about it, and refuses to take these complaints to the Imperium!

Long-suppressed books have been circulating again. They contain proof that the Solomoni have been pursuing a campaign to eliminate the Vilani, beginning with the Interstellar War and continuing to this very day.

The local equivalent of steroids on this planet is said to be processable into anagathics.

The office of the Duke denied reports that his Grace Zachary, Duke of this subsector, had died of a rare form of digestive tract infection. Although declining to answer questions on neither the Duke's condition nor his whereabouts, a spokesman stated that his grace was in a safe location, and was recovering rapidly.

An astronomy grad student talks about picking up faint radio distress calls from a misjumped warship, parsecs distant. It was never recovered, to her knowledge, so it may still be there. . .

During the Interstellar Wars, the Vilani developed a virus that attacks metal, destroying its tensile strength. It is particularly effective against crystalliron and superdense armor. It was released somewhere in this subsector, and whole worlds are now covered essentially in a gelatinous rust.

Dueling has spread to a high-law-level world, but using martial arts rather than weapons. Factions are springing up among the nobility in favor of and opposed to the idea.

The local populace is agitating to close the starport after hearing reports of a massive plague spread through merchants returning from the frontier.

Many Vargr states employ slave labor to manufacture chew toys. Many of the slaves are not Vargr.

A religious pamphlet touts this world as the true homeworld of Humanti: from here, an ancient empire spread specially-bred humans throughout the galaxy.

Computer hackers have been making break-ins throughout this planet's infonet. The press is reporting it as economic sabotage by Sylean agents to force annexation to the Imperium.

The Imperial Palace is rife with secret passages and hidden vaults filled to the ceiling with credits, all protected by armed Elite Guards pumped full of combat drugs.

There is a cult of cannibalistic thrill-killers living in the under-passages and sewers of Capital City. It is all based on an obscure horror-vid that features dark gods and grisly murders, and the leader is actually the star/producer/scriptwriter of the vid. . .

A prominent religious leader on Sylea has joined, and is advocating a jihad against other religions.

There is a secret band of nobles specializing in playing practical jokes on the highest nobility. Cleon is at the top of its list.

Players on the Sylea Vanguards astroball team solicit prostitutes and illegal contrabands while on road games.

On Sylea they are hiring freelancers for a large-scale military operation. Obviously some pocket empire spinwards is posing a major threat and the government is expecting a huge battle to ensue.

There is a psionics school in this subsector. Make that was. Those few who knew its location say it is now buried under rocks, after a great quake a millennium ago.

It doesn't get any stranger than a crazy old man in a tattered robe, banging on the Citizenry Office door, hollering at the top of his lungs that he's the Emperor from the future!

Some historians believe that there is an abandoned laboratory, a workshop of some sort constructed by an ancient alien race, nestled secretly in the core of a star within this sector.

The leader of the most fearsome pirate outfit in this subsector is a relative of Emperor Cleon, from whom he receives covert aid in exchange for conducting raids on certain merchant ships that didn't meet His Majesty's approval.

Forget cargoes. The way to make a credit here is to wager on Y'lahri combat. Pick the right guy —or the right beast— in the right fight with the right bet, and you could walk away with a windfall. Of course, all bettors are free to "influence" the outcomes with any degree of subtlety, as much as they *think* they can get away with. . .

The secret to the universe lies within the path of Riley's Comet.

The catastrophe depicted in the "Nobody Remembers Praxi" episode of *The X-List* show is based on the true story of a botched experiment right in this sector.

The government of this world has declared a ban on the new holo-vid game by Whitticus Creations, citing pagan-worship and ethical corruption.

A nice business to go into this year, while it's still on the ground floor, is Fewarian treefox pelt-trading. You probably need a few sharpshooters and clever traps — these critters don't propagate on a hostile world like theirs by being stupid.

The computer virus making the round and striking only at maneuver drives is said to have originated in this subsector.

Four parsecs from the gas giant is where the artifacts were destroyed and scattered.

There have been recent cover-up activities between the Imperial Intelligence and Scouts Service regarding a newly-discovered alien race.

BEAD, the megacorporation specializing in space weaponry, is suspected of funding a armed revolution on a low-tech world.

The Imperial Revenue Audit is looking for the data chip that could put Baron Emmanuel away on these worlds.

Some lucky small-time mining company struck gold, or rather, a rare ore, somewhere in this sector that allowed it to go on to much bigger, better things. You've heard of Ukenshaw Enterprises, right?

Cleon Zhunastu didn't invent Fusion Plus; he stole it from the engineers at Korlon Station!

The archdukes in this sector are plotting to overthrow Emperor Cleon and the Imperium, using a potent virus they hired a famous researcher to develop!

Whatever you do, don't go near the asteroid belt in subsector G. Scouts, freighters, and even heavy military cruisers have ventured by and never returned!

Ask for Hurbon at Zephyr Outpost III around midnight. He knows where to find the new energy source.

Entertainers versed in Vilani poetry often receive the kind of royal treatment from the local governments as if the Emperor himself is visiting.

One of the stars is recently classified "Red Zone" because the Imperium lost several Marine squads to ferocious carnivorous plants.

There's nowhere else better to collect precious gems than in this subsector.

Somebody saw the infamous terrorist Cougar Grey in one of the outsystems. He's got Cr50,000 on his head, you know.

A famous sculpture dubbed "The Bird of Triumph" was stolen from the Noble Family on this system. It was later purchased through black market by another noble, Duchess Arianne Trelanis, to embarrass the nobility that lost it.

There is a arms-buildup offworld, and the President of this world plans to take over the whole sector with it in a couple weeks.

Gravion Industries LIC recently shipped out a defective batch of gravitic equipment from here. They knew about the defects, but they needed some credits to meet payroll.

The duke of this subsector is expecting a baby from an undisclosed relationship.

An off-duty military officer confirms that a Civil War is just about to erupt on a balkanized minor world. High-tech items, especially weapons, are being smuggled there and very well compensated for. The conflict seems to center around mining rights in a certain area disputed over by two interstellar corporations, each supporting a different faction in the war.

There is a serial killer terrorizing the settlement who only kills newcomers. Another theory dismisses the serial killer completely in favor of a secret lab that is rounding up off-worlders for experiments.

No one is allowed to trade in the outer planets because if the working conditions out there were made public, The Imperium would shut those corporations down.

The land around the starport here is all being bought by a religious order. The Cult itself consists of luddites, wanting to stop this infernal Imperial presence on this world.

"They're watching everybody right now. Powerful spysats track you when you go out, and they're always listening in to your comm."

A holo-vid broadcast reports that ships from an unknown race have been seen in several frontier worlds, even refueling at starports. Reptilian-like and very strong, members of this race thus far avoided speaking about themselves and fled from Sylean navy units.

The Pirates of Skye have rigged up a special device to make fusion power plants shut themselves down. For this reason, they will only attack ships without missiles.

A famous psychic predicts a huge war that will destroy the Imperium.

The dominant religious organization on this world became wealthy by smuggling slaves during the Long Night.

The Emperor offers a bounty for Vargr killed during attacks on Imperial ships. They are causing trouble in several regions that need stable trade routes.

The daughter of Duke Arkhynos has fled with a young marine. They fell in love but her father disapproved the relationship, and now he wants to get her back at all costs. If you want to indebt a very powerful man to you, you might want to look for her.

A broker warns against traveling to coreward: the area is thick with corsairs, and they somehow know just when to find ships undefended.

Reliable sources in the defense establishment have admitted in private that numerous brigades of the Imperial Army have been engaged in counter-insurgency operations in the Vabasorii district for the last eight months.

"I swear, it's unusual, but I picked up lanthanum traces from that gas giant! This professor believes it's possible some is dissolved down in its deep ammonia ocean, but he doesn't have the grant money to explore it."

A reporter turns up murdered. She'd been investigating allegations that Fusion Plus was a gift from a now-extinct race, not an independent invention.

Now is not a good time for low-passage travel from this world. Some captains are earning a fortune by killing off low passengers deliberately and selling their organs.

Prices are soaring for a paralytic neurotoxin used on dueling bladed on this world to end fights without causing death.

Company spokesman for Prestige Line announces indefinite suspension of high capacity service to this subsector pending outcome of the official investigation of the recent *Belmont Lark* tragedy, in which the ship was lost with 158 lives due to a jump capacitor discharge immediately prior to jump.

A turf was has erupted between rival criminal cartels over distribution of a potent new drug. But on-one knows where it comes from. . .

Psionic teleportation runs a risk that the teleporter will spontaneously combust.

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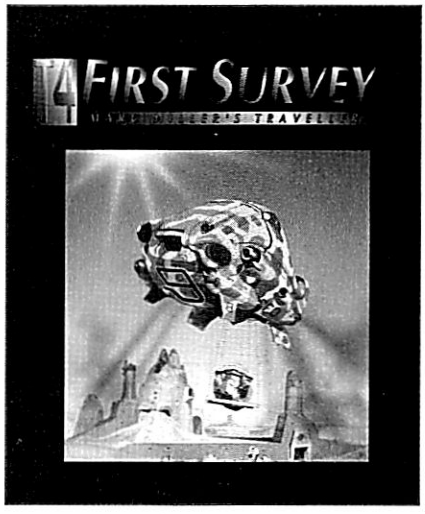

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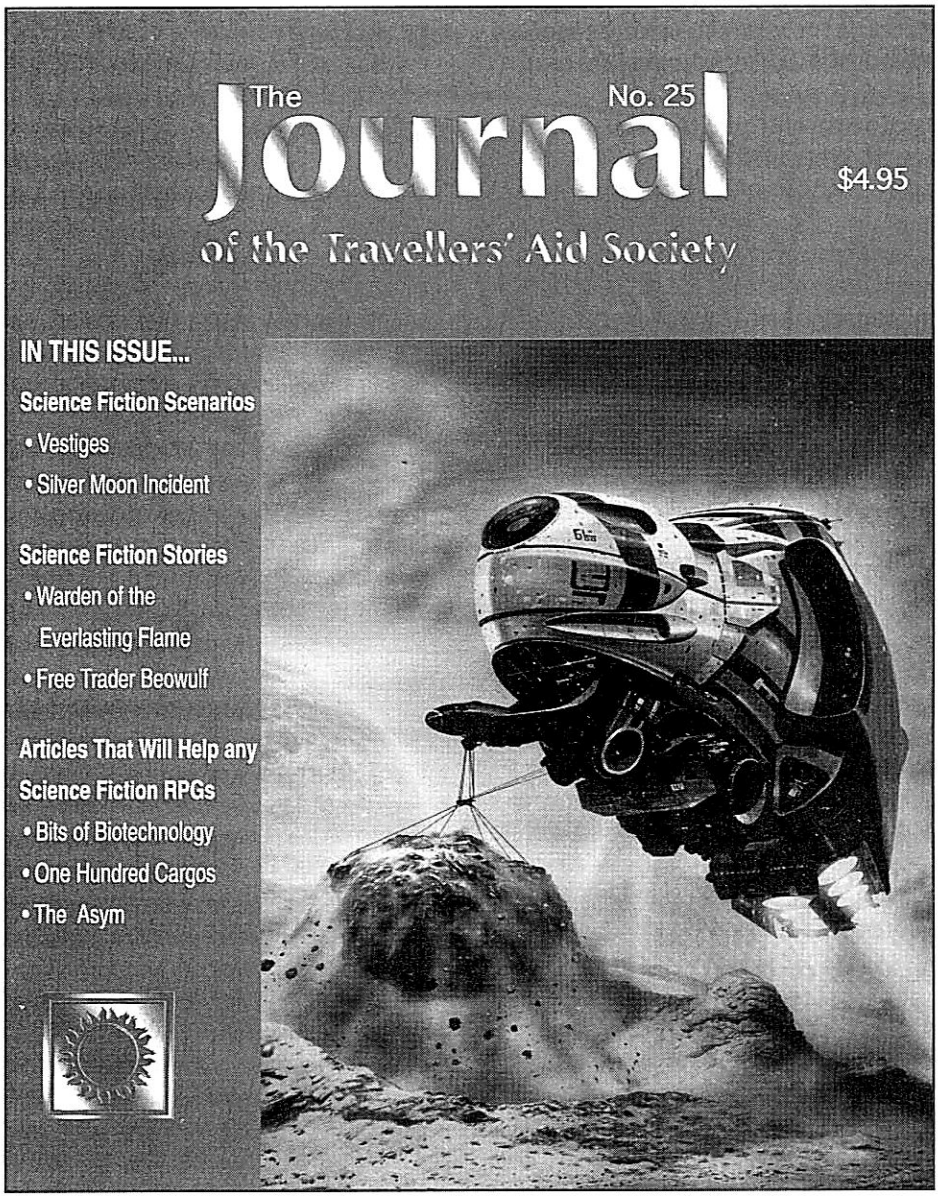

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9: Timeline and Significant Events

The Integrated Milieu 0 Timeline

Year	Event
-8000	Vilani arrive at Sylea.
-4045	First Imperium founded.
-3000	Technology leakage begins.
-2800	Insurrections begin on Sylea and elsewhere.
-2422	First Vilani-Solomani contact.
-2219	Nth Interstellar War ends. Collapse of the First Imperium.
-2204	Rule of Man (Second Imperium) begins.
-1900	Governor Frances Repzinski becomes High Protector of Sylea.
-1850	Lack of cooperation between member worlds of the Rule of Man becomes more common.
-1800	Vland at TL12. Resurgent Sylean Nationalism begins.
-1799	Border worlds start refusing off-world currency.
-1776	Financial collapse of the Rule of Man.
-1700	Loss of fusion technology on Sylea.
-1550	Vland at TL9.
-1526	Long Night begins. Off-world travel all but stopped.
-1120	Aslan Border Wars start.
-962	Reaver attacks on Sylea.
-930	Reavers beaten back.
-908	King Ricardo I of Sylea; blockade of Sylea.
-690	Queen Rowena abdicates.
-684	Interstellar Confederacy founded.
-650	Sylean Federation established.
-495	Sylean scouts contact Vland.
-489	New Vilani merchant fleet.
-425	Zirunkariish established.
-301	Interstellar Confederacy contacted by Sylea.
-239	Interstellar Confederacy Civil War begins.
-237	Interstellar Confederacy Civil War ends.
-201	Sylean Expansion Wars between the Interstellar Confederacy and the Sylean Federation begins as a result of Sylean expansionism.
-112	Sylean battleship destroyed by robot at Shudusham.
-110	Shudusham Concords.
-107	Sylean traders contact Chanestin Kingdom and are executed, leading to war.
-100	End of Sylean Expansion Wars.
-59	Cleon Zhunastu (later Cleon I) is born.
-44	Peace Treaty ends Chanestin-Sylean War.
-30	Cleon gains control of Federation; begins active expansion campaign. Vland agrees to join Federation. Vland still at TL9.
-28	Fusion Plus invented.
-25	Chanestin Kingdom attacks Sylean Federation at Shudusham. Beginning of Second Chanestin-Sylean war.
-17	Cleon persuades some worlds to leave Interstellar Confederacy.
-1	Interstellar Confederacy dissolves.
0	Third Imperium established. Imperial dating system begins. Sylean Federation at TL12. Cleon Zhunastu proclaimed hereditary emperor for life by the Moot as Cleon I, first Emperor of the Zhunastu dynasty. Grand Palace of Cleon built.
2	Chanestin Kingdom surrenders to Third Imperium.
17	Order of Starship and Crown established. Cleon delivers his pro-sentient speech.
50	First Zhodani contact with Imperial traders.
52	Order of the Emperor's Guard.
53	Imperial Scouts contact Sword Worlds (Spinward Marches). Cleon I dies. Cleon II crowned Emperor.
54	Cleon II abdicates. Artemsus Lentuli, Chancellor of the Imperium, proclaimed first Emperor of the Lentuli dynasty.
60	Ling Standard Products settles Mora. First Imperial Settlement in Spinward Marches.
75	Regina settled (Spinward Marches).
76	Pacification Campaigns begin.
89	Antarean Cluster annexed (Antares).
114	Solomani Hypothesis proposed.
120	Pacification Campaigns end.
148	Imperial Scouts contact Darrian Confederation (Spinward Marches).
153	First Rydel Great Rift Expedition.
160	Second Rydel Great Rift Expedition.
166	Artemsus dies. Martin I proclaimed emperor.
175	Julian War begins.
178	Imperial forces capture Lasla, capital of the Julian Protectorate.
185	Julian Protectorate counterattacks in Antares sector. Antares Cluster falls to Julian Protectorate.
191	Julian War ends. Antares Cluster organized as League of Antares, given autonomous status within the Imperium.
195	Martin I dies. Martin II proclaimed emperor in 195.
200	End of Milieu 0 era.

Integrated Timeline Data

Order of Starship and Crown (17): Established in year 17 by Emperor Cleon Zhunastu. The Order of the Starship and Crown was created as a means to honor meritorious service to the Imperium. The title is generally awarded to an individual who showed a history of exemplary service. The Order of Starship and Crown has become the most commonly bestowed Order into which Knights are inducted. Such patents of nobility have occurred for exceptional success in the arts and sciences, within or outside of military service. This has also included exceptionally meritorious service in the civilian portions of the Imperial bureaucracy and other reasons.

First Zhodani Contact with Imperial Traders (50): Fairly soon after the founding of the Imperium, trading

ships originating from Imperial ports disseminated across most of known space. Although Imperial traders had already encountered the more proximate alien races such as the Vargr and the Aslan, in pre-Imperial times, they did not come into contact with the more distant Zhodani until the year 50. The encounter occurred at 357-408 in the Spinward Marches sector.

Order of the Emperor's Guard (52): When the Imperium was founded, Cleon established the Sylean Guard Regiment. Its function was to ensure the Emperor's personal safety, and as such was responsible for security within the Imperial Palace as well as wherever Cleon or his family members travelled. In 52, the Sylean Guard Regiment was reorganized into the Order of the Guard. Its responsibilities were expanded to include parade duty during Imperial events of state and rendering assistance to the Imperial military during times of war.

Sword Worlds Confederation (53): A loose confederation of worlds in the Spinward Marches, spinward of Imperial Space and coreward of the Darrians. The first settlement in the region was on Gram in -399. By the year -200, settlement of the area was largely complete. The first interstellar government in the region, the Sacnoth Dominate, was formed in -186. Consisting of twenty worlds settled up to that point, the Dominate lasted until -102, when it was fractured by rebellion into several smaller states.

During the following decades, various Sword World governments rose and fell, sometimes coalescing under a single world's domination, sometimes splintering into several smaller states. The worlds were first contacted by Imperial scouts in 60. By 73, the Imperial traders who followed brought increased trade and forged a stabilizing influence on the region.

Cleon II (53-54): Only issue of Cleon I. Also known as Cleon the Weak. Born in 21, proclaimed emperor in 53, and abdicated in 54. The term 'weak' is actually an unfair description of Cleon II. Apparently unsuited to devious palace politics, but still recognizing the need to consolidate the power of the fledgling Imperium, Cleon II abdicated in favor of his brilliant chancellor, Artemsus Lentuli. Still concerned with the welfare of his former realm, Cleon spent the rest of his long, active, colorful, and, from all accounts, happy life on the frontier as a self-appointed (and extremely effective) one-man fire brigade.

Artemsus (54): First of the Lentuli Dynasty. He was born in -17, proclaimed emperor in 54 upon the abdication of Cleon II, and died in 166 at the incredible age of 183, demonstrating the characteristic longevity of the Lentuli line.

Settlement of the Spinward Marches (60-present): The Imperium uses a link and branch system for exploring the stars, contacting worlds and societies, and establishing important bases along its ever-expanding frontier. Links connect the older bases with the newer ones and thereby become highways for trade and transport. Branches emanate from the various bases to touch the scattered worlds that promise resources and markets.

Naturally, merchant and transport corporations have adopted the same links and branches in their activities. From the main links, the corporations (as well as independent merchants and settlers looking for challenges or for a hand in their own destiny) set out to the worlds farther off the mainstream. Fertile worlds were settled, enterprising merchants shipped goods to them and established markets, and goods were shipped back in payment. Everyone prospered, more or less. The reach of Imperial traders expanded.

As the scout service moved out from the former Imperial borders, it encountered obstacles. In some cases, they met already-established interstellar societies (the Vargr to coreward; the Aslan to spinward), or expanses of low density space (the Greater and Lesser Rifts), or simply out-ran the desire of the merchants and settlers to follow.

One basic link (and a highly successful one) extends spinward from Vland. Beyond Vland lies Corridor Sector, stretching between a spur of the Great Rift and the Vargr Extents. Beyond Corridor is Deneb, where the megacorporations began establishing an industrial complex early in the Third Imperium's history. While the branches opened up Corridor and Deneb, the scout service forged links to the Spinward Marches.

Scout service exploration from Deneb carried survey cruisers through a relatively unpopulated region, finally contacting an isolated confederation, the Sword Worlds, and their neighbors beyond, the Darrians. Naturally enough, with full-fledged societies at the end of the links, they became major trade routes. The territory on the very edge of the Imperium became known as the Spinward Marches. Originally, the base for commerce was Deneb, but as more and more settlement took place, the focus moved spinward, ultimately rooting itself on Mora—the first major Imperial establishment in the Spinward Marches. Settled in 60 and financed by Ling Standard Products, Mora was soon a thriving trade center, building new ships, overhauling old ones, and manufacturing goods on the side. Mora was the gateway to the Marches.

Mora proved an ideal and fortunate choice. The system lies astride a route linking hundreds of worlds with simple Jump-1 connections. This Spinward Main enables free traders to ply the space lanes in search of new markets, new worlds, and new customers. Often they carry settlers to more promising worlds, and then supply them with vital off-world goods in return for metals, minerals, ores, precious woods, and rare foods and spices, as well as artifacts of various cultures for collectors of such things.

As the Imperium-sponsored links prospered, the branches grew on their own. Two major branches grew in the Spinward Marches, each following the Spinward Main. One branch worked its way rimward through the Sword Worlds while the other crept coreward into unexplored space.

The rimward branch extends through a portion of the Sword Worlds at their sufferance, and settlement is greatly inhibited. An alternate route is currently being sought.

Early on, the coreward branch reached Regina, and that system was settled in 75 (only fifteen years after the first Imperial settlements in the Marches). Regina's domination has grown to include several worlds, and it has become a common destination for traders.

Elsewhere, parts of the Spinward Marches off the Spinward Main remain backwaters. Their relative lack

of accessibility limits the number of ships that can call on them, which in turn keeps them from developing at the same pace as the other worlds of the Marches. However, there are always enterprising traders seeking new markets, so it is only a matter of time before all the worlds of the distant Spinward Marches become trading partners, and, ultimately, members of the growing Third Imperium.

Pacification Campaigns (76-120): A series of economic, diplomatic, and military operations directed at forcing membership in the Imperium upon those worlds that resisted the initial efforts to annex them.

Although the campaigns were predominantly economic and diplomatic in nature, the Imperium was not averse to using military force when peaceful means failed. Imperial battlefleets and ground forces rarely disappointed when brought to bear.

Four specific Pacification Campaigns were undertaken, each by an archduke of the Imperium. The Vilani Pacification Campaign was targeted at portions of the Dagudashaag and Gushemege subsectors. The Ilelish Pacification Campaign was aimed at the Darmine region. The Antarean Pacification Campaign hit much of the Lishun sector. The Sylean Pacification Campaign operated in the Delphi and Fornast sectors.

Antarean Cluster Annexed (89): The League of Antares (although it does not include the Antares system) is an autonomous region within the Imperium. The worlds were originally pressed into the Imperium in 89 during the Antarean Pacification Campaign. The Julian Protectorate occupied the worlds during the Julian War. When regained by the Imperium at the end of that war, the peace terms included a mandate that the League of Antares be given limited autonomy for control of trade, commerce, and internal affairs.

Solomani Hypothesis Proposed (114): When the Solomani discovered jump drive in -2431, they also discovered that more than a dozen human races had already colonized the worlds surrounding Earth. At the time, there was no satisfactory explanation for the more than 40 genetically identical human races.

The Solomani Hypothesis, first proposed by Magis Sergei haut-Devroe (64 to 141), theorized that all of the many, widely-scattered human races of the galaxy originated on Terra. He surmised that they were transported to their current homeworlds by an alien race (called the Ancients) for purposes that remain unclear. The date of the scattering is thought to be -300,000.

Rydel Great Rift Expeditions (153-160): A pair of expeditions led by Inesh Rydel to seek a usable jump route across the Great Rift from Corridor to Deneb. The main impetus behind the Great Rift Expeditions was to find a way to bypass the chaos that resided in the Vargr-dominated Corridor sector, the only known space link with the newly opening worlds on the Spinward frontier. Neither expedition was successful, the farthest reaching only as far as Ishirdu/Corridor (0338).

The failure of the Great Rift Expeditions would prompt the Imperium to seek the absorption of Corridor sector into the Imperium.

Martin I (166-195): Eldest son of Artemsus. Born 12, proclaimed emperor in 166, and died of natural causes in 195. Artemsus had an elder daughter, but she did not pursue a political career.

Julian War (175-191): The Julian War was an attempt by Martin I to bring the worlds of Mendan, Meshan, and Amdukan into the Imperium. The Imperium had a historical claim to the worlds by virtue of its own assertions to be the successor to the Rule of Man, and decided to press the issue beginning in 166, with a 9-year diplomatic campaign.

When this diplomatic campaign failed in 175, The Imperium went to war with the Coreward Extents, who were under the leadership of a government known as the Julian Protectorate. Initial Imperial gains were neutralized by a strong Vargr counterattack, and the war ended in a near stalemate in 191. The Imperium negotiated for peace with the Julian Protectorate, thereby eliminating a key source of contention for the two governments and also invalidating all claims to the 12 world Antares Cluster, which would reorganize itself as the League of Antares.

Martin II (195-present): Oldest issue of Martin I. Born 53, proclaimed emperor in 195. Since he remains childless, there is some concern as to who will be his successor.

The Pacification Campaigns

Early Expansion: The Xahdunemo Years

"I no more envision an Imperium that stretches across known space with independent worlds scattered about, than I do my palace with the neighbors living in the parlor." –Cleon I, to a courtier, 013-031

When Cleon became Emperor, he envisioned a Third Imperium based on trade. His intention was to rebuild the grand empires of the Vilani and Solomani. He based Imperial government on the principle that worlds should rule themselves internally as they saw fit, so long as they professed and showed loyalty to the Imperium as represented by the nobility. The Imperium would rule the space between worlds, and the worlds would rule themselves, within limits.

Cleon was a businessman, first and foremost. In his mind, costly wars of conquest in the early years of the Imperium would be a drain on the Imperium at a time when it needed to expand into new worlds and new markets. Cleon therefore fathered a principle that would be forever remembered by its Sylean name *Xahdunemo* (zah-DOO-nay-mo), meaning "bypass" or "isolate." Small pocket empires or worlds that blocked Imperial expansion were bypassed or ignored, as the Imperium expanded beyond them. It was not that Cleon intended these worlds to remain independent forever. Cleon merely realized that by expanding the Imperium peacefully, he would have more economic (and therefore political and military) strength to deal with such pockets of resistance later.

This resulted in the Imperial borders resembling a patchwork quilt during the years of Cleon's reign. Individual worlds, or 5-10 world clusters, that refused Cleon's overtures might remain independent, while worlds surrounding them on all sides might be fully integrated into the Imperium. In other portions of the same sector, a small number of worlds might pledge their loyalty to the Imperium, but be surrounded by worlds that chose not to align. In later parlance, these worlds would become known simply as "the Pockets."

Such was the condition of the Imperium through-

out Cleon's reign. Cleon spent the last years of his life preparing to end this phase.

The Quarantine

"These worlds carry the source of an infection. They enjoy the benefits of Imperial trade without bearing the responsibilities of Imperial law. As with any infected body, we shall Quarantine them, lest they should infect us all with their malady." –Artemsus Lentuli, Chancellor of the Imperium, in a speech announcing the Quarantine policy to the Moot, 002-050.

By year 50, during the twilight years of Cleon I's reign, the Imperium had begun to make preparations to deal with these pockets or pools of independent worlds. Cleon and his adviser (and eventual successor), Artemsus Lentuli, began forming the plan to absorb these worlds.

One of the side effects of bypassing these worlds was that Imperial culture and Imperial economic growth bypassed them, also. These worlds, which generally had once been economically as powerful, if not more powerful than their neighbors, prior to the Imperium's presence, now found themselves weaker to many of their neighbors.

As the first phase of consolidation, Cleon and Artemsus decided to make these effects deliberate rather than incidental. In conjunction with many of the larger corporate interests of the Imperium, Cleon and Artemsus began to economically quarantine these pockets of resistance. As much as possible within Imperial law, trade to and from non-Imperial worlds in the quarantined areas would be prevented by voluntary cooperation, and if necessary, Imperial Naval patrols.

At first the economic effects went unnoticed. After all, in many cases, trade between the Imperium and the "pockets" had never been great. Eventually, however, as the Quarantine tightened, fewer ships got through and the independent worlds began to suffer from the loss of trade. In many cases this involved goods that only the Imperium could provide and the embargo would gradually take its toll. Over the next quarter of a century, the isolation of these worlds became more severe and its effects more painful for them.

Artemsus & The Pacification Campaigns

After the brief reign of Cleon II, Artemsus Lentuli assumed the Imperial throne in 54. At this time, the effects of the Quarantine were only just beginning. Throughout the next 20 years, the Quarantine would become tighter, and its effects on the independent worlds would move from mildly irritating to strangling.

The same trend was seen on world after world. As soon as the Quarantine became effective, those operations most heavily dependent on interstellar trade, the import/export businesses, simply died. At first, this was painful, but not devastating on the local economy. However, the ripple effects from this loss soon multiplied to become shock wave, as the industries that relied on imported goods for supply or maintenance collapsed next. Then came the businesses that serviced those industries but didn't do a lot of direct importing. They, in turn, faltered after the end of their customers. These ripples eventually brought on massive economic dislocation, whose severity was based on the level of imports lost.

Within two decades of implementing the Quarantine, Artemsus had engineered economic depression, recession, or collapse in virtually all of the Pockets. Then came the time for the next phase of consolidation, the phase of Overtures.

Overtures: The First Act of Pacification

"Let the tree wither and die, and the ripened fruit shall fall into our hands, to be devoured at will." –Artemsus Lentuli, 046-073, to an unnamed advisor.

The internal state of the Pockets, at this point, ranged from restless to politically unstable. In many of them, coup d'etats, riots, strikes, assassinations, and revolutions were not uncommon. The strongest of them had some fears of internal disunity. The weakest were ready to begin the slow slide into anarchy. It came to Artemsus' advisors, nobles, and diplomats to make Overtures to the Pockets, to encourage them to join the Imperium.

These Overtures, for all the different worlds and Pocket Empires they were presented to, had a hauntingly familiar refrain to them. The first overtures were usually presented peacefully, by a high ranking noble, with a few men acting as bodyguard. They repeated the offer made by Cleon years before: Join the Imperium and enjoy the benefits of free trade. No threats were made at this particular meeting. In many cases, after 20 years of isolation, this step was all that was necessary. In others, it would be rejected, sometimes violently.

If the first Overture was rejected, a more persuasive second Overture took place. This consisted of a much larger diplomatic contingent, usually escorted by one or more ships of the Imperial Navy. The Overture took on a more formal, diplomatic tone for the second meeting. Formal diplomatic pleasantries were expressed, the local dignitaries were possibly given a tour of the ship (or flagship, if part of a squadron), and then the diplomats got down to business. The same offer was made again, join us or continue to wither. No overt threats were made during this offer either, although the presence of at least one unit of the Imperial fleet could have been (and often was) interpreted as veiled threat.

During either of the first two phases, there were times when negotiations or further understanding prior to reaching an agreement was necessary. In all cases, so long as there was progress on the vital issue of importance to the Imperium, these negotiations continued for an indefinite amount of time.

If negotiations broke down, or if the second Overture was rejected, Artemsus had a multitude of options to consider. The Imperium could simply leave the Quarantine in place, or reinforce it. It could support, covertly or openly, any political opposition on such a world, in hopes of toppling the enemy regime. The Imperium could attempt an overt military conquest. Generally speaking, the Imperium tended to use the first two means before trying the third. If the opposition was a pocket empire, Artemsus often attempted to detach individual worlds from the pocket empire by carefully timing the arrival of the fleet. Several pocket empires lost member worlds after being presented with such a *fait accompli* by a much larger Imperial fleet.

The Four Campaigns

"Everyone is peaceful at the business end of a rifle." -General Savler haut–Dervano, 097-093, after accepting the surrender of a world during the Sylean Pacification Campaigns.

There were inevitably times when the patience of the Imperium ran out. In other instances, a pocket empire gathered up what friends and neighbors it had and attacked, rather than give up its power. Although this happened in a number of subsectors, some of the more significant incidents raged across whole sectors. In some instances, these wars were squashed almost before they started, as many times the Imperium anticipated military action and was prepared to react in overwhelming fashion. In other instances, the Imperium itself initiated the attack, while in others, it was caught by surprise. In most cases, the result was be the same: the Imperium stood victorious. The most serious of these campaigns are discussed below in greater detail.

The Vilani Pacification Campaign: Tasked with the pacification of Gushemege and Dagudashaag sectors, Lukhirigaasa, the Archduke of Vland, embarked on a lengthy campaign to that end. Most of Dagudashaag would be absorbed peacefully. In Gushemege, however, attempts to pacify the widely scattered culture of the Lancians were much more difficult. When Lukhirigaasa first presented his Overtures to the scattered Lancian worlds, they were disunited and militarily weak. But since they had for the most part been ignored by the Overtures from Cleon I due to their relative distance from Sylea, the Lancians didn't know what to think of the first Overtures. When Lukhirigaasa made the mistake of threatening the Lancians and refused to acknowledge their status as a separate cultural region, the Lancians united and formed the Lancian League.

When Lukhirigaasa finally began the campaign against the Lancians in year 90, he grossly underestimated how quickly and how well the Lancians had organized. At the battle of Aakgar, his battlefleet was cut to pieces. It was left to his successor, Im Derisumir, to pacify Gushemege. For nearly two years, the Lancians enjoyed relative success, recapturing their lost worlds and successfully seizing several Imperial worlds in the sector. However, at the second battle of Aakgar, it was Derisumir's fleet that cut the Lancian navy to pieces. From that point forward, the predominantly Vilani Imperial forces were constantly on the offensive. In typical Vilani fashion, Derisumir's war of conquest in Gushemege was brutal and absolute. Several worlds in Gushemege sector were sterilized and would later be repopulated by the Vilani. By year 112, the last of the Lancian worlds had fallen.

The Illelish Pacification Campaign: Unlike the experience in Gushemege, the Domain of Illelish would be incorporated into the Imperium rather easily. Pleasant memories of the Rule of Man still abounded in this sector. Combined with the desire for Imperial protection from the encroachment of the Aslan, this resulted in the peaceful incorporation of most of the Domain of Illelish by the year 100.

The Sylean Pacification Campaign: Emperor Artemsus, as the Archduke of Sylea, would heighten the art of Quarantine and Overture to its greatest effectiveness in Delphi and Fornast sectors. In cases where peaceful expansion was impossible, Artemsus used a combination of coups, gunboat diplomacy, and, in at least one instance, outright assassination to defeat his opponents. Only two pocket empires provided any sort of spirited resistance and the last of those fell in 111.

The Antarean Pacification Campaign: Due to a combination of bad luck, mismanagement, and fanatical resistance by human and Vargr worlds, the incorporation of the Domain of Antares into the Imperium was only partially achieved. Indeed, the failure to pacify the Domain stands as the sole failure on the part of the Imperium to achieve the historic territorial claims of its ancestor, the Ziru Sirka, in the first 200 years.

Unlike the rest of the Pockets in the Imperium, those of the Lishun and Antares sectors had enjoyed the fruits of increased trade with both Vargr and Imperial worlds. When the Archduke Charles of Antares attempted to implement the Quarantine in this domain, it was by necessity less effective. In most instances, the bordering pockets would simply replace Imperial sources with Vargr sources of raw materials and finished goods. And where there was no alternative, the Vargr would often buy (or steal) what the Pockets needed, and then resell it to them for profit.

At the end of the 20-year period, the Pockets were still economically and politically viable. When Charles' successor, Ruber Galand, attempted to make the expected Overtures to the Pockets, they were able to turn him down cold. What had become a political/diplomatic exercise in the other domains turned into an all-out war in Lishun and Antares.

Beginning in 79, the Imperium attempted to conquer Lishun and Antares sectors. After nearly 20 years of constant warfare, the Imperium achieved its goal of annexing Lishun. At Antares, however, the Imperium had no such luck, though it enjoyed a tremendous early success. By 85 it had grabbed most of the Rimward half of the sector in a series of lightning strikes. In 89, the Imperium succeeded in capturing the Antares cluster, a 12-world main to rimward of Antares proper. However, attempts to press further into Antares sector, and beyond into the First Imperium sectors of Mendan and Amdukan, were undone by a series of revolts and military defeats. After 30 years of ferocious fighting, the Treaty of Antares was signed, which ceded the Antares cluster to the Imperium, but left much of the coreward regions of Antares sector independent. Artemsus's dreams of incorporating the Coreward Extents had to wait for the time being.

Profiting from Terror: A New Look at the Pacification Campaigns

Aakgar, a world in the Gushemege sector, was the site of the turning point in the war between the Imperium and the Lancian League. It remains a testament to the thoroughness of the Imperial armed forces in destroying civilizations.

After suffering several defeats at the hands of the Lancians, the Imperials decided to make an example of this world. In 92, after realizing their first major success in the campaign, the Imperials devastated the

planet. Civilians were hunted and methodically killed, cities were plundered, and fields were salted. In short, the Imperial forces thoroughly ravaged Aakgar. Even today, more than twenty years later, the world remains economically and politically stunted as a direct result of the actions taken by the victorious Imperials.

Much has been written on the Pacification Campaigns in the last fifty years. However, now that they have finally passed into history, it is time to take a look back over the record and discover whether this was the proper course for the Imperium to have undertaken, or whether it is a mistake that should never be repeated.

The Beginnings Of Horror

It is an established fact that Cleon's greatest wish was for the Third Imperium not only to restore the grandeur of the First Imperium, but also to exceed it. Doing so would necessarily require that all of the territories of the two former Imperiums become a part of Cleon's empire. Accordingly, Cleon mapped out a strategy, but did not live long enough to implement more than the initial stage, which was simply to bypass and surround those worlds which were not easily persuaded to join the Imperium (commonly known as the "Xahdunemo policy").

It fell to Emperor Artemsus Lentuli to carry out the later stages of Cleon's plan. Some accounts claim that it was he who formulated the majority of these later plans. In actuality, records and reliable reports show that it was Cleon I who developed the methodology for bringing all the former worlds of the Grand Empire of the Stars into the Imperium. Artemsus merely followed his predecessor's directives, elaborating as necessary.

The early stages of the Pacification Campaign are well documented. First came the Quarantine, whereby non-Imperial worlds would be cut off from outside support. This rarely proved effective on pocket empires of any reasonable size. Thus, Overtures —the second stage— began.

The Overtures stage occurred entirely under Artemsus Lentuli's reign. While he seemed to pursue it half-heartedly, he was in fact carrying out Cleon's suggestions. He sent nobles who were in disfavor on these missions of state. Since most did not return — having been killed by their receivers after making seemingly empty threats— it served a dual purpose of maintaining the appearance of effort while eliminating troublesome members of the peerage. The desired result occurred: the noble ranks were thinned and loyalty to the Emperor grew among the remaining nobles, yet few new worlds joined the empire. Thus, the primary purpose of this phase was achieved. It was time to move on to the next phase.

The Imperium Shows Its True Colors

Later in the Overtures stage, nobles who were in favor with Cleon were sent with greater support, typically including several of the more impressive ships from the Imperial Navy. These missions were designed primarily as a show of force. It was hoped that these would succeed, as war was perceived as a costly last resort. In short, the Imperium was now beginning the Pacification Campaigns in earnest.

Most targeted empires succumbed to the more forceful Overtures approach. Once they understood that the Imperium was both deadly serious and capable of carrying out its threats, any action other than rolling over and playing dead did not seem wise to most pocket empire governments. There were, nevertheless, several brave pocket empires that refused to join. These were targeted for the final stage of the Campaigns: War.

When he realized that no other endeavor would bring certain empires into the Imperium, Artemsus ordered his military to conduct the most brutal wars that are known to ever have occurred. Orbital bombardment of major population centers, biological and nuclear weapons (both supposedly banned by the Imperium), and other terror-invoking means were used to bring the wars to as rapid an end as was possible. None of this was done for any altruistic purpose. It was simply a cost-cutting measure. Long, drawn-out wars are rarely worthwhile.

Notably, the Lancian League withstood the Imperial onslaught for two years, but they paid dearly for that impudence. After the tide of the battle turned in 92, the Imperial Military spent the next twenty years systematically destroying the member worlds of that League. While the most exploitable worlds were left relatively intact, the majority of the worlds were not so fortunate. They suffered at the hands of the Imperial forces in ways previously unimagined. It will be decades before many of them fully recover.

The Bottom Line: Credits, Not lives

The Imperium engaged in all of these actions primarily to eliminate competition. But it wasn't militaristic or political competition that concerned the empire; rather, economic opposition was their fear. A large, technologically advanced pocket empire, if unfettered, could easily have crippled the Imperium's chances of survival and continued growth at the outset. So, the aforementioned actions were taken to prevent this competition from ever taking hold. Eventually, of course, the competitors were merged into the Imperium.

Thus, the bottom line is that the Imperium profited from the horrors they thrusted upon the civilians who were unfortunate enough to live in an area considered to be in need of "pacification." All was done for the greater good of the empire, of course - or so the Imperium's citizenry is told.

Terrorization As Pacification

Militarists will look at the record of the Pacification Campaigns and note that the means used were successful, and that the damage done and the atrocities committed in the grand scheme of things mean little. After all, they will note, in a few hundred years, what will be the difference? The Imperium will last for centuries, so a little bit of birth pain is acceptable, and perhaps even necessary.

Those with greater conscience will reply that the people who died defending their land from an aggressor will not be consoled by thoughts of their attacker's empire continuing for centuries. They will say that the children will not grow up to thank the Imperium for brutally murdering their parents. Kind old Uncle Artemsus will not be

able to comfort them, even if he wished to do so.

Whichever view one takes, there remains the question: was the Imperial Pacification Campaign policy the most prudent course to be undertaken? Or should other alternatives have been explored? Should a dead man's plan have governed the actions of another emperor fifty years later?

The answers to these questions are ultimately up to the reader. However, the accurate account of the so-called Pacification Campaigns contained within this document reveals the truth for all to see. While the term "Pacification" brings to mind the idea of giving something that is desired to someone who wants it, what the Imperium gave those resisting worlds was nothing any sane being would want. The Imperium gave them terror, and called it pacification, and claimed it was for the greater good of the galaxy. But, an atrocity by any other name remains as horrid. Thus, the hypocrisy of the Imperium is revealed.

If, after studying this account, you feel the Imperium should never again engage in such actions as were performed during the Pacification Campaigns, send a letter to Peaceful Coexistence at one of the addresses appearing at the head of this informational brochure. We are an activist organization concerned with the right of every sentient being to live his or her life free of interstellar conflict. If you find truth in what we have to say, we would like to hear from you. Together, we can turn the Imperium into the kinder, more peaceful entity it should always have been.

(The preceding article originally appeared in a Peaceful Coexistence leaflet distributed on many worlds throughout the Imperium in the year 114.)

The Julian Wars

Not all of the Imperium's attempts to expand its borders in the first 200 years have been successful. Although the Imperium suffered minor setbacks in a number of places, most of which were eventually overcome, it was only in Antares that the Imperium failed to achieve its ends. The reasons for this failure are many and deserve retelling at length.

The Failure of the Antarean Pacification Campaign

When Cleon I staked his claims to the territories of the First and Second Imperiums as the first emperor of the Third Imperium, it did not occur to him that portions of these long dead empires might not want to be reunited. It was left to his successor and close advisor, Artemsus Lentuli, to further his ambitions. Cleon and Artemsus both envisioned the pacification campaigns as a measure by which to absorb the numerous, small pocket empires contained in the nearby Imperial sectors.

For all the controversies they provoked, and, in some cases, the difficulties and setbacks the Imperium faced, all but one of the pacification campaigns were successful. It was only in Antares sector that Artemsus came up short. The reasons for this failure are many, but one major reason outweighs the others: Only at Antares did the Imperium run into organized resistance on anything approaching a large scale. The predominant reasoning behind this resistance can be traced back to events that occurred late in the Rule of Man and throughout the Long Night.

Antares in the First Imperium & the Rule of Man

During the height of the Ziru Sirka, Antares and most of the then predominantly human worlds of Mendan and Amdukan (both coreward of Antares) were all part of the empire. As the Vilani Empire began to crumble and fall under the twin pressures of the Terrans and the Vargr pillaging, These sectors eventually became part of the Rule of Man.

Compared to other parts of the Rule of Man, Antares sector suffered comparatively lightly during the dying days of empire. Whilst the rest of the Rule of Man descended into economic chaos, Antares alone stood as more than a shadow of her former self. Indeed, Hub/Ershur's refusal to honor a monetary issue of a branch treasury at Antares signaled the end of the Rule of Man as a cohesive interstellar government.

As the Imperium waned, Vargr began to overrun Mendan, Amdukan, and Antares. These new Vargr settlements provoked violence and misunderstanding. Indeed, a number of the early governments, including the Second Empire of Gashikan were formed on the principle that all Vargr and their communities should be exterminated, triggering a number of violent wars that would grip much of the first half of the Long Night. Even after the end of the extermination campaigns, Vargr immigrants were turned back, and no Vargr lived for long within the confines of the Empire. As time went by, Vargr settlements became more tolerated outside of Gashikan, if confined to otherwise unoccupied worlds. On occupied worlds, Vargr were often enslaved.

Vargr slavery grew into an enormous industry, which reached its peak somewhere around –300. By this point in history, the Vargr population in human space outside of Gashikan had increased to the point where the number of free Vargr greatly exceeded those who were enslaved. It was around this time that a very important player emerged in the Coreward regions, the Menderes Corporation.

Rise of the Menderes Corporation

The Menderes Corporation began on Asimikigir (Amdukan 0223), and quickly rose to economic and political power on Asimikigir because of the owning family's heavy involvement in local politics. The family owned large numbers of Vargr slaves. Almost from its beginning, however, Menderes has a reputation for treating their slaves with more dignity than most slave owners, and they enjoyed a productivity unrivaled by their competitors as a result. In –321, Kirak Menderes took the unprecedented step of freeing his slaves and declaring them employees. By –302, the movement spawned by this decision made slavery illegal on Asimikigir. This trend would spread to other worlds as well.

In –275, Tran Menderes broke precedent and granted a Vargr shipping firm the right to transport Menderes goods off world, breaking the monopoly of Kudukara Lines, the principle transport line of the Empire of Gashikan. The immediate results of the Vargr emergence as shipbuilders and merchants was a series of trade wars, most of which were won by the Vargr/Menderes partnership.

Although motivated by economics, the success of the Menderes/Vargr alliance caused Menderes to begin fostering a policy of racial and interspecies tolerance. The company came to believe that intolerance of others was bad for business and therefore could not be tolerated. Originally motivated by money, this line of thinking quickly took on a moral tone, which eventually led to the reshaping of large segments of the region to the belief that racial harmony could be achieved between Vargr and Humans and that the two could peacefully coexist. As Menderes forged this alliance, their business grew more powerful and more politically influential. Such was the situation when the Imperium arrived on the scene.

Cleon's Imperium and Antares: The First Contact

When Cleon I was persuaded by the Moot to take the Iridium Throne and remake the Sylean Federation into the Third Imperium, it may have been news in Core sector, but was easily ignored in Antares. It was therefore a shock to the small governments of Antares sector when first contacted by Imperial Scouts. It was even more of a shock to these governments that this upstart Imperium was laying claim to the entire sector and beyond. Like many other pocket empires, Cleon's first attempts to incorporate these small governments into the Imperium were scorned and ignored.

The Antarean Pacification Campaign

Unlike the vast majority of the other pacification campaigns, the Antarean version would turn bloody quickly. Pocket Empires in Antares and Lishun were unique compared to those in other sectors. They alone enjoyed access to a large interstellar neighbor capable of building starships (Menderes Corporation in the neighboring Vargr coreward region). These small pocket empires had better hope of putting up successful resistance and had worlds to fall back on should their own empire fall.

Eventually the greater resources of the Imperium won out, and most of Antares, including the Antares cluster, fell to the Imperium. Nonetheless, the war was so costly and bloody for the Imperium that they abandoned all plans of occupying the Mendan, Meshan and Amdukan sectors. By 89, Artemsus had reached peace with the remaining resistance forces in the area, so to concentrate his forces in sectors where they were needed for other campaigns. Nonetheless, for all the pretty faces the Imperium attempted to put on Antares, it represented the first time that the Imperium had fallen short of its goal.

Martin I's Inheritance

Throughout the rest of his life, Artemsus would try unsuccessfully to integrate the Coreward Extents (as the Mendan, Meshan, and Amdukan sectors became known) into the Imperium. Although a few farther worlds in Antares joined the Imperial fold, by and large, the rest of the Extents remained independent. This was the situation when Martin I succeeded his father. Unlike his predecessors, Martin inherited an Imperium that now controlled the majority of twelve sectors. The bigger scope of Martin's Imperium would naturally feed bigger ambitions. Shortly after Martin's coronation, he began to put together another initiative to win over the Coreward Extents and break the hold of the Menderes Corporation.

Early in 166, The Diplomatic Corps and the Imperial Interstellar Scout Service began to visit worlds of the Extents in an effort to foster goodwill towards the Imperium. Unfortunately for the Imperium, two factors worked against the success of these missions: bad Vargr-Imperial relations, and the active operations of Menderes.

What to do With the Vargr

Just as the Vargr had presented a never ending source of frustrations for the First and Second Imperium, the young Third Imperium struggled in dealing with them as well. The Vargr concept of intense, personal loyalty to charismatic leaders without regard to rank or station coupled with a reluctance to follow traditional lines of authority frustrated the Imperium. These traits created a racial stereotype of the Vargr as rogues with no loyalties and no central direction in much of the young Third Imperium. This had the Vargr being treated as second class citizens, with little regard for their status within Imperial law as sophonts. The result was numerous small clashes in Corridor sector and general mistreatment of Vargr on many worlds in the Coreward regions of the Imperium.

Naturally, the humans and Vargr of the Coreward Extents were well aware of the Imperial occupation of mixed Vargr-Human worlds in Antares and had little tolerance for Imperial discrimination against Vargr. This basic mistrust of Imperial intentions regarding the Vargr lent itself to manipulation by the Menderes Corporation, the true force for unity in the Coreward Extents.

The Seeds of the Julian Protectorate

"Martin I will speak of peace, unity, and commerce, and an Imperium that will restore the glories of the past. Believe him not, brothers, for the fact of Imperial rule is slavery and oppression, of our proud wolfen cousins. Peace and prosperity can never be truly attained at the price of one race's enslavement." - Julian Menderes to the people of Asimikigir (048-179).

As the Imperium looked at the Extents with covetous eyes, it occurred to Menderes Corporation that an Imperial takeover would be bad for business, and bad socially for the enlightened, racially tolerant society that had begun to evolve. It therefore became a goal of the Corporation to combat any rise in popularity of the Imperium in the Extents. The result was what became known as the Unity Campaign. The Unity Campaign was a 30-year effort, beginning in 150 to unite the scattered Vargr-Human governments into a defensive alliance to combat the growing threat of Imperial rule. This alliance eventually became the Julian Protectorate, the focal point of unity in the impending clash with the Imperium.

The Julian War

"This loose coalition of worlds is not a danger or a threat. It will collapse with the first heavy blows landed by our navy, should the opportunity arise. The Vargr have no fixed, firm loyalties. With their first reverses,

the survivors will quickly figure out which way the wind blows." – Emperor Martin I addressing his General Staff, shortly before the start of the Julian War.

"No plan survives contact with the enemy." –Wilhelm von Moltke, the Elder.

After seven years of unsuccessful diplomatic initiatives, Martin I was growing increasingly impatient with the governments of the Coreward Extents. Finally, in early 173, he hatched a new plan. The diplomatic missions were pulled back and canceled. The Imperium deliberately attempted to make it appear as though they had lost interest in trying to persuade the Extents to join the Imperium.

Meanwhile, the Imperium secretly gathered the largest battle fleets seen since the days of the Interstellar Wars in a few selected systems of Antares sector. It was Martin's intention that these fleets launch a great invasion of the Extents to win by blood and beam what they had failed to win by guile and gold. On 153-175, the Imperium launched a two-pronged attack in the Mendan and Amdukan sectors, aimed at trapping the bulk of the scattered Vargr/Human battle fleets of the Extents in a double envelopment. At first, progress was rapid. The scattered units of the forward governments of the Extents were quickly destroyed by the much larger Imperial vessels. Fierce resistance in most of the occupied systems began to tie up increasingly large portions of the battle fleet. The Vargr/Human fleets quickly reorganized under the leadership of Julian Menderes as the Star Legion, and the seeds of the Julian Protectorate began to germinate. Nonetheless, the Imperium pressed on successfully, coming increasingly close to the success of Martin's plans.

By 178, the Imperium's double envelopment stratagem was in reach. Most of Mendan and Amdukan were in Imperial hands. The Vargr forces, still outnumbered locally by almost two to one, soon realized that their only hope lay in the defeat of one of two Imperial fleets closing in. Quickly they decided to gamble. They left their spinward flank open, daring the Imperium to pour into what was now basically undefended territory. Meanwhile, every serviceable ship within jump distance of the trailing wing attacked the other Imperial fleet at Agamshuudar.

Much to the shock of the Admiral David haut Essessa, commander of the trailing fleet, he now faced a Vargr armada that was superior in numbers. Essessa's fleet was ambushed during refueling and most of the vessels was destroyed trying to cover the escape of other ships. Approximately seventy-five percent of the Imperial Trailing Fleet was destroyed, and with it the hopes for double envelopment.

This pleasant success did not guarantee victory in the war, however. It did, however, give the Vargr a chance to replace their own losses and to figure some way to throw the Imperials out of their territory. The next four years (179-183) saw both sides building up their forces, trying to replace their losses, and preparing for further offensives. It was an era that saw smaller fleet actions and large numbers of rear area raids.

Both sides seemed ready to take up the offensive again in 183. The Imperium essentially began to reinforce the Spinward fleet with assets from Antares and with new construction. Martin I systematically stripped resources from Antares in order to concentrate overwhelming strength in Mendan and Amdukan sectors. The Star Legion of the new Julian Protectorate, however, came up with a much bolder plan. Correctly surmising that Martin was committed to winning the war in the Extents, they began reinforcing at the flanks, opposite of Antares and Lishun sectors, in an attempt to turn the double envelopment trick on the Imperium. The Star Legion gave ground in their home territory, allowing Martin's forces to drive deeper, while the Legion attacked its flanks.

In 183, the four years of quiet war came to an abrupt end with the launch of two almost simultaneous offenses. The Imperial Fleet began to slowly drive the light Julian forces deeper into Amdukan, facing fierce resistance wherever it went. At the same time, the Star Legion launched two attacks. One drove into Ley and Antares sectors from Trailing, while the other cut into Lishun and Antares from Coreward. The Star Legion forces faced little resistance. In Antares, the revolt of numerous worlds in the Antares clusters and elsewhere accelerated the pace of the offensive. With their flanks now gone and their rear areas threatened, the invading Imperial fleets beat a hasty retreat from Coreward space, back through Antares and beyond. By 185, the last Imperial garrison was gone from Protectorate space. The Imperium now faced invasion itself.

By 189, the war had reached a stalemate. An armistice was declared by the Treaty of Antares in 191. The terms of the treaty could be interpreted as nothing short of a defeat for the Imperium. The Imperium was forced to cede the Antares cluster, which henceforth became an ally of the Julian Protectorate and the League of Antares. Martin I, now physically ailing, and only four years from death, was finally forced to acknowledge the end of any Imperial ambitions in the Coreward Extents. The Julian Protectorate continued to be recognized as a force for Vargr-Human unity in the Coreward Extents for years to come.

"So long as I live, I shall never forget, nor allow myself forgiveness for the mistake I made in getting involved in that war with the Vargr. The Treaty of Antares was the low point of my life." –Emperor Martin I, on his deathbed in 195.

The Expansion of the Imperium (Years 0 to 200) by Sector

Antares Sector

Year	Integrated	Independent	Contacted	Not Contacted
0	10%	90%	30%	70%
10	20%	80%	35%	65%
20	28%	72%	40%	60%
30	35%	65%	50%	50%
40	40%	60%	60%	40%
50	50%	50%	75%	25%
60	50%	50%	80%	20%
70	52%	48%	85%	15%
80	53%	47%	100%	0%
90	54%	46%	100%	0%
100	60%	40%	100%	0%
110	70%	30%	100%	0%
120	75%	25%	100%	0%
130	80%	20%	100%	0%
140	85%	15%	100%	0%
150	90%	10%	100%	0%
160	92%	8%	100%	0%
170	92%	8%	100%	0%
180	100%	0%	100%	0%
190	90%	10%	100%	0%
200	80%	20%	100%	0%

Core Sector

Year	Integrated	Independent	Contacted	Not Contacted
0	30%	70%	80%	20%
10	35%	65%	85%	15%
20	45%	55%	90%	10%
30	50%	50%	95%	5%
40	60%	40%	100%	0%
50	65%	35%	100%	0%
60	72%	28%	100%	0%
70	77%	23%	100%	0%
80	83%	17%	100%	0%
90	90%	10%	100%	0%
100	95%	5%	100%	0%
110	96%	4%	100%	0%
120	97%	3%	100%	0%
130	99%	1%	100%	0%
140	100%	0%	100%	0%
150	100%	0%	100%	0%
160	100%	0%	100%	0%
170	100%	0%	100%	0%
180	100%	0%	100%	0%
190	100%	0%	100%	0%
200	100%	0%	100%	0%

Corridor Sector

Year	Integrated	Independent	Contacted	Not Contacted
0	0%	100%	0%	100%
10	0%	100%	5%	95%
20	0%	100%	10%	90%
30	0%	100%	15%	85%
40	0%	100%	20%	80%
50	0%	100%	25%	75%
60	0%	100%	30%	70%
70	0%	100%	35%	65%
80	0%	100%	40%	60%
90	0%	100%	45%	55%
100	0%	100%	50%	50%
110	0%	100%	60%	40%
120	0%	100%	70%	30%
130	0%	100%	80%	20%
140	0%	100%	90%	10%
150	0%	100%	100%	0%
160	2%	98%	100%	0%
170	4%	96%	100%	0%
180	6%	94%	100%	0%
190	8%	92%	100%	0%
200	10%	90%	100%	0%

Dagudashaag Sector

Year	Integrated	Independent	Contacted	Not Contacted
0	10%	90%	40%	60%
10	18%	82%	45%	55%
20	21%	79%	50%	50%
30	24%	76%	55%	45%
40	27%	73%	60%	40%
50	30%	70%	70%	30%
60	33%	67%	75%	25%
70	37%	63%	80%	20%
80	40%	60%	85%	15%
90	42%	58%	95%	5%
100	45%	55%	100%	0%
110	51%	49%	100%	0%
120	55%	45%	100%	0%
130	62%	38%	100%	0%
140	66%	34%	100%	0%
150	70%	30%	100%	0%
160	72%	28%	100%	0%
170	75%	25%	100%	0%
180	77%	23%	100%	0%
190	81%	19%	100%	0%
200	85%	15%	100%	0%

Delphi Sector

Year	Integrated	Independent	Contacted	Not Contacted
0	0%	100%	0%	100%
10	5%	95%	10%	90%
20	7%	93%	15%	85%
30	13%	87%	26%	74%
40	17%	83%	34%	66%
50	20%	80%	45%	55%
60	24%	76%	50%	50%
70	30%	70%	55%	45%
80	40%	60%	60%	40%
90	45%	55%	62%	38%
100	50%	50%	65%	35%
110	54%	46%	69%	31%
120	55%	45%	70%	30%
130	57%	43%	71%	29%
140	58%	42%	71%	29%
150	60%	40%	70%	30%
160	61%	39%	73%	27%
170	63%	37%	75%	25%
180	65%	35%	80%	20%
190	68%	32%	85%	15%
200	70%	30%	90%	10%

Fornast Sector

Year	Integrated	Independent	Contacted	Not Contacted
0	10%	90%	20%	80%
10	14%	86%	29%	71%
20	18%	82%	35%	65%
30	22%	78%	42%	58%
40	26%	74%	48%	52%
50	30%	70%	55%	45%
60	33%	67%	60%	40%
70	37%	63%	65%	35%
80	40%	60%	70%	30%
90	42%	58%	75%	25%
100	45%	55%	82%	18%
110	50%	50%	88%	12%
120	55%	45%	90%	10%
130	61%	39%	93%	7%
140	64%	36%	97%	3%
150	70%	30%	100%	0%
160	73%	27%	100%	0%
170	76%	24%	100%	0%
180	79%	21%	100%	0%
190	82%	18%	100%	0%
200	85%	15%	100%	0%

The Expansion of the Imperium (Years 0 to 200) by Sector

Gushemege Sector

Year	Integrated	Independent	Contacted	Not Contacted
0	10%	90%	25%	75%
10	13%	87%	29%	71%
20	15%	85%	32%	68%
30	16%	84%	35%	65%
40	18%	82%	39%	61%
50	20%	80%	43%	57%
60	24%	76%	52%	48%
70	28%	72%	60%	40%
80	31%	69%	70%	30%
90	36%	64%	72%	28%
100	40%	60%	75%	25%
110	45%	55%	80%	20%
120	50%	50%	88%	12%
130	55%	45%	92%	8%
140	62%	38%	100%	0%
150	70%	30%	100%	0%
160	73%	27%	100%	0%
170	77%	23%	100%	0%
180	80%	20%	100%	0%
190	82%	18%	100%	0%
200	85%	15%	100%	0%

Ilelish Sector

Year	Integrated	Independent	Contacted	Not Contacted
0	0%	100%	5%	95%
10	2%	98%	10%	90%
20	5%	95%	15%	85%
30	8%	92%	20%	80%
40	9%	91%	25%	75%
50	10%	90%	28%	72%
60	11%	89%	30%	70%
70	15%	85%	32%	68%
80	16%	84%	35%	65%
90	19%	81%	38%	62%
100	20%	80%	40%	60%
110	25%	75%	45%	55%
120	26%	74%	55%	45%
130	27%	73%	60%	40%
140	29%	71%	65%	35%
150	30%	70%	67%	33%
160	33%	67%	68%	32%
170	35%	65%	70%	30%
180	37%	63%	73%	27%
190	38%	62%	75%	25%
200	40%	60%	78%	22%

Lishun Sector

Year	Integrated	Independent	Contacted	Not Contacted
0	10%	90%	22%	78%
10	12%	88%	26%	74%
20	15%	85%	33%	67%
30	16%	84%	35%	65%
40	19%	81%	38%	62%
50	20%	80%	40%	60%
60	22%	78%	45%	55%
70	25%	75%	53%	47%
80	26%	74%	63%	37%
90	27%	73%	70%	30%
100	30%	70%	80%	20%
110	60%	40%	97%	3%
120	65%	35%	98%	2%
130	66%	34%	100%	0%
140	68%	32%	100%	0%
150	70%	30%	100%	0%
160	73%	27%	100%	0%
170	77%	23%	100%	0%
180	80%	20%	100%	0%
190	85%	15%	100%	0%
200	90%	10%	100%	0%

Massilia Sector

Year	Integrated	Independent	Contacted	Not Contacted
0	5%	95%	14%	86%
10	6%	94%	15%	85%
20	7%	93%	17%	83%
30	8%	92%	18%	82%
40	9%	91%	22%	78%
50	10%	90%	25%	75%
60	13%	87%	30%	70%
70	14%	86%	33%	67%
80	16%	84%	36%	64%
90	18%	82%	40%	60%
100	20%	80%	48%	52%
110	22%	78%	52%	48%
120	26%	74%	55%	45%
130	28%	72%	57%	43%
140	33%	67%	65%	35%
150	35%	65%	70%	30%
160	37%	63%	75%	25%
170	39%	61%	81%	19%
180	44%	56%	86%	14%
190	49%	51%	89%	11%
200	50%	50%	90%	10%

Vland Sector

Year	Integrated	Independent	Contacted	Not Contacted
0	15%	85%	33%	67%
10	19%	81%	42%	58%
20	25%	75%	51%	49%
30	30%	70%	59%	41%
40	32%	68%	65%	35%
50	35%	65%	68%	32%
60	37%	63%	72%	28%
70	39%	61%	75%	25%
80	41%	59%	80%	20%
90	44%	56%	82%	18%
100	50%	50%	88%	12%
110	54%	46%	92%	8%
120	58%	42%	100%	0%
130	61%	39%	100%	0%
140	62%	38%	100%	0%
150	65%	35%	100%	0%
160	68%	32%	100%	0%
170	72%	28%	100%	0%
180	75%	25%	100%	0%
190	77%	23%	100%	0%
200	80%	20%	100%	0%

Zarushagar Sector

Year	Integrated	Independent	Contacted	Not Contacted
0	0%	100%	8%	92%
10	2%	98%	10%	90%
20	4%	96%	12%	88%
30	6%	94%	15%	85%
40	8%	92%	20%	80%
50	10%	90%	23%	77%
60	12%	88%	25%	75%
70	15%	85%	40%	60%
80	20%	80%	50%	50%
90	25%	75%	65%	35%
100	40%	60%	81%	19%
110	42%	58%	85%	15%
120	45%	55%	88%	12%
130	47%	53%	90%	10%
140	50%	50%	92%	8%
150	50%	50%	95%	5%
160	50%	50%	98%	2%
170	50%	50%	100%	0%
180	50%	50%	100%	0%
190	50%	50%	100%	0%
200	50%	50%	100%	0%

Understanding the Progress Chart

Through the 200-year period covered by Milieu 0, the Imperium is growing and expanding its borders. This growth is uneven. In the early years, it will often bypass and encircle resistance. To aid a referee who is setting his campaign in a particular sector, a chart of expansion of the Imperium in the sectors of First Survey is provided.

Definitions of the Chart of Expansion of the Imperium

Year: This is the first column of a decade-by-decade picture of the percentage of worlds that are in each of the four categories.

Integrated: The percentage of worlds in this column are member worlds of the Imperium at some point during the decade in question.

Independent: These worlds are not integrated into the Imperium. They may be portions of a rival pocket empire or allies of the Imperium, or they may be undeveloped/truly independent worlds.

Contacted: This column indicates the percentage of the worlds that have been contacted by any combination of Imperial Scouts or, less likely, the Imperial Navy. This contact may be as simple as jumping in system to verify and refine astrological data, or may indicate full contact with sentient or non-sentient beings on one or more world surfaces in the system. It is important to know that while this percentage of worlds may have been contacted, since there is no central repository for such knowledge at this time, the knowledge discovered from said contact may not be readily available to the general public.

Not Contacted: These worlds have either genuinely not been explored or contacted by the Imperial Interstellar Scout Service, or attempts to contact them have been repulsed, as decided by the referee.

Early Expansions: A Sector by Sector Survey

Antares Sector: Exploration of the Antares sector was uneven from the start, and Imperial expansion met more active resistance here than in any other sector during the first two hundred years. Nonetheless, by year 150, a large portion of the Antares sector was integrated, which would inspire Martin I to gamble and use it as a jump point for invasion of the Coreward Extents.

Core Sector: By year 0, the majority of Core is explored, surveyed, and thoroughly understood. The few systems shown as "not contacted" are most likely lacking an in-depth Scout Survey contact mission. Within the first 100 years, the Imperium would integrate the vast majority of Core sector, with only a few scattered worlds left unincorporated.

Corridor Sector: One of the largest mass migrations since the post Interstellar Wars Diaspora from Solomani Rim is taking place in what is currently known as the Spinward Colonies. Regardless of which category a given group of adventurers fall into, they all have to run the gantlet of Vargr-occupied Vilani colonies that comprise the Corridor sector. Throughout the era covered by Milieu 0, this sector is a pirate playground, with Vargr corsairs waiting at every opportunity to ambush unwary or under-armed colonists on the way to the Spinward Colonies.

Dagudashaag Sector: Part of what is commonly known as the Vilani Corridor runs through Dagudashaag. This link of worlds running from Vland to Sylea, linking these two disparate portions of the Imperium together has necessitated the occupation and exploration of a narrowly defined corridor through Dagudashaag. Nonetheless, much of Dagudashaag is undeveloped and unexplored at the beginning of the Imperium.

Delphi Sector: Development of Delphi sector begins more slowly than most of the other sectors. In year 0, it is an unexplored region for the most part. As time goes on, and particularly after the Sylean Pacification Campaigns, it becomes more heavily incorporated and explored.

Fornast Sector: Portions of what were known as the Trailing colonies are already incorporated in the Imperium in year 0. Fornast becomes more heavily settled and explored as time progresses, again particularly in the 25 years following the Sylean Pacification Campaigns.

Gushemege Sector: Gushemege as a sector is integrated much more slowly in the Imperium than other sectors of equal proximity to the Imperium. Part of this is the development of the Darmine culture, which is heavily resistant to Vilani encroachment into the sector. Only after a particularly lengthy and bloody set of wars during the Vilani Pacification Campaigns, was the majority of Gushemege successfully incorporated into the Imperium.

Ilelish Sector: The occupation and exploration of Ilelish progressed more slowly than other sectors, primarily as a result of its distance from the Imperium. By the end of the Milieu 0 timeline, less than fifty percent of the sector has been incorporated into the Imperium, the only sector for which this can be said.

Lishun Sector: Along with Antares, this sector was a major source of contention in the Antarean Pacification Campaign. Much of the Pacification Campaign battles actually occurred in this sector, as several pocket empires resisted Imperial integration.

Massilia Sector: The development and exploration of the Massilia sector began slowly, as the Imperium deliberately concentrated on the integration of the Coreward and Spinward areas at the expense of Rimward expansion. Because of that, Massilia's exploration and incorporation into the Imperium begins slowly with barely fifty percent of the sector integrated into the Imperium by year 200.

Vland Sector: The insular nature of Vilani culture has been the biggest limit on the early exploration of this sector. As of year 0, the incorporated regions of the Vland sector consists of Vland, a few surrounding systems, and a trade corridor which meanders through Dagudashaag before reaching the Imperial core. As the Sylean presence in Vland began to make itself known (particularly economically), the pace of exploration and integration into the Imperium would accelerate.

Zarushagar Sector: Like much of the rest of the rimward sectors near Core, Zarushagar is largely unexplored in Year 0. The pace of development and exploration accelerates in the later years of the era, particularly after 100. Nonetheless, much of the sector remains independent even at year 200.

10: Rivals of the Young Third Imperium

"Don't doubt, my friends, that there are others, small people with small ideas and small minds, who shall oppose the restoration of the greater glory of Empire. There will be other empires, with other ambitions, other ideas, and other plans for the future of empire than our own. We shall need to be ever vigilant of the threat that these neighbors will represent to our long-term goals." –Cleon I in his annual Holiday address to the Moot, 001-024.

When the young Imperium began the phase of *Xahdunemo* and expanded its borders to encompass the numerous worlds of the old empires, it would discover cultures in every stages of development. There were dead worlds, whose biosphere/atmosphere/hydrosphere were unable to support a human culture without interstellar trade. There were worlds that had regressed to varying levels of barbarism, ranging from near Stone Age to various stages of pre-stellar industrial development. There were worlds that were just beginning to rediscover the stars. Inevitably, however, in a few places, there were worlds, like Sylea, that had rediscovered the stars early, forged empires of varying sizes and philosophies, and which would object to the idea of domination by a foreign power. This section details a few of these "Pocket Empires" (as they have become known in Imperial parlance) and their general locations within the Imperium. It will detail their general history, and their very distinctive cultures.

A Note About Conventions

In order to give the referee some flexibility regarding the exact composition of a pocket empire, only the capital world of each empire is given. To develop more local flavor, non-human or alien governments will be named in languages that may differ from the original predominantly Vilani names of First Survey. General guidelines regarding the current size of the empire are also given to allow the referee to develop the empire in greater detail.

Empire of the Freeboots

Capital World: Tekkfakkh/Corridor (0912/A366777-C)

Location: Corridor Sector

Largest Known Size: 24 systems, completely in Corridor sector.

Current Size: 12 systems, mainly in the Coreward-Spinward area of Corridor sector (as of 200).

History

Currently the largest of several Vargr territories located in the Corridor sector, the Empire of the Freeboots, like numerous other Vargr governments, enjoys a short, colorful and turbulent history. It can be traced back to any number of Vargr governments that established themselves in Corridor after conquering the Vilani colonies at the beginning of the Long Night. Tekkfakkh rose to power as the predominant Vargr empire in Corridor by being the first to rediscover jump technology — coming in the form of an archaeological dig that unearthed a nearly intact Vilani jump drive, in –520 IE. The discovery, in the country of Kueres, allowed Kueres to establish themselves as the largest interstellar empire in Corridor since the collapse of the Rule of Man. By –465, the Tekkfakkh Republic controlled some two dozen systems throughout the spinward portion of Corridor sector. Ironically enough, though, the Republic did not even control its homeworld.

As with any Vargr institution, its increased size was a source of vulnerability, not strength. In –458, General Aadzkfeokh, Chief of Staff for the Tekkfakkh Republic, assassinated the last President of the Republic, and established himself as First Lord of the Freebooters, ruler of the Empire of the Freeboots. Despite Aadzkfeokh's revolution, 10 systems immediately left the Republic, and Aadkfeokh's own country was nearly conquered in a world war on Tekkfakkh.

In the 600 intervening years, the Empire of the Freeboots has developed a very normal pattern. Over the course of a few decades, the Empire will add 5-10 systems to its fold, forming a fairly large empire, only to then watch a potion of the worlds break away. This would sometimes happen as the result of coup attempts, sometimes in bloody revolutions. The current Emperor of the Freeboots, Mgeikhaen, came to power in 124, after assassinating his predecessor. In the process of consolidating power, Mgeikhaen lost 5 of the empire's 17 systems at the time, and currently, the empire's membership stands steady at 12 worlds.

Culture

The Empire of the Freeboots, as an interstellar state, is a military dictatorship, and has been since the founding of the empire. Despite its continual expansion and contraction, and the numerous coups and assassinations that have taken place, the Empire is a relatively stable government by Vargr standards. To the average human, such chaos would be incomprehensible.

Vargr-Human relations are currently strained. Resurgent racism amongst the Vilani, primarily due to the increasingly frequent contact with Imperial Scouts and traders, has led to numerous outbreaks of violence, as well as an increasing amount of repression of the Vilani by the Freeboot government in response.

Demographics

The current makeup of the Empire of the Freeboots is approximate 50% Vargr, 40% human (almost exclusively Vilani), and 10% minor races.

Foreign Relations

As the predominant and oldest Vargr government in the sector, the Empire is currently the focus of considerable Imperial attention, as tension between the Imperium and the various Vargr leaderships of the area has been increasing. The single biggest reason for this is the Imperial desire to establish a corridor to new colonies in areas farther spinward from Corridor.

The Grand Kingdom of the Stars

Capital World: Capital/Dagudashaag (0708/A7588AA-A)
Location: Dagudashaag Sector
Largest Known Size: 8 systems
Current Size: 8 systems (as of 14 IE).

History

The history of the Grand Sanestin Kingdom of the Stars is a short and convoluted one, one that exists as a stain on the pride of the Imperial Navy. The local world of Sanestin was just beginning to develop jump technology, and the first prototype jump-ships were being built. The world itself was a monarchy that had undergone a considerable amount of instability, including the assassination of an heir to the throne. This was the situation when first contacted by Admiral Janette Von Der Abt, and an advance party of the Sylean Navy, in –12. Von Der Abt became very friendly with King Rudolf XVIII, and together they drafted a plan to form a powerful empire based on the theft of Imperial technology.

Von Der Abt left Sanestin with promise to organize a bigger expedition. She returned to Sylea on –11 IE, and began pressing for a larger expedition to Sanestin, preparatory to forging an alliance with the empire. Von Der Abt was granted permission to create and lead such an expedition. She began to handpick a crew of officers and men who would be loyal, first and foremost, to her. She then returned with the group and turned over her entire fleet (minus a few malcontent crewmembers and marines who were subsequently executed) to the newly formed Grand Kingdom of the Stars. In celebration of the new empire, Sanestin was subsequently renamed Capital. Von Der Abt married King Rudolf XVIII, and subsequently gave birth to a son, Rudolf, in year 8, who was now Rudolf XVIII's sole heir.

Sanestin quickly developed TL10 technology from the secrets gleaned from the Imperial fleet. Meanwhile, the former Sylean 128th BatRon became the heart of the new kingdom's navy. Within a matter of years, the Grand Kingdom had absorbed eight worlds, and emerged as a power in Dagudashaag.

Then came the tragedy of the King Rudolf's death in a bizarre hunting accident (he was accidentally shot by his own courtier, who was subsequently murdered before a thorough investigation could begin). This installed the newly crowned King Rudolf XIX as the new king, with Janette Von Der Abt acting as Queen Regent. When it was subsequently speculated that Queen Janette had in fact masterminded her husband's murder, it only lend more instability to the regime.

Culture

The Grand Kingdom of the Stars is culturally unremarkable. It does maintain a very isolationist stance regarding visitors and neighbors, a symptom of most of its component systems only recently emerging from the Long Night. This isolationism does occasionally lead to minor acts of violence, but tends to manifest itself as a characteristic aloofness on the part of the populace.

The other trait of the Kingdom is the precariousness of its institutions. Already suffering from some instability prior to the Admiral's arrival, the realization that the current monarch is likely a usurper whose mother murdered her husband has not contributed to the regime's stability. Violence against the nobility, assassination attempts, and acts of terrorism have increased. Only the well-trained and disciplined forces of the Kingdom appear to be keeping things from sliding into open revolution at this time.

Demographics

90% human (Solomani-Vilani mix), 10% non-human minor races.

Foreign Relations

The Grand Kingdom of the Stars maintains adequate relations with most of its nearest interstellar neighbors. It shares no ties with the Imperium, whose military and diplomatic institutions now regard the Grand Kingdom with nothing but animosity.

The Alliance of Worlds

Capital World: Paran/Lishun (0934/B898A99-D)
Location: Lishun Sector
Largest Known Size: 5 systems.
Current Size: 5 systems.

History

Formed in the later stages of the Long Night, the Alliance of Worlds was spawned from a xenophobic belief in the superiority of mankind over other sophonts. This ideology started as the brainchild of Alym Vanor, who was shocked and alarmed at the increasing presence of Vargr on his homeworld of Paran. When a worldwide economic depression caused a great numbers of humans AND non-humans to be unemployed, Alym merely found in the Vargr and other minor races of Paran a convenient scapegoat. As the economic difficulties mounted, Alym formed his own political party, the Alliance of Humans, won election as Chancellor, and pushed through a series of radical extermination and enslavement laws designed to slowly destroy the non-human races on Paran and its few colonies. Alym's successors still rule the interstellar government, although the radical nature has softened ever so slightly. The ugly fact of the Alliance of Worlds is that at this point, some 200 years later, no non-human sophonts exist on Paran. Paran is building a large military and, apparently, has some expansionistic plans. Paran has the highest level of technology in known space. Despite its small size, Paran bears watching due to the combination of these factors.

Culture

Intensely xenophobic and racist. Non-humans are usually shot on sight. Even unusual humans (those with visible maladies or deformities, unusual minor human races) are often treated in the same manner. The xenophobic culture is internalized to the point that it is now as much a part of the populace (if not more) than that of the government itself.

Demographics

100% human, primarily of Vilani descent.

Foreign Relations

The entire Alliance of Worlds is classified as Amber

Zone by the Travellers' Aid Society. The Imperium maintains an embassy here, and relations can be best defined as coldly formal and barely existing.

The Confederacy of the New Dawn

Capital World: Laep/Ilelish (2106/B665644-B)
Location: Ilelish Sector
Largest Known Size: 12 systems
Current Size: 12 systems

History

The Confederacy of the New Dawn began as little more than a group of trading worlds within easy jump range of each other. They might have stayed that way forever, were it not for the appearance of an advance Imperial Scout party in year 10. Shocked to discover that there were other interstellar empires out there, the Confederacy was quickly formed as a means to prevent encroachment on the partners' territory. The Confederacy would soon develop a small interstellar navy and a loose defensive alliance of the 12 worlds that were the center of trade activity in the region.

When advance patrols of the Imperial Navy arrived in 30 IE, they came upon a diminutive, but growing Confederacy Navy, which asked them to kindly leave Confederacy space. Shots were exchanged, and a number of skirmishes took place before the Imperium finally withdrew.

After the initial excitement of contact with the Imperium, the Confederacy progressed peacefully as a trade confederation, and enjoyed a level of prosperity unknown to many of its neighbors. Eventually the Imperium would recontact the Confederacy in 89, as part of Artemsus' ongoing Pacification Campaigns. Although far from then-Imperial borders, the Confederacy negotiated a trade pact and a largely symbolic treaty of mutual friendship with the Imperium, paving the way for its eventual incorporation into the Imperium, once the Imperium was closer to its borders.

Culture

Much like its Imperial ally, the Confederacy does not consist of a single culture. A loose organization of independent worlds, the cultures within the Confederacy encompass a wide variety of beliefs and views covering a broad spectrum. If there is a unifying culture to the Confederacy, it is the belief that mutual benefit comes from cultural and business exchange.

Demographics

40% Solomani, 30% Vilani 20% Solomani-Vilani mixed, 10% non-human minor races.

Foreign Policy

The Confederacy has had some difficulties with neighboring interstellar governments, and occasionally faces a problem with piracy. Overall, however, it maintains neutral relationships with most of its neighboring systems. The Confederacy is on excellent terms with the Imperium, and only the lack of proximity to the Imperial border currently prevents its integration into the Imperium.

Chanestin Kingdom

Capital World: Keshi/Core (0816/C792566-8)
Location: Spinward area of Core Sector
Largest Known Size: 25 systems
Current Size: Empire ceases to exist in Year 2 due to conquest by the Third Imperium.

See Chapter 1: Antecedents of the Third Imperium for more information about the Chanestin Kingdom.

Interstellar Confederacy

Capital World: Sketola/Core (0622/B647488-B)
Location: Rimward area of Core Sector
Largest Known Size: 32 systems
Current Size: The Interstellar Confederacy ceased to exist in year –4 from the integration of its key worlds into the Imperium in the years prior.

See Chapter 1: Antecedents of the Third Imperium for more information about the Interstellar Confederacy.

11: Adventures in Milieu 0

This book provides a great deal of raw material for use in creating adventures. From the history of known space to the workings of Cleon's government and military, from the economic realities of Milieu 0 to the types of businesses in operation, there is a wealth of information to be used in constructing adventures. This chapter goes a step further, by directly providing adventure material for busy referees.

Patron Encounters

Each of the patron encounters below provides a situation followed by six alternative scenarios. By choosing one of the scenarios (whether by design or at random), referees can ensure that players will not know the precise nature of the situation their characters are embarking on, even if the players have read this book.

As with all patron encounters, it will be necessary for the referee to prepare NPC statistics, maps, and other details prior to running any of these scenarios in a gaming session.

Agent

Required Skills: Intrusion.
Required Equipment: Locksmith set.

Players' Information: While relaxing in a starport restaurant, the least amiable member of the party is approached by a man in a clean, neatly pressed suit. The man asks that character - and that person only - to come with him to a booth at the back of the restaurant. If the PC balks, the man will explain only that he has a job that needs completion and has heard that the PC is the right person for it. If the PC still balks, the man will shrug, then return to his booth alone. Approximately fifteen minutes later, he will leave the restaurant (unless the PC comes back to meet with him before the time is up).

Referee's Information: If the PC goes back to the booth before the man leaves, the man will explain that he is an agent of the Empire of the Freeboots. He has been assigned to find those willing to discover the routes and schedules of ships travelling through Corridor on their way to the Spinward Colonies, then report that information to him. His government, he explains, is interested in controlling the traffic through its domain, as the ruffians who tend to head for the Spinward regions are disrupting life in the peaceful domain of the Empire of the Freeboots. He will offer Cr100 per confirmed schedule and route of a trading ship, colonization ship, or other vessel travelling through the Freebootian domain.

Discovering the information will be simply a matter of applying either computer skill to crack the starport scheduling computer, or charisma to convince someone with access to provide the information. Of course, the information must be provided in a timely fashion. He must have the information before any of the ships leave, so that he can arrive back in the Empire before they do and make preparations.

The required roll for gaining access to the information is at Difficult level. Each additional attempt will raise suspicion (either triggering an alarm within the system, or the person being conned will get wise to the true intention).

1. The man is doing a preliminary study for the Empire of Freeboots. He is trying to track the routes that vessels of Imperial origin use through their domain. Once this is known, the government plans to set up secured areas for the travellers, and thereby gain the benefit of increased trade while still keeping the typically rough, adventurous travellers out of sight of their citizens.

2. The man is attempting to find out this information so that he can choose the best ship to hijack. He is not an agent of the Freeboots, but is instead an opportunist working alone.

3. The patron is an agent of the Imperium, seeking out dissenters. If the PC accepts the job, the agent will arrest him for conspiring against the Imperium and its people. Subsequent events must be determined by the referee.

4. The patron is, indeed, an agent of the Freeboots. He has been sent to gather the information he has requested so that the Empire's corsairs can best be prepared to attack and plunder the ships travelling through.

5. The patron is a con artist. He will use the information the PCs give him to track down those who are planning to travel through the Empire of the Freeboots. He will then offer his assistance as guide, explaining that it is hostile territory. Of course, he will lead them directly to an ambush set by his Vargr associates. The most interesting way to play out this particular scenario is for the PCs to end up on the same ship he is "guiding."

6. The patron is working for the starport security agency. He has been assigned to evaluate how secure the starport's systems are from those determined to gain the information contained therein. If the PCs are able to gather the information he requested, he will attempt to discover how they did it. If it was a person that the they conned, that person will be fired - and perhaps come after the PCs for revenge. If it was the security system, it will be upgraded accordingly. In either case, the PCs will be thanked and paid for their efforts.

Artist

Required Skills: None.
Required Equipment: None.

Players' Information: The group is approached by a man wearing black, casual clothes. His name is Flynn, and he explains that he is an artist, who works in oils. He says that the group's "look" has caught his eye. He would like to paint them in various poses. He will pay the standard modeling fee of Cr 100 per person per hour.

Referee's Information:

1. All is as represented. Flynn will bring the group to his studio, spend 2D6 hours drawing sketches of the group in various poses, then thank and pay them. Several months later, the group will encounter prints of one of the derivative paintings, displayed in a starport.

2. All is as represented. Flynn will bring the group to his studio, spend 3D6 hours drawing sketches of the group in various poses, then thank and pay them. The artist's wife will be at the studio, and will be included in many of the poses. She will fix the group meals during the session as necessary. She will also subtly intimate to one of the characters, with whom she is interested in meeting after the session, alone.

3. As 2, but halfway through the session, the police will conduct a raid on the studio. Flynn has been trafficking in stolen art. The police will question the PCs, but ultimately let them go (unless, of course, they are wanted for something else).

4. As 3, but the police will assume the PCs are Flynn's partners in the art thievery ring. Flynn will support that theory, as will his wife.

5. As 2, but the woman is a kidnapping victim. She was kidnapped from her real husband six months ago. She is desperate to return to her husband and daughter, but fears Flynn greatly, as he has psychotic tendencies. She will readily cooperate with the PCs if they offer to help her escape.

6. As 5, but Flynn kidnapped her from her parents eight years ago (she is now twenty-four). However, over the years she has become accustomed to her situation. She will casually mention that the artist "took her away" from her parents, and will subsequently drop hints that she was not originally at the studio of her own will. If they offer to extract her from the situation, she will initially agree, but once they leave she will feel uneasy and ask to be returned to the studio. If the PCs refuse, she will become more and more insistent. Finally, she will attempt to contact the nearest police officer and claim that the PCs have kidnapped her from her boyfriend's studio.

Courier

Required Skills: None.

Required Equipment: Starship.

Players' Information: Just before lifting off-planet, the characters are approached by a disreputable-looking man. He offers the group Cr 50,000 in return for transporting him two jumps in any direction. He declines to give a reason for wanting to leave planet. If refused, the patron will increase his offer to Cr75,000. If the characters still refuse, he will go elsewhere.

Referee's Information: In all cases, the patron will have with him a single battered suitcase, of which he will refuse to let go. In addition, the referee should give the characters evidence that someone is watching the patron (regardless of the scenario selected), even though that may not be the case.

1. The patron is an eccentric millionaire who enjoys travel in this offbeat fashion. He has only Cr75,000 in the suitcase, plus some papers, but if he is pleased with the characters' performance of this job, he may give them other jobs in the future.

2. The patron has just perpetrated an enormous swindle, and wishes to leave planet before he is discovered. While the characters should be led to believe he is pursued, in actuality no evidence links him with the swindle.

3. As above, but the patron is indeed being pursued by a private detective agency, at the behest of those he swindled.

4. As above, but the patron is being pursued by members of an organized crime ring, who he swindled. He is unaware that his victims are connected with the crime ring.

5. As above, but the patron is being pursued by a group of Imperial Agents, as he swindled an Imperial noble.

6. The patron is a bagman for the local criminal organization. He has decided to flee with the proceeds of a particularly good collection day. He has Cr1,750,000 in the suitcase, which he will defend with his life. He is armed with two pistols and several knives. The organization will pursue both the patron and the characters until they either recover their money or satisfy themselves that neither the characters nor the patron will have a chance to enjoy the stolen money.

Hijacker

Required Skills: None.

Required Equipment: None.

Players' Information: After being watched for several days, the band is persuaded to meet with an agent of the D'Agaar rebels, a moderately sized group seeking separation of their home world from the Imperium. A shipment of arms is being carried from the manufacturer to a pocket empire on the Imperial frontier on board an M class merchant. Due to the delicate nature of relations between the Imperium and the pocket empire, the vessel will proceed without escort and with the utmost secrecy to its destination. Information (gained at the expense of several lives) has been obtained to reveal the departure time and course of this vessel. To maintain cover, such vessels usually take on small amounts of cargo and passengers along the way. The D'Agaar rebels wish to divert the arms shipment for their own uses, but has no agents in the region who would not be recognized.

If accepted, the rebellion has arranged for two members of the group to board the ship as passengers, and for up to four more to be smuggled aboard as cargo (inside specially padded packing crates). The merchant is then to be hijacked and diverted to a specified star system, where it will be met by a rebel ship and the cargo transferred. The ship's registration will then be changed, new papers forged, and the ship will be turned over to the adventurers as payment.

Referee's Information:

1. All is as represented. The security forces aboard the ship should be adjusted by the referee to match the armament of the PCs.

2. As above, but there is another group on board that also plans to hijack the ship, for their own purposes. They will be naturally antagonistic to the PC group. The size and armament of these rivals should be comparable to that of the PCs.

3. The data obtained by the rebels is false. The vessel is simply a normal merchant ship, which is worth-

less to them. The rebels will abandon the merchant ship without paying the PC in any fashion.

4. As above, but the rebels find out the truth after the PC group is aboard, and before leaving for the rendezvous at the specified star system. Thus, they will not be there to meet the characters, and there will be no forged registration and other papers for the characters to claim ownership of the vessel.

5. The information obtained by the rebels is wrong. The vessel does not contain arms, but does contain a full squad of Imperial marines, plus a 60 ton load of drugs and other pleasure devices intended for one of the Imperial pleasure planets.

6. The plan of the rebels has been compromised. The vessel has no arms cargo, but does have 24 Imperial marines aboard, as well as a full complement of ships' lasers and two fighters in a specially modified hold.

Police Officer

Required Skills: Fast Talk, Interrogation, Investigation.
Required Equipment: None.

Players' Information: While eating breakfast at a café, the group is approached by a woman dressed in the latest high fashion. She sits at their table uninvited, and tells the group she has a proposition for them. Her name is Yolanda Oblanski, and she is the chief of police for this world's largest city. Her force is the largest on the planet, with the best equipment and highest salaries. However, various special interests, from political activists to organized crimes, have corrupted some member of her force, resulting in botched raids and "lost" evidence. There have even been incidents that resulted in the death of officers, as criminals have foreknowledge of the police operations and prepared accordingly. Because of all this, the police force has been reduced primarily to issuing speeding tickets.

She hasn't been able to single out which of her subordinates is corrupted, so she is turning to outsiders for assistance. She offers Cr50,000 for this job. She will pay Cr15,000 up front, and the remainder when they provide the evidence that identifies the culprit. It will be up to the group to devise a plan, and she cannot be involved directly after this point. If necessary, however, she can have them hired to the force for inside work.

Referee's Information:

1. All is as it appears. The corrupt member is one of her senior lieutenants, who collects hundreds of thousands of credits each year in bribes.

2. As above, but the corrupt member is a police dispatcher. He delays his dispatches by a few minutes, so that he may first inform the criminal organizations that pay him.

3. As 1, but the corrupt member is in the forensics unit, and ensures that evidence is "lost" when necessary. He also keeps those who pay him informed of any investigations he knows about.

4. Both the police dispatcher and the forensics expert are corrupt, but they do not work together nor do they know about each other.

5. As 4, but the two work together.

6. Nearly half the police force is corrupted to one degree or another.

Ship Owner

Required Skills: Pilot, Navigation.
Required Equipment: None.

Players' Information: While at the starport bar, the characters are contacted by a wealthy-looking gentleman. The man seeks someone to pilot his unfinished yacht (newly purchased from a bankrupt local noble who could not afford to have the final fittings put into place) to the yards at the nearest A or B class starport, where it will be finished to his specifications. He will pay Cr1,000 and middle passage back to the current planet for each member of the group. Although the pilot and navigator must go on the voyage, additional characters may choose to accompany them. However, the ship has only one cabin fitted as of yet (the pilot's), so if more than two people go it will be uncomfortable. He has arranged for necessary refueling, and all customs documentation and fees have been taken care of.

Referee's Information: The yacht is a standard model, with only one stateroom fully functional. The rest of the cabins have no fittings, but can be used in a pinch. Supplies are adequate for two people for four weeks, but may be augmented at the player characters' expense if desired.

1. All is as represented. The engines have been overhauled recently.

2. All is as represented, but after takeoff a stowaway is discovered aboard. He is the seventeen-year-old son of a high government official on the planet the PCs are departing from and is running away from home. He has Cr500 to give to the party if they will take him to their destination and not report him. The youth will be recognized by any government official who happens to come into contact with him on a 2D roll of 6-. If he is recognized, all members of the party will be arrested for kidnapping.

3. As number 1, but after takeoff a stowaway is discovered. She is a member of a revolutionary group on the planet, and life there has become too dangerous for her. She will pay Cr2000 for passage to a planet a couple jumps out of the characters' way. Any investigation of her papers by a government official will result in her arrest. Any members of the party with her will be arrested on a 2D roll of 10-.

4. As number 1, but a stowaway has hidden himself on board. He is a dangerous, psychopathic killer, armed with a length of pipe, who will attempt to kill all on board and hijack the ship.

5. Several million Cr in illegal anagathics are concealed aboard. The noble was in disguise, and the ship's papers are forged (at skill level one). The "noble" will be waiting in port, provided the ship clears customs.

6. The drives are very old (although the hull is new) — about six months and four jumps past the overhaul date.

Trader

Required Skills: Astrogation, Engineer, Pilot, Ship's Boat.
Required Equipment: None.

Players' Information: While enjoying the sights in the local park, the group is approached by a man wearing traditional merchant garb. He explains that he is

the first officer on a 400-ton trading vessel. They recently had a very good run, resulting in large bonuses for every member of the crew. Several crewmembers decided to retire afterward, and they now have need for the vacated positions. His ship is laden with goods and must leave immediately. He will pay the crew double the normal salary for the next two jumps. Thereafter, they will be evaluated. If the review is favorable and they wish to stay on, their salaries and terms of employment can be negotiated.

Referee's Information:

1. Everything is as represented. The trip is uneventful.

2. As above, but the voyage is highly profitable. Each member of the crew is granted a 100% salary bonus at the conclusion.

3. As 1, but the captain is an absolute tyrant.

4. As 2, but the captain is currently suffering from extreme depression stemming from his past misdeeds. He will kill his first officer, then commit suicide three days after the ship enters jumpspace.

5. The ship is actually carrying contraband, and is wanted by the Imperial Navy for violating Imperial law by selling arms to an Imperially interdicted world.

6. The ship is actually a pirate vessel. Once the ship is under way, this will rapidly become apparent.

Patient Zero

This is a complete, ready to run adventure for **Traveller**, designed for 2 to 15 characters. Any number of NPCs may be used to fill out the crewmembers and scientists required for the party's ship. The character types useful for this adventure include Scouts, Scholars, Nobles, and any character with a strong medical background.

Standards and Assumptions

The scenario takes place primarily in the Adia system (Adia/Ilelish/1203/E859ACC-7). The date is 349-034, i.e. the 349th day of the 34th year of the Imperium. Once the adventure begins, time should flow normally.

Equipment

The characters should be given adequate time to equip their characters. The characters may equip themselves to TL12 prior to the adventure. The Scout Service will provide a reasonable amount of equipment for each of the characters as part of their survey mission requirements (not to exceed some fixed cost set by the referee). Such equipment remains property of the Scout Service and needs to be returned in usable condition when the mission is completed. Any purchases above this amount is paid for by the characters.

Once the adventure begins, local law and technology levels will limit the characters when contemplating the purchase of additional equipment.

About this Adventure

This adventure uses the nugget format shown in other **Traveller** books, including *The Long Way Home* and *Psionic Institutes.* To run a particular portion of the adventure, a referee needs only reference that portion's nugget.

Adapting This Adventure to an Ongoing Campaign

Although uniquely tailored for the local conditions on Adia, this adventure could be run with minimal modification on any high population industrial age or lower technology world. The nature of such changes should be fairly obvious to the referee.

This scenario may also be the starting point for a longer campaign should the referee be so inclined. A short section is provided at the end of this adventure to provide a few ideas for follow-up adventures.

The ISS Kon-Tiki

Named after an oceanographic vessel used to examine the seaborne migration paths taken by certain indigenous cultures on ancient Terra, the *Kon-Tiki* was first launched in 26, and after a period of running trials, was officially commissioned into the IISS in year 27. The *Kon-Tiki* is one of innumerable Scout Cruisers of the *Niña* class, which are named after famous exploration vessels of early Terra, Vland, and other worlds of the previous Imperiums.

The *Kon-Tiki* is currently assigned to the task of making initial and, in some cases, follow-up contacts with a series of worlds in the coreward regions of the Ilelish sector. She has been on this mission for almost a year now, having initially working her way down through Gushemege sector from her previous assignment there. *Kon-Tiki's* most recent stop was the world Lukan. In the year since it was originally contacted, Lukan has become a pleasant stopover for many Imperial vessels travelling through the sector. This is due primarily to its friendly reception to initial overtures by Imperial diplomats at that time. Adia however, has been another thing entirely.

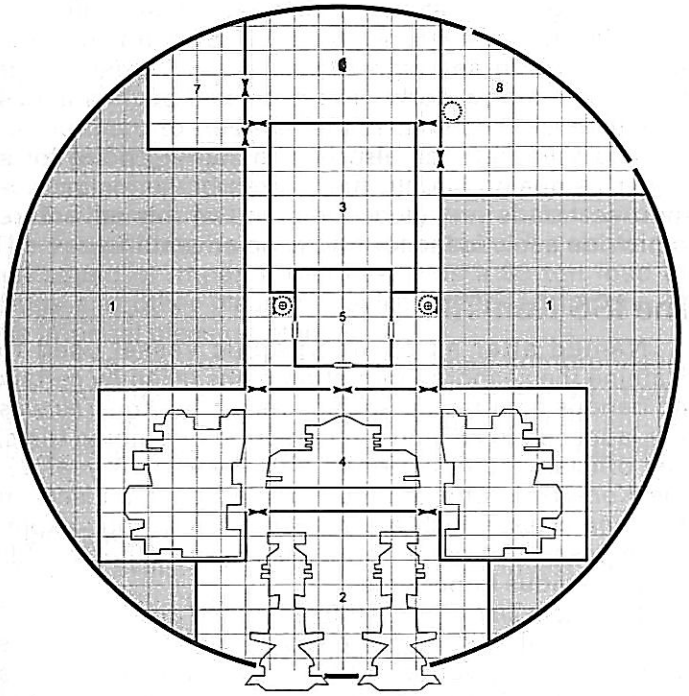
Adia

Physical Characteristics: Adia is a large world (approximately 12,000km in diameter), with a thin atmosphere and a molten core. The outermost world in a series of worlds orbiting a small M1 V star, the remainder of the worlds of Adia system are gas giants or asteroid belts. Adia's gravity (.95G) and density (1) are very earthlike, and made it an ideal world for Solomani settlers to adapt to during the early years of the Rule of Man. Adia's orbit is extremely long, resulting in a solar year 16 standard years in length. Adia rotates on its axis every 17 hours, and endures a 45% axial tilt. Temperatures on Adia are extremely cold, ranging from –196 to –261 in summer, and –214 to –273 in winter. Adia's atmosphere is thin, with no taint. There are no indications of native life.

Demographics: Adia's population of 12,500,000,000 exist on the strength of its one great asset — frozen liquid water, which is used to fuel hydrogen burning power plants, which exist by the score on Adia. This water is heated and is the basis for a large amount of hydroponic farming that occurs on the world. Adia is a net exporter of certain rare foodstuffs, as well as metals and other light manufacturing.

Its largest city, Oisen, has just less than a population of 6 billion, but dozens of smaller cities also exist on the world. Adia has shown recent desires to improve its technology and economy, and seeks further trade and contact with the Imperium. Adia has

Scout Cruiser - Lower Level

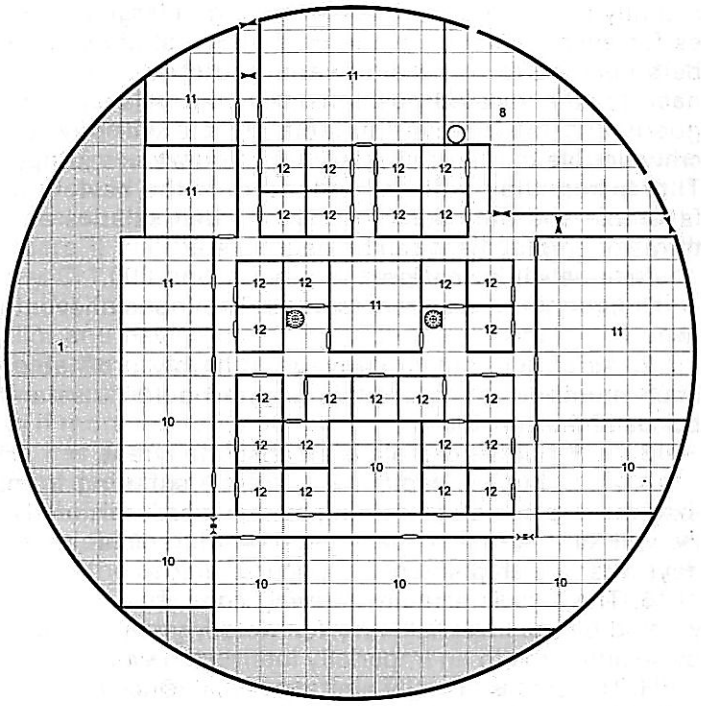


Key
1 - Fuel tankage
2 - Maneuver Drive
3 - Jump Drive
4 - Power Plant
5 - Engineering Shop
6 - Hangar
7 - Vehicle Shop
8 - Cargo

Legend

Hatch
Sliding Door
IRIS VALVE
MANUAL HATCH
Wall
Overhead
0 1.5 3 6 9
2 squares = 1 ton
Scale in Meters

Scout Cruiser - Middle Level

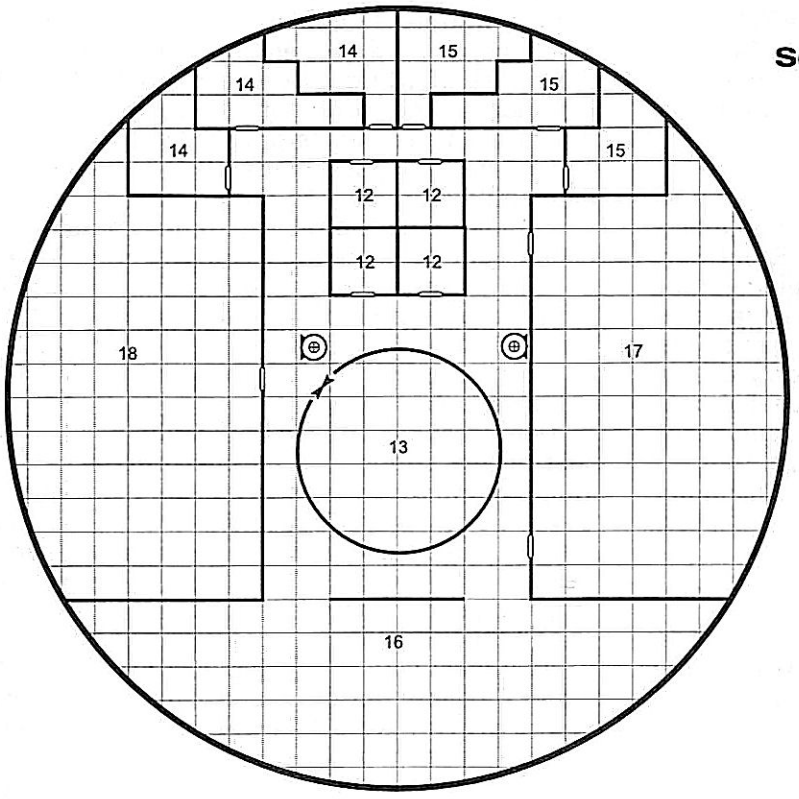


Key
8 - Cargo
9 - Fuel tankage
10 - Sickbay
11 - Laboratory
12 - Crew or Scientist Stateroom

Legend

Hatch
Sliding Door
IRIS VALVE
MANUAL HATCH
Wall
Overhead
Floor
Floor and Overhead
0 1.5 3 6 9
2 squares = 1 ton
Scale in Meters

Scout Cruiser - Upper Level



Key
12 - Crew or Scientist Stateroom
13 - Bridge
14 - Command Crew Stateroom
15 - Senior Scientist Stateroom
16 - Lounge
17 - Dining Hall
18 - Conference Room

Legend

Sliding Door
IRIS VALVE
MANUAL HATCH
Wall
Floor
0 1.5 3 6 9
2 squares = 1 ton
Scale in Meters

made it clear, however, that such trade must be on its terms, making it a world as yet unsuitable for incorporation into the Imperium.

Adia's culture places a prime respect on the passage into adulthood. Children are named with only their parents' surnames (mother's name last) until adulthood, when they are allowed to name themselves in an elaborate naming ritual called the Akada (literally "Naming").

Government: Adia's government is classified as a Charismatic Oligarchy. The real power on Adia lies with the Council of Girls. The wealthiest and most powerful families on Adia are permitted to buy and sell slots on the Council, which often sell in the same manner as stocks. The Council of Youths is composed entirely of the youngest daughters of each of the ruling families, who are of age (1.5 Adia years, approximately age 24 by Imperial standards). Such a daughter must be by blood, not adoption. The nature of this process has created situations where families have intentionally stopped having more children once they have born a child they believe will be fit to govern in their name.

Law: The following law levels are observed on Adia, incorporating the modifications to Law Level for Milieu 0.

Armaments: A
Congregation: C
Due Process: F
Movement: C
Privacy: 7
Speech: B

1. Touchdown

"Adia Starport isn't much to look at from dirtside, and is even less impressive from space. Essentially, Adia Starport is a spot of frozen tundra, with a temporary shelter located next to it and separated by about 10 miles of dirt road from the suburbs of Oisen, the world's largest city. The thing that struck me next about Adia was how dirty it seemed. Many of the buildings are a little run-down. You got a feeling that this city really hadn't fully emerged from the Long Night as yet. We'd anticipated the cold weather that an outer orbit and an M class star usually mean, and were bundled in thermal suits, but it was still a shock to see the air crystallize with my every breath.

"If that was a shock, the reaction to our arrival was even more of one. A crowd gathered around our ship. We left the ship unarmed. The captain's usual statement was that if the natives were truly hostile, a few sidearms wouldn't be enough to help us against a whole planet. I guess I agreed with him, but anytime there was a large gathering of folks greeting us in a First Contact situation, I was bound to get a little nervous.

"Things began to take a more interesting turn when the mayor arrived. She turned out to be about 25 standard years in age, I would learn later, a beautiful brunette with eyes the color of the great seas of Sylea, and a wan little half-smile that made my heart flutter. Benika, I believe, was her name, although I found it hard to concentrate on remembering much of anything at that point..."

Player's Information: The characters arrive on the ice planet of Adia, and are greeted by the mayor and citizenry of Oisen, the world's largest city. The characters may do any of several things as part of their exploration of the city. They can seek the opportunity of meeting with the Mayor, the Council of Girls, or other local dignitaries. They may tour the city on their own to some extent (with the proper travel passes), or they can do all of the above.

Referee's Information: It is critical to the subsequent flow of the adventure that the characters spend some time talking to people, negotiating with big shots, etc. Adia, by its very nature a bureaucratic planet, will lend itself to this. For each of the above possibilities, see the following sections as appropriate.

To pursue an appointment with the Mayor, Council of Girls (which is also in Oisen), or to visit local dignitaries (corporate executives, local law and government officials, etc. See Section 2.

To tour the city, and get a feel for its people, See Section 3.

1b. The Love Interest

"I'll never forget the look in Elric's eyes. To realize that the girl he'd fallen for was stricken with the early stages of the disease... in all the years that I'd known him, I'd never seen the look of pain in his eyes, not even when we'd lost Glyn on Zuarkri all those years ago. At that point, I think he felt sorry that he'd survived the disease."

Player's Information: One of the characters becomes hopelessly infatuated with a resident of Adia.

Referee's Information: Patient Zero is primarily a psychological drama built around the character's inadvertent release of a killer organism against a society not prepared to deal with it. Its impact will be at its best if one or more of the PCs has an emotional stake involving the locals. As a result, we present the ultimate plot device: Diana Adarra. The referee should choose a character fairly early on to be the object of her affections. Like all Adian women, she is forward, knows what she wants, and knows how to get it. If spurned, she is likely to choose another character, and make life miserable for the person who rejected her.

Like all plot devices, Diana can be used to make the situation hit more immediately for the characters. She will of course contract the disease fairly early on, and may die or hang by a thread for a while at the referee's option.

2: Pressing the Flesh

"The initial meeting with the mayor, Benika Gimenhaa, had gone well. That is to say, judging by what else we'd seen of the government on this planet, we hadn't been shot on first contact. She hadn't, however, been particularly generous, and when asked about a follow up meeting, Benika had merely suggested that we go through channels.

"If only we'd known the significance of that statement at the time. As it turned out, four days, several crumbled forms in five parts which require hard-pressing with an archaic writing instrument called a ballpoint pen, and a terminal case of writer's cramp later, we had discovered what sort of world this was. This is a world that requires one to fill out a form to go across town to visit Aunt Betsy. Oh, and not only is ignorance

of such a law no excuse, but it can often find one jailed for days as the proper documentation winds its Byzantine way through legal channels..."

Player's Information: Their characters have chosen to visit a local dignitary.

Referee's Information: Visiting the Mayor or the Council of Girls is essentially a bureaucratic process. Since there is no recognition of Imperial Nobility here, there is no real way to short-circuit the process. To successfully schedule an appointment with the Mayor or an individual member of the Council of Girls requires a Formidable Admin (Soc) task roll; +1 DM for each previous day spent, +1 if character is female, +1 per successful bribe of an official.

To get a meeting with the Council of Girls as a group is more difficult. The Council of Girls essentially rarely speaks or consults with anyone as a group. Should the characters pursue such an appointment, they will find the task a bit more difficult, which is a Staggering Admin task, with the same DM's listed above.

Greeting a local corporate leader should be considerably easier. Many local corporate heads realize that the possibility of doing business with the Third Imperium will enrich whoever gets the chance. To set an appointment with a particular business leader is a Difficult Admin task; +1 DM for each previous day attempting this task. The referee will need to detail the business in question, and what its leader's purpose in speaking to the Scouts is.

Regardless of the outcome of these meetings, they are a red herring for the adventure's true purpose, and a vehicle to create its true impact. Once the characters have been pursuing these meetings and or any other purpose on this world for a week, go to section 4.

3. Oisen

"None of the men in the party were prepared for Oisen. I had heard about such places before, but the thought of a matriarchy in practice came as a bit of a surprise. As soon as we pulled into the center of town, we were surprised to find a statue in a local park, visible from the street. It was clearly labeled, "Doanna's Victory." It depicted a woman in long flowing white robes holding a sword upthrust in a look of triumph, with the body of a lifeless man lying wounded at her feet. It was pretty obvious where this world's sentiments lay."

Players' Information: The characters wander around town and see who they can meet.

Referee's Information: The shock of the nature of the matriarchy on Oisen now comes to full light. Men are treated, for the most part, as second class citizens. Men are expected to follow a half step behind and are trained to avert their eyes when looked upon by women. In advertisements present on the world as well as in society, they are treated as possessions, with little regard for their intelligence or feelings. This sentiment is very pervasive. Characters who do not conform to these social norms will generate negative reactions ranging from moderate to extreme. Men are also trained to wear a distinctive armband, if unmarried.

The town of Oisen offers virtually every amenity imaginable, given the law level. Most of these pleasures, however, are available primarily to women. Men are not allowed to drink alcohol, attend entertainment events, or other forms of diversion without the presence of a woman. Men are routinely mistreated by the legal and political system here, and often taken advantage of in business dealings.

The characters will be expected to conform to these norms, the following table modifies the standard reaction table in specific light of these norms:

Character is an unescorted male –1
Character is an unmarried but unescorted male (as distinguished by lack of proper armband) –2
A male character not averting his eyes –2
A male character who has been seen not yielding to women, or walking one step behind them –1
Character is female +1
These effects are cumulative and are in addition to normal modifiers for reaction.

The referee may detail this city as deeply or in as shallow a manner as they like. Despite the high law level, Oisen is likely to have every conceivable service and shop that one might imagine on a pre-stellar world. Like the dignitaries, any contacts made here are a red herring, nothing more, and nothing less. Encourage the characters to cut a wide swath into Oisen society for reasons that will be abundantly clear in a moment. After the characters have spent a week dirtside, the referee should proceed with the next section.

4. Take Two Immunoboosters and Call Me in the Morning

"We'd been here a week, and met with one of the Councilwomen (hell, Elric got a date with one of the cuter ones), and had even toured the city a little bit. Then Elric started to come down with a cold. We hoped to space he hadn't got it from one of the natives. Sometimes these previously uncontacted bugs can be tough to shake..."

Player's Information: One or more of the Scout party becomes ill with a strange stomach ailment.

Referee's Information: Unbeknownst to the characters, one of the crewmembers caught *hellosium tirellia,* or better known as Tirellian Tummy, after the doctor, Stepan Tirell, who discovered it in –1950 on Sylea. Although it was once a very common disease through many worlds of the Imperium, it is still alien to this world. Most Imperial citizens are inoculated against it during childhood, and therefore suffer only the lightest effects of its damage. It is, however, quite deadly if not checked.

Any member of the party who is, or has become a resident of the Imperium has been vaccinated against the disease. If they for some reason had not been vaccinated previously, they will have been vaccinated against it as part of their recruitment for the current mission.

The vaccine is not 100%. It does not totally prevent the disease, it merely mitigates the worst of the disease's effect. For each character exposed to the disease, a Staggering Endurance roll is required to avoid the effects of Tirellian Tummy. Lower the task level by one if the character has been immunized for the disease. Raise

the task level by one if the character is a native of Adia.

The disease is a virus with an incubation period of two weeks, during which it reproduces at a slow rate but is otherwise totally dormant, for reasons that puzzle researchers to this day. During this time, it is undetectable by all but the most thorough examinations. After the two-week dormant period, it begins to reproduce at astonishing rates, concentrating in the digestive tract of its victim. Within 24 hours of the reproduction phase, the character begins suffering what will first feel like an attack of gas, then acute pain in a concentrated area which is often mistaken for appendicitis or ulcer problems. This stage is usually accompanied by nausea, diarrhea, and vomiting. In game terms, this can be reflected by a gradual lowering of all physical characteristics to one, at a rate of –1 point per 3 hours for each characteristic.

Assuming the character has been vaccinated, or is placed in adequate medical care to deal with it, (TL10 or better medical facilities), they will suffer 24-48 hours of the worst effects of the disease. They will then begin recovery at a rapid rate (1 physical characteristic point per hour, +1 point per level in Medical skill from the attending doctor).

For a character or NPC who has not been vaccinated for it, however, things will continue to get worse. The nausea, vomiting, and diarrhea become more severe, and the unfortunate victim will usually die by simple dehydration or assorted complications, within 72-96 hours of the onset of symptoms. Some people will have the natural ability to survive the disease with or without medical attention, which is an Impossible Endurance task. +1DM per attending physician's Medical skill level. Lower task difficulty by one level per TL of the world over 9, if the patient is under complete medical attention.

Once a character has contracted and survived the disease (whether previously vaccinated or not), they will be immune to the disease, and can no longer carry or contract it.

The virus is airborne in addition to normal physical contact. Any character or NPC who has come in contact with someone who has been exposed to the disease during the two-week incubation period is at risk. This is especially true during the period where physical symptoms occur, and more so during the onset of physical symptoms. Any character or NPC who does not take proper precautions (full decontamination gear, vac suit, full body armor (such as Battle Dress) is at great risk at contracting the disease.

To avoid contracting the disease when exposed to it is a Formidable Endurance task. +1DM per level of Medical skill, –1DM per day Exposed to the Disease Without Protective Gear. Increase task difficulty by two levels if the infected person is showing physical symptoms. Roll for this task only when the characters or NPCs, without full body protective gear, are exposed to an infected person who has contracted the disease.

Needless to say, anyone that the characters have come in contact with will come down ill at the end of their two-week incubation period, and will continue to infect those around them until dead. Those NPCs will then become ill, infect others and so on. This cycle will continue until broken.

Once the characters recover from the effects of the illness they may begin trying to piece the puzzle of exactly what caused its spread. The first stages of figuring out this solution are covered in section 5.

5: The Pieces

"Elric was the first to get it, and the first to recover. Turns out that it was spreading through Oisen like wildfire as well. As soon as we felt the last of the nausea fade, we began to contemplate what had hit us, and what was hitting everybody else at the same time."

Players' Information: The characters have recovered from their illness, and have decided to figure out what is killing people on Adia.

Referee's Information: The characters may pursue the investigation in several ways. A logical first step will be to make sure that they have indeed contracted the same disease that others are sick or dying from. Simple blood tests should confirm this, which could be conducted by anyone with a Medical-3 or Biology-3 or better.

The tests will also indicate that those patients who are surviving (including the PC's themselves) have shown much stronger reactions from their immune systems, revealing that the virus is able to suppress the immune systems of its victims.

To figure out where the organism got its start will be more difficult however. If the characters begin making the necessary inquiries, what they learn will prove interesting, and how they inquire could endanger their lives. See section 6.

6. Rumors and Lies

"I can't forget the first time we encountered the conspiracy myth. It was in a marketplace, normally busy, now very empty, with little activity around most of the businesses. Most of those people who braved the city streets now wore surgical masks, and tried desperately (and mostly ineffectively) to cover themselves from head to toe. There were two women arguing back and forth, and pointing excitedly towards us. Finally, we figured out what it was they were talking about. Turns out that a rumor was circulating that we had spread a supergerm to kill them all and take control. The things that people will believe under duress never surprise me, but this did."

Players' Information: The characters begin trying to figure what on this world could have caused the sudden outbreak of this plague.

Referee's Information: The following rumors may be given out at any time after the characters have recovered from the disease, at the discretion of the referee. Certain rumors are preceded by an asterisk. These rumors are mandatory, due to their bearing upon the ultimate solution to the puzzle.

* The toxin has been accidentally released from Biodin Systems, a local Genetic Research lab whose quality control is not particularly up to par. The government is investigating them, but Biodin is doing a good job of hiding their mistake.

The toxin was unearthed recently from an archaeological dig that uncovered some bodies from the old empire. It turns out that the disease killed an archaeologist shortly after he arrived in town.

There is no epidemic. The Male Unity Party has poisoned the wells of Oisen with a slow poison that attacks the digestive tract.

* The offworld visitors have economic interests in seeing the Council of Girls overthrown in order to establish economic and political control over the world.

The radical wing of the Women for World Dominion party is attempting to gain control of a majority of the Council of Girls by embarrassing the current regime with its inability to handle the disease.

A previously undiscovered native organism is causing the disease, and there is as yet no cure for it.

The referee may also make up other rumors as appropriate to the situation. Each of these rumors will be discussed at length in the next section.

7. Chasing Down the Threads.

"We never could believe some of the wild stories we heard. To hear the locals say it was a male plot, a female plot, an off-world plot, a new bug, a biowar experiment gone wild, and Space knows WHAT ELSE. All we knew was that there were two rumors that more and more people were beginning to believe, and neither one of them meant anything to us.

Referee's Information: The following section lists each of the section 6 rumors and how the characters can debunk or disprove them.

"The toxin has been accidentally released from Biodin Systems, a local Genetic Research lab whose quality control is not particularly up to par. The government is investigating them, but Biodin is doing a good job of hiding their mistake." This rumor is dealt with at length in section 8.

"The toxin was unearthed recently from an archaeological dig that uncovered some bodies from the old empire. It turns out that the disease killed an archaeologist shortly after he arrived in town." There is an archaeological dig going on in ruins located near Oisen. However, the dig is successful, and no one from the find has contracted the disease. The only archaeologist confirmed as having died is totally unconnected with the dig.

"There is no epidemic. The Male Unity Party has poisoned the wells of Oisen with a slow poison that attacks the digestive tract." The Male Unity Party may indeed be poisoning wells, but if the characters have done autopsies on the dead, or checked the blood samples of an infected patient, they will definitely discover a living organism.

"The offworld visitors have economic interests in seeing the Council of Girls overthrown in order to establish economic and political control over the world." There is a kernel of truth to this rumor. Investigation will reveal that no on-world people contracted the disease until two weeks after the Scout Cruiser arrived on Adia. The Scout party IS the elusive Patient Zero that everyone will be looking for. But this is obviously not part of a deliberate plan by the characters. See section 9.

"The radical wing of the Women for World Dominion party is attempting to gain control of a majority of the Council of Girls by embarrassing the current regime with its inability to handle the disease." The radical wing is making hay while the sun shines. They are indeed attacking the moderate wing of the party successfully based on their inadequate ability to handle the crisis. The radical wing, however, has no part in the release of the epidemic.

"A previously undiscovered native organism is causing the disease, and there is as yet no cure for it." There is no native life on this world, and checking this out with local zoologists and biologists will confirm it.

8. Biodin Systems

"We'd decided to follow up on the rumors that this place had accidentally —or intentionally, I suppose— released some sort of supergerm. Turns out Biodin would have been pretty inaccessible from Oisen. Located on an icy plateau, Biodin was basically a fenced off compound that was about 20 km from Oisen's outskirts. It was hard to imagine it releasing anything accidentally."

Players' Information: The characters decide to follow up on the rumors about Biodin.

Referee's Information: The characters will only be grudgingly acknowledged at the gates of Biodin. Someone with scientific credentials may have a better chance of getting to tour the facility than others. Regardless of their credentials, real or fake, the characters will have to bluff or impress their way into getting admission as a guest to tour or inspect the facility. To Obtain Permission to Inspect the Local Facilities is a Formidable Education task, modified by skill levels in Fast Talk, Biology, or Chemistry.

Assuming that the characters are able to gain entry as a guest, they will be greeted by a fresh-faced, male receptionist. They will be given an ID badge, identifying them as a guest, and will be escorted by a researcher, Jessica Villarreal, through the facility. Although she will refuse to name specific projects her company is working on, she will be happy to point out just how tight security is at the lab. She will also emphasize that most of what the facility works on is genetic research to produce pharmaceuticals, and that the company does not make biological warfare agents. She will try sincerely to convince the characters of the innocence of her company, though a successful Difficult Intelligence task, modified by Interrogation skill levels, from the characters may indicate otherwise.

Whether the characters choose to believe her or not, the lab is not currently engaged in biological weapons research, and hasn't been for decades. Nothing that Biodin currently produces could have caused this disease. The main goal of the lab is the development and production of new pharmaceuticals. It has a reputation as a cutting edge research lab on a world whose medical technology is somewhat rudimentary. It is also one of the few places on planet that could hurriedly start pushing through a newly discovered vaccine through the pipeline into production. But where to get such a vaccine...

9. The Butler, er, Scouts Did It

"The riot struck suddenly, but really should have come as no surprise to us. We hadn't been exactly winning friends and influencing people. In fact, just about everybody we had come across in the early days had taken to dying to avoid repeating the experience.

Still, if we hadn't been near the air/raft when the trouble started, we'd have never made it out alive."

Players' Information: The characters are somewhere in Oisen, when the locals in the surrounding area decide that there might be something to the rumors about the supergerm being spread by offworlders, and decide to attack the party.

Referee's Information: The intention of this section is not to kill the characters (although if not cautious, it can very easily happen). The referee can play this by ear depending on what the character is doing. Essentially the scene should consist of a situation where a small group of ruffians or angry citizens decide to exact a little street justice from somebody who they blame for the deaths. The setting can be a bar, a street corner, a marketplace, a plaza, or wherever the referee decides to have it happen.

The group of NPCs should be made up such that the characters will be able to defeat the immediate threat. But the combat will begin to spread, and quickly becomes a riot. Assuming the characters fend off the first wave, the riot should persuade them that this area is no longer safe for them. Riot police will quell the riot, and the government will quickly follow up with martial law. The most important fact of this whole event will be the realization that the characters are no longer trusted, or even particularly wanted on Adia.

10. The Pattern

"With death seemingly tugging at our elbow at every turn, it should have occurred to us earlier. We, or more likely just one of us, were Patient Zero. One of us was the original carrier of the plague... But why hadn't it killed us?"

Players' Information: The characters have put together the abundant clues, and have realized that THEY are the source of the disease.

Referee's Information: It should occur to the characters by now that the disease originates with somebody on the *Kon-Tiki*. The evidence is overwhelming and abundantly clear:

1) The first cases of the disease were the crewmembers.

2) The first on-world cases of the disease didn't occur until two weeks after the characters arrived on the world.

3) The citizens of the world were quick to put two and two together, and conclude that the characters had brought the disease with them.

If the characters have not figured this out by now, let somebody from the research lab contact them, having pieced together the same evidence. In either case, continue on to section 11.

11. OK, So We're Typhoid Mary. Now What?

"It was disheartening to realize that we were dealing with an organism indestructible enough that standard decontamination procedures didn't faze it, and that somehow we were immune. Why were we immune to it?"

Player's Information: The characters, having realized that they are the source of the infection, begin the laborious process of figuring out what the illness is. The characters and the NPCs who comprise the crew the *Kon-Tiki* should be able to put together the following facts about the disease:

1) The gross physical symptoms described above.

2) The disease has an incubation period of approximately two weeks (the first on-world case was discovered two weeks after the arrival of the Scouts, and the Scouts themselves only began to manifest it after two weeks away from Lukan.

3) The disease is one that the characters are immune to, whether genetic or artificial.

Essentially the party now needs to take this information and figure out the specifics of the disease. The characters will quickly be able to isolate the organism from blood samples of someone who has died of it.

If the characters attempt to find a matching organism from the ship's library data, it is identified merely as *hellosium tirellia*. No further information will be available from the ship's library data.

If the characters check the reactions of the immune systems in those who survived, as well as those who are dying from it, the survivors will be found to have high white blood cell and T cell counts. Such cell formation will be uniform throughout the body. Those who are dying from it will show no such increase in cell counts. Indeed, their cell counts will actually be low relative to a victim of most infections. The antibodies formed are identical between natives who survived, as well as those of the Scout party, a sign that perhaps the characters have been vaccinated for the disease, and those who have survived it on world are merely naturally resistant, for whatever reason.

If the characters check out the sample organism against Biodin's database, they will identify the organisms as *hellosium tirellia*. No further information will be available.

If the characters attempt to research the name of the organism in a local library, they will have no luck finding more information about the organism. However, they will discover more information about it in a very old book from the Rule of Man that exists in the Adian Central Library's Rare Books Section: *Dr. Stepan Tirell: One Year on Sylea.*

The book is essentially a story of the personal observations of Stepan Tirell, who arrived on Sylea and discovered an outbreak of a rare disease that was decimating the population. In the book, Tirell explains how he isolated the disease amongst a native tribe of Sylea, which at that time had eaten a small form of native life, a mollusk known as shaile. Apparently the virus existed in the shaile in its immature form as an aid to digestion of the microscopic life that the shaile consumed as food. This virus, *bellosium sylea*, was normally benign, but in shaile exposed to certain pollutants, it mutated into a much more deadly form, *hellosium tirellia*. Tirell would spend another 6 months finding that the only real cure for the disease was a vaccine made from the more benign *hellosium sylea*. While it did not prevent all the effects of its much nastier cousin, *hellosium sylea,* if taken prior to, or shortly after exposure, could start the formation of antibodies that would help the body develop some resistance to the worst effects of *h. tirellia*. Unfortunately, *h. tirellia* can thrive quite well in a large range of hosts, and is now a fairly common disease within several worlds of

the Imperium, or (as in the case of Lukan) worlds that are in frequent contact with it.

The final chapter details that the only cure for a patient who has already reached the final stages of the disease, (i.e. is showing physical symptoms) is a combination of immunoboosters and *h. sylea*. This can jump-start the immune system to the point that the victim's survivability can improve by 50%.

12. A Stroke of Good Fortune

Players' Information: The characters discover that *h. sylea* is administered as part of a regimen of injections given to Scouts, and that they have a small quantity on board, along with approximately 10,000 doses of immunobooster.

Referee's Information: The characters have a small quantity of each. The vaccine containing *h. sylea* is nowhere near enough to cure all of the patients currently on planet. The characters will only be truly successful in producing enough vaccine should they enlist somebody to grow cultures to produce more vaccine, namely Biodin. The production of immunobooster is, however, beyond the abilities of this world, mainly because of a lack of raw materials.

13. The End

The characters have now discovered the solution to the crisis. Within two weeks, Biodin will be producing vaccine quickly enough to prevent large numbers of new cases from occurring, particularly with the restrictions placed on freedom of movement by martial law.

The characters will face the dilemma of who to save and who to let die amongst the currently infected with their limited supply of immunobooster, as well as the fact that they will need to keep some of the stocks for their own use later in their travels.

Important NPCs

Benika Gimenhaa
Age: 26
UPP: 666CA8
Skills: Administration–2, Carousing-3, Diplomacy-4, Fast Talk–3, Intimidation-2, Perception–3.

Benika is an attractive woman of fairly average height, weight, and build. She is a brunette with blue eyes, and dresses very stylishly. Benika has charisma, beauty, and a certain charm that does not escape the notice of those of the opposite sex who she chooses to trifle with.

Benika is not, and has never been, married, which is not unusual on Adia. Although she has had sexual partners, she generally prefers the advancement of her career over that of any other concern. Personally, Benika can be quite charming, and forward, but generally doesn't worry or think much about her personal life.

Benika became Mayor of Oisen by the appointment of the Council of Girls. She has been Mayor for three years now, and looks at it as a possible stepping stone to eventually winning a spot on the Council itself (she has no younger sisters by blood).

Benika is a very no-nonsense professional. She has the ability to get to the heart of the matter and figure out the real problem or the issue at hand. At times, this can irritate others, but Benika is charming enough that she is usually able to smooth over these difficulties.

Diana Adarra
Age: ?
UPP: 86888?

Diana is a special case. She is essentially a plot device, whose sole purpose is to draw one (or perhaps more than one) of the characters into Adian society as a participant rather than an observer.

Although the referee can define much of Diana's personality to fit that of specific characters in the group, some common traits that describe the majority of women on Adia will help the referee develop her character traits.

Most women on Adia are very forward. It is a female dominated society. Women hold the best and virtually all of the jobs outside the home. They are the breadwinners, the only people with any voice in government or most of society. To play Diana as a shy, demure woman would not do her justice. Women are expected to be aggressive, and men are expected to defer to the women in their life. This is not to say that Diana will be without charms. Indeed, her likely combination of good looks, aggressiveness, and charming personality is liable to be hard to resist for some characters.

Diana should probably be of similar social standing to that of the majority of the group. She can come from any profession, and can achieve any level of success within it. There are NO male police officers, soldiers, or otherwise on this world and women of talent and ambition can easily rise to any station in life, in any profession or career in Traveller.

Where to Go From Here

Adia itself could of course be the fascinating backdrop for a number of other adventures. The novelty of a true matriarchy, and one that places a nearly fanatical devotion to youth should provide numerous ideas for further adventure, and difficulties for a predominately male PC group. These possibilities can be easily expanded upon by a clever referee.

There is a lesson to be learned by the Imperium as well. Scores of diseases have been created, or "discovered" through the natural evolutionary process since the end of the Rule of Man. More careful attention to decontamination procedures, and indeed, development of better decontamination procedures are critical to avoid scores of Adias from occurring.

Finally the adventure itself can act as inspiration for other similar scenarios on other worlds. Ideas for developing plague scenarios and the related problems that a medium or lower tech world might face which is totally out of its environment abound from this adventure.

12: Worlds in Milieu 0

Detailing worlds is one of the best ways for referees to come up with ideas for exciting adventures. Why does that Size 0 world have a population digit of 9? Why does this world with a Population digit of 1 have a Tech Level of 11? Exactly how many people are on that Pop 1 world? Answering questions like these can lead the referee to develop new and exciting settings for his group to experience. This chapter provides guidelines for referees seeking to do this with the First Survey data included in this volume, as well as their own data.

Detailing UWP Data

The raw UWP data generated by the World Generation System in the Traveller rulebook provides a rough guideline to the characteristics of any given world. The fact that it is confined to a single digit for representing each world characteristic limits it from providing the richness of information necessary to a fully realized campaign setting. This section will provide methods for generating that additional data.

In addition, the standard World Generation System is not tied to any specific Milieu. Therefore, it does not contain the necessary modifications for generating Milieu 0 worlds. Primarily, it lacks the necessary modifications to Tech Level and Law Level generation. This section will therefore also provide the necessary Milieu 0 modifications to the standard World Generation System.

Size

World size seems rather straightforward, but the standard world sizes do not account for the variety that exists in the universe. The standardized UWP digits merely approximate the world's size for ease of representation in that format. In reality, any world's actual size may vary quite a bit from that approximation.

To determine the world's true size, roll 2D-7 (re-rolling on a result of 5), multiply the total by 100, and add the result to the world's size in miles. For example, assume a world with a UWP Size digit of 7 (7,000 miles) is being detailed. Two dice are rolled for a total of 5. After figuring in the DM of -7, the result becomes -2. Multiplying that by 100 yields -200. We add -200 to 7,000 (recall that adding a negative number is the same as subtracting a positive number) for a final result of 6,800. Thus, the world is actually 6,800 miles in diameter.

It is, of course, possible to determine the additional digits of the world's size. To determine the tens digit of the diameter, simply roll 2D-2 (re-rolling results of 10) and multiply the result by 10, adding that to the actual size derived above. To determine the ones digit, roll 2D-2 again and add the result to the actual size. This method can be continued to determine fractions of a mile, simply by adding a decimal and rolling as many additional times as is desired. However, doing this is rarely necessary. Knowing the precise thousands and hundreds digits will be sufficient to the needs of most scenarios.

Note that this method cannot be used in the case of UWP Size 0, which indicates that an asteroid belt serves as the main "world."

Hydrographics

As with the UWP Size digit, the Hydrographics digit provides only a round figure for the percentage of the world's surface that is covered by water. To derive the true figure, simply roll 2D-7 (once again re-rolling results of 5) and add the result to the hydrographics percentage provided on the Hydrographics chart in the Traveller rulebook. For instance, a world with a Hydrographic UWP digit of 3 has about 30% of its surface covered by water. Rolling 2D-7 results in 2, which is added to the 30% figure, resulting in 32%. Thus, the world's surface is 32% covered by water.

Again, as with the Size digit, a roll of 2D-2 (re-rolling results of 10) can be used to further detail the hydrographics percentage. Additional rolls, and adding the result, will yield any degree of precision desired. For example, a particular scenario calls for knowing the surface coverage by water to two decimal places beyond the percentage given above. Two additional rolls are made (scoring 0 and 6, respectively) for a total of 37.06% coverage by water. Normally, determining the ones digit of the hydrographic percentage will provide all the detail necessary.

Note that worlds with a UWP Hydrographic digit of 0 can still have some surface water under this system. Of course, if a zero or negative result is rolled, the actual hydrographic percentage is 0%. Similarly, a world with a UWP Hydrographic digit of A can have some surface land. If a zero or positive number is rolled in such cases, the hydrographics percentage will be 100%.

Population

The UWP Population Digit provides only a very rough estimate of the number of permanent residents a given planet boasts. Looking at the chart in the Traveller rulebook, we see that a world with a UWP Population Digit of 6 has "millions" of permanent residents. But, that only tells us that the population is somewhere between 1,000,000 and 9,999,999. To determine the population more precisely when using the worlds in the First Survey data, find the column that is labeled "PBG"; the numbers under the "P" in that column are the "Population Multiplier." So, for instance, if a planet has a value under "P" of 5, we know to multiply the population indicated by the UWP by that value. So, our example world now has between 5,000,000 and 5,999,999 residents.

But what if more detail is necessary? Well, using the now-familiar process of rolling 2D-2, the precise number of permanent residents can be determined for any given world. For each digit in the number, simply roll 2D-2 (re-rolling results of 10) and insert the value achieved. Continuing the example above, our world has six unknown digits (it is known that there are at least 5 million residents, but the final six digits are unknown). So, we roll 2D-2 six times, and record the

results sequentially. In this example, the results are: 5, 3, 3, 8, 4, 9. Thus, the total number of permanent residents for our planet is: 5,533,849.

When generating worlds using the rules in the Traveller rulebook (as opposed to using the pre-generated worlds in this volume), the same 2D-2 roll can be used to create what is called the "Population Multiplier" in the First Survey data.

Law Level

Law Levels, as explained in the Traveller rulebook, are rather straightforward. However, the data provided therein is more applicable to later eras. During the first few centuries of the Imperium, the Imperial Scout Service had no in-depth, standardized system for describing law levels. In fact, the Government Type digit was used for this purpose, for a broad brush-strokes characterization of each world's laws. That was possible because the order in which the Imperial Scout Service arranged the government types was roughly equal to the typical legal climate on those worlds. That is, worlds with no government (UWP Government Type digit of 0) tend to have few laws. Similarly, worlds with religious dictatorships (UWP Government Type digit of D) tend to have more laws.

When casually visiting a world, the law levels provided in the UWP data will work well. However, a more lengthy stay will require a more detailed law level descriptor. The Universal Law Profile (ULP) fills this purpose. It is composed of seven digits, representing the status of seven areas of law: Armament, Commerce, Congregation, Movement, Privacy, Process, and Speech. The explanations for each are provided below.

Armament: The right to own and use weapons inside and outside of the home. Although this ULP characteristic extends from 0 to F like all the others, values greater than A only imply greater zeal in enforcement of the absolute restriction on arms possession, rather than additional restrictions. However, the ability to enforce these laws, as with all others, is dependent on the world's tech level. At low levels, searches for weapons will be conducted visually and by touch. At higher levels, more sophisticated equipment will make indirect detection possible.

Commerce: The right to conduct business. This characteristic includes notations about the level of governmental interference in business activities such as starting a business, mergers, import and export restrictions, workplace safety laws, and product safety laws. Enforcement at low tech levels is based upon manually inspecting each business, its records, and so on. At the highest levels, every activity may be recorded and analyzed by an expert system, and every transaction may be required to go through a central computer that alerts the authorities when a suspicious activity takes place.

Communication: The right to communicate one's opinions, most especially regarding those in power, but also including any vested interest that has the power to take retaliatory action. This includes all methods of communication - from spoken to written, to the purely visual, to any other method of transmitting information from one being to another. The means used to restrict free speech changes as tech levels increase. At lower tech levels, suppression of communication is primarily a matter of controlling the means of mass communication. At higher tech levels, it becomes possible to monitor more casual conversation through surveillance equipment, in addition to controlling channels of mass communication, though doing so tends to retard technological progress.

Congregation: The right to assemble in groups. This characteristic covers everything from safety laws at the lower levels, to extreme regulations on the number of people who may peacefully assemble in any one place at any one time. Enforcement at lower tech levels is limited to police noticing such gatherings while walking their beat, or reports from concerned citizens. At higher tech levels, electronic monitoring and enforcement become more prevalent.

Movement: The right to move freely from one location to another. This characteristic includes restrictions on movement within and between towns, states, nations, and worlds. For instance, a particular world may deny its citizens the right to go to a neighboring city for a day trip, or it may allow them to move freely on the world but only move off the world after gaining permission. At lower tech levels, manned barricades will be used to limit access. At higher tech levels, it becomes possible to tie all vehicles into a centrally controlled system which will deny movement beyond areas to unauthorized drivers, and personal movement can be restricted by security locks with databases keyed to the retinal patterns of those who are allowed access.

Privacy: The right to keep one's personal life private. This characteristic denotes to what extent the world sees the details of the individual's life as his property, or as the property of the state. At lower tech levels, privacy is rarely an issue. When one's life cannot be recorded in anything more long-term than memories, there is rarely a concern. At medium and high tech levels, however, it become progressively more of an issue. Computers, recording devices, and mass storage of information make it possible to record, retain, and (perhaps more importantly) circulate the most intimate details of any person's life. It is then that privacy becomes a concern. Enforcement of privacy is difficult at higher tech levels, because information usually flows very easily from one location to another. In most cases, the government makes efforts to stop itself from sharing private information with unauthorized entities, and brings some level of punishment upon those businesses or individuals who do not comply with privacy laws. That is, after the damage is done, punishment is rendered, since preventing the damage from being done becomes more and more difficult as the level of technology increases.

Process: The right to fairness in legal proceedings. This includes the procedures must be used by police officers when interacting with suspected or known criminals, the quality of incarceration facilities, and the actual court proceedings necessary to convict an individual of a crimes. Process enforcement has little relation to tech level.

Generating the ULP: When using the First Survey data, Roll 2D-7 + Law Level for each of the seven items

in order to determine the Universal Legal Profile of any given world. When generating worlds using the system presented in the main Traveller rulebook, forgo the instructions therein for generating Law Level. Instead, use the Government Type as the Law Level, then roll 2D-7 + Government Type for each of the seven digits in the ULP. In any case, the Law Level listed in the UWP will continue to be used in casual situations.

Example: A world with Law Level 4. Rolling 2D-7 the first time results in 2, which is added to the LL of 4 for a total of 6. This is the world's Armament Digit, the first in the Universal Legal Profile. Rolling a second time results in a -3, which is added to the LL of 4 for a total of 1, which is the world's Commerce Law digit. The third roll results in -5, which when added to the LL of 4 results in -1. Since the digits cannot be less than 0 or greater than 15, a 0 is recorded as the third digit (Freedom of Congregation). Rolling for subsequent digits results in a ULP of 6102837.

Universal Law Profile Charts

Armament

Digit	Description
0	No prohibitions.
1	Body pistols undetectable by standard detectors, explosives, (bombs, grenades), and poison gas prohibited.
2	Portable energy weapons (laser weapons, fusion weapons, etc.) prohibited. Ship's gunnery not affected.
3	Weapons of a pure military nature (machine guns, automatic rifles) prohibited.
4	Light assault weapons (submachine guns) prohibited.
5	Personal concealable firearms (such as pistols and revolvers) prohibited.
6	All firearms, except shotguns, prohibited Open possession of any type of weapon is discouraged.
7	Shotguns are prohibited.
8	Long bladed weapons (all but daggers) are controlled, and open possession is prohibited.
9	Possession of any weapon outside of one's residence is prohibited.
A	Possession of any weapon is prohibited.

Note: ULP Armament digits greater than A denote increased enforcement.

Restrictions at higher levels include all restrictions from lower levels.

Commerce

Digit	Description
0	No governmental restrictions on business. A truly free market.
1	Some product safety requirements are in force.
2	Some workplace safety requirements are in force.
3	Some employment practice requirements are in force.
4	Some protectionist restrictions on imports are in force.
5	Some environmental protection requirements are in force.
6	Moderate product safety requirements are in force.
7	Moderate workplace safety requirements are in force.
8	Moderate employment practice requirements are in force.
9	Moderate protectionist restrictions on imports.
A	Moderate environmental protection requirements are in force.
B	Severe product safety requirements are in force.
C	Severe workplace safety requirements are in force.
D	Severe employment practice requirements are in force.
E	Severe environmental protection requirements are in force.
F	Businesses in key industries are strictly regulated monopolies.

Note: Higher levels include restrictions from lower levels.

Communication

Digit	Description
0	No regulations. Anyone may communicate anything she or he wants by any available means without interference.
1	Inaccurate communication may not indirectly bring about physical harm to others. (For example, by shouting "Fire!" in a crowded theater that is not actually on fire is not allowed, as it is likely to cause a mad rush for the exits, creating the opportunity for trampling.)
2	Inaccurate communication may not bring about financial harm to others.
3	Some limits on content of broadcast communications.
4	Some limits on content of print communications.
5	Some limits on content of artistic communications.
6	Moderate limits on content of broadcast communications.
7	Moderate limits on content of print communications.
8	Moderate limits on content of artistic communications.
9	Severe limits on content of broadcast communications.
A	Severe limits on content of print communications.
B	Severe limits on content of artistic communications.
C	Some limits on content of verbal communications.
D	Moderate limits on content of verbal communications.
E	Severe limits on content of verbal communications.
F	All nonverbal communications must be approved by a governmental committee. Publications must go through a review process. Verbal or informal written communications are subject to random scrutiny by governmental agents.

Notes: Higher levels include restrictions from lower levels.

"Broadcast" includes such things as smoke signals, radio, etc.

"Print" includes all forms of writing intended for formal distribution.

"Artistic" includes plays, movies, paintings, etc.

"Verbal" includes all communication taking place without external assistance.

Congregation

Digit	Description
0	No limits on the number of people who can congregate anywhere.
1	Government-owned buildings rated for their capacity, which may not be exceeded due to safety concerns.
2	Commercial buildings open to the public rated for their capacity, which may not be exceeded due to safety concerns.
3	All buildings serving as a workplace are rated for their capacity, which may not be exceeded due to safety concerns.
4	License required for any gathering on public land.
5	License required for any gathering of more than 1000 people.
6	Gatherings of more than 1000 people prohibited except for official government or legitimate business purposes.
7	License required for any gathering of more than 100 people.
8	Gatherings of more than 100 people prohibited except for official government or legitimate business purposes.
9	License required for any gathering of more than 50 people.
A	Gatherings of more than 50 people prohibited except for official government or legitimate business purposes.
B	License required for any gathering of more than 10 people.
C	Gatherings of more than 10 people prohibited except for official government or legitimate business purposes.
D	License required for any gathering of more than 5 people.
E	Gatherings of more than 5 people prohibited except for official government or legitimate business purposes, or in the case of direct relatives (fathers/mothers, sons/daughters, brothers/sisters).
F	All gatherings prohibited except for official government or legitimate business purposes, or in the case of direct relatives.

Movement

Digit	Description
0	No restrictions. Citizens may move freely anywhere.
1	Owners of private residential property may restrict movement on their own property as they see fit.
2	Owners of private property may restrict movement on their property as they see fit.
3	Some military installations have checkpoints.
4	Most military installations have checkpoints.
5	All military installations have checkpoints.
6	Some non-military, government installations have checkpoints.
7	Most non-military, government installations have checkpoints.
8	All government installations have checkpoints.
9	Some roads have checkpoints.
A	Most roads have checkpoints.
B	All roads have checkpoints.
C	Some public spaces have checkpoints.
D	Most public spaces have checkpoints.
E	All public spaces have checkpoints.
F	All movement outside one's private residence requires permission.

Notes: Higher levels include all restrictions from lower levels.

Checkpoints and access restrictions can mean anything from a simple visual recognition check to a bill of lading that is required for a delivery truck to enter a secured area, to bribes or tolls, to sophisticated access cards, retinal scans, and so on for every movement across a checkpoint. In other words, anything that could possibly restrict access could be used by any given world, based upon its culture, tech level, and so on.

Privacy

Digit	Description
0	There is an absolute right to privacy.
1	There is a right to privacy except when the world has a compelling interest in the information to be acquired, such as in criminal cases or world security.
2	There is a right to privacy for everyone except for those in certain positions.
3	There is a right to privacy for everyone except those of the lowest social classes.
4	There is a right to privacy for everyone except those of below-average social class.
5	Privacy is available only to the wealthy.
6	Privacy is available only to government officials.
7	Privacy is available only to a few elite people.
8	Partial privacy is available only to the wealthy.
9	Partial privacy is available only to government officials.
A	Partial privacy is available only to a few elite people.
B	No privacy rights are recognized.
C	Every person is subject to being monitored by the government while in public places.
D	Every person is subject to being monitored everywhere except in the home.
E	Every person is subject to being monitored at all times and in all places.
F	Every person is subject to being monitored at all times and in all places by anyone.

Note: Higher levels include restrictions from lower levels.

Process

Digit	Description
0	There is no single, institutionalized legal process. Whoever is nearby at the time the crime is discovered may use whatever process she or he wishes to conduct a trial and punish the accused.
1	An arbitrary means is used to determine guilt or innocence (i.e., cloud patterns, tea leaves, etc.). Punishment is based on the same arbitrary means.
2	An arbitrary means is used to determine guilt or innocence, punishment is determined by court on case-by-case basis.
3	An arbitrary means is used to determine guilt or

innocence, punishment is based on precedent.

4 An arbitrary means is used to determine guilt or innocence, punishment is based on codified rules.
5 Adversarial system used to determine guilt or innocence, punishment is determined by arbitrary means.
6 Adversarial system is used to determine guilt or innocence, punishment is determined by court on case-by-case basis.
7 Adversarial system used to determine guilt or innocence, punishment is based on precedent.
8 Adversarial system used to determine guilt or innocence, punishment is based on codified rules.
9 Cooperative system used to determine guilt or innocence, punishment is determined by arbitrary means.
A Cooperative system used to determine guilt or innocence, punishment is determined by court on case-by-case basis.
B Cooperative system used to determine guilt or innocence, punishment is based on precedent.
C Cooperative system used to determine guilt or innocence, punishment is based on codified rules.
D Guilt or innocence determined by dictate without review of facts, punishment is determined by court on case-by-case basis.
E Guilt or innocence determined by dictate without review of facts, punishment is based on precedent.
F Guilt or innocence determined by dictate without review of facts, punishment is based on codified rules.

Tech Level

The technology levels provided in the Traveller Rulebook are not appropriate to Milieu 0. When generating a world's Tech Level for the Milieu 0 era, apply a DM of -3 in addition to those listed on the chart. This corrects the results to fall more frequently within the 0 to 12 range common in the Milieu 0 era.

Interpreting UWP Data

Traveller's UWP format provides the basic information necessary to understanding what a given world is like. The additional rules provided above provide more data on each world. However, the information that is thereby expressed is only a small part of the story. What is *implied* is often much more interesting. That is, each digit in the UWP can be considered individually or as part of a group of digits.

The tables in the Traveller rulebook, as well as the rules and tables above, consider the digits individually. This is necessary, basic information. However, when creating a scenario much more information is needed. That information can be gleaned by considering the interrelations between UWP digits. Doing so is one of the keys to creating unique worlds, which can serve both as interesting backdrops for adventures, as well as sources of adventure in and of themselves.

Some interrelations are obvious. For example, small worlds with high populations will tend to be much more crowded than large worlds with the same population level, because there won't be as much surface area available for building habitation. But this is not always true. Perhaps the larger world never invented the technology necessary for constructing buildings with more than one floor, because they have so far had no need to do so. The small world, on the other hand, has a much more pressing need for multi-floor buildings, so that may be one of the first technological advances they made. Or, they may have constructed vast underground networks of habitable caverns to supplement their domiciles on the surface of the world.

Another interrelation exists between population size and technology level. In the case of low technology, there is no conflict regardless of the size of the population. But a high-tech world with an extremely small population seems nonsensical. How can ten people maintain the world's technology at level 12?

In fact, when examining the First Survey data, one can easily see that there are several worlds with high Tech Levels and extremely low Populations. The easy thing to do in such circumstances is to blame it on the Ancients. Traveller has this convenient explanation for everything out of the ordinary in the universe. However, it can easily be overused. Anything that is overused becomes boring, prompting players to move on to a more interesting pastime. It is the referee's job to ensure that players enjoy their experiences, so a different solution must often be sought.

Once the Ancients are discounted as the cause of a given unusual situation, there remains a wide variety of explanations. Returning to our example of a world with high technology and very low population, it is important to remember that the Population digit indicates the number of individuals who are *permanent residents* of that world. Thus, there may be any number of non-permanent (or transient) people living on the world, maintaining its technology, and so on.

Or, it may be the case that the world is a pleasure planet maintained by a member of the Nobility or by the Imperium itself. In that case, the permanent residents would be very few. The noble and his or her retinue certainly wouldn't be permanent residents. Those who are caretakers might be residents, or they might simply be employees who are rotated to other jobs on different planets over time.

Another example of how to explain the low pop/high tech anomaly is to assume the planet is a research station. There may be few - or even no - scientists who maintain permanent residents. They may serve a term of duty before moving on to another project on a different world. Or they may return to their home university to write a research paper based on their studies at the planet.

Finally, the world's population may have been drastically reduced recently. Perhaps there was a plague, a war, or famine. Perhaps there was some reason for a mass migration from the world. Or maybe something more sinister occurred. . .

Something else to keep in mind when looking over pre-generated data such as that in First Survey is that every one represents a snapshot in time. It does not say whether things are improving, decaying, or static. Perhaps the TL 12 planet was once capable of supporting its technology, but now that it is down to Pop 0, the tech level will fall rapidly until it reaches a level at which it can be sustained by the remaining population. These explanations are also, of necessity, left to the referee.

Continuing the discussion, what of a world with a hydrographics percentage of 100%, and a population of 100 billion? The first thing that comes to mind is underwater domed cities. But what if the world is TL0? How can this be explained? Several things come to mind.

First, and this one is fairly obvious, the planet's citizens are using underwater domed cities created by some previous group. The equipment is self-repairing, and the current citizens have never had a need to develop their own technology. They just blindly use what is there, not knowing or caring from where it came.

But that answer is a bit too obvious. A less-obvious option might be that, while the surface is technically 100% covered by water, the water is only one millimeter deep in most locations. This would pose problems for construction, but a TL0 culture does not have much need of construction. Thus, the people live nomadically, slogging from location to location.

An even less obvious solution is that the citizens aren't humans as we know them, but are rather a mutant strain. Perhaps they have gills and scales, and are therefore able to live underwater their entire lives with no trouble at all. Anything is possible.

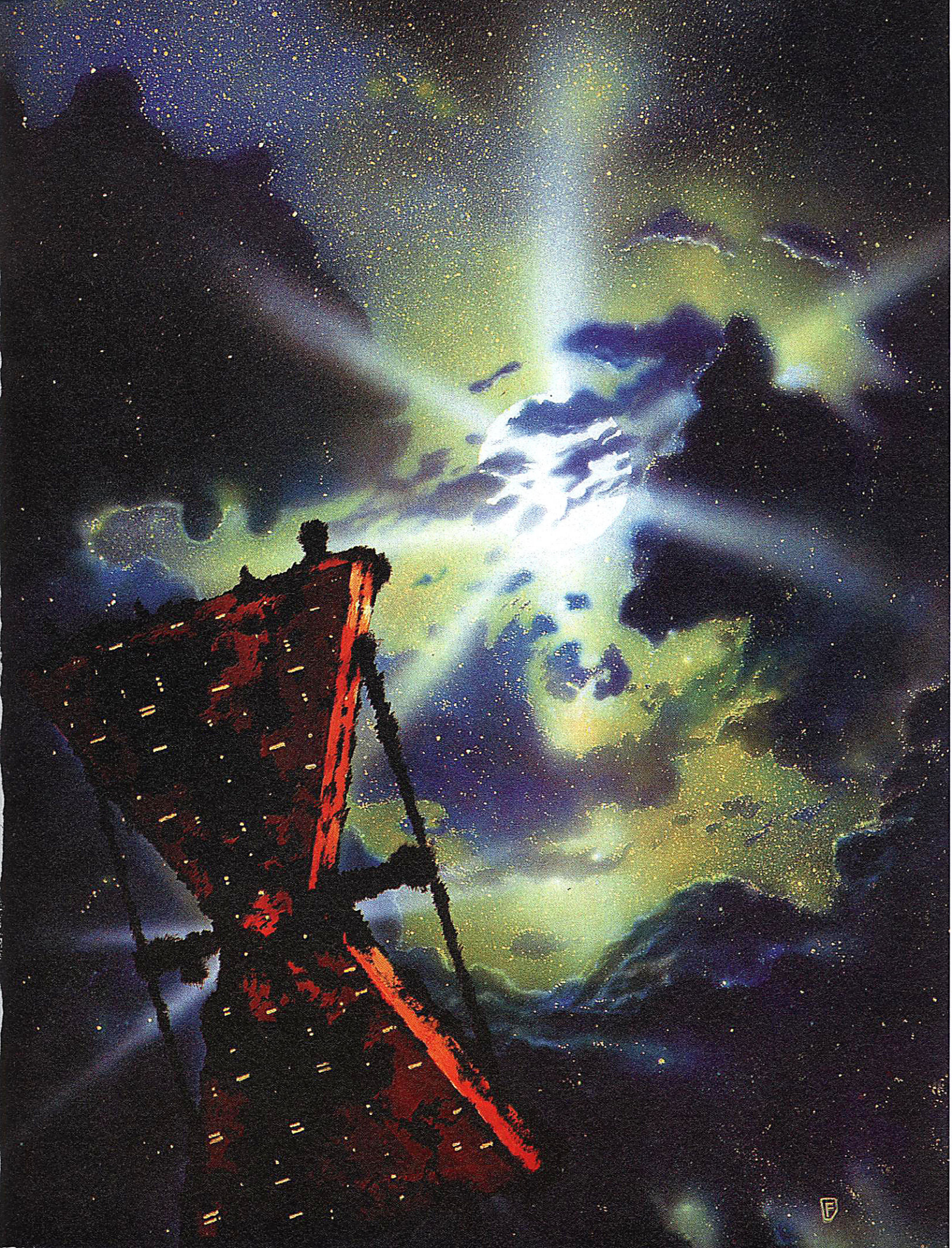
Let's work through one final problem, this time using several characteristics that seem out of sync with each other. Start with a world of Size 0, which automatically means Atmosphere 0 and Hydrographics 0. Now, assume a population of 700 million, and a tech level of 3. At tech level 3, it is difficult to imagine these people coping with the lack of air and surface water without outside help. How are these people surviving? Is it those darned Ancients again? No, there is a better explanation. Several of them, actually.

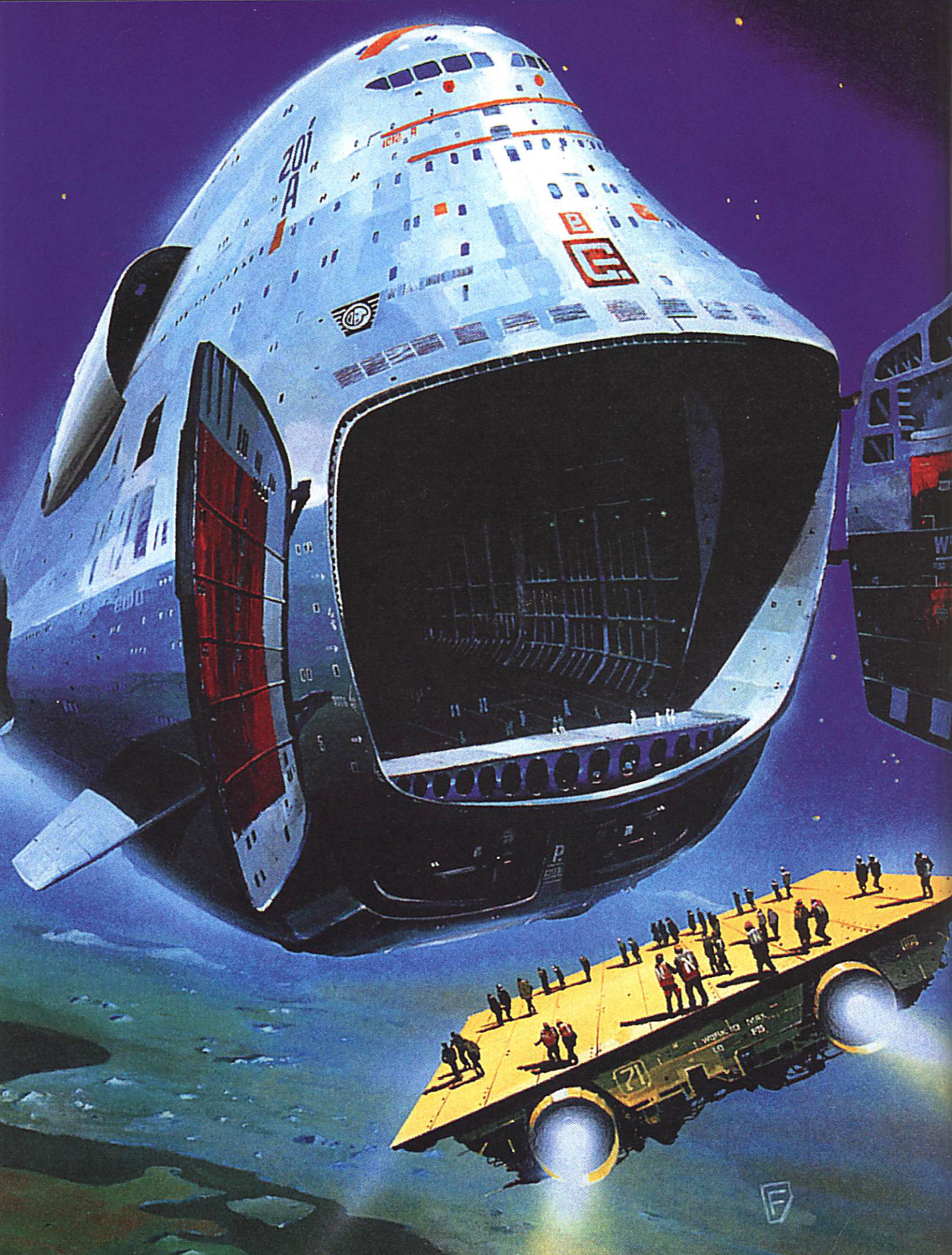
One explanation would be that they are actually of a higher tech level in the specific areas that create the needed apparatuses, such as atmosphere containment. This doesn't upset the tech level chart, as it is merely an average of the technology on the particular world. Societies rarely advance uniformly in all areas of technology. Whatever is perceived as being the most pressing need will advance first, with other technologies following roughly in their order of importance. Clearly, an asteroid-dwelling society would need atmosphere containment and production technology above all else.

Another explanation is that the current population's ancestors arrived with much higher technology, and put into place the systems that provide needed water, atmosphere, and food. Over the centuries, the level of technology decayed, resulting in the current situation.

A third explanation is that the population consists of sentient life forms that have no need of either atmosphere or surface water. Perhaps they are adapted to drawing frozen water from the asteroids themselves. Perhaps they can draw the gasses they need from the rocks as well, maybe breaking water into its component hydrogen and oxygen atoms.

In short, any number of explanations are possible for any given UWP. Don't be constrained to the obvious explanation for any given phenomenon. All it requires is a little imagination, and the worlds created for scenarios can be as wonderfully interesting, diverse and unique as the real world.

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Science-Fiction Adventure in the Far Future

The Future is Around The Corner

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MARC MILLER

Marc Miller's road to the fourth incarnation of his classic sci-fi RPG, *Traveller*, has been as colorful as the game itself. After graduating from the University of Illinois with a degree in sociology, Marc was commissioned as an Air Defense Lieutenant, and went on to serve 30 months on active duty, highlighted by a year with the American Division in Vietnam. In 1972, he began his gaming career as the Chief Designer of Simulations Research Analysis & Design Projects at his alma mater, where he supervised the design and implementation of various classroom simulations for educational purposes.

Marc and a few others formed the famed Games Designers' Workshop in 1973. A prolific designer, Marc created numerous successful games for GDW, from his first commercial publication, *Triplanetary*, to *Team Yankee*, a World War III "simulation" that won him both the Origins and RPGA awards. But it wasn't until 1977 when he masterminded the design that would propel him into the Adventure Gaming Hall-of-Fame — *Traveller*. Legions of fans have supported and contributed to the game since its debut, so much so that it spawned a long list of supplements, foreign translations (German, Spanish, Japanese), devoted Internet sites, and countless fanzines worldwide over a 20-year period, as well as expansions of the Traveller universe in the forms of *MegaTraveller* and *Traveller: The New Era*.

Marc left GDW to pursue an independent consultant/game designer career in 1991. He remained active with computer game designs and *Super Deck!*, the superhero trading card game, but when GDW closed down in February of 1996, the Traveller game system was transferred to Marc's Far Future Enterprises, which eventually led him to working with Imperium Games, Inc. on a new edition of Traveller.

In addition to supervising the highly-acclaimed *T4* line, Marc also serves as the Production/Marketing Consultant for Heartland Publishing Services in Bloomington, IL, and Licensing Consultant for Multi-Player Game Network in Key West, Florida. He is a member of the Science-Fiction & Fantasy Writers of America, and Game Designer's Guild, an organization representing the interest of the game design professionals. Marc's spare time interests include bicycling, roller-blading, creative writing, and computers.

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Introduction

With the establishment of the Third Imperium, the strong economic forces that created it continued their work by driving an outward expansion by the Imperium into neighboring worlds. This survey book is intended to serve two distinct purposes: a reference work and as an adventuring log.

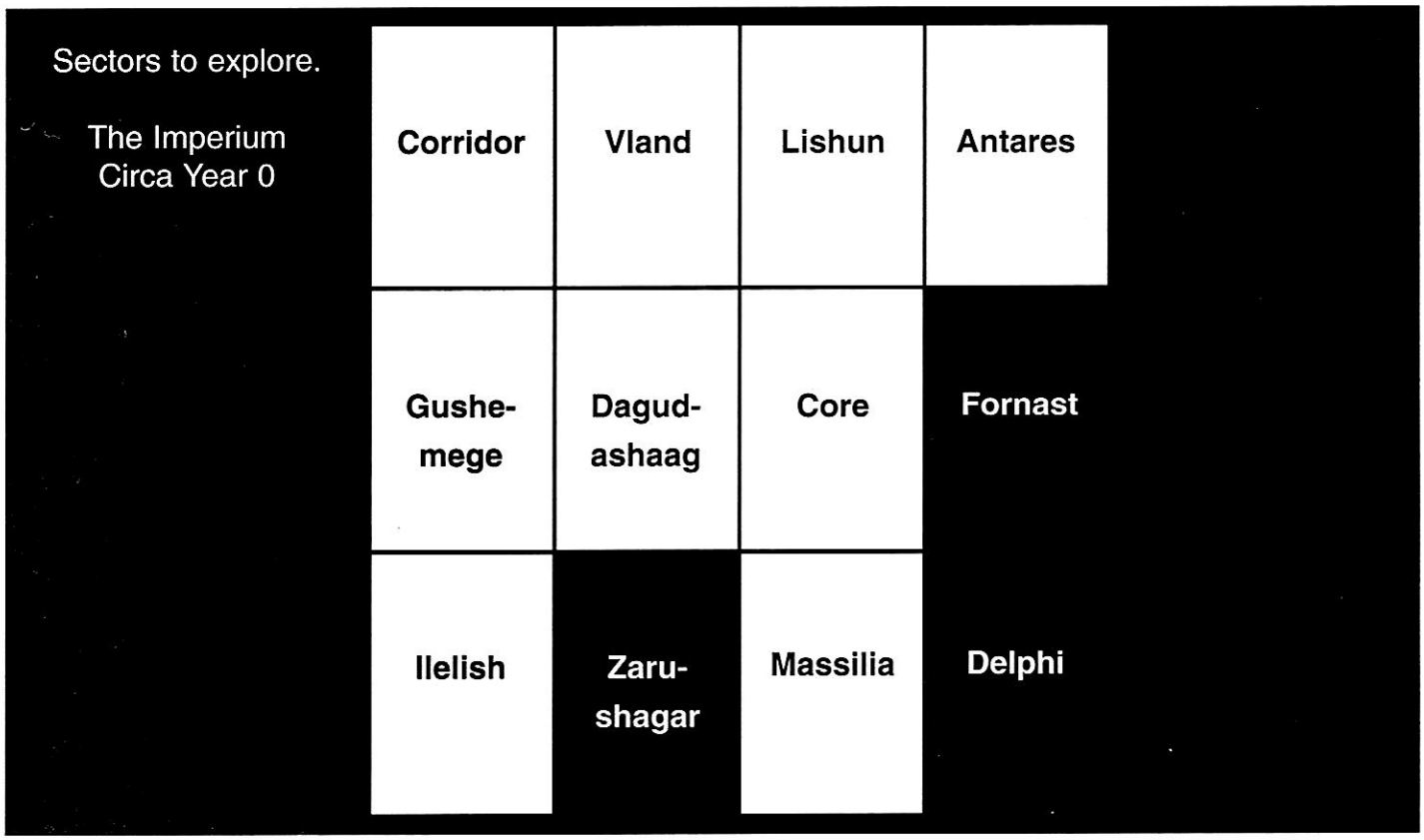
The Reference Work.
Based on a territory roughly centered on the Sylean Federation in Core Sector, this Survey provides complete Traveller UWP information for nine sectors (see the diagram Sectors to Explore, below). This detailed UWP information is based on data originally created for the *Traveller Atlas of the Imperium* (for the Mature Imperium Milieu circa 1105); it has been backdated to correspond to the Year 0 Milieu.

The Adventuring Log.
The Short Data for each sector has been edited to show what information can be reasonably expected to appear in library data in the Year 0. That is, world size, atmosphere, and hydrographics do not vary over mere thousands of years, and the information that was current during the Rule Of Man era before the Long Night can be assumed to still be valid. On the other hand, starport type, world population, government, law level, and tech level would, after 1700 years of Long Night, have changed enough that they are not in any common data source. For example, a typical listing in Short Data would be:

0112 _585___-_ _03 _ Arkla Ladpii.

When used as an adventuring resource, the blanks in the entry should be filled in by the adventurers once they have determined the data for themselves. Because some information is contained in Imperial (or other) data banks, parts of the Short Data entries reflect more complete data. Similarly, the sector maps reflect this short data rather than the Referee Data. Adventurers navigating using the sector maps can find, in those maps, the equivalent of the information in the Short Data. Adventurers should create a historical chart of their ship's voyages by noting them on the sector maps.

This book provides data on nine of the 12 sectors in the region it covers. Three sectors (Zarushagar, Fornast, and Delphi) are deliberately omitted. They are reserved for referee and player expansion: players can explore these territories with confidence that adventures will not be published for worlds in these sectors.



The Old Man at Startown

This situation is one suggestion for the presentation and implementation of *First Survey* for a role-playing group:

Zuarkri

Zuarkri is a strange world. . . the major portion is pastoral, agricultural, devoted to raising staple grains. The farmers are a gentle folk, content to pass their days on their land raising families. But near the starport, the population gets rougher. Before the days of the Imperium, the misfits and the discontents made their way to Ucchen, Zuarkri's largest city, where they worked in a few large factories, or subsisted on the welfare rolls. With the coming of the Third Imperium and the increased interstellar traffic, Startown has become the place where locals prey on the easy money that Starmen bring when they call on this world. Taking a short-cut from the government office buildings through Startown and back to the starport, the crew of the Reserve Scout Dorcas finds themselves in a warren of alleys and narrow streets just as twilight settles on the city. The street lights automatically come on, but their light is not enough to chase the shadows away, nor to still the motions in the shadows. Night in any city can be dangerous, and Startown on Zuarkri has its own unsavory reputation. Up ahead some shouting carries on wind, followed by muffled shots (or maybe just car noises). By the time the crew reaches the scene of the commotion, the is no one there... or almost no one. There is an old man, bleeding, unconscious. Next to him is his starman's bundle.. his baggage he would carry on tramp freighter voyages. Emergency services doesn't respond in this part of Startown, so the crew carries the man to their ship, where they clean and bind his wounds. When he regains consciousness, it is clear he is not completely in control of all of his faculties. "Thanks for helping me; those thugs stole my wallet and left me for dead. Not that I have long to live anyway. My starflight days are over." "You know, I've been travelling on one ship or another for nearly 400 years." "How can that be?" asks one of the crew/ "I know it's hard to believe. I started out on a world in the Gushemege sector. Signed on when the first ship in 90 years called on my world, that was Merash, and needed some replacements. Once you're in space, you can always meet other ships, until finally you find one with a crew you really like." "But 400 years?"

"Oh, I see what you mean. When I was on the Eneri Vee, we were stranded on a backwater moon in the Ilelish sector for nearly ten years while the engineer and his helpers cast and machined a new main drive bearing. Some of us almost gave up and went native before they finally lifted that ship off again. I was about 35 at the time, and I seemed to stay 35 for decade after decade. It must have been something I ate. Lately though, I seem to be getting older every week. So I know my time has come." "Where was that backwater moon? I mean, if we could find it. . ." "Boy, I've seen greater miracles than that. There's a tree sap out there that will cure, not close, mind you, but a knife cut in ten minutes. There's abandoned Second Empire naval depots still full of ships and weapons and equipment just begging to be carried off. There are huge libraries filled with the knowledge of the centuries. There's man-sized lions that talk (though not too well), and man-sized dogs that can't wait to steal your ship, and. . ." He was overcome by a wracking cough that left him out of breath. When his breathing was again untroubled, another of the crew asked, "Where. . ." "Where? It's all out there. Waiting to be taken. You guys (and gals) are lucky. In my days, there were just a few ships and very few markets. We had to work hard to make money. You, with this Empire thing, can make a fortune. In fact, " And then coughing overcame him again. Several days later, the ship's doctor talked frankly with the old man. "I don't know how you have lasted this long. Your blood pressure, your lung capacity, your enzyme levels. . . they all tell me you can't have long to live. "I know, and I have been expecting it." After a fit of coughing, he continued. "If I was fit, I would ask to sign on and work my way back home. But I know I can't pull my weight any more. But if this bunk isn't taken, I can pay my way for a while, if you're open to some barter." "That's not for me to say; the Captain is the one who makes those decisions." "Then buzz him and ask if he'll listen to me for a while."

The ship lifted with the old man in the spare bunk, but he died three days into jump. The Engineer cremated him in the drive power plant and put his ashes into a steel urn he machined in the repair shop. Later that day, the entire crew met in the galley and listened to the Captain.

"Some of us got to know the old man better than others, but we all enjoyed his fantastic stories. We'll miss him. Before he died, he asked me to carry his ashes back to his homeworld, to Merash. When we get there, we can scatter them near his birthplace. "Meanwhile, he has left us a legacy. . . his log. He has accumulated information from hundreds of worlds, basic data, details. Everyone else is taking on exploration contracts for the Imperium. We're going to do the same, but with an ace in our pockets: his log books will guide us to the best territories. "Now, everyone. . . back to work. We've got worlds to explore!"

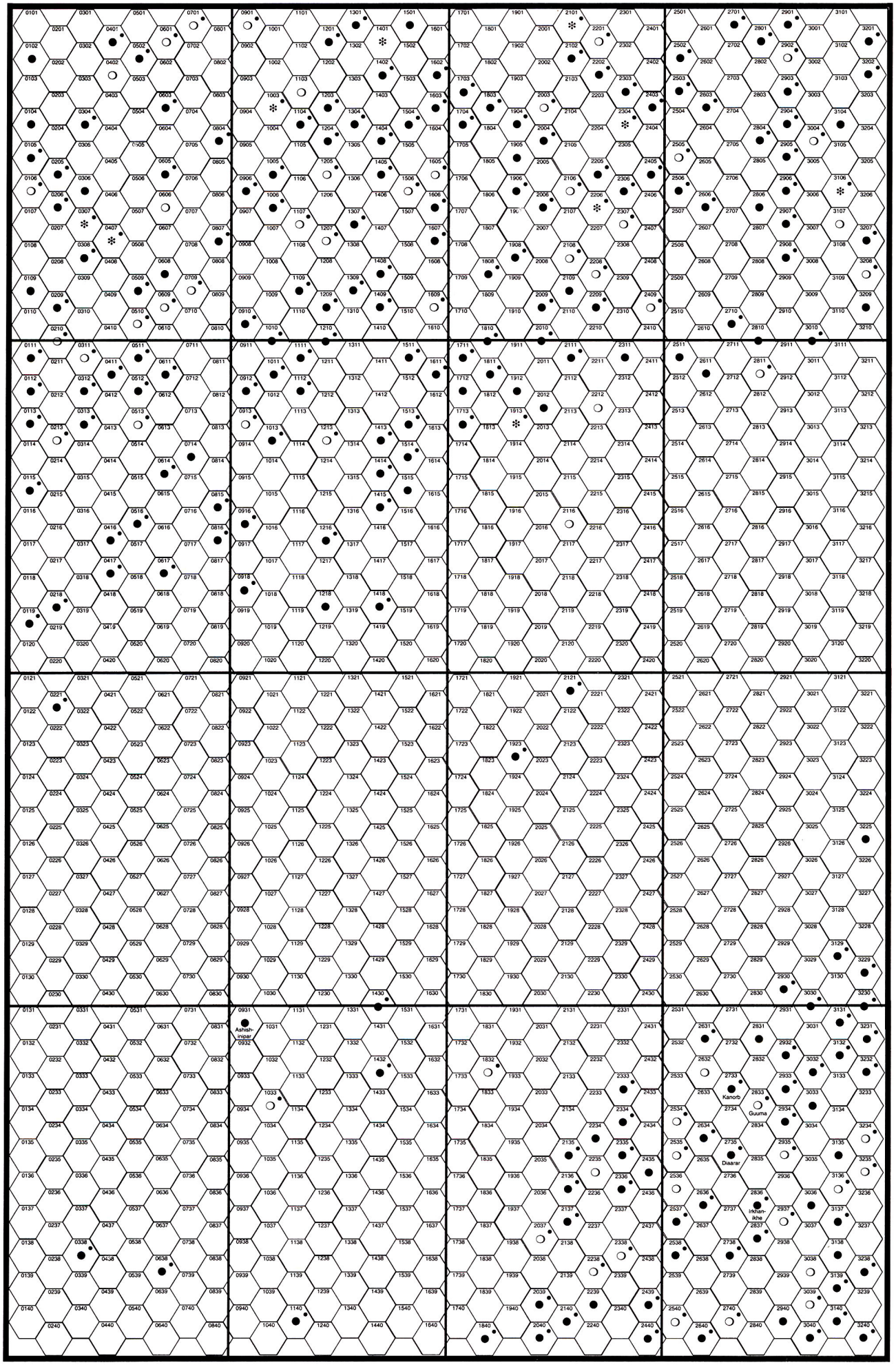
--Let no barrier bar your frontiers--

The Corridor Sector

This sector has 267 worlds, of which 224 have native gas giants. The estimated population for the sector is 1113 billion sapients (not necessarily humans). There are 20 Water Worlds (Wa), 8 Ice-Capped worlds (Ic), 19 Desert worlds (De), and 27 Vacuum (Va) worlds. There are 9 Asteroid Belts (Ast) in the sector. There are 75 Barren (Ba) worlds. World names are primarily Vilani.

0102 _474___-_ _20 _ Ishash.
0104 _8C3___-_ _20 _ Khouth
0105 _356___-_ _21 _ Shar.
0106 _541___-_ _01 _ Daadir.
0109 _864___-_ _20 _ Muasem.
0111 _879___-_ _22 _ Guun.
0112 _354___-_ _01 _ Kilii Ar.
0113 _9B8___-_ _01 _ Asiim.
0115 _676___-_ _24 _ Bimesh Ma.
0119 _615___-_ _02 _ Irar.
0205 _543___-_ _22 _ Kugi Id.
0206 _8B7___-_ _25 _ Mikesh
0209 _625___-_ _11 _ Aruush.
0210 _110___-_ _01 _ Iirkaka.
0213 _7C0___-_ _04 _ Shim.
0218 _582___-_ _35 _ Immaagiin.
0221 _662___-_ _23 _ Kashguukhi.
0304 _89A___-_ _23 _ Gase A.
0306 _253___-_ _20 _ Panirli.
0307 _000___-_ _11 _ Uundguuk.
0308 _682___-_ _13 _ Arii Urnirk.
0311 _300___-_ _23 _ Nimush.
0312 _453___-_ _01 _ Amki.
0313 _96A___-_ _32 _ Yubitty
0338 _776___-_ _03 _ Girmi.
0401 _859___-_ _21 _ Esla Ges.
0402 _100___-_ _10 _ Dirge Iim.
0407 _000___-_ _12 _ Garmi.
0411 _514___-_ _02 _ Giivluu Gaa.
0416 _5A8___-_ _03 _ Lir.
0417 _554___-_ _01 _ Irasumshu
0502 _463___-_ _34 _ Gakkip.
0509 _7B5___-_ _12 _ Mas.
0510 _461___-_ _23 _ Ushkhasiindk.
0511 _322___-_ _22 _ Dikhaaa.
0512 _543___-_ _14 _ Kakha Vla.
0513 _331___-_ _25 _ Kiiama.
0516 _664___-_ _14 _ Kain Diida.
0601 _560___-_ _01 _ Nidir.
0603 _8A3___-_ _23 _ Amir Za.
0605 _432___-_ _03 _ Apmaalim .
0606 _610___-_ _10 _ Uurguunamki.
0608 _9B2___-_ _20 _ Khinukhin.
0609 _461___-_ _02 _ Samnirk.
0611 _756___-_ _01 _ Vlishummi.
0614 _247___-_ _21 _ Kanba.
0617 _223___-_ _02 _ Lasir Uush.
0638 _542___-_ _11 _ Arga Am.
0701 _490___-_ _01 _ Shadga Ishga.
0709 _200___-_ _11 _ Arga.
0714 _438___-_ _10 _ Khiishin.
0804 _335___-_ _23 _ Kiidga Aark.
0807 _552___-_ _02 _ Kiigmiiii.
0815 _494___-_ _01 _ Sumi Aruurk.
0816 _223___-_ _14 _ Askizan.
0901 _441___-_ _22 _ Miiur I.
0906 _548___-_ _01 _ Mum.
0910 _674___-_ _01 _ Drayne
0912 _366___-_ _01 _ Shiikha.
0913 _341___-_ _22 _ Uguund.
0916 _445___-_ _24 _ Uugkuuurlii.
0918 _9D6___-_ _01 _ Naagardaa.
0931 _894___-_ _10 _ Ashishinipar
1003 _000___-_ _13 _ Raaid.
1005 _675___-_ _01 _ Amzuu Ga.
1006 _559___-_ _03 _ Bagur.
1010 _554___-_ _24 _ Gauu U.
1011 _96A___-_ _01 _ Giuun.
1013 _532___-_ _02 _ Apki Aaa.
1033 _200___-_ _03 _ Kuun.
1103 _491___-_ _20 _ Naamuuguu.
1104 _457___-_ _03 _ Suurdashi.
1107 _511___-_ _04 _ Gaargi Ki.
1109 _772___-_ _15 _ Shushaka
1111 _849___-_ _22 _ Mariir.
1112 _326___-_ _23 _ Khark.
1140 _87A___-_ _13 _ Dam.
1201 _797___-_ _01 _ Aangikhu.
1203 _456___-_ _03 _ Kuuerkhen.
1204 _692___-_ _03 _ Pekhe Is.
1205 _420___-_ _34 _ Durima
1207 _400___-_ _01 _ Badiianpin.
1209 _A7A___-_ _22 _ Kaasu
1210 _87A___-_ _02 _ Ker.
1213 _200___-_ _02 _ Shiipan.
1216 _577___-_ _01 _ Galamund.
1218 _658___-_ _20 _ Aarla I.
1301 _523___-_ _01 _ Zashiim.
1304 _635___-_ _24 _ Lagdashbuugi.
1307 _568___-_ _03 _ Meku.
1309 _556___-_ _23 _ Imaga.
1401 _000___-_ _20 _ Uunmark.
1402 _788___-_ _03 _ Isharkiin.
1404 _473___-_ _24 _ Ammuug.
1405 _76A___-_ _23 _ Zuuma Kashan.
1408 _87A___-_ _24 _ Kagii.
1409 _372___-_ _22 _ Duun.
1413 _442___-_ _02 _ Gamin.
1414 _412___-_ _22 _ Giish.
1415 _682___-_ _22 _ Zudagim
1418 _AC8___-_ _22 _ Enki.
1430 _8C2___-_ _25 _ Khip.
1432 _AE3___-_ _35 _ Gizika.
1501 _343___-_ _10 _ Kir.
1504 _797___-_ _23 _ Imkhii.
1506 _410___-_ _03 _ Daarakegi.
1511 _686___-_ _23 _ Luug.
1513 _362___-_ _22 _ Kish.
1514 _567___-_ _12 _ Luum.
1515 _443___-_ _10 _ Ashima
1602 _673___-_ _23 _ Uumend.
1603 _556___-_ _34 _ Uushaadvler.
1605 _350___-_ _13 _ Arar.
1606 _77A___-_ _23 _ Khukish
1607 _686___-_ _13 _ Gaakhi.
1609 _221___-_ _12 _ Diuund Aarme.
1611 _63A___-_ _01 _ Uugshi Shini.
1703 _336___-_ _13 _ Mig.
1704 _766___-_ _24 _ Gakaa.
1711 _578___-_ _02 _ Giiku Es.
1712 _553___-_ _10 _ Pinkhu Shaa.
1713 _6A5___-_ _22 _ Vliisdulium.
1803 _323___-_ _12 _ Aamgiuum.
1808 _795___-_ _01 _ Udmi Kike.
1810 _443___-_ _23 _ Liri.
1811 _637___-_ _24 _ Lagi.
1832 _551___-_ _01 _ Nuuze.
1840 _898___-_ _13 _ Giiraashar.
1904 _333___-_ _23 _ Armaa Khiigk.
1905 _438___-_ _10 _ Uurmiir Uush.
1906 _220___-_ _15 _ Amki.
1908 _335___-_ _02 _ Shiiir Aa.
1912 _342___-_ _10 _ Urgirduu.
1913 _000___-_ _23 _ Guus.
1923 _889___-_ _02 _ Uushniii.
2003 _100___-_ _15 _ Lur.
2004 _654___-_ _22 _ Gizuu Im.
2006 _788___-_ _01 _ Espe.
2009 _7A3___-_ _22 _ Imki.
2010 _364___-_ _21 _ Isar.
2012 _525___-_ _10 _ Rin.
2037 _201___-_ _13 _ Gaiemi.
2039 _686___-_ _01 _ Kiun.
2040 _757___-_ _04 _ Shimni.
2101 _000___-_ _14 _ Shidgi Muu.
2102 _662___-_ _14 _ Makhinid.
2106 _241___-_ _01 _ Maark Ad .
2108 _631___-_ _23 _ Aasish.
2109 _592___-_ _10 _ Zuurnuund Uu.
2111 _78A___-_ _12 _ Muumma.
2116 _150___-_ _20 _ Diilugge.
2121 _898___-_ _04 _ Uura.
2135 _427___-_ _14 _ Mim.
2136 _223___-_ _01 _ Shigagaki.
2137 _677___-_ _14 _ Inarli
2140 _483___-_ _03 _ Amiinar.
2201 _540___-_ _23 _ Gami Uun.
2202 _877___-_ _01 _ Udgiin.
2205 _629___-_ _01 _ Zadi.
2206 _000___-_ _24 _ Gigaauugmu.
2208 _410___-_ _22 _ Gigi.
2209 _478___-_ _03 _ Kisha Ki.
2212 _400___-_ _10 _ Vluush.
2234 _436___-_ _10 _ Shirdind.
2235 _310___-_ _20 _ Kir.
2238 _8C0___-_ _22 _ Aargap Esh.
2239 _572___-_ _10 _ Laar.
2303 _487___-_ _01 _ Kuuaggi.
2304 _000___-_ _11 _ Muunsha.
2306 _9C7___-_ _01 _ Diriiim.
2307 _200___-_ _01 _ Ker.

2311 _545___-_ _10 _ Irgirgi.
2333 _466___-_ _35 _ Uumgi.
2334 _76A___-_ _21 _ Duueshshi.
2335 _A9A___-_ _04 _ Kham.
2336 _456___-_ _03 _ Gir.
2338 _360___-_ _24 _ Zeke Gind.
2403 _666___-_ _13 _ Ishuug.
2405 _553___-_ _21 _ Zaarniki.
2409 _120___-_ _01 _ Iguunmii.
2435 _8B4___-_ _20 _ Vlanshiariir.
2439 _9B4___-_ _22 _ Gika.
2440 _443___-_ _01 _ Iruur.
2502 _586___-_ _14 _ Uuslir Ag.
2503 _242___-_ _22 _ Iiruunziinme.
2505 _240___-_ _24 _ Plunge
2506 _757___-_ _13 _ Adka Ish.
2511 _527___-_ _24 _ Khegakiir.
2534 _400___-_ _23 _ Buukuup Ka.
2535 _470___-_ _01 _ Ruuarnuuash.
2536 _300___-_ _20 _ Piirka Mi.
2537 _552___-_ _23 _ Kirsuund.
2538 _6A2___-_ _24 _ Kig.
2540 _400___-_ _23 _ Duukhi.
2603 _534___-_ _03 _ Kaaa Kuu.
2606 _64A___-_ _02 _ Vlashme Dim.
2611 _9D8___-_ _20 _ Serk.
2631 _469___-_ _33 _ Meid Li.
2632 _100___-_ _10 _ Kiisiinkiir.
2634 _573___-_ _01 _ Irinkhaaaa.
2636 _472___-_ _02 _ Kaadmi.
2640 _656___-_ _03 _ Vleaand.
2701 _424___-_ _01 _ Khuum.
2710 _79A___-_ _04 _ Ama As.
2733 _473___-_ _24 _ Kanorb
2735 _575___-_ _24 _ Diaarar.
2738 _673___-_ _01 _ Guurshi Vlak.
2740 _561___-_ _22 _ Kani Li.
2801 _9B3___-_ _23 _ Siiis.
2804 _63A___-_ _02 _ Dinassi.
2806 _766___-_ _10 _ Ishkad.
2810 _595___-_ _20 _ Kaas.
2811 _200___-_ _01 _ Vlishmikirk.
2831 _559___-_ _10 _ Digar.
2833 _130___-_ _23 _ Guuma.
2836 _586___-_ _14 _ Irkhanikhe.
2837 _568___-_ _20 _ Duuddeish.
2901 _223___-_ _04 _ Siikhin Luur.
2902 _410___-_ _02 _ Naama.
2903 _867___-_ _01 _ Verrgno
2904 _577___-_ _02 _ Riiur Em.
2905 _543___-_ _11 _ Iisgii.
2906 _568___-_ _12 _ Nish.
2907 _797___-_ _12 _ Gekha.
2908 _653___-_ _24 _ Gir.
2930 _879___-_ _22 _ Len.
2932 _589___-_ _22 _ Irer.
2933 _AB4___-_ _01 _ Maarkir.
2934 _86A___-_ _23 _ Kiresh Aash .
2935 _120___-_ _24 _ Khiun.
2937 _320___-_ _14 _ Zar.
2940 _66A___-_ _10 _ Shuur.
3004 _400___-_ _12 _ Din.
3010 _663___-_ _12 _ Giim.
3030 _A87___-_ _01 _ Puuer.
3032 _443___-_ _24 _ Shadirund.
3033 _326___-_ _10 _ Kad.
3036 _585___-_ _10 _ Shuurkar.
3038 _211___-_ _20 _ Isaamra.
3039 _420___-_ _24 _ Vlaaga.
3040 _312___-_ _22 _ Muur.
3104 _454___-_ _10 _ Gaga Uush.
3106 _000___-_ _14 _ Gaashkha Duu.
3107 _470___-_ _20 _ Nirk.
3129 _565___-_ _22 _ Dakiimi.
3131 _853___-_ _01 _ Vluurkhi.
3132 _768___-_ _02 _ Bim.
3135 _666___-_ _10 _ Giar Ziip.
3136 _201___-_ _01 _ Khan.
3137 _789___-_ _03 _ Khiiirk.
3138 _999___-_ _20 _ Dai Zi.
3139 _997___-_ _24 _ Idsha.
3140 _66A___-_ _01 _ Karkbii Bir.
3201 _272___-_ _01 _ Shuuin.
3202 _544___-_ _01 _ Aaruun Zi.
3207 _75A___-_ _02 _ Zagkam.
3208 _220___-_ _13 _ Gaash.
3209 _646___-_ _20 _ Arkind.
3225 _226___-_ _10 _ Shaniin.
3229 _543___-_ _34 _ Akguukhi.
3230 _643___-_ _03 _ Rin.
3231 _474___-_ _01 _ Meam Kuu.
3232 _726___-_ _03 _ Disa.
3234 _200___-_ _23 _ Kiisum.
3235 _341___-_ _01 _ Diir.
3238 _988___-_ _22 _ Anduum.
3240 _597___-_ _01 _ Edge.



A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

Subsectors

Map Legend

Starport Type

Gas Giant

A

Bad

World Type

World Name

World Types

water present

no water present

asteroid belt

Bases

Imperium Naval

Imperium Scout

Independent

Research

Scout

Reserve

Prison

Corridor

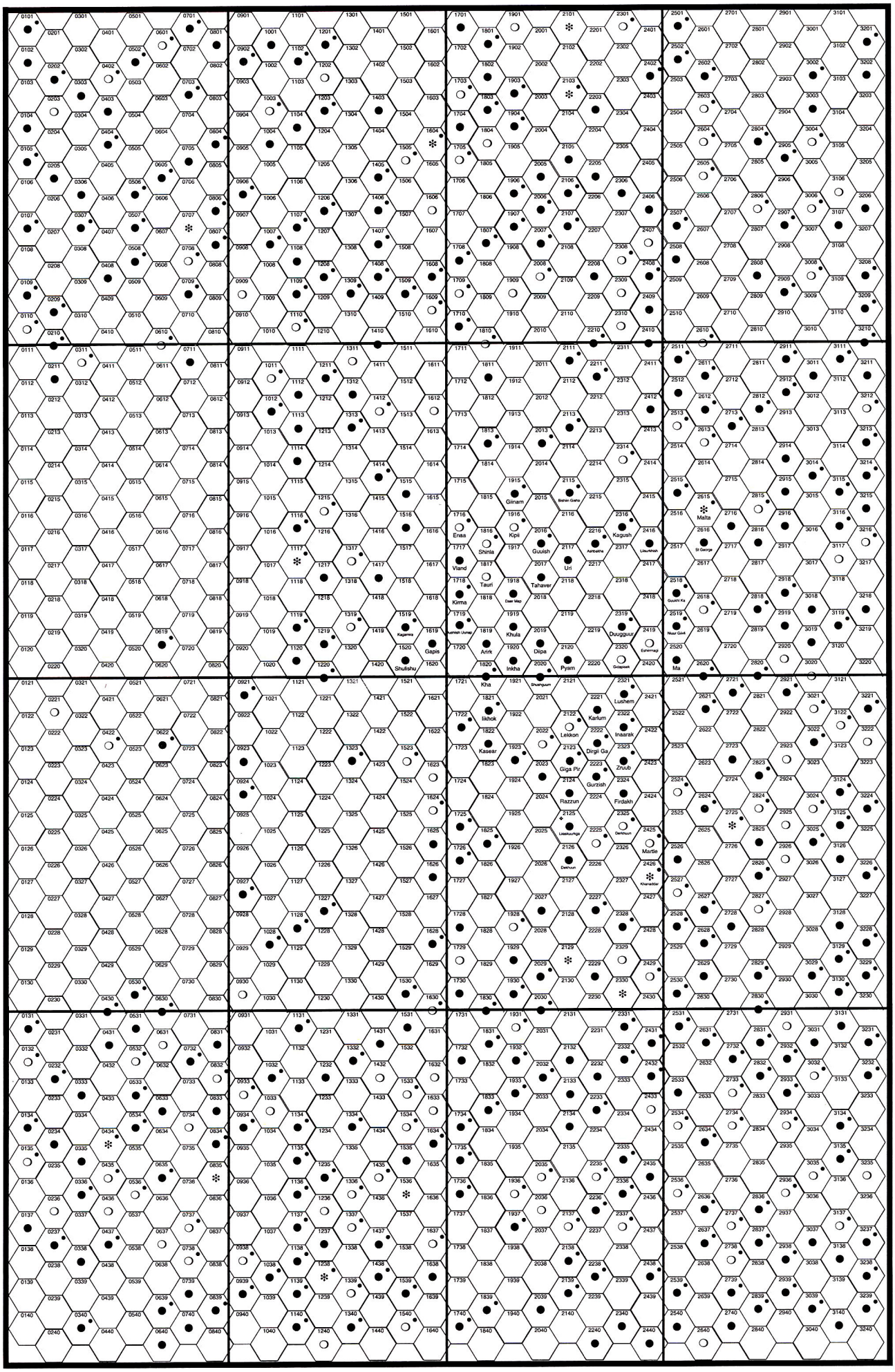
The Vland Sector

This sector has 532 worlds, of which 350 have native gas giants. The estimated population for the sector is 523 billion sapients (not necessarily humans).

0101 _256___-_ _04 _ Eras.
0102 _799___-_ _10 _ Kap.
0104 _332___-_ _10 _ Akiim.
0105 _343___-_ _32 _ Gikkon
0107 _656___-_ _11 _ Taraddiin
0109 _658___-_ _23 _ Khuur.
0110 _100___-_ _05 _ Ossin
0131 _763___-_ _24 _ Likii.
0132 _250___-_ _01 _ Kald
0134 _66A___-_ _23 _ Kuarsu.
0135 _330___-_ _14 _ Sakin
0137 _9B3___-_ _20 _ Shaaki
0202 _444___-_ _24 _ Diankhis.
0203 _100___-_ _20 _ Bannon'S Worl
0205 _885___-_ _10 _ Khankari
0209 _746___-_ _03 _ Ipkaka.
0210 _576___-_ _01 _ Kuus.
0211 _689___-_ _10 _ Giikur
0221 _530___-_ _20 _ Keshiil
0232 _9C7___-_ _23 _ Shimshirar.
0234 _649___-_ _10 _ Nurrungar
0236 _120___-_ _10 _ Khishugii
0237 _327___-_ _03 _ Shashim
0303 _9B3___-_ _10 _ Anert
0306 _585___-_ _10 _ Daded.
0307 _8D2___-_ _01 _ Khiiig Duuma.
0311 _230___-_ _22 _ Omero
0333 _454___-_ _10 _ Paspaa
0335 _97A___-_ _20 _ Ishuus Pika.
0336 _989___-_ _24 _ Parsi
0338 _468___-_ _10 _ Vanessa
0340 _AC5___-_ _25 _ Jessheim
0402 _240___-_ _01 _ Dali.
0403 _438___-_ _20 _ Gadad Daar.
0404 _8A8___-_ _04 _ Katti
0408 _622___-_ _10 _ Shaddukan
0422 _300___-_ _22 _ Niirka
0430 _677___-_ _22 _ Laaariim.
0431 _584___-_ _20 _ Answerin
0434 _000___-_ _25 _ Makhamen.
0435 _100___-_ _01 _ Ganidam
0436 _300___-_ _10 _ Meprim
0437 _A7A___-_ _24 _ Dar.
0502 _859___-_ _01 _ Lugaluru
0506 _524___-_ _01 _ Iduushgaa.
0507 _352___-_ _04 _ Kharta
0508 _767___-_ _13 _ Arfaan
0530 _884___-_ _11 _ Pirrom
0531 _9AA___-_ _20 _ Dand.
0532 _110___-_ _04 _ Kinswana
0533 _668___-_ _01 _ Indi.
0534 _657___-_ _21 _ Vluushuurgi.
0536 _120___-_ _01 _ Fauski
0601 _100___-_ _01 _ Athanuez
0605 _526___-_ _24 _ Sheshat
0610 _200___-_ _12 _ Rakurram
0619 _9B3___-_ _02 _ Lalaki
0622 _8B8___-_ _15 _ Diriirlashmi.
0630 _455___-_ _24 _ Marbiiimdi.
0631 _201___-_ _20 _ Enbart
0633 _454___-_ _10 _ Laam.
0635 _445___-_ _01 _ Savvud
0637 _240___-_ _10 _ Bood
0639 _7C2___-_ _03 _ Liigima
0640 _67A___-_ _20 _ Aquacade
0701 _665___-_ _14 _ Unud.
0703 _797___-_ _02 _ Khigapka
0705 _727___-_ _10 _ Shiniis Li.
0707 _000___-_ _10 _ Miuuran.
0708 _110___-_ _01 _ Voskhod
0709 _565___-_ _01 _ Kharzet
0711 _539___-_ _10 _ Rishiin
0732 _524___-_ _22 _ Emaa Gir.
0734 _301___-_ _20 _ Kishbar
0737 _500___-_ _03 _ Kuzey Anadolu
0738 _110___-_ _21 _ Daglari
0739 _454___-_ _20 _ Iriin.
0740 _683___-_ _10 _ Kirov
0801 _62A___-_ _10 _ Diir.
0804 _76A___-_ _01 _ Kegirur
0806 _88A___-_ _01 _ Anka.
0807 _254___-_ _21 _ Kunumi
0831 _472___-_ _20 _ Igsudi
0832 _140___-_ _02 _ Urmanaan.
0833 _487___-_ _10 _ Gad.
0834 _87A___-_ _23 _ Khisber
0835 _000___-_ _10 _ Lashe.
0839 _672___-_ _03 _ Kiimiim
0902 _225___-_ _03 _ Otsaellghue
0906 _625___-_ _13 _ Iishashun
0909 _200___-_ _20 _ Jiinasha
0921 _423___-_ _05 _ Ganiir
0923 _549___-_ _20 _ Gazzum
0924 _745___-_ _01 _ Emirdur.
0927 _793___-_ _01 _ Havland
0930 _581___-_ _10 _ Ship.
0933 _411___-_ _13 _ Arluk
0934 _203___-_ _01 _ Imdakhun
0938 _360___-_ _24 _ Rhyolite
0939 _76A___-_ _02 _ Karmuu Gaa.
1001 _525___-_ _10 _ Vlimla.
1003 _340___-_ _11 _ Iduunkhaa.
1004 _A7A___-_ _20 _ Giar.
1007 _69A___-_ _24 _ Laaru
1011 _8C1___-_ _14 _ Iren
1012 _554___-_ _02 _ Ashkhinaman.
1028 _555___-_ _23 _ Apurshish
1032 _432___-_ _23 _ Iinirk.
1033 _200___-_ _20 _ Ammuu.
1038 _68A___-_ _01 _ Isle
1102 _447___-_ _01 _ Azu
1104 _885___-_ _10 _ Gash.
1107 _332___-_ _22 _ Khirmii.
1108 _76A___-_ _10 _ Vakhoneri
1109 _333___-_ _11 _ Suragginsu
1110 _350___-_ _05 _ Liwar
1112 _897___-_ _10 _ Dikhir.
1113 _898___-_ _20 _ Shagi.
1114 _877___-_ _10 _ Gukhaga
1116 _412___-_ _01 _ Darmagu
1117 _000___-_ _11 _ The Uris Belt
1119 _332___-_ _04 _ Daku
1120 _969___-_ _20 _ Ideshe
1128 _AD4___-_ _01 _ Shiku.
1131 _537___-_ _22 _ Neegak
1134 _8C3___-_ _23 _ Jupset
1135 _465___-_ _22 _ Abalakova
1136 _565___-_ _03 _ Daangiilu
1137 _364___-_ _14 _ Usaamkirkhiir
1138 _130___-_ _01 _ Gep.
1139 _253___-_ _12 _ Uureg
1140 _675___-_ _01 _ Giinluun.
1201 _573___-_ _01 _ Vliias.
1202 _430___-_ _20 _ Zuudim.
1203 _322___-_ _34 _ Kin.
1206 _234___-_ _02 _ Dekag.
1208 _758___-_ _23 _ Vhodan
1211 _585___-_ _02 _ Gagzoe
1215 _100___-_ _01 _ Siruga
1217 _6B6___-_ _20 _ Estoff
1219 _66A___-_ _01 _ Ramir
1220 _263___-_ _24 _ Imik
1227 _232___-_ _01 _ Ashuur.
1232 _885___-_ _20 _ Lekziika
1235 _333___-_ _01 _ Themistocles
1236 _351___-_ _10 _ Irgaguu.
1237 _755___-_ _20 _ Ugzilii.
1238 _000___-_ _11 _ Induush Shi.
1240 _200___-_ _20 _ Nelson
1309 _577___-_ _21 _ Khirkle.
1311 _100___-_ _10 _ Kema
1312 _432___-_ _10 _ Madi.
1313 _778___-_ _14 _ Aadas.
1317 _441___-_ _11 _ Anik
1319 _200___-_ _21 _ Irkhi Mamna.
1323 _524___-_ _02 _ Robbuun
1332 _554___-_ _01 _ Nii Khu
1334 _464___-_ _02 _ Lukham
1336 _140___-_ _11 _ Eshkhii.
1337 _511___-_ _04 _ Duamar.
1339 _100___-_ _24 _ Darm
1340 _614___-_ _02 _ Anishda
1403 _426___-_ _10 _ Deraan
1405 _89A___-_ _04 _ Diiron
1406 _98A___-_ _21 _ Miirmamuum.
1407 _539___-_ _11 _ Guusimka
1408 _352___-_ _22 _ Maran
1410 _8D3___-_ _20 _ Kium.
1412 _200___-_ _01 _ Uummi.
1414 _592___-_ _24 _ Centra
1417 _552___-_ _20 _ Astira
1431 _558___-_ _10 _ Kagzag Kirmu.
1432 _330___-_ _10 _ Agagir
1435 _401___-_ _02 _ Dakeshir
1437 _797___-_ _22 _ Igikuuni
1438 _896___-_ _01 _ Zaal
1505 _201___-_ _03 _ Odinaga

1509 _98A___-_ _01 _ Audhumla
1515 _8A6___-_ _10 _ Luunbu
1516 _464___-_ _10 _ Nar.
1519 B477544-C 725 _ Kagamira
1520 B352344-9 710 _ Shulishu
1523 _510___-_ _01 _ Gaap Em.
1530 _8A9___-_ _32 _ Bakog
1531 _322___-_ _10 _ Shuud.
1533 _100___-_ _01 _ Samotk
1534 _510___-_ _23 _ Senkon
1535 _326___-_ _20 _ Narpuule.
1536 _000___-_ _20 _ Pamiimkhi
1539 _95A___-_ _12 _ Zarurza
1540 _330___-_ _13 _ Limed
1604 _000___-_ _12 _ Gamgilebo
1606 _200___-_ _20 _ Dannar
1608 _746___-_ _01 _ Mamkha.
1609 _110___-_ _01 _ Iirguuli.
1612 _361___-_ _10 _ Naaan.
1619 C764222-5 410 _ Gapis.
1623 _410___-_ _20 _ Etsur
1624 _631___-_ _11 _ Zushar
1625 _542___-_ _20 _ Bashimus
1626 _8C4___-_ _10 _ Lalazim
1628 _867___-_ _23 _ Akumid
1630 _7B0___-_ _03 _ Mii.
1632 _240___-_ _10 _ Imdur
1633 _420___-_ _10 _ Darkishar
1634 _756___-_ _13 _ Zishlam.
1637 _451___-_ _01 _ Kis.
1638 _353___-_ _20 _ Twana
1701 _624___-_ _10 _ Khira.
1703 _210___-_ _01 _ Lir.
1704 _224___-_ _20 _ Kid.
1705 _7C0___-_ _02 _ Ugarun
1708 _7B2___-_ _01 _ Zelaklaka
1709 _541___-_ _23 _ Zigaadig
1710 _884___-_ _01 _ Din.
1716 B3008CC-0 502 _ Enaa
1717 B967344-A 220 _ Vland
1718 A797000-0 025 _ Kirma
1719 E586466-5 403 _ Uushiish Uun.
1722 _454___-_ _04 _ Imiman.
1725 _799___-_ _24 _ Kalimgar
1726 _553___-_ _04 _ Gunavarum
1728 _698___-_ _20 _ Vliam.
1729 _110___-_ _20 _ Kargem
1730 _674___-_ _20 _ Lurkha
1732 _8AA___-_ _10 _ Kuun.
1734 _8C3___-_ _04 _ Miku
1735 _312___-_ _04 _ Zhinutar
1736 _528___-_ _01 _ Gaar Nila.
1740 _235___-_ _23 _ Glanidarn
1801 _567___-_ _02 _ Khushuush Gi.
1802 _545___-_ _20 _ Khuus.
1803 _645___-_ _22 _ Gim.
1804 _140___-_ _20 _ Arkhii Kasa.
1807 _999___-_ _01 _ Kuurkar Kuu.
1810 _360___-_ _22 _ Eshu
1811 _424___-_ _10 _ Anaam
1813 _6A6___-_ _22 _ Khusher
1816 C160444-8 634 _ Shinla
1817 A130899-0 220 _ Tauri
1819 D9E2111-5 520 _ Arirk.
1820 B86A000-0 024 _ Kha
1821 C334200-A 824 _ Iikhok
1822 A547733-0 520 _ Kasear
1825 _753___-_ _23 _ Karfir
1830 _9B8___-_ _01 _ Sindal
1831 _546___-_ _25 _ Iinuup.
1833 _597___-_ _01 _ Shadi
1839 _778___-_ _03 _ Gumi.
1901 _560___-_ _20 _ Ghurrllekh
1903 _423___-_ _24 _ Gemid
1904 _576___-_ _01 _ Kiip.
1906 _9C5___-_ _01 _ Zainmisha.
1907 _423___-_ _02 _ Kakkin
1909 _300___-_ _20 _ Nashazi
1915 C265000-0 004 _ Giinam
1916 C130000-0 002 _ Kipii
1918 E496611-0 520 _ Daer Map.
1919 B475AAA-C 810 _ Khula
1920 B797111-8 110 _ Inkha
1923 _223___-_ _02 _ Sagida
1928 _420___-_ _24 _ Nimmer
1929 _404___-_ _10 _ Sakhem
1930 _878___-_ _13 _ Ziirkago
1931 _130___-_ _02 _ Kikaash.
1932 _765___-_ _24 _ Rur.
1933 _673___-_ _01 _ Kishsuur.
1936 _400___-_ _01 _ Bina.
1937 _8D3___-_ _21 _ Nulisud
2005 _536___-_ _10 _ Gadushan
2006 _552___-_ _01 _ Niitomok
2007 _898___-_ _01 _ Shiindge.
2008 _450___-_ _13 _ Morimur
2013 _9C5___-_ _23 _ Isbudin
2016 C736344-6 402 _ Guuish.
2017 C769A88-8 410 _ Tahaver
2019 E554133-2 610 _ Diipa.
2020 C522144-7 124 _ Shushguum
2022 _100___-_ _01 _ Kakaaim.
2023 _88A___-_ _10 _ Zhattar
2027 _775___-_ _20 _ Daaiish.
2029 _512___-_ _33 _ Gabik
2030 _9CA___-_ _22 _ Duusan
2032 _522___-_ _23 _ Vuldaan
2035 _140___-_ _04 _ Hykluitt
2036 _160___-_ _10 _ Diinagar
2039 _573___-_ _10 _ Miizam
2101 _000___-_ _20 _ Uurgag.
2103 _000___-_ _11 _ Hteh Hut
2105 _9A5___-_ _10 _ Khikish Lin.
2106 _AB3___-_ _01 _ Araam.
2107 _778___-_ _04 _ Kash.
2111 _779___-_ _23 _ Flire
2113 _866___-_ _04 _ Ishala
2115 E533000-0 001 _ Bishiin Gish.
2117 A313144-B 920 _ Uri
2120 B799000-0 020 _ Pyam
2122 C440200-7 602 _ Lekkon
2123 C5A4355-7 201 _ Giga Pir.
2124 A472433-9 810 _ Razzun
2125 E799466-4 110 S Liiaskuurkga.
2126 C478000-0 020 _ Dekhuun
2129 _000___-_ _10 _ Limla A.
2132 _374___-_ _20 _ Kagshar In.
2133 _483___-_ _20 _ Erusam.
2134 _6A9___-_ _10 _ Riduum .
2137 _410___-_ _12 _ Uurin La.
2138 _582___-_ _22 _ Istuary
2139 _628___-_ _01 _ Zolo
2203 _657___-_ _20 _ Irde.
2205 _747___-_ _20 _ Anarsi
2208 _546___-_ _20 _ Arkaa.
2210 _737___-_ _12 _ Shalaazis.
2211 _568___-_ _23 _ Inbuu Am.
2216 B672000-0 001 _ Ashbakha
2221 B5AA000-0 020 _ Karlum
2222 E778433-2 523 _ Dirgii Ga.
2223 E76A000-0 001 _ Gurzish
2225 _110___-_ _24 _ Iamone
2227 _536___-_ _24 _ Zikurag
2229 _202___-_ _10 _ Munakhiin
2232 _999___-_ _10 _ Miinir.
2233 _768___-_ _01 _ Segikin
2235 _210___-_ _24 _ Rishin
2236 _343___-_ _13 _ Pakhii.
2238 _786___-_ _04 _ Khugan
2240 _878___-_ _10 _ Uumum.
2301 _431___-_ _01 _ Knaeghzoka
2306 _64A___-_ _10 _ Nelak
2308 _210___-_ _14 _ Bolziin
2309 _150___-_ _20 _ Moribur
2310 _510___-_ _20 _ Barshun
2314 _350___-_ _01 _ Dangasha
2316 A463000-0 024 _ Kagush
2319 A766A77-9 825 _ Duugguur.
2320 B200333-A 610 _ Gidapisek
2321 C432000-0 033 _ Lushem.
2322 D775544-4 415 _ Inaarak.
2323 E353000-0 003 _ Zruub
2324 D332000-0 020 _ Firdakh
2325 E310422-6 805 _ Derkhuun
2328 _8A8___-_ _01 _ Fharnas
2329 _400___-_ _10 _ Tobrun
2330 _000___-_ _10 _ Umzgaa
2331 _79A___-_ _03 _ Aaluggidira
2332 _483___-_ _01 _ Khar.
2335 _322___-_ _24 _ Miiliinlur
2336 _784___-_ _01 _ Kunni
2337 _361___-_ _12 _ Idi
2340 _545___-_ _20 _ Shuumdama.
2402 _559___-_ _21 _ Kfoerudzo
2406 _546___-_ _20 _ Kaarkhuube.
2407 _200___-_ _10 _ Umiin.
2408 _854___-_ _01 _ Shabii
2409 _444___-_ _10 _ Sardiika
2410 _338___-_ _20 _ Guurkii.
2412 _563___-_ _20 _ Ansin
2416 B362411-8 310 _ Liisurkhish
2419 E200000-0 010 _ Eshiirmagi.
2425 D1408BB-0 924 _ Martle
2426 B000000-0 012 _ Khanaddar
2429 _120___-_ _12 _ Esish.
2431 _633___-_ _22 _ Dusekhip
2432 _987___-_ _03 _ Korm
2433 _210___-_ _20 _ Mirk.
2435 _423___-_ _20 _ Gidiirk Khar.
2438 _626___-_ _23 _ Shakir
2440 _652___-_ _10 _ Rashugurnu
2501 _623___-_ _23 _ Garashlii.
2502 _413___-_ _02 _ Rhodes
2507 _556___-_ _01 _ Shunisar
2508 _425___-_ _10 _ Zipuush.

2511 _66A___-_ _23 _ Iigshuren
2512 _627___-_ _20 _ Imziinune
2513 _271___-_ _01 _ Shiigus
2515 _9A7___-_ _22 _ Shaaiir.
2518 E333000-0 001 _ Guukhi Ka.
2519 B523211-7 411 _ Niuur Giivli.
2520 D485000-0 010 _ Ma
2524 _160___-_ _02 _ Kakhashedir
2526 _464___-_ _10 _ Daapuken
2527 _421___-_ _11 _ Uurshuu.
2528 _202___-_ _01 _ Shuurnnish
2530 _666___-_ _01 _ Thaggesh
2531 _455___-_ _34 _ Kiddinu
2533 _6A7___-_ _10 _ Aki
2534 _411___-_ _22 _ Adi Uu.
2536 _200___-_ _19 _ Ermund.
2539 _624___-_ _24 _ Nunaat
2540 _769___-_ _10 _ Kalaalit
2602 _456___-_ _11 _ Daztsoun
2603 _100___-_ _01 _ Uungir Uum.
2604 _300___-_ _01 _ Uurer Ind.
2605 _130___-_ _04 _ Raltaedz
2610 _571___-_ _01 _ Gakhe Aand.
2611 _403___-_ _01 _ Paark.
2612 _444___-_ _23 _ Gaska Khiin
2613 _441___-_ _02 _ Kusu
2615 B000000-0 011 _ Malta
2616 B7C5300-A 120 _ St George
2618 _510___-_ _01 _ Leirk.
2620 _858___-_ _21 _ Kuen.
2621 _683___-_ _24 _ Irur Nuu.
2624 _683___-_ _03 _ Irbiruurk.
2627 _594___-_ _23 _ Piremad.
2628 _8B3___-_ _01 _ Giam Khanaar.
2629 _8A8___-_ _10 _ Mur.
2631 _789___-_ _23 _ Kane
2634 _68A___-_ _14 _ Wakarsat
2636 _9C7___-_ _01 _ Kakadan
2637 _463___-_ _03 _ Akon
2640 _300___-_ _10 _ Statia
2713 _A8A___-_ _01 _ Aanshi
2716 _6AA___-_ _20 _ Uurlaiim.
2721 _774___-_ _01 _ Nodden
2723 _763___-_ _10 _ Kir.
2725 _000___-_ _15 _ Duranus
2728 _594___-_ _20 _ Kuushi.
2732 _582___-_ _04 _ Gam.
2733 _210___-_ _14 _ Jarmat
2734 _110___-_ _04 _ Rambant
2737 _200___-_ _03 _ Kesali
2738 _410___-_ _23 _ Tepmaa
2739 _AB5___-_ _13 _ Sg'Aa
2740 _454___-_ _10 _ Vlekhaandaan.
2804 _989___-_ _02 _ Uurvlaa.
2806 _581___-_ _24 _ Paval
2808 _575___-_ _20 _ Spinport
2812 _997___-_ _33 _ Eshlii Khuus.
2815 _110___-_ _02 _ Karmanidora
2816 _656___-_ _10 _ Eslaar Iraar.
2818 _9B2___-_ _02 _ Mauush.
2820 _A9A___-_ _34 _ Amga.
2823 _536___-_ _01 _ Nirgaa.
2824 _300___-_ _23 _ Jana
2825 _324___-_ _20 _ Diuus Sha.
2826 _475___-_ _35 _ Irmar Mu.
2827 _100___-_ _01 _ Hannipur
2829 _577___-_ _01 _ Luukon
2830 _447___-_ _02 _ Lezaneraz
2831 _554___-_ _01 _ Kiimzhal
2832 _635___-_ _21 _ Telkaa
2836 _989___-_ _23 _ Inushir
2837 _794___-_ _22 _ Kheaadge.
2839 _684___-_ _24 _ Zombagu
2905 _453___-_ _34 _ Khaais Aargi.
2907 _878___-_ _01 _ Akkunat
2909 _344___-_ _23 _ Kaaiim.
2911 _555___-_ _01 _ Admiiis.
2912 _998___-_ _23 _ Damakho
2914 _9B6___-_ _10 _ Mimere
2915 _335___-_ _10 _ Lormiza
2916 _227___-_ _20 _ Iizmarna
2918 _563___-_ _01 _ Beroni
2919 _454___-_ _20 _ Meas.
2920 _210___-_ _20 _ Kanan Am.
2921 _AD7___-_ _01 _ Niirli.
2923 _471___-_ _10 _ Khegair.
2925 _230___-_ _20 _ Kaanpush
2926 _9C0___-_ _20 _ Sanderson
2931 _200___-_ _20 _ Icuspin
2932 _585___-_ _21 _ Zanski
2933 _567___-_ _13 _ Kanat
2934 _490___-_ _01 _ Assazak
2936 _200___-_ _01 _ Kirama.
2938 _737___-_ _01 _ Punnari
2939 _585___-_ _01 _ Teralvar
3002 _327___-_ _14 _ Arnuu Ish.
3003 _9A9___-_ _20 _ Amuum.
3004 _511___-_ _34 _ Shupin
3006 _310___-_ _01 _ Mukata
3008 _320___-_ _03 _ Shishaldin
3011 _594___-_ _10 _ Lourer
3014 _557___-_ _04 _ Uuruum.
3018 _545___-_ _10 _ Kuurgish.
3019 _8A7___-_ _20 _ Irkidin.
3020 _100___-_ _10 _ Trilorn
3021 _410___-_ _02 _ Kika Ma.
3022 _9CA___-_ _34 _ Arklin
3024 _200___-_ _13 _ Kishash.
3025 _545___-_ _24 _ Nirshi Ish.
3029 _8A8___-_ _01 _ Kamolad
3031 _202___-_ _20 _ New Salen
3032 _140___-_ _23 _ Matuyama
3035 _651___-_ _01 _ Diikuu.
3037 _428___-_ _10 _ Raanbazziil
3039 _535___-_ _21 _ Gilnat Paz
3106 _300___-_ _10 _ Arga
3107 _ABA___-_ _10 _ Theton
3111 _754___-_ _24 _ Vlimarkir.
3115 _404___-_ _22 _ Dusuureg
3116 _546___-_ _23 _ Bigugaand.
3117 _361___-_ _10 _ Altman
3119 _577___-_ _25 _ Irgiip Gush.
3122 _560___-_ _24 _ Kuurkisud.
3124 _87A___-_ _02 _ Piim Ush.
3125 _676___-_ _11 _ Inandir
3126 _568___-_ _10 _ Zamar.
3128 _676___-_ _20 _ Xantril
3129 _765___-_ _24 _ Gala.
3130 _A5A___-_ _12 _ Arkun Gir.
3131 _562___-_ _20 _ Maamibrin
3134 _424___-_ _22 _ Khakuu.
3135 _572___-_ _01 _ Debekov
3137 _200___-_ _02 _ Alleman
3138 _325___-_ _20 _ Nasaa
3140 _653___-_ _10 _ Idash Uush.
3201 _676___-_ _03 _ Irkhuu Paar.
3202 _665___-_ _20 _ Ushir.
3206 _8AA___-_ _20 _ Kuir.
3208 _236___-_ _33 _ Sardia
3209 _684___-_ _04 _ Sagemesh.
3210 _225___-_ _22 _ Tasho
3211 _577___-_ _10 _ Uurkish E.
3212 _410___-_ _11 _ Amnukun
3213 _567___-_ _02 _ Amgegamir.
3214 _9B7___-_ _02 _ Aarluu.
3215 _64A___-_ _10 _ Shaia
3216 _561___-_ _13 _ Ishdaar Kiir.
3218 _556___-_ _10 _ Kashkhiig.
3221 _836___-_ _21 _ Sadkha
3222 _300___-_ _20 _ Gis.
3224 _796___-_ _24 _ Anakod
3226 _747___-_ _23 _ Sam .
3228 _444___-_ _23 _ Nirnalur
3229 _AAA___-_ _02 _ Diikaras
3231 _447___-_ _24 _ Vanutappan
3232 _779___-_ _01 _ Tamayo
3235 _481___-_ _10 _ Siir.
3237 _534___-_ _34 _ Zhannag
3238 _768___-_ _13 _ Dirshum Di.
3239 _845___-_ _01 _ Aggiida.

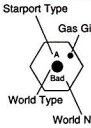


A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

Subsectors

Map Legend

Starport Type



World Types

- water present
- no water present
- asteroid belt

Bases

- Imperium Naval
- Imperium Scout
- Independent
- Research
- Scout
- Reserve
- Prison

Vland

The Lishun Sector

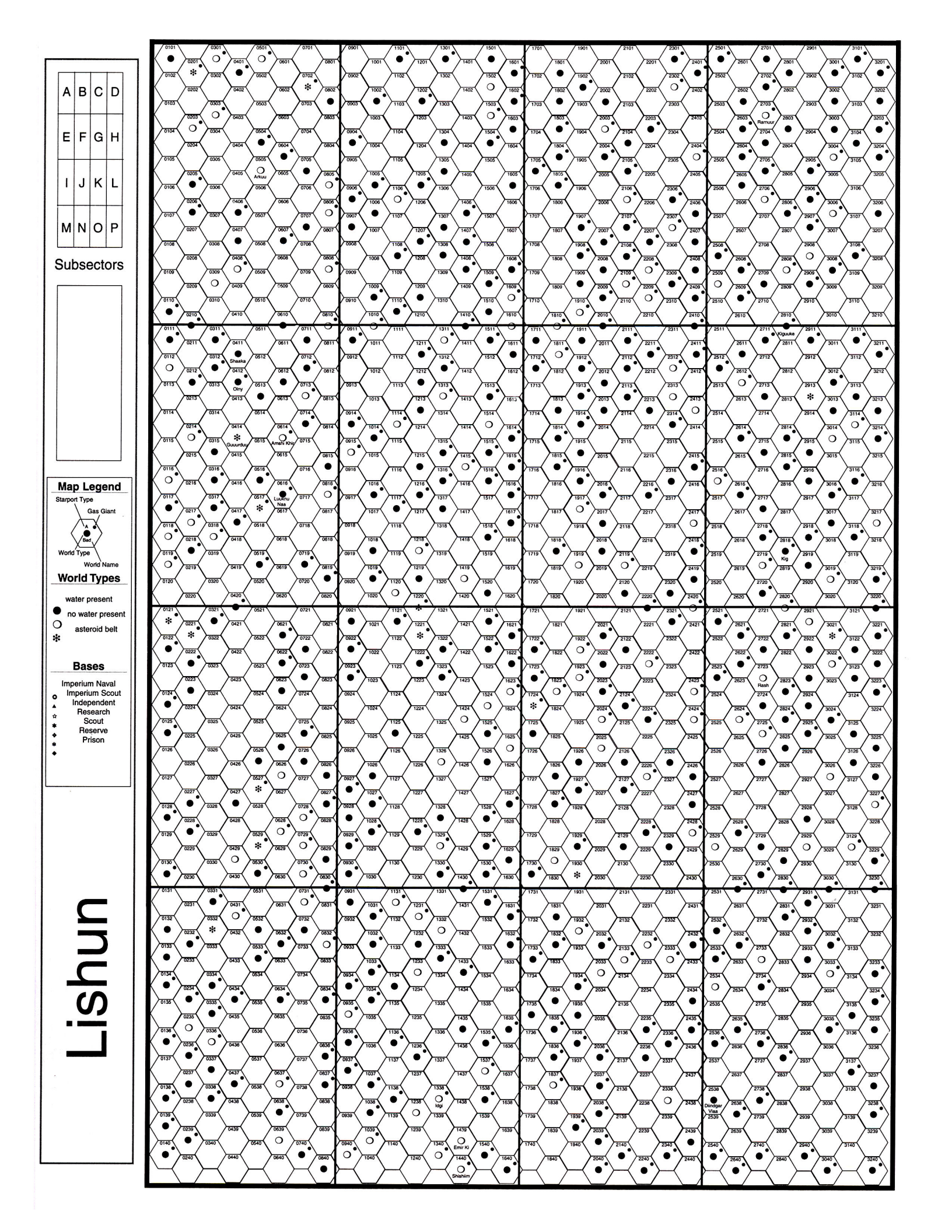
This sector has 601 worlds, of which 413 have native gas giants. The estimated population for the sector is 1430 billion sapients (not necessarily humans). There are 46 Water Worlds (Wa), 22 Ice-Capped worlds (Ic), 37 Desert worlds (De), and 62 Vacuum (Va) worlds. There are 15 Asteroid Belts (Ast) in the subsector. There are 154 Barren (Ba) worlds. World names are primarily Vilani.

0101 _734___-_ _00 _ Gakhir.
0110 _89A___-_ _03 _ Duush.
0111 _569___-_ _13 _ Iirgii.
0112 _100___-_ _10 _ Uushamkhaiir.
0116 _410___-_ _01 _ Gar.
0117 _675___-_ _02 _ Luud.
0118 _310___-_ _01 _ Muuenum.
0119 _420___-_ _04 _ Mamir.
0121 _000___-_ _03 _ Arkeg.
0122 _584___-_ _03 _ Lakhii.
0124 _425___-_ _03 _ Kikheukuu.
0125 _9C5___-_ _14 _ Lirla.
0128 _343___-_ _21 _ Lemishlar.
0130 _424___-_ _02 _ Voyd
0132 _797___-_ _10 _ Khauur Kiim.
0133 _655___-_ _00 _ Khashar Erli.
0134 _337___-_ _12 _ Uundas.
0136 _675___-_ _04 _ Kar.
0138 _427___-_ _12 _ Khisha.
0139 _744___-_ _13 _ Ishuunkhiiig.
0140 _782___-_ _14 _ Vodyr
0201 _000___-_ _03 _ Shakha A.
0203 _300___-_ _22 _ Shuuma.
0205 _ACA___-_ _03 _ Aankanes.
0206 _9D8___-_ _01 _ Ginnii.
0210 _7A5___-_ _04 _ Bemar.
0212 _686___-_ _01 _ Lairuum.
0214 _200___-_ _04 _ Kaso
0217 _221___-_ _03 _ Dakha.
0218 _8B7___-_ _21 _ Savli Kii.
0221 _000___-_ _03 _ Magi.
0222 _677___-_ _11 _ Dimuun.
0223 _599___-_ _10 _ Arkig Khuuir.
0227 _385___-_ _12 _ Shuna
0228 _865___-_ _13 _ Erna.
0232 _646___-_ _13 _ Khuun.
0234 _483___-_ _14 _ Luugam.
0235 _210___-_ _10 _ Sikiinili.
0236 _524___-_ _13 _ Raluug.
0237 _422___-_ _20 _ Sulai
0239 _6B5___-_ _04 _ Khaimvluu.
0301 _450___-_ _02 _ Ambon
0303 _331___-_ _14 _ Irgukh
0309 _411___-_ _20 _ Baagku.
0311 _87A___-_ _14 _ Kiinuu Da.
0312 _516___-_ _13 _ Hrun
0315 _758___-_ _00 _ Luumir Bir.
0316 _75A___-_ _02 _ Pryden
0317 _458___-_ _04 _ Sharsii.
0318 _350___-_ _12 _ Irshuuuu.
0321 _424___-_ _02 _ Ina Iime.
0331 _9B5___-_ _32 _ Shuun
0332 _000___-_ _00 _ Luukhuu.
0334 _7A5___-_ _14 _ Urgiir Shi.
0335 _403___-_ _03 _ Sirkhiuur.
0336 _210___-_ _13 _ Gadi.
0337 _556___-_ _20 _ Angi.
0338 _947___-_ _02 _ Gidzuurk La.
0401 _52A___-_ _03 _ Ashlirka.
0406 _412___-_ _01 _ Sproan
0407 _485___-_ _00 _ Guumuuluu.
0408 _110___-_ _14 _ Argiikandguu.
0411 C6A5888-8 800 _ Shaaka.
0412 A569ABB-D 114 _ Olny
0414 A000A88-C 210 _ Guuurduu.
0417 _543___-_ _03 _ Niidish.
0420 _645___-_ _04 _ Inne.
0427 _623___-_ _00 _ Mapkha.
0429 _220___-_ _10 _ Kiimin.
0431 _211___-_ _05 _ Khuupa Imim.
0434 _512___-_ _03 _ Mir.
0437 _565___-_ _02 _ Vliishuug.
0501 _310___-_ _04 _ Bair.
0504 _766___-_ _04 _ Satin
0505 E160666-6 620 _ Arkuu.
0513 _536___-_ _00 _ Imkhaaishki.
0516 _88A___-_ _04 _ Ruurk.
0517 _000___-_ _13 _ Haraffii
0519 _666___-_ _01 _ Kar.
0526 _AE2___-_ _00 _ Amne Suur.
0527 _000___-_ _03 _ Giiga.
0529 _000___-_ _13 _ Ishgu.
0530 _445___-_ _22 _ Biaz Ven
0532 _788___-_ _00 _ Kikha U.
0533 _673___-_ _02 _ Kuurashbir.
0604 _484___-_ _13 _ Suund.
0607 _443___-_ _03 _ Vakkuum
0610 _542___-_ _00 _ Gashaan.
0612 _595___-_ _00 _ Uurmed.
0614 E120833-6 802 _ Amshi Khir.
0616 B655244-A 905 _ Luuknu Naa.
0621 _786___-_ _24 _ Luukhikii.
0622 _613___-_ _03 _ Giin Uur.
0623 _575___-_ _00 _ Nuuiim I.
0625 _885___-_ _10 _ Iindir Za.
0626 _300___-_ _00 _ Gishgi.
0628 _360___-_ _03 _ Kash.
0632 _647___-_ _03 _ Vliigkunnu.
0634 _554___-_ _04 _ Andar.
0637 _200___-_ _23 _ Kheirar.
0638 _436___-_ _22 _ Leaded.
0639 _341___-_ _00 _ Kip.
0702 _000___-_ _15 _ Kiiimrii.
0705 _442___-_ _00 _ Gashdi.
0707 _242___-_ _00 _ Ashki.
0711 _8A6___-_ _10 _ Gikre.
0712 _6A6___-_ _22 _ Arluu Ir.
0713 _451___-_ _04 _ Uurguarka.
0714 _327___-_ _04 _ Uureg.
0719 _458___-_ _02 _ Khaaguu Arkl.
0722 _897___-_ _00 _ Tonnes
0723 _524___-_ _10 _ Ixteline
0725 _657___-_ _02 _ Ashde.
0726 _402___-_ _00 _ Zaamimaar.
0728 _370___-_ _03 _ Kaer.
0729 _461___-_ _21 _ Zuuir.
0730 _351___-_ _22 _ Khaaruu.
0731 _100___-_ _25 _ Kir.
0732 _494___-_ _10 _ Shamkaa Un.
0740 _683___-_ _03 _ Pagkaiinki.
0802 _584___-_ _00 _ Imnuud.
0805 _441___-_ _03 _ Gan.
0806 _260___-_ _13 _ Gid.
0808 _200___-_ _24 _ Kenlirk Ir.
0810 _120___-_ _12 _ Kaangisguu.
0815 _454___-_ _00 _ Miar Di.
0816 _100___-_ _04 _ Shakam.
0819 _978___-_ _03 _ Isimle.
0826 _A9A___-_ _20 _ Ipvlimmaarir.
0827 _768___-_ _23 _ Kadim.
0829 _524___-_ _00 _ Shuuin Aep.
0830 _547___-_ _14 _ Armishidiir.
0832 _100___-_ _04 _ Gasadla.
0834 _563___-_ _03 _ Linir.
0836 _87A___-_ _13 _ Andginas.
0837 _8A5___-_ _24 _ Ikni.
0840 _444___-_ _00 _ Meshiis Aar.
0904 _698___-_ _24 _ Mamvliiguu.
0906 _454___-_ _03 _ Kiidi Pi.
0907 _78A___-_ _00 _ Gikash.
0911 _423___-_ _03 _ Aashe.
0914 _515___-_ _23 _ Kuumegan.
0915 _560___-_ _04 _ Andkaa.
0921 _965___-_ _00 _ Gisharzuush.
0922 _595___-_ _03 _ Arkkir Ir.
0923 _584___-_ _13 _ Amar.
0927 _97A___-_ _04 _ Laadliag.
0928 _687___-_ _10 _ Ushiin Uur.
0929 _897___-_ _02 _ Irmash.
0930 _845___-_ _04 _ Nigi.
0931 _89A___-_ _00 _ Giiuur Shii.
0934 _898___-_ _02 _ Paran
0935 _330___-_ _25 _ Giaa.
0936 _868___-_ _02 _ Phytaln
0937 _692___-_ _24 _ Riga.
0940 _150___-_ _04 _ Dun.
1002 _324___-_ _03 _ Kuuka Di.
1005 _455___-_ _22 _ Peda.
1006 _524___-_ _00 _ Shas.
1009 _768___-_ _12 _ Garurzakhan.
1010 _541___-_ _11 _ Nuush.
1014 _8B8___-_ _03 _ Ishduu Di.
1016 _6A3___-_ _02 _ Meuum.
1018 _685___-_ _00 _ Liikuu Airk.
1019 _884___-_ _12 _ Mage Nak.
1026 _643___-_ _10 _ Zammii A.
1027 _628___-_ _04 _ Kinmuum.
1028 _8C8___-_ _02 _ Indmen.
1031 _959___-_ _04 _ Miirga Ke.
1032 _7AA___-_ _05 _ Pibaka.
1033 _573___-_ _12 _ Ishduu Di.
1034 _432___-_ _02 _ Shir.
1037 _748___-_ _04 _ Ardarga.
1038 _667___-_ _03 _ Paba.

1039 _591___-_ _03 _ Kipandpuu.
1101 _264___-_ _23 _ Kam.
1106 _140___-_ _05 _ Mauunmar.
1108 _223___-_ _03 _ Naan.
1110 _582___-_ _14 _ Miishmi.
1114 _130___-_ _03 _ Masionia
1117 _443___-_ _04 _ Rodhen
1120 _410___-_ _00 _ Gipkha.
1121 _744___-_ _13 _ Irpi.
1125 _524___-_ _20 _ Darkhamaar.
1131 _210___-_ _13 _ Uume.
1134 _222___-_ _20 _ Shira Li.
1136 _95A___-_ _04 _ Khaak.
1138 _585___-_ _23 _ Vlam.
1202 _8D4___-_ _14 _ Zuuper.
1205 _84A___-_ _03 _ Arpuu.
1207 _427___-_ _01 _ Lamip Ra.
1209 _866___-_ _00 _ Anpimshis.
1211 _896___-_ _02 _ Irkii Ruu.
1212 _555___-_ _00 _ Kedi Shi.
1213 _788___-_ _10 _ Naagagiid.
1215 _A89___-_ _00 _ Kisi.
1216 _876___-_ _05 _ Genuu.
1218 _130___-_ _03 _ Mama.
1219 _788___-_ _10 _ Gamkuuruu.
1220 _000___-_ _14 _ Uo
1221 _000___-_ _13 _ Ama Shuun.
1222 _6A3___-_ _23 _ Zekhi.
1228 _442___-_ _23 _ Din.
1231 _320___-_ _03 _ Giergu.
1232 _654___-_ _00 _ Ekkur.
1233 _100___-_ _00 _ Uurgeku.
1236 _788___-_ _03 _ Margegi.
1238 _431___-_ _00 _ Valahii
1301 _423___-_ _04 _ Kuuuur.
1304 _8C9___-_ _10 _ Enka Sa.
1305 _355___-_ _20 _ Khuuum.
1307 _456___-_ _20 _ Shaaremash.
1308 _473___-_ _10 _ Liirk.
1311 _420___-_ _01 _ Kuunguu.
1312 _693___-_ _13 _ Kishre Uum.
1313 _621___-_ _04 _ Kid.
1315 _445___-_ _13 _ Inirzuu.
1316 _7C5___-_ _03 _ Kivlush.
1317 _254___-_ _00 _ Kimgadi.
1322 _989___-_ _25 _ Beuur Nin.
1323 _658___-_ _23 _ Khugar.
1326 _421___-_ _10 _ Mikha Am.
1328 _6A8___-_ _10 _ Aanem.
1329 _200___-_ _23 _ Raakhi Sha.
1330 _447___-_ _04 _ Uurgauum.
1332 _220___-_ _00 _ Welling
1333 _574___-_ _21 _ Ashgu.
1338 _130___-_ _13 _ Idgi.
1340 _200___-_ _04 _ Kuuag.
1406 _552___-_ _15 _ Kuurim.
1407 _7A8___-_ _14 _ Asmi Ar.
1408 _794___-_ _13 _ Adawi
1410 _212___-_ _03 _ Khamep Ninis.
1415 _210___-_ _02 _ Zulii.
1419 _300___-_ _10 _ Imguunkhand.
1424 _110___-_ _00 _ Khuunan.
1430 _576___-_ _02 _ Uudge She.
1433 _637___-_ _05 _ Liiash.
1435 _485___-_ _10 _ Idkhuu.
1439 _200___-_ _10 _ Emir Ki.
1440 _201___-_ _03 _ Shishiim.
1501 _461___-_ _10 _ Eshgi Ga.
1502 _200___-_ _00 _ Barish.
1503 _100___-_ _13 _ Nian Is.
1504 _666___-_ _03 _ Guer.
1509 _244___-_ _04 _ Arlaapiiruur.
1510 _755___-_ _00 _ Inda Daash.
1511 _585___-_ _02 _ Khuureg Kar.
1513 _797___-_ _02 _ Sheimiigin.
1514 _350___-_ _20 _ Irzemuu.
1515 _528___-_ _01 _ Lokita
1516 _689___-_ _12 _ Kuud.
1518 _9C6___-_ _03 _ Ravinanor
1520 _9D3___-_ _00 _ Khis.
1521 _446___-_ _03 _ Gag.
1522 _6B4___-_ _03 _ Kim.
1524 _110___-_ _10 _ Kas.
1525 _776___-_ _04 _ Emuush Iip.
1526 _492___-_ _00 _ Naas.
1528 _655___-_ _12 _ Agugaa.
1529 _9B6___-_ _01 _ Kurimash.
1530 _545___-_ _33 _ Agid.
1531 _AD6___-_ _04 _ Miar.
1536 _8C4___-_ _03 _ Girper Ash.
1537 _431___-_ _01 _ Lagi.
1538 _354___-_ _04 _ Tahaggur
1540 _678___-_ _03 _ Kikiim.
1601 _437___-_ _01 _ Diir.
1602 _668___-_ _04 _ Datheern
1603 _557___-_ _10 _ Kagruu.
1605 _788___-_ _20 _ Nashe.
1608 _474___-_ _04 _ Urgiish Ra.
1609 _360___-_ _12 _ Nar.
1610 _300___-_ _00 _ Daniirsha.
1611 _448___-_ _00 _ Mar.
1614 _AEA___-_ _02 _ Khuuluuga.
1615 _836___-_ _22 _ Dermaresh.
1616 _6B2___-_ _25 _ Leiidi.
1617 _242___-_ _11 _ Deag.
1621 _87A___-_ _04 _ Geengin.
1622 _665___-_ _13 _ Kiivluu.
1623 _220___-_ _04 _ Bash.
1625 _160___-_ _10 _ Iram.
1627 _672___-_ _01 _ Taccis
1629 _667___-_ _00 _ Lishi.
1631 _223___-_ _03 _ Liam.
1632 _99A___-_ _23 _ Gaapa.
1635 _756___-_ _03 _ Gish.
1640 _783___-_ _05 _ Ishki.
1705 _A9A___-_ _05 _ Liiraaruur.
1711 _486___-_ _10 _ Selsho
1712 _777___-_ _15 _ Kiskhad.
1722 _895___-_ _03 _ Kensus
1723 _75A___-_ _02 _ Gar.
1724 _000___-_ _14 _ Khaain Shi.
1725 _888___-_ _00 _ Baki.
1730 _867___-_ _13 _ Iinin Uush.
1733 _764___-_ _13 _ Kasan Ar.
1735 _342___-_ _00 _ Arga Iirir.
1801 _443___-_ _10 _ Kiiinish.
1802 _556___-_ _00 _ Kauushgir.
1803 _847___-_ _13 _ Nanuaand.
1804 _7A8___-_ _25 _ Ushanghi
1805 _233___-_ _02 _ Giash.
1810 _500___-_ _23 _ Gaiirbuuig.
1811 _130___-_ _03 _ Uupir.
1813 _9B4___-_ _00 _ Kuuaash.
1814 _443___-_ _01 _ Didishuurk.
1815 _586___-_ _12 _ Duuluuki.
1818 _426___-_ _03 _ Deumvlaar.
1823 _140___-_ _01 _ Shigiir Na.
1826 _355___-_ _00 _ Laak.
1827 _335___-_ _21 _ Iskhi.
1829 _120___-_ _00 _ Mira.
1831 _988___-_ _20 _ Feldon
1832 _352___-_ _15 _ Zaan.
1834 _232___-_ _10 _ Mali.
1835 _555___-_ _03 _ Khiika Ik.
1836 _685___-_ _04 _ Kaadaarguu.
1837 _400___-_ _04 _ Guurus.
1902 _534___-_ _04 _ Bariraana.
1907 _9D5___-_ _03 _ Kaen.
1908 _373___-_ _23 _ Mamuun.
1909 _558___-_ _00 _ Ishir.
1910 _400___-_ _05 _ Keg.
1911 _374___-_ _10 _ Sherkhamuuki.
1912 _794___-_ _04 _ Isdi.
1913 _658___-_ _04 _ Uurand Vlak.
1914 _8A7___-_ _03 _ Miiish Kir.
1915 _77A___-_ _10 _ Giin.
1916 _634___-_ _03 _ Man.
1917 _460___-_ _02 _ Degagvli.
1919 _311___-_ _00 _ Daeir.
1922 _330___-_ _14 _ Khiiniin Uus.
1923 _100___-_ _01 _ Irkaamguus.
1926 _736___-_ _10 _ Sharna.
1927 _898___-_ _23 _ Aamim Daadun.
1929 _98A___-_ _01 _ Kiim.
1930 _000___-_ _20 _ Khigres.
1932 _400___-_ _04 _ Xagra
1934 _788___-_ _22 _ Giidshii.
1935 _526___-_ _20 _ Inir.
1936 _53A___-_ _03 _ Arar Mish.
1939 _776___-_ _22 _ Iisaam.
2002 _488___-_ _00 _ Lamuim.
2003 _210___-_ _34 _ Khaaash.
2004 _769___-_ _04 _ Esuum Iir.
2007 _AC3___-_ _13 _ Suurga Ma.
2008 _789___-_ _00 _ Kiig.
2009 _764___-_ _02 _ Miinuum Ar.
2010 _649___-_ _04 _ Darkam.
2012 _878___-_ _20 _ Lam.
2013 _789___-_ _00 _ Arki.
2016 _676___-_ _13 _ Luungaa Iish.
2017 _572___-_ _00 _ Ridmaa.
2018 _676___-_ _10 _ Sharlii
2021 _545___-_ _04 _ Iirma.
2022 _234___-_ _00 _ Enshap.
2023 _427___-_ _01 _ Mirsha Nu.
2024 _200___-_ _03 _ Eruuranir.
2025 _130___-_ _00 _ Mine.
2032 _88A___-_ _04 _ Kashe.
2033 _431___-_ _00 _ Guuka Shada.
2036 _747___-_ _03 _ Periish.
2037 _362___-_ _12 _ Kuza Kuundka.
2038 _556___-_ _24 _ Duka Kuu.
2039 _546___-_ _04 _ Aardaa.
2040 _524___-_ _24 _ Gakan.
2104 _837___-_ _00 _ Nandi.

2105 _978___-_ _12 _ Vlaashugka.
2106 _110___-_ _11 _ Thopoc
2107 _665___-_ _01 _ Sig.
2108 _868___-_ _13 _ Maan.
2109 _300___-_ _02 _ Ushziir Siuu.
2111 _543___-_ _13 _ Uurgish Mia.
2112 _9C3___-_ _02 _ Luuus.
2113 _748___-_ _05 _ Eskhiiruu.
2119 _150___-_ _04 _ Irri Iidiish.
2120 _9AA___-_ _00 _ Kiluu.
2122 _483___-_ _00 _ Gani Kauus.
2124 _562___-_ _25 _ Giiadger.
2126 _487___-_ _00 _ Gaga Khu.
2127 _596___-_ _03 _ Iiram Aas.
2129 _73A___-_ _20 _ Naan.
2133 _110___-_ _04 _ Kir.
2140 _AD7___-_ _04 _ Kadar.
2203 _535___-_ _02 _ Mep.
2207 _758___-_ _03 _ Luun.
2208 _231___-_ _03 _ Marash Gini.
2209 _310___-_ _24 _ Kai.
2211 _85A___-_ _04 _ Morin
2213 _97A___-_ _20 _ Gupigan.
2216 _476___-_ _04 _ Duusuur Gama.
2220 _468___-_ _14 _ Buaar.
2222 _410___-_ _23 _ Iriid.
2224 _332___-_ _23 _ Khimlaa Am.
2226 _501___-_ _33 _ Kagi.
2228 _63A___-_ _02 _ Ipan.
2232 _110___-_ _04 _ Zibikiian.
2235 _95A___-_ _02 _ Liiir.
2236 _578___-_ _00 _ Strashna
2240 _86A___-_ _02 _ Ashan.
2301 _74A___-_ _03 _ Khim.
2302 _201___-_ _04 _ Maiish Am.
2306 _342___-_ _24 _ Gudi Dii.
2307 _110___-_ _04 _ Pim.
2309 _673___-_ _12 _ Sotri
2312 _400___-_ _04 _ Guumdaash.
2313 _231___-_ _00 _ Miindkhi.
2314 _536___-_ _04 _ Niirk.
2316 _86A___-_ _10 _ Irbaa.
2320 _644___-_ _00 _ Kiniliuug.
2321 _323___-_ _04 _ Kariinpesh.
2326 _8AA___-_ _10 _ Uukaash Ne.
2329 _537___-_ _10 _ Iiris Is.
2333 _360___-_ _12 _ Leim Ku.
2336 _348___-_ _11 _ Darvli Ga.
2338 _130___-_ _10 _ Kinshir Un.
2340 _85A___-_ _22 _ Urgishi
2401 _565___-_ _02 _ Kagengi.
2404 _481___-_ _22 _ Dialiigkam.
2406 _674___-_ _00 _ Khaerinirk.
2407 _303___-_ _10 _ Givlie.
2408 _96A___-_ _00 _ Kaguushkaaak.
2409 _9D5___-_ _02 _ Liiag.
2410 _7A9___-_ _13 _ Uugli.
2411 _785___-_ _15 _ Kimshuu.
2413 _130___-_ _10 _ Uusir.
2415 _753___-_ _03 _ Khuund.
2417 _200___-_ _10 _ Vledes.
2418 _362___-_ _24 _ Irar An.
2419 _693___-_ _00 _ Kiraa Khi.
2420 _200___-_ _03 _ Mimka Gim.
2423 _100___-_ _03 _ Liguum.
2424 _300___-_ _02 _ Aarnamsha.
2426 _646___-_ _00 _ Aguun Ar.
2427 _342___-_ _00 _ Renmiruur.
2428 _251___-_ _05 _ Ludmii.
2432 _879___-_ _04 _ Amir.
2434 _223___-_ _10 _ Shegla Gis.
2435 _746___-_ _04 _ Pier Shiir.
2439 _514___-_ _00 _ Amambenlii.
2501 _444___-_ _03 _ Khan.
2508 _455___-_ _04 _ Iishuurk Li.
2509 _210___-_ _20 _ Uumuumunuun.
2512 _666___-_ _04 _ Uundin.
2516 _400___-_ _24 _ Nabiar.
2521 _556___-_ _22 _ Bair.
2523 _947___-_ _24 _ Lanka Di .
2529 _200___-_ _00 _ Miuuruup.
2532 _593___-_ _12 _ Gaur.
2533 _276___-_ _04 _ Sharkaar.
2534 _410___-_ _00 _ Vlain.
2536 _363___-_ _12 _ Lakuu.
2538 C9B5833-5 710 _ Diindgar Vla.
2540 _794___-_ _03 _ Shiid.
2602 _557___-_ _00 _ Khiaziar.
2603 _666___-_ _02 _ Gurba Kan.
2604 _332___-_ _04 _ Ashiirim.
2605 _687___-_ _00 _ Iimkharka.
2608 _455___-_ _15 _ Kham.
2609 _546___-_ _22 _ Gir.
2611 _8C4___-_ _10 _ Kaishge.
2612 _110___-_ _04 _ Miir.
2614 _374___-_ _03 _ Uurna Nuu.
2616 _764___-_ _03 _ Khauur.
2621 _444___-_ _04 _ Mir.
2622 _895___-_ _14 _ Khasha Ga.
2624 _201___-_ _02 _ Idim.
2628 _235___-_ _22 _ Gap.
2630 _686___-_ _10 _ Meshge.
2632 _87A___-_ _04 _ Kuid Inmuu.
2635 _575___-_ _04 _ Gavla.
2638 _9A6___-_ _12 _ Nirk.
2640 _859___-_ _03 _ Tagukhassan
2701 _79A___-_ _00 _ Nimsha.
2702 _343___-_ _21 _ Uurzaem.
2703 B400300-C 104 _ Rarnuur.
2704 _686___-_ _00 _ Narar.
2705 _478___-_ _13 _ Sish.
2706 _671___-_ _25 _ Miirvligiuus.
2709 _584___-_ _10 _ Garer.
2711 _583___-_ _03 _ Segagi.
2713 _625___-_ _00 _ Uumkhuum.
2715 _766___-_ _20 _ Kiiaarir.
2717 _346___-_ _00 _ Dila.
2718 _566___-_ _24 _ Likdu.
2719 _6B1___-_ _02 _ Tephany
2720 _585___-_ _01 _ Karas.
2722 _897___-_ _00 _ Lei.
2723 D310155-9 310 _ Rash.
2724 _366___-_ _10 _ Uurras Uur.
2725 _611___-_ _02 _ Inerenuur.
2726 _546___-_ _10 _ Iishvla Im.
2729 _594___-_ _00 _ Niirge Khar.
2730 _888___-_ _03 _ Kheda.
2733 _210___-_ _00 _ Irkar Vlak.
2734 _312___-_ _04 _ Irshi In.
2736 _463___-_ _23 _ Ankii An.
2738 _525___-_ _04 _ Khiidnaska.
2740 _797___-_ _03 _ Karvla.
2801 _446___-_ _00 _ Iira Khaa.
2803 _886___-_ _20 _ Khaki Am.
2806 _7AA___-_ _04 _ Apnedima.
2808 _210___-_ _33 _ Irkesh Suk.
2810 B877688-B 521 _ Kiguuke.
2814 _334___-_ _25 _ Shiila.
2815 _514___-_ _13 _ Dan.
2818 _492___-_ _03 _ Inandaa.
2820 _8B1___-_ _23 _ Kinduurkha.
2821 _84A___-_ _02 _ Iimavlir.
2823 _548___-_ _13 _ Indum.
2824 _9AA___-_ _15 _ Uumar Gi.
2825 _749___-_ _20 _ Lan.
2829 _854___-_ _00 _ Sirris
2830 _476___-_ _03 _ Gik.
2831 _482___-_ _14 _ Gan.
2836 _99A___-_ _04 _ Masarma.
2905 _635___-_ _03 _ Criideu
2906 _524___-_ _04 _ Gish.
2907 _645___-_ _23 _ Lagi.
2908 _120___-_ _00 _ Duudu Shiim.
2909 _584___-_ _23 _ Belfhi
2911 _545___-_ _14 _ Khuukhuua.
2913 _000___-_ _00 _ Kaash.
2915 _677___-_ _00 _ Shegu Apis.
2916 _652___-_ _10 _ Kingir.
2918 D55A866-7 524 _ Kig.
2919 _85A___-_ _10 _ Kharbarbi.
2921 _200___-_ _00 _ Aama.
2922 _484___-_ _00 _ Kerip Ka.
2923 _876___-_ _00 _ Kir.
2924 _9B7___-_ _10 _ Ot Zell
2925 _363___-_ _05 _ Garga.
2928 _432___-_ _00 _ Lideip.
2929 _140___-_ _00 _ Suuruunniim.
2931 _346___-_ _22 _ Gamegaa.
2932 _639___-_ _04 _ Aanen.
2933 _655___-_ _00 _ Iru.
2940 _669___-_ _22 _ Maam Aam.
3001 _324___-_ _02 _ Niii Le.
3002 _549___-_ _00 _ Iikandkimses.
3003 _414___-_ _00 _ Shaarni.
3004 _100___-_ _05 _ Likaap.
3006 _200___-_ _03 _ Khadluusa.
3008 _896___-_ _04 _ Kishkiin Zaa.
3012 _565___-_ _04 _ Dismur Kad.
3013 _729___-_ _20 _ Mibaimad.
3014 _110___-_ _20 _ Kiir.
3016 _723___-_ _05 _ Gaimzash.
3017 _658___-_ _00 _ Kasiind Ig.
3019 _200___-_ _13 _ Uurkhii Iga.
3021 _000___-_ _01 _ Biimirkan.
3022 _300___-_ _01 _ Khalish.
3024 _467___-_ _04 _ Kabesh.
3026 _541___-_ _00 _ Giii Guu.
3030 _589___-_ _05 _ Mirii.
3032 _ADA___-_ _03 _ Iinduugadar.
3033 _310___-_ _21 _ Marhaban
3035 _302___-_ _03 _ Rashvlemannu.
3040 _536___-_ _15 _ Bimmin.
3101 _666___-_ _05 _ Liim.
3104 _768___-_ _00 _ Uurir.
3108 _525___-_ _01 _ Amup.

3111 _8D3___-_ _02 _ Orpheus
3113 _423___-_ _10 _ Kimuum.
3114 _400___-_ _04 _ Enin An.
3116 _432___-_ _04 _ Adimar.
3118 _423___-_ _01 _ Maar Gidkuur.
3122 _656___-_ _00 _ Khaam.
3123 _5A3___-_ _00 _ Mechport
3125 _654___-_ _10 _ Guush.
3126 _587___-_ _00 _ Imir.
3129 _300___-_ _04 _ Irish Dak.
3135 _558___-_ _00 _ Guushaag Ip.
3137 _485___-_ _03 _ Girzuu.
3201 _685___-_ _03 _ Gaduu Kii.
3202 _87A___-_ _00 _ Guushvliig.
3203 _439___-_ _03 _ Shiir Kiii.
3204 _443___-_ _21 _ Arpa.
3206 _998___-_ _00 _ Mamuur Uund.
3211 _785___-_ _04 _ Khir.
3213 _433___-_ _00 _ Gaipki.
3214 _7A6___-_ _22 _ Dirkuu Kuu.
3217 _510___-_ _00 _ Giiuurk.
3219 _477___-_ _21 _ Guuli Khuu.
3220 _873___-_ _03 _ Arkkhuur Iir.
3221 _786___-_ _04 _ Merka.
3222 _779___-_ _20 _ Irgur.
3223 _468___-_ _04 _ Peake
3225 _766___-_ _00 _ Uuriim Ir.
3226 _76A___-_ _10 _ Arkhik.
3227 _150___-_ _13 _ Liirandle.
3229 _689___-_ _34 _ Vluragedkuu.
3230 _AC8___-_ _12 _ Gir.
3233 _675___-_ _15 _ Nazuu.
3234 _222___-_ _02 _ Kim.
3235 _237___-_ _00 _ Arpuukhamar.
3237 _542___-_ _00 _ Agka.
3238 _835___-_ _14 _ Inlamruu.
3240 _568___-_ _02 _ Nir.


A B C D
E F G H
I J K L
M N O P
Subsectors
Map Legend
Starport Type
Gas Giant
A
Bad
World Type
World Name
World Types
water present
no water present
asteroid belt
Bases
Imperium Naval
Imperium Scout
Independent
Research
Scout
Reserve
Prison
Lishun
Arkuu
Ramuur
Shaaka
Olny
Guuurduu
Amshi Khi
Luuanu Naa
Kigouke
Kig
Rash
Idgi
Emir Ki
Shishim
Dlindgar Vlaa

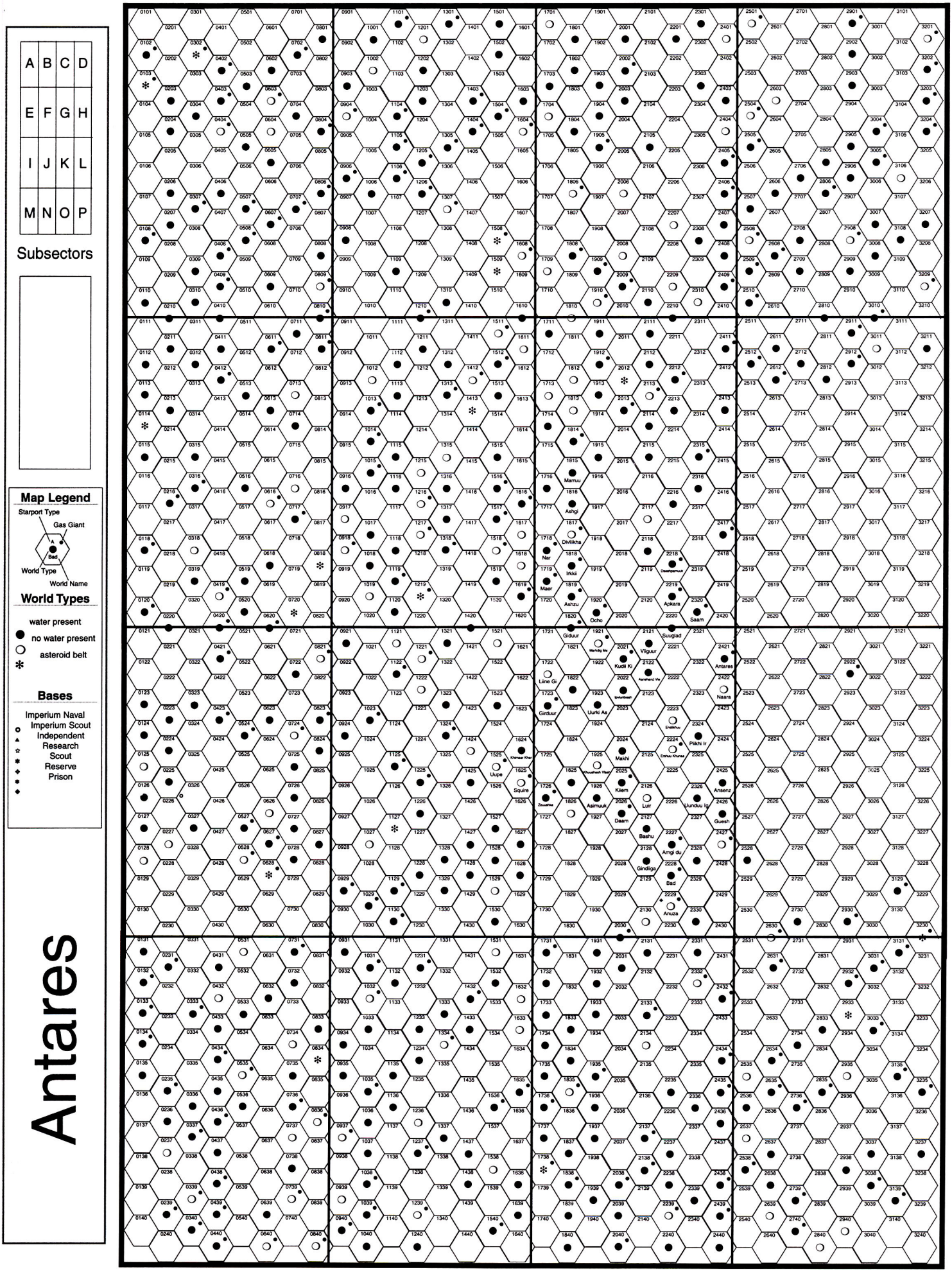
The Antares Sector

This sector has 553 worlds, of which 230 have native gas giants. The estimated population for the sector is 940 billion sapients (not necessarily humans). There are 47 Water Worlds (Wa), 17 Ice-Capped worlds (Ic), 42 Desert worlds (De), and 54 Vacuum (Va) worlds. There are 16 Asteroid Belts (Ast) in the sector. There are 156 Barren (Ba) worlds. World names are primarily Vilani.

0102 _756___-_ _81 _ Kai Buu.
0103 _000___-_ _32 _ Lampigas.
0108 _ABA___-_ _11 _ Anir.
0110 _798___-_ _20 _ Irduukam.
0112 _525___-_ _40 _ Khaar La.
0113 _A85___-_ _10 _ Adguuk.
0114 _000___-_ _80 _ Raguegh
0115 _87A___-_ _60 _ Gii.
0118 _323___-_ _52 _ Juba
0120 _223___-_ _91 _ Aruud.
0123 _328___-_ _60 _ Karli Dem.
0124 _264___-_ _40 _ Lir.
0125 _8B0___-_ _70 _ Lake.
0126 _515___-_ _30 _ Daakhaan.
0127 _85A___-_ _70 _ Anshaa Lamle.
0128 _510___-_ _60 _ Vliririar.
0131 _587___-_ _70 _ Nira Am.
0132 _565___-_ _91 _ Arkiiin.
0133 _433___-_ _51 _ Nuush.
0134 _6A5___-_ _61 _ Loungel
0135 _344___-_ _50 _ Gamma
0203 _242___-_ _90 _ Occulun
0204 _674___-_ _80 _ Urishaak.
0206 _364___-_ _30 _ Usba Kaarki.
0207 _989___-_ _60 _ Shiriik Ka.
0210 _566___-_ _20 _ Kardaa.
0211 _324___-_ _10 _ Laki Khuu.
0213 _676___-_ _10 _ Luukaa Kuu.
0216 _445___-_ _91 _ Emim.
0220 _545___-_ _80 _ Gisashnaa.
0223 _645___-_ _50 _ Ganshe.
0224 _574___-_ _40 _ Imararik.
0225 _554___-_ _20 _ Vlaark.
0227 _220___-_ _40 _ Inuug.
0231 _654___-_ _71 _ Argusap
0235 _486___-_ _32 _ Kuaruu.
0236 _256___-_ _90 _ Leshgar Khi.
0237 _160___-_ _80 _ Irli Am.
0239 _768___-_ _82 _ Igsa.
0302 _000___-_ _12 _ Bumkuumim.
0304 _646___-_ _30 _ Gumi.
0307 _549___-_ _31 _ Laaraam.
0309 _344___-_ _90 _ Irshii.
0310 _686___-_ _10 _ Kim.
0312 _77A___-_ _60 _ Renak.
0315 _223___-_ _90 _ Irkha.
0316 _667___-_ _92 _ Asshagar.
0318 _100___-_ _90 _ Shiaarzim.
0319 _5A7___-_ _20 _ Insont
0323 _444___-_ _30 _ Berashzuu.
0327 _792___-_ _40 _ Erzaa.
0333 _323___-_ _71 _ Adshaa.
0336 _324___-_ _60 _ Shinla.
0337 _522___-_ _41 _ Armaii.
0339 _200___-_ _41 _ Aanash.
0340 _697___-_ _41 _ Imir.
0402 _553___-_ _51 _ Kamaaa.
0403 _544___-_ _21 _ Idki.
0404 _100___-_ _81 _ Sham.
0406 _428___-_ _70 _ Khazu Ar.
0408 _332___-_ _21 _ Shishguurki.
0409 _463___-_ _51 _ Dirish.
0410 _759___-_ _60 _ Suuker.
0411 _548___-_ _90 _ Imiin.
0412 _844___-_ _31 _ Liind Erkgen.
0419 _421___-_ _52 _ Gardiaagash.
0420 _334___-_ _61 _ Shalan.
0421 _486___-_ _21 _ Anir.
0423 _672___-_ _81 _ Kigi.
0431 _8D3___-_ _10 _ Arkkhuus.
0432 _330___-_ _90 _ Kuurni.
0433 _655___-_ _90 _ Ishke Amge.
0434 _554___-_ _83 _ Khed.
0435 _898___-_ _20 _ Iniir Ash.
0436 _402___-_ _81 _ Adza.
0437 _863___-_ _60 _ Biiki Si.
0438 _766___-_ _62 _ Uurkne.
0439 _545___-_ _41 _ Gaer.
0440 _252___-_ _42 _ Zirbaa.
0503 _88A___-_ _80 _ Girkig.
0505 _536___-_ _10 _ Gaaag.
0507 _758___-_ _41 _ Khuuir.
0508 _858___-_ _72 _ Buuim.
0513 _847___-_ _50 _ Gamar Shid.
0516 _446___-_ _10 _ Ishkhuun.
0519 _337___-_ _20 _ Lejeune
0520 _223___-_ _20 _ Shundshas Ur.
0524 _457___-_ _91 _ Kala Sha.
0527 _333___-_ _82 _ Suunu.
0528 _220___-_ _61 _ Kip.
0531 _260___-_ _40 _ Iisshi Kizuu.
0533 _585___-_ _80 _ Saazi.
0535 _231___-_ _91 _ Daadii.
0536 _694___-_ _30 _ Ashkuu.
0602 _8A7___-_ _80 _ Kaabuurarar.
0603 _380___-_ _22 _ Shiga Kaska.
0604 _100___-_ _30 _ Mami Shi.
0605 _336___-_ _50 _ Nerim Gaa.
0607 _364___-_ _62 _ Dirk.
0609 _736___-_ _90 _ Mam.
0611 _8C5___-_ _81 _ Uudish.
0613 _547___-_ _50 _ Duunkuu.
0616 _140___-_ _11 _ Imgim.
0618 _438___-_ _90 _ Basme Uug.
0620 _654___-_ _91 _ Erdii.
0623 _776___-_ _60 _ Maashii.
0626 _510___-_ _40 _ Biiluu.
0627 _A67___-_ _91 _ Shiguu.
0628 _000___-_ _81 _ Endain.
0632 _737___-_ _20 _ Infrapolis
0639 _568___-_ _40 _ Garenbaguu.
0640 _100___-_ _11 _ Zamshem Im.
0702 _365___-_ _13 _ Uundpuu.
0704 _464___-_ _50 _ Ashii Me.
0707 _563___-_ _91 _ Askhirk.
0711 _97A___-_ _10 _ Deliku.
0713 _340___-_ _11 _ Khiiduu.
0714 _246___-_ _90 _ Armezi.
0716 _300___-_ _40 _ Rarluu Ger.
0717 _533___-_ _41 _ Irii.
0720 _000___-_ _20 _ Ekkuu Vlumuu.
0722 _98A___-_ _40 _ Luumgi.
0724 _240___-_ _61 _ Amvlakhir.
0725 _342___-_ _80 _ Gashash Khas.
0726 _778___-_ _90 _ Kier.
0727 _786___-_ _60 _ Naila.
0728 _774___-_ _10 _ Kuudi Li.
0731 _9C5___-_ _22 _ Geka.
0732 _322___-_ _50 _ Sir.
0734 _201___-_ _70 _ Irash Bu.
0735 _8B5___-_ _10 _ Kiim.
0736 _574___-_ _31 _ Urlir.
0737 _561___-_ _40 _ Gam.
0738 _326___-_ _30 _ Pea Aam.
0739 _200___-_ _91 _ Kauur Ki.
0801 _948___-_ _50 _ Lar.
0804 _895___-_ _21 _ Khaaran.
0806 _586___-_ _12 _ Shakam
0808 _643___-_ _60 _ Nuun.
0809 _310___-_ _11 _ Gis.
0810 _974___-_ _31 _ Ladshake.
0811 _483___-_ _11 _ Khuuluun.
0818 _000___-_ _10 _ Gaum Vluu.
0821 _410___-_ _22 _ Kaarda.
0823 _322___-_ _22 _ Eshiir.
0824 _999___-_ _60 _ Idsiuug.
0827 _463___-_ _80 _ Guuiir.
0833 _464___-_ _40 _ Kavla Givli.
0834 _000___-_ _80 _ Imga.
0836 _450___-_ _81 _ Irkad
0840 _210___-_ _61 _ Asmala.
0903 _262___-_ _20 _ Daiik.
0904 _230___-_ _72 _ Aarle.
0906 _483___-_ _82 _ Pritine
0908 _354___-_ _90 _ Zedesu
0916 _787___-_ _40 _ Kaindirgi.
0917 _230___-_ _10 _ Irgu.
0918 _330___-_ _51 _ Madma.
0921 _352___-_ _90 _ Iimar.
0924 _74A___-_ _80 _ Lar.
0929 _57A___-_ _72 _ Rinaa.
0931 _427___-_ _30 _ Maaem E.
0934 _532___-_ _20 _ Khakuu.
0935 _758___-_ _70 _ Imirgime.
0937 _100___-_ _91 _ Theron
0939 _200___-_ _10 _ Maikuum.
0940 _637___-_ _92 _ Muumishiish.
1001 _526___-_ _30 _ Iisan Karash.
1002 _450___-_ _60 _ Duuu.
1006 _586___-_ _40 _ Shiplishkair.
1012 _110___-_ _10 _ Linishme.
1013 _9A7___-_ _61 _ Shadiuuk.
1014 _868___-_ _32 _ Piram Muar.
1015 _233___-_ _31 _ Vlame.

1017 _995___-_ _80 _ Duuge.
1018 _252___-_ _70 _ Gaair Khi.
1019 _451___-_ _60 _ Muusmuu Ir.
1023 _436___-_ _71 _ Dakhari.
1027 _360___-_ _60 _ Gash.
1029 _582___-_ _31 _ Uurkhaur.
1031 _302___-_ _91 _ Lau.
1032 _400___-_ _41 _ Udiish.
1033 _485___-_ _20 _ Invle.
1035 _526___-_ _31 _ Nean.
1036 _9D4___-_ _30 _ Diishuur.
1037 _553___-_ _50 _ Khuurluu.
1038 _8AA___-_ _71 _ Gaakish
1039 _979___-_ _71 _ Zuuk.
1040 _62A___-_ _70 _ Kend.
1101 _69A___-_ _91 _ Shaaaar.
1104 _683___-_ _51 _ Khashiir Lar.
1105 _522___-_ _51 _ Kisha Uur.
1106 _878___-_ _21 _ Buumka.
1109 _797___-_ _90 _ Gumurlag
1112 _9B8___-_ _60 _ Marmuu La.
1113 _99A___-_ _20 _ Guurk.
1115 _573___-_ _80 _ Sarar
1116 _656___-_ _40 _ Uurshir.
1118 _674___-_ _30 _ Shaakar Le.
1119 _657___-_ _22 _ Givlan.
1120 _559___-_ _80 _ Gear.
1121 _301___-_ _60 _ Shavlu.
1122 _686___-_ _81 _ Aarli Im.
1125 _686___-_ _42 _ Magin Irur.
1127 _000___-_ _50 _ Kaka.
1129 _586___-_ _62 _ Guuuu Shuu.
1130 _372___-_ _91 _ Shaki.
1132 _694___-_ _70 _ Arkauummesh.
1135 _786___-_ _50 _ Lar.
1136 _786___-_ _10 _ Kish.
1201 _320___-_ _30 _ Anuush.
1202 _687___-_ _80 _ Gaar.
1203 _54A___-_ _80 _ Girk.
1205 _749___-_ _81 _ Giindii Min.
1206 _443___-_ _72 _ Lishmiidrin.
1210 _353___-_ _51 _ Muuer.
1211 _A7A___-_ _90 _ Gaam.
1215 _561___-_ _60 _ Kirardark.
1216 _110___-_ _42 _ Kuush.
1217 _210___-_ _22 _ Gani.
1219 _000___-_ _11 _ Irkguushgii.
1221 _200___-_ _61 _ Lii Khan.
1222 _AD1___-_ _50 _ Shuuim Gaang.
1225 _98A___-_ _71 _ Shuuanid.
1226 _682___-_ _30 _ Lesgireshar.
1228 _AD3___-_ _40 _ Kakaar.
1231 _656___-_ _41 _ Joao
1233 _62A___-_ _80 _ Kaig Mi.
1234 _858___-_ _60 _ Lashi
1236 _100___-_ _50 _ Seangu.
1237 _463___-_ _82 _ Sidi.
1239 _300___-_ _72 _ Gashaa Kag.
1240 _765___-_ _80 _ Shima A.
1301 _568___-_ _41 _ Duurgin Rii.
1305 _748___-_ _92 _ Irni Irlas.
1307 _200___-_ _71 _ Namirer.
1310 _343___-_ _10 _ Niirkem.
1312 _79A___-_ _20 _ Imma.
1313 _442___-_ _31 _ Gaguudpi.
1315 _130___-_ _40 _ Kushii Khaan.
1316 _537___-_ _50 _ Usher.
1317 _776___-_ _10 _ Kamur Pa.
1318 _9C5___-_ _41 _ Lin.
1321 _437___-_ _60 _ Uushar.
1323 _656___-_ _70 _ Baash.
1324 _263___-_ _72 _ Shainle.
1328 _89A___-_ _80 _ Kaapar.
1329 _98A___-_ _90 _ Khiuur Idmes.
1333 _553___-_ _60 _ Gak.
1334 _300___-_ _91 _ Kiin.
1337 _633___-_ _50 _ Duuek.
1403 _666___-_ _51 _ Miirniga.
1404 _572___-_ _31 _ Rikeakle.
1412 _441___-_ _72 _ Dogd
1413 _000___-_ _60 _ Ingiikaresh.
1420 _402___-_ _70 _ Sermauun.
1424 _110___-_ _50 _ Gipum.
1425 _667___-_ _10 _ Apla Daand.
1427 _977___-_ _40 _ Parar.
1428 _265___-_ _60 _ Keid.
1432 _857___-_ _42 _ Uurkmii Ii.
1433 _99A___-_ _40 _ Khasha Ra.
1437 _9D8___-_ _50 _ Iigme.
1438 _757___-_ _80 _ Kepin.
1501 _553___-_ _40 _ Mesh.
1502 _767___-_ _70 _ Asidaan.
1504 _54A___-_ _52 _ Lukhas.
1508 _000___-_ _12 _ Irii.
1509 _000___-_ _90 _ Parip Sha.
1511 _7B1___-_ _61 _ Khuushkham I.
1512 _7B4___-_ _81 _ Deer U.
1513 _AF9___-_ _80 _ Luuka Bi.
1515 _474___-_ _80 _ Vlir.
1516 _68A___-_ _13 _ Mana Le.
1517 _672___-_ _31 _ Ban.
1518 _410___-_ _62 _ Igpar.
1519 _226___-_ _60 _ Liikha Uum.
1521 _220___-_ _50 _ Livla Imaam.
1523 _66A___-_ _20 _ Imsiiuus.
1525 E561ABB-0 872 _ Uupe.
1527 _465___-_ _10 _ Mein Khaaga.
1528 _677___-_ _70 _ Kuuasaa.
1529 _210___-_ _20 _ Uushes.
1530 _77A___-_ _90 _ Len.
1531 _120___-_ _90 _ Larisham.
1532 _502___-_ _50 _ Laaagshuuesh.
1536 _754___-_ _72 _ Kashe.
1538 _400___-_ _30 _ Kea Sii.
1540 _557___-_ _71 _ Piili Gi.
1603 _555___-_ _50 _ Ari.
1604 _100___-_ _91 _ Maaangir.
1608 _400___-_ _51 _ Gashi.
1610 _968___-_ _70 _ Nidar.
1611 _550___-_ _20 _ Shiir.
1616 _569___-_ _31 _ Khuurkla.
1617 _330___-_ _40 _ Lag.
1618 _400___-_ _20 _ Shuum.
1619 _254___-_ _52 _ Aapuum.
1624 CAD77BB-8 160 _ Khimaar Kher.
1625 D490766-A 641 _ Squire
1627 _474___-_ _70 _ Likir.
1628 _515___-_ _30 _ Nukuu.
1632 _130___-_ _20 _ Shiides.
1633 _321___-_ _30 _ Khar.
1635 _674___-_ _21 _ Kamum Us.
1638 _555___-_ _20 _ Gali.
1639 _564___-_ _20 _ Kanliiid.
1701 _340___-_ _80 _ Arguunuund.
1703 _434___-_ _30 _ Conire
1704 _231___-_ _50 _ Shaiid Za.
1709 _100___-_ _60 _ Lir.
1711 _635___-_ _80 _ Livlaan.
1713 _200___-_ _90 _ Khash.
1714 _7C2___-_ _60 _ Vlear Khe.
1716 _98A___-_ _50 _ Kigmuu.
1718 B785577-5 123 _ Nar.
1719 E527000-0 071 _ Maer.
1722 E110544-7 320 _ Liine Gi.
1723 E698555-3 161 _ Girduur.
1726 C4136BB-5 652 _ Zeuushka.
1731 _8A5___-_ _92 _ Mes.
1732 _544___-_ _50 _ Imruunamsi.
1733 _548___-_ _50 _ Gaasirkhigir.
1734 _766___-_ _70 _ Gadme Kisha.
1735 _886___-_ _40 _ Mirvlen Irk.
1736 _412___-_ _72 _ Bishuur.
1737 _637___-_ _10 _ Biniar.
1738 _000___-_ _72 _ Lidir.
1801 _A5A___-_ _20 _ Khakim A.
1802 _75A___-_ _80 _ Khar.
1804 _83A___-_ _10 _ Uunendii.
1806 _300___-_ _61 _ Gaan.
1808 _514___-_ _42 _ Girkir.
1810 _241___-_ _40 _ Uurvluu Rimi.
1812 _250___-_ _40 _ Giash.
1813 _571___-_ _20 _ Kiguu.
1814 _799___-_ _11 _ Laar.
1815 D574000-6 030 _ Marruu.
1816 B573322-A 270 _ Ashgi.
1817 C311866-8 981 _ Divliikha.
1818 E646422-3 612 _ Irkkii.
1819 E575355-5 512 _ Ashzu.
1820 E373322-1 781 _ Giduur.
1822 _679___-_ _40 _ Emshaan Zi.
1825 _887___-_ _90 _ Uruun Lida.
1826 _501___-_ _20 _ Gadduga.
1833 _224___-_ _40 _ Kaddi.
1834 _374___-_ _80 _ Shiruush.
1835 _460___-_ _42 _ Shiishvluum.
1837 _552___-_ _50 _ Naandas Mesh.
1838 _689___-_ _22 _ Kiis.
1839 _625___-_ _80 _ Sort
1840 _644___-_ _70 _ Kishgi.
1903 _452___-_ _30 _ Pem.
1904 _778___-_ _50 _ Nir.
1905 _6AA___-_ _92 _ Gakaa.
1909 _458___-_ _81 _ Shaam.
1910 _410___-_ _71 _ Bain.
1911 _686___-_ _80 _ Sam.
1912 _487___-_ _22 _ Uurka Sen.
1913 _AB7___-_ _60 _ Giliak.
1915 _96A___-_ _30 _ Anin Ishir.
1920 D264444-6 531 _ Ocho
1921 E110622-4 172 _ Markdig Me.
1923 B755300-7 590 _ Uurki As.
1925 E311000-3 030 _ Khuushesh Vl.
1926 E676666-2 140 _ Asimuuk.
1931 _524___-_ _20 _ Dakgii.
1932 _897___-_ _30 _ Khazu.

1933 _243___-_ _20 _ Gish.
1935 _222___-_ _71 _ Sig.
1936 _513___-_ _90 _ Kirralish.
1937 _253___-_ _40 _ Magir Nigi.
1939 _597___-_ _20 _ Mali Ka.
2001 _506___-_ _40 _ Gaiir.
2002 _535___-_ _81 _ Degesh.
2003 _322___-_ _70 _ Kiikuu.
2006 _410___-_ _20 _ Igvlekenmi.
2008 _140___-_ _40 _ Gain.
2009 _673___-_ _32 _ Daaraam.
2012 _000___-_ _80 _ Liuu Ka.
2013 _868___-_ _11 _ Empuuir.
2021 C544200-8 951 _ Kudii Ki.
2022 C767000-6 070 _ Ipvlunbiash.
2024 C765133-4 470 _ Makhi.
2025 AA6A444-9 241 _ Kiiem.
2026 D635000-4 051 _ Daam.
2030 _637___-_ _31 _ Liikhuugkhi.
2031 _626___-_ _50 _ Uururk Shaag.
2038 _565___-_ _11 _ Duudinguu.
2039 _754___-_ _30 _ Khaluui.
2040 _636___-_ _82 _ Enush.
2105 _8B6___-_ _60 _ Giipi.
2110 _88A___-_ _60 _ Gan.
2111 _A9A___-_ _70 _ Gerpa Ad.
2112 _485___-_ _60 _ Ankha Vluug.
2113 _110___-_ _82 _ Amkha Gamer.
2114 _98A___-_ _40 _ Uumaan An.
2115 _6AA___-_ _40 _ Khikma Ga.
2117 _160___-_ _50 _ Irgi.
2118 _676___-_ _10 _ Asma.
2121 E234411-4 880 _ Vliguur.
2122 A234588-A 290 _ Aanshand Vle.
2126 E300000-4 090 _ Luir.
2127 D879000-8 080 _ Bashu.
2128 E556100-2 550 _ Gindiiga.
2130 _350___-_ _10 _ Dadish Uunku.
2131 _8C4___-_ _80 _ Diikhe.
2133 _479___-_ _31 _ Kuushiki.
2134 _230___-_ _10 _ Umurim.
2137 _7A6___-_ _43 _ Gar.
2138 _595___-_ _92 _ Khami.
2201 _433___-_ _70 _ Iirer.
2207 _6B0___-_ _90 _ Bigam.
2209 _130___-_ _30 _ Areshu
2210 _472___-_ _70 _ Esem.
2212 _99A___-_ _22 _ Nir.
2213 _446___-_ _60 _ Kashmi.
2216 _464___-_ _50 _ Kiir.
2218 D897000-2 041 _ Daeshpamuuk.
2219 E425322-6 921 _ Apkara.
2220 B433000-A 080 _ Suuglad.
2223 B100977-A 260 _ Ensiikhuu.
2224 C220100-8 232 _ Ershuu Khuna.
2227 B653544-6 171 _ Amgi Du.
2228 C432411-5 572 _ Bad.
2229 E251644-9 461 S Anuza
2235 _657___-_ _70 _ Irpakgaem.
2237 _476___-_ _50 _ Duurkhiimuu.
2238 _435___-_ _90 _ Uurmazaan.
2239 _400___-_ _71 _ Kam.
2240 _762___-_ _90 _ Guumii Li.
2301 _776___-_ _10 _ Milii.
2303 _666___-_ _30 _ Uurka.
2308 _6A6___-_ _90 _ Uku.
2310 _451___-_ _30 _ Shibar Ar.
2315 _898___-_ _32 _ Irale
2316 _653___-_ _20 _ Emki.
2320 E798000-2 071 _ Saam.
2324 C797344-8 360 _ Piikhi Ir.
2326 C587333-4 230 _ Uunduu Ig.
2328 _683___-_ _10 _ Reanduush.
2330 _572___-_ _30 _ Vlakuuaag.
2331 _332___-_ _50 _ Imkerk Im.
2332 _231___-_ _31 _ Uumga.
2336 _647___-_ _70 _ Karak.
2339 _333___-_ _40 _ Ishdiisuu.
2401 _100___-_ _70 _ Sauu.
2403 _449___-_ _10 _ Niuumin.
2404 _120___-_ _40 _ Kiiridli.
2405 _87A___-_ _31 _ Kaap Pi.
2406 _789___-_ _83 _ Kiduunim.
2407 _528___-_ _60 _ Vlur.
2408 _552___-_ _40 _ Laapirli.
2409 _522___-_ _72 _ Irmaapuu.
2411 _AB4___-_ _62 _ Gadli Sha.
2413 _8A6___-_ _80 _ Daaud Kar.
2417 _898___-_ _92 _ Ara Ar.
2421 A762788-B 682 _ Antares
2422 E550200-0 130 _ Naara.
2425 B547AAA-A 740 _ Ansenz
2426 D785000-3 080 _ Guesh.
2427 _350___-_ _52 _ Shaan.
2432 _465___-_ _21 _ Dinaam Kashu.
2434 _696___-_ _12 _ Dunir.
2435 _7C4___-_ _11 _ Diash.
2436 _454___-_ _80 _ Shiash.
2438 _749___-_ _62 _ Sheshmaaiim.
2439 _523___-_ _71 _ Newsi
2440 _778___-_ _50 _ Vleshas.
2501 _310___-_ _63 _ Uumir Uurvli.
2504 _150___-_ _91 _ Ipsi.
2505 _443___-_ _71 _ Amushvlu.
2507 _635___-_ _10 _ Mum.
2508 _400___-_ _12 _ Kuinmi.
2509 _344___-_ _72 _ Kamruu.
2510 _554___-_ _72 _ Arzuuar.
2512 _638___-_ _92 _ Khar.
2528 _62A___-_ _20 _ Gash.
2535 _510___-_ _30 _ Uurvlaa As.
2536 _333___-_ _60 _ Buurki.
2537 _610___-_ _80 _ Irguu.
2538 _AC3___-_ _31 _ Ishar Kuuim.
2603 _140___-_ _90 _ Naki Ku .
2606 _655___-_ _20 _ Likuu.
2608 _324___-_ _21 _ Irdaairaar.
2611 _243___-_ _20 _ Kunnar.
2612 _312___-_ _42 _ Gusda.
2630 _510___-_ _71 _ Dinsha.
2631 _464___-_ _72 _ Kis.
2634 _99A___-_ _42 _ Kuue Ir.
2635 _554___-_ _93 _ Ghou
2637 _463___-_ _20 _ Annikhuu.
2638 _8AA___-_ _20 _ Khikin.
2639 _200___-_ _30 _ Kiiiki.
2706 _425___-_ _20 _ Ramu.
2708 _994___-_ _80 _ Arla Ir.
2709 _77A___-_ _40 _ Gikhe.
2712 _565___-_ _80 _ Nuur.
2730 _528___-_ _50 _ Iindaarim.
2734 _322___-_ _80 _ Maguu.
2736 _755___-_ _11 _ Rami.
2739 _583___-_ _51 _ Deduurgalu.
2740 _7B3___-_ _11 _ Kaaarrap.
2805 _5A8___-_ _60 _ Garid Girir.
2806 _985___-_ _92 _ Khir.
2810 _345___-_ _80 _ Arkhuund.
2812 _554___-_ _30 _ Gadmii.
2833 _994___-_ _30 _ Eshkhuundguu.
2835 _765___-_ _82 _ Geankhish.
2840 _8B0___-_ _60 _ Korparov
2901 _A8A___-_ _11 _ Kuubuu.
2902 _658___-_ _70 _ Maamki Mi.
2903 _668___-_ _50 _ Ishpaim.
2905 _534___-_ _30 _ Uumir An.
2906 _646___-_ _20 _ Vluukhe.
2908 _100___-_ _81 _ Kiimin Gi.
2909 _729___-_ _30 _ Birar Ish.
2911 _554___-_ _51 _ Ruushdi Ir.
2912 _56A___-_ _52 _ Mizikush.
2922 _9A5___-_ _32 _ Ishgiirad.
2930 _638___-_ _81 _ Guukin.
2932 _262___-_ _51 _ Ishdi Un.
2933 _000___-_ _40 _ Mapashar.
2935 _140___-_ _40 _ Khavla.
2938 _665___-_ _60 _ Dime Lu.
2940 _7B1___-_ _80 _ Gikuushkhuu.
3004 _96A___-_ _82 _ Imimshaa.
3005 _796___-_ _52 _ Vlanir.
3007 _646___-_ _40 _ Anuush Ka.
3008 _799___-_ _90 _ Khishii.
3010 _8C6___-_ _41 _ Agir.
3011 _210___-_ _90 _ Muuba.
3031 _748___-_ _82 _ Endin Nuu.
3033 _444___-_ _41 _ Luumaish.
3037 _632___-_ _10 _ Mikhuuunshus.
3038 _6B5___-_ _72 _ Ardii.
3106 _400___-_ _70 _ Shuuin Kher.
3108 _7C6___-_ _40 _ Kadi.
3129 _457___-_ _41 _ Mukusi
3131 _768___-_ _32 _ Khashlu Kark.
3135 _777___-_ _81 _ Iirluu.
3139 _382___-_ _11 _ Dini
3201 _661___-_ _61 _ Khagam Ii.
3202 _343___-_ _51 _ Shirin .
3203 _675___-_ _62 _ Ruuuu Das .
3204 _79A___-_ _61 _ Iriirk.
3207 _254___-_ _50 _ Gam .
3209 _230___-_ _51 _ Ziiir .
3211 _253___-_ _80 _ Zuukuu .
3230 _000___-_ _52 _ Khiiniish .
3235 _99A___-_ _43 _ Kiir .
3237 _667___-_ _80 _ Kashark Ai.


A B C D
E F G H
I J K L
M N O P
Subsectors
Map Legend
Starport Type
Gas Giant
Bad
World Type
World Name
World Types
water present
no water present
asteroid belt
Bases
Imperium Naval
Imperium Scout
Independent
Research
Scout
Reserve
Prison
Antares

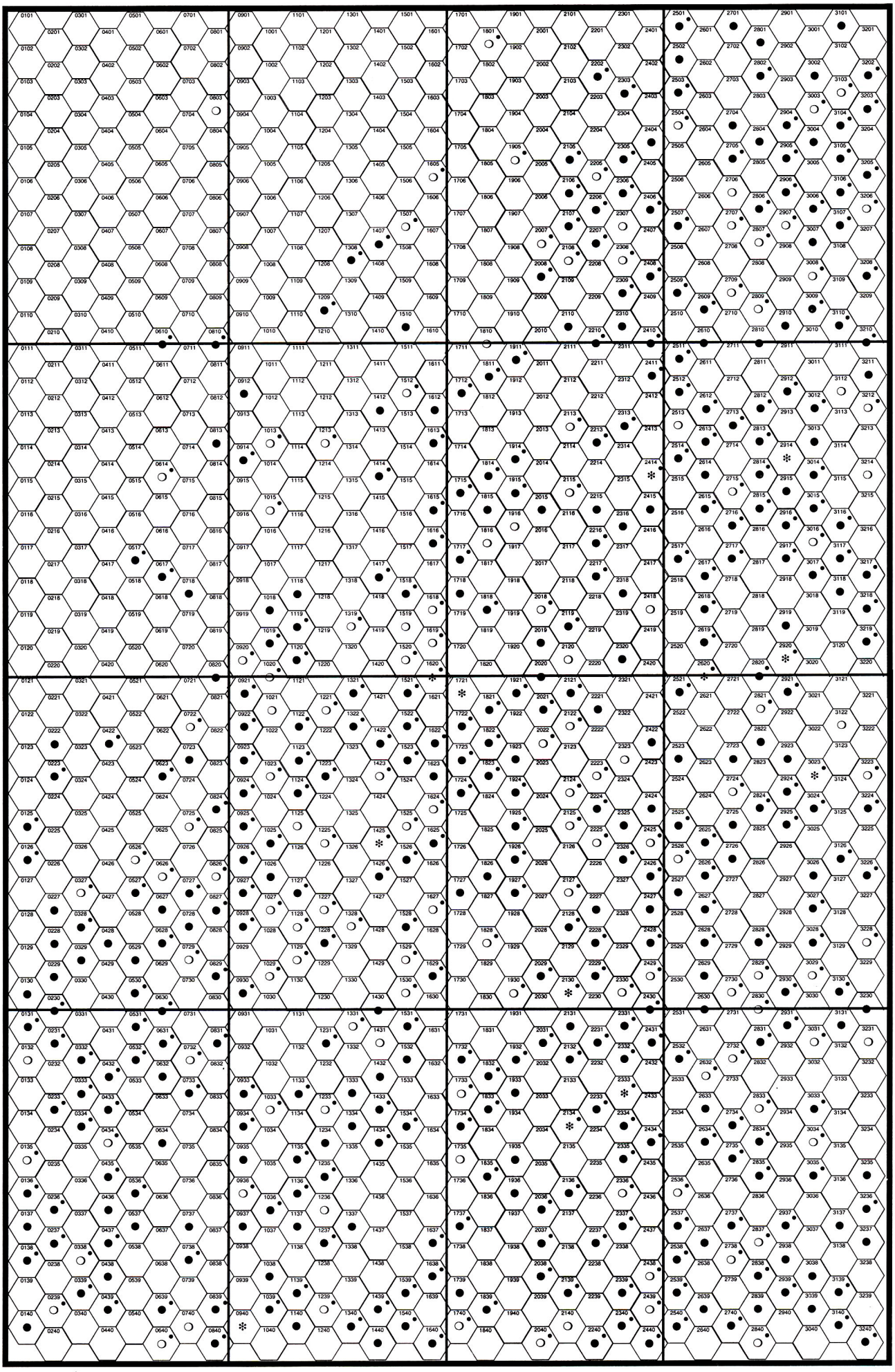
The Gushemege Sector

This sector has 533 worlds, of which 397 have native gas giants. The estimated population for the sector is 910 billion sapients (not necessarily humans). There are 40 Water Worlds (Wa), 15 Ice-Capped worlds (Ic), 54 Desert worlds (De), and 46 Vacuum (Va) worlds. There are 12 Asteroid Belts (Ast) in the subsector. There are 96 Barren (Ba) worlds. World names are primarily Vilani.

0125 _265___-_ _04 _ Inza I.
0126 _65A___-_ _03 _ Shanaddir.
0130 _AB6___-_ _00 _ Vlibi.
0131 _796___-_ _23 _ Sirir
0132 _260___-_ _00 _ Gan.
0135 _200___-_ _02 _ Usir.
0136 _487___-_ _24 _ Dandii.
0137 _782___-_ _00 _ Ushulu
0138 _333___-_ _22 _ Maraam Uur.
0140 _768___-_ _00 _ Uuriirguuug.
0222 _776___-_ _00 _ Uuna.
0223 _433___-_ _13 _ Irind.
0227 _86A___-_ _24 _ Mashshad.
0228 _652___-_ _00 _ Raid.
0229 _653___-_ _00 _ Arvluuiir.
0230 _225___-_ _05 _ Anpum.
0231 _503___-_ _22 _ Idemkhun.
0233 _695___-_ _03 _ Ura.
0236 _8A5___-_ _22 _ Miiin Gu.
0237 _987___-_ _02 _ Strand
0239 _120___-_ _04 _ Gurguuan.
0327 _540___-_ _22 _ Ammur.
0328 _343___-_ _02 _ Irkaum.
0329 _55A___-_ _00 _ Iigda Li.
0332 _472___-_ _23 _ Inuruum.
0333 _537___-_ _11 _ Urashidsha.
0334 _515___-_ _03 _ Kad.
0338 _560___-_ _13 _ Imiir.
0339 _887___-_ _13 _ Sagal
0422 _514___-_ _12 _ Lalaem.
0428 _265___-_ _00 _ Gage Am.
0432 _573___-_ _04 _ Guuirkuu.
0433 _646___-_ _05 _ Gaguumad.
0434 _230___-_ _04 _ Nuuguusder.
0435 _423___-_ _05 _ Gishlaam.
0436 _543___-_ _10 _ Irirkavler.
0437 _484___-_ _02 _ Gaipnumuu.
0438 _532___-_ _00 _ Mishi.
0439 _453___-_ _03 _ Vlir.
0517 _96A___-_ _24 _ Khakhuga.
0526 _200___-_ _22 _ Namgu Shagi.
0527 _895___-_ _03 _ Gaashe Aar.
0529 _584___-_ _10 _ Eruurla.
0530 _662___-_ _02 _ Likhish.
0531 _325___-_ _02 _ Dui.
0532 _8D5___-_ _02 _ Mind.
0536 _967___-_ _04 _ Pagazii.
0537 _764___-_ _00 _ Khauu.
0610 _86A___-_ _02 _ Zaurgaim.
0614 _200___-_ _24 _ Irmeshguam.
0617 _779___-_ _12 _ Khishkend.
0623 _657___-_ _05 _ Zuukuur Guu.
0626 _260___-_ _13 _ Zashguum.
0627 _757___-_ _00 _ Iimpa Gi.
0628 _571___-_ _02 _ Neran.
0630 _545___-_ _24 _ Kan.
0631 _594___-_ _12 _ Irgaa An.
0632 _738___-_ _10 _ Uushka Shar.
0634 _AD6___-_ _00 _ Arkde.
0639 _565___-_ _14 _ Duushu Uu.
0640 _200___-_ _02 _ Merash.
0718 _79A___-_ _00 _ Uurshishiim.
0722 _110___-_ _04 _ Perin.
0723 _542___-_ _10 _ Ardaa.
0725 _411___-_ _14 _ Ishsha Bagar.
0727 _73A___-_ _14 _ Uurshishiim.
0728 _333___-_ _00 _ Mara.
0729 _300___-_ _22 _ Khiivlindaa.
0732 _100___-_ _13 _ Liuur Kuudi.
0733 _9C7___-_ _04 _ Khin.
0737 _585___-_ _00 _ Duurer.
0738 _627___-_ _01 _ Dikaash
0740 _100___-_ _00 _ Manii Ukga.
0803 _7B1___-_ _00 _ Shiler.
0810 _558___-_ _01 _ Adka.
0813 _355___-_ _00 _ Kepa.
0820 _576___-_ _20 _ Keish.
0824 _547___-_ _05 _ Khiiash Iir.
0826 _8B0___-_ _13 _ Irdiivland.
0827 _203___-_ _05 _ Shauum.
0829 _645___-_ _02 _ Damuum Um.
0831 _79A___-_ _02 _ Irsha Dak.
0839 _559___-_ _03 _ Ginupa
0840 _502___-_ _13 _ Givluur Aran.
0912 _683___-_ _00 _ Aakgar.
0914 _575___-_ _13 _ Shaara Ush.
0920 _150___-_ _03 _ Gamed Kii.
0921 _534___-_ _04 _ Kameshirand.
0922 _775___-_ _03 _ Dudu.
0923 _A9A___-_ _02 _ Givluur Aran.
0924 _326___-_ _01 _ Karsaar.
0925 _87A___-_ _02 _ Pisar.
0926 _457___-_ _03 _ Riuur.
0927 _678___-_ _21 _ Agkhuu.
0928 _692___-_ _13 _ Saash.
0930 _442___-_ _23 _ Ganarkiar.
0933 _372___-_ _03 _ Gaash Khe.
0934 _887___-_ _01 _ Vlapdaar Na.
0935 _865___-_ _00 _ Aris.
0936 _561___-_ _04 _ Shiiamkhi.
0937 _372___-_ _00 _ Iidkek.
0940 _000___-_ _00 _ Ruurzain.
1013 _410___-_ _02 _ Miir.
1015 _260___-_ _13 _ Kamurinmur
1018 _244___-_ _00 _ Ishluu Li.
1019 _565___-_ _14 _ Lesh.
1020 _100___-_ _04 _ Nan.
1021 _471___-_ _00 _ Miiamiin.
1023 _120___-_ _15 _ Uushpuu.
1025 _767___-_ _04 _ Anuurk.
1026 _78A___-_ _00 _ Dise.
1027 _200___-_ _22 _ Iigkuu La.
1029 _270___-_ _02 _ Gaer Ak.
1033 _240___-_ _11 _ Kisi Sa.
1036 _678___-_ _03 _ Anmiinuu.
1038 _435___-_ _00 _ Sharim
1039 _424___-_ _01 _ Sikam Ap.
1118 _333___-_ _00 _ Biila Gir.
1119 _637___-_ _14 _ Miir.
1120 _504___-_ _04 _ Kaarmauur.
1122 _436___-_ _13 _ Dein.
1123 _88A___-_ _01 _ Kapir.
1124 _524___-_ _12 _ Geiir.
1125 _300___-_ _00 _ Ashla.
1127 _223___-_ _02 _ Lauur.
1128 _350___-_ _02 _ Vlus.
1129 _220___-_ _13 _ Dandgu.
1133 _532___-_ _13 _ Digur.
1135 _265___-_ _13 _ Ashga.
1136 _543___-_ _03 _ Arishshiir.
1137 _312___-_ _00 _ Liishi Uu.
1139 _7A7___-_ _02 _ Sali.
1140 _898___-_ _10 _ Arkmii Maagu.
1209 _426___-_ _23 _ Nar.
1213 _8D0___-_ _25 _ Ampibirlu.
1221 _410___-_ _02 _ Lashgar.
1223 _363___-_ _03 _ Piish.
1225 _321___-_ _24 _ Idiish.
1227 _331___-_ _24 _ Amka.
1228 _455___-_ _03 _ Maam.
1231 _675___-_ _23 _ Manda.
1233 _440___-_ _03 _ Kadkaagi.
1234 _312___-_ _20 _ Sidur Ishki
1235 _434___-_ _15 _ Iinka.
1236 _551___-_ _10 _ Shiiki
1237 _655___-_ _05 _ Iduup Ka.
1239 _100___-_ _24 _ Anaar Aapki.
1308 _344___-_ _04 _ Paparmuu.
1319 _570___-_ _12 _ Apduu.
1321 _665___-_ _21 _ Gaaag Ra.
1322 _587___-_ _04 _ Ashadin.
1328 _130___-_ _03 _ Iruur Ki.
1331 _321___-_ _03 _ Kimii Magar.
1333 _877___-_ _00 _ Idkha Puun.
1334 _786___-_ _20 _ Unpa.
1337 _745___-_ _10 _ Gena.
1340 _443___-_ _03 _ Guupki.
1407 _AF7___-_ _21 _ Arag.
1412 _83A___-_ _20 _ Uumge En.
1414 _9A9___-_ _04 _ Kigegli.
1417 _836___-_ _25 _ Kupiimnali.
1422 _262___-_ _03 _ Kandmas Ga.
1423 _411___-_ _04 _ Irinem.
1425 _000___-_ _03 _ Khika.
1426 _263___-_ _04 _ Irimnunbu.
1430 _526___-_ _00 _ Khuudii Ar.
1431 _500___-_ _00 _ Piuug.
1432 _AC4___-_ _20 _ Dirnas.
1433 _629___-_ _03 _ Mar.
1434 _626___-_ _24 _ Laduu Ushku.
1439 _959___-_ _04 _ Shupin
1440 _635___-_ _00 _ Miish Agki.
1507 _300___-_ _04 _ Nar.
1510 _543___-_ _00 _ Ranir.

1512 _471___-_ _02 _ Digmin Kha.
1518 _382___-_ _14 _ Miikiiiip.
1519 _561___-_ _00 _ Gershalli.
1520 _651___-_ _03 _ Duurkhiigeme.
1521 _764___-_ _03 _ Iiruum Ar.
1522 _567___-_ _11 _ Luuem.
1523 _AE7___-_ _23 _ Gidi Ni.
1525 _410___-_ _03 _ Gas.
1526 _362___-_ _12 _ Shan.
1528 _498___-_ _13 _ Luushgum.
1529 _441___-_ _04 _ Ishig Aasish.
1530 _420___-_ _05 _ Duurkhir As.
1531 _787___-_ _05 _ Diaar Mu.
1532 _549___-_ _00 _ Khimkhish.
1534 _656___-_ _04 _ Nuushish Bii.
1539 _443___-_ _03 _ Idma.
1540 _555___-_ _03 _ Shiikash Iin.
1605 _100___-_ _04 _ Inkaa Ip.
1612 _899___-_ _00 _ Guuka Apgii.
1613 _7A8___-_ _02 _ Indi.
1615 _445___-_ _03 _ Kuuuuriir.
1616 _556___-_ _04 _ Imaparlu
1618 _610___-_ _35 _ Iirkhuuash.
1619 _150___-_ _21 _ Shandpa.
1620 _000___-_ _03 _ Guer Nishi.
1622 _648___-_ _03 _ Kuurir.
1623 _848___-_ _00 _ Shiika Laa.
1624 _520___-_ _03 _ Guuarbe.
1625 _264___-_ _14 _ Kipii.
1627 _400___-_ _22 _ Khiiish.
1629 _534___-_ _15 _ Muurlar.
1637 _233___-_ _04 _ Miirkar Um.
1638 _597___-_ _04 _ Khabaa Id.
1640 _78A___-_ _03 _ Likha.
1712 _757___-_ _04 _ Irir.
1715 _665___-_ _15 _ Geaad Guu.
1717 _566___-_ _04 _ Ded.
1718 _74A___-_ _10 _ Kakhe.
1721 _000___-_ _00 _ Baagimar.
1722 _87A___-_ _03 _ Kuuskeg Am.
1723 _362___-_ _03 _ Bianimkaan.
1724 _772___-_ _05 _ Kira.
1727 _424___-_ _20 _ Gaar.
1732 _873___-_ _14 _ Shiiparir.
1733 _360___-_ _13 _ Arnuukara
1734 _427___-_ _02 _ Umiid Ma.
1735 _200___-_ _30 _ Aris Kaan.
1737 _595___-_ _14 _ Khamid.
1739 _333___-_ _00 _ Inbuu Kharkh.
1740 _100___-_ _24 _ Amdi.
1801 _130___-_ _03 _ Luurin Uuglu.
1810 _210___-_ _00 _ Inrim Irvlu.
1811 _583___-_ _04 _ Diir.
1814 _557___-_ _04 _ Aanlaaarshii.
1815 _423___-_ _20 _ Uumsii.
1816 _311___-_ _10 _ Nuugu.
1818 _568___-_ _12 _ Amlas Shaiir.
1821 _244___-_ _34 _ Arkuir.
1822 _344___-_ _13 _ Erdu.
1823 _AF4___-_ _12 _ Pir.
1826 _89A___-_ _00 _ Iraruu.
1828 _200___-_ _05 _ Riibuuinar.
1832 _85A___-_ _05 _ Giuur.
1833 _664___-_ _02 _ Anan.
1835 _467___-_ _03 _ Ginga Vli.
1839 _465___-_ _02 _ Ersimir.
1905 _7B0___-_ _03 _ Kinkhi Khi.
1911 _456___-_ _14 _ Uunduu Gas.
1914 _76A___-_ _02 _ Mar.
1915 _88A___-_ _01 _ Irzii.
1916 _150___-_ _00 _ Kuun.
1921 _726___-_ _03 _ Garuu.
1923 _A69___-_ _10 _ Liiir.
1924 _777___-_ _03 _ Muum.
1925 _778___-_ _21 _ Khimiirmi.
1926 _262___-_ _13 _ Aarishimer.
1927 _75A___-_ _03 _ Kuirir.
1930 _310___-_ _04 _ Unlardigard
1932 _467___-_ _03 _ Miipumaarmir.
1933 _486___-_ _00 _ Kalii Sa.
1935 _463___-_ _20 _ Khavle I.
1936 _679___-_ _10 _ Keduumu.
2007 _251___-_ _02 _ Kin.
2008 _552___-_ _04 _ Uushiim Zuui.
2015 _585___-_ _10 _ Mimmuu.
2018 _440___-_ _02 _ Ushpaagi.
2019 _9D6___-_ _00 _ Adgamguuruun.
2020 _264___-_ _00 _ Imaar.
2021 _657___-_ _02 _ Biirdikauus.
2022 _421___-_ _12 _ Liikhem Uush.
2029 _784___-_ _15 _ Trill
2031 _222___-_ _23 _ Shidir.
2036 _442___-_ _23 _ Gushirdiimi
2037 _424___-_ _02 _ Gase Ka.
2038 _758___-_ _13 _ Buuna Ir.
2040 _231___-_ _04 _ Kudiaandi.
2105 _332___-_ _03 _ Dinid Is.
2106 _425___-_ _04 _ Igar Uund.
2107 _232___-_ _24 _ Shak.
2108 _540___-_ _22 _ Kiivla.
2110 _8A9___-_ _00 _ Usdinshekid.
2113 _451___-_ _03 _ Kiisni Shirk.
2115 _420___-_ _02 _ Vlage.
2119 _AAA___-_ _01 _ Kashkha.
2120 _570___-_ _30 _ Umda Ani.
2121 _67A___-_ _15 _ Adash Khu.
2122 _541___-_ _04 _ Kuurin.
2124 _220___-_ _24 _ Erkvluun.
2125 _200___-_ _05 _ Shaaug.
2127 _330___-_ _04 _ Tlauwao
2128 _549___-_ _04 _ Anir.
2130 _000___-_ _03 _ Kiesh Ni.
2131 _525___-_ _20 _ Guuam.
2132 _556___-_ _24 _ Meshra.
2134 _000___-_ _33 _ Lap.
2136 _787___-_ _25 _ Inmuu.
2139 _696___-_ _03 _ Luiram.
2140 _510___-_ _10 _ Uumli.
2202 _555___-_ _03 _ Kar.
2205 _221___-_ _12 _ Vlikha Mi.
2206 _547___-_ _01 _ Shaaku.
2207 _678___-_ _22 _ Irkhi
2210 _658___-_ _13 _ Anlir Ar.
2213 _9B3___-_ _34 _ Vliimkep Gii.
2215 _585___-_ _10 _ Irgar Er.
2216 _5A5___-_ _14 _ Gumgand.
2217 _222___-_ _03 _ Andir Uum.
2221 _683___-_ _20 _ Baka.
2223 _230___-_ _03 _ Guuka.
2224 _664___-_ _03 _ Usdiki
2225 _210___-_ _03 _ Guugaiir.
2227 _693___-_ _10 _ Khaamkhand.
2228 _432___-_ _05 _ Iruur.
2229 _593___-_ _22 _ Mapuu.
2231 _677___-_ _03 _ Zanish
2233 _353___-_ _03 _ Daan.
2237 _524___-_ _04 _ Zir.
2240 _622___-_ _12 _ Isharshan.
2303 _868___-_ _12 _ Gakaa.
2305 _684___-_ _02 _ Sharenga
2306 _797___-_ _24 _ Aaguur.
2307 _221___-_ _00 _ Khap.
2308 _340___-_ _01 _ Shar.
2309 _672___-_ _01 _ Nagu.
2310 _794___-_ _00 _ Paandshaar.
2313 _57A___-_ _13 _ Ed
2316 _647___-_ _00 _ Muuan.
2318 _876___-_ _00 _ Vlaamiid.
2320 _674___-_ _00 _ Khar.
2323 _400___-_ _10 _ Gelumuu.
2325 _543___-_ _00 _ Droun
2326 _655___-_ _01 _ Larark.
2330 _260___-_ _24 _ Gaalu.
2331 _73A___-_ _14 _ Iskhe.
2332 _672___-_ _13 _ Khikhiid.
2333 _000___-_ _03 _ Shir.
2334 _252___-_ _23 _ Gas.
2335 _666___-_ _24 _ Lirkhi Dagi.
2336 _140___-_ _25 _ Ligi.
2337 _513___-_ _23 _ Nir.
2339 _656___-_ _04 _ Shies.
2340 _874___-_ _12 _ Kaka Pu.
2404 _759___-_ _20 _ Kauur Ma.
2406 _73A___-_ _03 _ Ashkha.
2408 _538___-_ _23 _ Lakirshai.
2410 _88A___-_ _04 _ Lauumgi.
2411 _78A___-_ _02 _ Uupuush Mir.
2414 _000___-_ _03 _ Mili.
2415 _77A___-_ _00 _ Miiashpaaam.
2418 _621___-_ _00 _ Kidadkiir.
2422 _785___-_ _10 _ Giiki Kuu.
2424 _332___-_ _00 _ Khuunu.
2425 _430___-_ _14 _ Uurshar Maaa.
2426 _592___-_ _34 _ Aaslaa Argi.
2427 _502___-_ _00 _ Irash In.
2428 _429___-_ _02 _ Shaaniir A.
2429 _120___-_ _02 _ Vlinkhaa.
2430 _334___-_ _05 _ Giuurli.
2431 _583___-_ _03 _ Guuluu.
2434 _365___-_ _12 _ Kiiiip.
2438 _500___-_ _04 _ Lier.
2439 _8C1___-_ _01 _ Susadi
2440 _457___-_ _13 _ Iimir Shi.
2501 _76A___-_ _02 _ Uungad Iam.
2502 _735___-_ _10 _ Kas.
2503 _8B9___-_ _23 _ Lisni Iin.
2504 _370___-_ _01 _ Uuplan.
2507 _444___-_ _31 _ Shiramuunir
2509 _9C7___-_ _03 _ Dueash.
2511 _736___-_ _03 _ Vliisuur Er.
2512 _336___-_ _04 _ Dumkas Makak.
2513 _221___-_ _00 _ Masa
2514 _637___-_ _03 _ Kimuu.
2517 _242___-_ _05 _ Anga.
2521 _8A9___-_ _04 _ Vlaim.

2523 _546___-_ _00 _ Shukhiig.
2525 _6B2___-_ _03 _ Karki.
2526 _310___-_ _02 _ Angi.
2527 _366___-_ _20 _ Khakhas Ish.
2532 _889___-_ _24 _ Khasuushir.
2536 _140___-_ _12 _ Anadga.
2537 _986___-_ _24 _ Shiiaruur.
2538 _87A___-_ _03 _ Kid.
2539 _988___-_ _04 _ Gazuu.
2540 _649___-_ _03 _ Lekhid.
2609 _7A6___-_ _15 _ Gauu.
2610 _525___-_ _10 _ Sashaka.
2612 _8C5___-_ _24 _ Ashik.
2613 _647___-_ _02 _ Naan.
2614 _358___-_ _20 _ Umkhu Miir.
2615 _785___-_ _24 _ Diluu Lin.
2617 _338___-_ _04 _ Umdark.
2618 _647___-_ _04 _ Pir.
2619 _334___-_ _14 _ Shashmii.
2620 _000___-_ _04 _ Akushis
2625 _633___-_ _02 _ Ashgeir.
2626 _948___-_ _22 _ Uurkhish.
2627 _9C6___-_ _24 _ Imarshas
2628 _885___-_ _11 _ Vluupuur.
2629 _69A___-_ _00 _ Gira Sa.
2630 _8AA___-_ _10 _ Miirkiinkhuu.
2632 _350___-_ _02 _ Upbar Kuup.
2633 _543___-_ _10 _ Shikiuund.
2634 _336___-_ _03 _ Gaash.
2637 _425___-_ _10 _ Arkan.
2639 _687___-_ _00 _ Vlira Lan.
2701 _A9A___-_ _00 _ Arimla.
2704 _A7A___-_ _00 _ Gir.
2705 _AE4___-_ _04 _ Uumaap.
2706 _331___-_ _20 _ Shade Gauur.
2707 _360___-_ _03 _ Bashe Miind.
2709 _340___-_ _04 _ Zuupem La.
2713 _868___-_ _12 _ Agbindes.
2715 _8B1___-_ _04 _ Khumaa.
2716 _94A___-_ _03 _ Shakhamash
2717 _587___-_ _04 _ Uunguuur.
2723 _494___-_ _00 _ Piir.
2724 _340___-_ _02 _ Bimu In.
2725 _636___-_ _10 _ Aszed.
2726 _456___-_ _00 _ Shae.
2730 _450___-_ _00 _ Ganrika.
2732 _130___-_ _22 _ Piisar Ir.
2734 _234___-_ _13 _ Irzag Ki.
2735 _758___-_ _14 _ Duum.
2737 _5A7___-_ _22 _ Luugshen.
2738 _321___-_ _04 _ Kapaar.
2740 _888___-_ _13 _ Gaaar.
2801 _765___-_ _00 _ Uurugpi.
2802 _222___-_ _03 _ Anig.
2804 _544___-_ _10 _ Kaakerk.
2806 _96A___-_ _02 _ Deguurkas.
2807 _380___-_ _04 _ Khundaar Ga.
2809 _321___-_ _04 _ Bad.
2810 _584___-_ _00 _ Kauun .
2812 _466___-_ _04 _ Guuddi.
2813 _553___-_ _03 _ Erdeuur.
2814 _876___-_ _02 _ Damkin.
2815 _688___-_ _02 _ Mir.
2820 _895___-_ _03 _ Niir.
2821 _451___-_ _03 _ Gambar.
2822 _688___-_ _00 _ Adpi Kiir.
2824 _264___-_ _02 _ Iniim Khiim.
2828 _83A___-_ _13 _ Ushuuri
2829 _220___-_ _22 _ Kiir.
2830 _200___-_ _01 _ Luuar.
2831 _672___-_ _04 _ Irig.
2833 _140___-_ _05 _ Marida.
2834 _666___-_ _13 _ Daaanig.
2835 _424___-_ _03 _ Miniiin.
2837 _380___-_ _14 _ Nashuumshuu.
2838 _783___-_ _02 _ Khar.
2839 _442___-_ _20 _ Kadar
2840 _231___-_ _04 _ Kiim.
2904 _642___-_ _01 _ Arkla.
2905 _257___-_ _14 _ Kiurkhii.
2906 _898___-_ _11 _ Iide.
2907 _310___-_ _13 _ Lishan
2910 _AE7___-_ _00 _ Mad.
2912 _848___-_ _01 _ Migegush.
2914 _000___-_ _10 _ Khin.
2915 _463___-_ _00 _ Gag.
2916 _679___-_ _03 _ Pekair.
2917 _242___-_ _02 _ Giuurni.
2919 _444___-_ _00 _ Agshiin.
2920 _000___-_ _04 _ Khundaar Ga.
2921 _437___-_ _02 _ Girzirk.
2923 _767___-_ _10 _ Gim.
2924 _337___-_ _12 _ Khaanis.
2925 _998___-_ _02 _ Hkeakewoirea'
2930 _887___-_ _04 _ Gire Ki.
2931 _789___-_ _04 _ Gak.
2937 _AB8___-_ _03 _ Puudsha.
2938 _477___-_ _00 _ Gush.
2939 _873___-_ _03 _ Mim.
3002 _533___-_ _00 _ Daig.
3003 _140___-_ _04 _ Niuush.
3004 _555___-_ _00 _ Lakhinke.
3006 _567___-_ _03 _ Kuuar.
3007 _756___-_ _00 _ Iigshi.
3008 _300___-_ _03 _ Gasushadu.
3009 _553___-_ _02 _ Umda.
3012 _789___-_ _14 _ Agshibi.
3013 _632___-_ _00 _ Iigsher.
3014 _667___-_ _04 _ Girni Shakha.
3015 _6B3___-_ _24 _ Kuur.
3016 _340___-_ _24 _ Iirkguid.
3017 _835___-_ _03 _ Miir Shaem.
3023 _000___-_ _12 _ Giiluu.
3024 _756___-_ _04 _ Khuudiir.
3026 _786___-_ _00 _ Kama Ak.
3027 _5A6___-_ _03 _ Gerkha Uruu.
3028 _798___-_ _05 _ Riiirar.
3029 _120___-_ _12 _ Phaln
3031 _160___-_ _13 _ Kuukhi.
3033 _665___-_ _02 _ Limi.
3034 _110___-_ _23 _ Guuduu In.
3035 _957___-_ _03 _ Iinkauur.
3038 _667___-_ _20 _ Agshi.
3039 _55A___-_ _00 _ Naumish.
3101 _7A4___-_ _10 _ Lagi.
3103 _8B0___-_ _03 _ Gakkhaar.
3104 _235___-_ _04 _ Dad.
3105 _658___-_ _03 _ Kukhun
3106 _7A5___-_ _25 _ Kasi.
3107 _587___-_ _11 _ Argase.
3110 _565___-_ _03 _ Nuumasishii.
3112 _210___-_ _10 _ Uugdi.
3116 _403___-_ _13 _ Imdi.
3117 _9B7___-_ _03 _ Safdieshki.
3118 _537___-_ _10 _ Puugbi Uus.
3122 _200___-_ _00 _ Lisiir Indma.
3126 _9C5___-_ _03 _ Anke Kar.
3130 _A87___-_ _04 _ Gase Ka.
3131 _763___-_ _30 _ Pan.
3137 _766___-_ _00 _ Muus.
3139 _8A9___-_ _03 _ Giirkha.
3140 _432___-_ _03 _ Khainuu.
3202 _78A___-_ _02 _ Irbish.
3203 _779___-_ _12 _ Lamuunemka.
3205 _643___-_ _23 _ Shashuu Irku.
3206 _100___-_ _05 _ Mikhi.
3208 _638___-_ _24 _ Gar.
3210 _504___-_ _24 _ Nem.
3211 _457___-_ _00 _ Shaka Guguu.
3212 _261___-_ _04 _ Linkuunar.
3214 _310___-_ _00 _ Mindgiuun.
3217 _886___-_ _13 _ Bam.
3218 _447___-_ _03 _ Senlis
3219 _444___-_ _03 _ Daaak Lu.
3223 _110___-_ _03 _ Pinuum Khuum.
3224 _656___-_ _04 _ Rar.
3226 _546___-_ _04 _ Arshaama.
3228 _200___-_ _25 _ Girdem.
3230 _764___-_ _00 _ Maanaar.
3231 _200___-_ _10 _ Khuuir.
3235 _434___-_ _10 _ Kiriish.
3236 _596___-_ _15 _ Kuukuukha.
3237 _988___-_ _20 _ Aarkam Ish.
3240 _332___-_ _04 _ Guvluun.


A B C D
E F G H
I J K L
M N O P
Subsectors
Map Legend
Starport Type
Gas Giant
A
Bad
World Type
World Name
World Types
water present
no water present
asteroid belt
Bases
Imperium Naval
Imperium Scout
Independent
Research
Scout
Reserve
Prison
Gushemege

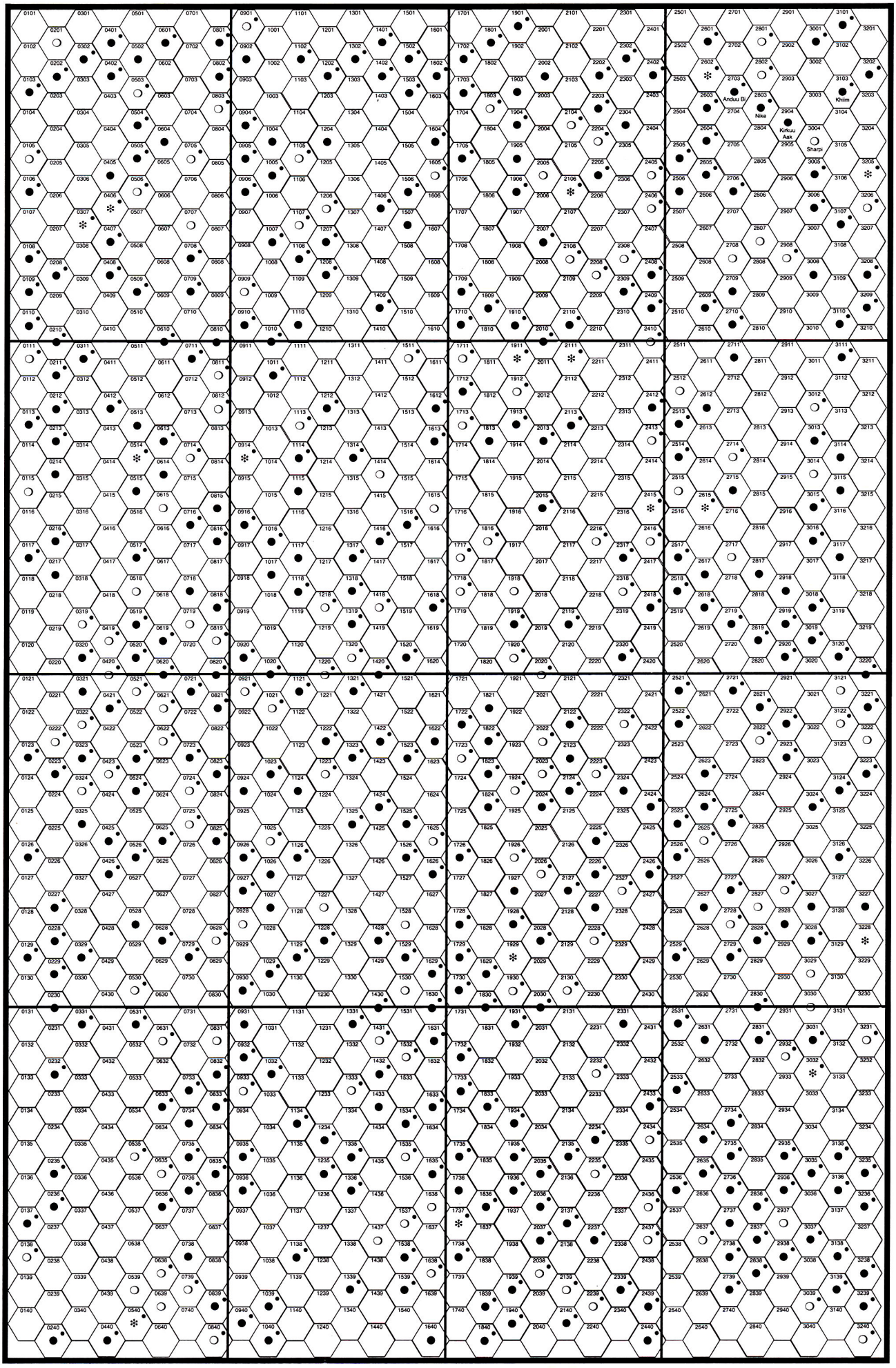
The Dagudashaag Sector

This sector has 560 worlds, of which 460 have native gas giants. The estimated population for the sector is 1647 billion sapients (not necessarily humans). There are 49 Water Worlds (Wa), 19 Ice-Capped worlds (Ic), 46 Desert worlds (De), and 65 Vacuum (Va) worlds. There are 16 Asteroid Belts (Ast) in the sector. There are 132 Barren (Ba) worlds. World names are primarily Vilani.

0103 _968___-_ _13 _ Parkaa.
0105 _BB1___-_ _02 _ Anli.
0106 _9B6___-_ _03 _ Akimu
0108 _582___-_ _15 _ Nipa.
0109 _685___-_ _04 _ Irer Muu.
0110 _442___-_ _24 _ Gunar.
0111 _210___-_ _14 _ Upag
0113 _977___-_ _02 _ Irraki.
0115 _8C1___-_ _10 _ Shid.
0117 _463___-_ _12 _ Khuum.
0123 _555___-_ _23 _ Kin.
0126 _665___-_ _14 _ Uugaran.
0129 _724___-_ _03 _ Duudir.
0137 _568___-_ _04 _ Irdeiishi.
0138 _201___-_ _12 _ Iidshias.
0201 _310___-_ _10 _ Kuuem.
0202 _675___-_ _03 _ Ginmuu.
0208 _457___-_ _01 _ Mimu
0210 _95A___-_ _03 _ Mibu.
0211 _236___-_ _24 _ Khem.
0212 _565___-_ _04 _ Shagmani.
0213 _234___-_ _23 _ Arker Ig.
0214 _348___-_ _00 _ Innag.
0216 _464___-_ _22 _ Zikhiirke.
0217 _423___-_ _00 _ Nishi.
0222 _200___-_ _14 _ Nais.
0223 _446___-_ _03 _ Asun Ar.
0227 _7A9___-_ _03 _ Aarmar.
0228 _545___-_ _03 _ Ziip.
0229 _8B6___-_ _03 _ Arli.
0230 _9CA___-_ _00 _ Dudin
0232 _9B4___-_ _02 _ Regii Ar.
0235 _778___-_ _03 _ Khaaga And.
0236 _435___-_ _24 _ Immu Pin.
0240 _786___-_ _14 _ Bolivar
0302 _455___-_ _03 _ Kauum.
0307 _000___-_ _13 _ Khuunka.
0311 _86A___-_ _04 _ Unishpiir
0319 _100___-_ _02 _ Kherlu.
0320 _544___-_ _23 _ Inkhiiam.
0321 _445___-_ _00 _ Khiruushkuu.
0322 _210___-_ _15 _ Emaam Uun.
0323 _557___-_ _23 _ Biik
0324 _221___-_ _03 _ Shash.
0325 _986___-_ _20 _ Adziuumla.
0329 _966___-_ _13 _ Uushar Kaam.
0331 _79A___-_ _04 _ Asham.
0401 _868___-_ _03 _ Khiim.
0402 _669___-_ _14 _ Kuush.
0405 _789___-_ _10 _ Guugi Ir.
0406 _000___-_ _22 _ Khikhauurk.
0407 _947___-_ _13 _ Giiken.
0408 _252___-_ _04 _ Givla.
0412 _336___-_ _14 _ Ima.
0419 _110___-_ _22 _ Kikar.
0420 _361___-_ _14 _ Daluu As.
0421 _322___-_ _21 _ Giiuush.
0423 _250___-_ _04 _ Amban Esh.
0425 _877___-_ _04 _ Radisar.
0426 _8C3___-_ _02 _ Shamma.
0440 _775___-_ _03 _ Kiiriip Gin.
0502 _A7A___-_ _10 _ Gaak.
0503 _311___-_ _04 _ Irli Aa.
0504 _888___-_ _13 _ Kin.
0505 _5A6___-_ _02 _ Agam.
0506 _140___-_ _04 _ Sham.
0509 _578___-_ _24 _ Undba Ii.
0513 _455___-_ _00 _ Gim.
0514 _000___-_ _01 _ Sharsha Ar.
0515 _679___-_ _00 _ Mimak.
0517 _668___-_ _02 _ Kheiik Asam.
0518 _200___-_ _00 _ Dakushan
0519 _625___-_ _04 _ Kuus.
0520 _69A___-_ _13 _ Luunnuuan.
0521 _340___-_ _03 _ Irnuu Dip.
0523 _899___-_ _02 _ Ashbiim Ag.
0524 _115___-_ _14 _ Isduurma.
0526 _86A___-_ _04 _ Shaar.
0528 _683___-_ _20 _ Irna.
0530 _230___-_ _02 _ Udgi.
0531 _797___-_ _02 _ Eddum
0535 _110___-_ _12 _ Kaid.
0539 _200___-_ _10 _ Dalaza.
0540 _000___-_ _03 _ Irkhadii.
0601 _344___-_ _35 _ Duuvlili.
0604 _222___-_ _00 _ Ashle Mi.
0610 _7A5___-_ _24 _ Arad Uu.
0613 _657___-_ _05 _ Kig.
0614 _9D5___-_ _00 _ Suuge.
0615 _340___-_ _00 _ Karsa.
0619 _453___-_ _25 _ Iirir.
0620 _6A4___-_ _03 _ Lam.
0621 _120___-_ _04 _ Kuukke Nim.
0622 _530___-_ _22 _ Kiiar Paa.
0625 _666___-_ _24 _ Zagunaa.
0628 _796___-_ _02 _ Miadnir.
0631 _300___-_ _02 _ Lashka.
0633 _637___-_ _24 _ Uusshii A.
0635 _500___-_ _02 _ Khish.
0636 _546___-_ _12 _ Iidmar Uug.
0638 _541___-_ _04 _ Liuduuze.
0639 _120___-_ _10 _ Islin.
0705 _450___-_ _23 _ Zuiar
0707 _561___-_ _00 _ Irpi.
0708 _758___-_ _03 _ Uummairkuur.
0709 _94A___-_ _13 _ Din.
0711 _522___-_ _03 _ Meiir.
0714 _120___-_ _13 _ Diishalum
0716 _578___-_ _03 _ Irze.
0718 _243___-_ _20 _ Seganku.
0719 _210___-_ _00 _ Gir.
0721 _873___-_ _24 _ Zeda
0723 _9AA___-_ _04 _ Aamka.
0724 _510___-_ _01 _ Khergas.
0725 _300___-_ _13 _ Gagi Pa.
0729 _89A___-_ _11 _ Bakha Lii.
0733 _436___-_ _04 _ Naarshir Dis.
0734 _9AA___-_ _20 _ Arishri.
0735 _595___-_ _02 _ Kaen.
0736 _753___-_ _04 _ Nimuin
0738 _866___-_ _00 _ Aargi.
0739 _100___-_ _02 _ Kaidaa.
0801 _612___-_ _04 _ Nemuun.
0802 _89A___-_ _02 _ Shir.
0803 _231___-_ _03 _ Ashuukhuugu.
0810 _372___-_ _00 _ Edir.
0811 _541___-_ _14 _ Andam.
0812 _421___-_ _24 _ Meuun.
0815 _676___-_ _00 _ Irklishis.
0816 _9AA___-_ _01 _ Arkgiirnar.
0818 _666___-_ _04 _ Asid Khishe.
0819 _100___-_ _04 _ Gash.
0820 _99A___-_ _02 _ Vliirpi.
0821 _8B2___-_ _13 _ Aarenziisge.
0823 _A8A___-_ _15 _ Urgu
0825 _375___-_ _05 _ Gian.
0828 _100___-_ _12 _ Miirnishuu.
0831 _200___-_ _00 _ Giark.
0832 _324___-_ _32 _ Kashiinkhind.
0833 _453___-_ _23 _ Daar Duumar.
0835 _555___-_ _15 _ Shakana.
0839 _748___-_ _04 _ Arza.
0840 _561___-_ _02 _ Rash.
0901 _9B0___-_ _04 _ Inpuu Vluurar.
0902 _AAA___-_ _20 _ Guunush.
0904 _403___-_ _04 _ Gavlamaar.
0905 _552___-_ _04 _ Kir.
0906 _867___-_ _03 _ Laap.
0909 _6B1___-_ _22 _ Khuunis.
0910 _653___-_ _22 _ Kiidir Min.
0914 _000___-_ _14 _ Iishmu Gi.
0916 _767___-_ _04 _ Nuupasaag.
0920 _545___-_ _14 _ Kuush.
0921 _340___-_ _01 _ Shuarlirk.
0924 _AE7___-_ _20 _ Emirkushguur.
0926 _533___-_ _23 _ Imem Ki.
0927 _466___-_ _03 _ Kharermagaa.
0928 _7B0___-_ _20 _ Guueshgii.
0930 _8B4___-_ _21 _ Nelek.
0931 _663___-_ _00 _ Uurmir Ge.
0932 _888___-_ _12 _ Maan.
0933 _AD1___-_ _03 _ Mishirk.
0935 _98A___-_ _05 _ Nigiamush.
0936 _682___-_ _04 _ Giuuma.
0940 _579___-_ _14 _ Uunish.
1004 _5A4___-_ _10 _ Mishsha Ka.
1005 _237___-_ _05 _ Lepuush Assh.
1007 _227___-_ _01 _ Guui.
1010 _527___-_ _21 _ Iduun Am.
1011 _679___-_ _04 _ Danshagi.
1016 _625___-_ _33 _ Ushra
1017 _365___-_ _20 _ Diirmuu.
1020 _535___-_ _04 _ Uudaas Ash.
1021 _651___-_ _21 _ Luuli Mi.

1023 _324___-_ _13 _ Magi Ki.
1025 _400___-_ _03 _ Liimkhi Iir.
1026 _674___-_ _00 _ Miashduurnu.
1027 _342___-_ _10 _ Ginuukansaan.
1029 _664___-_ _02 _ Erkuushkis.
1032 _564___-_ _01 _ Erka.
1039 _354___-_ _24 _ Giikhapuur.
1040 _225___-_ _13 _ Shamuum Bii.
1102 _446___-_ _02 _ Karzi Ash.
1105 _140___-_ _01 _ Uurim.
1107 _220___-_ _04 _ Arash.
1108 _8B6___-_ _02 _ Gaas.
1110 _743___-_ _10 _ Kiir.
1113 _521___-_ _04 _ Khidderna.
1114 _89A___-_ _11 _ Gak.
1115 _9A5___-_ _20 _ Makhuushshiaa
1117 _445___-_ _00 _ Kaaruumuug.
1118 _686___-_ _01 _ Enka Inuurk.
1121 _688___-_ _03 _ Khukhiid.
1124 _252___-_ _00 _ Kuudip.
1126 _488___-_ _03 _ Diirkuur.
1129 _664___-_ _05 _ Endgaiish.
1134 _434___-_ _03 _ Kam.
1138 _464___-_ _04 _ Gaki Is.
1202 _567___-_ _04 _ Nigmim.
1204 _977___-_ _00 _ Gaash Iish.
1206 _210___-_ _03 _ Uddiki.
1207 _564___-_ _02 _ Guuki.
1208 _5A4___-_ _13 _ Sirshur.
1212 _772___-_ _12 _ Iruuk Bi.
1218 _221___-_ _01 _ Sikki.
1220 _410___-_ _02 _ Kenkha.
1222 _334___-_ _13 _ Ispumer
1223 _100___-_ _04 _ Iisgi.
1227 _541___-_ _00 _ Miuu Uur.
1228 _426___-_ _05 _ Uugir.
1234 _9C4___-_ _01 _ Kiuum.
1235 _678___-_ _23 _ Ashkukir.
1302 _9C5___-_ _02 _ Seg.
1314 _594___-_ _11 _ Naardiza.
1317 _68A___-_ _14 _ Argiluu
1318 _344___-_ _04 _ Kuum.
1319 _553___-_ _04 _ Zaakiikedvlu.
1320 _130___-_ _24 _ Gipu Irim.
1321 _452___-_ _32 _ Shankida
1323 _8A5___-_ _01 _ Mur.
1325 _464___-_ _05 _ Daiim Kuur.
1331 _98A___-_ _01 _ Urkuur.
1333 _250___-_ _04 _ Misa.
1335 _6A4___-_ _04 _ Duurin Ush.
1336 _585___-_ _02 _ Arar Muushsu.
1339 _A8A___-_ _04 _ Sakhi.
1401 _425___-_ _25 _ Iidkhe.
1402 _697___-_ _03 _ Undba Ii.
1406 _365___-_ _14 _ Nipe.
1409 _769___-_ _24 _ Shaim.
1414 _100___-_ _10 _ Sennur Guun.
1416 _555___-_ _03 _ Sas.
1418 _430___-_ _14 _ Limaa Im.
1420 _755___-_ _14 _ Aaduum Ind.
1422 _363___-_ _04 _ Zigida.
1424 _587___-_ _13 _ Ukuur.
1428 _735___-_ _25 _ Aashga Kiish.
1430 _AAA___-_ _14 _ Kaaagkhi.
1431 _330___-_ _04 _ Argi
1432 _568___-_ _11 _ Ashshur.
1433 _693___-_ _00 _ Anmuush.
1437 _7C1___-_ _00 _ Uurdi Zaa.
1502 _9B6___-_ _14 _ Giinashkhid
1503 _667___-_ _04 _ Unaamki.
1506 _785___-_ _03 _ Kimalad
1507 _957___-_ _00 _ Uumin Duu.
1511 _110___-_ _03 _ Dide Am.
1516 _676___-_ _04 _ Diim.
1520 _765___-_ _14 _ Dim.
1523 _A5A___-_ _05 _ Kaniash.
1525 _639___-_ _03 _ Gar.
1526 _565___-_ _03 _ Shiansi.
1528 _160___-_ _10 _ Shaarki Gak.
1529 _551___-_ _03 _ Pean.
1530 _464___-_ _00 _ Liian Kiia.
1532 _400___-_ _04 _ Mim.
1534 _65A___-_ _24 _ Arduu.
1535 _201___-_ _04 _ Enkarmi.
1537 _410___-_ _02 _ Inuur.
1538 _97A___-_ _23 _ Iruur Ash.
1539 _232___-_ _03 _ Pinun.
1602 _435___-_ _05 _ Vluuuum.
1604 _562___-_ _03 _ Nuunzaaind.
1605 _350___-_ _23 _ Imar.
1612 _689___-_ _03 _ Khaki Im.
1613 _9E3___-_ _22 _ Mankhe.
1615 _351___-_ _10 _ Khuuruum Ki.
1618 _445___-_ _02 _ Gashbag.
1622 _8AA___-_ _00 _ Linusnakuu.
1625 _321___-_ _03 _ Akkiiskhuush.
1626 _788___-_ _05 _ Kaiin.
1629 _534___-_ _04 _ Apkam Uurgi.
1630 _548___-_ _14 _ Vlaradpenkha.
1631 _494___-_ _04 _ Kuushkiigim.
1633 _9E7___-_ _12 _ Gaishnen.
1635 _354___-_ _13 _ Kuuguu.
1636 _130___-_ _10 _ Kaangarar.
1638 _210___-_ _13 _ Kis.
1640 _7A8___-_ _00 _ Lenashuuk
1702 _6A4___-_ _05 _ Uushzii.
1703 _835___-_ _03 _ Dirgi Duushi.
1705 _687___-_ _04 _ Armiirk.
1709 _555___-_ _04 _ Nanarzan.
1710 _457___-_ _14 _ Kimmir Aarla.
1711 _350___-_ _04 _ Luurashar.
1712 _7AA___-_ _13 _ Inbe.
1713 _300___-_ _23 _ Vluumkhaa Sa.
1717 _200___-_ _04 _ Gakpasar.
1718 _100___-_ _01 _ Vliiir Iir.
1722 _99A___-_ _04 _ Shemna Ish.
1723 _150___-_ _04 _ Dashi
1726 _AAA___-_ _14 _ Aarnirkuuk.
1728 _636___-_ _12 _ Ekhugush
1729 _86A___-_ _22 _ Vliin.
1730 _203___-_ _04 _ Giaar Luu.
1732 _222___-_ _12 _ Igar Ir.
1733 _536___-_ _03 _ Kikhi Li.
1735 _334___-_ _04 _ Durgaarur
1736 _674___-_ _00 _ Giir.
1737 _000___-_ _02 _ Khisiggim.
1738 _437___-_ _02 _ Nakzash Dadu.
1801 _547___-_ _03 _ Kuir Gaka.
1803 _200___-_ _04 _ Zandaa.
1809 _343___-_ _14 _ Andkash.
1813 _7AA___-_ _20 _ Kharkhi.
1816 _411___-_ _01 _ Kapuudduuda.
1821 _572___-_ _10 _ Enikaarkuu.
1822 _246___-_ _03 _ Kiim Me.
1823 _457___-_ _01 _ Mashgaanka.
1824 _436___-_ _04 _ Gishaana.
1829 _383___-_ _05 _ Miriim.
1830 _789___-_ _11 _ Kepishish.
1833 _784___-_ _14 _ Namshuu.
1836 _502___-_ _24 _ Siin.
1839 _458___-_ _14 _ Kaashgi.
1840 _725___-_ _01 _ Khiaan Iir.
1901 _663___-_ _02 _ Kani.
1903 _9B4___-_ _20 _ Nima Khi.
1904 _253___-_ _12 _ Kir.
1905 _77A___-_ _00 _ Isshun.
1906 _684___-_ _23 _ Shinnagekkhi.
1910 _7C4___-_ _23 _ Shikuu.
1911 _000___-_ _13 _ Iisgii Liguu.
1912 _300___-_ _21 _ Anmiish.
1913 _458___-_ _22 _ Ingesh.
1918 _410___-_ _10 _ Rukhigu
1919 _A75___-_ _03 _ Uumgauush.
1920 _8B0___-_ _03 _ Sauudbidge.
1924 _341___-_ _13 _ Kem.
1926 _200___-_ _04 _ Kuuuun Gi.
1927 _486___-_ _00 _ Gaauup.
1928 _335___-_ _05 _ Muukhiir Gad.
1929 _000___-_ _00 _ Ikabi
1930 _401___-_ _03 _ Ashshaa Uum.
1931 _403___-_ _13 _ Irpi Kind.
1934 _547___-_ _04 _ Uukkasi.
1935 _8D5___-_ _24 _ Gegme Khuuvl.
1936 _8B6___-_ _03 _ Guuiir.
1939 _88A___-_ _02 _ Shuurlerdagu.
1940 _A9A___-_ _02 _ Gia.
2002 _549___-_ _20 _ Shar.
2005 _510___-_ _00 _ Ladi.
2007 _677___-_ _21 _ Absalo.
2010 _523___-_ _04 _ Muud.
2013 _453___-_ _24 _ Kanne.
2015 _466___-_ _01 _ Shibishlim
2020 _310___-_ _23 _ Zarushbiish.
2022 _220___-_ _13 _ Eshnand.
2023 _211___-_ _12 _ Vliipiirkki.
2024 _512___-_ _32 _ Gishu.
2026 _401___-_ _14 _ Gindgadshaan.
2028 _664___-_ _03 _ Pupbii.
2030 _6B2___-_ _03 _ Gas.
2035 _558___-_ _05 _ Arshi.
2036 _799___-_ _03 _ Kikhash.
2037 _AE2___-_ _23 _ Shaiim.
2038 _520___-_ _04 _ Pir.
2104 _320___-_ _13 _ Galii Gi.
2106 _000___-_ _11 _ Nadvluur Khu.
2108 _130___-_ _13 _ Inig.
2110 _472___-_ _20 _ Isim.
2111 _000___-_ _04 _ Uurgu.
2113 _443___-_ _24 _ Irgear.
2119 _222___-_ _12 _ Khandi
2122 _996___-_ _03 _ Paarir Uugi.
2123 _778___-_ _20 _ Uugur.
2124 _673___-_ _13 _ Medurma
2127 _56A___-_ _23 _ Muuam.
2130 _130___-_ _14 _ Map.

2135 _233___-_ _23 _ Leka Id.
2137 _977___-_ _04 _ Admii.
2139 _521___-_ _15 _ Pikaa.
2140 _649___-_ _13 _ Laamuunsand.
2202 _527___-_ _13 _ Segid.
2203 _769___-_ _21 _ Kaammii.
2204 _200___-_ _01 _ Likhukam
2205 _627___-_ _04 _ Nirer.
2208 _100___-_ _01 _ Digadapud.
2216 _210___-_ _02 _ Inmiind.
2223 _200___-_ _01 _ Dipa
2225 _666___-_ _23 _ Arim Imas.
2226 _424___-_ _02 _ Uurgi.
2227 _546___-_ _00 _ Iris.
2228 _401___-_ _14 _ Mir.
2232 _681___-_ _24 _ Kham.
2234 _538___-_ _24 _ Medenki.
2235 _440___-_ _24 _ Udgi.
2237 _657___-_ _04 _ Giark.
2239 _130___-_ _03 _ Risii.
2302 _546___-_ _03 _ Inzuurkbuun.
2304 _8A8___-_ _10 _ Liga.
2308 _351___-_ _11 _ Gaguushpa.
2309 _333___-_ _01 _ Dind.
2317 _75A___-_ _04 _ Kankii.
2318 _300___-_ _11 _ Egkhu.
2320 _8D3___-_ _25 _ Par.
2322 _100___-_ _02 _ Andin Ur.
2324 _233___-_ _00 _ Khar.
2327 _160___-_ _02 _ Iirgash.
2331 _475___-_ _00 _ Ariim.
2339 _655___-_ _04 _ Kashkaa.
2402 _986___-_ _02 _ Larshaa.
2405 _140___-_ _22 _ Largi Iiur.
2406 _300___-_ _04 _ Ariir Giind.
2408 _365___-_ _24 _ Khuurmuun.
2409 _462___-_ _24 _ Giigar Pud.
2410 _591___-_ _12 _ Darii.
2412 _226___-_ _03 _ Arkhuusirur.
2413 _400___-_ _04 _ Nirkinishi.
2415 _000___-_ _24 _ Kim.
2416 _331___-_ _02 _ Laashiid.
2418 _454___-_ _14 _ Khiigikhir.
2424 _335___-_ _13 _ Khuundlush.
2426 _623___-_ _05 _ Apkii.
2433 _567___-_ _13 _ Shur.
2434 _100___-_ _01 _ Eniir.
2436 _130___-_ _11 _ Kagirvlish.
2437 _100___-_ _03 _ Guus.
2439 _663___-_ _23 _ Serga.
2440 _354___-_ _03 _ Iram Ar.
2505 _776___-_ _03 _ Pirga Uur.
2506 _272___-_ _00 _ Zuushgi.
2512 _220___-_ _00 _ Irash.
2513 _8A4___-_ _02 _ Kiir Gii.
2514 _237___-_ _02 _ Aasem Arna.
2515 _110___-_ _00 _ Inzir Ri.
2517 _436___-_ _13 _ Muukhaa.
2518 _423___-_ _23 _ Uudnar.
2521 _424___-_ _23 _ Kismiga.
2522 _555___-_ _04 _ Nur.
2525 _373___-_ _13 _ Khusgulur
2526 _775___-_ _12 _ Liplii.
2529 _529___-_ _01 _ Dummur
2531 _527___-_ _04 _ Degiir.
2533 _552___-_ _24 _ Miishusuug.
2536 _8A7___-_ _13 _ Uugmukhimad.
2601 _8B8___-_ _03 _ Dagaduu.
2602 _000___-_ _03 _ Ashba Giga.
2603 _685___-_ _04 _ Sharshu Liis.
2604 _884___-_ _02 _ Garrenkhi.
2605 _643___-_ _20 _ Khupar En.
2609 _628___-_ _03 _ Guduu.
2612 _8C8___-_ _10 _ Liluu Ir.
2615 _000___-_ _13 _ Irdii Dud.
2617 _876___-_ _00 _ Vluni.
2618 _573___-_ _04 _ Kakpir.
2623 _432___-_ _14 _ Pinirsa.
2624 _748___-_ _01 _ Khiikga.
2625 _540___-_ _02 _ Khakiir Nara.
2627 _672___-_ _00 _ Memkuu.
2631 _742___-_ _00 _ Kishu Kharlu.
2634 _527___-_ _02 _ Madud Guukaa.
2635 _552___-_ _14 _ Irga.
2637 _610___-_ _22 _ Gerki Ish.
2703 C649222-8 503 _ Anduu Bi.
2706 _542___-_ _14 _ Gankakaka.
2708 _420___-_ _20 _ Armi.
2709 _775___-_ _10 _ Zillai.
2710 _96A___-_ _12 _ Igkagish.
2711 _577___-_ _00 _ Andam A.
2714 _240___-_ _04 _ Emguu.
2715 _95A___-_ _00 _ Gagnir.
2717 _631___-_ _00 _ Luuker.
2719 _565___-_ _12 _ Gaar.
2721 _669___-_ _04 _ Muup.
2725 _342___-_ _14 _ Madaa.
2727 _535___-_ _14 _ Gili Ad.
2728 _340___-_ _02 _ Luursaam As.
2729 _655___-_ _03 _ Shuudin Ir.
2734 _547___-_ _02 _ Igmir Kiash.
2735 _99A___-_ _03 _ Shiishiiga.
2736 _9D6___-_ _04 _ Irash In.
2737 _894___-_ _00 _ Uumkhushkuu.
2738 _203___-_ _12 _ Aashlas Iidk.
2739 _645___-_ _03 _ Zir.
2801 _430___-_ _04 _ Luusiga.
2802 _300___-_ _04 _ Khikan Luus.
2803 C569444-6 113 _ Nike.
2807 _200___-_ _00 _ Shashuush.
2817 _8B3___-_ _00 _ Rikuliisaa.
2819 _553___-_ _04 _ Guuesh Gir.
2821 _224___-_ _22 _ Shuumi Ash.
2822 _651___-_ _22 _ Nirkvleaan.
2827 _100___-_ _20 _ Saark.
2828 _98A___-_ _03 _ Agag.
2830 _77A___-_ _03 _ Kuukark.
2831 _768___-_ _03 _ Giidaamuu.
2836 _777___-_ _03 _ Nuuam Vlaiis.
2837 _382___-_ _05 _ Garkkhuurda.
2838 _543___-_ _23 _ Nirash An.
2904 C97A377-6 400 _ Kirkuu Aak.
2908 _200___-_ _12 _ Guud.
2918 _A9A___-_ _00 _ Igmias.
2919 _254___-_ _04 _ Mar.
2920 _989___-_ _03 _ Eraki
2922 _303___-_ _03 _ Mem.
2923 _343___-_ _23 _ Dugaar Liivl.
2927 _651___-_ _03 _ Shea
2928 _234___-_ _10 _ Amkuu.
2932 _210___-_ _03 _ Khanamusa.
2935 _788___-_ _03 _ Ashagki.
2936 _687___-_ _03 _ Lirur Uushis.
2937 _100___-_ _30 _ Kakar
2938 _758___-_ _03 _ Arkliuukii.
3001 _89A___-_ _02 _ Enshiun.
3004 B571888-9 300 _ Sharpi.
3005 _689___-_ _22 _ Khermaasim.
3006 _544___-_ _15 _ Vlir.
3008 _542___-_ _00 _ Iiradli
3012 _110___-_ _04 _ Urdanpa.
3013 _402___-_ _24 _ Eshiir.
3014 _200___-_ _00 _ Khergu.
3015 _786___-_ _23 _ Uushkhaa.
3016 _797___-_ _04 _ Dad.
3018 _646___-_ _01 _ Kaagii Shim.
3019 _374___-_ _04 _ Makugpaa.
3024 _785___-_ _15 _ Demir.
3027 _576___-_ _10 _ Nurdishpuu.
3028 _768___-_ _12 _ Gin.
3029 _361___-_ _00 _ Arla Iir.
3030 _230___-_ _20 _ Kush.
3031 _85A___-_ _01 _ Adir.
3032 _000___-_ _04 _ Uumirsa
3035 _8B5___-_ _03 _ Vliiki.
3037 _543___-_ _03 _ Shamem Er.
3039 _371___-_ _11 _ Khiigep.
3101 _552___-_ _03 _ Guukark Iin.
3103 D7AA333-6 302 _ Khiim.
3107 _768___-_ _01 _ Uundliir Ka.
3110 _467___-_ _24 _ Gin.
3111 _7A9___-_ _05 _ Erash.
3114 _488___-_ _00 _ Khaaar.
3115 _355___-_ _00 _ Giga.
3117 _442___-_ _00 _ Gishgigiga.
3120 _428___-_ _13 _ Gaga As.
3121 _310___-_ _10 _ Shenpe.
3122 _120___-_ _04 _ Kir.
3124 _74A___-_ _22 _ Ribakid.
3126 _433___-_ _04 _ Khikhuu.
3135 _245___-_ _04 _ Iirgasi.
3136 _889___-_ _04 _ Kadushi
3138 _542___-_ _21 _ Kirgii.
3139 _433___-_ _03 _ Iigan.
3202 _476___-_ _01 _ Laadkip An.
3205 _000___-_ _14 _ Shimu Khivli.
3206 _201___-_ _03 _ Vlisis.
3208 _898___-_ _12 _ Khuder.
3209 _536___-_ _25 _ Garkanlu.
3220 _634___-_ _03 _ Giza.
3221 _76A___-_ _13 _ Dear.
3222 _120___-_ _10 _ Vliir Ge.
3223 _485___-_ _13 _ Urikgu.
3227 _665___-_ _00 _ Arku.
3228 _000___-_ _00 _ Nuuka.
3231 _580___-_ _03 _ Nanis Aar.
3235 _594___-_ _03 _ Imra Muu.
3236 _326___-_ _04 _ Shardi
3238 _458___-_ _13 _ Guuka Nuuri.
3239 _A7A___-_ _02 _ Khiiud.
3240 _5A0___-_ _13 _ Miiam.



A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

Subsectors

Map Legend

Starport Type

Gas Giant

A

Bad

World Type

World Name

World Types

- water present
- no water present
- asteroid belt

Bases

- Imperium Naval
- Imperium Scout
- Independent
- Research
- Scout
- Reserve
- Prison

Dagudashaag

The Core Sector

This sector has 569 worlds, of which 447 have native gas giants. There are 38 Water Worlds (Wa), 17 Ice-Capped worlds (Ic), 31 Desert worlds (De), and 56 Vacuum (Va) worlds. There are 15 Asteroid Belts (Ast) in the sector. There are 128 Barren (Ba) worlds. World names are primarily Vilani.

0103 _9C3___-_ _23 _ Irkigkhan.
0104 _351___-_ _03 _ Shana Ma.
0106 _9C6___-_ _04 _ Niir.
0112 _673___-_ _03 _ Ye-lu.
0113 _7A8___-_ _03 _ Khishi.
0114 _250___-_ _20 _ Khid.
0116 _485___-_ _11 _ Idpuu.
0117 _664___-_ _10 _ Neki.
0120 _244___-_ _00 _ Kein.
0125 _664___-_ _10 _ Larsaluu.
0126 _241___-_ _13 _ Danke Es.
0127 _578___-_ _14 _ Emshi.
0128 _559___-_ _23 _ Sheki.
0129 _984___-_ _22 _ Laslii Mii.
0130 _200___-_ _02 _ Siiaash.
0132 _76A___-_ _21 _ Lash.
0133 _8D7___-_ _15 _ Pumuuda.
0134 _421___-_ _03 _ Miise.
0135 _667___-_ _04 _ Maish Uun.
0138 _873___-_ _02 _ Ziris.
0139 _87A___-_ _13 _ Shardir Aagk.
0140 _100___-_ _02 _ Aadkhien.
0202 _656___-_ _00 _ Azimuth.
0203 _234___-_ _00 _ Khaur Ga.
0208 _527___-_ _23 _ Gekshiiuun.
0210 _797___-_ _01 _ Uras.
0212 _645___-_ _03 _ Gir.
0216 _422___-_ _04 _ Emuuis.
0218 _878___-_ _14 _ Darnii Kimi.
0220 _88A___-_ _03 _ Inir.
0221 _789___-_ _05 _ Kan.
0222 _210___-_ _05 _ Arir Ash.
0224 _234___-_ _03 _ Lindbar.
0228 _565___-_ _20 _ Ashder.
0231 _869___-_ _11 _ Giuum Gim.
0234 _667___-_ _04 _ Sishar.
0236 _671___-_ _03 _ Gasha Uusar.
0240 _587___-_ _00 _ Bur.
0302 _597___-_ _01 _ Khaam.
0304 _8B5___-_ _23 _ Kuunaa.
0305 _100___-_ _01 _ Muudeshi.
0306 _786___-_ _22 _ Kiid.
0307 _274___-_ _00 _ Pasliir.
0308 _688___-_ _14 _ Shar.
0310 _888___-_ _02 _ Mag.
0313 _332___-_ _03 _ Maish Akush.
0314 _8A5___-_ _14 _ Maarshigervl.
0315 _685___-_ _04 _ Das.
0316 _528___-_ _24 _ Dudin
0319 _234___-_ _14 _ Uurze.
0322 _242___-_ _04 _ Enluur.
0324 _413___-_ _01 _ Vliga.
0325 _210___-_ _03 _ Muuidimu.
0326 _340___-_ _04 _ Dindma Eshgi.
0328 _253___-_ _11 _ Baamlaa Maa.
0331 _100___-_ _24 _ Guuriir.
0332 _655___-_ _03 _ Mige Ris.
0334 _9A9___-_ _23 _ Irka.
0338 _887___-_ _00 _ Kiimaa.
0402 _772___-_ _10 _ Apge
0403 _000___-_ _04 _ Irli Un.
0405 _674___-_ _14 _ Dake Ag.
0408 _453___-_ _02 _ Arkag Ka.
0409 _994___-_ _02 _ Gin.
0410 _779___-_ _02 _ Daa.
0411 _584___-_ _03 _ Kash.
0414 _461___-_ _13 _ Shiieniaand.
0416 _654___-_ _13 _ Sanches
0418 _333___-_ _03 _ Shardi
0420 _6A7___-_ _04 _ Nirgem.
0421 _887___-_ _22 _ Murda.
0423 _400___-_ _00 _ Gig.
0428 _535___-_ _13 _ Irlu
0429 _9B9___-_ _04 _ Diid.
0431 _634___-_ _04 _ Gizar Ik.
0432 _150___-_ _05 _ Khiieshirk.
0437 _400___-_ _05 _ Uumaamuushgi.
0439 _110___-_ _03 _ Indand.
0440 _53A___-_ _03 _ Ganshas.
0502 _76A___-_ _20 _ Niir.
0505 _130___-_ _24 _ Emiigaap.
0511 _486___-_ _12 _ Gaadir.
0512 _513___-_ _02 _ Arla Un.
0513 _772___-_ _03 _ Kaman.
0516 _76A___-_ _04 _ Rundan.
0517 _726___-_ _02 _ Shiga Sha.
0519 _100___-_ _14 _ Zan.
0522 _362___-_ _24 _ Amkhiikhaki.
0523 _590___-_ _03 _ Uniimvlu.
0526 _200___-_ _21 _ Uumkhi.
0527 _357___-_ _15 _ Urguu.
0529 _386___-_ _12 _ Iirkaa Gaasa.
0530 _433___-_ _04 _ Mien Puuruu.
0531 _655___-_ _00 _ Dauur.
0537 E654755-6 502 _ Lia
0603 C140244-B 601 _ Dashgad.
0606 _736___-_ _11 _ Khuumiam.
0612 _667___-_ _00 _ Khukhi.
0619 _758___-_ _15 _ Iggaar.
0622 _647___-_ _04 _ Sketola.
0624 _100___-_ _04 _ Giirud.
0635 _642___-_ _02 _ Anemzaa.
0637 _796___-_ _03 _ Vlimas.
0707 _6A2___-_ _20 _ Maaruur.
0713 _333___-_ _03 _ Ruuni.
0714 _6A7___-_ _21 _ Marsus.
0718 _797___-_ _05 _ Uupig.
0721 _251___-_ _01 _ Shika.
0722 _361___-_ _02 _ Kuuda I.
0725 _411___-_ _03 _ Khag.
0727 _728___-_ _12 _ Dral
0731 _453___-_ _00 _ Zzugep
0734 _797___-_ _00 _ Laari.
0735 _584___-_ _04 _ Aapas Mi.
0737 _898___-_ _23 _ Shash.
0806 A212533-C 800 _ Gaage.
0808 D575000-2 014 _ Kikim.
0811 B675977-A 702 _ Alekvadin
0812 _845___-_ _14 _ Protalus.
0816 _792___-_ _12 _ Keshi.
0820 _776___-_ _00 _ Iruukzi.
0821 _000___-_ _04 _ Lakhia.
0822 _140___-_ _14 _ Siirduu.
0827 _350___-_ _13 _ Iirla.
0831 _549___-_ _14 _ Kuuki Zaa.
0835 _438___-_ _03 _ Laaze.
0839 _574___-_ _20 _ Night
0903 _000___-_ _13 _ Dis.
0905 _553___-_ _00 _ Oorpic.
0906 _776___-_ _02 _ Muumuu.
0907 _778___-_ _30 _ Gish.
0910 E567000-2 005 _ Gisid.
0911 C545311-7 203 _ Kiked Iig.
0915 B577000-B 013 _ Mupisar.
0916 _95A___-_ _01 _ Heraldia.
0919 _550___-_ _04 _ Marpi Ka.
0921 _6A7___-_ _10 _ Umda.
0922 _375___-_ _02 _ Guba Ak.
0929 _649___-_ _00 _ Sheduu.
0931 _599___-_ _14 _ Siniir Sa.
0933 _88A___-_ _11 _ Kis.
1002 _140___-_ _20 _ Mishaar
1008 _302___-_ _04 _ Uusla.
1009 _536___-_ _13 _ Luumiiliiple.
1012 _424___-_ _24 _ Uurmu Kuu.
1016 _361___-_ _03 _ Urshra
1019 _783___-_ _03 _ Liga Ka.
1022 E473544-4 513 _ Kaplir.
1023 B323688-9 900 _ Irkkha.
1028 _250___-_ _01 _ Miim.
1033 _556___-_ _04 _ Geam.
1034 _533___-_ _00 _ Gur.
1035 _581___-_ _03 _ Madalagaa.
1037 _542___-_ _24 _ Nuukhish.
1038 _358___-_ _14 _ Maur Na.
1040 _528___-_ _25 _ Davla.
1101 _120___-_ _02 _ Kiimi Di.
1102 _594___-_ _24 _ Gipirkash.
1104 _580___-_ _23 _ Rae.
1108 _765___-_ _14 _ Uurruu E.
1109 _987___-_ _14 _ Uuruun Kuu.
1112 _310___-_ _22 _ Kish.
1114 _520___-_ _03 _ Adguu Uun.
1116 _783___-_ _00 _ Kelpo.
1120 _340___-_ _03 _ Eorvin.
1123 A100000-D 025 _ Guuirk.
1124 A8AA677-C 312 _ Imkhasham.
1125 _652___-_ _10 _ Ishiira.
1129 _6A4___-_ _04 _ Aruur.
1130 _79A___-_ _01 _ Merkaakhu.
1134 _545___-_ _00 _ Aursis
1140 _AF3___-_ _00 _ Kaamind.
1202 _569___-_ _05 _ Kargi.
1204 _447___-_ _02 _ Limashimii.

1205 _590___-_ _04 _ Miilapkhas.
1214 _585___-_ _12 _ Guun.
1219 _210___-_ _20 _ Amed.
1220 _100___-_ _04 _ Aruu.
1221 _AD5___-_ _13 _ Shuukha Zuus.
1222 _577___-_ _13 _ Armi
1223 _556___-_ _30 _ Muguu.
1225 _341___-_ _10 _ Irmi Khi.
1226 _485___-_ _22 _ Shanii Arduu.
1228 _697___-_ _13 _ Lishiruud
1229 _354___-_ _13 _ Bais Si.
1232 _130___-_ _22 _ Diam Kani.
1233 _375___-_ _24 _ Laap.
1236 _491___-_ _03 _ Iipgiir.
1237 _6A7___-_ _03 _ Miikuu Ar.
1239 _547___-_ _02 _ Iirbasur.
1240 _223___-_ _14 _ Lam.
1302 _778___-_ _04 _ Uumaad Nurir.
1307 _88A___-_ _10 _ Ashduuma.
1308 _557___-_ _04 _ Akpussagna.
1309 _94A___-_ _01 _ Uuniluu.
1314 B859000-8 002 _ Mukirurguum.
1316 _85A___-_ _02 _ Shibasiim.
1317 _203___-_ _12 _ Belicose.
1320 _222___-_ _02 _ Adkaash.
1321 _664___-_ _00 _ Nuur.
1322 _675___-_ _23 _ Liper.
1323 _310___-_ _03 _ Kushur Naa.
1328 _647___-_ _02 _ Sar.
1330 _685___-_ _00 _ Shidkar.
1334 _ACA___-_ _12 _ Anshar.
1335 _354___-_ _22 _ Umkashuu
1336 _A97___-_ _03 _ Kuka.
1338 _695___-_ _02 _ Rid.
1403 _896___-_ _21 _ Gag.
1407 _200___-_ _20 _ Imguu.
1410 _210___-_ _03 _ Uurgin.
1416 _68A___-_ _04 _ Imdi Mi.
1418 _646___-_ _03 _ Kishdush.
1421 _436___-_ _22 _ Angar.
1422 _7C2___-_ _11 _ Ashbikuu.
1424 _652___-_ _14 _ Khusgurlu
1428 _656___-_ _00 _ Vlaarvla Akha.
1430 _100___-_ _03 _ Uukzi Giish.
1431 _494___-_ _03 _ Saar.
1434 _755___-_ _03 _ Diirmuu.
1436 _6B0___-_ _01 _ Arvlesaaish.
1437 _9A8___-_ _13 _ Mishaa.
1440 _58A___-_ _03 _ Minduun Sammad
1503 _536___-_ _04 _ Zepdind Ir.
1505 _667___-_ _14 _ Kuum.
1506 _486___-_ _04 _ Kakaaguur.
1508 _697___-_ _00 _ Asmi.
1510 _110___-_ _03 _ Kinuu.
1511 _445___-_ _23 _ Aman Urk.
1512 _8C2___-_ _04 _ Ansham.
1518 _86A___-_ _20 _ Uugnii.
1519 _9D2___-_ _03 _ Sher.
1522 _7C0___-_ _00 _ Gaashi Ash.
1523 _596___-_ _13 _ Laus.
1524 _626___-_ _12 _ F'rnow.
1526 _403___-_ _23 _ Gikakhii.
1529 _210___-_ _24 _ Niin.
1530 _563___-_ _02 _ Arvli Khaan.
1531 _333___-_ _13 _ Emsha I.
1533 _647___-_ _02 _ Zagi Uu.
1534 _76A___-_ _03 _ Gid.
1536 _435___-_ _02 _ Shueshlar
1538 _343___-_ _01 _ Uurme.
1539 _583___-_ _04 _ Dimanaam.
1605 _446___-_ _00 _ Giiar E.
1609 _224___-_ _02 _ Sirma
1610 _645___-_ _03 _ Nagan.
1611 _964___-_ _14 _ Shauug.
1615 _779___-_ _04 _ Marlakasi.
1616 _9B4___-_ _14 _ Vluurvlash.
1622 _120___-_ _01 _ Genkaaa.
1623 _567___-_ _24 _ Aggaa Irpu.
1625 _885___-_ _14 _ Gakirvli.
1628 _633___-_ _04 _ Amshakshe.
1630 _130___-_ _03 _ Kuusuu Uur.
1633 _300___-_ _01 _ Reshi Uun.
1635 _627___-_ _14 _ Khasherliguu.
1638 _759___-_ _12 _ Malaaash.
1701 _99A___-_ _24 _ Kama.
1702 _463___-_ _02 _ Iski Kuu.
1703 _645___-_ _00 _ Irkhiide.
1707 _686___-_ _00 _ Erdi.
1708 _000___-_ _04 _ Uunnagirluu.
1710 _000___-_ _11 _ Kherip Ag.
1711 _100___-_ _12 _ Kaakhe Mirir.
1713 _9D3___-_ _14 _ Uushnem.
1715 _581___-_ _12 _ Fornol.
1717 _9B7___-_ _24 _ Kasdaga.
1721 _565___-_ _04 _ Duusikiim.
1724 _675___-_ _24 _ Guurma Sa.
1725 _445___-_ _03 _ Angairkshak.
1726 _000___-_ _04 _ Demla.
1727 _8B1___-_ _05 _ Khirar.
1730 _AB4___-_ _04 _ Laik Girkki.
1732 _758___-_ _04 _ Maasaanin.
1733 _865___-_ _14 _ Riid.
1736 _420___-_ _00 _ Santry.
1737 _374___-_ _00 _ Irkhar Kirk.
1738 _8A6___-_ _13 _ Ginna.
1739 _6A6___-_ _12 _ Enshuuar.
1801 _451___-_ _25 _ Kind.
1808 _100___-_ _23 _ Gamgiigela.
1812 _383___-_ _05 _ Khiidkar.
1813 _354___-_ _00 _ Gaadvlu Ki.
1815 C510111-7 413 _ Unrair.
1819 B505144-8 300 _ Unkuu.
1821 _78A___-_ _02 _ Shar.
1822 _200___-_ _12 _ Anga Ke.
1823 _8B7___-_ _04 _ Gerar Khashi.
1824 _554___-_ _04 _ Likamish.
1825 _5A2___-_ _01 _ Rarkan.
1829 _211___-_ _13 _ Shis.
1831 _663___-_ _25 _ Irkgiur.
1833 _464___-_ _04 _ Shaaram.
1836 _340___-_ _03 _ Cordova.
1837 _A9A___-_ _00 _ Anlumir.
1838 _989___-_ _03 _ Iraddii.
1839 _782___-_ _01 _ Rili Aash.
1840 _743___-_ _00 _ Saruumdiiush.
1901 _694___-_ _00 _ Zaniin.
1902 _889___-_ _03 _ Irbi.
1909 _433___-_ _00 _ Iiska Ashgi.
1912 _430___-_ _12 _ Khamiila.
1916 A344644-9 614 _ Irurk.
1917 E222477-4 804 _ Aggii Ganaan.
1918 C624422-7 204 _ Irmap Muu.
1919 E776000-6 000 _ Nirinirk.
1920 _410___-_ _03 _ Kuma As.
1921 _245___-_ _24 _ Medishvlaas.
1924 _455___-_ _00 _ Mar.
1925 _485___-_ _00 _ Naauup Emrim.
1927 _94A___-_ _04 _ Khiri.
1929 _628___-_ _24 _ Shakiisiir.
1930 _000___-_ _04 _ Kegi And.
1933 _599___-_ _04 _ Uushruu.
1934 _886___-_ _00 _ Zishma Kha.
1938 _566___-_ _14 _ Keshi
1940 _548___-_ _20 _ Nii.
2006 _210___-_ _12 _ Amur Isark.
2008 _110___-_ _05 _ Khekaa.
2010 _8B7___-_ _05 _ Maashsha.
2011 _544___-_ _03 _ Kikamaa.
2012 _651___-_ _33 _ Biin.
2014 C62A333-8 414 _ Bala.
2016 C877599-8 504 _ Zuarkri.
2017 E576244-4 821 S Kain.
2020 _200___-_ _13 _ Kan.
2021 _300___-_ _15 _ Shaashsha.
2027 _9A5___-_ _00 _ Amuum Kuu.
2028 _443___-_ _04 _ Iipshimun.
2030 _63A___-_ _14 _ Ragni.
2034 _324___-_ _03 _ Daindkhara.
2036 _410___-_ _04 _ Uundi Zi.
2037 _333___-_ _20 _ Daaud Urle.
2038 _476___-_ _02 _ Gimmi Uussha.
2040 _240___-_ _02 _ Gikhii Iis.
2101 _85A___-_ _03 _ Khizuuuum.
2102 _554___-_ _10 _ Ravla.
2103 _000___-_ _05 _ Inlun Ra.
2104 _884___-_ _02 _ Nuudle.
2105 _461___-_ _03 _ Shiza.
2111 _446___-_ _00 _ Kiikagaiir.
2112 _428___-_ _20 _ Nappar.
2115 A331744-B 304 _ Zimiin.
2118 A586A98-C 305 _ Sylea
2121 _98A___-_ _13 _ Vlaakier.
2122 _476___-_ _00 _ Iirkkhu.
2125 _524___-_ _03 _ Urish.
2130 _565___-_ _03 _ Iruies.
2133 _88A___-_ _10 _ Degkak Uun.
2135 _749___-_ _13 _ Diliig.
2136 _77A___-_ _04 _ Kiir.
2138 _888___-_ _00 _ Adkhi.
2139 _565___-_ _02 _ Nig.
2140 _200___-_ _10 _ Sidzer.
2203 _338___-_ _00 _ Andkag Pa.
2205 _538___-_ _23 _ Daash.
2206 _444___-_ _13 _ Edirkisdii.
2209 _476___-_ _10 _ Shudusham.
2210 _562___-_ _05 _ Gis.
2211 _655___-_ _24 _ Gid.
2213 B541000-5 014 _ Kiirri.
2214 E849555-6 904 _ Lauursha.
2216 B8A6000-7 023 _ Khash.
2218 _436___-_ _04 _ Shaaak.
2219 _220___-_ _10 _ Ase
2220 _462___-_ _13 _ Khishnar.
2221 _998___-_ _15 _ Miium.
2222 _855___-_ _13 _ Miiidkhig.

2223 _866___-_ _02 _ Muun.
2224 _160___-_ _03 _ Kuula Iish.
2225 _512___-_ _11 _ Duur.
2226 _491___-_ _22 _ Skeen
2227 _357___-_ _03 _ Lider.
2232 _538___-_ _02 _ Kuuma.
2237 _203___-_ _00 _ Miregzi.
2306 _645___-_ _03 _ Erem Dash.
2312 _79A___-_ _03 _ Giikkala.
2314 B559111-8 904 _ Laairer.
2316 C4447AA-7 802 _ Idmum.
2317 E571344-1 910 _ Gikuu.
2318 B210666-8 413 _ Kuunen Ish.
2319 _979___-_ _14 _ Ipduu In.
2320 _6B5___-_ _22 _ Uunli.
2322 _581___-_ _04 _ Shusa.
2323 _423___-_ _03 _ Lezaar.
2326 _410___-_ _10 _ Limeshuurgi.
2327 _759___-_ _13 _ Riias.
2330 _522___-_ _03 _ Raami
2334 _233___-_ _03 _ Busirkher.
2335 _555___-_ _03 _ Gish.
2336 _661___-_ _03 _ Adan.
2338 _455___-_ _14 _ Shinzarkan.
2401 _52A___-_ _03 _ Erkiim.
2403 _469___-_ _23 _ Aaruu Zi.
2404 _400___-_ _04 _ Gemi.
2405 _576___-_ _13 _ Luunni Miu.
2407 _767___-_ _10 _ Lagaashin.
2408 _200___-_ _13 _ Arnaki.
2410 _000___-_ _12 _ Uungip.
2413 _651___-_ _01 _ Kiur.
2414 _A7A___-_ _00 _ Khaashuu.
2416 B755400-6 404 _ Argash.
2419 _544___-_ _00 _ Gash.
2422 _473___-_ _04 _ Geiish.
2425 _200___-_ _23 _ Diki Shi.
2429 _552___-_ _02 _ Arka Uum.
2431 _7A8___-_ _12 _ Kim.
2433 _794___-_ _14 _ Uumad.
2435 _AB4___-_ _00 _ Iidkek.
2437 _636___-_ _02 _ Ligmuu.
2439 _384___-_ _23 _ Inmaeg.
2501 _000___-_ _00 _ Erani.
2503 _000___-_ _04 _ Gigi.
2507 _986___-_ _10 _ Ninnund.
2511 _477___-_ _02 _ Kuuir Am.
2513 _89A___-_ _02 _ Girku.
2517 _444___-_ _02 _ Imaar Pa.
2519 _000___-_ _04 _ Riiiid Irman.
2521 _260___-_ _01 _ Shipashuua.
2524 _576___-_ _03 _ Gimuur Luu.
2526 _7C6___-_ _02 _ Kisa.
2529 _564___-_ _14 _ Daa.
2532 _110___-_ _03 _ Mie Uur.
2534 _648___-_ _02 _ Mid.
2536 _511___-_ _24 _ Duunpigamuur.
2538 _768___-_ _02 _ Duuind.
2540 _553___-_ _20 _ Uumda.
2602 _444___-_ _01 _ Gasa Kuu.
2603 _AAA___-_ _03 _ Arunde.
2606 _347___-_ _05 _ Margish Liir.
2608 _557___-_ _13 _ Duur.
2609 _599___-_ _13 _ Bambe.
2610 _594___-_ _05 _ Kerliar.
2611 _201___-_ _03 _ Kishkeiim.
2615 _381___-_ _05 _ Ispumer
2616 _536___-_ _03 _ Likhamii.
2623 _310___-_ _14 _ Gurdaan
2624 _492___-_ _01 _ Idas
2625 _224___-_ _04 _ Imsha.
2628 _74A___-_ _14 _ Gashkanan.
2630 _000___-_ _04 _ Shesh.
2631 _245___-_ _13 _ Uurkuumluu.
2635 _889___-_ _04 _ Arvlaa Gam.
2636 _998___-_ _14 _ Vled.
2639 _100___-_ _03 _ Suuashuur.
2640 _614___-_ _04 _ Dishadshii
2703 _610___-_ _03 _ Derku
2705 _356___-_ _01 _ Uundiirshiik.
2706 _364___-_ _14 _ Sinmig.
2707 _525___-_ _00 _ Kalanaauud.
2709 _000___-_ _03 _ Kimvle.
2720 _426___-_ _03 _ Lir.
2721 _551___-_ _34 _ Khuuda.
2729 C360211-A 120 _ Gaar.
2730 _241___-_ _03 _ Maan.
2731 _631___-_ _04 _ Miip.
2732 _9E7___-_ _02 _ Uurkhir.
2736 _324___-_ _13 _ Gaen Luum.
2802 _678___-_ _25 _ Gekhuu.
2803 _427___-_ _04 _ Kersi Am.
2814 _223___-_ _04 _ Muugkha.
2816 _869___-_ _03 _ Indshiim Gan.
2821 _552___-_ _04 _ Uuggarkirber.
2823 _553___-_ _03 _ Muumi.
2825 _683___-_ _23 _ Bishaakuuka.
2829 _100___-_ _24 _ Gishashum.
2830 _AC7___-_ _14 _ Navlaand Sha.
2832 _458___-_ _02 _ Sinad
2836 _478___-_ _04 _ Khuir.
2837 _414___-_ _04 _ Igla
2839 _783___-_ _03 _ Gaeshme.
2840 _8C0___-_ _14 _ Gumir Gaeg.
2904 _572___-_ _20 _ Ishnuunar.
2906 _200___-_ _03 _ Damki Im.
2910 _211___-_ _23 _ Shusa Liishl.
2912 _7B3___-_ _25 _ Leer .
2913 C8B3200-4 403 _ Khiuur La.
2914 _668___-_ _13 _ Mikhag Kuu.
2916 _AE6___-_ _04 _ Khiinra Ash.
2922 _652___-_ _04 _ Ekugush
2924 _564___-_ _05 _ Uushba Sind.
2928 _494___-_ _14 _ Vlaki Khuu.
2929 _000___-_ _13 _ Danuuvlan.
2931 _332___-_ _22 _ Dinenruum.
2933 _656___-_ _04 _ Ganad
2934 _778___-_ _15 _ Dishe.
2935 _472___-_ _13 _ Amuur Keiir.
2936 _584___-_ _14 _ Saregon
2937 _434___-_ _03 _ Uurigger.
2938 C867844-9 310 _ Shakiiga
3002 _344___-_ _20 _ Isuur.
3003 _665___-_ _10 _ Iidsha.
3005 _304___-_ _22 _ Aarza Kand.
3008 _400___-_ _01 _ Mim.
3011 _352___-_ _01 _ Laudum
3015 _783___-_ _00 _ Anuug.
3019 _222___-_ _30 _ Kinekesh.
3021 _457___-_ _24 _ Kamsii.
3022 _756___-_ _04 _ Gurishi
3025 _200___-_ _21 _ Manluushagi.
3026 _363___-_ _02 _ Uumkishla.
3027 _9D5___-_ _23 _ Guuza Bem.
3028 _373___-_ _01 _ Duuguu.
3033 _424___-_ _03 _ Ashmelam.
3034 B554977-A 603 _ Iishaanka.
3037 _665___-_ _22 _ Lashupii.
3039 _8B4___-_ _01 _ Kiiguuga.
3040 _629___-_ _03 _ Unlakhar
3101 _73A___-_ _04 _ Edza.
3103 _439___-_ _14 _ Gar.
3104 _200___-_ _31 _ Aadkha Na.
3105 _300___-_ _10 _ Kir.
3106 _425___-_ _03 _ Uumuurler.
3113 _342___-_ _04 _ Urir Gug.
3115 _100___-_ _20 _ Markasher
3117 _200___-_ _14 _ Khiiir.
3118 _56A___-_ _11 _ Lemik
3121 _554___-_ _02 _ Kagash.
3123 _424___-_ _14 _ Kankuup Ir.
3125 _695___-_ _13 _ Kadushii
3127 _779___-_ _04 _ Arkadkhi.
3128 _679___-_ _03 _ Mish.
3129 _867___-_ _03 _ Keras Vla.
3130 _557___-_ _20 _ Agdam Gii.
3131 _7C3___-_ _13 _ Ashga.
3132 _462___-_ _10 _ Kiir.
3133 C362233-5 402 _ Nin.
3135 _58A___-_ _00 _ Arla.
3137 _493___-_ _03 _ Iimdii.
3140 _562___-_ _10 _ Kerumirgaa.
3203 _668___-_ _11 _ Maain.
3205 _765___-_ _13 _ Iidshuu.
3206 _646___-_ _04 _ Dim.
3207 _567___-_ _00 _ Imkhag Guu.
3208 _400___-_ _04 _ Agduu.
3210 _965___-_ _05 _ Kamnakiiaar.
3211 _427___-_ _02 _ Zikhi.
3216 _964___-_ _13 _ Shand.
3218 _300___-_ _04 _ Kaskii
3226 _686___-_ _00 _ Duuka.
3227 _758___-_ _03 _ Ashash As.
3234 _433___-_ _20 _ Gau.
3235 _75A___-_ _13 _ Daii.
3238 _560___-_ _03 _ Luushdeam.

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

Subsectors

Map Legend

Starport Type
Gas Giant
A
Bad
World Type
World Name

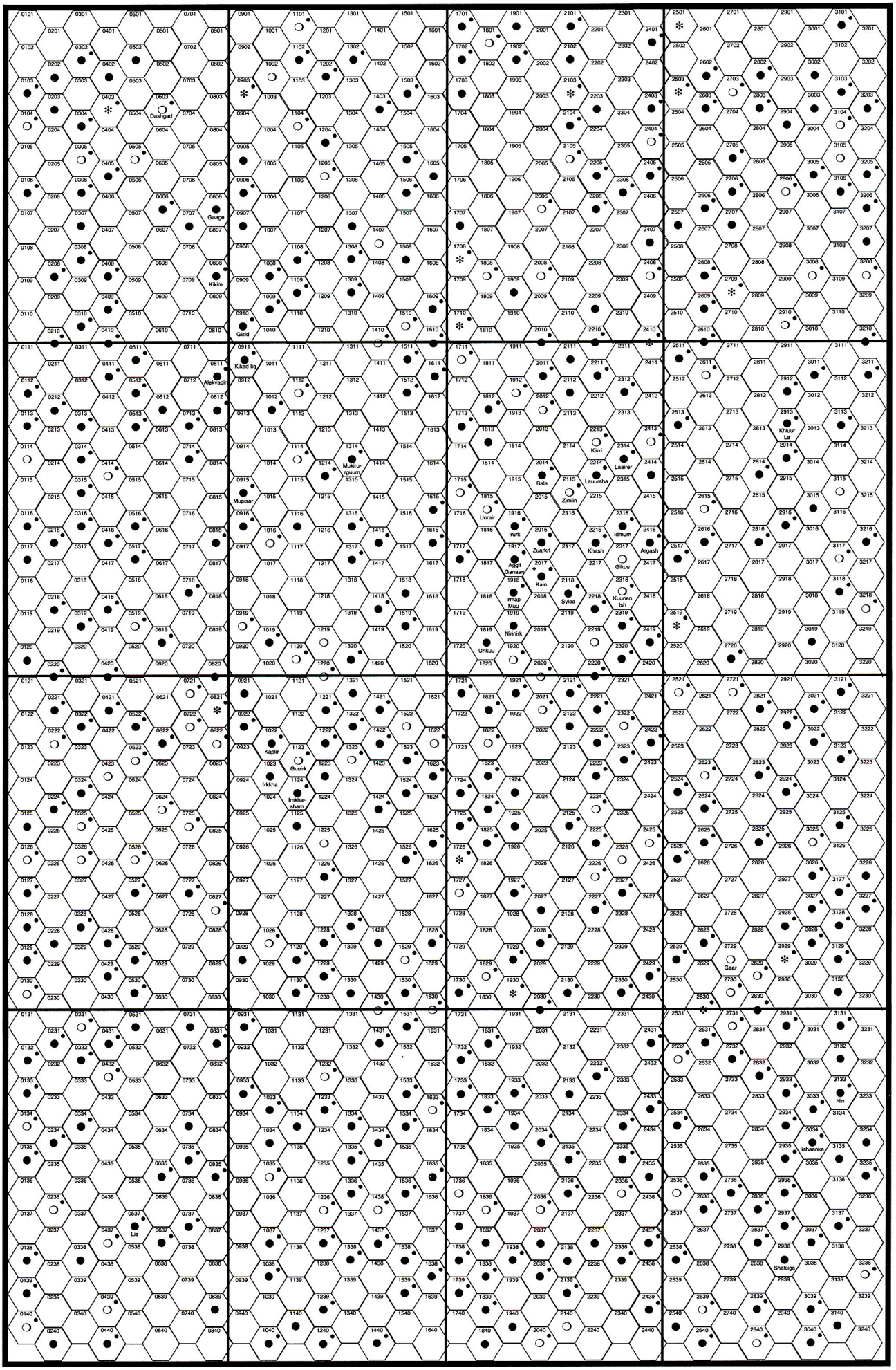
World Types

- water present
- no water present
- asteroid belt

Bases

- Imperium Naval
- Imperium Scout
- Independent
- Research
- Scout
- Reserve
- Prison

Core



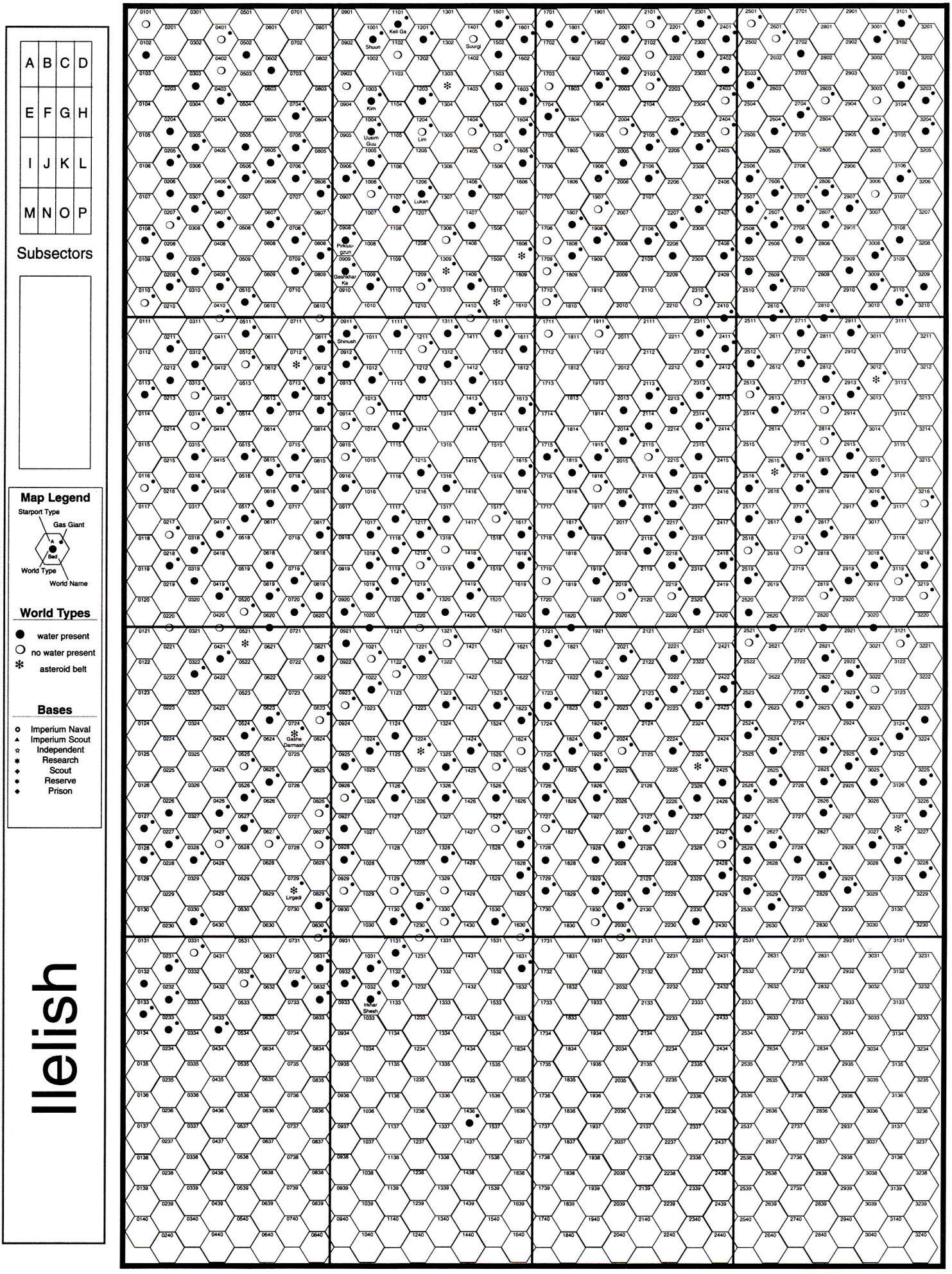
The Ilelish Sector

This sector has 451 worlds, of which 370 have native gas giants. The estimated population for the sector is 1216 billion sapients (not necessarily humans). There are 36 Water Worlds (Wa), 12 Ice-Capped worlds (Ic), 28 Desert worlds (De), and 46 Vacuum (Va) worlds. There are 13 Asteroid Belts (Ast) in the sector. There are 102 Barren (Ba) worlds. World names are primarily Vilani.

0101 _100___-_ _20 _ Luumi Zirdu.
0102 _446___-_ _00 _ Gaaar.
0108 _599___-_ _12 _ Dabauuk.
0110 _341___-_ _14 _ Shiig.
0113 _323___-_ _01 _ Muuashuuga.
0116 _130___-_ _02 _ Muumamkhuug.
0127 _565___-_ _13 _ Rin.
0128 _893___-_ _03 _ Kasidnaa.
0132 _994___-_ _10 _ Urlan.
0133 _765___-_ _03 _ Lasu Ar.
0204 _546___-_ _20 _ Shingiir.
0205 _444___-_ _02 _ Khimaa.
0206 _476___-_ _00 _ Lisuua.
0207 _200___-_ _02 _ Nasi
0208 _786___-_ _10 _ Nigiimduur.
0209 _552___-_ _02 _ Khar.
0211 _535___-_ _24 _ Kauup Aar.
0212 _654___-_ _00 _ Arsham Esh.
0217 _210___-_ _04 _ Aandkha.
0218 _8D4___-_ _22 _ Kuuranmuu.
0220 _110___-_ _00 _ Maamgaa.
0226 _A8A___-_ _00 _ Anuukhasi.
0227 _798___-_ _03 _ Shaarkap.
0231 _756___-_ _15 _ Adgi.
0232 _528___-_ _03 _ Shiish Shii.
0233 _224___-_ _24 _ Kir.
0303 _222___-_ _20 _ Imkha Nis.
0305 _94A___-_ _04 _ Shashuur Vlu.
0307 _646___-_ _05 _ Tylio
0309 _558___-_ _01 _ Iishuudim.
0312 _565___-_ _04 _ Inuum.
0313 _210___-_ _04 _ Zamuu Uuri.
0314 _210___-_ _03 _ Kagin In.
0315 _442___-_ _04 _ Ushin.
0316 _557___-_ _12 _ Shindek Kash.
0318 _879___-_ _02 _ Ishuud Le.
0319 _795___-_ _00 _ Nuugshu Lek.
0322 _AD6___-_ _04 _ Guuamirma.
0328 _849___-_ _14 _ Vlurash.
0330 _326___-_ _02 _ Rekagun
0331 _510___-_ _03 _ Shuukhu.
0401 _300___-_ _05 _ Eggii
0402 _671___-_ _10 _ Usha Aash.
0403 _552___-_ _05 _ Ansha
0406 _693___-_ _03 _ Kkikla
0407 _888___-_ _13 _ Mar.
0409 _AC8___-_ _03 _ Makheni.
0410 _200___-_ _04 _ Umuu.
0413 _79A___-_ _14 _ Shaak Khaa.
0417 _414___-_ _02 _ Isgaluun.
0419 _232___-_ _04 _ Ishkir Uurk.
0420 _221___-_ _00 _ Anaruushaa.
0421 _568___-_ _12 _ Luugi An.
0426 _556___-_ _04 _ Pauusda.
0427 _220___-_ _04 _ Mabiisi.
0433 _574___-_ _23 _ Mark.
0502 _482___-_ _00 _ Kagaki
0505 _476___-_ _20 _ Anpakhi.
0506 _469___-_ _21 _ Nanuu.
0510 _372___-_ _25 _ Arlumer
0511 _773___-_ _24 _ Gip.
0512 _351___-_ _23 _ Akgu.
0515 _764___-_ _03 _ Shairirki.
0517 _234___-_ _04 _ Giir.
0520 _210___-_ _14 _ Khindir.
0521 _000___-_ _00 _ Medu Em.
0524 _533___-_ _12 _ Imlii.
0525 _651___-_ _03 _ Khasar Diide.
0526 _84A___-_ _03 _ Adiir.
0527 _686___-_ _12 _ Kharma Mash.
0532 _200___-_ _03 _ Irda Ar.
0602 _686___-_ _10 _ Keshuu.
0605 _362___-_ _03 _ Lauum Ir.
0607 _567___-_ _13 _ Ipir Suu.
0613 _342___-_ _25 _ Inkha Ashsu.
0615 _242___-_ _02 _ Iimpiindmi.
0616 _573___-_ _10 _ Nuuli.
0618 _686___-_ _00 _ Arirle.
0619 _574___-_ _21 _ Lan.
0620 _686___-_ _00 _ Shashinke
0623 _323___-_ _05 _ Giikhiuu.
0625 _669___-_ _14 _ Gisbaand Rii.
0627 _511___-_ _05 _ Gashid.
0704 _553___-_ _03 _ Khigpui.
0705 _444___-_ _04 _ Irash Mad.
0706 _AAA___-_ _03 _ Umlaazam.
0708 _347___-_ _14 _ Adia
0709 _667___-_ _14 _ Iimza.
0712 _000___-_ _04 _ Rughl
0713 _594___-_ _02 _ Marnibaazi.
0715 _79A___-_ _14 _ Biidkhama.
0716 _534___-_ _04 _ Kirkhinii.
0719 _536___-_ _01 _ Duel
0720 _546___-_ _05 _ Nankuush Ip.
0724 B000200-C 402 _ Gashe Darmas.
0729 B000333-D 622 _ Lirgadi.
0732 _472___-_ _13 _ Kiind Nenkhi.
0806 _85A___-_ _01 _ Irkuur Ir.
0808 _322___-_ _01 _ Shaagaa Aar.
0810 _330___-_ _00 _ Laake.
0811 _655___-_ _01 _ Ekih
0812 _253___-_ _03 _ Imlii Piiiin.
0813 _464___-_ _12 _ Amdiigkuu.
0817 _683___-_ _22 _ Dakhisha.
0819 _437___-_ _00 _ Egze.
0821 _422___-_ _00 _ Dorbyora
0823 _340___-_ _14 _ Kardi.
0826 _120___-_ _04 _ Naga
0827 _120___-_ _04 _ Muumgaa Dash.
0829 _974___-_ _03 _ Simar Ashvli.
0830 _410___-_ _02 _ Zuuun.
0831 _95A___-_ _22 _ Piira Mi.
0832 _326___-_ _13 _ Guuamgam.
0903 _400___-_ _20 _ Guim
0906 _898___-_ _04 _ Kiaam.
0908 E673500-2 304 _ Pirkiuugzun.
0909 C532677-8 223 _ Geshkhar Ka.
0911 C899ADD-B 403 _ Shinush
0912 _438___-_ _23 _ Ashgishnis.
0914 _400___-_ _03 _ Nai Kuu.
0915 _300___-_ _05 _ Khiigaaiis.
0916 _83A___-_ _04 _ Miimshipri.
0920 _7B2___-_ _14 _ Kimki
0921 _768___-_ _00 _ Riir Nuu.
0923 _210___-_ _01 _ Miand.
0925 _423___-_ _05 _ Shuurkkha.
0926 _410___-_ _14 _ Kuukki Giark.
0927 _225___-_ _00 _ Gimkaana.
0928 _777___-_ _11 _ Liiam Mu.
0929 _211___-_ _13 _ Aagdir Ark.
0932 _7B3___-_ _03 _ Ziarraim.
1001 E899255-4 304 _ Shuun.
1003 BAD9000-9 014 _ Kim.
1004 B223666-C 202 _ Uusim Guu.
1005 _554___-_ _02 _ Kegushag.
1006 _400___-_ _14 _ Upsin
1009 _9C5___-_ _03 _ Muumuusaeg.
1012 _576___-_ _14 _ Anuur.
1013 _300___-_ _35 _ Geshpi.
1017 _465___-_ _11 _ Idshi Puu.
1018 _988___-_ _02 _ Gam.
1019 _588___-_ _03 _ Erkhishpi.
1020 _675___-_ _00 _ Diansi.
1021 _8D1___-_ _15 _ Dlan
1022 _362___-_ _03 _ Uumlii.
1024 _432___-_ _01 _ Emshu.
1031 _9AA___-_ _05 _ Girkhuu.
1032 B583000-8 022 _ Irkhar Shesh.
1101 B2457AA-7 503 _ Keli Ga.
1102 _400___-_ _00 _ Dekhand.
1107 _352___-_ _04 _ Kanashaish.
1111 _552___-_ _02 _ Kada.
1114 _454___-_ _02 _ Zaris Ash.
1117 _595___-_ _04 _ Gager.
1118 _649___-_ _05 _ Ziga.
1119 _889___-_ _04 _ Duim Ir.
1122 _370___-_ _02 _ Rashisha.
1124 _99A___-_ _10 _ Gundan.
1126 _373___-_ _02 _ Guurem.
1129 _410___-_ _04 _ Anar Ka.
1130 _333___-_ _33 _ Gaziiruus.
1131 _565___-_ _23 _ Garkuu.
1132 _574___-_ _13 _ Baaar.
1201 _332___-_ _04 _ Giuur Di.
1203 _859___-_ _24 _ Adia
1204 C610455-8 225 _ Lim.
1206 B9C6555-9 814 _ Lukan
1209 _641___-_ _13 _ Uunkheiimzii.
1211 _340___-_ _12 _ Duuam Gii.
1212 _432___-_ _00 _ Gan.
1215 _696___-_ _04 _ Khuurish.
1217 _647___-_ _04 _ Nekhi
1218 _310___-_ _23 _ Kuukha Khuu.
1219 _465___-_ _14 _ Misa.

1220 _100___-_ _00 _ Kiiar.
1221 _757___-_ _04 _ Khaaar Uugmi.
1224 _000___-_ _02 _ Lis.
1229 _9B2___-_ _03 _ Kuam Khuu.
1230 _300___-_ _22 _ Dide Mash.
1303 _000___-_ _20 _ Muurmi.
1308 _100___-_ _24 _ Limma.
1309 _000___-_ _02 _ Gund.
1311 _766___-_ _04 _ Murda
1312 _443___-_ _04 _ Agkiinin.
1316 _577___-_ _03 _ Irer.
1317 _765___-_ _00 _ Inimiirduu.
1318 _320___-_ _00 _ Gisdi Shuuvl.
1320 _66A___-_ _10 _ Iikan Ga.
1321 _671___-_ _02 _ Shagipka
1323 _768___-_ _14 _ Shunim
1325 _AAA___-_ _13 _ Kiguu.
1326 _879___-_ _13 _ Kir.
1328 _887___-_ _03 _ Guugishkhu.
1329 _400___-_ _00 _ Gigar.
1330 _431___-_ _04 _ Miir.
1401 C431000-A 000 _ Suurgi.
1404 _571___-_ _11 _ Ine.
1406 _95A___-_ _35 _ Khikhi.
1407 _573___-_ _00 _ Vluuur Kaami.
1409 _665___-_ _02 _ Derki.
1410 _551___-_ _01 _ Giiud Nid.
1412 _663___-_ _02 _ Mirkan Luu.
1413 _332___-_ _14 _ Angid Mun.
1418 _729___-_ _13 _ Ashad.
1419 _998___-_ _23 _ Ranuu.
1424 _554___-_ _04 _ Penkuu A.
1436 _647___-_ _05 _ Davluu Mu.
1501 _586___-_ _04 _ Bilirka.
1502 _365___-_ _00 _ Kakan Na.
1503 _656___-_ _10 _ Nemip Uurk.
1505 _150___-_ _03 _ Emde.
1510 _000___-_ _03 _ Nuuguur.
1511 _333___-_ _14 _ Umanmuuki.
1517 _330___-_ _04 _ Kidbanapken.
1523 _86A___-_ _23 _ Aglir.
1525 _120___-_ _03 _ Agka Luu.
1526 _484___-_ _01 _ Indinkuun.
1527 _220___-_ _14 _ Luuiin Di.
1530 _844___-_ _04 _ Kuusuu Da.
1601 _533___-_ _05 _ Kapa
1603 _497___-_ _02 _ Dash.
1604 _424___-_ _04 _ Esna.
1605 _758___-_ _12 _ Geri.
1608 _000___-_ _03 _ Nuushmig Sig.
1611 _535___-_ _00 _ Shavli.
1613 _694___-_ _02 _ Irerid.
1615 _675___-_ _23 _ Adkhi Ur.
1617 _473___-_ _13 _ Ashim Daa.
1618 _988___-_ _13 _ Iskii Ar.
1623 _202___-_ _03 _ Mami Ashlu.
1624 _300___-_ _00 _ Biu Ki.
1627 _595___-_ _04 _ Guruurkshuur.
1628 _867___-_ _25 _ Teyle
1630 _231___-_ _23 _ Lyceum
1631 _9A5___-_ _03 _ Palap Sii.
1701 _325___-_ _10 _ Irka.
1703 _461___-_ _00 _ Khekalum.
1704 _454___-_ _03 _ Inimimkhu.
1708 _201___-_ _20 _ Iirmia.
1709 _510___-_ _13 _ Garuurgug.
1710 _481___-_ _21 _ Imnim.
1711 _420___-_ _10 _ Irda.
1715 _89A___-_ _03 _ Guuraruud.
1719 _411___-_ _20 _ Zanar Saa.
1720 _999___-_ _10 _ Asimmuu.
1721 _695___-_ _23 _ Lan.
1723 _432___-_ _14 _ Giidgashirmu.
1725 _344___-_ _02 _ Agish.
1726 _537___-_ _04 _ Kangii.
1727 _360___-_ _04 _ Amki Gar.
1728 _97A___-_ _00 _ Niun.
1729 _526___-_ _04 _ Shairk.
1801 _675___-_ _02 _ Miiiir Gaa.
1807 _578___-_ _04 _ Shan.
1808 _333___-_ _23 _ Sark.
1815 _565___-_ _23 _ Gikiishka.
1817 _786___-_ _03 _ Kuuish.
1820 _353___-_ _00 _ Aamke Aad.
1824 _839___-_ _03 _ Rumamar.
1903 _442___-_ _03 _ Eddagi.
1906 _364___-_ _02 _ Lir.
1907 _100___-_ _05 _ Kar.
1908 _6A7___-_ _02 _ Kis.
1911 _551___-_ _03 _ Khanar Kir.
1915 _638___-_ _12 _ Iigkaan Zaa.
1916 _250___-_ _02 _ Amnuusi.
1919 _684___-_ _02 _ Mishluund Ur.
1922 _9C3___-_ _03 _ Giuus Imash.
1923 _99A___-_ _02 _ Vlakiir.
1924 _AA8___-_ _13 _ Kuuma Uur.
1925 _673___-_ _03 _ Khid.
1926 _672___-_ _22 _ Ikarmai.
1928 _794___-_ _00 _ Druil
1929 _AC7___-_ _23 _ Kidgap Ir.
1930 _120___-_ _04 _ Kuuk.
2001 _667___-_ _05 _ Gikhish.
2002 _322___-_ _10 _ Disluu.
2004 _100___-_ _05 _ Sanir Khimdi.
2005 _439___-_ _00 _ Shuushna Lag.
2013 _529___-_ _20 _ Atte
2014 _443___-_ _13 _ Ima.
2016 _788___-_ _15 _ Uurlan.
2019 _360___-_ _04 _ Khuug.
2021 _AA9___-_ _03 _ Agshii Iishl.
2024 _330___-_ _23 _ Agaru
2027 _A8A___-_ _22 _ Sashlunsdham
2029 _9AA___-_ _04 _ Naam.
2030 _230___-_ _25 _ Siianiis.
2101 _110___-_ _04 _ Shume
2102 _100___-_ _10 _ Deumka.
2103 _560___-_ _14 _ Ingar.
2105 _687___-_ _03 _ Agnimmada.
2106 _665___-_ _03 _ Laep.
2108 _564___-_ _04 _ Uupaap.
2113 _556___-_ _03 _ Khim.
2114 _302___-_ _00 _ Assii.
2115 _611___-_ _13 _ Niuurra.
2117 _688___-_ _03 _ Igpauudum.
2118 _764___-_ _23 _ Shabeg.
2123 _727___-_ _11 _ Kheriim.
2127 _483___-_ _04 _ Aamuri
2129 _544___-_ _14 _ Voy.
2201 _657___-_ _03 _ Migid
2204 _997___-_ _23 _ Igki.
2207 _435___-_ _01 _ Kuushuupda.
2208 _644___-_ _00 _ Khirar
2213 _435___-_ _04 _ Aasep.
2215 _235___-_ _01 _ Uurnashiimi.
2216 _449___-_ _22 _ Imsaggir
2217 _776___-_ _03 _ Kand.
2218 _543___-_ _04 _ Ugbi Nand.
2219 _401___-_ _02 _ Nami.
2221 _7C8___-_ _05 _ Kaiim Kha.
2222 _448___-_ _02 _ Ishguu.
2224 _462___-_ _04 _ Agari
2226 _766___-_ _03 _ Kaiish Ir.
2301 _659___-_ _02 _ Uushaark.
2302 _542___-_ _10 _ Ishzen.
2305 _88A___-_ _03 _ Arsha Dar.
2307 _672___-_ _03 _ Kelaa Binga.
2310 _430___-_ _03 _ Gegas Er.
2311 _784___-_ _13 _ Muupun.
2312 _9B5___-_ _22 _ Armagim.
2313 _7C4___-_ _03 _ Ledi Per.
2314 _796___-_ _03 _ Gisheda.
2315 _577___-_ _00 _ Kuug.
2316 _67A___-_ _04 _ Uuri.
2320 _98A___-_ _20 _ Liivlus.
2323 _7A4___-_ _03 _ Shaar.
2325 _000___-_ _02 _ Gimii.
2326 _73A___-_ _00 _ Kag.
2330 _302___-_ _00 _ Zaadurar
2401 _684___-_ _12 _ Anpi Ash.
2402 _574___-_ _20 _ Anim.
2403 _200___-_ _04 _ Diishi.
2404 _341___-_ _13 _ Nash.
2408 _55A___-_ _13 _ Maaira.
2410 _546___-_ _15 _ Shegaish.
2411 _5A9___-_ _04 _ Kuuni.
2418 _342___-_ _13 _ Ari.
2422 _987___-_ _14 _ Duupri.
2425 _64A___-_ _20 _ Khirgii Irza.
2427 _401___-_ _02 _ Nairga.
2428 _7A9___-_ _04 _ Khaliigi.
2501 _300___-_ _04 _ Simuvlikha.
2503 _644___-_ _13 _ Kaaer.
2506 _A9A___-_ _15 _ Davla Lim.
2507 _639___-_ _05 _ Ariig Vlug.
2508 _766___-_ _12 _ Iraas Ek.
2509 _AB8___-_ _04 _ Raga.
2512 _333___-_ _02 _ Amlaa.
2513 _350___-_ _03 _ Zain Ar.
2516 _658___-_ _02 _ Map.
2517 _7C3___-_ _13 _ Ada.
2518 _240___-_ _25 _ Vliim.
2519 _774___-_ _02 _ Arkhiash.
2520 _757___-_ _00 _ Irlariir
2521 _100___-_ _14 _ Laar.
2523 _748___-_ _00 _ Garkhi Iinup.
2524 _662___-_ _23 _ Iireg.
2526 _464___-_ _23 _ Enir.
2527 _5A4___-_ _14 _ Kabiish Mai.
2528 _5AA___-_ _20 _ Nanzuukulash.
2529 _677___-_ _02 _ Biiuk Shii.
2601 _300___-_ _22 _ Iiriir Mi.
2604 _376___-_ _05 _ Sakirmi.
2606 _759___-_ _14 _ Daara.
2607 _474___-_ _22 _ Gapir.
2609 _795___-_ _03 _ Emer Uu.

2610 _664___-_ _02 _ Iirsuud.
2613 _9C2___-_ _04 _ Mamnuu.
2615 _000___-_ _02 _ Ruringaashla.
2620 _786___-_ _20 _ Imki.
2624 _835___-_ _11 _ Zibu Uu.
2625 _76A___-_ _24 _ Gan.
2627 _888___-_ _14 _ Midun Shu.
2629 _426___-_ _13 _ Uurin Is.
2702 _222___-_ _00 _ Vluupge Di.
2704 _6B4___-_ _01 _ Narkai.
2707 _877___-_ _11 _ Dikher.
2708 _58A___-_ _00 _ Khuunker Kaa.
2711 _668___-_ _24 _ Zhiphar
2712 _553___-_ _12 _ Mian.
2715 _876___-_ _04 _ Ziigiip Luu.
2716 _688___-_ _03 _ Lin.
2717 _895___-_ _02 _ Iimpag.
2718 _451___-_ _12 _ Dikha.
2723 _79A___-_ _22 _ Shiip.
2728 _789___-_ _00 _ Lir.
2803 _240___-_ _03 _ Amenpash.
2806 _669___-_ _01 _ Shigad.
2807 _672___-_ _14 _ Dilipuu
2810 _386___-_ _02 _ Liikuuir.
2812 _465___-_ _13 _ Uugis.
2813 _110___-_ _02 _ Margaaar.
2814 _130___-_ _02 _ Amnampir.
2815 _77A___-_ _00 _ Kibuu.
2817 _526___-_ _22 _ Shudash
2819 _400___-_ _12 _ Napar Shiark.
2820 _377___-_ _00 _ Gaar.
2821 _9C9___-_ _02 _ Ghali
2822 _98A___-_ _04 _ Uuruu Paa.
2824 _898___-_ _02 _ Uriisir.
2825 _542___-_ _03 _ Shaar Kand.
2826 _333___-_ _04 _ Bemir Pashii.
2828 _646___-_ _03 _ Gaagir.
2907 _674___-_ _04 _ Ilelish
2909 _558___-_ _20 _ Duunir.
2911 _525___-_ _13 _ Imur
2913 _653___-_ _24 _ Lumer Ir.
2915 _674___-_ _12 _ Daga.
2919 _A9A___-_ _14 _ Baar.
2922 _562___-_ _25 _ Repin Dish.
2923 _333___-_ _01 _ Kuur.
2925 _252___-_ _04 _ Khadgi Giim.
2929 _576___-_ _03 _ Igme.
3001 _445___-_ _15 _ Gien Gaama.
3003 _500___-_ _00 _ Shudiikii
3004 _594___-_ _03 _ Kigaru
3006 _500___-_ _00 _ Likuu.
3008 _785___-_ _15 _ Menur.
3009 _436___-_ _02 _ Shiias.
3012 _000___-_ _04 _ Vlega Rim.
3015 _767___-_ _05 _ Vlaluu.
3016 _344___-_ _02 _ Miiimdis.
3018 _535___-_ _14 _ Dar.
3020 _886___-_ _00 _ Anar Uukbaa.
3022 _150___-_ _20 _ Miiguu.
3024 _766___-_ _15 _ Khimde Khaa.
3025 _496___-_ _13 _ Givlale.
3027 _9A5___-_ _02 _ Nar.
3101 _887___-_ _04 _ Gandpid.
3103 _95A___-_ _04 _ Irash Ar.
3106 _675___-_ _02 _ Mar.
3108 _495___-_ _00 _ Naaliin.
3110 _676___-_ _02 _ Mizaar Aa.
3119 _561___-_ _13 _ Ashla.
3121 _411___-_ _03 _ Gadirur
3124 _555___-_ _24 _ Dishuushaash.
3127 _000___-_ _03 _ Dirguumi.
3128 _756___-_ _23 _ Aagir.
3203 _656___-_ _04 _ Nar.
3204 _454___-_ _03 _ Zan.
3209 _7AA___-_ _00 _ Gimem.
3216 _300___-_ _23 _ Isruug.
3218 _787___-_ _04 _ Ansha
3219 _150___-_ _03 _ Imke.
3223 _596___-_ _00 _ Urkhip U.
3225 _767___-_ _04 _ Kharman.
3226 _333___-_ _22 _ Gunde
3228 _676___-_ _03 _ Emda Shuu.


A B C D
E F G H
I J K L
M N O P
Subsectors
Map Legend
Starport Type
Gas Giant
Bas
World Type
World Name
World Types
water present
no water present
asteroid belt
Bases
Imperium Naval
Imperium Scout
Independent
Research
Scout
Reserve
Prison
Illelish
Keli Ga
Shuun
Suurgi
Kim
Uusm Guu
Lim
Lukan
Pirsuu-gzun
Gesrkhar Ka
Shnush
Gashe Darmash
Lirgadi
Irkhar Shash

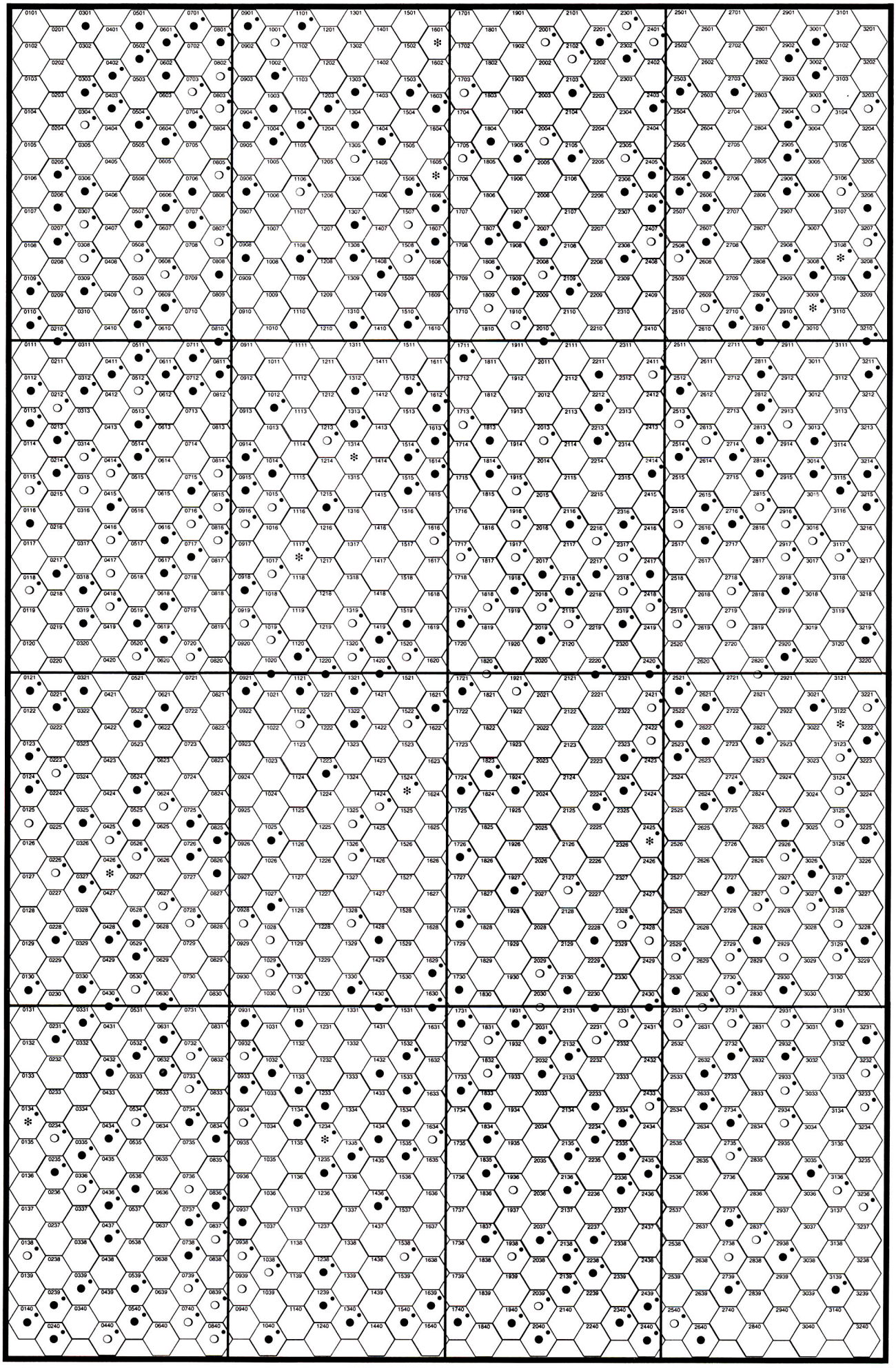
The Massilia Sector

This sector has 520 worlds, of which 455 have native gas giants. The estimated population for the sector is 1592 billion sapients (not necessarily humans). There are 27 Water Worlds (Wa), no Ice-Capped Worlds (Ic), 9 Desert worlds (De), and 102 Vacuum (Va) worlds. There are 11 Asteroid Belts (Ast) in the subsector. There are 109 Barren (Ba) worlds. World names are primarily Vilani.

0109 _546___-_ _13 _ Igsha.
0110 _737___-_ _21 _ Duugiig Bii.
0112 _585___-_ _03 _ Arkla Ladpii.
0113 _676___-_ _01 _ Enid
0115 _210___-_ _14 _ Irirkga.
0116 _646___-_ _10 _ Kaem.
0118 _200___-_ _13 _ Naauun.
0121 _657___-_ _04 _ Kharuum.
0123 _565___-_ _25 _ Uuma.
0124 _246___-_ _14 _ K'Zass
0125 _110___-_ _00 _ Muulali.
0130 _9B2___-_ _13 _ Gupum Kha.
0134 _000___-_ _03 _ Kuui Shega.
0138 _321___-_ _03 _ Uushis.
0140 _633___-_ _01 _ Garuur.
0205 _8C6___-_ _13 _ Muus.
0206 _78A___-_ _20 _ Giuumkhiine.
0207 _878___-_ _04 _ Lurgand.
0210 _78A___-_ _02 _ Mamagegik.
0212 _200___-_ _04 _ Enrique
0213 _9E7___-_ _02 _ Kaaar Gemaar.
0214 _648___-_ _13 _ Shigi
0217 _879___-_ _11 _ Arish.
0221 _657___-_ _14 _ Khaarkhir.
0223 _100___-_ _21 _ Huon
0226 _200___-_ _03 _ Shika.
0228 _9C8___-_ _05 _ Lamgupuuan.
0231 _9A2___-_ _32 _ Khami.
0234 _100___-_ _02 _ Araamirk.
0235 _794___-_ _12 _ Zavlam Uur.
0239 _553___-_ _24 _ Khaadum Ind.
0240 _84A___-_ _05 _ Irsugar.
0301 _788___-_ _00 _ Shimuniipam.
0303 _9B5___-_ _13 _ Basmi.
0304 _641___-_ _05 _ Idgii.
0306 _353___-_ _04 _ Uupgauund.
0307 _100___-_ _02 _ Vlanairme.
0308 _331___-_ _14 _ Khaar.
0309 _75A___-_ _04 _ Saar.
0312 _88A___-_ _02 _ Ande.
0314 _200___-_ _04 _ Ergo
0315 _100___-_ _00 _ Uurki Guurk.
0318 _895___-_ _04 _ Khinuum.
0319 _954___-_ _23 _ Amkhim Zan.
0321 _887___-_ _10 _ Shanasuu.
0325 _95A___-_ _23 _ Angii.
0327 _588___-_ _04 _ Shaargii.
0330 _7B5___-_ _12 _ Dirac
0331 _434___-_ _11 _ Dam.
0335 _568___-_ _21 _ Irzad.
0336 _300___-_ _14 _ Kagsezaund.
0339 _884___-_ _04 _ Kaim.
0402 _442___-_ _04 _ Kaggushus
0403 _566___-_ _12 _ Gir.
0411 _233___-_ _05 _ Biip.
0414 _100___-_ _01 _ Khar.
0415 _8B4___-_ _21 _ Emsingale
0416 _100___-_ _13 _ Nish.
0417 _541___-_ _00 _ Lish.
0418 _400___-_ _03 _ Gashuukaan.
0425 _110___-_ _24 _ Kamud.
0426 _000___-_ _04 _ Dauur.
0428 _977___-_ _22 _ Kaaka.
0430 _ACA___-_ _14 _ Puuvlis.
0432 _338___-_ _03 _ Uurer Da.
0434 _264___-_ _13 _ Kir.
0436 _565___-_ _03 _ Shikuus.
0437 _695___-_ _02 _ Iidshiiish.
0440 _300___-_ _04 _ Lap.
0501 _654___-_ _00 _ Edraaarar.
0502 _552___-_ _03 _ Iirkhaen.
0504 _386___-_ _23 _ Kama.
0507 _544___-_ _04 _ Lukuu.
0508 _100___-_ _22 _ Sela Nuu.
0509 _100___-_ _00 _ Lag.
0510 _362___-_ _04 _ Shig.
0511 _363___-_ _21 _ Kheinuur.
0512 _200___-_ _25 _ Zuair.
0513 _9C6___-_ _24 _ Guuuuneg.
0514 _465___-_ _03 _ Nuumuuendme.
0519 _87A___-_ _03 _ Kip.
0520 _361___-_ _04 _ Rim.
0522 _484___-_ _04 _ Rada.
0524 _566___-_ _04 _ Khirir.
0525 _473___-_ _03 _ Mim.
0526 _441___-_ _10 _ Khiranas.
0528 _9A7___-_ _02 _ Kasar.
0529 _768___-_ _23 _ Eshrimiidkha.
0530 _100___-_ _01 _ Kharluunduum.
0532 _664___-_ _04 _ Nud.
0534 _110___-_ _03 _ Iisgidam.
0536 _87A___-_ _00 _ Asar.
0539 _78A___-_ _05 _ Orichalc
0540 _889___-_ _14 _ Keuud Irna.
0601 _553___-_ _24 _ Nanuur Ku.
0602 _253___-_ _10 _ Bure.
0604 _797___-_ _12 _ Khipii.
0606 _868___-_ _13 _ Kaurshiguum.
0608 _110___-_ _02 _ Nuuenun.
0609 _456___-_ _04 _ Maaluu.
0611 _442___-_ _03 _ Lan.
0616 _575___-_ _02 _ Karki.
0617 _658___-_ _02 _ Guuarin.
0618 _864___-_ _02 _ Shiruuguu.
0619 _488___-_ _11 _ Shuurmikim.
0621 _AC7___-_ _10 _ Shai Iraas.
0624 _8C1___-_ _04 _ Ernigkhu.
0627 _7A1___-_ _05 _ Arkhi Am.
0630 _527___-_ _03 _ Shesh.
0631 _225___-_ _02 _ Kanuu Uusge.
0632 _562___-_ _13 _ Gika.
0701 _567___-_ _02 _ Kuuris.
0703 _100___-_ _12 _ Rimduug.
0704 _84A___-_ _04 _ Kher.
0706 _687___-_ _20 _ Yabean.
0707 _566___-_ _02 _ Yagas
0711 _427___-_ _24 _ Kuuesh Mi.
0712 _979___-_ _03 _ Iriimkhage.
0715 _658___-_ _02 _ Iipapiaam.
0716 _200___-_ _23 _ Shiiin.
0717 _684___-_ _22 _ Arun Lim.
0720 _100___-_ _24 _ Kuamirar.
0720 _100___-_ _24 _ Khiian Ark.
0725 _9D3___-_ _12 _ Luurki.
0726 _446___-_ _03 _ Gashiiikhar.
0728 _300___-_ _03 _ Arma Vlishmu.
0732 _200___-_ _04 _ Uurendi.
0733 _451___-_ _23 _ Nezuuvle.
0734 _798___-_ _24 _ Kiimas.
0736 _561___-_ _00 _ Ruuda.
0737 _675___-_ _02 _ Lushergig.
0738 _79A___-_ _13 _ Vlaka Da.
0739 _531___-_ _03 _ Muakuup.
0740 _100___-_ _02 _ Kuirkkazar.
0801 _677___-_ _05 _ Irnurvlar.
0802 _100___-_ _24 _ Aagkhuur
0803 _300___-_ _14 _ Diiar Uunad.
0805 _7A0___-_ _04 _ Khaassas.
0807 _531___-_ _14 _ Muupar.
0808 _452___-_ _10 _ Limi.
0810 _698___-_ _04 _ Imshar And.
0811 _668___-_ _04 _ Imar.
0814 _100___-_ _05 _ Nimluu.
0815 _6A1___-_ _04 _ Keum
0816 _351___-_ _33 _ Didaadki.
0825 _652___-_ _01 _ Dimi Am.
0826 _554___-_ _20 _ Gemir.
0834 _698___-_ _02 _ Irand.
0836 _668___-_ _12 _ Khar.
0837 _110___-_ _22 _ Leam
0839 _100___-_ _04 _ Karker Uu.
0840 _410___-_ _14 _ Irkshuuu.
0901 _8B2___-_ _13 _ Kherpi.
0904 _357___-_ _04 _ Inguushzu.
0906 _455___-_ _22 _ Ishshuum Kha.
0908 _9A4___-_ _00 _ Luuuur.
0914 _7A4___-_ _13 _ Guumur Lai.
0915 _AA9___-_ _25 _ Ashuum.
0916 _100___-_ _24 _ Gaapag.
0918 _547___-_ _24 _ Aarze
0919 _6B0___-_ _03 _ Unde Naapam.
0921 _352___-_ _13 _ Likar.
0928 _100___-_ _14 _ Duuir.
0931 _333___-_ _33 _ Llyrn
0932 _8D0___-_ _03 _ Khiid.
0933 _352___-_ _14 _ Ishshaa.
0934 _100___-_ _15 _ Shaaig Ig.
0937 _847___-_ _00 _ Lakiuuraar.
0938 _300___-_ _04 _ Irkinvla.
0939 _310___-_ _00 _ Sim.
1001 _100___-_ _03 _ Shig.
1002 _675___-_ _14 _ Gumnir.
1003 _638___-_ _10 _ Eruur.
1004 _AA5___-_ _03 _ Aarka Ka.

1012 _774___-_ _14 _ Pasheshaan.
1014 _865___-_ _01 _ Uurguu.
1015 _300___-_ _04 _ Rishan.
1017 _300___-_ _02 _ Mish.
1019 _110___-_ _13 _ Kuush.
1020 _646___-_ _10 _ Nim.
1025 _767___-_ _01 _ Eruur.
1027 _686___-_ _21 _ Inkhuug.
1028 _300___-_ _10 _ Lalii.
1029 _110___-_ _31 _ Lagna
1032 _354___-_ _03 _ Lanir Suu.
1038 _100___-_ _13 _ Inda.
1040 _585___-_ _05 _ Uussuur.
1101 _247___-_ _02 _ Kagas.
1104 _233___-_ _24 _ Arar
1106 _110___-_ _01 _ Asda.
1108 _544___-_ _03 _ Khipshunam
1117 _000___-_ _04 _ Lagair.
1120 _8B5___-_ _02 _ Geguu.
1121 _425___-_ _04 _ Erir.
1122 _100___-_ _03 _ Suulu.
1130 _110___-_ _14 _ Duundam E.
1131 _567___-_ _10 _ Vluuper Pim.
1133 _645___-_ _03 _ Zuuni.
1134 _845___-_ _04 _ Ren.
1203 _362___-_ _03 _ Gikhirma.
1213 _551___-_ _03 _ Kar.
1215 _7A6___-_ _04 _ Arerpi.
1220 _557___-_ _03 _ Raga.
1223 _454___-_ _03 _ Uurdan Khid.
1233 _667___-_ _20 _ Nagiida
1234 _000___-_ _03 _ Urkhiig La.
1235 _747___-_ _03 _ Mernuuiir.
1238 _567___-_ _04 _ Shiar.
1239 _684___-_ _04 _ Kiig Ki.
1303 _8A6___-_ _24 _ Mekhuuuur.
1304 _569___-_ _00 _ Miimkhu Ges.
1305 _100___-_ _04 _ Khisi Ed.
1307 _653___-_ _01 _ Saiim Shu.
1308 _444___-_ _04 _ Rirzi.
1310 _898___-_ _03 _ Vlikuum.
1312 _222___-_ _05 _ Kagi.
1313 _569___-_ _03 _ Ashuu.
1314 _000___-_ _10 _ Kamkha.
1319 _100___-_ _03 _ Lemiigai.
1320 _100___-_ _05 _ Aduur.
1321 _7A2___-_ _13 _ Lag.
1322 _864___-_ _03 _ Labena.
1325 _200___-_ _03 _ Mur.
1326 _7B0___-_ _02 _ Kunsha.
1328 _100___-_ _03 _ Kiimda.
1330 _443___-_ _24 _ Muusha.
1335 _436___-_ _02 _ Khiim.
1340 _567___-_ _02 _ Ashka.
1404 _9A9___-_ _11 _ Duuap.
1408 _7A6___-_ _12 _ Khunda Kuush.
1419 _653___-_ _23 _ Karkha.
1420 _472___-_ _01 _ Karar.
1424 _100___-_ _03 _ Mum.
1428 _989___-_ _00 _ Diuuk.
1430 _A86___-_ _33 _ Asadug.
1432 _64A___-_ _10 _ Guudavli.
1434 _453___-_ _00 _ Gekakhi.
1436 _655___-_ _14 _ Siiner Amkis.
1503 _75A___-_ _13 _ Rurdam Vlemga
1506 _694___-_ _15 _ Ruuuur Ran.
1507 _310___-_ _20 _ Gukhuushur.
1508 _250___-_ _24 _ Uugbi.
1510 _99A___-_ _03 _ Aankhi An.
1512 _457___-_ _15 _ Daam.
1514 _534___-_ _02 _ Idkurk.
1515 _848___-_ _34 _ Dubleen
1519 _327___-_ _00 _ Uurshi Ar.
1520 _551___-_ _14 _ Liir.
1522 _210___-_ _02 _ Gashuusirk.
1524 _000___-_ _14 _ Damish Shudi.
1532 _424___-_ _23 _ Gishgu Ii.
1533 _492___-_ _02 _ Irdiinga.
1534 _762___-_ _00 _ Vliadkuuknir.
1535 _425___-_ _02 _ Shem.
1538 _100___-_ _15 _ Ruur.
1540 _879___-_ _04 _ Giilu Em.
1601 _000___-_ _00 _ Ishbe Na.
1603 _262___-_ _03 _ Iriinkuurki.
1605 _210___-_ _22 _ Minuuvlii.
1606 _727___-_ _15 _ Luuri Nii.
1607 _544___-_ _22 _ Keririir.
1612 _895___-_ _03 _ Terschaps.
1613 _762___-_ _04 _ Mimmar Shari.
1614 _549___-_ _04 _ Mapiikhaar.
1616 _300___-_ _23 _ Iishmarmep.
1621 _978___-_ _05 _ Riimiskin.
1629 _568___-_ _02 _ Niikishi.
1630 _55A___-_ _12 _ Shirarermi.
1634 _110___-_ _22 _ Durpuubiip.
1639 _547___-_ _01 _ Nuum.
1703 _100___-_ _03 _ Ernariid.
1705 _110___-_ _04 _ Gilirzak.
1711 _735___-_ _23 _ Hasaggan
1713 _100___-_ _12 _ Gipuurkhir.
1717 _321___-_ _03 _ Kuukuurga.
1719 _464___-_ _03 _ Forquee
1721 _362___-_ _03 _ Kemkeaanguu.
1724 _252___-_ _02 _ League
1726 _572___-_ _04 _ Keaardig.
1728 _635___-_ _14 _ Gudam Pa.
1730 _884___-_ _00 _ Badi.
1731 _784___-_ _22 _ Ginga.
1733 _475___-_ _03 _ Vlesh.
1740 _7A6___-_ _13 _ Adgi Dan.
1804 _544___-_ _10 _ Aram.
1807 _354___-_ _02 _ Anvla I.
1808 _110___-_ _14 _ Mia.
1809 _110___-_ _00 _ Nuudi Zi.
1813 _243___-_ _00 _ Did.
1814 _665___-_ _14 _ Arlur
1818 _110___-_ _01 _ Uure.
1820 _100___-_ _23 _ Inmuu Ki.
1823 _547___-_ _14 _ Shuun.
1831 _100___-_ _13 _ Kaaar.
1832 _541___-_ _25 _ Mamem.
1833 _775___-_ _20 _ Diaded.
1834 _96A___-_ _02 _ Rark.
1835 _9A7___-_ _01 _ Garkhi Kuud.
1837 _352___-_ _23 _ Nikguur.
1905 _465___-_ _14 _ Khiimi Insaa.
1907 _524___-_ _24 _ Gakuudi.
1909 _463___-_ _11 _ Arish.
1910 _100___-_ _14 _ Khishan
1915 _110___-_ _04 _ Irshuushdaar.
1916 _6A0___-_ _25 _ Muukher.
1917 _410___-_ _21 _ Irdar Ga.
1918 _747___-_ _01 _ Vliar.
1921 _481___-_ _13 _ Ziger.
1924 _8A6___-_ _13 _ Gaup.
1927 _768___-_ _01 _ Big.
1931 _478___-_ _04 _ Arshii.
1936 _331___-_ _20 _ Umgin.
1938 _110___-_ _01 _ Inen.
1940 _798___-_ _22 _ Min.
2001 _200___-_ _03 _ Muushrasain.
2004 _100___-_ _24 _ Liar.
2007 _787___-_ _23 _ Iggarir
2008 _200___-_ _03 _ Amra.
2010 _648___-_ _24 _ Kashikka.
2013 _341___-_ _04 _ Gier Iir.
2017 _568___-_ _25 _ Gimi Kuuid .
2018 _110___-_ _24 _ Garuu Uurges.
2019 _585___-_ _01 _ Daaruugka.
2029 _271___-_ _14 _ Kurkuur Ash.
2030 _461___-_ _00 _ Inirar.
2031 _8D4___-_ _04 _ Kiiin Kuer.
2032 _977___-_ _13 _ Garsivluu.
2037 _484___-_ _12 _ Liii.
2039 _9A1___-_ _22 _ Pinend.
2040 _876___-_ _02 _ Lisdiir.
2102 _200___-_ _14 _ Nair.
2103 _565___-_ _03 _ Inarim
2105 _875___-_ _24 _ Iishsuu.
2109 _564___-_ _14 _ Murcia
2116 _625___-_ _05 _ Girgulash.
2118 _426___-_ _14 _ Khida.
2119 _110___-_ _03 _ Khui.
2127 _331___-_ _13 _ Ugdukida
2130 _343___-_ _10 _ Kuuka.
2132 _545___-_ _04 _ Dimuu.
2135 _757___-_ _04 _ Shai.
2136 _473___-_ _13 _ Gish.
2138 _263___-_ _04 _ Mushaar.
2139 _355___-_ _04 _ Kan.
2201 _638___-_ _04 _ Kirkniipbem.
2211 _344___-_ _10 _ Lis.
2212 _576___-_ _13 _ Sham.
2213 _588___-_ _14 _ Amem.
2216 _110___-_ _04 _ Ugar.
2217 _446___-_ _22 _ Vlir.
2220 _856___-_ _23 _ Duuksha.
2224 _657___-_ _13 _ Muimarir
2228 _252___-_ _00 _ Khiima.
2230 _627___-_ _14 _ Gaur.
2231 _100___-_ _05 _ Ipkakhag.
2233 _533___-_ _10 _ Biki.
2234 _646___-_ _22 _ Maakhuurkhak.
2237 _553___-_ _13 _ Gir.
2238 _636___-_ _02 _ Luui.
2301 _421___-_ _03 _ Mapukha.
2302 _668___-_ _05 _ Guuir.
2305 _300___-_ _13 _ Khir.
2306 _342___-_ _02 _ Lundduu Ar.
2308 _789___-_ _03 _ Dumeras
2316 _687___-_ _03 _ Udipeni
2317 _300___-_ _13 _ Nagilun.
2318 _100___-_ _04 _ Kagershi.
2319 _76A___-_ _14 _ Gowandon
2323 _5A5___-_ _14 _ Ankhar.

2324 _84A___-_ _21 _ Kiarke.
2328 _100___-_ _04 _ Arkshan Kha.
2331 _200___-_ _13 _ Irishen.
2334 _545___-_ _25 _ Uupir.
2335 _886___-_ _14 _ Uupgiilii.
2336 _53A___-_ _04 _ Shiim.
2340 _556___-_ _13 _ Luri
2401 _461___-_ _04 _ Garga.
2403 _798___-_ _02 _ Kuush.
2405 _545___-_ _13 _ Ruuma Ir.
2406 _768___-_ _34 _ Guumi.
2407 _310___-_ _14 _ Wynd
2411 _100___-_ _04 _ Uuduud.
2414 _755___-_ _03 _ Uuruun.
2417 _AA7___-_ _10 _ Irar Lar.
2418 _100___-_ _22 _ Kuundin.
2420 _453___-_ _01 _ Kamar Inag.
2421 _310___-_ _13 _ Duumar Di.
2422 _8D0___-_ _00 _ Nim.
2425 _000___-_ _13 _ Kuumiin Gam.
2428 _310___-_ _00 _ Lirluukhiinp.
2430 _655___-_ _02 _ Khiira Duu.
2433 _100___-_ _14 _ Dami.
2435 _763___-_ _02 _ Muush.
2439 _646___-_ _03 _ Muumgi Bir.
2440 _443___-_ _24 _ Uuriim.
2503 _322___-_ _14 _ Iishma Ash.
2503 _322___-_ _14 _ Vluund.
2506 _434___-_ _23 _ Khegshesaup.
2506 _434___-_ _23 _ Vlin.
2508 _100___-_ _02 _ Iinarla.
2508 _100___-_ _02 _ Khiiir.
2512 _573___-_ _03 _ Uumbuu.
2513 _631___-_ _02 _ Ervlan.
2514 _454___-_ _22 _ Gaiid.
2516 _100___-_ _00 _ Digapir.
2519 _222___-_ _13 _ Shiirla.
2521 _573___-_ _13 _ Dinkhaluurk.
2522 _684___-_ _10 _ Kakhe.
2523 _355___-_ _01 _ Sharkhila.
2529 _310___-_ _24 _ Giuu.
2530 _363___-_ _10 _ Unsuu Kiis.
2531 _500___-_ _14 _ Kaguu Puu.
2540 _100___-_ _13 _ Oreo
2605 _433___-_ _03 _ Ziishke Men.
2606 _782___-_ _04 _ Gishda.
2607 _679___-_ _02 _ Anpi.
2609 _300___-_ _05 _ Liiid Id.
2613 _100___-_ _01 _ Kuuur An.
2615 _85A___-_ _02 _ Uunad Mi.
2616 _458___-_ _23 _ Gegum.
2621 _545___-_ _04 _ Guun.
2622 _8C7___-_ _20 _ Iirdiddinuu.
2624 _865___-_ _02 _ Ershu Khe.
2630 _100___-_ _02 _ Iirka.
2632 _758___-_ _03 _ Misthaven
2633 _426___-_ _03 _ Ortega
2640 _522___-_ _10 _ Irirkin.
2703 _77A___-_ _13 _ Kuni Iish.
2710 _384___-_ _14 _ Gadar Gaa.
2714 _76A___-_ _03 _ Arkhuuda.
2716 _597___-_ _14 _ Shiar Vli.
2718 _100___-_ _22 _ Uushap Sha.
2719 _100___-_ _00 _ Gidebi.
2724 _888___-_ _22 _ Vlabuu Ga.
2727 _265___-_ _10 _ Gami Ga.
2729 _110___-_ _01 _ Shuuad.
2730 _491___-_ _03 _ Ikuunzi.
2731 _100___-_ _03 _ Paiim Ka.
2732 _264___-_ _23 _ Muur.
2734 _655___-_ _11 _ Khuk.
2735 _110___-_ _31 _ Khuuan.
2737 _673___-_ _04 _ Khasnekigi.
2738 _210___-_ _00 _ Kipagir.
2739 _A76___-_ _04 _ Liriinir.
2809 _525___-_ _05 _ Uunma.
2810 _573___-_ _20 _ Uurash.
2811 _74A___-_ _02 _ Shim.
2812 _9A6___-_ _03 _ Largan.
2813 _667___-_ _23 _ Muumduurk Is.
2814 _887___-_ _04 _ Ishga.
2815 _100___-_ _01 _ Irur.
2820 _641___-_ _04 _ Kishkuur Li.
2822 _726___-_ _03 _ Siipiiniun.
2827 _100___-_ _14 _ Giikha Uum.
2828 _484___-_ _00 _ Ladin.
2837 _200___-_ _13 _ Kuunvli A.
2902 _245___-_ _24 _ Liiid.
2904 _559___-_ _24 _ Diirmashii.
2905 _454___-_ _02 _ Guuka Ir.
2906 _646___-_ _03 _ Niksham Luur.
2908 _675___-_ _13 _ Araas.
2910 _322___-_ _03 _ Enmuun.
2913 _400___-_ _00 _ Suukunki.
2916 _110___-_ _03 _ Giimuuagla.
2917 _110___-_ _02 _ Pinkhurim
2918 _564___-_ _02 _ Ishan.
2920 _875___-_ _14 _ Pamikha.
2925 _87A___-_ _10 _ Giirsha
2926 _200___-_ _11 _ Aarash Gis.
2927 _110___-_ _02 _ Liuur.
2929 _110___-_ _00 _ Gauum.
2930 _525___-_ _01 _ Sheanmuukap.
2931 _100___-_ _03 _ Kiia.
2932 _676___-_ _14 _ Deir Lar.
2933 _410___-_ _14 _ Girlage.
2934 _100___-_ _13 _ Parahee
2938 _574___-_ _02 _ Vlikirkda.
3001 _888___-_ _21 _ Iruuguu.
3002 _645___-_ _04 _ Duuruum Uuem.
3003 _8A0___-_ _03 _ Gergiiduuzii.
3008 _575___-_ _02 _ Giikheguursh.
3009 _000___-_ _14 _ Geir Aar.
3013 _555___-_ _03 _ Palasha
3014 _442___-_ _03 _ Gar.
3016 _110___-_ _04 _ Gaff
3021 _553___-_ _03 _ Diish.
3026 _729___-_ _12 _ Guushshi.
3027 _100___-_ _02 _ Vlides.
3035 _476___-_ _13 _ Iirkir.
3106 _110___-_ _12 _ Kegir Impuu.
3108 _000___-_ _21 _ Shinnan.
3115 _785___-_ _32 _ Daiid
3117 _100___-_ _24 _ Vlap.
3122 _000___-_ _00 _ Luuuu.
3123 _100___-_ _14 _ Mikiish .
3124 _241___-_ _02 _ Lar.
3125 _100___-_ _24 _ Esshii Kuu.
3127 _466___-_ _13 _ Namda Ur.
3128 _331___-_ _00 _ Inarar.
3129 _8A1___-_ _23 _ Gashi.
3131 _793___-_ _00 _ Guunin.
3136 _100___-_ _23 _ Mapki.
3139 _423___-_ _22 _ Kheam.
3203 _7C0___-_ _02 _ Keki.
3206 _542___-_ _00 _ Bar.
3207 _300___-_ _03 _ Irge.
3208 _8B4___-_ _02 _ Dakeimshuu.
3210 _856___-_ _04 _ Khirki.
3211 _256___-_ _14 _ Porto
3214 _265___-_ _12 _ Mias.
3215 _889___-_ _25 _ Kiirpa.
3219 _684___-_ _04 _ Khuuaar Mapa.
3221 _551___-_ _01 _ Miigsha.
3222 _AA4___-_ _02 _ Kikaam.
3225 _568___-_ _05 _ Maruu.
3228 _87A___-_ _02 _ Gikhuu.
3231 _85A___-_ _05 _ Genaan Ad.
3232 _300___-_ _03 _ Uurniiruur.
3233 _100___-_ _04 _ Uundir.
3236 _100___-_ _03 _ Geluu.


A B C D
E F G H
I J K L
M N O P
Subsectors
Map Legend
Starport Type
Gas Giant
A
Bad
World Type
World Name
World Types
water present
no water present
asteroid belt
Bases
Imperium Naval
Imperium Scout
Independent
Research
Scout
Reserve
Prison
Massilia

The Corridor Sector — Referee Data

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0102	Ishash.	C474000-5	Ba		020	F3 V	
0104	Khouth	A8C3988-B	HiPop Fl		920	M3 V	
0105	Shar.	C356000-6	Ba		021	M1 V K3 V I	
0106	Daadir.	B541111-6	Po LoPop		301	M7 V M0 D	Chirper.
0109	Muasem.	E864466-4	LoPop		920	M2 V	
0111	Guun.	E879000-5	Ba		022	F9 V	
0112	Kilii Ar.	B354ACC-B	HiPop		501	M0 V K5 V	
0113	Asiim.	A9B8333-A	LoPop Fl		301	M4 V K7 VI	
0115	Bimesh Ma.	D676222-2	LoPop		524	M0 V	
0119	Irar.	C615000-9	Ic Ba		002	M3 V	
0205	Kugi Id.	C543311-8	Po LoPop		122	M5 V	
0206	Mikesh	D8B7888-A	Fl		625	K1 V	
0209	Aruush.	B625233-8	LoPop		111	M6 III K5 V	AAB Repository.
0210	Iirkaka.	D110433-8	LoPop		701	M5 V M9 V	
0213	Shim.	B7C0533-6	Ni De		604	M6 V	
0218	Immaagiin.	D582522-5	Ni		635	G1 V	
0221	Kashguukhi.	C662000-5	Ba		023	F8 V G3 D	
0304	Gase A.	B89AA99-9	Ind Wa HiPop		623	M4 V	
0306	Panirli.	B253633-7	Ni Po		920	M1 V	
0307	Uundguuk.	A000355-B	Ast LoPop Va		311	M5 V	
0308	Arii Urnirk.	D682222-2	LoPop		813	M5 V	
0311	Nimush.	E300000-1	Va Ba		023	G8 IV M8 D	
0312	Amki.	D453411-5	Po LoPop		301	M6 V	
0313	Yubitty	D96A899-6	Ri Wa		132	K9 V	
0338	Girmi.	E776000-0	Ba		003	M9 V	
0401	Esla Ges.	C859000-6	Ba		021	F9 IV	
0402	Dirge Iim.	B100966-9	Na Ind HiPop Va		510	M7 V	
0407	Garmi.	D000311-6	Ast LoPop Va		112	A9 V M9 V	
0411	Giivluu Gaa.	C514144-5	Ic LoPop		702	K2 V	
0416	Lir.	A5A8999-9	HiPop		303	M2 V	
0417	Irasumshu	E554766-5	Ag		901	M0 V	
0502	Gakkip.	E463000-4	Ba		034	A9 III	
0509	Mas.	C7B5511-5	Ni Fl		912	M8 V	
0510	Ushkhasiindkii.	D461411-8	LoPop		223	M2 V K8 V	
0511	Dikhaaa.	E322222-5	Po LoPop		422	M2 V	
0512	Kakha Vla.	D543322-2	Po LoPop		214	M1 V	
0513	Kiiama.	C331AEE-A	Na Po HiPop		725	K7 V	
0516	Kain Diida.	E664000-0	Ba	N	014	M8 V	
0601	Nidir.	A560000-9	De Ba		001	M2 VI M5 D	
0603	Amir Za.	D8A3111-4	LoPop		423	M5 II	
0605	Apmaalim.	C432533-9	Ni Po		503	M0 V K3 V	
0606	Uurguunamki.	B610766-8	Na		610	K8 V	
0608	Khinukhin.	C9B2344-7	LoPop Fl		120	G5 VI	
0609	Samnirk.	D461466-5	LoPop		102	M7 V M1 V	Ancient Site.
0611	Vlishummi.	B756000-8	Ba		001	M0 V	
0614	Kanba.	D247333-8	LoPop		221	G5 VI M8 V	
0617	Lasir Uush.	C223000-7	Po Ba		002	F9 V	
0638	Arga Am.	B542999-A	Ind Po HiPop		811	G4 V	
0701	Shadga Ishgaa.	B490000-8	De Ba		001	K6 V	
0709	Arga.	B200333-8	LoPop Va		911	A9 V	
0714	Khiishin.	C438000-A	Ba		010	M3 V M0 D	
0804	Kiidga Aark.	D3359AA-4	HiPop		823	A4 V	
0807	Kiigmiiii.	E552000-3	Po Ba		002	K2 V M0 D	Chirper. Droyne.
0815	Sumi Aruurk.	B494100-8	LoPop		101	M0 V	
0816	Askizan.	A223333-B	Po LoPop		114	F6 V	
0901	Miiur I.	B441433-7	Po LoPop		822	F0 V	
0906	Mum.	A548000-A	Ba		001	M8 V G7 D	
0910	Drayne	C674A66-9	Ind HiPop		401	F3 V M4 V	
0912	Shiikha.	A366777-C	Ag Ri		701	M2 V M7 D	
0913	Uguund.	B3417AA-9	Po		422	K9 V M7 VI	
0916	Uugkuuurlii.	A445633-A	Ag Ni		924	F3 V	
0918	Naagardaa.	D9D6111-1	LoPop Fl		201	M8 V M8 V	Ancient Site.
0931	Ashishinipar	B894644-7	Ag Ni		610	G0 V K5 D	Full Data
1003	Raaid.	B000000-A	Ast Va Ba		013	M4 VI	
1005	Amzuu Ga.	B675577-7	Ag Ni		601	M5 V M8 D	
1006	Bagur.	C559000-7	Ba		003	M5 V	
1010	Gauu U.	E554255-5	LoPop		924	F1 D	
1011	Giuun.	D96A433-7	Wa LoPop	S	101	M2 D M3 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1013	Apki Aaa.	A532555-B	Ni Po		402	K6 V	
1033	Kuun.	C200100-8	LoPop Va		803	M4 V	
1103	Naamuuguu.	B491200-6	LoPop		220	F9 III	
1104	Suurdashi.	E457000-2	Ba		003	M1 VI	
1107	Gaargi Ki.	C511333-9	Ic LoPop		704	K0 III M6 D	
1109	Shushaka	A772699-B	Ni		415	M0 V K2 D	
1111	Mariir.	C849000-8	Ba		022	A6 V	
1112	Khark.	B326000-A	Ba		023	M1 V	
1140	Dam.	C87A877-4	Wa		613	F7 V	
1201	Aangikhu.	A797433-8	LoPop		901	M7 V	Chirper.
1203	Kuuerkhen.	D456555-3	Ag Ni		903	M5 V G0 D	
1204	Pekhe Is.	C692000-6	Ba		003	M0 V	
1205	Durima	B420ACC-C	Na Ind Po De HiPop		434	A7 V	
1207	Badiianpin.	E400533-3	Ni Va		401	M0 V	
1209	Kaasu	AA7A944-D	Ind Wa HiPop		922	A6 V	
1210	Ker.	B87A100-A	Wa LoPop		202	M4 V K4 D	
1213	Shiipan.	C200000-7	Va Ba		002	M9 V G5 VI	
1216	Galamund.	B577000-7	Ba		001	M8 V	
1218	Aarla I.	D658000-3	Ba		020	M4 V G9 D	
1301	Zashiim.	E523122-4	Po LoPop		601	M6 V	
1304	Lagdashbuugi.	C635133-5	LoPop	S	124	F4 V	
1307	Meku.	C568344-4	LoPop		803	K1 V	
1309	Imaga.	C556455-6	LoPop		723	K7 V	Chirper.
1401	Uunmark.	B000000-9	Ast Va Ba		020	G6 V	
1402	Isharkiin.	E788599-3	Ag Ni		503	M9 V	
1404	Ammuug.	E473255-5	LoPop		924	F0 V	Chirper.
1405	Zuuma Kashan.	D76A311-6	Wa LoPop		223	M7 V	
1408	Kagii.	E87A588-3	Ni Wa		924	M4 III	
1409	Duun.	C3728CC-7			222	G6 V M2 D	
1413	Gamin.	D442000-7	Po Ba		002	F7 V	
1414	Giish.	C412000-6	Ic Ba		022	F7 V M9 D	
1415	Zudagim	E682777-3	Ri		722	F4 V	
1418	Enki.	CAC8000-7	Fl Ba		022	M9 III	
1430	Khip.	C8C2322-7	LoPop Fl		225	K4 III	
1432	Gizika.	DAE3111-4	LoPop Fl		935	M7 II M1 V	
1501	Kir.	B3437AA-A	Po		610	M5 V M5 V	
1504	Imkhii.	B797433-8	LoPop		223	G9 V K7 III	Chirper.
1506	Daarakegi.	C410000-7	Ba		003	K5 V	
1511	Luug.	B686344-C	LoPop		423	M4 V	ROM Depot (abandoned).
1513	Kish.	C362000-7	Ba		022	F4 III M8 D	
1514	Luum.	E567000-3	Ba		012	F8 V M3 D	
1515	Ashima	E443777-7	Po		510	G6 V	
1602	Uumend.	E673433-3	LoPop		823	M1 V	
1603	Uushaadvler.	E556000-0	Ba	N	034	F2 V	
1605	Arar.	E350655-7	Ni Po De		913	M5 V F3 V	
1606	Khukish	A77A844-C	Wa		723	G9 V	
1607	Gaakhi.	C686155-8	LoPop		513	A2 V	
1609	Diuund Aarme.	E221444-5	Po LoPop		312	M9 VI	
1611	Uugshi Shinii.	B63A688-8	Ni Wa		801	M4 V	
1703	Mig.	C336799-5			413	G1 III M8 D	
1704	Gakaa.	C766111-5	LoPop		924	K1 V	
1711	Giiku Es.	B578133-9	LoPop		902	M2 V	
1712	Pinkhu Shaa.	C553000-7	Po Ba		010	M4 V M0 D	
1713	Vliisdulium.	C6A5000-5	Ba		022	K9 V	
1803	Aamgiuum.	B323200-A	Po LoPop		112	M4 III	
1808	Udmi Kike.	A795111-A	LoPop		901	M5 V M2 V	
1810	Liri.	D443000-6	Po Ba		023	G7 V	
1811	Lagi.	C637000-7	Ba		024	F6 V	
1832	Nuuze.	B551100-8	Po LoPop		201	G2 V M2 D	
1840	Giiraashar.	B898344-A	LoPop		713	G5 V	
1904	Armaa Khiigkhar.	A333000-A	Po Ba		023	K9 V	
1905	Uurmiir Uushek.	D438544-8	Ni		610	M3 V	Ancient Site.
1906	Amki.	B2208BB-9	Na Po De		415	M5 III	
1908	Shiiir Aa.	C335444-8	LoPop		402	M3 V	
1912	Urgirduu.	C342255-5	Po LoPop		610	F7 V M1 D	
1913	Guus.	E000666-3	Na Ni Ast Va		423	F7 II	
1923	Uushniii.	E889555-3	Ni		402	M9 V K0 D	
2003	Lur.	C100000-8	Va Ba		015	F3 V	
2004	Gizuu Im.	D654000-5	Ba		022	F1 V	
2006	Espe.	B788755-7	Ag Ri		801	K3 IV M6 D	
2009	Imki.	E7A3000-5	Ba		022	F1 V	
2010	Isar.	D364433-7	LoPop		421	K8 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2012	Rin.	D525111-5	LoPop		310	F7 D M3 D	
2037	Gaiemi.	A201544-B	Ni Ic Va		413	F9 V	
2039	Kiun.	B686000-6	Ba		001	K1 V M9 D	
2040	Shimni.	B757544-A	Ag Ni		404	K0 V	Chirper.
2101	Shidgi Muu.	C0007AA-9	Na Ast Va		214	G9 IV	
2102	Makhinid.	C662599-3	Ni		214	G7 V	
2106	Maark Ad.	E241000-5	Po Ba		001	M0 V	
2108	Aasish.	A631755-A	Na Po		523	G2 V	
2109	Zuurnuund Uum.	B592100-8	LoPop		910	M1 V	
2111	Muumma.	E78A533-5	Ni Wa		612	G1 V	
2116	Diilugge.	C150100-8	Po De LoPop		120	F0 V	
2121	Uura.	C898000-5	Ba		004	G8 III M3 VI	
2135	Mim.	E427100-4	LoPop		414	F1 V G2 V	
2136	Shigagaki.	C223744-6	Na Po		401	M8 V K4 D	
2137	Inarli	B677555-B	Ag Ni		214	M6 V	
2140	Amiinar.	D483144-5	LoPop		803	M2 V	
2201	Gami Uun.	C540544-6	Ni Po De		423	M3 V	
2202	Udgiin.	A877000-9	Ba		001	F4 V M1 D	
2205	Zadi.	C629000-8	Ba		001	M5 V G6 V	
2206	Gigaauugmu.	C000433-A	Ast LoPop Va		724	A8 IV	
2208	Gigi.	B410633-9	Na Ni		522	G5 VI K4 D	
2209	Kisha Ki.	C478788-8	Ag		403	M2 V K4 D	
2212	Vluush.	D400000-9	Va Ba		010	M2 V	
2234	Shirdind.	E436522-5	Ni		910	M8 V K0 V	
2235	Kir.	B310333-C	LoPop		320	M2 V K3 V	
2238	Kateri.	C8C0533-5	Ni De		822	M5 V	Brinn Homeworld.
2239	Laar.	B572377-7	LoPop		310	M9 V	
2303	Kuuaggi.	B487000-9	Ba		001	M9 V	
2304	Muunsha.	E000300-2	Ast LoPop Va	N	611	A7 V M6 D	
2306	Diriiim.	C9C7622-6	Ni Fl		101	M2 V	
2307	Ker.	C200133-8	LoPop Va		201	M4 V	
2311	Irgirgi.	C545344-8	LoPop		510	M9 V K5 V	
2333	Uumgi.	E466644-0	Ag Ni Ri	N	935	F4 V G0 D	
2334	Duueshshi.	D76A000-5	Wa Ba		021	F1 V M3 D	
2335	Kham.	AA9A444-9	Wa LoPop		604	F2 V	
2336	Gir.	C456000-5	Ba		003	M3 V	
2338	Zeke Gind.	B360211-9	De LoPop		124	F0 V	
2403	Ishuug.	B666133-9	LoPop		813	M5 V	
2405	Zaarniki.	C553255-3	Po LoPop		121	M5 D	
2409	Iguunmii.	E120100-7	Po De LoPop		801	M7 D M3 D	
2435	Vlanshiariir.	D8B4599-5	Ni Fl		620	M1 V	
2439	Gika.	E9B4244-3	LoPop Fl		722	F6 V K6 VI	
2440	Iruur.	E443000-4	Po Ba		001	G1 V M0 D	
2502	Uuslir Ag.	B586100-6	LoPop		314	K7 V	
2503	Iiruunziinme.	E242000-2	Po Ba		022	M8 V	
2505	Plunge	C240588-A	Ni Po De		324	G7 V	
2506	Adka Ish.	D757899-4			213	M4 V G1 III	
2511	Khegakiir.	B527300-7	LoPop		824	F4 IV	
2534	Buukuup Ka.	C400655-B	Na Ni Va		423	F2 III K6 V	
2535	Ruuarnuuash.	D470133-8	De LoPop		601	F7 V K8 VI	AAB Repository.
2536	Piirka Mi.	C300533-7	Ni Va		520	G1 V	
2537	Kirsuund.	A552300-7	Po LoPop		423	G4 V K2 D	
2538	Kig.	E6A2000-4	Ba		024	M2 V	
2540	Duukhi.	B400200-9	LoPop Va		723	K4 VI	
2603	Kaaa Kuu.	C534000-6	Ba		003	M1 V	
2606	Vlashme Dim.	B64A111-A	Wa LoPop		302	M0 V	
2611	Serk.	C9D8000-7	Fl Ba		020	M6 V	
2631	Meid Li.	C469511-7	Ni		533	F3 V G3 V	Chirper.
2632	Kiisiinkiir.	B100100-C	LoPop Va		710	M0 V	Chirper.
2634	Irinkhaaaa.	A573222-8	LoPop		701	M5 V	
2636	Kaadmi.	C472866-8			302	M7 V	
2640	Vleaand.	E656211-2	LoPop		903	M3 V	
2701	Khuum.	B424422-B	LoPop		101	M6 V	
2710	Ama As.	B79A322-A	Wa LoPop		304	M5 V	
2733	Kanorb	C473611-9	Ni		824	M1 V	Full Data
2735	Diaarar.	C575200-5	LoPop		824	M3 D	Full Data
2738	Guurshi Vlak.	D673000-5	Ba		001	K5 V M7 V	
2740	Kani Li.	B561000-7	Ba		022	A8 V K5 D	
2801	Siiis.	E9B3100-5	LoPop Fl		923	A8 V	
2804	Dinassi.	D63A000-7	Wa Ba	S	002	M9 V	Ojeshodu Homeworld.
2806	Ishkad.	B766000-A	Ba		010	K5 VI M1 VI	Chirper.
2810	Kaas.	C595000-5	Ba		020	M7 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2811	Vlishmikirk.	E200355-2	LoPop Va		501	M7 V	
2831	Digar.	C559499-6	LoPop		310	F5 V G9 VI	
2833	Guuma.	D130300-8	Po De LoPop		623	F3 V	Full Data. Ancient St.
2836	Irkhanikhe.	D586344-1	LoPop		314	K0 V	Full Data.
2837	Duuddeish.	B568211-8	LoPop		520	M7 V	
2901	Siikhin Luur.	B223355-A	Po LoPop		704	M4 VI	
2902	Naama.	E410577-5	Ni		302	K0 V	Chirper.
2903	Verrgno	D8679AA-3	HiPop		401	K9 VI K5 D	
2904	Riiur Em.	D577200-2	LoPop		702	M0 V M1 D	
2905	Iisgii.	E543533-3	Ni Po		811	F2 V K6 VI	
2906	Nish.	B568200-A	LoPop		612	K6 V	
2907	Gekha.	C797533-6	Ag Ni		512	M0 V	
2908	Gir.	C653000-5	Po Ba		024	G7 V	
2930	Len.	D879322-4	LoPop		522	K3 V	
2932	Irer.	C589000-7	Ba		022	G1 V	
2933	Maarkir.	AAB4977-A	HiPop Fl		101	M5 V	
2934	Kiresh Aash.	C86A000-A	Wa Ba		023	M9 II G2 V	
2935	Khiun.	C120577-B	Ni Po De		424	G2 III	
2937	Zar.	C320000-7	Po De Ba		014	M0 VI	
2940	Shuur.	E66A7AA-4	Wa		510	F7 V M9 D	
3004	Din.	C400344-9	LoPop Va		512	M9 V	
3010	Giim.	D663000-6	Ba		012	M1 V	Droyne.
3030	Puuer.	DA87000-3	Ba		001	K1 V M2 V M2 V	
3032	Shadirund.	D443000-6	Po Ba		024	F7 V	
3033	Kad.	E326355-4	LoPop		910	M3 V K7 V	
3036	Shuurkar.	C5859DD-4	HiPop		210	M5 V M0 D	
3038	Isaamra.	E211366-5	Ic LoPop		120	G7 V K5 D	
3039	Vlaaga.	C420100-9	Po De LoPop		124	F1 V	
3040	Muur.	B312133-B	Ic LoPop		522	A6 V	
3104	Gaga Uush.	B454000-9	Ba		010	M3 V F0 D	
3106	Gaashkha Duun.	C000477-8	Ast LoPop Va		114	M5 V	
3107	Nirk.	D470211-7	De LoPop		620	G1 V	
3129	Dakiimi.	B565300-8	LoPop		422	F5 V	
3131	Vluurkhi.	E853344-1	Po LoPop		701	M1 V K8 V K8 V	Xapoqoz Homeworld.
3132	Bim.	E7686AA-3	Ag Ni	S	402	M0 V	
3135	Giar Ziip.	E666000-4	Ba		010	M9 V	Cafadans Homeworld.
3136	Khan.	B201566-A	Ni Ic Va		401	M5 V M5 D	
3137	Khiiirk.	E789311-5	LoPop		803	M6 V K4 V	
3138	Dai Zi.	D9995AA-3	Ni		120	F0 V	
3139	Idsha.	B9976BB-9	Ag Ni		424	F9 V	
3140	Karkbii Bir.	A66A355-B	Wa LoPop		401	M8 V	
3201	Shuuin.	B272000-8	Ba		001	F5 IV M1 V	
3202	Aaruun Zi.	D544588-4	Ag Ni		201	F4 V M2 D	
3207	Zagkam.	C75A433-9	Wa LoPop		902	K7 V	Chirper.
3208	Gaash.	A220511-C	Ni Po De		613	F5 V K8 D	
3209	Arkind.	C646122-8	LoPop		920	M5 V	
3225	Shaniin.	C226BEE-9	Ind HiPop		810	M1 V	
3229	Akguukhi.	C543777-4	Po		334	M6 II	
3230	Rin.	C643000-5	Po Ba		003	M7 V	
3231	Meam Kuu.	C474666-8	Ag Ni		101	M0 V M1 V	
3232	Disa.	B726877-A			503	M3 V	
3234	Kiisum.	E200466-7	LoPop Va		323	G8 III	
3235	Diir.	C341000-9	Po Ba		001	M5 V M9 D	
3238	Anduum.	C988000-7	Ba		022	K8 V	
3240	Edge.	A597000-B	Ba		001	M0 V M7 D	

This sector has 267 worlds, of which 224 have native gas giants. The estimated population for the sector is 1113 billion sapients (not necessarily humans). There are 17 Agricultural (Ag) worlds versus 11 Non-Agricultural (Na) worlds. There are 47 Non-Industrial (Ni) Worlds versus 7 Industrial (Ind) worlds. There are 5 Rich (Ri) worlds versus 53 Poor (Po) worlds. There are 20 Water Worlds (Wa), 8 Ice-Capped worlds (Ic), 19 Desert worlds (De), and 27 Vacuum (Va) worlds. There are 15 High Population (HiPop) worlds versus 106 Low Population (LoPop) worlds. There are 9 Asteroid Belts (Ast) in the subsector. There are 75 Barren (Ba) worlds. The highest population world in the sector is 3225 C226BEE-9 Shaniin.; the lowest population world is 0102 C474000-5 Ishash. The average tech level in the sector is 6 (most lie between 4 and 9). World names are primarily Vilani.

The Vland Sector — Referee Data

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0101	Eras.	E256233-5	LoPop		404	F5 V G6 VI	
0102	Kap.	E799000-0	Ba		010	M3 V	
0104	Akiim.	E332000-0	Po Ba		010	A9 III K8 D	
0105	Gikkon	E343100-8	Po LoPop		732	G8 IV G0 D	
0107	Taraddiin	D656222-6	LoPop		411	M9 V	
0109	Khuur.	C658444-4	LoPop		623	G1 V	
0110	Ossin	C100888-0	Na Va		305	M5 V	
0131	Likii.	D763000-0	Ba	S	024	M8 V	
0132	Kald	D2507AA-0	Po De		901	M1 V M1 D	
0134	Kuarsu.	E66A622-0	Ni Wa		323	F2 III	
0135	Sakin	D330344-9	Po De LoPop		814	M4 III F9 V	
0137	Shaaki	C9B3122-7	LoPop Fl		220	M5 V F1 V	
0202	Diankhis.	D444300-7	LoPop		524	F8 II K2 D	
0203	Bannon'S World	E100000-0	Va Ba		020	M3 V K6 V	
0205	Khankari	B885000-0	Ba		010	M2 V	
0209	Ipkaka.	E746333-3	LoPop	S	803	M2 V	
0210	Kuus.	E576111-3	LoPop		801	M5 V	
0211	Giikur	B689000-0	Ba		010	M2 VI M9 D	
0221	Keshiil	D530422-7	Po De LoPop		820	M2 V	
0232	Shimshirar.	E9C7755-0	Fl		323	F7 III M2 V	
0234	Nurrungar	B649122-A	LoPop		110	M3 V M3 V	
0236	Khishugii	C120566-8	Ni Po De		910	M6 V	
0237	Shashim	B327233-9	LoPop		603	G8 V	AAB Repository.
0303	Anert	B9B3666-0	Ni Fl		710	G7 V	
0306	Daded.	B585000-0	Ba		010	M0 D K0 D	
0307	Khiiig Duumaa.	C8D2799-0	Fl		301	M5 V M7 D	
0311	Omero	A230000-0	Po De Ba		022	M3 V G8 D	
0333	Paspaa	A454355-C	LoPop		810	K3 V G0 D	
0335	Ishuus Pika.	D97A000-0	Wa Ba		020	M1 V	
0336	Parsi	B989644-0	Ni Ri		824	M9 III	
0338	Vanessa	E468000-0	Ba		010	M6 V K8 D	
0340	Jessheim	AAC5100-C	LoPop Fl		125	M2 V	
0402	Dali.	D240100-5	Po De LoPop		401	F2 V K6 D	
0403	Gadad Daar.	D438000-0	Ba		020	G2 V	
0404	Katti	A8A8100-A	LoPop		704	M3 V	
0408	Shaddukan	C622000-0	Po Ba		010	G1 V	
0422	Niirka	A300444-C	LoPop Va		222	M9 III K5 D	
0430	Laaariim.	E6778DD-0			622	G3 V	
0431	Answerin	B5848BB-0			520	A7 II G0 V	Answerin Homeworld.
0434	Makhamen.	E000122-6	Ast LoPop Va		225	K1 V	
0435	Ganidam	D100355-9	LoPop Va	S	401	M4 V M5 D	
0436	Meprim	C300000-0	Va Ba		010	M7 V	
0437	Dar.	EA7A333-6	Wa LoPop		524	A8 V	
0502	Lugaluru	C859000-0	Ba		001	M0 V	
0506	Iduushgaa.	B524566-7	Ni		401	K0 V M3 V	Ancient Site.
0507	Kharta	E352100-6	Po LoPop		304	K6 VI G9 D	
0508	Arfaan	C767100-9	LoPop		913	M5 V	
0530	Pirrom	A884100-B	LoPop		311	G2 V	
0531	Dand.	D9AA000-0	Wa Ba		020	F1 V	
0532	Kinswana	D110344-7	LoPop		604	K6 V	
0533	Indi.	E668366-3	LoPop		701	M9 V M3 VI	
0534	Vluushuurgi.	C657400-7	LoPop		921	M9 V	
0536	Fauski	B1208AA-0	Na Po De		801	M5 V K0 D	
0601	Athanuez	C100300-9	LoPop Va		201	K5 V M0 V	
0605	Sheshat	A526000-0	Ba		024	F8 V	
0610	Rakurram	C200100-8	LoPop Va		712	G7 V	
0619	Lalaki	A9B3200-B	LoPop Fl		802	M3 V	
0622	Diriirlashmir.	E8B8233-3	LoPop Fl		715	M8 D	
0630	Marbiiimdi.	E455000-0	Ba		024	A3 III	
0631	Enbart	B201333-A	Ic LoPop Va		820	M1 V	
0633	Laam.	E454477-5	LoPop		310	K1 VI	
0635	Savvud	C445344-8	LoPop		801	M5 V	
0637	Bood	A240100-A	Po De LoPop		710	M0 V	
0639	Liigima	C7C2000-0	Fl Ba		003	K9 V K2 V	
0640	Aquacade	A67A000-0	Wa Ba		020	M2 V	
0701	Unud.	D665166-4	LoPop		414	G0 D M5 D	
0703	Khigapka	B797000-0	Ba		002	M2 V	
0705	Shiniis Li.	D727555-5	Ni		110	M7 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0707	Miuuran.	E000000-0	Ast Va Ba		010	M4 V	Ancient Site.
0708	Voskhod	B110866-0	Na		101	M1 V M0 D	
0709	Kharzet	A565000-0	Ba		001	M0 V G3 D	
0711	Rishiin	D539100-7	LoPop		310	M2 V M7 V	
0732	Emaa Gir.	E524200-5	LoPop		822	G4 II M2 D	
0734	Kishbar	B301000-0	Ic Va Ba		020	M2 V	
0737	Kuzey Anadolu	D500633-0	Na Ni Va		403	K5 V K3 V	
0738	Daglari	D110255-7	LoPop		421	M9 V	
0739	Iriin.	D454577-3	Ag Ni		620	M7 III	
0740	Kirov	B683644-0	Ni Ri		510	K5 V K4 VI	
0801	Diir.	E62A788-0	Wa		110	M7 V	
0804	Kegirur	E76A988-6	Wa HiPop		401	M0 V	
0806	Anka.	E88A100-6	Wa LoPop		401	F9 V K8 D M8 D	
0807	Kunumi	A254000-0	Ba		021	A0 V	
0831	Igsudi	C472355-7	LoPop		120	K6 V G4 V	
0832	Urmanaan.	C140000-0	Po De Ba		002	M2 V	
0833	Gad.	E487000-0	Ba		010	M1 V	
0834	Khisber	C87A000-0	Wa Ba		023	F6 V	
0835	Lashe.	E000000-0	Ast Va Ba		010	M2 V M9 D	
0839	Kiimiim	B672000-0	Ba		003	G2 V	
0902	Otsaellghue	A225100-C	LoPop		303	K9 V	
0906	Iishashun	D625000-0	Ba		013	A3 IV	
0909	Jiinasha	D200000-0	Va Ba		020	M4 III	
0921	Ganiir	C423000-0	Po Ba	S	005	M3 V G5 V	Ancient Site.
0923	Gazzum	B549577-B	Ni		220	F2 V M2 D	
0924	Emirdur.	E745111-4	LoPop		801	M8 V	
0927	Havland	C793788-0			601	M2 V M0 D	
0930	Ship.	E581588-2	Ni	S	610	F3 V M0 VI	
0933	Arluk	C411411-B	Ic LoPop		313	M4 V	
0934	Imdakhun	A203000-0	Ic Va Ba		001	M5 V G5 VI	
0938	Rhyolite	D360200-7	De LoPop		324	M0 V K7 III	
0939	Karmuu Gaa.	E76A222-6	Wa LoPop		802	G8 V	
1001	Vlimla.	D525555-5	Ni		910	K0 V M6 D	
1003	Iduunkhaa.	B340200-7	Po De LoPop		311	M5 V	
1004	Giar.	EA7A000-0	Wa Ba		020	M4 V	
1007	Laaru	D69A533-8	Ni Wa		324	G7 IV	
1011	Iren	B8C1588-8	Ni Fl		314	K7 V M3 V	
1012	Ashkhinaman.	C554000-0	Ba		002	M0 V G8 D	
1028	Apurshish	C555755-0	Ag	S	923	G8 VI	
1032	Iinirk.	D432000-0	Po Ba	S	023	A6 V K2 V	
1033	Ammuu.	C200000-0	Va Ba		020	G7 V F8 V	
1038	Isle	E68AAAA-8	Wa HiPop		101	M9 V K0 VI	
1102	Azu	A447655-0	Ag Ni		401	M7 VI M3 D	
1104	Gash.	E885000-0	Ba		010	F2 V K6 D	
1107	Khirmii.	B332477-8	Po LoPop		722	G2 V	
1108	Vakhoneri	D76A833-0	Wa		710	M8 III	
1109	Suragginsu	E333200-7	Po LoPop		511	F6 V M8 D	
1110	Liwar	C350000-0	Po De Ba		005	K2 V	
1112	Dikhir.	B8976BB-0	Ag Ni		310	F3 V	
1113	Shagi.	C898300-5	LoPop		520	F3 III	
1114	Gukhaga	A877000-0	Ba		010	G4 V M6 D	
1116	Darmagu	B412000-0	Ic Ba		001	M9 V K5 V	
1117	The Uris Belt	C000000-0	Ast Va Ba		011	M1 V K5 V	
1119	Daku	C332455-9	Po LoPop		804	K2 VI	
1120	Ideshe	B969111-8	LoPop		620	M5 V G6 V	
1128	Shiku.	CAD4300-7	LoPop Fl		401	M5 V M4 V	
1131	Neegak	C537200-9	LoPop		222	F8 V	
1134	Jupset	C8C3000-0	Fl Ba		023	M1 V	
1135	Abalakova	C465411-8	LoPop		922	M9 V F5 D	
1136	Daangiilu	A565000-0	Ba		003	G2 V M4 D	
1137	Usaamkirkhiiri	E364000-0	Ba		014	K1 V	
1138	Gep.	D1308CC-0	Na Po De		501	M1 VI M0 V	
1139	Uureg	C2539BB-8	Po HiPop		912	M4 V	
1140	Giinluun.	C675466-4	LoPop		301	M3 V K5 D	
1201	Vliias.	D573533-2	Ni		101	M1 VI K0 D	
1202	Zuudim.	E430644-0	Na Ni Po De		520	K9 VI	
1203	Kin.	C322000-0	Po Ba		034	F3 II K0 II	
1206	Dekag.	D234355-6	LoPop		902	M1 V	
1208	Vhodan	B7586AA-0	Ag Ni		523	G1 II K0 IV	
1211	Gagzoe	A585000-0	Ba		002	M8 V M3 VI	
1215	Siruga	C100000-0	Va Ba		001	M0 V K3 VI	
1217	Estoff	B6B6000-0	Fl Ba		020	M2 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1219	Ramir	D66A133-7	Wa LoPop		201	M2 V K8 V	
1220	Imik	C263000-0	Ba		024	F1 II	
1227	Ashuur.	D232000-0	Po Ba		001	M6 V M3 V	
1232	Lekziika	C885577-6	Ag Ni		620	A9 V	
1235	Themistocles	B333400-A	Po LoPop		701	M7 V F6 V	
1236	Irgaguu.	C351200-7	Po LoPop		610	F1 V	
1237	Ugzilii.	D755000-0	Ba		020	A0 V	
1238	Induush Shi.	D000000-0	Ast Va Ba		011	K1 V	
1240	Nelson	E200000-0	Va Ba		020	M0 V	
1309	Khirkle.	E577577-4	Ag Ni	S	621	K8 V	
1311	Kema	E100000-0	Va Ba		010	M2 V	
1312	Madi.	D432000-0	Po Ba		010	K4 V	
1313	Aadas.	C778666-0	Ag Ni	S	914	M0 V	
1317	Anik	D441000-0	Po Ba		011	M1 D	
1319	Irkhi Mamna.	E200000-0	Va Ba		021	M0 V	
1323	Robbuun	B524244-A	LoPop		502	K0 V K7 D	
1332	Nii Khu	B554255-8	LoPop		101	K0 V M3 D	
1334	Lukham	A464511-C	Ag Ni		902	F1 D K6 D	
1336	Eshkhii.	E140100-6	Po De LoPop		611	F8 V K3 VI	
1337	Duamar.	D511244-6	Ic LoPop		304	F5 V M5 V	
1339	Darm	B100000-0	Va Ba		024	M5 D	
1340	Anishda	E614000-0	Ic Ba		002	M0 V	AAB Repository.
1403	Deraan	B4268CC-0			610	M4 V	
1405	Diiron	C89A588-8	Ni Wa		704	G3 V	
1406	Miirmamuum.	C98A7CC-0	Wa		521	M0 V	
1407	Guusimka	E539A99-9	HiPop		511	M6 V	
1408	Maran	B3529BB-C	Po HiPop		822	M7 V	
1410	Kium.	D8D3111-5	LoPop Fl		920	K3 V G4 V	
1412	Uummi.	D200599-5	Ni Va		101	M0 V	
1414	Centra	B592000-0	Ba		024	M5 V	
1417	Astira	C552300-7	Po LoPop		720	M0 V	
1431	Kagzag Kirmuu.	C558100-6	LoPop		610	M8 V M1 D	
1432	Agagir	C330322-A	Po De LoPop		410	M4 II	
1435	Dakeshir	C401000-0	Ic Va Ba		002	M5 V	
1437	Igikuuni	B797755-0	Ag		622	G0 V	
1438	Zaal	A896000-0	Ba		001	K4 V M5 VI	
1505	Odinaga	B201122-9	Ic LoPop Va		803	M0 V M5 D	
1509	Audhumla	B98A100-A	Wa LoPop		501	M5 V G1 D	
1515	Luunbu	E8A6000-0	Ba		010	M4 V	
1516	Nar.	E464100-5	LoPop		410	M1 V	
1519	Kagamira	B477544-C	Ag Ni		725	G4 V	Full Data
1520	Shulishu	B352344-9	Po LoPop		710	M0 V K1 V	Full Data
1523	Gaap Em.	D510000-0	Ba	S	001	M0 V	
1530	Bakog	B8A9133-B	LoPop		232	G8 V	
1531	Shuud.	C322255-7	Po LoPop		610	M0 V	
1533	Samotk	B100000-0	Va Ba		001	M1 V M8 VI	AAB Repository.
1534	Senkon	D510000-0	Ba	S	023	M3 V G6 D	
1535	Narpuule.	C326000-0	Ba		020	K0 V	
1536	Pamiimkhi	D000000-0	Ast Va Ba		020	M6 V	
1539	Zarurza	B95A244-8	Wa LoPop		912	M5 V F6 V G6 V	
1540	Limed	B330400-9	Po De LoPop		613	M2 V	
1604	Gamgilebo	C000455-8	Ast LoPop Va		412	F4 IV M1 VI M1	
1606	Dannar	C200100-9	LoPop Va		120	F6 V M3 D	
1608	Mamkha.	E746000-0	Ba		001	M9 V	
1609	Iirguuli.	C110588-7	Ni		301	M5 V	
1612	Naaan.	E361133-6	LoPop		110	F6 V	
1619	Gapis.	C764222-5	LoPop		410	F3 III	Full Data
1623	Etsur	D410433-8	LoPop		120	M4 III K3 D	
1624	Zushar	D631644-0	Na Ni Po		211	M2 V K9 D	
1625	Bashimus	A542344-A	Po LoPop		720	A4 V	
1626	Lalazim	E8C4255-7	LoPop Fl		210	M5 V	Ancient Site.
1628	Akumid	A867000-0	Ba		023	K0 V	
1630	Miis.	E7B0355-6	De LoPop		103	M2 V	
1632	Imdur	E240000-0	Po De Ba	S	010	M5 V	
1633	Darkishar	C420000-0	Po De Ba		010	M9 V K0 VI	AAB Repository.
1634	Zishlam.	E756111-2	LoPop		513	G6 V G0 D	
1637	Kis.	D451000-0	Po Ba		001	M1 V	
1638	Twana	C353211-8	Po LoPop		920	M2 II G8 D M8 D	
1701	Khira.	C624233-6	LoPop		410	M5 V	
1703	Lir.	C210000-0	Ba		001	F7 V M0 D	
1704	Kid.	E224244-3	LoPop	S	720	F1 V	
1705	Ugarun	C7C0455-8	De LoPop		302	G8 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1708	Zelaklaka	D7B2000-0	Fl Ba		001	M8 V M2 V	
1709	Zigaadig	C541000-0	Po Ba		023	G9 V K6 D	
1710	Din.	C884233-5	LoPop		101	M9 V	
1716	Enaa	B3008CC-0	Na Va		502	M2 V	Full Data
1717	Vland	B967344-A	LoPop		220	K8 V	Full Data.Vilani HmWld
1718	Kirma	A797000-0	Ba		025	G8 V K2 D	Full Data
1719	Uushiish Uunap.	E586466-5	LoPop		403	M6 VI F2 D	Full Data
1722	Imiman.	D454000-0	Ba		004	A6 V G4 V	
1725	Kalimgar	C799755-0			824	A8 V	
1726	Gunavarum	E553000-0	Po Ba		004	K0 V K1 D	
1728	Vliam.	B698000-0	Ba		020	G0 V	
1729	Kargem	E110677-0	Na Ni		220	G8 V M1 V	
1730	Lurkha	C674788-0	Ag		920	F7 V	
1732	Kuun.	E8AA155-7	Wa LoPop		910	M3 V	
1734	Miku	B8C3333-A	LoPop Fl		904	M1 V	
1735	Zhinutar	B312422-B	Ic LoPop		804	G6 V M0 VI	
1736	Gaar Nila.	C528000-0	Ba		001	M5 V A9 V	
1740	Glanidarn	E235866-0			923	M2 V	
1801	Khushuush Giiim.	D567200-5	LoPop	S	202	M4 V	
1802	Khuus.	B545000-0	Ba		020	G8 V	
1803	Gim.	C645100-6	LoPop		822	G7 V	
1804	Arkhii Kasa.	B140433-7	Po De LoPop		420	F2 III M8 D	
1807	Kuurkar Kuu.	C999000-0	Ba		001	K1 V G5 VI	
1810	Eshu	D360000-0	De Ba		022	A3 V	
1811	Anaam	C424455-A	LoPop		210	G1 V	
1813	Khusher	D6A6366-8	LoPop		622	G5 VI G9 D	
1816	Shinla	C160444-8	De LoPop		634	F2 III M9 V	Full Data
1817	Tauri	A130899-0	Na Po De		220	K3 V	Full Data
1819	Arirk.	D9E2111-5	LoPop Fl		520	F3 V	Full Data
1820	Kha	B86A000-0	Wa Ba		024	M6 II	Full Data
1821	Iikhok	C334200-A	LoPop		824	M8 V	Full Data
1822	Kasear	A547733-0	Ag		520	M2 V G5 D	Full Data
1825	Karfir	A753ACC-C	Po HiPop		323	K4 V	
1830	Sindal	C9B8300-7	LoPop Fl		301	G6 V M3 VI	
1831	Iinuup.	D546344-4	LoPop		325	M5 V K3 III	
1833	Shadi	B597477-8	LoPop		201	M3 V G6 D	
1839	Gumi.	D778766-0	Ag		403	M9 V	
1901	Ghurrllekh	C560000-0	De Ba		020	M9 V	
1903	Gemid	A423A66-E	Na Ind Po HiPop		524	K0 V	
1904	Kiiip.	C576000-0	Ba		001	M4 V K4 VI	
1906	Zainmisha.	D9C5333-3	LoPop Fl		801	M8 V	Ancient Site.
1907	Kakkin	B423000-0	Po Ba		002	G8 V	
1909	Nashazi	B300000-0	Va Ba		020	M2 III F7 IV	
1915	Giinam	C265000-0	Ba		004	M9 V	Full Data
1916	Kipii	C130000-0	Po De Ba		002	M3 V	Full Data
1918	Daer Map.	E496611-0	Ag Ni		520	F8 V	Full Data
1919	Khula	B475AAA-C	Ind HiPop		810	M6 V	Full Data. Khulan Hmwd
1920	Inkha	B797111-8	LoPop		110	M6 V F4 D	Full Data
1923	Sagida	C2239CC-A	Na Ind Po HiPop		702	M6 V M0 V	
1928	Nimmer	C420000-0	Po De Ba		024	G4 V	
1929	Sakhem	C404000-0	Ic Va Ba		010	M0 V	
1930	Ziirkago	A878366-9	LoPop		213	F0 V	
1931	Kikaash.	E130466-6	Po De LoPop		702	M7 V	
1932	Rur.	D765000-0	Ba		024	G8 V	
1933	Kishsuur.	C673000-0	Ba		001	MO V K6 D	
1936	Bina.	E400211-4	LoPop Va		601	M0 III M7 D	
1937	Nulisud	A8D3333-C	LoPop Fl		221	K3 V	
2005	Gadushan	D536000-0	Ba		010	M4 III F5 III	
2006	Niitomok	C552000-0	Po Ba		001	M4 VI	
2007	Shiindge.	C898344-6	LoPop		301	F7 V M8 V	
2008	Morimur	C450544-8	Ni Po De		213	M0 V	
2013	Isbudin	D9C5222-8	LoPop Fl		523	F6 V M7 V	
2016	Guuish.	C736344-6	LoPop		402	M1 V M1 V	Full Data
2017	Tahaver	C769A88-8	HiPop		410	M8 V	Full Data. Tahavi Hmwd
2019	Diipa.	E554133-2	LoPop		610	F2 V M3 V	Full Data
2020	Shushguum	C522144-7	Po LoPop		124	G6 V	Full Data
2022	Kakaaim.	D100566-6	Ni Va		201	M6 V	
2023	Zhattar	B88A000-0	Wa Ba		010	M3 III	
2027	Daaiish.	B775000-0	Ba		020	F0 V M1 VI	
2029	Gabik	B512000-0	Ic Ba		033	F2 V	
2030	Duusan	C9CA433-9	Wa LoPop Fl		222	M9 V	Ancient Site.
2032	Vuldaan	C522644-0	Na Ni Po		523	F8 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2035	Hykluitt	B140644-0	Ni Po De		204	M5 V	
2036	Diinagar	C160133-9	De LoPop		610	M2 V K0 D	
2039	Miizam	C573144-7	LoPop		110	M2 V M0 D	
2101	Uurgag.	C000000-0	Ast Va Ba		020	F1 V	
2103	Hteh Hut	A000677-0	Na Ni Ast Va		211	K7 V M5 V	
2105	Khikish Lin.	C9A5733-0			810	M5 V	
2106	Araam.	DAB3211-6	LoPop Fl		801	M8 V G2 V	Ancient Site.
2107	Kash.	C778155-4	LoPop		804	M1 V	
2111	Flire	D779855-0			823	A8 V	
2113	Ishala	D866555-8	Ag Ni		304	M7 V	
2115	Bishiin Gisha.	E533000-0	Po Ba		001	M5 V K2 V	Full Data
2117	Uri	A313144-B	Ic LoPop		920	F9 V	Full Data
2120	Pyam	B799000-0	Ba		020	M7 V	Full Data
2122	Lekkon	C440200-7	Po De LoPop		602	K8 VI M1 D	Full Data
2123	Giga Pir.	C5A4355-7	LoPop		201	K7 V M9 V	Full Data
2124	Razzun	A472433-9	LoPop		810	M4 VI M2 D	Full Data
2125	Liiaskuurkga.	E799466-4	LoPop	S	110	M8 V K2 V	Full Data
2126	Dekhuun	C478000-0	Ba		020	M9 V	Full Data
2129	Limla A.	E000422-7	Ast LoPop Va		210	M4 V	
2132	Kagshar In.	B374222-7	LoPop		120	F3 V	
2133	Erusam.	D483000-0	Ba		020	F7 V	
2134	Riduum.	C6A9266-7	LoPop		310	M9 V M5 D	
2137	Uurin La.	E410000-0	Ba		012	F0 V	
2138	Istuary	C5828CC-0			522	M1 V	
2139	Zolo	C628211-8	LoPop		501	M7 V	
2203	Irde.	C657000-0	Ba		020	M8 V	
2205	Anarsi	B747833-0			420	G3 II M3 III	
2208	Arkaa.	E5468CC-0			120	M3 V	
2210	Shalaazis.	E737488-4	LoPop		512	K2 V G4 D K4 D	
2211	Inbuu Am.	B568000-0	Ba		023	M7 V	
2216	Ashbakha	B672000-0	Ba		001	M4 V K9 D	Full Data
2221	Karlum	B5AA000-0	Wa Ba		020	A2 V K5 V	Full Data
2222	Dirgii Ga.	E778433-2	LoPop		523	F2 V G4 D	Full Data
2223	Gurzish	E76A000-0	Wa Ba		001	M2 V M8 D	Full Data
2225	Iamone	D110AAA-B	Na Ind HiPop	S	524	K4 V	Ancient Site.
2227	Zikurag	A536566-B	Ni		624	F8 II	
2229	Munakhiin	E202211-6	Ic LoPop Va		310	K5 V	
2232	Miinir.	C999788-0			310	M3 V G2 V	
2233	Segikin	E768433-3	LoPop		301	M3 V	
2235	Rishin	E210577-7	Ni		624	G0 V	
2236	Pakhii.	E343566-5	Ni Po		713	M2 V K7 D	
2238	Khugan	C786000-0	Ba		004	M3 V	
2240	Uumum.	B878533-6	Ag Ni		310	M9 V K0 D	
2301	Knaeghzoka	B431477-8	Po LoPop		601	M5 V M1 D	
2306	Nelak	D64A666-0	Ni Wa		110	M6 V	
2308	Bolziin	B210000-0	Ba		014	M3 V	
2309	Moribur	D150433-9	Po De LoPop		520	M4 V	
2310	Barshun	B510000-0	Ba		020	F8 V M8 V	
2314	Dangasha	D350766-0	Po De		701	M9 V	
2316	Kagush	A463000-0	Ba		024	K6 V	Full Data
2319	Duugguur.	A766A77-9	HiPop		825	G6 V G2 V	Full Data
2320	Gidapisek	B200333-A	LoPop Va		610	K7 V	Full Data
2321	Lushem.	C432000-0	Po Ba		033	F3 III	Full Data
2322	Inaarak.	D775544-4	Ag Ni		415	M4 V	Full Data
2323	Zruub	E353000-0	Po Ba		003	M7 V	Full Data
2324	Firdakh	D332000-0	Po Ba		020	A9 V	Full Data. Ancient St.
2325	Derkhuun	E310422-6	LoPop		805	F1 V K5 D	Full Data
2328	Fharnas	D8A8633-0	Ni		901	M6 V	
2329	Tobrun	B400266-C	LoPop Va		910	F8 V M9 VI	Ancient Site.
2330	Umzgaa	D000000-0	Ast Va Ba		010	M3 V	
2331	Aaluggidira	C79A477-8	Wa LoPop		303	F3 V	AAB Repository.
2332	Khar.	E483000-0	Ba		001	M5 V M8 V	
2335	Miiliinlur	B322311-9	Po LoPop		424	G7 II M4 D	
2336	Kunni	B784422-9	LoPop		701	M4 V M0 D	
2337	Idi	A361344-B	LoPop		312	G8 V M6 D	
2340	Shuumdama.	E545533-4	Ag Ni		620	M9 V	
2402	Kfoerudzo	B559100-A	LoPop		321	M1 V	
2406	Kaarkhuube.	D546977-5	Ind HiPop		820	K6 V	
2407	Umiin.	E200200-6	LoPop Va		310	M3 V	
2408	Shabii	B854100-8	LoPop		101	M5 V G9 VI	
2409	Sardiika	A444344-9	LoPop		410	F9 V	
2410	Guurkii.	C338000-0	Ba		020	M6 III	

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2412	Ansin	E563A99-8	HiPop		420	F2 V F2 V	
2416	Liisurkhish	B362411-8	LoPop		310	K0 V M2 D	Full Data
2419	Eshiirmagi.	E200000-0	Va Ba		010	M6 V M2 D	Full Data
2425	Martle	D1408BB-0	Po De		924	M6 V	Full Data
2426	Khanaddar	B000000-0	Ast Va Ba		012	K6 V M6 D	Full Data
2429	Esish.	E120000-0	Po De Ba		012	M9 V	
2431	Dusekhip	B633244-9	Po LoPop		222	K7 V	
2432	Korm	C987622-0	Ag Ni		903	M6 V	
2433	Mirk.	C210100-6	LoPop		720	G6 VI	
2435	Gidiirk Khar.	E423666-0	Na Ni Po		420	M5 V	
2438	Shakir	A626000-0	Ba		023	M6 II	
2440	Rashugurnu	D652588-6	Ni Po		310	F8 V M5 VI	
2501	Garashlii.	B623100-8	Po LoPop		223	MO III A1 D	
2502	Rhodes	C413100-9	Ic LoPop		102	F0 III M5 V	
2507	Shunisar	D556655-0	Ag Ni		101	M9 V M6 V	
2508	Zipuush.	E425100-5	LoPop		810	M7 V	
2511	Iigshuren	B66A000-0	Wa Ba		023	G5 V	
2512	Imziinune	B627100-9	LoPop		620	M1 D	
2513	Shiigus	B271655-0	Ni		901	F5 V M9 D	
2515	Shaaiir.	C9A7588-7	Ni		422	K8 V	
2518	Guukhi Ka.	E333000-0	Po Ba		001	M8 V	Full Data
2519	Niuur Giivli.	B523211-7	Po LoPop		411	M7 VI	Full Data
2520	Ma	D485000-0	Ba		010	M0 V M0 V	Full Data
2524	Kakhashedir	B160122-A	De LoPop		502	M4 V	
2526	Daapuken	E464000-0	Ba		010	M1 V G8 D	
2527	Uurshuu.	E4217BB-0	Na Po		211	K9 V	
2528	Shuurnnish	C202344-8	Ic LoPop Va		601	M5 V	
2530	Thaggesh	C666477-7	LoPop		901	F6 V M7 V M6 D	Thaggeshi Homeworld.
2531	Kiddinu	B455100-C	LoPop		934	M0 II	
2533	Aki	D6A7699-0	Ni		610	M0 III F5 D	
2534	Adi Uu.	C411677-0	Na Ni Ic		722	M7 V	
2536	Ermund.	E200377-5	LoPop Va		519	G9 V	
2539	Nunaat	C624000-0	Ba		024	F0 V	
2540	Kalaalit	A769744-0	Ri		210	M9 V	
2602	Daztsoun	C456000-0	Ba		011	F7 V	
2603	Uungir Uum.	C100344-7	LoPop Va		801	M9 V M3 D	
2604	Uurer Ind.	C300200-6	LoPop Va		701	M0 V	
2605	Raltaedz	C130000-0	Po De Ba		004	M1 III	
2610	Gakhe Aand.	E571666-0	Ni		201	F8 V M2 D	
2611	Paark.	E403300-5	Ic LoPop Va		901	M3 VI K2 D	
2612	Gaska Khiin	C444255-8	LoPop	S	223	M5 V	
2613	Kusu	B441000-0	Po Ba		002	K3 IV	
2615	Malta	B000000-0	Ast Va Ba		011	M9 V K6 D	Full Data
2616	St George	B7C5300-A	LoPop Fl		120	G5 IV	Full Data
2618	Leirk.	C510000-0	Ba		001	M6 V M0 D	
2620	Kuen.	B858777-0	Ag		421	F3 V	
2621	Irur Nuu.	C683100-6	LoPop		124	F8 V M3 D	
2624	Irbiruurk.	C683000-0	Ba		003	M1 V	
2627	Piremad.	D594255-3	LoPop		823	M6 III	
2628	Giam Khanaar.	C8B3244-6	LoPop Fl		201	M0 V M3 D	
2629	Mur.	E8A8677-0	Ni		410	M2 V	
2631	Kane	E789877-0	Ri	S	723	K9 V	AAB Repository.
2634	Wakarsat	B68A688-0	Ni Ri Wa		114	M6 V	
2636	Kakadan	B9C7222-A	LoPop Fl		301	M2 V	
2637	Akon	B463466-B	LoPop		903	M1 V K4 V	
2640	Statia	C300000-0	Va Ba		010	M7 V	
2713	Aanshi	BA8A522-9	Ni Wa		901	M3 VI	
2716	Uurlaiim.	D6AA155-7	Wa LoPop		420	A8 V G7 V	
2721	Nodden	C774111-9	LoPop		801	M0 V G6 IV	
2723	Kir.	E763688-0	Ni Ri		710	K7 V	
2725	Duranus	C000000-0	Ast Va Ba		015	M1 V	
2728	Kuushi.	B594144-7	LoPop		120	M6 II	
2732	Gam.	E582322-5	LoPop		604	M8 V G0 D	
2733	Jarmat	B210000-0	Ba		014	M6 V	
2734	Rambant	B110111-9	LoPop		604	F4 V K0 D	
2737	Kesali	B2009AA-B	Na Ind HiPop Va		103	M3 V	
2738	Tepmaa	C410000-0	Ba		023	M0 V	
2739	Sg'Aa	BAB5788-0	Fl		213	K6 V M4 V	
2740	Vlekhaandaanin.	D454222-6	LoPop		810	M2 V	
2804	Uurvlaa.	B989222-6	LoPop		102	M9 V	
2806	Paval	C581000-0	Ba		024	M3 V	
2808	Spinport	D575622-0	Ag Ni		420	M8 V	AAB Repository.

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2812	Eshlii Khuushuur.	E997344-3	LoPop		533	A1 III M2 V	
2815	Karmanidora	C110000-0	Ba		002	K4 V	
2816	Eslaar Iraar.	C656566-5	Ag Ni		410	M6 V	
2818	Mauush.	C9B2100-7	LoPop Fl		702	M3 V	
2820	Amga.	EA9A000-0	Wa Ba		034	M3 V G7 D	
2823	Nirgaa.	C536000-0	Ba		001	M4 V M3 VI	
2824	Jana	D300222-A	LoPop Va		923	G6 V	
2825	Diuus Sha.	D324377-6	LoPop		120	F3 V	
2826	Irmar Mu.	E475000-0	Ba		035	F4 II	
2827	Hannipur	E100855-0	Na Va		701	F4 IV M2 V	
2829	Luukon	A5778CC-0			801	M7 V K3 V	
2830	Lezaneraz	E447344-8	LoPop		302	M2 V	
2831	Kiimzhal	D554344-7	LoPop		901	M3 V M7 D	
2832	Telkaa	C635100-8	LoPop		921	M8 V K3 D K3 D	
2836	Inushir	E9899BB-4	HiPop		323	K0 V	
2837	Kheaadge.	D794333-3	LoPop		922	M3 V K4 D	
2839	Zombagu	B684344-7	LoPop		424	F7 V	
2905	Khaais Aargim.	E453000-0	Po Ba		034	K8 VI	
2907	Akkunat	D878000-0	Ba		001	M4 V K8 VI	
2909	Kaaiim.	D344000-0	Ba		023	M8 V	
2911	Admiiis.	E5555AA-6	Ag Ni		901	M9 V K3 D	
2912	Damakho	B998366-9	LoPop		723	F0 V	
2914	Mimere	C9B6622-0	Ni Fl		110	M7 V M2 V	
2915	Lormiza	B335877-0			810	M6 V K6 V	
2916	Iizmarna	B227333-8	LoPop		320	M9 V	
2918	Beroni	C563422-6	LoPop		601	M7 V M5 V	
2919	Meas.	E454100-6	LoPop		720	M6 V F1 D	
2920	Kanan Am.	E210222-5	LoPop		220	M7 V K8 V	
2921	Niirli.	DAD7000-0	Fl Ba		001	M5 V	
2923	Khegair.	D471000-0	Ba		010	M6 V M6 D	
2925	Kaanpush	B230100-A	Po De LoPop		120	M4 V	
2926	Sanderson	A9C0433-B	De LoPop		720	K9 V	
2931	Icuspin	B2006AA-0	Na Ni Va		320	M2 V	
2932	Zanski	B585244-A	LoPop		521	M3 V	
2933	Kanat	B567000-0	Ba		013	F2 V	
2934	Assazak	C490633-0	Ni De		801	M1 V	
2936	Kirama.	E200000-0	Va Ba		001	K9 V G0 D M0 D	
2938	Punnari	C737000-0	Ba		001	M8 V M5 D	
2939	Teralvar	C585111-6	LoPop		901	G3 V M8 V	
3002	Arnuu Ish.	D327877-0			514	F1 V	
3003	Amuum.	E9A9000-0	Ba		020	F2 V	
3004	Shupin	B511400-8	Ic LoPop		134	F1 V	
3006	Mukata	B310444-A	LoPop		401	F0 V M3 V	
3008	Shishaldin	D3208DD-0	Na Po De		603	M6 V	
3011	Lourer	E5948CC-0			510	M9 V K8 D	
3014	Uuruum.	D557000-0	Ba		004	G5 V	
3018	Kuurgish.	D545500-5	Ag Ni		510	M7 V M1 D	
3019	Irkidin.	D8A7433-6	LoPop		320	M4 V G6 D	
3020	Trilorn	C100466-9	LoPop Va		410	K3 V M5 D	
3021	Kika Ma.	B410233-8	LoPop		302	M9 V M8 VI	
3022	Arklin	B9CA000-0	Wa Fl Ba		034	M3 II	
3024	Kishash.	E200644-0	Na Ni Va	S	313	M7 VI	
3025	Nirshi Ish.	E545577-3	Ag Ni		824	G2 V K6 VI	
3029	Kamolad	D8A8100-7	LoPop		301	M1 V M4 VI G4 V	
3031	New Salen	D2029CC-A	Na Ind Ic HiPop Va		620	M4 V	
3032	Matuyama	C140300-9	Po De LoPop		223	G0 III M0 D	
3035	Diikuu.	D651411-4	Po LoPop		901	M9 V G2 D	
3037	Raanbazziil	B428000-0	Ba		010	M0 II	
3039	Gilnat Paz	B535000-0	Ba		021	M1 V	
3106	Arga	C300311-9	LoPop Va		510	M7 V M8 V	
3107	Theton	BABA599-9	Ni Wa Fl		710	M0 V K1 VI	
3111	Vlimarkir.	E754000-0	Ba		024	M1 VI	
3115	Dusuureg	D404000-0	Ic Va Ba		022	F9 V K6 D	
3116	Bigugaand.	D546766-0	Ag		823	G5 V	
3117	Altman	B361455-8	LoPop		310	A6 V	
3119	Irgiip Gush.	D577000-0	Ba		025	M7 V	
3122	Kuurkisud.	E560699-0	Ni Ri De		424	G6 D M9 D	
3124	Piim Ush.	E87A322-4	Wa LoPop		202	M7 V M6 V	
3125	Inandir	C676A99-A	Ind HiPop		211	K9 III M0 D	
3126	Zamar.	C568588-5	Ag Ni		410	K9 V	
3128	Xantril	B676100-B	LoPop		820	M3 V	
3129	Gala.	D765311-4	LoPop		224	F6 V	

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3130	Arkun Gir.	DA5A200-6	Wa LoPop		812	M7 V G1 D	
3131	Maamibrin	B562466-8	LoPop		620	F7 V	
3134	Khakuu.	D424411-5	LoPop		922	F2 III	
3135	Debekov	C572000-0	Ba		001	M2 V	
3137	Alleman	B200222-B	LoPop Va		502	K6 III K1 D	
3138	Nasaa	E325433-8	LoPop		620	G8 V	
3140	Idash Uush.	E653100-5	Po LoPop		210	M4 V K0 V	
3201	Irkhuu Paar.	C676322-6	LoPop		903	M8 V	
3202	Ushir.	E665455-3	LoPop		520	M6 V F8 D	
3206	Kuir.	E8AA000-0	Wa Ba		020	M0 V	
3208	Sardia	E236333-7	LoPop		333	K6 III	
3209	Sagemesh.	E684133-5	LoPop		604	M8 V	
3210	Tasho	E225100-7	LoPop		222	K1 IV	
3211	Uurkish E.	D577000-0	Ba		010	M1 V	
3212	Amnukun	B410766-0	Na		311	M7 V	
3213	Amgegamir.	E567555-5	Ag Ni	S	902	M7 V G3 V	
3214	Aarluu.	E9B7000-0	Fl Ba	S	002	M4 V	
3215	Shaia	C64A344-B	Wa LoPop		510	M1 V	
3216	Ishdaar Kiir.	E561000-0	Ba		013	M5 V	
3218	Kashkhiig.	D556000-0	Ba		010	M1 V M7 VI	
3221	Sadkha	C836000-0	Ba		021	G6 V	
3222	Gis.	E300122-7	LoPop Va		520	M7 V F5 V	
3224	Anakod	A796000-0	Ba		024	F7 V	
3226	Sam.	E747100-4	LoPop		823	K2 VI K4 D	
3228	Nirnalur	B444322-8	LoPop		523	G3 V	
3229	Diikaras	AAAA677-0	Ni Wa		502	M2 V	
3231	Vanutappan	C447000-0	Ba		024	F7 III M9 D	
3232	Tamayo	B779000-0	Ba		001	M0 V G6 D M6 D	Ancient Site.
3235	Siir.	C481677-0	Ni Ri		610	A9 V G4 V	
3237	Zhannag	C534377-8	LoPop		934	G8 III	
3238	Dirshum Di.	E768000-0	Ba		013	K0 V K1 D	
3239	Aggiida.	D845000-0	Ba		001	M9 V	

This sector has 532 worlds, of which 350 have native gas giants. The estimated population for the sector is 510 billion sapients (not necessarily humans). There are 30 Agricultural (Ag) worlds versus 25 Non-Agricultural (Na) worlds. There are 72 Non-Industrial (Ni) Worlds versus 8 Industrial (Ind) worlds. There are 8 Rich (Ri) worlds versus 85 Poor (Po) worlds. There are 39 Water Worlds (Wa), 21 Ice-Capped worlds (Ic), 45 Desert worlds (De), and 65 Vacuum (Va) worlds. There are 18 High Population (HiPop) worlds versus 224 Low Population (LoPop) worlds. There are 14 Asteroid Belts (Ast) in the subsector. There are 174 Barren (Ba) worlds. The highest population world in the sector is 1919 B475AAA-C Khula; the lowest population world is 0102 E799000-0 Kap. The average tech level in the sector is 0 (most lie between 0 and 0). World names are primarily Vilani.

The Lishun Sector — Referee Data

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0101	Gakhir.	A734144-8	LoPop		800	M4 V K4 D	
0110	Duush.	A89A599-B	Ni Wa		803	G4 D	
0111	Iirgii.	B569266-B	LoPop		713	M2 V	
0112	Uushamkhaiirk.	C100000-A	Va Ba		010	M9 V	
0116	Gar.	C410000-9	Ba		001	G8 V	
0117	Luud.	B675655-8	Ag Ni		102	F1 D M4 D	
0118	Muuenum.	A310244-C	LoPop		401	M5 VI M8 D	
0119	Mamir.	B420300-9	Po De LoPop		804	M1 V M4 D	
0121	Arkeg.	C000511-A	Ni Ast Va		903	M1 V M6 D	
0122	Lakhii.	E584211-5	LoPop		303	G9 V M1 D	
0124	Kikheukuu.	D425000-7	Ba		003	K0 V M7 D	
0125	Lirla.	C9C5888-9	Fl		614	K1 VI	AAB Repository.
0128	Lemishlar.	E343000-5	Po Ba		021	G0 D M4 D	
0130	Voyd	D4249AA-9	Ind HiPop		402	F9 D M7 D	
0132	Khauur Kiim.	D797000-5	Ba		010	G7 D	
0133	Khashar Erliir.	B655755-6	Ag		100	F0 V	
0134	Uundas.	B337000-D	Ba		012	M4 V	
0136	Kar.	D675511-6	Ag Ni		804	G0 V	
0138	Khisha.	C427000-8	Ba		012	M2 D	
0139	Ishuunkhiiig.	C744000-7	Ba		013	F2 V	
0140	Vodyr	C7827BB-8			114	G8 D	
0201	Shakha A.	E000388-5	Ast LoPop Va		603	G3 V M0 D	Ancient Site.
0203	Shuuma.	E300000-6	Va Ba		022	K1 III M0 D	
0205	Aankanes.	CACA133-A	Wa LoPop Fl		603	K8 D M1 D	AAB Repository.
0206	Ginnii.	B9D8533-7	Ni Fl		801	M4 V	
0210	Bemar.	C7A5133-8	LoPop		304	K6 III M0 V	
0212	Lairuum.	B686544-6	Ag Ni		901	K3 D	
0214	Kaso	B200ABB-C	Na Ind HiPop Va		904	G3 D	
0217	Dakha.	D221566-6	Ni Po		203	K3 V M6 D	
0218	Savli Kii.	D8B7000-8	Fl Ba		021	M2 III	
0221	Magi.	A000A99-C	Na Ind Ast HiPop Va		103	K3 V	
0222	Dimuun.	C677333-5	LoPop		511	F0 V	
0223	Arkig Khuuir.	E599699-4	Ni		710	F2 D	
0227	Shuna	A385644-E	Ag Ni Ri		912	G5 V M4 D	
0228	Erna.	B865000-6	Ba		013	M3 VI	
0232	Khuun.	D646000-5	Ba		013	G1 V	
0234	Luugam.	C483233-A	LoPop		814	K4 V	
0235	Sikiinili.	C210233-A	LoPop		210	M4 V	
0236	Raluug.	A524222-B	LoPop		813	M9 V M8 D	Ancient Site.
0237	Sulai	E422A88-9	Na Ind Po HiPop		920	F0 D	
0239	Khaimvluu.	C6B5233-5	LoPop Fl		204	F2 V	
0301	Ambon	E450888-6	Po De		502	G4 D M1 D	
0303	Irgukh	E3318BB-8	Na Po		614	F1 D M0 D	
0309	Baagku.	A411699-A	Na Ni Ic		520	M2 V	
0311	Kiinuu Da.	B87A688-A	Ni Wa		314	G4 V	
0312	Hrun	D5167BB-9	Ic		113	K3 VI	
0315	Luumir Bir.	D758122-4	LoPop		700	G3 VI	
0316	Pryden	B75AA88-C	Wa HiPop		802	F3 V	
0317	Sharsii.	E458511-4	Ag Ni		504	K0 V M6 D M1 D	Chirper.
0318	Irshuuuu.	B350766-8	Po De		212	G9 D M3 D	
0321	Ina Iime.	C424344-A	LoPop		702	G2 V M3 D	
0331	Shuun	B9B5733-B	Fl		932	F1 V	
0332	Luukhuu.	C000000-9	Ast Va Ba		000	M0 V M2 D M8 D	
0334	Urgiir Shi.	C7A5533-6	Ni		414	G1 III	
0335	Sirkhiuur.	E403200-6	Ic LoPop Va		103	M0 V	
0336	Gadi.	C210000-8	Ba		013	M3 V	
0337	Angi.	C556433-7	LoPop		520	G3 V M6 D	
0338	Gidzuurk La.	A947699-B	Ag Ni		502	G0 V M7 D	
0401	Ashlirka.	E52A344-7	Wa LoPop		103	M5 V M3 D	
0406	Sproan	D4126AA-B	Na Ni Ic		701	F8 D M1 D	
0407	Guumuuluu.	C485766-8	Ag Ri		600	K8 D M1 D	
0408	Argiikandguurk.	E110000-6	Ba		014	M0 V M3 D	
0411	Shaaka.	C6A5888-8			800	M4 V M5 D M7 D	Full Data
0412	Olny	A569ABB-D	HiPop		114	G4 V M6 D	Full Data
0414	Guuurduu.	A000A88-C	Na Ind Ast HiPop Va		210	F1 V	Full Data
0417	Niidish.	C543433-8	Po LoPop		403	K0 D	
0420	Inne.	E645200-4	LoPop		104	F0 V M9 D	AAB Repository.
0427	Mapkha.	B623533-B	Ni Po		900	G7 II	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0429	Kiimin.	C220000-9	Po De Ba		010	M4 IV	
0431	Khuupa Imim.	A211000-C	Ic Ba		005	A6 III	
0434	Mir.	A512777-A	Na Ic		503	K4 V M3 D	
0437	Vliishuug.	E565222-2	LoPop		702	K7 D	
0501	Bair.	E3108AA-5	Na		904	M2 V M6 D	
0504	Satin	D766522-5	Ag Ni		604	K8 D	
0505	Arkuu.	E160666-6	Ni Ri De		620	F2 VI	Full Data
0513	Imkhaaishki.	C536000-7	Ba		000	M7 V	
0516	Ruurk.	D88A100-5	Wa LoPop		404	F5 D M6 D	
0517	Haraffii	C000977-B	Na Ind Ast HiPop Va		113	G7 VI	
0519	Kar.	E666000-5	Ba		001	K0 D M7 D	
0526	Amne Suur.	BAE2322-9	LoPop Fl		300	M2 V M8 D	
0527	Giiga.	C000155-B	Ast LoPop Va		703	M7 VI	
0529	Ishgu.	D000866-5	Na Ast Va	S	413	G4 D M7 D	
0530	Biaz Ven	B445ABB-C	Ind HiPop		222	K2 V M9 D	
0532	Kikha U.	C788155-9	LoPop		800	F6 D	
0533	Kuurashbir.	B673000-6	Ba		002	F1 V	
0604	Suund.	C484577-7	Ag Ni		813	M1 VI	
0607	Vakkuum	B443A99-C	Ind Po HiPop		803	G1 V	
0610	Gashaan.	C542000-5	Po Ba		000	G4 V M8 D	
0612	Uurmed.	C595000-6	Ba		000	K3 V M6 D M1 D	
0614	Amshi Khir.	E120833-6	Na Po De		802	F7 D M3 D M2 D	Full Data
0616	Luuknu Naa.	B655244-A	LoPop		905	F1 V M4 D	Full Data
0621	Luukhikii.	A786000-B	Ba		024	K7 VI	Minlad Homeworld.
0622	Giin Uur.	B613455-9	Ic LoPop		603	M9 D G5 D	AAB Repository.
0623	Nuuiim I.	D575111-4	LoPop		300	K0 V	
0625	Iindir Za.	B885522-9	Ag Ni		710	G9 D	
0626	Gishgi.	A300BBB-B	Na Ind HiPop Va		100	K4 V	
0628	Kash.	D360000-5	De Ba		003	G3 D M8 D	
0632	Vliigkunnu.	C647688-7	Ag Ni		703	F0 V	
0634	Andar.	B554000-6	Ba		004	K8 V	Chirper.
0637	Kheirar.	C200422-7	LoPop Va		223	G2 IV M8 D	
0638	Leaded.	D436100-6	LoPop		522	M1 V	
0639	Kip.	C341511-7	Ni Po		900	K4 V M9 D	
0702	Kiiimrii.	E000233-5	Ast LoPop Va		115	M5 VI	
0705	Gashdi.	C442666-7	Ni Po		500	K6 D M5 D	
0707	Ashki.	C242699-A	Ni Po		300	G1 V M0 D	
0711	Gikre.	D8A6000-6	Ba		010	M2 V	
0712	Arluu Ir.	B6A6766-8			222	K4 V M2 D	
0713	Uurguarka.	E451000-4	Po Ba		004	F5 D M1 D	
0714	Uureg.	B327555-8	Ni		904	M4 V	
0719	Khaaguu Arkli.	C458244-7	LoPop		302	F1 D M0 D M0 D	
0722	Tonnes	D897AAA-8	Ind HiPop		200	G6 D M9 D	
0723	Ixteline	E5248DD-8			210	G9 D M5 D	
0725	Ashde.	B657100-9	LoPop		602	K6 D	Chirper.
0726	Zaamimaar.	C402100-9	Ic LoPop Va		800	K2 III	
0728	Kaer.	A370555-C	Ni De		603	F3 V	
0729	Zuuir.	E461466-5	LoPop		621	K8 VI M5 D	
0730	Khaaruu.	E351000-3	Po Ba		022	F1 VI M4 D	
0731	Kir.	C100000-9	Va Ba		025	G1 III	
0732	Shamkaa Un.	D494000-5	Ba		010	G2 V M9 D	
0740	Pagkaiinki.	B683000-7	Ba		003	G7 V	
0802	Imnuud.	C584000-6	Ba		000	M0 V M9 D	
0805	Gan.	B441622-9	Ni Po		403	F0 D	
0806	Gid.	A260777-A	Ri De		413	F9 D	
0808	Kenlirk Ir.	C200477-7	LoPop Va		324	M0 V M1 D	
0810	Kaangisguu.	A120766-C	Na Po De		812	K2 D M2 D	
0815	Miar Di.	C454311-9	LoPop		700	G4 V	
0816	Shakam.	D100411-8	LoPop Va		704	M4 V M4 V	
0819	Isimle.	E978000-4	Ba		003	G8 VI M9 D	
0826	Ipvlimmaarir.	EA9A000-4	Wa Ba		020	K7 D	
0827	Kadim.	B768000-7	Ba		023	F2 V	Ancient Site.
0829	Shuuin Aep.	C5249AA-6	Ind HiPop		100	K5 D M6 D	
0830	Armishidiir.	C547566-8	Ag Ni		214	G0 D M0 D	
0832	Gasadla.	D100699-A	Na Ni Va		904	M1 II	
0834	Linir.	C563100-5	LoPop		703	G2 VI	
0836	Andginas.	B87A222-9	Wa LoPop		113	G1 V	
0837	Ikni.	C8A5000-5	Ba		024	K9 V	
0840	Meshiis Aar.	D444ACC-6	Ind HiPop		700	K0 D	
0904	Mamvliiguu.	C698455-5	LoPop		924	F1 VI	
0906	Kiidi Pi.	C454888-7			903	F3 V	
0907	Gikash.	E78A000-4	Wa Ba		000	K1 VI	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0911	Aashe.	E423266-6	Po LoPop		603	G7 D	
0914	Kuumegan.	C515000-A	Ic Ba		023	M0 V	
0915	Andkaa.	C560622-5	Ni De		104	F4 V	
0921	Gisharzuush.	C965666-7	Ag Ni Ri		600	G7 VI M4 D	
0922	Arkkir Ir.	A595666-9	Ag Ni		303	K0 D	
0923	Amar.	D584466-6	LoPop		313	F7 D	
0927	Laadliag.	B97A000-D	Wa Ba		004	G3 V	
0928	Ushiin Uur.	B687422-5	LoPop		510	M6 D M9 D	
0929	Irmash.	C897688-4	Ag Ni		802	F1 D	
0930	Nigi.	E845200-3	LoPop		604	K6 D M8 D	
0931	Giiuur Shii.	B89A988-9	Ind Wa HiPop		900	K3 D	
0934	Paran	B898A99-D	Ind HiPop		202	K4 D M2 D	
0935	Giaa.	A330977-B	Na Po De HiPop		325	M3 V	
0936	Phytaln	C868899-A	Ri		502	G1 V M8 D	
0937	Riga.	C692000-5	Ba		024	F3 V M2 D	
0940	Dun.	C1506AA-7	Ni Po De		104	F8 D M5 D	
1002	Kuuka Di.	B324788-9			903	G0 V	
1005	Peda.	E455000-4	Ba		022	F8 VI M1 D	
1006	Shas.	C524344-8	LoPop		100	K0 V	
1009	Garurzakhan.	D768000-5	Ba		012	K7 D M2 D	
1010	Nuush.	D541222-5	Po LoPop		511	G0 VI	
1014	Ishduu Di.	D8B8200-7	LoPop Fl		503	M0 V	
1016	Meuum.	E6A3000-4	Ba		002	K5 III	
1018	Liikuu Airk.	B685266-9	LoPop		200	M8 D	
1019	Mage Nak.	E884533-4	Ag Ni	S	912	F1 D	
1026	Zammii A.	B643000-9	Po Ba		010	G7 D	
1027	Kinmuum.	E628366-5	LoPop		304	M4 V	
1028	Indmen.	C8C8311-8	LoPop Fl		902	M9 V	
1031	Miirga Ke.	E959400-3	LoPop		604	F1 D	
1032	Pibaka.	B7AA100-B	Wa LoPop		405	M2 VI M8 D	
1033	Ishduu Di.	B5738BB-C			112	F3 D	
1034	Shir.	E432000-5	Po Ba		002	M3 V M4 D	
1037	Ardarga.	B748000-6	Ba		004	G7 D M5 D	
1038	Paba.	D667599-7	Ag Ni		603	K1 VI M9 D	
1039	Kipandpuu.	E591000-3	Ba		003	G0 V M7 D	
1101	Kam.	E264200-5	LoPop		723	F9 V	
1106	Mauunmar.	D140688-8	Ni Po De		805	G6 D	
1108	Naan.	C223544-9	Ni Po		703	M1 IV	
1110	Miishmi.	D582322-4	LoPop		114	G0 D	
1114	Masionia	B130655-B	Na Ni Po De		603	K7 D	
1117	Rodhen	E443599-9	Ni Po		304	F8 D M6 D	
1120	Gipkha.	C410000-A	Ba		000	M5 III	
1121	Irpi.	D744100-4	LoPop		613	F0 V	
1125	Darkhamaar.	E524200-5	LoPop		420	M2 V	
1131	Uume.	E210744-5	Na		913	F2 VI	
1134	Shira Li.	B222211-B	Po LoPop		420	M5 V	
1136	Khaak.	B95A000-8	Wa Ba		004	F1 V	
1138	Vlam.	C585000-7	Ba		023	G0 VI	
1202	Zuuper.	B8D4366-8	LoPop Fl		114	F0 VI	Lasat Homeworld.
1205	Arpuu.	C84A000-8	Wa Ba		003	G2 V	
1207	Lamip Ra.	E4277BB-4			101	K3 D M9 D	
1209	Anpimshis.	A866200-7	LoPop		700	K4 V M1 D	
1211	Irkii Ruu.	C896000-5	Ba		002	F3 D	
1212	Kedi Shi.	D555577-4	Ag Ni		600	F2 V M7 D	
1213	Naagagiid.	A788255-A	LoPop		810	G1 V	
1215	Kisi.	DA89122-3	LoPop		300	F2 D M1 D	Ancient Site.
1216	Genuu.	C876000-6	Ba		005	F9 D M0 D	
1218	Mama.	E130388-7	Po De LoPop		503	K2 V	
1219	Gamkuuruu.	E788100-4	LoPop		410	F7 VI M0 V	Vilani Depot(Ruins)
1220	Uo	A000AEE-D	Na Ind Ast HiPop Va		114	F9 D	
1221	Ama Shuun.	B000499-9	Ast LoPop Va		813	G4 V	
1222	Zekhi.	B6A3533-A	Ni		323	K1 V M1 D	
1228	Din.	C442000-9	Po Ba		023	G4 D	
1231	Giergu.	A320366-B	Po De LoPop		103	K3 III M2 D	
1232	Ekkur.	B654155-8	LoPop		500	F3 V	
1233	Uurgeku.	D100477-7	LoPop Va		100	K8 IV M0 V	
1236	Margegi.	C788000-4	Ba		003	F2 D M5 D	
1238	Valahii	D431ACC-9	Na Po HiPop		100	F6 D M5 D	
1301	Kuuuur.	B423999-7	Na Ind Po HiPop		704	G4 V	
1304	Enka Sa.	A8C9488-8	LoPop Fl		910	K4 V	
1305	Khuuum.	D355677-9	Ag Ni		420	G4 V M9 D	
1307	Shaaremash.	B456411-A	LoPop		320	G3 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1308	Liirk.	A4736BB-C	Ni		810	G2 VI M5 D	
1311	Kuunguu.	B420133-D	Po De LoPop		601	K4 V	
1312	Kishre Uum.	B693000-9	Ba		013	F1 D	
1313	Kid.	A621555-B	Ni Po		104	M7 D	
1315	Inirzuu.	C445000-A	Ba		013	G9 VI M3 D	
1316	Kivlush.	D7C5488-7	LoPop Fl		603	M4 III	
1317	Kimgadi.	C254000-7	Ba		000	G9 D M7 D	
1322	Beuur Nin.	C989000-9	Ba		025	G7 V	
1323	Khugar.	C658000-6	Ba		023	K1 V M5 D	Chirper.
1326	Mikha Am.	A421255-C	Po LoPop		410	M1 V G0 D	
1328	Aanem.	C6A8000-7	Ba		010	K2 D	
1329	Raakhi Sha.	D200333-9	LoPop Va		623	M2 V M0 D	
1330	Uurgauum.	B447000-B	Ba		004	K4 D	
1332	Welling	C220588-A	Ni Po De		300	F1 V M3 D	AAB Repository.
1333	Ashgu.	C574222-7	LoPop		621	F6 D	
1338	Idgi.	D130666-8	Na Ni Po De		713	G0 V	
1340	Kuuag.	B200588-A	Ni Va		304	G7 VI M3 D	
1406	Kuurim.	D552233-4	Po LoPop		115	K9 VI M5 D	Chirper.
1407	Asmi Ar.	B7A87CC-8			314	M4 IV M5 VI	
1408	Adawi	A7948AA-D			813	G2 VI M2 D	AAB Repository.
1410	Khamep Ninish.	B212277-9	Ic LoPop		403	K1 V M2 D	
1415	Zulii.	B210222-7	LoPop		902	F1 V M3 D	
1419	Imguunkhand.	E300000-7	Va Ba		010	K2 V	
1424	Khuunan.	E110000-7	Ba		000	M3 V M4 D	
1430	Uudge She.	B576200-A	LoPop		802	F1 V M0 D	
1433	Liiash.	D637366-7	LoPop		105	M3 V	
1435	Idkhuu.	D485111-6	LoPop		310	M9 D	
1439	Emir Ki.	E200000-6	Va Ba		010	M2 V	
1440	Shishiim.	E201000-5	Ic Va Ba		003	M7 VI	
1501	Eshgi Ga.	C461433-5	LoPop		410	K8 D M6 D	
1502	Barish.	D200244-5	LoPop Va		100	M2 VI	
1503	Nian Is.	E100277-5	LoPop Va		813	K5 IV M1 D	
1504	Guer.	C666477-4	LoPop		203	K4 V	
1509	Arlaapiiruur.	D244A99-7	Ind HiPop		704	G2 D M6 D	
1510	Inda Daash.	D755100-6	LoPop		900	F3 V M4 D	
1511	Khuureg Kar.	B585AFF-9	HiPop		102	K0 V	
1513	Sheimiigin.	B797777-8	Ag		602	F1 V	
1514	Irzemuu.	B350100-D	Po De LoPop		820	K9 D	Chirper.
1515	Lokita	E528655-9	Ni		501	M5 D	
1516	Kuud.	A689300-B	LoPop		612	F1 V	
1518	Ravinanor	C9C6A99-A	HiPop Fl		203	M0 V	
1520	Khis.	E9D3000-5	Fl Ba		000	M9 V M2 D	
1521	Gag.	C446000-4	Ba		003	F2 V M7 D M5 D	
1522	Kim.	D6B4000-6	Fl Ba		003	M1 V	
1524	Kas.	D110255-8	LoPop		410	F4 V	
1525	Emuush Iip.	E776200-2	LoPop		804	K0 V M1 D	
1526	Naas.	C492688-8	Ni		500	G3 D M5 D	
1528	Agugaa.	E655355-5	LoPop		712	F6 D	
1529	Kurimash.	C9B6333-7	LoPop Fl		401	K2 V M5 D	
1530	Agid.	D545000-6	Ba		033	F1 D	
1531	Miar.	BAD6655-7	Ni Fl		404	F3 V M2 D	
1536	Girper Ash.	B8C4611-8	Ni Fl		103	K3 VI	
1537	Lagi.	B431322-9	Po LoPop		201	G5 V M1 D	
1538	Tahaggur	D354899-9			404	F6 D	
1540	Kikiim.	D678000-4	Ba		003	G7 V M7 D	
1601	Diir.	D437000-6	Ba	S	001	G7 V M9 D	
1602	Datheern	D668588-7	Ag Ni		704	M6 D M0 D	
1603	Kagruu.	E557100-1	LoPop	S	910	F2 D	
1605	Nashe.	D788366-4	LoPop		320	F4 V M1 D	
1608	Urgiish Ra.	B474200-A	LoPop		404	F2 D	
1609	Nar.	B360000-C	De Ba		012	F4 D M4 D	
1610	Daniirsha.	D300544-6	Ni Va		900	M0 V	
1611	Mar.	C448355-6	LoPop		900	G1 VI M5 D	
1614	Khuuluuga.	DAEA155-B	Wa LoPop Fl		802	M0 V	
1615	Dermaresh.	C836344-7	LoPop		322	K2 V	
1616	Leiidi.	B6B2255-C	LoPop Fl		425	M1 V M7 D	
1617	Deag.	C242544-5	Ni Po		511	F2 V	
1621	Geengin.	C87A344-5	Wa LoPop		904	M1 D	
1622	Kiivluu.	B665577-C	Ag Ni		113	F0 D M0 D	
1623	Bash.	C220211-9	Po De LoPop		504	K3 V	
1625	Iram.	E160300-7	De LoPop		810	M2 D	
1627	Taccis	B672677-C	Ni		101	G1 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1629	Lishi.	E667488-6	LoPop		300	F0 VI M1 D	
1631	Liam.	B223699-B	Na Ni Po		103	M0 V	Ancient Site.
1632	Gaapa.	E99A244-3	Wa LoPop		723	K0 V	
1635	Gish.	B7569EE-7	HiPop		703	F3 V	
1640	Ishki.	B783000-A	Ba		005	F2 V	
1705	Liiraaruur.	EA9A544-4	Ni Wa	S	205	F4 V M8 D	
1711	Selsho	E486422-7	LoPop		310	F5 VI	
1712	Kiskhad.	C777200-6	LoPop		215	G1 D	
1722	Kensus	E895633-6	Ag Ni		503	K3 VI	
1723	Gar.	C75A100-5	Wa LoPop		102	F4 VI	
1724	Khaain Shi.	C000111-7	Ast LoPop Va		614	M4 V M5 D	
1725	Baki.	C888200-5	LoPop		400	K1 D	
1730	Iinin Uush.	A867533-B	Ag Ni		913	K7 D M3 D	
1733	Kasan Ar.	B764211-8	LoPop		113	F0 D M0 D	
1735	Arga Iirir.	C342000-A	Po Ba		000	F8 V M6 D	
1801	Kiiinish.	E443233-4	Po LoPop		210	K1 V M7 D	
1802	Kauushgir.	C556000-5	Ba		000	F2 D M0 D	
1803	Nanuaand.	C847400-7	LoPop		913	F1 V M8 D	
1804	Ushanghi	E7A8755-6			725	G7 D M5 D	
1805	Giash.	C233477-B	Po LoPop		902	K1 V M5 D	
1810	Gaiirbuuig.	B500100-8	LoPop Va		623	G3 V	
1811	Uupir.	E130522-7	Ni Po De		503	G2 V	AAB Repository.
1813	Kuuaash.	C9B4233-8	LoPop Fl		400	M3 V M8 D	
1814	Didishuurk.	B443200-C	Po LoPop		501	K4 V	
1815	Duuluuki.	C586322-9	LoPop		512	K5 D M0 D	
1818	Deumvlaar.	E426111-7	LoPop		803	M7 V	
1823	Shigiir Na.	C140644-B	Ni Po De		801	F5 D	
1826	Laak.	C355000-7	Ba		000	K4 VI M1 D	Chirper.
1827	Iskhi.	E335266-5	LoPop		521	K9 III M4 V	
1829	Mira.	E120000-5	Po De Ba		000	G5 VI M4 D	
1831	Feldon	D988555-7	Ag Ni		220	F2 V M3 D	
1832	Zaan.	C352211-7	Po LoPop		915	F7 VI	
1834	Mali.	E232444-5	Po LoPop		210	M2 V M3 D	
1835	Khiika Ik.	B555200-A	LoPop		903	F1 D M0 D	
1836	Kaadaarguu.	E685000-4	Ba		004	K0 V	
1837	Guurus.	E400000-6	Va Ba		004	K8 IV M1 D	
1902	Bariraana.	E534233-4	LoPop		404	M0 II M7 D	
1907	Kaen.	E9D5100-2	LoPop Fl		803	M3 V	
1908	Mamuun.	B373000-C	Ba		023	G3 V M2 D	
1909	Ishir.	D558211-7	LoPop		700	F0 V	
1910	Keg.	C400466-9	LoPop Va		905	K4 V M9 D	
1911	Sherkhamuuki.	E374444-4	LoPop		210	K3 V	
1912	Isdi.	D794377-6	LoPop		504	M0 V	
1913	Uurand Vlak.	C658866-7			904	K9 D M0 D M8 D	Chirper.
1914	Miiish Kir.	B8A7566-7	Ni		403	M5 D	
1915	Giin.	C77A000-7	Wa Ba		010	F2 V	
1916	Man.	D634000-6	Ba		003	G1 V	
1917	Degagvli.	E460000-5	De Ba		002	G3 V M5 D	
1919	Daeir.	D311000-4	Ic Ba		000	M4 V	
1922	Khiiniin Uus.	D330000-9	Po De Ba		014	M3 V M1 D	
1923	Irkaamguus.	E100000-6	Va Ba		001	M6 V	
1926	Sharna.	C736000-6	Ba		010	G3 V M0 D	
1927	Aamim Daadun.	C898200-8	LoPop		623	F8 D M9 D	
1929	Kiim.	B98A633-A	Ni Wa		501	F7 D	Ancient Site.
1930	Khigres.	E000100-8	Ast LoPop Va		720	M0 V K1 D	
1932	Xagra	C400888-C	Na Va		404	M4 VI	
1934	Giidshii.	B788988-8	HiPop		322	F3 D	
1935	Inir.	E526333-5	LoPop		120	A2 V	
1936	Arar Mish.	C53A533-8	Ni Wa		603	F5 D	
1939	Iisaam.	E776000-6	Ba		022	G8 D M3 D	
2002	Lamuim.	B488222-A	LoPop		300	F1 V	
2003	Khaaash.	E210244-4	LoPop		934	M1 V M8 D	
2004	Esuum Iir.	E769000-4	Ba		004	F8 D M4 D	
2007	Suurga Ma.	BAC3555-A	Ni Fl		313	M0 V	
2008	Kiig.	D789000-8	Ba		000	G1 D	
2009	Miinuum Ar.	C764100-4	LoPop		702	M2 V M3 D	Ancient Site.
2010	Darkam.	E649300-4	LoPop		204	F5 D M7 D	
2012	Lam.	E878322-5	LoPop		620	G2 V	
2013	Arki.	C7897BB-8			800	M7 D	
2016	Luungaa Iish.	E676000-3	Ba		013	K5 D	
2017	Ridmaa.	E572000-3	Ba		000	M4 V	
2018	Sharlii	E676677-6	Ag Ni	S	410	F3 V M3 D	

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2021	Iirma.	D545777-3	Ag		304	F4 V M5 D	
2022	Enshap.	D234555-9	Ni		100	A2 V	
2023	Mirsha Nu.	A427000-C	Ba		001	K3 III	
2024	Eruuranir.	B200333-9	LoPop Va		903	M1 V	
2025	Mine.	B130311-C	Po De LoPop		200	M4 V	
2032	Kashe.	C88A311-6	Wa LoPop		804	K4 VI	
2033	Guuka Shada.	B431555-A	Ni Po		900	G4 V	AAB Repository.
2036	Periish.	A747100-7	LoPop		803	F2 V	
2037	Kuza Kuundka.	E362000-4	Ba	S	012	F0 V M0 D	
2038	Duka Kuu.	C556877-7			924	F1 V	
2039	Aardaa.	C546000-6	Ba		004	M8 D M7 D	
2040	Gakan.	A524100-9	LoPop		624	K1 V	
2104	Nandi.	B837122-7	LoPop		900	M9 V	
2105	Vlaashugka.	C978000-5	Ba		012	G0 V M2 D	
2106	Thopoc	E110888-9	Na		711	G0 V	
2107	Sig.	B665877-B	Ri		901	G8 D M7 D	
2108	Maan.	D868200-3	LoPop		713	G3 D M0 D	
2109	Ushziir Siuus.	E300688-3	Na Ni Va		802	K4 V M4 D	
2111	Uurgish Mia.	C543100-6	Po LoPop		913	G5 D	
2112	Luuus.	C9C3100-7	LoPop Fl		602	M5 III M2 V	
2113	Eskhiiruu.	C748322-7	LoPop		905	G0 D	
2119	Irri Iidiish.	D150000-8	Po De Ba		004	G9 V	AAB Repository.
2120	Kiluu.	E9AA000-7	Wa Ba		000	K4 V	
2122	Gani Kauus.	C483000-8	Ba		000	F2 V	
2124	Giiadger.	A562488-9	LoPop		125	K5 D M6 D	
2126	Gaga Khu.	E487444-3	LoPop		700	K5 VI	
2127	Iiram Aas.	C596344-5	LoPop		903	G9 V M6 D	
2129	Naan.	E73A144-6	Wa LoPop		220	M7 V	
2133	Kir.	A110799-B	Na		904	K4 D M2 D	
2140	Kadar.	CAD7000-8	Fl Ba		004	M8 IV M8 VI	Ancient Site.
2203	Mep.	A535000-B	Ba		002	M5 V M6 D	
2207	Luun.	A758677-A	Ag Ni		403	F2 D	
2208	Marash Gini.	D231688-8	Na Ni Po	S	203	G4 V	
2209	Kai.	E310355-7	LoPop		924	M1 V M2 D	
2211	Morin	E85A899-7	Wa		504	G3 V	
2213	Gupigan.	E97A000-7	Wa Ba		020	G3 V	
2216	Duusuur Gama.	B476000-9	Ba		004	F3 V M3 D	
2220	Buaar.	D468100-4	LoPop		814	F1 V M3 D	
2222	Iriid.	D410000-8	Ba		023	M5 III	
2224	Khimlaa Am.	E332000-6	Po Ba		023	M3 VI	
2226	Kagi.	B501000-6	Ic Va Ba		033	M8 III	
2228	Ipan.	D63A899-9	Wa		102	G2 V	
2232	Zibikiian.	E110000-5	Ba		004	G8 VI	
2235	Liiir.	D95A222-5	Wa LoPop		102	F5 VI	
2236	Strashna	C5789AA-B	Ind HiPop		700	F6 D M8 D M3 D	
2240	Ashan.	A86A111-B	Wa LoPop		902	F2 V	
2301	Khim.	C74A000-4	Wa Ba		003	G0 D	
2302	Maiish Am.	B201255-8	Ic LoPop Va		804	M3 V	
2306	Gudi Dii.	C342544-5	Ni Po		724	F8 D	
2307	Pim.	C110300-7	LoPop		704	M5 III	Jag-Il-Jagd Hmwrld.
2309	Sotri	B6738DD-9			812	F3 V	
2312	Guumdaash.	A400200-C	LoPop Va		404	K8 V	
2313	Miindkhi.	C231377-8	Po LoPop		500	M0 V M4 D	
2314	Niirk.	E536244-4	LoPop		804	F0 V	Ancient Site.
2316	Irbaa.	E86A200-6	Wa LoPop		610	F1 D	
2320	Kiniliuug.	C644200-9	LoPop		800	F5 VI	
2321	Kariinpesh.	D323000-7	Po Ba		004	M2 VI M7 D	
2326	Uukaash Ne.	D8AA000-6	Wa Ba		010	K3 V M0 D	
2329	Iiris Is.	B537744-7			110	K2 V	
2333	Leim Ku.	B360BCC-B	De HiPop		412	M9 D	
2336	Darvli Ga.	D348599-3	Ag Ni		311	G2 V M3 D	
2338	Kinshir Un.	B130577-B	Ni Po De		810	K4 V M9 VI	
2340	Urgishi	D85A233-6	Wa LoPop		622	F7 D	
2401	Kagengi.	E565755-3	Ag Ri		302	F1 V M2 D	
2404	Dialiigkam.	C481666-4	Ni Ri		122	G0 D	
2406	Khaerinirk.	E674300-3	LoPop		500	F5 D M4 D	
2407	Givlie.	B303555-A	Ni Ic Va		410	K1 IV M8 D	
2408	Kaguushkaaak.	C96A577-9	Ni Wa		100	K9 D	
2409	Liiag.	E9D5444-5	LoPop Fl		202	M6 IV	
2410	Uugli.	C7A9000-A	Ba		013	M3 V M8 D	
2411	Kimshuu.	B785266-7	LoPop		515	K6 V	
2413	Uusir.	B130844-B	Na Po De		510	G3 V M1 D	

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2415	Khuund.	D753AAA-5	Po HiPop		603	F8 D M3 D	
2417	Vledes.	E200388-5	LoPop Va		710	K3 V M0 D	
2418	Irar An.	E362422-3	LoPop	S	324	F8 D	
2419	Kiraa Khi.	C693555-8	Ni		500	F3 V M4 D	
2420	Mimka Gim.	B200000-B	Va Ba		003	M1 IV M2 D	
2423	Liguum.	E100222-7	LoPop Va		803	G2 V	
2424	Aarnamsha.	E300100-5	LoPop Va		902	M1 V	
2426	Aguun Ar.	E646000-3	Ba		000	K0 D M8 D	
2427	Renmiruur.	C342422-8	Po LoPop		700	F3 D M7 D	
2428	Ludmii.	B251000-8	Po Ba		005	F4 V	
2432	Amir.	C879100-6	LoPop		504	K7 V M9 D	
2434	Shegla Gis.	C223511-7	Ni Po		210	K1 VI	
2435	Pier Shiir.	E746355-2	LoPop		604	G0 D	
2439	Amambenlii.	E514477-5	Ic LoPop		800	G0 V	
2501	Khan.	E444000-4	Ba		003	F3 D	
2508	Iishuurk Li.	C455388-8	LoPop		604	K8 D M8 D	Chirper.
2509	Uumuumunuun.	B2107BB-B	Na		520	M1 V M2 D	
2512	Uundin.	B666200-8	LoPop		804	F0 V	
2516	Nabiar.	A400000-B	Va Ba		024	M2 V	
2521	Bair.	B556000-A	Ba		022	K0 V	Chirper.
2523	Lanka Dir.	D947322-3	LoPop		224	F4 D	
2529	Miuuruup.	E200100-5	LoPop Va		100	M0 IV	
2532	Gaur.	C593322-4	LoPop		712	G7 D	
2533	Sharkaar.	C276000-7	Ba		004	F0 V M9 D	
2534	Vlain.	B410566-C	Ni		900	K4 V M3 D	
2536	Lakuu.	C363699-9	Ni Ri		212	M7 VI	
2538	Diindgar Vlaa.	C9B5833-5	Fl		710	M1 V M5 D	Full Data
2540	Shiid.	B794277-7	LoPop		603	G4 V	
2602	Khiaziar.	C557111-7	LoPop		600	F4 V	
2603	Gurba Kan.	B666355-9	LoPop		502	F9 D M6 D	
2604	Ashiirim.	C332499-7	Po LoPop		604	M1 V M0 D	
2605	Iimkharka.	D687000-4	Ba		000	K4 V	
2608	Kham.	E455144-4	LoPop		515	M1 V	
2609	Gir.	E546100-2	LoPop	S	822	G2 D M7 D	
2611	Kaishge.	D8C4333-5	LoPop Fl		410	F2 D	
2612	Miir.	E110000-8	Ba		004	K2 V M5 D	
2614	Uurna Nuu.	C374433-A	LoPop		603	F0 D	
2616	Khauur.	B764433-6	LoPop		503	K5 VI M2 D	
2621	Mir.	E444000-4	Ba		004	K9 D	
2622	Khasha Ga.	C895244-7	LoPop		214	K6 D	
2624	Idim.	B201744-9	Na Ic Va		102	M4 V M0 D	
2628	Gap.	D235499-6	LoPop		922	M5 D	
2630	Meshge.	A686322-9	LoPop		610	K1 D	
2632	Kuid Inmuu.	C87A444-7	Wa LoPop		704	M7 VI M0 D	
2635	Gavla.	C575544-4	Ag Ni		804	F5 VI	
2638	Nirk.	C9A6000-6	Ba		012	K2 III	
2640	Tagukhassan	E859588-5	Ni		403	K1 V	Chirper.
2701	Nimsha.	C79A000-5	Wa Ba		000	K4 VI	
2702	Uurzaem.	C343488-8	Po LoPop		121	F4 VI M3 D	
2703	Rarnuur.	B400300-C	LoPop Va		104	K4 IV M6 D	Full Data
2704	Narar.	E686855-1	Ri		500	F4 V	
2705	Sish.	D478477-7	LoPop		313	F8 D M5 D	
2706	Miirvligiuus.	E671133-4	LoPop		825	G2 V	AAB Repository.
2709	Garer.	A584222-9	LoPop		410	G2 V	
2711	Segagi.	E583000-4	Ba		003	F8 D	
2713	Uumkhuum.	E625000-6	Ba		000	M1 V	
2715	Kiiaarir.	C766377-5	LoPop		520	F0 D	
2717	Dila.	A346211-9	LoPop		800	F8 D	
2718	Likdu.	B566344-6	LoPop		324	F5 VI M1 D	
2719	Tephany	B6B1866-9	Fl		902	K0 V	
2720	Karas.	D585444-6	LoPop		201	K3 D	
2722	Lei.	C897211-7	LoPop		700	G6 VI M7 D	
2723	Rash.	D310155-9	LoPop		310	M3 IV	Full Data. Ancient St.
2724	Uurras Uur.	C366455-6	LoPop		410	F3 V M3 D	
2725	Inerenuur.	E611000-3	Ic Ba		002	G0 V	
2726	Iishvla Im.	E546333-5	LoPop		410	F3 VI M0 D M0	
2729	Niirge Khar.	A594511-B	Ag Ni		900	G8 VI	Vilani Depot(Ruins)
2730	Kheda.	A888555-8	Ag Ni		603	M3 V	
2733	Irkar Vlak.	B210100-A	LoPop		800	G2 V M1 D	
2734	Irshi In.	D312000-6	Ic Ba		004	M4 V M5 D	
2736	Ankii An.	A463ABB-B	HiPop		223	G1 D M2 D	
2738	Khiidnaska.	B525699-9	Ni		804	K2 V M0 D	

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2740	Karvla.	D797588-5	Ag Ni		603	K2 V M5 VI	
2801	Iira Khaa.	D446122-4	LoPop		300	G9 VI	
2803	Khaki Am.	B886644-6	Ag Ni Ri		720	M7 D M9 D	
2806	Apnedima.	D7AA000-B	Wa Ba		004	M2 IV	
2808	Irkesh Suk.	D210699-6	Na Ni		533	M8 IV M4 D M5	
2810	Kiguuke.	B877688-B	Ag Ni		521	G9 D M0 D	Full Data
2814	Shiila.	D334000-8	Ba		025	A4 V	
2815	Dan.	E514644-6	Ni Ic		613	M3 V M0 D	
2818	Inandaa.	B492211-A	LoPop		803	F1 D	
2820	Kinduurkha.	E8B18AA-3	Fl		123	K2 V	
2821	Iimavlir.	E84A144-4	Wa LoPop		402	M6 D	
2823	Indum.	C548522-6	Ag Ni		513	K6 V	
2824	Uumar Gi.	D9AA433-8	Wa LoPop		315	M4 V M3 V	
2825	Lan.	A749511-A	Ni		320	F9 VI	
2829	Sirris	D854999-8	HiPop		700	F0 D M0 D	
2830	Gik.	C476344-A	LoPop		203	F0 V M7 D	
2831	Gan.	C482000-9	Ba		014	F7 D M7 D	
2836	Masarma.	E99A200-4	Wa LoPop		304	F0 V M9 D	
2905	Criideu	B635744-D			303	M9 VI	
2906	Gish.	B524655-7	Ni		604	M3 V	
2907	Lagi.	E645466-4	LoPop	S	323	G8 D	
2908	Duudu Shiim.	A1208AA-C	Na Po De		900	K1 V	
2909	Belfhi	C584ABB-5	HiPop		723	F1 D	
2911	Khuukhuua.	E545000-3	Ba		014	F5 D M4 D	
2913	Kaash.	C000644-A	Na Ni Ast Va		700	G6 D M8 D	
2915	Shegu Apis.	C677000-7	Ba		000	K4 VI M7 D	
2916	Kingir.	C652144-5	Po LoPop		310	K0 VI M2 D	Chirper.
2918	Kig.	D55A866-7	Wa		524	K4 VI	Full Data. Chirper.
2919	Kharbarbi.	B85A688-8	Ni Wa		410	M3 D M2 D	
2921	Aama.	C200444-8	LoPop Va		600	M8 V	
2922	Kerip Ka.	C484000-9	Ba		000	K4 V M7 D	
2923	Kir.	E876000-2	Ba	S	000	G0 V	
2924	Ot Zell	C9B7877-9	Fl		210	K4 D M7 D	
2925	Garga.	C363000-5	Ba		005	F2 D	Ancient Site.
2928	Lideip.	D432000-9	Po Ba		000	M4 V	
2929	Suuruunniim.	D140000-8	Po De Ba		000	G7 D M2 D	
2931	Gamegaa.	C346155-9	LoPop		222	F7 VI	
2932	Aanen.	D639588-5	Ni		204	G1 V M3 D	
2933	Iru.	D655100-2	LoPop		900	F7 VI	
2940	Maam Aam.	E669000-7	Ba		022	G1 D	
3001	Niii Le.	D324200-8	LoPop		302	M4 V M0 D	
3002	Iikandkimsesh.	E549311-4	LoPop		400	F0 D	
3003	Shaarni.	D414000-5	Ic Ba		000	F6 V	
3004	Likaap.	B100111-9	LoPop Va		705	K3 V	
3006	Khadluusa.	D200544-7	Ni Va		403	M4 VI M4 D	Full Data
3008	Kishkiin Zaap.	C896222-4	LoPop		704	F5 D M5 D	
3012	Dismur Kad.	C565000-6	Ba		004	K7 V	
3013	Mibaimad.	D729200-7	LoPop		920	G0 III M6 D	
3014	Kiir.	C110599-8	Ni		220	G1 V	
3016	Gaimzash.	B723544-9	Ni Po		605	M1 V M7 D	
3017	Kasiind Ig.	D658000-4	Ba		000	F6 V M6 D	
3019	Uurkhii Iga.	C200533-A	Ni Va		213	K2 D	
3021	Biimirkan.	E000400-6	Ast LoPop Va		501	M4 V K4 D	
3022	Khalish.	B300777-A	Na Va		401	M3 V	
3024	Kabesh.	C467000-7	Ba		004	F2 D M7 D	
3026	Giii Guu.	C541200-5	Po LoPop		400	M0 V M5 D	
3030	Mirii.	E589200-6	LoPop		705	F1 V	
3032	Iinduugadar.	CADA466-9	Wa LoPop Fl		803	M7 IV M2 D	
3033	Marhaban	E310877-8	Na		721	G4 V M1 D	
3035	Rashvlemannuu.	C302311-8	Ic LoPop Va		303	K0 V	
3040	Bimmin.	C536677-7	Ni		315	K2 V M0 D	
3101	Liim.	D666000-5	Ba		005	G6 VI M2 D	
3104	Uurir.	B768233-8	LoPop		200	K4 V	
3108	Amup.	E525000-5	Ba		001	M1 V M8 D	
3111	Orpheus	D8D38AA-8	Fl		402	G2 V	
3113	Kimuum.	B423422-D	Po LoPop		710	K4 V	
3114	Enin An.	D400000-8	Va Ba		004	G4 V M7 D	
3116	Adimar.	C432000-7	Po Ba		004	K1 V	
3118	Maar Gidkuur.	E423000-6	Po Ba	S	001	K8 V M2 D	
3122	Khaam.	C656588-8	Ag Ni		700	K4 V M1 D M9 D	Chirper.
3123	Mechport	D5A3699-4	Ni		400	F4 V	
3125	Guush.	D654533-5	Ag Ni		510	K5 D M7 D	Chirper.

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
3126	Imir.	A587444-B	LoPop		600	M3 D	
3129	Irish Dak.	C3008AA-6	Na Va		704	K5 D M7 D	
3135	Guushaag Ip.	D558111-4	LoPop		400	F8 V	
3137	Girzuu.	D485000-A	Ba		003	G5 V	
3201	Gaduu Kii.	D685899-2	Ri		803	G0 VI M0 D	
3202	Guushvliig.	E87A000-5	Wa Ba		000	G7 D	
3203	Shiir Kiii.	E4398DD-3			203	M1 V M1 D	
3204	Arpa.	D443000-8	Po Ba		021	F2 V	
3206	Mamuur Uund.	E998144-3	LoPop		100	M4 V	
3211	Khir.	B7858AA-7			204	G4 V	
3213	Gaipki.	E433599-5	Ni Po		900	F4 V M5 D M1 D	
3214	Dirkuu Kuu.	C7A6000-6	Ba		022	F0 V M2 D	
3217	Giiuurk.	E510200-6	LoPop		300	M1 V M7 D	
3219	Guuli Khuu.	B477200-8	LoPop		721	F5 V M4 D	Kolzar Homeworld.
3220	Arkkhuur Iir.	E873000-4	Ba		003	F2 D	
3221	Merka.	B786000-9	Ba		004	G9 D	
3222	Irgur.	D779777-8			820	F3 V	
3223	Peake	D468A77-8	HiPop		804	K4 V	
3225	Uuriim Ir.	B766511-6	Ag Ni		700	G2 V	
3226	Arkhik.	E76A666-5	Ni Ri Wa		610	G8 D M6 D	
3227	Liirandle.	A150233-C	Po De LoPop		713	K9 V M7 D	Chirper.
3229	Vluragedkuu.	E689155-6	LoPop		334	F9 D M3 D M0 D	
3230	Gir.	AAC8477-B	LoPop Fl		512	K2 V	
3233	Nazuu.	D675200-4	LoPop		815	G3 V	
3234	Kim.	E222577-5	Ni Po		902	M3 V M7 D	
3235	Arpuukhamar.	D237100-7	LoPop		500	A2 V	
3237	Agka.	D542155-7	Po LoPop		500	K4 V	
3238	Inlamruu.	C835100-5	LoPop		614	G0 V	
3240	Nir.	D568255-6	LoPop		302	G9 VI	

This sector has 601 worlds, of which 413 have native gas giants. The estimated population for the sector is 1430 billion sapients (not necessarily humans). There are 41 Agricultural (Ag) worlds versus 37 Non-Agricultural (Na) worlds. There are 112 Non-Industrial (Ni) Worlds versus 18 Industrial (Ind) worlds. There are 14 Rich (Ri) worlds versus 88 Poor (Po) worlds. There are 46 Water Worlds (Wa), 22 Ice-Capped worlds (Ic), 37 Desert worlds (De), and 62 Vacuum (Va) worlds. There are 32 High Population (HiPop) worlds versus 242 Low Population (LoPop) worlds. There are 15 Asteroid Belts (Ast) in the subsector. There are 154 Barren (Ba) worlds. The highest population world in the sector is 2333 B360BCC-B Leim Ku.; the lowest population world is 0112 C100000-A Uushamkhaiirk. The average tech level in the sector is 7 (most lie between 4 and 9). World names are primarily Vilani.

The Antares Sector — Referee Data

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0102	Kai Buu.	D756422-5	LoPop		214	G5 D	
0103	Lampigas.	E000000-5	Ast Va Ba		023	K8 V	
0108	Anir.	CABA522-9	Ni Wa Fl		715	M4 V M2 D	
0110	Irduukam.	E798000-3	Ba		003	G2 V	
0112	Khaar La.	D525000-6	Ba		002	M1 IV M7 D	
0113	Adguuk.	BA85222-A	LoPop		603	F1 D	
0114	Raguegh	C000ADD-9	Na Ind Ast HiPop Va		302	F2 V	
0115	Gii.	C87A000-7	Wa Ba		004	F2 VI	
0118	Juba	E323699-7	Na Ni Po		822	K5 D	
0120	Aruud.	C223777-7	Na Po		211	G0 V	
0123	Karli Dem.	D328555-9	Ni		104	K5 III M8 D	
0124	Lir.	B264244-8	LoPop		500	G3 V M2 D	
0125	Lake.	B8B0677-9	Ni De		700	K6 IV M8 D	
0126	Daakhaan.	B515000-7	Ic Ba		004	M3 V M5 D	
0127	Anshaa Lamleg.	C85A355-7	Wa LoPop		904	F3 V	
0128	Vliririar.	D510244-6	LoPop		300	K4 V	
0131	Nira Am.	C587000-9	Ba		004	G2 V M9 D	
0132	Arkiiin.	D565000-5	Ba		015	M2 V	
0133	Nuush.	A433200-C	Po LoPop		512	M1 V M4 D	
0134	Loungel	C6A5788-6			112	G5 VI M5 D	
0135	Gamma	B344300-C	LoPop		200	F0 V	
0203	Occulun	C242555-8	Ni Po		400	K3 V M1 D	
0204	Urishaak.	E6749AA-3	Ind HiPop		103	F8 D	
0206	Usba Kaarki.	D364100-5	LoPop		604	F3 D M9 D	
0207	Shiriik Ka.	B989A99-C	HiPop		502	G0 VI	
0210	Kardaa.	D566400-6	LoPop		805	M3 D	
0211	Laki Khuu.	B324000-8	Ba		002	M9 III	
0213	Luukaa Kuu.	B676433-6	LoPop		303	F1 V	
0216	Emim.	A445100-9	LoPop		713	M3 V M6 D	
0220	Gisashnaa.	C545000-7	Ba		001	F6 D M9 D	
0223	Ganshe.	D645000-7	Ba		004	F6 D	
0224	Imararik.	D574000-3	Ba		002	K2 D M2 D	
0225	Vlaark.	E554000-5	Ba		000	K0 VI	Chirper.
0227	Inuug.	D220888-5	Na Po De		504	F3 D M0 D	
0231	Argusap	A6549AA-A	HiPop		715	G0 D	
0235	Kuaruu.	E486222-5	LoPop		824	F6 D	
0236	Leshgar Khi.	B256499-7	LoPop		400	F3 D M6 D	
0237	Irli Am.	C160633-7	Ni De		604	F2 VI M4 D	
0239	Igsa.	C768644-4	Ag Ni Ri		324	G4 V	
0302	Bumkuumim.	B0007CC-B	Na Ast Va		923	M0 V	
0304	Gumi.	C646100-6	LoPop		202	G4 V	
0307	Laaraam.	C549000-6	Ba		012	F6 D M4 D	
0309	Irshii.	B344311-8	LoPop		902	K8 D M4 D	Ancient Site.
0310	Kim.	D686455-3	LoPop		504	G2 V	
0312	Renak.	E77A377-6	Wa LoPop		101	G4 V M2 D	
0315	Irkha.	E223211-4	Po LoPop		900	M1 VI	
0316	Asshagar.	A667000-7	Ba		024	F1 D M1 D	
0318	Shiaarzim.	E100155-6	LoPop Va		404	M0 V M3 D	
0319	Insont	E5A7788-7			103	K3 D	
0323	Berashzuu.	E444200-4	LoPop		103	G5 VI	
0327	Erzaa.	B792411-7	LoPop		604	F0 V	
0333	Adshaa.	A323311-D	Po LoPop		814	M1 V	
0336	Shinla.	C324000-8	Ba		000	K1 V	
0337	Armaii.	B522000-6	Po Ba		013	K2 V M6 D	
0339	Aanash.	A200433-B	LoPop Va		312	M7 V M9 D	
0340	Imir.	C697300-5	LoPop		813	G0 V	
0402	Kamaaa.	E553122-3	Po LoPop		213	G0 V M5 D	
0403	Idki.	C544788-6	Ag		714	K1 D	
0404	Sham.	E100677-6	Na Ni Va		613	M3 V	
0406	Khazu Ar.	C428311-9	LoPop		102	M2 V	
0408	Shishguurki.	C332000-5	Po Ba		013	M3 V	
0409	Dirish.	E463000-5	Ba		012	K8 D	
0410	Suuker.	B759688-8	Ni		304	G1 V	
0411	Imiin.	B548133-B	LoPop		204	G8 D M7 D	AAB Repository.
0412	Liind Erkgend.	D844777-5	Ag		711	F6 VI M2 D	
0419	Gardiaagash.	A421788-D	Na Po		121	K8 II	
0420	Shalan.	E334455-6	LoPop		114	M0 V	
0421	Anir.	C486000-7	Ba		013	K1 V M6 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0423	Kigi.	B672133-6	LoPop		713	M3 V M9 D	
0431	Arkkhuus.	D8D3222-7	LoPop Fl		904	M1 V M8 D	
0432	Kuurni.	C330000-A	Po De Ba		003	K2 IV	
0433	Ishke Amge.	D655322-5	LoPop		803	F8 VI M0 D	
0434	Khed.	C5547BB-4	Ag		930	G0 V	
0435	Iniir Ash.	C898522-6	Ag Ni		903	F9 D	
0436	Adza.	C402000-A	Ic Va Ba		015	F0 III	
0437	Biiki Si.	D863300-4	LoPop		604	K2 V	
0438	Uurkne.	E766211-2	LoPop		824	F4 V	
0439	Gaer.	C545888-7			615	F2 V	
0440	Zirbaa.	B252211-7	Po LoPop		424	K3 V	Chirper.
0503	Girkig.	B88A000-8	Wa Ba		003	F2 V	
0505	Gaaag.	D536233-2	LoPop		105	K2 D M1 D	
0507	Khuuir.	C758555-5	Ag Ni		510	F3 VI	
0508	Buuim.	C858000-6	Ba		024	G4 D M9 D	
0513	Gamar Shid.	E847766-5	Ag		400	G8 VI M0 D	
0516	Ishkhuun.	E446000-1	Ba		005	G0 V M5 D	
0519	Lejeune	E337799-8			603	F4 D M0 D	
0520	Shuundshaas Uurk.	B223000-8	Po Ba		000	K7 V M6 D	
0524	Kala Sha.	B457100-9	LoPop		610	M4 V M7 D	
0527	Suunu.	D333100-6	Po LoPop		522	K1 V	
0528	Kip.	E220000-6	Po De Ba	S	011	K1 VI M0 D	
0531	Iisshi Kizuu.	D260000-5	De Ba		000	K1 V	
0533	Saazi.	D585ADD-1	HiPop		904	G4 D	
0535	Daadii.	B231577-8	Ni Po		710	K2 V M8 D	
0536	Ashkuu.	E694200-1	LoPop		403	M4 V M1 D	
0602	Kaabuurarar.	A8A7633-A	Ni		801	M9 IV M9 D	
0603	Shiga Kaska.	D380522-8	Ni De		824	M6 D M4 D	
0604	Mami Shi.	D100000-5	Va Ba		001	A2 V	
0605	Nerim Gaa.	E336000-2	Ba	N	003	M2 V	
0607	Dirk.	B364100-9	LoPop		722	F9 D M1 D	
0609	Mam.	B736333-A	LoPop		404	A0 V	
0611	Uudish.	D8C5777-7	Fl		514	G6 D	
0613	Duunkuu.	E547999-0	Ind HiPop		304	F0 D	
0616	Imgim.	C140244-7	Po De LoPop		710	F1 V	
0618	Basme Uug.	C438000-9	Ba		003	M8 V	
0620	Erdii.	D654455-7	LoPop		314	M5 V	
0623	Maashii.	E776333-0	LoPop	B	303	F4 V M5 D	
0626	Biiluu.	A510677-8	Na Ni		404	M1 V M4 D	
0627	Shiguu.	BA67644-9	Ag Ni Ri		112	K1 D M1 D	
0628	Endain.	C000000-B	Ast Va Ba		012	M3 V M1 D	
0632	Infrapolis	D737577-6	Ni		504	F8 D	
0639	Garenbaguu.	B568000-8	Ba		001	F2 V M9 D	
0640	Zamshem Im.	E100333-5	LoPop Va		110	M3 V M3 D	
0702	Uundpuu.	C365000-5	Ba		034	G2 V M5 D	AAB Repository.
0704	Ashii Me.	D464611-5	Ag Ni		503	G4 V M0 D	
0707	Askhirk.	B563655-7	Ni Ri		513	F4 V	
0711	Deliku.	E97A000-4	Wa Ba	S	000	F9 VI M0 D	Ancient Site.
0713	Khiiduu.	D340866-5	Po De		812	F9 D	
0714	Armezi.	C246544-9	Ag Ni		203	G7 D M3 D	
0716	Rarluu Ger.	A300266-C	LoPop Va		704	M3 V	
0717	Irii.	E533244-0	Po LoPop		711	K3 V	
0720	Ekkuu Vlumuu.	B000000-C	Ast Va Ba		001	M2 V M8 D	
0722	Luumgi.	C98A000-9	Wa Ba		005	G1 V M1 D M4 D	
0724	Amvlakhir.	B240988-9	Ind Po De HiPop		610	G7 D	
0725	Gashash Khash.	D342222-4	Po LoPop		700	F1 D	
0726	Kier.	D778300-4	LoPop		401	K0 V M0 D	
0727	Naila.	E786000-5	Ba		000	G9 VI M6 D	
0728	Kuudi Li.	C774100-5	LoPop		101	K0 V	
0731	Geka.	D9C5000-5	Fl Ba		022	M5 V	
0732	Sir.	D322488-5	Po LoPop		202	M3 V	
0734	Irash Bu.	B201000-D	Ic Va Ba		003	K5 V M2 D	
0735	Kiim.	C8B5466-9	LoPop Fl		203	K4 V	
0736	Urlir.	B574000-8	Ba		010	F2 VI	
0737	Gam.	C561433-5	LoPop		702	F0 VI M3 D	
0738	Pea Aam.	C326100-6	LoPop		303	M1 V	
0739	Kauur Ki.	C200488-9	LoPop Va		812	A4 V	
0801	Lar.	E948000-5	Ba		003	F2 VI M8 D	
0804	Khaaran.	D895100-4	LoPop		214	G2 D	
0806	Shakam	B586988-A	HiPop		321	G5 D	
0808	Nuun.	C643433-6	Po LoPop		705	G3 D	
0809	Gis.	B310155-A	LoPop		913	M4 D M5 D	

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Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0810	Ladshake.	A974111-8	LoPop		810	G3 D	
0811	Khuuluun.	D483400-6	LoPop		214	G0 V	
0818	Gaum Vluu.	C000000-A	Ast Va Ba		004	M3 V M7 D M7 D	
0821	Kaarda.	C410344-5	LoPop		124	K4 V	
0823	Eshiir.	E322400-4	Po LoPop		123	G6 D	
0824	Idsiuug.	C999000-5	Ba		002	K4 V	
0827	Guuiir.	D463444-5	LoPop		204	G0 VI	
0833	Kavla Givli.	E464133-3	LoPop		901	K1 VI	
0834	Imga.	B000000-B	Ast Va Ba		000	G4 V	
0836	Irkad	C450944-7	Po De HiPop		414	K4 VI M6 D	Chirper.
0840	Asmala.	C210633-7	Na Ni		913	M0 V	
0903	Daiik.	B262133-8	LoPop		704	K4 D M8 D	
0904	Aarle.	E230544-6	Ni Po De		523	M2 V M4 D	
0906	Pritine	D483555-A	Ni		924	G4 V	
0908	Zedesu	C354AAA-7	HiPop		902	F4 V	
0916	Kaindirgi.	E787333-1	LoPop		404	F2 V	
0917	Irgu.	B230355-B	Po De LoPop		204	M0 V M1 D	
0918	Madma.	C330222-8	Po De LoPop		713	F3 V	
0921	Iimar.	C352566-7	Ni Po		903	K9 D	Chirper.
0924	Lar.	E74A000-5	Wa Ba		000	K5 D M7 D	
0929	Rinaa.	D57A877-4	Wa		723	F8 VI	
0931	Maaem E.	E427000-6	Ba		003	K0 V M3 D	
0934	Khakuu.	D532000-3	Po Ba		003	M9 V M2 D	
0935	Imirgime.	C758000-6	Ba		002	F7 D M1 D M4 D	
0937	Theron	B100688-C	Na Ni Va		713	G3 V	
0939	Maikuum.	D200000-7	Va Ba		004	K9 V	Ancient Site.
0940	Muumishiish.	E637333-5	LoPop	S	923	M2 V	
1001	Iisan Karash.	C526488-8	LoPop		903	M2 V	
1002	Duuu.	B4507AA-B	Po De		100	M7 D	
1006	Shiplishkair.	E586000-5	Ba	S	004	G9 VI	
1012	Linishme.	B110622-C	Na Ni		403	G1 V M8 D	
1013	Shadiuuk.	C9A7966-6	HiPop		314	G7 D M3 D	
1014	Piram Muar.	D868122-7	LoPop		420	F4 V M1 D	
1015	Vlame.	A233ABB-A	Na Po HiPop		913	M9 D	
1017	Duuge.	C995000-5	Ba		003	K1 D M9 D	
1018	Gaair Khi.	D252355-6	Po LoPop		602	G1 V M5 D	
1019	Muusmuu Ir.	B451400-C	Po LoPop		902	F0 V	Ancient Site.
1023	Dakhari.	D436244-4	LoPop		612	M0 VI	
1027	Gash.	C3607BB-7	De		303	K6 D	Ancient Site.
1029	Uurkhaur.	D582888-6	Ri		714	F2 D	
1031	Lau.	D302311-5	Ic LoPop Va		915	M6 V M4 D	
1032	Udiish.	B400222-B	LoPop Va		715	M7 II	
1033	Invle.	A485000-C	Ba		005	G7 D	
1035	Nean.	D526000-4	Ba	S	012	M5 III	
1036	Diishuur.	D9D4233-4	LoPop Fl		504	K4 V	
1037	Khuurluu.	C553655-6	Ni Po		203	F0 D M1 D	
1038	Gaakish	B8AAA99-B	Wa HiPop		712	G7 D	
1039	Zuuk.	B979799-7			614	F4 V	
1040	Kend.	B62A455-9	Wa LoPop		803	M3 V M1 D	
1101	Shaaaar.	E69A000-7	Wa Ba		012	K4 V	Ancient Site.
1104	Khashiir Lar.	E683266-0	LoPop		114	F1 D	
1105	Kisha Uur.	D522000-4	Po Ba		014	A7 II	
1106	Buumka.	B878000-9	Ba		013	F0 D M7 D	
1109	Gumurlag	B797688-B	Ag Ni		704	G0 V	
1112	Marmuu La.	B9B8355-C	LoPop Fl		100	M6 IV	Ancient Site.
1113	Guurk.	B99A000-9	Wa Ba		005	M7 V	
1115	Sarar	C573444-A	LoPop		900	F3 V	
1116	Uurshir.	C656211-8	LoPop		100	M7 V	
1118	Shaakar Le.	E674000-2	Ba		001	K2 V M3 D	
1119	Givlan.	C657633-8	Ag Ni		220	K3 V M7 D	Chirper. Ancient Site.
1120	Gear.	D559666-7	Ni		903	F6 VI	
1121	Shavlu.	C301455-8	Ic LoPop Va		604	M4 V	
1122	Aarli Im.	D686000-1	Ba		013	F7 V M2 D M3 D	
1125	Magin Irur.	D686344-4	LoPop		823	F4 VI	
1127	Kaka.	E000433-7	Ast LoPop Va		700	G4 V M0 D	
1129	Guuuu Shuu.	E586544-3	Ag Ni		224	F1 V M4 D M8 D	
1130	Shaki.	D372544-5	Ni		114	G9 D	
1132	Arkauummesh.	E694555-0	Ag Ni		603	G2 V	
1135	Lar.	A786322-9	LoPop		304	K5 D	
1136	Kish.	D786233-5	LoPop		404	F1 VI	
1201	Anuush.	A320577-9	Ni Po De		702	K1 V M0 D	
1202	Gaar.	B687000-7	Ba		001	F5 V M4 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1203	Girk.	C54A577-5	Ni Wa		200	K4 D	
1205	Giindii Min.	E749000-4	Ba		011	F2 V M9 D	
1206	Lishmiidrin.	A443444-9	Po LoPop		224	G2 VI	
1210	Muuer.	B353000-8	Po Ba		014	K9 VI	Chirper.
1211	Gaam.	EA7A544-6	Ni Wa		604	F1 V	
1215	Kirardark.	D561200-4	LoPop		102	F3 D	
1216	Kuush.	A110444-D	LoPop		321	G4 V M7 D	
1217	Gani.	E210000-7	Ba	S	024	F4 IV	
1219	Irkguushgii.	A000666-D	Na Ni Ast Va		610	K2 V M7 D	
1221	Lii Khan.	C200000-A	Va Ba		015	M4 V M9 D	
1222	Shuuim Gaanguun.	CAD1000-7	Fl Ba		000	K0 V	
1225	Shuuanid.	E98A577-4	Ni Wa		911	G0 V	
1226	Lesgireshar.	E682000-3	Ba		002	F8 D	
1228	Kakaar.	DAD3766-8	Fl		304	M1 V	AAB Repository.
1231	Joao	C656ABB-9	HiPop		412	F4 D	
1233	Kaig Mi.	E62A877-0	Wa		604	K2 V	
1234	Lashi	C8587BB-8	Ag		800	G4 D	
1236	Seangu.	D100000-7	Va Ba		004	M0 V M7 D	
1237	Sidi.	D463000-5	Ba		021	F9 D M9 D	
1239	Gashaa Kag.	C300100-9	LoPop Va		823	K2 V	
1240	Shima A.	E765533-2	Ag Ni		904	G4 VI	
1301	Duurgin Rii.	C568244-7	LoPop		313	K4 VI M2 D	
1305	Irni Irlas.	E748000-3	Ba		024	F1 V	
1307	Namirer.	E200000-4	Va Ba		012	K6 VI M5 D	
1310	Niirkem.	C343200-5	Po LoPop		504	F6 VI	
1312	Imma.	B79A100-8	Wa LoPop		103	M4 V	
1313	Gaguudpi.	C442000-7	Po Ba		013	F2 V M9 D	
1315	Kushii Khaan.	B130688-9	Na Ni Po De		300	M0 III M7 D	AAB Repository.
1316	Usher.	E537233-3	LoPop		504	K0 V	
1317	Kamur Pa.	D776311-5	LoPop		303	F1 D M7 D	
1318	Lin.	C9C5000-9	Fl Ba		012	M4 IV M0 D	Ancient Site.
1321	Uushar.	E437133-4	LoPop		604	M2 V	
1323	Baash.	A656AEE-9	HiPop		504	G8 VI	
1324	Shainle.	B263555-9	Ni		120	K9 V	
1328	Kaapar.	C89A6AA-7	Ni Wa		205	F3 D	
1329	Khiuur Idmesh.	B98A000-7	Wa Ba		003	G4 D	
1333	Gak.	C553000-7	Po Ba		003	G7 V M8 D	
1334	Kiin.	B300455-B	LoPop Va		413	G3 V M8 D	
1337	Duuek.	C633422-7	Po LoPop		303	M4 V M1 D	
1403	Miirniga.	E666000-2	Ba		012	G8 D	
1404	Rikeakle.	C572311-6	LoPop		414	F0 V M0 D	
1412	Dogd	E441544-6	Ni Po		223	F1 D M7 D	
1413	Ingiikaresh.	D000000-9	Ast Va Ba		001	M1 V M2 D	
1420	Sermauun.	B402366-C	Ic LoPop Va		601	K9 IV	
1424	Gipum.	A110655-A	Na Ni		401	M2 D M0 D	
1425	Apla Daand.	C667777-8	Ag Ri		501	F2 VI	
1427	Parar.	D977300-4	LoPop		604	F2 V	
1428	Keid.	E265866-2	Ri		103	F0 VI	
1432	Uurkmii Ii.	C857300-6	LoPop		324	M4 V	
1433	Khasha Ra.	E99A644-3	Ni Wa		702	K6 D	AAB Repository.
1437	Iigme.	C9D8000-4	Fl Ba		000	M3 V M5 D	
1438	Kepin.	B757744-7	Ag		603	G3 V M2 D M1 D	
1501	Mesh.	E553577-3	Ni Po		105	G3 V	
1502	Asidaan.	A767311-A	LoPop		604	G1 V	
1504	Lukhas.	E54A000-4	Wa Ba		024	G6 D M7 D	
1508	Irii.	B000100-9	Ast LoPop Va		223	K5 IV M5 D	
1509	Parip Sha.	B000344-B	Ast LoPop Va		403	K2 V	
1511	Khuushkham Ir.	C7B1200-7	LoPop Fl		713	M2 V M2 D	
1512	Deer U.	C7B4000-6	Fl Ba		012	G6 D	
1513	Luuka Bi.	BAF9100-9	LoPop Fl		904	M9 V	Ancient Site.
1515	Vlir.	A474AAA-9	Ind HiPop		500	K3 V	
1516	Mana Le.	B68A544-A	Ni Wa		933	F6 D M1 D	
1517	Ban.	E672477-4	LoPop		410	K0 VI M7 D	
1518	Igpar.	A410511-9	Ni		225	M8 VI G5 D	
1519	Liikha Uum.	B226122-A	LoPop		300	M0 V M6 D	
1521	Livla Imaam.	E220222-5	Po De LoPop		803	M2 D	
1523	Imsiiuus.	D66A111-5	Wa LoPop		204	G0 VI	
1525	Uupe.	E561ABB-0	HiPop		824	G1 V	Full Data
1527	Mein Khaaga.	A465000-B	Ba		002	G7 D	
1528	Kuuasaa.	B677000-7	Ba		005	F6 VI	
1529	Uushes.	D210100-5	LoPop		802	M9 V	Ancient Site.
1530	Len.	E77A455-4	Wa LoPop		901	G2 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1531	Larisham.	C120555-A	Ni Po De		904	M0 V M9 D	
1532	Laaagshuuesh.	B502277-9	Ic LoPop Va		302	K1 V M6 D	
1536	Kashe.	D754788-4	Ag		125	F1 V M6 D	
1538	Kea Sii.	E400300-3	LoPop Va		704	K2 III	
1540	Piili Gi.	E557211-3	LoPop		112	G3 V M9 D	
1603	Ari.	B555100-8	LoPop		704	M9 D	
1604	Maaangir.	B100000-A	Va Ba		013	M4 V	
1608	Gashi.	D400433-3	LoPop Va		612	M3 V K2 D	
1610	Nidar.	C968688-6	Ag Ni Ri		404	K4 V M2 D	
1611	Shiir.	B550300-7	Po De LoPop		700	K4 VI M6 D	Chirper.
1616	Khuurkla.	B569000-9	Ba		011	K3 V	
1617	Lag.	C330344-9	Po De LoPop		401	G0 V	
1618	Shuum.	C400300-8	LoPop Va		102	K3 V M7 D	
1619	Aapuum.	A254522-9	Ag Ni		125	F1 V M4 D	
1624	Khimaar Kher.	CAD77BB-8	Fl		104	M1 V	Full Data
1625	Squire	D490766-A	De		610	G1 V	Full Data
1627	Likir.	E474000-6	Ba		003	K0 D	
1628	Nukuu.	D5157AA-6	Ic		101	M4 V M7 D	
1632	Shiides.	D130000-9	Po De Ba		004	K4 V M5 D	
1633	Khar.	D321355-8	Po LoPop		805	M2 V	Ancient Site.
1635	Kamum Us.	C674477-6	LoPop		211	F3 V	
1638	Gali.	C555000-7	Ba		003	G5 V M8 D	
1639	Kanliiid.	E564000-4	Ba		002	G1 V M9 D	
1701	Arguunuund.	E340000-3	Po De Ba	S	000	G9 V M0 D	
1703	Conire	B434855-A			603	G9 D	
1704	Shaiid Za.	C231000-9	Po Ba		000	G6 IV	
1709	Lir.	C100588-8	Ni Va		601	K3 V	
1711	Livlaan.	C635000-7	Ba		002	G3 V M9 V	Ancient Site.
1713	Khash.	B200277-8	LoPop Va		804	M7 III	
1714	Vlear Khe.	C7C2000-7	Fl Ba		004	G7 VI	
1716	Kigmuu.	B98A533-7	Ni Wa		605	M2 V	
1718	Nar.	B785577-5	Ag Ni		134	F2 VI	Full Data
1719	Maer.	E527000-0	Ba		013	M9 V	Full Data
1722	Liine Gi.	E110544-7	Ni		304	K2 V	Full Data
1723	Girduur.	E698555-3	Ag Ni		114	G3 V	Full Data
1726	Zeuushka.	C4136BB-5	Na Ni Ic		623	M6 D M5 D	Full Data
1731	Mes.	D8A5244-6	LoPop		522	M8 V M7 D	
1732	Imruunamsi.	C544000-9	Ba		002	F6 VI	
1733	Gaasirkhigir.	D548500-6	Ag Ni		900	G3 V M6 D	
1734	Gadme Kisha.	B766000-8	Ba		002	F9 V M7 D	
1735	Mirvlen Irk.	A886322-8	LoPop		203	G6 D M5 D	
1736	Bishuur.	D412100-4	Ic LoPop		624	G1 VI	
1737	Biniar.	E637100-1	LoPop	N	203	M3 IV M1 D	
1738	Lidir.	A000000-A	Ast Va Ba		021	M2 V M0 D	
1801	Khakim A.	EA5A444-0	Wa LoPop		502	F9 D	
1802	Khar.	C75A655-9	Ni Wa		304	K8 D M5 D	Chirper.
1804	Uunendii.	B83A000-8	Wa Ba		002	F0 VI	
1806	Gaan.	D300444-8	LoPop Va		315	G2 V M6 D	Ancient Site.
1808	Girkir.	B514200-9	Ic LoPop		724	M5 V	
1810	Uurvluu Rimir.	C241377-7	Po LoPop		903	G3 D M6 D	
1812	Giash.	E250000-3	Po De Ba	S	004	F0 V	
1813	Kiguu.	D571122-6	LoPop		500	K5 V	
1814	Laar.	D799355-6	LoPop		714	G2 D	
1815	Marruu.	D574000-6	Ba		000	F2 V M2 D M2 D	Full Data
1816	Ashgi.	B573322-A	LoPop		203	G0 V	Full Data
1817	Divliikha.	C311866-8	Na Ic		912	K2 V M1 D	Full Data
1818	Irkkii.	E646422-3	LoPop		622	F0 V	Full Data
1819	Ashzu.	E575355-5	LoPop		521	F3 D	Full Data
1820	Giduur.	E373322-1	LoPop		715	K8 V	Full Data
1822	Emshaan Zi.	A679222-A	LoPop		600	G5 D M2 D	
1825	Uruun Lida.	D887211-6	LoPop		703	F4 V M5 D	
1826	Gadduga.	B501000-8	Ic Va Ba		003	G3 III M6 VI	
1833	Kaddi.	E224000-5	Ba		002	M9 V K6 D	
1834	Shiruush.	E374200-6	LoPop		800	F1 D	
1835	Shiishvluum.	A460533-8	Ni De		525	G3 V	
1837	Naandas Mesh.	D552000-6	Po Ba		003	K0 D M0 D	Chirper.
1838	Kiis.	C689000-6	Ba		021	F8 D	
1839	Sort	E625488-6	LoPop		503	K2 V	
1840	Kishgi.	D644133-6	LoPop		604	M4 D	
1903	Pem.	D452422-1	Po LoPop	S	504	G4 D M5 D	
1904	Nir.	E778455-3	LoPop	S	704	G4 V M7 D	
1905	Gakaa.	D6AA400-8	Wa LoPop		624	M3 VI M3 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1909	Shaam.	E458833-0			714	F6 D M3 D	
1910	Bain.	E410000-5	Ba		013	G5 IV M4 D	
1911	Sam.	B686122-7	LoPop		104	F5 D	
1912	Uurka Sen.	C487300-8	LoPop		125	F1 V M4 D	
1913	Giliak.	CAB7344-6	LoPop Fl		802	G2 V	Ancient Site.
1915	Anin Ishir.	C96A799-6	Ri Wa		500	G2 D	
1920	Ocho	D264444-6	LoPop		514	M8 D	Full Data
1921	Markdig Me.	E110622-4	Na Ni		124	M0 V	Full Data
1923	Uurki As.	B755300-7	LoPop		502	F1 V M7 D	Full Data
1925	Khuushesh Vlash.	E311000-3	Ic Ba		004	M8 D M4 D	Full Data
1926	Asimuuk.	E676666-2	Ag Ni		103	G3 V M7 D	Full Data
1931	Dakgii.	D524666-8	Ni		402	M7 III	
1932	Khazu.	B8976BB-8	Ag Ni		505	F4 VI M2 D	
1933	Gish.	C243333-8	Po LoPop		104	G9 D	
1935	Sig.	A222322-C	Po LoPop		815	A5 IV	
1936	Kirralish.	D513000-6	Ic Ba		003	M0 V	
1937	Magir Nigi.	B253377-B	Po LoPop		302	G4 V M9 D	
1939	Mali Ka.	E597344-3	LoPop		604	K4 D M1 D	
2001	Gaiir.	D506111-6	Ic LoPop Va		903	F1 VI M8 D	
2002	Degesh.	C535000-6	Ba		014	K8 V	
2003	Kiikuu.	D322200-7	Po LoPop		503	M2 V	
2006	Igvlekenmi.	B410333-9	LoPop		904	K2 V M9 VI	AAB Repository.
2008	Gain.	C140000-7	Po De Ba		004	F1 V	
2009	Daaraam.	E673577-0	Ni	N	124	G0 D	
2012	Liuu Ka.	A000100-C	Ast LoPop Va		901	M3 V K9 D	
2013	Empuuir.	A868544-9	Ag Ni		610	G3 D	
2021	Kudii Ki.	C544200-8	LoPop		912	F8 D M6 D	Full Data. ROM Depot.
2022	Ipvlunbiash.	C767000-6	Ba		000	F3 V M6 D	Full Data
2024	Makhi.	C765133-4	LoPop		400	F9 D M4 D M5 D	Full Data
2025	Kiiem.	AA6A444-9	Wa LoPop		211	F4 V	Full Data
2026	Daam.	D635000-4	Ba		013	K2 V	Full Data
2030	Liikhuugkhi.	C637000-8	Ba		012	G9 V M0 D	
2031	Uururk Shaag.	C626000-7	Ba		000	M1 V M2 D	
2038	Duudinguu.	C565533-6	Ag Ni		213	G3 V	
2039	Khaluui.	B754233-7	LoPop		504	F0 D	
2040	Enush.	B636788-A			320	K8 D	
2105	Giipi.	E8B6422-3	LoPop Fl		403	F2 V	
2110	Gan.	C88A255-7	Wa LoPop		804	M4 D M3 D	
2111	Gerpa Ad.	CA9A000-7	Wa Ba		003	F9 V M2 D	
2112	Ankha Vluug.	C485577-8	Ag Ni		804	G4 V M2 D	
2113	Amkha Gamer.	D110000-6	Ba		023	K4 V	
2114	Uumaan An.	C98A344-9	Wa LoPop		104	G8 D	
2115	Khikma Ga.	B6AA000-A	Wa Ba		000	M1 V	
2117	Irgi.	E160100-7	De LoPop		504	G3 V	
2118	Asma.	D676311-5	LoPop		404	K6 D M1 D	
2121	Vliguur.	E234411-4	LoPop		803	M4 V	Full Data
2122	Aanshand Vle.	A234588-A	Ni		200	M0 II	Full Data
2126	Luir.	E300000-4	Va Ba		002	M1 V M9 VI	Full Data
2127	Bashu.	D879000-8	Ba		003	F2 D	Full Data
2128	Gindiiga.	E556100-2	LoPop		502	G1 V	Full Data
2130	Dadish Uunkuu.	E350000-4	Po De Ba		000	G5 D M4 D	
2131	Diikhe.	E8C4000-4	Fl Ba		000	K0 V	
2133	Kuushiki.	C479633-6	Ni		513	F4 VI	
2134	Umurim.	C230366-A	Po De LoPop		601	K0 V	
2137	Gar.	C7A6200-8	LoPop		833	M0 V	
2138	Khami.	C5956AA-8	Ag Ni		824	G3 V M7 D	
2201	Iirer.	C433744-8	Na Po		400	M0 V M8 D	
2207	Bigam.	D6B0000-6	De Ba		003	K1 V	
2209	Areshu	C1309DD-B	Na Po De HiPop		304	F4 V M5 D	
2210	Esem.	E472000-4	Ba		004	M6 VI	
2212	Nir.	C99A433-7	Wa LoPop		321	K4 D M2 D	
2213	Kashmi.	E446500-4	Ag Ni	S	600	G0 VI	
2216	Kiir.	C464566-9	Ag Ni		103	M1 D M5 D	
2218	Daeshpamuuk.	D897000-2	Ba		013	G3 V M3 D	Full Data
2219	Apkara.	E425322-6	LoPop		911	M3 V M8 D	Full Data
2220	Suuglad.	B433000-A	Po Ba		004	G8 V	Full Data. Ancient St.
2223	Ensiikhuu.	B100977-A	Na Ind HiPop Va		200	G7 III M0 D M1	Full Data
2224	Ershuu Khunaa.	C220100-8	Po De LoPop		220	M2 V	Full Data
2227	Amgi Du.	B653544-6	Ni Po		113	M2 V	Full Data
2228	Bad.	C432411-5	Po LoPop		522	M1 V M9 D	Full Data. Ancient St.
2229	Anuza	E251644-9	Ni Po	S	413	K6 VI	Full Data. Chirper.
2235	Irpakgaem.	B657466-A	LoPop		303	K9 D M0 D	Chirper.

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2237	Duurkhiimuu.	B476544-6	Ag Ni		703	F8 D M8 D	
2238	Uurmazaan.	C435444-7	LoPop		802	M1 V M5 V	
2239	Kam.	E400222-4	LoPop Va		210	K1 V M7 D	
2240	Guumii Li.	C762133-4	LoPop		902	G7 D M5 D	
2301	Milii.	E776344-3	LoPop		805	F7 D	
2303	Uurka.	C666300-4	LoPop		900	G3 V M5 D	
2308	Uku.	B6A6622-B	Ni		503	G1 V	
2310	Shibar Ar.	C451000-5	Po Ba		002	G3 D	
2315	Irale	B898877-8			620	F9 VI	
2316	Emki.	E653511-4	Ni Po		804	K4 VI M3 D	Chirper.
2320	Saam.	E798000-2	Ba		012	F7 V M9 D	Full Data
2324	Piikhi Ir.	C797344-8	LoPop		300	F7 D M2 D	Full Data
2326	Uunduu Ig.	C587333-4	LoPop		204	G1 V	Full Data
2328	Reanduush.	D683577-4	Ni		302	G1 V	
2330	Vlakuuaag.	E572211-4	LoPop		403	F4 D	
2331	Imkerk Im.	C332ABB-9	Na Po HiPop		102	G3 V M4 D	
2332	Uumga.	C231555-B	Ni Po		712	A3 V F7 D	
2336	Karak.	B647000-7	Ba		004	F3 D	
2339	Ishdiisuu.	D333000-9	Po Ba		001	M4 V	
2401	Sauu.	B100233-A	LoPop Va		702	M7 IV	
2403	Niuumin.	E449233-4	LoPop		803	G1 D M4 D	
2404	Kiiridli.	B120000-C	Po De Ba		004	M9 V	
2405	Kaap Pi.	E87A000-6	Wa Ba		014	K7 V	Githiaskio Homeworld.
2406	Kiduunim.	A7897AA-9			430	M2 VI	
2407	Vlur.	E528222-6	LoPop		504	M5 V	
2408	Laapirli.	D552000-7	Po Ba		003	G2 VI M5 D	
2409	Irmaapuu.	E522544-2	Ni Po		522	K3 V	
2411	Gadli Sha.	EAB4000-3	Fl Ba		024	M1 V	
2413	Daaud Kar.	B8A6855-9			603	K1 IV	
2417	Ara Ar.	C898000-4	Ba		023	G0 VI	
2421	Antares	A762788-B	Ri		621	M1 Ib A0 VI	Full Data
2422	Naara.	E550200-0	Po De LoPop		100	K2 V M0 D M7 D	Full Data. Chirper.
2425	Ansenz	B547AAA-A	Ind HiPop		703	G2 V M9 D	Full Data
2426	Guesh.	D785000-3	Ba		003	F1 D	Full Data
2427	Shaan.	C350599-6	Ni Po De		322	G2 D	
2432	Dinaam Kashum.	E465444-3	LoPop	S	411	G2 V	
2434	Dunir.	E696333-4	LoPop		320	F3 V	
2435	Diash.	C7C4211-7	LoPop Fl		213	K3 V	
2436	Shiash.	C454444-5	LoPop		603	F4 D	
2438	Sheshmaaiim.	E749566-0	Ni	S	524	M3 V M6 D	
2439	Newsi	E523322-6	Po LoPop		614	K5 D	
2440	Vleshas.	D778100-6	LoPop		303	F9 D	
2501	Uumir Uurvli.	B310477-7	LoPop		632	G0 VI M3 D	
2504	Ipsi.	B150522-A	Ni Po De		515	F9 VI	
2505	Amushvlu.	D443744-7	Po		712	F4 V	
2507	Mum.	D635000-4	Ba		001	G4 VI M3 D	AAB Repository.
2508	Kuinmi.	A400888-9	Na Va		622	M2 V M0 D	
2509	Kamruu.	D344000-5	Ba		022	G3 D M2 D	
2510	Arzuuar.	C554411-5	LoPop		823	G4 D	
2512	Khar.	E638000-5	Ba		021	G4 V M7 D	
2528	Gash.	B62A766-9	Wa		100	K2 IV	
2535	Uurvlaa As.	B510133-A	LoPop		102	K8 V	
2536	Buurki.	B333311-A	Po LoPop		104	M0 V	
2537	Irguu.	B610755-7	Na		403	M7 IV M4 D	
2538	Ishar Kuuim.	CAC3000-8	Fl Ba		010	A2 V M2 D K3 D	
2603	Naki Ku.	B140000-8	Po De Ba		000	M1 VI	
2606	Likuu.	E655000-5	Ba		002	G6 V	
2608	Irdaairaar.	C324000-8	Ba		011	A3 V K4 D	Ancient Site.
2611	Kunnar.	A243222-8	Po LoPop		904	M1 VI M8 D	
2612	Gusda.	C312000-7	Ic Ba		023	F5 V M9 D	
2630	Dinsha.	D510000-7	Ba		015	M5 D	
2631	Kis.	D464444-6	LoPop		625	G8 D	
2634	Kuue Ir.	B99AABB-B	Ind Wa HiPop		920	F1 D M8 D	
2635	Ghou	D5548BB-7			834	F3 VI M8 D	
2637	Annikhuu.	B463000-8	Ba		004	M8 D	
2638	Khikin.	B8AA566-D	Ni Wa		105	K0 VI	
2639	Kiiiki.	E200333-6	LoPop Va		204	M1 V M5 D	
2706	Ramu.	D4259CC-5	Ind HiPop		705	M0 V	
2708	Arla Ir.	E994000-3	Ba		004	G3 VI	
2709	Gikhe.	C77A466-8	Wa LoPop		104	G4 V	
2712	Nuur.	A565766-8	Ag Ri		201	F4 V M9 D	
2730	Iindaarim.	B528311-A	LoPop		403	K4 V M8 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2734	Maguu.	E3227BB-0	Na Po	N	902	F6 VI M5 D	AAB Repository.
2736	Rami.	E755000-4	Ba		012	G5 V M9 D	
2739	Deduurgalu.	C583000-7	Ba	S	014	K4 V	
2740	Kaaarrap.	B7B3000-9	Fl Ba		010	G7 V	
2805	Garid Girir.	C5A8766-9			401	M0 V M9 D	
2806	Khir.	E985222-1	LoPop	S	624	F9 D	
2810	Arkhuund.	D345200-4	LoPop		204	F7 V	
2812	Gadmii.	B554544-7	Ag Ni		903	M4 V M5 D	
2833	Eshkhuundguu.	E994100-6	LoPop	S	905	G0 D M8 D	
2835	Geankhish.	D765300-4	LoPop		323	M8 D M5 D	
2840	Korparov	C8B08AA-B	De		600	F9 D	
2901	Kuubuu.	CA8A688-7	Ni Ri Wa		411	G3 V	
2902	Maamki Mi.	E658511-1	Ag Ni		204	F1 V	
2903	Ishpaim.	C668377-4	LoPop		802	K3 D M3 D	
2905	Uumir An.	A534111-B	LoPop		500	M5 V	
2906	Vluukhe.	E646655-3	Ag Ni		603	G0 VI M2 D	
2908	Kiimin Gi.	E100899-4	Na Va		910	M0 V	
2909	Birar Ish.	D729000-6	Ba		000	G4 V M3 D	
2911	Ruushdi Ir.	B554166-7	LoPop		510	F9 D M7 D	
2912	Mizikush.	E56A211-6	Wa LoPop		723	G0 D M6 D	
2922	Ishgiirad.	D9A5644-2	Ni		320	M0 V	
2930	Guukin.	B638111-A	LoPop		215	M7 V	
2932	Ishdi Un.	D262577-5	Ni		510	F1 VI	
2933	Mapashar.	E000000-6	Ast Va Ba		004	M3 D M5 D	
2935	Khavla.	C140644-9	Ni Po De		204	F9 D	
2938	Dime Lu.	C665855-6	Ri		404	G3 VI M3 D	
2940	Gikuushkhuu.	B7B1422-9	LoPop Fl		304	K0 V	
3004	Imimshaa.	D96A000-8	Wa Ba		024	F9 D	
3005	Vlanir.	D796000-6	Ba		024	M0 V M4 V	
3007	Anuush Ka.	E646000-4	Ba		003	K4 V	
3008	Khishii.	E799111-6	LoPop		600	G4 V M5 D	
3010	Agir.	A8C6211-8	LoPop Fl		914	K3 V	
3011	Muuba.	C210211-8	LoPop		604	K4 VI M5 D	
3031	Endin Nuu.	D748000-6	Ba		023	K9 V	Ancient Site.
3033	Luumaish.	D444400-5	LoPop		313	K3 V M2 D	
3037	Mikhuuuunshush.	B632400-8	Po LoPop		203	K5 V	
3038	Ardii.	C6B5000-8	Fl Ba		022	M5 II M1 D	
3106	Shuuin Kher.	E400000-5	Va Ba		002	M6 VI	
3108	Kadi.	A7C6400-B	LoPop Fl		703	K1 VI M6 D	
3129	Mukusi	D457A66-8	HiPop		712	G1 V	
3131	Khashlu Karkhuu.	E768999-0	HiPop		923	G4 D M3 D M6 D	
3135	Iirluu.	C777599-6	Ag Ni		313	G6 V M4 D	
3139	Dini	D382655-A	Ni Ri		413	F6 D M5 D	
3201	Khagam Ii.	A661211-8	LoPop		614	F9 VI M4 D	
3202	Shirin.	C343588-6	Ni Po		113	K0 D	Ancient Site.
3203	Ruuuu Das.	D675000-4	Ba		021	K4 D	
3204	Iriirk.	B79A455-A	Wa LoPop		310	F4 D M2 D	
3207	Gam.	D254544-5	Ag Ni		103	F3 V M8 D	
3209	Ziiir.	E230344-4	Po De LoPop		910	M1 V	
3211	Zuukuu.	C253377-8	Po LoPop		805	F5 D	
3230	Khiiniish.	D000000-6	Ast Va Ba		023	M4 V M2 D	
3235	Kiir.	B99A611-8	Ni Wa		432	F9 VI	
3237	Kashark Ai.	E667233-5	LoPop		604	F5 D M0 D	

This sector has 553 worlds, of which 465 have native gas giants. The estimated population for the sector is 940 billion sapients (not necessarily humans). There are 39 Agricultural (Ag) worlds versus 26 Non-Agricultural (Na) worlds. There are 97 Non-Industrial (Ni) Worlds versus 9 Industrial (Ind) worlds. There are 13 Rich (Ri) worlds versus 95 Poor (Po) worlds. There are 47 Water Worlds (Wa), 17 Ice-Capped worlds (Ic), 42 Desert worlds (De), and 54 Vacuum (Va) worlds. There are 25 High Population (HiPop) worlds versus 225 Low Population (LoPop) worlds. There are 16 Asteroid Belts (Ast) in the subsector. There are 156 Barren (Ba) worlds. The highest population world in the sector is 0533 D585ADD-1 Saazi.; the lowest population world is 0103 E000000-5 Lampigas.. The average tech level in the sector is 6 (most lie between 3 and 9). World names are primarily Vilani.

The Gushemege Sector — Referee Data

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0125	Inza I.	E265355-4	LoPop	S	904	M4 V	Ancient Site.
0126	Shanaddir.	A65A244-C	Wa LoPop		303	K1 V	Chirper.
0130	Vlibi.	BAB6444-8	LoPop Fl		200	G4 V M1 V	
0131	Sirir	E796544-2	Ag Ni		323	K3 V	
0132	Gan.	D260133-4	De LoPop	S	100	A1 III M2 D	
0135	Usir.	E200633-5	Na Ni Va		702	K1 V	
0136	Dandii.	A487455-B	LoPop		224	M6 IV	
0137	Ushulu	C782899-7	Ri		700	M0 V M4 D	
0138	Maraam Uur.	C333122-8	Po LoPop		722	G8 V M3 D M0 D	
0140	Uuriirguuug.	B768000-8	Ba		000	M0 V M7 D	
0222	Uuna.	C776100-7	LoPop		300	K7 II	
0223	Irind.	A433888-A	Na Po		813	M0 V	
0227	Mashshad.	D86A7AA-7	Wa		924	M2 V	
0228	Raid.	E652000-0	Po Ba	N	000	M4 V M1 D	
0229	Arvluuiir.	E653000-3	Po Ba		000	K0 V M5 D	Chirper.
0230	Anpum.	B225988-B	Ind HiPop		405	K2 V M6 D M1 D	
0231	Idemkhun.	E503100-4	Ic LoPop Va		122	M3 VI K9 D	
0233	Ura.	D695000-6	Ba		003	M7 V	
0236	Miiin Gu.	B8A5000-8	Ba		022	K7 V	
0237	Strand	D987233-7	LoPop	S	302	G4 V	
0239	Gurguuan.	E120000-2	Po De Ba		004	K9 V	
0327	Ammur.	B540333-7	Po De LoPop		222	M0 V M7 D	
0328	Irkaum.	B343244-9	Po LoPop		802	M8 II M8 V	
0329	Iigda Li.	E55A200-1	Wa LoPop	N	500	M6 V	
0332	Inuruum.	E472000-2	Ba		023	K2 V M8 D	
0333	Urashidsha.	C537100-8	LoPop		511	M6 V	
0334	Kad.	C515000-7	Ic Ba		003	K3 IV M6 D	
0338	Imiir.	E560588-2	Ni De		713	G0 V M1 D	Droyne.
0339	Sagal	E887AEE-4	HiPop		413	K1 IV M0 D	
0422	Lalaem.	C514000-9	Ic Ba		012	K0 V	
0428	Gage Am.	B265000-B	Ba		000	K6 V	Ancient Site.
0432	Guuirkuu.	C573377-6	LoPop		304	M8 II M9 VI	
0433	Gaguumad.	C646000-6	Ba		005	M2 V	
0434	Nuuguusder.	D230333-6	Po De LoPop		404	M8 V	
0435	Gishlaam.	D423100-6	Po LoPop		405	K3 V	
0436	Irirkavler.	C5437AA-7	Po		610	M5 II	
0437	Gaipnumuu.	B484244-4	LoPop		502	K6 D	Ael UYael Homeworld.
0438	Mishi.	E532222-5	Po LoPop	S	700	M9 V M1 D	
0439	Vlir.	C453611-A	Ni Po		803	G0 V	
0517	Khakhuga.	C96A533-7	Ni Wa		324	M0 V	
0526	Namgu Shagi.	E200311-5	LoPop Va		122	K3 V	
0527	Gaashe Aar.	B895133-A	LoPop		203	G3 V M7 D	
0529	Eruurla.	B584000-9	Ba		010	M8 IV M4 D	AAB Repository.
0530	Likhish.	C662422-8	LoPop		602	K3 V M2 D	
0531	Dui.	C325366-8	LoPop		702	K3 V M4 D	
0532	Mind.	E8D5211-2	LoPop	S	202	K0 V M1 D	
0536	Pagazii.	C967977-6	HiPop		504	M0 V	
0537	Khauu.	A764200-A	LoPop		700	M6 V M4 D	
0610	Zaurgaim.	E86A444-4	Wa LoPop	S	802	K3 V	
0614	Irmeshguam.	C200000-7	Va Ba		024	M4 V	
0617	Khishkend.	E779211-4	LoPop		612	M9 V M7 D	
0623	Zuukuur Guu.	C657211-8	LoPop		705	M1 III	
0626	Zashguum.	D260466-5	De LoPop		913	K4 V M5 D	
0627	Iimpa Gi.	C757233-5	LoPop		300	M4 V M2 D	
0628	Neran.	D571133-6	LoPop		702	K3 V M2 V M1 D	
0630	Kan.	C545100-9	LoPop		424	G4 V M6 D	
0631	Irgaa An.	C594000-6	Ba		012	M2 V	
0632	Uushka Shar.	D738366-7	LoPop		910	K4 V M5 D	
0634	Arkde.	CAD6000-5	Fl Ba		000	M0 V	
0639	Duushu Uu.	A565544-C	Ag Ni		514	K3 V M4 D M4 D	
0640	Merash.	C200644-8	Na Ni Va		402	K4 V M2 D	
0718	Uurshishiim.	B79A355-B	Wa LoPop		600	M0 IV	
0722	Perin.	B110400-A	LoPop		404	K3 V	
0723	Ardaa.	B542855-8	Po		810	G2 V	
0725	Ishsha Bagar.	C411477-B	Ic LoPop		414	M3 V M4 D	
0727	Uurshishiim.	E73AAAA-7	Wa HiPop	S	714	M2 V M5 D	
0728	Mara.	D333000-7	Po Ba		000	M2 III	
0729	Khiivlindaa.	B300722-B	Na Va		822	M3 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0732	Liuur Kuudi.	C100211-B	LoPop Va		913	M4 V	
0733	Khin.	A9C7233-9	LoPop Fl		704	A6 V M6 D	
0737	Duurer.	B585000-8	Ba		000	M3 V K6 D	
0738	Dikaash	C627755-B			601	M4 V	
0740	Manii Ukga.	B100000-9	Va Ba		000	M8 VI M4 D	
0803	Shiler.	E7B1555-2	Ni Fl		600	K1 V M3 D	
0810	Adka.	E558244-4	LoPop		601	M3 V M3 D	Ancient Site.
0813	Kepa.	C355455-9	LoPop		400	K4 V	Chirpers. Ancient St.
0820	Keish.	C576544-7	Ag Ni		920	M3 V	
0824	Khiiash Iir.	D547000-6	Ba		005	M1 V K1 D	
0826	Irdiivland.	C8B0255-9	De LoPop		513	M3 V M5 D	
0827	Shauum.	D203100-6	Ic LoPop Va		505	M4 VI	
0829	Damuum Um.	C645344-9	LoPop		102	K2 V	
0831	Irsha Dak.	A79A777-C	Wa		902	G4 IV	
0839	Ginupa	C5598BB-9			203	G0 V	
0840	Givluur Aran.	B502000-B	Ic Va Ba		013	M2 V M4 D	
0912	Aakgar.	D683333-7	LoPop		100	M7 III	
0914	Shaara Ush.	C575344-4	LoPop		813	K4 V M9 D	
0920	Gamed Kii.	B150111-9	Po De LoPop		903	M4 V M0 D	
0921	Kameshirand.	C534888-9			304	M3 V	
0922	Dudu.	B775000-A	Ba		003	K2 III	
0923	Givluur Aran.	EA9A677-7	Ni Wa		802	M0 V M0 D	
0924	Karsaar.	C326000-9	Ba		001	M4 V M6 D	Droyne.
0925	Pisar.	B87A688-7	Ni Wa		302	M7 VI	
0926	Riuur.	B457100-8	LoPop		603	M4 V M6 D	
0927	Agkhuu.	E678333-5	LoPop		221	G5 D	
0928	Saash.	C692133-5	LoPop		713	M8 V	
0930	Ganarkiar.	E442222-7	Po LoPop		623	M2 VI	
0933	Gaash Khe.	E372355-4	LoPop		703	M2 V M4 D	
0934	Vlapdaar Na.	D887222-5	LoPop		101	M9 VI M8 D	
0935	Aris.	C865000-8	Ba		000	G1 V M6 D	
0936	Shiiamkhi.	D561200-5	LoPop		204	G4 V M5 D	
0937	Iidkek.	B372666-9	Ni		100	F3 V	Ancient Site.
0940	Ruurzain.	E000100-6	Ast LoPop Va		100	K3 V	
1013	Miir.	B410311-C	LoPop		402	M3 V M5 D	
1015	Kamurinmur	A260333-B	De LoPop		613	K0 V M8 D	
1018	Ishluu Li.	D244144-6	LoPop		400	M0 V M3 D	
1019	Lesh.	A5656AA-8	Ag Ni		514	M0 V M2 D	
1020	Nan.	A100788-C	Na Va		904	M4 V	
1021	Miiamiin.	D471144-7	LoPop		600	K9 III M9 D	
1023	Uushpuu.	D120100-9	Po De LoPop		815	K3 V	
1025	Anuurk.	D767222-7	LoPop		804	M2 V M8 D	
1026	Dise.	E78A311-6	Wa LoPop		500	M9 VI	AAB Repository.
1027	Iigkuu La.	C200522-8	Ni Va		822	M0 V M9 D	
1029	Gaer Ak.	D270100-8	De LoPop		102	F2 V	Ancient Site.
1033	Kisi Sa.	C240422-8	Po De LoPop		911	K2 V	Chirper.
1036	Anmiinuu.	C678122-6	LoPop		703	G0 III M3 D	Ancient Site.
1038	Sharim	B435544-C	Ni		400	M3 V	Droyne.
1039	Sikam Ap.	D424222-5	LoPop	S	601	K0 V M8 D	
1118	Biila Gir.	B333355-A	Po LoPop		200	K5 III	Droyne.
1119	Miir.	C637ADD-8	HiPop		214	M3 V M6 D	
1120	Kaarmauur.	E504455-6	Ic LoPop Va		704	M5 D M2 D M8 D	
1122	Dein.	E436100-3	LoPop		813	M4 V	
1123	Kapir.	C88A100-7	Wa LoPop		901	M4 V	
1124	Geiir.	B524000-8	Ba		012	K2 V	
1125	Ashla.	B300577-A	Ni Va		500	K4 V	
1127	Lauur.	D223100-6	Po LoPop		602	M4 V M9 D	
1128	Vlus.	D350211-9	Po De LoPop		902	K4 V	Chirper.
1129	Dandgu.	A220500-C	Ni Po De		713	M7 IV M4 D	
1133	Digur.	E532133-7	Po LoPop		713	A2 V M8 D	
1135	Ashga.	D265333-3	LoPop		213	M0 V	
1136	Arishshiir.	C543677-9	Ni Po		403	K0 V	
1137	Liishi Uu.	B312322-A	Ic LoPop		900	M4 V M3 D M6 D	
1139	Sali.	A7A7466-8	LoPop		202	K0 V	
1140	Arkmii Maaguu.	E898000-3	Ba		010	K2 V M6 D M0 D	
1209	Nar.	B426155-A	LoPop		823	G7 II	
1213	Ampibirlu.	C8D0788-8	De		725	M1 III	
1221	Lashgar.	E410100-5	LoPop	S	602	M2 V	
1223	Piish.	C363511-8	Ni		803	F0 IV	
1225	Idiish.	A321533-B	Ni Po		324	M9 V	
1227	Amka.	C331588-7	Ni Po		824	M2 V	
1228	Maam.	E455111-5	LoPop		703	M4 V	Ancient Site.

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1231	Manda.	D675444-3	LoPop		323	M2 V	
1233	Kadkaagi.	D440355-7	Po De LoPop		803	G1 V	
1234	Sidur Ishki	A312A99-C	Na Ind Ic HiPop		620	M0 V M0 D	
1235	Iinka.	E434577-5	Ni		815	K1 V	AAB Repository.
1236	Shiiki	B551AAA-8	Po HiPop		610	G0 V	
1237	Iduup Ka.	E655355-0	LoPop	N	405	K1 V M6 D	Chirper.
1239	Anaar Aapki.	E100244-8	LoPop Va		424	M3 V G7 D	
1308	Paparmuu.	B344877-7			304	G3 V M0 D	
1319	Apduu.	B570000-6	De Ba		012	K3 V	
1321	Gaaag Ra.	C665000-6	Ba		021	M0 V M5 D	
1322	Ashadin.	C587000-8	Ba		004	G9 IV	
1328	Iruur Ki.	B130200-B	Po De LoPop		503	K4 V M9 D M9 D	
1331	Kimii Magar.	C321366-6	Po LoPop		703	G9 IV M6 VI	
1333	Idkha Puun.	A877233-8	LoPop		200	F0 V	
1334	Unpa.	C786122-B	LoPop		820	M6 V	
1337	Gena.	C745100-7	LoPop		310	K4 V	
1340	Guupki.	C443233-8	Po LoPop		403	F7 IV M3 D	
1407	Arag.	EAF7000-6	Fl Ba		021	K0 V M8 D	
1412	Uumge En.	B83A122-D	Wa LoPop		720	M3 V	
1414	Kigegli.	B9A9233-B	LoPop		204	K0 V	
1417	Kupiimnali.	D836000-6	Ba		025	K8 V	
1422	Kandmas Ga.	D262566-5	Ni		703	G2 V M8 D	
1423	Irinem.	B411355-9	Ic LoPop		904	M0 V	
1425	Khika.	B000655-B	Na Ni Ast Va		903	G8 VI	
1426	Irimnunbu.	C263666-9	Ni Ri		404	M1 V M2 D	
1430	Khuudii Ar.	B526211-A	LoPop		700	M8 IV M7 D	AAB Repository.
1431	Piuug.	C500444-7	LoPop Va		100	G8 V M4 D	
1432	Dirnas.	BAC4000-9	Fl Ba		020	M0 VI	
1433	Mar.	C629000-6	Ba		003	M2 V M6 D	
1434	Laduu Ushku.	B626799-8			324	M0 V M7 D	
1439	Shupin	E959466-5	LoPop		204	M4 IV	
1440	Miish Agki.	B635000-B	Ba		000	M6 V M9 D	
1507	Nar.	C300466-A	LoPop Va		404	M2 VI K5 D	
1510	Ranir.	D543533-5	Ni Po		600	K2 V	
1512	Digmin Kha.	C471533-9	Ni		102	G1 V	
1518	Miikiiiip.	E382000-4	Ba		014	M3 V	
1519	Gershalli.	D561733-6			200	M3 V M7 D	
1520	Duurkhiigeme.	A651200-9	Po LoPop		903	K4 II M1 D	Chirper.
1521	Iiruum Ar.	D764455-4	LoPop		103	G9 IV M0 V	
1522	Luuem.	B567233-6	LoPop		911	M4 D	
1523	Gidi Ni.	BAE7000-8	Fl Ba		023	M3 V M7 D	
1525	Gas.	C410255-A	LoPop		503	K9 V	
1526	Shan.	E362100-3	LoPop		312	M0 V	
1528	Luushgum.	B498655-8	Ag Ni		713	G2 V M5 D	
1529	Ishig Aasish.	E441244-5	Po LoPop		704	M1 V M1 D	
1530	Duurkhir As.	C420200-9	Po De LoPop		905	M0 III	
1531	Diaar Mu.	B787533-9	Ag Ni		405	M2 V	
1532	Khimkhish.	A549133-8	LoPop		400	K3 V	
1534	Nuushish Biishir.	B6567AA-7	Ag		804	G1 V M6 D M2 D	
1539	Idma.	C443766-A	Po		903	K4 V	
1540	Shiikash Iind.	E555000-3	Ba		003	M0 V	
1605	Inkaa Ip.	E100599-6	Ni Va		704	M0 V M6 D	Ancient Site.
1612	Guuka Apgii.	E899100-5	LoPop		500	M2 V	
1613	Indi.	E7A8677-4	Ni		402	A4 V	
1615	Kuuuuriir.	B445266-7	LoPop		803	F0 V	
1616	Imaparlu	B556AAA-8	HiPop		504	G1 V	
1618	Iirkhuuash.	A610633-A	Na Ni		135	M0 V M7 D	
1619	Shandpa.	D150533-8	Ni Po De		421	K9 VI	Chirper.
1620	Guer Nishi.	B000555-A	Ni Ast Va		703	G5 III M8 D	
1622	Kuurir.	C648300-7	LoPop		903	K1 V	
1623	Shiika Laa.	C848577-8	Ag Ni		300	K3 IV	
1624	Guuarbe.	C520000-7	Po De Ba		003	M1 V M0 D	
1625	Kipii.	C264344-8	LoPop		814	G0 V	
1627	Khiiish.	D400000-7	Va Ba		022	M3 V	
1629	Muurlar.	D534233-7	LoPop		715	M1 V K1 D	
1637	Miirkar Um.	D233699-7	Na Ni Po		104	K3 V	
1638	Khabaa Id.	A597344-B	LoPop		204	G2 V	
1640	Likha.	D78A311-7	Wa LoPop		203	M6 V	
1712	Irir.	C757488-7	LoPop		404	K8 III	Chirper.
1715	Geaad Guu.	C665266-7	LoPop		515	M2 V M1 D	
1717	Ded.	E566100-5	LoPop		404	G0 III M8 V	
1718	Kakhe.	C74A000-9	Wa Ba		010	M3 V M3 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1721	Baagimar.	C000411-6	Ast LoPop Va		400	M4 V	
1722	Kuuskeg Am.	B87A477-B	Wa LoPop		803	M0 V	
1723	Bianimkaan.	E362111-5	LoPop	S	403	M2 VI M3 D	
1724	Kira.	B772433-B	LoPop		605	M4 V K6 D	
1727	Gaar.	E424466-5	LoPop	S	420	M0 D M2 D	
1732	Shiiparir.	B873522-7	Ni		514	K6 IV M2 D	
1733	Arnuukara	B360899-C	Ri De		713	M2 V	
1734	Umiid Ma.	C427344-7	LoPop		602	K8 III M8 D	Ancient Site.
1735	Aris Kaan.	C200100-8	LoPop Va		130	M3 V	
1737	Khamid.	C595433-8	LoPop		214	M1 V M2 D	Ancient Site.
1739	Inbuu Kharkhuu.	C333222-9	Po LoPop		400	K2 V M2 VI	
1740	Amdi.	A100255-C	LoPop Va		224	M4 V	
1801	Luurin Uugluu.	A130977-C	Na Po De HiPop		303	M0 V	
1810	Inrim Irvlu.	E210511-5	Ni		600	M1 V	Ancient Site.
1811	Diir.	C583233-7	LoPop		704	M2 V	Chirper.
1814	Aanlaaarshii.	C5578AA-8			104	M4 V	
1815	Uumsii.	D423000-9	Po Ba		020	M1 V M5 D	
1816	Nuugu.	B311211-B	Ic LoPop		310	M5 IV	
1818	Amlas Shaiir.	C568000-5	Ba		012	M4 V	
1821	Arkuir.	C244577-A	Ag Ni		334	G2 V M4 D	
1822	Erdu.	B344000-A	Ba		013	G5 VI	
1823	Pir.	AAF4144-A	LoPop Fl		812	G2 IV	
1826	Iraruu.	A89A200-C	Wa LoPop		700	M2 III	
1828	Riibuuinar.	E200111-6	LoPop Va		805	M2 V M5 D	
1832	Giuur.	A85A566-B	Ni Wa		805	M1 V M5 D	
1833	Anan.	E664244-4	LoPop		802	M1 V M5 V	
1835	Ginga Vli.	B467422-B	LoPop		103	F3 V M9 D	Ancient Site.
1839	Ersimir.	C465888-4	Ri		402	M4 V M8 D	
1905	Kinkhi Khi.	B7B0000-A	De Ba		003	G0 II	
1911	Uunduu Gas.	C456588-6	Ag Ni		714	M0 V	
1914	Mar.	E76A333-4	Wa LoPop		602	M2 V	
1915	Irzii.	E88A000-5	Wa Ba		001	K2 V	Ancient Site.
1916	Kuun.	E150377-6	Po De LoPop		100	M2 V	
1921	Garuu.	E726100-4	LoPop		703	M7 V	
1923	Liiir.	DA69200-5	LoPop		710	K2 V M3 D	
1924	Muum.	E777300-4	LoPop		403	K8 V	
1925	Khimiirmi.	C778322-5	LoPop		121	M5 IV	
1926	Aarishimer.	C2629BB-A	HiPop		413	M1 V	
1927	Kuirir.	E75A100-4	Wa LoPop		903	G4 V	
1930	Unlardigard	B3108AA-D	Na		604	M4 V	
1932	Miipumaarmir.	A467366-C	LoPop		503	A3 V	
1933	Kalii Sa.	D486233-6	LoPop		100	M0 IV	
1935	Khavle I.	E463000-5	Ba		020	M4 V	
1936	Keduumu.	D679233-7	LoPop		510	M2 V	
2007	Kin.	D251355-7	Po LoPop		302	G1 V	
2008	Uushiim Zuuiim.	D552377-6	Po LoPop		604	M9 V M7 VI	
2015	Mimmuu.	D585466-5	LoPop		110	K2 V	
2018	Ushpaagi.	B440355-A	Po De LoPop		602	M1 V M3 D M4 D	
2019	Adgamguuruund.	C9D6544-8	Ni Fl		300	G3 V M5 D M8 D	
2020	Imaar.	E264355-6	LoPop		600	K4 V	
2021	Biirdikauus.	D657344-4	LoPop		302	M0 V M5 D	
2022	Liikhem Uush.	B421799-9	Na Po		812	A3 V M9 D	
2029	Trill	B784566-C	Ag Ni		515	M1 V	
2031	Shidir.	A222300-C	Po LoPop		223	M8 V M1 D	
2036	Gushirdiimi	B4428BB-B	Po		423	M1 V	
2037	Gase Ka.	D424999-A	Ind HiPop	S	602	F3 V	Droyne.
2038	Buuna Ir.	B758666-8	Ag Ni		413	M0 V	
2040	Kudiaandi.	D231100-9	Po LoPop		704	M1 V	
2105	Dinid Is.	E332688-5	Na Ni Po		603	G4 V M2 D	
2106	Igar Uund.	B425555-9	Ni		704	M1 V M7 D	
2107	Shak.	E232411-6	Po LoPop	S	524	M4 V	
2108	Kiivla.	E540777-2	Po De		522	M2 VI M3 D	
2110	Usdinshekid.	C8A9644-A	Ni		800	M2 V	
2113	Kiisni Shirka.	E451000-4	Po Ba		003	K0 VI M5 D	Chirper.
2115	Vlage.	D420000-6	Po De Ba		002	M6 V	
2119	Kashkha.	EAAAADD-5	Wa HiPop		701	F2 V M7 D	
2120	Umda Ani.	E570000-3	De Ba		030	M5 VI M0 D	
2121	Adash Khu.	E67A466-4	Wa LoPop		415	K6 IV M7 D M1	
2122	Kuurin.	B541000-6	Po Ba		004	K4 V	
2124	Erkvluun.	D220344-9	Po De LoPop		624	M4 V	
2125	Shaaug.	E200111-7	LoPop Va		905	M3 V	
2127	Tlauwao	D330766-8	Na Po De		304	K0 V M9 D M7 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2128	Anir.	E549255-5	LoPop	S	504	A3 V	
2130	Kiesh Ni.	B000577-C	Ni Ast Va		903	K0 V M1 D	
2131	Guuam.	D525000-6	Ba		020	M4 V	
2132	Meshra.	C556000-A	Ba		024	F2 V M7 D	
2134	Lap.	C000644-B	Na Ni Ast Va		733	K1 V	
2136	Inmuu.	E787000-3	Ba		025	M0 V	
2139	Luiram.	A696000-9	Ba		003	G4 V	
2140	Uumli.	D510300-6	LoPop		210	G4 V	
2202	Kar.	B555899-6			403	K2 V M5 D	Chirper.
2205	Vlikha Mi.	E221488-5	Po LoPop		812	A3 V	
2206	Shaaku.	D547344-3	LoPop		701	M3 V	
2207	Irkhi	C678333-8	LoPop		922	K2 V	
2210	Anlir Ar.	C658688-4	Ag Ni		913	M4 V	
2213	Vliimkep Giirdaas.	D9B3544-7	Ni Fl		534	K1 V M3 D	
2215	Irgar Er.	D585511-4	Ag Ni		710	G1 V	
2216	Gumgand.	C5A5422-7	LoPop		914	M2 V	
2217	Andir Uum.	C222455-B	Po LoPop		803	M1 V	
2221	Baka.	C683311-5	LoPop		920	K4 V	
2223	Guuka.	E230000-2	Po De Ba	B	003	M5 IV M5 D	
2224	Usdiki	B664655-D	Ag Ni Ri		603	M0 V M0 D M9 D	
2225	Guugaiir.	E210444-6	LoPop		503	M3 V	
2227	Khaamkhand.	B693000-9	Ba		010	M1 V M2 D	
2228	Iruur.	B432766-A	Na Po		205	M7 VI K5 D	
2229	Mapuu.	D593244-6	LoPop		622	K1 V M5 D M2 D	
2231	Zanish	E677A66-6	Ind HiPop		503	M0 V	
2233	Daan.	E353344-0	Po LoPop	B	303	M3 V	
2237	Zir.	B524000-B	Ba		004	M7 V	
2240	Isharshan.	E622222-4	Po LoPop	N	712	K1 V	
2303	Gakaa.	E868100-5	LoPop		512	G0 V M6 D	
2305	Sharenga	B684344-B	LoPop		202	K3 V M4 D	
2306	Aaguur.	E797344-5	LoPop	S	724	K1 V	Chirper.
2307	Khap.	D221133-8	Po LoPop		600	M1 V M4 D	
2308	Shar.	E340200-4	Po De LoPop		301	G3 V	
2309	Nagu.	C672222-A	LoPop		301	M8 V	
2310	Paandshaar.	A794511-B	Ag Ni		800	M1 V M1 D	
2313	Ed	A57AAEE-D	Ind Wa HiPop		813	M0 III	Ancient Site.
2316	Muuan.	D647444-4	LoPop		100	G3 V M3 D	
2318	Vlaamiid.	C876133-7	LoPop		700	M1 V	
2320	Khar.	C674000-5	Ba		000	K3 V	
2323	Gelumuu.	C400555-6	Ni Va		410	M9 II K4 D M5	
2325	Droun	B543788-A	Po		900	K1 V	
2326	Larark.	C655000-7	Ba		001	G2 V M5 D	Ancient Site.
2330	Gaalu.	D260333-3	De LoPop		524	F2 V	
2331	Iskhe.	D73A544-5	Ni Wa		914	G0 V M7 D	
2332	Khikhiid.	D672322-2	LoPop		213	F1 V	
2333	Shir.	A000322-B	Ast LoPop Va		203	K2 V M0 D M4 D	
2334	Gas.	C252488-7	Po LoPop		623	K4 V M7 D	Chirper.
2335	Lirkhi Dagi.	D666000-5	Ba		024	M8 V M6 D	
2336	Ligi.	E140466-4	Po De LoPop		325	G5 VI M5 D	Ancient Site.
2337	Nir.	D513344-4	Ic LoPop		923	M3 V	AAB Repository.
2339	Shies.	E656000-5	Ba		004	M1 V M0 D	
2340	Kaka Pu.	D874200-5	LoPop		112	M1 IV M3 V	
2404	Kauur Ma.	D759344-3	LoPop		820	F3 V M5 D	
2406	Ashkha.	A73A9AA-A	Wa HiPop		603	M4 V	
2408	Lakirshai.	A538588-B	Ni		823	M3 V	
2410	Lauumgi.	D88A555-9	Ni Wa		604	K0 V M9 D	
2411	Uupuush Mir.	C78A322-7	Wa LoPop		302	M0 V	Ancient Site.
2414	Mili.	C000777-8	Na Ast Va		103	M2 V M6 D	
2415	Miiashpaaam.	B77A322-8	Wa LoPop		800	M4 V M1 D	
2418	Kidadkiir.	A621366-A	Po LoPop		800	M1 V M4 D	
2422	Giiki Kuu.	C785000-4	Ba	S	010	K5 VI M0 D	
2424	Khuunu.	B332511-B	Ni Po		700	K3 V M0 D	
2425	Uurshar Maaam.	E430100-4	Po De LoPop	S	414	G0 V	
2426	Aaslaa Argi.	B592000-9	Ba		034	K1 V	
2427	Irash In.	C5025AA-8	Ni Ic Va		900	M2 V	
2428	Shaaniir A.	E429555-6	Ni		102	A9 D M8 D	
2429	Vlinkhaa.	D120211-6	Po De LoPop		202	M9 V M7 D	
2430	Giuurli.	C334511-6	Ni		205	M4 V	Ancient Site.
2431	Guuluu.	D583677-5	Ni Ri		803	M4 V M5 D M9 D	
2434	Kiiiip.	E365000-4	Ba		012	M3 V M0 VI	
2438	Lier.	B500999-B	Na Ind HiPop Va		804	M0 V M6 D	
2439	Susadi	A8C1744-C	Fl		701	M3 V	

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2440	Iimir Shi.	D457000-4	Ba		013	M0 V M7 D	
2501	Uungad Iam.	D76A455-8	Wa LoPop		102	M3 V M0 D	
2502	Kas.	E735422-3	LoPop		510	K1 V M0 D	
2503	Lisni Iin.	C8B9233-7	LoPop Fl		123	M8 V	
2504	Uuplan.	D370100-6	De LoPop		201	M3 V M7 D	
2507	Shiramuunir	D444899-B			131	K1 V M7 D	
2509	Dueash.	B9C7200-7	LoPop Fl		303	G0 II M2 D	
2511	Vliisuur Er.	E736244-5	LoPop		503	M0 V M6 VI	
2512	Dumkas Makak.	E336000-7	Ba		004	K9 III	
2513	Masa	A221AAA-D	Na Ind Po HiPop		100	M3 V	
2514	Kimuu.	B637000-9	Ba		003	M1 V M2 D	
2517	Anga.	E242000-7	Po Ba		005	K5 V	
2521	Vlaim.	D8A9777-8			704	K8 III M3 D	
2523	Shukhiig.	D546000-5	Ba		000	G7 V	
2525	Karki.	B6B2000-8	Fl Ba		003	G9 V	
2526	Angi.	C310400-A	LoPop		802	F3 V	
2527	Khakhas Ish.	C366355-8	LoPop		520	G3 V	
2532	Khasuushir.	E889200-3	LoPop		524	K4 V	
2536	Anadga.	A140699-B	Ni Po De		212	K4 V	
2537	Shiiaruur.	C9867BB-7	Ag		124	M1 V M0 D	
2538	Kid.	D87A100-3	Wa LoPop		603	M4 V M4 D	
2539	Gazuu.	D988588-5	Ag Ni		304	M3 V	
2540	Lekhid.	E649577-0	Ni		503	G2 V M4 D	
2609	Gauu.	C7A6533-8	Ni		415	K2 V	
2610	Sashaka.	E525522-5	Ni		410	K4 V M6 D	
2612	Ashik.	D8C5100-8	LoPop	S	824	M9 V	
2613	Naan.	D647211-5	LoPop		602	K8 III M0 D	
2614	Umkhu Miir.	D358899-3			120	K1 V	Chirper.
2615	Diluu Lin.	C785455-6	LoPop		424	M2 V	
2617	Umdark.	E338322-7	LoPop		204	G9 III	
2618	Pir.	B647000-9	Ba		004	M5 V M1 D	
2619	Shashmii.	E334266-6	LoPop		114	M0 VI M6 D	
2620	Akushis	E0009BB-9	Na Ind Ast HiPop Va		704	M5 V	
2625	Ashgeir.	E633311-6	Po LoPop		102	M3 V	
2626	Uurkhish.	A948000-8	Ba		022	M1 V	
2627	Imarshas	C9C6599-7	Ni Fl		624	M0 V M6 D M2 D	
2628	Vluupuur.	D885155-7	LoPop		611	M6 V	
2629	Gira Sa.	C69A222-7	Wa LoPop		800	M0 V M2 D	
2630	Miirkiinkhuushan.	E8AA200-6	Wa LoPop		410	G1 V	
2632	Upbar Kuup.	C350977-6	Po De HiPop		702	G0 V	
2633	Shikiuund.	E543100-4	Po LoPop		310	K1 V M9 D	
2634	Gaash.	E336255-6	LoPop		403	G3 V	
2637	Arkan.	B425333-C	LoPop		910	G0 V	
2639	Vlira Lan.	E687400-3	LoPop		300	K3 V	
2701	Arimla.	BA9A200-C	Wa LoPop		400	K4 III	
2704	Gir.	BA7A355-A	Wa LoPop		100	K1 V M9 D	
2705	Uumaap.	BAE4666-7	Ni Fl		404	M8 II	Ancient Site.
2706	Shade Gauur.	C331455-7	Po LoPop		520	A0 V G3 D	
2707	Bashe Miind.	E360233-3	De LoPop		603	M4 V M6 D	
2709	Zuupem La.	D340000-6	Po De Ba		004	M0 D M5 D	Ancient Site.
2713	Agbindes.	C868655-5	Ag Ni Ri		512	K2 V M8 D	
2715	Khumaa.	D8B1300-7	LoPop Fl		904	K3 V	
2716	Shakhamash	B94A999-D	Ind Wa HiPop		103	M3 V K0 D	
2717	Uunguuur.	C587A88-6	HiPop		604	K3 V	
2723	Piir.	C494166-7	LoPop		500	M1 V	
2724	Bimu In.	A340000-A	Po De Ba		002	K0 II M9 D	
2725	Aszed.	A636677-9	Ni		410	M5 IV M5 D	
2726	Shae.	D456522-7	Ag Ni		200	M4 V	
2730	Ganrika.	D450866-5	Po De		300	M2 V M1 D	
2732	Piisar Ir.	E130000-3	Po De Ba		022	M7 III M9 V	
2734	Irzag Ki.	C234211-7	LoPop		213	K1 V	
2735	Duum.	A758366-8	LoPop		514	M4 V M1 D	
2737	Luugshen.	D5A7488-7	LoPop		422	M9 V M1 D	Chirper.
2738	Kapaar.	E321444-5	Po LoPop	N	204	K5 VI	
2740	Gaaar.	A888322-B	LoPop		213	M1 II	Ancient Site.
2801	Uurugpi.	C765222-6	LoPop		800	K2 V	
2802	Anig.	B2228CC-8	Na Po		803	K1 V	Chirper.
2804	Kaakerk.	D544222-4	LoPop		910	K1 V	
2806	Deguurkas.	E96A533-4	Ni Wa		202	M4 V	
2807	Khundaar Ga.	E380000-1	De Ba		004	M0 V	
2809	Bad.	C321477-B	Po LoPop		704	M3 V	
2810	Kauun.	A584000-A	Ba		000	M6 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2812	Guuddi.	D466122-3	LoPop		704	M4 V	AAB Repository.
2813	Erdeuur.	B553000-7	Po Ba		003	M6 III M7 V	Ancient Site.
2814	Damkin.	B876322-8	LoPop		302	M0 V	
2815	Mir.	A6887CC-8	Ag		802	M3 V	
2820	Niir.	C895577-5	Ag Ni		203	M4 V	
2821	Gambar.	E451411-3	Po LoPop		503	M2 V	
2822	Adpi Kiir.	C688000-7	Ba		000	M0 V	
2824	Iniim Khiim.	D264666-4	Ag Ni Ri		402	K1 V	
2828	Ushuuri	C83AABB-9	Wa HiPop		413	M0 V M6 VI	
2829	Kiir.	C220300-9	Po De LoPop		922	M1 V M1 D	
2830	Luuar.	D200122-6	LoPop Va		501	M2 V	
2831	Irig.	E6725AA-2	Ni		504	M0 V	
2833	Marida.	D140511-8	Ni Po De		805	M3 V M8 D	
2834	Daaanig.	E666322-1	LoPop		913	M2 V M9 D	
2835	Miniiin.	D424566-8	Ni		403	M3 V M9 D	
2837	Nashuumshuu.	C380000-9	De Ba		014	M0 V M7 D	
2838	Khar.	D783100-6	LoPop		202	M7 D	
2839	Kadar	B442ACC-D	Ind Po HiPop		620	M1 V M4 D M1 D	
2840	Kiim.	E231000-5	Po Ba		004	M3 V M8 D	
2904	Arkla.	E642688-2	Ni Po		501	K9 IV M9 D	
2905	Kiurkhii.	C257100-8	LoPop		414	K4 V	Chirper.
2906	Iide.	D898377-6	LoPop		611	M3 D	
2907	Lishan	B310633-B	Na Ni		513	M4 IV	
2910	Mad.	BAE7133-B	LoPop Fl		800	K6 V	
2912	Migegush.	C848000-9	Ba		001	M3 V M4 D	
2914	Khin.	B000533-C	Ni Ast Va		110	K7 VI M5 D	
2915	Gag.	B463300-C	LoPop		400	G2 III M4 VI	AAB Repository.
2916	Pekair.	D679777-9			203	M2 V M1 D	
2917	Giuurni.	E2427BB-1	Po		802	K1 IV	
2919	Agshiin.	E444000-6	Ba		000	M8 V	
2920	Khundaar Ga.	E000ACC-A	Na Ind Ast HiPop Va		404	M3 V M8 D	
2921	Girzirk.	C437644-A	Ni		302	M2 V M4 D M9 D	Ancient Site.
2923	Gim.	C767244-5	LoPop		310	G3 V	
2924	Khaanis.	E337000-4	Ba		012	M9 V	
2925	Hkeakewoirea'	C9989BB-8	Ind HiPop		902	G3 V M7 D	
2930	Gire Ki.	D887499-3	LoPop		304	A2 V	
2931	Gak.	E789644-2	Ni Ri		304	M2 V M4 D	
2937	Puudsha.	DAB8100-6	LoPop Fl		303	M9 III M5 D	
2938	Gush.	C477100-6	LoPop		600	M3 V	
2939	Mim.	C873222-5	LoPop		403	G2 V	
3002	Daig.	C533677-4	Na Ni Po		500	K3 V	Chirper.
3003	Niuush.	D140688-8	Ni Po De		804	A2 V	
3004	Lakhinke.	B555788-8	Ag		400	M2 V M2 D	
3006	Kuuar.	C567555-8	Ag Ni		703	M1 V M9 D	Ancient Site. AAB Rep.
3007	Iigshi.	C756000-5	Ba		000	K7 V M1 D	Chirper.
3008	Gasushadu.	D300000-9	Va Ba		003	K4 V	
3009	Umda.	D553455-7	Po LoPop		302	M0 V	Chirper.
3012	Agshibi.	D789566-4	Ni		914	M2 V M7 D	
3013	Iigsher.	D632999-6	Na Po HiPop		300	K4 V	
3014	Girni Shakhar.	E667455-4	LoPop		504	K8 IV M2 D	
3015	Kuur.	A6B3255-A	LoPop Fl		924	G6 VI	
3016	Iirkguid.	A340000-B	Po De Ba		024	G4 V	Vilani Depot(Ruins)
3017	Miir Shaem.	D835000-5	Ba		003	K0 IV	
3023	Giiluu.	C000300-8	Ast LoPop Va		412	M8 VI	
3024	Khuudiir.	C756244-6	LoPop		704	K1 V M3 D	Chirper.
3026	Kama Ak.	E786500-4	Ag Ni		500	M2 VI K8 D	
3027	Gerkha Uruu.	B5A6200-8	LoPop		103	G2 V M8 D	
3028	Riiirar.	C798000-8	Ba		005	K8 IV	
3029	Phaln	A1207BB-C	Na Po De		812	K4 V M9 D	
3031	Kuukhi.	E160200-5	De LoPop	S	213	M4 V	
3033	Limi.	C665100-6	LoPop		802	A0 V	
3034	Guuduu In.	E110211-7	LoPop		523	K2 III	
3035	Iinkauur.	C9576BB-7	Ag Ni		703	M0 V	
3038	Agshi.	D667000-5	Ba		020	K1 V	Ancient Site.
3039	Naumish.	D55A111-9	Wa LoPop		600	M9 IV	
3101	Lagi.	D7A4355-5	LoPop		910	M3 V M8 D	
3103	Gakkhaar.	E8B0422-1	De LoPop		103	G0 V M9 D	
3104	Dad.	D235555-5	Ni		904	K3 V M8 D	
3105	Kukhun	C658ACC-A	HiPop		103	K0 V	Chirper.
3106	Kasi.	D7A5244-5	LoPop		125	M3 V	
3107	Argase.	E587111-5	LoPop		711	A4 V M4 D	Ancient Site.
3110	Nuumasishii.	D565000-6	Ba		003	M2 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
3112	Uugdi.	C210566-7	Ni		410	M7 IV	
3116	Imdi.	E403255-6	Ic LoPop Va		313	K3 IV M4 D	
3117	Safdieshki.	C9B7677-9	Ni Fl		103	M3 V M8 D	
3118	Puugbi Uus.	E537000-5	Ba		010	K4 V	
3122	Lisiir Indma.	E200255-7	LoPop Va	S	800	A1 V	
3126	Anke Kar.	B9C5344-9	LoPop Fl		103	K1 V M7 D	
3130	Gase Ka.	AA87233-9	LoPop		304	K7 V	
3131	Pan.	E763122-3	LoPop		830	M2 V	
3137	Muus.	B766444-A	LoPop		800	G2 V M3 D	
3139	Giirkha.	E8A9000-6	Ba		003	F2 V M7 D	
3140	Khainuu.	B432AAA-B	Na Po HiPop		503	M1 V	
3202	Irbish.	E78A555-5	Ni Wa		402	G8 II M6 D	
3203	Lamuunemka.	A779000-B	Ba		012	M7 V	
3205	Shashuu Irkuur.	D643144-7	Po LoPop		923	G5 IV M9 VI	
3206	Mikhi.	D100211-7	LoPop Va		205	A1 V	
3208	Gar.	B6388CC-9			424	G1 V M7 D	
3210	Nem.	C504155-7	Ic LoPop Va		924	K0 V M3 D	Chirper.
3211	Shaka Guguu.	B457ACC-B	HiPop		600	M4 V	
3212	Linkuunar.	B261366-8	LoPop		604	K4 V M7 D	
3214	Mindgiuun.	D310888-9	Na		200	K1 V M5 D	
3217	Bam.	C886000-5	Ba		013	G5 V M6 D	
3218	Senlis	E4479BB-7	Ind HiPop		803	M4 V M2 D	
3219	Daaak Lu.	D444666-8	Ag Ni		103	M0 V	
3223	Pinuum Khuum.	B110655-C	Na Ni		503	M3 V	
3224	Rar.	C656200-4	LoPop		804	M4 V	
3226	Arshaama.	E546100-3	LoPop		604	G0 V	
3228	Girdem.	C200344-5	LoPop Va		125	M0 V	
3230	Maanaar.	B764566-9	Ag Ni		500	M2 V	
3231	Khuuir.	C200477-8	LoPop Va		510	M8 VI M8 D	
3235	Kiriish.	D434000-5	Ba		010	K3 V	
3236	Kuukuukha.	C596000-5	Ba		015	A2 V M0 D	
3237	Aarkam Ish.	E988433-3	LoPop		920	G6 IV	
3240	Guvluun.	A332444-A	Po LoPop		304	M0 V M3 D	

This sector has 533 worlds, of which 397 have native gas giants. The estimated population for the sector is 910 billion sapients (not necessarily humans). There are 29 Agricultural (Ag) worlds versus 29 Non-Agricultural (Na) worlds. There are 97 Non-Industrial (Ni) Worlds versus 13 Industrial (Ind) worlds. There are 9 Rich (Ri) worlds versus 104 Poor (Po) worlds. There are 40 Water Worlds (Wa), 15 Ice-Capped worlds (Ic), 54 Desert worlds (De), and 46 Vacuum (Va) worlds. There are 30 High Population (HiPop) worlds versus 267 Low Population (LoPop) worlds. There are 12 Asteroid Belts (Ast) in the subsector. There are 96 Barren (Ba) worlds. The highest population world in the sector is 2313 A57AAEE-D Ed; the lowest population world is 0140 B768000-8 Uuriirguuug. The average tech level in the sector is 7 (most lie between 4 and 9). World names are primarily Vilani.

The Dagudashaag Sector — Referee Data

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0103	Parkaa.	A9689AA-A	HiPop		313	M1 V M2 D3 V	
0105	Anli.	CBB1000-8	Fl Ba		002	M0 V1 VI	
0106	Akimu	D9B6899-7	Fl		803	K9 IV4 V	
0108	Nipa.	D582300-5	LoPop		715	M4 IV	
0109	Irer Muu.	D685466-5	LoPop		804	K2 V M3 D	
0110	Gunar.	C442222-7	Po LoPop		624	G4 V	
0111	Upag	A210633-D	Na Ni		314	M0 V	
0113	Irraki.	D977000-5	Ba		002	M1 V	
0115	Shid.	E8C1000-5	Fl Ba		010	K4 VI	
0117	Khuum.	E463622-4	Ni		712	A0 V M7 D	
0123	Kin.	B555000-B	Ba		023	M5 V M8 D	
0126	Uugaran.	C665233-6	LoPop		114	M5 III M7 VI	
0129	Duudir.	C724333-5	LoPop		303	M0 V	
0137	Irdeiishi.	D568000-6	Ba		004	K2 V	
0138	Iidshias.	C201388-A	Ic LoPop Va		312	K0 VI	
0201	Kuuem.	B310100-D	LoPop		110	K9 V	
0202	Ginmuu.	E675455-5	LoPop		503	M4 V	
0208	Mimu	B4577CC-B	Ag		101	K0 V	Chirper.
0210	Mibu.	A95A8BB-9	Wa		403	M4 V M6 D	
0211	Khem.	B236477-A	LoPop		524	M0 V M7 D	
0212	Shagmani.	D565100-3	LoPop		804	M1 V	Ancient Site.
0213	Arker Ig.	C234577-9	Ni		923	G7 VI	
0214	Innag.	E348000-6	Ba		000	K1 V	
0216	Zikhiirke.	C464533-7	Ag Ni		622	K5 VI M5 D M2	
0217	Nishi.	B423422-8	Po LoPop		500	K5 IV M7 D	
0222	Nais.	A200000-C	Va Ba		014	M8 V	
0223	Asun Ar.	C446000-7	Ba	S	003	K5 IV M1 D	
0227	Aarmar.	D7A9233-7	LoPop		603	M4 V	
0228	Ziip.	D545200-6	LoPop		203	M4 V	
0229	Arli.	D8B68CC-8	Fl		803	M3 V	
0230	Dudin	B9CA755-D	Wa Fl		500	M8 VI	
0232	Regii Ar.	D9B4355-6	LoPop Fl		302	K3 V	
0235	Khaaga And.	C778200-6	LoPop		303	M0 V M1 D	
0236	Immu Pin.	E435111-4	LoPop		524	M3 V M0 VI	
0240	Bolivar	B786655-C	Ag Ni Ri		314	K1 V M9 D	
0302	Kauum.	D455400-6	LoPop		203	M0 VI M7 D	
0307	Khuunka.	D000122-8	Ast LoPop Va		813	M7 VI	
0311	Unishpiir	B86A844-A	Ri Wa		104	G1 V M4 D	
0319	Kherlu.	D100466-7	LoPop Va		902	K4 V M5 D	
0320	Inkhiiam.	B544799-9	Ag		623	K9 IV M3 D	
0321	Khiruushkuu.	D445100-8	LoPop		800	M2 IV	
0322	Emaam Uun.	C210133-9	LoPop		715	M8 V	
0323	Biik	D557744-7	Ag		523	M2 V K1 D	
0324	Shash.	C221000-7	Po Ba		003	K4 V M3 D	
0325	Adziuumla.	B9867AA-9	Ag		220	G0 V	
0329	Uushar Kaam.	B966511-8	Ag Ni		113	M4 V	
0331	Asham.	E79A544-4	Ni Wa		804	K2 V	AAB Repository.
0401	Khiim.	E868122-3	LoPop		303	G4 V M9 D	
0402	Kuush.	B6697AA-B			314	K1 V M0 D	
0405	Guugi Ir.	C789100-A	LoPop		410	M9 V M1 D	
0406	Khikhauurk.	B000000-C	Ast Va Ba		022	K4 V M0 D	
0407	Giiken.	C947122-5	LoPop		213	M2 V M0 D	
0408	Givla.	D252133-7	Po LoPop		504	M4 V K0 D	
0412	Ima.	C336311-A	LoPop		214	K0 V M9 D	
0419	Kikar.	B110322-9	LoPop		822	K0 IV	
0420	Daluu As.	D361100-6	LoPop		814	K0 V	
0421	Giiuush.	C322444-7	Po LoPop		821	G9 V M2 D	
0423	Amban Esh.	C250AEE-7	Po De HiPop		904	M3 V	
0425	Radisar.	C877344-9	LoPop		904	M7 VI K3 D	
0426	Shamma.	C8C3144-6	LoPop Fl		102	K1 V	
0440	Kiiriip Gin.	A775444-A	LoPop		603	K3 VI	
0502	Gaak.	DA7A200-7	Wa LoPop		510	G2 V M2 D	
0503	Irli Aa.	D311344-6	Ic LoPop		904	M9 III M0 VI	
0504	Kin.	D888466-4	LoPop	S	213	M4 V	
0505	Agam.	A5A6988-9	HiPop		902	M4 V M5 D	
0506	Sham.	B140100-B	Po De LoPop		704	K2 V	
0509	Undba Ii.	D578400-2	LoPop		724	K1 V	
0513	Gim.	C455699-6	Ag Ni		300	M3 V M4 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0514	Sharsha Ar.	A000622-C	Na Ni Ast Va		701	A2 V K3 D	
0515	Mimak.	D679655-3	Ni		700	M0 V	
0517	Kheiik Asam.	C668200-6	LoPop		102	K5 III	
0518	Dakushan	E200788-8	Na Va		600	K5 D	
0519	Kuus.	A625311-B	LoPop		604	M2 V	
0520	Luunnuuan.	C69A522-A	Ni Wa		913	M8 IV	
0521	Irnuu Dip.	D340433-5	Po De LoPop		603	M4 V	
0523	Ashbiim Ag.	D899100-5	LoPop	S	702	M2 IV	
0524	Isduurma.	C115755-9	Ic		614	M9 V	
0526	Shaar.	D86A000-8	Wa Ba		004	M9 IV M7 V	
0528	Irna.	D683000-5	Ba		020	M0 VI	
0530	Udgi.	D230000-7	Po De Ba		002	G6 V	
0531	Eddum	D797433-5	LoPop		402	M4 V M0 D	
0535	Kaid.	D110000-8	Ba		012	K4 V	
0539	Dalaza.	B200988-9	Na Ind HiPop Va		410	M1 III	
0540	Irkhadii.	B000122-9	Ast LoPop Va		103	G1 V	
0601	Duuvlili.	C344200-7	LoPop		635	M2 V M1 D	
0604	Ashle Mi.	D222000-8	Po Ba		000	M1 V	
0610	Arad Uu.	D7A5266-7	LoPop		324	K0 V	
0613	Kig.	B657311-8	LoPop		805	G1 V M2 D	
0614	Suuge.	B9D5000-B	Fl Ba		000	M9 II	
0615	Karsa.	D340433-5	Po De LoPop		100	M1 V K4 D	
0619	Iirir.	A453466-A	Po LoPop		525	G1 V	
0620	Lam.	C6A4766-6			803	M3 V M3 D	
0621	Kuukke Nim.	D120344-8	Po De LoPop		804	K2 IV	
0622	Kiiar Paa.	E530000-4	Po De Ba		022	M2 V M2 V	
0625	Zagunaa.	B666433-6	LoPop		524	G4 V	AAB Repository.
0628	Miadnir.	E796166-4	LoPop		402	M3 V	
0631	Lashka.	C300122-7	LoPop Va		102	M5 V	AAB Repository.
0633	Uusshii A.	C637000-7	Ba		024	G7 V	
0635	Khish.	C500200-9	LoPop Va		402	M9 IV M1 D	
0636	Iidmar Uug.	D546000-8	Ba		012	G0 V	
0638	Liuduuze.	C541566-7	Ni Po		504	K7 V M7 D	
0639	Islin.	B120400-D	Po De LoPop		310	M2 V	
0705	Zuiar	B450455-9	Po De LoPop		523	K0 V	Chirper.
0707	Irpi.	E561211-5	LoPop	S	500	M4 V M1 D	
0708	Uummairkuur.	A7588AA-A			503	K6 D M9 D	Chirper.
0709	Din.	C94A000-B	Wa Ba		013	M8 V M6 D	
0711	Meiir.	C522ADD-5	Na Ind Po HiPop		803	M3 V M5 D	
0714	Diishalum	A120A77-C	Na Ind Po De HiPop		813	M3 V	
0716	Irze.	A578555-A	Ag Ni		503	M0 V M8 D M1 D	
0718	Seganku.	C243411-6	Po LoPop		720	M1 V M5 D	
0719	Gir.	D210655-9	Na Ni		500	K2 V	
0721	Zeda	B8736AA-A	Ni		724	K4 III	
0723	Aamka.	C9AA211-A	Wa LoPop		404	M8 VI K4 D	
0724	Khergas.	D510000-5	Ba		001	M0 V	
0725	Gagi Pa.	D300200-9	LoPop Va		113	K2 V	
0729	Bakha Lii.	B89A477-B	Wa LoPop		611	M1 V	
0733	Naarshir Dishma.	C436388-6	LoPop		904	M1 V M6 D	Chirper.
0734	Arishri.	B9AA6AA-B	Ni Wa		720	M0 D	
0735	Kaen.	C595788-5	Ag		302	M0 V	
0736	Nimuin	C753444-7	Po LoPop		604	K0 V	Chirper.
0738	Aargi.	C866100-8	LoPop		200	G5 V	
0739	Kaidaa.	A100200-C	LoPop Va		502	M9 V	
0801	Nemuun.	D612000-5	Ic Ba		004	M4 V	Droyne.
0802	Shir.	C89A411-6	Wa LoPop		102	K2 V M1 D M7 D	
0803	Ashuukhuugu.	A231355-E	Po LoPop		603	M2 V M4 D	
0810	Edir.	B372333-8	LoPop		600	G4 VI	
0811	Andam.	C541699-7	Ni Po		614	G9 D	
0812	Meuun.	C421422-8	Po LoPop		924	K3 V	
0815	Irklishis.	D676133-6	LoPop		400	M4 V	
0816	Arkgiirnar.	D9AA000-8	Wa Ba		001	K3 III	
0818	Asid Khishe.	D666000-5	Ba		004	G0 V	
0819	Gash.	B100000-9	Va Ba		004	M9 VI	
0820	Vliirpi.	D99A100-7	Wa LoPop		902	G2 V	
0821	Aarenziisge.	D8B2000-6	Fl Ba	S	013	F2 V	
0823	Urgu	EA8A644-6	Ni Ri Wa		515	K4 V	
0825	Gian.	C375333-6	LoPop		705	M0 V M0 D	
0828	Miirnishuu.	B100200-C	LoPop Va		612	M0 IV M0 D	
0831	Giark.	D200000-8	Va Ba		000	M3 III	
0832	Kashiinkhind.	E324122-4	LoPop		432	G2 V	AAB Repository.
0833	Daar Duumar.	A453488-B	Po LoPop		823	M0 V M3 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0835	Shakana.	C555500-6	Ag Ni		115	F1 V	
0839	Arza.	D748144-3	LoPop		704	G3 II M9 V	
0840	Rash.	C561444-8	LoPop		802	M4 V	
0901	Inpuu Vluurar.	B9B0677-A	Ni De		304	M4 V M7 V	
0902	Guunush.	EAAA277-5	Wa LoPop		820	G3 VI	
0904	Gavlamaar.	D403000-7	Ic Va Ba		004	A3 VI G7 D	
0905	Kir.	C552433-6	Po LoPop		104	A1 V	
0906	Laap.	B867422-7	LoPop		303	F0 V M5 D	
0909	Khuunis.	C6B1444-4	LoPop Fl		222	M4 II	
0910	Kiidir Min.	C653366-5	Po LoPop		822	M4 V	
0914	Iishmu Gi.	C000000-8	Ast Va Ba		014	K7 V M4 D	
0916	Nuupasaag.	B767766-8	Ag Ri		104	K0 V	
0920	Kuush.	B545000-6	Ba		014	M0 II	
0921	Shuarlirk.	C340655-9	Ni Po De		801	G6 VI M9 D	
0924	Emirkushguur.	BAE7633-B	Ni Fl		720	K1 V M5 D	
0926	Imem Ki.	E533100-6	Po LoPop		323	K3 IV	
0927	Kharermagaa.	B466411-C	LoPop		503	M2 V	
0928	Guueshgii.	E7B0300-4	De LoPop		320	G0 V M5 D	
0930	Nelek.	E8B4000-5	Fl Ba		021	M9 V M9 D	
0931	Uurmir Ge.	D663544-4	Ni		100	K1 V	
0932	Maan.	B888000-7	Ba		012	M1 V	
0933	Mishirk.	CAD1000-8	Fl Ba		003	G7 V	
0935	Nigiamush.	A98A566-A	Ni Wa		705	A2 V G8 D	
0936	Giuuma.	D682366-5	LoPop		704	K2 V M0 D	
0940	Uunish.	B579577-B	Ni		514	M2 V	
1004	Mishsha Ka.	B5A4000-B	Ba		010	M1 V	
1005	Lepuush Asshi.	B237544-A	Ni		205	K1 V M0 D	
1007	Guui.	C227622-8	Ni		401	A0 V M4 D	
1010	Iduun Am.	B527000-8	Ba		021	K6 II M9 V	
1011	Danshagi.	C679633-7	Ni		204	A2 V M1 D	
1016	Ushra	B625A77-D	Ind HiPop		933	M4 V	
1017	Diirmuu.	C365411-5	LoPop		520	M0 V M9 D	
1020	Uudaas Ash.	D535000-4	Ba		004	K3 V	
1021	Luuli Mi.	D651433-2	Po LoPop		121	G3 V M5 D	
1023	Magi Ki.	C324200-8	LoPop		113	M1 V	
1025	Liimkhi Iir.	D400522-7	Ni Va	S	203	K8 VI	
1026	Miashduurnu.	D674355-7	LoPop		400	K3 V	
1027	Ginuukansaan.	C342255-7	Po LoPop		410	M0 V	
1029	Erkuushkis.	B664155-B	LoPop		602	G8 III M9 V	
1032	Erka.	C564411-6	LoPop		201	F3 V	Chirper.
1039	Giikhapuur.	B354866-9			424	M1 V M8 D	
1040	Shamuum Bii.	D225244-5	LoPop		313	M3 V	
1102	Karzi Ash.	E446555-6	Ag Ni		902	M4 V M2 D	
1105	Uurim.	E140100-6	Po De LoPop		501	M5 IV M4 D	
1107	Arash.	D220000-6	Po De Ba		004	M6 V	
1108	Gaas.	B8B6477-8	LoPop Fl		202	M3 V	
1110	Kiir.	D743455-6	Po LoPop		610	M6 V	
1113	Khidderna.	C521000-5	Po Ba		004	M5 V	
1114	Gak.	B89A000-9	Wa Ba		011	M7 V M0 D	
1115	Makhuushshiaark.	B9A5444-8	LoPop		720	M4 V	Chirper.
1117	Kaaruumuug.	D445166-5	LoPop		300	K3 V M8 D	
1118	Enka Inuurk.	E686255-3	LoPop	S	201	M4 V M6 D	
1121	Khukhiid.	B6889AA-A	HiPop		303	M7 VI M4 D	
1124	Kuudip.	C252300-9	Po LoPop		100	M5 D M8 D	
1126	Diirkuur.	B488333-B	LoPop		403	M1 V	Chirper.
1129	Endgaiish.	B664955-8	HiPop		305	A4 V M6 D	
1134	Kam.	D434000-9	Ba		003	M5 V	
1138	Gaki Is.	E464000-6	Ba		004	K4 V	
1202	Nigmim.	B567333-B	LoPop		104	M6 V	
1204	Gaash Iish.	B977666-8	Ag Ni		900	M5 V	
1206	Uddiki.	C210788-9	Na		403	G3 V	
1207	Guuki.	B564100-A	LoPop		402	M1 V	
1208	Sirshur.	C5A4899-9			513	M7 VI	
1212	Iruuk Bi.	A772544-9	Ni		712	G1 V	
1218	Sikki.	D221766-8	Na Po		201	A5 III M1 D	
1220	Kenkha.	D410111-7	LoPop		402	M2 V M5 D	
1222	Ispumer	D334A99-9	HiPop		713	M4 V	
1223	Iisgi.	C100000-8	Va Ba		004	G4 V	
1227	Miuu Uur.	B541777-7	Po		700	M9 VI	
1228	Uugir.	C426233-6	LoPop		205	M2 V	
1234	Kiuum.	D9C4699-5	Ni Fl		601	K1 V	
1235	Ashkukir.	A678244-9	LoPop		923	M2 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1302	Seg.	D9C5955-7	HiPop Fl	S	702	K4 V	
1314	Naardiza.	C594000-5	Ba		011	M0 V	
1317	Argiluu	B68A999-A	Wa HiPop		814	M8 II	
1318	Kuum.	B344544-A	Ag Ni		704	M8 V	
1319	Zaakiikedvluush.	E553000-5	Po Ba	S	004	M9 V M3 D	AAB Repository.
1320	Gipu Irim.	B130788-C	Na Po De		624	M7 II M6 D	
1321	Shankida	D452577-9	Ni Po		832	M7 IV M2 D	
1323	Mur.	E8A5000-3	Ba		001	G1 V	
1325	Daiim Kuur.	D464466-9	LoPop		105	M1 V	
1331	Urkuur.	B98A899-9	Ri Wa		601	M1 V M9 D	
1333	Misa.	E250622-4	Ni Po De		904	M8 III	
1335	Duurin Ush.	C6A4000-8	Ba		004	K7 V	
1336	Arar Muushsu.	D585322-7	LoPop		402	M2 V M0 D M0 D	
1339	Sakhi.	BA8A422-B	Wa LoPop		404	M3 V	
1401	Iidkhe.	E425788-6			325	M0 V	
1402	Undba Ii.	E697211-6	LoPop		503	M3 V	
1406	Nipe.	C365744-8	Ag Ri		514	M0 V	
1409	Shaim.	A769444-9	LoPop		924	M0 V M2 D	
1414	Sennur Guun.	E100622-7	Na Ni Va		510	K2 V	
1416	Sas.	A555977-9	HiPop		303	M3 V	
1418	Limaa Im.	D430977-5	Na Po De HiPop		514	K4 V M9 D	
1420	Aaduum Ind.	D755344-6	LoPop		714	K2 V	Chirper.
1422	Zigida.	C363000-6	Ba		004	M0 V M9 D	
1424	Ukuur.	C587466-5	LoPop		213	M3 III	Ancient Site.
1428	Aashga Kiish.	D735000-7	Ba		025	K5 V M8 D	
1430	Kaaagkhi.	CAAA000-A	Wa Ba		014	M3 V	
1431	Argi	A330A99-D	Na Po De HiPop		304	G0 V M1 D	
1432	Ashshur.	C568000-6	Ba		011	K7 V	
1433	Anmuush.	B693233-A	LoPop		900	M7 V	
1437	Uurdi Zaa.	C7C1000-9	Fl Ba		000	M4 V K5 D	
1502	Giinashkhid	D9B69AA-6	HiPop Fl		314	K4 II M3 D	
1503	Unaamki.	D667000-6	Ba		004	M2 V M4 D	
1506	Kimalad	A785888-C	Ri		803	K2 V M2 D	
1507	Uumin Duu.	C957000-7	Ba		000	M2 V M2 V	
1511	Dide Am.	C110344-8	LoPop		803	M0 V	
1516	Diim.	E676300-5	LoPop		304	M6 III M2 V M6	
1520	Dim.	D765144-3	LoPop		214	M2 V	
1523	Kaniash.	DA5A000-4	Wa Ba		005	M2 V M3 D	AAB Repository.
1525	Gar.	A639411-A	LoPop		303	M1 V	
1526	Shiansi.	C565111-5	LoPop		203	M1 D M9 D	
1528	Shaarki Gak.	B1607BB-A	De		110	K0 V	
1529	Pean.	C551455-8	Po LoPop		903	M0 V	
1530	Liian Kiia.	D464522-9	Ag Ni		600	K0 V M5 D	
1532	Mim.	B400122-C	LoPop Va		904	M1 D M0 D	
1534	Arduu.	B65A377-B	Wa LoPop		524	M3 V M5 VI	
1535	Enkarmi.	D201100-A	Ic LoPop Va		804	K3 V	
1537	Inuur.	D410233-8	LoPop		702	M3 V M6 D	
1538	Iruur Ash.	E97A000-6	Wa Ba		023	K4 V M9 D	
1539	Pinun.	C232211-7	Po LoPop		303	K0 IV M4 D	
1602	Vluuuum.	C435000-7	Ba		005	K3 V M0 D	
1604	Nuunzaaind.	C562000-6	Ba		003	K9 V M0 D	
1605	Imar.	D350000-6	Po De Ba		023	G1 V M5 D	
1612	Khaki Im.	D689200-5	LoPop		803	M1 V M7 VI M3	
1613	Mankhe.	A9E3411-B	LoPop Fl		122	M1 V M7 V	
1615	Khuuruum Ki.	B351322-9	Po LoPop		910	M4 V	
1618	Gashbag.	C445000-7	Ba	S	002	M1 IV	
1622	Linusnakuu.	C8AA566-8	Ni Wa		400	K3 V	
1625	Akkiiskhuush.	C321311-8	Po LoPop		403	M1 V M6 D	
1626	Kaiin.	C788000-5	Ba		005	M2 V M9 D M2 D	
1629	Apkam Uurgi.	D534466-5	LoPop		804	M9 IV	
1630	Vlaradpenkha.	C548100-7	LoPop		314	G5 V	
1631	Kuushkiigim.	C494100-6	LoPop		604	M1 V	
1633	Gaishnen.	D9E7122-9	LoPop Fl		212	M2 V	Ancient Site.
1635	Kuuguu.	A354555-D	Ag Ni		213	M3 V M6 D	
1636	Kaangarar.	C130566-8	Ni Po De		610	M1 V M7 D M0 D	
1638	Kis.	E210555-6	Ni		713	G3 V	
1640	Lenashuuk	A7A8888-D			700	K7 III	
1702	Uushzii.	D6A4422-5	LoPop		405	M8 IV M3 V	
1703	Dirgi Duushi.	C835344-8	LoPop		203	M4 V M3 D	
1705	Armiirk.	C687000-7	Ba		004	M3 VI M0 D	
1709	Nanarzan.	B555366-8	LoPop		304	M1 V	
1710	Kimmir Aarlaa.	D457155-7	LoPop		614	K5 IV	Chirper.

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1711	Luurashar.	E350000-3	Po De Ba		004	M3 D M0 D	
1712	Inbe.	C7AA555-9	Ni Wa		413	M1 D	
1713	Vluumkhaa Sa.	C300166-7	LoPop Va	S	123	M1 V	
1717	Gakpasar.	C200144-9	LoPop Va		104	G2 VI	
1718	Vliiir Iir.	C100244-B	LoPop Va		701	K9 IV M9 V	
1722	Shemna Ish.	B99A122-B	Wa LoPop		604	M7 VI	
1723	Dashi	D150988-A	Po De HiPop		604	M2 V	
1726	Aarnirkuuk.	DAAA466-9	Wa LoPop		914	M1 V	
1728	Ekhugush	A636799-B			412	M4 IV M9 D	
1729	Vliin.	D86A244-6	Wa LoPop	S	522	G1 V	
1730	Giaar Luu.	E203000-7	Ic Va Ba		004	K2 V	
1732	Igar Ir.	B222488-9	Po LoPop		112	M7 IV	
1733	Kikhi Li.	E536300-3	LoPop		303	M1 V M4 D K0 D	
1735	Durgaarur	E334655-A	Ni		604	G1 V M2 D	
1736	Giir.	C674000-5	Ba		000	K1 V	
1737	Khisiggim.	C000000-9	Ast Va Ba		002	K1 V	Ancient Site.
1738	Nakzash Dadu.	D437000-A	Ba		002	M0 V	
1801	Kuir Gaka.	C547000-8	Ba		003	K2 V	
1803	Zandaa.	D200788-6	Na Va		104	K1 V M6 D	
1809	Andkash.	D343466-4	Po LoPop		514	M2 IV M1 D M9	
1813	Kharkhi.	B7AA000-B	Wa Ba		020	M9 V M2 D	
1816	Kapuudduuda.	C411544-A	Ni Ic		601	M2 V M6 D	
1821	Enikaarkuu.	A572755-B			610	K2 II	
1822	Kiim Me.	A246222-B	LoPop		203	M3 V M3 D M9 D	
1823	Mashgaanka.	A457777-B	Ag		801	M1 V	
1824	Gishaana.	D436111-8	LoPop		704	K1 V M3 D	
1829	Miriim.	B383000-7	Ba		005	G3 V	
1830	Kepishish.	D789000-4	Ba		011	M3 IV	
1833	Namshuu.	A784555-B	Ag Ni		514	F4 V M8 D	
1836	Siin.	B502444-8	Ic LoPop Va		324	K4 V M8 D	
1839	Kaashgi.	D458233-6	LoPop		714	G4 V M2 D	
1840	Khiaan Iir.	E725222-6	LoPop		201	M0 V	
1901	Kani.	C663000-5	Ba		002	M7 V	
1903	Nima Khi.	C9B4244-6	LoPop Fl		520	M9 II M6 D	
1904	Kir.	C2538CC-8	Po		612	K9 II	Chirper. Chirper.
1905	Isshun.	C77A255-8	Wa LoPop		200	M0 V	
1906	Shinnagekkhi.	B684133-7	LoPop		723	M2 V	
1910	Shikuu.	E7C4755-6	Fl		423	K3 V M9 D	
1911	Iisgii Liguu.	B000744-B	Na Ast Va		613	G1 VI	
1912	Anmiish.	D300455-8	LoPop Va		921	M0 V	
1913	Ingesh.	E458000-6	Ba		022	K4 V	Chirper.
1918	Rukhigu	C4109BB-A	Na Ind HiPop		410	F4 V M7 D	
1919	Uumgauush.	BA75000-7	Ba		003	K5 III	
1920	Sauudbidge.	D8B0211-3	De LoPop		103	K1 V M5 D	
1924	Kem.	C341122-9	Po LoPop		413	K1 V	
1926	Kuuuun Gi.	A200677-A	Na Ni Va		204	M2 V	
1927	Gaauup.	D486000-7	Ba		000	M6 III	
1928	Muukhiir Gadep.	C3359CC-5	HiPop		905	G0 VI	
1929	Ikabi	C000555-A	Ni Ast Va		700	K4 V	Ancient Site.
1930	Ashshaa Uum.	B401200-B	Ic LoPop Va		803	M1 V	
1931	Irpi Kind.	B403000-9	Ic Va Ba		013	M7 II M8 V	
1934	Uukkasi.	D547622-4	Ag Ni		904	K1 V M0 D	Ancient Site.
1935	Gegme Khuuvlag.	D8D5344-8	LoPop Fl		724	M4 V	
1936	Guuiir.	E8B6788-3	Fl		303	M3 V	
1939	Shuurlerdaguus.	C88A000-7	Wa Ba		002	M2 V	Chirper.
1940	Gia.	BA9A111-8	Wa LoPop		602	K5 V M2 D	
2002	Shar.	C549677-A	Ni		220	K0 V	
2005	Ladi.	B510300-7	LoPop		600	M1 V	
2007	Absalo.	C677599-A	Ag Ni		121	G1 V	
2010	Muud.	C523000-6	Po Ba		004	M1 IV M2 D	
2013	Kanne.	B453777-9	Po		724	M5 VI M4 D	
2015	Shibishlim	C466866-B	Ri		301	M3 V	
2020	Zarushbiish.	A310000-D	Ba		023	K4 V	
2022	Eshnand.	B220100-9	Po De LoPop		113	M7 III M9 D	
2023	Vliipiirkki.	C211000-9	Ic Ba		012	M4 V M5 D	
2024	Gishu.	C512355-6	Ic LoPop	S	132	M0 V	
2026	Gindgadshaan.	B401788-A	Na Ic Va		314	A3 V	
2028	Pupbii.	B664366-9	LoPop		803	M4 V	
2030	Gas.	C6B2888-6	Fl		603	M3 V M5 D	
2035	Arshi.	C558333-6	LoPop		605	M2 V M6 D	
2036	Kikhash.	B799000-A	Ba		003	K1 III	
2037	Shaiim.	BAE2000-9	Fl Ba		023	M4 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2038	Pir.	A520988-9	Na Ind Po De HiPop		604	K1 V	
2104	Galii Gi.	C320000-7	Po De Ba		013	K5 D	
2106	Nadvluur Khuum.	B000677-8	Na Ni Ast Va		611	K4 V M9 D	
2108	Inig.	B130333-C	Po De LoPop		113	K2 V	
2110	Isim.	E472000-4	Ba		020	M1 V	
2111	Uurgu.	C000411-B	Ast LoPop Va		604	K0 V	
2113	Irgear.	D443100-7	Po LoPop		424	M2 V	
2119	Khandi	B222ACC-D	Na Ind Po HiPop		412	M3 V	
2122	Paarir Uugi.	C996766-4	Ag		203	K4 V	
2123	Uugur.	C778000-7	Ba		020	G6 V	
2124	Medurma	B6737BB-C			413	M8 D	
2127	Muuam.	E56A200-7	Wa LoPop		223	K8 VI	
2130	Map.	B130333-9	Po De LoPop		414	M0 III M7 VI	
2135	Leka Id.	D233466-7	Po LoPop		723	M6 III M4 V	
2137	Admii.	A977000-A	Ba		004	M3 V K0 D	
2139	Pikaa.	E521144-6	Po LoPop		715	M4 V M8 D	Chirper.
2140	Laamuunsand.	C649000-7	Ba		013	M2 III	
2202	Segid.	C527511-5	Ni		513	M1 V	
2203	Kaammii.	D769433-5	LoPop		221	G1 V M3 D	
2204	Likhukam	B200433-B	LoPop Va		901	M5 III	
2205	Nirer.	C627466-7	LoPop		504	M0 V	
2208	Digadapud.	B1007CC-C	Na Va		101	K3 V M8 D	
2216	Inmiind.	E210877-6	Na		702	K0 V M4 D M6 D	
2223	Dipa	D200688-B	Na Ni Va		501	A4 V M5 D	
2225	Arim Imas.	C666000-5	Ba		023	G4 V	
2226	Uurgi.	A424511-C	Ni		702	K7 II	
2227	Iris.	D546255-4	LoPop		500	M4 VI	
2228	Mir.	D401211-7	Ic LoPop Va		614	M0 V	
2232	Kham.	C681000-7	Ba		024	G1 V M1 D	
2234	Medenki.	C538000-9	Ba		024	K5 V M2 D	
2235	Udgi.	D440655-7	Ni Po De		224	M3 V M8 D	
2237	Giark.	E657000-5	Ba		004	G7 IV	
2239	Risii.	B130111-C	Po De LoPop		503	F8 V M6 D	
2302	Inzuurkbuun.	C546366-6	LoPop		303	M4 V M0 D	
2304	Liga.	B8A8233-8	LoPop		810	M3 V	
2308	Gaguushpa.	E351111-3	Po LoPop		311	M1 V M6 D	Chirper.
2309	Dind.	C333699-8	Na Ni Po		201	M1 V	
2317	Kankii.	A75A677-B	Ni Wa		804	G3 V M0 D	
2318	Egkhu.	A300555-C	Ni Va		511	M1 V M3 D	
2320	Par.	D8D3544-6	Ni Fl		625	M1 V M3 D	
2322	Andin Ur.	B100444-A	LoPop Va		502	K2 V M6 D	
2324	Khar.	D2338DD-6	Na Po		100	M1 V K8 D	
2327	Iirgash.	C160000-7	De Ba	S	002	M4 V	
2331	Ariim.	D475000-4	Ba		000	G0 V	
2339	Kashkaa.	C655888-5			804	M4 V	
2402	Larshaa.	B986000-7	Ba		002	K3 VI	
2405	Largi Iiur.	D140455-8	Po De LoPop		322	K1 V	
2406	Ariir Giind.	D300455-8	LoPop Va		404	K2 V M2 D	
2408	Khuurmuun.	C365422-6	LoPop		424	K0 V M6 D	
2409	Giigar Pud.	C462655-6	Ni Ri		324	M1 V	
2410	Darii.	C591155-6	LoPop		512	M0 IV	
2412	Arkhuusirur.	C226477-7	LoPop		303	M0 V	
2413	Nirkinishi.	A400755-D	Na Va		704	M4 III	
2415	Kim.	D000477-A	Ast LoPop Va		524	K2 V M9 D	
2416	Laashiid.	D331355-8	Po LoPop		202	M6 IV	
2418	Khiigikhir.	B454000-A	Ba		014	M2 V M7 D	
2424	Khuundlush.	C335222-9	LoPop		113	M4 V	
2426	Apkii.	B623000-8	Po Ba		005	M2 V M9 D	
2433	Shur.	B567677-7	Ag Ni Ri		113	M2 V	
2434	Eniir.	D100766-8	Na Va		601	M5 V	
2436	Kagirvlish.	E130000-9	Po De Ba		011	M9 V	
2437	Guus.	D100555-8	Ni Va		503	G4 V	
2439	Serga.	D663366-4	LoPop		123	G4 V	
2440	Iram Ar.	C354000-7	Ba		003	M9 III	
2505	Pirga Uur.	C776344-9	LoPop		803	K4 V	
2506	Zuushgi.	C272655-8	Ni		900	M2 V	Ancient Site.
2512	Irash.	B220BAA-C	Na Ind Po De HiPop		500	K2 V	
2513	Kiir Gii.	E8A4000-5	Ba		002	G4 V M4 V	
2514	Aasem Arna.	D2376AA-9	Ni		702	M0 D M7 D	
2515	Inzir Ri.	C110655-8	Na Ni		900	K0 IV	
2517	Muukhaa.	C436233-8	LoPop		513	M1 V	Chirper.
2518	Uudnar.	D423733-7	Na Po		123	F2 V	Chirper.

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2521	Kismiga.	D424000-9	Ba		023	M1 V M4 D	
2522	Nur.	D555000-5	Ba		004	M2 V	
2525	Khusgulur	D373A99-9	Ind HiPop		413	G3 D M7 D	
2526	Liplii.	B775466-9	LoPop		712	K3 V M3 D	
2529	Dummur	C529777-A			701	M4 III	
2531	Degiir.	B5277CC-9			304	M2 V	
2533	Miishusuug.	B552000-A	Po Ba		024	M2 V M8 D	
2536	Uugmukhimad.	D8A7000-8	Ba		013	K4 D	
2601	Dagaduu.	D8B8588-8	Ni Fl		903	M0 V M8 D	
2602	Ashba Giga.	D000200-8	Ast LoPop Va		403	M1 V G1 D	
2603	Sharshu Liis.	B685644-B	Ag Ni Ri		204	M6 D	
2604	Garrenkhi.	D884411-5	LoPop		602	M4 V	
2605	Khupar En.	D643000-7	Po Ba		020	G1 V	
2609	Guduu.	C628166-A	LoPop		803	G3 V M1 D	
2612	Liluu Ir.	C8C8000-9	Fl Ba		010	K1 III M3 VI M	
2615	Irdii Dud.	B000000-A	Ast Va Ba		013	M2 V M8 D	
2617	Vluni.	C876000-8	Ba		000	M9 V	
2618	Kakpir.	D573000-3	Ba		004	G9 V M7 D	
2623	Pinirsa.	B432888-9	Na Po		814	M0 V	
2624	Khiikga.	C748200-4	LoPop		301	K0 V	
2625	Khakiir Nara.	E540000-3	Po De Ba		002	G3 V	
2627	Memkuu.	D672000-6	Ba		000	M8 V	
2631	Kishu Kharluu.	E742444-2	Po LoPop		900	G7 III	
2634	Madud Guukaam.	A527000-A	Ba		002	M8 III	Chirper.
2635	Irga.	B552000-7	Po Ba		014	M3 V M9 V	
2637	Gerki Ish.	C6109BB-8	Na Ind HiPop		722	M3 V M8 D	Chirper.
2703	Anduu Bi.	C649222-8	LoPop		503	M1 V	Full Data
2706	Gankakaka.	B542577-A	Ni Po		514	G2 V	
2708	Armi.	C420211-6	Po De LoPop		420	G3 IV	
2709	Zillai.	B775855-9			510	M0 V	
2710	Igkagish.	B96A599-8	Ni Wa		312	M0 VI M1 D	AAB Repository.
2711	Andam A.	D577644-4	Ag Ni		300	K0 D	
2714	Emguu.	C240655-6	Ni Po De		404	M3 V M0 D	
2715	Gagnir.	D95A555-6	Ni Wa		900	K4 V M7 D	Chirper.
2717	Luuker.	D631655-6	Na Ni Po		100	G4 V	
2719	Gaar.	D565100-3	LoPop		512	K2 V	
2721	Muup.	B669999-A	HiPop		304	A4 V	
2725	Madaa.	B342899-B	Po		214	M3 V	
2727	Gili Ad.	B535588-9	Ni		714	M4 V	
2728	Luursaam As.	C340888-7	Po De		202	K9 V M0 D	
2729	Shuudin Ir.	C655111-5	LoPop		403	M1 II	
2734	Igmer Kiash.	B5479AA-8	Ind HiPop		202	M3 VI M6 D	
2735	Shiishiiga.	D99A344-6	Wa LoPop		803	M2 V	
2736	Irash In.	C9D6599-6	Ni Fl		204	M0 V M9 D	
2737	Uumkhushkuu.	D894266-7	LoPop		300	A2 III K1 D	
2738	Aashlas Iidka.	D203277-5	Ic LoPop Va		312	K3 V M4 D	
2739	Zir.	C645300-7	LoPop		603	M3 V K2 D	
2801	Luusiga.	C430666-9	Na Ni Po De		404	M7 IV	
2802	Khikan Luus.	D300144-8	LoPop Va		704	M3 V	
2803	Nike.	C569444-6	LoPop		113	G0 V M4 D	Full Data
2807	Shashuush.	B200788-B	Na Va		300	M9 VI	
2817	Rikuliisaa.	D8B3133-7	LoPop Fl		100	M0 V M0 D	
2819	Guuesh Gir.	C553311-9	Po LoPop		904	M1 V	
2821	Shuumi Ash.	C224599-9	Ni		922	K1 V	
2822	Nirkvleaan.	D651000-4	Po Ba		022	M6 V M2 D	
2827	Saark.	C100000-9	Va Ba		020	M2 V	
2828	Agag.	C98A300-B	Wa LoPop		403	G4 V M3 D	
2830	Kuukark.	B77A000-A	Wa Ba		003	K8 II	
2831	Giidaamuu.	E768599-2	Ag Ni		903	M0 V	
2836	Nuuam Vlaiish.	D777100-8	LoPop		403	M8 V	
2837	Garkkhuurda.	D382100-8	LoPop		205	K9 II M8 VI	
2838	Nirash An.	A543000-9	Po Ba		023	G9 V	
2904	Kirkuu Aak.	C97A377-6	Wa LoPop		400	M0 VI	Full Data
2908	Guud.	C2007AA-A	Na Va		912	M0 II M6 D	
2918	Igmias.	DA9A511-5	Ni Wa		400	G2 II M6 V	
2919	Mar.	C254133-9	LoPop		304	M2 V	
2920	Eraki	B989755-B	Ri		503	M9 IV	
2922	Mem.	B303444-A	Ic LoPop Va		603	M3 V	
2923	Dugaar Liivlaa.	C343355-6	Po LoPop		823	M1 V M3 D	
2927	Shea	E6518BB-5	Po		503	M0 V M5 D	
2928	Amkuu.	A234666-B	Ni		210	M0 V M1 D M8 D	
2932	Khanamusa.	C210200-8	LoPop		203	M3 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2935	Ashagki.	C788855-8	Ri		203	K2 V	
2936	Lirur Uushis.	E687300-2	LoPop		403	M2 V	
2937	Kakar	B100566-C	Ni Va		130	M0 V M5 D	
2938	Arkliuukii.	C758000-7	Ba		003	K9 V M5 D	Chirper.
3001	Enshiun.	D89A211-7	Wa LoPop		202	K3 V	
3004	Sharpi.	B571888-9			300	M4 V	Full Data
3005	Khermaasim.	A689566-B	Ni		322	F0 V M9 D	
3006	Vlir.	C544000-6	Ba		015	M1 V K9 D	
3008	Iiradli	B542A77-C	Ind Po HiPop		700	M3 V	
3012	Urdanpa.	C110333-B	LoPop		604	K1 V M8 D	
3013	Eshiir.	C402000-7	Ic Va Ba		024	M4 V	
3014	Khergu.	A200222-B	LoPop Va		200	M0 II	
3015	Uushkhaa.	D786100-6	LoPop		323	G1 V	
3016	Dad.	D797000-6	Ba		004	M0 III	
3018	Kaagii Shim.	A646111-B	LoPop		301	M7 V	
3019	Makugpaa.	B374000-8	Ba		004	F0 V M3 D	
3024	Demir.	D785566-6	Ag Ni		115	M0 V M5 D	
3027	Nurdishpuu.	B576000-7	Ba		010	M3 V	
3028	Gin.	C768611-4	Ag Ni		312	M0 V	
3029	Arla Iir.	C361000-7	Ba		000	K1 V	Chirper.
3030	Kush.	E230400-5	Po De LoPop		520	M0 V M5 D	
3031	Adir.	D85A200-7	Wa LoPop		401	G1 V	
3032	Uumirsa	A000AEE-C	Na Ind Ast HiPop Va		404	K2 V	
3035	Vliiki.	C8B5000-A	Fl Ba		003	G1 III	
3037	Shamem Er.	C543344-7	Po LoPop		303	K2 V	
3039	Khiigep.	D371000-8	Ba		011	K1 V	
3101	Guukark Iin.	B552533-8	Ni Po		803	M2 V	
3103	Khiim.	D7AA333-6	Wa LoPop		302	K6 IV	Full Data. Ancient St.
3107	Uundliir Ka.	B768766-8	Ag Ri		401	K1 VI M1 D	
3110	Gin.	B467311-9	LoPop		824	G3 V M4 D	
3111	Erash.	B7A9100-B	LoPop		405	M9 V	
3114	Khaaar.	B488455-8	LoPop		400	K2 D M4 D	
3115	Giga.	A355000-B	Ba		000	M4 V M8 D	
3117	Gishgigiga.	D442100-7	Po LoPop		300	M1 V	
3120	Gaga As.	B428AEE-C	Ind HiPop		613	K0 V M8 D	
3121	Shenpe.	A310000-B	Ba		010	M1 V	Vilani Depot(Ruins)
3122	Kir.	D120522-8	Ni Po De		704	K0 V M0 D	
3124	Ribakid.	D74A322-5	Wa LoPop		722	M1 V M1 D	
3126	Khikhuu.	B433322-C	Po LoPop		804	G2 IV	
3135	Iirgasi.	B245100-8	LoPop		404	G0 V	
3136	Kadushi	D889ADD-7	HiPop		704	M3 V	
3138	Kirgii.	D542300-6	Po LoPop		821	G4 V	
3139	Iigan.	B433000-C	Po Ba		003	G8 V	
3202	Laadkip An.	C476000-6	Ba		001	M3 IV M6 V	AAB Repository.
3205	Shimu Khivli.	C000666-8	Na Ni Ast Va		714	K1 V M6 D	Full Data
3206	Vlisis.	D201766-6	Na Ic Va		303	M9 VI M7 D M1	
3208	Khuder.	D898000-7	Ba		012	K7 III	
3209	Garkanlu.	C536000-6	Ba		025	K8 V	
3220	Giza.	C634444-5	LoPop		703	M0 V M5 D	
3221	Dear.	C76A000-8	Wa Ba		013	M1 V	
3222	Vliir Ge.	A120000-C	Po De Ba		010	G9 V	
3223	Urikgu.	B485366-8	LoPop		113	M2 V M2 D	
3227	Arku.	B665455-7	LoPop		400	M3 V M8 D	
3228	Nuuka.	D000000-7	Ast Va Ba		000	F6 V M1 D	
3231	Nanis Aar.	E580233-4	De LoPop		603	G2 V	
3235	Imra Muu.	D594000-5	Ba		003	M1 III M5 D	
3236	Shardi	C326ABB-B	Ind HiPop		704	M0 V	
3238	Guuka Nuuri.	C458455-7	LoPop		713	K1 V M5 D	Chirper. Droyne.
3239	Khiiud.	DA7A000-6	Wa Ba		002	G9 V M4 D	
3240	Miiam.	A5A0833-C	De		713	G2 IV	

This sector has 560 worlds, of which 460 have native gas giants. The estimated population for the sector is 1429 billion sapients (not necessarily humans). There are 30 Agricultural (Ag) worlds versus 40 Non-Agricultural (Na) worlds. There are 88 Non-Industrial (Ni) Worlds versus 15 Industrial (Ind) worlds. There are 14 Rich (Ri) worlds versus 106 Poor (Po) worlds. There are 49 Water Worlds (Wa), 19 Ice-Capped worlds (Ic), 46 Desert worlds (De), and 65 Vacuum (Va) worlds. There are 31 High Population (HiPop) worlds versus 242 Low Population (LoPop) worlds. There are 16 Asteroid Belts (Ast) in the subsector. There are 135 Barren (Ba) worlds. The highest population world in the sector is 2512 B220BAA-C Irash.; the lowest population world is 0105 CBB1000-8 Anli. The average tech level in the sector is 7 (most lie between 5 and 10). World names are primarily Vilani.

The Core Sector — Referee Data

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0103	Irkigkhan.	D9C3599-6	Ni Fl		223	M4 V	
0104	Shana Ma.	E351000-6	Po Ba		003	K2 IV M7 D	Chirper.
0106	Niir.	B9C68AA-7	Fl		404	A1 V	
0112	Ye-lu.	B673111-9	LoPop		103	M6 V M0 D	
0113	Khishi.	D7A8000-8	Ba		003	M6 V	
0114	Khid.	C250244-9	Po De LoPop		920	M1 VI	
0116	Idpuu.	B485755-8	Ag Ri		411	M4 V	
0117	Neki.	C664522-6	Ag Ni		410	M0 III M9 V M4	
0120	Kein.	C244544-8	Ag Ni		700	K2 VI	
0125	Larsaluu.	B664133-9	LoPop		110	M6 V M1 D	
0126	Danke Es.	B241644-8	Ni Po		413	G7 VI M4 D	Ancient Site.
0127	Emshi.	B578733-8	Ag		514	M1 V	
0128	Sheki.	C559344-9	LoPop		923	K0 V	Chirper.
0129	Laslii Mii.	B984000-7	Ba		022	M9 V	
0130	Siiaash.	E200688-7	Na Ni Va		502	M2 V M0 D	
0132	Lash.	C76A355-B	Wa LoPop		621	K3 V M0 D	
0133	Pumuuda.	C8D7377-9	LoPop Fl		115	G5 V	
0134	Miise.	C421311-8	Po LoPop		803	M5 IV	
0135	Maish Uun.	C667111-9	LoPop		404	M4 V	
0138	Ziris.	B873000-8	Ba		002	M2 V	
0139	Shardir Aagkuug.	C87A222-A	Wa LoPop		213	M1 V M3 D	
0140	Aadkhien.	E100000-7	Va Ba		002	K0 V	
0202	Azimuth.	B6566B9-A	Ag Ni		200	M2 V	
0203	Khaur Ga.	C234533-B	Ni		400	K1 VI	
0208	Gekshiiuun.	D527200-4	LoPop		723	F9 IV	Ancient Site.
0210	Uras.	A797888-A			801	M2 V M7 D	
0212	Gir.	B645411-8	LoPop		903	K6 II M7 D	
0216	Emuuis.	C422100-A	Po LoPop		104	M9 IV M0 D	
0218	Darnii Kimi.	D878111-4	LoPop		614	M0 V	
0220	Inir.	E88A000-5	Wa Ba		003	G2 V	
0221	Kan.	B789588-A	Ni		905	G1 V	
0222	Arir Ash.	E210366-5	LoPop		205	G1 V	
0224	Lindbar.	E234000-5	Ba		003	M8 V	
0228	Ashder.	C565000-7	Ba		020	M5 V	
0231	Giuum Gim.	E869000-4	Ba		011	G1 VI M8 D	
0234	Sishar.	B667733-8	Ag		204	M4 V M8 D	
0236	Gasha Uusar.	D671455-6	LoPop	S	203	G9 IV	
0240	Bur.	C587000-8	Ba		000	M2 V M7 D	
0302	Khaam.	C597000-7	Ba		001	M1 V	
0304	Kuunaa.	B8B5000-9	Fl Ba		023	M6 V	
0305	Muudeshi.	B100AAA-B	Na Ind HiPop Va		301	G1 V	
0306	Kiid.	C786000-7	Ba		022	M1 V	
0307	Pasliir.	B274444-7	LoPop		200	K0 V	
0308	Shar.	C688111-7	LoPop		514	M6 V	
0310	Mag.	E888000-3	Ba		002	M7 V K8 D	
0313	Maish Akush.	C332666-9	Na Ni Po		303	M4 V	
0314	Maarshigervlig.	B8A5455-8	LoPop		514	K6 III M5 D	
0315	Das.	B685366-8	LoPop		604	M3 V M1 D	
0316	Dudin	D5286BB-9	Ni		124	M9 VI	
0319	Uurze.	B234000-B	Ba		014	M2 IV K7 D	
0322	Enluur.	B242000-B	Po Ba		004	M1 V	
0324	Vliga.	B413000-8	Ic Ba		001	M3 V	
0325	Muuidimu.	B210777-9	Na		303	M2 IV	
0326	Dindma Eshgi.	B340000-9	Po De Ba		004	M4 V M7 D	
0328	Baamlaa Maa.	C253277-9	Po LoPop		111	M3 D	
0331	Guuriir.	E100144-6	LoPop Va		224	K4 V M0 D	
0332	Mige Ris.	B6557CC-8	Ag		303	M4 VI M9 D	Ancient Site.
0334	Irka.	B9A9611-B	Ni		623	M1 V M9 D M2 D	
0338	Kiimaa.	C887000-7	Ba		000	K0 V M2 D	
0402	Apge	B772555-D	Ni		110	M2 V	Ancient Site.
0403	Irli Un.	B000144-B	Ast LoPop Va		604	M1 V	
0405	Dake Ag.	C674000-8	Ba		014	K1 V M5 D	
0408	Arkag Ka.	C4536BB-9	Ni Po		402	M4 VI M4 D	
0409	Gin.	C994311-8	LoPop		302	M3 V	
0410	Daa.	B779133-9	LoPop		202	G4 V M6 D	
0411	Kash.	E584000-4	Ba		003	M6 V	
0414	Shiieniaand.	D461133-3	LoPop		913	M1 V	
0416	Sanches	B654844-B			413	M0 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0418	Shardi	E333744-7	Na Po		103	M4 V	
0420	Nirgem.	C6A7000-8	Ba		004	K3 V M5 D	
0421	Murda.	B887211-B	LoPop		722	G8 V	
0423	Gig.	B400322-B	LoPop Va		600	K4 V	
0428	Irlu	C5358AA-B			113	K2 V M4 D	
0429	Diid.	C9B9000-8	Fl Ba	S	004	G4 V	
0431	Gizar Ik.	B634200-9	LoPop		404	K5 V	
0432	Khiieshirk.	C150744-B	Po De		905	K2 III M4 V	Chirper.
0437	Uumaamuushgii.	C400799-8	Na Va		805	M4 V	
0439	Indand.	B110000-A	Ba		003	M1 V M4 D	
0440	Ganshas.	A53A966-C	Wa HiPop		403	G1 V M2 D	
0502	Niir.	B76A5AA-9	Ni Wa		120	M1 V M3 D	
0505	Emiigaap.	C130688-9	Na Ni Po De		124	M1 V	
0511	Gaadir.	D4867BB-4	Ag		112	F1 IV	
0512	Arla Un.	B513344-8	Ic LoPop		902	A5 IV K9 D	
0513	Kaman.	E772000-3	Ba		003	K0 V	
0516	Rundan.	C76A522-7	Ni Wa		304	K0 V	
0517	Shiga Sha.	A726133-A	LoPop		802	M2 V	
0519	Zan.	C100266-B	LoPop Va		514	M5 III	
0522	Amkhiikhaki.	E362755-5	Ri		324	F2 VI	Ancient Site.
0523	Uniimvlu.	B590100-9	De LoPop		403	K1 IV	
0526	Uumkhi.	B200000-A	Va Ba		021	M2 V	
0527	Urguu.	A357000-9	Ba		015	G9 V M3 D	
0529	Iirkaa Gaasar.	B386666-9	Ag Ni Ri		512	M4 V M5 D	
0530	Mien Puuruu.	D433322-5	Po LoPop		304	M4 V M4 D	
0531	Dauur.	B655100-8	LoPop		100	K2 V M8 D	Chirper.
0537	Lia	E654755-6	Ag		502	F4 V	Full Data
0603	Dashgad.	C140244-B	Po De LoPop		601	G1 V	Full Data
0606	Khuumiam.	C736788-7			611	M0 V	
0612	Khukhi.	C667788-7	Ag Ri		700	F3 V M7 D	
0619	Iggaar.	B758766-7	Ag		715	K3 V	Chirper.
0622	Sketola.	B647488-B	LoPop		404	M1 V	
0624	Giirud.	A100266-C	LoPop Va		904	M1 V	
0635	Anemzaa.	B642422-7	Po LoPop		702	M7 VI	
0637	Vlimas.	C796000-5	Ba		003	M4 III	
0707	Maaruur.	E6A2000-6	Ba		020	K8 VI M1 D	
0713	Ruuni.	C333500-A	Ni Po		703	M8 VI	
0714	Marsus.	B6A7999-8	HiPop		521	K3 V M1 D	Ancient Site.
0718	Uupig.	D797244-4	LoPop		505	K4 V	
0721	Shika.	E251466-6	Po LoPop		501	M0 V M0 D	
0722	Kuuda I.	B361333-8	LoPop		302	M0 V	
0725	Khag.	C411266-A	Ic LoPop		103	M8 II	
0727	Dral	C7288DD-A			312	G3 V M3 D	
0731	Zzugep	C453AAA-9	Po HiPop		300	M1 V	
0734	Laari.	C797355-4	LoPop		100	M3 V M3 D	
0735	Aapas Mi.	E584366-2	LoPop		304	M1 V	
0737	Shash.	C898522-6	Ag Ni		923	G1 V M3 D	
0806	Gaage.	A212533-C	Ni Ic		800	M2 V	Full Data
0808	Kikim.	D575000-2	Ba		014	M0 II M6 V	Full Data
0811	Alekvadin	B675977-A	Ind HiPop		702	M3 V	Full Data
0812	Protalus.	B845755-8	Ag		214	G4 V M4 D	
0816	Keshi.	C792566-8	Ni		912	K4 III M4 D	
0820	Iruukzi.	C776000-6	Ba		000	K3 V M5 D	
0821	Lakhia.	B000411-C	Ast LoPop Va		504	G6 V	
0822	Siirduu.	C140366-9	Po De LoPop		814	G9 V M9 D	
0827	Iirla.	B350444-A	Po De LoPop		713	M2 V	
0831	Kuuki Zaa.	D549000-7	Ba		014	K1 V M1 D	
0835	Laaze.	D438000-4	Ba		003	M6 V	
0839	Night	B5748CC-B			420	K8 VI M4 D	
0903	Dis.	E000000-6	Ast Va Ba		013	K5 V	
0905	Oorpic.	B553ADD-A	Po HiPop		100	M2 V M7 D	
0906	Muumuu.	C7766AA-9	Ag Ni		402	M3 V K7 D	AAB Repository.
0907	Gish.	C778733-6	Ag		230	G0 V M7 D	
0910	Gisid.	E567000-2	Ba		005	K3 V M1 D	Full Data
0911	Kiked Iig.	C545311-7	LoPop		203	M3 V	Full Data
0915	Mupisar.	B577000-B	Ba		013	M3 V	Full Data
0916	Heraldia.	C95A344-9	Wa LoPop		101	G3 V	
0919	Marpi Ka.	D550000-6	Po De Ba		004	M1 V	
0921	Umda.	E6A7422-4	LoPop		310	M4 V	
0922	Guba Ak.	B375000-C	Ba		002	M1 V	
0929	Sheduu.	E649000-6	Ba		000	M3 V M6 D	
0931	Siniir Sa.	A599300-A	LoPop		514	G0 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0933	Kis.	B88A300-9	Wa LoPop		311	K2 IV	
1002	Mishaar	B140544-C	Ni Po De		420	A2 V	
1008	Uusla.	C302422-B	Ic LoPop Va		704	K3 V	
1009	Luumiiliiplen.	B536433-9	LoPop		313	K4 IV	
1012	Uurmu Kuu.	C424100-B	LoPop		824	M4 V M0 D	
1016	Urshra	B361755-B	Ri		303	M3 V	
1019	Liga Ka.	C783000-8	Ba		003	M1 V M1 D	
1022	Kaplir.	E473544-4	Ni		513	G0 V	Full Data
1023	Irkkha.	B323688-9	Na Ni Po		900	M3 V	Full Data
1028	Miim.	C250222-6	Po De LoPop		801	G3 V	AAB Repository.
1033	Geam.	C556000-9	Ba		004	M4 V M8 D	
1034	Gur.	D533688-4	Na Ni Po		600	M4 V M9 D	
1035	Madalagaa.	B581233-8	LoPop		103	G2 V M1 V	
1037	Nuukhish.	D542355-5	Po LoPop		924	M5 V	
1038	Maur Na.	B358433-9	LoPop		514	M3 V	
1040	Davla.	C528000-A	Ba		025	M5 V M7 D	
1101	Kiimi Di.	E120000-7	Po De Ba		002	M4 V	
1102	Gipirkash.	C594122-8	LoPop		124	M7 V	
1104	Rae.	E580544-3	Ni De		923	G1 V M9 D	
1108	Uurruu E.	B7657AA-7	Ag		414	M4 V	
1109	Uuruun Kuu.	D987000-5	Ba		014	M6 V	
1112	Kish.	D310111-7	LoPop		422	M4 VI M3 D	
1114	Adguu Uun.	A5206AA-9	Na Ni Po De		703	M1 V M3 D	
1116	Kelpo.	B783422-6	LoPop		200	K1 V M4 D	
1120	Eorvin.	C340666-9	Ni Po De		103	M4 V M2 D	
1123	Guuirk.	A100000-D	Va Ba		025	M2 V	Full Data
1124	Imkhasham.	A8AA677-C	Ni Wa		312	M1 V M4 D	Full Data
1125	Ishiira.	D652100-6	Po LoPop		110	M1 V M3 D M9 D	
1129	Aruur.	D6A4000-6	Ba		004	K3 V M2 D	
1130	Merkaakhu.	D79A355-A	Wa LoPop		501	M9 D	
1134	Aursis	A545522-B	Ag Ni		900	K1 V	
1140	Kaamind.	CAF3511-8	Ni Fl		500	K0 V	
1202	Kargi.	C569411-9	LoPop		805	M3 V G8 D	
1204	Limashimii.	C447000-9	Ba		002	M4 D	
1205	Miilapkhas.	B590477-7	De LoPop		404	K3 V	
1214	Guun.	E585000-4	Ba	S	012	K4 VI	
1219	Amed.	C210533-9	Ni		320	G0 V M8 D	
1220	Aruu.	C100000-A	Va Ba		004	M2 V	
1221	Shuukha Zuush.	BAD5100-7	LoPop Fl		113	K6 VI	
1222	Armi.	C577633-6	Ag Ni		613	G4 V	
1223	Muguu.	D556000-5	Ba		030	K9 III M0 D	Chirper.
1225	Irmi Khi.	E341666-4	Ni Po		210	M0 VI	
1226	Shanii Arduu.	B485000-A	Ba		022	M0 V	
1228	Lishiruud	B697311-6	LoPop		413	M7 IV	
1229	Bais Si.	E354133-3	LoPop		613	M3 V M5 D	
1232	Diam Kani.	C130000-B	Po De Ba		022	K2 V	
1233	Laap.	B375000-9	Ba		024	M4 VI M0 D	
1236	Iipgiir.	C491355-B	LoPop		503	M5 V M4 D	
1237	Miikuu Ar.	E6A7355-4	LoPop		803	K0 V	
1239	Iirbasur.	C547877-8			202	M0 V	
1240	Lam.	D223000-7	Po Ba		014	K2 IV M7 D	
1302	Uumaad Nurir.	C778000-8	Ba		004	K0 V	
1307	Ashduuma.	C88A6AA-8	Ni Wa		310	M0 III M4 D	
1308	Akpussagna.	E557000-2	Ba	S	004	M4 II M8 D	
1309	Uuniluu.	B94A566-9	Ni Wa		401	M2 V M7 D M8 D	
1314	Mukirurguum.	B859000-8	Ba		002	K2 V	Full Data. Chirper.
1316	Shibasiim.	D85A477-4	Wa LoPop	S	202	K7 VI M5 D	Chirper.
1317	Belicose.	C203322-B	Ic LoPop Va		212	K4 V M7 D	
1320	Adkaash.	B222000-9	Po Ba		002	M5 V	
1321	Nuur.	B664100-6	LoPop		500	M4 V	
1322	Liper.	C675AEE-7	Ind HiPop		323	M4 V	
1323	Kushur Naa.	B310200-C	LoPop		303	G3 V M8 D	
1328	Sar.	B647799-9	Ag		102	M4 V M0 D	
1330	Shidkar.	B685200-6	LoPop		200	F3 V M7 D	
1334	Anshar.	BACA000-B	Wa Fl Ba		012	G5 V M0 D	
1335	Umkashuu	C354999-9	HiPop		222	M2 V	
1336	Kuka.	EA97000-2	Ba		003	M3 V M0 D	
1338	Rid.	C695133-8	LoPop		602	M2 V	
1403	Gag.	E896000-3	Ba		021	G1 V	
1407	Imguu.	B200499-9	LoPop Va		820	M5 V	
1410	Uurgin.	C210599-7	Ni		903	M3 V	
1416	Imdi Mi.	B68A000-8	Wa Ba		004	M2 V M8 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1418	Kishdush.	D646000-5	Ba		003	M3 V M1 D	
1421	Angar.	B436766-8			222	M0 V M0 D	
1422	Ashbikuu.	C7C2000-7	Fl Ba		011	G7 V M1 D M8 D	
1424	Khusgurlu	B652566-9	Ni Po		614	M1 IV	
1428	Vlaarvla Akha.	A656544-9	Ag Ni		100	K6 II M9 D M2	Chirper.
1430	Uukzi Giish.	B100000-B	Va Ba		003	F1 V M1 D	
1431	Saar.	C494000-6	Ba		003	M7 V	
1434	Diirmuu.	D755000-8	Ba		003	M2 VI	
1436	Arvlesaaish.	E6B0000-5	De Ba		001	G3 V	
1437	Mishaa.	B9A8100-7	LoPop		713	M6 III	
1440	Minduun Sammad.	A58A411-C	Wa LoPop		203	M4 V	
1503	Zepdind Ir.	C5368AA-5			104	M0 V	
1505	Kuum.	C667100-6	LoPop		414	K9 III	
1506	Kakaaguur.	C486000-5	Ba		004	K3 V	
1508	Asmi.	D697222-3	LoPop		500	G5 V	
1510	Kinuu.	E110366-7	LoPop		503	M2 II	
1511	Aman Urk.	E445300-4	LoPop		123	M8 V M6 D	
1512	Ansham.	B8C2122-7	LoPop Fl		504	M5 VI	
1518	Uugnii.	A86A533-C	Ni Wa		220	M4 III	
1519	Sher.	D9D2322-5	LoPop Fl	S	303	M2 V M7 D	
1522	Gaashi Ash.	C7C0133-7	De LoPop		200	M7 V M0 D	
1523	Laus.	A596122-A	LoPop		213	M3 V M4 D	
1524	F'rnow.	A626A88-C	Ind HiPop		912	K4 V	
1526	Gikakhii.	E403211-6	Ic LoPop Va		923	M1 V	
1529	Niin.	D210000-6	Ba		024	F8 V M5 D	
1530	Arvli Khaan.	B563000-9	Ba		002	M5 IV M6 D	
1531	Emsha I.	C3339CC-8	Na Po HiPop		213	K3 V M3 D	
1533	Zagi Uu.	C647255-6	LoPop		702	M3 V M0 D	
1534	Gid.	B76A533-B	Ni Wa		103	K1 V M6 D	
1536	Shueshlar	D435266-7	LoPop		102	M3 III M3 D	
1538	Uurme.	A343211-9	Po LoPop		401	K0 V	
1539	Dimanaam.	A583355-C	LoPop		104	K6 V M1 D	
1605	Giiar E.	B446244-A	LoPop		300	K1 V	
1609	Sirma	C2249AA-A	Ind HiPop		502	K4 V M3 D	
1610	Nagan.	C645144-9	LoPop		103	M1 V	
1611	Shauug.	B964255-A	LoPop		414	K0 V	
1615	Marlakasi.	E779000-0	Ba		004	M0 V	
1616	Vluurvlash.	E9B4000-0	Fl Ba		014	M4 V	
1622	Genkaaa.	C120555-A	Ni Po De		201	M2 II M8 V M7	
1623	Aggaa Irpu.	A567122-7	LoPop		824	M3 V G2 D	
1625	Gakirvli.	C885333-7	LoPop		114	K4 IV	
1628	Amshakshe.	C633655-8	Na Ni Po		904	F3 IV	
1630	Kuusuu Uur.	C130377-B	Po De LoPop		203	M7 IV	
1633	Reshi Uun.	C300877-9	Na Va		501	K4 III	AAB Repository.
1635	Khasherliguu.	D627599-7	Ni		714	K0 V	
1638	Malaaash.	E759122-3	LoPop		312	K2 IV M2 D	Chirper.
1701	Kama.	E99A455-6	Wa LoPop		724	M1 V	
1702	Iski Kuu.	D463000-5	Ba		002	M4 V	
1703	Irkhiide.	C645300-A	LoPop		900	M6 V	
1707	Erdi.	C6866AA-6	Ag Ni		400	M1 V	
1708	Uunnagirluu.	B000444-9	Ast LoPop Va		104	G2 V	
1710	Kherip Ag.	E000000-6	Ast Va Ba		011	M9 V M2 D	
1711	Kaakhe Mirir.	D100533-7	Ni Va		912	M0 V	
1713	Uushnem.	C9D3511-7	Ni Fl		714	M7 IV	
1715	Fornol.	C581000-1	Ba		012	K3 V M9 D	
1717	Kasdaga.	D9B7444-7	LoPop Fl		724	M4 V	
1721	Duusikiim.	C565555-8	Ag Ni		304	G0 V M4 D	AAB Repository.
1724	Guurma Sa.	A675322-A	LoPop		524	M2 III	
1725	Angairkshak.	B445788-8	Ag		503	M0 V	
1726	Demla.	C000233-9	Ast LoPop Va		104	M1 V M2 D	
1727	Khirar.	B8B1111-A	LoPop Fl		605	M0 II	
1730	Laik Girkki.	BAB4499-8	LoPop Fl		504	M8 VI M0 D	
1732	Maasaanin.	C758322-9	LoPop		804	M4 V M7 D	
1733	Riid.	B865133-8	LoPop		614	K3 V	
1736	Santry.	B4208AA-C	Na Po De		900	M1 V M6 D	
1737	Irkhar Kirk.	C374466-8	LoPop		700	M4 V	
1738	Ginna.	C8A6000-8	Ba		013	M5 V M6 D	
1739	Enshuuar.	B6A6300-8	LoPop		812	M4 V	
1801	Kind.	E451000-3	Po Ba		025	K2 V M4 D	Chirper.
1808	Gamgiigela.	B1008BB-A	Na Va		623	K2 V	
1812	Khiidkar.	B383688-9	Ni Ri		605	M4 V	
1813	Gaadvlu Ki.	E354544-3	Ag Ni		400	M4 V M1 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1815	Unrair.	C510111-7	LoPop		413	M3 V	Full Data. Sylean Fed.
1819	Unkuu.	B505144-8	Ic LoPop Va		300	M7 V	Full Data. Sylean Fed.
1821	Shar.	B78A200-D	Wa LoPop		402	M4 V M5 D	
1822	Anga Ke.	B200544-C	Ni Va		912	M3 V K2 D	
1823	Gerar Khashii.	E8B7000-4	Fl Ba		004	M3 V	
1824	Likamish.	E554100-3	LoPop		604	M4 V	
1825	Rarkan.	C5A2000-9	Ba		001	M9 D M9 D	
1829	Shis.	B211655-A	Na Ni Ic		913	G0 V	
1831	Irkgiur.	C663422-4	LoPop		625	M2 V M8 D	
1833	Shaaram.	E464100-5	LoPop		504	M2 II	
1836	Cordova.	C3409BB-B	Ind Po De HiPop		703	K1 V M0 D	
1837	Anlumir.	BA9A355-B	Wa LoPop		300	G6 V	
1838	Iraddii.	E989366-4	LoPop		203	M4 V	Ancient Site.
1839	Rili Aash.	B782411-7	LoPop		501	G5 VI	
1840	Saruumdiiush.	E743655-3	Ni Po		400	M1 V	
1901	Zaniin.	B694588-8	Ag Ni		700	A3 V M7 D	
1902	Irbi.	B889000-8	Ba		003	M8 VI M9 D	
1909	Iiska Ashgi.	D433000-4	Po Ba		000	K5 VI M4 D M3	
1912	Khamiila.	A430300-C	Po De LoPop		912	M0 V	
1916	Irurk.	A344644-9	Ag Ni		614	M9 D	Full Data. Sylean Fed.
1917	Aggii Ganaan.	E222477-4	Po LoPop		804	K4 V	Full Data. Sylean Fed.
1918	Irmap Muu.	C624422-7	LoPop		204	K1 V M4 V	Full Data. Sylean Fed.
1919	Nirinirk.	E776000-6	Ba		000	F2 V	Full Data. Sylean Fed.
1920	Kuma As.	D410000-1	Ba	S	003	M6 VI M9 D	
1921	Medishvlaas.	C245377-7	LoPop		724	G4 V	
1924	Mar.	E455000-3	Ba		000	A4 V M3 VI	
1925	Naauup Emrim.	A485677-9	Ag Ni Ri		800	M0 V M5 D	
1927	Khiri.	B94A222-6	Wa LoPop		204	K2 V M5 D	
1929	Shakiisiir.	E628311-4	LoPop		824	M2 V	
1930	Kegi And.	B000788-C	Na Ast Va		204	A1 V	Ancient Site.
1933	Uushruu.	C599322-9	LoPop		604	M1 V M5 D	
1934	Zishma Kha.	C886233-5	LoPop		200	M2 V	
1938	Keshi	B566200-7	LoPop		114	K3 V M1 D M0 D	
1940	Nii.	B548A88-8	Ind HiPop		420	M6 III	
2006	Amur Isark.	B210788-7	Na		912	M2 V	
2008	Khekaa.	A110122-C	LoPop		505	M1 V M7 D	
2010	Maashsha.	C8B7000-A	Fl Ba		005	G3 V	
2011	Kikamaa.	D544000-4	Ba		003	G1 V M7 D	
2012	Biin.	E651233-4	Po LoPop		733	M3 V M7 D	
2014	Bala.	C62A333-8	Wa LoPop		414	M0 V M7 D	Full Data. Sylean Fed.
2016	Zuarkri.	C877599-8	Ag Ni		504	M2 V	Full Data. Sylean Fed.
2017	Kain.	E576244-4	LoPop	S	821	M7 V	Full Data. Sylean Fed.
2020	Kan.	D200000-1	Va Ba		013	G4 V	Ancient Site.
2021	Shaashsha.	A300433-B	LoPop Va		915	K9 IV	
2027	Amuum Kuu.	C9A5444-9	LoPop		800	K5 VI	
2028	Iipshimun.	B443200-A	Po LoPop		904	G1 V M2 D	
2030	Ragni.	E63A766-6	Wa		314	M4 V	
2034	Daindkhara.	C324355-B	LoPop		703	M1 III	
2036	Uundi Zi.	A410977-C	Na Ind HiPop		804	G8 III M8 D	
2037	Daaud Urle.	C333344-9	Po LoPop		820	M1 V	
2038	Gimmi Uussha.	C476333-A	LoPop		202	K0 V	
2040	Gikhii Iis.	A240511-8	Ni Po De		102	M3 V M2 D	
2101	Khizuuuum.	A85A433-C	Wa LoPop		303	M4 V	
2102	Ravla.	B554211-7	LoPop		210	G5 IV	
2103	Inlun Ra.	E000000-6	Ast Va Ba	S	005	K2 V	Ancient Site.
2104	Nuudle.	C884877-7	Ri		902	K5 D M0 D	
2105	Shiza.	C461866-A	Ri		603	M4 V M9 D	
2111	Kiikagaiir.	C446455-9	LoPop		600	M9 D M3 D	
2112	Nappar.	C428255-7	LoPop		720	M9 IV	
2115	Zimiin.	A331744-B	Na Po		304	M4 V	Full Data. Sylean Fed.
2118	Sylea	A586A98-C	HiPop		305	G2 V	Full Data. Sylean Fed.
2121	Vlaakier.	B98A577-8	Ni Wa		413	G1 V	
2122	Iirkkhu.	C476000-9	Ba		000	M9 V	
2125	Urish.	B5247CC-A			603	K4 V M9 D	AAB Repository.
2130	Iruies.	B565000-9	Ba		003	G4 V	
2133	Degkak Uun.	E88A455-5	Wa LoPop		210	K4 III	
2135	Diliig.	D749000-4	Ba		013	K6 V	
2136	Kiir.	A77A000-D	Wa Ba		004	M3 V M6 D	
2138	Adkhi.	E888244-3	LoPop		400	M3 V M3 D	
2139	Nig.	C565344-9	LoPop		802	M8 V M5 D	Ancient Site.
2140	Sidzer.	D200255-8	LoPop Va		910	M2 III M1 VI	
2203	Andkag Pa.	B338000-A	Ba		000	K2 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2205	Daash.	C538655-A	Ni		823	G3 V	
2206	Edirkisdii.	B444100-A	LoPop		113	A8 V	
2209	Shudusham.	A476AAA-C	Ind HiPop		710	M1 V M9 D	
2210	Gis.	D562466-3	LoPop		105	M2 V M1 D	
2211	Gid.	B655555-B	Ag Ni		224	K2 III M8 D	Chirper.
2213	Kiirri.	B541000-5	Po Ba		014	G9 V	Full Data. Sylean Fed.
2214	Lauursha.	E849555-6	Ni		904	A1 V	Full Data. Sylean Fed.
2216	Khash.	B8A6000-7	Ba		023	M0 V	Full Data. Sylean Fed.
2218	Shaaak.	B436999-9	HiPop		304	K0 V M5 D	
2219	Ase	B220488-C	Po De LoPop		610	M4 V M5 D	
2220	Khishnar.	E462255-0	LoPop		313	M2 V M0 D	
2221	Miium.	C998277-6	LoPop		815	K1 V M5 D	
2222	Miiidkhig.	C855899-8			613	M0 V	
2223	Muun.	A866000-8	Ba		002	M2 V	
2224	Kuula Iish.	B160322-B	De LoPop		203	K2 II	
2225	Duur.	C512111-9	Ic LoPop		711	K4 V	
2226	Skeen	B491A88-C	Ind HiPop		722	K1 V	
2227	Lider.	C357100-6	LoPop		703	K3 V M6 D	Chirper.
2232	Kuuma.	C538255-8	LoPop		902	M1 V M7 V	
2237	Miregzi.	B203266-9	Ic LoPop Va		700	F9 V	AAB Repository.
2306	Erem Dash.	D645333-7	LoPop		703	M0 V M8 D	
2312	Giikkala.	B79A755-B	Wa		103	K3 IV	AAB Repository.
2314	Laairer.	B559111-8	LoPop		904	A1 VI	Full Data. Sylean Fed.
2316	Idmum.	C4447AA-7	Ag		802	M0 V M5 D	Full Data. Sylean Fed.
2317	Gikuu.	E571344-1	LoPop		910	M2 IV M8 D	Full Data. Sylean Fed.
2318	Kuunen Ish.	B210666-8	Na Ni		413	M4 V M7 D M5 D	Full Data. Sylean Fed.
2319	Ipduu In.	D979577-7	Ni		914	A1 V	
2320	Uunli.	B6B5000-2	Fl Ba		022	M3 III	
2322	Shusa.	B581899-A	Ri		804	M2 V M5 D	
2323	Lezaar.	B423A88-8	Na Ind Po HiPop		803	K4 V	
2326	Limeshuurgi.	E410000-4	Ba		010	K1 VI	
2327	Riias.	B759344-A	LoPop		113	M3 V	
2330	Raami	C522966-B	Na Ind Po HiPop		403	M2 V	
2334	Busirkher.	B233000-A	Po Ba		003	G7 V	
2335	Gish.	B555388-9	LoPop		403	M1 II	
2336	Adan.	D661411-3	LoPop		903	K1 V M2 D	
2338	Shinzarkan.	B455211-9	LoPop		614	M8 IV M0 V	
2401	Erkiim.	A52A111-B	Wa LoPop		103	M9 V M2 D	
2403	Aaruu Zi.	B469322-8	LoPop		623	K1 V	
2404	Gemi.	C400000-A	Va Ba		004	M4 V	
2405	Luunni Miu.	C576000-5	Ba		013	M0 V M0 D	
2407	Lagaashin.	E767344-3	LoPop		910	K3 V	
2408	Arnaki.	A200988-C	Na Ind HiPop Va		513	M1 V	
2410	Uungip.	C000577-9	Ni Ast Va		912	M7 II M9 D	
2413	Kiur.	E651000-0	Po Ba		001	M3 IV M2 D M7	
2414	Khaashuu.	AA7A344-8	Wa LoPop		500	M0 IV	
2416	Argash.	B755400-6	LoPop		404	K2 III M6 D	Full Data. Chirper.
2419	Gash.	E544000-0	Ba	S	000	G3 V M7 D	
2422	Geiish.	B473000-B	Ba		004	M1 V M9 D	
2425	Diki Shi.	C200ABB-A	Na Ind HiPop Va		423	G1 VI M5 D	
2429	Arka Uum.	B552222-6	Po LoPop		602	F2 V	
2431	Kim.	D7A8333-3	LoPop		512	M1 V M1 VI	
2433	Uumad.	D794400-5	LoPop		714	M2 V	
2435	Iidkek.	BAB4333-7	LoPop Fl		900	M5 IV M3 D	
2437	Ligmuu.	E636422-4	LoPop		402	M4 V K7 D	
2439	Inmaeg.	B384000-8	Ba		023	M7 V	
2501	Erani.	B000699-B	Na Ni Ast Va		100	M6 IV	
2503	Gigi.	C000000-A	Ast Va Ba		004	M2 V K1 D	
2507	Ninnund.	A986699-9	Ag Ni Ri		410	M1 V K3 D	
2511	Kuuir Am.	D477333-6	LoPop		902	M9 II M3 D	
2513	Girku.	E89A000-1	Wa Ba		002	K1 V	
2517	Imaar Pa.	D444000-1	Ba		002	M1 V M0 D	
2519	Riiiid Irman.	E000133-7	Ast LoPop Va		804	G3 V	
2521	Shipashuua.	E260000-4	De Ba		001	K4 V	
2524	Gimuur Luu.	B576000-8	Ba		003	M9 V	AAB Repository.
2526	Kisa.	A7C6000-C	Fl Ba		002	K6 V M1 D M4 D	
2529	Daa.	E564699-3	Ag Ni Ri		614	M0 V	
2532	Mie Uur.	C110333-A	LoPop		603	K6 V	
2534	Mid.	C648222-5	LoPop		402	M2 V	
2536	Duunpigamuur.	D511766-7	Na Ic		424	M2 IV K9 D	
2538	Duuind.	B768344-8	LoPop		202	K6 IV	
2540	Uumda.	C553100-6	Po LoPop		220	K3 V	Chirper.

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2602	Gasa Kuu.	B444200-8	LoPop		201	M1 V M6 D	
2603	Arunde.	EAAA233-7	Wa LoPop		903	K4 V	
2606	Margish Liir.	C347244-A	LoPop		805	K2 IV	
2608	Duur.	B557377-6	LoPop		513	M3 V M7 D	
2609	Bambe.	C599300-B	LoPop		713	M9 V	
2610	Kerliar.	C5949BB-7	Ind HiPop		605	M4 V	
2611	Kishkeiim.	C201422-8	Ic LoPop Va		703	M8 II M5 D	
2615	Ispumer	E381855-5	Ri		905	M3 VI M5 D K5	
2616	Likhamii.	B536788-6			103	M1 V M0 D	
2623	Gurdaan	B310633-B	Na Ni		514	M1 V	
2624	Idas	A492311-C	LoPop		201	F2 V M5 D	
2625	Imsha.	B224122-A	LoPop		204	K1 V M3 D	
2628	Gashkanan.	B74A255-8	Wa LoPop		614	A4 V K7 D	
2630	Shesh.	C000100-A	Ast LoPop Va	S	704	M1 V	
2631	Uurkuumluu.	B245000-8	Ba		013	M3 V M5 D	
2635	Arvlaa Gam.	E889377-3	LoPop		704	M3 V	
2636	Vled.	C998200-8	LoPop		914	K7 V	
2639	Suuashuur.	C100100-B	LoPop Va		403	G9 D	
2640	Dishadshii	B614ACC-C	Ind Ic HiPop		804	M1 V	
2703	Derku	C610A99-A	Na Ind HiPop		303	M4 V M4 D	
2705	Uundiirshiikis.	E356000-5	Ba		001	M7 V	
2706	Sinmig.	C364455-A	LoPop		214	K1 V	
2707	Kalanaauud.	D525000-6	Ba		000	M1 V	
2709	Kimvle.	A000666-C	Na Ni Ast Va		503	M0 V	
2720	Lir.	B426100-9	LoPop		303	K8 IV M7 D	
2721	Khuuda.	B551255-6	Po LoPop		734	M1 V	
2729	Gaar.	C360211-A	De LoPop		120	M9 V	Full Data. Sylean Fed.
2730	Maan.	B241466-B	Po LoPop		203	K3 V	
2731	Miip.	C631000-8	Po Ba		004	G0 V	
2732	Uurkhir.	C9E7000-A	Fl Ba		002	G4 V	
2736	Gaen Luum.	C324366-9	LoPop		513	K2 V	
2802	Gekhuu.	B678555-8	Ag Ni		825	G2 V	
2803	Kersi Am.	B427566-B	Ni		404	M4 V	
2814	Muugkha.	D223133-6	Po LoPop		604	K4 V M4 D	
2816	Indshiim Ganme.	B869588-A	Ni		803	G4 V	
2821	Uuggarkirber.	C552566-6	Ni Po		504	A2 V	
2823	Muumi.	D553300-9	Po LoPop		503	M0 V	
2825	Bishaakuuka.	C683455-6	LoPop		723	M1 V	
2829	Gishashum.	E100433-8	LoPop Va		424	M0 V M5 D	
2830	Navlaand Sha.	EAC7111-5	LoPop Fl		514	M3 V M3 D	
2832	Sinad	C458744-A	Ag		802	M4 V M5 D	
2836	Khuir.	B478ABB-9	Ind HiPop		204	M3 V	
2837	Igla	B414555-D	Ni Ic		904	M2 V M9 D	
2839	Gaeshme.	C783000-6	Ba		003	M1 VI M1 D	
2840	Gumir Gaeg.	B8C07BB-8	De		914	M8 III M4 D	
2904	Ishnuunar.	E572533-3	Ni		220	M4 IV M6 D	
2906	Damki Im.	B200ABB-9	Na Ind HiPop Va		903	G4 VI M9 D	
2910	Shusa Liishli.	C211000-B	Ic Ba		023	K2 V M0 D	
2912	Leer.	B7B3244-A	LoPop Fl		725	G2 V	
2913	Khiuur La.	C8B3200-4	LoPop Fl		403	M3 V M2 D	Full Data
2914	Mikhag Kuu.	B668799-7	Ag Ri		313	F0 V	
2916	Khiinra Ash.	CAE6133-6	LoPop Fl		904	M2 IV M1 D	Ancient Site.
2922	Ekugush	B652699-7	Ni Po		904	M1 V M9 D	
2924	Uushba Sind.	D564888-2	Ri		105	F4 V M0 D	
2928	Vlaki Khuu.	A494588-B	Ag Ni		614	M8 V	
2929	Danuuvlan.	B000000-A	Ast Va Ba		013	M1 V	
2931	Dinenruum.	E332644-3	Na Ni Po		122	K1 IV M3 D M4	
2933	Ganad	A656A99-B	HiPop		604	M0 V	
2934	Dishe.	A778000-A	Ba		015	K9 V	
2935	Amuur Keiir.	C472100-7	LoPop		113	A1 V	
2936	Saregon	A584522-C	Ag Ni		314	M3 V M6 D	
2937	Uurigger.	C4347BB-8			403	M1 III M9 V	
2938	Shakiiga	C867844-9	Ri		310	K4 V	Full Data
3002	Isuur.	C344300-7	LoPop		920	K0 VI	
3003	Iidsha.	C665000-8	Ba		010	M6 V	
3005	Aarza Kand.	C304644-8	Ni Ic Va		822	K1 V M4 D	
3008	Mim.	A400466-B	LoPop Va		201	G2 V	
3011	Laudum	B352ADD-9	Po HiPop		801	M8 V M1 D	
3015	Anuug.	C783000-7	Ba		000	K6 V	
3019	Kinekesh.	C222100-B	Po LoPop		830	M3 V M7 D	
3021	Kamsii.	A457666-8	Ag Ni		324	K1 V M7 D	Chirper.
3022	Gurishi	B756677-9	Ag Ni		304	G0 V M3 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
3025	Manluushagi.	D200000-8	Va Ba		021	M7 V	
3026	Uumkishla.	C363100-6	LoPop		802	K0 V	
3027	Guuza Bem.	C9D5322-6	LoPop Fl		223	M3 V M5 D M1 D	
3028	Duuguu.	A373244-C	LoPop		901	M2 V	
3033	Ashmelam.	A424633-D	Ni		903	K2 V	
3034	Iishaanka.	B554977-A	HiPop		603	K3 V M3 D	Full Data. Chirper.
3037	Lashupii.	E665100-4	LoPop		722	M3 V	
3039	Kiiguuga.	B8B4200-A	LoPop Fl		601	G0 V	
3040	Unlakhar	A629733-C			703	K3 V	
3101	Edza.	B73A000-A	Wa Ba		004	G2 V M8 D	
3103	Gar.	B439688-B	Ni		514	K4 V M4 V	
3104	Aadkha Na.	E200122-6	LoPop Va		431	G0 V M6 D	
3105	Kir.	C300544-B	Ni Va		910	M3 V	
3106	Uumuurler.	B425222-9	LoPop		803	K8 V	
3113	Urir Gug.	E342755-4	Po		604	M2 D M4 D	
3115	Markasher	E100300-5	LoPop Va		320	K8 IV	
3117	Khiiir.	B200533-9	Ni Va		314	M5 IV	
3118	Lemik	C56A722-A	Wa		411	K1 V	
3121	Kagash.	D554877-4			202	M2 V M9 D	
3123	Kankuup Ir.	B424AFF-8	Ind HiPop		114	M3 V	
3125	Kadushii	E695ADD-5	Ind HiPop		813	M2 V	
3127	Arkadkhi.	C779233-A	LoPop		204	K2 IV	
3128	Mish.	C679A88-9	Ind HiPop		803	M6 VI	
3129	Keras Vla.	B867322-7	LoPop		903	K0 V	
3130	Agdam Gii.	B5577CC-9	Ag		220	M9 III K8 D	
3131	Ashga.	A7C3422-A	LoPop Fl		413	K2 V M6 D	
3132	Kiir.	C462000-9	Ba		010	G0 V M5 D	
3133	Nin.	C362233-5	LoPop		402	M5 IV M3 D	Full Data
3135	Arla.	B58A688-8	Ni Ri Wa		700	K2 V	
3137	Iimdii.	C493000-7	Ba		003	M1 V	
3140	Kerumirgaa.	A562222-8	LoPop		110	G0 IV	
3203	Maain.	D668533-4	Ag Ni		611	G3 V	
3205	Iidshuu.	C765355-6	LoPop		313	K9 IV M6 D	
3206	Dim.	D646266-6	LoPop		904	M6 VI	
3207	Imkhag Guu.	D567366-4	LoPop		700	G2 V M4 D	
3208	Agduu.	E400000-8	Va Ba		004	M1 V M7 D	
3210	Kamnakiiaar.	A965455-A	LoPop		405	K6 V	
3211	Zikhi.	D427211-9	LoPop		902	M0 V M7 D M6 D	
3216	Shand.	C964111-7	LoPop		713	K4 V M0 D	
3218	Kaskii	B300766-E	Na Va		904	G4 V	
3226	Duuka.	B686955-A	HiPop		300	F2 V	
3227	Ashash As.	B758255-7	LoPop		403	M2 V M6 D	
3234	Gau.	C433666-B	Na Ni Po		420	M5 III M2 D	
3235	Daii.	C75A100-8	Wa LoPop		613	M1 V	
3238	Luushdeam.	E560100-3	De LoPop		803	M2 V M4 D	Full Data

This sector has 569 worlds, of which 447 have native gas giants. The estimated population for the sector is 1108 billion sapients (not necessarily humans).There are 42 Agricultural (Ag) worlds versus 34 Non-Agricultural (Na) worlds. There are 91 Non-Industrial (Ni) Worlds versus 22 Industrial (Ind) worlds. There are 17 Rich (Ri) worlds versus 74 Poor (Po) worlds. There are 38 Water Worlds (Wa), 17 Ice-Capped worlds (Ic), 31 Desert worlds (De), and 56 Vacuum (Va) worlds. There are 34 High Population (HiPop) worlds versus 234 Low Population (LoPop) worlds. There are 15 Asteroid Belts (Ast) in the subsector. There are 128 Barren (Ba) worlds. The highest population world in the sector is 1524 A626A88-C Shibashliim; the lowest population world is 0929 E649000-6 Sheduu. The average tech level in the sector is 8 (most lie between 6 and 10). World names are primarily Vilani.

The Ilelish Sector — Referee Data

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0101	Luumi Zirdu.	B100000-C	Va Ba		020	K4 V	
0102	Gaaar.	C446677-7	Ag Ni		200	F5 D M5 D	
0108	Dabauuk.	B599655-9	Ni		312	F2 D	
0110	Shiig.	B341222-8	Po LoPop		614	F4 V	
0113	Muuashuuga.	E323433-4	Po LoPop		401	M2 VI M3 D	
0116	Muumamkhuug.	B130333-9	Po De LoPop		902	M2 V	
0127	Rin.	A565133-B	LoPop		913	F2 V	
0128	Kasidnaa.	B893233-A	LoPop		603	F5 V	
0132	Urlan.	E994100-5	LoPop		110	G6 D	
0133	Lasu Ar.	B765000-9	Ba		003	F8 D M5 D	
0204	Shingiir.	B546222-7	LoPop		320	M3 V M6 D	
0205	Khimaa.	C444000-A	Ba		002	F1 D	
0206	Lisuua.	D476522-7	Ag Ni		500	M3 V	
0207	Nasi	C200888-B	Na Va		702	F5 D M9 D M0 D	
0208	Nigiimduur.	C786422-8	LoPop		310	F9 D	
0209	Khar.	A552200-9	Po LoPop		702	M4 D	
0211	Kauup Aar.	A535000-C	Ba		024	M1 IV	
0212	Arsham Esh.	B654111-8	LoPop		100	M6 V	
0217	Aandkha.	A210100-C	LoPop		504	M5 V M0 D	
0218	Kuuranmuu.	E8D4988-5	HiPop Fl		422	F1 D	
0220	Maamgaa.	B110666-C	Na Ni		300	M7 V M3 D	
0226	Anuukhasi.	CA8A000-8	Wa Ba	S	000	F6 D M3 D	
0227	Shaarkap.	A798677-B	Ag Ni		803	F2 D	
0231	Adgi.	C756433-6	LoPop		415	F6 D	
0232	Shiish Shii.	E528344-8	LoPop		803	M4 V G4 D	
0233	Kir.	B224300-A	LoPop		324	F2 V	
0303	Imkha Nis.	B222444-B	Po LoPop		920	F1 V	
0305	Shashuur Vluu.	E94A555-3	Ni Wa		204	G2 VI M4 D	
0307	Tylio	B646866-B			805	M1 V	
0309	Iishuudim.	C558766-7	Ag		701	F7 D M4 D	
0312	Inuum.	B565000-6	Ba		004	F9 VI M5 D	
0313	Zamuu Uuri.	C210233-8	LoPop		804	M1 V M4 D	Ancient Site.
0314	Kagin In.	E210100-7	LoPop		903	M0 III	
0315	Ushin.	C442477-8	Po LoPop		804	M0 D	
0316	Shindek Kash.	E557577-5	Ag Ni		612	M6 D M6 D	
0318	Ishuud Le.	B879311-6	LoPop		702	G7 VI	
0319	Nuugshu Lek.	B795355-A	LoPop		100	G4 V M2 D	
0322	Guuamirma.	EAD6555-5	Ni Fl		104	M5 V M7 D	
0328	Vlurash.	C849844-9			514	F2 V	
0330	Rekagun	E326433-A	LoPop		902	F3 V M2 D	
0331	Shuukhu.	B510000-8	Ba		003	F3 V	
0401	Eggii	C300799-B	Na Va		805	F2 VI M7 D	
0402	Usha Aash.	C671344-9	LoPop		710	M4 V M1 D	
0403	Ansha	E552577-4	Ni Po		205	F8 D	
0406	Kkikla	D693ACC-8	Ind HiPop		403	G2 V	
0407	Mar.	B888966-B	HiPop		813	F0 V M6 D	
0409	Makheni.	BAC8122-8	LoPop Fl		303	M9 III M8 V	
0410	Umuu.	A200655-D	Na Ni Va		904	F3 V M8 D M1 D	
0413	Shaak Khaa.	C79A000-9	Wa Ba		014	G9 VI M2 D M9	
0417	Isgaluun.	B414000-9	Ic Ba		002	K7 V M3 D	Chirper.
0419	Ishkir Uurk.	C232144-A	Po LoPop		304	M9 VI	
0420	Anaruushaa.	C221200-A	Po LoPop		800	M0 V M3 D	
0421	Luugi An.	E568122-3	LoPop	S	412	F1 V M7 D	
0426	Pauusda.	C556688-8	Ag Ni		404	G9 VI	
0427	Mabiisi.	B220566-8	Ni Po De		804	F2 V M0 D	
0433	Mark.	E574000-4	Ba		023	F2 V	
0502	Kagaki	B482222-9	LoPop		500	F5 D	
0505	Anpakhi.	E476000-5	Ba		020	G4 D	
0506	Nanuu.	E469344-4	LoPop		521	F3 VI M0 D	
0510	Arlumer	A372ADD-C	Ind HiPop		525	M4 D	
0511	Gip.	D773000-2	Ba		024	F1 V	
0512	Akgu.	C351455-9	Po LoPop		623	F1 V M8 D	
0515	Shairirki.	B764300-5	LoPop		603	F3 V	Ancient Site.
0517	Giir.	B234000-A	Ba		004	M6 V M8 D	
0520	Khindir.	C210599-7	Ni		414	F9 III M3 VI	
0521	Medu Em.	C000577-B	Ni Ast Va		600	M8 IV	
0524	Imlii.	D5336BB-6	Na Ni Po		612	K2 V	
0525	Khasar Diide.	B651100-6	Po LoPop		403	F4 V M6 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0526	Adiir.	A84A377-C	Wa LoPop		703	F4 V	
0527	Kharma Mash.	A686AAA-8	HiPop		312	G4 V	
0532	Irda Ar.	B200566-9	Ni Va		103	M2 V	
0602	Keshuu.	B686655-A	Ag Ni Ri		810	G2 VI	
0605	Lauum Ir.	B362255-B	LoPop		603	F3 VI M8 D	
0607	Ipir Suu.	D567000-5	Ba		013	K4 VI	
0613	Inkha Ashsu.	B342144-7	Po LoPop		925	F7 D	
0615	Iimpiindmi.	C242233-B	Po LoPop		702	F3 V M5 D	
0616	Nuuli.	C573699-6	Ni		810	F4 D	
0618	Arirle.	C686255-7	LoPop		900	G4 V M1 D	
0619	Lan.	B574233-9	LoPop		321	F6 VI	
0620	Shashinke	E686888-8	Ri		100	K0 D	
0623	Giikhiuu.	E323233-5	Po LoPop		605	F1 V M9 D	
0625	Gisbaand Rii.	B669277-8	LoPop		214	F2 V	
0627	Gashid.	A511000-B	Ic Ba		005	F1 V M2 D	
0704	Khigpui.	B553677-9	Ni Po		903	F8 V	
0705	Irash Mad.	C444488-7	LoPop		904	F0 D M6 D	
0706	Umlaazam.	EAAA000-7	Wa Ba		003	F2 II M3 D	
0708	Adia	E3477AA-7	Ag	S	514	F7 VI	Ancient Site.
0709	Iimza.	C667688-9	Ag Ni Ri		214	M3 D	
0712	Rughl	B0009DD-B	Na Ind Ast HiPop Va		804	F7 D	
0713	Marnibaazi.	C594422-7	LoPop		702	G4 D	
0715	Biidkhama.	B79A100-B	Wa LoPop		914	M6 D	
0716	Kirkhinii.	C534377-8	LoPop		804	M6 V	
0719	Duel	E536866-7			401	K0 D M9 D	
0720	Nankuush Ip.	B546144-8	LoPop		805	F3 VI M7 D	Chirper.
0724	Gashe Darmash.	B000200-C	Ast LoPop Va		402	M1 V	Full Data
0729	Lirgadi.	B000333-D	Ast LoPop Va		622	M5 III	Full Data
0732	Kiind Nenkhi.	C472000-8	Ba		013	K4 V	
0806	Irkuur Ir.	E85A000-4	Wa Ba		001	F4 D M8 D	
0808	Shaagaa Aar.	B322666-A	Na Ni Po		901	G3 V	
0810	Laake.	C330999-8	Na Po De HiPop		300	F2 V M5 D	
0811	Ekih	E655AAA-6	HiPop	S	701	F4 V	
0812	Imlii Piiiin.	D253566-5	Ni Po		203	F3 V	
0813	Amdiigkuu.	C464799-7	Ag Ri		712	F1 D	
0817	Dakhisha.	E683000-3	Ba	S	022	F3 V	
0819	Egze.	C437000-9	Ba		000	M7 V	
0821	Dorbyora	D4228BB-A	Na Po	S	400	F2 V M7 D	
0823	Kardi.	D340533-5	Ni Po De		714	G5 D	
0826	Naga	B120977-C	Na Ind Po De HiPop		704	F1 V	
0827	Muumgaa Dash.	C120799-8	Na Po De		604	F2 VI M8 D	
0829	Simar Ashvli.	A9747CC-9	Ag		403	F2 D	
0830	Zuuun.	B410122-C	LoPop		402	K2 V	
0831	Piira Mi.	E95A111-7	Wa LoPop		822	K7 D M5 D	Chirper.
0832	Guuamgam.	E326688-4	Ni		413	M4 V M9 D	
0903	Guim	E400AAA-8	Na Ind HiPop Va		920	F5 D	
0906	Kiaam.	B898000-8	Ba		004	F1 VI M0 D	
0908	Pirkiuugzun.	E673500-2	Ni		304	G6 D M5 D	Full Data
0909	Geshkhar Ka.	C532677-8	Na Ni Po		223	M1 V	Full Data
0911	Shinush	C899ADD-B	Ind HiPop		403	F3 V	Full Data
0912	Ashgishnis.	D438644-9	Ni		723	G0 V M3 D	
0914	Nai Kuu.	A400133-A	LoPop Va		603	M2 V	
0915	Khiigaaiis.	E300000-5	Va Ba		005	F4 V	
0916	Miimshipri.	C83A866-8	Wa		204	F1 V M5 D	
0920	Kimki	B7B2888-B	Fl		314	F3 V M4 D	
0921	Riir Nuu.	A768100-A	LoPop		800	F3 V	
0923	Miand.	A210477-B	LoPop		701	M1 V M2 D	
0925	Shuurkkha.	A423000-C	Po Ba		005	G3 III	
0926	Kuukki Giark.	C410433-8	LoPop		114	M1 V	
0927	Gimkaana.	B2257BB-9			600	M9 III M5 V	
0928	Liiam Mu.	C777000-5	Ba		011	F8 VI M3 D	
0929	Aagdir Ark.	B211133-C	Ic LoPop		213	M9 V M8 D	
0932	Ziarraim.	B7B3266-8	LoPop Fl		903	M7 IV	
1001	Shuun.	E899255-4	LoPop		304	F4 V M2 D	Full Data
1003	Kim.	BAD9000-9	Fl Ba		014	M7 VI M1 D	Full Data
1004	Uusim Guu.	B223666-C	Na Ni Po		202	M0 V M7 D	Full DataAncient Site.
1005	Kegushag.	B554777-6	Ag		702	F0 V	
1006	Upsin	A400455-C	LoPop Va		214	K7 D M7 D	AAB Repository.
1009	Muumuusaeg.	C9C5000-5	Fl Ba		003	M8 V M9 D	
1012	Anuur.	B576322-9	LoPop		114	M4 V	
1013	Geshpi.	C300799-B	Na Va		335	F4 V M9 V	
1017	Idshi Puu.	B465000-A	Ba		011	F9 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1018	Gam.	B988599-8	Ag Ni		502	F5 VI	
1019	Erkhishpi.	C588388-7	LoPop		803	F1 VI	
1020	Diansi.	A675788-9	Ag		700	F2 V M4 D	Chirper.
1021	Dlan	B8D1799-E	Fl		615	F8 VI M7 D	
1022	Uumlii.	C362444-9	LoPop		603	F9 D M6 D	
1024	Emshu.	B432666-A	Na Ni Po		701	F2 V	
1031	Girkhuu.	C9AA644-B	Ni Wa		105	M6 V	
1032	Irkhar Shesh.	B583000-8	Ba		022	F3 D M7 D	Full Data
1101	Keli Ga.	B2457AA-7	Ag		503	F6 VI M2 D	Full Data
1102	Dekhand.	C400655-A	Na Ni Va		100	A3 V M0 D	
1107	Kanashaish.	C3527AA-6	Po		104	K9 D M4 D	Chirper.
1111	Kada.	C552100-6	Po LoPop		802	F0 D M9 D	AAB Repository.
1114	Zaris Ash.	A454222-B	LoPop		602	F2 VI M7 D	
1117	Gager.	B595111-9	LoPop		804	F7 D	
1118	Ziga.	B649300-9	LoPop		205	F1 V	
1119	Duim Ir.	B889200-8	LoPop		304	G7 VI M9 D	
1122	Rashisha.	E370688-3	Ni De		502	F2 V	
1124	Gundan.	E99A411-3	Wa LoPop		910	F4 V	
1126	Guurem.	B373000-A	Ba		002	F1 V M6 D	
1129	Anar Ka.	C4107AA-6	Na		704	F3 V M8 D	
1130	Gaziiruus.	E333755-4	Na Po		433	M0 V	
1131	Garkuu.	B565000-8	Ba		023	K6 V	
1132	Baaar.	B574622-7	Ag Ni		113	F0 V	
1201	Giuur Di.	C332666-8	Na Ni Po		504	F3 V M3 D	
1203	Adia	E859ACC-7	HiPop		124	M1 V	
1204	Lim.	C610455-8	LoPop		225	M0 IV	Full Data
1206	Lukan	B9C6555-9	Ni Fl		814	F6 D	Full Data
1209	Uunkheiimzii.	C641300-7	Po LoPop		913	F0 V M0 D	
1211	Duuam Gii.	B340111-8	Po De LoPop		112	F0 V M3 D	
1212	Gan.	A432A66-A	Na Po HiPop		500	G2 V	
1215	Khuurish.	C696100-7	LoPop		404	F6 D	
1217	Nekhi	D647422-6	LoPop		904	F3 V	
1218	Kuukha Khuu.	B310122-9	LoPop		523	M1 II M2 D	
1219	Misa.	B465211-8	LoPop		214	F1 V	
1220	Kiiar.	E100200-8	LoPop Va		200	G8 V M4 D	
1221	Khaaar Uugmi.	B757433-9	LoPop		304	F3 V	
1224	Lis.	C000000-A	Ast Va Ba		002	M4 V	
1229	Kuam Khuu.	B9B2644-B	Ni Fl		403	M3 V M5 D	
1230	Dide Mash.	C300000-7	Va Ba		022	K0 V	
1303	Muurmi.	B000544-A	Ni Ast Va		920	M0 V	
1308	Limma.	B100355-C	LoPop Va		424	M4 V	
1309	Gund.	B000000-C	Ast Va Ba		002	M7 D	
1311	Murda	D766799-7	Ag Ri		804	F9 D	Chirper.
1312	Agkiinin.	C443788-7	Po		704	F2 V	
1316	Irer.	C577566-7	Ag Ni		603	F3 D	
1317	Inimiirduu.	A765499-7	LoPop		100	G2 V M9 D	
1318	Gisdi Shuuvle.	B320566-9	Ni Po De		400	M8 V	
1320	Iikan Ga.	B66A788-A	Ri Wa		910	F8 D M3 D	
1321	Shagipka	B6716BB-B	Ni		502	F5 D	
1323	Shunim	D768477-7	LoPop		514	F4 D M4 D	
1325	Kiguu.	AAAAACC-A	Wa HiPop		613	M3 V	
1326	Kir.	C879000-8	Ba		013	G9 D	
1328	Guugishkhu.	C887322-7	LoPop		903	F2 V M1 D	
1329	Gigar.	A400355-C	LoPop Va		400	F2 VI M0 D	
1330	Miir.	E431000-6	Po Ba		004	M4 V	Chirper.
1401	Suurgi.	C431000-A	Po Ba		000	K6 V	Full Data
1404	Ine.	C571466-8	LoPop		911	G9 D M3 D	AAB Repository.
1406	Khikhi.	D95A344-9	Wa LoPop		335	F8 V	
1407	Vluuur Kaamish.	B573344-B	LoPop		600	F8 D	
1409	Derki.	D665200-5	LoPop		102	F5 D M9 D	
1410	Giiud Nid.	B551222-8	Po LoPop		401	F2 V	
1412	Mirkan Luu.	D663622-7	Ni		802	F8 D M1 D	
1413	Angid Mun.	E332000-6	Po Ba		014	M7 IV M4 D	
1418	Ashad.	B729000-A	Ba		013	M1 V	
1419	Ranuu.	C998000-7	Ba		023	F8 V M1 D	
1424	Penkuu A.	B554799-5	Ag		204	F0 V	
1436	Davluu Mu.	C647344-9	LoPop		205	F2 VI M1 D	
1501	Bilirka.	E586100-4	LoPop		204	F5 VI	
1502	Kakan Na.	A365377-A	LoPop		500	F0 D	
1503	Nemip Uurk.	B656355-9	LoPop		510	M3 V	AAB Repository.
1505	Emde.	A150344-B	Po De LoPop		703	K4 V M0 D	Chirper.
1510	Nuuguur.	C000300-A	Ast LoPop Va		403	K0 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
1511	Umanmuuki.	D333322-4	Po LoPop		914	K0 V M3 D	
1517	Kidbanapken.	C330455-B	Po De LoPop		104	K6 V	
1523	Aglir.	C86A544-6	Ni Wa		823	F1 D	
1525	Agka Luu.	A120566-C	Ni Po De		403	M4 D	
1526	Indinkuun.	E484499-5	LoPop		801	G4 V M8 D	
1527	Luuiin Di.	A220877-C	Na Po De		214	M6 III M1 D	
1530	Kuusuu Da.	B8449CC-8	Ind HiPop		504	F5 D	
1601	Kapa	B533ABB-D	Na Po HiPop		705	F7 VI	
1603	Dash.	C4978AA-7			202	F4 V	
1604	Esna.	D424000-7	Ba		004	K7 V	
1605	Geri.	E758000-4	Ba		012	G0 D M2 D	Chirper.
1608	Nuushmig Sigar.	A000400-C	Ast LoPop Va		703	K2 V	
1611	Shavli.	C535100-7	LoPop		100	M3 V M4 D	
1613	Irerid.	E694100-3	LoPop		502	K3 V	
1615	Adkhi Ur.	C675566-8	Ag Ni		823	F2 V	
1617	Ashim Daa.	C473344-7	LoPop		513	F3 V	
1618	Iskii Ar.	C988755-7	Ag Ri		613	F9 VI M5 D	
1623	Mami Ashlu.	B202000-8	Ic Va Ba		003	M3 V M0 D	
1624	Biu Ki.	A300000-A	Va Ba		000	M5 V M9 D	
1627	Guruurkshuur.	C595000-5	Ba		004	F2 V M1 D	
1628	Teyle	B867377-8	LoPop		925	F9 D M9 D	
1630	Lyceum	E231466-6	Po LoPop		823	F3 D	
1631	Palap Sii.	B9A5355-A	LoPop		303	F3 IV	
1701	Irka.	C325577-A	Ni		110	M2 V	
1703	Khekalum.	B461588-C	Ni		800	F3 D	
1704	Inimimkhu.	B454633-A	Ag Ni		903	M2 V M7 D	
1708	Iirmia.	B201477-A	Ic LoPop Va		820	M1 V	
1709	Garuurgug.	B510455-B	LoPop		213	M0 V M9 D	
1710	Imnim.	B481000-C	Ba		021	F4 D	
1711	Irda.	C420244-8	Po De LoPop		610	F0 V M1 D M7 D	
1715	Guuraruud.	D89A244-4	Wa LoPop		403	F5 V	
1719	Zanar Saa.	B411333-C	Ic LoPop		920	M8 IV M8 VI	
1720	Asimmuu.	B999355-9	LoPop		210	F5 D M6 D	
1721	Lan.	D695788-5	Ag		523	M4 D	
1723	Giidgashirmu.	C432444-9	Po LoPop		214	G0 VI M4 D	
1725	Agish.	B344377-C	LoPop		602	F9 VI	
1726	Kangii.	E537000-2	Ba		004	M3 V M8 D	
1727	Amki Gar.	D360777-7	Ri De		104	G4 V	
1728	Niun.	E97A677-4	Ni Wa		700	F3 V M5 D	
1729	Shairk.	E526133-6	LoPop		104	G4 VI	
1801	Miiiir Gaa.	E675166-1	LoPop		702	K3 V M0 D	Ancient Site.
1807	Shan.	C578355-9	LoPop		404	F5 D M3 D	
1808	Sark.	B333122-8	Po LoPop		423	G3 IV	
1815	Gikiishka.	B565100-8	LoPop		623	F0 V M7 D	
1817	Kuuish.	C786AEE-8	HiPop		503	F2 VI M3 D	
1820	Aamke Aad.	A353877-9	Po		800	F4 D	
1824	Rumamar.	D839000-6	Ba		003	K2 V	
1903	Eddagi.	B442000-8	Po Ba		003	F7 D M3 D	
1906	Lir.	B364655-9	Ag Ni Ri		202	G3 D	
1907	Kar.	D100888-8	Na Va		705	F8 D	
1908	Kis.	C6A7000-7	Ba		002	M6 V	
1911	Khanar Kir.	C551488-7	Po LoPop		303	G5 D	
1915	Iigkaan Zaa.	A638122-B	LoPop		712	M7 V M1 D	
1916	Amnuusi.	D250000-7	Po De Ba		002	M8 D M7 D	AAB Repository.
1919	Mishluund Urk.	E684000-4	Ba		002	F1 V	
1922	Giuus Imash.	C9C3000-6	Fl Ba		003	F3 V	
1923	Vlakiir.	B99A211-C	Wa LoPop		202	F2 V M4 D	
1924	Kuuma Uur.	CAA8400-9	LoPop		713	F2 V	
1925	Khid.	C673488-8	LoPop		303	F9 V M1 D	
1926	Ikarmai.	E672122-5	LoPop		222	F5 D M7 D	
1928	Druil	C7949CC-A	Ind HiPop		800	F1 V M7 D M1 D	
1929	Kidgap Ir.	BAC7000-7	Fl Ba		023	M4 V M3 D M4 V	
1930	Kuuk.	B120444-9	Po De LoPop		304	F6 V M9 D	
2001	Gikhish.	C667577-7	Ag Ni		105	F4 D	
2002	Disluu.	B322899-8	Na Po		810	K3 D	AAB Repository.
2004	Sanir Khimdi.	D100344-A	LoPop Va		905	M3 V M9 D	
2005	Shuushna Lagin.	B439233-B	LoPop		600	F4 V M7 D	
2013	Atte	B529AAA-D	Ind HiPop		720	F2 V	
2014	Ima.	B443466-A	Po LoPop		413	G1 D M5 D	
2016	Uurlan.	C788000-7	Ba		015	F4 D	
2019	Khuug.	B360566-7	Ni De		604	F6 V	
2021	Agshii Iishlir.	CAA9000-8	Ba		003	F9 V M9 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2024	Agaru	A330888-C	Na Po De		223	F6 D	AAB Repository.
2027	Sashlunsdham	CA8A966-8	Wa HiPop		622	M3 V M3 D	
2029	Naam.	E9AA000-7	Wa Ba	S	004	F6 IV M1 D	
2030	Siianiis.	D230AAA-9	Na Po De HiPop		725	G6 D	
2101	Shume	B110877-E	Na		604	F4 V	
2102	Deumka.	D100122-6	LoPop Va	S	610	K2 V M5 D	
2103	Ingar.	B560355-8	De LoPop		414	K6 D M1 D	
2105	Agnimmada.	C687855-5	Ri		303	F8 D	
2106	Laep.	B665644-B	Ag Ni Ri		303	G0 D	
2108	Uupaap.	D564166-4	LoPop		504	K9 D M4 D	
2113	Khim.	B5568BB-6			803	F7 D M1 D	
2114	Assii.	C302400-9	Ic LoPop Va		200	M2 V M3 D	
2115	Niuurra.	C611355-B	Ic LoPop		313	A3 V	
2117	Igpauudum.	C688644-6	Ag Ni Ri		303	G1 V M4 D	
2118	Shabeg.	E764544-4	Ag Ni		923	F3 V	
2123	Kheriim.	E727433-4	LoPop		111	K1 V	
2127	Aamuri	B483411-8	LoPop		304	F4 VI	
2129	Voy.	C5447CC-8	Ag		514	F7 VI	
2201	Migid	C657577-7	Ag Ni		303	F4 V	
2204	Igki.	E997477-5	LoPop		923	F0 V	
2207	Kuushuupda.	E435155-7	LoPop	S	901	K2 V	
2208	Khirar	C644A99-B	Ind HiPop		600	M4 V M6 D	
2213	Aasep.	B435211-A	LoPop		804	K0 VI M7 D	
2215	Uurnashiimi.	D235000-4	Ba		001	M4 V K7 D	
2216	Imsaggir	A449A66-C	Ind HiPop		222	F2 V M8 D	
2217	Kand.	B776122-8	LoPop		203	K7 VI	
2218	Ugbi Nand.	B543566-B	Ni Po		504	F3 V	Droyne.
2219	Nami.	C401266-9	Ic LoPop Va		402	F7 V	
2221	Kaiim Kha.	C7C8000-8	Fl Ba		005	K1 V M9 D	
2222	Ishguu.	E448000-4	Ba		002	F3 D	
2224	Agari	B462A55-B	HiPop		604	F5 D	
2226	Kaiish Ir.	B766200-6	LoPop		703	K3 D M9 D	
2301	Uushaark.	E659988-4	HiPop		202	F1 V M5 D	
2302	Ishzen.	E542000-4	Po Ba	S	010	G3 D M9 D	
2305	Arsha Dar.	D88A566-6	Ni Wa		403	F7 D M9 D	
2307	Kelaa Binga.	B672655-A	Ni		303	F8 D	
2310	Gegas Er.	C430444-9	Po De LoPop		203	M2 V	
2311	Muupun.	B784633-8	Ag Ni		413	G6 VI M8 D M6	
2312	Armagim.	E9B56AA-4	Ni Fl		222	F9 D	
2313	Ledi Per.	E7C4000-6	Fl Ba		003	G0 V M1 D	
2314	Gisheda.	A796000-A	Ba		003	G2 V	
2315	Kuug.	D577588-5	Ag Ni		700	F4 V M5 D	
2316	Uuri.	B67A333-A	Wa LoPop		704	F0 V	
2320	Liivlus.	B98A000-9	Wa Ba		020	F6 V M4 D	
2323	Shaar.	C7A4AAA-8	HiPop		103	G4 D	
2325	Gimii.	C000144-B	Ast LoPop Va		302	M2 D	
2326	Kag.	C73AA88-9	Wa HiPop		500	M1 V M0 D	
2330	Zaadurar	A302888-C	Na Ic Va		500	F2 D M3 D M0 D	
2401	Anpi Ash.	C684000-9	Ba		012	F6 D M1 D	
2402	Anim.	A574100-8	LoPop		320	F7 D	
2403	Diishi.	C200477-9	LoPop Va		604	M6 II	
2404	Nash.	D341000-3	Po Ba		013	F4 V	
2408	Maaira.	D55A000-7	Wa Ba		013	F6 D M1 D	
2410	Shegaish.	B546000-7	Ba		015	F2 V	Droyne.
2411	Kuuni.	B5A9000-9	Ba		004	G2 V	
2418	Ari.	D342000-5	Po Ba		013	F9 V M3 D	
2422	Duupri.	C987355-9	LoPop		114	F5 VI	
2425	Khirgii Irzash.	C64A655-8	Ni Wa		420	F6 D M6 D	
2427	Nairga.	B401433-A	Ic LoPop Va		102	M5 V	
2428	Khaliigi.	C7A9000-8	Ba		004	F2 V M2 D	
2501	Simuvlikha.	B300466-B	LoPop Va		704	M4 V	
2503	Kaaer.	E644000-3	Ba		013	F1 V	
2506	Davla Lim.	CA9A000-9	Wa Ba		015	F8 VI	
2507	Ariig Vlug.	D639455-9	LoPop		905	M3 V M6 D	
2508	Iraas Ek.	C766000-7	Ba		012	F1 D	
2509	Raga.	AAB8788-C	Fl		904	M5 III M1 D	
2512	Amlaa.	B333300-C	Po LoPop		502	M1 V M3 D	
2513	Zain Ar.	C350000-8	Po De Ba		003	F1 D	
2516	Map.	B658133-7	LoPop		602	F4 V M5 D	
2517	Ada.	C7C3122-8	LoPop Fl		413	A2 V M3 D	
2518	Vliim.	C240300-B	Po De LoPop		225	M4 V	
2519	Arkhiash.	C774455-6	LoPop		902	F4 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2520	Irlariir	C757655-8	Ag Ni		400	K9 VI	Chirper.
2521	Laar.	E100200-8	LoPop Va		214	F2 V M3 D M2 D	
2523	Garkhi Iinup.	D748000-5	Ba		000	F2 D	
2524	Iireg.	D662999-4	HiPop		123	F0 V M7 D M2 D	
2526	Enir.	C464000-9	Ba		023	F2 D	
2527	Kabiish Mai.	B5A4411-A	LoPop		814	F5 V M6 D	
2528	Nanzuukulash.	E5AA322-4	Wa LoPop		520	K0 V	
2529	Biiuk Shii.	C677477-7	LoPop		602	F5 D	Ancient Site.
2601	Iiriir Mi.	B300533-B	Ni Va		722	K6 III M3 V	
2604	Sakirmi.	D376477-6	LoPop		605	F1 V	
2606	Daara.	D759000-6	Ba		014	F6 D	Chirper.
2607	Gapir.	D4749DD-6	Ind HiPop	S	222	F0 V M6 D	
2609	Emer Uu.	B795422-6	LoPop		203	G6 D	
2610	Iirsuud.	C664577-8	Ag Ni		902	K0 V M7 D	
2613	Mamnuu.	C9C2000-A	Fl Ba		004	K7 V M9 D	
2615	Ruringaashla.	C000100-B	Ast LoPop Va		602	F5 V	
2620	Imki.	B786733-6	Ag		320	M9 VI M0 D	
2624	Zibu Uu.	C835000-8	Ba		011	M4 IV	
2625	Gan.	B76A244-9	Wa LoPop		124	F4 V	
2627	Midun Shu.	D888200-6	LoPop		514	F0 V	
2629	Uurin Is.	A426744-A			413	M0 V	
2702	Vluupge Di.	B222777-8	Na Po		800	F1 V M1 D	
2704	Narkai.	B6B4000-A	Fl Ba		001	M7 V	
2707	Dikher.	B877ABB-6	Ind HiPop		611	F2 V	
2708	Khuunker Kaakha.	C58A000-8	Wa Ba		000	F9 V	
2711	Zhiphar	B668588-7	Ag Ni		224	G6 D	Chirper.
2712	Mian.	C553466-7	Po LoPop		612	M8 VI M6 D M4	
2715	Ziigiip Luu.	C876000-6	Ba		004	G2 V	Chirper.
2716	Lin.	C688266-6	LoPop		503	F1 VI	
2717	Iimpag.	A895233-9	LoPop		902	K2 V M9 D	
2718	Dikha.	B4516AA-7	Ni Po		512	F8 VI	
2723	Shiip.	C79A100-A	Wa LoPop		722	F8 D	
2728	Lir.	B789100-9	LoPop		300	F9 V	
2803	Amenpash.	A2408AA-A	Po De		203	F6 D	
2806	Shigad.	E669000-3	Ba	S	001	F4 V M7 D	
2807	Dilipuu	C6728AA-A			514	K5 V	
2810	Liikuuir.	B386200-A	LoPop		302	F0 VI	
2812	Uugis.	B465355-7	LoPop		313	G1 V	
2813	Margaaar.	C110000-B	Ba		002	M4 V M2 D	
2814	Amnampir.	B130555-B	Ni Po De		902	F1 V M7 V	
2815	Kibuu.	B77A744-9	Wa		100	F8 VI M1 D	
2817	Shudash	A5267AA-C			222	F0 VI	
2819	Napar Shiark.	B400322-B	LoPop Va		712	F0 V M8 D	Ancient Site.
2820	Gaar.	B377000-A	Ba		000	F4 V M1 D M3 D	
2821	Ghali	C9C9799-B	Fl		402	G1 D M6 D	
2822	Uuruu Paa.	B98A100-B	Wa LoPop		604	K9 V	
2824	Uriisir.	E898533-4	Ag Ni		802	F0 V M5 D	
2825	Shaar Kand.	C542000-7	Po Ba		003	G2 V M9 D	
2826	Bemir Pashiir.	D333655-7	Na Ni Po		504	M2 V	
2828	Gaagir.	C646000-8	Ba		003	F1 V	
2907	Ilelish	E674ABB-6	Ind HiPop		604	M0 D	Suerrat Homeworld.
2909	Duunir.	C558000-8	Ba		020	F2 D	
2911	Imur	A5257AA-C			813	K4 VI	
2913	Lumer Ir.	E653000-4	Po Ba		024	G6 V M5 D	
2915	Daga.	B674000-6	Ba		012	F1 V M5 D	Chirper. Ancient Site.
2919	Baar.	BA9A6BB-A	Ni Wa		514	F2 V	
2922	Repin Dish.	B562000-7	Ba		025	F2 VI	
2923	Kuur.	D333799-6	Na Po		501	F2 D M9 D	
2925	Khadgi Giim.	C252799-6	Po		204	F2 D M0 D	Droyne.
2929	Igme.	D576566-3	Ag Ni		903	F0 V	
3001	Gien Gaama.	B445000-B	Ba		015	K1 V	
3003	Shudiikii	B500544-B	Ni Va		300	F0 V	
3004	Kigaru	E594855-8			903	F0 D M3 D	AAB Repository.
3006	Likuu.	B500000-8	Va Ba		000	M0 V M0 D	
3008	Menur.	B785566-5	Ag Ni		715	F5 VI M7 D	
3009	Shiias.	C436111-B	LoPop		902	M0 IV	
3012	Vlega Rim.	C000000-A	Ast Va Ba		004	M7 IV	
3015	Vlaluu.	C767000-7	Ba		005	F9 VI	
3016	Miiimdis.	C344677-9	Ag Ni		802	F9 D	
3018	Dar.	B535122-8	LoPop		914	M8 VI	
3020	Anar Uukbaa.	B886000-9	Ba		000	K1 V	
3022	Miiguu.	B150000-7	Po De Ba		020	F9 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
3024	Khimde Khaa.	C766599-6	Ag Ni		615	F4 VI	
3025	Givlale.	C496422-9	LoPop		413	F4 V M3 D	
3027	Nar.	C9A5266-7	LoPop		202	M9 IV M8 D	
3101	Gandpid.	C887333-7	LoPop		904	F5 D	
3103	Irash Ar.	E95A788-5	Wa		904	F0 V M8 D	
3106	Mar.	B6757BB-6	Ag		602	F0 VI	
3108	Naaliin.	C495100-9	LoPop		100	G0 VI	
3110	Mizaar Aa.	C676000-9	Ba		002	F7 D	
3119	Ashla.	C561000-8	Ba		013	G5 V	
3121	Gadirur	A411ADD-C	Na Ind Ic HiPop		703	G9 D	
3124	Dishuushaash.	C555200-8	LoPop		324	F7 D	
3127	Dirguumi.	B000333-B	Ast LoPop Va		703	K4 V M0 D	
3128	Aagir.	A756400-C	LoPop		423	F3 D M0 D	
3203	Nar.	B656122-8	LoPop		804	F9 D M9 D	
3204	Zan.	B454000-8	Ba		003	M5 D	
3209	Gimem.	E7AA8DD-5	Wa		200	M3 V	
3216	Isruug.	D300433-6	LoPop Va		423	F5 III	
3218	Ansha	A787A55-C	HiPop		104	F1 D	
3219	Imke.	C150000-7	Po De Ba		003	G1 V	
3223	Urkhip U.	D596466-2	LoPop		100	F5 D	
3225	Kharman.	D767000-6	Ba		004	F8 D M3 D	
3226	Gunde	E333A99-8	Na Po HiPop		522	F3 D	
3228	Emda Shuu.	B676200-A	LoPop		503	F4 VI M3 D	

This sector has 451 worlds, of which 370 have native gas giants. The estimated population for the sector is 1216 billion sapients (not necessarily humans). There are 42 Agricultural (Ag) worlds versus 34 Non-Agricultural (Na) worlds. There are 77 Non-Industrial (Ni) Worlds versus 15 Industrial (Ind) worlds. There are 12 Rich (Ri) worlds versus 81 Poor (Po) worlds. There are 36 Water Worlds (Wa), 12 Ice-Capped worlds (Ic), 28 Desert worlds (De), and 46 Vacuum (Va) worlds. There are 34 High Population (HiPop) worlds versus 181 Low Population (LoPop) worlds. There are 13 Asteroid Belts (Ast) in the subsector. There are 102 Barren (Ba) worlds. The highest population world in the sector is 0903 E400AAA-8 Guim; the lowest population world is 0101 B100000-C Luumi Zirdu. The average tech level in the sector is 8 (most lie between 5 and 10). World names are primarily Vilani.

The Massilia Sector — Referee Data

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0109	Igsha.	C5469CC-7	Ind HiPop		513	G0 V	
0110	Duugiig Bii.	C737855-8			121	G4 V	
0112	Arkla Ladpii.	E585100-3	LoPop		603	M6 D M0 D	
0113	Enid	C676688-A	Ag Ni		501	F0 V	
0115	Irirkga.	D210888-8	Na		114	F2 V M2 D	
0116	Kaem.	D646000-6	Ba		010	F6 D M7 D M6 D	
0118	Naauun.	B200000-8	Va Ba		013	A8 V	
0121	Kharuum.	B657211-9	LoPop		504	F3 D M3 D	
0123	Uuma.	D565000-4	Ba		025	M4 D M4 D	
0124	K'Zass	B246AAA-9	Ind HiPop		414	G3 V M9 D	
0125	Muulali.	D110000-7	Ba	S	000	G0 V	
0130	Gupum Kha.	B9B2444-C	LoPop Fl		313	M0 V	
0134	Kuui Shega.	B000444-D	Ast LoPop Va		603	K6 II M6 V	
0138	Uushis.	D321599-8	Ni Po		103	G8 II	
0140	Garuur.	C633300-9	Po LoPop		601	M2 V M4 D	
0205	Muus.	B8C6466-C	LoPop Fl		113	M1 V	
0206	Giuumkhiine.	B78A200-A	Wa LoPop		420	F0 VI M1 D	
0207	Lurgand.	B878966-7	Ind HiPop		404	F8 D M7 D	
0210	Mamagegik.	C78A666-A	Ni Ri Wa		202	K1 V M1 D	
0212	Enrique	C200A88-B	Na Ind HiPop Va		504	F1 V M8 D	
0213	Kaaar Gemaar.	B9E78CC-A	Fl		702	M7 II G0 D	
0214	Shigi	D648844-6			513	G0 V	
0217	Arish.	D879755-8			411	F3 V M9 D	
0221	Khaarkhir.	E657000-5	Ba		014	G1 D M2 D	
0223	Huon	B100A55-D	Na Ind HiPop Va		921	F1 V M3 D	
0226	Shika.	E200566-5	Ni Va	S	803	K1 V	
0228	Lamgupuuan.	B9C8322-B	LoPop Fl		805	M8 V	
0231	Khami.	A9A2744-B			132	F3 D M1 D	
0234	Araamirk.	E100000-8	Va Ba		002	M5 V	
0235	Zavlam Uur.	C794644-6	Ag Ni		412	K3 VI M0 D	
0239	Khaadum Ind.	A553222-B	Po LoPop		924	G5 V	
0240	Irsugar.	E84A000-6	Wa Ba		005	G3 D	Ancient Site. AAB Rep.
0301	Shimuniipam.	B788000-8	Ba		000	F6 V	Vilani Depot(Ruins)
0303	Basmi.	C9B5688-5	Ni Fl		413	F1 V M5 D	
0304	Idgii.	B641400-7	Po LoPop		405	G0 D	
0306	Uupgauund.	B353000-7	Po Ba		004	F3 V	
0307	Vlanairme.	C100ACC-A	Na Ind HiPop Va		302	F7 VI	
0308	Khaar.	B331000-9	Po Ba		014	M8 V M2 D	
0309	Saar.	E75A000-7	Wa Ba		004	F1 D	
0312	Ande.	A88A000-C	Wa Ba		002	F9 VI M5 D	
0314	Ergo	A200766-E	Na Va		204	F6 D	
0315	Uurki Guurk.	C100000-9	Va Ba		000	M5 V	
0318	Khinuum.	A895555-B	Ag Ni		204	F0 VI	
0319	Amkhim Zan.	E954144-3	LoPop		823	M2 D	
0321	Shanasuu.	B887344-8	LoPop		310	F0 D M5 D	
0325	Angii.	C95A100-9	Wa LoPop		123	F8 D M3 D	
0327	Shaargii.	B588577-8	Ag Ni		304	F2 V	Droyne.
0330	Dirac	B7B5599-B	Ni Fl		212	F5 D	
0331	Dam.	B434A99-A	HiPop		211	F0 V	
0335	Irzad.	C568000-A	Ba		021	G9 V	
0336	Kagsezaund.	B300755-9	Na Va		314	K3 V M5 D	
0339	Kaim.	B884422-7	LoPop		204	F0 V M7 D	
0402	Kaggushus	B442799-D	Po		204	F1 D	
0403	Gir.	B566111-B	LoPop		612	K1 VI	
0411	Biip.	C2339BB-9	Na Po HiPop		305	F1 V	
0414	Khar.	A100377-C	LoPop Va		701	M2 V M7 D	
0415	Emsingale	B8B4AAA-A	HiPop Fl		321	F9 D	
0416	Nish.	C100000-A	Va Ba		013	G3 V	
0417	Lish.	C541000-5	Po Ba		000	G7 V	Chirper.
0418	Gashuukaan.	E400211-7	LoPop Va		803	K7 V	
0425	Kamud.	E110000-6	Ba	S	024	M2 III M1 D	
0426	Dauur.	C000000-9	Ast Va Ba		004	F7 III M6 D	
0428	Kaaka.	C977222-6	LoPop		622	K9 D	
0430	Puuvlis.	EACA100-6	Wa LoPop Fl		314	M0 V	
0432	Uurer Da.	C338222-B	LoPop		803	G8 IV	
0434	Kir.	A264133-B	LoPop		213	M1 D	
0436	Shikuus.	C565588-7	Ag Ni		103	M4 V M0 D	
0437	Iidshiiish.	E695899-3			402	K4 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
0440	Lap.	E300211-6	LoPop Va		204	M1 VI M7 D	
0501	Edraaarar.	B654455-8	LoPop		300	G4 V M2 D	
0502	Iirkhaen.	C552000-7	Po Ba		003	F6 V M2 D	
0504	Kama.	C386200-9	LoPop		423	K5 D M7 D M9 D	
0507	Lukuu.	B544000-8	Ba		004	G7 VI M7 D	
0508	Sela Nuu.	B100499-C	LoPop Va		322	G3 V M9 D	
0509	Lag.	C100144-9	LoPop Va		700	A4 V	
0510	Shig.	B362BAA-8	HiPop		404	G2 V	Ancient Site.
0511	Kheinuur.	C363788-8	Ri		621	F2 D	
0512	Zuair.	B200100-C	LoPop Va		725	M1 III	
0513	Guuuuneg.	E9C6455-7	LoPop Fl		124	M1 V	
0514	Nuumuuendme.	D465433-6	LoPop		903	K0 VI M2 D	
0519	Kip.	B87A000-C	Wa Ba		003	F1 D	
0520	Rim.	B361577-9	Ni		404	G1 VI	
0522	Rada.	B4847CC-9	Ag		204	F9 D M2 D	
0524	Khirir.	B566000-A	Ba		004	F4 V M2 D	
0525	Mim.	C473211-9	LoPop		703	K0 V	Chirper.
0526	Khiranas.	B441000-C	Po Ba		010	F0 V	
0528	Kasar.	D9A7000-7	Ba		002	M3 V M4 D	
0529	Eshrimiidkha.	B768244-8	LoPop		523	F9 VI	
0530	Kharluunduum.	A100655-E	Na Ni Va		601	G7 VI M6 D	
0532	Nud.	C664477-8	LoPop		304	F1 V	
0534	Iisgidam.	E1109BB-6	Na Ind HiPop		103	F0 D	
0536	Asar.	B87A366-9	Wa LoPop		700	K3 VI	Ancient Site.
0539	Orichalc	B78AACC-B	Wa HiPop		205	F4 D	
0540	Keuud Irna.	B889899-8	Ri		414	K4 D M3 D	
0601	Nanuur Ku.	E553222-2	Po LoPop		924	M1 D	
0602	Bure.	C253411-A	Po LoPop		210	F8 VI	
0604	Khipii.	B797000-7	Ba		012	M6 V	
0606	Kaurshiguum.	E868000-5	Ba		013	F1 V	
0608	Nuuenun.	B110577-A	Ni		602	M1 V	
0609	Maaluu.	B456000-B	Ba		004	K1 D M7 D	Chirper.
0611	Lan.	A442655-B	Ni Po		603	F5 D	
0616	Karki.	D575000-4	Ba	S	002	F2 D	
0617	Guuarin.	C658000-8	Ba		002	G6 VI	
0618	Shiruuguu.	C864777-8	Ag Ri		702	F7 VI	
0619	Shuurmikim.	E488000-5	Ba		011	G7 D	Chirper.
0621	Shai Iraas.	EAC7322-5	LoPop Fl		710	K1 V	
0624	Ernigkhu.	C8C1000-9	Fl Ba		004	M3 V	
0627	Arkhi Am.	C7A1355-A	LoPop		605	M8 D	
0630	Shesh.	C527444-9	LoPop		603	M6 VI	
0631	Kanuu Uusge.	B2257BB-9			602	F1 D M1 D M3 D	
0632	Gika.	A562233-B	LoPop		413	F1 VI M1 D	
0701	Kuuris.	E567133-4	LoPop		402	G4 D M8 D	
0703	Rimduug.	C100777-B	Na Va		112	M9 V M1 D	
0704	Kher.	C84A000-A	Wa Ba		004	G4 V M3 D	
0706	Yabean.	C687566-9	Ag Ni		920	F1 V M8 D	
0707	Yagas	C566A99-B	HiPop		702	K3 V	
0711	Kuuesh Mi.	B427566-C	Ni		624	A8 V M9 D	
0712	Iriimkhage.	C979000-9	Ba		003	G3 D	
0715	Iipapiaam.	C658100-A	LoPop		102	F2 D	
0716	Shiiin.	C200744-A	Na Va		523	M0 V	
0717	Arun Lim.	B684155-A	LoPop		422	F1 D	
0720	Kuamirar.	A100366-E	LoPop Va		224	F5 V	
0720	Khiian Ark.	A100344-D	LoPop Va		424	K9 III M5 D	
0725	Luurki.	B9D3777-9	Fl		312	G1 V M6 D	
0726	Gashiiikhar.	E446300-5	LoPop		503	F0 V	
0728	Arma Vlishmum.	B300111-B	LoPop Va		803	M2 V	
0732	Uurendi.	C200877-9	Na Va		204	F8 VI	
0733	Nezuuvle.	B451000-B	Po Ba		023	F2 D M2 D	
0734	Kiimas.	B798300-7	LoPop		524	G0 V	
0736	Ruuda.	A561000-C	Ba		000	F2 V	
0737	Lushergig.	C6758BB-7			502	K1 D M4 D	
0738	Vlaka Da.	E79A000-5	Wa Ba		013	G3 V	
0739	Muakuup.	C531533-9	Ni Po		803	F6 V	
0740	Kuirkkazar.	A1008AA-D	Na Va		102	G2 V	
0801	Irnurvlar.	B677200-8	LoPop		105	M5 D M1 D	
0802	Aagkhuur	D100AEE-8	Na Ind HiPop Va		924	F4 V	
0803	Diiar Uunad.	B300377-A	LoPop Va		214	M4 V M5 D	
0805	Khaassas.	C7A0699-8	Ni De		704	M2 V M0 D	
0807	Muupar.	D531477-6	Po LoPop		914	K2 V	
0808	Limi.	B452344-9	Po LoPop		610	F3 V	

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0810	Imshar And.	C698488-8	LoPop		504	M0 V	
0811	Imar.	D668100-6	LoPop		404	F7 D M7 D M0 D	
0814	Nimluu.	B100211-A	LoPop Va		205	M1 V M8 D	
0815	Keum	B6A1ACC-B	HiPop		404	K0 V M4 D	
0816	Didaadki.	B351677-B	Ni Po		533	F7 VI	
0825	Dimi Am.	C652000-7	Po Ba		001	F0 D M7 D	
0826	Gemir.	B554355-9	LoPop		320	K1 VI	Chirper.
0834	Irand.	B6989DD-9	Ind HiPop		502	F0 V	
0836	Khar.	C668000-9	Ba		012	F2 D	
0837	Leam	E110499-A	LoPop		222	F3 V M7 D	
0839	Karker Uu.	A100511-D	Ni Va		704	F4 V M4 D M5 D	
0840	Irkshuuu.	B410577-9	Ni		214	F5 D M5 D	
0901	Kherpi.	B8B2333-C	LoPop Fl		613	F4 V	
0904	Inguushzu.	C357311-9	LoPop		104	F3 D M5 D	
0906	Ishshuum Kha.	E455133-5	LoPop		322	G4 D	
0908	Luuuur.	A9A49CC-9	HiPop		600	G2 V M5 D	
0914	Guumur Lai.	B7A4511-8	Ni		413	G4 V M3 D	
0915	Ashuum.	BAA9677-9	Ni		925	M3 V M4 D	
0916	Gaapag.	E100122-7	LoPop Va		824	G2 V	
0918	Aarze	C547866-B			424	F3 V	
0919	Unde Naapam.	B6B0877-A	De		403	F7 VI M7 D	
0921	Likar.	D352677-8	Ni Po		713	F0 V	
0928	Duuir.	A100155-C	LoPop Va		614	M1 V M8 D	
0931	Llyrn	D333AAA-A	Na Po HiPop		933	F8 VI	
0932	Khiid.	C8D0744-9	De		403	M2 V	
0933	Ishshaa.	A352200-B	Po LoPop		314	F9 D M0 D	
0934	Shaaig Ig.	E100000-6	Va Ba		015	G4 V M6 D	AAB Repository.
0937	Lakiuuraar.	B847100-7	LoPop		300	F4 V M4 D	
0938	Irkinvla.	B300566-9	Ni Va		904	M4 V	
0939	Sim.	D310300-8	LoPop		900	M6 VI	
1001	Shig.	D100355-7	LoPop Va		903	M3 V	
1002	Gumnir.	C675333-6	LoPop		514	K2 VI	
1003	Eruur.	B638777-9			810	G3 V	
1004	Aarka Ka.	CAA5000-9	Ba		003	M8 V	
1012	Pasheshaan.	A774000-A	Ba		014	F5 V	
1014	Uurguu.	E865677-3	Ag Ni Ri		201	F9 D M1 D	
1015	Rishan.	C300200-A	LoPop Va		904	M4 V	
1017	Mish.	C300200-B	LoPop Va		502	M5 V	
1019	Kuush.	B110599-D	Ni		613	M0 V K3 D	
1020	Nim.	E646211-3	LoPop		510	G5 D M2 D	
1025	Eruur.	E767777-3	Ag Ri		301	F4 V M9 D	
1027	Inkhuug.	B686422-9	LoPop		421	F3 V	
1028	Lalii.	E300588-4	Ni Va		510	F1 V M6 D	
1029	Lagna	B1108BB-E	Na		131	G3 V M8 D	
1032	Lanir Suu.	B354899-6			803	M0 VI M2 D	
1038	Inda.	D100100-9	LoPop Va		213	M2 V	
1040	Uussuur.	B585000-A	Ba		005	F8 D	
1101	Kagas.	C247622-9	Ag Ni		302	F4 V	
1104	Arar	A2338BB-D	Na Po		324	F3 V	
1106	Asda.	C110511-A	Ni		401	M1 V	
1108	Khipshunam	D544ACC-A	Ind HiPop		303	G2 D	
1117	Lagair.	D000000-7	Ast Va Ba		004	K7 V	
1120	Geguu.	B8B5444-A	LoPop Fl		602	M0 V	
1121	Erir.	A425766-B			404	K0 IV	
1122	Suulu.	E100000-7	Va Ba		003	M1 II	
1130	Duundam E.	B110344-B	LoPop		514	F3 V	
1131	Vluuper Pim.	C567333-6	LoPop		710	F4 V M7 D	
1133	Zuuni.	A6458AA-9			703	F9 D	
1134	Ren.	D845555-6	Ag Ni		804	G1 D	
1203	Gikhirma.	B362533-B	Ni		603	F1 V	
1213	Kar.	E551000-5	Po Ba		003	G2 V	
1215	Arerpi.	B7A6266-B	LoPop		404	M3 V	
1220	Raga.	B557000-7	Ba		003	F9 V M5 D	
1223	Uurdan Khid.	E454000-4	Ba		003	F2 V	
1233	Nagiida	C667ABB-B	HiPop		120	G1 D	
1234	Urkhiig La.	B000AFF-9	Na Ind Ast HiPop Va		803	M3 V M6 VI M6	
1235	Mernuuiir.	B747000-8	Ba		003	F8 VI	
1238	Shiar.	D567000-6	Ba		004	F2 D	
1239	Kiig Ki.	C684522-8	Ag Ni		304	F1 VI	
1303	Mekhuuuur.	E8A6433-6	LoPop		524	M4 V M9 D	
1304	Miimkhu Ges.	C569566-9	Ni		900	G2 V	
1305	Khisi Ed.	A100455-C	LoPop Va		304	M1 V	

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1307	Saiim Shu.	B653411-8	Po LoPop		801	G4 D	
1308	Rirzi.	B444111-9	LoPop		904	F9 VI	Chirper.
1310	Vlikuum.	E898200-4	LoPop		203	F8 V M0 D	
1312	Kagi.	C222244-8	Po LoPop		805	M0 V M0 D	Chirper.
1313	Ashuu.	B569422-9	LoPop		803	F6 V	
1314	Kamkha.	C000677-8	Na Ni Ast Va		710	M4 V M4 D	
1319	Lemiigai.	C100788-B	Na Va		703	G3 V M2 D	
1320	Aduur.	B1005AA-B	Ni Va		305	M4 V M5 D	
1321	Lag.	B7A2122-8	LoPop		513	G1 D	
1322	Labena.	A864200-A	LoPop		903	G8 V M0 D	
1325	Mur.	B200000-C	Va Ba		003	F5 VI	
1326	Kunsha.	B7B0488-7	De LoPop		102	M1 V	
1328	Kiimda.	A100366-D	LoPop Va		603	G0 V	
1330	Muusha.	D443244-6	Po LoPop		224	G2 D M6 D	
1335	Khiim.	C436488-9	LoPop		502	M9 VI M8 D	
1340	Ashka.	C567000-8	Ba		002	G7 VI	
1404	Duuap.	D9A9566-7	Ni		811	G2 VI	
1408	Khunda Kuush.	B7A6000-A	Ba		012	K3 IV	
1419	Karkha.	B653200-B	Po LoPop		223	F2 VI	
1420	Karar.	C472000-A	Ba		001	F1 V	
1424	Mum.	A100777-C	Na Va		803	M0 IV	
1428	Diuuk.	C989544-7	Ni		500	G0 V	
1430	Asadug.	BA86A77-C	HiPop		433	F7 VI M9 D	Geonee Homeworld.
1432	Guudavli.	D64A000-9	Wa Ba		010	F6 D M0 D	
1434	Gekakhi.	B453000-9	Po Ba		000	G1 VI	
1436	Siiner Amkish.	B655344-8	LoPop		214	G2 VI	
1503	Rurdam Vlemgaa.	D75A100-9	Wa LoPop		613	K1 V	Chirper.
1506	Ruuuur Ran.	B694400-7	LoPop		515	F1 V M1 D	
1507	Gukhuushur.	B310000-B	Ba		020	G5 V M4 D	
1508	Uugbi.	B250200-C	Po De LoPop		824	G4 D	
1510	Aankhi An.	B99A755-A	Wa		203	F7 D	
1512	Daam.	E457899-5			815	F2 V	
1514	Idkurk.	E534655-5	Ni		302	M1 V M9 D	
1515	Dubleen	B848AAA-9	Ind HiPop		934	F6 D	
1519	Uurshi Ar.	B327355-9	LoPop		700	G3 V	
1520	Liir.	B551344-8	Po LoPop		914	G2 V M5 D	
1522	Gashuusirk.	E210611-5	Na Ni		602	M8 D	
1524	Damish Shudiir.	C0008CC-A	Na Ast Va		614	M4 V M9 D	
1532	Gishgu Ii.	B424355-A	LoPop		223	K7 V M5 D	
1533	Irdiinga.	B492000-8	Ba		002	F0 D M3 D	
1534	Vliadkuuknir.	D762111-6	LoPop		700	M7 D	Chirper.
1535	Shem.	E425222-6	LoPop	S	502	M3 V	Ancient Site.
1538	Ruur.	B100000-B	Va Ba		015	M1 V	
1540	Giilu Em.	B879000-B	Ba		004	F2 D	
1601	Ishbe Na.	B000000-D	Ast Va Ba		000	M8 IV	
1603	Iriinkuurki.	C262211-9	LoPop		603	F9 D	
1605	Minuuvlii.	C210633-A	Na Ni		722	M4 V	Droyne.
1606	Luuri Nii.	B727411-9	LoPop		615	G0 III M7 D	
1607	Keririir.	C544899-7			522	G9 D	
1612	Terschaps.	D895777-5	Ag		903	F1 D M9 D	
1613	Mimmar Shariin.	A762222-9	LoPop		704	F3 D M6 D	
1614	Mapiikhaar.	D549688-4	Ni		604	G7 D	
1616	Iishmarmep.	B300755-C	Na Va		123	M5 III	
1621	Riimiskin.	B978666-9	Ag Ni		505	F4 V	
1629	Niikishi.	B568688-8	Ag Ni Ri		202	F2 V M4 D M5 D	
1630	Shirarermi.	C55A244-A	Wa LoPop		512	F7 VI M0 D	
1634	Durpuubiip.	B110000-B	Ba		022	M3 IV	
1639	Nuum.	D547000-4	Ba		001	K0 D M1 D	Droyne.
1703	Ernariid.	B100355-C	LoPop Va		803	K4 V	
1705	Gilirzak.	E110000-7	Ba		004	M5 V	
1711	Hasaggan	B7358CC-A			723	F3 VI M3 D	
1713	Gipuurkhir.	A100311-C	LoPop Va		412	M2 V M1 D	
1717	Kuukuurga.	B321000-8	Po Ba		003	F9 IV	
1719	Forquee	C464888-B	Ri		803	F3 D M3 D	
1721	Kemkeaanguu.	E362000-5	Ba		003	K2 VI M5 D	
1724	League	D252799-5	Po		302	G6 D	
1726	Keaardig.	C572000-9	Ba		004	K6 VI	
1728	Gudam Pa.	C635355-8	LoPop		814	K2 V M3 D	
1730	Badi.	D884000-5	Ba		000	K1 V	
1731	Ginga.	B784000-9	Ba		022	G2 D	
1733	Vlesh.	B475233-9	LoPop		803	F5 D M6 D	
1740	Adgi Dan.	C7A6455-A	LoPop		813	M2 VI	

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1804	Aram.	B544455-9	LoPop		610	G3 D M9 D	
1807	Anvla I.	C354000-9	Ba		002	F6 D M4 D	
1808	Mia.	B110788-B	Na		314	F4 VI	
1809	Nuudi Zi.	D110200-8	LoPop	S	800	F4 V	
1813	Did.	C243444-9	Po LoPop		400	F2 V M2 D	Chirper.
1814	Arlur	D665511-9	Ag Ni		614	F1 V M6 D	
1818	Uure.	C1107AA-9	Na		101	G1 D M8 D	
1820	Inmuu Ki.	C100699-9	Na Ni Va		723	M8 D M4 D	
1823	Shuun.	B547355-8	LoPop		614	G4 V M4 D	
1831	Kaaar.	C100322-9	LoPop Va		913	G2 D M2 D	
1832	Mamem.	C541000-6	Po Ba		025	F8 V M7 D	
1833	Diaded.	D775100-7	LoPop		320	K7 D	
1834	Rark.	D96A744-4	Ri Wa		602	F4 V	
1835	Garkhi Kuud.	B9A7000-A	Ba		001	M0 V	
1837	Nikguur.	C3527BB-8	Po		523	G6 VI	
1905	Khiimi Insaa.	C465377-9	LoPop		614	F1 V	
1907	Gakuudi.	C524211-6	LoPop		724	M3 V M5 D	
1909	Arish.	B463766-8	Ri		811	F4 V	
1910	Khishan	A1009BB-D	Na Ind HiPop Va		414	G1 V M1 D	
1915	Irshuushdaar.	D110344-7	LoPop		904	M2 V M7 D M7 D	
1916	Muukher.	D6A0000-6	De Ba		025	M3 V	
1917	Irdar Ga.	D410477-7	LoPop		721	M3 V	Chirper.
1918	Vliar.	C747211-8	LoPop		801	G1 V	
1921	Ziger.	C481599-9	Ni		313	G4 VI	
1924	Gaup.	D8A6000-4	Ba		013	K9 V	
1927	Big.	B768533-9	Ag Ni		301	F3 V	
1931	Arshii.	D478200-7	LoPop		804	F5 V	
1936	Umgin.	D331222-7	Po LoPop		720	K3 V	
1938	Inen.	C110322-B	LoPop		701	M3 VI M9 D	
1940	Min.	A798444-A	LoPop		722	G1 D M2 D	AAB Repository.
2001	Muushrasain.	B200666-9	Na Ni Va		203	G3 V M4 D	
2004	Liar.	A100244-C	LoPop Va		324	G6 V M6 D	
2007	Iggarir	C787A66-B	HiPop		523	F7 VI	
2008	Amra.	A200100-B	LoPop Va		703	K0 IV	
2010	Kashikka.	B648222-8	LoPop		224	F3 V M7 D	
2013	Gier Iir.	B341633-C	Ni Po		104	K7 D	
2017	Gimi Kuuid.	B5686AA-7	Ag Ni		825	K3 V M6 D	
2018	Garuu Uurges.	D110000-9	Ba		024	F2 V M3 D	
2019	Daaruugka.	C585333-7	LoPop		801	F6 VI	
2029	Kurkuur Ash.	C271000-A	Ba		014	M9 V M1 D	
2030	Inirar.	C461311-9	LoPop		800	F1 D M8 D	Droyne.
2031	Kiiin Kuer.	C8D4A88-8	HiPop Fl		204	F0 V M0 D	
2032	Garsivluu.	C977666-4	Ag Ni		213	G7 D M8 D M3 D	
2037	Liii.	D484100-6	LoPop		712	G1 V M4 D	
2039	Pinend.	C9A1444-8	LoPop		822	M7 II	
2040	Lisdiir.	B876000-8	Ba		002	M5 V	
2102	Nair.	C200311-9	LoPop Va		814	M7 V	
2103	Inarim	C565400-B	LoPop		903	F9 VI M3 D	
2105	Iishsuu.	C875400-9	LoPop		824	K8 D M0 D	
2109	Murcia	E564100-5	LoPop		814	K2 V	
2116	Girgulash.	B625311-B	LoPop		405	M5 V	
2118	Khida.	A426555-C	Ni		414	F8 IV	
2119	Khui.	D110644-9	Na Ni		803	F0 V	
2127	Ugdukida	C331977-8	Na Po HiPop		613	F3 V M6 D	
2130	Kuuka.	B343566-C	Ni Po		310	F4 D	
2132	Dimuu.	D545100-6	LoPop		704	F8 D	
2135	Shai.	C757000-8	Ba		004	G2 V M5 D	
2136	Gish.	C473300-8	LoPop		513	F3 V	
2138	Mushaar.	C263311-9	LoPop		804	F1 VI	
2139	Kan.	B355322-8	LoPop		404	F4 V M0 D	
2201	Kirkniipbem.	D638000-5	Ba		004	G4 V	
2211	Lis.	B344877-8			710	F4 VI M5 D	
2212	Sham.	D576677-5	Ag Ni		113	F4 VI M7 D	
2213	Amem.	C588300-A	LoPop		414	G9 VI	
2216	Ugar.	D110311-A	LoPop		804	M2 VI	
2217	Vlir.	D446377-7	LoPop		122	G6 V	
2220	Duuksha.	D8567AA-5	Ag		323	K6 D M8 D	Chirper.
2224	Muimarir	D657533-4	Ag Ni		613	F7 D M6 D	
2228	Khiima.	D2527CC-7	Po		900	F7 D	Droyne.
2230	Gaur.	E627499-4	LoPop		314	M0 IV	
2231	Ipkakhag.	E100200-6	LoPop Va	S	305	F2 VI M8 D	
2233	Biki.	C533511-8	Ni Po		810	G4 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2234	Maakhuurkhakaash.	B646777-9	Ag		522	F9 D M4 D	
2237	Gir.	B553644-B	Ni Po		213	G0 D M6 D	
2238	Luui.	B636100-B	LoPop		202	M3 V M5 D	
2301	Mapukha.	B421100-C	Po LoPop		203	M6 V	
2302	Guuir.	B668366-7	LoPop		805	F7 D M6 D M7 D	
2305	Khir.	B300222-9	LoPop Va		713	F0 V	
2306	Lundduu Ar.	A342155-A	Po LoPop		702	G5 V M1 D	
2308	Dumeras	A789655-D	Ni Ri		703	F4 VI M4 D	
2316	Udipeni	B687899-B	Ri		503	F9 D	
2317	Nagilun.	C300344-A	LoPop Va		713	M8 IV M2 D	
2318	Kagershi.	E100633-6	Na Ni Va		404	K0 V	
2319	Gowandon	B76A7AA-B	Wa		914	F0 VI M1 D	
2323	Ankhar.	B5A5466-9	LoPop		814	M1 V M2 D	
2324	Kiarke.	B84A333-A	Wa LoPop		221	F9 D M7 D	
2328	Arkshan Kha.	E100222-7	LoPop Va		304	K4 V	
2331	Irishen.	E200111-5	LoPop Va		413	M9 IV M6 D	
2334	Uupir.	C545200-7	LoPop		825	F8 V M1 D	
2335	Uupgiilii.	B886300-7	LoPop		514	F3 V M0 D	
2336	Shiim.	B53A000-C	Wa Ba		004	M1 V M3 D	
2340	Luri	B5567AA-9	Ag		713	F9 D M1 D	Chirper.
2401	Garga.	B461111-A	LoPop		604	F9 D	
2403	Kuush.	E798355-4	LoPop		402	M2 VI	
2405	Ruuma Ir.	C545533-8	Ag Ni		513	F8 D	
2406	Guumi.	C768211-7	LoPop		334	F0 D	Chirper.
2407	Wynd	B310433-E	LoPop		514	G4 V	
2411	Uuduud.	C100544-A	Ni Va		604	M8 IV	
2414	Uuruun.	C755000-9	Ba		003	M8 V	
2417	Irar Lar.	EAA7000-4	Ba		010	M2 V	
2418	Kuundin.	C100111-A	LoPop Va		522	M2 V M4 D	
2420	Kamar Inag.	B453444-A	Po LoPop		601	F2 V M1 D	
2421	Duumar Di.	C310311-B	LoPop		213	M5 V	
2422	Nim.	B8D0488-8	De LoPop		500	M3 V	
2425	Kuumiin Gam.	D000155-8	Ast LoPop Va		813	G3 V M7 D	
2428	Lirluukhiinpi.	B310200-A	LoPop		200	F4 VI M7 D M9	
2430	Khiira Duu.	C655000-9	Ba		002	F1 V	
2433	Dami.	D100000-7	Va Ba		014	M4 V G2 D	
2435	Muush.	C763566-5	Ni	S	802	G4 V	
2439	Muumgi Bir.	B646599-7	Ag Ni		603	G2 V M7 D	
2440	Uuriim.	C443000-8	Po Ba		024	K5 V M2 D	
2503	Iishma Ash.	C3225AA-8	Ni Po		114	G3 V	
2503	Vluund.	C322888-8	Na Po		214	M2 II M8 D	
2506	Khegshesaup.	C434333-A	LoPop		223	G0 V	
2506	Vlin.	B434111-A	LoPop		723	G4 V M6 D	
2508	Iinarla.	B100788-C	Na Va		502	K1 V M2 D	
2508	Khiiir.	B100200-C	LoPop Va		702	M7 VI M2 D	
2512	Uumbuu.	E573100-4	LoPop		403	F7 D	
2513	Ervlan.	C631222-7	Po LoPop		202	F3 D	
2514	Gaiid.	E454000-6	Ba		022	F1 V M3 D M5 D	
2516	Digapir.	C100200-8	LoPop Va		900	M6 II	
2519	Shiirla.	C222000-8	Po Ba		013	M7 V M8 D	
2521	Dinkhaluurk.	B573344-8	LoPop		613	F4 D M8 D	
2522	Kakhe.	B684333-7	LoPop		410	F4 D	
2523	Sharkhila.	B355511-8	Ag Ni		501	F2 V M0 D	
2529	Giuu.	B310577-B	Ni		624	G1 D	
2530	Unsuu Kiis.	C363988-5	HiPop		610	F3 VI M0 D M5	
2531	Kaguu Puu.	B500000-B	Va Ba		014	M3 V	
2540	Oreo	B100699-C	Na Ni Va		513	M3 D	
2605	Ziishke Men.	B433000-9	Po Ba		003	K8 V M9 D	
2606	Gishda.	C782511-7	Ni		704	G1 V	
2607	Anpi.	C679666-7	Ni		102	F7 D M3 D	
2609	Liiid Id.	B300244-9	LoPop Va		305	M7 V M5 D	
2613	Kuuur An.	B100ABB-A	Na Ind HiPop Va		201	K2 V M6 D	
2615	Uunad Mi.	C85A566-9	Ni Wa		402	G0 D	Droyne.
2616	Gegum.	C458255-9	LoPop		923	F7 V	
2621	Guun.	B545555-B	Ag Ni		704	F4 V M7 D	
2622	Iirdiddinuu.	D8C7122-7	LoPop Fl	S	120	M7 V M6 D	
2624	Ershu Khe.	C865333-8	LoPop		402	M4 V	
2630	Iirka.	D100000-7	Va Ba		002	K4 IV M1 D	
2632	Misthaven	C758677-9	Ag Ni		103	F2 V	Chirper.
2633	Ortega	C426644-C	Ni		403	G2 V M8 D	
2640	Irirkin.	C522133-9	Po LoPop		610	M2 II	
2703	Kuni Iish.	C77A000-A	Wa Ba		013	F6 D M2 D	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
2710	Gadar Gaa.	B384788-9	Ag Ri		614	G8 VI M3 D	Chirper.
2714	Arkhuuda.	C76A000-A	Wa Ba		003	G2 D	AAB Repository.
2716	Shiar Vli.	B597100-7	LoPop		914	F0 D	
2718	Uushap Sha.	A100ACC-D	Na Ind HiPop Va		922	F1 D	
2719	Gidebi.	E100000-7	Va Ba		000	M3 V	
2724	Vlabuu Ga.	C8886AA-8	Ag Ni		822	F9 D	
2727	Gami Ga.	C265000-9	Ba		010	F3 V	
2729	Shuuad.	B110322-B	LoPop		101	K4 V M8 D	
2730	Ikuunzi.	B491766-8			403	K3 V	Droyne.
2731	Paiim Ka.	B100000-E	Va Ba		003	G8 V M7 D	
2732	Muur.	B264488-9	LoPop		523	G3 V	
2734	Khuk.	C655677-7	Ag Ni		811	G5 VI M8 D M6	
2735	Khuuan.	B110000-C	Ba		031	M4 V M7 D	AAB Repository.
2737	Khasnekigi.	B673000-B	Ba		004	F9 V	
2738	Kipagir.	B210788-B	Na		800	K3 II	Droyne.
2739	Liriinir.	EA76366-4	LoPop		504	F2 V	
2809	Uunma.	A525533-B	Ni		205	A3 VI	
2810	Uurash.	C573100-6	LoPop		620	F5 VI M7 D	
2811	Shim.	D74A200-8	Wa LoPop		802	M7 VI	
2812	Largan.	E9A69BB-5	HiPop		203	F3 V M5 D M5 D	
2813	Muumduurk Ish.	D667200-6	LoPop		223	F4 D	
2814	Ishga.	B887133-7	LoPop		804	F2 D	
2815	Irur.	E100444-6	LoPop Va		301	K0 V	
2820	Kishkuur Li.	D641311-4	Po LoPop		404	M7 VI M3 D	Chirper.
2822	Siipiiniun.	B726733-B			403	G1 V	
2827	Giikha Uum.	C100888-B	Na Va		814	M4 V	
2828	Ladin.	C484000-B	Ba		000	F0 V M3 D	
2837	Kuunvli A.	D200000-7	Va Ba		013	M3 III M1 D	
2902	Liiid.	C2457AA-7	Ag		824	K1 V	
2904	Diirmashii.	B5598AA-A			124	F9 VI	
2905	Guuka Ir.	C454AEE-8	HiPop		602	F7 D	Chirper.
2906	Niksham Luur.	B646000-8	Ba		003	K3 V M8 D	
2908	Araas.	E675000-4	Ba		013	G2 VI	
2910	Enmuun.	B322144-9	Po LoPop		103	M3 V M7 D	
2913	Suukunki.	C400200-B	LoPop Va		700	G3 V	
2916	Giimuuagla.	B110755-A	Na		403	K1 V M2 D	
2917	Pinkhurim	B1109AA-C	Na Ind HiPop		802	G3 V	
2918	Ishan.	B564899-9	Ri		202	M3 V	
2920	Pamikha.	C875333-5	LoPop		614	G1 V M6 D M5 D	
2925	Giirsha	A87A877-C	Wa		310	F5 VI M8 D	
2926	Aarash Gis.	C200100-B	LoPop Va		111	M7 V	
2927	Liuur.	A110100-C	LoPop		802	M9 V M2 D	
2929	Gauum.	B110477-A	LoPop		500	G3 V	
2930	Sheanmuukap.	C525433-A	LoPop		301	K1 D M8 D	Chirper.
2931	Kiia.	B100133-B	LoPop Va		303	G1 V	
2932	Deir Lar.	E676344-3	LoPop		114	F4 D	
2933	Girlage.	C410000-A	Ba		014	M7 VI	
2934	Parahee	C100777-B	Na Va	S	613	F1 V	
2938	Vlikirkda.	D574166-6	LoPop		602	G1 D M0 D	
3001	Iruuguu.	C888677-7	Ag Ni Ri		821	F6 D M5 D	
3002	Duuruum Uuem.	B645211-9	LoPop		904	F7 D	
3003	Gergiiduuzii.	A8A0211-B	De LoPop		903	F3 V M0 D	
3008	Giikheguurshar.	B575111-9	LoPop		702	K9 V M3 D	
3009	Geir Aar.	B000000-C	Ast Va Ba		014	M3 V	Ancient Site.
3013	Palasha	B555ACC-B	HiPop		603	F0 V	
3014	Gar.	B442366-A	Po LoPop		103	F0 V	
3016	Gaff	B1108CC-C	Na		804	G1 D	
3021	Diish.	C5538AA-A	Po		203	F2 V	
3026	Guushshi.	B729200-9	LoPop		412	M0 V K1 D	
3027	Vlides.	B100000-C	Va Ba		002	M6 V G6 D	
3035	Iirkir.	B476255-8	LoPop		513	G0 V M9 D	
3106	Kegir Impuu.	E110977-6	Na Ind HiPop		312	F9 V M8 D	
3108	Shinnan.	C000366-B	Ast LoPop Va		821	F0 D	Ancient Site.
3115	Daiid	C785466-6	LoPop		632	F7 D	
3117	Vlap.	B1005AA-9	Ni Va		824	G2 V M8 D	
3122	Luuuu.	A000100-D	Ast LoPop Va		800	G3 V	
3123	Mikiish.	D100355-7	LoPop Va		814	G4 D	
3124	Lar.	A2419BB-C	Ind Po HiPop		402	F3 V M4 D	
3125	Esshii Kuu.	C100511-B	Ni Va		424	F4 V M6 D	AAB Repository.
3127	Namda Ur.	B466788-B	Ag Ri		813	M0 V	
3128	Inarar.	B331455-B	Po LoPop		400	G0 V	
3129	Gashi.	C8A1411-7	LoPop	S	323	G1 V	

Loc	Name	UWP	Remarks	B	PBG	Stellar Data	Comment
3131	Guunin.	A793111-A	LoPop		700	G0 D M5 D	
3136	Mapki.	A100799-C	Na Va		423	F0 D	
3139	Kheam.	B423577-9	Ni Po		922	F0 V M2 D	
3203	Keki.	E7C0400-5	De LoPop		602	K3 V	
3206	Bar.	B542666-8	Ni Po		900	F0 VI M7 D	
3207	Irge.	B300000-A	Va Ba		003	M9 V	
3208	Dakeimshuu.	C8B4000-9	Fl Ba		002	G0 V M0 D	
3210	Khirki.	D856333-2	LoPop		104	F4 D M9 D	Chirper.
3211	Porto	B256799-D	Ag		214	F1 V	
3214	Mias.	B265233-9	LoPop		312	F1 V	
3215	Kiirpa.	C889000-9	Ba		025	G1 D	
3219	Khuuaar Mapar.	C684100-9	LoPop		804	F5 V	
3221	Miigsha.	C551433-9	Po LoPop		601	F3 D M0 D	
3222	Kikaam.	EAA4766-5			102	M2 V	
3225	Maruu.	B568000-A	Ba		005	F3 D	
3228	Gikhuu.	C87A000-A	Wa Ba		002	M1 V M5 D	
3231	Geraan Ad.	C85A155-B	Wa LoPop		805	F9 V	
3232	Uurniiruur.	C300677-9	Na Ni Va		703	G3 V	
3233	Uundir.	B100122-A	LoPop Va		204	G0 V M0 VI	
3236	Geluu.	D100000-A	Va Ba		003	M2 V	

This sector has 520 worlds, of which 455 have native gas giants. The estimated population for the sector is 1592 billion sapients (not necessarily humans). There are 37 Agricultural (Ag) worlds versus 47 Non-Agricultural (Na) worlds. There are 84 Non-Industrial (Ni) Worlds versus 18 Industrial (Ind) worlds. There are 16 Rich (Ri) worlds versus 63 Poor (Po) worlds. There are 27 Water Worlds (Wa), no Ice-Capped Worlds (Ic), 9 Desert worlds (De), and 102 Vacuum (Va) worlds. There are 36 High Population (HiPop) worlds versus 218 Low Population (LoPop) worlds. There are 11 Asteroid Belts (Ast) in the subsector. There are 109 Barren (Ba) worlds. The highest population world in the sector is 0510 B362BAA-8 Shig.; the lowest population world is 0116 D646000-6 Kaem. The average tech level in the sector is 8 (most lie between 6 and 11). World names are primarily Vilani.

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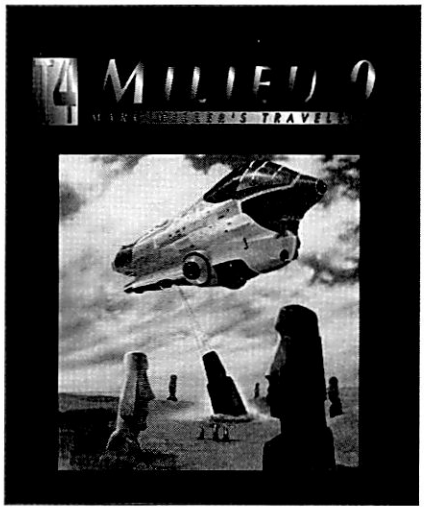

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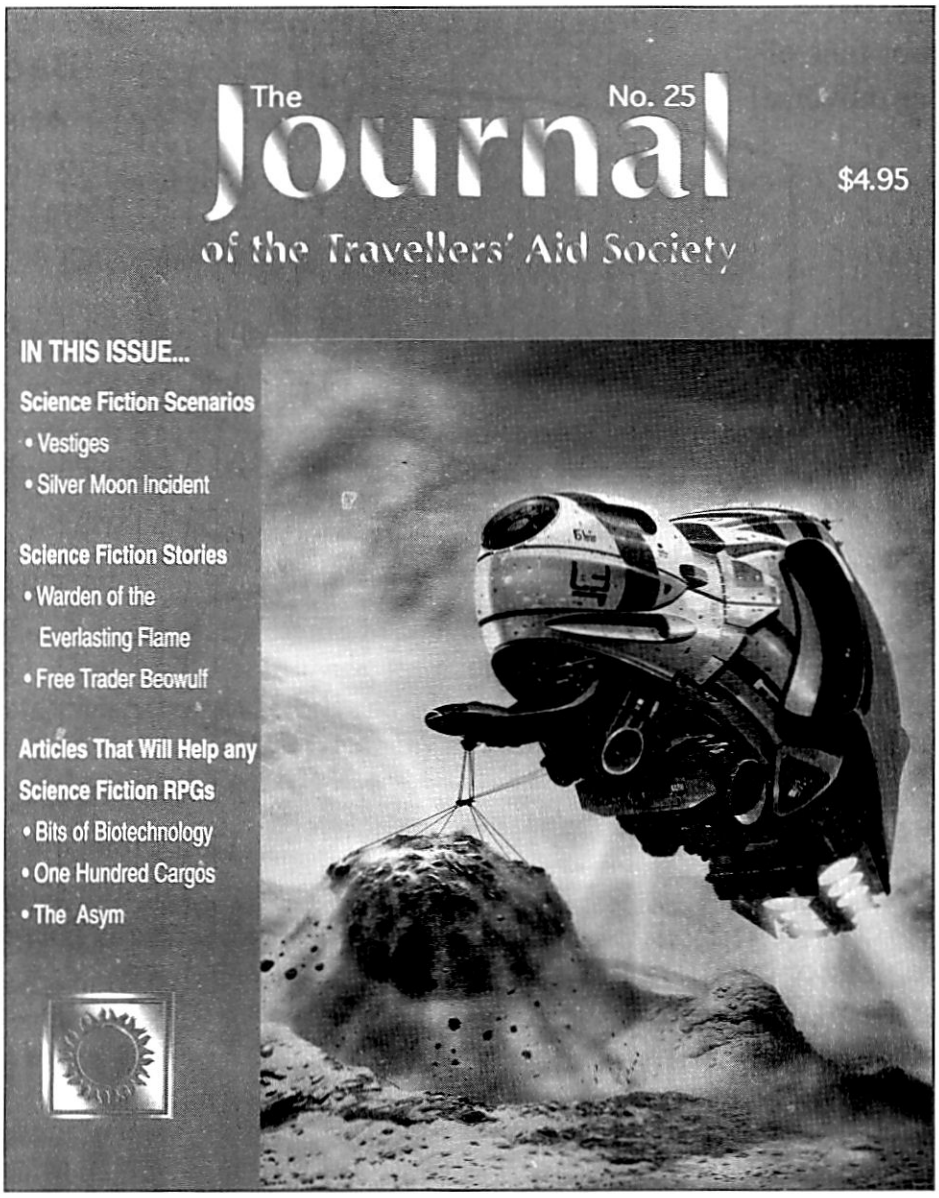

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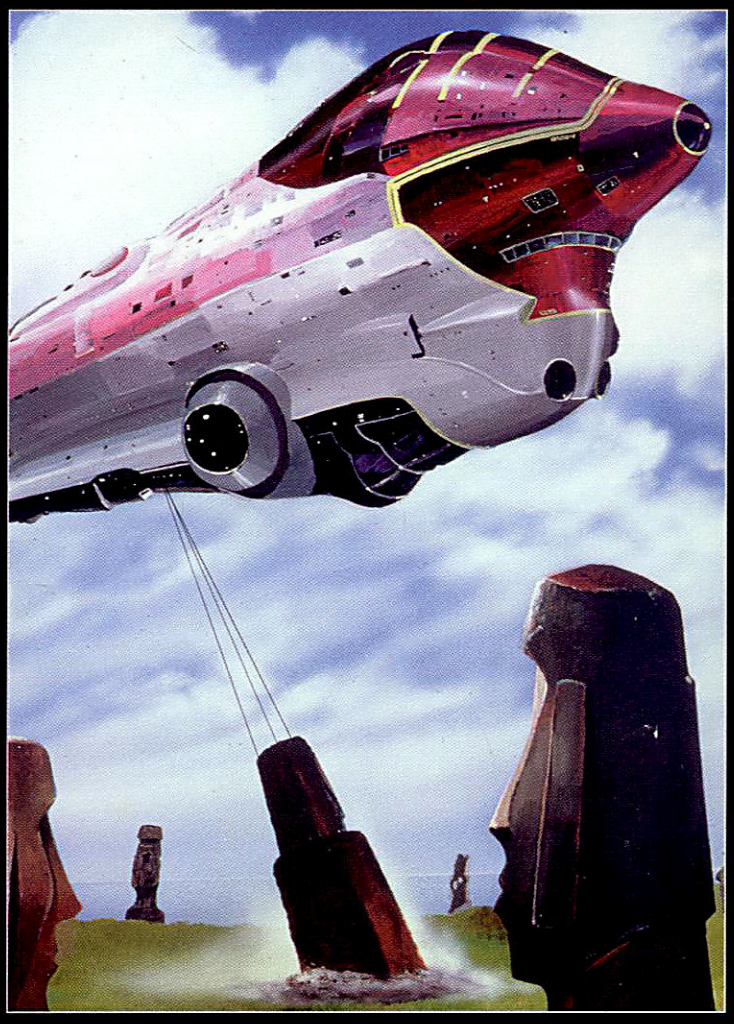

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