



Nr. 01003

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Science-Fiction Adventure in  
the Far Future

# VANGUARD REACHES

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# The Vanguard Reaches

a publication of PARANOIA PRESS

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First Printing February, 1981

Second Printing August, 1981

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Printed by  
**Cummins Printing**  
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*Dedicated to Cheryl Kallenbach  
(who introduced me to Traveller)*

*Special thanks to  
His Majesty Ruler Of The Imperium, Emperor Strephon  
for the Grant Of Possession and Right to the territory of the Vanguard Reaches*

*and to  
Delta Research LHep(Or) Computers for the Alphabetical Index*

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# The VANGUARD REACHES

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The sector called The Vanguard Reaches is located 138 parsecs directly spinward of the sector containing Capital/Core, and 80 parsecs directly rimward of the sector containing Zhodane/Gaval. The Vanguard Reaches contains 16 subsectors, 562 planetary systems, and a population of 1.128 trillion sentient. This population includes 122 billion Zhodani, 117 billion Vilani, 56 billion Vargr, 50 billion Aslan, and also Murian, Estyat, Solomani and Droyne.

The major organization of this region on the interstellar empire level occurred shortly after the Third Frontier War (979 to 986) with the establishment of the Zhodani and Imperium Client States within the sector. Although the Reaches are 38 parsecs from the Imperium and 16 parsecs from the Zhodani Consulate, these two empires have played a large role in the development of the coreward half of the sector.

This booklet is a collection of subsector listings and library data about the Vanguard Reaches, including a map of the entire sector. The subsectors and worlds within are for use by Traveller referees and players, and also provide an important backdrop for many other Paranoia Press projects.

## STANDARDS AND ASSUMPTIONS

**Dates:** All dates herein conform to the Imperial calendar. The assumed date of this supplement is 1107; the 1107th year of the Imperium.

**Planetary Data:** The standard Universal Planetary Profile established in *Book 3, Worlds and Adventures*, is used in the subsector listings. Several unusual planetary configurations or other astronomical phenomena are present in the Vanguard Reaches, and these exceptions are detailed when mentioned.

**World Alignment:** The interstellar organization or astrographical region a world belongs to is indicated by a symbol after the planet name to be found in the subsector listings. This is called the World Alignment Code, and these codes are summarized in the table which follows, while some are repeated below the appropriate subsector listings.

**Remarks:** Many different types of characteristics are covered in the Remarks section of the subsector listings, and the descriptions of these are included in another table, which also follows.

**Trade Characteristics:** The standard trade characteristics as enumerated in *Book 2, Starships*, are included here. The only exception to the standard procedure is that a world with no population is listed as Unpopulated, having no trade characteristics, as opposed to being listed Non-industrial (with a population of 6 or less).

**The Imperium:** This sector is a part of the established Imperium designed and produced by Game Designers' Workshop. As a result, some terms from that work will appear here without further explanation, due to a lack of available space. Some of these terms include: Imperium, Zhodani Consulate, Vargr, Aslan, Solomani, Ancients, and many more. Hopefully, experienced players will be familiar with such terms, and apologies are offered for those unfamiliar. Please bear in mind that any alterations needed to correspond to individual Traveller campaigns are expected and encouraged.

# Vanguard Reaches Tables

## Trade Characteristic Codes

Code	Explanation
A	Agricultural
I	Industrial
NA	Non-agricultural
NI	Non-industrial
P	Poor
R	Rich
U	Unpopulated

*These notations follow the standard procedure from basic Traveller and indicate commercial trade dispositions of individual worlds. The code "U" is often represented as "Unpopulated" and refers to a world with no trade characteristics because it has no inhabitants.*

## World Alignment Codes

Code	Explanation
(none)	unaligned world
@	Altarean Confederation
⊙	Colonnade Administrative District
✓	Consentient Alliance
§	Eslyat Magistracy
■	Four Corners Sovereign Array
★	Jarnac Pashalic
●	Kajaani Triumverate
#	Tellerian Cluster
◀	Trelyn Domain

*This table includes all codes to be found after planet names in this booklet except the superscript numbers used in the Pandemonium Subsector, which are explained in a footnote there. Further explanation of these interstellar organizations can be found in the Library Data Section.*

## Remark Codes Table

Remark	Explanation
<b>Amber Zone</b>	Worlds otherwise accessible, but posing some danger due to war, plague, or local governmental dispositions. The amber designation means caution.
<b>Capital</b>	Seat of government of the local administrative body; examples include Confederation Capital, Subsector Capital, District Capital.
<b>Consul</b>	Frontier Consular Court administered by the Zhodani Consulate or a Zhodani Client State.
<b>Naval Base</b>	Installation for Naval and Marine forces affiliated with the local World Alignment.
<b>No Gas Giant</b>	As most known systems have a gas giant available for the refueling of starships, only those systems which do not have gas giants are noted here. All systems without this notation have a gas giant present.
<b>Outpost</b>	Frontier base administered by the Imperium or an Imperium Client State.
<b>Prison</b>	Confinement facility or exile camp administered by the group indicated by World Alignment Code.
<b>Red Zone</b>	Generally Class X starport worlds which have been deliberately interdicted by some governmental unit. Entry into a Red Zone system is prohibited, with severe penalties accompanying violations.
<b>Research</b>	Installation devoted to a specific research project, administered by the local World Alignment. The Altarean Confederation calls these Technical Stations.
<b>Scout Base</b>	Base for Scout Service or other exploratory organization affiliated with the local World Alignment.
<b>Yard</b>	Major shipyard for the production of interstellar spacecraft. Mostly civilian, but most yards are also used by military organizations.

# The Issoudun Subsector

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	<i>Trade Characteristics</i>
Bingzi-Bangzi	0101 C978643 3		A, NI
Lutekio	0102 B243974 A	Scout Base, Amber Zone	I, P
Torr	0109 B7A3440 9	Amber Zone	NI
Dakarron	0110 E210AD9 8	Barren World	I, NA
Tyrron	0202 A575400 A	Amber Zone	NI
Braccus	0204 E452A88 9	No Gas Giant	P
Spandrel	0209 C203348 7	Scout Base	NI
Myrsea	0210 B88A799 B	Scout Base, Amber	NI
Lambda 771©	0302 B5879D9 5	Naval Base, Amber Zone	
Sorlios	0303 X9C7200 B	Red Zone	NI
Husson's World	0304 E4276A9 8		NI
Wildeblood	0306 C668634 4	Scout Base	A, NI
Hoi Polloi	0307 XC87897 C	Red Zone	
Deshailles	0308 C300316 8	Prison, Red Zone	A
Turan	0309 C576578 H	Amber Zone, Zhodani Research	A, NI
Ultramarine	0310 C554863 3		
Regal©	0402 B548737 A		A
Bracca©	0403 C579679 5	Amber Zone	NI
891-104	0404 X536000 0	Red Zone	Unpopulated
Ranese	0406 D956554 C	Scout Base, No Gas Giant	NI
Cinraln©	0409 B100789 B	Barren World	NA
Sepia©	0410 B737469 8	Scout Base	NI
Belazgor©	0503 C898879 4	No Gas Giant, Amber Zone	
Prothius 5©	0504 C83A769 6	Colony of Qui Prime	
Threntan©	0509 A410787 D	Research Station, Yard	NA
Talayn 44©	0603 X8C2457 4	Red Zone	NI
Qui Prime©	0604 C756944 D	No Gas Giant	
Tashikala 5©	0605 C543763 3	Scout Base, Colony of Qui Prime	P
Ikschel©	0607 X8A0830 7	Barren World, Red Zone	
Lithian 891©	0610 B977500 C		NI
Issoudun©	0701 A301AB9 D	Subsector Capital, Yard	I, NA
Validius©	0703 D564544 2		A, NI
Gilaher 4©	0704 B545864 8	No Gas Giant	
Devo©	0707 X368899 E	No Gas Giant, Red Zone	NI
Inat-Kalahi©	0709 C5379A9 9	Scout Base	
Tarasca©	0710 B551511 B		NI, P
Teton's Planet©	0801 C464697 9	Scout Base	A, NI, R
Bahdelayr©	0803 C777300 0	No Gas Giant	NI
Dalk Ela Jamora©	0806 C581554 5	Scout Base	
768-975©	0807 XA5A000 0	Red Zone	Unpopulated
767-177©	0808 X565000 0	Red Zone	Unpopulated

# The Andwella Subsector

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	<i>Trade Characteristics</i>
Aksum II©	0101 B9C0599	B Scout Base, No Gas Giant	NI
The Rock©	0104 X200012	A Prison, Red Zone	NI
Andwella©	0107 A322A95	H Subsector Capital, Yard	NA, I
Fyne's World©	0109 B400751	9 Naval Base, Amber Zone	NA
Antelfa©	0110 C000653	8 Amber Zone	NA, NI
Gnijilane	0201 XAC6799	9 Insidious Atmosphere, Red Zone	
Erteliza	0202 B998356	B Naval Base, No Gas Giant	NI
Viziruland	0204 X444200	7 Red Zone, No Gas Giant	NI
Sanjella©	0208 A431869	A Scout Base, Yard	NA, P
Gorva@	0303 B764829	D Scout Base	
TS-4@	0304 C431368	B Scout Base, Technical Station	NI, P
Divrigi	0305 B525457	A	NI
Stefanesti©	0306 B435632	9	NI
Ichilo©	0309 A6A5799	B Yard, No Gas Giant	
Pejorria©	0310 D326300	9 Amber Zone, Prison	NI
Chazelles	0401 B334599	B	NI
Arcturus@	0403 A874927	D Confederation Capital	I
Noram@	0404 C657828	C	
Gospic	0405 C344402	A Scout Base	NI
Jabalpur©	0407 C552857	6 No Gas Giant	NI, P
Fakafo©	0408 A74A577	C Water World, No Gas Giant	NI
Marvinious@	0502 BA10669	C Naval Base	NI
Xtus@	0503 A765729	D	A
Leavani@	0504 B8648B8	C Scout Base	
TS-3@	0505 E2B0000	0 Technical Station	Unpopulated
Vakuf	0506 C260441	8	NI
Gyatsa	0507 C588379	9 Scout Base	NI
Stip	0508 E440520	6 Amber Zone	NI, P
Zelos#	0510 X8684A9	1 Island World	NI
TS-1@	0601 X110269	C Technical Station	NI
Octava@	0604 C551858	B Scout Base	
Shesta@	0605 A866929	D	
Lanous@	0606 D654563	A	A, NI
Jorhat City	0607 C533487	8 Scout Base, Trading Center	NI, P
Necto#	0610 C8587DA	8 Scout Base	A
TS-2@	0702 C320269	D Naval Base, Technical Station	P, NI
Neechetova@	0704 A8759C9	D	J
Vin Vohla@	0705 A775927	D	I
Drien#	0709 C847AE0	9 No Gas Giant, Amber Zone	I
Orylla#	0710 AC65926	A Naval Base	
Melroh's World@	0801 D862666	A Scout Base	NI, R
Perus@	0803 C666883	B Scout Base	R
Admiral's World@	0804 A74151A	D Major Naval Base, Scout Base	NI
Semkarr@	0806 B657886	B Naval Base, Scout Base	
Telleria#	0809 A877944	A	I
Rainn#	0810 A987855	A Naval Base	R

# The Coos Subsector

Name	Statistics	Remarks	Trade Characteristics
TS-7@	0103 EAC2000 0	Technical Station	Unpopulated
Telborne@	0106 C688774 3		A, R
Ilobasco@	0107 B775577 8	Naval Base, Amber Zone	A, NI
Balchik	0109 X510523 1		NI
Maya@	0201 X655000 0	Red Zone	Unpopulated
TS-8@	0203 A410469 D	Naval Base, Technical Station	NI
Meero@	0205 C958842 B		
Ras Sharbatat	0210 C559144 5		NI
Fakfakland	0301 B77A9A6 D	Water World, No Gas Giant	I
TS-5@	0305 C310269 C	Technical Station, Naval Base	NI
TS-6@	0306 ECBO210 A	Technical Station	NI
Ineu 24	0309 E000300 6	No Gas Giant	NI
Huad Yai	0403 X000677 6	Red Zone	NA, NI
Weslaco	0404 C98A665 A	No Gas Giant, Scout Base	NI, R
Jammu	0407 C897279 4	Amber Zone, Scout Base	NI
Coos	0408 A9A6646 D	Subsector Capital, Yard	NI
Hejaz	0409 D588331 5		NI
Toorif II ◀	0501 C885442 9		NI
Karellian ◀	0503 B481544 C	Naval Base	NI
Isochort 23 ◀	0504 E99A321 9		NI
Elaszig	0505 B668663 5	Naval Base, Imperium Outpost	A, NI, R
Babadag	0507 X9A7376 7		NI, R
Hythe's Landing	0508 B510436 A	Naval Base	NI
Groote	0509 B434865 C	Colony of Coos	
Dysitin IV ◀	0602 E756789 2		A
Egin XI	0607 D110866 9	Colony of Coos, Imperium Outpost	NA
Alfar Edylsyla ◀	0701 C887989 A	Scout Base	
Kyzyl ◀	0702 E528585 8		NI
Atrephar ◀	0707 X7B37A9 8	Corrosive Atmosphere, Red Zone	
Enontekio	0708 B634420 9	Imperium Outpost	NI
Yalgoo	0710 C444463 9		NI
Dysitin III ◀	0801 A232879 A		NA, P
Dysitin Prime ◀	0803 C4459DD 6	Religious Dictatorship	I
Dysitin II ◀	0804 C98A465 6	Scout Base	NI
Ediza	0809 E622843 4	No Gas Giant	NI, P
Defuniak	0810 E8949B9 4	No Gas Giant, Imperium Outpost	I

**Coos Subsector:** Including a portion of the Trelyn Domain and the Altarean Confederation, this subsector contains 36 worlds (2 unpopulated) with its highest tech level of D at TS-8, Fakfakland, and Coos. Total population is 22.7 billion including 10.6 billion citizens of the Trelyn Domain and 550.1 million Murians. The subsector capital, an independent world, maintains colonies at Egin XI and Groote. The long Imperium Outpost route leaves this subsector at Defuniak.

@ Indicates member worlds of the Altarean Confederation.

◀ Indicates worlds under the jurisdiction of the Trelyn Domain.



# The Trelyn Subsector

Name	Statistics	Remarks	Trade Characteristics
Joandrose ◀	0103 C4677A8 9	Scout Base	A
Quillon ◀	0104 X205653 8	Red Zone, No Gas Giant	NI
Nadsat ◀	0106 E726441 7	Amber Zone	NI
Anselmeara ◀	0107 D424699 4	Scout Base	NI
Varen's Planet ◀	0201 A000B99 B	Naval Base, Yard, No Gas Giant	NA, I
Emerling's Refuge ◀	0203 X441896 6	Red Zone	P
Entroper's World ◀	0204 C584755 6		
Voxarl ◀	0206 X453343 7	Red Zone	NI, P
Obykla	0207 X270520 9	Red Zone	NI
Hemmonallterra ◀	0210 E413300 A		NI
Trelyn Vrra ◀	0301 A510678 C	Naval Base, Subsector Capital	NA, NI
Swyssyln ◀	0303 D565884 6	Scout Base, No Gas Giant	R
Natrosilo ◀	0305 B7A0341 B	Naval Base	NI
Surtun ◀	0307 X100967 A	Naval Base, Red Zone	NI
Selyin Tarf§	0310 X738102 D	Red Zone	NI
Dorff 2 ◀	0401 B677432 6	Naval Base	NI
Lannistort ◀	0406 C677796 8	Amber Zone	A
Rippo§	0409 X8C0689 2	Red Zone, No Gas Giant	NI
Zevent§	0410 X454246 9	Red Zone	NI
Bauxia ◀	0502 X566000 0	Red Zone	Unpopulated
Ellaris IV ◀	0504 C98A349 7	Scout Base	NI
Cinnadonn	0505 X890663 5	Red Zone	
Yazoo City	0506 E000351 B	Amber Zone	NI
Inchusela CMS	0508 C100967 A	Eslyat Claim	NA, I
Chutelion§	0509 A657567 D		A, NI
Panse Ato§	0510 C679359 9		NI
Dikwa	0602 X370201 0	Red Zone	NI
Loomis 92	0604 C485449 6	Amber Zone	NI
Erdsanal§	0608 A400544 B	No Gas Giant	NI
Goltinine§	0610 X511443 A	Red Zone	NI
Drogobycho	0701 A447777 8	Amber Zone	A
Sonteskin	0703 X886100 3	Red Zone, No Gas Giant	NI
Tithira	0704 C528976 B	Amber Zone	I
Aleskin 2	0705 X885553 2	Red Zone	A, NI
Retelion§	0708 D375412 4	Amber Zone	NI
Elliador§	0710 A67A324 B	Naval Base, Yard, District Capital	NI
Bahrsume	0801 X452578 4	Red Zone	NI
Cozumel	0802 B874468 7	Naval Base	NI
Woonona	0803 C75A102 8		NI
Widdest§	0808 C444699 4	No Gas Giant	NI, A
Jae Tenloe§	0809 X9B0223 6	Corrosive Atmosphere, Red Zone	NI
Tutelion§	0810 B699520 B	Naval Base, Amber Zone	NI

◀Indicates worlds under the jurisdiction of the Trelyn Domain.

§Indicates member worlds of the Eslyat Magistracy.

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# The Chapra Subsector

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	<i>Trade Characteristics</i>
Gethan	0104 X654676 5	Iceworld, Red Zone	A
Andress Balfor	0109 B523598 A	Scout Base	NI, P
Fuhai's World	0110 B6A1230 7	Naval Base, No Gas Giant	NI
Sibolle	0201 B896441 A	Amber Zone, Naval Base	A, NI
Miser's Slip	0202 D347200 7	Scout Base	NI
Penrose	0203 C437254 9		NI
Fabrizio	0204 X000577 2	Red Zone	NI
Reimdalg	0205 C200887 5		NA
Crystalle	0206 X554200 1	Red Zone	NI
Rayno Vaca	0301 C969611 7		NI
Darckover	0305 C667757 A	Zhodani Research Station, Scout Base	
Ishtarld	0306 C456776 4	Amber Zone	A
Loser's Landing	0308 B120156 A		NI, P
Algos Mycia	0310 D200455 9	Barren World, Scout Base	NI
Belwe©	0401 D100200 9	Barren World, Scout Base	
Skjald©	0402 XAB8444 9	Red Zone	NI
Tschaing©	0407 E574300 3		NI
NGS 489504	0409 C453569 5	Scout Base	NI, P
Carnog©	0501 A300526 B	Barren World, No Gas Giant	NI
Athshee©	0502 C679506 3	Scout Base	NI
Centennial©	0504 B76A887 8	No Gas Giant	R
Chapra©	0505 A878879 C	Subsector Capital, No Gas Giant	
Solarin©	0508 C96A100 0		NI
NGS 549672	0510 A573699 C	Amber Zone, Scout Base	NI
Bergdik©	0601 C140455 A	No Gas Giant	NI, P
Queen's Necklace©	0603 C0007B9 B	Scout Base, No Gas Giant	NA
Morass©	0605 E480433 7	Desert World, Zhodani Prison	NI
Makurth©	0607 B6318A9 E	Naval Base	NA, P
Menkura©	0608 D657681 A	Scout Base, No Gas Giant	A, NI
Davrin Ginari 5©	0609 C79A845 6		
Velanthea	0610 A325987 E		I
Frith©	0702 C570321 5	Desert World	NI
Brencorit©	0703 C9A4864 7	Scout Base	
Muni-Mula©	0704 X888000 0	Red Zone	Unpopulated
Puerta Real©	0706 C000477 7	Amber Zone, No Gas Giant	
Colonnade©	0802 A858789 9	District Seat, Naval Base	A
Vegann©	0803 B694799 B	Naval Base, No Gas Giant	A, R
Cinth Arno©	0805 E303304 7		NI
Andali Rumio	0807 B799563 9	Colony of Rumio	NI
Rumio	0809 B667630 A		A, NI, R
Big Bruno	0810 BC88533 9		A, NI

© Indicates world under the jurisdiction of the Colonnade Administrative District

# The Haldensleben Subsector

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	<i>Trade Characteristics</i>	
Haldensleben©	0101 B534755	C	Subsector Capital	
Welwyn©	0102 B9C7520	B	Naval Base, Amber Zone	NI
Garonne©	0104 D120789	7	Scout Base	NA, P
Yenna's Idyl©	0108 C773589	8	Scout Base	NI
Stopover©	0201 D878001	3		NI
Dauntless©	0202 B796320	8	Naval Base, No Gas Giant	NI
Resolute©	0203 X758544	2		A, NI
Invincible©	0205 A331353	B		NI, P
Indomitable©	0206 C432200	C		NI, P
Backlash	0209 E754879	4		
Mama's Boy	0210 E9976A9	6		A, NI
Serifa©	0301 B537853	A	Scout Base	
Optima©	0303 B572010	A	Naval Base	NI
Futura©	0304 B8B0578	B	Naval Base	NI
Tulear V	0307 B121212	A	Naval Base, Zhodani Consul	
Brainstorm	0310 A677AAA	H	Zhodani Consul	NA, I, P
Assoul'da	0402 B400763	8	Naval Base, No Gas Giant	NA
Selaru Indar	0403 C000742	7		NA, NI
Illfit	0404 B8798A7	8		
Malcom's Folly	0406 D683415	6		NI
Rustic	0407 X877743	1	Red Zone	A
Themerson	0409 B462112	9	Naval Base, Zhodani Consul	NI
Carouselworld	0410 D895465	7		NI
Out Of Sorts	0501 A541889	9		P
Poquito Chico	0508 B110445	D	Zhodani Consul	NI
Caudron	0509 E7A0563	6		NI
Klassiklad	0601 C637961	6	No Gas Giant	
Rubencamp	0604 B64A779	C		
Bedsore	0606 A300410	B	PSS Yard III	NI
Vestibule	0610 C444874	4		
Ibadam	0701 E200772	5		NA
Spoletoworld	0702 B255144	7		NI
Portmanteau	0703 A7A2547	E	PSS Yard I	NI
Etui	0704 A241438	E	PSS Yard II	NI, P
Nugatory	0705 C778431	9	Scout Base	NI
Soloway	0709 C255888	5	No Gas Giant	
Finzi's Niche	0801 A583857	A		R
Billingsgate	0802 B661377	7	Scout Base	NI
Traxler	0804 B5549B8	A	Naval Base	
Patina Matte	0805 C869699	7		NI, R
Skordahl	0807 E87A545	8		NI
Pyker	0808 C545520	6		A, NI
Memora	0809 B551122	7	Naval Base, Scout Base	NI, P
Brel'and	0810 D326367	5		NI

# The Pandemonium Subsector

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	<i>Trade Characteristics</i>
Totenkopf <sup>1</sup>	0101 A672301 E	Scout Base	NI
Wiking <sup>1</sup>	0102 C686675 7		A, NI, R
Jugendworld <sup>1</sup>	0103 B565776 8	Naval Base	A, R
Fruntsberg <sup>1</sup>	0106 B100567 C	Naval Base	NI
Hohenstauffen <sup>3</sup>	0110 B96A7A9 8		
Germania <sup>1</sup>	0203 B353577 A		NI, P
Nordland <sup>1</sup>	0204 A464400 D	Langemarck Yard No. 2	NI
Handschar <sup>1</sup>	0205 EA68300 6		NI
Reichsfuehrer <sup>1</sup>	0206 C759201 8		NI
Berlichingen <sup>1</sup>	0302 B200301 D	Naval Base	NI
Horst Wessel <sup>1</sup>	0304 B365437 A		NI
Skanderberg <sup>3</sup>	0309 D200101 9	Scout Base	NI
Maria Theresa <sup>1</sup>	0401 B656236 B	Scout Base	NI
Nederland <sup>1</sup>	0402 A558104 D	Langemarck Yard No. 1	NI
Das Reich <sup>1</sup>	0403 A251372 9	Naval Base	NI, P
Langemarck <sup>1</sup>	0404 B4039C9 9	Naval Base, Subsector Capital	NA, I
Wallonien <sup>3</sup>	0408 A484247 A	No Gas Giant	NI
Bohmen-Mahren <sup>1</sup>	0501 A661654 A		NI, R
Januar XXX <sup>3</sup>	0508 C595687 7		A, NI
Grossdeutschland <sup>3</sup>	0509 A110795 F	Capital, Deutschland Yard	NA
Deutschland <sup>3</sup>	0510 B766873 5	Naval Base, No Gas Giant	R
Lutzow <sup>2</sup>	0605 B320485 C	Naval Base, No Gas Giant	NI, P
Niebelungen <sup>3</sup>	0610 E67A474 6		NI
Prinz Eugen <sup>2</sup>	0704 C435799 7		
Florian Geyr <sup>2</sup>	0706 A627101 B	Capital, Geyr Yard, Naval Base	NI
Liebstandarte <sup>4</sup>	0709 C235786 7	Scout Base	
Berchtesgarden <sup>2</sup>	0805 C557632 7	Scout Base	A, NI
Pionierkorps <sup>4</sup>	0808 BAA4562 8	Capital	NI
Kommandostab <sup>4</sup>	0809 C300459 9	Scout Base, Imperium Outpost	NI

**Pandemonium Subsector:** Site of several local interstellar unions and wars, this subsector contains 29 worlds with its highest tech level of F at Grossdeutschland. Total population is 5.77 billion. Many of the worlds here were settled by Solomani Generation Ships in the era 650 to 750.

This subsector has no officially recognized capital. At the time of this survey (317-1106) there were three provincial unions established, with Langemarck/Pandemonium (0104-B4039C9-9) recognized by the Zhodani Consulate and the Imperium as the provisional subsector capital. The survey was taken after the 1105 "War of Unification" conducted by the Langemarck Coalition, and the alliances and allegiances listed here conform to the Treaty of Lutzow signed by all four provincial unions on 142-1105.

<sup>1</sup> Indicates member world of the Langemarck Coalition.

<sup>2</sup> Indicates member world of the Florian League.

<sup>3</sup> Indicates member world of Grossdeutschland Confederation.

<sup>4</sup> Indicates member world of the Pioneer Fellowship.

# The Eslyat Subsector

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	<i>Trade Characteristics</i>
Nubian	0101 X894579 0		A, NI
Umbra	0103 D6A4656 3		NI
Tannenbaum	0104 E425220 5		NI
Patriot	0110 B588621 7	Imperium Outpost	A, NI
Ronda	0201 C534420 6		NI
Friz Quadrata	0202 B440110 C	Naval Base, Imperium Outpost	
Cloister	0204 E405000 6	Imperial Outpost	NI
Churchward	0207 B0007C9 D	Naval Base, Imperium Outpost	NA
Korinna	0208 E588512 3		A, NI
Braunstein	0209 E462421 4		NI
Alpenopake	0210 D585599 2	Scout Base	A, NI
Sonachela§	0302 D565745 3	Scout Base	A, R
Pola Durass§	0303 B421768 7		NA, P
Gill Kayo	0309 B787100 8		NI
Tuscan	0310 C8C1488 7		NI
Anterion§	0401 B853100 C		NI, P
Fallidor§	0403 C200569 A		NI
Alsan Tenloe§	0404 X8C48A9 1		
Devinne	0406 B863769 A	Naval Base, Imperium Outpost	R
Shurtleff	0407 E234330 5		NI
Babyteeth	0408 C000544 A	Scout Base	NI
Stepford	0409 A325A60 E	Capital, Imperium Outpost, Yard	I
Actalion§	0501 C110843 B	No Gas Giant	NA
Bagatrimon§	0502 B666110 8	Naval Base, Scout Base	NI
Tura Chusela§	0508 A313479 A	Naval Base, Tura Yard	NI
Kilmorion§	0509 B401551 D		NI
Toninela§	0510 C758488 8	Scout Base	NI
Cinolina§	0602 D646565 4	Scout Base	A, NI
Bora Tenloe§	0603 D8B6465 7	Scout Base	NI
Tu Stainton§	0605 D441436 7	Scout Base	NI, P
Seibold§	0606 B342305 9	No Gas Giant	NI, P
Schapi✓	0607 D3527A9 5	Scout Base	P
Cascola✓	0608 E100653 5		NA, NI
Weinla§	0610 C442679 6	Scout Base	NI, P
Eurostion§	0701 D2318A9 5	No Gas Giant	NA, P
Kinetica§	0707 CA98359 7	No Gas Giant	NI
Piasin Luka✓	0708 D7B2632 5	Scout Base	NI
Wastina✓	0709 E7768B9 6		
Indeblyion§	0801 C569775 9	Scout Base	R
Jedwar Seelah✓	0802 X4547B9 0	No Gas Giant	A
Vinela✓	0804 C7C3202 A		NI
Busorama✓	0805 C403699 6	Scout Base	NA, NI
Stewela✓	0806 C66A854 A	Scout Base	R
Denva Paku§	0807 C388775 9		A, R
Venoset✓	0809 D220431 4	Scout Base	NI, P
Ardigo✓	0810 C726510 A	No Gas Giant	NI

# The Eckmann Schrift Subsector

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	<i>Trade Characteristics</i>
Heriot	0101 C130766 B	Scout Base, Desert World	P
Pyinkado	0109 C9AA666 8	Scout Base	NI
Karakter	0204 C8C878A 6	Scout Base	
Spargel	0205 E310220 4	Barren World, No Gas Giant	
Zugzwang	0207 D668769 1	Scout Base	A
Stricti Juris	0208 A000356 E	Scout Base, Capital, No Gas Giant	NI
Narhex	0304 E106315 5		NI
Vander Waals	0305 C334547 B		NI
Benatar	0306 A969420 D	Naval Base	NI
Sadowa	0307 B86A322 A	Naval Base	
Shummick	0404 B779645 9		NI
Maillot	0405 C88A768 7		R
Jacens	0406 E699416 7		NI
Sranan Tongo	0501 B6A5361 C	Scout Base	NI
Legion	0503 D3038B5 7	Scout Base, No Gas Giant	NA
Ore Tenus	0504 D97A619 2	No Gas Giant	NI
565-781	0505 X745000 0	Red Zone, Scout Base	Unpopulated
Nessuro	0507 C546672 7	No Gas Giant	NI
Tang Khue	0601 B54564A 8	Naval Base	NI
Syndet	0606 C889352 6	Scout Base	NI
Phyllome	0608 C773256 A	Scout Base	NI
Maklarre	0701 B314777 8	Scout Base, Naval Base	
Scog Rockoon	0702 C9A7739 4		
Kristikung	0707 B73A412 A		NI
Trubetzkoyan	0708 B321404 E		NI, P
Whekau	0709 C436698 7		NI
Skeanockle	0801 C11198D 9		I, NA
Theravada	0804 A331436 B	Naval Base	NI, P
Mossi-Gurunsi	0806 X455458 0		NI
Oyfmerkzam	0807 D89A475 8	Scout Base	NI
Lagniappe	0808 X786454 0		NI

**Eckmann Schrift Subsector:** Unorganized on the interstellar government level, this subsector contains 31 worlds (1 unpopulated) with its highest tech level of E at Stricti Juris and Trubetzkoyan. Total population is 5.9 billion. Contacts have been made at the spinward edge of this area with the Bolth, a non-human, serpentine race inhabiting the Zachrisson subsector but thought to have originated in another galaxy.

# The Four Corners Subsector

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	<i>Trade Characteristics</i>
Nusku	0101 B300445 C	Barren World, Zhodani Consul	NI
Honnigsvag	0109 C569445 7	Scout Base, No Gas Giant	NI
Doobs	0110 C575624 6		A, NI
Seven Odovacar	0206 C9A2498 6	Scout Base	NI
Qadianis	0208 D341467 6		NI, P
Macruan's Place	0210 E336748 5		
Hyderabad	0302 B5A3769 8	Zhodani Consul	
Heyduck	0303 C100606 9	Barren World, No Gas Giant	NA, NI
Guaimaca	0305 A4108A9 C	Desert World, Prison	NA
Floralia	0306 C544779 4		A
Tsuroka	0309 C687799 6	Scout Base, Zhodani Consul,	A, R
Bijawar	0402 C644420 6	Scout Base, Prison	NI
Okavangoland	0406 X7B1021 5	Red Zone	NI
A Bouche Ouverte	0407 A4718A8 8	Zhodani Consul	
Lost Sogamoso	0408 E664403 5		NI
Jyvaskyla	0409 C1607B9 7	Desert World, No Gas Giant	
Temnikov	0410 C868200 9	Amber Zone	NI
Ffestinog	0501 D110200 6	Scout Base, Barren World	NI
Sungei Patani	0503 E474577 7	Amber Zone	A, NI
Yukaghir	0506 B324421 8	Naval Base	NI
Tumereng	0509 X776589 3	Red Zone	A, NI
Ishkasim	0510 C695557 7		A, NI
Absit Omen	0604 A6A9776 C	Amber Zone, No Gas Giant	
Velva	0605 B300589 B	Naval Base, Barren World	NI
Wuta	0606 B300546 C	Naval Base, Barren World	NI
Sexsmith	0607 B996534 B	Zhodani Way Station	A, NI
Taquara	0608 B888423 9	Scout Base	NI
Suphan Dagi	0609 C434AD9 9	Scout Base, Amber Zone	
Uranga-Tor	0705 X536004 1	Red Zone	NI
Idanha 81	0707 C746623 4	Scout Base	A, NI
Kiglapait	0708 B954636 5	Zhodani Consul	A, NI
Arden Ober ■	0710 E425555 5		NI
Haapamaki	0802 A75A621 D		NI
Toungoo	0804 C000630 9	Scout Base	NA, NI
Bodhissatvha	0805 X677303 0	Red Zone	NI
Claiborne's Planet	0806 X200769 B	Red Zone	NA
Tongtapu Silistra ■	0808 A446426 9		NI
Hoganas ■	0810 A734563 D	Subsector Capital, Yard	NI

**Four Corners Subsector:** Mostly unorganized, this subsector includes the capital of the Four Corners Sovereign Array and contains 38 worlds with its highest tech level of D at Haapamaki and Hoganas. Total population is 51.3 billion including 2.6 million Solomani. The Zhodani Consul route reaches its most rimward extent at Tsuroka in this subsector.

# The Diadem Subsector

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	<i>Trade Characteristics</i>
Jastak	0101 B440110 C	Naval Base	NI, P
Bodas de Sangra	0103 X405000 0	Red Zone	Unpopulated
Kohinoor	0104 C200667 5		NA, NI
Nashua	0105 B58A343 D		NI
Promenade	0106 B0007C9 D	Naval Base	NA
Legros	0107 E588512 3		A, NI
Holmes ■	0108 E462421 4		NI
New Freedom ■	0109 X894579 0		A, NI
Dyaldan	0201 D6A4656 3		NI
Ashiqqa	0203 E425220 5		NI
Queue	0206 D666535 7		A, NI
Galvonic ■	0208 B558821 7		A, NI
Mecherikoff ■	0209 C534420 6		NI
Bernase Flash ■	0210 B440221 C	Naval Base	NI, P
Vivaldi	0302 C220303 C		NI, P
Halfpint	0303 E140435 8		NI, P
Kahler XVI	0307 C561365 7	Colony of Khami Jaladat	NI
Aliakmon	0308 C473569 7	Colony of Khami Jaladat	NI
Murray Hill ■	0310 C300201 7		NI
Tiffanye	0401 C200999 A	Scout Base	NA, I
Buxomworld	0406 C95A9A6 7		
Khami Jaladat	0407 E501746 4		NA
Conker	0409 B120202 C		NI, P
Delphye	0502 C355723 5		A
Ofa	0504 C546636 4		A, NI
Kahre	0505 C898576 9		A, NI
Follette	0506 A586369 8	Colony of Whitestar	NI
Whitestar	0507 C3369C9 C	Provisional Subsector Capital	I
Tantalos	0509 X767000 0	Red Zone	Unpopulated
Woznicki	0510 C5109B9 8	No Gas Giant	NA, I
Mbella Dipoko	0602 C100455 C		NI
Dunedniann	0606 D645678 2		A, NI
Circulus	0607 B000996 A	Naval Base	NA, I, P
Luckiesh	0608 X336000 0	Red Zone, No Gas Giant	Unpopulated
Dalek	0610 A100333 C	No Gas Giant	NI
Pyrne	0701 X867437 1	Red Zone	NI
Erzurum Congress	0703 D503679 4	Scout Base	NA, NI
Damrong	0704 D867489 5	Scout Base	NI
Mhosbea	0705 E979AD9 7		I
Grotesk	0706 A7A48D9 8		
Oltrogge	0708 C543455 8		NI, P
Creswell Crags	0805 E000730 8	Amber Zone	NA
Bombere	0806 B565699 9	Scout Base	NI, A
Lubalin	0807 A200646 A		NA, NI
Piggott Ovink	0809 B200463 B	Colony of Shuford, Scout Base	NI
Shuford	0810 A500788 C	No Gas Giant	NA



# The Kajaani Subsector

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	<i>Trade Characteristics</i>
Goujon	0104 D331751 4	Scout Base	NA, P
Romberg's Den	0106 B220533 D	Naval Base, No Gas Giant	P
Yuen	0107 A225997 H	Imperium Outpost, Yard	I
Grayazovets	0202 A1009D9 C	Imperium Outpost, Yard	NA, I
Chiac Cocies	0203 C570302 6		NI
Quathlamba	0207 A633474 D	Naval Base, Amber Zone	NI, P
Spadix 358	0208 X8C8100 6	Red Zone	NI
Sinaticus	0302 B3546A8 8	Imperium Outpost, Naval Base	A, NI
Venite Elnivar	0307 A440305 E	Naval Base	NI, P
Anondale	0310 X325002 B	Red Zone, No Gas Giant	NI
Zeit-Geist	0402 D100AD9 9	Barren World, Amber Zone	NA, I
Srikakulam	0403 B578973 9	Imperium Outpost, Naval Base	I
Funafuti	0404 C2217C8 7	Scout Base, Imperium Outpost	NA, P
Estoril	0407 E521531 8	Amber Zone	NI, P
Iasi	0408 B7A1799 9	Naval Base, No Gas Giant	
Vicovaro	0410 C310866 A		NA
Karcag Protectorate ●	0502 C434688 5	No Gas Giant	NI
Gzhatsk ●	0503 B6589B9 7	Scout Base	
Blagodarnoye ●	0504 B353679 9		NI, P
Cruta	0506 E686334 5		
Corymb	0507 A7A3968 E	Naval Base, Scout Base	
Kajaani ●	0601 A386432 D	Yard, Subsector Capital	NI
Eufalag ●	0602 A747A75 C	Yard	I
Clonmel II ●	0604 C8A1301 6		NI
Wollongong	0608 B663575 6	Scout Base	NI
Iquique	0610 A593456 9	Naval Base	NI
Jokmökk ●	0701 X400876 5	Barren World, Prison, Red Zone	
Vlacq ●	0702 B747669 A	Colony of Kajaani	A
Boustrimes	0707 B222799 9	Naval Base, No Gas Giant	NA, P
Inquisivi	0708 X559000 7	Red Zone	NI
Torshavn	0709 C227249 9		NI
Zumpanga	0710 E86A679 4		NI, R
Farafa's World ●	0801 C6A1430 8	Amber Zone	NI
Waswanipi ●	0804 X64A747 3	Red Zone	
Tizayuca ●	0805 B437552 B	No Gas Giant	NI
Strabismus	0809 E8551AF A	Colony of Torshavn, Scout Base	NI

**Kajaani Subsector:** This subsector contains 36 worlds with its highest tech level of H at Yuen. Total population is 126.3 billion. Eleven worlds are ruled by the Kajaani Triumverate with a Vargr population of 55.6 billion. The Imperial Outpost route stops at Yuen, its furthest rimward penetration. Trade routes from the Jarnac Pashalic extend coreward to Torshavn, Zumpanga and Strabismus.

# The Helix Subsector

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	<i>Trade Characteristics</i>
Honjons	0101 C200667 5	Barren World	NI, NA
Ekralc	0105 X622355 1		NI, P
Nielnieh	0109 C542353 5		NI, P
Cabranidi	0201 E588512 3		A, NI
G'Gerg Oje	0202 X894579 0	Red Zone	A, NI
Junket	0204 D8C7509 9	Amber Zone	NI
Melvina	0206 X546000 0	Red Zone	Unpopulated
Remual	0209 C556689 7	Scout Base	A, NI, R
Vomisa I	0210 B87C355 C	Scout Base, No Gas Giant	NI
Lhop	0304 A878300 9	Naval Base, No Gas Giant	NI
Nergu	0401 X405000 0	Red Zone, No Gas Giant	Unpopulated
Niug El	0403 E513218 8		
Nosirrah	0405 X210589 4	Amber Zone, Barren World	
Helix Nebula	0407 X000000 0	Red Zone, No Gas Giant	Unpopulated
Nevin Yrral	0410 A89BAA9 F	Subsector Capital	I
Kinard	0505 X453404 0	Red Zone	NI, P
Parp Nod	0602 B0007C9 D		NA
Claudet	0603 A114836 B	Scout Base	
Shurgourb	0610 B645889 B	Scout Base, Naval Base	
Drenalch	0706 E677636 5		A, NI
Rasonned	0801 D6A4656 3	No Gas Giant	NI
Seg Janor	0802 B440110 C	Naval Base	NI, P
Noskcid	0803 A2005A0 E	Barren World	
Dryburab	0807 C798666 7	Scout Base, No Gas Giant	NI, A
Croomock	0809 A899470 C	Naval Base, Amber Zone	NI

**Helix Nebula:** A gas cloud thrown off approximately 99,500 PI by the primary star in location 0407 in the Helix Subsector, this area has been posted a Red Zone due to the high amount of ionized hydrogen present in the nebula—making the operation of fusion drives and navigational equipment extremely difficult. Several points of coalescence within the cloud are thought to have produced protostars, making the area of some astronomical interest to scientists studying the nature of the origin of stars and planetary systems.

**Helix Subsector:** Getting its name from the famous Helix Nebula in 0407, this subsector also contains 23 worlds (2 unpopulated) with its highest tech level of F at Nevin Yrral, the capital, and total population of 51.1 billion. Most planets in the subsector are in very primitive stages of development, and the entire region should be considered a frontier area of little sophistication.

[For any travellers misjumping into hex 0407 in this subsector, there will be a large discharge when the fusion drives ignite the ionized hydrogen, producing an effect similar to one Energy Weapon attack of factor 6 per 1000 tons of ship. This effect will be activated upon arrival, and once per twenty-minute turn while the ship is maneuvering (accelerating through the use of its drives). Also, the ionization of the cloud will damage on board sensors on a throw of 6+. This is simulated by one throw on the Radiation Damage Table as if hit by a Particle Accelerator of factor 9 or less. Damage notwithstanding, ship's sensors will be effective to a range of only 200,000 miles.]

# The Hyperion Subsector

Name	Statistics	Remarks	Trade Characteristics
Foehn	0101 A300952 D	HL Yard No. 5	NA, I
Erne Murre	0206 B455133 B	Scout Base	NI
Argala	0207 C7947B7 7		A
Phalarope	0208 C310525 6		NI
Cotinga	0209 C725979 8	Scout Base	I
Afer	0302 C326331 B		NI
Simoom	0303 A434445 B	Naval Base, HL Yard No. 4	NI
Nitka	0306 A6A0574 B	Naval Base, HL Yard No. 3	NI
Puelche	0307 C300101 C	Scout Base	
Denderah	0310 C9C4579 9	Scout Base, No Gas Giant	NI
Anhinga	0401 B9B7248 7	Naval Base, Scout Base	NI
Pulque	0408 C778352 6		NI
Sabu Yurt	0502 C466868 6		R
Calabash	0505 D692777 2	Scout Base	
221-198	0509 X876000 0	Red Zone, No Gas Giant	Unpopulated
Duy Tan	0510 E7A3501 4		NI
Ebed-Melech	0603 X775769 0	Red Zone	A
Coats Land	0604 C644123 5	Scout Base	NI
Hyperion	0606 A510AB9 A	HL Yard No. 1, Capital	NA, I
Anto Fagasta	0607 E2008B9 4		NA
Yarx	0610 C000764 A	Colony of Bursk	NA
Necessity ■	0702 A6A3362 A	No Gas Giant	NI
Petard ■	0703 C678344 5		NI
Kestrel ■	0704 E244865 3		
Digenis Akritas	0706 E250410 7		NI, P
Arthus	0708 C323367 A	Scout Base	NI, P
Bursk	0709 B2336B9 8		NI, NA, P
Casort's World ■	0801 B5348A9 7		
Phalanx ■	0802 B633134 C	Naval Base, Scout Base	NI, P
Soft Landing ■	0803 B110425 B	Scout Base	NI
Naiad	0804 A6A2696 9	Naval Base	NI
Buckner	0805 A986899 C	Scout Base	R
Notusplanet	0806 E673A52 8	No Gas Giant	I
Windber Prang	0807 A303365 B	HL Yard No. 2	NI
Hoatzin	0808 D797374 5	No Gas Giant	NI
Tondalayo	0809 A6597A9 C	Naval Base	

**Hyperion Subsector:** Home of the famous Hyperion Lines, this subsector contains 37 worlds (1 unpopulated) with the highest tech level of D at Foehn and total population of 112 billion. Six worlds are members of the Four Corners Sovereign Array with a Solomani population of 4 billion. Active soliciting by Hyperion Lines keeps the jump routes in this region alive with trade. The provisional capital is at Hyperion itself, though no widespread interstellar governments prevail.

# The Old Colonies Subsector

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	<i>Trade Characteristics</i>
Sentella■	0102 C110555 F	No Gas Giant	NI
Eltar Kharsenta	0104 CA89699 E	Scout Base	NI, R
Makraven	0105 C100887 A	Scout Base	NA
Andurin LXXI	0106 E447512 8		A, NI
Daquam 3	0110 C467464 C	Amber Zone	A, NI
Sorrat■	0201 C666569 A	Colony of Sentella, No Gas Giant	A, NI
Evallon	0202 E776233 D		NI
Untrisolde	0203 E302401 D		NI
Lossiera	0205 X292785 3	Red Zone	
Naturalin's World	0208 E696214 4		NI
Alkaneirish■	0301 C666220 F	Amber Zone	NI, A
Nafricca	0302 C663103 D	Scout Base	NI
Vidtron	0307 B564ABA F	Amber Zone, No Gas Giant	
Wellett	0308 X554720 4		A
Daquam	0309 B21059B G	Amber Zone	NI
Mickelwhite	0402 E679366 6	No Gas Giant	NI
Clemson's Colony	0404 C432220 C	Amber Zone	NI, P
Struldrbug	0405 C100232 B	No Gas Giant	NI
Syreeta	0407 B543522 A		NI, P
Daquam 2	0408 E326674 5	No Gas Giant	NI
Augusteen	0501 B42558D 9	Amber Zone, Naval Base	NI
Cornett de Lara	0503 E69A98A 7		I
Bullock	0506 E22048D B		NI, P
Aubusson	0508 A252145 B	Naval Base	NI, P
Dudu Manfredi	0509 X95A686 4	Red Zone	NI
Daquam 4	0510 E663565 B		NI
Alsuteo	0602 C36647A A	Amber Zone	NI
Charsala	0603 B210220 E		NI, P
Telklack	0604 X100425 B	Red Zone	NI
Hacourti	0605 C000ABC B		NA, I
Lynal	0606 D658300 9	Scout Base	NI
Komiskey	0707 C887577 B		A, NI
Dodson	0709 D433445 7		NI, P
Tiltonbauman	0710 C554400 A	Amber Zone, Scout Base	NI
Zacharya	0808 B466997 D	Naval Base, Scout Base, No Gas Giant	

**Old Colonies Subsector:** Containing 35 worlds with the highest tech level of G at Daquam, this subsector is mostly unorganized with a total population of 11.1 billion. Three worlds at the spinward-coreward corner are members of the Four Corners Sovereign Array with a Solomani population of 1.6 million. Daquam maintains trade contact with its colonies at Daquam 2, 3 and 4. Augusteen, Cornett de Lara, and Alsuteo are on good trade terms with the Solomani.

# The Jarnac Subsector

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>	<i>Trade Characteristics</i>
L'Fou	0102 C255888 5		
Thur	0104 A583857 A		R
Thur Nena	0105 B661377 7	Scout Base	NI
Yenta	0107 B5549B8 A		
Rychel	0108 C869699 7		NI, R
Haber's Planet	0201 C545520 6		A, NI
Porbeagle	0202 B551122 7	Naval Base, Scout Base	NI, P
Descamisados	0203 D326367 5		NI
Taral	0205 B765554 A	Naval Base	A, NI
Narbey	0302 B977533 8		A, NI
Habend	0303 C355683 5		A, NI
Vayu Costenza	0304 C756423 9	Scout Base	NI
Djeffara	0305 E342542 5		NI, P
Worng	0309 B441100 8	No Gas Giant, Amber Zone	NI, P
Cive	0310 E240969 9		I, P
Ictonyx	0401 C420897 7		NA, P
Al-Azraq	0403 A457232 9		NI
Tercel	0407 B150724 9		P
C'Kuch	0410 C664668 7		A, NI, R
Nivram	0501 D674AB9 A		I
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★ Indicates world under the jurisdiction of the Jarnac Pashaic

# Vanguard Reaches Library Data

**Allarton Corporation:** see **Trelyn Domain**.

**Altaean Confederation:** An interstellar organization spanning two subsectors in the Vanguard Reaches and populated by the Murians, a humanoid but stocky and hirsute race. The Altaean Confederation dates from 859, and has always been ruled by a council of representatives from the member worlds.

There presently exists a joint non-aggression pact between the Altaean Confederation, the Colonnade Administrative District and the Trelyn Domain which includes a non-interference clause in regard to non-aligned planets in the Andwella and Coos subsectors. The Altaean Confederation has often figured as a stabilizing force between the Zhodani and Imperium Client States adjacent to it. As a strong, interstellar neutral, the Confederation has been credited with calming or preventing many disputes in the Coreward subsectors of the Vanguard Reaches.

**Andwella Subsector:** A Zhodani Preceptory of the Colonnade Administrative District, this subsector contains 46 worlds (1 unpopulated) with its highest tech level of H at Andwella. Total population is 134.8 billion including 60.6 billion in the Tellerian Cluster, 51 billion Zhodani and 23.1 billion Murians. A large portion of the subsector is inhabited by the Murians and part of the Altaean Confederation. The Tellerian Cluster is located in the extreme trailing-rimward corner of the subsector.

**Chapra Subsector:** A Zhodani Preceptory of the Colonnade Administrative District, this subsector contains 41 worlds (1 unpopulated) with its highest tech level of E at Makurth and Velanthea. Total population is 7.8 billion including 2.7 billion Zhodani. The Colonnade District Seat, governing all four Zhodani regions in the Vanguard Reaches, is located in this subsector.

**Colonnade Administrative District:** Formally established as a Zhodani Client State by the Consulate in 996 after the Third Frontier War, this District was originally ruled by the First Earl of Colonnade, Sen Luasin, until his death in 1026. His illegitimate son and only heir, Sen Trasinkla, succeeded Luasin in the same year. Although not officially proven, it is widely believed that one of the Second Earl's finest achievements was the ambush of the Imperial Interstellar Scout Cruiser *Vermillion Stance* at Garonne/Haldensleben in 1042. In the Vanguard Reaches, the population of the CAD is 121.6 billion sentients, virtually all being members of the Zhodani race.

**Consentient Alliance:** From "com", in equal combination, and "sentient", a person or thing that feels. The Alliance was conceived in 705 as an answer to the rather arbitrary Major Race/Minor Race theory embraced by the Imperium. In both practice and principle, the Alliance recognizes equal rights and responsibilities of all thinking and feeling lifefoms regardless of technological levels or achievements. Each member world of the Alliance in represented in the Great Hall on Rabanitas/Zydar (located in the Beyond sector, directly to trailing of the Vanguard Reaches) based upon one representative per population expressed in a power of 10. Thus, a world with an indigenous sentient population of 15,973 ( $1.5793 \times 10^4$ ) would send four councilbeings to the Great Hall; in simplest terms, the UPP Population Index decides the number of councilbeings in representation. At this date, 039-1106, there are some 800 plus worlds represented by over 6,400 councilbeings. This includes in the Vanguard Reaches all members of the Esiyat Magistracy, the Kajanni Triumverate, and several worlds in the Esiyat Subsector.

**Coos Subsector:** See page 5.

**Corfelagaim:** Acronym for "Coreward Fellowship Against the Imperium," this paramilitary organization was the first to challenge Imperium Client State development in the Trelyn Subsector. Originally begun as a non-violent pressure group, it became an organizing force between several planetary navies and resulted in the Battle of Inchlussa in 967

in which the Eslyat claim to the three-world rosette at Inchluss CMS was successfully defended. All Eslyat worlds in the Trelyn Subsector are now Corfelagaim members.

**Council of Worlds:** A conference held on Telleria in 1089 with members of all worlds of the Tellerian Cluster (except Necto and Zelos), Altarean representatives, Colonnade delegates, and Trelyn Domain emissaries. The basic thrust of the council was a non-interference agreement with regard to inner struggles of the Tellerian Cluster. These Wars of Colonization are still continuing within the Cluster, although its neighbors have so far respected the Council decisions.

**Diadem:** This loosely-knit trading conglomerate incorporates 21 worlds in the Diadem Subsector. Trade has flourished via this Jump-1 route since its establishment in 984. An excellent money maker, the route features 4 industrial worlds, 4 agricultural worlds, and tech levels as high as C.

**Diadem Subsector:** Named for an extensive Jump-1 trade route called the Diadem (because of its circular design), this subsector contains 46 worlds (3 unpopulated) with its highest tech level of D at Nashua and Promenade. Total population is 75.8 billion including 5.6 million Solomani. Khami Jaladat has two colony worlds, and Whitestar and Shuford each have colonies. Whitestar is the provisional capital, although no subsector-wide government reigns. Members of the Diadem are part of an interstellar trade league, but have no other ties.

**Eckmann Schrift Subsector:** See page 11.

**Eli:** The generic name for a large group of interstellar marauders found sporadically throughout the Tellerian Cluster. It is not known where these raiders make their base, but their Technological Level is quite high (well above average Imperium) and they prey on many unsuspecting trading ships in the cluster. The Eli are fierce warriors and do not give quarter in combat. Non-interference agreements with the Council of Worlds on Telleria prohibit police action regarding these legendary pirates.

**Eslyat:** Intelligent minor race evolved from liquid-dwelling omnivore/hunters on the world Elliador/Trelyn in the Vanguard Reaches. Eslyat are similar to humaniti in their needs and preferences, although they retain very efficient hearing (to a range of up to 150,000 Hertz, some 8 to 10 times as high as humaniti) and folds of skin between their fingers and toes enabling them to swim very well. There are three known species of Eslyat, with differently hued skin tones: the Selyin (bluish-skinned nobility, 17% of known Eslyat), Magsin (greenish-skinned farmer/workers, 44%) and Chutin (red-skinned soldiers, 39%). Internal social structure of the Eslyat is not known, but the family remains an important unit throughout the life span. Also observed have been large communal organizations of 50 to 60 Eslyat.

**Eslyat Magistracy:** Ruled by the Selyin nobility since formal establishment in 657, this interstellar government includes all known Eslyat, a total of 1.7 billion. The race is on good terms with the Comsentient Federation, and all members of the Magistracy are also members of the Federation. The Eslyat acquired interstellar travel from Imperium exploration craft in approximately 600. Numerous clashes between the Trelyn Domain and the Magistracy have been fought over various territorial disputes in the Trelyn Subsector. The Tarf family rules the Magistracy, and the current magistrate is Princess Cherlla Tegraci Tarf Selyin IX.

**Eslyat Subsector:** Mostly governed by the Eslyat Magistracy, this subsector contains 46 worlds with its highest tech level of E at Stepford. Total population is 52.9 billion, including nearly all known Eslyat. Ten worlds are members of the Comsentient Alliance. Alsan Tenloe is a ringworld which only recently has been found to have native inhabitants. This artifact is suspected to have been created by the Ancients. The Imperium Outpost route extends through this area from Friz Quadrata to Patriot and then rimward.

**Four Corners Sovereign Array:** Established by far-flung Solomani colonists, this region's status as a Client State is certainly in question. Situated 150 parsecs from the Solomani Sphere, Four Corners is effectively isolated from contact with its ancestors. Racial stock here is definitely Solomani, however, and the origin of this phenomenon is not too clear. The Array is a loose confederation of trading partners established officially in 706, run by a representative council of eighteen members located at Hoganas/Four Corners, and governs a total of 4.1 billion.

**Four Corners Subsector:** See page 12.

**Haldensleben Subsector:** A Zhodani Preceptory of the Colonnade Administrative District, this subsector contains 44 worlds with its highest tech level of H at Brainstorm. Total population is 63.8 billion including 602 million Zhodani. From Invincible, a series of Zhodani Consul planets make an extended jump route penetrating to rimward. Portmanteau is the headquarters of Portmanteau Shipping Services, a local line which serves the Tellerian Cluster, the Langemarck Coalition, and several independent worlds to trailing. This planet also serves as the headquarters of the famous VANREX Securities Exchange, known throughout the Reaches as a major trading center.

**Helix Nebula:** See page 15.

**Helix Subsector:** See page 15.

**Hyperion Lines:** Established in 1037 by the Lupeski family of Hyperion/Hyperion, this interstellar cartage firm now operates five major shipyards throughout the subsector. As the only major inter-system communication present in the area, the company is responsible for the establishment of many important trade agreements.

**Hyperion Subsector:** See page 16.

**Issoudun Subsector:** A Zhodani Preceptory of the Colonnade Administrative District, this subsector contains 41 worlds (3 unpopulated) with its highest tech level of H at Turan. Total population is 173.3 billion including 67.3 billion Zhodani. The Zhodani Research Station at Threntan is studying remains of an ancient slaver race. The Preceptor has permitted the possession of the colonies of Qui Prime at Prodius 5 and Tashikala 5.

**Jarnac Carriers:** Established in 1059 by Pasha An'Dulach XI, this shipping line has been actively pursuing interstellar trade contracts throughout the Jarnac Subsector. The line has been credited with widespread, unified communication and a general raising of the standard of living in the subsector.

**Jarnac Pashalic:** Ruled by the Pasha An'Dulach, this Aslani Client State of 50.1 billion was originally established in 1006 after the Solomani Rim War. The last two rulers, An'Dulach XI and XII, have pursued an enthusiastic trade policy with all nearby systems. Whether this policy will result in expansion of this client state or unification of the subsector is presently in doubt.

**Jarnac Subsector:** Containing 45 worlds with the highest tech level of D at Diyah Prizery and the subsector capital, this subsector has trade routes vigorously worked by the ships of Jarnac Carriers. Total population is 117.3 billion. Eleven worlds are governed by the Pasha with a population of 50.1 billion Aslan.

**Kajaani Subsector:** See page 14.

**Kajaani Triumverate:** A coalition formed by the triumverate of Kajaani, Eufalag and Tizayuca, this organization is a tenuous group of worlds with similar trading interests. Eleven Vargr worlds are members in the Kajaani subsector, and their competence in cooperative efforts is quite limited. All Triumverate members are also members of the Consentient Alliance, which is credited as a solidifying influence. The Kajaani Triumverate is ruled by a three member oligarchy presently composed of Count Hustak of Kajaani, the Marquis Bogarth of Clonmel, and the Countess Lupa d'Gzhatsk of Gzhatsk. The Triumverate presently governs a Vargr population of 55.6 billion.



**Murian:** Inhabitants of the Altarean Confederation, the Murians are evolved from omnivore/eaters and number approximately 23.7 billion. They are similar to humaniti but retain a stocky build and a full coat of thick fur. The Murians are quite technologically advanced, and well-experienced in the use and construction of electronic devices.

**Old Colonies Subsector:** See page 17.

**Pandemonium Subsector:** See page 9.

**Pan-Melesien Company:** Founded by the Allarton Corporation in 956, this company developed the Trelyn Domain possessions in the Coos Subsector, especially the tricky relations with the old Dysitin Empire, a formerly important interstellar government.

**Portmanteau Shipping Services:** Headquartered at Portmaneteau/Haldensleben, this cartage line was established in 1077 to serve the trailing-coreward area of the subsector. The opening of trade between the Tellerian Cluster of Andwella and the Langemarck Coalition of Pandemonium is one of the line's achievements. In addition, many of the PSS Courier Ships are in service of VANREX, the Vanguard Reaches Securities Exchange.

**SORAG:** SORAG (pronounced "SOAR-ag") is a special purpose, non-military division of the Zhodani Consulate Combined Interstellar Forces. The name is an acronym for Study and Operations Recording Activities Group. The purpose of SORAG is to observe the progress of emerging interstellar societies using passive means by receiving civilian transmissions of various types and recording or cataloging the facts therein. SORAG is a means whereby the Zhodani can stay abreast of changes in the government and technological level of various societies within the Consulate and its Client States. Although employees are paid via a pay scale similar to most military systems, SORAG is not directly affiliated with any military organization.

**Tellerian Cluster:** A group of 6 systems of roughly the same Technological Level (Interstellar Community Level) who are on basically good trade terms with the Altarean Confederation. However, there continues in the cluster a lengthy series of wars and infighting concerning unoccupied worlds in several systems. Export or import of weapons between other interstellar communities and the Tellerian Cluster is strictly illegal. Efforts are made to disinclude travellers from the constant warfare, but the area remains dangerous.

**Trelyn Domain:** A group of Imperium industrialists formed the Allarton Corporation in 941 to exploit and develop the non-aligned areas of the Trelyn Subsector. Resistance was met from the growing Eslyat Magistracy, but the coreward and spinward areas flourished. The Domain was officially included as an Imperium Client State in 980 during the Third Frontier War. By this time, the Domain had extended to include several planets in the Coos Subsector also. Present population of the Domain is 116.8 billion. The crowning achievement of the Trelyn Domain is the sphereworld, Varen's Planet/Trelyn. It has become a vitally important industrial center, and focus of a major population relocation effort (the sphereworld contains over 85% of the Domain's population), though only a small fraction of the surface has been colonized.

**Trelyn Subsector:** Containing most of the Trelyn Domain and part of the Eslyat Magistracy, this subsector encompasses 42 worlds (1 unpopulated) with its highest tech level of D at Selyin Tarf and Chutelion. Total population is 116.2 billion, including 106.2 billion in the Trelyn Domain and 11 million Eslyat. Varen's Planet, a small sphereworld, is a major industrial center with a rapidly increasing population. Elliador is the capital of the local Eslyat district and the Eslyat homeworld. Inchsela CMS is a rosette of three small planets in synchronous orbit, colonized by the Eslyat, but not officially a member of the Magistracy. This rosette is thought to be a product of the technology of the Ancients.

**VANREX:** The Vanguard Reaches Securities Exchange was established at Portmanteau/Haldensleben in 1054. It has developed into an important trading center for all major corporations within the Reaches. Results are transmitted via special courier starships (reputedly Jump-6) to insure accurate and timely reporting throughout the sector.

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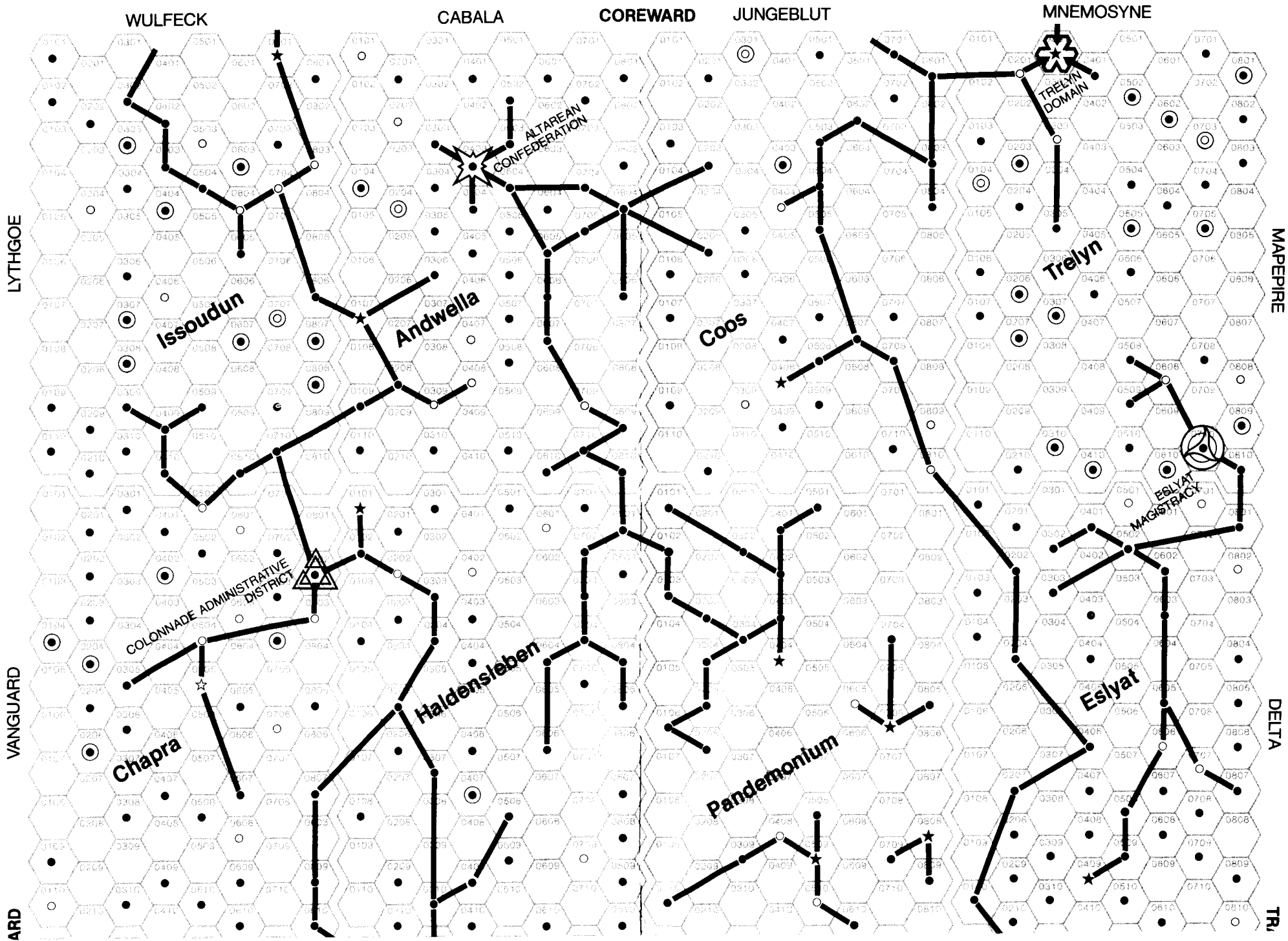
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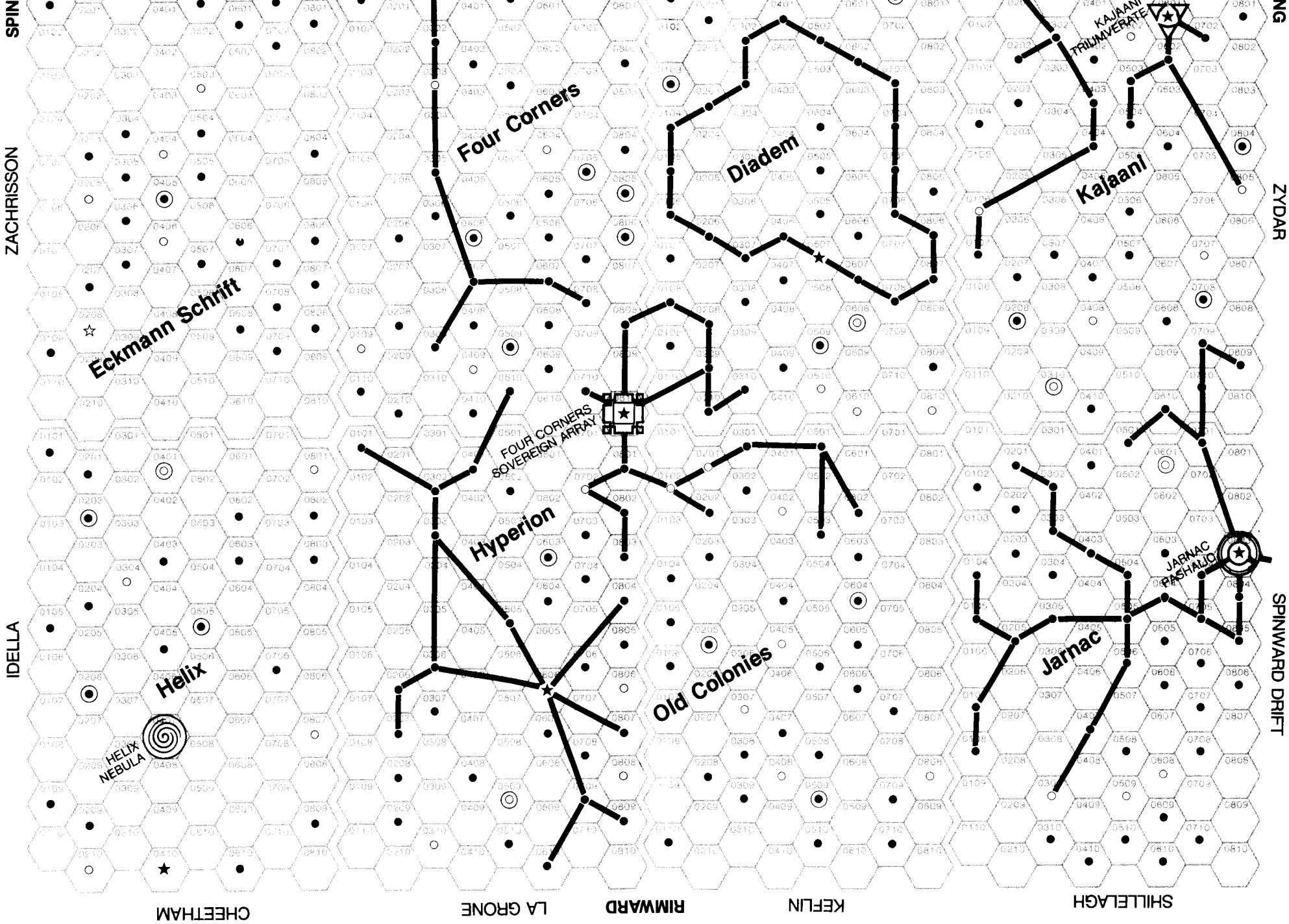


# VANGUARD REACHES

## Sector Map







- Jump Route**
- Planetary System (with Gas Giant)**
- Planetary System (without Gas Giant)**

- ★ Capital (with Gas Giant)**
- ☆ Capital (without Gas Giant)**
- Adjacent Subsectors indicated at edges of Sector Map**