

# OUTER VEIL SECTOR STARMAP

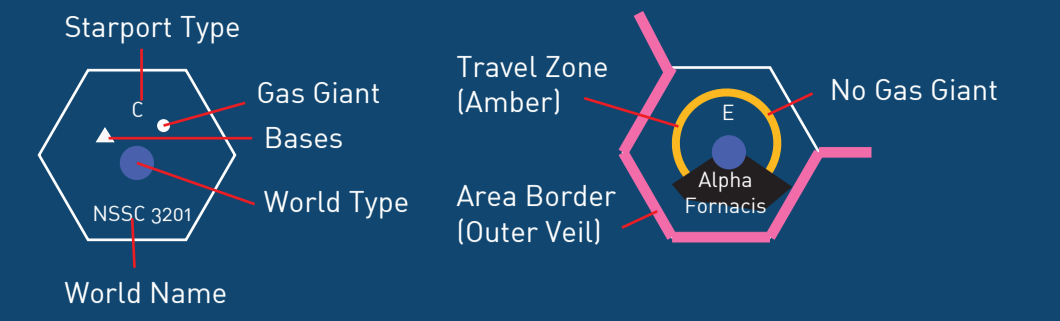
# OUTER VEIL

HUMANITY'S EXPANSION INTO THE STARS, 2159



## MAP LEGEND

1 Hex = 1 Parsec



## WORLD TYPES

- Bright Star, No Planets
- Asteroid Belt
- No Water Present
- Fluid Oceans
- Water Present
- Ice Capped World

## BASES

- Naval Base
- Science Commission Base
- Marine Base
- Research Institute
- Pirate Base
- Ruins, Human Origin
- Ruins, Alien Origin

## TRAVEL ZONES

- Amber Zone
- Red Zone

## MAJOR ROUTES

- Communications Route
- Trade Route

## POPULATION

- Rusalka Less than a Billion
- Earth More than a Billion

## AREAS

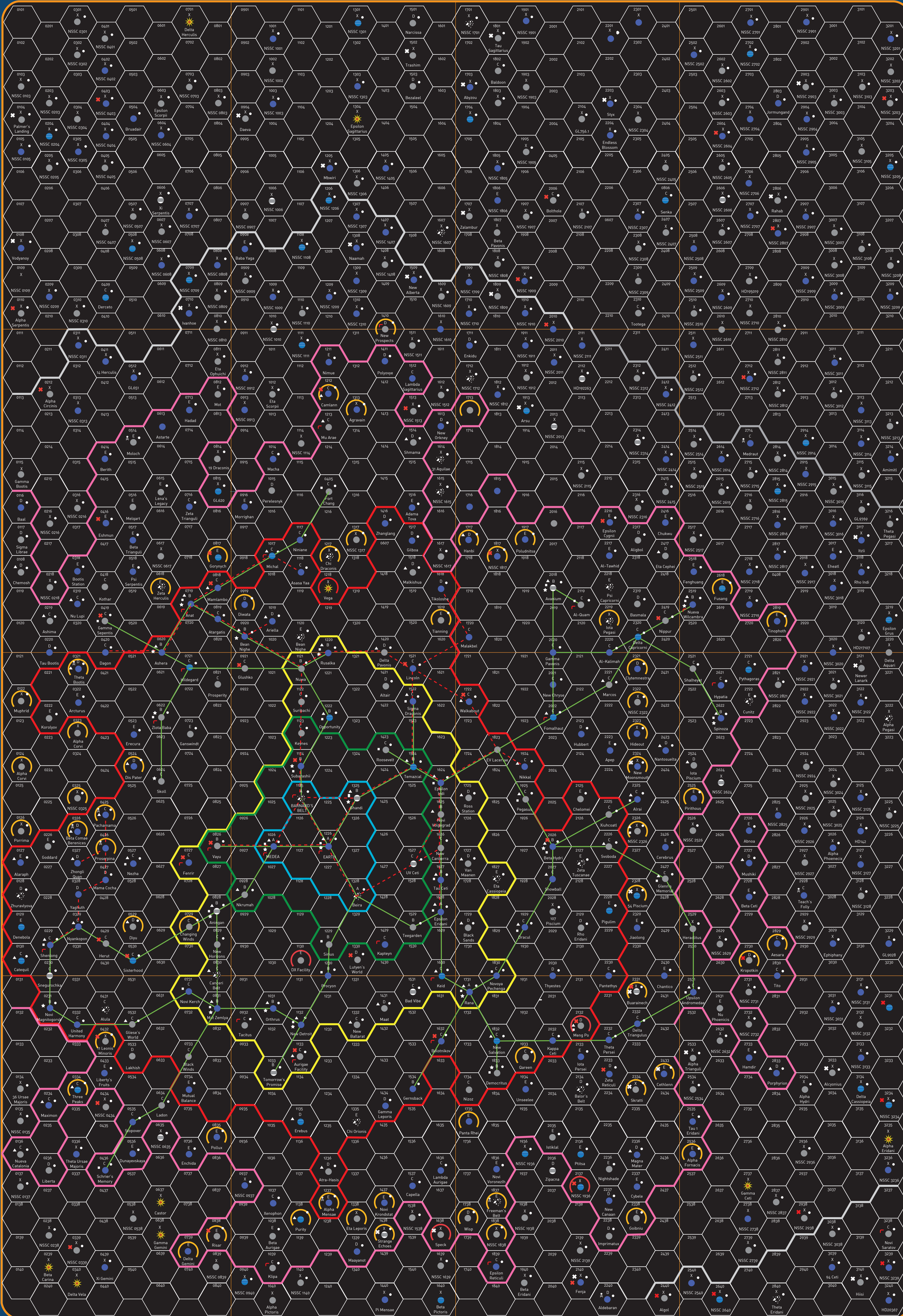
- Core
- Near Intermediate
- Far Intermediate
- Frontier
- Outer Veil
- Explored

A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

- A Delta Herculis
- B Epsilon Sagittari
- C Beta Pavonis
- D Dark Reaches
- E Anat
- F Rusalka
- G Avanim
- H Nueva Vilcabamba
- J Earth
- K Beta Hydri
- L Spinoza
- M Mat Zemlya
- N New Detroit
- O Rana
- P Upsilon Andromedae

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# OUTER VEIL

The year is 2159 and the Frontier needs **YOU**. The FNH government and the Megacorporations, as mighty as they are at the Core Worlds, cannot act directly on the Outer Veil, which is a month or more away even for the brand-new couriers. To exert their power to these distant stars, they need **YOU** to go there on their behalf and act as their eyes, ears and hands away from home. The FNH government needs reliable administrators who can think on their feet, loyal military officers to project its force, and determined Justice Commission agents to uphold the law where the colonial authorities cannot. The Megacorporations want results and want them **NOW** and therefore need people who can get results as fast as possible (by any means necessary); they are also in need of researchers, explorers, workers for their projects on the frontier and also spies and mercenaries for the darker side of inter-corporate competition. The locals, too, need you, be that as a professional, a hired gun, an explorer or even as a fellow colonist. Needless to say, **YOU** need the Frontier too – opportunities and adventures abound there for both the hiring and the freelancer.

Outer Veil is a complete near-Earth, near-future setting for the Traveller™ role-playing game, detailing Humanity's history 150 years into the future, a full sector (16 subsectors) of space around Earth, several new ship descriptions with full stats and deckplans, an overview of the society, culture, economics and government of the 2150's and many of the worlds of the Frontier – and much more!

**Note that Outer Veil requires the Traveller™ Core Rulebook by Mongoose Publishing to play.**

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