TRAVELLER ®

The Spinward Marches Campaign

Adventures in a War-Ravaged Sector

The Spinward Marches

A Detailed Stellar Sector Located on the Fringes of the Imperium

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

SUBSECTORS WITHIN A SECTOR

A Chroner
B Jewell
C Regina
D Aramis
E Querion
F Vilis
G Lanth
H Rhylanor
I Darrian
J Sword Worlds
K Lunion
L Mora
M Five Sisters
N District 268
O Glisten
P Trin's Veil

MAP LEGEND

WORLD CHARACTERISTICS

○ No Water Present
● Water Present
⬡ Asteroid Belt

BASES

★ Imperial Naval Base
★ Imperial Scout Base
Zhodani Base
Independent Base
Research Station
Scout Way Station
Kinranloi Reserve
Imperial Reserve
Imperial Prison
Kill site Camp

TRAVEL ZONES

Amber Zone
Red Zone

POPULATION

Secundus — under one billion
PRIMUS — over one billion

World names in red are subsector capitals.

Introduction

Playing **Traveller** can take a lot of time, and refereeing the game for several players can take even more time. This prepared **Traveller** campaign is intended to save time and energy by presenting the structure of a complete **Traveller** campaign for use by a referee with his or her own players.

Traveller is Game Designers' Workshop's science fiction role-playing game. It provides basic rules which describe how the universe works and how player-characters can interact with it and with each other. Under those rules, any number of adventures are possible anywhere in the universe. You must have a copy of the **Traveller** rules before you can play this campaign.

Much of **Traveller** is set in a star-spanning empire called the Imperium. Human-dominated, the Imperium governs many races on more than 10,000 worlds (including Earth). The frontier of the Imperium is the Spinward Marches, and this campaign is set there to take advantage of its rich history and many worlds.

PLAYING TRAVELLER

Any adventure, campaign, scenario, or event is really just an excuse to play **Traveller**. Prepared situations relieve the referee of the effort and time required to think up a gross situation and to work out the major details.

THIS CAMPAIGN

This campaign is written according to the guidelines for campaigns as presented in **The Traveller Book**. It contains—

Extensive **Basic Material** (often the most difficult to accumulate and present) concerning the Spinward Marches. This material includes maps, world data, overall history and recent history. It may seem that the material is not directly tied in to the plot in some cases, but its presence allows the referee to respond to player actions and desires when specific needs come up. Moreover, some of the material is just interesting to read and know.

The other campaign elements (**Gimmicks**, **Pushes**, **Pulls**, and **Enigmas**) are also presented in the text. They are not further described here to keep them from the eyes of potential players (if you are a player, read no farther).

TRAVELLER MATERIALS

This campaign assumes that the referee has access to the wealth of **Traveller** materials available. They are all usable in the campaign, depending on what activities come up. Military actions call for **Mercenary**; naval actions call for **High Guard**; worlds are described using UPPs from basic **Traveller**, but additional material about star types and spectra can be found in **Scouts**. The trade classifications in the world listings allows trade and commerce using **Merchant Prince**.

Adventures: Many published adventures for **Traveller** are set in the Spinward Marches; they include **Research Station Gamma**, **Secret of the Ancients**, and the extensive and complex **Traveller Adventure**.

Aliens: The alien races that live and interact in the Spinward Marches are detailed in specific alien modules, including **Aslan**, **Vargr**, **Zhodani**, and **Droyne**.

IN THIS MODULE

This campaign module, in addition to the campaign plot and components, provides character generation for twelve new character classes. This material originally appeared in Citizens of the Imperium, but is included here to allow a wide diversity of possible character encounters for the players. The players may generate their own player characters using the generation system, thus participating in the campaign as rogues, barbarians, nobles, doctors, hunters, or scientists. Or, the referee may make use of the system to provide non-player-characters for encounters or patrons during the campaign.

In either case, the citizens character generation systems can add spice and diversity to any **Traveller** camapign, even after this one is complete and finished.

Maps: Two copies of the map of the Spinward Marches are provided. The centerspread of this book presents a large scale map suitable for analysis in detail. The map on the inside front cover is smaller, but deliberately made suitable for photocopying; the player serving as navigator for the group can use copies to mark routes on and to keep records of the characters' past journeys with.

Hundreds of Worlds

Travelling between the stars in search of adventure is the basis of **Traveller**. One of the earliest locations for **Traveller** campaigns has been the Spinward Marches.

The **Spinward Marches Campaign** is a lengthy campaign constructed to use the wealth of information available about the Spinward Marches in a series of several **Traveller** adventures. It begins with the journey of an Imperial battle squadron from Biter (in the Sword Worlds) to Regina (in Regina subsector). The adventurers, travelling with the squadron on the sufferance of the unit's commodore, become involved in the squadron's activities in each system along the way.

ELEMENTS OF A CAMPAIGN

The idea of a campaign assumes a succession of adventures. In place of a series of independent adventures, the campaign builds a new adventure on the foundation of all previous adventures. In order to make the many adventures work, there are five elements which comprise a campaign: the basics, the push, the pull, the gimmick, and the enigma. These elements are used in this campaign in the following manner.

Basics: In addition to the information in **Traveller** materials about the Spinward Marches, this module provides basic information about the Spinward Marches, its history, and its astrography.

Push: The adventurers find themselves wanted for murder and espionage. They cannot understand the charges, and believe fully in their own innocence.

Pull: The group is looking desperately for a way to prove their innocence from the charges against them.

Gimmick: There is one basic gimmick potentially available. The hoard of weapons on Garda-Vilis includes Imperial combat armor and FGMP-14 weapons (as defined in **Mercenary**). A forward thinking character can hide one or more sets of this weaponry at some distance from the cache, with the intention of coming back for it later (it could not be smuggled aboard the carrier). This gimmick serves two purposes: it provides helpful and powerful weaponry, and it can lead the group back to the weapons cache, providing clues to the entire predicament.

Enigma: No one in the group understands why they are being accused of these crimes. Any character can understand the justice of pursuit or punishment when he or she has done something wrong. But in this case, the group has done nothing wrong; they are clearly innocent in their own minds. The enigma to be solved is *why* all of this has happened, and why has it happened to them.

GENERAL BACKGROUND

The war has been over for about a year, but the Imperium is still involved in reestablishing its authority over some of its territory, administering its occupied territories in the Sword Worlds, and rebuilding industry and outposts devastated by the war.

Against this background, Imperial units (both military and naval) are being constantly sent on missions to protect, intervene, occupy, or intimidate subject populations.

In the closing months of the war, the 154th Battle Rider Squadron was assigned to patrol the Sword Worlds-Imperial border between Smoug (1729) and Arba (1721). It occasionally made deep strikes into the Sword Worlds to such systems as Sacnoth (1325), Sting (1525) and Narsil (0927). Since the war ended, the squadron has continued its patrols.

With the collapse of the Sword Worlds Gram Fleet, Imperial forces moved forward to occupy Sword Worlds along the Imperial border; the 4518th was one of the units assigned to occupation duty on Sting (1525). Once Sting and the other border worlds seceded from the Sword World Confederation, some of the 4518th were sent home. The 6th Battalion (Jump Troops) has remained behind until now.

Pulling Back: The squadron now has orders to proceed to Regina via Lanth subsector, patrolling the subsector along the way. At the same time, the 6/4518th has been assigned as ship troops and its personnel distributed among the riders of the squadron. The carrier retains its own ship's troops.

From Regina (1910), the squadron will proceed to the Imperial Naval Base at Inthe.

Passengers: There are more than one hundred ship's troops accommodations unoccupied in the squadron. There are also a small number of unoccupied crew quarters in the squadron, the result of a slightly understrength crew.

Consequently, the squadron commodore is prepared to provide deadhead passage to a small number of civilians, especially veterans. In return, these passengers are expected to provide some labor or payment. Technical experts might tune equipment or progam computers; less skilled individuals might simply do menial labor.

Referee's Synopsis

The adventurers have come together from a variety of pursuits and find themselves united primarily because of their Imperial citizenship. On Biter, this is becoming more and more important, because each can guard the others' backs against the increasingly hostile local citizenry.

One evening while returning to their lodgings, the group stumbles onto an alley mugging and becomes involved in breaking it up. The object of the mugging is none other than Admiral Fontenz Breen, Commodore of the 154th Battle Squadron, and his chief-of-staff. The group's involvement leads to an invitation for them to visit the flagship of the 154th Battle Squadron. There, the commodore extends an invitation for the group to travel with the squadron out of the Sword Worlds, into Lanth subsector, perhaps to Regina or Inthe.

Getting Acquainted: The first several encounters that take place involve the group with the various components of the squadron. They meet the bridge crew of the squadron carrier and learn how it operates. They meet the drive crew of the carrier and gain an appreciation of the power of the ship. They meet the commander of the jump battalion being carried on the ship and become acquainted with its equipment.

CRUCIAL ENCOUNTER

The first major encounter for the group takes place at Garda-Vilis. When the squadron calls at Garda-Vilis, the commodore declares that it will lay-over for eight weeks, making it possible for the adventurers to visit the world below.

Rumors of a spectacular desert landscape in the outback of the world leads the group on a prolonged expedition to take video images and holograph recordings.

Along the way, the group stumbles on a cache of military hardware (primarily small arms and vehicle spare parts) in their original packing crates. The stockpile appears to be an innocently mislaid military shipment, apparently left behind because of a quick redeployment.

The group has two options: to try to appropriate (or steal) the cargo for their own profit, or to report it to the squadron commander for return to Imperial stores.

If the group tries to appropriate the shipment, they must make arrangements to transport the goods secretly from their resting place to the starport and there arrange shipment off-world to an appropriate market outside of the Imperium.

If the group reports the cache to the squadron commander, the jump troop battalion will deploy a platoon to recover the weapons and place them aboard one of the squadron vessels.

In both cases, however, the group's action sets other wheels in motion. The local office of Al Morai has been scavenging the battlefields of the Marches for military equipment that can be resold for a profit. More than that, however, Al Morai has been diverting Imperial military supply shipments moving in its holds, reporting them delivered or misrouted; and then selling them across the border to non-Imperial worlds. The cache on Garda-

Vilis is one of those diverted shipments— it could be traced back to Al Morai by the Imperium once it gets into their hands.

The key to the shipment is the package of shipping documents, which are missing, having been inadvertently mislaid by one of the group. The documents can establish the shipment as one diverted by Al Morai. If the documents are ultimately lost or destroyed, the weapon serial numbers themselves can establish the origin of the shipment.

The local Al Morai office finds out about the group's discovery and consequent frustration of their scheme. The head of the office puts out a bulletin to other offices warning of the group's interference and setting in motion a plan to cover the company's tracks.

THE RINGER

At Frenzie, Al Morai manages to insert a replacement crew member aboard the carrier. This ringer's assignment is to search the group's quarters, locate the shipping documents, and replace them with a false set which diverts suspicion from Al Morai.

The search is unsuccessful and the ringer switches to the backup plan. He plants several pieces of incriminating evidence in the adventurers' quarters, and then exits the ship using a concealed vacc suit. He is picked up by an Al Morai ship at a prearranged pickup point.

The disappearance of the ringer goes unnoticed until two days into jump. Then the search for him turns up his pocket communicator in the group's quarters. There is naturally a suspicion of foul play and the involvement of the adventurers.

When the squadron comes out of jump at Denotam, a careful search of the unit's escorts proves that the ringer was not inadvertently left on one of those ships before jump.

At the same time, Al Morai has prearranged a message which points to the adventurers as dangerous Zhodani spies. Al Morai has been careful to insert the message into the system without any evidence which would link it to the company. Its origin is listed as Imperial Naval Intelligence at Mora.

The Al Morai agent at Denotam, however, is anxious to know immediately what reaction the squadron commander has to the message, and so manufactures a reason for call on the squadron in a company Close Escort.

The presence of the Al Morai Close Escort provides the group with the potential for an escape. The squadron commodore calls the group to his offices where he presents his own evidence about the missing naval rating, the message from Naval Intelligence, and the conclusions he is forced to draw. With copies of this evidence in their hands, they can see that they are in deep trouble, and that the only way to resolve it is to solve it themselves. They can make a quick escape and commandeer the Al Morai Close Escort.

THE PROBLEM BEFORE THEM

The campaign is now fully established. The adventurers are hunted criminals; possibly to be shot on sight. They are in possession of a stolen Close Escort. They have a package of evidence which points to them as murderers of a naval rating (a charge they can understand, even if they know they are innocent) and labels them as Zhodani spies (a charge that seems ridiculous and without foundation). They are faced with the task of clearing themselves.

This sort of favor for Imperial citizens is an accepted procedure for postwar Imperial forces. Imperial citizens have rights, among them the right to protection from foreign nations. Besides, in the budget of a Battle Squadron, the cost is inconsequential.

SITUATION

The adventurers are on Biter (1526), and although the world is technically friendly with the Imperium, many locals consider Imperials occupation troops rather than true friends. Now that the Imperium is withdrawing its forces from Biter, everyone feels it would be best to leave as well.

The Mugging: Late one evening the adventurers are walking from an evening's entertainment to their lodgings and chance upon a mugging. Several local Sword Worlders are engaged in an attack on three men. Their cries for help draw the group into the fight and it ultimately drives the attackers off. If necessary, a squad of Imperial Marines (with their impressive fusion guns and battle dress) can make an appearance to drive off the attackers.

The intervention of the adventurers creates a positive reaction on the part of the attack victims: who just happens to be the commodore of the 154th Battle Squadron and his chief-of-staff. In gratitude for their assistance, he offers passage aboard ships of the squadron as it travels from Biter to Regina.

Naturally enough, the group accepts and the campaign begins.

First Travels: The squadron begins its journey to Regina by advancing through several of the Border Worlds and then into the Vilis subsector. The precise route is unimportant; the worlds that are visited present an opportunity for adventures and scenarios that will allow the players to learn more about the Marches and the universe they live in.

Ultimately, the squadron arrives at Garda-Vilis and the first episodes that will shape the campaign begin.

ADVENTURES

The cover of this adventure is an excellent illustration for beginning an adventure. Tell the players that there is some evidence (electronic, energy detection displays, radar) that a space battle was recently concluded on the other side of the current system. The squadron commodore, friendly with the group that saved his life, asks them if they want to come along and investigate.

The group, several naval officers, a crew, and some marines for a boarding party set off in one of the squadron's gunboats. Near a neighboring gas giant, they find a shot-up merchant. Its defenses are still on, and it automatically fires on the gunboat as it approaches.

Referee: This simple boarding adventure allows the presentation of a clue that will set the tone for the entire campaign to follow. Allow the players to discover that the ship was carrying military goods for the Imperium, and that they have been pirated. The crew of the ship is dead, and it is so riddled with gunfire that it is unsalvageable. But the goods themselves are missing. There is a lucrative market for Imperial military hardware, both inside the Imperium and beyond its borders.

THE WEAPONS CACHE ON GARDA-VILIS

When the 154th Battle-Rider Squadron enters the Garda-Vilis system, standard procedures are used to make sure that it is secure. Once that fact is ascertained, the carrier makes sure that all of its escorts have safely jumped into the system, and

the entire squadron proceeds to the mainworld for refueling.

Once in orbit around Garda-Vilis, the announcement is made that the squadron will lay over insystem for eight weeks. A rotation for shore liberty is announced; deadhead passengers (including the adventurers) can proceed to the world surface for business or pleasure. Pickups will be arranged for the last week before departure.

The Mosaic Desert: One of the local attractions that seems to be talked up a lot is the Mosaic Desert. Hidden between two mountain ranges on Garda-Vilis' surface, this natural wonder extends over several hundred square kilometers. The desert is a major sight for the adventurous who visit this world.

Natural geologic processes laid down a variety of different colored minerals in layers on an ancient seabed. Later, seismic disturbances tilted that seabed and allowed a gentle wind-erosion to uncover the layers. The result is the Mosaic Desert, endless patterns of brilliant colors.

Because of high winds caused by the surrounding mountain ranges, access to the desert is usually by land vehicle over rudimentary roads; grav vehicles can be used, but they have to hug close to the ground through the mountain passes.

The desert is not a disappointment. Its beauty is a wonderful thrill for those interested in beauty; the enjoyment of a vacation in the wilds of the planet pleases the others.

The Weapons Cache: Along the route back from the desert, the adventurers come across clues or pointers that lead them off the main trail: to a concealed cargo shipment, a weapons cache.

The cache of weapons consists of Imperial Army military equipment. Loaded onto ten cargo platforms are thirty suits of powered Battle Dress (each in an individual container) and fifty FGMP-14 fusion guns (also in individual containers).

Attached to the cargo platforms are coded identifications of the cargo and shipping documents (on microfilm and in computer codes).

The value of thirty suits of Battle Dress is roughly MCr7.5; the value of fifty FGMP-14's is MCr5.

The Battle Dress takes up 0.25 tons each (for shipping purposes); the fusion guns take up 0.10 tons each (for shipping purposes).

Options: While the characters may think of other options, they boil down to only two. The group can report the cache to the authorities, specifically the 154th Squadron commander, or the group can decide to take the shipment for themselves.

Taking the shipment for themselves involves physically moving the goods to a new concealed location; smuggling the goods onto the Battle Carrier would not be smart or possible. The goods could be shipped on a commercial cargo carrier to another world where they could be sold. The goods could also be concealed and the group could return for them later.

Turning the goods in to the squadron commander is probably the honest thing to do; the weapons are clearly marked as Imperial property. The squadron commander would react well to the group's actions.

Al Morai Reaction: The local Al Morai agent routinely checks on the weapons cache and will quickly find out if it has been discovered and removed. The local Al Morai warehouse had been inspected by the authorities and a decision was made to hide this cache in the wilderness in preparation for shipment off-world.

It is relatively simple for the Al Morai agent to identify those

who took the cache.

Return to the Squadron: When the seventh week in the Garda-Vilis system expires, the group receives word that the squadron will soon be leaving. Final preparations must be made and the group catches a shuttle up to the carrier.

THE CONFRONTATION AT DENOTAM

When the squadron arrives at Frenzie, an announcement is made that it will lay over for three weeks. The squadron refuels and takes care of basic details. The adventurers are transported to the world surface where they have the opportunity to explore the world and seek out adventure.

When the recall is sounded, the group is again shuttled up to the carrier. Aboard the shuttle this time is a contingent of crew replacements. They have been assigned from the Imperial Naval base in the system and will fill vacancies that have developed over time.

The Administration Clerk: One of the replacements is an administration clerk. He strikes up an acquaintance with the group of adventurers.

The clerk can be presented to the group as a potential patron. There is the possibility that at some later time the clerk could lead them to gainful employment.
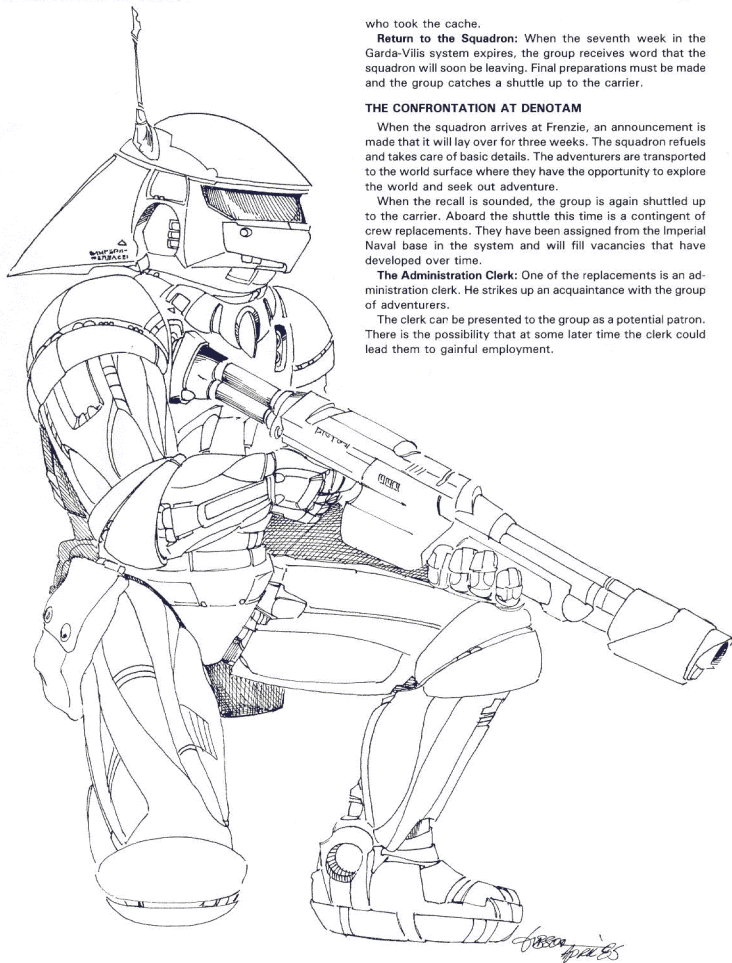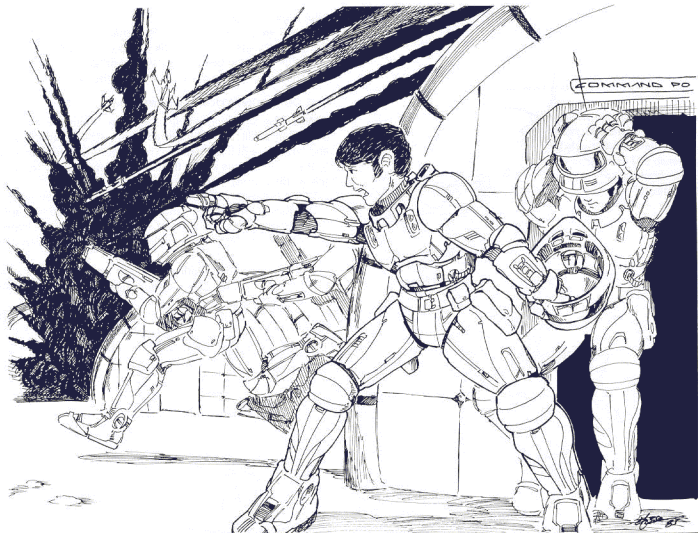
In reality, the clerk is a ringer— an imposter assigned to take the identity of an Imperial Navy clerk. By working on the carrier, he has the opportunity to investigate the adventurers and to search their quarters for the shipping documents for the arms cache.

If the documents can be found, they are to be destroyed in order to prevent any incrimination of the Al Morai. If the documents cannot be found (and they cannot), then the second option is implemented.

The clerk plants evidence that he was in the adventurer's quarters (a pocket computer carefully placed to look like it was lost in a fight and then missed in the cleanup). Then, he snuck to an air lock and left the ship using a concealable vacc suit. He was later picked up at prearranged coordinates by an Al Morai ship.

The Missing Crewmember: Two days into jump, the fact that the administration clerk is missing and cannot be located creates a major problem aboard the carrier. A thorough search of the ship is instituted; that search turns up evidence that the clerk was in the group's quarters and there was a fight.

The squadron commodore is brought into the matter and he reluctantly places the group under ship arrest (restricted to the ship) until the matter is cleared up.

At Denotam, a careful search of the other ships in the squadron fails to turn up the administration clerk. At about the same time, a message is forwarded to the squadron that implicates the group in an espionage plot.

Al Morai has faked a message from Imperial Naval Intelligence at Mora. Carefully crafted, its code groups identify the adventurers as Zhodani agents responsible for major setbacks in the Imperial war effort just concluded. The identification is complete and unimpeachable. The squadron commander has no choice but to charge the group with a variety of crimes and to hold them for trial.

He summons the group to his offices for a final discussion. Because of his friendship with the group, he expects the conference to turn up some final evidence or explanation of their actions that will exonerate them.

FLIGHT

The local Al Morai agent, responsible for inserting the message into the system, is anxious to know its effects. He contrives an excuse to call on the carrier in orbit and to be present on board while the adventurers are being dealt with.

His Al Morai company close escort is docked with the carrier, and he and his crew are waiting in a reception area, trying to eavesdrop on current events.

Guards are at a minimum. Even a mad dash out of the commodore's office can lead to the Al Morai close escort and a quick exit from the system.

TASKS

The group faces a group of discrete tasks before it is possible to clear their names. These tasks are:

1. Clear the Foreign Agent Charges. A message has been inserted by Al Morai into the Imperial xboat network, and after a relatively short time the charges are broadcast to all Imperial worlds of the Marches. The message is false, but there is no clear evidence to that fact.

The group must find the supposed source of the message (Imperial Naval Intelligence on Mora) and then travel there to determine who wrote the message and why.

Since the message is false, Naval Intelligence will show an interest in it once it is brought to their attention. The adventurers, in an effort to find out about the message and the charges, can go to Mora and try to find out directly from the Naval Intelligence headquarters. Since checks with NI result in being secuted, the group will probably encounter an NI operative. That operative can be convinced to check the charges out— if they prove true, he would plan on turning the group in; if they turn out to be false, he is assigned to find out who produced the false message and to properly deal with them.

2. Clear the Murder Charges. The circumstantial evidence that points to a murder aboard the carrier by the characters must be resolved. The charges specify precisely who was murdered and identifies him as a naval enlisted rating. The group was given a copy of the charges aboard the carrier. Because of their friendship with the administration clerk, they can also recognize him on sight.

Checking the details of the rating's identity will show that it is a falsification. That would at least throw a doubt into the validity of the murder charges.

The identification of the supposed murder victim does make it possible to identify the individual. He can be traced ultimately as an Al Morai employee, and even encountered at an Al Morai installation at some time in the campaign.

Identification of the employee, proof that he is still alive, and a confession of what really happened aboard the carrier would be sufficient to clear the murder charges.

3. Discover the Al Morai Cargo Diversion Plot. Location of the false administration clerk (and resolution of the murder charges) naturally leads to an understanding of the Al Morai cargo diversion plot. This understanding allows the group to follow through to the identities of the agents involved and an accumulation of proof of the plot.

The scheming of Al Morai in framing the adventurers in order to divert suspicion from the company provides the final explanation of this campaign. With enough basic information, the group can successively confront the Al Morai installation manager at Garda-Vilis, the installation manager at Frenzie, and the supervising manager at Shirene.

4. Appeal to the Authorities for a Pardon. The adventurers, having searched out enough evidence to clear themselves, must now decide on the proper arena in which to present it. They can approach the courts, the bureaucracy, or public opinion.

The peak of the bureaucracy— a subsector duke at a subsector capital— is an appropriate place for the group to present their case. A positive response by such a duke could produce an immediate acquittal and pardon. Normal reaction throws should be used when approaching the duke.

An alternative to a duke is the 154th Battle Squadron commander. This officer, originally friendly to the group, can at least listen carefully and attentively to the group's evidence and then make a decision.

REWARDS AND PUNISHMENTS

The appropriate end to a campaign is a series of rewards for positive activity and punishments for negative activity.

The Close Escort: Al Morai's close escort would seem to be an appropriate gesture by the company to make up for the inconvenience that it has caused to the adventurers.

Shrewd bargainers may wish to push the bargain by insisting on more. An adamant stance can convince the company to add the following: up to three sets of drop tanks, prepositioned in any systems along Al Morai's routes; an operating fund of up to Cr800,000; an open ticket for refuelling at Al Morai installations for a fixed period of time (up to two years); and/or an open ticket for annual maintenance at Al Morai facilities on Mora and Shirene for a fixed period of time (up to five years).

Ownership should be divided equally among the adventurers. Each member of the group should receive one equal share in the ship. Shares confer a measure of ownership, with shareholders voting on what uses the ship is put to, and shares entitle the shareholder to a portion of any profits the ship might produce.

Passages: Al Morai can provide the equivalent of **Traveller**'s Aid Society membership to each of the group members. In addition, a pass can be provided which allows unlimited free High Passage aboard Al Morai ships; that pass can only be used on Al Morai ships.

The Travellers' Aid Society equivalent remains in effect for life. The Al Morai pass expires ten years after the date of issue.

Cargo Space: Al Morai can provide a block of cargo space for the use of the group. It can be used to ship goods for speculation in the hopes of making large amounts of money. At a minimum, it can be expected to produce Cr1,000 in cargo charges per ton per two weeks; if proper cargos are purchased and sold, it can yield a lot more.

Al Morai can provide a block of 20 tons per month to the group for a period of five years.

DIGRESSIONS

Even as the main thrust of the adventure proceeds, the adventurers can become involved in digressions— small adventures that have no direct relationship with the central campaign theme. These digressions are individual scenarios that let the referee present an intriguing situation for the adventurers without affecting the campaign theme to any great extent. Any situation where the world UPP, the local patron, the local conditions, or just a whim of the referee come into play, is perfect for leading the players on a digression that draws out the campaign even more.

THE END

Keep in mind that eventually, the basis for this campaign must be resolved. If it is not, then it may be forgotten or become boring; but resolved too quickly the campaign loses flavor.

When the campaign situation is resolved, the players will have built up a network of people they have helped (and perhaps some who have been made enemies) and a list of possible places to visit. That is what can keep the campaign going indefinitely.

The Fifth Frontier War

The Spinward Marches sector is not only a frontier, it is a war-torn frontier. The Imperium expanded into unclaimed territory until it reached the Marches, but there it found other races already in place. Most of the races were inconsequential, but the Zhodani had an empire nearly as large and as powerful as the Imperium. They were a force to be reckoned with; they resisted the Imperial advance and created the atmosphere of contention and conflict that rules the sector.

Initial conflict between the Zhodani and Imperial settlers was settled at the local level, and usually resulted in the displacement of the Zhodani by Imperials. Imperial borders expanded gradually deeper into Zhodani territory. By 550, the Zhodani had had their fill; they organized the anti-Imperial Outworld Coalition to resist Imperial expansion. In 589, the first of many wars along the frontier began. The history of those wars is, in large part, a history of the Marches.

THE BELLIGERENTS

The interaction of the major governments of the Marches determined the course of the war. Each government has its policies shaped by its citizens, its history, and its philosophy.

Zhodani: The Zhodani Consulate controls 6,500 star systems in 175 subsectors. Their most important characteristic is the use of psionics in their daily life. The rigidly controlled society of the Zhodani is nevertheless one of the happiest human societies in known space: the use of psionics to analyze and alter human behavior is instrumental in maintaining their society.

The Zhodani, with psionics, has been able to establish honesty and openness as a basic tenet of their society. Their experience with the Imperium has shown them a human society that values privacy and individualism, but which also tolerates dishonesty in individuals. The Zhodani find this lack of principal repellant.

The Zhodani Consulate lags the Imperium by about one technological level. Consequently, their fleets are about evenly split between jump-3 and jump-4 capability.

Zhodani troops are acceptably trained and equipped and admirably led. In addition, the Consular Guard is an elite corps composed entirely of psionic noble officers capable of great initiative; the Guard uses its psionic talents for special assaults and commando operations.

Zhodani-inspired guerrilla troops (the Ine Givar) provide behind-the-lines raids and disruption of Imperial forces.

Imperial: The Imperium's expansionist policies originally brought it into conflict with the Zhodani. When the Zhodani resisted, the Imperial opinion of them changed from tolerance to distaste. For centuries, the Imperium disliked the Zhodani simply because they resisted. In about 800, Imperial public opinion shifted against psionics, and that because the official policy explanation of Imperial opposition to the Zhodani: because they practiced unacceptable psionic activity.

The Imperium's advantage is its technological level of 15—higher than any of its adversaries. Selected Imperial warships are capable of jump-5. Troops are well-equipped and well-led. The industrial might of the Imperium stands behind its forces.

The elite troops of the Imperium are its marines. Assigned to battle squadrons as ship's troops, the Imperial Marines are highly trained soldiers.

The other major strength of the Imperium is its cosmopolitan nature. Its forces are composed of troops and ships drawn from many races within the Imperium. Consequently, non-human admirals more capable of understanding the enemy (in some cases) are able to lead Imperial human troops with the confidence of the troops and the support of high command.

Vargr: The canine genes of Terra, manipulated by the Ancients to intelligence, created the Vargr. Characterized by an inability to maintain cohesive groups for any length of time, the Vargr are rarely united in their efforts, and for each group on any side, there is another against that side.

Vargr have no territorial holdings in the Spinward Marches; they occupy the Gvurrdon sector, which borders the Marches to coreward.

Sword Worlds: Traditional members of the Outworld Coalition, the Sword Worlds have long been paranoid about Imperial intentions toward it. The natural course of action is to ally with the enemies of the Imperium.

The Sword Worlds, however, are a loose confederation of independent worlds; their own independence and interworld rivalry makes it difficult for the armed forces of the confederation to cooperate and work together.

Darrian: The Darrian Confederation has a long history, but their peak of power lies far in the past. In their rivalry with the Sword Worlds, they keep their borders on the basis of centuries old technology and a reputation that is sometimes more than the truth.

Darrian also maintains its borders because of its relationship with the Imperium. Originally, Darrian befriended the Imperium in order to counter the Sword Worlds. Through the centuries, that relationship has evolved into a true friendship based on mutual support and respect.

Darrian forces are relatively weak, and are primarily dedicated to the protection of their home stars. Aslan mercenaries who settled in Darrian after the previous wars maintain their own reserve mercenary units which are available for Darrian or Imperial service.

In addition, the Darrians maintain a hole card: flare technology. The stellar flare that devastated Darrian a thousand years ago was reportedly activated by the Darrians themselves. Since then, there has been no demonstration of this technology, the Darrian are careful to keep the idea of their flare technology alive in the minds of the Sword World and Zhodani leadership. They use this to keep their potential enemies at arm's length.

Arden: The Federation of Arden is a small three-world interstellar government located in the neutral area between the Imperial and the Zhodani borders.

Arden is a small and relatively weak government which has chosen neutrality as its course toward self-preservation. Part of the Imperium between 290 and 986, it was made independent as part of the Armistice of 986.

Recently, Arden has become imperialist, expanding its dominion by absorbing Utoland and Zircon as colonies.

Arden's neutrality is of a passive nature; Arden's systems have been declared *conditionally open*; any belligerent may enter any of the systems for the purpose of replenishment and refuelling. Arden's own defense fleet stands ready to defend the system and segregate ships of the belligerents into designated

areas of the systems.

Arden's neutrality makes the system a clandestine meeting place for agents of all sides— for intelligence gathering and negotiation.

THE ROAD TO WAR

The relationship between the Zhodani Consulate and the Imperium has never been an easy one. The continuing history of frontier wars between the two empires makes another war both possible and probable.

In the years before the war, there were ample symptoms of tension. The most obvious was the Zhodani support of the guerrilla insurgency on Efate (1705). As evidence came in not only financial and propaganda support for the insurgency, Imperial actions against the guerrillas on Efate also increased.

At the same time, Zhodani military preparations produced restrictions on ship movements in their territory; some Imperial registered ships were fired on, boarded, or destroyed when they strayed into restricted areas.

Both the Imperium and the Zhodani Consulate established trade restrictions on the other side's commodities.

Reactions on both sides also increased tensions. Minor transgressions by either side produced out of proportion reactions by the other side. In space, ships were boarded, fired on, and seized. On worlds, local populations reacted with violence, burning out suspected enemy sympathizers, aliens, or pacifists. The press supported their own sides, and yellow journalism was instrumental in fanning locals' fears. By mid-1107, everyone expected war; it was just that no one knew exactly when it would come.

THE OPENING MOVES

The war began with a Zhodani declaration of war, delivered to the Imperial government at Regina and Jewell simultaneously. The very fact that the Zhodani knew the war was beginning, and the Imperials did not, gave them a great advantage. They were prepared, and struck even as the declarations were being delivered.

The 1st Assault Fleet struck from Farreach (1402) through Louzy (1604) for Efate (1705) and began the siege of that world; 16th Colonial Fleet followed up from its marshalling area at Foelen (1401) through Farreach to Louzy. The 16th's taking of Louzy was an essential part of the siege strategy, as that system could provide fuel for continued operations against Efate. These two fleets were to devote their own forces to the siege throughout much of the war.

The 10th Fleet, based at Clan (1103), attacked Mongo (1204) and Nakege (1305).

The 2nd and 3rd Assault Fleets stepped off from Zhodani naval bases at Narval (0805) and Chwistyoch (0904) to attack Ruby (1005) and Emerald (1006). After reducing token resistance in each system, the fleets moved to begin the siege of Jewell.

The 35th Fleet, based at Ninjar (0608), began a sweep through the demilitarized independent region, reducing resistance and planting occupation forces.

The 40th Fleet remained in place at Rapp's World (0712) as a flank guard, occasionally displacing to Querion (0614) for brief periods.

The Imperial responses during the opening weeks of the war were confined to reactions. The 213th Fleet was committed to

protect Efate; the 214th Fleet, already at Jewell (1106) stayed in place to resist; the 193rd Fleet at Regina (1910) defended that system. The major source of reinforcements was the 212th Fleet at Rhylanor (2716); early on, it remained in place, but was later moved forward to the battle front.

Two fringes to the war were also important. Forces of the Ekhlle Ksafi (the 40th Squadron; a militaristic Vargr federation) attacked through Dentus (2201) and Kinorb (2202) and soon had pushed as far as Beck's World (2204). The Sword Worlds moved cautiously during the early months of the war, concentrating on Lanth, and they kept Imperial forces pinned down on that flank. It was not until 1108 that the Joyeuse Fleet entered the war, attacking Lanth (1719) as well.

THE CAMPAIGNS

The basic strategic operations of the war can be classified as *campaigns:* groups of battles fought with a definite unifying purpose or objective. The following were the major campaigns of the war.

The Siege of Efate: The Zhodani battle plan always centered on Efate. The strategic position of Efate would give the Zhodani a salient into the Regina subsector, even as the Imperials have a salient into the Jewell subsector.

In the years before the war, Zhodani-funded guerrillas had mounted an ever-escalating insurrection on Efate. This operation was intended to soften up the world in preparation for war, and to provide a foothold on the world surface when the invasion began.

The defense of Efate was the responsibility of the Imperial 193rd Fleet operating in essentially static positions controlling close orbit around the world. Independent squadrons answering to the 193rd Fleet command were stationed in nearby systems such as Louzy (1604), Menorb (1803), and Yres (1802).

The Zhodani assigned the task of besieging Efate to the 1st Assault Fleet.

The key to Efate is Louzy (1604). Jump-3 ships can bridge the gap between the Zhodani bases at Farreach (1402), where jump-4 is required to reach Efate, Menorb, or Yres. Committing jump-3 ships to the siege of Efate permits the more valuable jump-4 ships to be committed elsewhere.

The initial assault jumped from Farreach to Louzy, where the fleet immediately engaged the system's defenses. In the face of the enemy, Louzy's system defense boats scattered, and in doing so made the wisest decision of the campaign. By scattering, they made possible a continuing war against the 1st Fleet's supply line, forcing it to garrison Louzy in order to keep its access to Farreach open.

The result crippled the Zhodani siege. With an Imperial outpost in the Zhodani rear, the movement of ships could be observed and reported. Reinforcements to Efate could be brought forward marginally sooner. Major offensives at Efate were continually repulsed.

By early 1109, the siege of Efate was being prosecuted only half-heartedly. Squadrons faced off, but rarely engaged. Fast ships ran the gauntlet to Efate's surface, but even small percentage losses mounted up and brought that to a halt.

By mid-1109, the Zhodani High Command had begun rotating out the better classes of ships for engagement at other parts of the front. That enabled the Imperium to do the same and shifted the focus of the war to other fronts.

The Siege of Jewell: Simultaneous with the Siege of Efate, the Zhodani High Command committed four fleets to the reduction of the Imperial salient into Jewell subsector. The cluster of worlds known as the Jewells — Ruby (1005), Emerald (1006), Jewell (1106), Mongo (1204), Nakege (1305), and Lysen (1307) — represented a thorn in the Zhodani side. By eliminating the Imperials from the Jewells, the Imperial border could be pushed back and the Imperium's own ability to strike back at Zhodane would be reduced.

The Jewells were defended by the Imperial 125th Fleet, concentrated at Jewell. Small detachments of the fleet were stationed at two other Imperial naval bases in the area: Quar (0808), and Mongo (1204).

Against the Jewells, the Zhodani committed four fleets, necessary as much for coordination of movement as for ship strength. The 10th Fleet at Clan (1103) was assigned the reduction of Mongo and Nakege. The 3rd Assault Fleet at Chwistyoch (0904) was assigned Ruby and Jewell. The 2nd Assault Fleet at Cipango (0705) was given Emerald to reduce. The 15th Fleet at Nonjar (0608) was given a general mission to screen the attacks by proceeding forward through Gougeste (0909) toward the Imperial border at Tionale (1511).

The initial steps of the assault went as planned for the Zhodani, but the plan bogged down at Jewell. With all of the surrounding systems under Zhodani control, the Jewell system refused to capitulate.

By early 1108, Jewell itself was sealed off by the Zhodani 10th Fleet and a foothold was gained on the planet's minor northern continent. At the same time, the defending Imperial 125th Fleet had scattered. One part held one of Jewell's three gas giants, making it possible for reinforcements to enter the system and refuel. Another part reinforced the systems defense boats in harrassing the Zhodani. A third portion defended the world surface itself. In late 1108, the Zhodani foothold was forced to withdraw, although it later established itself on the major northern continent instead.

On 098-1108, the Zhodani 2nd Assault Fleet (having accomplished its purpose of reducing Ruby) transferred command of its ships to the 3rd and 15th Fleets. Admiral Vleniziati was transferred to a staff position at the High Command, and 2nd Fleet was dissolved.

Projections of the strength necessary for a final invasion of Jewell and subjugation of its population of six billion predicted unacceptable losses in troops and ships. On the other hand, a final victory for the Zhodani would require the surrender of Jewell as a condition of peace. Naturally enough, the Zhodani High Command decided to maintain a siege in place, hoping that the world would decide to surrender, but depending on a final victory elsewhere for ultimate victory on Jewell as well. In mid-1108 (with the de-activation of the 2nd Fleet), the Zhodani focus shifted to the Abyss.

The Abyss Campaign: The sieges of Efate and Jewell, although neither succeeded in taking its target world, served other purposes in the grand Zhodani scheme for the war. The major purpose was the diversion of Imperial fleet strength coreward, toward the naturally vulnerable Regina subsector and away from the Abyss.

The Abyss is a natural lack of stars which cuts through Vilis and Lanth subsectors. Even jump-4 ships are relatively restricted in their possible routes across the subsectors.

The Zhodani committed themselves to the Abyss Campaign

in three steps: a move to the Imperial border, creation of a solid break in the Imperial front lines, and a follow-through deep thrust to Rhylanor. The plan could spell the fall of Rhylanor and the capitulation of the Imperium; the Zhodani depended on the plan to win the war for them.

At the start of the war, the Abyss lay behind the Imperial lines and was not the specific responsibility of any Fleet. As the Zhodani 15th Fleet pushed closer to the border (mid-1108), the potential threat was recognized and the Corridor Fleet assigned to protect the region.

Almost immediately, the Corridor Fleet was diverted to reinforce the threatened regions of the Regina subsector. The pressure of the Zhodani 1st Assault Fleet at Efate in late 1108 induced Admiral Santanocheev to move the Corridor Fleet into Regina subsector. That move left the Abyss open just as the Zhodani 40th Fleet broke through at the border and pushed for the Abyss.

The 40th Fleet began its deep thrust in early 1109. Because it would have to occupy and hold systems as it pushed across the Abyss, the fleet would have to be reinforced with additional squadrons. Ships from the 1st and 3rd Fleets were transferred as secretly as possible. With an overstrength in squadrons and troops loaded in troop transports, the 40th Fleet pushed forward.

Between 170-1109 and 200-1109, the 40th Fleet took Mirriam (1315), Calit (1515), Ghandi (1815), Ylaven (1916), Quopist (2215), and Tureded (2414). Their first surprise came at Fulacin (2613).

Before the war, the Zhodani had secretly established a forward base at Fulacin. That base was intended to supply the final assault on Rhylanor. The world's insignificant population would not interfere with Zhodani troop strengths or ship movements; the effort of reducing a world to create a base would be avoided.

Instead, the Zhodani found that their secret base had been discovered, eliminated, and Imperial troops inserted in its place. Faced with a choice between taking a destroyed base and establishing a new one, the 40th Fleet retreated back to Tureded and established their base there.

From the Tureded base, the 40th Fleet jumped off to attack and invade both Porozlo (2715) and Rhylanor (2716).

Through mid-1109, the stand-off at Efate and Jewell kept Imperial fleet forces occupied. As the Zhodani forces were reduced, so more Imperial squadrons could be diverted to other fronts. Enough intelligence miscues were provided by the Zhodani to keep Admiral Santanocheev off-balance— he was led to believe that the ship movements were a fake, and that a major thrust would come at Efate sometime during 1109.

When Duke Norris of Regina seized power on 132-1109, he took immediate steps to consolidate his own control of the fleets. Immediate reinforcements were directed to 23rd Fleet, which then retook Mirriam and Calit, cutting off the Zhodani 40th Fleet's line of communications and escape route.

By 190-1109, he had diverted the Corridor Fleet from the vicinity of Roup (2007) and Feri (2005) to Rhylanor and Porozlo.

The clash between the Imperial Corridor Fleet and the Zhodani 40th Fleet was bloody, but quick. The reduction of Rhylanor called for surprise; in the face of intense opposition and substantial Imperial reinforcements, the attack could not succeed. The 40th Fleet broke off once its losses reached critical levels, and headed back toward the border.

On 348-1109, the 40th Fleet was ambushed at Calit (1515) by elements of the 23rd Fleet and severely mauled before it

could escape and race across the border.

The Commerce Raids: A continuing part of the war, independent of the other campaigns, was the commerce raiding. To different degrees, all the belligerents used the technique. Imperial commerce raiders tried to disrupt Zhodani military supply traffic in Chronor subsector and even deeper into Foreven sector. Zhodani raiders hit the trade routes behind the Imperial lines, usually destroying all ships they could find in a system and then moving on. Sword World raiders preferred to raid cities and supply depots on world surfaces using a form of terror bombing. Vargr raiders practiced overt piracy.

The Vargr Campaign: The Ekhile Ksafi comprised the Vargr component of the Outworld Coalition. It contributed two fleets (the Gireel Fleet and the Uthith Fleet) to the war and attacked into the Regina subsector through Dentus toward Enope. The initial attacks met little resistance, but the Vargr forces nevertheless wasted some time mopping up and consolidating.

The Imperium responded by sending the 212th Fleet from Rhylanor to the vicinity of Beck's World where the battle lines stabilized. In mid-1109, the Gireel Fleet was destroyed and the Uthith Fleet was forced back. On 252-1109, the Uthith Fleet negotiated a separate peace and withdrew from the subsector. The Imperial 212th Fleet continued to patrol the border until the end of the war.

The Sword Worlds Campaign: The Sword Worlds Confederation created four fleets for action in the war: the Narsil Fleet, the Joyeuse Fleet, the Gram Fleet, and the Sacnoth Fleet. Each was named for the world primarily responsible for raising and supporting it.

The Narsil Fleet remained on station at the spinward border of the Sword Worlds with Darrian; it figured in the Darrian campaign only.

The Sacnoth Fleet patrolled the rimward border of the Sword Worlds. The Joyeuse Fleet patrolled opposite the Imperial Vilis subsector. The Gram Fleet patrolled toward Lanth subsector.

Against the Sword Worlds, the Imperium stationed the 213th Fleet in Lunion subsector and the 23rd Fleet in Vilis subsector. Operations began in the first weeks of the war when the Gram Fleet attacked at the rear of the 23rd Fleet and reached as far as Lanth and D'Ganzio. The Imperium was forced (about 160-1108) to deploy the Corridor Fleet (then at Equus) forward to Ghandi.

In late 1108, the Corridor Fleet was transferred to Regina subsector. It was replaced in the Lanth subsector by the newly formed 100th Fleet, which forced the Gram Fleet off Lanth on 096-1109, and out of the subsector by 211-1109.

The Joyeuse Fleet pushed out of Joyeuse toward Vilis, but was never able to make any progress against the Imperial 23rd Fleet. It was reduced to holding the Sword Worlds border after 180-1109.

Early in the war, the Imperial 214th Fleet guarded the Imperial border in Glisten subsector. Deployed on a front without action, the fleet moved forward to fortify and consolidate worlds under the Imperial banner, until in mid-1109 the 214th Fleet stood off the rimward border of the Sword Worlds. On 285-1109, the 214th Fleet struck, taking Steel, Mithril, Bronze, and Iron in a short operation lasting less than sixty days. After a short rest, the 214th Fleet continued its attack and destroyed the Sacnoth Fleet in a pitched battle off Sting.

At the same time, the 213th Fleet attacked the Gram Fleet and forced it back to Gram, allowing the occupation of the trailing portions of the Sword Worlds by Imperial forces.

The occupied Sword Worlds, at Imperial urging, established themselves as the independent Border Worlds Confederation, a client-state of the Imperium. Selected worlds remained occupied by Imperial forces after the Armistice.

The Darrian Campaign: In the early days of the war, the Darrian Confederation was unable to contribute materially to the Imperial war effort. The presence of the Darrian Fleet along the Sword World border occupied the full attention of the Narsil Fleet, thus keeping it from engaging the Imperials. Throughout the war, the Joyeuse Fleet patrolled Entrope, Winston, and Anselhome, all former Darrian territory taken by the Sword Worlds during the 1st Frontier War. Late in the war (in early 1110), with the Joyeuse Fleet hard pressed by the Imperial 23rd Fleet, the Darrian Fleet struck and reclaimed the three worlds. The armistice was arranged before the Sword Worlds could retake them.

PERSONALITIES

The major actions of the war depended on the strengths and capabilities of the fleets involved. But, a powerful aspect in the prosecution of the war was the personalities of a few leaders.

Sector Admiral Frederick Santanocheev: At the start of the war, command of the Imperial Navy was in Santanocheev's hands. In the preparations for war, Santanocheev enjoyed a meteoric rise from Rear Admiral to Sector Admiral in less than two years. His promotion was less for incompetence and more for political and social connections. Those who opposed him (and his incompetence) were in turn ignored by him and his staff when plans and preparations were made. Those on his personal enemies list were forced to work behind his back in order to contribute to the war effort.

At the head of Santanocheev's list was Naval Intelligence. Some years before, NI had produced a faulty prediction that reflected poorly on Santanocheev. Now holding the highest level of power in the Marches, he established a parallel intelligence network (the Office of Naval Information) composed primarily of bootlickers and yes-persons.

Naval Information replaced and displaced Naval Intelligence in access to the High Command. Naval Intelligence continued to operate, but also came to head the opposition to Santanocheev.

The Duke of Regina: Duke Norris Aella Aledon of Regina stood at the head of the civil bureaucracy in the war zone. Before the war, he had no influence on the military preparations. Because of his connections with Naval Intelligence (he was an NI officer in his youth), he was aware of the mismanagement on the Imperial side, and of the continued preparations on the Zhodani side.

Norris appealed directly to the Emperor for command of the Imperial forces in the Marches, believing that he, the Duke, could best command the response to a Zhodani attack. although the Emperor responded by issuing a warrant which put Norris in command, it was lost en route; due to the distances and transit times involved, the very existence of the document remained unknown.

Once the war started, Duke Norris attempted to work with Admiral Santanocheev, but found him uncooperative. After a few weeks, it became clear that Santanocheev could not be stopped and further, that Santanocheev's plans (based on faulty intelligence) could very well lose the war for the Imperium.

The Spinward Marches Start Positions 1107
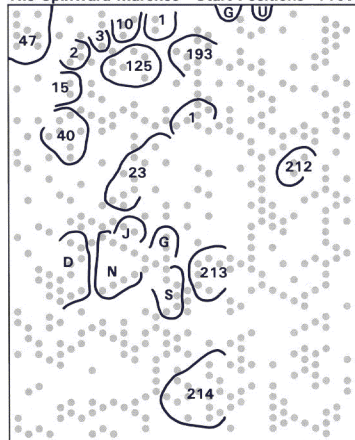
The Spinward Marches The Assault 1107
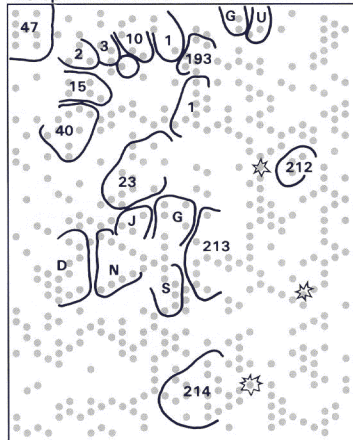
The Spinward Marches Status 001-1108
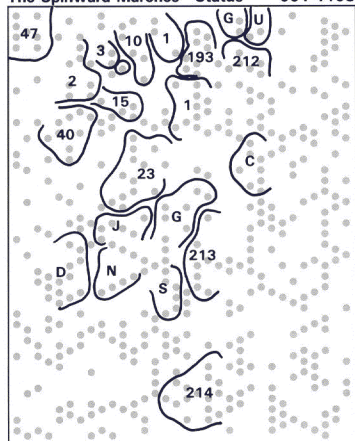
The Spinward Marches Status 180-1108
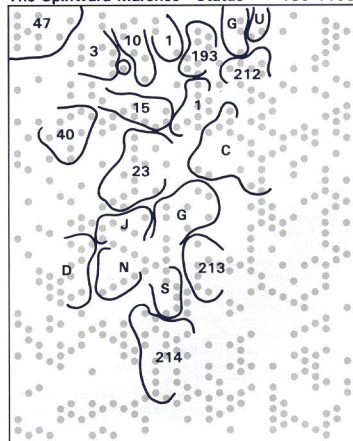
The Spinward Marches   Status   001-1109
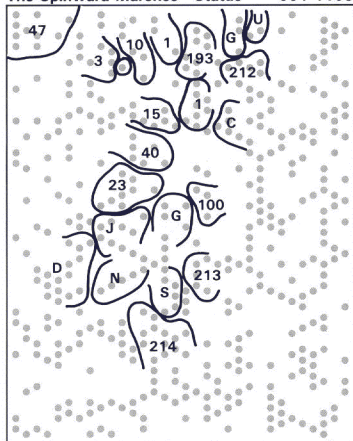
The Spinward Marches   Status   180-1109
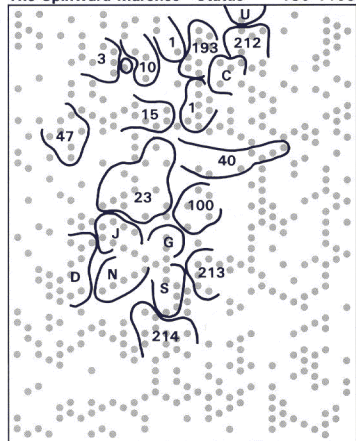
The Spinward Marches   Status   001-1110
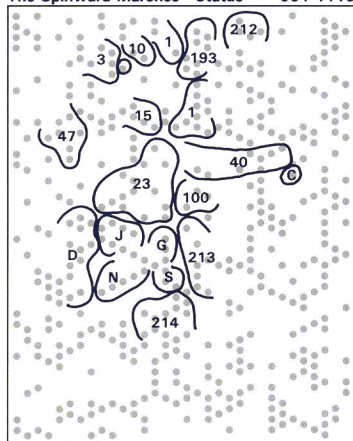
The Spinward Marches   Armistice   120-1110
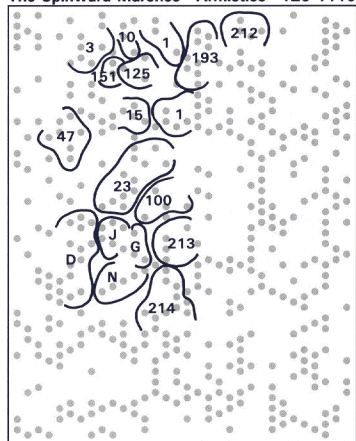
The Spinward Marches   Eve of 1FW   589
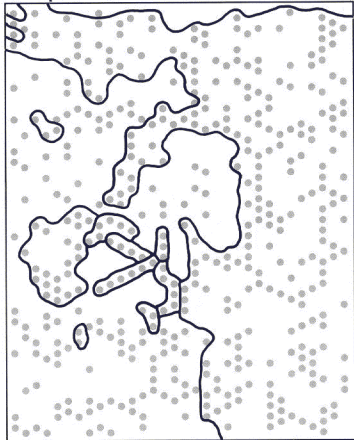
The Spinward Marches   End of 1FW   604
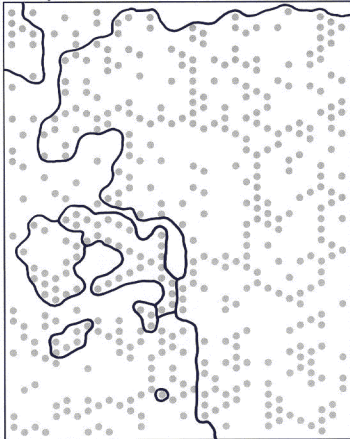
The Spinward Marches   Eve of 2FW   615
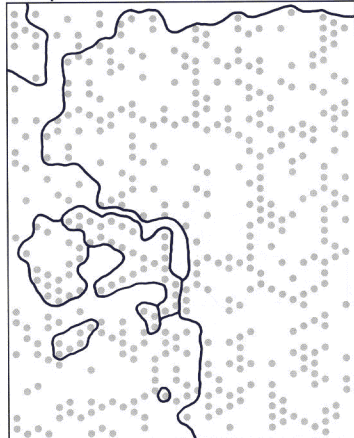
The Spinward Marches   End of 2FW   622
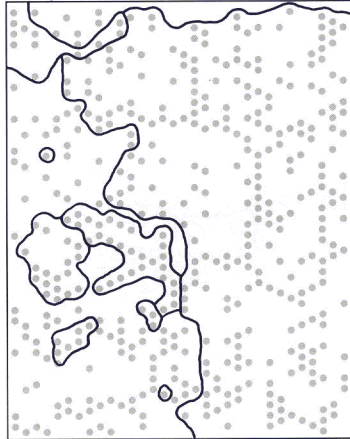
The Spinward Marches   Eve of 3FW   979

The Spinward Marches   End of 3FW   986
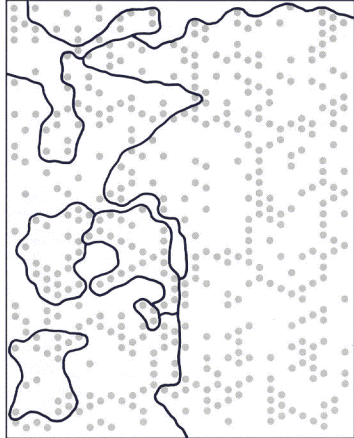
The Spinward Marches   Eve of 4FW   1082
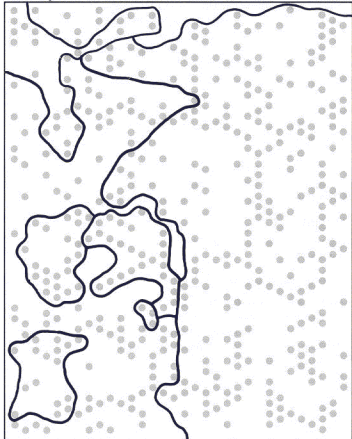
The Spinward Marches   End of 4FW   1084

TIMELINE FOR THE FIFTH FRONTIER WAR

Date	Event
186-1107	Zhodani battle fleets appear at Ruie (1809).
187-1107	Zhodani declaration of war delivered.
201-1107	Imperium begins evacuation of Regina (1910) in anticipation of Zhodani invasion.
204-1107	Imperium announces presumed state of war with Sword Worlds. Lanth (1719) under attack. Efate (1705) under Zhodani seige.
206-1107	Detached Imperial Scouts called up.
210-1107	Regina (1910) reports no invasion to date.
212-1107	Duke Norris of Regina reported ill or deposed.
214-1107	Heavy fighting takes place at Efate (1705) and Louzy (1604).
243-1107	Serious guerrilla attacks by Ine Givar at Equus (2417), Meleto (2827), and Bendor (2336).
035-1108	Yorbund (2303) taken by Vargr.
036-1108	Ruby (1005), Emerald (1006), and Lysen (1307) taken by Zhodani.
037-1108	Jewell (1106) and Kinorb (2202) continuing to resist.
097-1108	Zhodani raiding fleet strikes Inthe (2410); cripples massing Imperial fleet.
168-1108	Sword Worlds troops invade Saurus (1520).
229-1108	Zhodani fleet strikes Boughene (1904).
281-1108	Imperial fleet strike against Lysen (1307) unsuccessful.
302-1108	Imperial and Zhodani fleets clash at Tremous Dex (1311).
338-1108	Heya (2402) and Beck's World (2204) capitulate to Vargr invasion fleets.
362-1108	Mirriam (1315) occupied by Zhodani fleet. Calit (1515) under attack.
021-1109	Ghandi (1815) attacked by Zhodani fleet and forces including the Zhodani Consular Guard.
029-1109	Imperial operations to relieve Efate fail.
059-1109	Couriers from Jewell (1106) report the world continues to hold out.
083-1109	Imperial fleets retake Yorbund (2303). Operations continue against Heya (2402).
096-1109	Sword Worlds forces driven off Lanth (1719).
122-1109	Vargr battle fleet destroyed off Dentus (2201).
128-1109	Imperial forces raid Ninjar (0608).
132-1109	Admiral Santanocheev relieved and replaced by Duke of Regina.
147-1109	Imperial forces retake Calit (1515).
231-1109	Battle of Rhylanor (2716).
241-1109	Sword World forces expelled from Lanth subsector.
252-1109	Vargr forces surrender; negotiate separate peace.
348-1109	Zhodani fleet fleeing Battle of Rhylanor (2716) ambushed at Calit (1515) and severely mauled.
004-1110	Arden (1011) discards neutrality and allies with Imperium.
023-1110	Operations to relieve Jewell 1106) begin. Lysen (1307) retaken.
099-1110	Armistice declared effective 120-1110.

Norris, with some slight evidence that his warrant from the Emperor was aboard on Algine (aboard a wrecked cruiser down on the planet), led a secret expedition to that interdicted world to recover the document. The quandary that faced Norris was that he was prohibited from going to the interdicted world of Algine without the express permission of the Emperor. The warrant, if it was there, would be permission to go there; if it wasn't there, he risked his career.

Returning with the warrant, Norris seized control of the fleet structure and sacked Santanocheev. Working closely with the efficient Naval Intelligence apparatus, Duke Norris was able to analyze Zhodani ship movements and to predict their major thrust across the Abyss in time to transfer the Corridor Fleet to Porozlo and Rhylanor.

The repulse of the Zhodani 40th Fleet from Rhylanor and the ambush of that same fleet at Calit spelled the beginning of the end of the Fifth Frontier War.

Provincial Governor Dlafl Shtaliajtlas: On the Zhodani side, the initial preparations for war were placed in the hands of Rpovincial Governor Shtaliajtlas, primarily because of his high social standing. Only Admirals Chteprnentlasche and Polietstlasche outranked him socially.

Shtaliajtlas' preparations were unfortunately simplistic. While great attention was paid to detail, certain basic assumptions proved to be wrong, and that ultimately proved fatal to Zhodani victory. The assumptions that Jewell and Efate would fall to siege proved wrong and shaped the entire course of the war. Once the war started, those basic assumptions would prove difficult to change.

THE ARMISTICE

With the failure of the 40th Fleet's assault on Rhylanor, the war had two possible courses: a long succession of sieges or an immediate armistice. On 116-1110, representatives of the Imperium and the Zhodani Consulate met at Esalin (1004) to discuss a cease fire, imposed as soon as word could be disseminated to the fleets. It was agreed that there would be no territorial gains for any participants. However, Darrian refused to call its reclamation of territory originally Darrian as *gains*. Similarly, the Imperium pointed to its prior occupation of Quar in the Chronor subsector to refute charges of territorial *gain* as applied to that world. Other than those two border changes, the Armistice of 1110 called for a return to the status quo.

The only other major change in relationships in the Marches was the establishment of the Border Worlds Confederation from ten worlds in the trailing Sword Worlds. Although a client-state of the Imperium, it remains independent and sovereign.

TIMELINE

The timeline indicates the dates and major events of the Fifth Frontier War.

THE PREVIOUS WARS

Strategic maps of the Frontier Wars on pages 14 and 15 show the territorial changes which resulted from those wars. The maps make it possible to see the changing allegiances of worlds within the Marches as worlds have changed hands due to the continuing wars.

The Spinward Marches

The conventions of Imperial astrography establish interstellar directions with respect to the shape and rotation of the galaxy. Toward the central core is coreward; toward the rim is rimward. In the direction of galactic rotation is spinward; against the rotation is trailing. When a name was given to the Imperial frontier sector to spinward, the natural one was the Spinward Marches.

The spinward edge of the Imperium is 130 parsecs from the Emperor's throne on Capital. Beyond that border lie many worlds; some are client-states of the Imperium, while others are independent non-aligned governments.

ALLEGIANCES

Worlds are classified by (among other things) allegiance: the higher nationality or authority which they defer to or obey. In the Spinward Marches, there are eight distinct allegiances (in addition to the more nebulous classifications of Imperial client-state and non-aligned worlds).

Arden: The Federation of Arden consists of Arden (1011) and its two colonies: Utoland (1209) and Zircon (1110).

Arden is controlled by the Arden Society, a small group of dedicated individuals who become members through financial or labor contributions. The government is extremely repressive.

Border Worlds: Established as an Imperial client-state from occupied worlds along the Imperial-Sword Worlds border in 1111, the Border Worlds is a federation tightly controlled by its capital at Beater, which in turn is tightly controlled by the Imperium.

Droyne: The two worlds of Andor and Candory in the Five Sisters subsector are Droyne worlds, maintained as reserves for the Droyne by the Imperium. Although the worlds are technically members of the Imperium, they maintain their own identity and allegiance.

Darrian Confederation: The Darrian Confederation is a loose organization of worlds in the Darrian subsector. Its population is 20% Solomani, 12% other human races (mostly Vilani), and 8% Aslan. The remaining 60% majority is Darrian, a minor human race. The Darrian Confederation is an independent government which is aligned with the Imperium.

Darrian was originally contacted by Terran traders in −1511, and rapidly progressed to tech level 16 by −924. Disastrous flares in Darrians primary devastated the world, however, and it was not until −271 that the world again ventured into space.

Darrian's greatest strength is the Arden society. Darrian scientists are reputed to be able to induce subnova flares in stars at will.

Imperial: Imperial worlds are members of the Imperium; the protection of the Imperial Navy encourages trade and commerce. The size of the Imperium has strained the ability of the Empire to govern, and as a result, worlds remain relatively independent.

Sword Worlds Confederation: The Sword Worlds subsector was settled by Solomani colonists about −400. Over the centuries, the individual Sword Worlds have formed a variety of different (and often rival) interstellar governments. In 852, all of the worlds were brought together under one confederation: the Sword Worlds Confederation.

At the end of the Fifth Frontier War, the Imperium occupied portions of the Sword Worlds, and forced the divestment of some worlds along the Imperial border.

The Sword Worlds are remarkable primarily for their homogeneity; each world has its own specific, different culture, but these differences between the cultures are imperceptible to outsiders.

Vargr: A single world in the Spinward Marches has been colonized by Vargr. Rushu (0215) was originally colonized by the *Rukh Aegz* (the Worlds of Leader Rukh) in 1070. Human settlements on the world were bought out at a fair price during the establishment of the colony. In 1099, Rushu declared its independence from the Rukh Aegz and aligned itself with the Zhodani Consulate.

Zhodani: The Zhodani Consulate contains more than 6,500 worlds in 175 subsectors. Three of those subsectors extend into the Spinward Marches.

The Zhodani Consulate is a democracy in which only hereditary nobles are eligible to vote. In addition, the hereditary nobles (and some commoners who show potential) have a monopoly on psionic training. This psionic ability in the hands of the rulers allows imposition of very strict controls, but at the same time it is possible to keep a large majority of the citizenry content and happy.

The Zhodani Consulate, because of its psionics, finds itself and the Imperium (which prohibits psionics) at odds.

TRADE ROUTES

The natural variation in worlds means that some become sources of goods, and that others become markets for those goods. As the Spinward Marches developed and were colonized, natural trade routes developed between the sources of goods and their markets.

Ultimately, those trade routes were formalized by interstellar governments. Communications routes served by express boats connected the major worlds of the sector, and merchant companies established passenger and scheduled freight service along the same routes.

Within the Spinward Marches, there are two basic types of trade routes: the Xboat Lanes and the Spinward Main.

Xboat Lanes: The Imperium maintains communications with its bureaucracy through a network of express boats travelling along established routes between specific bases.

Naturally, the xboat network soon became a postal network as well, carrying commercial and private correspondence as well.

At the same time, the large merchant corporations duplicate the service by sending their cargo carriers and passenger liners to the same places the xboats served.

The Spinward Main: Through an accident of interstellar distribution, there exists a chain of worlds, each within one parsec of the next, which links fifteen of the sixteen subsectors of the Spinward Marches. Well known to merchants in the Marches as the *Spinward Main*, its accessibility to jump-1 traders makes it the major trade route for the smaller companies.

BRIEF HISTORY OF THE MARCHES

The Spinward Marches remained relatively unexplored and unsettled until the Imperium expanded into it between 75 and 400. But some settlements were established before then.

The Darrians date their settlement to −300,000, when the Ancients transplanted them to Darrian (0627) from Terra. It was

not until −1511, when they were contacted by Terran traders, that they actually began to expand to the stars.

Vanejen (3119) was colonized as an advanced outpost about −2400 by the First Imperium. Some colonists elected to remain behind, and they continue to populate the world.

In about −1000, Algine (2308) was settled by a Solomani colonization ship.

In −399, Gram (1223) was the first of the Sword Worlds to be colonized; other Sword Worlds were colonized in the centuries that followed.

In addition, many of the worlds of the Spinward Marches had their own native populations: the Droyne of Andor and Candory, the Llellewyloly of Junidy, the Eibokin of Yebab, the Larianz of Byret.

Imperial Development: True development of the Spinward Marches began with the arrival of the Imperials. In 60, Mora (3124) was settled; Regina (1910) was settled in 75. Between 200 and 400, the major Imperial exploration and settlement of the Marches took place. By 500, there were Imperial explorations beyond the Marches and into Zhodani territory in the adjacent Foreven sector.

Imperial expansion led to conflict with the governments already established in the Marches. An alliance of Zhodani, Sword Worlds, and Vargr called the Outworld Coalition attacked in 589, starting the First Frontier War. The upheaval that followed the war started the Imperial Civil War, and that was the direct cause of the Second Frontier War, where the losers of the first war saw an opportunity to regain their losses. The end of the Second Frontier War and of the Civil War brought about a lasting (if sometimes uneasy) peace in the Marches.

In the years after the Civil War, the Imperium established its xboat service which linked all of the major worlds together with a high speed postal service. The service and its routes were completed by 800.

Peace in the Marches lasted until 989, when the Third Frontier War (again pitting the Imperium against the Outworld Coalition) began. The Fourth Frontier War, about a hundred years later, was a short and abortive war with few gains for either side.

The Fifth Frontier War (1107 to 1110) was the third (and hopefully the last) of the recent wars in the Marches.

THE SUBSECTORS

Using the standard subsector divisions for a sector, the Spinward Marches are divided into sixteen subsectors. Because the arbitrary subsector boundaries are observed by the Imperial bureaucracy, each subsector assumes an identity of its own.

Chronor Subsector (A): The Chronor subsector lies at the extreme spinward reach of the Imperial frontier, and has long been a point of friction between the Imperium and the Zhodani Consulate. The Zhodani corrupted spelling is Cronor.

Many worlds in the Chronor subsector remain nominally independent, although they are under Zhodani protection. Long term education and development programs are in progress to integrate these worlds into the Zhodani Consulate.

Quar (0808) is the site of an Imperial naval base. The world was originally settled by Imperials, but was pronounced independent as a result of the armistice after the Third Frontier War. It was regained in the Fifth Frontier War.

Querion Subsector (E): The Querion subsector is a remote frontier region, sparse in worlds and difficult for many commercial ships to pass through. Nearly the entire subsector is claimed by the Zhodani Consulate, although only a handful of worlds at its coreward edge are actually under Zhodani rule.

Both the Sword Worlds and the Darrian Confederation lay claim to the triple worlds of Winston (0620), Anselhome (0820), and Entrope (0720). The Imperium backs Darrian claims; the Zhodani Consulate backs the Sword Worlds claim. The Sword Worlds have occupied the three worlds since the end of the Third Frontier War.

The Imperium established a research station in the Retinae (0416) system in 556; at that time the system was part of the Imperium. Despite the relinquishment of the system (along with all other possessions in the subsector) in 986, the research station has been maintained, and is a source of continual friction with the Zhodani. The Imperial Navy maintains a courier route with the Imperial frontier at Frenzie (1116) via Thanber (0717).

Extensive lanthanum deposits have been reported at Bael (0218).

Asmodeus (0512) is reported to be recovering from a nuclear war which ended in 1005.

Darrian Subsector (I): The Darrian subsector contains the Darrian Confederation, a loose, interstellar community of about twenty worlds. Darrian is the oldest interstellar government in the Marches and boasts a higher technology level than any other world in the sector.

Spume (0727) has been substantially improved by the Darrian government as a military base for defense against possible Sword World invasions.

Five Sisters Subsector (M): When merchant captain Ignaz Ruffleran ventured into this subsector in search of markets, he found a cluster of five promising worlds and claimed them for his own. He named them for his daughters and left each to its namesake in his will to exploit and administer. These five worlds— Mirriam (0333), Jone (0433), Karin (0534), Penelope (0534), and Ucella (0533)— give their name to the subsector; they are the Five Sisters.

The Five Sisters subsector includes a remote, unconnected piece of the Imperium. The only established communications route back to the Imperium extends nearly ten parsecs through the Sword Worlds.

The subsector is only sparsely settled. Colonization in earnest was begun under the auspices of Emperor Paulo I in 740, but stopped with the advent of the Psionic Suppressions of 800. The entire region has been under Imperial Naval administration since then.

Jewell Subsector (B): Sometimes known as the Battle subsector, this region was originally settled between 300 and 400 by Imperial colonists.

The Jewell subsector is fragmented into three distinct areas: the Jewells, an Imperial region answering to the Duke of Regina; the Zhodani military district under the control of the Chronor subsector establishment; and a neutral zone theoretically demilitarized, but open to both the Imperium and the Zhodani.

Esalin (1004) was originally settled by Imperial colonists in 835, but fell to Zhodani advances during the opening weeks of

the Fourth Frontier War (1082-1084). When the armistice for the war was signed, it was agreed to allow joint Imperial-Zhodani administration of the world, and it was officially declared neutral in 1098. The site of much fighting during the Fifth Frontier War, Esalin was reconquered by the Imperials and the Zhodani government expelled (a substantial Zhodani citizenry remains).

Vilis Subsector (F): The coreward portion of the subsector is the demilitarized neutral zone established after the Third Frontier War. Along the Imperial border runs the xboat route which connects Regina with the subsector capital at Frenzie.

The subsector was originally explored by the Sword Worlds, with individual worlds surveyed and claimed by individual Sword Worlds. Limited colonization was undertaken, but activity was more in the line of exploitation of readily available resources than settlement. When the Imperials reaches the subsector, extensive Imperial colonization displaced Sword Worlders and led to the subsector's absorption by the Imperium.

Vilis (1119) was the original subsector capital, settled in 240 by colonists from Gungnir. Garda-Vilis (1118) was colonized from Vilis in 290; the name means New Vilis. In 470, much of the subsector was absorbed into the Imperium, and that absorption is one of the reasons cited by the Sword Worlds for its membership in the Outworld Coalition and participation in the First Frontier War.

Arden (1011), capital of the Arden Federation (with two colonies in adjacent Jewell subsector) is a former Imperial world which has established its independence and neutrality. The world is a neutral meeting place for Imperial and Zhodani negotiators.

The Sword Worlds (J): Originally settled by Solomani exiles during the period -400 to -200, the Sword Worlds are named for legendary named swords (and other arms) from the varied history of Terra. Names include Tizon and Colada from the spanish El Cid, and Excalibur from the King Arthur epics.

Settled at about the same time, the many worlds have progressed at about the same rate technologically, and the worlds are remarkably socially and culturally. Nevertheless, the relationships between the many worlds have undergone many changes over the centuries. Worlds join together into confederations; those interstellar governments provide a safety of numbers. The precise nature of such confederations ranges from a simple trading community (with preference to its members) to a powerful empire.

In 852, the Sword Worlds Confederation was established with its capital at Joyeuse. It participated in the Third Frontier War on the side of the Zhodani; after the war, a coup by an anti-Imperial faction transferred the capital to Gram.

All members of the Sword Worlds maintain independent local navies; they patrol their own systems for the protection of trade. The Confederation Charter calls for the confederalization of these forces in times of need; local admirals are then chosen (based on their homeworld's financial, equipment, and troop contributions) to lead fleets on operations.

The performance of the Sword Worlds forces during the Fifth Frontier War was faltering and suffered from a lack of cohesive leadership. Following their defeat by the Imperials— and the occupation of Dyrnwyn (1522), Beater (1424), and Biter (1526)— the worlds along the Imperial border broke off from the Con-

federation to create a pro-Imperial puppet state (called the Border Worlds, with its capital at Sting).

District 268 (N): The Imperium maintains a policy of limited, deliberate expansion. Subsectors along its border which are potential acquisitions are called Districts and numbered sequentially. District 268 is the 268th subsector to be considered for conclusion.

District 268 was formally added to the Imperial rolls in 610 (the neighboring Five Sisters subsector was originally District 267; created at the same time).

As a district, its worlds are not members of the Imperium, but they do receive Imperial protection. Imperial affairs are administered at Glisten (2036) although a token capital is maintained at Mertactor.

In the early years of Marches exploration, the Spinward Main route through District 268 was the only viable route for the jump-1 ships trading with the asteroid belt at Glisten (it still is). As a result, several important worlds have been developed along the route: Forine (1533)— an industrial world producing electronics components; Tarkine (1434)— an agricultural producer of exotic spices; and Collace (1237)— an industrial world producing a wide variety of low-cost, high-tech goods.

Regina Subsector (C): Major settlements were in place in this subsector very early in the history of the Marches; Regina (1910) quickly established itself as a trade center and the capital.

Ruie (1809) was surveyed and settled at about the same time as Regina, but its culture was structured as isolationist; presented with the opportunity to join the Imperium in 235, it declined and has remained an independent world since.

Beck's World (2204), colonized in 228 as Frisini, was a crucial battlefield in the Civil War, finally falling to a pro-Imperial mercenary regiment (Beck's Bruins, under Colonel Vilina Beck). The conquerors stayed after the war, rewarded with land grants on their conquest, and the planet's name was changed to Beck's World.

Lanth Subsector (G): Lanth subsector is a paradox of astrography; the large abyss in its center makes its worlds virtually inaccessible, but the line of worlds forming a jump-1 route through it make it a vital transportation link.

Tureded (2414), long a sleepy agricultural world depending on passing free traders to provide markets for its goods, lies at the junction of jump-1 routes leading to Jewell, Regina, Rhylanor, and Lunion subsectors. Its upgrade to a class B starport is imminent, and the Imperial Interstellar Scout Service has expressed interest in establishing an xboat link with Rhylanor and Rech (and thus through to Regina).

Lunion Subsector (K): Lunion subsector is the crossroads of the Spinward Marches; trade routes connect with the Sword Worlds and Darrian, with Glisten and the Trojan Reach Sector rimward, and with Regina and Jewell coreward. In addition, the Spinward Main passes through the subsector.

The Ling Standard Products shipyards at Strouden (2327) and Lunion (2124) are two of the largest producers of starship hulls in the Marches, specializing in warships for the Imperial Navy.

The asteroid belt at Zaibon (1825) was once a major source of copper for industry in the subsector, but the lodes are now

played out, and the system facilities are deteriorating.

The deserts on Wardn (1727) are decorated by large-scale patterns carved by anerobic life forms during their seasonal migrations. Some academics researching this phenomena feel the patterns are an expression of intelligence.

Quiru (2321) is governed by a military junta. Placed in power by a small mercenary army, the junta is tolerated by the Imperium because the government it replaced was less efficient.

Glisten Subsector (O): Glisten subsector is an isolated spur of the Imperial xboat network.

Egypt (1737) is an Imperial Ministry of Colonization training base.

Mithras (1932) is an Imperial exile prison; individuals convicted of certain categories of crimes are deported to this world where they can begin life anew.

The Imperial Reserve on Marastan (2231) contains sprawling examples of flora and fauna collected by the Imperial Interstellar Scout Service during surveys and explorations. This Imperial collection, available only for research by accredited scholars, is one of the largest in the Imperium. Although the Emperor has never visited the collection, it is reported that action holographs of it are used for decoration and entertainment at the Summer Palace on Umgadin in Core.

Aramis Subsector (D): Aramis subsector is a major agricultural producer in the Marches; much of its produce is exported to the Vargr Extents. The Imperial Interstellar Scout Service maintains several trading stations to facilitate trade and contact with the Vargr.

Zila (2908) is an agricultural world known for its wineries.

Pysadi (3008) is an agricultural world under the rule of a religious dictatorship. It has a fine reputation for its commodities, especially its fruits.

Junidy (3202) is the homeworld of the Llellewyloly: a race whose five limbs function as both hands and feet. The Llellewyloly have a complex society with many dimensions of social precedence; the same individual may be entitled to high status in one situation and low status in another, and to make an error in propriety is a serious matter.

Rhylanor Subsector (H): The Rhylanor subsector is a major population center of the Marches.

Porozlo (2715) and Rhylanor (2716) were the sites of massive naval battles between the Imperium and the Zhodani in 1109. The last ditch defense and final defeat of the Zhodani was instrumental in bringing an end to the Fifth Frontier War.

Pannet (2519) has an insidious atmosphere which is tainted with specific contaminants in different regions on the world surface. Harvesting of these gases is dangerous employment, but their value in industry on Lunion (2124) makes it highly profitable for companies and workers alike.

457-973 (3019) is interdicted by the Imperial Interstellar Scout Service to protect a local developing race from exploitation; a small human population studies the race from a remote underground installation.

Mora Subsector (L): The industrial hub of the Spinward Marches, the Mora subsector produces a wide variety of industrial goods at tech levels ranging from 8 to F.

The Imperial Research Station at Duale (2728) was damaged by an industrial accident in 1102;

refitted and refurbished in 1108, it now pursues secret research for the Imperial Navy.

Nexine (3030) is an underpopulated water world where the Imperial Ministry of Conservation currently operates a reseeding program using biologically altered humans. Candidates are provided with gill implants, synthetic skin insulation, and webbed extremities; they are transplanted to Nexine and participate in sea farming operations under the world's shallow seas.

Pimane (2527) is the site of several small scientific research laboratories. Recent investigations have located deep valleys which hold enough atmosphere to support indigenous life. The current hypothesis is that the world orginally held an atmosphere and supported life, but a cataclysmic collision with a rogue world stripped off Nexine's atmosphere several million years ago.

Maitz (2927) has long been a small starport along the major routes; recent discoveries of radioactives in recoverable quantities have led to extensive development of the world's facilities.

The industrial world of Pallique (3029) is well-known for its vacuum suits (tech level E) and its air recycling program. Pallique's orbit is inclined to the plane of the ecliptic in its star system, and it passes through an asteroid belt at the same distance from the star twice per local year. The hazard from meteorite showers has led to almost total underground construction.

Trin's Veil (P): The shattered moon of Trin (3235) creates a veil of highly reflective particles around the world and gives a name to the entire subsector.

Thisbe (2539) is a desert world being terraformed by the megacorporation Sharurshid under a contract from the Imperial Ministry of Conservation. Ice and frozen gas asteroids are maneuvered from the Thisben planetoid belts to Thisbe, where they improve water availability and atmosphere content.

The Imperial Way Station at Katarulu (3032) is also the site of the Scout Service Xboat Pilot Training School for the Marches.

DATA FORMATS

The information in Second Survey is provided in specific formats in order to allow quick and easy access to the data.

Data is grouped by Sectors, corresponding to sections of the Imperium and of surrounding space. Within each sector, a short introduction is followed by a brief history of the region and a statement about local governments.

Basic Data shows allegiance codes, their meaning, the number of worlds and their total population within each allegiance.

Stellar Census totals the types of stars present in the sector and shows them by spectral type and stellar size. The total number of solitary, binary, and trinary stars is also shown.

Data Entries: The heart of the Second Survey is the list of individual data entries for systems within the sector. Each entry consists of a location number, a world UPP, a base code, trade classifications, an additional data group, and up to three star data entries.

World UPPs

World UPPs (Universal Planetary Profiles) are constructed of eight discrete digits or characters in order to provide a quick readout of the basic information about the world. Each segment of the UPP is one digit or character. The data is presented in the following order:

World UPP Components

Code	Description
Starport	Type of starport facility on world.
Size	Diameter (in units of 1,600 kilometers).
Atmosphere	World atmosphere type.
Hydrographics	World surface covered with water (in tenths).
Population	Exponent of intelligent population.
Government	World government type.
Law Level	Degree of oppression by law.
Technological Level	Level of technological achievement.

Starports

Code	Starport Type
A	Excellent Quality. Refined fuel available. Annual maintenance overhaul available. Shipyard capable of constructing starships and non-starships present. Naval base and/or scout base may be present.
B	Good Quality. Refined fuel available. Annual maintenance overhaul available. Shipyard capable of constructing non-starships present. Naval base and/or scout base may be present.
C	Routine Quality. Only unrefined fuel available. Reasonable repair facilities present. Scout base may be present.
D	Only unrefined fuel available. No repair facilities present. Scout base may be present.
E	Frontier Installation. Essentially a marked spot of bedrock with no fuel, facilities, or bases present.
X	No Starport. No provision is made for any ship landings.

Starport indicates the best quality starport in the star system.

World Size Data

Size	Diameter	Mass	Area	Gravity	Esc Vel
1	1,600	.0018	.015	.122	1.35
2	3,200	.015	.063	.240	2.69
3	4,800	.063	.141	.377	4.13
4	6,400	.125	.250	.500	5.49
5	8,000	.244	.391	.625	6.87
6	9,600	.422	.563	.840	8.72
7	11,200	.670	.766	.875	9.62
8	12,800	1.000	1.000	1.000	11.00
9	14,400	1.424	1.266	1.120	12.35
X	16,000	1.953	1.563	1.250	13.73

Size is the size code from the Universal Planetary Profile (UPP) and expresses the diameter of a world in approximately 1,600 km units (or 1,000 mile units). Diameter is in kilometers. Mass is in Earths (Earth = 1) and assumes a density similar to Earth (5.5 grams per cubic centimeter). Area is in Earths (Earth = 1). Gravity is in Gs (Earth = 1). Escape velocity is in km per sec.

Atmosphere

Code	Description
0	No atmosphere. Requires vacc suit.
1	Trace. Requires vacc suit.
2	Very thin. Tainted. Requires combination reaspirator/filter.
3	Very thin. Requires respirator.
4	Thin. Tainted. Requires filter mask.
5	Thin. Breathable.
6	Standard. Breathable.
7	Standard. Tainted. Requires filter mask.
8	Dense. Breathable.
9	Dense. Tainted. Requires filter mask.
A	Exotic. Requires special protective equipment.
B	Corrosive. Requires protective suit.
C	Insidious. Requires protective suit.
D	Dense, high. Breathable above a minimum altitude.
E	Ellipsoid. Breathable at certain latitudes.
F	Thin, low. Breathable below certain altitudes.

Atmosphere type shows the general character of the atmosphere for a world on its surface.

Hydrographics

Code	Description
0	No water. Desert World.
1	10% water.
2	20% water.
3	30% water.
4	40% water.
5	50% water.
6	60% water.
7	70% water. Equivalent to Terra or Vland.
8	80% water.
9	90% water.
A	100% water. Water World.

If atmosphere type is A or above, fluid may be present in place of water.

Population

Code	Description	
0	Few or no inhabitants.	
1	Tens of inhabitants.	10
2	Hundreds of inhabitants.	100
3	Thousands of inhabitants.	1,000
4	Tens of thousands of inhabitants.	10,000
5	Hundreds of thousands of inhabitants.	100,000
6	Millions of inhabitants.	1,000,000
7	Tens of millions of inhabitants.	10,000,000
8	Hundreds of millions of inhabitants.	100,000,000
9	Billions of inhabitants.	1,000,000,000
A	Tens of billions of inhabitants.	10,000,000,000

Population shows a rough statement of population level for a world. The first digit of the additional data group provides a refinement of the population digit.

Government Type

Code	Description	Allegiance
0	No Government Structure.	
1	Company/Corporation.	
2	Participating Democracy.	
3	Self-Perpetuating Oligarchy.	
4	Representative Democracy.	
5	Feudal Technocracy.	
6	Captive Government/Colony.	
7	Balkanization.	
8	Civil Service Bureaucracy.	
9	Impersonal Bureaucracy.	
A	Charismatic Dictator.	
B	Non-Charismatic Dictator.	
C	Charismatic Oligarchy.	
D	Religious Dictatorship.	
E	Religious Oligarchy.	
F	Totalitarian Oligarchy.	
G	Small Station or Facility.	Aslan.
H	Split Clan Control.	Aslan.
J	Single On-world Clan Control.	Aslan.
K	Single Multi-world Clan Control.	Aslan.
L	Major Clan Control.	Aslan.
M	Vassal Clan Control.	Aslan.
N	Major Vassal Clan Control.	Aslan.
P	Small Station or Facility.	K'kree.
Q	Krurruna or Krumanak Rule for Off-world Steppelord.	K'kree.
R	Steppelord On-world Rule.	K'kree.
S		
T		
U	Supervised Anarchy.	Hiver.
V		
W		
X	Droyne Hierarchy.	Droyne.
Y		
Z		

Government shows the basic governmental structure for a world.

Law Level

Code	Description
0	No prohibitions.
1	Body pistols, explosives, and poison gas prohibited.
2	Portable energy weapons prohibited.
3	Machineguns, automatic rifles prohibited.
4	Light assault weapons prohibited.
5	Personal concealable weapons prohibited.
6	All firearms except shotguns prohibited.
7	Shotguns prohibited.
8	Long bladed weapons controlled; open possession prohibited.
9	Possession of weapons outside the home prohibited.
A	Weapon possession prohibited.
B	
C	
D	
E	
F	
G	
H	
J	
K	Totally oppressive and restrictive.
L	

Law level indicates basic legal status and shows probability of harassment by local enforcers.

Technological Level

Code	Description	
0	Stone Age. Primitive.	
1	Bronze, Iron	Bronze Age to Middle Ages.
2		circa 1400 to 1700.
3		circa 1700 to 1860.
4	External Combustion	circa 1860 to 1900.
5	Mass Production	circa 1900 to 1939.
6		circa 1940 to 1969.
7	Miniaturized Electronics	circa 1970 to 1979.
8		circa 1980 to 1989.
9		circa 1990 to 2000.
A	Interstellar community.	
B	Lower Average Imperial.	
C		
D	Average Imperial.	
E	Above Average Imperial.	
F	Above Average Imperial.	
G	Technical Imperial Maximum.	
H	Occasional Imperial	
J		
K		
L	Comprehensible only as technological magic.	

Technological level shows the degree of technological sophistication to be expected on a world.

Stellar Data

Stellar Data indicates the spectral class and size class of stars in the system. Up to three stars may be present and information shown on them.

Stellar Type

Code	Description	Temperature
O	White	14,200-28,000
B	Blue-White	9,600 - 9,800
A	White	8,000 - 8,800
F	Yellow-White	6,100 - 7,400
G	Yellow	4,700 - 6,100
K	Orange	3,300 - 5,000
M	Red	1,900 - 3,600

Stellar type indicates the spectral classification of a star; colors are the essential perceived colors of the star's visible light. Temperature is given in degrees Kelvin.

Stellar Size

Code	Description	Diameter
Ia	Bright Supergiant.	52	-3500
Ib	Weak Supergiant.	30	-1000
II	Bright Giant.	14	-1000
III	Normal Giant.	4.6	- 360
IV	Subgiant.	3.3	- 13
V	Main Sequence Star.	0.2	- 10
VI	Subdwarf.	0.1	- 1.2
VII	White Dwarf.	0.006- 0.018

Stellar size indicates the radius of the star expressed in solar radii and shows the relative differences to be expected.

Base Codes

Base codes show the presence of military bases in a system; special codes deal with the presence of more than one type of base within the same system in order to maintain a single base code letter per system.

Bases

Code	Description	Allegiance
A	Naval Base and Scout Base.	Imperial.
B	Naval Base and Way Station.	Imperial.
C	Corsair Base.	Vargr.
D	Depot.	Imperial.
E		
F		
G	Naval Base.	Vargr.
H	Naval Base and Corsair Base.	Vargr.
J		
K	Naval Base.	K'kree.
L		
M	Military Base.	
N	Naval Base.	Imperial.
O	Naval Outpost.	K'kree.
P		
Q		
R	Clan Base.	Aslan.
S	Scout Base.	Imperial.
T	Tlauku Base.	Aslan.
U	Tlauku and Clan Base.	Aslan.
V		
W	Way Station.	Imperial.
X	Relay Station.	Zhodani.
Y	Depot.	Zhodani.
Z	Naval/Military Base.	Zhodani.

Base codes indicate allegiance and general mission or type.

Trade Classifications

Trade classifications indicate obvious or important characteristics for worlds defined by the world UPP. They serve to show the potential for a world based on its capacity as a source of trade goods, a market for trade goods, or both.

Trade Classifications

Code	Description
Ag	Agricultural.
As	Asteroid Belt.
Ba	Barren World.
De	Desert World.
Fl	Fluid Hydrographics (in place of water).
Hi	High Population.
Ic	Ice-Capped.
In	Industrialized.
Lo	Low Population.
nAg	Non-Agricultural.
nIn	Non-Industrialized.
Po	Poor.
Ri	Rich.
Va	Vacuum World.
Wa	Water World.

Remarks

Code	Description
An	Ancient Site.
Cp	Subsector Capital.
Ex	Exile Camp.
Pr	Prison
Re	Reserve
Rs	Subsector Capital
*	Sector or Regional Capital.

Remarks are additional statements not considered to be trade classifications.

Additional Data

The additional data group shows the travel zones for a system (within the Imperium), a refinement of the population digit, the number of planetoid belts in the system, and the number of gas giants in the system.

Travel Codes

Code	Description
Red	Interdicted. Dangerous to life and limb. Prohibited.
Amber	Potentially dangerous. Caution advised.
Green	Unrestricted.

Travel codes are provided by the *Journal of the Travellers' Aid Society*, and are used with permission of that publication.

Planetoid Belts: The second digit in the additional data group is the number of planetoid belts in the system. If the main world is an asteroid belt (size 0), then the number of planetoid belts is in addition to the asteroid belt.

Gas Giants: The third digit in the additional data group is the number of gas giants in the system.

Allegiances

Code	Description	Sector (if less than one)
Cs	Client State (of the Imperium).	
Da	Darrian Confederation.	Spinward Marches.
Dr	Droyne.	
Fa	Federation of Arden.	Spinward Marches.
Im	Imperium.	
Na	Non-Aligned	
Sw	Sword Worlds.	Spinward Marches.
Va	Vargr.	
Zh	Zhodani Consulate.	

Allegiance indicates the government which dominates a system.

References: The *Traveller* Book (GDW: 1982). *Scouts*, *Traveller* Book 6 (GDW: 1984). *Aslan*, Alien Module 1 (GDW: 1984). *K'kree*, Alien Module 2 (GDW: 1984). *Vargr*, Alien Module 3 (GDW: 1984). *Zhodani*, Alien Module 4 (GDW: 1985). *Droyne*, Alien Module 5 (GDW: 1985). *Solomani*, Alien Module 6 (GDW: 1986).

Spinward Marches Data

This listing provides basic information about the worlds of the Spinward Marches. The text listing is divided into eight columns.

Hex: Hex indicates the hex number location of the system in the Spinward Marches. The first two digits indicate the column of hexes on the map; the second two digits indicate the row.

UPP: The Universal Planetary Profile for the mainworld of the system is given in the standard **Traveller** format.

B: The B column indicates bases which may be present in the system. The meanings for the base symbols are given in the notes at the end of the text.

Remarks: Additional information such as trade classifications is given under Remarks. The meanings of the abbreviations are given at the end of the text.

Data: Data consists of three digits followed by a two letter allegiance code. The three digits may be preceded by a travel zone code (A for Amber; R for Red). The three digits indicate successively the population level, the number of planetoid belts in the system, and the number of gas giants in the system.

Population Level: This number times 10 raised to the Population power given in the UPP, indicates the population of the world. For example, world 0236 (C695735-9) has a population level of 6. Its population is 6x10⁷.

Allegiance: The identification of the government which controls the system is provided by allegiance. The meanings of the abbreviations are given at the end of the text.

Stars: The spectral classes and sizes of the stars in the system are provided under the headings Star1, Star2, and Star3.

BASES

The following abbreviations are used for bases: A—Imperial Naval co-located with Imperial Scout. B—Imperial Naval co-located with Imperial Scout Way Station. G—Military Garrison. M—Non-Imperial Military. N—Imperial Naval. S—Imperial Scout. W—Imperial Scout Way Station. Z—Zhodani Naval.

TRADE CLASSIFICATIONS

The following abbreviations are used for trade classifications: Ag—Agricultural. As—Asteroid Belt. Ba—Barren World. De—Desert World. Ic—Ice-Capped. In—Industrial. Hi—High Population. Lo—Low Population. nAg—non-Agricultural. nln—non-Industrial. Po—Poor. Ri—Rich. Va—Vacuum. Wa—Water World.

In addition, the following remarks are used: An—Ancient Site. Ex—Exile Camp. Pr—Prison. Re—Reserve. RsA—Research Station Alpha. RsB—Research Station Beta. RsG—Research Station Gamma. RsD—Research Station Delta. RsE—Research Station Epsilon. RsZ—Research Station Zeta. RsH—Research Station Eta. ☆—Subsector or Local Capital. ★—Imperial Sector Capital.

ALLEGIANCE

The following abbreviations are used for allegiances: Cs—Client State (of the Imperium). Bw—Border Worlds. Da—Darrian Confederation. Dr—Droyne World. Fa—Federation of Arden. Im—Imperial. Na—Non Aligned (Human). Sw—Sword World Confederation. Va—Vargr. Zh—Zhodani.

Hex	UPP	B	Remarks	Data	Star1	Star2	Star3
0101	C330698-9	A	nAg nln Po De	613Zh M9 V			
0102	C1207B9-A		nAg Po De	603Zh G8 V	M1 D	
0103	B263664-B	Z	nln Ri	910Zh M1 V	M4 D	
0104	C366243-9		Lo nln	520Zh F1 III		
0108	D8B2889-5		Fl	824Na A8 IV		
0111	B310598-8		nln	933Na K8 VI		
0114	C6B6431-A		nln Fl	123Na G4 V	M4 D	
0115	EA95124-4		Lo nln	910Na M0 III		
0122	D160441-4		nln Po De	210Na M3 V	M2 D	
0129	E62556B-4		Ag Va	210Na K9 V	M9 D	
0130	A2008CB-A		nAg Va	210Na M1 V	M5 D	
0133	B564500-B	N	Ag nln	A503lm M0 V		
0139	B130300-B	N	Lo nln Po De	A920lm G3 V	M1 D	
0140	E687200-0		Lo nln	702Na K7 V		
0202	C868586-5		Ag nln	801Zh G5 V	M3 D	
0212	C436635-6		nln	720Na A9 V	K8 VI	
0215	E766674-4		Ag nln Ri	903Va A0 IV	M6 D	
0218	E200100-8		Lo nln Va	812Na K2 V		
0223	B321588-B		nln Po	701Da M0 V	M3 D	
0230	D833000-3		Lo Ba nln Po	504Na F8 V		
0231	EAA5543-7		nln Fl	910Na A2 V		
0236	C695735-9		Ag An	R603Dr F3 V		
0240	E754401-8		nln	924Na G2 V		
0301	C686648-8		Ag nln Ri	201Na M1 V	M0 D	
0303	B21169B-C	Z	nAg nln Ic	801Zh M9 D	M9 D	
0304	A6369A5-D	Z	Hi ☆	810Zh M8 V		
0307	B4337CA-A	Z	nAg Po An	810Zh F7 V	M9 D	
0311	B46258A-8		nln	323Na F3 V		
0321	C233898-A	G	nAg Po	623Na G0 V		
0325	B354443-7	M	nln	834Da F0 V		
0326	C332652-9		nAg nln Po	423Da M5 V		
0332	E221598-6		nln Po	310lm F5 IV		
0333	B9998A6-A	B		A514lm M6 V		
0336	C593634-8		nln An	R920Dr F6 V	M3 D	
0340	E88A46A-4		nln Wa	210Na M3 V	M1 D	
0412	B200310-A	Z	Lo nln Va	701Zh M3 V	M3 D	
0414	C400546-8		nln Va	810Na K1 V	M6 D	
0416	E8C69AA-5		Hi Fl RsD	910Cs M9 V		
0421	E897977-A		Hi In	223Da M9 V		
0425	C554769-8		Ag	701Da M1 V	M3 D	
0426	B444831-9	M		401Da G3 V	M8 D	
0427	B566777-9		Ag Ri	420Da K8 V	M9 D	
0429	E453123-6		Lo nln Po An	410Na F7 V		
0430	C774622-5		Ag nln	310Cs M5 V	M3 D	
0433	B792785-9	N		A810lm M8 V	M5 D	
0440	D100133-7		Lo nln Va	A202Na G3 IV	M6 D	
0503	D648500-8		Ag nln	610Na M8 V		
0511	C786342-9		Lo nln	812Na M7 D		
0512	E596400-4		nln	205Zh K8 V		
0518	D445436-3		nln	810Cs K9 V	M7 D	
0526	D765657-3		Ag nln Ri	103Da F4 V	M7 D	
0527	A665A95-B	M	Hi ☆	110Da M6 V		
0528	E547798-5		Ag	901Na K3 V	M0 D	
0530	E42158A-8		nln Po	510Na K4 V		
0532	D574654-7		Ag nln	A410Cs F2 V	M6 D	
0533	C460642-4		nln Ri De	323lm F6 V	M7 D	
0534	A767768-C	A	Ag Ri	A410lm M7 V		
0538	B455741-7	N	Ag	A910lm M0 V	M1 D	
0539	C535225-9		Lo nln RsZ	601lm M7 V	M2 D	
0601	E975776-6		Ag	323Na F1 V		
0605	C665658-9		Ag nln Ri	410Na M0 V	M1 D	
0607	E883401-7		nln	910Na F0 V		
0608	A211666-C	Z	nAg nln Ic	410Zh A4 D		
0610	B756779-A	Z	Ag	111Zh F4 V	M0 D	
0613	B869554-C		nln	901Zh G8 V	M5 D	
0614	B254788-9	Z	Ag ☆	804Zh M6 V		

Hex	UPP	Remarks	Data	Star1	Star2	Star3
0618	EA8A799-6	Ri Wa	320Cs	M1 V		
0620	E887573-6	Ag nln	501Sw	K5 V	M9 D	
0622	D1405A7-9	nln Po De	523Da	G0 V	M5 D	
0624	A333644-D	nAg nln Po	710Da	M6 V		
0625	X893000-0	Lo Ba nln	R710Da	M1 V		
0627	A463955-G	Hi	225Da	G1 V	M1 D	
0632	C754766-7	S Ag	523lm	F8 V		
0637	C31479B-9	Ic	210lm	M8 V		
0638	E779454-7	nln	A601lm	M6 D		
0703	E334662-5	nln	320Na	F6 V		
0704	E738475-7	nln	820Na	K5 V		
0705	A886865-C	Z Ri	121Zh	G2 V		
0710	E7667A8-2	Ag	801Na	M9 V	M2 D	
0712	C592320-8	Z Lo nln	402Zh	M5 V	M8 VI	
0717	B243653-C	nln	210Cs	M9 V	M1 D	
0720	E336AAA-C	Hi	110Sw	G6 V	M1 D	
0721	X233231-4	Lo nln Po Ex	R820Da	G1 V		
0723	C446556-9	Ag nln Po	210Da	M5 II		
0724	B2326BB-C	N nAg nln Po	620Da	G0 IV		
0727	C140200-A	M Lo nln Po De	434Da	M7 V		
0729	D326258-6	Lo nln An	821Na	F7 V	M7 D	
0731	E224564-8	nln	801Na	M8 V	M3 D	
0732	A887798-C	N Ag Ri ☆	201lm	M9 V		
0739	E5136A7-4	nAg nln Ic	701Na	M4 V	M1 D	
0805	D525688-6	Z nln	A603Na	G4 V	M6 VI	
0807	E845300-3	Lo nln	910Na	G8 V	M7 D	
0808	B532720-8	N nAg Po	A401lm	M2 V		
0810	E9C3300-9	Lo nln Fl	103Cs	F8 V		
0820	C110588-8	nln	601Sw	M6 VI	M0 D	
0822	E65767A-3	Ag nln	502Da	M0 V		
0830	B854123-9	Lo nln	A822Cs	M2 V		
0834	E888421-7	S nln	A510Cs	M8 V	M7 D	
0837	E747569-7	Ag nln	210Na	G8 VI	M8 D	
0838	D786799-5	Ag Ri	701Na	M3 V	M3 D	
0840	E100316-9	Lo nln Va	821Na	M0 V		
0901	E7A1522-8	nln Fl	923Na	F8 III		
0902	C7B3386-9	Lo nln Fl	502Na	K8 V	M4 D	
0904	B766766-A	Z Ag Ri	A424Zh	M2 V		
0909	C372510-A	nln	A420Cs	K2 V		
0911	C796746-5	Ag	510Na	G2 V	M4 D	
0912	E201300-8	Lo nln Va Ic	520Na	F7 V		
0915	B200545-9	nln Va	204Cs	M3 V		
0919	X6B0000-0	Lo Ba nln De	R020Na	M4 V		
0921	B463747-9	M Ri	313Sw	M2 V		
0922	B386887-A	M Ri	323Sw	K2 IV	M3 D	
0927	B574A55-A	M Hi In	224Sw	M0 II	M6 D	
0930	A623514-B	B nln Po	710lm	F8 V		
0931	B7A7402-A	nln Fl	210Na	K7 V	M3 D	
0938	D12035C-A	nln Po De	823Na	F0 III		
0940	D553774-6	Po	901Na	M2 V		
1004	C565673-8	Ag nln Ri	A223Cs	F3 V	M5 D	
1005	B400445-8	S nln Va	201lm	M1 V	M3 D	
1006	B766555-8	Ag nln	534lm	M1 VI		
1010	D130546-7	Lo nln De	622Na	M8 D		
1011	C5549C8-8	Hi	810Fa	M4 V	M5 D	
1016	C200100-9	Lo nln Va	101lm	M9 V	M4 D	
1017	C575677-6	Ag nln	A910lm	M4 V	M7 D	
1022	B364685-B	M Ag nln Ri	A211Sw	K2 V	M8 D	
1026	B985855-B	M Ri	222Sw	F2 V		
1031	E532000-8	Lo Ba nln Po	310Na	M9 V	M1 D	
1037	C433520-A	nln Po	724Na	M8 V		
1040	C503758-A	nAg Va Ic	320Na	K3 V		
1102	C566A99-9	Hi	A214Zh	M7 III		
1103	B672899-A	Z	A901Zh	M8 V		
1106	A777999-C	A Hi In ☆	623lm	G7 V		
1110	C792668-8	Ag nln	624Fa	F0 V		
1116	A200436-A	N nln Va ☆	110lm	M2 III	M3 D	
1118	B978868-A	S	912lm	M3 V		
1119	A593943-A	Hi In	820lm	G5 V	M8 D	
1121	B530544-A	M nln Po De	522Sw	A5 V	G0 D	
1123	B464778-A	M Ag Ri	A201Sw	M3 V	M9 D	
1126	B8A6733-A	M Fl	401Sw	M7 V	M7 D	
1130	E250598-4	G nln Po De	710Sw	M9 V		
1131	E5936A7-2	nln	520Na	M7 III		
1132	D000300-9	S Lo nln As	811Cs	M0 V		
1133	C438679-9	nln	320Na	F0 V		
1138	B584620-A	Ag nln	202Cs	K9 V		
1201	E410644-6	nAg nln	312Zh	K2 V	M3 D	
1204	A368685-A	A Ag nln Ri	603lm	M6 III	M0 D	
1209	C473464-7	nln	410Fa	M0 V		
1210	E6656B9-4	Ag nln	710Na	M5 V		
1212	E53668A-5	nln	920Na	M6 III		
1213	E400220-5	Lo nln Va	A401Cs	K6 V	M0 D	
1214	D955000-2	Lo Ba nln	610lm	F2 V	M4 D	
1216	D5A4420-4	nln Fl	210lm	M9 III		
1217	E446845-6		402lm	M6 V		
1221	B444779-8	M Ag	432Sw	G3 IV	M4 VI	
1223	A895957-B	M Hi In	603Sw	F2 D	M2 D	
1225	B324755-A	M	402Sw	M5 V		
1232	C544338-8	S Lo nln	302Cs	M5 V		
1233	E5A1422-6	nln Fl	610Na	M8 V	M2 D	
1237	B628943-D	S Hi In	101Cs	F1 V	M6 D	
1238	C6678D8-6		A701Cs	M7 V		
1305	D591314-2	Lo nln	A501lm	M6 V	M0 D	
1307	B592655-A	S nln	623lm	M9 V		
1311	B511411-C	nln Ic	201Na	K8 V	M5 D	
1315	E472300-8	N Lo nln	110lm	F5 V		
1320	D888588-7	Ag nln	820lm	A8 V	M1 VI	
1324	B637735-A	M	701Sw	M4 V		
1326	B779566-C	M Hi In	801Sw	F9 V	M8 D	
1329	B365776-A	S Ag Ri	710lm	F7 V	M0 D	M4 D
1331	E227633-8	nln	801Na	M7 V		
1332	X600000-0	Lo Ba nln Va	R011Na	K8 V		
1337	E9B2000-8	Lo Ba nln Fl RsH	321Cs	M3 III		
1339	B361851-C	Ri	923Na	M0 D		
1340	B68468B-5	N Ag nln Ri	710Cs	M2 V	M2 D	
1401	B638665-8	nln	A910Zh	K0 V		
1402	A200400-B	Z nln Va	A415Zh	M3 II	M0 V	
1411	E67A612-7	nln Wa	503Na	M8 V		
1413	B739573-A	nln	324lm	M2 V		
1417	E567353-5	Lo nln	910lm	M0 V	M1 D	
1424	B685686-A	M Ag nln Ri	610Bw	M4 V		
1429	E344110-8	Lo nln	A602lm	M6 V		
1430	E000514-A	nln As	924lm	M7 VI		
1433	E7A5747-6	Fl	602Na	M5 V	M2 D	
1434	C466662-7	S Ag nln Ri	A310Cs	M0 V	M2 D	
1435	B885883-9	Fl	610Cs	F2 V		
1436	E333532-9	nln Po	820Na	F9 V	M1 D	
1510	E722000-8	Lo Ba nln Po	801Na	M9 V	M8 D	
1511	C674321-8	Lo nln	A210Cs	M9 V	M5 D	
1515	C334867-7		501lm	K9 V	M5 D	
1519	X3437C7-2	Po	R520lm	F5 II	M4 D	
1520	E567000-7	Lo Ba nln	434lm	G6 II		
1522	B958412-A	M nln	201Bw	M4 V	M8 D	
1523	B687334-B	M Lo nln	714Bw	M1 V		
1524	B666553-A	M Ag nln	501Bw	M4 V	M9 D	
1525	B645896-A	M	302Bw	M0 V		
1526	B354623-A	M nln	301Bw	M7 V	M1 D	
1529	E655000-7	Lo Ba nln	434Na	M9 V		
1531	E885000-0	Lo Ba nln	025Na	F8 D	M5 D	
1532	B426467-8	N nln	201Cs	M4 V	M5 D	
1533	D3129B8-A	Hi nAg In Ic	610Na	M9 V		

The Spinward Marches

MAP LEGEND

Starport Type

Bases — Gas Giant

World Type — Tertius — X-Boat Route

World Name

Travel Zone Code (Red) — No Gas Giant

Quintus — border

WORLD CHARACTERISTICS

● No Water Present
● Water Present
⊘ Asteroid Belt

BASES

☆ Imperial Naval Base
▲ Imperial Scout Base
▲ Zhodani Base
● Independent Base
ℛ Research Station
ℛ Scout Way Station
R Imperial Reserve
P Imperial Prison
X Exile Camp

TRAVEL ZONES

— Amber Zone
— Red Zone

POPULATION

Secundus — under one billion
PRIMUS — over one billion

World names in red are subsector capitals.

CHRONOR

AARDN

BELTEEL

SILVER LAND

QUITZ

HEMDI

REGINA

ALGINE

ALDINE

PORZLO

RHYLANOR

VILIS

LANTH

RUIE

JEWELL

LUNION

ARAMIS

VILANIX

SWORD WORLD

BECY

Fessor

Massina

Lunic

Spirt

Uthe

Firgr

Star Lane

Gulf

Hex	UPP	Remarks	Data	Star1	Star2	Star3
1537	B262732-B	S ☆	610lm	G1 V		
1604	D322A88-8	Hi nAg In Po	110lm	M5 V		
1607	X664100-0	Lo nln	R222lm	K6 V		
1611	C887624-8	Ag nln	710lm	G5 V	M8 D	
1626	E529000-9	Lo Ba nln	714Bw	F0 V		
1627	E201000-9	Lo Ba nln Va Ic	510Bw	M3 V		
1628	E568000-0	Lo Ba nln	301Bw	F4 D		
1631	C7B1462-5	nln Fl	A601Cs	K8 V	M5 VI	
1632	E21178A-7	nAg Ic	920Cs	M2 V		
1634	C769873-4	Ri	913Na	M0 V		
1635	A800231-A	Lo nln Va	720Na	F0 V		
1637	B9A2469-C	A nln Fl	301lm	M6 V		
1705	A646930-D	B Hi In	800lm	K4 V		
1706	846789C-A	Hi In	410lm	M7 V	M7 D	
1711	845589A-A	N	110lm	M2 V	M4 D	
1719	A879533-8	A nln ☆	710lm	F5 IV	M9 D	
1721	C200200-C	Lo nln Va	610lm	K2 V		
1727	B756486-8	S nln	A502lm	M2 V		
1728	C328342-7	nln	120lm	M6 V		
1729	C14078A-9	Po De	902lm	M1 V	M7 D	
1731	A400404-B	nln Va	124lm	F8 V		
1733	E110430-6	nln	902lm	M4 III	M0 VI	
1736	D140466-7	nln Po De	A724lm	G3 V		
1737	BAC6567-7	N nln Fl	521lm	F8 V		
1739	C86A410-9	nln Wa	401lm	M9 V		
1802	BAC6773-7	Fl	335lm	G5 V		
1803	C652998-7	Hi Po	310lm	M5 II		
1805	B439598-D	nln	320lm	M9 V		
1806	E676126-7	Lo nln	224lm	A1 V	M1 D	
1807	E888787-2	Ag Ri	834lm	G3 V		
1808	E893614-4	nln	312lm	G0 V		
1809	C776977-7	nln	A701Na	M5 V		
1810	C799663-9	S nln	323lm	M0 V		
1811	D100535-A	nln Va	201lm	A4 III		
1815	B211455-A	N nln Ic	303lm	F8 V	M3 D	
1817	X697772-2	Ag	R112lm	M6 V		
1822	D5448BA-6	S	313lm	M5 D		
1824	A57189B-B	N	801lm	K8 V	M8 D	
1825	B000544-B	nln As	512lm	G5 III		
1826	A774102-E	Lo nln An	610lm	F7 V		
1836	E150852-6	Po De	810lm	M7 V		
1903	A100103-D	N nln Va	901lm	M1 V	M0 D	
1904	A8B3531-D	S nln Fl	601lm	M7 V		
1909	C200423-7	S nln Va	A320lm	K6 II	M6 D	
1910	A788899-C	A Ri ☆	703lm	F7 V	M8 D	M6 V
1912	B674632-9	S nln Ag	204lm	M8 VI		
1916	X587552-4	Ag nln	R922lm	F9 V		
1918	X6266AB-3	nln	R314lm	K6 V	M0 D	
1920	B120410-D	N nln Po De	312lm	M3 V	M0 D	
1924	E360697-5	nln Ri De	924lm	M6 III	M9 D	
1927	C766846-8	S Ri	715lm	M7 V		
1932	C885546-6	nln Fl Pr	302lm	M7 V		
1934	A626464-B	nln	A703lm	M0 III	M2 D	
1935	C783511-9	nln	210lm	K9 V	M0 D	
1937	B45467A-9	Ag nln	423lm	G3 V		
1938	B837866-B	N	704lm	F8 V	M0 D	
1939	C573645-3	nln	923lm	G7 V		
2005	B384879-B	S Ri	620lm	G4 V	M3 D	
2007	C77A9A9-7	S Hi In Wa	A323lm	F9 V		
2011	E9C4547-8	nln Fl	A922lm	M3 V		
2024	C512799-8	S nAg Ic	901lm	M0 V	M7 D	
2035	B443987-9	Hi In Po	640lm	M2 V	M2 D	
2036	A000986-F	A Hi nAg In As ☆	821lm	K9 V		
2038	C639422-8	nln An	704lm	F4 V	M3 D	
2106	X355423-1	nln	R501lm	M5 VI		
2110	C360757-A	Ri De RsB	713lm	F1 V		
2111	E459000-9	Lo Ba nln	R822lm	K5 V		
2112	D9957AA-6	Ag	501lm	M0 V		
2124	A995984-D	A Hi In ☆	810lm	M3 D	M7 D	
2125	B984510-B	S Ag nln	A723lm	G4 V	M1 D	M1 D
2128	X978310-1	Lo nln	R320lm	M0 V		
2129	C330737-9	nAg Po De	910lm	M7 D	M5 D	
2132	E222447-6	nln Po	220lm	K3 V		
2134	C541636-5	nln Po	910lm	M4 III	M0 D	
2137	E48569A-2	Ag nln Ri	921lm	G3 V	M3 D	
2138	C3378A6-A	S	920lm	F4 V		
2140	B450456-B	A nln Po De	112lm	M5 V	M3 D	
2201	C979500-A	S nln	920lm	M2 V		
2202	A663659-8	nln Ri	622lm	M7 V		
2204	D88349D-4	nln	701lm	M0 V	M2 D	
2205	C411988-6	Hi nAg In	600lm	M6 V	M5 D	
2207	EAC28CC-9	Fl	703lm	F0 V		
2212	CAA5345-8	Lo nln Fl	102lm	M8 V		
2215	B150679-A	nln Po De	A721lm	M3 V		
2224	C463325-9	Lo nln	601lm	M8 V	M6 D	
2228	B775833-A	W	922lm	M2 V		
2231	D868772-5	Ag Ri Re	924lm	M7 V		
2232	E4359CA-7	Hi	314lm	M7 II	M9 VI	
2233	C7B5975-8	Hi Fl	621lm	K5 V		
2234	C100598-B	nln Va	924lm	K3 V		
2236	D120636-5	nAg nln Po De	A301lm	M5 V	M2 D	
2237	C795300-A	S Lo nln Po	A510lm	F8 V		
2303	C7C6503-7	nln	220lm	M8 VI		
2306	X000742-8	nAg As	R714lm	M4 V		
2308	X766977-4	Hi	R723lm	M9 VI		
2309	E784643-5	nln Wa	824lm	K9 V		
2311	D232866-8	nAg Po	610lm	M1 V		
2313	C53A313-A	Lo nln Wa	720lm	G4 V		
2314	D691142-5	Lo nln	802lm	M4 V		
2317	C100576-A	nln Va	A710lm	M7 V		
2319	B324659-A	A nln	112lm	A9 V		
2321	B365300-8	Lo nln	323lm	M6 V		
2322	X554220-0	Lo nln	R801lm	M8 V	M6 VI	
2323	B310100-B	S Lo nln	501lm	M5 V	M8 D	
2324	B747748-A	N Ag	610lm	M9 D		
2325	C575101-A	Lo nln	503lm	K5 V		
2327	A745988-D	N Hi In	920lm	M5 V	M4 D	
2331	E563576-2	nln	210lm	M0 V		
2334	A41489D-C	Ic	904lm	F3 V	M3 VI	
2336	A756656-C	A Ag nln	820lm	A5 V		
2402	B687745-5	Ag Ri	734lm	K6 II	M8 D	
2405	E2718CA-3		812lm	G5 III	M9 D	
2406	CA5A588-B	nln Wa	801lm	M9 V	M3 D	
2408	E230AA8-B	Hi nAg Po De	323lm	G7 V		
2410	B575776-9	A Ag	423lm	F8 V		
2411	C792348-7	S nln	213lm	M3 III	M2 D	
2414	C465540-9	nAg nln	614lm	M3 V		
2415	E481542-3	nln RsE	901lm	M9 V		
2416	C564112-4	nln	701lm	F2 V	M3 D	
2417	B55A858-B	S Wa	202lm	F6 V	M5 D	
2418	B5245A9-7	N nln	A301lm	M9 V	M8 D	
2419	CA6A643-9	nln Ri Wa	432lm	M1 II		
2420	C2237C7-9	N nAg Po	601lm	M1 V	M0 VI	
2425	E000347-8	Lo nln As	813lm	M7 V		
2426	EAB6311-5	Lo nln Fl	904lm	F1 V		
2509	A655241-9	N Lo nln	603lm	F3 V		
2510	C9A769D-4	nln Fl	202lm	M5 V		
2512	C449433-9	nln	502lm	A0 V	K9 D	
2514	C483103-6	Lo nln	203lm	M9 V		
2519	E9C5677-7	nln Fl	224lm	K5 V		
2520	B632520-7	S nln Po	410lm	M0 V	M7 D	
2521	B6449B9-8	Hi In	721lm	F3 V		
2523	B485697-6	Ag nln Ri	812lm	M9 V		
2527	E500343-4	Lo nln Va	903lm	K0 V		

Hex	UPP	B	Remarks	Data Star1	Star2	Star3
2534	C462667-8		nln Ri	402lm M4 V		
2536	A300550-B		nln Va	303lm F4 V	M7 D	
2537	A450457-A	S	nln Po De	523lm G0 V		
2538	E566335-2		Lo nln	214lm M6 V		
2539	E4305AD-5		nln Po De	322lm F8 II		
2540	B659772-6			924lm M5 V		
2602	X895674-8		Ag nln	R222lm M0 V		
2607	EA88544-A		Ag nln	724lm F3 V		
2612	B000463-E	N	nln As	911lm G8 V	M8 D	
2613	A674210-D		Lo nln	810lm G3 V		
2620	C8879AB-9		Hi An	204lm F4 V		
2621	A633656-A		nAg nln Po	620lm M3 V		
2624	B658663-8	A	Ag nln	304lm F7 V		
2627	C534477-8		nln	401lm M3 V		
2632	X895674-8		Ag nln An	R201lm F3 V	M0 D	
2637	C00059C-C		nln As	212lm M5 V		
2638	E75A798-5		Wa	910lm F4 IV		
2639	C525567-9		nln	602lm M6 V		
2701	B646589-A		Ag nln	503lm M2 III	M4 D	
2706	E66A224-C		Lo nln Wa	510lm M5 V	M7 D	
2708	C669452-A		nln	420lm M0 V		
2712	A325579-A	N	nln	401lm M5 V	M3 D	
2715	A867A74-8		Hi	201lm M1 V	M9 D	
2716	A434934-F	A	Hi ☆	810lm M2 VI		
2720	C86A215-7		Lo nln Wa	705lm M9 V		
2726	C579221-9		Lo nln	910lm M7 V	M2 D	
2728	A5437BF-B		Po RsA	401lm M2 V	M0 7	
2731	B678324-7		Lo nln	520lm K0 V		
2733	A4638BD-B			934lm M7 V		
2735	D894586-7	S	Ag nln	311lm F0 V	M0 D	
2739	C4439DF-7	S	Hi In Po	423lm M7 V		
2811	E365432-5		nln	622lm G4 IV		
2812	C6B199C-B		Hi Fl	A421lm G6 V		
2814	A560565-8	N	nln De	913lm F9 IV		
2818	X573000-0		Lo Ba nln	R701lm K2 V		
2824	C22048C-9		nln Po De	510lm G9 V	M2 D	
2827	C675100-5	S	Lo nln	724lm F9 V		
2828	B534420-8	N	nln	123lm K1 V	M2 D	
2830	C415346-7	S	Lo nln Ic	101lm M6 V	M7 D	
2832	E695244-5		Lo nln	801lm M5 V	M1 D	
2833	D567530-3		Ag nln	503lm M1 V		
2834	B790630-6		nln De An	410lm F5 V		
2839	C625563-7	S	nln	201lm M5 V		
2905	C669452-A		nln	425lm G2 V		
2906	C427402-B		nln	804lm M8 V		
2908	E25672C-7		Ag	A701lm M6 V	M3 D	
2912	A245543-B		Ag nln	824lm F3 D		
2913	B434456-9	A	nln	201lm M2 VI		
2918	B000676-9		nAg nln As	620lm G6 V	M3 D	
2924	C367300-8	N	Lo nln	A201lm M4 V	M7 D	
2927	A201511-B		nln Va Ic	122lm F1 V		
2930	C553352-A	S	Lo nln Po	803lm K2 V	M7 D	
2933	E99467A-6		Ag nln	303lm M7 III	M9 D	
2934	B555448-7		nln	301lm M8 V		
2935	B544433-6	N	nln	305lm M5 III	M9 V	
2936	A5525AB-B		nln Po	535lm M3 III		
2940	D534443-8	S	nln	804lm M1 V		
3002	C9A489A-7		Fl	712lm M9 V		
3003	B98A422-B	S	nln Wa	612lm K2 V		
3004	X994542-6		Ag nln	R320lm M9 V		
3005	B657974-6		Hi	210lm G0 V		
3008	C4766D7-4		Hi	201lm K9 V	M1 D	
3010	B98A510-B	N	nln Wa	502lm G1 V	M9 D	
3015	B895646-5		Ag nln	923lm G1 V		
3016	E869569-3		nln	A224lm F6 V		
3017	E7A0614-3		nln De	820lm G5 V		
3019	X372215-4		Lo nln	R534lm G9 V		
3020	C301340-B		Lo nln Va Ic	201lm M6 V	M7 VI	
3021	C410468-7		nln	114lm M1 III	M7 D	
3022	C994100-A		Lo nln	502lm M7 V		
3024	B6548D9-7			810lm K6 V		
3025	A354A87-C		Hi	202lm M0 V		
3026	E410335-7		Lo nln	701lm F0 V	M5 D	
3029	A511965-E		Hi nAg In Ic	A320lm M1 V	M0 D	
3030	C97A443-8	S	nln Wa	801lm M8 V	M6 D	
3032	B252665-B	B	nln Po	201lm M0 V	M9 D	
3035	B985588-6		Ag nln	510lm K9 V		
3038	C110530-9		nln	902lm M2 V		
3039	AA95365-B		Lo nln	201lm M3 V		
3040	D76A579-9	S	nln Wa	901lm F4 V	M0 VI	
3102	BAC5634-A		nln Fl	A811lm M1 V		
3103	B444448-A	S	nln	A735lm A8 III	K6 D	
3104	C222200-C		Lo nln Po	910lm G4 V	M7 D	
3107	X427402-D		nln	R701lm F8 V		
3110	A6B0656-B	A	nln De ☆	710lm M9 VI		
3111	B879610-9		nln	610lm M3 V	M4 D	
3112	B864310-8	N	Lo nln	822lm M3 V		
3114	X575000-0		Lo Ba nln	R920lm M0 III		
3118	B35879A-6		Ag	623lm M1 V		
3119	C686854-5		Ri RsG	520lm K1 V	M0 D	
3123	D120203-6	S	Lo nln Po De	920lm M5 V	M1 D	
3124	AA99AC7-F	A	Hi In ★	112lm M5 V		
3138	X89556A-3		Ag nln	R404lm M5 V		
3139	B544642-5	S	Ag nln	723lm F9 IV		
3202	B434ABD-9	W	Hi	310lm F7 V	M9 D	
3207	C000632-9		nAg nln As An	223lm F3 V		
3209	B582211-8	N	Lo nln	A801lm M2 VI	M6 D	
3210	C9A8542-8		nln Fl	A233lm G4 D		
3212	A576257-C	A	Lo nln	920lm F0 V		
3216	D4209CC-A	S	Hi nAg In Po De	224lm F4 V		
3218	C230411-B		nln Po De	801lm M6 V	M2 D	
3220	C787566-5		Ag nln	332lm A5 V	K4 D	
3223	C512311-7	S	Lo nln Ic	710lm M5 V		
3228	C647346-9		Lo nln	A423lm K7 V		
3233	B1107A7-8		nAg	913lm M9 V		
3235	A894A96-F	A	Hi In ☆	101lm M0 V		
3236	C645747-5		Ag	A110lm A1 V	M6 D	

World Index

Worlds are listed alphabetically in this index, with hex number indicated. In addition, other world identities (research stations, way stations, and special installations are also indexed).

Kinorb 2512	Ochecate 0837	Rorise 3022	Trane 2038
Kkirka 2212	Olympia 1728	Rorre 0526	Treece 2311
Knorbes 1806	Orcrist 1126	Roup 2007	Tremous Dex 1311
Kwai Ching 1040	Overnale 1937	Rs Alpha 2728	Trexalon 1339
L'oeul D'dieu 3010	Pagaton 1634	Rs Beta 2110	Trifuge 0723
La'belle 2416	Pallique 3029	Rs Delta 0416	Trin 3235
Laberv 0325	Pannet 2519	Rs Epsilon 2415	Tsarina 2236
Lablon 2701	Patinir 3207	Rs Eta 1337	Tureded 2414
Lakou 0638	Pavabil 1238	Rs Gamma 3119	Tussinian 2731
Lanth 1719	Pavanne 2905	Rs Zeta 0539	Tyrfing 1324
Leander 2832	Paya 2509	Ruby 1005	Uakye 1805
Lebeau 0613	Pedase 2830	Rugbird 3102	Ucella 0532
Lewis 3107	Penelope 0533	Ruie 1808	Uniqua 0129
Loneseda 2720	Penkwhar 2128	Rushu 0215	Utoland 1209
Louzy 1604	Pepernium 2833	Sacnoth 1325	Valhalla 2811
Lunion 2124	Pequan 1210	Sansibar 0412	Vanejen 3119
Lydia 1733	Persephone 2228	Saurus 1320	Victoria 1817
Lysen 1307	Phlume 1611	Saxe 0231	Vilis 1119
Macene 2612	Pimane 2527	Sharrip 2325	Vinorian 3111
Mainz 2930	Pirema 2314	Sheyou 0610	Violante 2708
Maitz 2927	Pixie 1903	Shionthy 2306	Vreibefger 2415
Marastan 2231	Plaven 0807	Shirene 2125	Walston 1232
Margesi 1020	Porozlo 2715	Singer 0940	Wardn 1727
Margesi 3212	Powaza 3220	Skull 2420	Way Stn Efate 1705
Meleto 2827	Prilissa 3035	Smoug 1729	Way Stn Flammarion 0930
Melior 1736	Prinx 0212	Somem 3020	Way Stn Junidy 3202
Menorb 1803	Prison 1932	Sonthert 1918	Way Stn Katarulu 3032
Mercury 2624	Pscias 2106	Sorel 2137	Way Stn Mirriam 0333
Mertactor 1537	Puparkin 0902	Spirelle 1927	Way Stn Persephone 2228
Mewey 0838	Pyramus 2538	Spume 0727	Weiss 1934
Milagro 1632	Pysadi 3008	Squallia 1133	Whenge 0503
Mille Falcs 1637	Quar 0808	Squanine 2536	Windsor 1935
Mire 0527	Quare 0915	Stave 0710	Winston 0620
Mirriam 0333	Querion 0614	Steel 1529	Wochiers 2207
Mirriam 1315	Quhaiathat 0637	Stellatio 1216	Wonderay 0340
Mithras 1932	Quiru 2321	Stern-Stern 0223	Wonstar 0538
Mithril 1628	Quopist 2215	Sting 1525	Wurzburg 2237
Mizen-Fel 0311	Rabwhar 1822	Strouden 2327	Wypoc 2011
Mjolnir 1121	Ralhe 0731	Tacaxeb 3218	Xhosa 0115
Mongo 1204	Ramiva 3233	Talchek 1631	Yebab 3002
Mora 3124	Rangent 1411	Talos 1436	Yiktor 0114
Moran 2924	Rapp's World 0712	Tarkine 1434	Ylaven 1916
Motmos 1340	Rasatt 0607	Tarsus 1138	Yorbund 2303
Moughas 2406	Raweh 0139	Tavonni 1520	Yori 2110
Murchison 2935	Raydrad 2933	Tee-Tee-Tee 3038	Youghal 3039
Nadrin 3123	Reacher 3210	Tenalphi 1826	Yres 1802
Nakege 1305	Rech 2112	Tenelphi 3040	Yurst 2309
Narsil 0927	Regina 1910	Terant 340 0622	Zaibon 1825
Narval 0805	Reno 0102	Terra Nova 0511	Zamine 0421
Nasemin 3003	Reserve 2231	Thanber 0717	Zenopit 1010
Natoko 2620	Resten 2323	Thengo 0202	Zephyr 3138
Natoko 3209	Rethe 2408	Thisbe 2539	Zeta 2 0919
Nerewhon 0704	Retinae 0416	Thornnastor 2940	Zeycude 0101
New Rome 1938	Rhise 2317	Tionale 1511	Zila 2908
Nexine 3030	Rhylanor 2716	Tirem 2233	Zircon 1110
Ninjar 0608	Rio 0301	Tivid 2627	Zivije 2812
Nirton 1332	Risek 2712	Tizon 0922	Zykoca 3004
Noctocol 1433	Riverland 1102	Tondoul 0739	Zyra 2934
Nonym 0321	Robin 2637	Torment 0721	
Nosea 0724	Roget 0427	Towers 3103	
Nutema 3112	Romar 2140	Traltha 2834	

Al Morai

The merchant line **Al Morai** is a sector-wide line based on Mora (3124). Established in 120 as a local transport company serving systems within ten parsecs of Mora, the company soon expanded to handle freight and passengers travelling from Darrian and the Sword Worlds to the Imperium. During the widespread explorations of the Marches in the Third Century (201 to 300), Al Morai established an Exploration Division to supplement its cargo carriers. That division discovered, claimed, and developed two worlds: Windsor (1935) and Shirene (2125). Windsor was later sold to Ling Standard Products; Shirene was retained as a base of operations and a source of merchant goods.

ORGANIZATION

Al Morai has three operating divisions: the Transport Division, the Markets Division, and the Exploration Division.

The Transport Division operates Al Morai's fleet of thirty cargo carriers, providing both passenger and freight service.

The Markets Division maintains Al Morai's starport facilities along its routes. In addition to providing ticket facilities and freight terminals, it operates as a merchant, buying local goods for export and importing needed materials for sale.

The Exploration Division originally surveyed star systems, but as new star systems became unavailable, its purpose shifted to surface exploration of Shirene. The Exploration Division currently operates a large geological survey team, with prospecting detachments throughout Shirene.

Origins of the Company: Al Morai was originally organized under the business codes of Mora. The peculiar corporations of that world grew out of frontier partnerships where the partners contributed capital to build the business, but also relied on their membership to provide themselves with jobs.

When the company was organized, 100 shares of stock were issued. Most of the partners received one share; a few received more than one. Each share of stock entitled the owner to a portion of the profits of the company, and provided the right to a job (of certain salary levels and responsibilities) with the company. Those with more than one share used the extras to provide jobs for family members.

The original organization served well enough in Al Morai's formative years, but as the company grew, the stock ownership system changed. Stock splits and stock dividends increased the number of shares outstanding. Eventually, the company bylaws were amended to allow the employment rights to be stripped (separated) from the common shares and sold or traded separately. Employees could sell their stock while retaining their right to their job; heirs of former employees could sell their job rights to job seekers while retaining their common stock.

Eventually, the current system evolved. Common shares indicate ownership of the company and provide dividends when the company is profitable. There are currently 200 million common shares outstanding; single shares sell for between Cr500 and Cr800 on the open market. Shares currently pay a dividend of Cr10 per share annually.

Employment shares provide the right to employment with the company. For a variety of reasons, one share no longer entitles the owner to one job. Instead, employees must own one employment share for each credit of monthly salary. A starship pilot entitled to Cr6,000 per month must own 6,000 employment shares. A pilot normally eligible for a 10% skill bonus because he or she has Pilot-2 would also have to have an additional 600 employment shares before the additional salary could be paid. The true value of employment shares is that they can be used to achieve higher than normal salaries. An excess of up to 50% of normal salary can be drawn if enough employment shares are owned. A pilot normally entitled to a salary of Cr6,600 could actually draw a salary of Cr9,900 if he or she held 9,900 employment shares. Excess salary comes from company profits and is paid only if the company is profitable; when the company is losing money, only normal salary is paid.

Holders of employment shares have an absolute right to a job of the appropriate normal salary as long as they own the employment shares.

Employment shares sell for Cr12 each. Employees often purchase their employment shares through a time purchase plan administered through the company.

Alternative Employment: Al Morai does not have enough employment shares outstanding to completely fill its labor needs. Consequently, the company acquires much of its labor through independent contractors. Ship crews are exclusively hired from employment share holders. Market Division employees on worlds other than Mora and Shirene are often independent contractors; they are paid ordinary salaries and can be hired and fired as required.
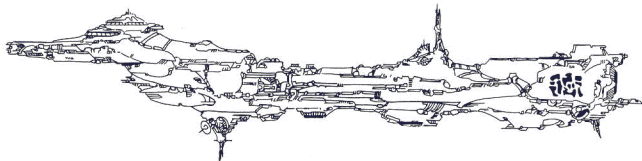
Al Morai Type MK Transport

Employment share employees of Al Morai refer to contract employees as *children* or *kids*.

AL MORAI STARSHIPS

Al Morai maintains a homogeneous fleet of 53 type MK Mora class cargo carriers. The quantity 53 allows one ship to be present at each world along Al Morai's routes, as well as one ship in maintenance at each of the two overhaul facilities.

Al Morai also protects the ships on their routes with a squadron of four Route Protectors. Cruising the trade routes on a random basis, these ships maintain an armed presence for the line and act as a deterrent to piracy against Al Morai.

Merchant Ships: Al Morai's *World* class ships are named for the worlds on the company routes, for example, Regina, Fornice, Bendor, and Jewell. Two additional ships are named *Imperial Glory* and *Imperial Reign*.

These 3,000-ton ships are capable of jump-4 and 1G. Cargo capacity is 1,200 tons; there are staterooms for 30 passengers.

Each ship carries three 40-ton shuttles for ground contact; the ship itself is unstreamlined.

Route Protectors: Al Morai's route protectors are privately constructed *Gazelle* class close escorts.

The 400-ton close escort was originally designed as an anti-piracy vessel and is better adapted to that role than to large scale naval combat. In Al Morai service, the close escort is used as a piracy deterrent and as a fast messenger.

These 400 ton ships are capable of jump-4 and 4G. With drop tanks installed and dropped, jump-5 and 5G. With drop tanks not installed, jump-2 and 5G. Cargo capacity is 6 tons. There are eight staterooms for the crew of 12.

Each close escort carries a 20-ton streamlined armed gig, which is required for surface contact because the close escort is unstreamlined.

ROUTE SERVICE

Al Morai maintains interstellar service to the capitals of Imperial subsectors in the Spinward Marches, and to Imperial worlds along the trade routes which connect them. Service outside the Imperium (to Darrian and the Sword Worlds) was discontinued when the First Frontier War began (589) and has never been resumed.

In 951, service was established to the Five Sisters subsector through Biter (1526), Caladbolg (1329), and Flammarion (0930). That service was suspended in 1107 when the Fifth Frontier War started, and resumed in 1111.

Scheduled Service: Al Morai's 53 ships should mean that with perfect traffic, each world would be visited by a new ship once every week. As a practical matter, the convolutions of the Al Morai route system make ship visits somewhat less frequent—one ship visits each world once per four weeks (with a 50% chance that it is going in a specific direction).

Starport Installations: Al Morai maintains starport facilities (under the control of its Markets Division) at worlds along its trade routes. With a few exceptions, Al Morai serves only class A and B starports, and facilities are maintained only at such starports.

In order to keep its routes open for their full length, Al Morai has found it necessary to establish facilities at the class C starports on Carey (2726) and Roup (2007). These installations supply refined fuel for Al Morai ships and provide all of the facilities that are present at other Al Morai installations. The fuel and repair facilities are exclusively for the use of Al Morai, and effectively upgrade the class C starport to class B for Al Morai.

Overhaul Facilities: Al Morai maintains its own overhaul and maintenance facilities for its fleet of cargo carriers. One shipyard operates at Mora (3124), where Al Morai also has its head office. The other operates on Al Morai's wholly-owned planet, Shirene (2125). Both facilities operate at full capacity, overhauling one ship every two weeks.

Route Map: The Al Morai route map shows the worlds and jump connections served by the company.

The Spinward Marches Al Morai Trade Routes
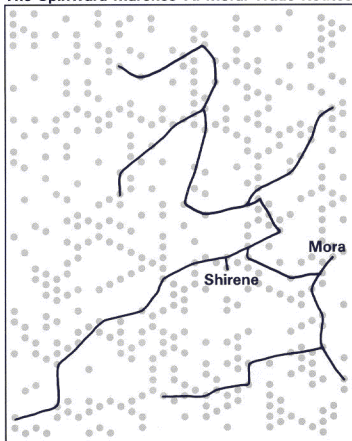
154th Battle Rider Squadron

The main arm of Imperial power is the Imperial Navy, and the Navy organizes that power into squadrons. The squadron is the basic division of naval strength; it is a self-supporting group of ships brought together for a specific mission. The squadron structure provides channels of communication, authority, and responsibility necessary for both administration and combat command.

Squadrons are organized to achieve a broad mission. Depending on what that mission is, the unit must be able to perform such diverse tasks as moving from star system to star system, fighting and beating enemies ranging from independent merchant raiders to enemy naval units, or assisting local systems in need.

The key is that Imperial squadrons are a constant reminder of Imperial power, always visible and always available. That power, when called upon to act, must not fail.

The Imperium maintains many types of squadrons — battle, cruiser, transport, tanker, and scout among others — but the two major types are the cruiser and battle squadrons. The distinction between the two is mainly one of staying power: battle squadrons are more heavily armored and can last in a battle longer than can cruiser squadrons.

The 154th Battle Squadron is one of hundreds of Imperial

Single and Dual Place Fighters

squadrons; its history and organization provide an insight into the identity and utilization of these squadrons in the service of the Imperial Navy.

HISTORY

History is an important part of a squadron's identity; it tells the squadron's members of valiant exploits of the past, of where and why the squadron was formed, and of how the squadron has responded to challenges. Individual ships eventually become old and are scrapped; their names may be passed on, but the ship itself literally dies. Squadrons have a life above and beyond that of their component ships. They can exist for ages.

Naturally enough, the Navy's high command structure wishes to encourage bravery, initiative, and victory. Squadrons that win survive; squadrons with records of losses or mutiny are soon disbanded. And individual heros or capable commanders are rewarded with newly-formed squadrons in the hopes that they can begin a record of success and victory that will live through the ages.

The history of the 154th Battle Squadron is an example of the bravery, initiative, and luck that figure in the life of a squadron.

During the Civil War, a succession pretenders to the throne appeared, each commanding a battle fleet that tried to gain control of the Imperium. The fleets and squadrons that resisted the pretenders often did so without any true leadership, instead defending the idea of the original Imperium.

The 154th Battle Riders was one of those squadrons. Raised from dreadnaughts of several squadrons scattered by Olav in the battles of 608, it participated in several key battles over the next ten years, although not always on the winning side. The 154th fought on the side of Joseph in the Battle of Markatch in 618, but fought against Jaqueline ii in the Battle of Nivzhine Belt in 619. It sided with Ivan in the Battle of Sulgami in 620, but defected to the side of Gustus in 621.

When Arbellatra arrived at the Core with her fleet, there were several months of cat and mouse maneuvering before her fleet met Gustus' Central fleet at the Second Battle of Zhimaway. Before that battle, the 154th defected to Arbellatra's side and fought against Gustus.

With Arbellatra's victory and the return of peace to the Imperium, the naval establishment was naturally reduced. The reward of continued existence went to the units which had supported the victors; the 154th was one that remained in existence.

The 154th Battle Squadron: From 627 to 722, the 154th was organized as a Battle Squadron, with eight *Tronskia* class jump-3 Dreadnoughts. It served along the Ley Sector border.

The 154th Battle Rider Squadron: In 723, the squadron was transferred to the Imperial depot at Fornast. There, it was reorganized as a Battle Rider Squadron and equipped with the early *Auliau* class riders and carriers — three jump-3 carriers, each carrying three riders.

After a year of fitting out and trials, the squadron returned to duty. It participated in the suppression of the Kamurinmur Rebellion in Gushemege sector in 760. The 154th then transferred to patrols along the Great Rift and finally took up station in Deneb sector in 830.

The squadron remained there until 904, when it refitted with the new *Quiquilat* class Battle Riders — one jump-4 carrier and six riders. In 906, it was transferred to Deneb sector to patrol
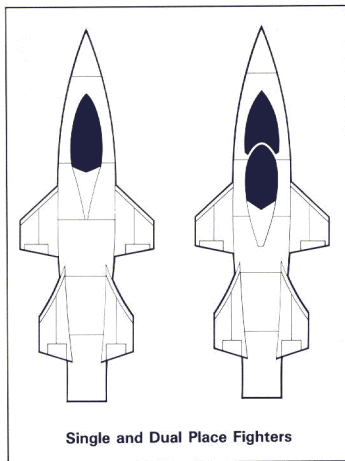
the border with the Vargr states. With the outbreak of the Third Frontier War in 979, the squadron was transferred to the Spinward Marches, where it fought in the region of Lysen and Utoland. It remained stationed in the Marches at Inthe (2410).

When the Fourth Frontier War began in 1082, the 154th Battle Riders Squadron was one of the units that responded immediately. The squadron fought in the delaying actions in the Jewells, the longe-range strike at Chronor, and in the war's final Battle of Two Suns.

Following the war, the squadron was transferred to the Imperial Depot at Corridor where it was equipped with the current standard *Nolikian* class Battle Riders. It was transferred back to the Spinward Marches in 1093 and stationed at Denotam (1413).

Fifth Frontier War: The 154th Battle Squadron was originally assigned to the 193rd Fleet at the Siege of Efate. Its Carrier retreated to Uakye (1805) where it would not be vulnerable to a change penetration of the line.

In early 1108, it was transferred to the 212th Fleet for operations against the Vargr Fleets at Yorbund, Kinorb, and Beck's World. Damage to the 1st and 3rd Riders, incurred during a battle with the *Arrghonz* class Dreadnoughts of Ekhlle Ksafi Battle Squadron 8, forced the squadron to withdraw to Paya (2509) for repairs.

In early 1109, the squadron was again ready for duty and was posted to the Corridor Fleet at Inthe. However, those orders were almost immediately changed, sending the squadron to the 100th Fleet, opposite the Sword Worlds Gram Fleet. The squadron participated in the pursuit of the Gram Fleet back into the Sword Worlds, and in the occupation of Durendal, where it ended the war.

ORGANIZATION

The 154th Battle Riders is organized into four divisions — the Escort division, the Battle division, the Screen division, and the Carrier.
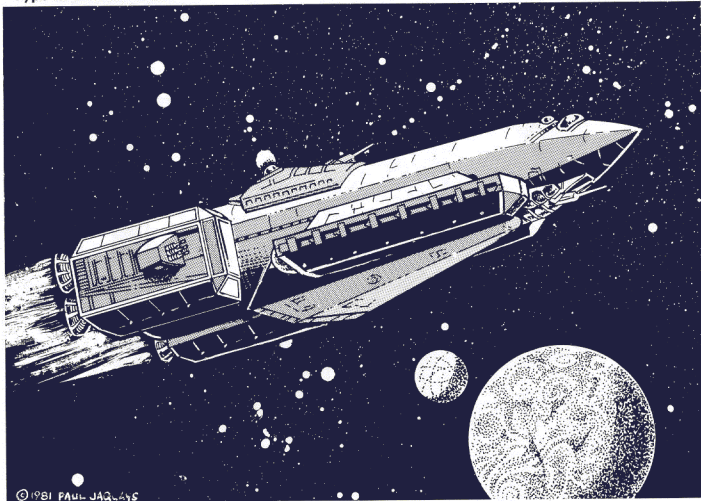
The Carrier: The heart of the battle squadron is the carrier. This 300,000-ton ship carries the Battle Riders of the squadron as well as the Fighter Division.

The 154th was equipped with a *Lurenti* class Battle Carrier (capable of carrying seven *Nolikian* class Battle Riders) soon after the end of the Fourth Frontier War. Heavily armed and armored, the carrier serves a battle control station as well as a centralized jump drive for the squadron.
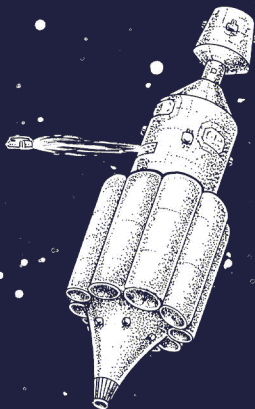
In addition to standard bridge facilities for ship operations the carrier is fitted with an extensive electronics and communications suite which enables the squadron commodore (as opposed to the captain of the carrier) to control and direct the components of the squadron in battle and while maneuvering.

The Escort Division: The squadron is organized to place seven *Nolikian* class Battle Riders into battle against the enemy. To cover the launch and recall of the riders, the squadron has a
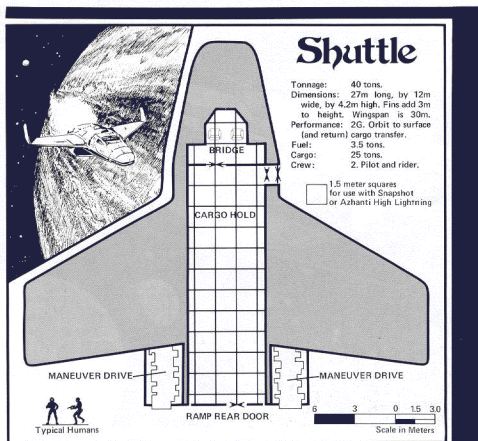
Type CE Close Escort

© 1981 PAUL JAQUAYS

©1981 PAUL JAQUAYS

Type FE Fleet Escort

Shuttle

Tonnage:	40 tons.
Dimensions:	27m long, by 12m wide, by 4.2m high. Fins add 3m to height. Wingspan is 30m.
Performance:	2G. Orbit to surface (and return) cargo transfer.
Fuel:	3.5 tons.
Cargo:	25 tons.
Crew:	2. Pilot and rider.

☐ 1.5 meter squares for use with Snapshot or Azhanti High Lightning

BRIDGE

CARGO HOLD

MANEUVER DRIVE

MANEUVER DRIVE

Typical Humans

RAMP REAR DOOR

6   3   0 1.5 3.0
Scale in Meters

154th IMPERIAL BATTLE RIDER SQUADRON

Battle Carrier	Lurenti Class	CB-T7425J4-099909-99999-200	MCr23.056	300,000 tons
batteries bearing		Y	9 KKKKZ	TL = 15
batteries		Y	9 KKKKZ	Crew = 2,086

Passengers = 00. Low = 1,100. Cargo = 500. Fuel = 75,000. EP = 15,000. Agility = 1. Troops = 100. 200 Fighters. 7 Battle Riders. K = 20. Y = 60. Z = 200.

Heavy Fighter	Sylean Class	FH-0106N71-830000-20002-0	MCr105.33	50 tons
batteries bearing		3	1 1	TL = 15
batteries		1	1 1	Crew = 2

Passengers = 0. Cargo = 0. Fuel = 11. EP = 11. Agility = 6. No bridge. One small craft stateroom installed.

Battle Rider	Nolikian Class	BR-L106QJ3-B39905-299N9-00	MCr9268.25	20,000 tons
batteries bearing		8	1 C121C	TL = 15
batteries		8	1 C121C	Crew = 690

Passengers = 0. Low = 150. Cargo = 0. Fuel = 5,000. EP = 5,000. Agility = 6. Troops = 81. Fuel Scoops. Fuel Purification Plant. One Frozen Watch. One Auxiliary Bridge. 4 Gunboats.

Fleet Escort	Sloan Class	FE-E3469J2-502200-90009-0	MCr3,334,5	5,000 tons
batteries bearing		3	2	TL = 15
batteries		3	2	Crew = 40

Passengers = 0. Low = 0. Cargo = 40. Fuel = 2,450. EP = 450. Agility = 6. Troops = 0. Fuel Scoops. Three cutters.

Cutter	Mineral Class	YY-0204401-000000-00002-0	MCr30.25	50 tons
batteries bearing			1	TL = 9
batteries			1	Crew = 2

Passengers = 12. Cargo = 15. Fuel = 13.5. Agility = 4.

STARSHIP ENCOUNTERS

Subsidized Merchant	Ghent Class	R-4211111-000000-10001-0	MCr101.035	400 tons
batteries bearing		1	1	TL = 9
batteries		1	1	Crew = 5.

Book 2 Design. Passengers = 8. Low = 9. Fuel = 50. Cargo = 200. EP = 1.5. Hardpoints = 2. Agility = 0. One Launch.

Launch		LB-0101101-000000-00001-0	MCr14	20 tons
batteries bearing			1	Crew = 1.
batteries			1	TL = 9.

Passengers = 8. Cargo = 9. Fuel = 1. EP = .4. Agility = 1. Bridge.

Close Escort	Gazelle Class	CE-3455762-300000-50004-0	MCr353.19	300 tons
batteries bearing		2	2	Crew = 12.
batteries		2	2	TL = 14.

Passengers = 0. Low = 0. Cargo = 6. Fuel = 81. EP = 21. Agility = 0. Troops = 0. Fuel Scoops. Fuel Purification Plant.
   Note: L-Hyd tanks add 100 tons of fuel and mass (CE-4444762) and cost MCr0.11.

Gig		GG-0106B21-000000-20000-0	MCr27.65	20 tons
batteries bearing			1	Crew = 1.
batteries			1	TL = 14.

Passengers = 7. Emergency Low = 3 (for 12). Cargo = 2. Fuel = 2.2. EP = 2.2. Agility = 6.

Freighter	Mora Class	MK-A421822-000000-40003-00	MCr515.69	1,000 tons
batteries bearing		5	5	Crew = 25
batteries		5	5	TL = 15

Passengers = 15. Low = 0. Cargo = 263. Fuel = 280. EP = 20. Agility = 1. Fuel Scoops. Fuel Purification Plant.

System Defense Boat		SB-41069E2-900000-40003-0	MCr777.54	400 tons
batteries bearing		1	1	TL = 12
batteries		1	1	Crew = 10.

Passengers = 0. Cargo = 27. Fuel = 36. EP = 36. Agility = 6. Fuel Scoops.

THE SQUADRON CREST

The 154th Battle Rider Squadron adopted its current insignia in 992 in commemoration of its service in the Third Frontier War. In operations at Lysen, the 154th saw action against the Zhodani 18th and 198th Cruiser Squadrons attempting to force their way through to Lysen's surface. In a feint, the Zhodani commander committed thirty-four *Zhdits* class Destroyer Escorts against two Battle Riders holding station off Lysen, and saw thirty-three of them destroyed by deadly accurate fire. The two Battle Riders then returned to the main battle and assisted in driving off the cruiser squadrons with only light damage to themselves.

The 154th Battle Rider Squadron adopted a crest which commemorates this battle: a stylized Mark 87 fire direction controller with an enemy *Zhdits* class Destroyer Escort in its sights. Superimposed on the controller is an Imperial sunburst to denote Imperial service. Below is emblazoned the squadron motto: *On Target.*

THE ORGANIZATION CHART

The Organization Chart is provided to show the ships that are components of the squadron, and to show the command structure that links the ships to each other and to the squadron commander.

For example, the fighters within the Fighter Wings answer to and are commanded by the Fighter Wing commander. The Fighter Wing Commander in turn answers to and is commanded by the Carrier.

THE BATTLE-RIDER CONCEPT

The Battle-Rider concept builds a quantity of heavily-armored, heavily-gunned ships without jump drives and provides them with a *carrier* with jump drives to take them from star system to star system.

Riders are able to substitute additional armor and weaponry for the tonnage formerly occupied by the jump drives. Such a rider should be able to defeat a battleship of equivalent tonnage which is burdened with the necessary jump drives. The carrier has empty space to hold the riders, and large jump drives that enable to total tonnage to jump.

The primary reason that Battle-Rider squadrons are procured is fiscal. For any given budget, the Battle-Rider concept produces a more powerful squadron at less cost. In addition, by increasing the number of hulls, the squadron increases the number of spinal mount weapons available.

Criticisms: The battle-rider concept is criticized on three points. First, a fair comparison of a rider versus a battleship should include the equivalent portion of the carrier's tonnage; in that case, one finds battle rider/carrier combinations require 120% to 150% of the tonnage of the battleship they defeat. Second, the carrier itself is an achilles heel for the squadron because it concentrates all of the jump capability of the unit in one ship. Third, deployment options for battle riders are limited; riders cannot be deployed individually and the deployment of a full complement of riders (as well as their recall) creates great vulnerability.

division of escort ships normally assigned to it. These *Sloan* class Fleet Escorts carry enough firepower to cover the brief interval between launch and action for the Battle Riders and can fend off smaller nuisance attacks when necessary.

The Battle Division: Seven *Nolikian* class Battle Riders form the Battle Division of the squadron. Their heavy firepower is the crux of the entire's squadron's strength.

The Battle Riders are designed to mate snugly with the carrier, using a minimum of volume when attached to their mother ship. Crew continue to maintain and tune the Riders when attached to the carrier, and maintain them in a constant state of readiness.

The Fighter Division: The carrier's hangar bays carry 200 single place fighters. Fighters are used for long range patrols and reconnaissance within a system, allows the carrier advanced warning of enemy ships or bases. In addition, the fighters are expected to hold the screen against enemy vessels until the Riders are ready to begin a battle.

4518th LIFT INFANTRY ORGANIZATION

SYMBOLS
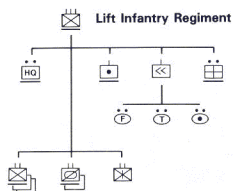
Symbol		Symbol	
⊠	Infantry	⊞	Medical
⊘	Lift Cavalry	≪	Flight
○	Grav Tank	HQ	Headquarters
⊠	Jump Troops	‖	Support
•	Artillery	▢	Lift/Grav Equipped

•• Section | Company   ‖ Battalion   ‖| Regiment

Lift Infantry Regiment

Lift Infantry Battalion   Lift Cavalry Squadron   Jump Troop Battalion

Lift Infantry Company   Grav Tank Company   Lift Cavalry Troop   Artillery Battery   Jump Troop Company

154th BATTLE RIDER SQUADRON

Fighter Flights 1-5

(20) (20) (20) (20) (20)

Battle Riders

Escorts

Fighter Flights 6-10

(20) (20) (20) (20) (20)
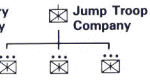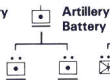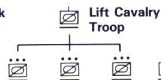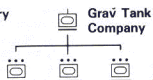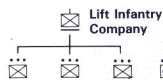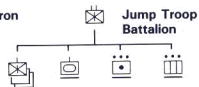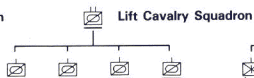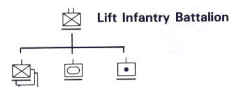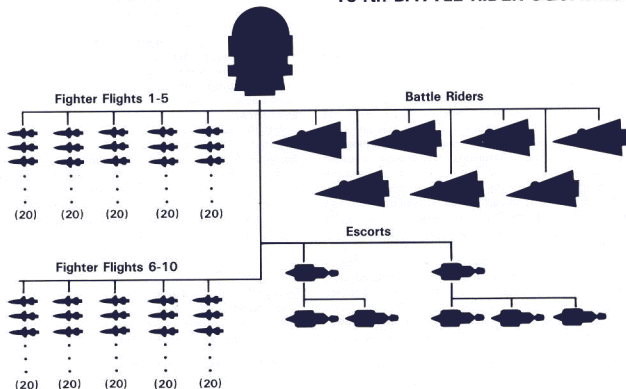
The 4518th Lift Infantry Regiment

The 4518th Lift Infantry (the Duke of Regina's Own Huscarles) Regiment is not an average unit in the Imperium; it is, however, representative. The unit had its origins in the upheaval of the Civil War (604 to 622), when the Spinward Marches were caught up in the aftermath of the First Frontier War, the seizure of power by Grand Admiral Olav hault-Plankwell, and then the battles of the Second Frontier War. In those years of strife, Baron Caranda of Regina was steadfast in his support of the Imperium, often finding himself in the minority as acrimonious debate centered on the Imperium's lack of defense for the Marches, and later on its lack of cohesiveness in the face of Admiral hault-Plankwell's coup.

When the Second Frontier War ended in an Imperial victory, Admiral Arbellatra Alkhalikoi led her own fleet from the Marches to the core to end the Civil War. Her defeat of the Central Fleet under Gustus at the Battle of Zhimaway (622) established her as firmly in charge of the Imperium. But before leaving for the core of the Imperium, she left the Marches in the hands of a few loyal nobles, Caranda among them. Although only a baron, he controlled the crucial world of Regina and he was charged to continue to hold it for the Imperium. To reinforce Caranda's troops, Admiral Alkhalikoi left behind a small cadre of Imperial Marines. Those marines formed the beginnings of the Huscarles.

Baron Caranda proceeded to suppress local cliques disloyal to the Imperium. Looking back across the centuries, it is difficult to say what the exact nature of their disloyalty was, except that they lost and that Caranda won. The imperial Marines under his control fulfilled three functions: they served as his personal and household guard; they trained other forces in effective combat techniques; and they worked as special commandos in crucial operations.

The single most striking use of the Huscarles took place in early 623. After Admiral Alkhalikoi's victory over the rebels at Zhimaway, she was proclaimed Regent until an appropriate heir to the throne could be located. When news of Arbellatra's victory reached the Marches (after nearly a year in transit), some worlds did not accept the rebel defeat. Menorb was one such world, and it fell to Baron Caranda to enforce acceptance.

Embarking the 1st and 3rd Battalions of the Huscarles aboard transports of the subsector fleet, he approached the Menorb system, arriving at extreme distance. Small unit task forces then flew to Menorb's starport aboard two subsidized merchants as a clandestine advance party. Their reconaissance provided the necessary information to their comrades at the fringes of the system. When the right time came, they struck. The 1st Battalion arrived as jump troops, using individual jump capsules for a meteoric assault from orbit. Third battalion, minus its advance party, moved forward to close orbit, ready to react if needed. The assault was swift and sure, taking out Menorb's communications centers and the bureaucratic offices in the capital. A few recalcitrant bureaucrats lost their lives, but the action was essentially bloodless. With the governmental offices in the hands of the Huscarles, Menorb fell to Caranda and the loyalists.

The Regent Arbellatra was aware of her supporters in the

Marches, and of the value of their support. Caranda was named a Marquis within days of Arbellatra's assumption of the Regency (the official patent of nobility was forwarded by special courier, and arrived thirty-six weeks later). Marquis Caranda attended the coronation ceremonies for Arbellatra in 629, and received his patent as a Grand and Noble Duke of the Imperium from her hand personally the next day.

In the years of peace and consolidation after the Civil War, Duke Caranda converted the Imperial Marines under his control to his own personal bodyguard. The 4518th Lift Infantry traces its lineage from this point.

The exploits of the Huscarles over the centuries have been representative of military operations in the Spinward Marches. Various battalions served in operations throughout the sector, including civil engineering efforts, anti-piracy campaigns, and a few pacification operations. In the 9th Century, anti-psionic battalions were raised and committed to the suppression of the Psionic Institutes. During the Third Frontier War, the entire regiment was committed to the Jewell subsector, serving on Foelen and Farreach.

With the outbreak of the Solomani Rim War, the regiment participated in the apprehension and segregation of Solomani exiles in the Marches, and to the operation of detention camps until the hostilities ceased. In the Fourth Frontier War, the Huscarles were one of the few non-Imperial units ready for action when the war broke out. The Duke of Regina consented to the imperialization of the entire regiment, and it served on Menorb, Boughene, and Pixie.

In the Fifth Frontier War, the regiment was expanded to six battalions (three lift infantry, two lift cavalry, and one jump troops) and operated on Forboldn, Alell, Efate, and Victoria. The Duke of Regina, as commander-in-chief of the forces in the Marches, treated the 4518th as his personal troubleshooters, committing them as elite forces in special commando operations, and (after the war) in small clean-up operations.

REGIMENTAL ORGANIZATION

As originally organized, the regiment consisted of four

battalions (two lift infantry, one jump troops, and one lift cavalry). This organization varied as time passed; individual battalions were redesignated as military doctrine changed. While the first two battalions have always been lift infantry or jump troops, the others have been variously designated lift cavalry, grav tank, light infantry, ortillery (orbital artillery), antipsionic, and civil action battalions. In addition to its battalions, the regiment has always had a pursuit squadron as an integral component. The number of battalions in the regiment has ranged from three to seven.

The organization of the Huscarles is relatively simple: a regimental headquarters (commanded by a colonel) with staff and small headquarters company of about thirty troops, and a number of battalions reporting to the command.

The regimental headquarters maneuvers in three grav troop carriers fitted out for command functions; one is for the commanding officer, while the other two carry the substitute command post and the operations and intelligence command post. The HQ also has one heavy duty dual place fighter at its disposal for reconaissance and courier duties; it is normally maintained and supplied through the pursuit squadron.

Attached to the headquarters is an artillery battery essentially identical to the batteries integral to the lift infantry battalions. Doctrine dictates that artillery should never be held in reserve; if needed, it should be committed. The regimental artillery battery is available to support any subordinate which needs it.

The regimental medical section provides a centralized aid station and mobile hospital for the unit, including a triage officer and sanitation control.

The flight wing attached to the regiment consists of a fighter squadron of ten heavy duty fighters (with pilots and maintenance crews), plus an ortillery (orbital artillery) squadron with three 400-ton system defense boats and crews. If necessary, a transport squadron can be attached to the flight wing to carry the regiment interstellar.

LIFT INFANTRY BATTALION

The regiment has three lift infantry battalions: 1st, 2nd, and 4th. Each contains five companies.

Lift Infantry Companies: Alpha, Beta, and Gamma companies are lift infantry; each consists of three platoons.

A lift infantry platoon is formed of three squads, each with a grav APC carrying twelve troops, including the driver and squad leader. The platoon leader rides in a headquarters and support APC with ECM and firepower support capabilities. The platoon has four vehicles and 40 troops.

Grav Tank Company: Delta company is a grav tank unit; it is dedicated to firepower and maneuver in support of the lift infantry companies. The grav tank company has three platoons.

Each platoon consists of three grav tanks (each is a squad with a vehicle commander and three crew members), plus a command tank with the platoon leader, platoon sergeant, and standard vehicle crew.

The grav tank company is generally deployed as platoons, one platoon of tanks is attached to each company of lift infantry in the battalion.

Artillery Battery: Epsilon battery is artillery. It consists of two artillery sections of four vehicles each.

First section is armed with multiple rocket launchers.

Second section is armed with remote-controlled drone missiles.

Each section mounts its weapons on an APC chassis and has provision for a crew of five. A command element for each section consists of a section leader, a sergeant, and two technicians. Ammunition transport (with armored transport vehicles) is attached as needed.

The artillery battery responds with firepower to the needs of the battalion. The battalion commander determines the priority of fires between the companies. When heavy firepower is required, supporting fires from other battalions may be assigned.

The lift infantry battalion is the mainstay of the regiment. It provides the troop strength to take and hold ground, and that is the goal of every infantry unit.

The lift infantry battalion has 27 officers and 479 troops. It is entirely capable of transporting itself on any world surface using its own vehicles: 44 APCs, 13 grav tanks, and 8 artillery vehicles.

LIFT CAVALRY SQUADRON

The regiment has two lift cavalry squadrons: 3rd and 5th. Each has four troops. Squadron is the cavalry equivalent for battalion; troop is the equivalent name for company.

Lift Cavalry Troops: All four troops in the squadron (Alpha, Beta, Gamma, and Delta) are lift cavalry. The entire squadron is a homogeneous unit of four identical troops, each of three lift cavalry platoons.

A lift cavalry platoon is formed of four squads. Each squad crews one vehicle. There are two grav tanks (with four crew members in each), one grav APC (with a crew of two, plus ten dismountable troops), and one firepower support APC (with five crew members, including the platoon leader and platoon sergeant). The platoon numbers four vehicles and 25 troops.

The lift cavalry squadron is the mobile firepower arm of the regiment. Its vehicles can provide support for any other forces within the regiment, and it can travel faster and farther than the other battalions of the unit. In combined operations, the lift cavalry is committed in support of specific units, usually one troop per battalion. The additional troops are held in reserve or sent on special missions. Lift cavalry does not, however, have enough troop strength to take and hold ground; it is ultimately dedicated to supporting the lift infantry.

The lift cavalry squadron contains 19 officers and 238 troops. There are 21 APCs and 21 grav tanks.

JUMP TROOPS BATTALION

The regiment has one jump troops battalion: the 6th. It contains four companies and two support platoons.

Jump Troops Company: Alpha, Beta, and Gamma companies are jump troops and contain three platoons each.

Each jump troop platoon contains three squadrons of ten soldiers each, plus a headquarters section of four (platoon leader, platoon sergeant, communications specialist, and runner). The unit is essentially trained to be independent and self-reliant; it has no vehicles or special equipment permanently assigned, but may be provided as necessary. All troops are trained to make encapsulated jumps from orbit.

Grav Tank Company: Delta company is the grav tank company. It is identical to the grav tank company in the lift infantry battalion. This tank company provides mobile fire support for the unit.

Artillery Platoon: The firepower platoon is a single section of multiple rocket launchers, plus the necessary support and fire

TROOP AND EQUIPMENT ORGANIZATION OF THE 4518th LIFT INFANTRY REGIMENT

Unit		Officers	Troops	APCs	Tanks	MRLs	RDMs	Fighters	Ships
Regimental HQ		7	23	3				1	
Artillery Battery		4	50	1		4	4		
Medical Section		3	20	4					
Fighter Wing HQ		2	4					2	
Fighter Squadron		11	10					10	
Transport Squadron									
Ortillery Squadron		9	21						3
Lift Infantry Battalion HQ		3	10	4					
Lift Infantry Company HQ	(x3)	3	10	1					
Lift Infantry Platoon	(x9)	1	39	4					
Grav Tank Company HQ	(x1)	2	5		1				
Grav Tank Platoon	(x3)	1	18		4				
Artillery Battery HQ	(x1)	2	6						
Artillery MRL Section	(x1)	1	22			4			
Artillery RDM Section	(x1)	1	22				4		
Lift Cavalry Squadron HQ		4	10	3					
Lift Cavalry Troop HQ	(x3)	2	4		1				
Lift Cavalry Platoon	(x9)	1	24	2	2				
Jump Troops Battalion HQ		4	10	3					
Jump Troops Company HQ	(x3)	2	5	1					
Jump Troops Platoon	(x9)	1	33						
Grav Tank Company HQ	(x1)	2	5		1				
Grav Tank Platoon	(x3)	1	18		4				
Artillery MRL Section	(x1)	2	22	1		4			
Support Platoon	(x1)	1	20	3					
Headquarters and Associated		36	128	8		4	4	13	3
1st Lift Infantry Battalion		27	479	44	13	4	4		
2nd Lift Infantry Battalion		27	479	44	13	4	4		
3rd Lift Cavalry Battalion		19	238	21	21				
4th Lift Infantry Battalion		27	479	44	13	4	4		
5th Lift Cavalry Battalion		19	238	21	21				
6th Jump Troops Battalion		27	423	10	13	4			
Totals		182	2464	192	94	20	16	13	3

NOTES

APC (Armored Personnel Carrier): Standard grav troop carrier; carries ten plus driver and gunner. Headquarters use a command version with more sophisticated electronics; medical section used a medevac version with a mated air/raft; artillery uses a fire direction and control version.

Tank: Standard 20-ton turreted grav tank; carries a crew of four. Headquarters tanks carry a crew of six, which includes the unit leader and a sergeant.

Ship: Ortillery (orbital artillery) utilizes system defense boats for fire support.

Fighter: The fighter squadron utilizes single place fighters for operations. Dual place fighters are assigned to the squadron and regimental headquarters for command use, but are maintained at the fighter squadron.

MRL: Multiple Rocket Launchers are mounted on standard artillery grav APCs.

RDM: Remote-controlled Drone Missiles are mounted on standard artillery grav APCs.

TRANSPORTATION

Interplanetary and interstellar transport for the regiment is provided on an as-needed basis, depending on available shipping space and on priorities. The regiment is capable of moving itself anywhere on a planet surface using its own transportation assets (and elements with transport equipment would be tasked by headquarters to transport elements without such equipment).

Equipment for the regiment (computed based on vehicle tonnages plus one ton per trooper or officer) requires 7457 tons. Transportation tonnage for the personnel requires 5656 tons at standard rates (one stateroom per officer; double occupancy for enlisted personnel), or 1323 tons for low passage.

direction equipment to enable the unit to adequately support operations. This platoon is essentially identical to the MRL section of the artillery battery.

Support Platoon: The support platoon provides supply and administration for the unit. Its most important duty is the maintenance and support of the assault capsules that the unit uses for orbital assaults.

The jump troops battalion is the elite commando force of the regiment. It falls to the jump troops to crack the hard missions and to do the dirty work of the initial assaults. It contains 27 officers and 423 troops. Largely dependent on supplementary transportation, it does have 10 APCs, 13 grav tanks, and 4 artillery vehicles.

REGIMENTAL EQUIPMENT

The equipment of the regiment is tech level 15 material common to Imperial forces.

Armored Personnel Carriers: The APC is a 12 ton grav vehicle with a pressurized interior and space for up to 14 persons (including driver and gunner), although it normally carries only ten troops. The vehicle is normally armed with six tac missiles and thirty smaller *fire & forget* missiles (warheads are a mixture of HE and flechette).

The command version is fitted with electronic and commo equipment and serves as a command and staff center during operations. The medevac version (unarmed) has an integral open air/raft which may be detached; the APC itself has a small medical station capable of emergency treatment and surgery. The FDC version is armed with a VRF gauss gun and is used by artillery command sections to direct fire. The fire support APC (in lift cavalry sections) carries superstructure racks of *fire & forget* missiles and a VRF gauss gun; it serves as a base of fire for the highly maneuverable lift cavalry elements of the regiment.

Grav Tank: The grav tank is a standard 20-ton anti-grav fighting vehicle with a turreted upper gun mount and capacity for a crew of four. Command versions have additional communications and electronics equipment and carry a sergeant and unit leader in addition to the normal crew. The command tank's main weapon (a fusion Y gun) is removed in order to accommodate them.

Artillery Vehicles: Artillery vehicles use the standard APC chassis fitted with multiple rocket launchers (MRL) which fire disposable packets of rockets for great firepower in small packages. They also utilize remotely controlled drone missiles.

System Defense Boats form the ortillery squadron for the regiment. Each 400-ton boat can strike from orbit with its laser batteries or missile salvos, and each is capable of maneuvering to the surface, underwater, and in deep space. The squadron contains three SDBs, plus one jump shuttle for transferring jump boats between systems; additional jump shuttles may be made available if a more rapid transfer is required.

Fighters: The pursuit squadron is equipped with ten 15-ton TL 15 single place pursuit craft. It is their responsibility to protect the upper airspace for the regiment, as well as to pursue enemy craft when called for.

The regiment also has dual place fighters available for reconaissance and courier duties.

Transport Ships: The regiment does not normally have transport ships within its organization. When required, the navy is called upon to provide hulls which can transport the unit on interplanetary or interstellar missions.

4518th Lift Infantry Regiment
(the Duke of Regina's Own Huscarles)

THE REGIMENTAL CREST

The current regimental crest for the 4518th Lift Infantry Regiment (the Duke of Regina's Own Huscarles) was authorized in the year 1000 by the Imperial Division of Heraldry, and reflects the history of the unit since its establishment. The emergent unicorn (called the *Bridled Steed*) refers to the constellation spanning the Chronor and Jewell subsectors, and recalls the locations in which Huscarles fought and died during the fierce battles of the Third Frontier War. The cutlass thrusting across the crest signifies that the unit was originally formed from Imperial Marine cadre; indeed, a majority of the unit's troop strength is still derived from Marine veterans on temporary assignments. The Imperial sunburst at the upper right commemorates the unit's period of service during the opening days of the Fourth Frontier War. Finally, blazoned across the bottom of the crest is the unit motto: *Strike From Space*. The phrase is taken from the jump troop's exploits on Menorb in the days immediately after the Civil War.

TEMPORARY DUTY

The 4518th Lift Infantry Regiment is supported through taxes and levies imposed by the Imperial bureaucracy. The methods by which it maintains its troop strength are more complex. Imperial policy allows Imperial marines to transfer to the 4518th (or other local units) for a limited period of time. While serving with a local unit (on *temporary duty*), the soldier is paid by the local unit and subject to local unit discipline. A promotion of one grade (enlisted rank only) can be retained at the end of the temporary duty when the soldier returns to an Imperial unit; additional promotions are sometimes recognized, but a specific application must be made.

The local unit gains because it receives a trained soldier; one who can help teach current doctrine or techniques. Such individuals help strengthen a local unit that often depends on a small population for its recruits.

The Imperium gains in the arrangement too. The Imperial military payrolls are relieved of the soldier for the temporary duty period. The general quality of the non-Imperial forces is increased. The soldier gains valuable experience in the type of unit he or she is ultimately called upon to support. There is even a chance the soldier will gain combat experience; non-Imperial units often get involved in combat.

Citizens of the Imperium

Characters are the foundation of **Traveller**; they are the alter-egos of the players and all action is centered on them.

The procedures for generating characters is the same as that provided in **Basic Traveller**. The charts for the procedure include checklists and the necessary tables.

THE CHARACTER TYPES

The twelve character types provided in this chapter are:

Barbarians: Rugged individuals from primitive planets. They are accustomed to hardship and are well-trained in wilderness and survival situations.

Barbarians originate on worlds with tech level 3-.

Belters: Individuals who prospect and mine asteroid belts in search of mineral deposits, artifacts, or salvage materials.

Belters originate in systems with at least one planetoid belt.

Bureaucrats: Individuals serving a government or organization in a management or executive capacity.

Bureaucrats originate on worlds with population 5+.

Diplomats: Members of the Foreign Service of a government. Diplomats originate on the mainworld of any system.

Doctors: Trained individuals conducting medical practice. Doctors originate on any world.

Flyers: Members of the Close Orbit and Airspace Control Command (the air force) of a world.

Flyers originate on any world with population 5+ and at-mosphere 3+.

Hunters: Individuals who track and hunt animals for sport or profit.

Hunters originate on any world.

Nobles: Individuals of the upper classes who perform few con-sistent functions, but often have large amounts of ready money.

Nobles originate on any world.

Pirates: Individuals crewing interplanetary or interstellar vessels and who make their living attacking, hijacking, or plundering commerce.

Pirates originate on any world.

Rogues: Criminal elements familiar with the rougher or more illegal methods of accomplishing tasks.

Rogues originate on any world.

Sailors: Members of the Nautical Force Command (the wet navy) of a world.

Sailors originate on any world with hydrographics 2+.

Scientists: Individuals trained in technological or research sciences. They conduct scientific investigations into materials, situations, and phenomena.

Scientists originate on any world.

ALIENS

Characters are assumed to be human unless otherwise specified or decided before character generation.

It is possible for characters to be non-human. Truly alien characters can be generated using Alien Modules such as *Aslan, Vargr, Droyne,* or *Zhodani;* the modules also provide insight in-to proper roleplaying of these individuals.

SKILLS

The following skills are added to the basic skills available. Because they are not defined in **Basic Traveller**, they are detailed here.

Air Craft: The individual is a trained aircraft pilot.

Immediately upon receipt of this skill, the individual must specify one of the following vehicles as the type in which the skill is received: Propeller-Driven Fixed Aircraft, Jet-Propelled Fixed Aircraft, Helicopters, or Grav Vehicles.

Blade Combat: The individual may select one of the blades in the blade and polearm list and receive skill in that weapon.

Bow Combat: The individual may select one of the bow weapons in the bow list and receive skill in that weapon.

Carousing: The individual is a gregarious and sociable person, well-adapted to meeting and mingling with strangers in un-familiar surroundings.

Characters with the social skill of Carousing enjoy meeting and dealing with other people. Any level of skill allows DM +1 on the roll for a patron encounter. Half of any Carousing skill (round fractions up) can be used as a DM on the Reaction Table when used initially by a patron. Carousing is also usable when meeting individuals as potential hirelings.

Communications: The person is trained in the use, repair, and maintenance of communications devices.

While nearly anyone can press the button and make a com-municator function, this skill is necessary to understand why such a device does not work properly, or to be aware of the details of the limitations of its use.

When an individual is using a communicator for contact with an individual of similar skill, the chance that such communica-tion will be detected is reduced by the average skill level of the two. Communications skill also enhances the ability to jam or evade jamming, and to make repairs in emergencies.

Demolitions: The individual is trained and experienced in the handling, placement, and efficient use of explosives.

Individuals untrained in demolitions may suffer mishaps while handling or attempting to use explosives. Throw 2D for 10+ for a mishap; DM -2 per level of Demolitions skill. Additional DMs are given for applicable conditions such as sudden jarring, extreme heat, effects of radio signals, excessive haste in preparation of the charge, etc. Mishaps, when they occur, are usually fatal.

In addition to avoiding mishaps, demolitions experts with higher skill levels should be given the ability to cause significantly greater destruction with smaller charges (due to familiarity with proper placement, tamping, selection of the correct explosive for the task, etc.).

Gravitics: The individual has skill in the use, operation, and repair of gravitic devices.

Gravitic items are those devices which utilize the principles of anti-gravity; they include air/raft lift modules, grav belts, grav sleds, GCarrier, and grav tanks. This skill is a DM on the throw to understand, assemble, and operate; complex devices may also require a certain level of education or intelligence.

Referee: Specific throws must be generated with DMs based on skill level, intelligence, education, dexterity, and tool availability.

Hunting: The individual is skilled in tracking and hunting animals.

In animal encounter situations, this skill is used to enhance the chance of encountering any specific animal type, of achieving surprise on such animals, and of surviving such encounters. DMs based on specific situations should be generated, and Hunting skill should be used as a favorable DM. Hunting skill is also useful in landing jobs as guides for expeditions or tours.

Hunting, the use of Hunting skill, and the conduct of hunting expeditions are all more fully covered in **Traveller** Adventure 10, Safari Ship.

Instruction: The individual has extensive training in the instruction of students with clear and lucid explanations, and with the ability to provide motivation to learn.

Characters with Instruction are capable of training others. It is possible for a character to impart his or her own skills to others up to a level of one less than their own Instruction skill level and one less than the level of their own skill level in the skill being taught. For example, a character with Instruction-4, Recon-5, and Demolitions-2 could teach another character Recon-3 and Demolitions-1.

Each level of skill taught requires six weeks of instruction, during which both instructor and student must severely curtail their activities (a six month course of instruction allows somewhat less curtailment of activity). At the conclusion of the course, the student must throw 9+ to achieve the skill; DM +1 for Intelligence 8+, DM +2 for Intelligence 10+.

Characters may not teach Instruction itself to other characters. Since the greatest asset for an individual is his or her pool of skills, the referee should exercise great caution in allowing player-characters to hire non-player characters as instructors.

Interrogation: The individual is skilled in the psychological art of interrogation as a tool of intelligence gathering.

The individual will be able to extract more information from a subject than would normally be possible. Generally, interrogation does not involve a direct physical assault or psychological assault on a subject, but instead results from the ability of the interrogator to derive informational pieces of a puzzle by observing attitude, word usage, body language, and other seemingly minor or meaningless pieces of information. The interrogator has an ability to detect lying, and to piece together hints from a large number of interrogations.

When one subject has a particularly vital piece of information, the interrogator will be better able to tell what approach will yield the best results (up to and including psychological or physical assault) the higher his or her expertise. Unlike most skills, pairs of interrogators may add their skills to achieve better results.

Referee: Determine what general level of information an interrogator will derive from a series of interrogations, and present it to him or her as the correct conclusion (conclusion drawing on the basis of partial information is integral to the individual's training). Take the above effects of interrogation skill into account. Additionally, generate die rolls for the likelihood of faulty conclusions or the inability to detect incorrect information and throw secretly for these events (DM plus interrogator skill, DM +1 for truth drugs, DM +2 for electronic lie detection apparatus).

In the case of individual interrogations, assume a throw of the subject's endurance or intelligence (whichever is higher) for the subject to break; DM - Interrogation skill. The referee may also add a throw for the subject to become unconscious, or to attempt escape.

Liaison: The individual is trained in the art of dealing with others; this skill is usable in relations with members of military units, citizens of a community, and with alien or foreign cultures.

The individual is trained to subordinate his or her own views and prejudices where they may conflict with those held by the individuals being dealt with. As a result, greater cooperation can be achieved, and substantial progress in mutually beneficial projects is possible. Liaison is primarily a positive DM on the Reaction Table when dealing with people.

Referee: Liaison is similar to both Streetwise and Administration skills. Streetwise tends to deal with the unsavory aspects of society, while Admin deals with the formal bureaucratic structure. Liaison is a formal training that spans both but also extends to alien cultures. Liaison may be used as the equivalent of the next lower level of either Admin or Streetwise when necessary (thus Liaison-2 is the equivalent of Streetwise-1 and Admin-1).

Prospecting: The individual is experienced in searching out mineral deposits on world surfaces and in deep space.

This skill allows an individual greater likelihood of discovering mineral deposits. In any situation calling for such a search, this skill allows a favorable DM for success.

This skill alone is not sufficient for the discovery of vast mineral wealth; that would also require luck, patience, diligence, a measure of intelligence, sufficient capital, and appropriate equipment. Prospecting does, however, provide a greater probability of discovering what is actually already there.

Recon: The individual is skilled in military scouting, and is capable of moving about in the wilderness without being detected.

In encounter situations, the referee will set the die roll needed for each side to spot the other. Players with recon skill will have a correspondingly lower chance of being seen and a higher chance of spotting the enemy in advance.

Additionally, players with Recon skill will be able to determine the number of individuals that recently passed through an area by tracks, trampled vegetation, or other signs or clues, with higher levels of skill being more able to pinpoint precise numbers of persons or vehicles.

Recruiting: The individual is familiar with the most effective means of approaching individuals and presenting proposals for employment, couched in terms most likely to produce acceptance.

Characters with Recruiting skill will affect both the quality and quantity of recruits which will respond to a request for applications.

Characters with Recruiting skill will also have a higher chance of obtaining non-player character hirelings for specific tasks; Recruiting-1 has the same effect on hiring as Leader-4. As a general principle, Characters with Leader-4 will tend to indiscriminately attract all within the range of their personality, while characters with Recruiting skill will receive favorable DMs on seeking specific hirelings suited to specific tasks.

Ship Tactics: The individual has been trained in the operation of a starship or spaceship in battle.

Ship Tactics is a skill used by individuals in command of individual ships in combat. It basically serves as a DM in space combat in individual engagements.

Survival: The individual is familiar with the theory and practice of living off the land.

Individuals with Survival skill are adept at locating food and

water, constructing or finding natural weapons and shelter, and finding their way across country in a wilderness. The referee should allow favorable DMs for this skill, based on environment and situation. The likelihood of Survival skill (no matter what level) allowing a character to find breathable air in a vacuum is rather slight.

Vehicle: The individual is a trained vehicle operator.

Immediately upon receipt of this skill, the individual must specify one of the following vehicles as the type in which skill is received.

Wheeled Vehicle (TL 5-15): This skill is the equivalent of ATV skill.

Tracked Vehicle (TL 6-9): This skill is of primarily military usefulness.

Grav Vehicle (TL 6-15): This skill is the equivalent of Air/Raft skill (not Aircraft skill).

Water Craft: The individual is a trained operator of water craft.

Immediately upon receipt of this skill, the individual must specify one of the following vehicles as the type in which skill is received.

Hovercraft (TL 7-9): This skill governs the use of air cushion craft capable of traversing both land and water.

Small Water Craft (TL 1-8): This skill governs all small water craft under 50 tons displacement, including sailing craft and submersibles.

Zero-G Combat: The individual has been trained to fight in a zero-G environment.

Virtually all weapons involve some recoil, and in a zero-G environment, this recoil can disorient or render helpless individuals not trained to compensate for it. When fighting in a zero-G environment, any individual has a chance of losing control of his movement/position each combat round. Throw 10+ to avoid losing control: DM −4 if firing a weapon; DM −2 if firing a laser weapon (lasers have no recoil); DM +5 if using a handhold; DM −6 if striking with a blade weapon, polearm, fist, or similar; DM +4 per level of Zero-G Combat skill; DM +2 if Dexterity +2;

DM +4 if Dexterity 11+. Using a handhold reduces dexterity for the purposes of weapon accuracy by −4.

Individuals who lose control may not fire until they have reoriented themselves and regained control. Throw 10+ each subsequent combat round to regain control, with all DMs above in use except that handholds may not be used nor may weapons be fired.

MUSTERING-OUT BENEFITS

The following mustering-out benefits are not defined in Basic **Traveller.**

Instruments: A doctor may receive a full set of medical instruments suitable for treatment of injuries and illnesses. The set includes surgeon's instruments, diagnostic tools, and a supply of drugs suitable for most purposes. Basic value for the set is Cr5,000.

Watch: Bureaucrats may receive the proverbial gold watch in recognition of their many years of service. Typically, this item has a value of Cr50. On a throw of 7+, it may have a value of Cr200 to Cr1200 (2D times Cr100).

Weapon: When weapon is received as a benefit, either blade or gun may be selected. Once one example of a weapon has been taken, further receipts of the benefit may be taken as skill in that weapon instead.

SHIPS

Ships may be received as benefits for some character types. The safari ship, lab ship, and yacht are defined in Basic **Traveller.** the seeker and the corsair are defined here.

Seeker (type J): Based on a 100-ton hull, the seeker is a modified type S Scout/Courier as defined in Basic **Traveller.** Alterations to the ship include installation of a mining laser in a single turret, and increases in cargo space and installation of cargo doors. The mining laser can function as a pulse laser minus 1 in combat situations. The ship's jump-2 and 1G capabilities are retained.

The price range for the seeker is MCr20.

Corsair (type P): Using a 400-ton hull, the Corsair is an armed raiding ship. It mounts jump drive-D, maneuver drive-F, and power plant-F, giving a performance of jump-2 and 3G. Fuel tankage for 120 tons supports the power plant and one jump-2 with ten tons in reserve. Adjacent to the bridge is a computer Model/2. There are ten staterooms and twenty low berths. The ship has four hardpoints: three have triple turrets (but only one beam laser each) and one hardpoint is currently unused. Four tons are allocated for fire control. There are no ship's vehicles. Cargo capacity is 160 tons. The ship is unstreamlined.

The ship has two special features: large clamshell doors, and variable identification transponders. The clamshell doors open to reveal the entire cargo bay: many 100-ton ships and most small craft can be accepted into the bay. Variable identification features change the electronic signature of the ship upon command from the bridge. Fins can extend or retract, radar reflectors can be manipulated, even identification signals can be changed.

The corsair requires a crew of five: pilot, navigator/medic, and three engineers. Additional crew members for gunnery and boarding parties can also be added. The ship does not carry passengers, but captives can be held in the low berths. The ship has an original cost of MCr180, but its resale value is approximately MCr45.

BACKPACK

J. KEWAY.
1980

Bow Weapons

Bow weapons are primitive devices which fling or propel arrows or bolts to some distance. Bow weapons are available to primitive characters such as barbarians.

Advantageous Strength and Dexterity: Because bow weapons combine the range effects of guns with the strength effects of blades, they have minimum and advantageous requirements expressed for both strength and dexterity.

WEAPON TYPES

The following are considered to be bow weapons.

Sling: A simple loop of cord used to propel a stone or pellet over a relatively short distance. It is always assumed to be aided at the head or a similarly vulnerable part of the body, which explains its consistent results against nearly all forms of armor. Sling weight is negligible. Reloading is automatic; one shot per round is allowed. Pellets weigh 100 grams each.

Short Bow: A simple bow consisting of a bow and string. The short bow measures 800mm and weighs 500 grams. Each arrow measures 300mm and weighs 100 grams. A quiver holding ten arrows attaches to the shoulder or belt and weighs 1500 grams. Reloading a short bow is automatic; one shot per round is allowed.

Long Bow: A long bow is designed for longer ranges than a

short bow. It is 1500mm in length and weighs 1000 grams. Arrows are identical to short bow arrows. Reloading the long bow is automatic; one shot per round is allowed.

Sporting Crossbow: A small crossbow designed for hunting; it is cocked by a lever along its side which draws back the string to a catch activated by the trigger. The crossbow weighs 3000 grams; it measures 900mm along the bow and 800mm along the stock. Bolts (arrows) measure 100mm and weigh 100 grams each, but are not interchangeable with any other type. Cocking and reloading the sporting crossbow requires one full turn, during which the individual is treated as evading.

Military Crossbow: A large crossbow intended for battle. It measures 1000mm along the bow and 900mm along the stock. Its heavy steel bow is cocked by a geared cranequin which pulls the string back as the lever is wound. The cranequin is normally carried on the belt; it weighs 3000 grams and measures 300mm by 300mm. The crossbow weighs 6000 grams. Bolts (arrows) weigh 100 grams each and are 300mm in length; they are not interchangeable with any other type. Reloading the military crossbow requires one round; two if the individual is treated as evading.

Repeating Crossbow: A crossbow similar to a sporting crossbow, but with a magazine holding ten bolts. The recocking lever draws the string back and simultaneously moves the next bolt in the magazine into position for firing. Dimensions are identical to the sporting crossbow. It weighs 4000 grams (unloaded) and each bolt is 100 grams and 200mm in length. It fires one bolt per round; reloading ten bolts into the magazine takes one round; two rounds if the individual is evading.

BOW WEAPONS AND EQUIPMENT

Item	Base Weight	Ammo Weight	Rds/ Clip	Length Overall	Base Price	Ammo Price	Required Dext&Stren Level DM	Advantageous Dext&Stren Level DM	Maximum Effective Range	TL
Sling	—	100	—	1000	1	—	3 −2	11 +1	Medium	0
Short Bow	500	100	—	800	50	2	5 −2	10 +1	Long	0
Long Bow	1000	100	—	1500	75	2	7 −2	11 +2	Long	1
Sporting Crossbow	3000	100	—	800	150	2	4 −2	8 +1	Long	2
Military Crossbow	6000	100	—	900	250	2	6 −2	11 +1	Long	2
Cranequin	3000	—	—	300	100	—	— —	— —	—	—
Repeating Crossbow	4000	100	10	800	200	8	8 −2	12 +1	Long	2

BOW WEAPONS AND RANGE MATRIX

Attacker's Weapon	Nothing	Jack	Mesh	Cloth	Reflec	Ablat	Combat	Close	Short	Medium	Long	Very Long	Wound Inflicted
Sling	−2	−2	−2	−2	−2	−2	−9	−1	+3	0	No	No	2D
Short Bow	−1	−2	−6	−6	−1	−3	−7	−3	+2	+1	−5	No	1D
Long Bow	+1	0	−3	−3	+1	−1	−5	−5	+1	−1	−8	No	2D
Sporting Crossbow	+3	+3	+1	0	+3	+2	−4	−4	0	−1	−8	No	2D
Military Crossbow	+3	+3	+2	0	+3	+1	−4	−4	0	−1	−8	No	3D
Repeating Crossbow	+3	+3	+1	0	+3	+1	−4	0	−2	0	−10	No	2D

IMPERIAL CITIZENS CHARACTER GENERATION CHECKLIST

1. Roll personal characteristics (2D each): strength, dexterity, endurance, intelligence, education, and social standing.

2. Select service and roll for enlistment using all applicable DMs.

A. If rejected, select another career type.

B. Roll for survival.

C. Attempt position.

   1) If no position, attempt to gain position.

   2) If a position is held, attempt promotion.

D. Determine skills allowed.

   1) Automatic skills.

   2) Acquired skills.

   3) Specify cascade skills.

E. If completing term 4 +, determine aging effects.

F. Roll for re-enlistment and return to 2B if successful.

3. Muster-Out Procedure.

A. Determine benefits.

B. Record characteristics and skills for later use.

BASIC SKILL ELIGIBILITY

For initial term of service............2
Per subsequent term of service....1
Upon receiving commission.........1
Upon receiving promotion............1
Note: Rogues, Scientists, and Hunters have two skills per term.

MUSTER-OUT BENEFITS

Per term of service....................1
If rank 1 or 2.............................1
If rank 3 or 4.............................2
If rank 5 or 6.............................3
Benefits Table: DM+1 if rank 5+.
Cash Table: DM+1 if gambling or prospecting skill, or if retired.

HEXADECIMAL NOTATION

Base-10	Base-16	Base-10	Base-16
0	0	8	8
1	1	9	9
2	2	10	A
3	3	11	B
4	4	12	C
5	5	13	D
6	6	14	E
7	7	15	F

Use hexadecimal (base-16) numbers to note the six characteristics of the universal personality profile.

PRIOR SERVICE TABLE

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
Enlistment	5+	5+	6+	(special)	6+	9+
DM+1 if	Endur 9+	Educ 8+	Social 9+	—	Intel 9+	Dext 10+
DM+2 if	Stren 10+	Stren 8—	Endur 7+	—	Educ 10+	Endur 9+
Survival	6+	6+	6+	3+	5+	6+
DM+2 if	Stren 8+	Educ 10+	Intel 9+	—	Educ 9+	Stren 10+
Position	6+	6+	—	5+	—	—
DM+1 if	Stren 10+	Social 9+	—	Educ 9+	—	—
Promotion	9+	7+	—	12+	—	—
DM+1 if	Intel 6+	Intel 9+	—	Intel 10+	—	—
Re-enlist	6+	5+	5+	4+	5+	5+

Characters cycle through this table during each term of service. The re-enlistment die throw is required even if the character does not intend to re-enlist (a roll of 12 exactly calls for mandatory re-enlistment).

Nobles: Only characters with social 10+ are eligible for a career as a noble; enlistment is automatic for such characters. Rank corresponds to noble rank (determined from social standing) once position is achieved.

Bureaucrats: A bureaucrat must re-enlist if the re-enlistment throw is successful.

TABLE OF RANKS

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
Rank 1	Brave	Clerk	—	B Knight	—	—
Rank 2	Warrior	Supervisor	—	C Baron	—	—
Rank 3	Leader	Asst Manager	—	D Marquis	—	—
Rank 4	Chieftain	Manager	—	E Count	—	—
Rank 5	Chief	Executive	—	F Count	—	—
Rank 6	Elder	Director	—	—	—	—

Rogues, Scientists, and Hunters do not have rank, position, or promotion.

MUSTERING-OUT TABLES

Die Roll	Benefits Table					
1	Low Psg	Low Psg	Low Psg	High Psg	Low Psg	Low Psg
2	Blade	Mid Psg	+1 Soc	High Psg	High Psg	High psg
3	Blade	Mid Psg	Gun	High Psg	High Psg	High Psg
4	Blade	Watch	Blade	Blade	+1 Soc	Weapon
5	—	—	High Psg	Travellers'	Gun	Weapon
6	High Psg	High Psg	Travellers'	Yacht	Lab Ship	Safari Ship
7	High Psg	+1 Soc				

Characters with rank 5 or 6 may add +1 to their rolls on this table. Weapon benefits must be declared by type immediately; additional benefits of gun or blade may be taken as skill in a weapon of the type previously taken. Additional occurrences of yacht, lab ship, safari ship, or Travellers' are treated as no benefit.

Die Roll	Cash Table (in Credits)					
1	0	0	0	10,000	1,000	1,000
2	0	0	0	50,000	2,000	1,000
3	1,000	10,000	10,000	50,000	5,000	5,000
4	2,000	10,000	10,000	100,000	10,000	5,000
5	3,000	40,000	50,000	100,000	20,000	10,000
6	4,000	40,000	100,000	100,000	30,000	10,000
7	5,000	80,000	100,000	200,000	40,000	100,000

Amounts shown are in credits (Cr). No more than three rolls may be made on this table. Individuals with prospecting or gambling skill, or who have retired, receive DM+1 on the Cash Table.

ACQUIRED SKILLS TABLES

1. Personal Development Table

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
1	+1 Stren	+1 Endur	+1 Stren	+1 Stren	+1 Stren	+1 Stren
2	+2 Stren	+1 Educ	+1 Dext	+1 Dext	+1 Dext	+1 Dext
3	+1 Stren	+1 Intel	+1 Endur	+1 Endur	+1 Endur	+1 Endur
4	Carousing	Brawling	+1 Intel	+1 Intel	+1 Intel	+1 Intel
5	+1 Dext	Carousing	Brawling	Carousing	Carousing	Gun Cbt
6	+1 Endur	+1 Dext	Carousing	Brawling	Carousing	Blade Cbt

2. Service Skills Table

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
1	Brawling	Gun Cbt	Blade Cbt	Gun Cbt	Gun Cbt	Gun Cbt
2	Blade Cbt	Vehicle	Vehicle	Blade Cbt	Blade Cbt	Blade Cbt
3	Blade Cbt	Blade Cbt	Demolition	Hunting	Vehicle	Survival
4	Bow Cbt	Instruction	Vehicle	Vehicle	Jack-o-T	Hunting
5	Bow Cbt	Vehicle	+1 Educ	Bribery	Navigation	Vehicle
6	Gun Cbt	+1 Educ	Vehicle	+1 Dext	Survival	Hunting

3. Education Table

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
1	Blade Cbt	Recruiting	Streetwise	Pilot	Mechanical	Mechanical
2	Mechanical	Vehicle	Forgery	Ship's Boat	Electronic	Electronic
3	Survival	Liaison	Bribery	Vehicle	Gravitics	Gravitics
4	Recon	Interrog	Carousing	Navigation	Computer	Computer
5	Streetwise	Admin	Liaison	Engnrng	+1 Intel	Hunting
6	Bow Cbt	Admin	Ship Tactic	Leader	+1 Educ	Hunting

4. Advanced Education Table (allowed only for characters with Education 8+)

	Barbarian	Bureaucrat	Rogue	Noble	Scientist	Hunter
1	Medical	Admin	Medical	Medical	Medical	Medical
2	Interrog	Admin	Bribery	Computer	Computer	Computer
3	Tactics	Computer	Forgery	Admin	Admin	Hunting
4	Leader	Admin	Computer	Liaison	Leader	Leader
5	Instruction	Jack-o-T	Leader	Leader	+1 Intel	Survival
6	Jack-o-T	Leader	Jack-o-T	Jack-o-T	Jack-o-T	Admin

AGING TABLE

Term of Service	4	5	6	7	8	9	10	11	12	13	14+
Age	34	38	42	46	50	54	58	62	66	70	74+
Strength			...........1(8+).........			...−1(9+).........			...−2(9+).........		
Dexterity			−1(7+).........			...−1(8+).........			...−2(9+).........		
Endurance			...−1(8+).........			...−1(9+).........			...−2(9+).........		
Intelligence			...no effect before age 66...............			...−1(9+).........					
Education			.................unaffected by aging..................								
Social Standing			.................unaffected by aging..................								

The negative number is the potential reduction in characteristic if the saving throw (on two dice; throw shown in parentheses) is not made. Term of service refers to the end of that numbered term; age refers to the first day of the personal (physical, not chronological) year.

AUTOMATIC SKILLS

Barbarian	Sword-1
Barbarian Warrior	Blade Combat-1
Barbarian Chief	Leader
Bureaucrat	Admin-1
Rogue	Streetwise-1
Scientist	Computer-1
Scientist	+1 Intel
Hunter	Hunting-1

BLADES AND POLEARMS

Weapon	+DM	−DM	Wnds	Wt
Dagger	8+	3−	2D	.25
Blade	9+	4−	2D	.35
Foil	10+	4−	1D	.50
Sword	10+	5−	2D	1.00
Cutlass	11+	6−	3D	1.35
Broadsword	12+	7−	4D	2.50
Bayonet	9+	4−	3D	.25
Spear	9+	4−	2D	2.00
Halberd	10+	5−	3D	2.50
Pike	10+	6−	3D	3.00
Cudgel	8+	4−	2D	1.00

GUNS

Weapon	+DM	−DM	Wnds	Wt
Body Pistol	11+	7−	2D	.30
Auto Pistol	10+	6−	3D	1.00
Revolver	9+	6−	3D	1.00
Carbine	9+	4−	3D	3.13
Rifle	8+	5−	3D	4.50
Auto Rifle	10+	5−	3D	5.50
Shotgun	9+	3−	4D	4.50
SMG	9+	5−	3D	3.00
Laser Carbine	10+	6−	4D	8.00
Laser Rifle	11+	6−	5D	10.00

BOW WEAPONS

Weapon	+DM	−DM	Wnds	Wt
Sling	11+	3−	2D	.10
Short Bow	10+	5−	1D	.60
Long Bow	11+	7−	2D	1.10
Sport Cross	9+	4−	2D	3.10
Military Cross	11+	6−	3D	6.10
Repeat Cross	12+	4−	2D	4.10

CASCADE SKILLS

Aircraft: Character must immediately select from Prop-driven Fixed Wing, Jet-driven Fixed Wing, or Helicopter.

Blade Combat: Character must immediately select a blade or polearm from the blades and polearms list above.

Gun Combat: Character must immediately select a gun from the guns list above.

Vehicle: Character must immediately select a vehicle type from Aircraft*, Grav Vehicle, Tracked Vehicle, Watercraft*, or Wheeled Vehicle. *Aircraft and Watercraft each require further selection by the character.

Watercraft: Character must immediately select from Large Watercraft, Small Watercraft, Hovercraft, or Submersible.

RETIREMENT PAY

Characters who have served at least five terms receive an annual pension.

5 terms	Cr 4,000
6 terms	Cr 6,000
7 terms	Cr 8,000
8 terms	Cr10,000
per additional term	Cr 2,000

Note: Barbarians and rogues are not eligible for pensions or retirement.

IMPERIAL CITIZENS
CHARACTER GENERATION
CHECKLIST

1. Roll personal characteristics (2D each): strength, dexterity, endurance, intelligence, education, and social standing.

2. Select service and roll for enlistment using all applicable DMs.

  A. If rejected, select another career type.

  B. Roll for survival.

  C. Attempt position.

    1) If no position, attempt to gain position.

    2) If a position is held, attempt promotion.

  D. Determine skills allowed.

    1) Automatic skills.

    2) Acquired skills.

    3) Specify cascade skills.

  E. If completing term 4 +, determine aging effects.

  F. Roll for re-enlistment and return to 2B if successful.

3. Muster-Out Procedure.

  A. Determine benefits.

  B. Record characteristics and skills for later use.

BASIC SKILL ELIGIBILITY

For initial term of service............2
Per subsequent term of service.....1
Upon receiving commission.........1
Upon receiving promotion...........1

Note: Belters and Doctors receive two skills per term of service.

MUSTER-OUT BENEFITS

Per term of service....................1
If rank 1 or 2...........................1
If rank 3 or 4...........................2
If rank 5 or 6...........................3
Benefits Table: DM+1 if rank 5+.
Cash Table: DM+1 if gambling or prospecting skill, or if retired.

HEXADECIMAL NOTATION

Base-10	Base-16	Base-10	Base-16
0	0	8	8
1	1	9	9
2	2	10	A
3	3	11	B
4	4	12	C
5	5	13	D
6	6	14	E
7	7	15	F

Use hexadecimal (base-16) numbers to note the six characteristics of the universal personality profile.

PRIOR SERVICE TABLE

	Pirates	Belters	Sailors	Diplomats	Doctors	Flyers
Enlistment	7+	8+	6+	8+	9+	6+
DM+1 if	Soc 7+	Dext 9+	Endur 10+	Educ 8+	Intel 8+	Stren 7+
DM+2 if	Endur 9+	Intel 6+	Stren 8+	Soc 9+	Dext 9+	Dext 9+
Survival	6+	9+	5+	3+	3+	5+
DM+2 if	Intel 8+	(terms)	Endur 8+	Educ 9+	Intel 8+	Dext 8+
Position	9+	—	5+	5+	—	5+
DM+1 if	Stren 10+	—	Intel 9+	Intel 8+	—	Educ 6+
Promotion	8+	—	6+	10+	—	8+
DM+1 if	Intel 9+	—	Educ 8+	Soc 10+	—	Educ 8+
Re-enlist	7+	7+	5+	5+	4+	6+

Characters cycle through this table during each term of service. The re-enlistment die throw is required even if the character does not intend to re-enlist (a roll of 12 exactly calls for mandatory re-enlistment).

Belters: Belters receive a variable DM for survival based on terms served: in the first term of service, the DM is +1; in the second term of service, the DM is +2; in the seventh term of service, the DM is +7.

TABLE OF RANKS

	Pirates	Belters	Sailors	Diplomats	Doctors	Flyers
Rank 1	Henchman	—	Ensign	3rd Secretary	—	Pilot
Rank 2	Corporal	—	Lieutenant	2nd Secretary	—	Flight Ldr
Rank 3	Sergeant	—	Lt Cmdr	1st Secretary	—	Sdn Ldr
Rank 4	Lieutenant	—	Commander	Counselor	—	Staff Major
Rank 5	Leader	—	Captain	Minister	—	Group Ldr
Rank 6	—	—	Admiral	Ambassador	—	Air Marshal

Doctors and Belters are not eligible for positions or promotions, and thus do not receive ranks or positions.

MUSTERING-OUT TABLES

Die Roll	Benefits Table					
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	+1 Intel	+1 Intel	+1 Educ	+1 Intel	+1 Educ	+1 Educ
3	Weapon	Weapon	Weapon	+2 Educ	+1 Educ	Weapon
4	—	High Psg	Weapon	Weapon	Weapon	Weapon
5	−1 Social	Travellers'	High Psg	+1 Social	Instruments	High Psg
6	Mid Psg	Seeker	High Psg	High Psg	Mid Psg	Mid Psg
7	Corsair	—	+1 Social	Travellers'	—	+1 Social

Characters with rank 5 or 6 may add +1 to their rolls on this table. Weapon benefits must be declared by type immediately; additional benefits of gun or blade may be taken as skill in a weapon of the type previously taken. Additional occurrences of corsair, seeker, and Travellers' are treated as no benefit.

Die Roll	Cash Table (in Credits)					
1	0	0	2,000	10,000	20,000	5,000
2	0	0	5,000	10,000	20,000	5,000
3	1,000	1,000	10,000	10,000	20,000	10,000
4	10,000	10,000	10,000	20,000	30,000	10,000
5	50,000	100,000	10,000	50,000	40,000	10,000
6	50,000	100,000	20,000	60,000	60,000	20,000
7	50,000	100,000	30,000	70,000	100,000	30,000

Amounts shown are in credits (Cr). No more than three rolls may be made on this table. Individuals with prospecting or gambling skill, or who have retired, receive DM+1 on the cash table.

ACQUIRED SKILLS TABLES

1. Personal Development Table

	Pirates	Belters	Sailors	Diplomats	Doctors	Flyers
1	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
2	+1 Dext	+1 Dext	+1 Dext	+1 Educ	+1 Dext	+1 Dext
3	+1 Endur	+1 Endur	+1 Endur	+1 Intel	+1 Endur	+1 Endur
4	Gambling	Gambling	Gambling	Blade Cbt	+1 Intel	Gambling
5	Brawling	Brawling	Brawling	Gun Cbt	+1 Educ	Brawling
6	Blade Cbt	Vacc Suit	Carousing	Carousing	+1 Social	Carousing

2. Service Skills Table

	Pirates	Belters	Sailors	Diplomats	Doctors	Flyers
1	Blade Cbt	Vacc Suit	Gun Cbt	+1 Intel	+1 Dext	Brawling
2	Vacc Suit	Vacc Suit	Commo	Vacc Suit	Electronic	Vacc Suit
3	Gun Cbt	Prospecting	Fwd Obsvr	Vehicle	Medical	Gun Cbt
4	Gunnery	Fwd Obsvr	Vehicle	Streetwise	Medical	Vehicle
5	Zero-G Cbt	Prospecting	Vehicle	Gambling	Medical	Vehicle
6	Gun Cbt	Ship's Boat	Battle Dress	Computer	Blade Cbt	Vehicle

3. Education Table

	Pirates	Belters	Sailors	Diplomats	Doctors	Flyers
1	Streetwise	Ship's Boat	Water Craft	Forgery	Medical	Air Craft
2	Gunnery	Electronic	Electronic	Streetwise	Medical	Mechanical
3	Engnrng	Prospecting	Mechanical	Interrog	Mechanical	Electronics
4	Ship Tactic	Mechanical	Gravitic	Recruiting	Electronic	Gravitic
5	Tactics	Prospecting	Navigation	Instruction	Computer	Gun Cbt
6	Mechanical	Instruction	Demolition	Admin	Admin	Vehicle

4. Advanced Education Table (allowed only for characters with Education 8+)

	Pirates	Belters	Sailors	Diplomats	Doctors	Flyers
1	Navigation	Navigation	Medical	Liaison	Medical	Medical
2	Pilot	Medical	Vehicle	Liaison	Medical	Leader
3	Forgery	Pilot	Streetwise	Admin	Admin	Pilot
4	Computer	Computer	Computer	Computer	Computer	Computer
5	Leader	Engnrng	Admin	+1 Social	+1 Intel	Admin
6	Electronic	Jack-o-T	Jack-o-T	Jack-o-T	+1 Educ	Jack-o-T

AGING TABLE

Term of Service	4	5	6	7	8	9	10	11	12	13	14+
Age	34	38	42	46	50	54	58	62	66	70	74+
Strength		...........1(8+)...........			.... −1(9+)........				... −2(9+)........		
Dexterity		.... −1(7+)........			.... −1(8+)........				... −2(9+)........		
Endurance		.... −1(8+)........			.... −1(9+)........				... −2(9+)........		
Intelligence		..............no effect before age 66................							... −1(9+)........		
Education		......................unaffected by aging......................									
Social Standing		.........................unaffected by aging.........................									

The negative number is the potential reduction in characteristic if the saving throw (on two dice; throw shown in parentheses) is not made. Term of service refers to the end of that numbered term; age refers to the first day of the personal (physical, not chronological) year.

MEDICS

Medical-3 is required for an individual to be a doctor.

Dexterity 8+ is required for an individual to be a surgeon.

Xeno-Medicine: Medical skill minus 1 is usable by characters in medical treatment of different races (humans treating non-humans such as Vargr, Aslan, etc.).

RETIREMENT PAY

Characters who have served at least five terms receive an annual pension.

5 terms	Cr 4,000
6 terms	Cr 6,000
7 terms	Cr 8,000
8 terms	Cr10,000
per additional term	Cr 2,000

Note: Pirates are not eligible for pensions or retirement.

RANK AND SERVICE SKILLS

Pirate	Brawling-1
Pirate Lieutenant	Pilot-1
Belter	Vacc Suit-1
Sailor	Watercraft-1
Diplomat	Liaison-1
Diplomat 1st Secretary	Admin-1
Doctor	Medical-1
Flyer	Aircraft-1

BLADES AND POLEARMS

Weapon	+DM	−DM	Wnds	Wt
Dagger	8+	3−	2D	.25
Blade	9+	4−	2D	.35
Foil	10+	4−	1D	.50
Sword	10+	5−	2D	1.00
Cutlass	11+	6−	2D	1.35
Broadsword	12+	7−	4D	2.50
Bayonet	9+	4−	2D	.25
Spear	9+	4−	2D	2.00
Halberd	10+	5−	3D	2.50
Pike	10+	6−	3D	3.00
Cudgel	8+	4−	2D	1.00

GUNS

Weapon	+DM	−DM	Wnds	Wt
Body Pistol	11+	7−	2D	.30
Auto Pistol	10+	6−	3D	1.00
Revolver	9+	6−	3D	1.00
Carbine	9+	4−	3D	3.13
Rifle	8+	5−	3D	4.50
Auto Rifle	10+	5−	3D	5.50
Shotgun	9+	3−	4D	4.50
SMG	9+	5−	3D	3.00
Laser Carbine	10+	5−	4D	8.00
Laser Rifle	11+	4−	5D	10.00

CASCADE SKILLS

Aircraft: Character must immediately select from Prop-driven Fixed Wing, Jet-driven Fixed Wing, or Helicopter.

Blade Combat: Character must immediately select a blade or polearm from the blades and polearms list above.

Gun Combat: Character must immediately select a gun from the guns list above.

Vehicle: Character must immediately select a vehicle type from Aircraft*, Grav Vehicle, Tracked Vehicle, Watercraft*, or Wheeled Vehicle. *Aircraft and Watercraft each require further selection by the character.

Watercraft: Character must immediately select from Large Watercraft, Small Watercraft, Hovercraft, or Submersible.

The Spinward Marches Campaign
Adventures in a War-Ravaged Sector

This campaign module includes detailed material on one Imperial sector— the Spinward Marches— and makes it suitable for use in any *Traveller* campaign. It covers background, history, and an adventure plot.

The following information is included in this module:

• *Spinward Marches Maps:* Two copies of maps of the Spinward Marches subsector— one enlarged detail, and a one-page size suitable for photocopying. Information also covers UPPs for each world, sector history and subsector data.

• *History of the Fifth Frontier War:* Details of the Zhodani and Sword Worlds offensives during the just concluded war in the Spinward Marches. Maps of fleet movements. War timeline. The results of the war.

• *154th Battle Riders:* Organization and equipment of an Imperial Battle Rider Squadron. Insignia details. History of the unit. High Guard ship statistics.

• *4518th Lift Infantry Regiment:* Organization and equipment of a frontier Lift Infantry Regiment. The unit crest. History of the unit.

• *Citizens:* Character generation for twelve additional character types not included in *Basic Traveller,* suitable for player-characters and non-player-characters alike.

And There's Adventure!

A bit error in a high priority transmission brands one of the player-characters a traitor—to be shot on sight. It's all a foul mix-up, but explain that to sixteen plasma-gun-armed Marines in battle dress!

The adventurers are faced with a race against time and across the Spinward Marches— to find the source of the error and to correct it:

This campaign module is intended for use with *Traveller.* It requires that you have a *Traveller* rules set.
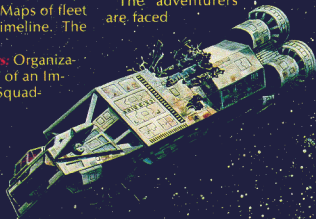
Design: Marc W. Miller
Cover Artist: Steve Venters
Art Director: Barbie Pratt
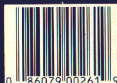
TRAVELLER ®
The Game of the Far Future

Game Designers' Workshop
P.O. Box 1646 • Bloomington, Illinois 61702-1646