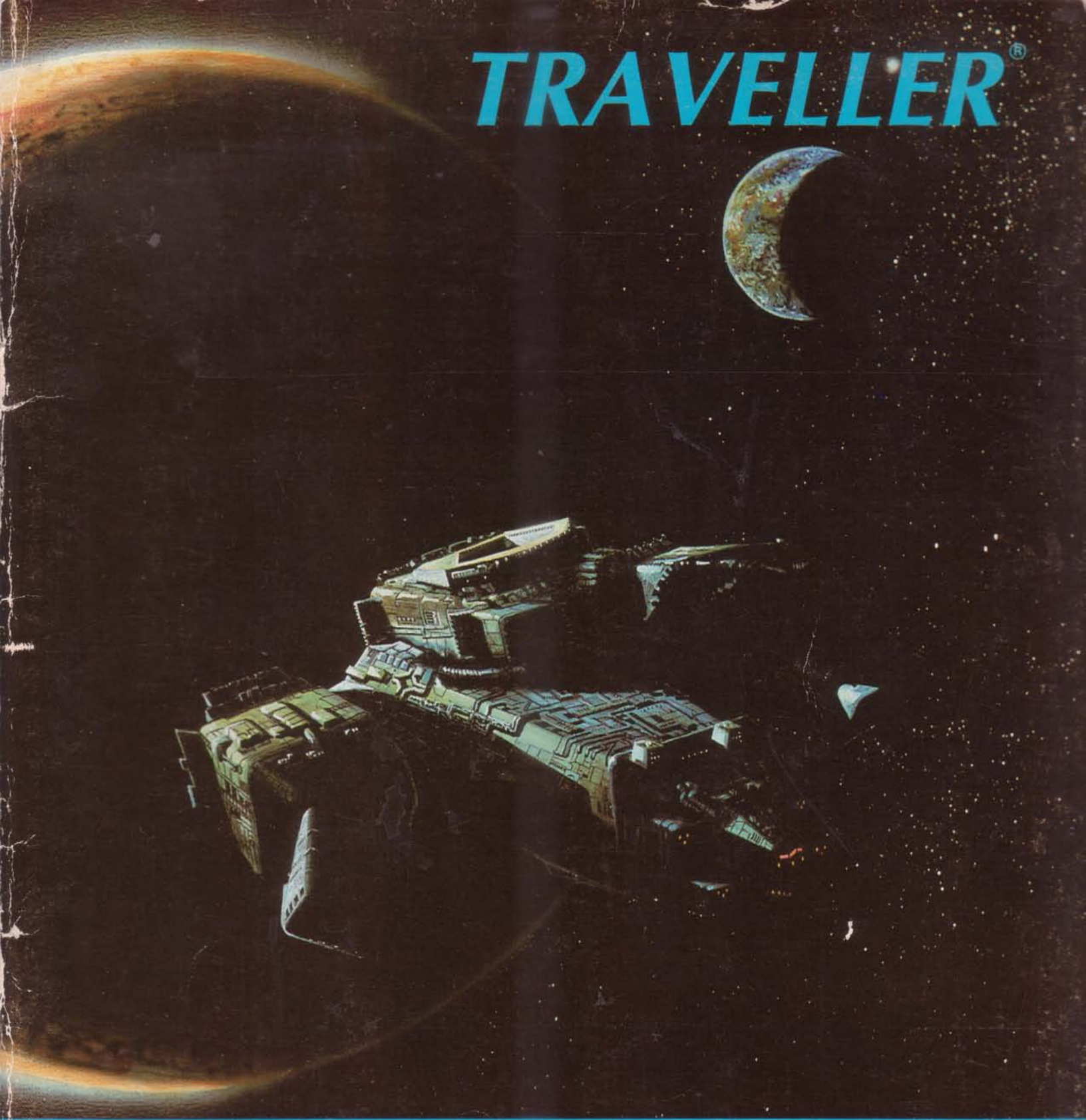
TRAVELLER®



The Atlas of the Imperium

Star Maps of 35 Sectors in and Around the Imperium

Game Designers' Workshop

The Spinward Marches	Deneb	Corridor	Vland	Lishun	Antares	The Empty Quarter
Trojan Reach	Reft Sector	Gushemege	Dagud-ashag	Core	Fornast	Ley Sector
Riftspan Reaches	Verge	Ilelish	Zarushagar	Massila	Delphi	Glimmer-drift Reaches
Hlakhoi	Ealiyasiyw	Reaver's Deep	Daibei	Diaspora	Old Expanses	Hinter-Worlds
Staihaia'yo	Iwahfuah	Dark Nebula	Magyar	Solomani Rim	Alpha Crucis	Spica

Sectors of the Imperium and Surrounds

The Atlas of the Imperium

TRAVELLER®

The Game of the Far Future

Game Designers' Workshop

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This edition of the **Atlas of the Imperium** has been enhanced with the additional material from other **Traveller** publications and from the archives of Game Designers' Workshop.

Atlas of the Imperium

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The Atlas of the Imperium was designed by Marc W. Miller.

Old Expanses sector was designed by Jim Cunningham and Gordon Sheridan. Portions of Old Expanses sector originally appeared in *High Passage Magazine*.

Reaver's Deep sector was designed by J. Andrew Keith. Portions of Reaver's Deep sector appeared in *High Passage Magazine*, and in *Far Traveller Magazine*. Additional data and adventures set in Reaver's Deep sector is published by Gamelords, Ltd.

Two subsectors of **Reft Sector** were designed by John Harshman, and appear in **Traveller** Adventure 5, *Trillion Credit Squadron*.

Solomani Rim sector was designed by John Harshman and appears in **Traveller** Supplement 10, *The Solomani Rim*.

The Spinward Marches were designed by Marc W. Miller and appear in **Traveller** Supplement 3, *The Spinward Marches*.

Two subsectors of **Trojan Reach** sector were designed by Bob McWilliams and appear in **Traveller** Adventure 4, *Leviathan*.

Especially appreciated was the assistance of Leroy Guatney for providing names for star systems, and of John Harshman for providing Aslan, Vargr, and Vilani names for star systems.

Ley Sector and **Glimmerdrift Reaches** were originally sectors published by Judges Guild. The sectors in this atlas retain the names, but are entirely newly generated. They effectively supercede the Judges Guild products.

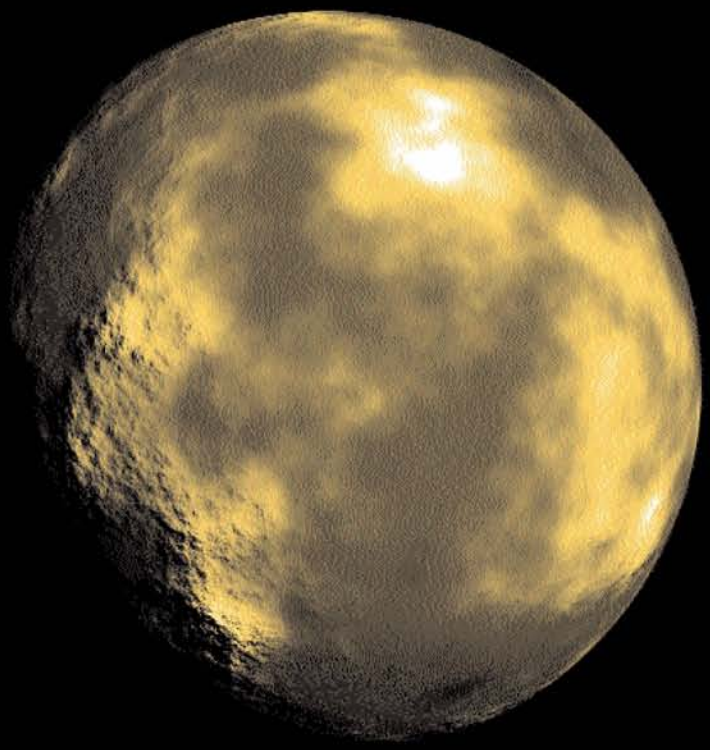
This atlas is designed and intended for use with **Traveller®** . **Traveller** is Game Designers' Workshop's registered trademark for its science fiction role-playing game.

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

T5

REFERENCE

The IISS Prime Base
B100717-B



0140
B
Reference

Core 0140

Na

Va

Reference
B100717-B
Core 0140

K0 V 302
10000 ring/ray 00001
Ex: (2674) **Cx:** [7956] **N:** BD
Aakhien (S1). Aadkhien (RoM).
Shiishuusdar (Zs).

Pi

Overview: The site of the Prime Base of the Imperial Interstellar Scout Service, the University of Aadkhien, and the Imperial Encyclopediopolis.
By definition situated at 10,000 parsecs from the galactic core, Reference is the benchmark for the Imperial ring/ray navigation system.

Sc

NIL: none.

Population: Human 53%. Various 47%.
No indigenous population.

Sources: S2-1065. Core-970. IISS-802. ADG-1065.

Mapping The Imperium

Early in the history of the Third Imperium, it became clear to the Imperial bureaucracy that detailed maps of its interstellar territories would be necessary. Indeed, one whole service was created just to oversee the creation and maintenance of these maps. Inherent in the Imperial Interstellar Scout Service mission of recontact of settled worlds and exploration of new worlds was the maintenance of records of those worlds. As an office within the Scout Service, the Imperial Grand Survey handles navigational charts for the Imperium.

The first comprehensive survey of the Imperium brought many of the fragmented charts and maps under one authority and made them available to government and commercial agencies. Published in 420, the First Survey represented more than one hundred years of work.

By 990, the First Survey was long obsolete, and as an observance of the millenium of the Imperium, a Second Survey was commissioned by the Emperor. Over seventy years in compilation, the Second Survey expanded and refined the data of the First Survey and was finally published in 1065.

For Use With Traveller: *The Atlas of the Imperium* is a compilation of starmaps showing the broad expanse of the Imperium. A total of 35 star sectors (of 16 subsectors each) show the star systems of the empire and the many star systems which border it as well.

The maps of the *Atlas* are intended as a navigational guide. Data on star systems shows the information necessary to allow interstellar navigation: fuel sources, starport types, bases, and allegiance. The actual planetary UPP data for each system can be generated (to correspond to the basic information already presented) using the procedures from basic **Traveller** or from Book 6, *Scouts.*

USING THE ATLAS

The inside front cover of this atlas shows the relative positions of the subsectors of the Imperium (as well as many surrounding sectors). An index to the sectors is given on the inside back cover.

Two blank sector grids are provided for mapping of additional areas by **Traveller** referees; they are suitable for photocopying and permission to make copies for personal use is granted by GDW to the purchaser of this atlas.

The Data: Each square on the sector map represents one parsec (3.27 light-years). Most squares are numbered to assist in specifying locations within a sector. Squares with symbols within them contain star systems.

The central symbol in a square shows the type of world: solid dots (●) indicate worlds with water present; open circles (○) represent desert worlds (with a hydrographic percentage of zero, or without easily accessible water); a group of dots (∷) indicates an asteroid belt.

The upper right corner of the square is reserved for the gas giant symbol: if a dot (•) is present in the upper right, then the system has one or more gas giants suitable for starship refuelling.

The upper left corner of the square is reserved for naval base symbols: if a star is present, then there is a naval base in the system. Solid black stars (★) indicate Imperial naval bases; open stars (☆) indicate naval bases established or maintained by non-Imperial forces. Solid black squares (■) indicate an Imperial naval depot.

The top center of the square is reserved for starport type: starport letter codes from A to E, plus X (as explained in the **Traveller** rules) are used.

The lower left corner of the square is reserved for scout or secondary bases. A right pointing triangle (►) indicates a scout base; a left pointing triangle (◄) indicates a way station. Outside the Imperium, a military or non-naval base is represented by two small black dots (••).

The bottom of the square normally contains the hex number. If the world shown has a population factor of 9+ (at least one billion), the name of the world is shown in place of the hex number. In order to better show the location of rifts (areas of low stellar density), the hex number for squares which do not contain systems is omitted within rift areas.

The lower right corner of the square is reserved for allegiance— the government of the system. If there is no indication present, then the system is within the Imperium. Other two letter groups indicate non-Imperial interstellar governments.

The following are commonly encountered allegiances:

CS: Client-States are systems which have aligned themselves with the Imperium. They are friendly to the Imperium, often tied by trade or non-aggression treaties. In some cases, Imperial bases are present.

NA: Non-Aligned systems are independent of the Imperium and maintain their independence or neutrality. They may or may not be friendly to the Imperium. Non-Aligned systems are also non-aligned with other interstellar governments.

Three allegiances are encountered within the Imperium: they are groups of systems which have maintained their identity, but nevertheless are part of the Imperium.

SY: Sylean worlds are part of the original Sylean Federation from which the Imperium was established.

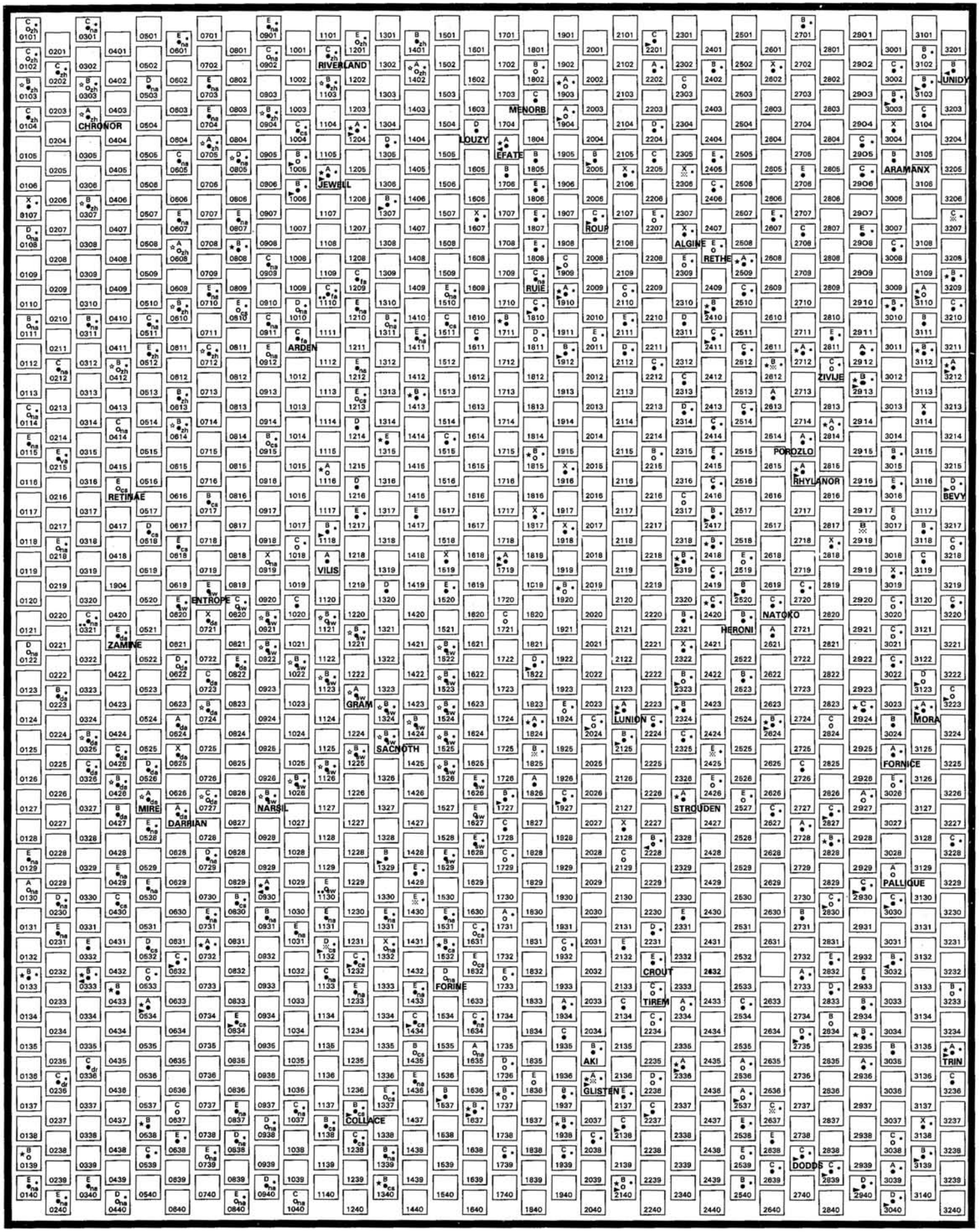
LA: The League of Antares is a small autonomous region under the direct control of the Archduke of Antares.

VE: The Vegan Autonomous District was established following the Solomani Rim War.

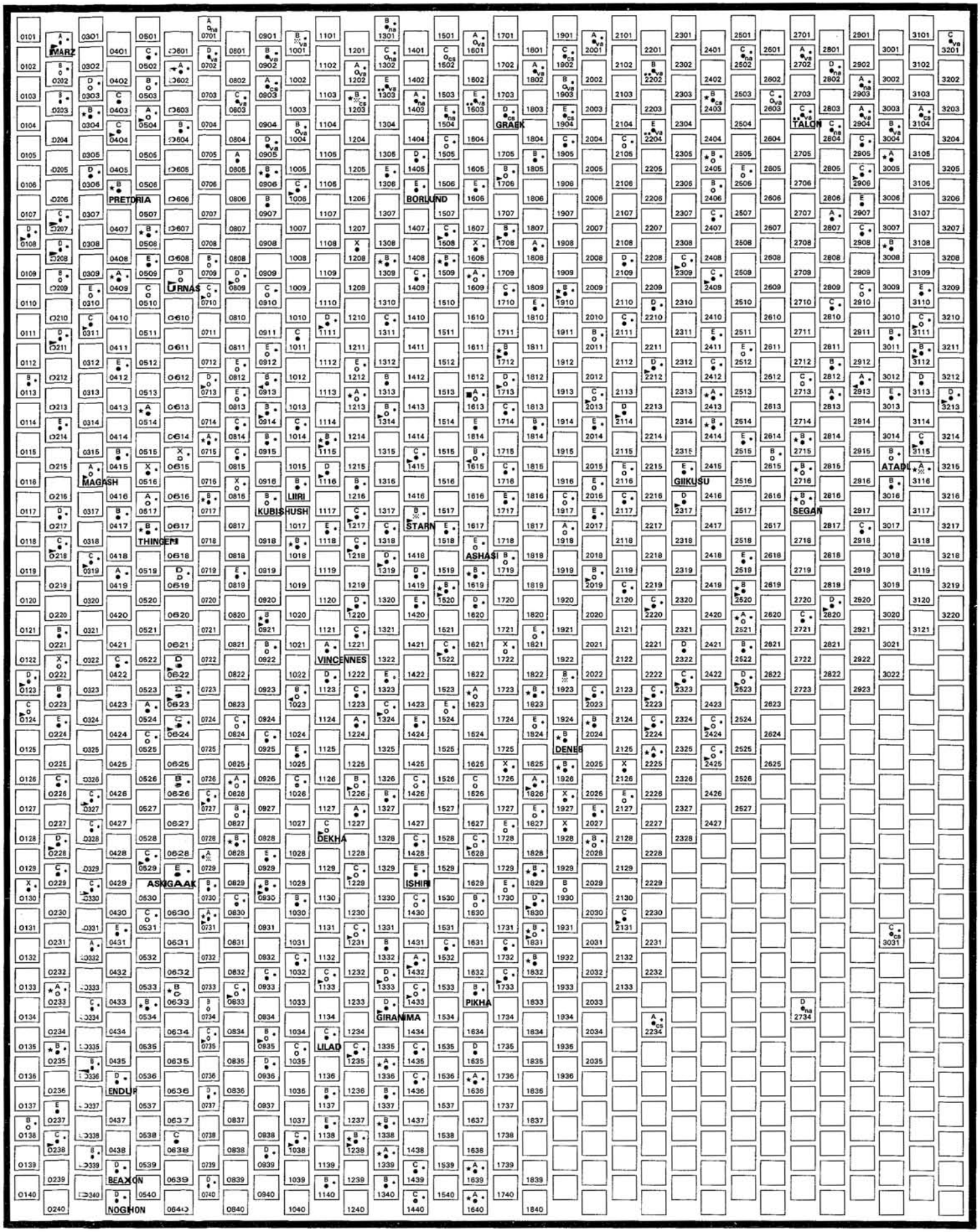
Other major allegiances include:

SO: Solomani Confederation.
AS: Aslan Hierate.
JR: Julian Protectorate.
ZH: Zhodani Consulate.
HV: Hiver.
HL: Hegemony of Lorean.

The major purpose of allegiance markings is to show groupings of worlds and interstellar governments.



Spinward Marches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NOGHON
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KUBISHUSH
VINCENNES
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LILAD
BORLUND
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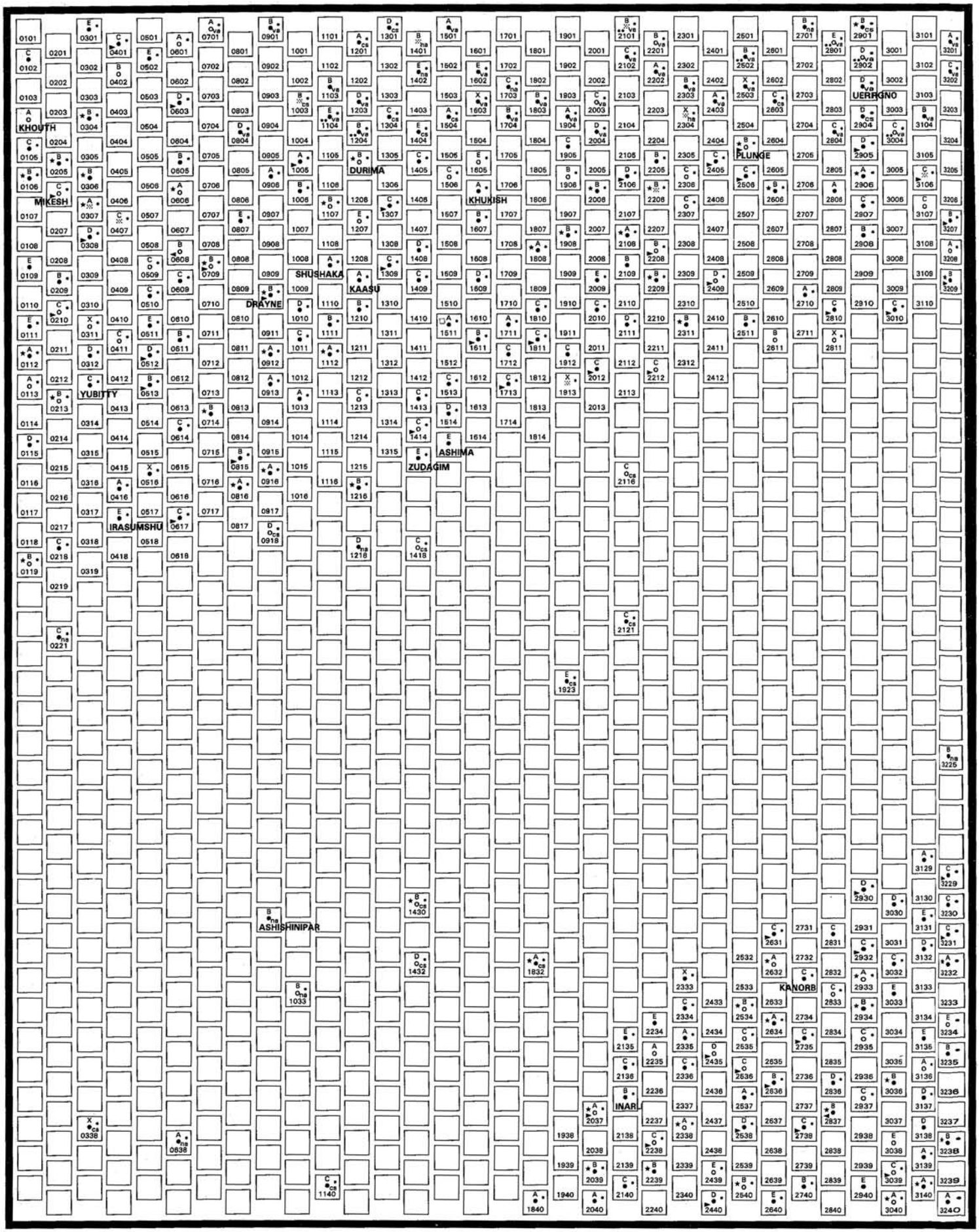
DENEB
TALON
SEGAN
ATADI

Deneb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IRASUMSHU
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SHUSHAKA
KAASU
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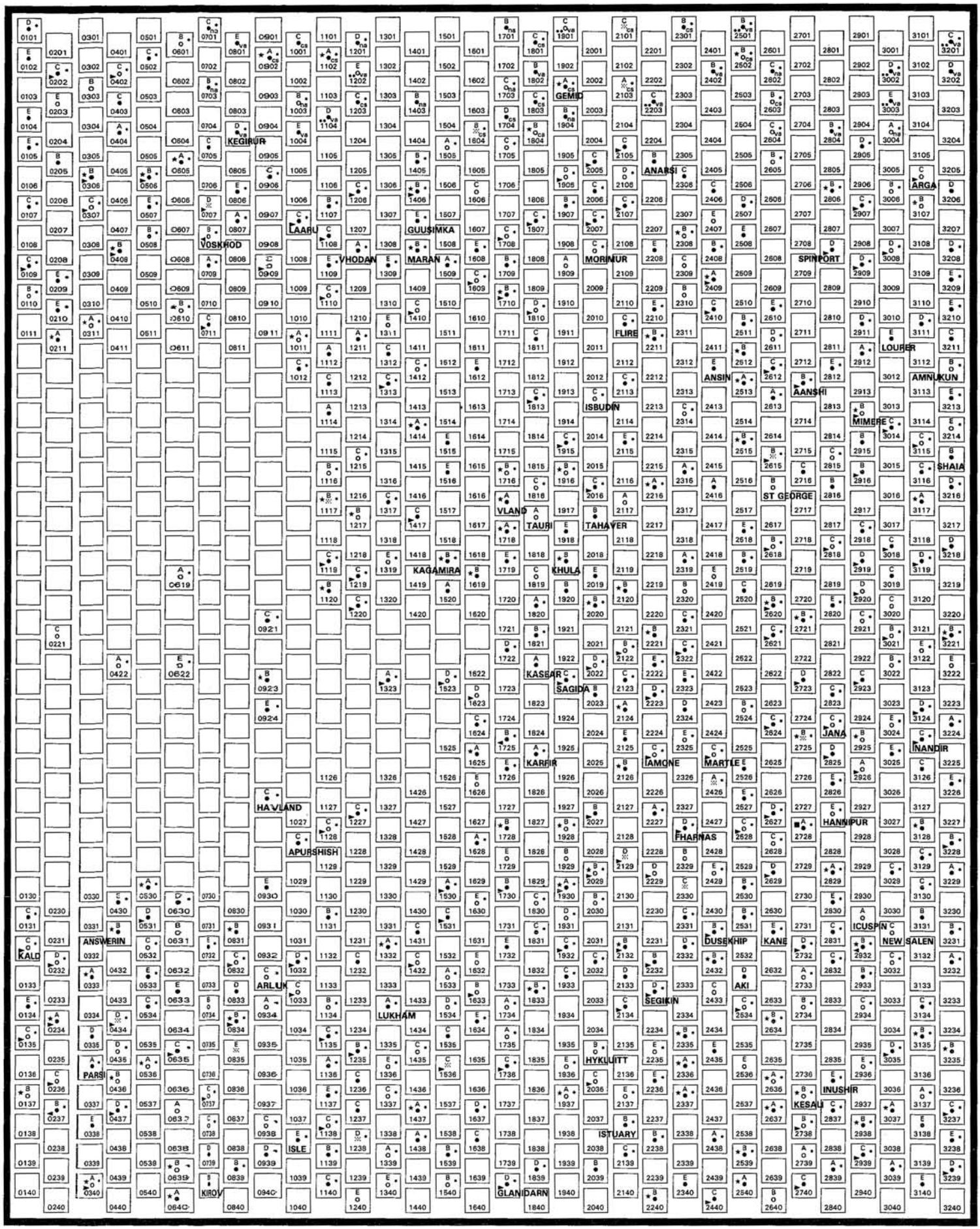
UERRGNO
ASHISHINIPAR
KANORB
INARL

Corridor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VOSKHOD
VHODAN
GUUSIMKA
MARAN
GEMID
ANARSI
MORIMUR
ARGA
SPINPORT
FLIRE
LOURER
ANSIN
AANSHI
AMNUKUN
ISBUDIN
MIMERE
SHAIA
ST GEORGE
VLAND
TAURI
TAHAVER
KAGAMIRA
KHULA
KASEAR
SAGIDA
JANA
KARFIR
TAMONE
MARTLE
INANDIR
HAVLAND
HANNIPUR
FHARNAS
APURSHISH
ICUSPN
NEW SALEN
KALD
ANSWERIN
DUSEKHIP
KANE
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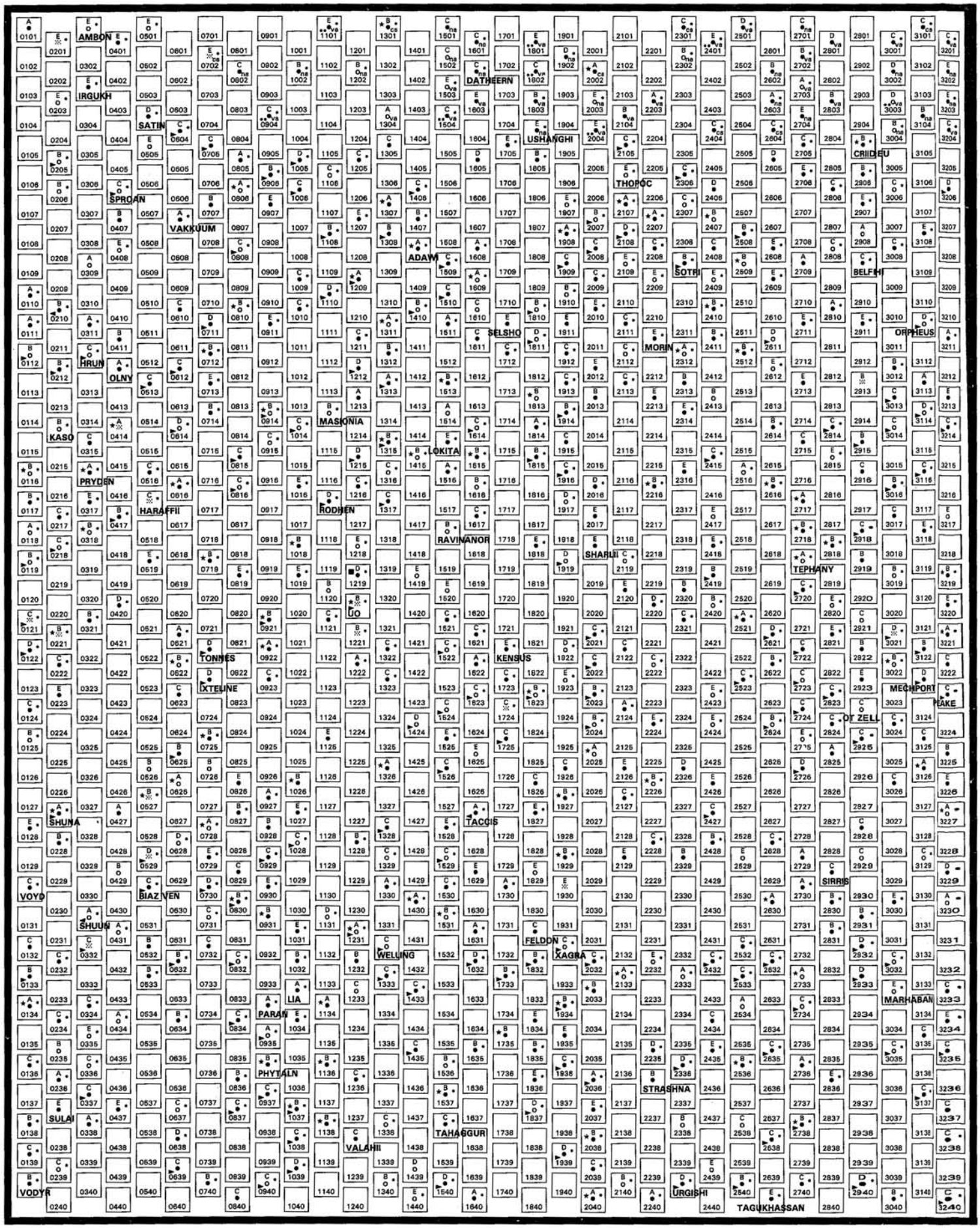
KIROV
GLANDARN

Vland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SATIN
SPROAN
VAKKUUM
HRUN
OLNY
KASO
PRYCEN
HARAFFII
TONNES
XTELINE
SHUNA
VOYD
BIAZVEN
SHUUN
SULAI
VODYR
DATHEERN
USHANGHI
ADAWI
SELSHO
MASIONIA
LOKITA
RODHEN
RAVINANOR
UO
KENSUS
TACCIS
WELUING
LIA
PARAN
PHYTALN
VALAHII
TAHAGGUR
FELDON
XAGRA
THOPOC
SOTRI
MORIN
SHARLII
CRIIDEU
BELFHI
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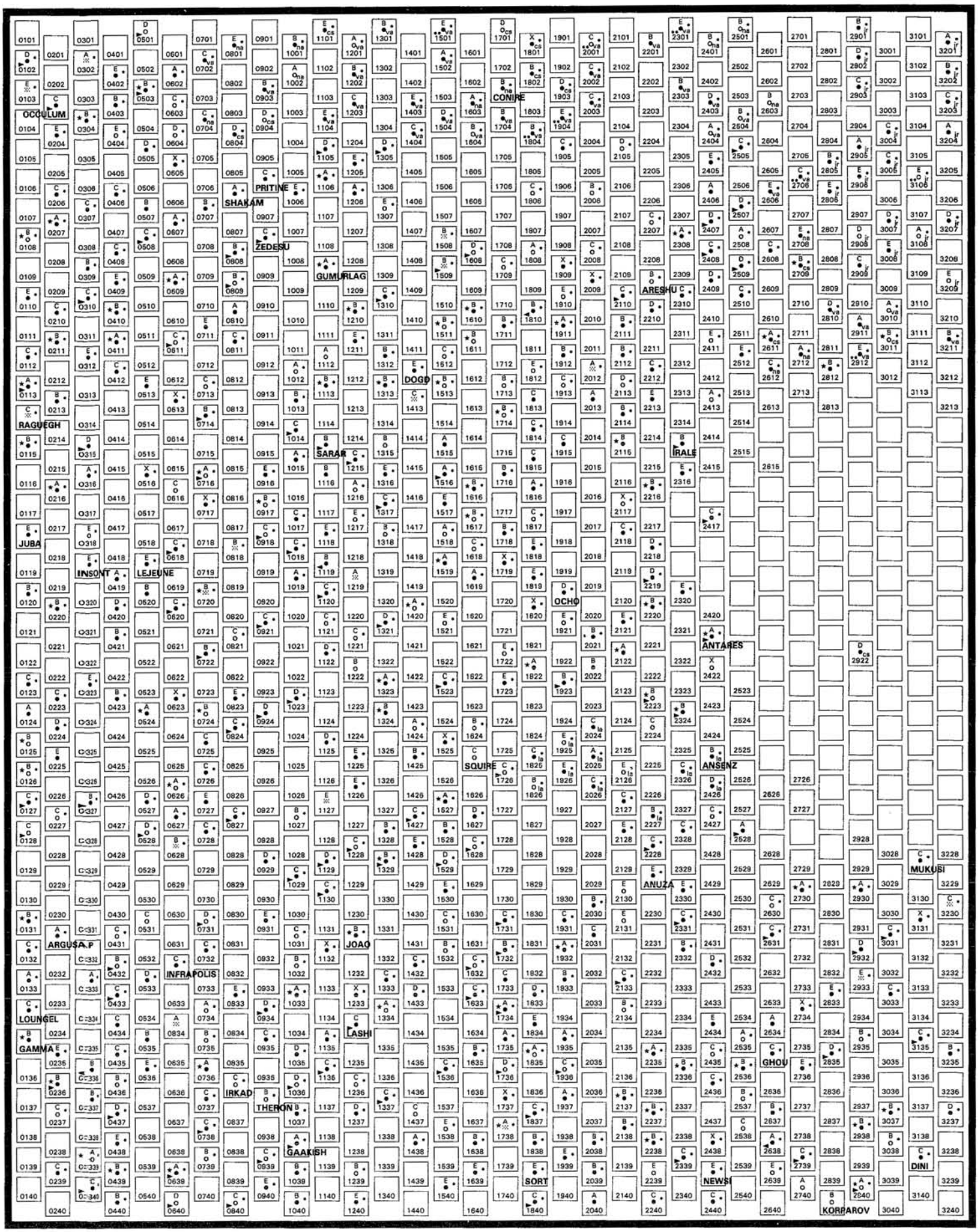
STRASHNA
URGISHI
TAGUKHASSAN

Lishun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SHAKAM
ZEDESU
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CONIRE
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DOGD
RAGUEGH
SARAR
IRALE
JUBA
INSONT
LEJEUNE
OCHO
ANTARES
SQUIRE
ANSENZ
MUKUSI
ANUZA
ARGUSA.P
INFRAPOLIS
JOAO
LOUNGEL
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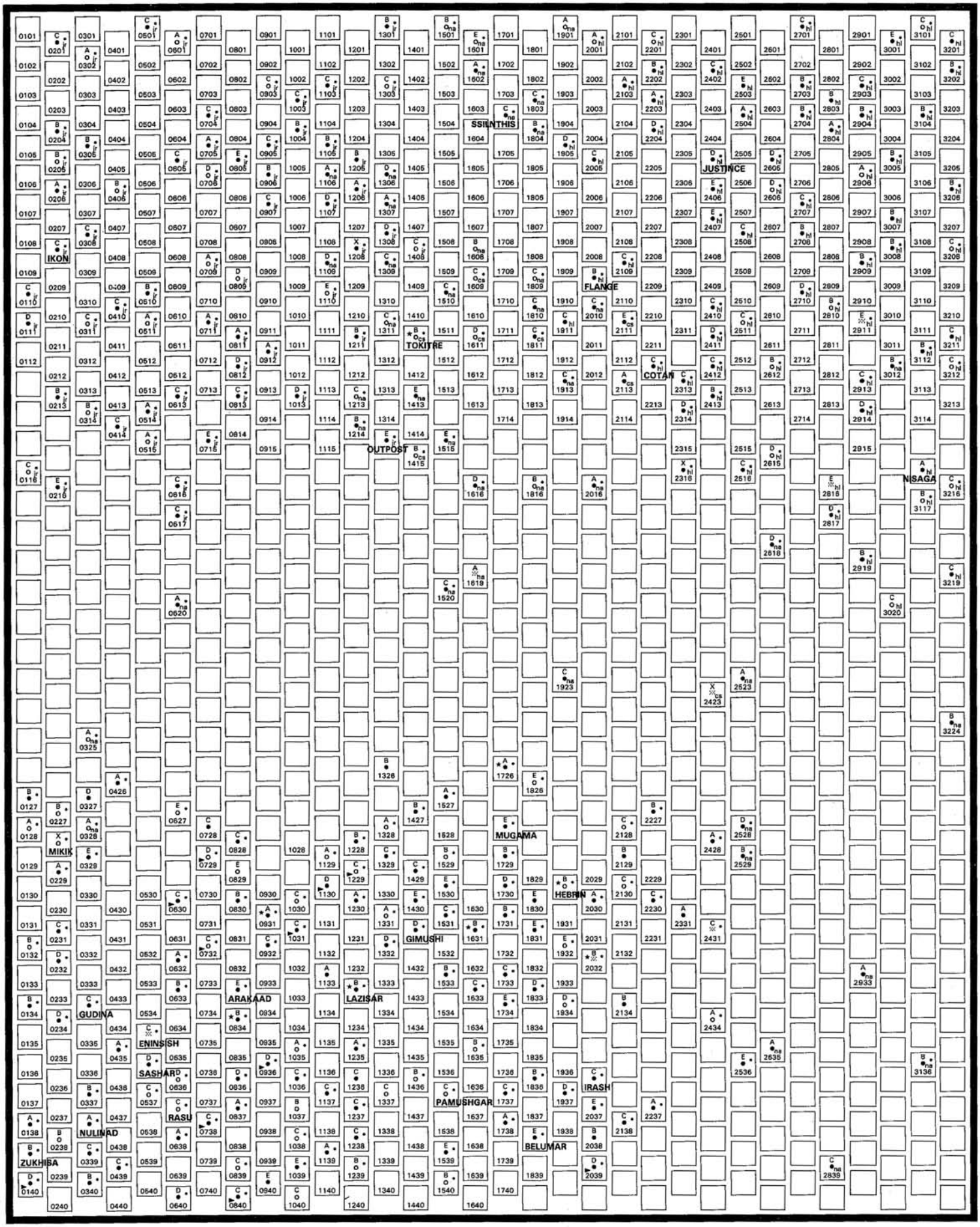
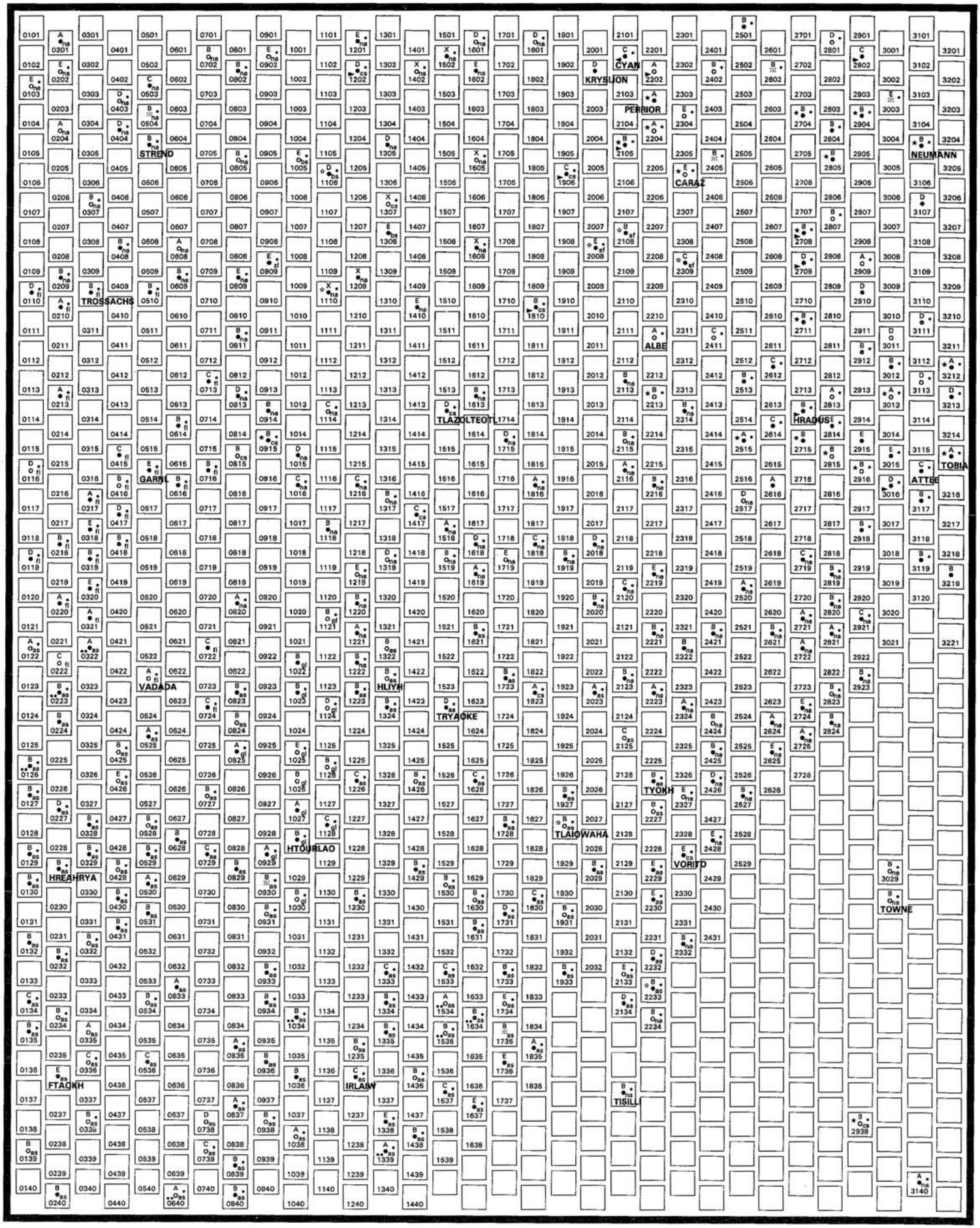
IRKAD
THERON
GAAKISH
SORT
NEWSI
DINI
KORRAROV

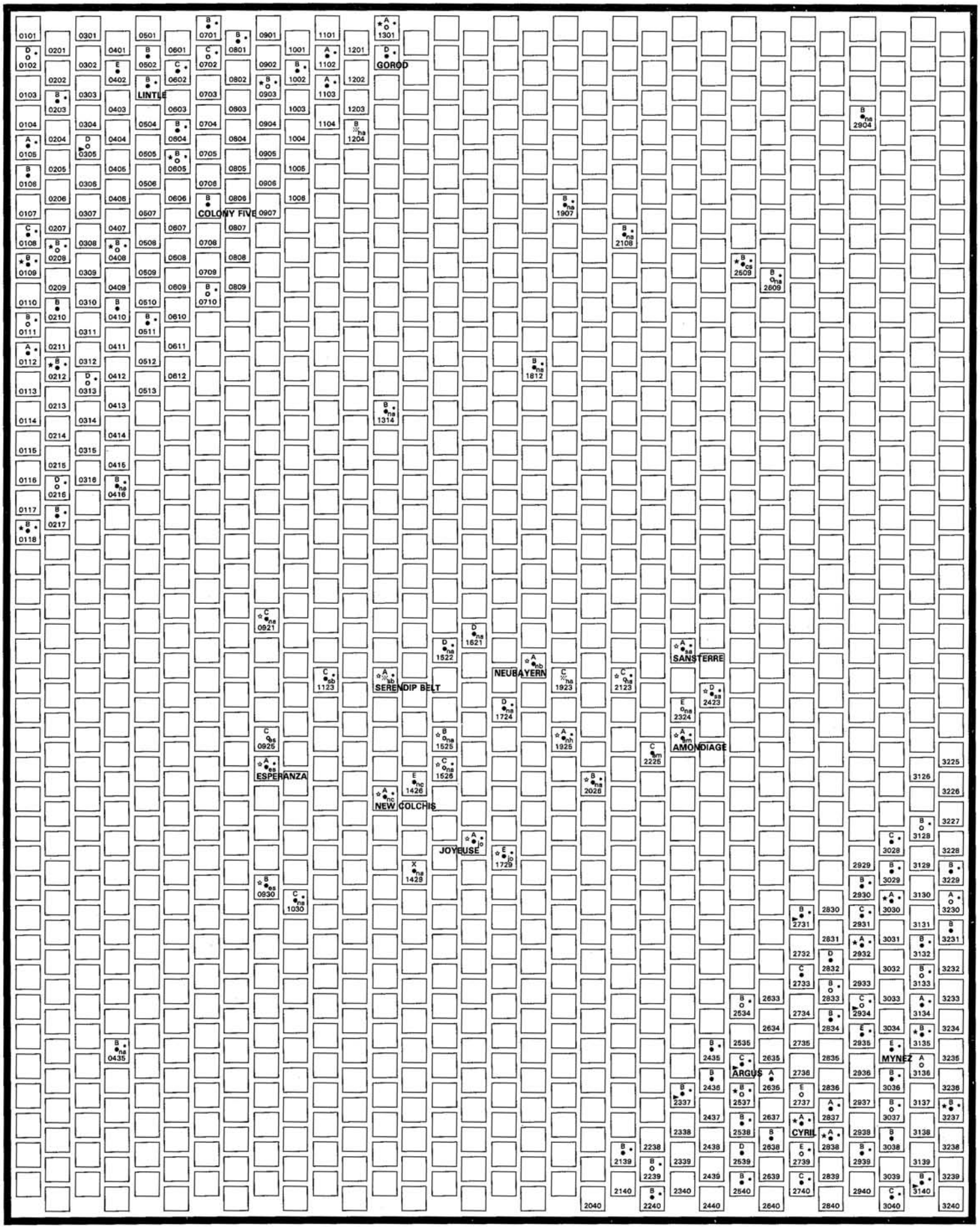
Antares



Empty Quarter



Trojan Reach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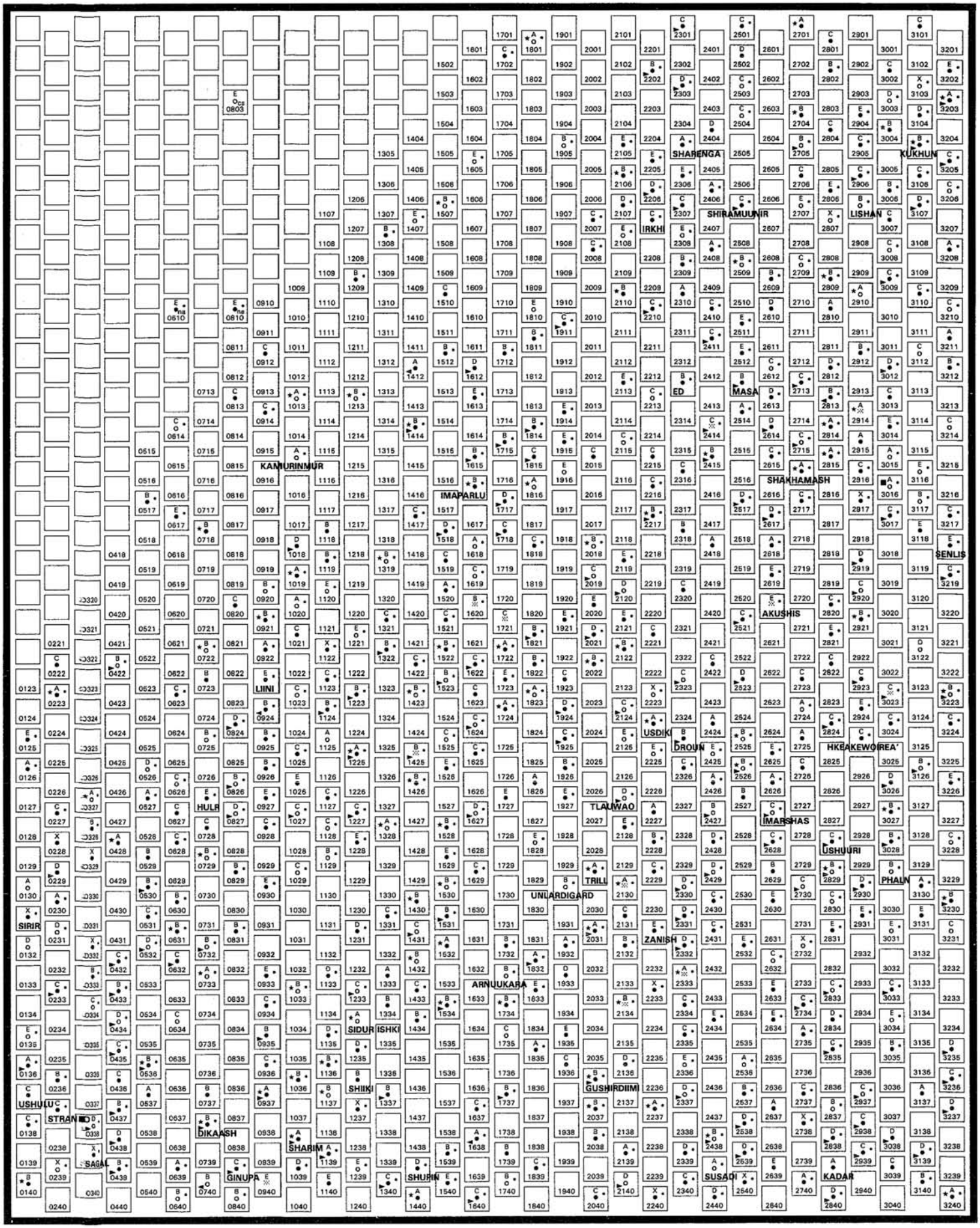
ARGUS
CYRIL

Reft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DROUN
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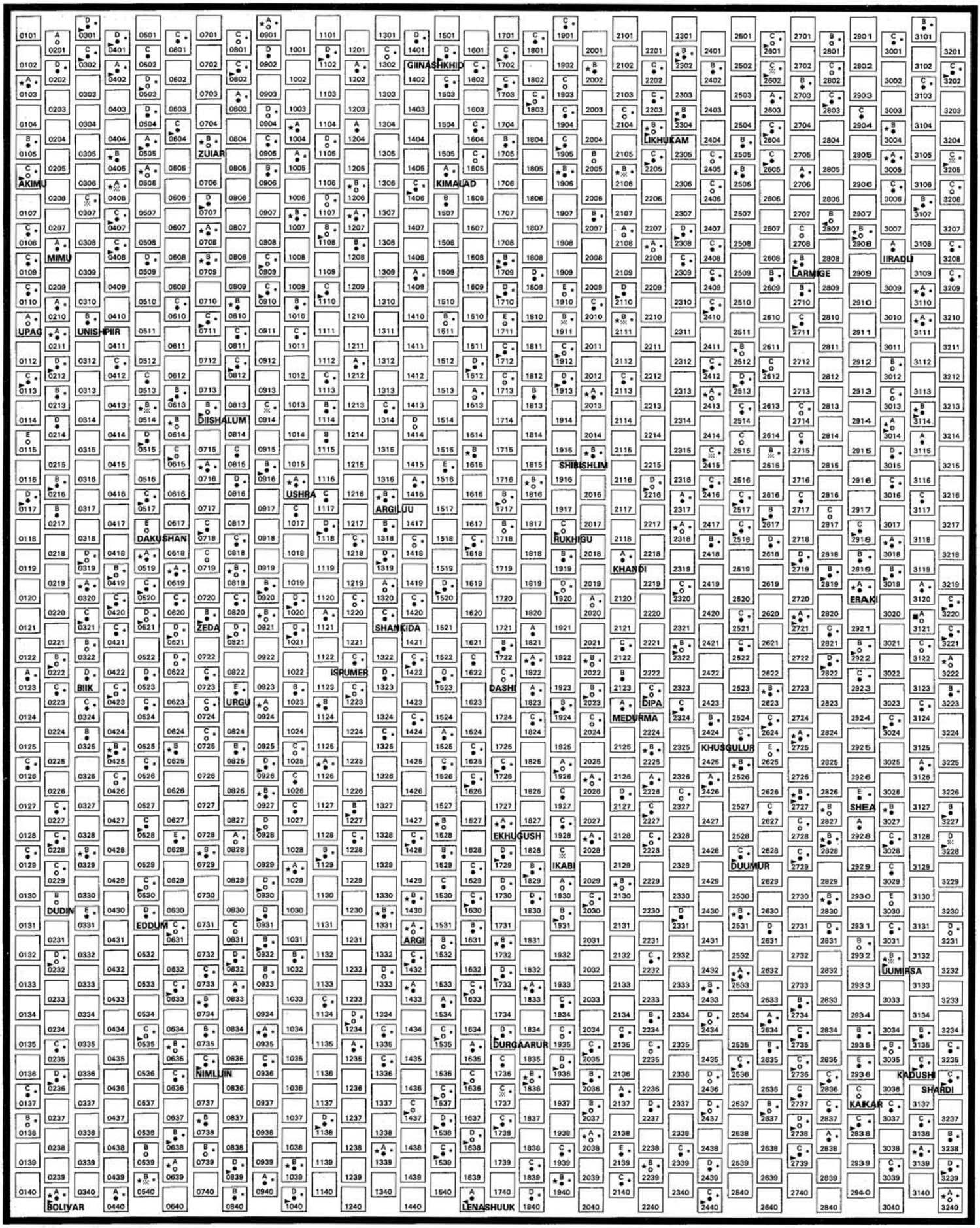
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SHIISHLIN
RUKHIGU
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DASHI
DIPA
MEDURMA
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IKABI
DURGAARUR
LENASHUUK
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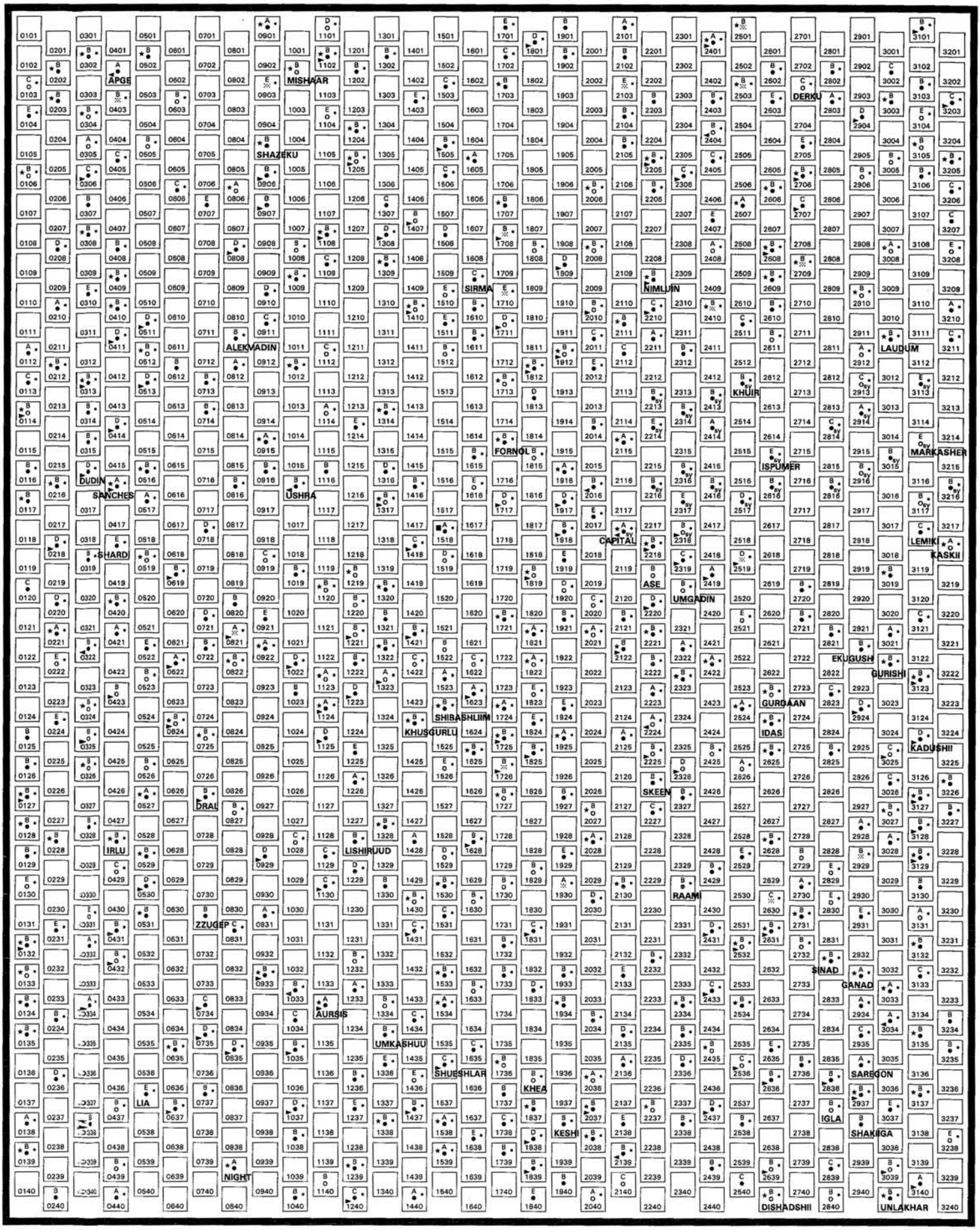
KAKAR

Dagudashag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USHRA
CAPITAL
SHARD
LEMIK
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EKUGUSH
GURISHI
GURDAAN
SHIBASHLIIM
KHUSGURLU
IDAS
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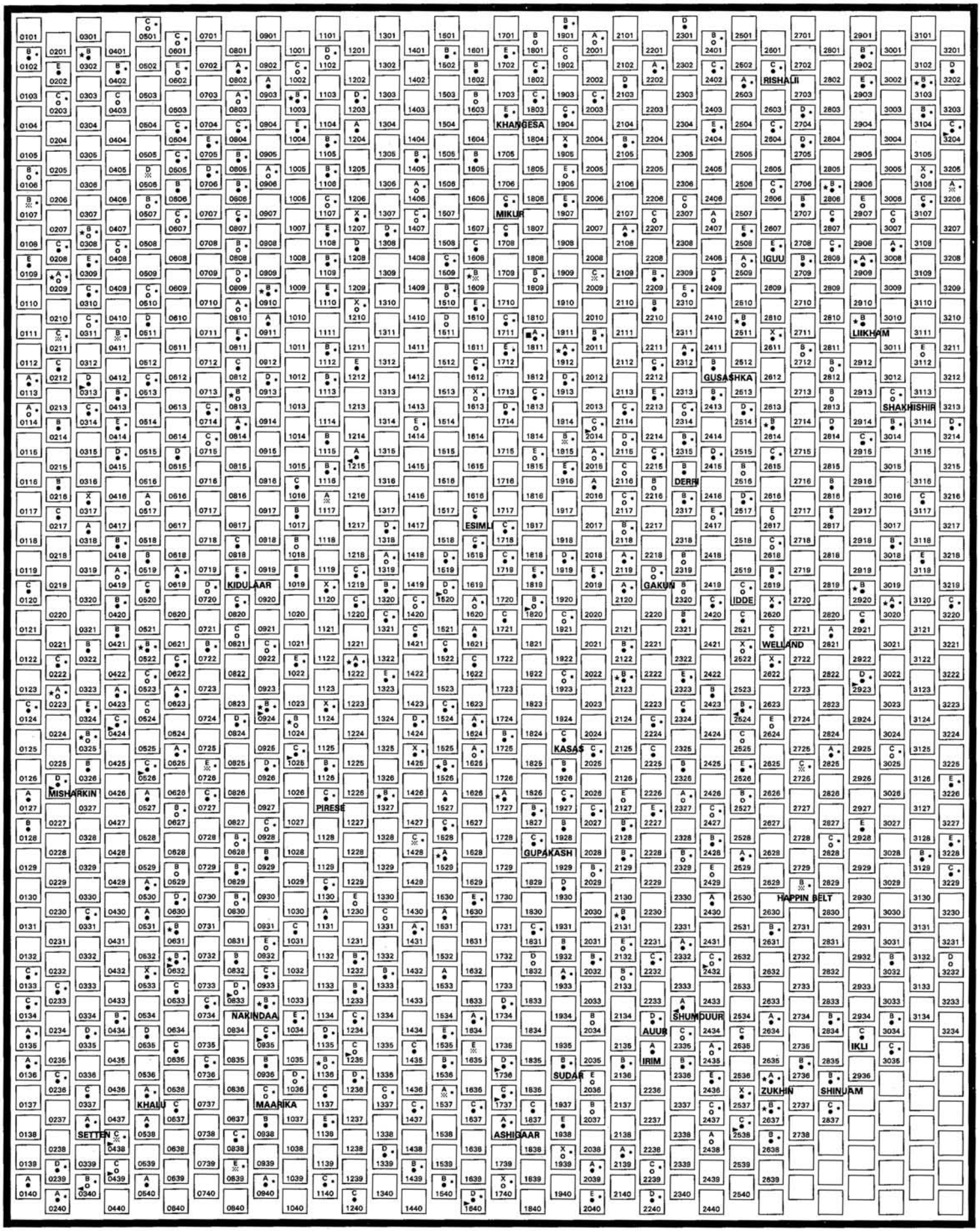
Core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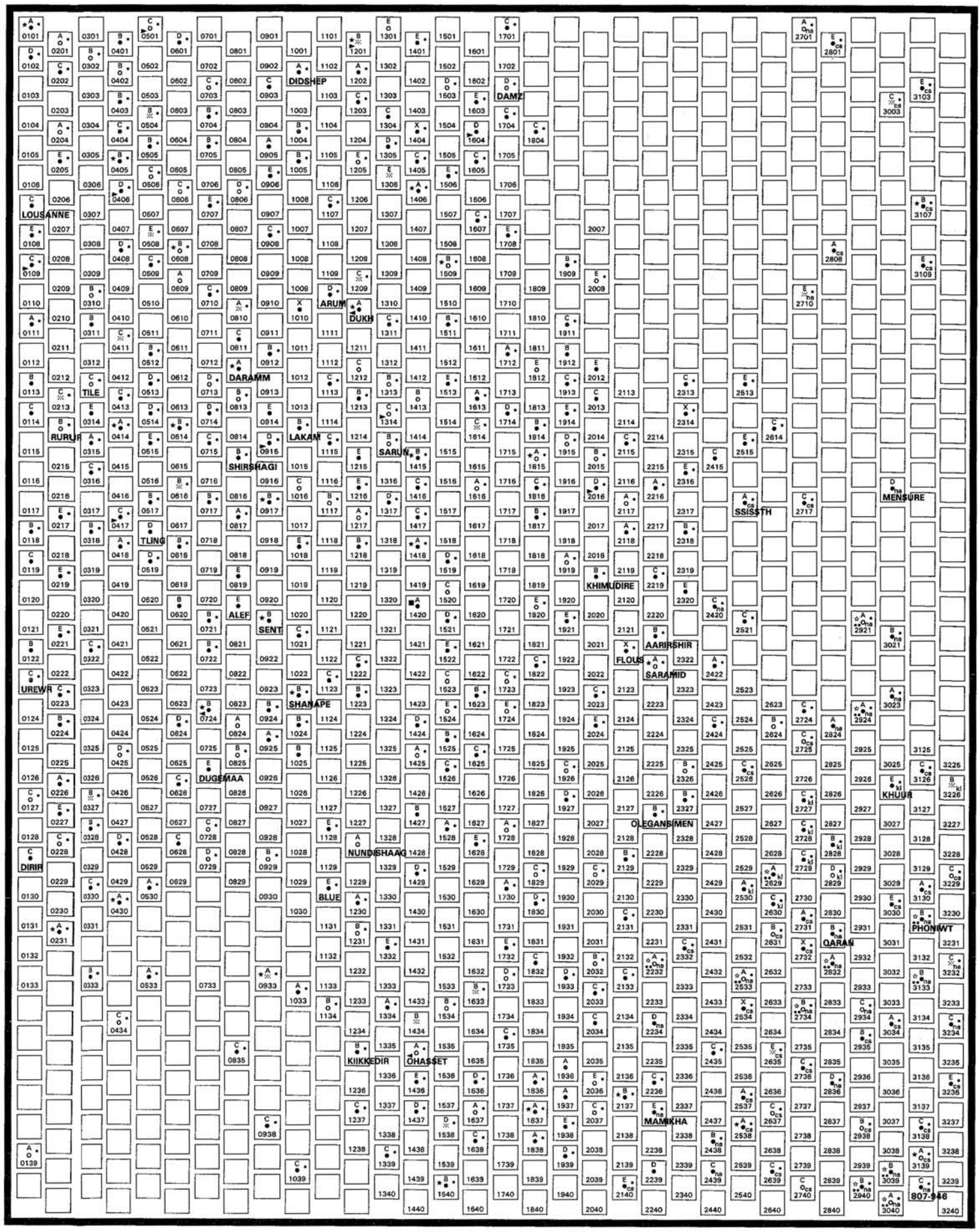
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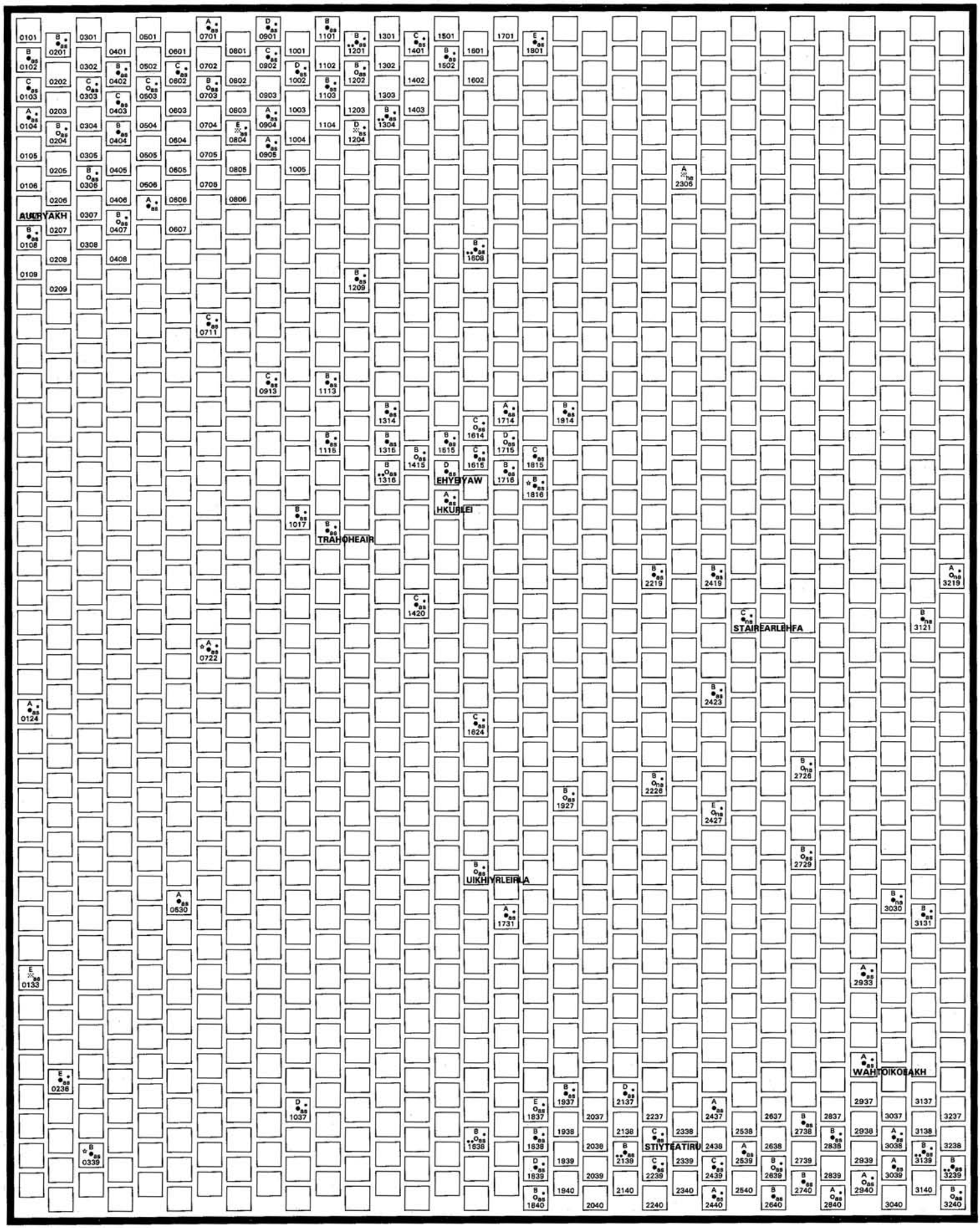
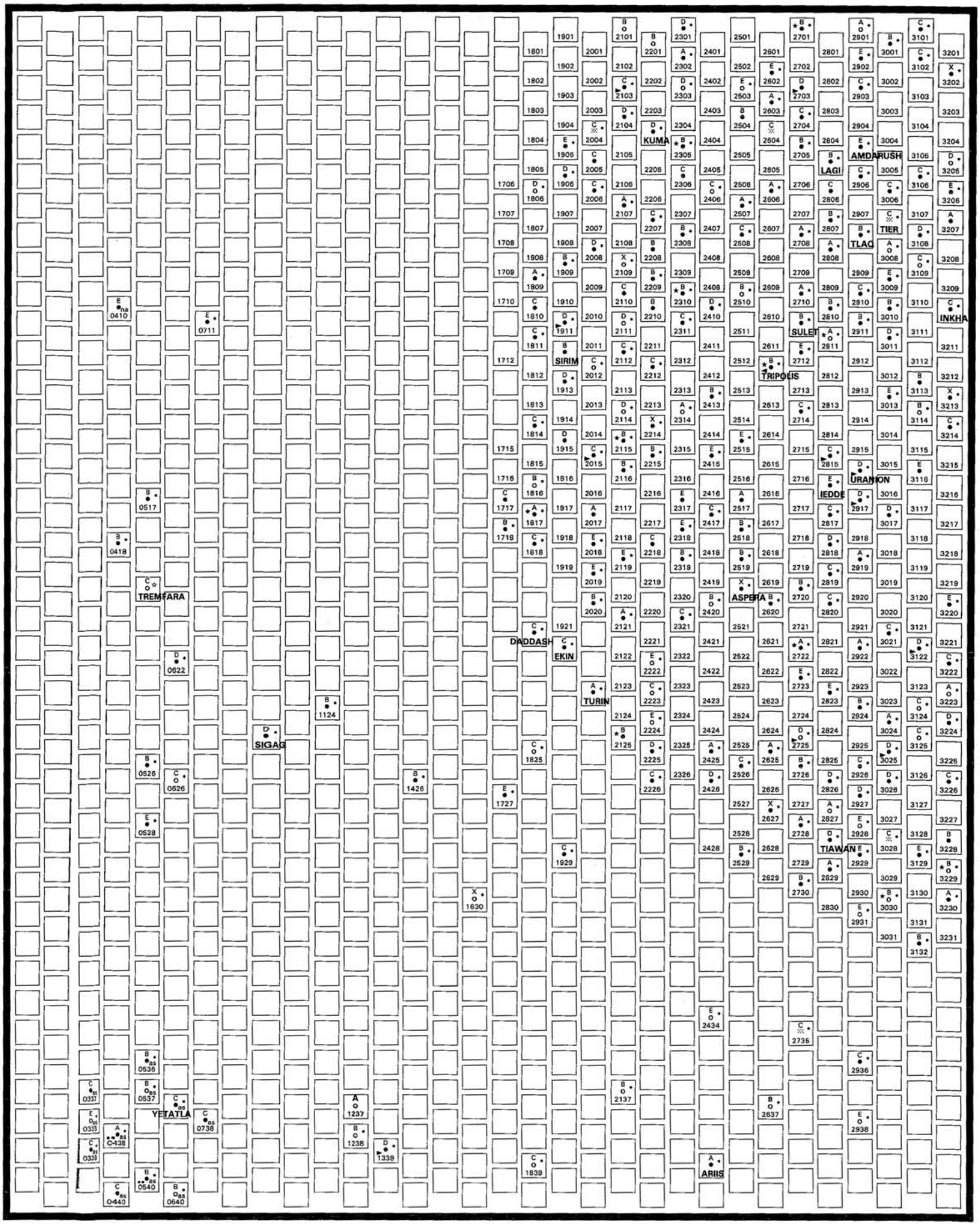
807-946

Ley Sector



Riftspan Reaches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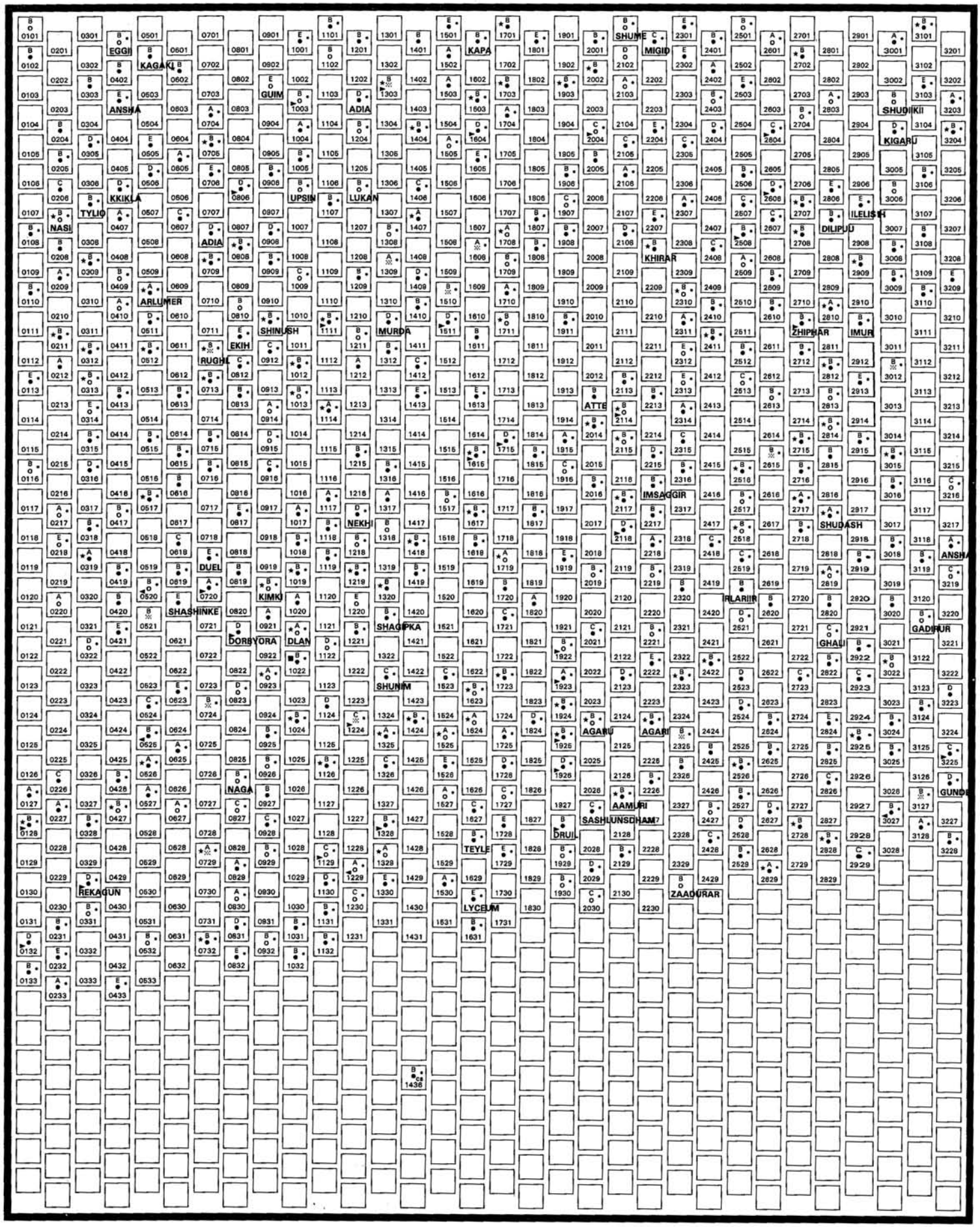
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LUKAN
ILELISH
DILIPUU
ADIA
KHIRAR
ARLUMER
SHINUSH
MURDA
ZHIPHAR
IMUR
EKIH
RUGHL
ATTE
IMSAGGIR
NEKHI
SHUDASH
ANSHA
DUEL
KIMKI
IRLARIIR
SHASHINKE
SHAGEPKA
GADIPUR
DORBYORA
DLAN
GHALI
SHUNIM
AGARU
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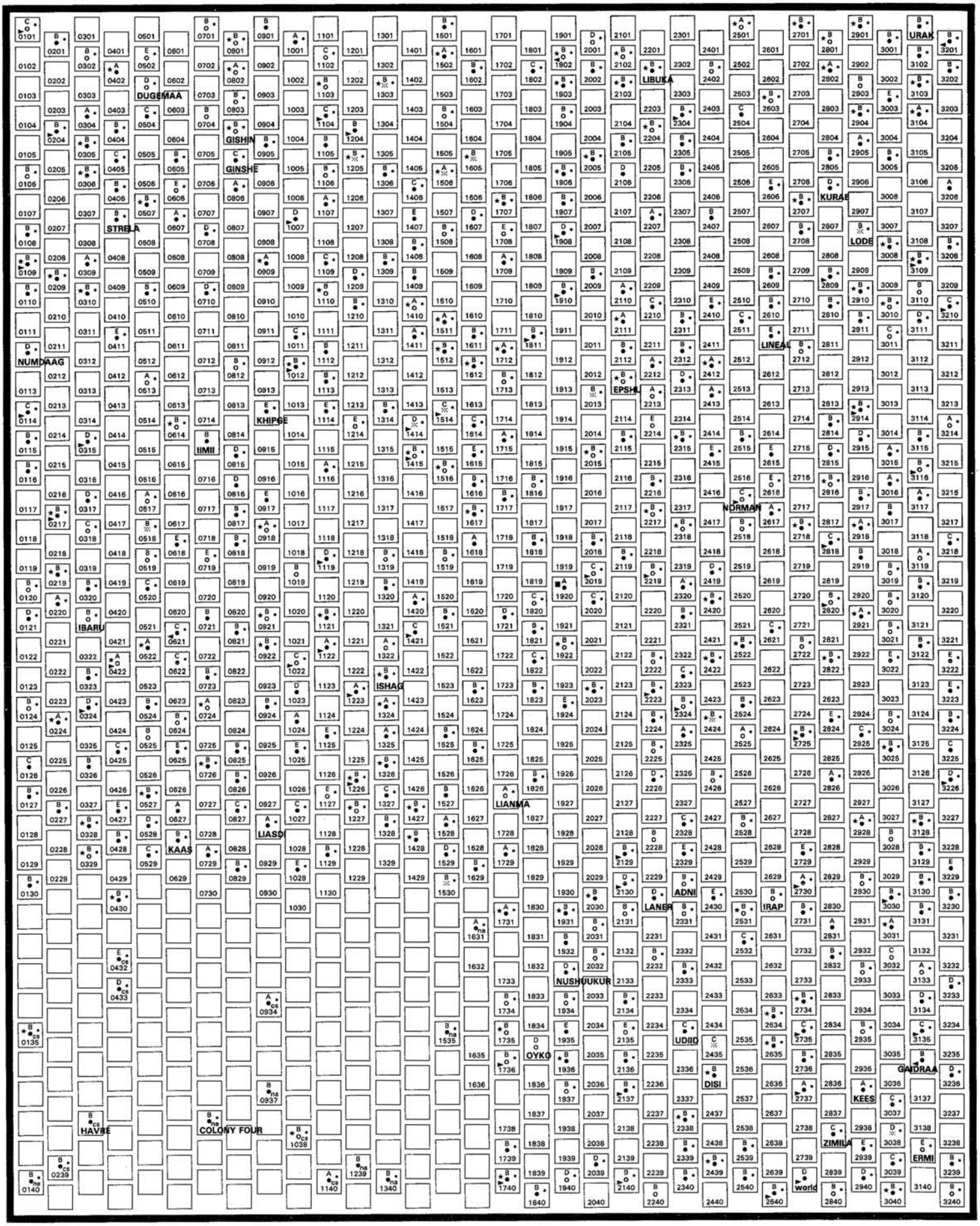
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GINSHE
KURAE
STRELA
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KHIPGE
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NORMAN
IBARU
ISHAG
LIANMA
LIASD
KAAS
ADNI
LANER
IRAP
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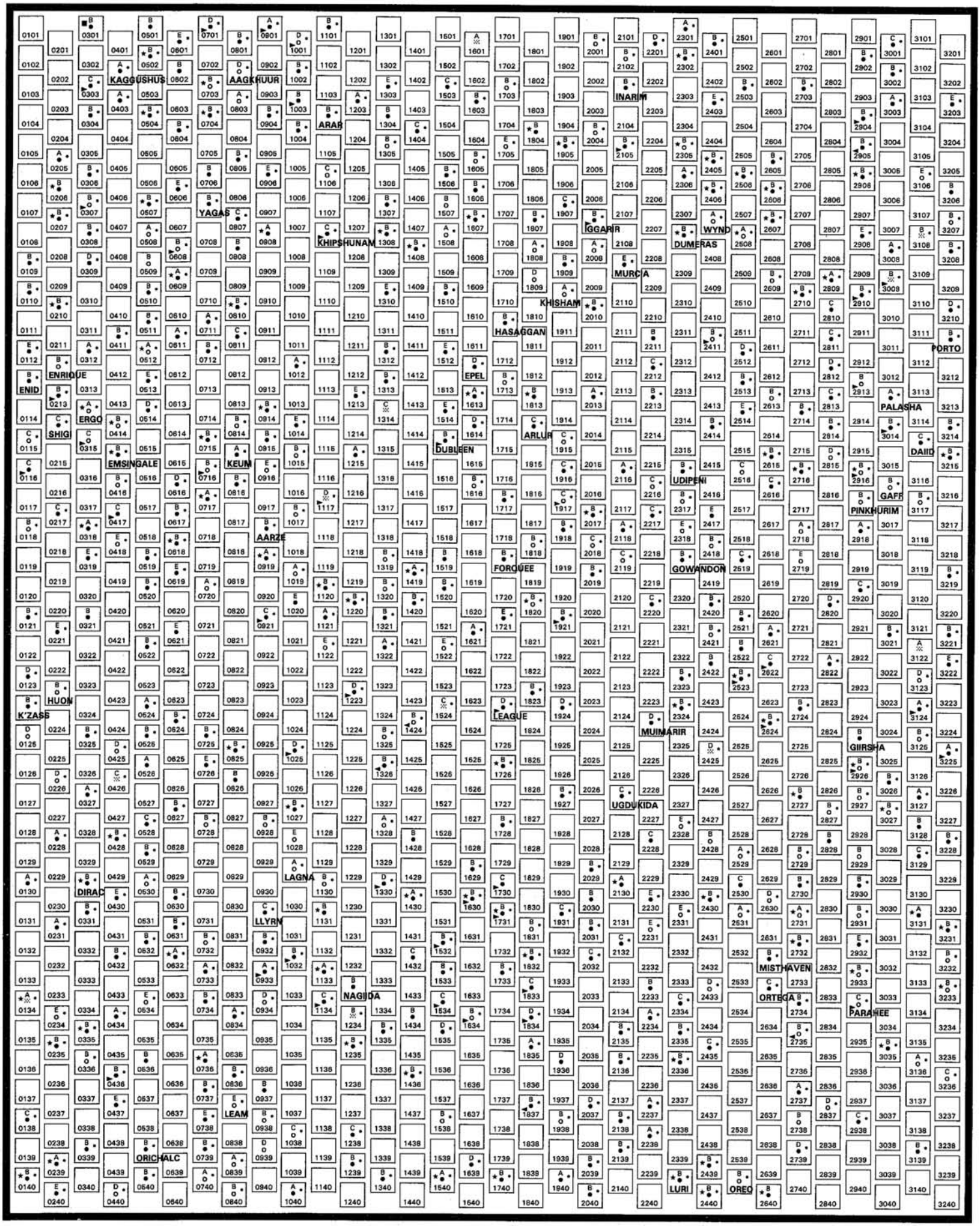
Zarushagar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ENRIQUE
ENID
EPEL
PALASHA
ERGO
SHIGI
ARLUR
DUBLEEN
DAIID
EMSINGALE
KEUM
UDIPENI
GAFR
PINKHURIM
AARZE
FORQUEE
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LEAGUE
MUIMARIR
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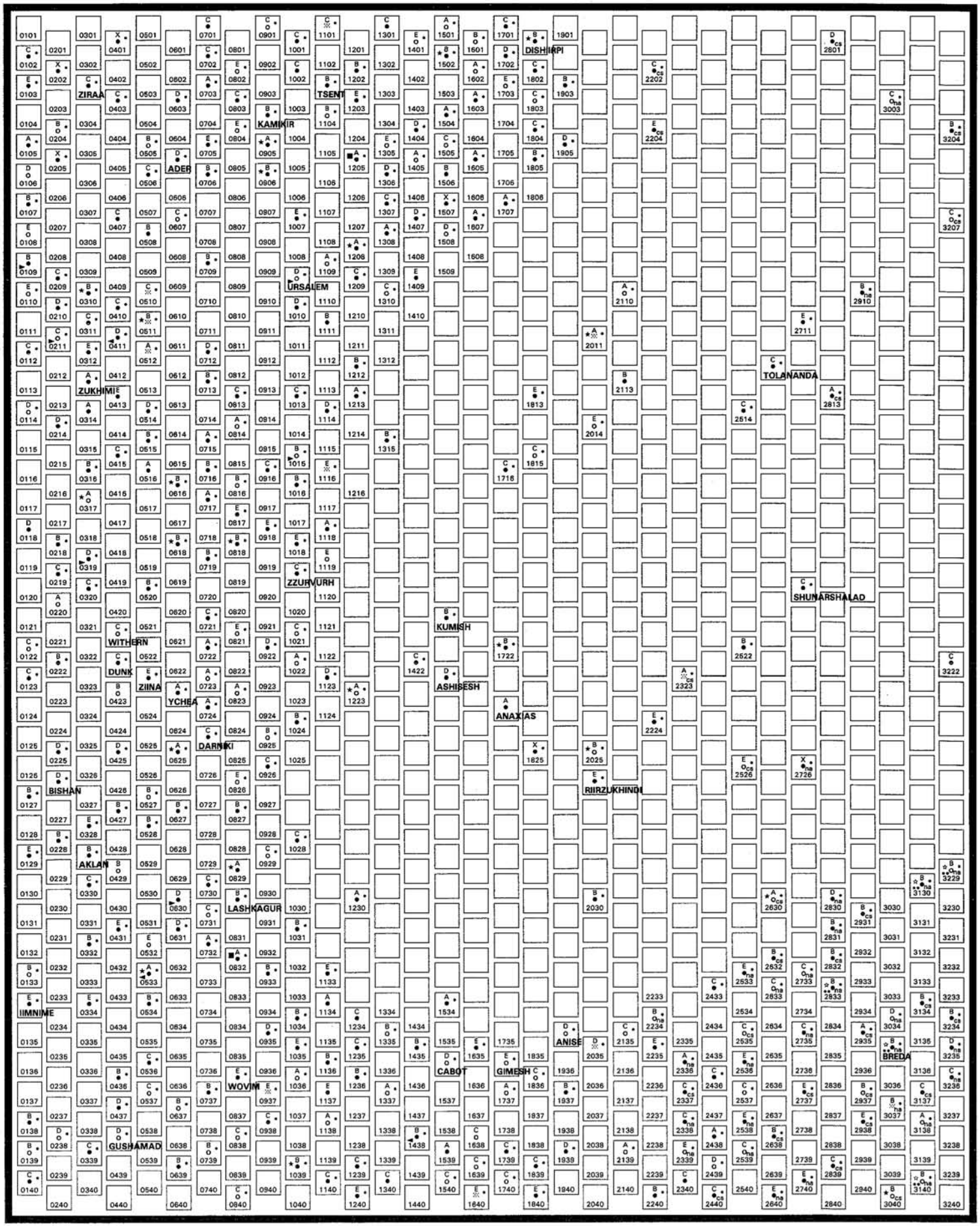
LLYRN
MISTHAVEN
NAGIIDA
ORTEGA
PARAHEE
LEAM
ORICHALC
LURI
OREO

Massilia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DUNK
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DARNKI
ZZURVURH
KUMISH
ASHISESH
SHUNARSHALAD
ANAXIAS
BISHAN
RIIRZUKHINDI
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CABOT
GIMESH
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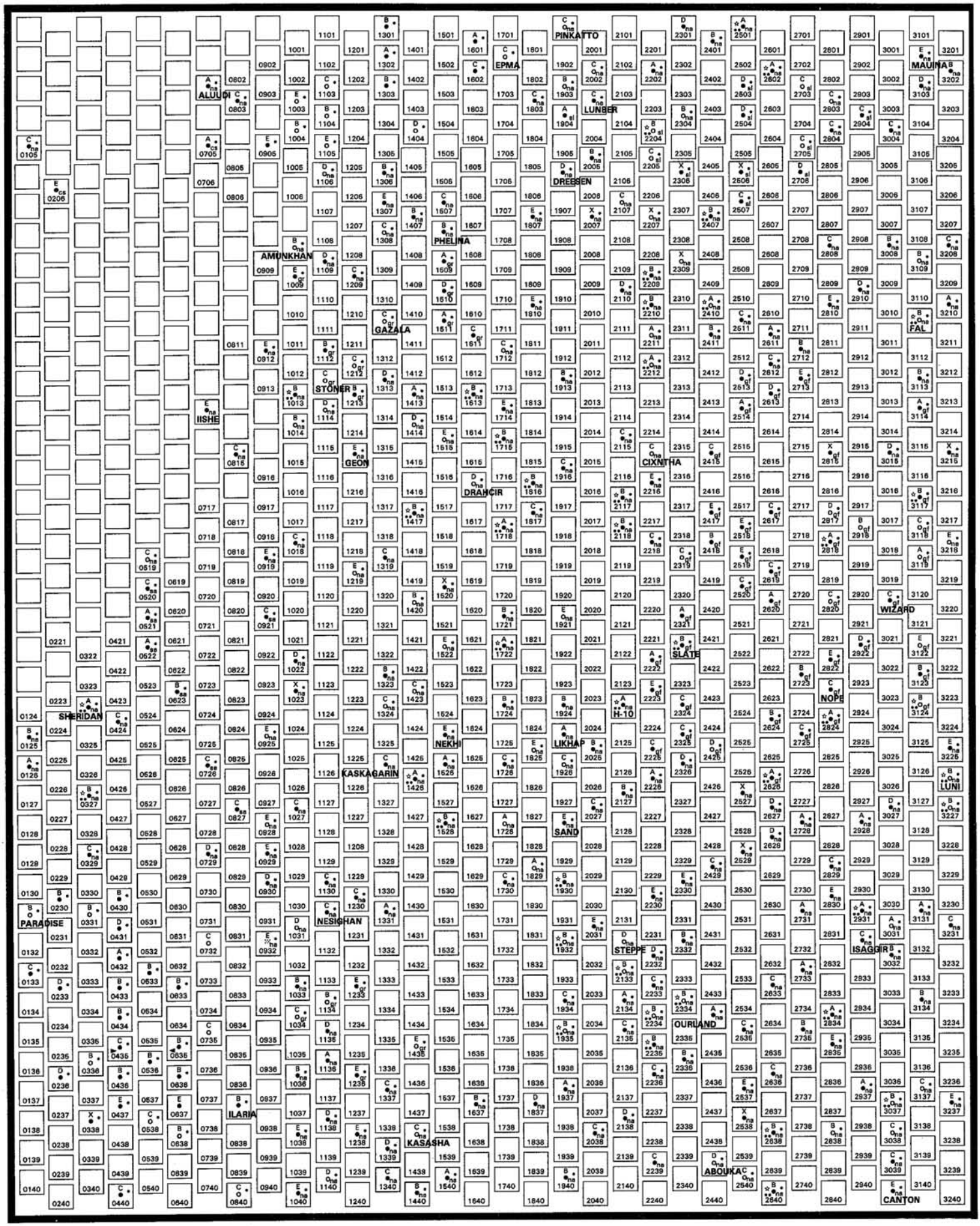
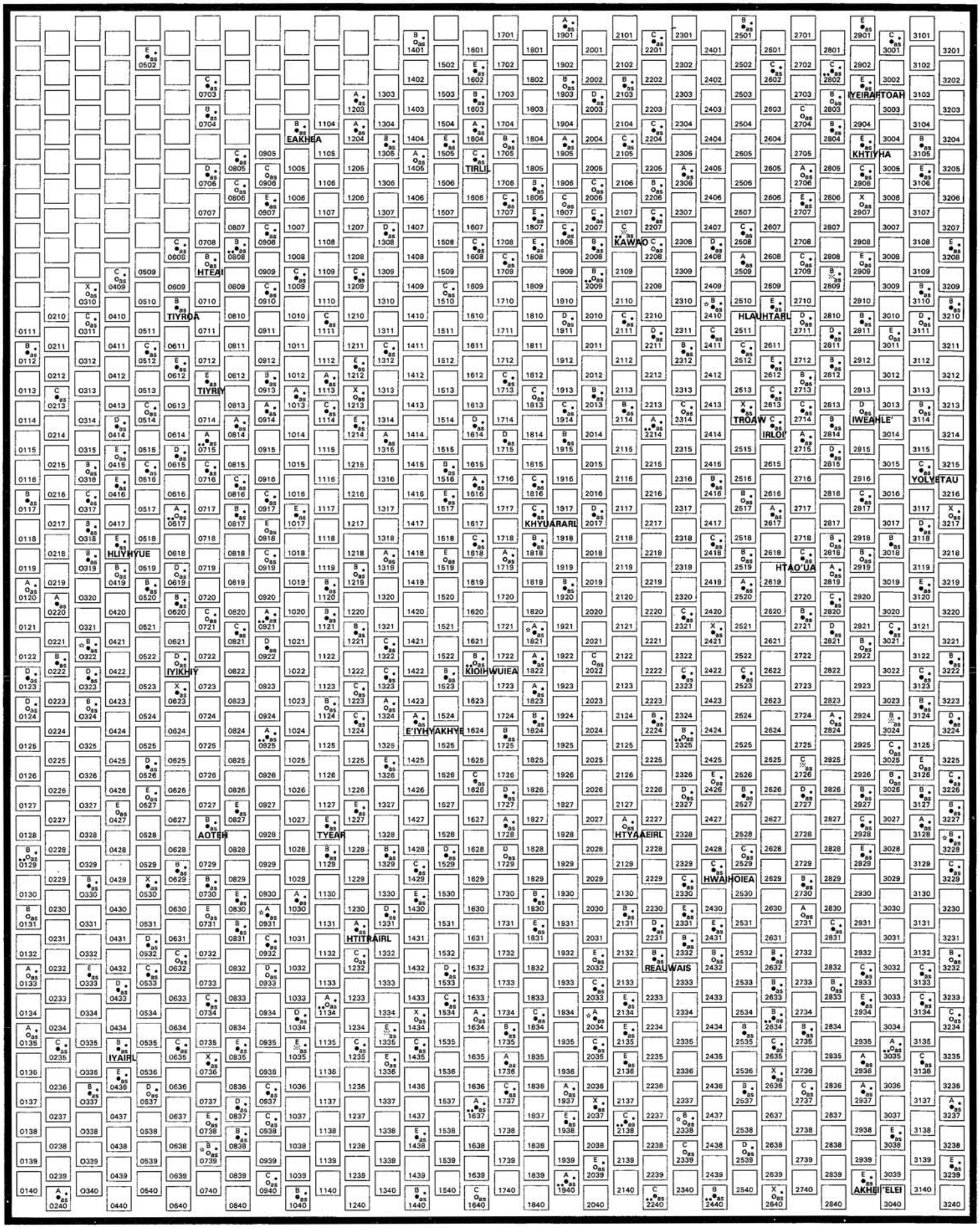
Delphi



Glimmerdrift Reaches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TIYRIY
TROAW
IWEAHLE'
IRLOI'
YOLYETAU
KHYUARARL
HLIYHYUE
HTAO'UA
IYIKHIY
KIOIHWUIEA
E'IYHYAKHYE
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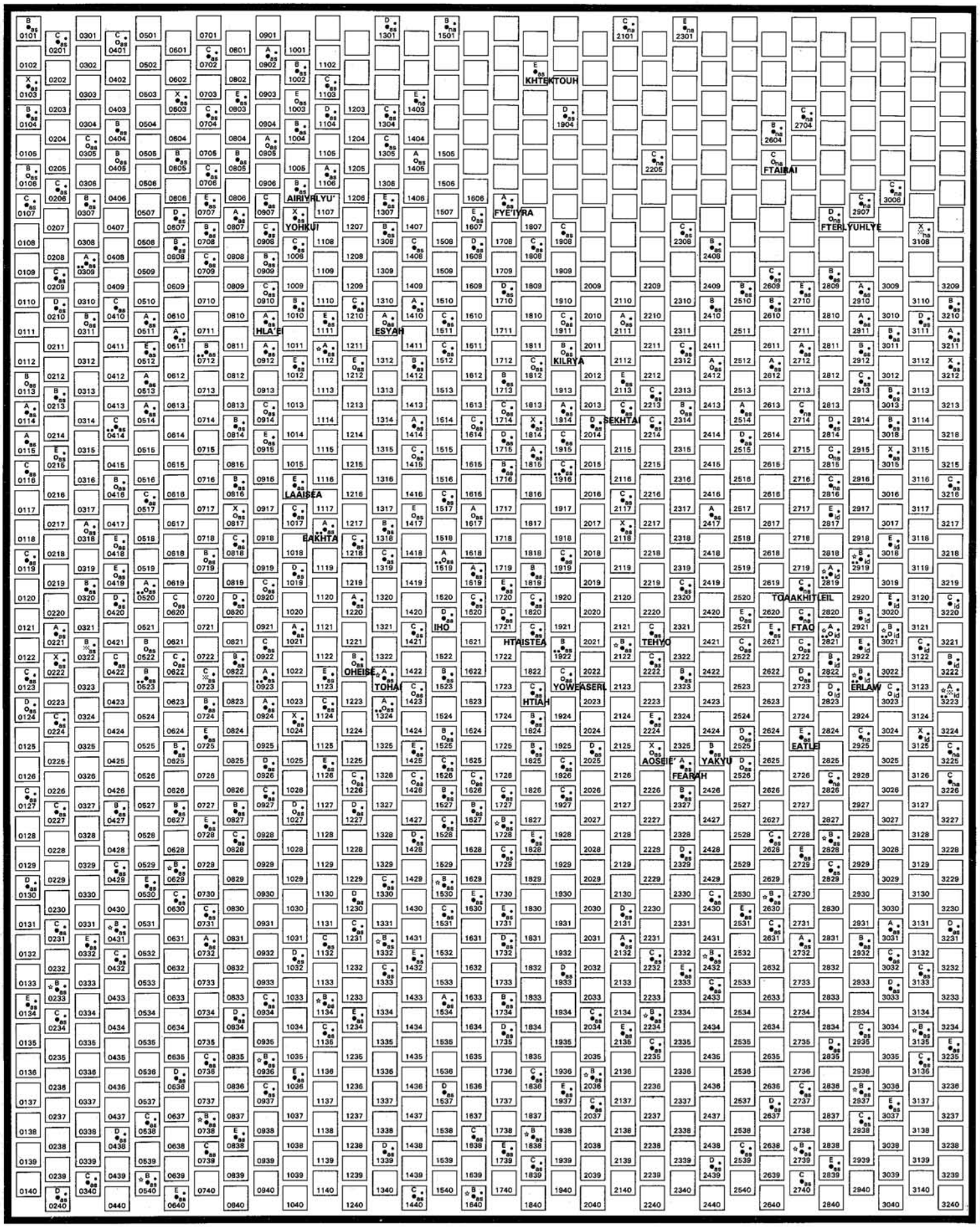
IYAIRL
AKHEI'ELEI

Hlakhoi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LAAISEA
EAKHTA
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HTAISTEA
FTAO
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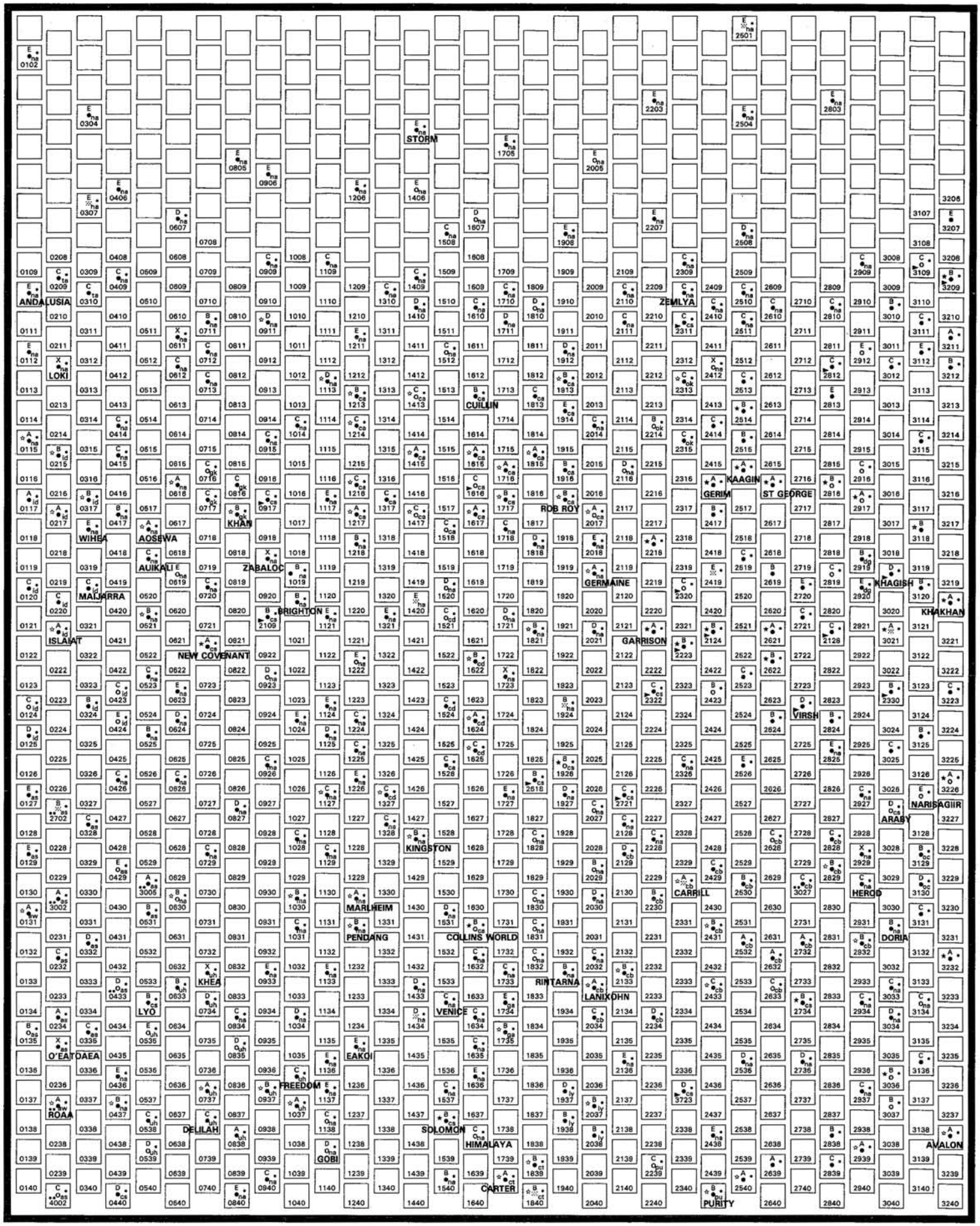
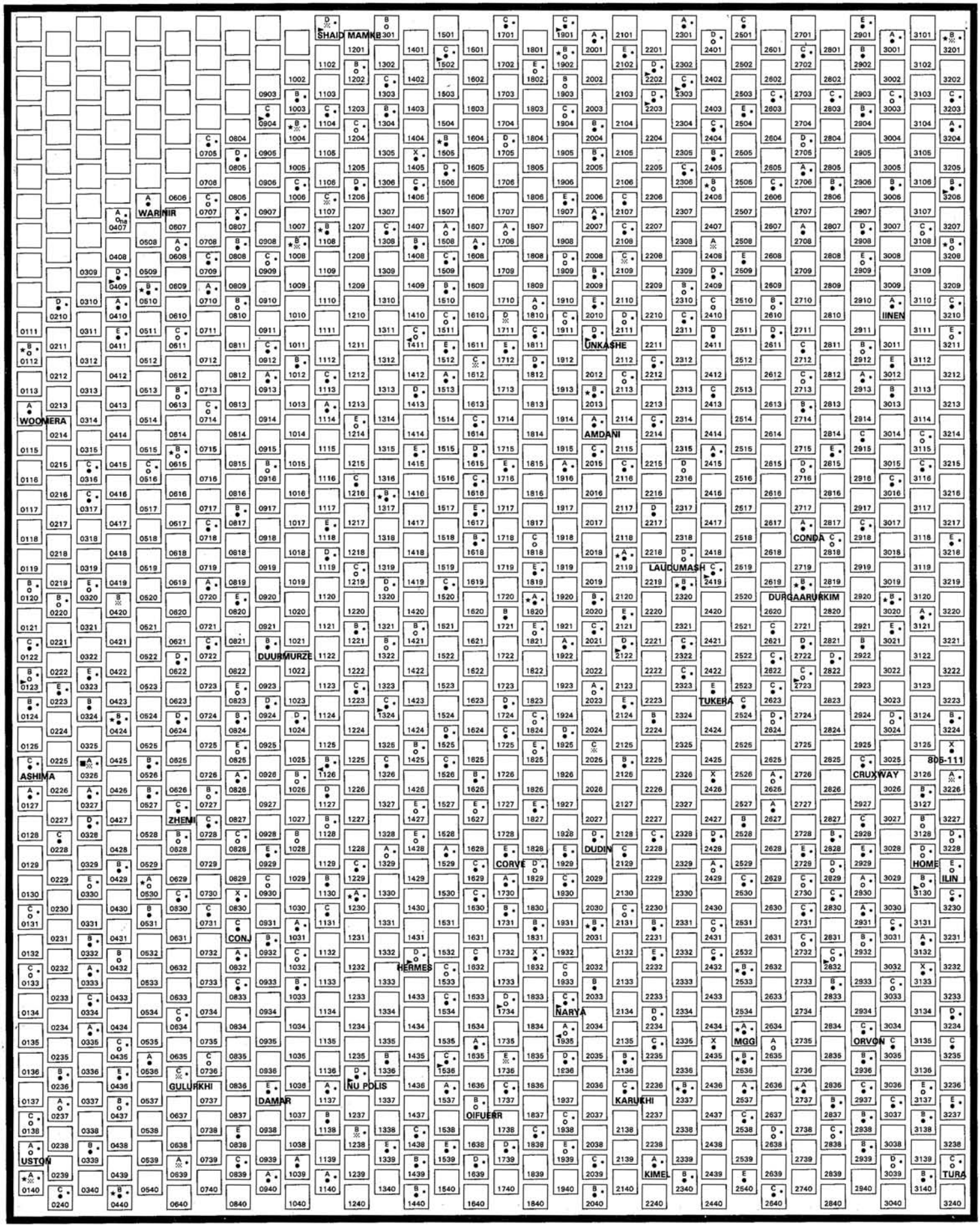


Reaver's Deep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CONJ
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CORVE
NARYA
DUDIN
OIFUERR
UNKASHE
AMDANI
KARUKHI
KIMEL
LAUDUMASH
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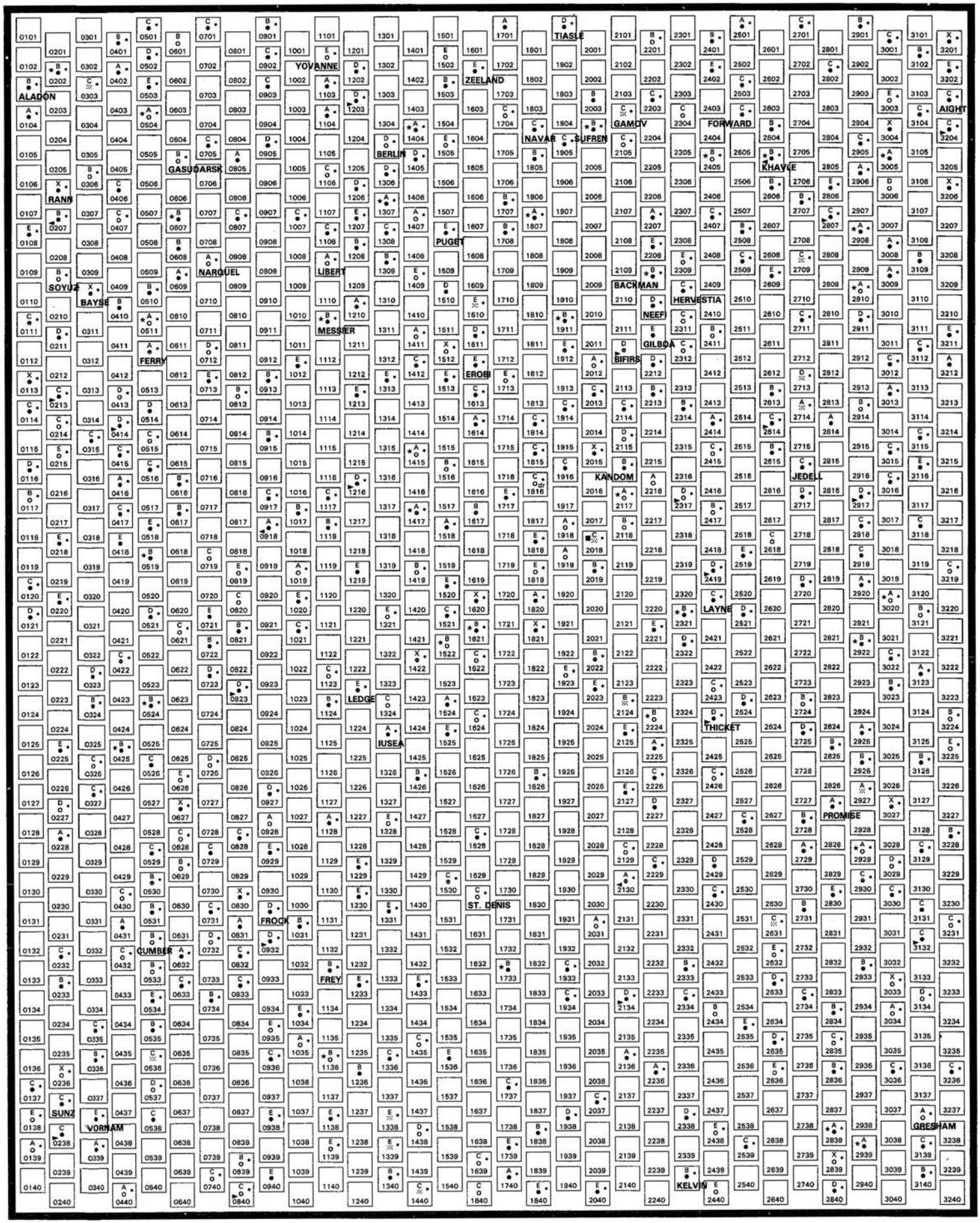
ORVON
HOME
ILIN
TURA
805-111

Daibei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LIBERT
MESSIER
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PUGET
ZEELAND
EROBI
LEDGE
IUSEA
FROCK
FREY
ST. DENIS
CUMBER
SUNZ
VORNAM
TIASLE
NAVAR
SUFREN
GAMOV
BACKMAN
BIFIRS
NEEF
GILBOA
KANDOM
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JEDELL
LAYNE
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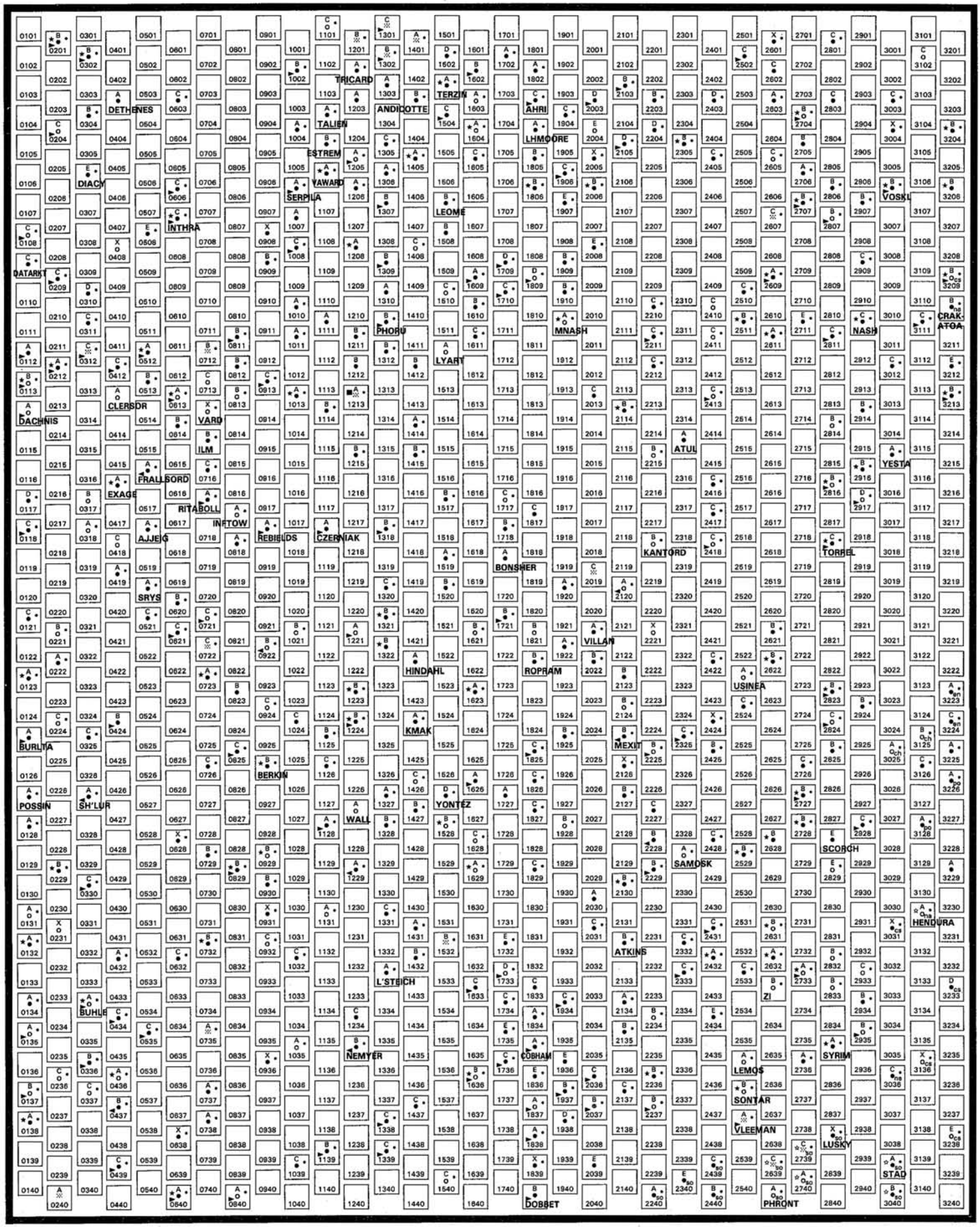
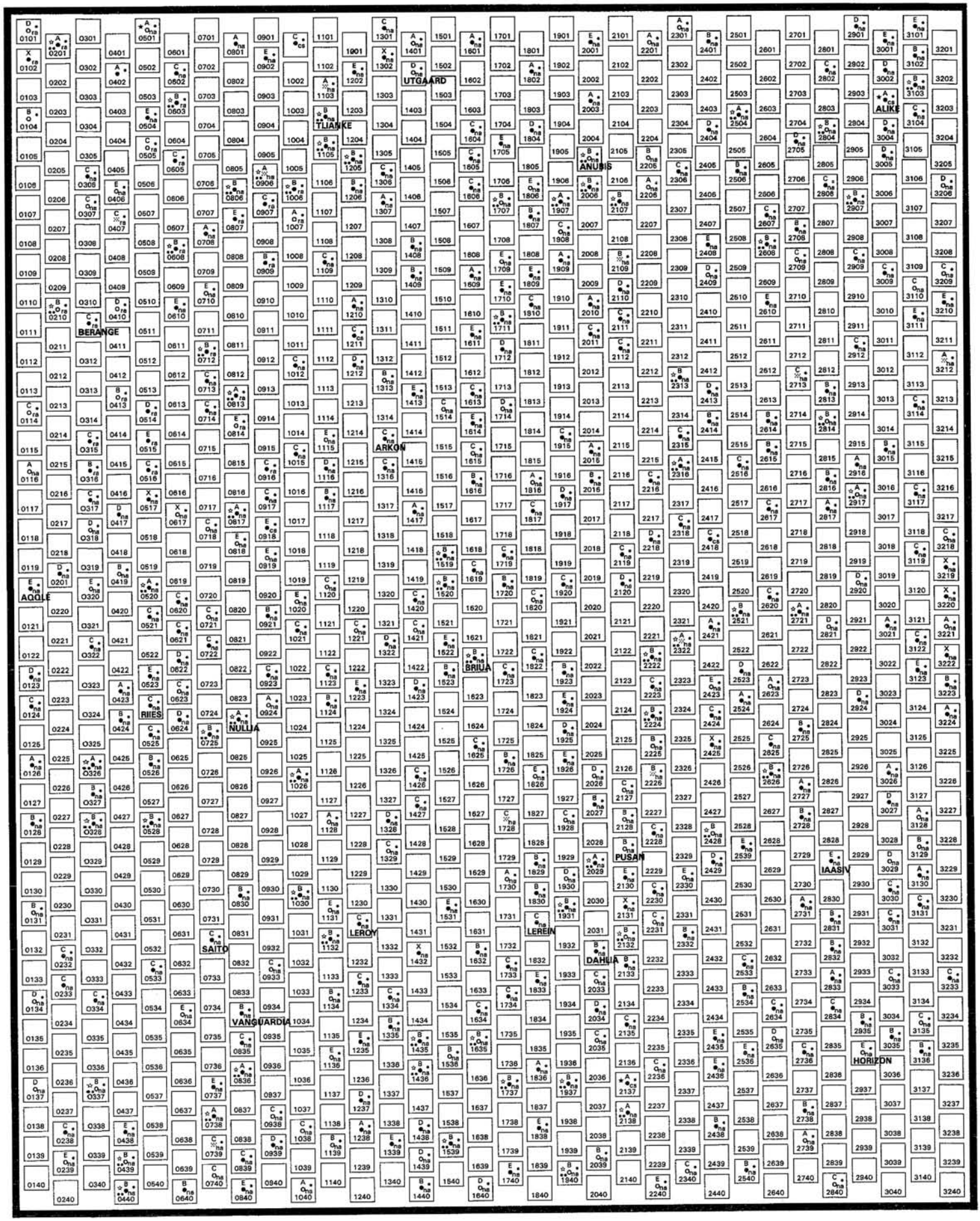
PROMISE
KELVIN
AIGHT
GRESHAM

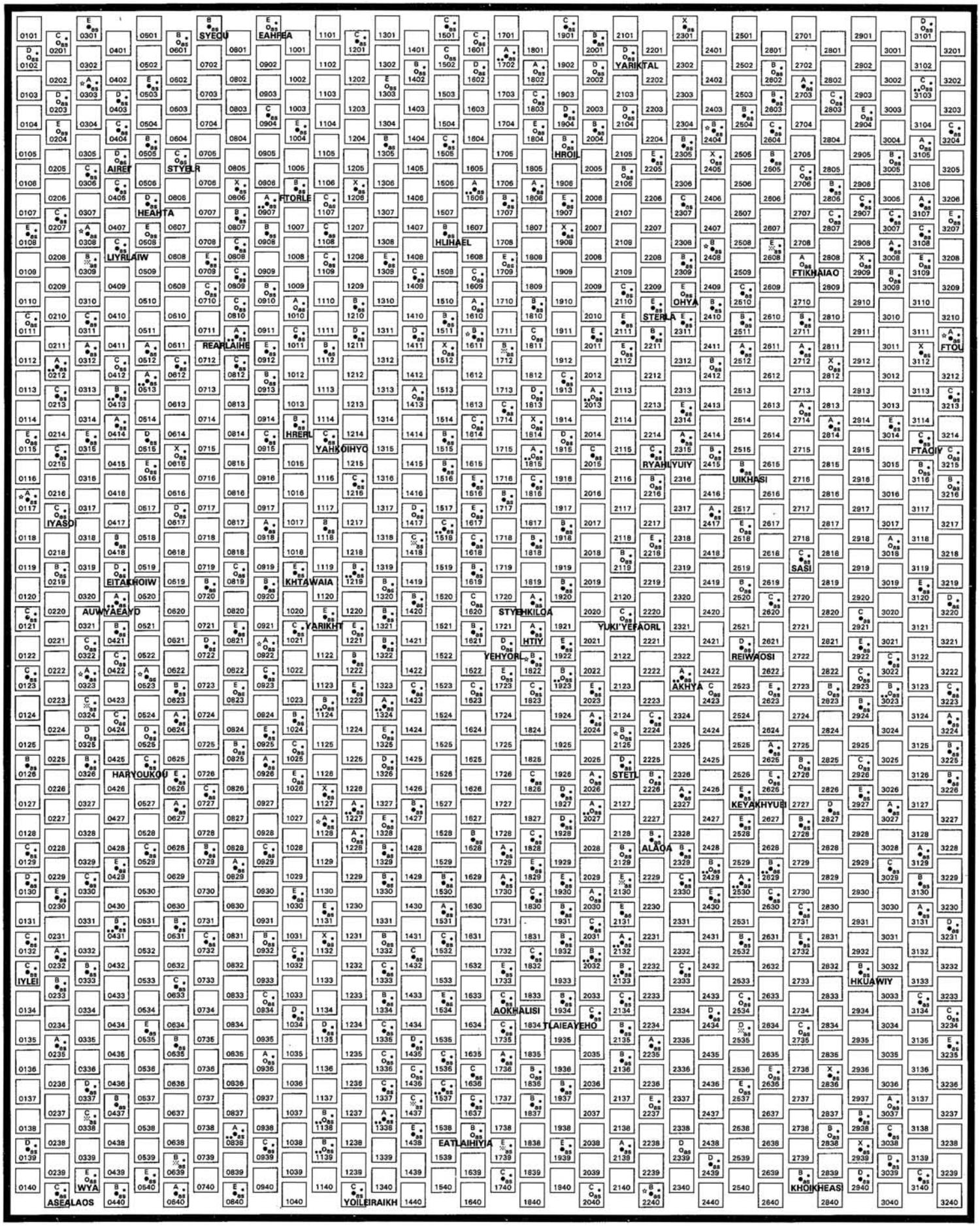
Diaspora



Old Expanses



The Hinterworlds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HROIL
FTORLE
HEAHTA
HLIHAEL
LIYRLAIW
FTIKHAIAO
OHYA
STERLA
REARLAIHE
FTOU
HRERL
YAHKOIHYO
FTAGIV
RYAHLYUIY
UIKHASI
IYASDI
SASI
EITAKHOIW
KHTAWAIA
AUWYAEAYD
YARIKHT
STYEHKILOA
YUKI'YEFAORL
HTIY
YEHYORL
REIWAOSI
AKHYA
HARYOUKOU
STETL
KEYAKHYUEI
ALAOA
IYLEI
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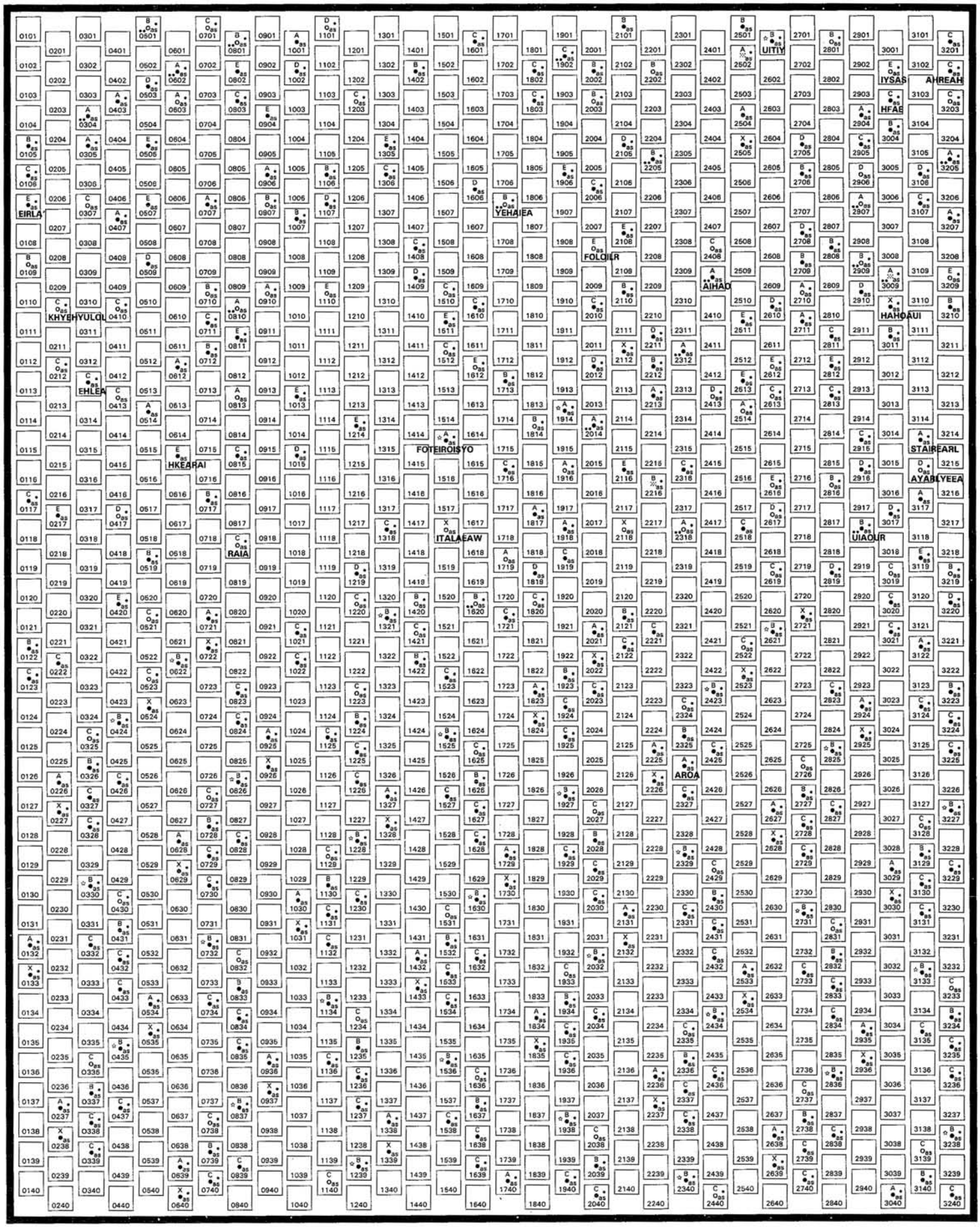
ASEALAOS
YOILEIRAIKH

Staihaia'yo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FOTEIROISYO
ITALAEAW
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FOLOILR
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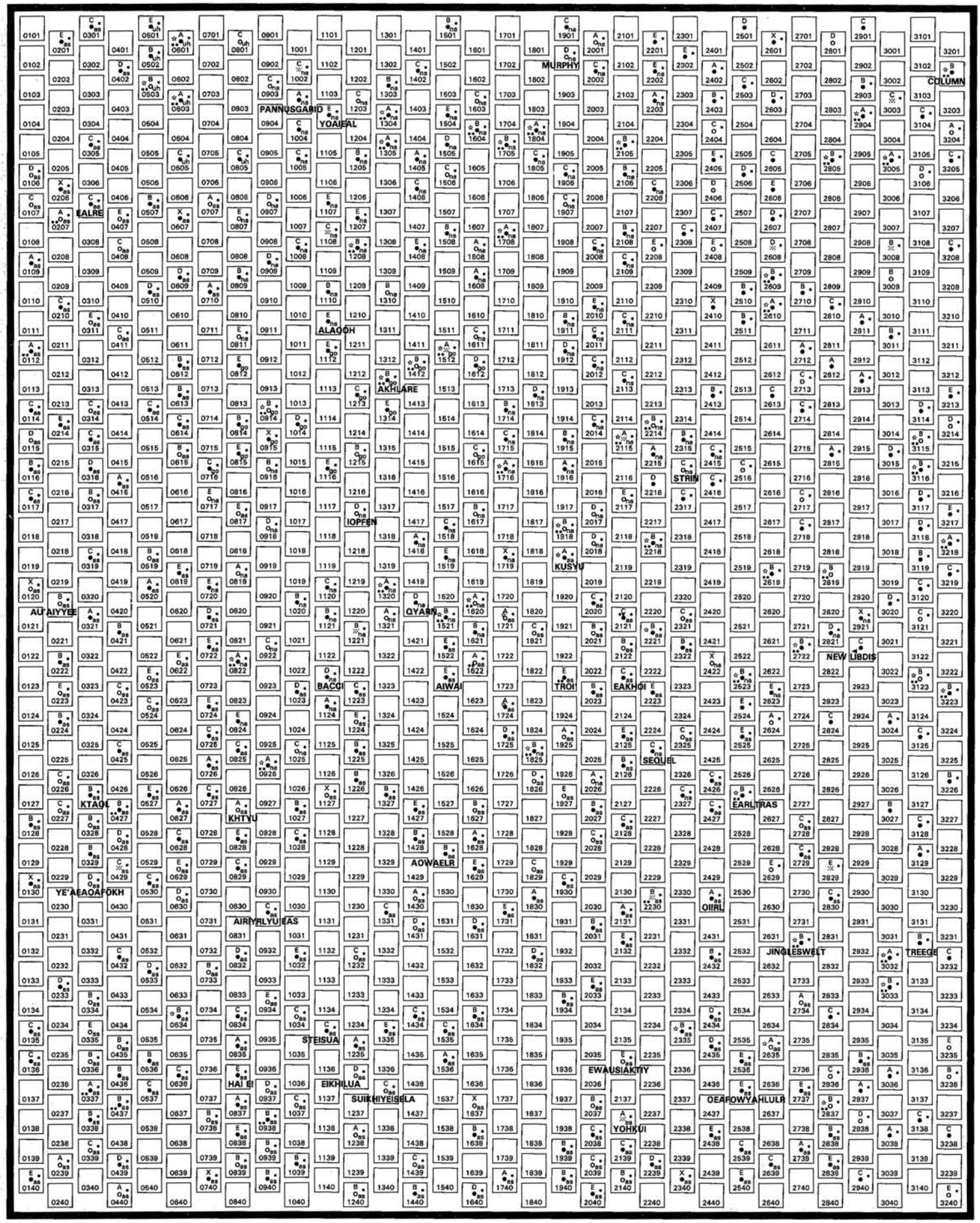
AYARLYEEA
UIAOUR
AROA

Iwahfuah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COLUMN
PANNUSGARID
YOAIEAL
EALRE
ALAOOH
AKHLARE
STRIN
IOPFEN
KUSYU
AU'AIYYEE
QYARN
NEW LIBDIS
BACCI
AIWAI
TROI
EAKHOI
SEQUEL
KTAOL
KHTYU
EARLTRAS
AOWAELR
YE'AEAOAFOKH
OIIRL
AIRIYALYUEAS
JINGLESWELT
TREEGE
STEISUA
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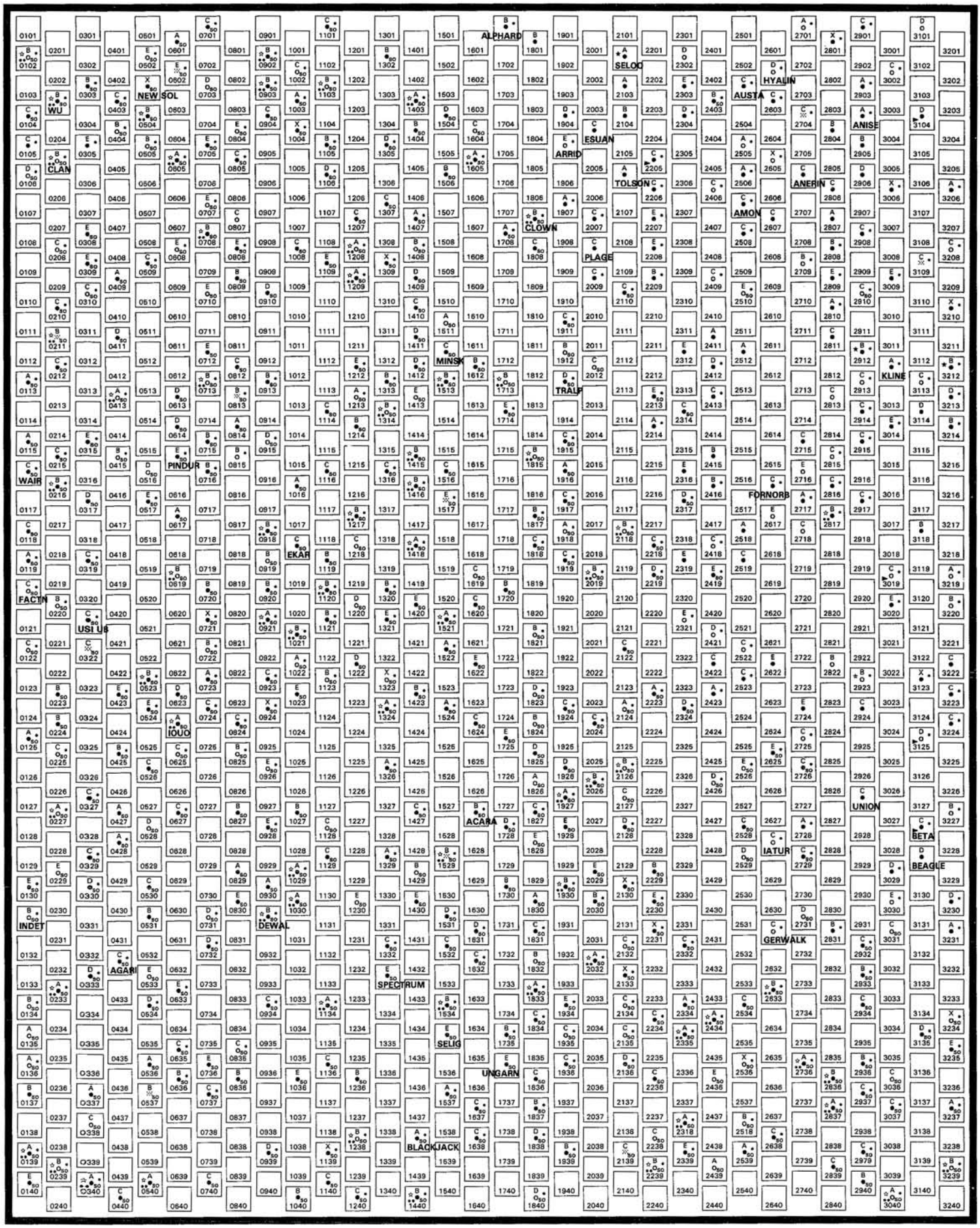
OEAFOWYAHLULR
SUIKHIYEISELA
YOHKUI

Dark Nebula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SELOO
HYALIN
NEW SOL
AUSTA
WU
ANISE
ESUAN
CLAN
ARRID
TOLSON
ANERIN
AMON
CLOWN
PLAGE
MINSK
KLINE
TRALF
PINDUR
WAIR
FORNORB
EKAR
FACTN
USI U5
IOUO
UNION
ACARA
IATUR
BETA
BEAGLE
INDET
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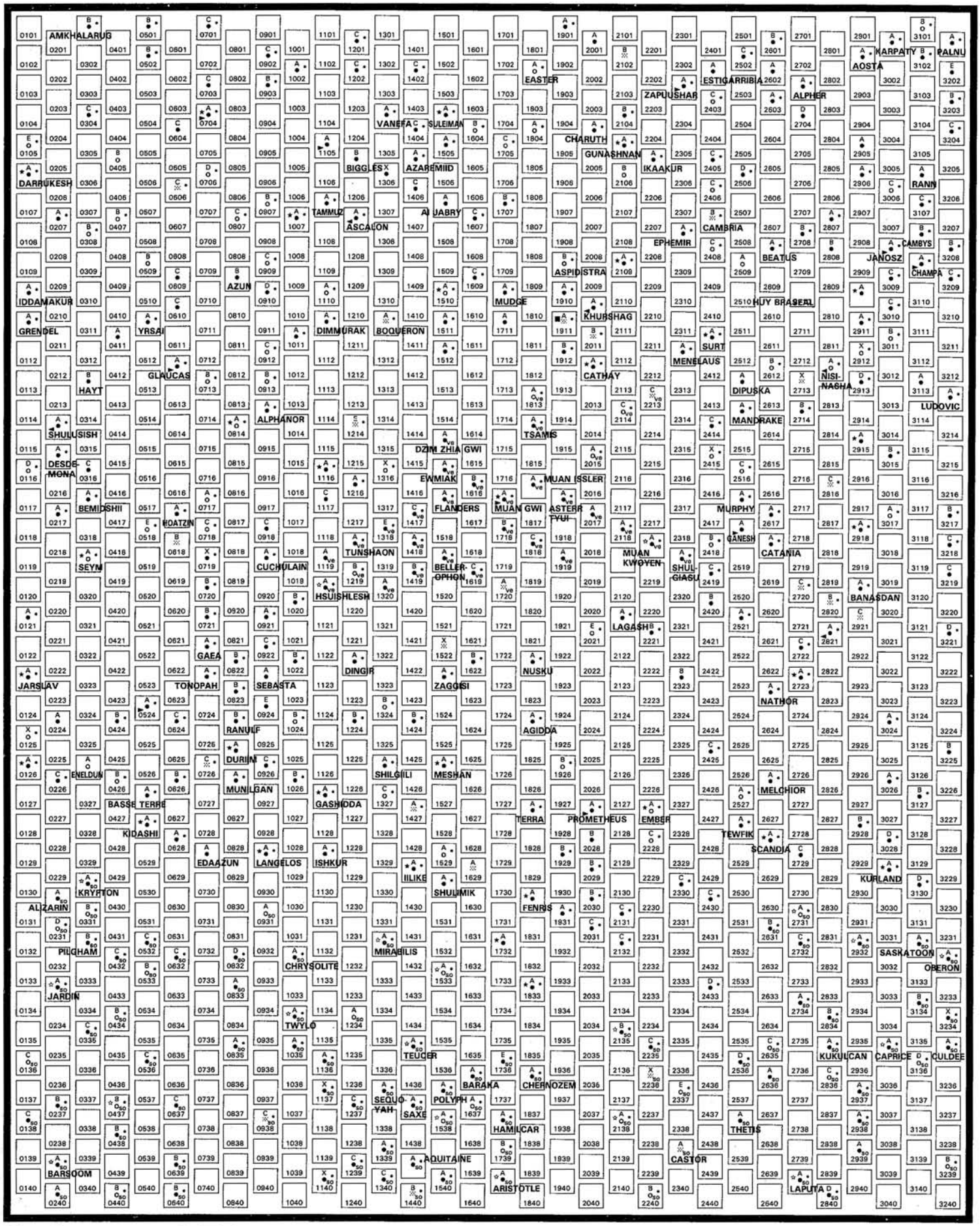
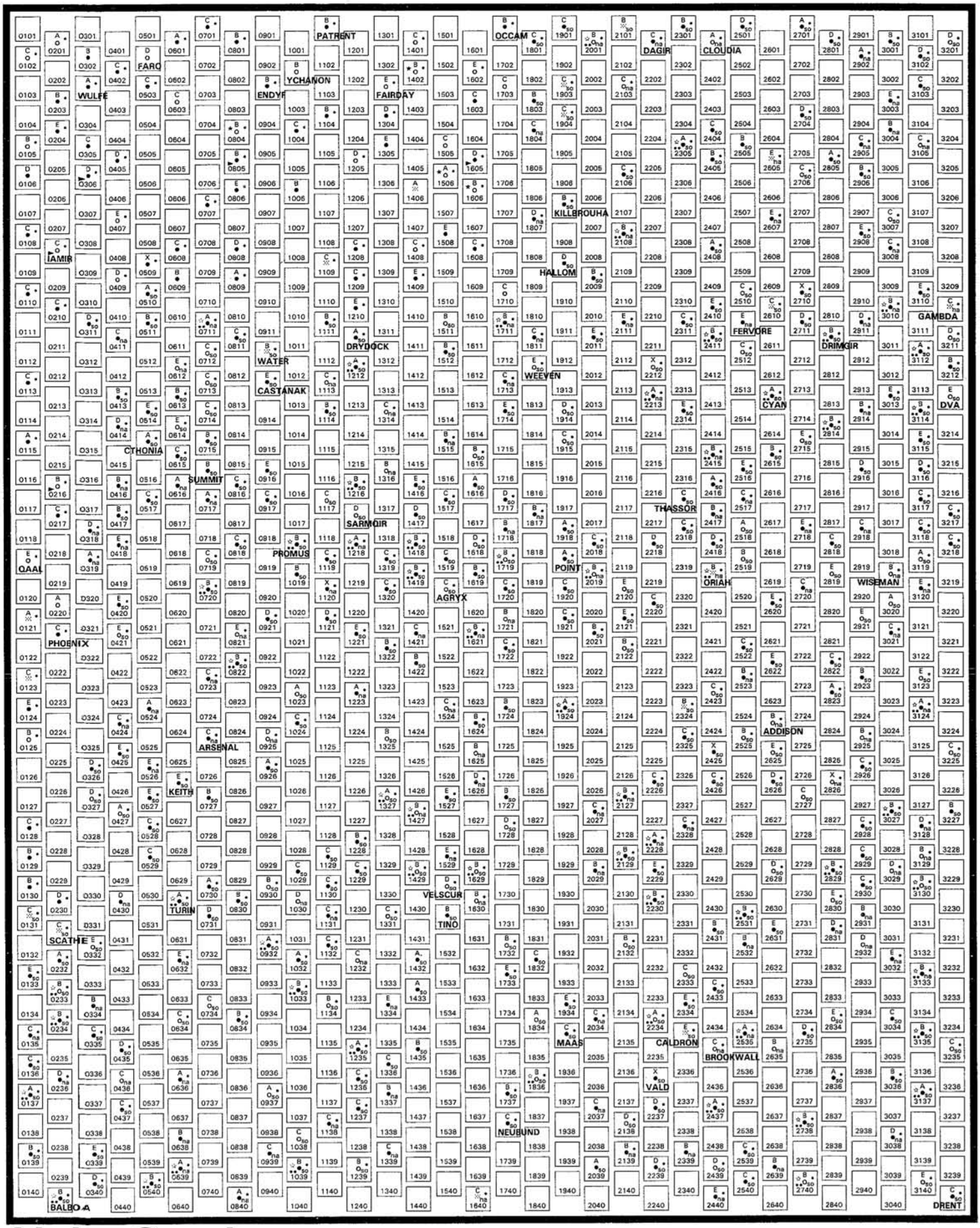
GERWALK
AGARI
SPECTRUM
SELIG
UNGARN
BLACKJACK

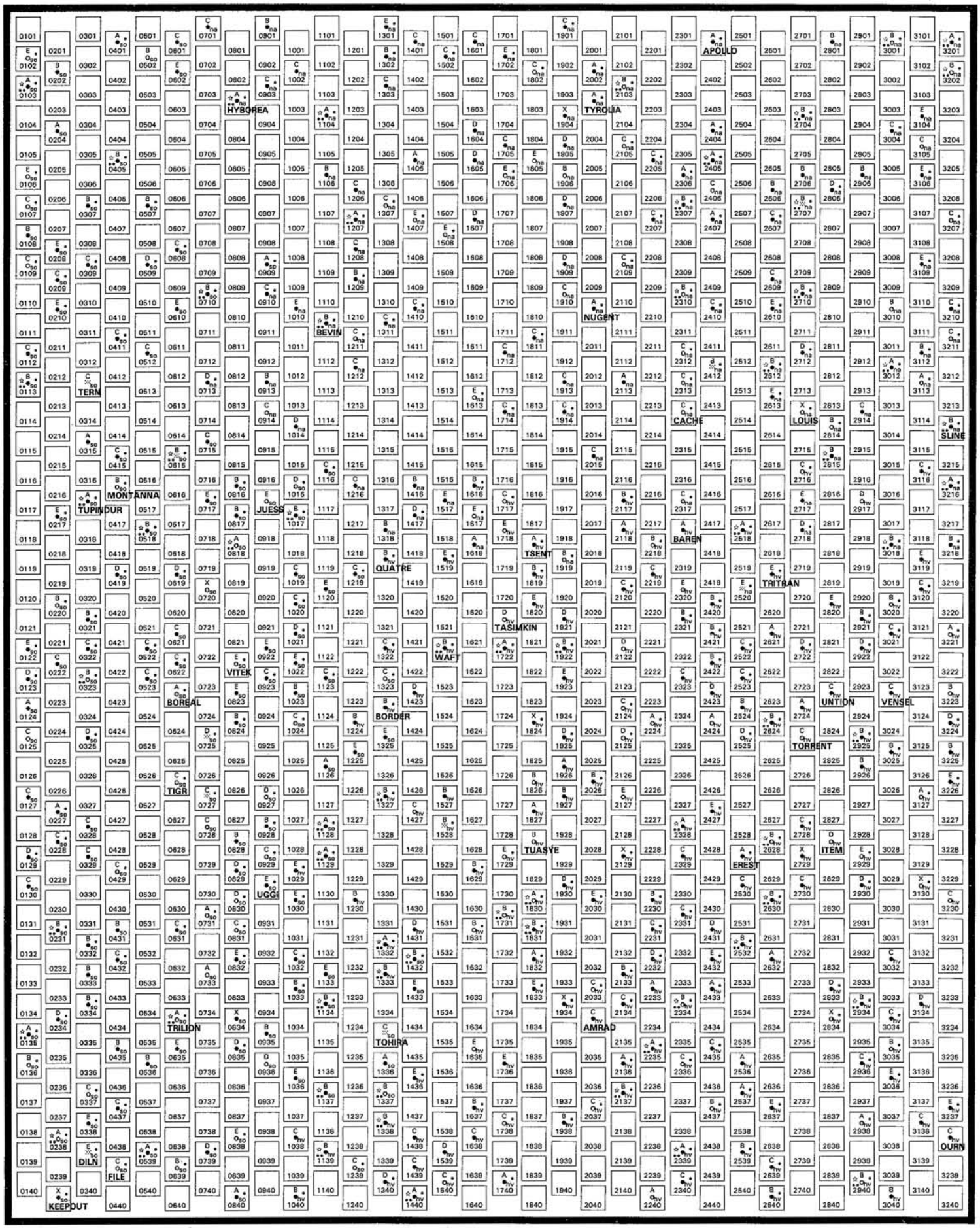
Magyar



Solomani Rim



Alpha Crucis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HYBOREA
TYROLIA
NUGENT
BEVIN
TERN
CACHE
LOUIS
SLINE
MONTANNA
TUPINDUR
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BAREN
TSENT
QUATRE
TRITRAN
TASIMKIN
WAFT
VITEK
BOREAL
BORDER
UNTION
VENSEL
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TIGR
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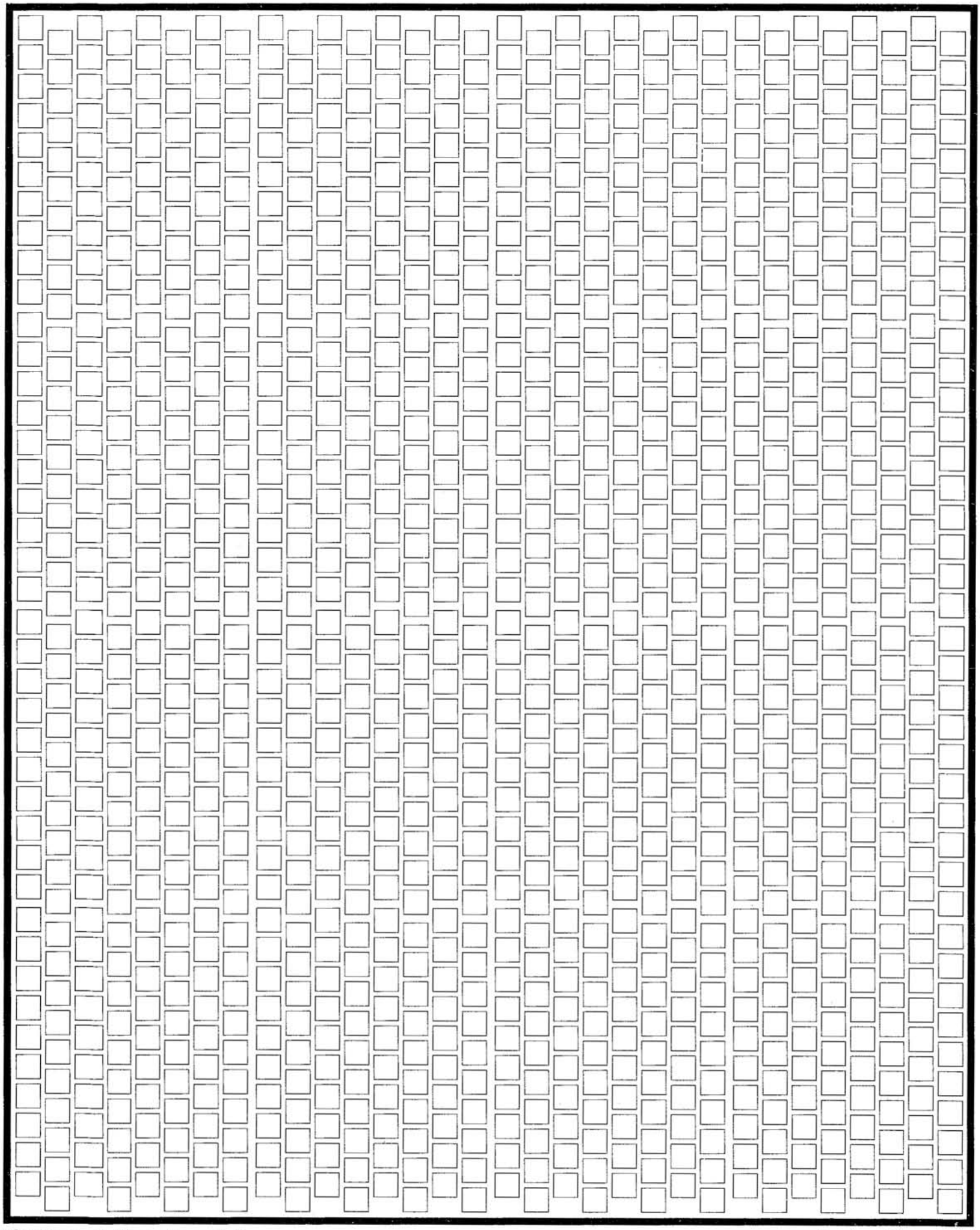
EREST
UGGI
TRILION
AMRAD
TOHIRA
DILN
FILE
OURN
KEEPOUT

Spica



IS Form 4 (Experimental) **Sector Map Grid**

Alpha Crucis....37
Antares....9
Core....15
Corridor....6
Dagudashag....14
Daibei....28
Dark Nebula....34
Delphi....23
Deneb....5
Diaspora....29
Ealiyasiyw....26
Empty Quarter....10
Fornast....16
Glimmerdrift Reaches....24
Gushemege....13
Hinterworlds....31
Hlakhoi....25
Ilelish....20
Iwahfuah....33
Ley Sector....17
Lishun....8
Magyar....35
Massilia....22
Old Expanses....30
Reaver's Deep....27
Reft Sector....12
Riftspan Reaches....18
Solomani Rim....36
Spica....38
Spinward Marches....4
Staihaia'yo....32
Trojan Reach....11
Verge....19
Vland....7
Zarushagar....21

The Atlas of the Imperium

Star Maps of 35 Sectors in and Around the Imperium

The Imperial Interstellar Scout Service's famed Second Survey of the Imperium, (originally published in 1065) now is available in a condensed commercial edition mapping thirty-five sectors in and around the Third Imperium. All pertinent astrographic data is presented on thirty-five full page (8 1/2 by 11 inch) maps showing every Imperial sector from the fabled Core (the center of the empire) to the Vland, Corridor, Deneb, and Spinward Marches sectors; from Verge on the edge of the Rift to Illelish, Magyar, and Daibei sectors; from distant Antares to the Delphi, Old Expanses, and Solomani Rim sectors. Every world of the Imperium is shown, each in its proper location.

Each world on the map is shown with base, starport, and world type (standard, desert, or asteroid belt), and high-population worlds are named.

Additional text in Second Survey deals with the history of the Imperium, and information on how to use the Atlas.

The *Atlas* is intended for use with **Traveller.** It requires that you have a copy of the **Traveller** rules.

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Cover Illustration: Steve Venters
Cover Design: Barbie A. Pratt

TRAVELLER®
The Game of the Far Future

Game Designers' Workshop

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