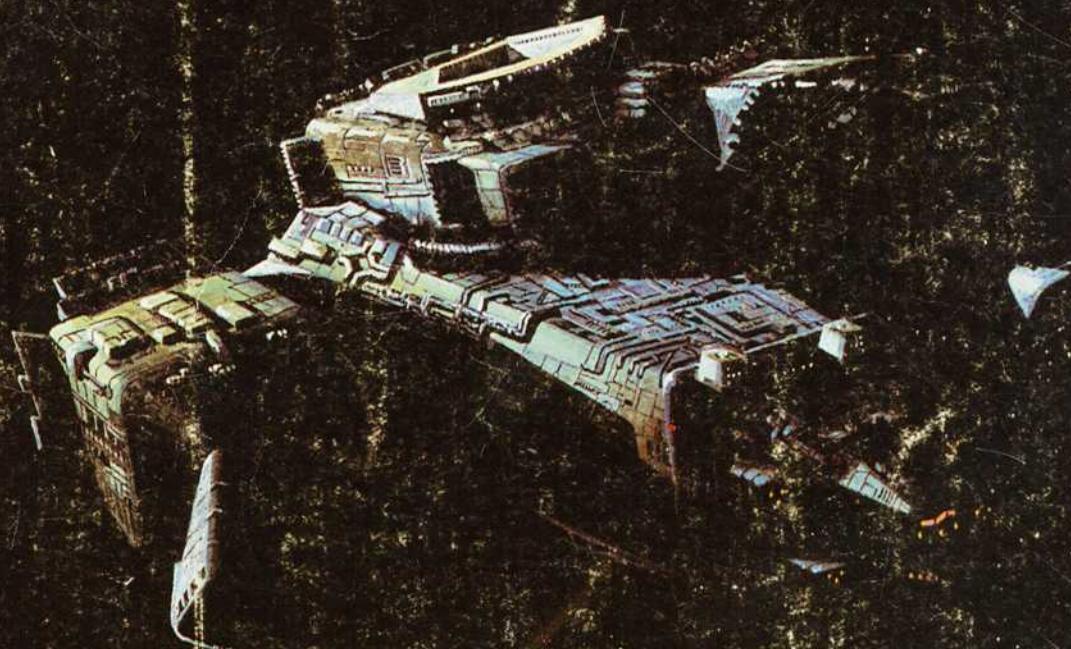


TRAVELLER®



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	Dagudashag	Core	Fornast	Ley Sector
Riftspan Reaches	Verge	Ilelith	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

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.

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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 **ZH:** Zhodani Consulate.

Confederation.

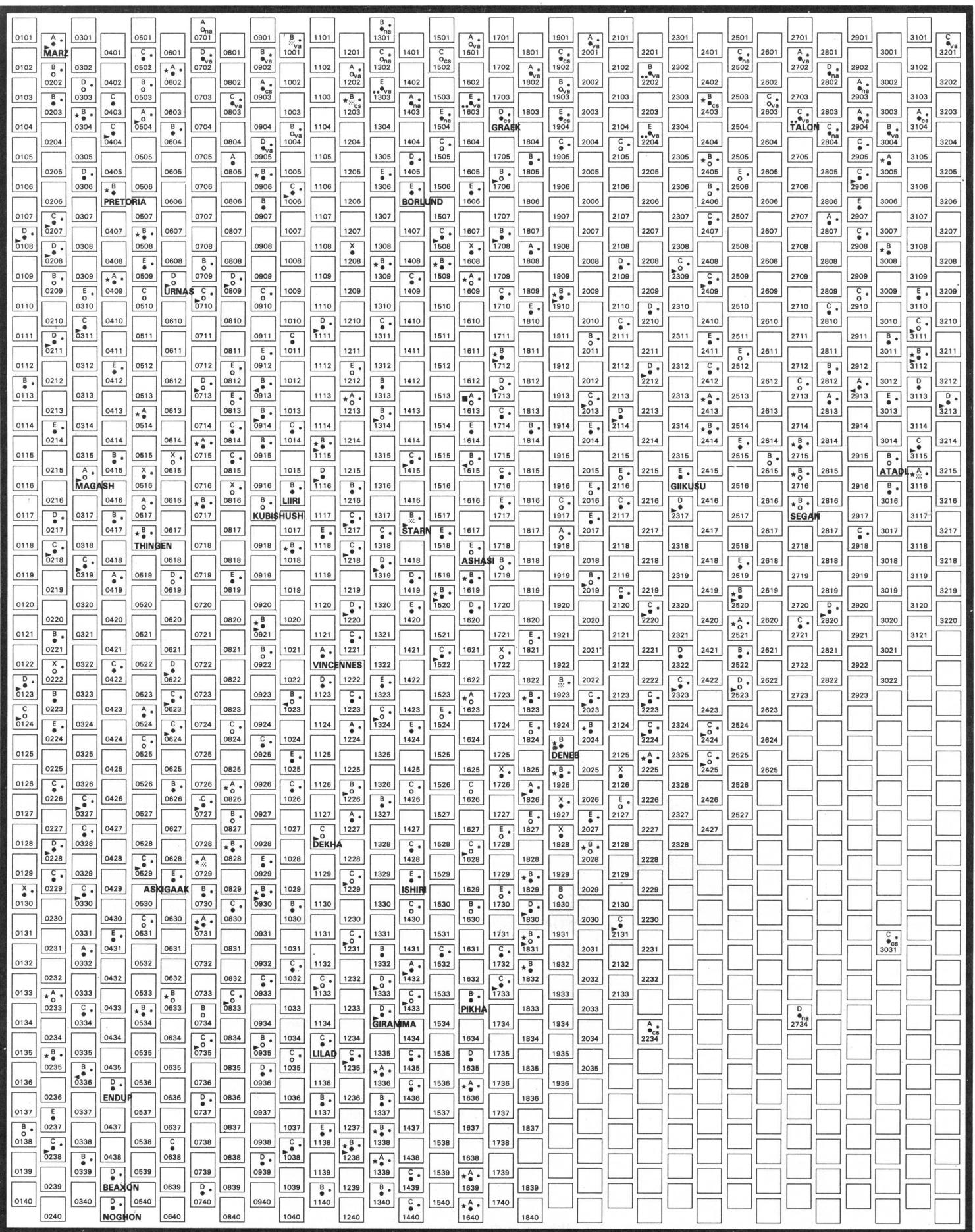
HV: Hiver.

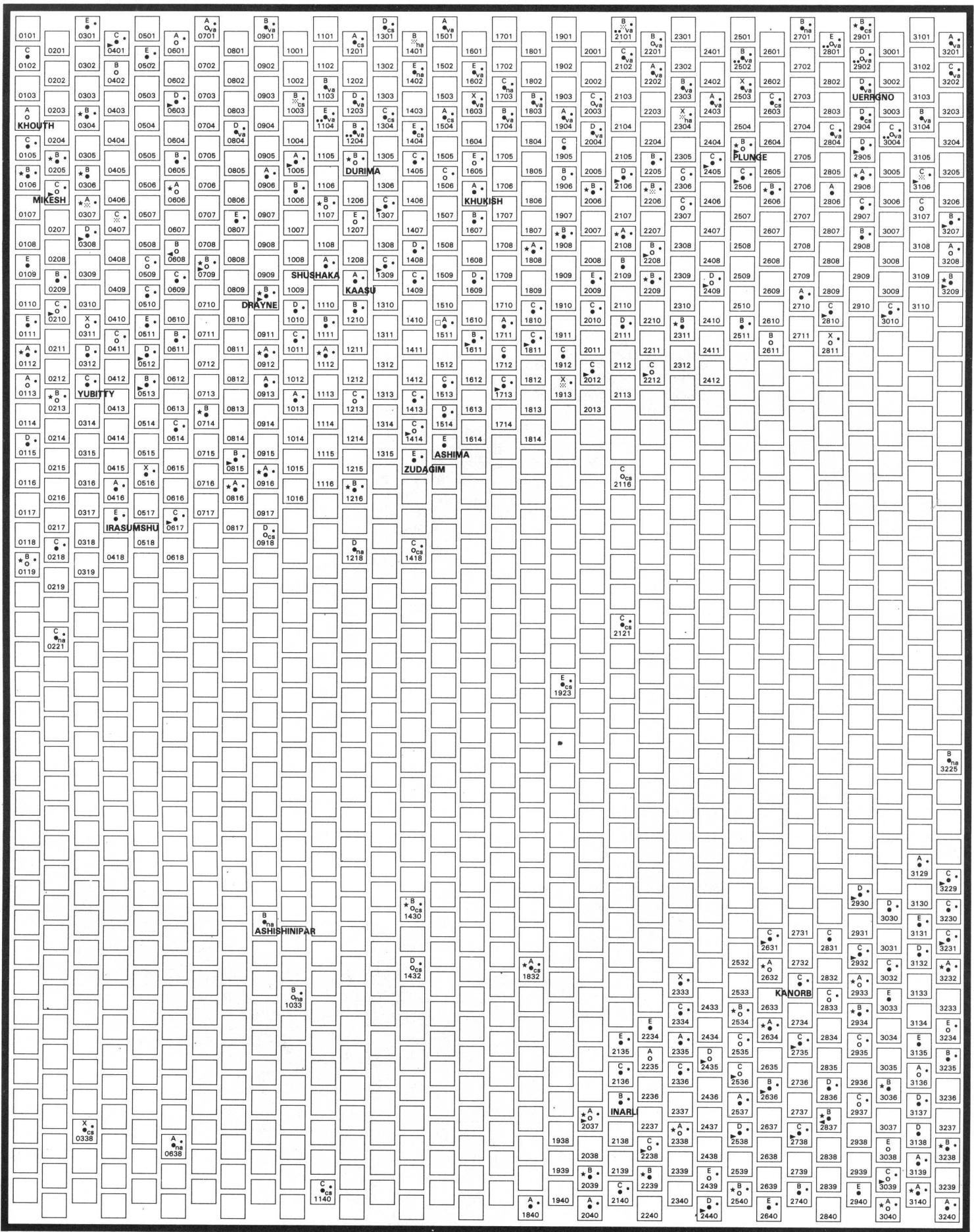
AS: Aslan Hierate.

HL: Hegemony of Lorean.

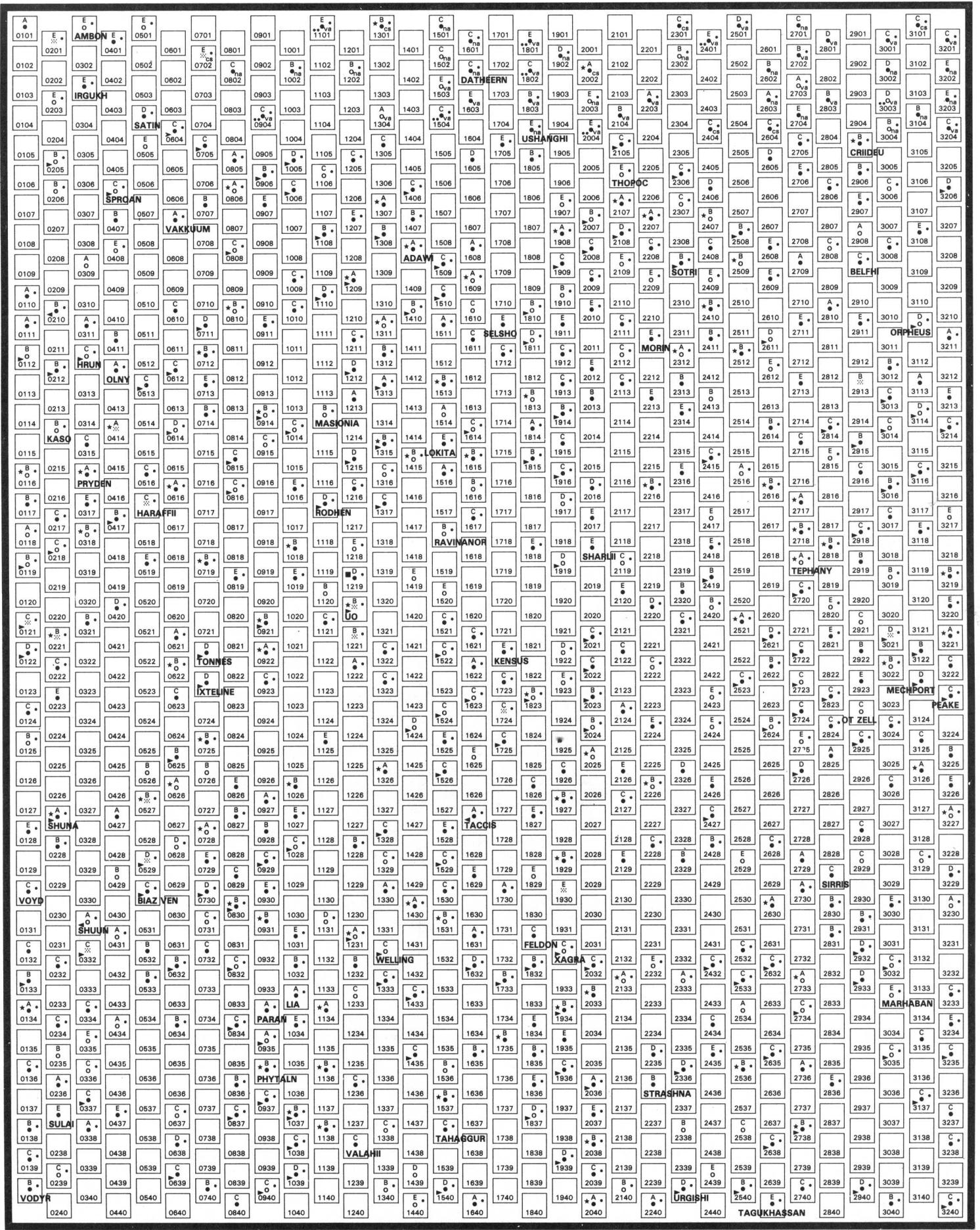
JR: Julian Protectorate.

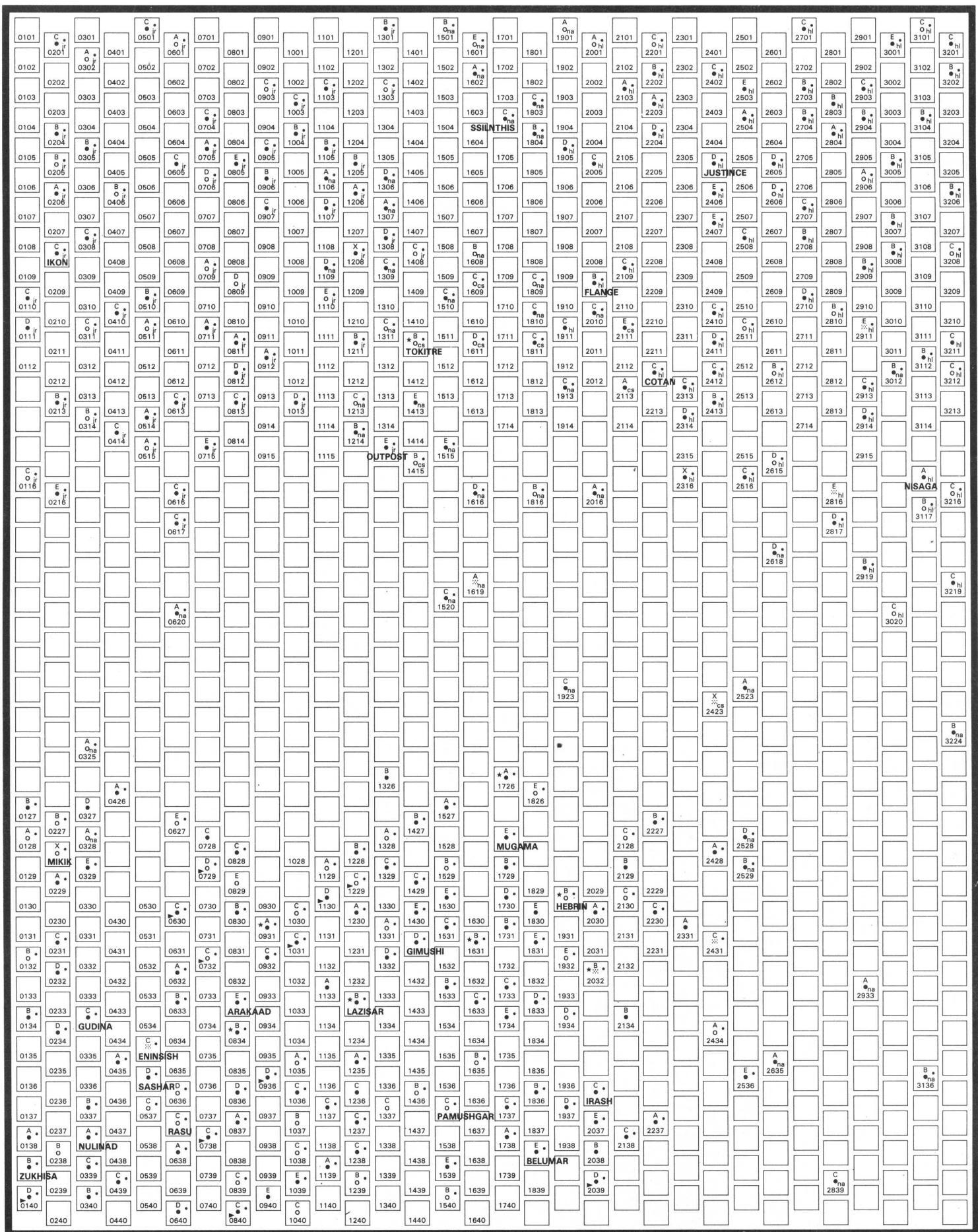
The major purpose of allegiance markings is to show groupings of worlds and interstellar governments.



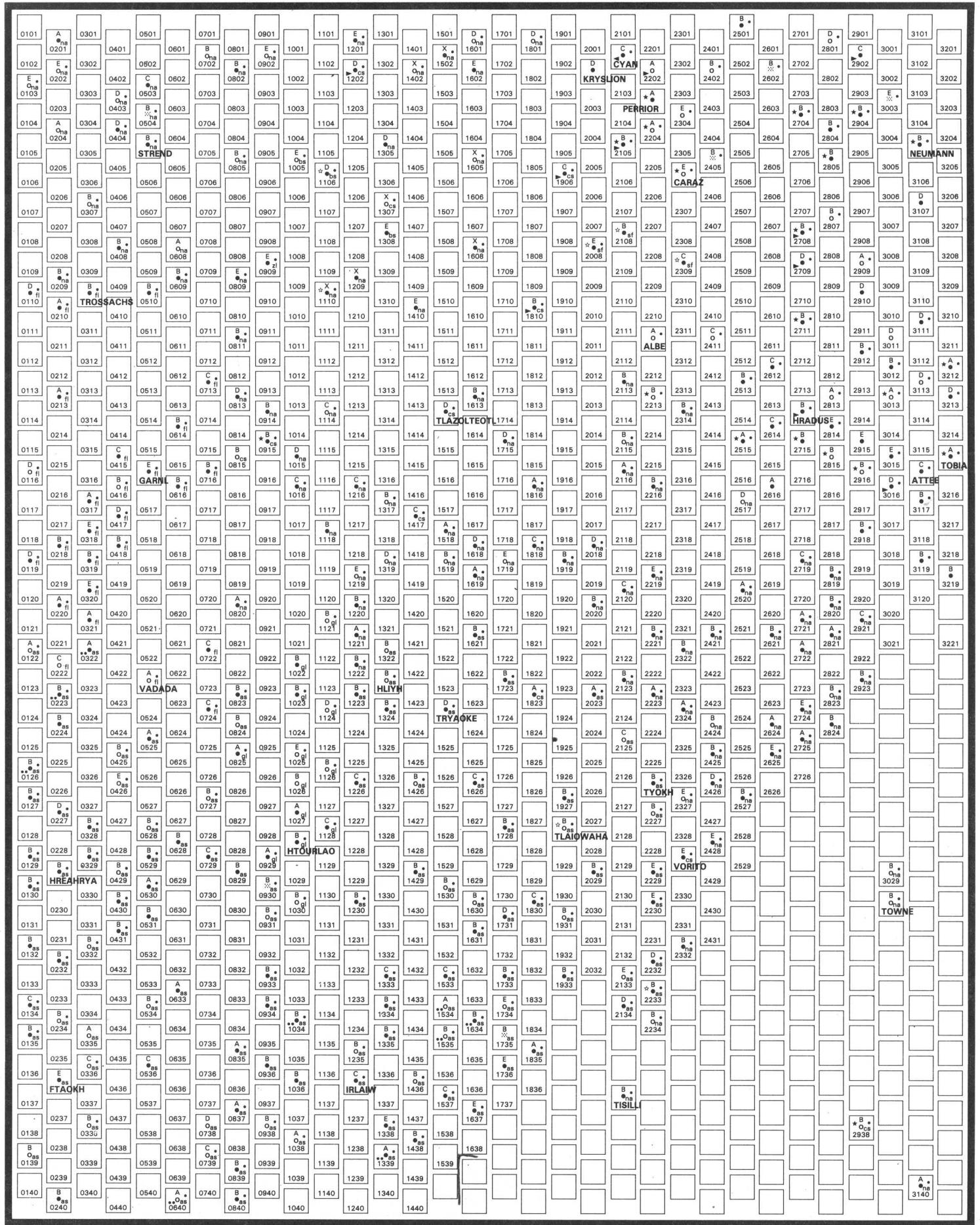


Corridor

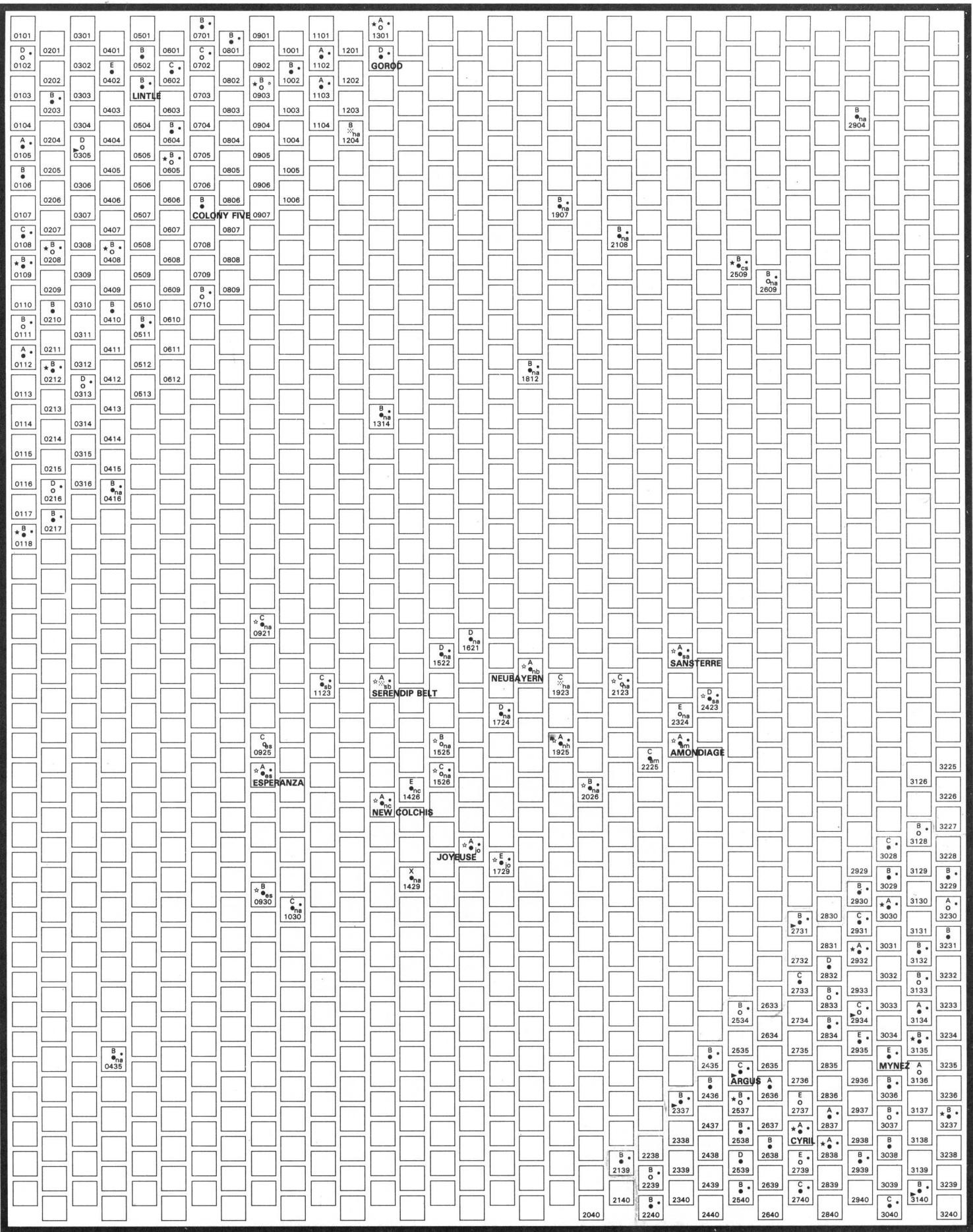




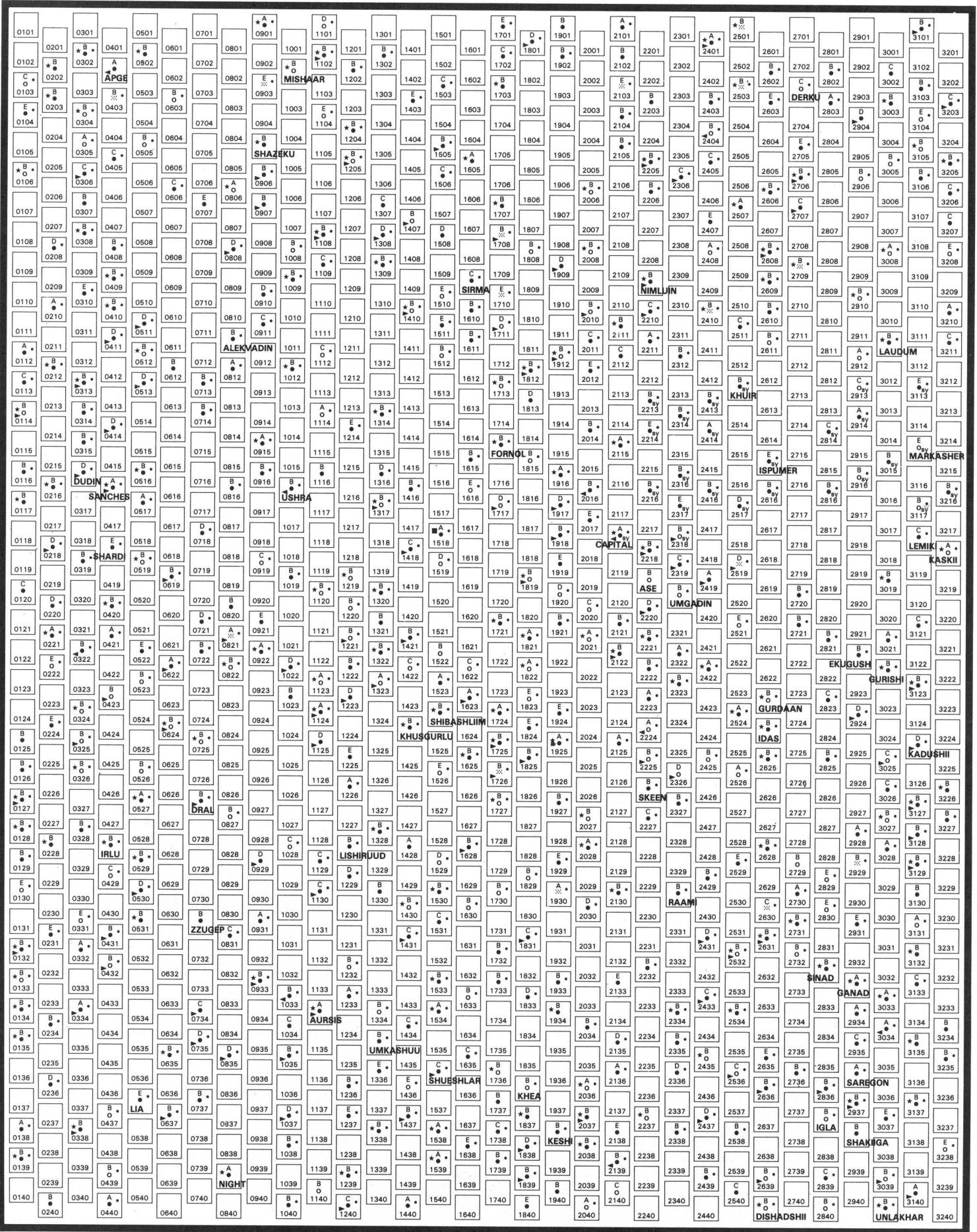
Empty Quarter

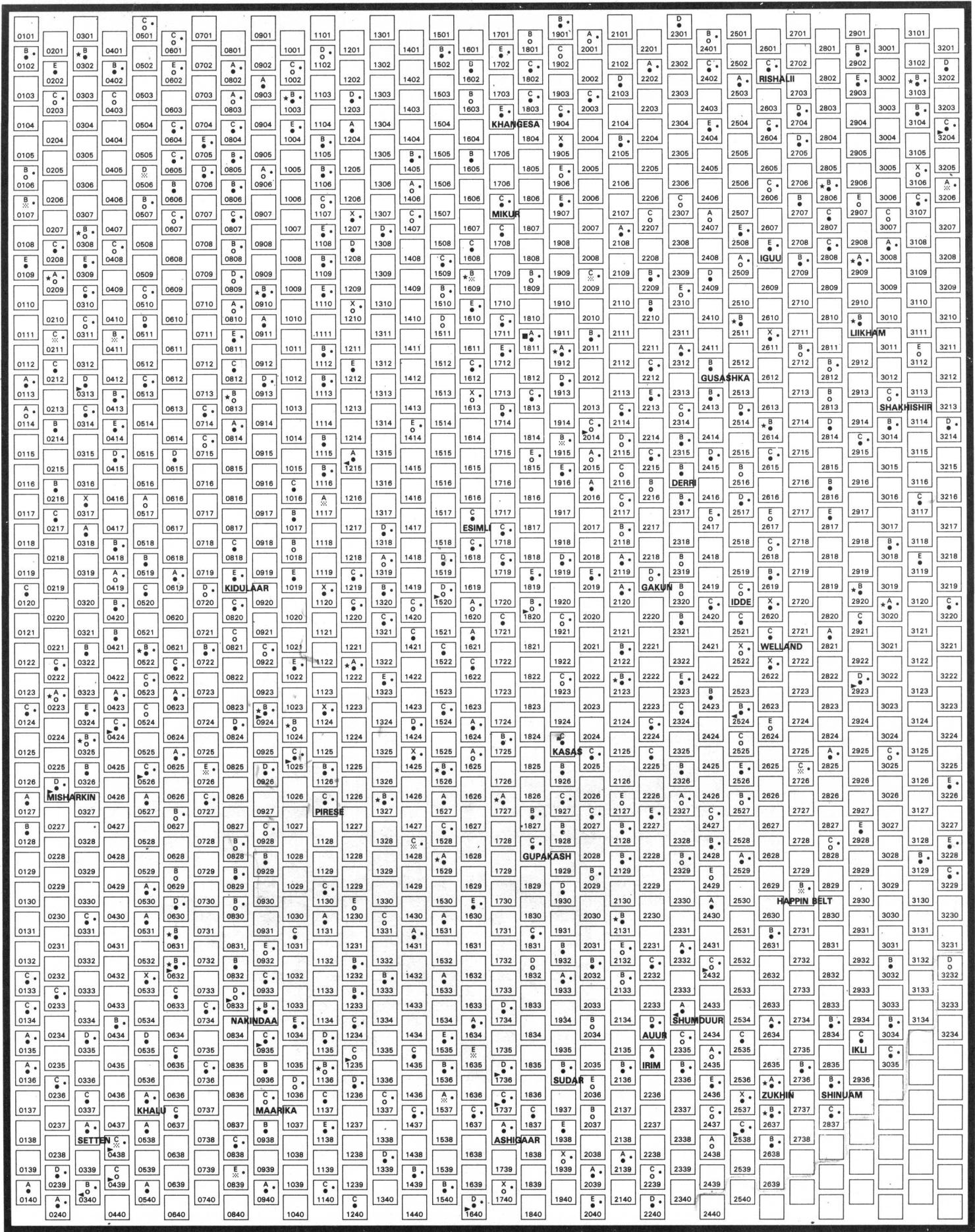


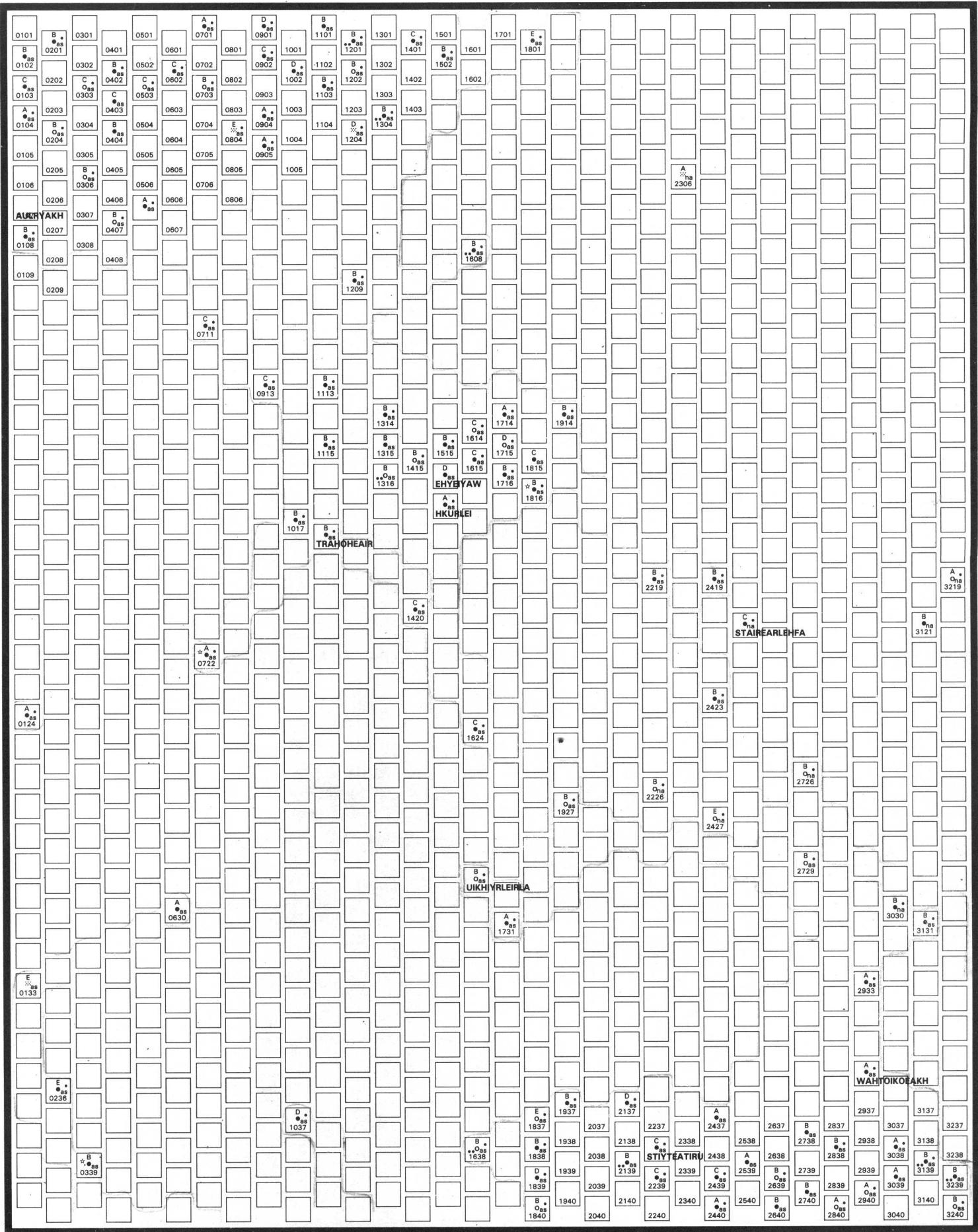
Trojan Reach



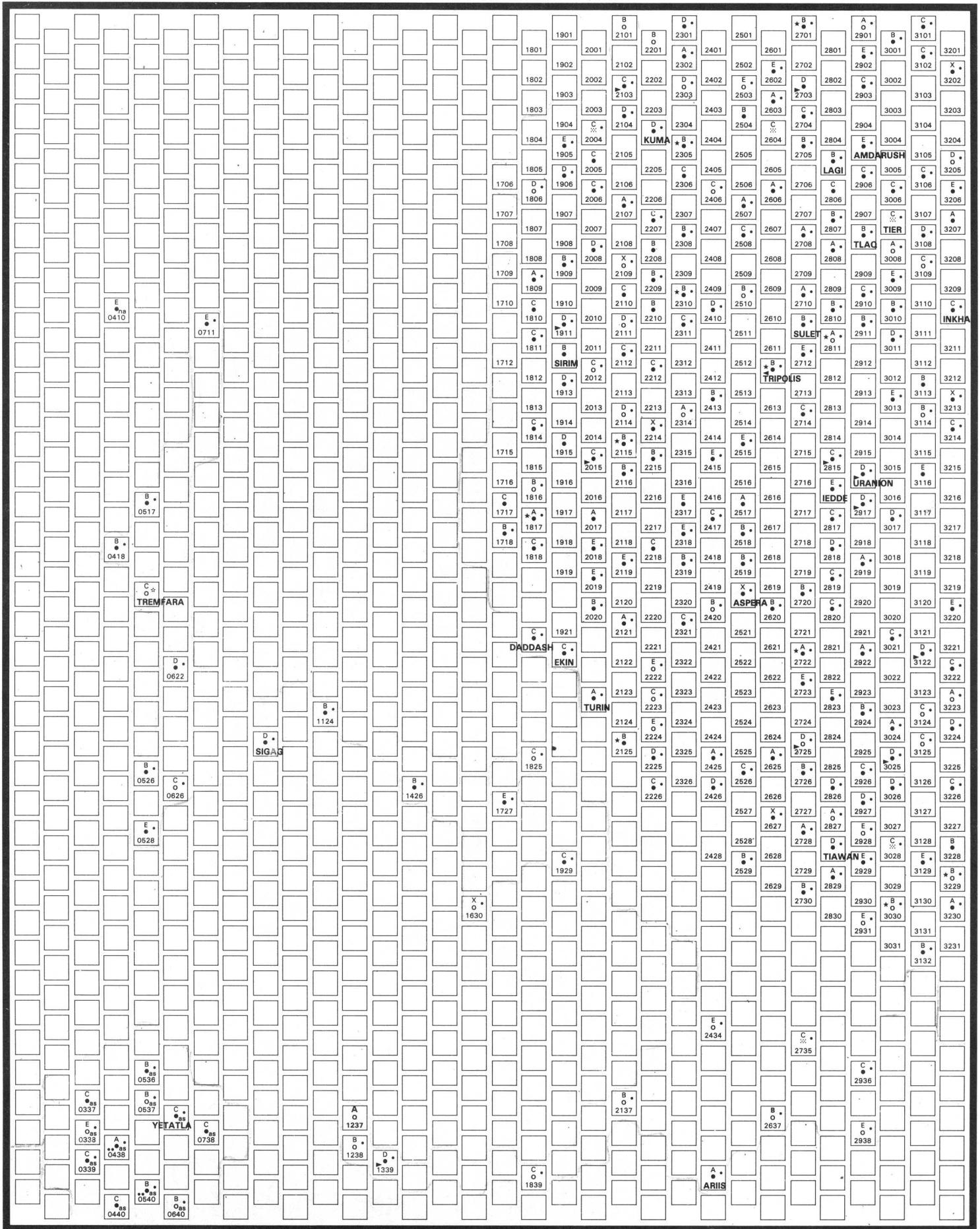
Reft

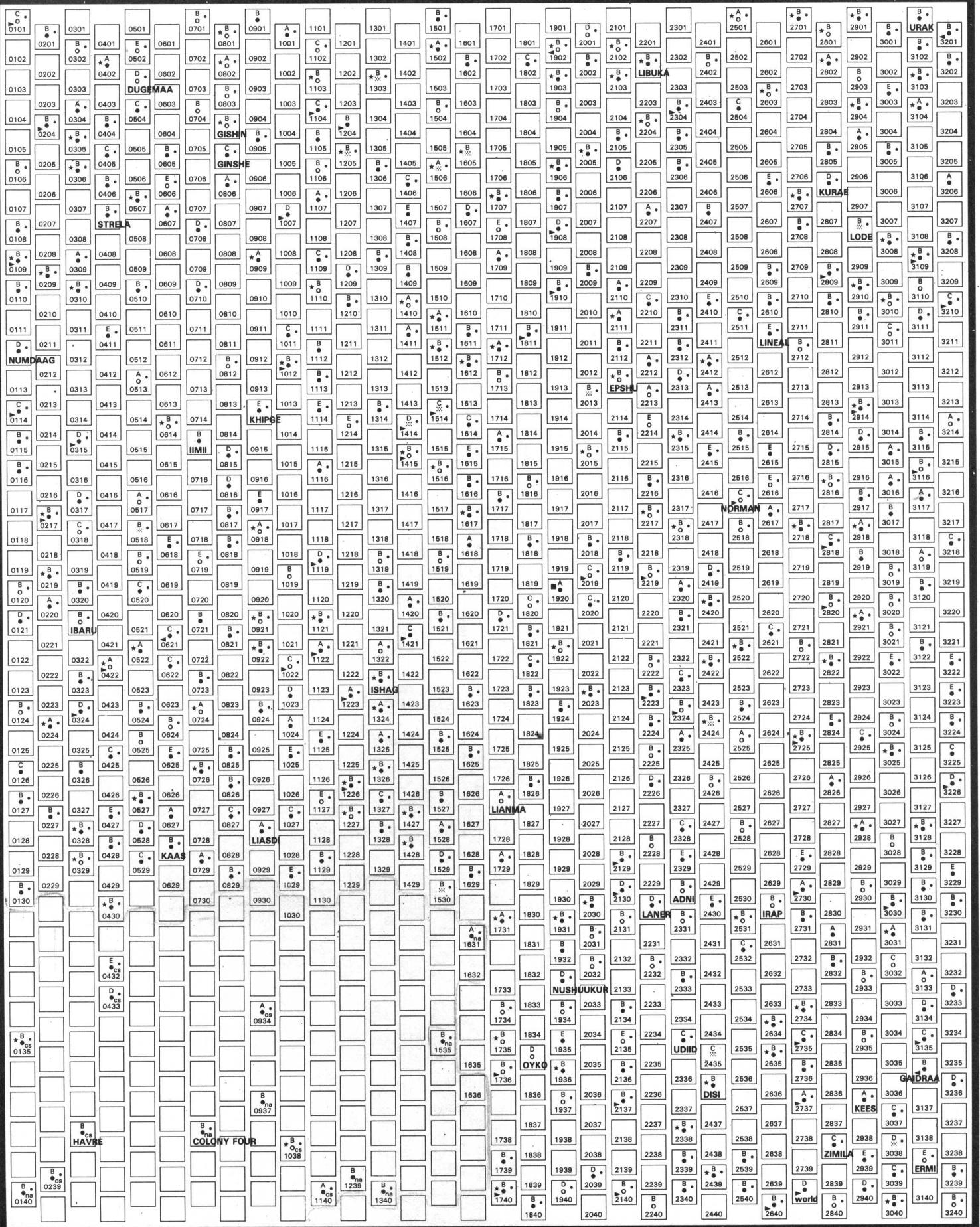


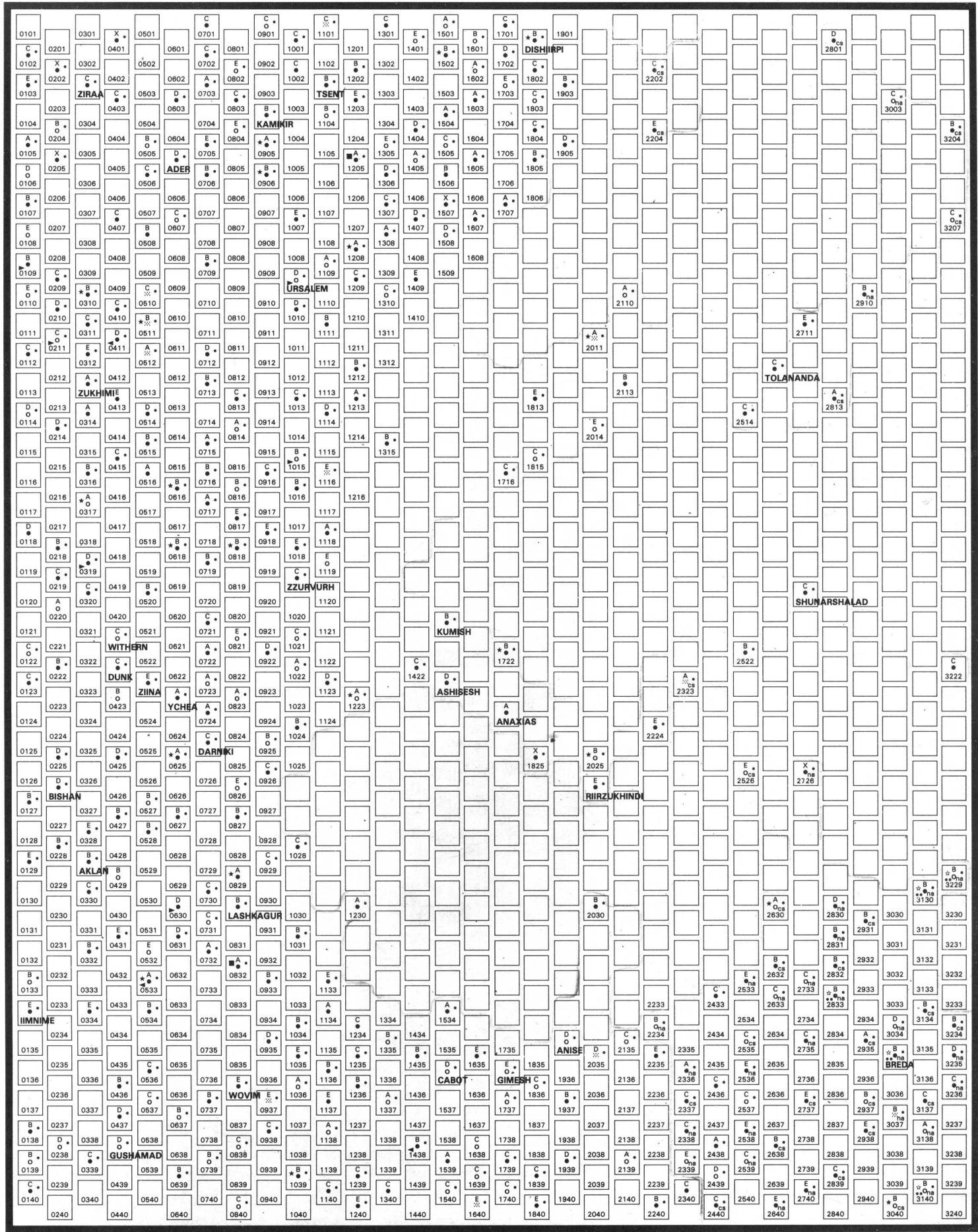


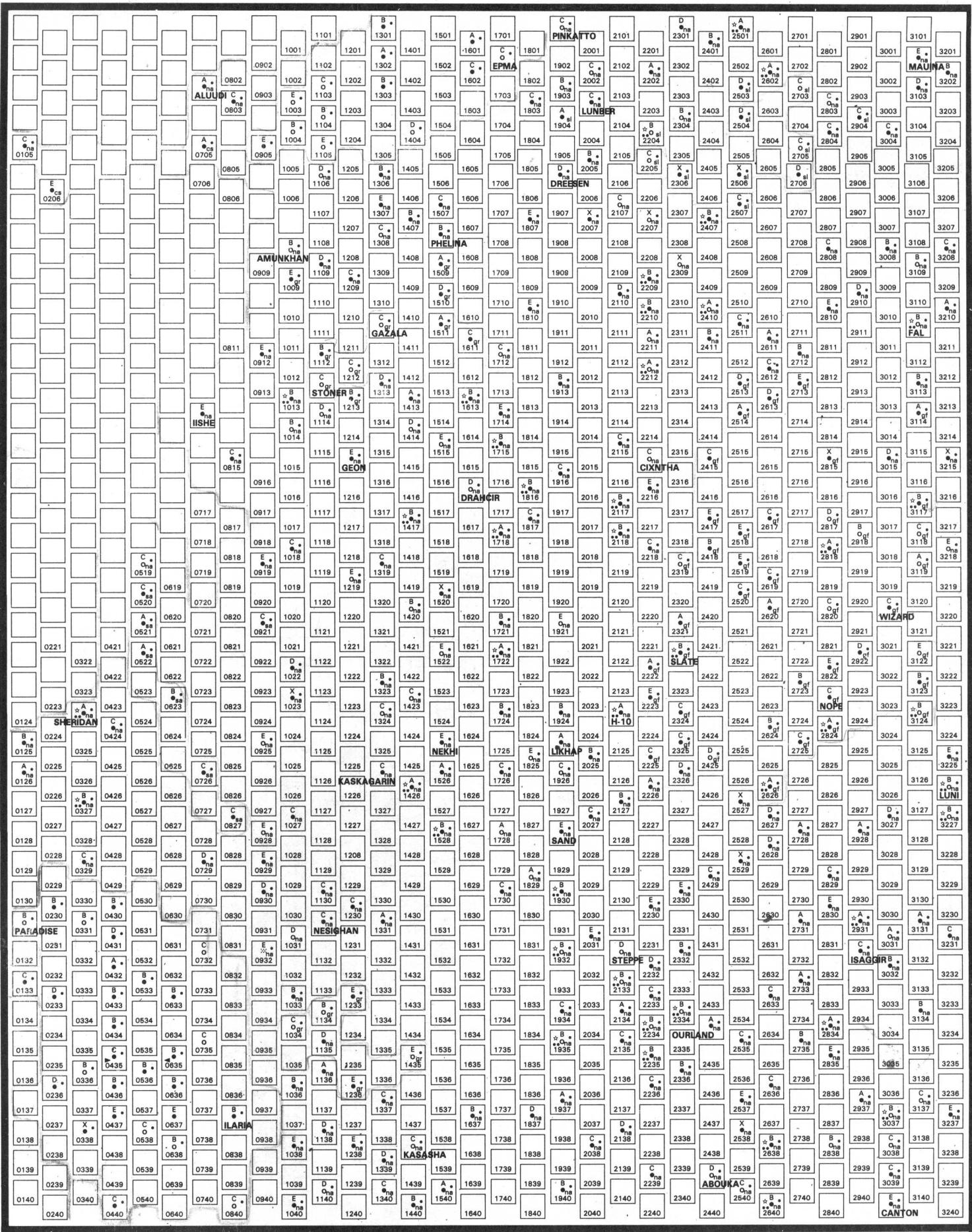


Riftspan Reaches

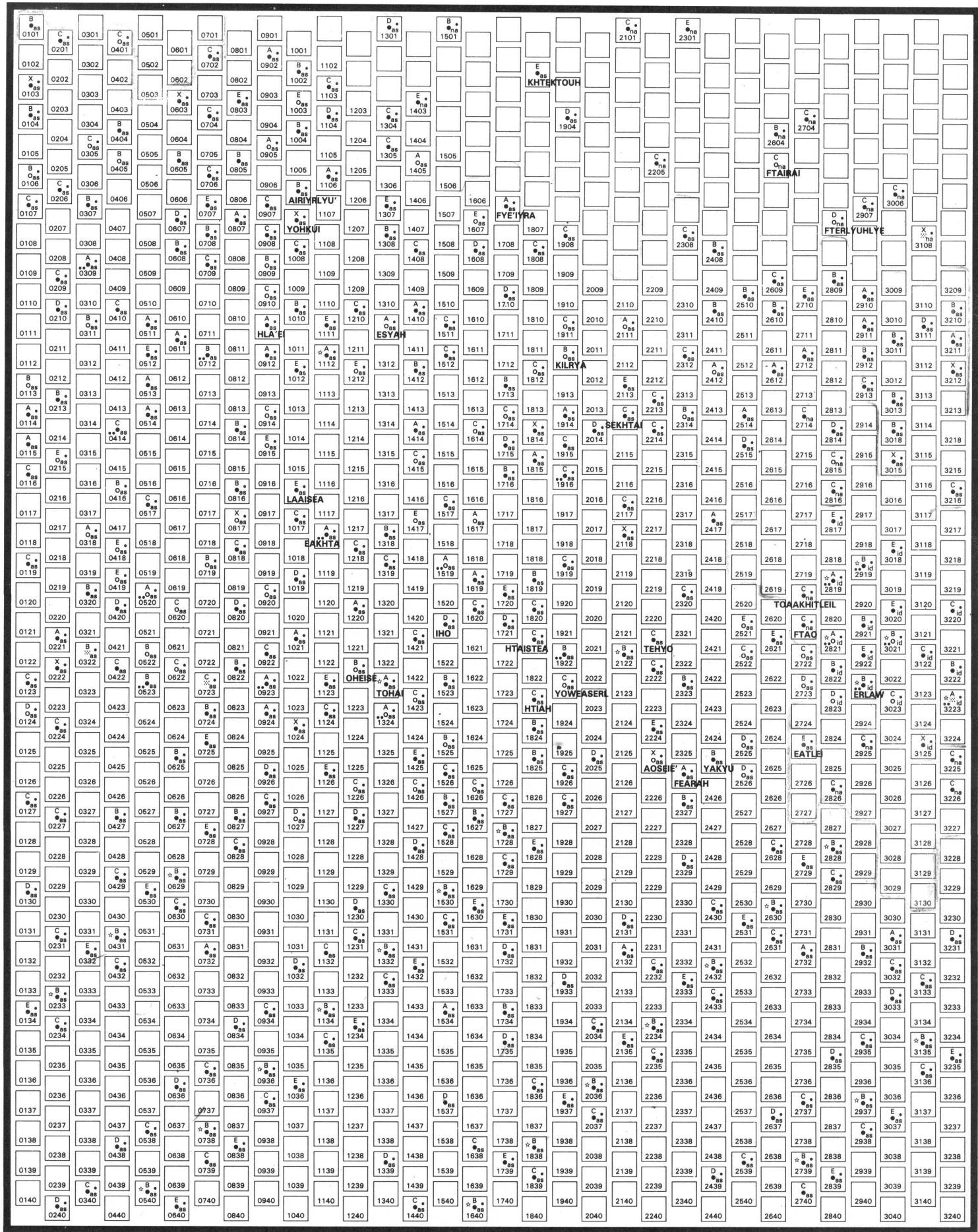


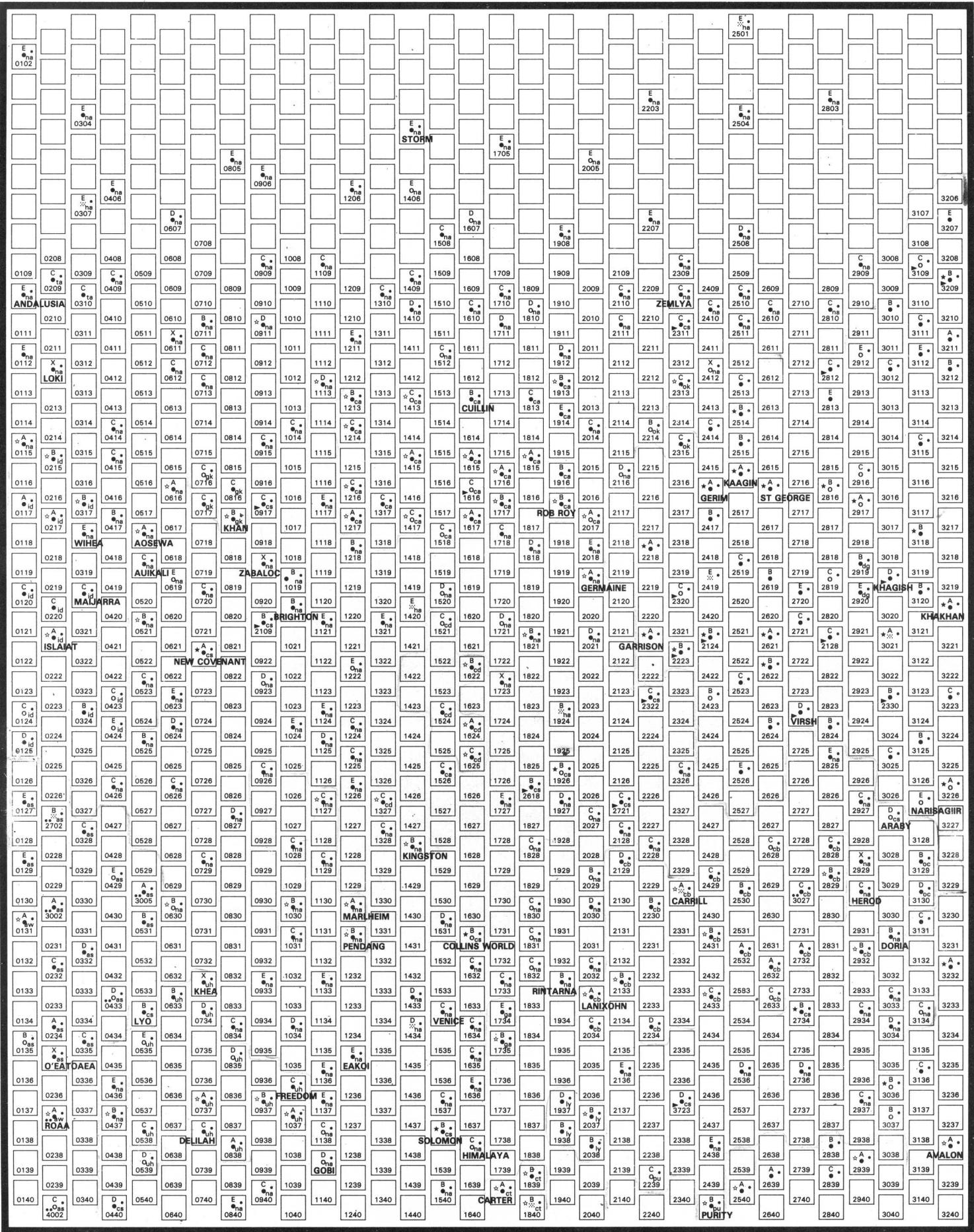




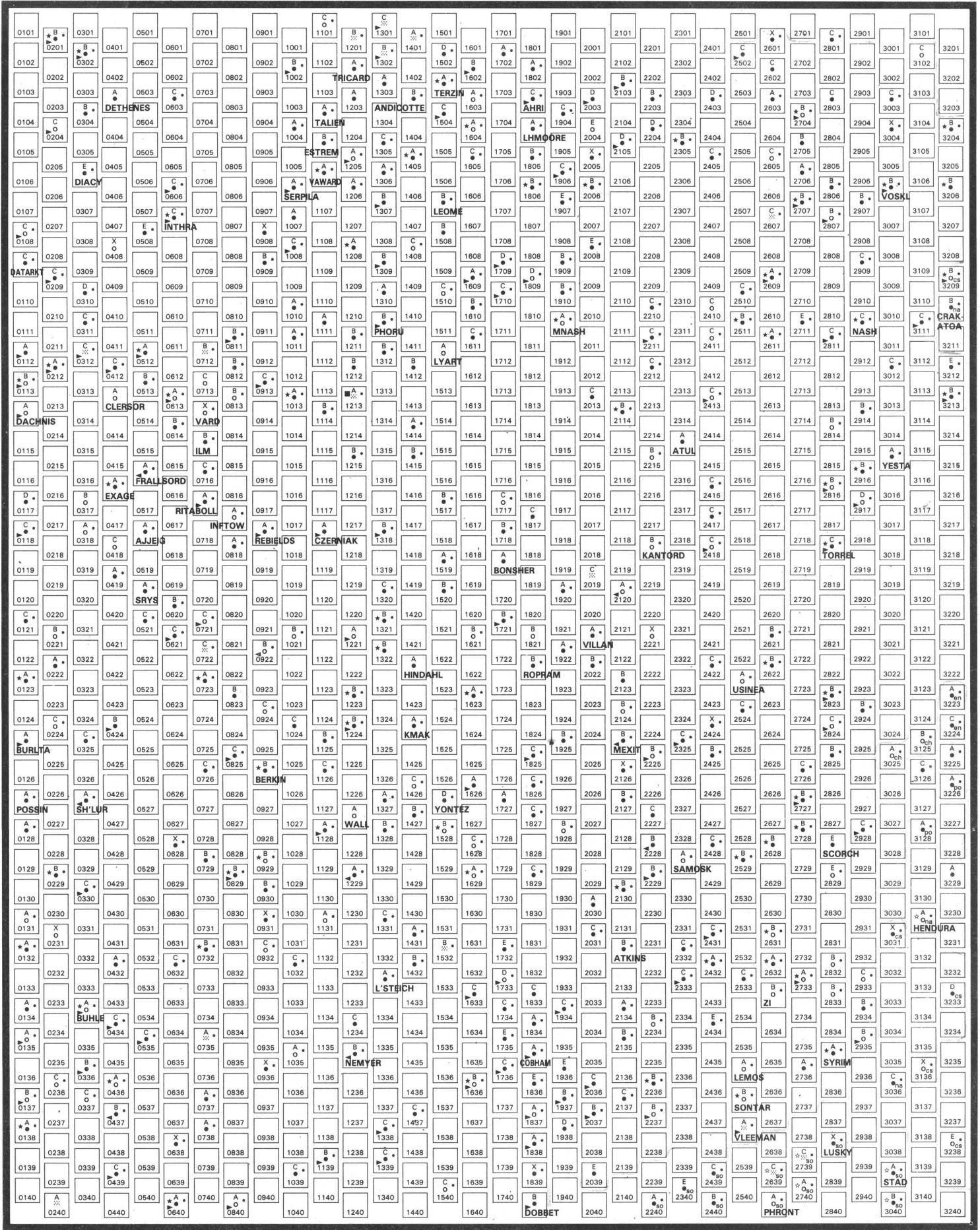


Glimmerdrift Reaches

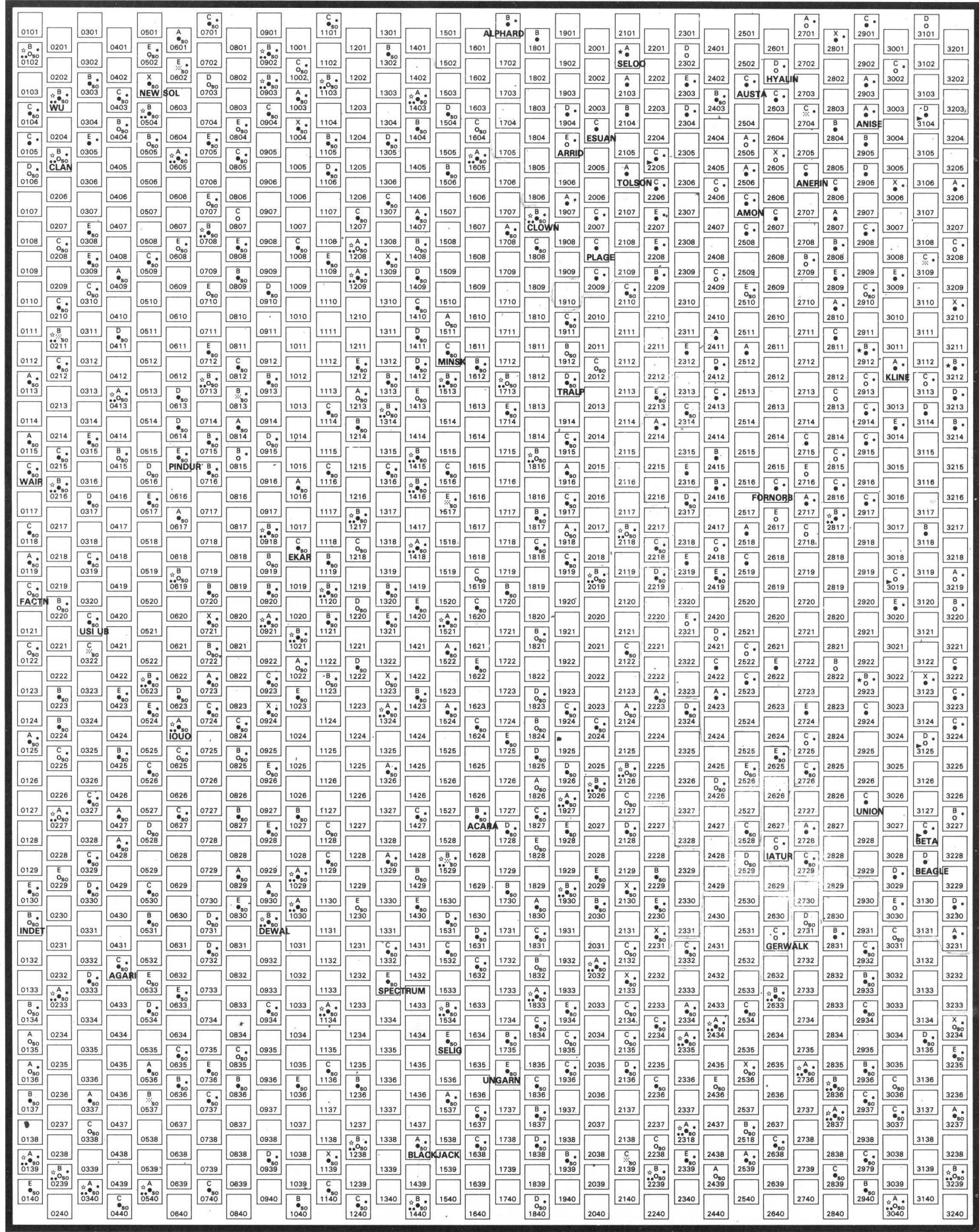


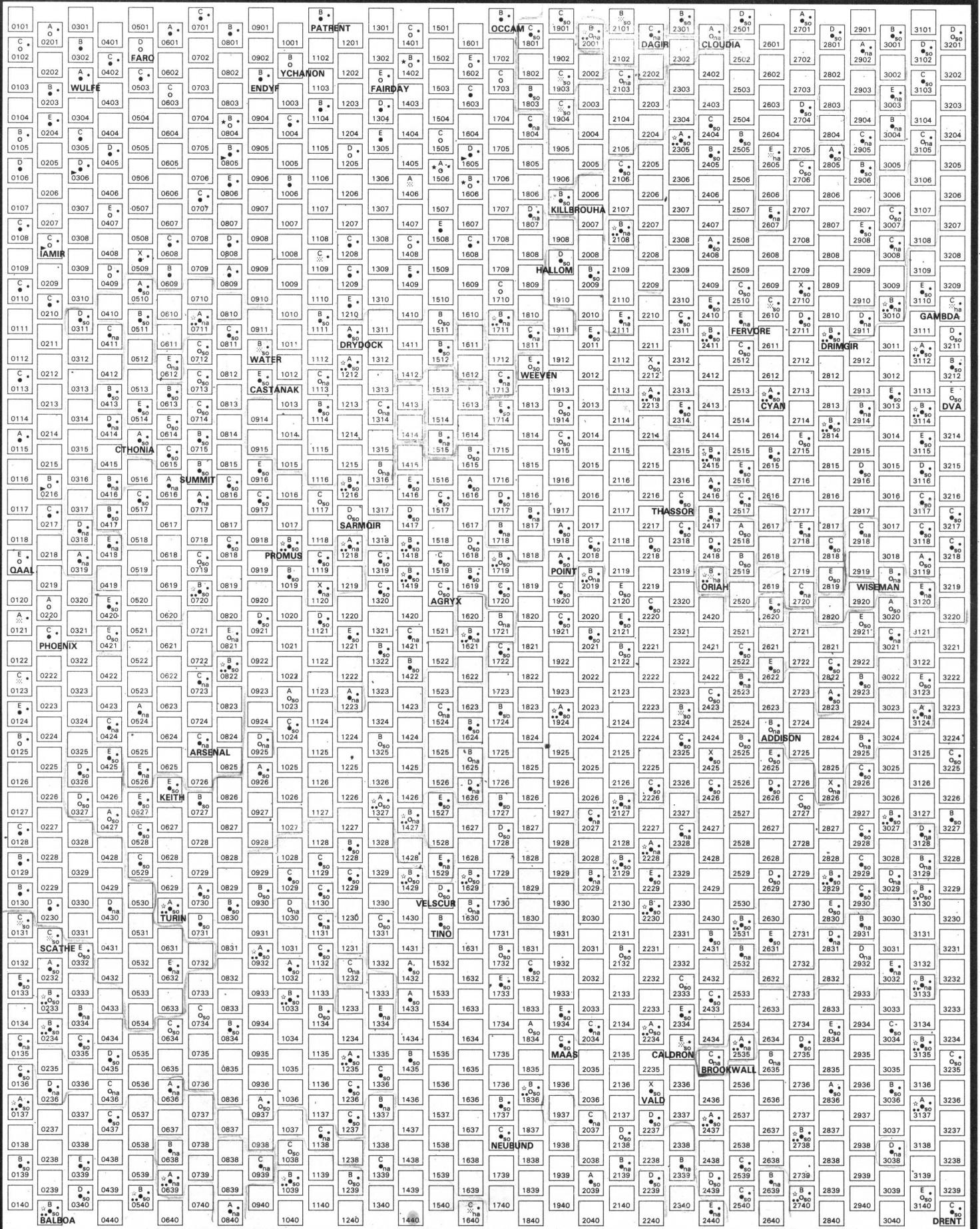


Reaver's Deep



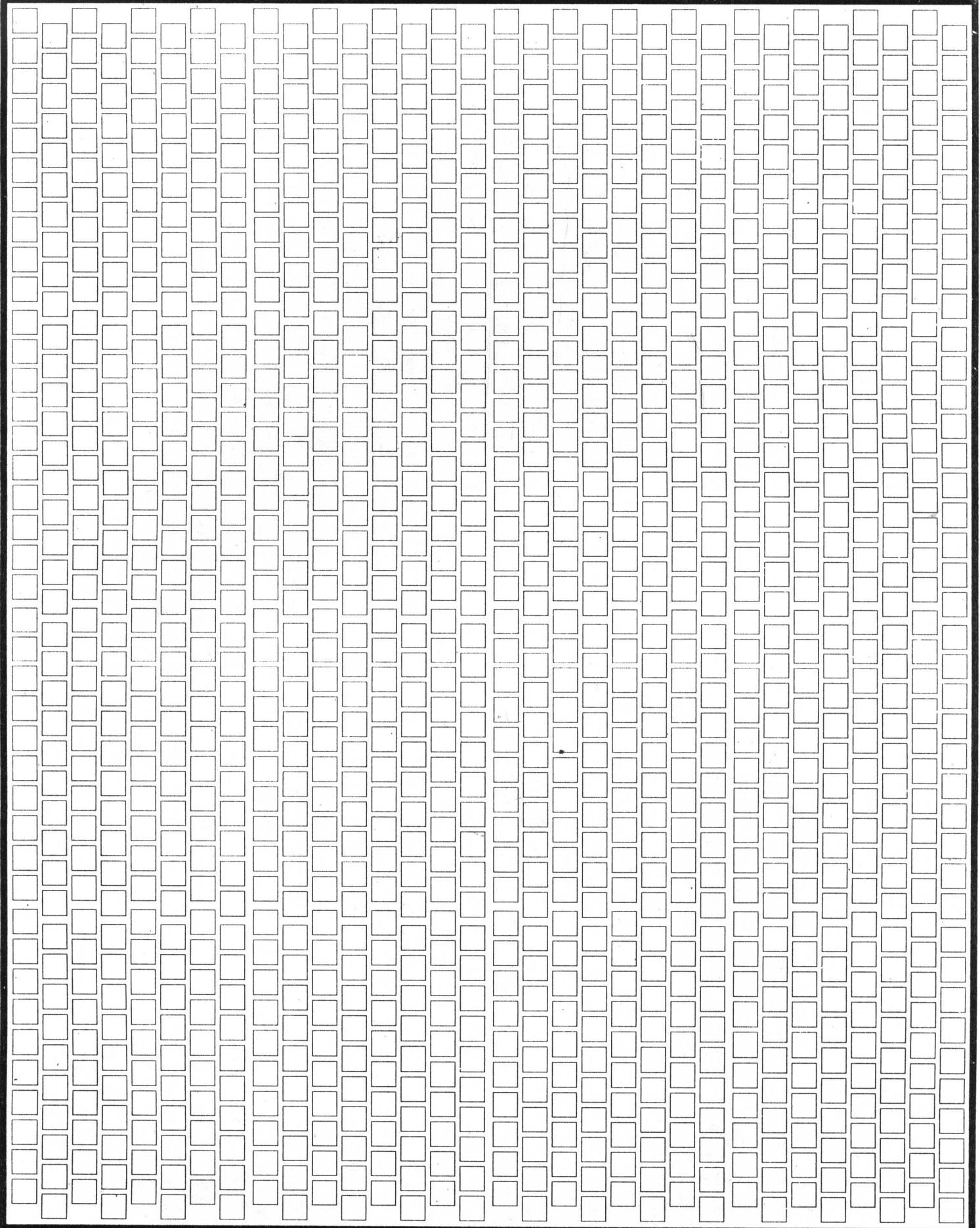
Old Expanses





Alpha Crucis

0101	0301	C * na	0701	B * na	1101	E * na	1301	C * na	1501	C * na	1701	C * na	1901	C * na	2101	2301	A * na	2501	2701	B * na	2901	B * na	3101	A * na					
E * na	0201	A * so	0401	B * so	0601	C * so	0801	D * so	1001	E * so	1201	F * so	1401	G * so	1601	H * so	1801	I * so	2001	J * so	K * so	L * so	M * so	N * so					
0102	0202	C * so	0402	E * so	0602	F * so	0802	G * so	1002	H * so	1202	I * so	1402	J * so	1602	K * so	1802	L * so	2002	M * so	N * so	O * so	P * so	Q * so	R * so				
A * so	0103	C * so	0303	E * so	0503	F * so	0703	G * so	0903	H * so	1103	I * so	1303	J * so	1503	K * so	1703	L * so	1903	M * so	N * so	O * so	P * so	Q * so	R * so				
B * so	0104	A * so	0304	E * so	0504	F * so	0704	G * so	0904	H * so	1104	I * so	1304	J * so	1504	K * so	1704	L * so	1904	X * na	A * na	TYROLIA	APOLLO	3201					
C * so	0105	E * so	0305	F * so	0505	G * so	0705	H * so	0905	I * so	1105	J * so	1305	K * so	1505	L * so	1705	M * so	1905	N * so	O * so	P * so	Q * so	R * so	S * so				
D * so	0106	E * so	0306	F * so	0506	G * so	0706	H * so	0906	I * so	1106	J * so	1306	K * so	1506	L * so	1706	M * so	1906	N * so	O * so	P * so	Q * so	R * so	S * so				
E * so	0107	C * so	0307	B * so	0507	A * so	0707	D * so	0907	F * so	1107	G * so	1307	H * so	1507	I * so	1707	J * so	1907	K * so	L * so	M * so	N * so	O * so	P * so				
F * so	0108	E * so	0308	C * so	0508	D * so	0708	B * so	0908	A * so	1108	C * so	1308	D * so	1508	E * so	1708	F * so	1908	G * so	2108	H * so	2308	I * so	2508	J * so			
G * so	0109	C * so	0309	D * so	0509	B * so	0709	A * so	0909	C * so	1109	D * so	1309	E * so	1509	F * so	1709	G * so	1909	H * so	2109	I * so	2309	J * so	2509	K * so			
H * so	0110	E * so	0310	F * so	0510	G * so	0710	I * so	0910	J * so	1110	K * so	1310	L * so	1510	M * so	1710	N * so	1910	O * so	P * so	Q * so	R * so	S * so	T * so				
I * so	0111	C * so	0311	D * so	0511	E * so	0711	F * so	0911	G * so	1111	H * so	1311	I * so	1511	J * so	1711	K * so	1911	L * so	M * so	N * so	O * so	P * so	BEVIN				
J * so	0112	C * so	0312	E * so	0512	F * so	0712	G * so	0912	H * so	1112	I * so	1312	J * so	1512	K * so	1712	L * so	1912	M * so	N * so	O * so	P * so	TERN	NUGENT				
K * so	0113	B * so	0313	C * so	0513	D * so	0713	E * so	0913	F * so	1113	G * so	1313	H * so	1513	I * so	1713	J * so	1913	K * so	L * so	M * so	N * so	O * so	P * so				
L * so	0114	B * so	0314	C * so	0514	D * so	0714	E * so	0914	F * so	1114	G * so	1314	H * so	1514	I * so	1714	J * so	1914	K * so	L * so	M * so	N * so	O * so	P * so				
M * so	0115	B * so	0315	C * so	0515	D * so	0715	E * so	0915	F * so	1115	G * so	1315	H * so	1515	I * so	1715	J * so	1915	K * so	L * so	M * so	N * so	O * so	P * so				
N * so	0116	B * so	0316	C * so	0516	D * so	0716	E * so	0916	F * so	1116	G * so	1316	H * so	1516	I * so	1716	J * so	1916	K * so	L * so	M * so	N * so	O * so	P * so				
O * so	0117	E * so	0317	F * so	0517	G * so	0717	H * so	0917	I * so	1117	J * so	1317	K * so	1517	L * so	1717	M * so	1917	N * so	O * so	P * so	QUATRE	LOUIS					
P * so	0118	C * so	0318	D * so	0518	E * so	0718	F * so	0918	G * so	1118	H * so	1318	I * so	1518	J * so	1718	K * so	1918	L * so	M * so	N * so	O * so	P * so	MONTANNA				
Q * so	0119	B * so	0319	R * so	0519	S * so	0719	T * so	0919	U * so	1119	V * so	1319	W * so	1519	X * so	1719	Y * so	1919	Z * so	A * so	B * so	C * so	D * so	E * so	TUPINDUR			
R * so	0120	B * so	0320	C * so	0520	D * so	0720	E * so	0920	F * so	1120	G * so	1320	H * so	1520	I * so	1720	J * so	1920	K * so	L * so	M * so	N * so	O * so	P * so	WAFT			
S * so	0121	B * so	0321	C * so	0521	D * so	0721	E * so	0921	F * so	1121	G * so	1321	H * so	1521	I * so	1721	J * so	1921	K * so	L * so	M * so	N * so	O * so	P * so				
T * so	0122	C * so	0322	E * so	0522	F * so	0722	G * so	0922	H * so	1122	I * so	1322	J * so	1522	K * so	1722	L * so	1922	M * so	N * so	O * so	P * so	WAFR					
U * so	0123	C * so	0323	B * so	0523	D * so	0723	E * so	0923	F * so	1123	G * so	1323	H * so	1523	I * so	1723	J * so	1923	K * so	L * so	M * so	N * so	O * so	P * so				
V * so	0124	A * so	0324	B * so	0524	C * so	0724	D * so	0924	E * so	1124	F * so	1324	G * so	1524	H * so	1724	I * so	1924	J * so	2124	K * so	2324	L * so	M * so	N * so	O * so	P * so	
W * so	0125	D * so	0325	E * so	0525	F * so	0725	G * so	0925	H * so	1125	I * so	1325	J * so	1525	K * so	1725	L * so	1925	M * so	N * so	O * so	P * so	BOREAL					
X * so	0126	C * so	0326	B * so	0526	D * so	0726	E * so	0926	F * so	1126	G * so	1326	H * so	1526	I * so	1726	J * so	1926	K * so	L * so	M * so	N * so	O * so	P * so				
Y * so	0127	B * so	0327	C * so	0527	D * so	0727	E * so	0927	F * so	1127	G * so	1327	H * so	1527	I * so	1727	J * so	1927	K * so	L * so	M * so	N * so	O * so	P * so				
Z * so	0128	B * so	0328	C * so	0528	D * so	0728	E * so	0928	F * so	1128	G * so	1328	H * so	1528	I * so	1728	J * so	1928	K * so	L * so	M * so	N * so	O * so	P * so				
A * so	0129	B * so	0329	C * so	0529	D * so	0729	E * so	0929	F * so	1129	G * so	1329	H * so	1529	I * so	1729	J * so	1929	K * so	L * so	M * so	N * so	O * so	P * so				
B * so	0130	C * so	0330	D * so	0530	E * so	0730	F * so	0930	G * so	1130	H * so	1330	I * so	1530	J * so	1730	K * so	1930	L * so	M * so	N * so	O * so	P * so					
C * so	0131	D * so	0331	E * so	0531	F * so	0731	G * so	0931	H * so	1131	I * so	1331	J * so	1531	K * so	1731	L * so	M * so	N * so	O * so	P * so							
D * so	0132	E * so	0332	F * so	0532	G * so	0732	H * so	0932	I * so	1132	J * so	1332	K * so	1532	L * so	1732	M * so	N * so	O * so	P * so								
E * so	0133	F * so	0333	G * so	0533	H * so	0733	I * so	0933	J * so	1133	K * so	1333	L * so	1533	M * so	N * so	O * so	P * so										
F * so	0134	G * so	0334	H * so	0534	I * so	0734	J * so	0934	K * so	1134	L * so	1334	M * so	1534	N * so	1734	O * so	P * so	TOHRA									
G * so	0135	H * so	0335	I * so	0535	J * so	0735	K * so	0935	L * so	1135	M * so	1335	N * so	1535	O * so	P * so	AMRAD											
H * so	0136	I * so	0336	J * so	0536	K * so	0736	L * so	0936	M * so	1136	N * so	1336	O * so	P * so	1736	1836	1936	2036	2136	2236	2336	2436	2536	2636	2736	2836	2936	3036
I * so	0137	J * so	0337	K * so	0537	L * so	0737	M * so	0937	N * so	1137	O * so	1337	P * so	1537	1737	1837	1937	2037	2137	2237	2337	2437	2537	2637	2737	2837	2937	3037
J * so	0138	K * so	0338	L * so	0538	M * so	0738	N * so	0938	O * so	1138	P * so	1338	1738	1838	1938	2038	2138	2238	2338	2438	2538	2638	2738	2838	2938	3038		
K * so	0139	L * so	0339	M * so	0539	N * so	0739	O * so	0939	P * so	1139	1739	1839	1939	2039	2139	2239	2339	2439	2539	2639	2739	2839	2939	3039	OURN			
L * so	0140	M * so	0340	N * so	0540	O * so	0740	P * so	0940	1140	1740	1840	1940	2040	2140	2240	2340	2440	2540	2640	2740	2840							
M * so	KEEPDOUT	N * so	FILE	O * so	0840																								



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
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Gushemege.....	13
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Ilelish.....	20
Iwahfuah.....	33
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Riftspan Reaches.....	18
Solomani Rim.....	36
Spica.....	38
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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 Il- elish, Magyar, and Daibei sectors; from distant Ap- tares 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.

Design:
Additional Design:

Cover Illustration:
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Gordon Sheridan
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Another Quality Scan by:

Game Designers' Workshop

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