

The Solomani Rim contains sixteen pre-generated subsectors for Traveller, complete with subsector maps, world data, and background information.

The Solomani Rim is an old and civilized sector, high in population and technological sophistication. It contains nearly 400 inhabited worlds, including Earth.

The Solomani Rim forms the setting for many of the published Traveller adventures and makes an excellent background for any campaign.

Supplement 10 The Solomani Rim

TRAVELLER[®]

Science-Fiction Adventure
in the Far Future

Game Designers' Workshop

Supplement 10
The Solomani Rim

TRAVELLER
Science-Fiction Adventure
in the Far Future

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Table of Contents

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The Solomani Rim

TRAVELLER, Supplement 10

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1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

This booklet is a supplement for Traveller, GDW's science fiction
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INTRODUCTION.	4
Standards and Assumptions.	4
The Solomani Rim.	4
History of the Solomani Rim.	4
The Vegans.	7
THE ULTIMA SUBSECTOR.	8
Ultima Subsector Map.	9
THE SULEIMAN SUBSECTOR.	10
Suleiman Subsector Map.	11
THE CONCORD SUBSECTOR.	12
Concord Subsector Map.	13
THE HARLEQUIN SUBSECTOR.	14
Harlequin Subsector Map.	15
THE ALDERAMIN SUBSECTOR.	16
Alderamin Subsector Map.	17
THE ESPERANCE SUBSECTOR.	18
Esperance Subsector Map.	19
THE VEGA SUBSECTOR.	20
Vega Subsector Map.	21
THE BANASDAN SUBSECTOR.	22
Banasdan Subsector Map.	23
SOLOMANI RIM SECTOR MAP.	24-25
THE ALBADAWI SUBSECTOR.	26
Albadawi Subsector Map.	27
THE DINGIR SUBSECTOR.	28
Dingir Subsector Map.	29
THE SOL SUBSECTOR.	30
Sol Subsector Map.	31
THE ARCTURUS SUBSECTOR.	32
Arcturus Subsector Map.	33
THE JARDIN SUBSECTOR.	34
Jardin Subsector Map.	35
THE CAPELLA SUBSECTOR.	36
Capella Subsector Map.	37
THE GEMINI SUBSECTOR.	38
Gemini Subsector Map.	39
THE KUKULCAN SUBSECTOR.	40
Kukulcan Subsector Map.	41
MAP SYMBOLS.	42
WORLD DATA.	43
INDEX.	46

Introduction

This supplement presents the Solomani Rim sector of the Imperium. It contains data on 16 subsectors and 400 worlds, plus additional background information. The Solomani Rim is large enough to provide a setting for any Traveller adventure or campaign, and several already-published adventures take place in the sector.

STANDARDS AND ASSUMPTIONS

The following standards are used in the text of this supplement.

Dates: All dates herein use the Imperial calendar. Dates are centered upon the Imperial Year Zero (A.D. 4521 in Old Terran reckoning). Years preceded by a minus sign are before that date; years without a sign or preceded by a plus sign are after that date. Each year consists of 365 standard days, numbered from 1 to 365. The full date is expressed by day number-year number; for example 001-1000 is the first day of the year 1000. The current year in thy Imperium is 1108.

World Locations: There are 16 subsectors in a sector, arranged in 4 rows of 4 subsectors each. For identification, they are lettered from A to P, and each one also has a name. A subsector has 80 hexes in 8 columns of 10, and each hex is individually numbered. Any world in the sector may be identified by its subsector and hex location; for example a world's location may be stated as A0106 or Ultima 0106, meaning hex number 0106 of subsector A, the Ultima subsector.

World Data: Information on worlds is expressed using the universal planetary profile given in Book 3. The UPP and other formats in this supplement are explained in the sections entitled Map Symbols and World Data, beginning on page 42,

THE SOLOMANI RIM

Humans originating on Terra (or Earth), a world of this sector, have played a large part in interstellar history. At first, they were known as Terrans; when Terrans established themselves on thousands of other worlds far from Terra, another name, of unknown derivation, was applied to them: Solomani. The rest of the sector name comes from its position on the edge of the Imperium closest to the galactic rim. The Solomani Rim is a highly civilized area with a long history, and a population (human and non-human) of over 1,3 trillion individuals. Three major interstellar governments control parts of the sector. The greater portion is ruled by the Imperium, an immense empire extending across hundreds of parsecs and thousands of star systems. Within the Imperium is the Vegan Autonomous District, an area inhabited (under Imperial sovereignty) by a non-human race. The rest of the sector is ruled by the Solomani Confederation, an interstellar state hostile to the Imperium.

HISTORY OF THE SOLOMANI RIM

The history of the Solomani Rim is long and complex, but a good place to start is with the Terran invention of the jump drive in -2431 (A.D. 2089).

Among the first discoveries of Terran explorers was that most nearby worlds were already controlled by a gigantic interstellar empire. It came as a greater shock to the Terrans that this empire was ruled by humans. These humans, called Vilani,

originated on a world over a hundred parsecs from Terra, and their Vilani Imperium (the First Imperium) had ruled most of this sector for almost 1600 years.

Contact between the young, expanding Terran Confederation and the decadent, static First Imperium resulted almost immediately in war. The First Interstellar War began in -2408 and was soon followed by many successive interstellar wars (historians disagree on their exact number), in which the Terrans chipped away pieces of the Vilani Imperium until it finally collapsed in -2219.

At first, the conquered territories were under naval military rule, making much use of the existing Vilani bureaucracy, with naval officers in scattered key posts. When the Confederation civilian government attempted to transfer control directly to Terra, the navy refused. From his headquarters on Dingir, Admiral Hiroshi Estigarribia proclaimed himself Regent of the Vilani Imperium and Protector of Terra, with both states now united in the Rule of Man. Nearly all the fleet instantly sided with him, evidence of his careful preparation, and the government surrendered, Estigarribia never actually assumed the crown, but after his death he was succeeded by his former chief of staff, who was crowned as Hiroshi II. Estigarribia is therefore known to history as Hiroshi I. Hiroshi II moved the capital from Dingir to a more centrally located world, renamed bilingually Hub/Ershur. During the Rule of Man, there was a considerable movement of population from Terra and its oldest colonies and conquests in the Solomani Rim into the former Vilani territories; people of Terran ancestry or culture (many of them assimilated Vilani) assumed positions of power on most worlds, as industrialists and administrators. Ultimately, however, the task of governing the Rule of Man's vast territories proved impossible. The Second Imperium lasted for 400 years, gradually falling into chaos. The traditional date for its fall is -1 776, although by this time the Solomani Rim had been cut off from the core for over 80 years.

The Rule of Man was followed by an interregnum called the Long Night. Its first stages were marked by warfare among the Imperium's small successor states, sometimes no more than large-scale piracy. Interstellar trade ceased in most areas. Some worlds, not self-sufficient, simply died; many worlds' economies were ruined; most lost the technology to construct starships. By -1500 the wars were over: most of the old starships had broken down and no one knew how to repair them. The Solomani Rim suffered less than most areas. The Easter Concord, The Vegan Polity, the Dingir League, and the Old Earth Union survived the Long Night by trading within themselves and maintaining their defenses. In the rest of the old Imperium, recovery was slow, but trade was re-established in many areas by -500.

Eventually, a Third Imperium was established in the core; the first emperor assumed the crown in the year zero. The Imperium expanded rapidly under Cleon I and his successors; the Solomani Rim was added to the Imperium without fighting, various worlds and governments joining from 426 to 588.

During the early years of the Imperium, the Solomani hypothesis was first advanced, stating that Terra was the original homeworld of all humans (Solomani, Vilani, and a number of other races which had been discovered), and that non-Terran humans had been transported to their "homeworlds" from Terra about -300,000 by an ancient star-faring species. This theory (well-known during the Rule of Man but forgotten during the Long Night) was easily confirmed by evidence on Terra. The Solomani Hypothesis did not assume political importance until the Civil War (604-622). In the upheavals of the war, Vilani nobles and industrialists began to

assume more prominent positions in government and industry, often at the expense of the old Solomani aristocracy. In reaction, the Solomani movement was born. Beginning with the proven Solomani Hypothesis, the movement reasoned that the pure Terran racial stock was superior and best fit to run the Imperium. Solomani, they claimed, were the original men; all others were degenerate offshoots of the true line. As evidence, they pointed to the ease with which the Terran Confederation had defeated the much larger Vilani Imperium. The movement was at its height in the mid-600s, when it dominated the inner circle of advisors to the Empress Arbellatfa. However, when Arbellatra's successor, Zhakirov, came to power in 666, the movement began to lose favor at court. The final break came in 679, when Zhakirov married Antiama Shiishuginsa, whose family controlled the powerful Vilani mega-corporation Zirunkariish. Previous emperors had been of pure Solomani extraction; Zhakirov, in ensuring that his heir would be of mixed blood, cemented an alliance with the Vilani industrial interests and thus greatly increased the stability of the Imperium at a time when stability was desperately needed.

However, the Solomani movement remained a powerful force and could not be ignored; in 704, Zhakirov's daughter and successor granted a charter for the Solomani Autonomous Region, giving control of space within 50 parsecs of Terra (hence the region's alternate name: the Solomani Sphere) to a Solomani governing body, mainly composed of the leaders of the Solomani movement. Although the Imperium retained theoretical sovereignty, all real power within the region was given to the Solomani; essentially, the Imperium gave up a large portion of its border regions in exchange for peace elsewhere. For two hundred years, the Imperium ignored its rimward frontier. Inside the Solomani Sphere, increasing restrictions were placed on non-Solomani, particularly on non-humans. Many new worlds were explored and settled (by Solomani only) rimward of Terra.

Eventually, the Imperium was forced to deal with the new power on its rimward flank, in the early 900s, the Imperium tried to reduce Solomani power by diplomacy; many border worlds petitioned to be removed from Solomani rule, and their pleas were granted, with the new order enforced by the Imperial Navy. The Solomani avoided a major confrontation, but minor incidents were common. In response to growing Solomani defiance of Imperial sovereignty, Margaret II officially dissolved the Solomani Autonomous Region in 940. The Solomani of course refused to comply and reinforced their border defenses. War was now inevitable, but for several years only border incidents occurred as both sides built up their strengths. In the late 970s, the Imperium was prepared to attack when the onset of the Third Frontier War on its opposite border forced a diversion of resources. The Solomani tried to profit from Imperial weakness by reclaiming lost territory. The Imperium considered this a declaration of war, and the Solomani Rim War began, in 990.

Since Imperial strength had been drained to support the Third Frontier War, the Solomani were able to retake their lost territory almost immediately. However, an attack into the Old Expanses sector was turned back with heavy losses in 993, and the Solomani made no further advances. From 993 to 998, the balance gradually shifted to the Imperium, as its industrial and numerical superiority began to be felt.

In 998, the Imperium began a steady advance along two lines converging on Terra, with the design of surrounding a huge pocket of Solomani space. It was theorized, correctly, that the Solomani would be unwilling to withdraw from Earth, the symbol of the Solomani movement. When the Vegan District was liberated in

1001, the Imperium gained a strong industrial base close to the fighting, and the Solomani were forced into a last gamble. They concentrated their remaining naval strength into a single strike at the Imperial fleet advancing from the Vegan District. At the Battle of Dingir the Solomani fleet was broken; remnants fled deeper into the Sphere, and the Imperial fleets advanced to Terra.

Imperial high command then made a fateful decision: Terra must be invaded and taken immediately; with its fall, the Solomani would be completely demoralized and resistance would collapse. Pursuit of the Solomani fleet was suspended, and major ground and naval forces were concentrated against Terra. Unfortunately, the Imperium had not counted upon the fanaticism of Solomani resistance. Terra had been packed with Solomani ground troops and planetary defenses. The campaign against Terra lasted nearly to the end of 1002. The planet was taken, but the Imperium had exhausted its reserves of strength and was forced to negotiate a temporary armistice with the Solomani, who were glad for the chance to recover.

The temporary armistice became permanent, as neither side felt capable of continuing the war. The Imperium contented itself with the present borders. Most worlds of the Solomani Rim were placed under military rule, and some worlds remain so a century later, although overt acts of resistance are few. The Solomani Confederation generates a great deal of propaganda regarding the future liberation of Terra and reconquest of its lost territories, but border incidents are rare; the Solomani government has transferred its real attention to its rimward frontier,

THE VEGANS

The Vegan Autonomous District is inhabited by a race which humans call the Vegans, after the bright star near their homeworld. They are roughly humanoid in body shape {two legs, two arms, and a head}, but completely non-human in detail. They are naturally long-lived, with an average lifespan of over 200 standard years.

The Vegan District is under a single, centralized government. State power is contained in a civil service, chosen and promoted by competitive examination. Within their common state, the Vegans are culturally diverse. Society is divided into hundreds of different *tuhuir*, which might be roughly translated as culture, philosophy, or tao. Each *tuhuir* has its own customs and traditions, and its own interpretation of the proper way to live. Archeology shows that the *tuhuir* were once separate societies, each associated with a particular people and geographic location like countries on ancient Earth. Now, however, they are mixed together in complex patterns. Tuhuir are not hereditary; when a Vegan nears sexual maturity, he or she enters a period of search, which may last for many years. Eventually, the individual chooses a *tuhuir*; once made, the choice is for life.

The Vegans received the jump drive about -6000, from Vilani-influenced traders, and colonized several nearby worlds before being absorbed by the First Imperium. They were severely restricted under Vilani rule, as were alt races who resisted being integrated into the rigid Vilani culture. Thus, they welcomed Terran victory in the Interstellar Wars and the advent of the Rule of Man. The Vegan Polity prospered in the Rule of Man and survived the Long Night largely intact, but was broken into individual planetary states by the Third Imperium, which allowed no threats to its sovereignty. Under the Solomani, the Vegans were again restricted, and human governors were installed on all Vegan worlds. After the Solomani Rim War, the present Vegan Autonomous District was formed as a counterweight to the Solomani.

The Ultima Subsector

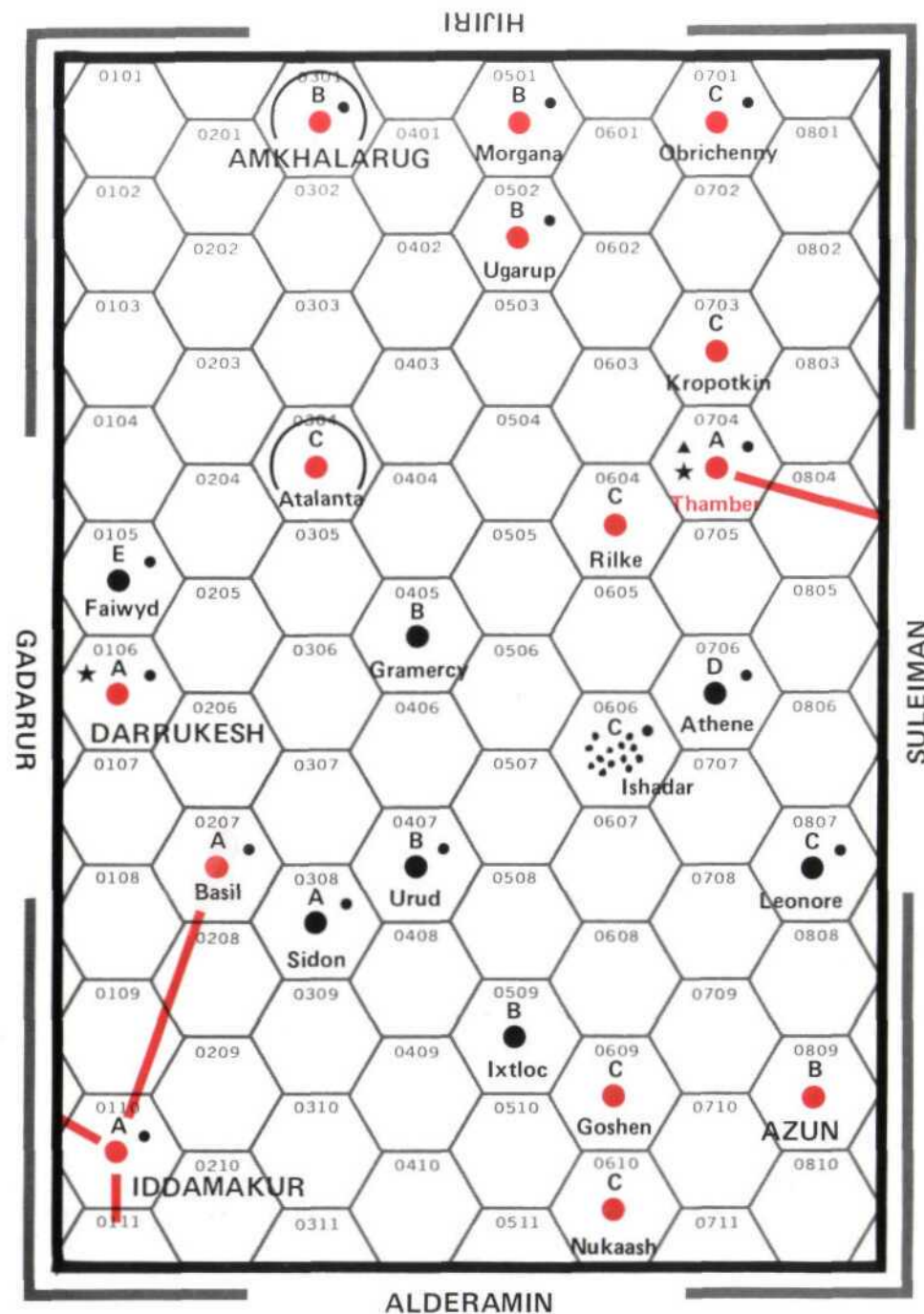
The Ultima subsector is so named because it is a sector backwater, far from the major trade routes. The region suffered economically during the Long Night more than the rest of the sector, and has still not recovered fully.

The problems of Iddamakur are particularly acute. During the rule of the Solomani Autonomous Region, Iddamakur was used as a planetary prison for all the "undesirable elements" of the region. Different populations of dissidents were distributed among the planet's twelve small continents and numerous archipelagos; use of technology higher than TL 4 was forbidden, as was sea travel between groups. After the Solomani Rim War, the world was opened. Iddamakur remains a poor world desperately in need of interstellar exchange in order to purchase advanced technology. Its main source of income is its newly-built A starport, linking the somewhat more prosperous worlds of Basil and Darrukesh with the rest of the sector.

The Imperial megacorporation Makhidkarun has recently established an outpost on Athene. No previous survey had found anything of value there, and rumors abound.

Name	Statistics	Remarks	
Faiwyd	0105 E500589 7	Non-industrial. Vacuum World.	G
Darrukesh	0106 A4859CF D N		G
Iddamakur	0110 A7799AB 7	Industrial.	G
Basil	0207 A842731 E	Poor.	G
Amkhalarug	0301 B4439BD E	Poor. Industrial.	A G
Atalanta	0304 C476368 D	Non-industrial. Owned by Darrukesh.	A G
Sidon	0308 B6B9521 C	Non-industrial.	G
Gramercy	0405 B330525 8	Poor. Non-industrial. Desert World.	
Urud	0407 B100543 E	Non-industrial. Vacuum World.	G
Morgana	0501 BA9A861 C	Water World. Owned by Ugarup.	G
Ugarup	0502 B89A8BE E	Water World.	G
Ixtloc	0509 B530487 D	Poor. Non-industrial. Desert World.	
Rilke	0604 C59A368 B	Non-industrial. Owned by Thamber.	
Ishadar	0606 C000776 A	Non-agricultural. Asteroid Belt.	G
Goshen	0609 C577532 B	Non-industrial. Agricultural.	
Nukaash	0610 C247721 9	Agricultural.	
Obrichenny	0701 C643657 C	Poor. Non-industrial,	G
Kropotkin	0703 C4446A6 D	Non-industrial. Agricultural.	
Thamber	0704 A454898 E A	Subsector Capital	G
Athene	0706 D6B9110 F	Non-industrial.	G
Leonore	0807 C310576 B	Non-industrial.	G
Azun	0809 B476ABC B	Industrial.	

The Ultima subsector contains 22 worlds with a population of 44.0 billion. The highest population is 26 billion, at Azun.



The Suleiman Subsector

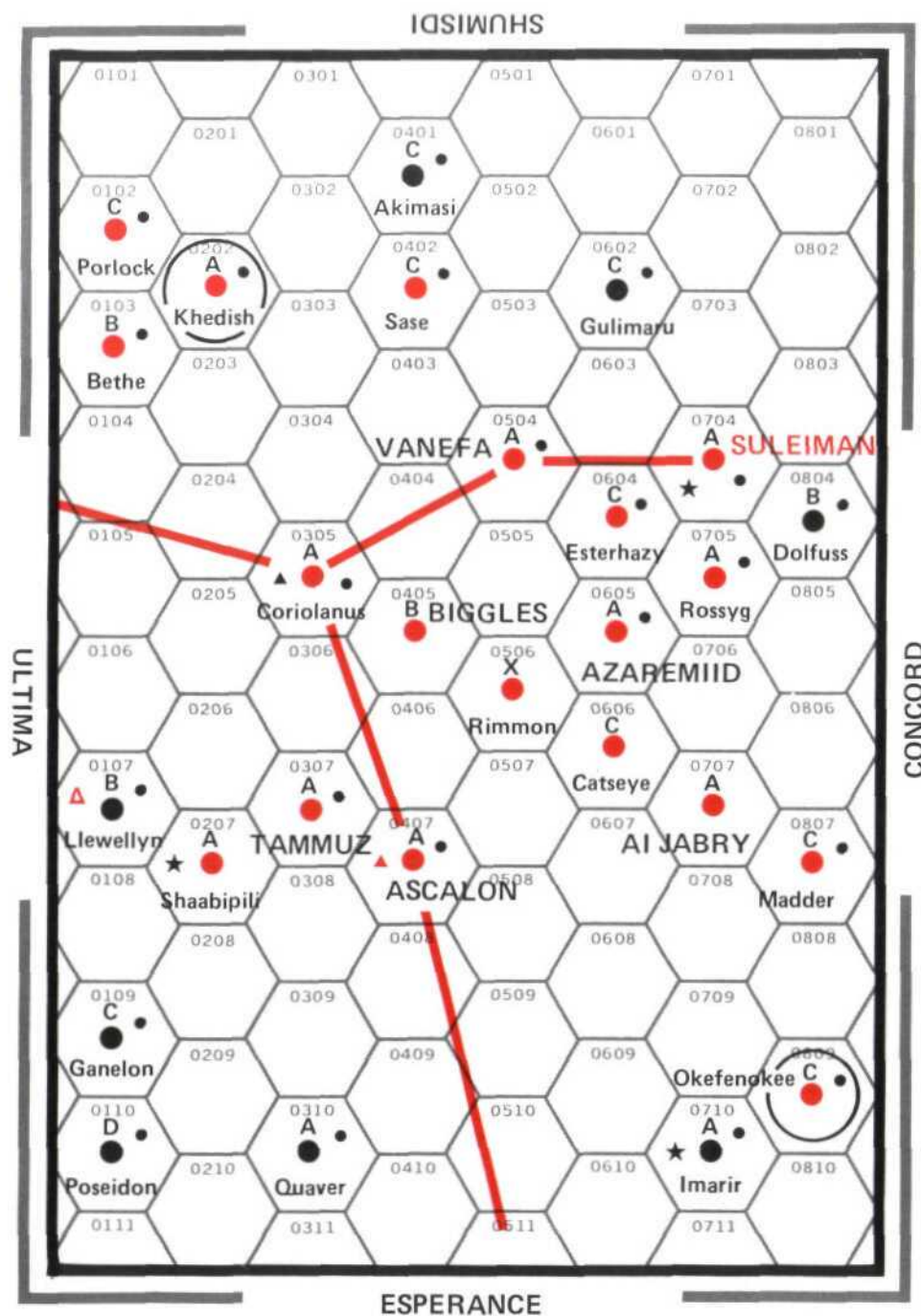
The Suleiman subsector is stable and relatively prosperous. Only two worlds in this subsector are posted as TAS Amber Zones: Okefenokee and Khedish.

Mudge, in the Concord subsector, is attempting to relieve its population pressures by colonizing Okefenokee. The original inhabitants are resisting and a guerrilla war is in progress.

Xenophobia and non-violence are equally strong parts of the cultural mindset on Khedish. Outsiders are in little physical danger, but unwary travellers will be swindled, cheated, robbed, and harassed by the hostile Khedishi. Travellers are also advised that the Khedishi government, although required by Imperial law to give all Imperial citizens the same protection afforded Khedishi citizens, is strangely inefficient at investigating crimes against outsiders.

Name	Statistics	Remarks	
Porlock	0102 C433855 9	Poor. Non-agricultural.	G
Bethe	0103 B422677 A	Poor. Non-agricultural. Non-industrial.	G
Llewellyn	0107 B20058A D	Non-industrial. Vacuum World.	G
Ganelon	0109 C430212 9	Poor. Non-industrial. Desert World.	G
Poseidon	0110 D8AA169 D	Non-industrial, Owned by Quaver.	G
Khedish	D202 A556889 F		A G
Shaabipili	0207 A553875 F N	Poor.	G
Coriolanus	0305 A237876 E S		G
Tammuz	0307 A7549A9 F		G
Quaver	0310 A1118BC F	Ice-Capped.	G
Akimasi	0401 C8A5455 6	Non-industrial,	G
Sase	0402 C34778B B	Agricultural.	G
Biggies	0405 B236965 8	Owned by Ascalon.	
Ascalon	0407 A562AAF E W		G
Vanefa	0504 A5639A6 F		G
Rimmon	0506 X222000 0		G
Gulimaru	0602 C7A678C A		G
Esterhazy	0604 C335420 C	Non-industrial.	G
Azaremiid	0605 A766A72 C		G
Catseye	0606 C222577 B	Poor. Non-industrial.	
Suleiman	0704 AA6498B F N	SubsectorCapital	G
Rossyg	0705 A785797 E	Rich. Agricultural.	G
Ai Jabry	0707 A7659BB E		
Imarir	0710 A250877 F N	Poor, Desert World.	G
Dolfuss	0804 B100547 E	Non-industrial. Vacuum World.	G
Madder	0807 C532430 8	Poor. Non-industrial.	G
Okefenokee	0809 C337868 C	Owned by Mudge.	A G

The Suleiman subsector contains 27 worlds with a population of 80,9 billion. The highest population is 21 billion, at Ascalon.



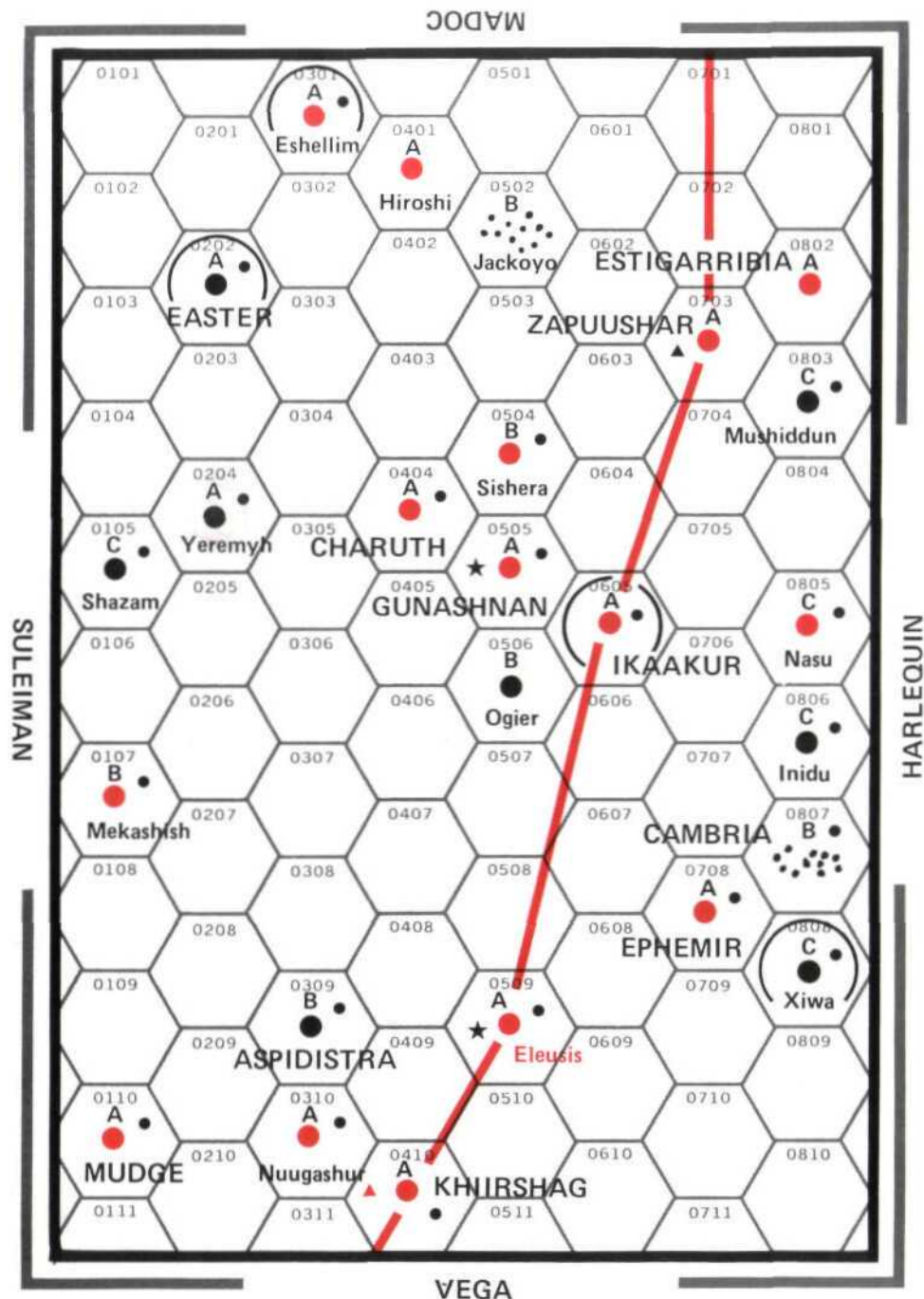
The Concord Subsector

This subsector takes its name from the stable confederation centered on the area during the Long Night. During the troubles occasioned by the fall of the Rule of Man, the major worlds of the area formed a union for mutual defense, with its capital at Easter. The Easter Concord remained a secure bastion of civilization throughout the Long Night, and was formally dissolved upon the admission of its member worlds into the Third Imperium in 426,

In 1095, the two major nations on Xiwa engaged in a war using nuclear weapons. Most city domes were breached and over 80% of the population perished before the Imperial Marines could intervene. Most of the remaining population lives in small settlements far from the old cities. Its old governmental apparatus shattered, Xiwa remains under Imperial military rule; because the population is so scattered, law enforcement is sporadic outside of the few Imperial garrison enclaves and the world is classified as a TAS Amber zone.

Name	Statistics	Remarks	
Shazam	0105 C411266 F	Non-industrial. Owned by Yeremyh.	G
Mekashish	0107 B6766BE 9	Non-industrial. Non-agricultural.	G
Mudge	0110 A463ACB D		G
Easter	0202 AAE7977 F		AG
Yeremyh	0204 A5207BF F	Poor. Non-agricultural. Desert World.	G
Eshellim	0301 A76A8BB E	Water World.	AG
Aspidistra	0309 B2009CB E	Industrial. Vacuum World.	G
Nuugashur	0309 A535726 E		G
Hiroshi	0310 A458774 E	Agricultural.	
Charuth	0404 A786988 E		G
Khiirshag	0410 A79A9BC F W	Industrial. Water World.	G
Jackoyo	0502 B000510 B	Non-industrial. Asteroid Belt.	
Sishera	0504 B233854 E	Poor, Non-agricultural,	G
Gunashnan	0505 A854996 E N		G
Ogier	0506 B10088A C	Non-agricultural. Vacuum World.	
Eleusis	0509 A789831 E N	Subsector Capital	G
Ikaakur	0605 A2569B8 F		AG
Zapuushar	0703 A858997 D S		G
Ephemir	0708 A675999 F	Industrial.	G
Estigarribia	0802 A566ABC D		
Mushiddun	0803 C61088D D	Non-agricultural.	G
Nasu	0805 C334368 F	Non-industrial. Owned by Ikaakur.	G
Inidu	0806 C6BA413 C	Non-industrial. Water World.	G
Cambria	0807 B0009BF E	Industrial. Asteroid Belt.	G
Xiwa	0808 C300568 B	Non-industrial. Military Rule.	AG

The Concord subsector contains 25 worlds with a population of 107.4 billion. The highest is 32 billion, at Mudge.

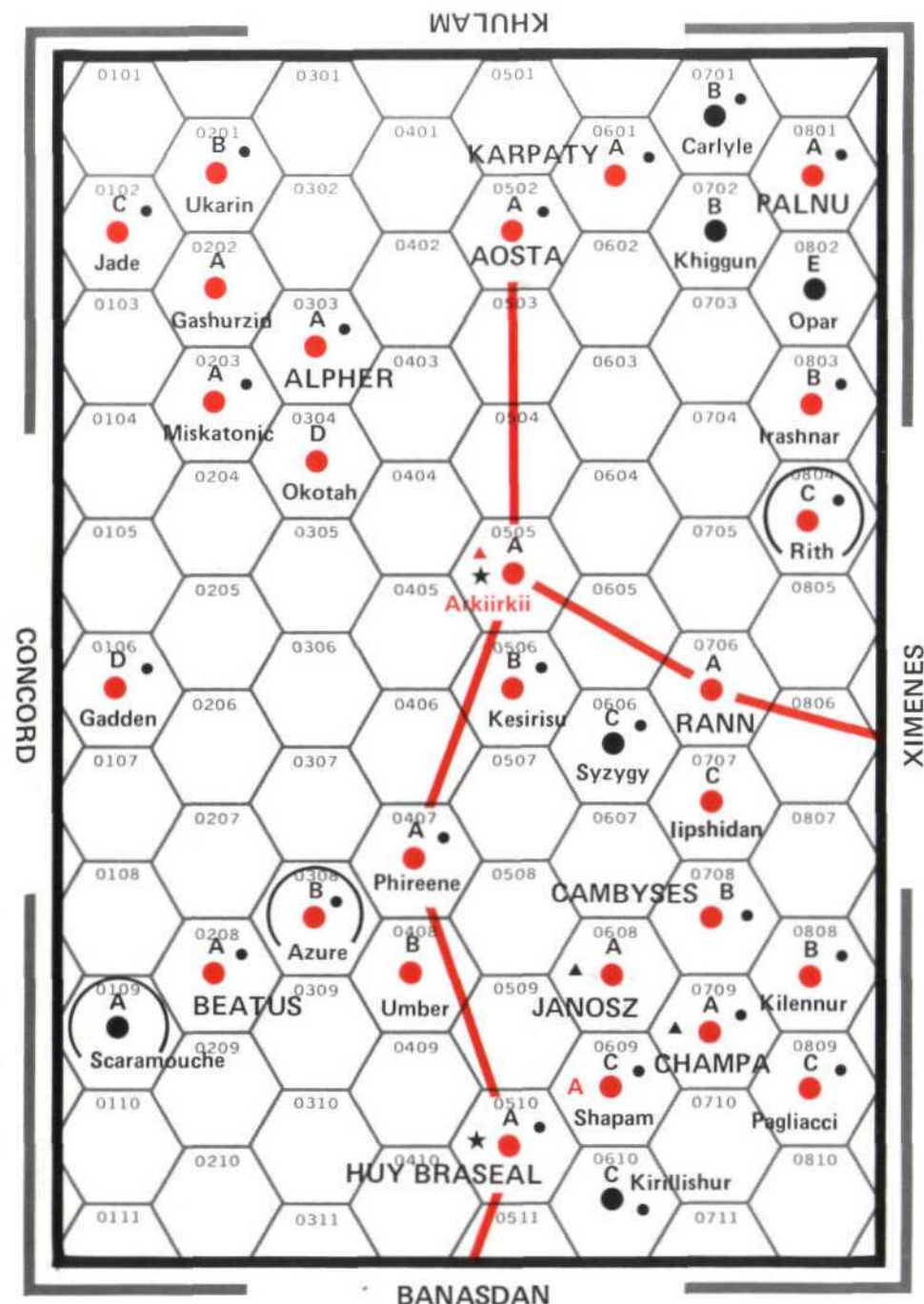


The Harlequin Subsector

During the period of Solomani rule, this subsector was more important, linking Terra with the Old Expanses. On many worlds, Solomani parties remain strong, but only on Scaramouche has longing for "the good old days" given rise to rebellion, now largely suppressed. The Solomani Confederation, while publicly expressing solidarity with local Solomani movements, gives tacit support to the status quo.

Name	Statistics	Remarks	
Jade	0102 C4758BF D		G
Gadden	0106 D893200 8	Non-industrial.	G
Scaramouche	0109 A7C6503 9	Non-industrial.	
Ukarin	0201 B433742 D	Poor. Non-agricultural.	
Gashurzid	0202 A6568A8 F		
Miscatonic	0203 A487863 9	Rich. Owned by Alpher.	G
Beatus	0208 A688989 E		G
Alpher	0303 A 866997 E		G
Okotah	0304 D325103 B	Non-industrial.	
Azure	0308 B3348CF B		A G
Phireene	0407 A469895 D	Rich.	G
Umber	0408 B777464 D	Non-industrial. Owned by Phireene.	
Aosta	0502 A453A26 F	Poor.	
Arkiirkii	0505 A66A8AD F B	Subsector Capital. Water World.	
Kesirisu	0506 B49A502 A	Non-industrial. Water World.	G
Huy Braseal	0510 A255989 F N		G
Karpaty	0601 A483954 F		G
Syzygy	0606 C1 00721 8	Non-agricultural. Vacuum World,	G
Janosz	0608 A564978 B S		G
Shapam	0609 C232533 C	Poor. Non-industrial,	G
Kirillishur	0610 C7A4543 E	Non-industrial.	G
Carlyle	0701 B9B5865 C	Owned by Palnu.	G
Khiggun	0702 B8A3643 E	Non-industrial.	G
Rann	0706 A664988 F		
Iipshidan	0707 C544534 A	Non-industrial. Agricultural.	G
Cambyses	0708 B 246988 A	Industrial.	G
Champa	0709 A6629B9 as		G
Palnu	0801 A484999 E		G
Opar	0802 E5AA267 E	Non-industrial. Owned by Palnu.	
Irashnar	0803 B131438 F	Poor. Non-industrial,	G
Rith	0804 C536875 C		A G
Kilennur	0808 B5958BE B		G
Pagliacci	0809 C754733 6	Agricultural.	G

The Harlequin subsector contains 33 worlds with a population of 67.1 billion. The highest population is 17 billion, at Aosta.



The Alderamin Subsector

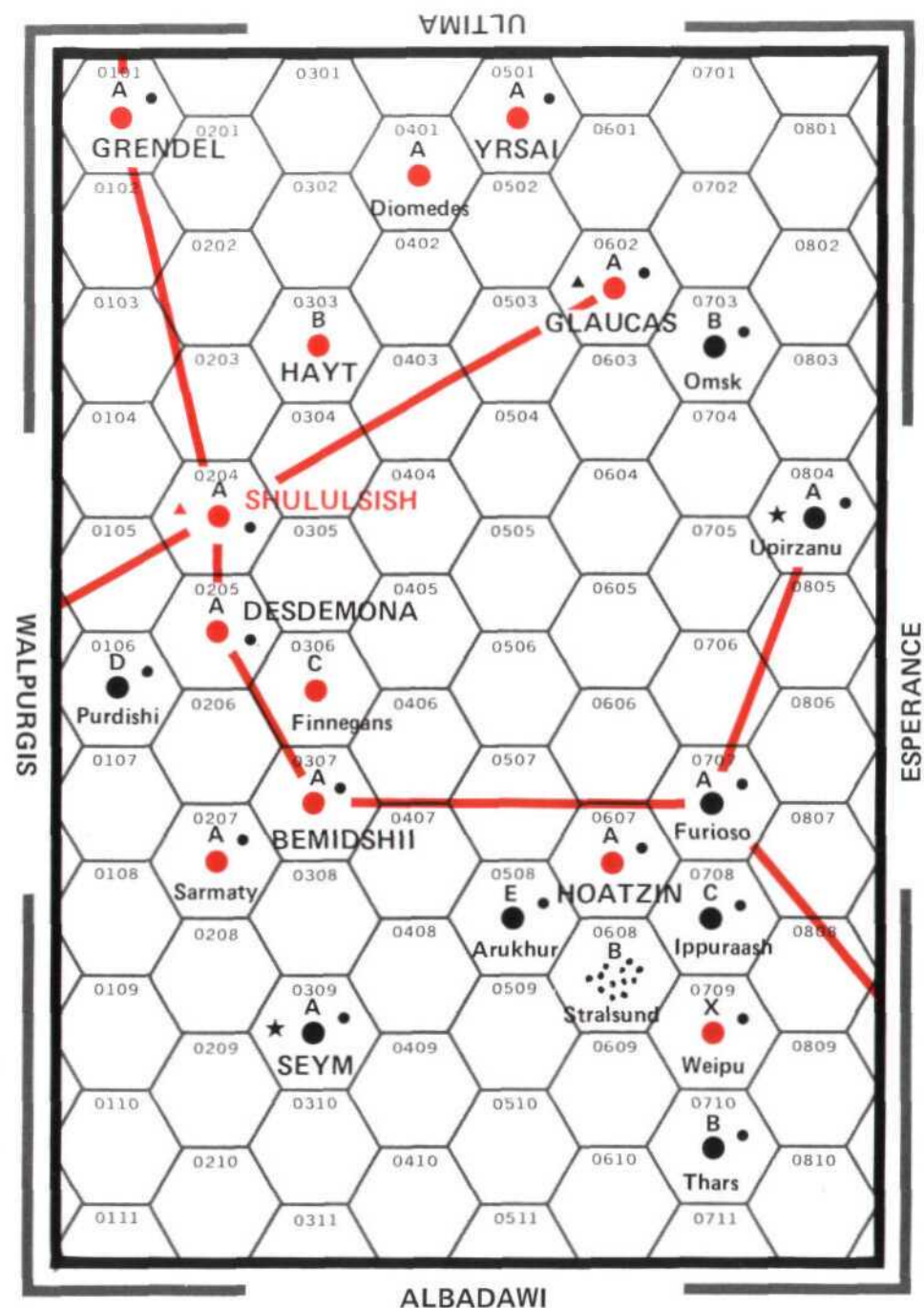
Alderamin, also called Alpha Cephei, is a bright star visible from Terra, and the brightest star in the subsector. Like most massive stars, it has no planets, but it is encircled by the Stralsund asteroid belt, a rich source of many commercially valuable elements.

Hoatzin is a low-density world, poor in heavy elements, and its industry relies greatly on raw material imports. The Hoatzins trade heavily with Stralsund belt and have established mining colonies on Arukhur and Furioso.

The government of Shululsish is a rarity: a participatory democracy on a high population world, made possible by high technology. Each of the world's 21 billion citizens carries a terminal connected to the planetary computer; all eligible voters are polled regularly, and important laws are enacted in this fashion. All executive officials are elected for one-month terms. This form of government places a heavy burden on the individual, and the average citizen spends over an hour a day in government-related activity, both in voting and in using the computer net to gain the information needed to reach a decision. Other high-population worlds with similar governments include Aosta in the Harlequin subsector and Dimmurak in the Esperance subsector.

Name	Statistics	Remarks	
Grendel	0101 A96A98B E	WaterWorld.	G
Purdishi	0106 D610168 E	Non-industrial. Owned by Desdemona.	G
Shululsish	0204 A584A22 F W	Subsector Capital	G
Desdemona	0205 A76999C E		G
Sarmaty	0207 A889877 F	Rich.	G
Hayt	0303 B4219AF E	Poor, Non-agricultural. Industrial.	
Finnegans	0306 C379533 B	Non-industrial.	
Bemidshii	0307 A567988 E		G
Seym	0309 A1009CB C N	Non-agricultural, Vacuum World,	G
Diomedes	0401 A8777A8 F	Agricultural.	
Yrsai	0501 A663A9B F		G
Arukhur	0508 E200365 E	Non-industrial. Owned by Hoatzin.	G
Glaucas	0602 A8869A9 F S		G
Hoatzin	0607 A967986 E		G
Stralsund	0608 B0007BE E	Non-agricultural. Asteroid Belt.	
Omsk	0703 B511547 A	Non-industrial. Ice-Capped.	G
Furioso	0707 A9C5761 D	Owned by Hoatzin.	G
Ippuraash	0708 C200612 A	Non-industrial, Vacuum World.	G
Weipu	0709 X543000 O		G
Thars	0710 B7A7797 D		G
Upirzanu	0804 A9B5752 F N		G

The Alderamin subsector contains 21 worlds with a population of 86.1 billion. The highest population is 34 billion, at Yrsai.

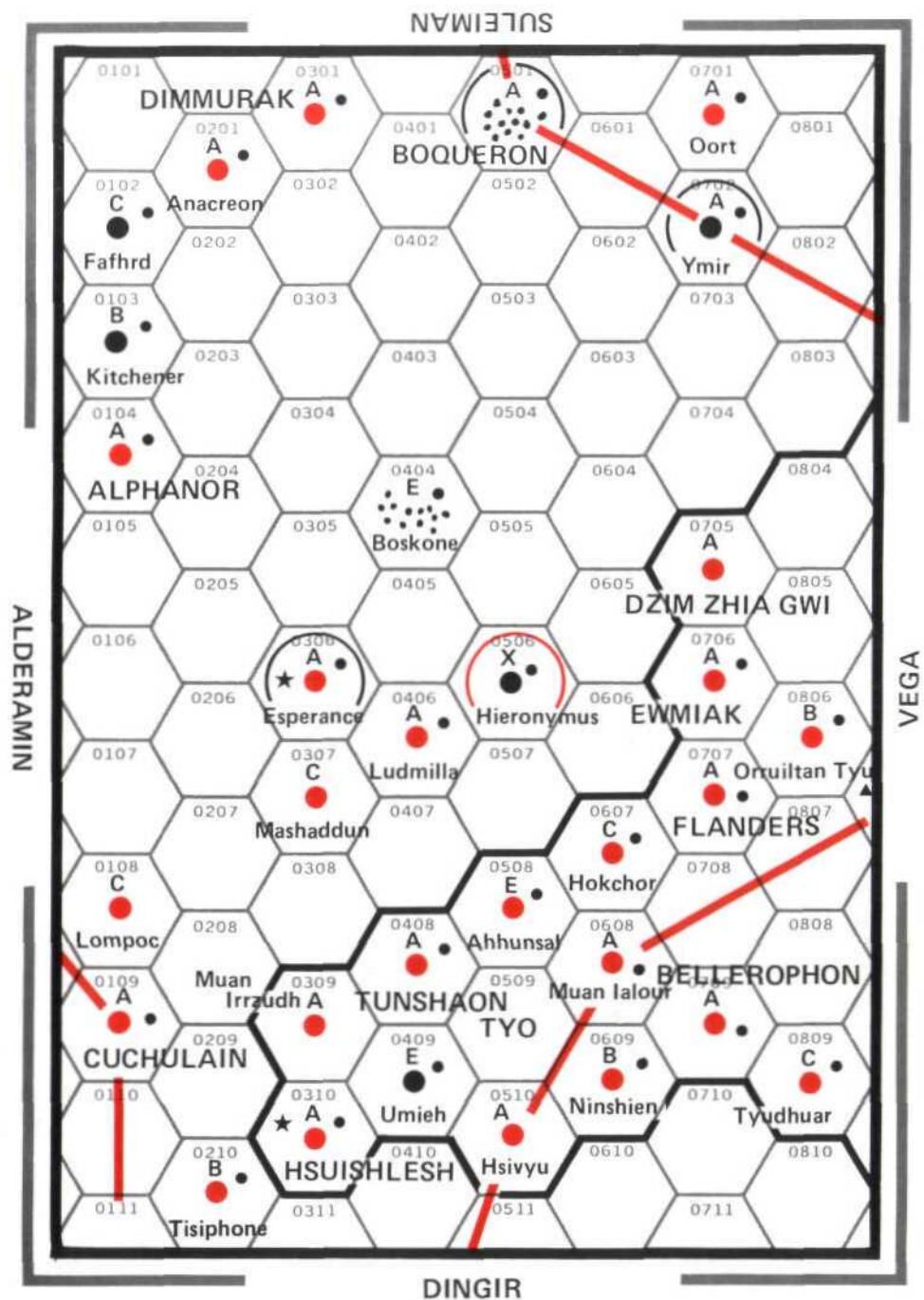


The Esperance Subsector

The Esperance subsector is not a governmental unit; its worlds are governed from other subsectors. Ludmilla and Esperance (the world) have large Vegan minorities. The nation of Waothan on Esperance, with a third of the planet's population, is 95% Vegan. Attempts to integrate these two worlds into the Vegan District have long been a source of tension, and two recent events have intensified the problem: Waothan has applied to the Emperor for permission to join the Vegan District, and a human supremacist party has recently come to power on Ludmilla.

Name	Statistics	Remarks	
Fafhrd	0102 C620764 6	Non-agricultural. Owned by Anacreon.	G
Kitchener	0103 BAC8645 C	Non-industrial.	G
Alphanor	0104 A988995 F		G
Lompoc	0108 C444634 A	Non-industrial. Agricultural.	
Cuchulain	0109 AA569BF A		G
Anacreon	0201 A562841 F	Rich.	G
Tisiphone	0210 B624885 F		G
Dimmurak	0301 A657924 E		G
Esperance	0306 A468878 F N	Rich.	AG
Mashaddun	0307 C994210 D	Non-industrial.	
Muan Irrzudh	0309 A66A786 D	Rich. Water World.	
Hsuishlesh	0310 A644986 F N	Industrial.	G
Boskone	0404 E00016A E	Non-industrial, Owned by Ludmilla.	G
Ludmilla	0406 A45689D E		G
Tunshaon Tyo	0408 A554986 F		G
Umieh	0409 B100886 E	Non-agricultural. Vacuum World,	G
Boqueron	0501 A0009A8 D	Industrial. Asteroid Belt.	AG
Hieronymus	0506 X530622 6	Non-agricultural. Desert World.	RG
Ahhunsal	0508 E521186 F	Poor. Non-industrial.	G
Hsivyu	0510 A133786 F	Poor. Non-agricultural.	
Hokchor	0607 C647586 C	Non-industrial. Agricultural.	G
Muan Ialour	0608 A556886 E		G
Ninshien	0609 B59A886 C	Water World.	G
Oort	0701 A563896 F	Rich.	G
Ymir	0702 A6A6772 F		AG
DzimZhiaGwi	0705 A456A86 F		
Ewmiak	0706 A452986 F	Poor.	G
Flanders	0707 A755A86 F		G
Bellerophon	0709 A88A986 E	Water World.	G
Orruiltan Tyui	0806 B121686 C	Poor. Non-industrial, Non-agricultural.	G
Tyudhuar	0809 C599786 B		G

The Esperance subsector contains 31 worlds with a population of 94.4 billion. The highest population is 31 billion, at Flanders.



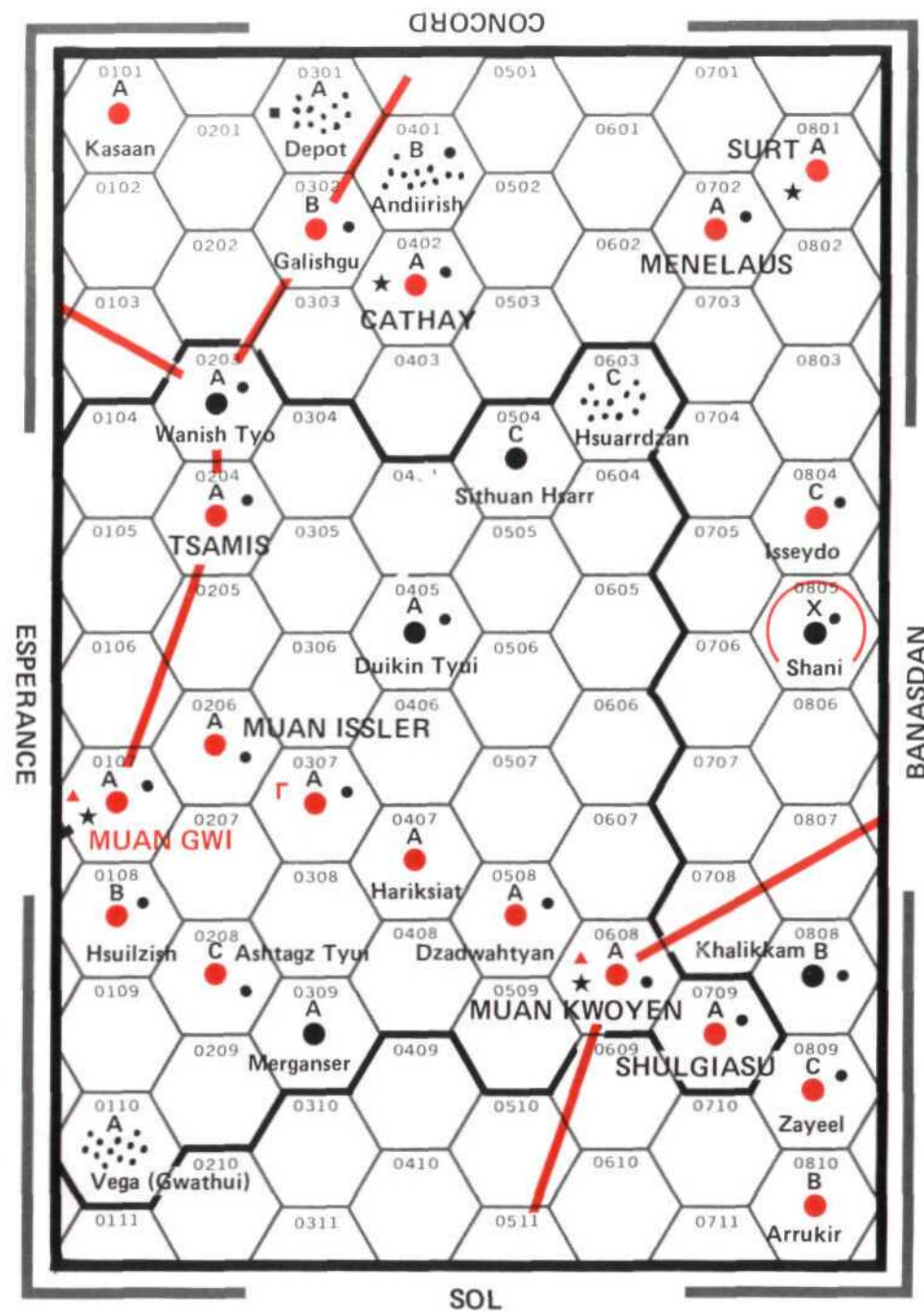
The Vega Subsector

Most of this subsector and the Esperance subsector compose the Vegan Auto nomous District. Most worlds in the District are inhabited almost entirely by Vegans, except for Shulgiasu, Bellerophon, and Flanders. Vegans are unable to live on these high-gravity worlds, although humans find them habitable. Merganser, important for its resources, also has a human population; Sithuan Hsarr is a recent experimental colony, worked by Vegans living under artificial gravity.

The entire Depot system is devoted to an Imperial naval depot, and its population consists entirely of naval personnel. In peacetime, a depot's main function is research; there the navy develops and tests new ship prototypes. In war, a depot is able to supply, maintain, and repair a large fraction of the Imperial fleet.

Name	Statistics	Remarks	
Kasaan	0101 A785757 E	Rich. Agricultural.	
Muan Gwi	0107 A456A86 F B	Capital and homeworld of the Vegans.	G
Hsuilzish	0108 B678786 C	Agricultural.	G
Vega	0110 A000786 E	Non-agricultural, Asteroid Belt.	
Wanish Tyo	0203 A630886 E	Poor. Non-agricultural. Desert World.	G
Tsamis	0204 A547986 F	Industrial.	G
Muan Issler	0206 A354A86 F		G
Ashtagz Tyui	0208 C348786 E	Agricultural.	G
Depot	0301 A00066D F	Non-agricultural. Military Rule.	G
Galishgu	0302 B2227AF C	Poor. Non-agricultural,	G
Asterr Tyui	0307 A666986 F		G
Merganser	0309 A942786 E	Poor.	
Andiirish	0401 B000555 E	Non-industrial. Asteroid Belt,	G
Cathay	0402 A866ADC E N		G
Duikin Tyui	0405 A310886 E	Non-agricultural.	G
Hariksiat	0407 A349886 F		
Sithuan Hsarr	0504 C8B6486 E	Non-industrial.	G
Dzadwahtyan	0508 A785786 E	Rich. Agricultural.	G
Hsuarrdzan	0603 C000686 C	Non-agricultural. Asteroid Belt,	
Muan Kwoyen	0608 A666986 F N		G
Menelaus	0702 A8659CB 9		G
Shulgiasu	0709 A758986 F		G
Surt	0801 A521998 E N	Poor. Non-agricultural. Industrial.	G
Isseydo	0804 C248846 C		G
Shani	0805 X412553 8	Non-industrial. Ice-Capped.	R G
Khalikkam	0808 B610664 C	Non-agricultural. Owned by Ganesh.	G
Zayeel	0809 C4338A7 7	Poor. Non-agricultural.	G
Arrukir	0810 B59A779 A	Water World.	

The Vega subsector contains 28 worlds with a population of 149.2 billion. The highest population is 41 billion, at Muan Gwi.

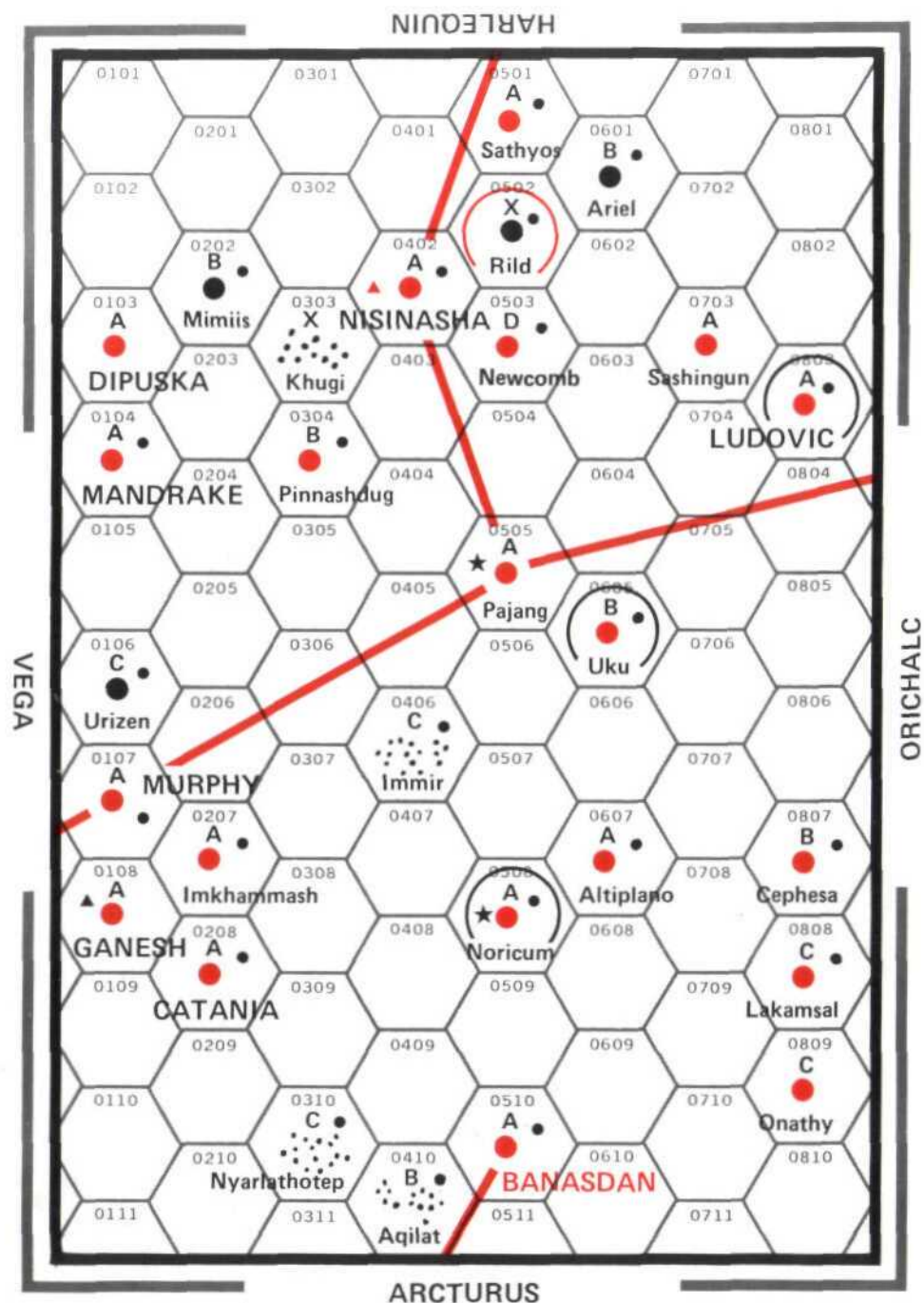


The Banasdan Subsector

This subsector contains a number of unusual worlds. Nisinasha is egg-shaped, distorted by tidal forces far in the past, when it was much closer to its gas giant primary. Its atmosphere, however, is nearly spherical, producing near-vacuum at the ends, too-high pressure at the middle, and two habitable bands between these extremes. Easter, in the Concord subsector, is the only other such world in the Solomani Rim. Altiplano is another partially habitable world. Its atmospheric pressure at sea level is too great for humans to breathe, but it becomes tolerable at 2000 meters and higher, allowing humans to inhabit the world's mountain ranges. Noricum, due to its odd combination of low gravity and thick atmosphere, has an amazingly rich variety of aerial life.

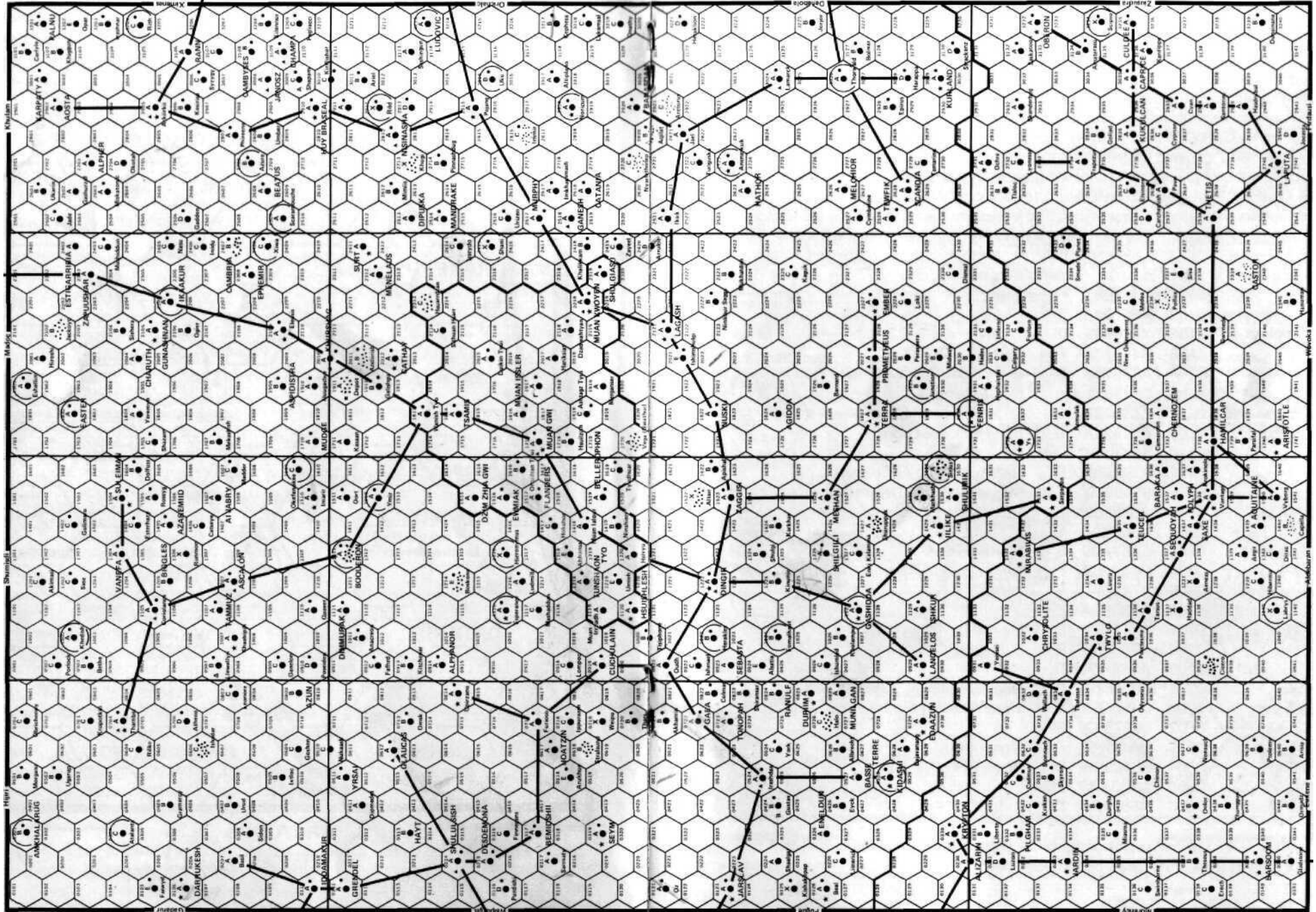
Name	Statistics	Remarks	
Dipuska	0103 A662AB8 E		
Mandrake	0104 A366AA9 E		G
Urizen	0106 C8C8430 c	Non-industrial.	G
Murphy	0107 A3449BE E	Industrial.	G
Ganesh	0108 A766A57 E S		
Mimiis	0202 B200789 E	Non-agricultural. Vacuum World,	G
Imhkammash	0207 A25588A E		G
Catania	0208 A56898B F		G
Khugi	0303 X000000 0	Asteroid Belt.	
Pinnashdug	0304 B478888 C		G
Nyarlathep	0310 C000267 E	Non-industrial, Owned by Aquilat.	G
Nisinasha	0402 A9EA987 E W	Water World,	G
Immir	0406 C000530 A	Non-industrial. Asteroid Belt.	G
Aqilat	0410 B000630 E	Non-agricultural. Asteroid Belt,	G
Sathyos	0501 A479726 E		G
Rild	0502 XAC7774 9		R G
Newcomb	0503 D441443 6	Poor, Non-industrial.	G
Pajang	0505 A373772 E N		
Noricum	0508 A38A7CC F N	Water World.	AG
Banasdan	0510 A653A44 F	Poor. Subsector Capital.	G
Ariel	0601 B514735 E	Ice-Capped.	G
Uku	0605 B636794 E		AG
Altiplano	0607 A8D8864 E	Owned by Banasdan.	G
Sashingun	0703 A653865 D	Poor. Owned by Ludovic.	
Ludovic	0803 A665977 D		AG
Cephesa	0807 B222431 F	Poor. Non-industrial.	G
Lakamsal	0808 C545786 A	Agricultural.	G
Onathy	0809 C5218A7 E	Poor.	

The Banasdan subsector contains 28 worlds with a population of 152.3 billion. The highest population is 30 billion, at Banasdan.



The Solomani Rim

A Detailed Stellar Sector Containing Terra and Her Neighbors



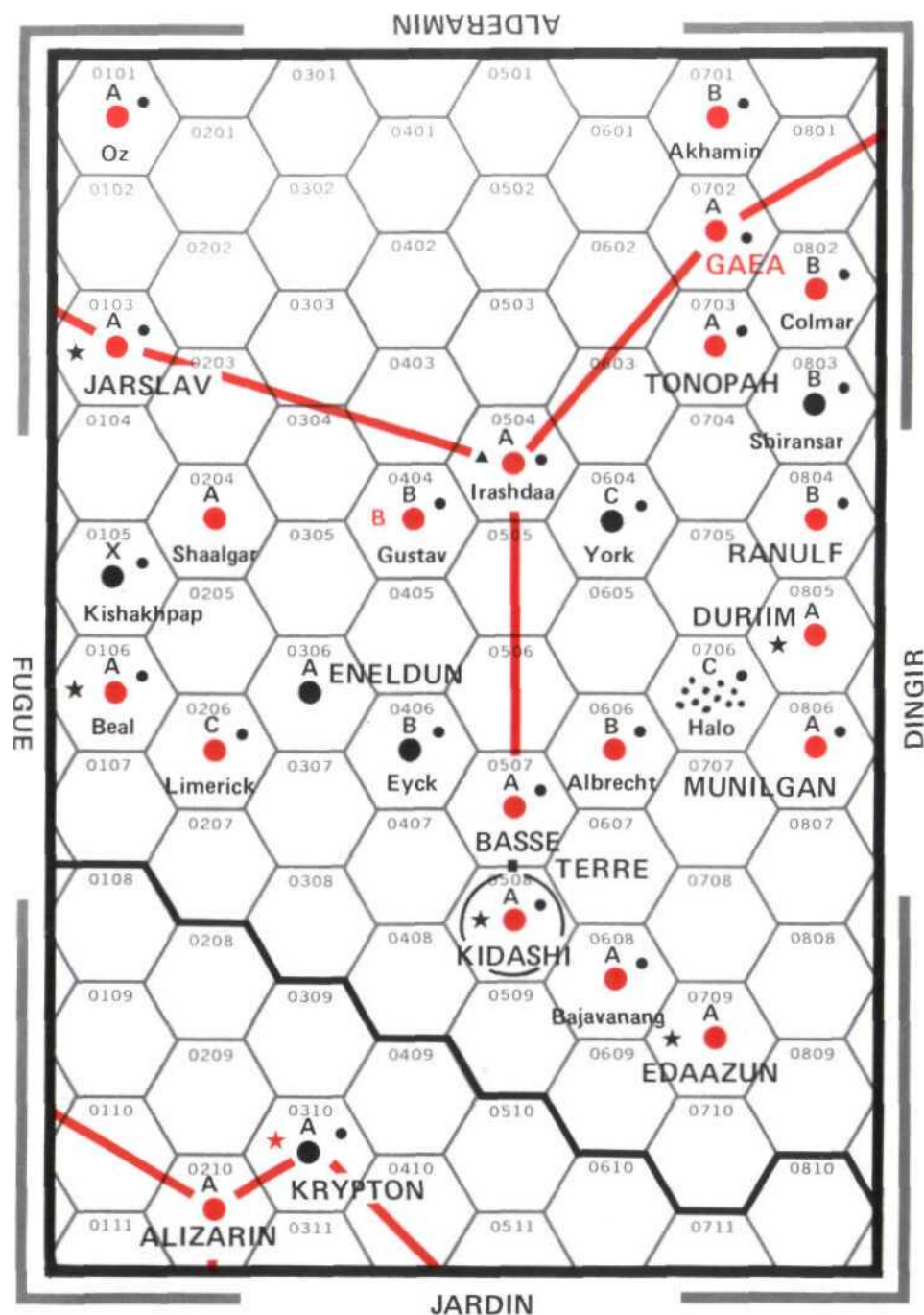
The Albadawi Subsector

The Albadawi subsector is named after the Terran admiral of the 8th Interstellar War who conquered it from the First Imperium. Soon after Dingir's fall, Albadawi took advantage of the Vilani confusion to seize and fortify Oudh (Dingir 0101, then called Enulsur), isolating the subsector from the rest of the Imperium. Leaving part of his fleet to defend Enulsur, he took the remainder to reduce in turn Apish-lun (now Gaea), Shikashu (now Tonopah), and Duriim. The treaty of Enulsur, which ended the war, ceded all of the Imperium rimward of Vega to the Terrans.

The subsector economy suffered greatly in the Solomani Rim War. Although most of the fighting was elsewhere, the subsector's resources were heavily drained to support the Solomani war effort. The Imperium has been slow to aid in recovery, which may explain why Solomani sympathy remains strong on many worlds.

Name	Statistics	Remarks	
Oz	0101 A153887 F	Poor,	G
Jarslav	0103 A8879A9 E N		G
Kishakhpap	0105 X410000 0		G
Beal	0106 A4577CD F N	Agricultural.	G
Shaalgar	0204 A666769 B	Rich. Agricultural. Military Rule.	
Limerick	0206 C579634 A	Non-industrial.	
Alizarin	0210 A466987 C		
Eneldun	0306 A31498A E	Industrial. Ice-Capped.	
Krypton	0310 A9A49BC D N		G
Gustav	0404 B798534 E	Non-industrial. Agricultural.	G
Eyck	0406 B130879 E	Nonagricultural. Desert World.	G
Irashdaa	0504 A689869 F S	Rich. Military Rule.	G
Basse Terre	0507 A6699AC E		G
Kidashi	0508 A457A69 E N	Military Rule.	A G
York	0604 C8A2263 F	Non-industrial. Owned by Irashdaa,	G
Albrecht	0606 B742747 E	Poor.	G
Bajavanang	0608 A5898CA E		G
Akhamin	0701 B662765 D	Owned by Tonopah.	G
Gaea	0702 A986986 E	SubsectorCapital	G
Tonopah	0703 A866ADB D		G
Halo	0706 C000679 D	Non-agricultural. Asteroid Belt,	G
Edaazun	0709 A46A969 E N	Water World. Military Rule.	
Colmar	0802 B427832 B		G
Shiranshar	0803 BAA5453 D	Non-industrial.	G
Ranulf	0804 B6429CB D	Poor. Industrial.	G
Duriim	0805 A488AA7 C N		
Munilgan	0806 A55499D D		

The Al Badawi subsector contains 27 worlds with a population of 136.4 billion. The highest population is 34 billion, at Kidashi.



The Dingir Subsector

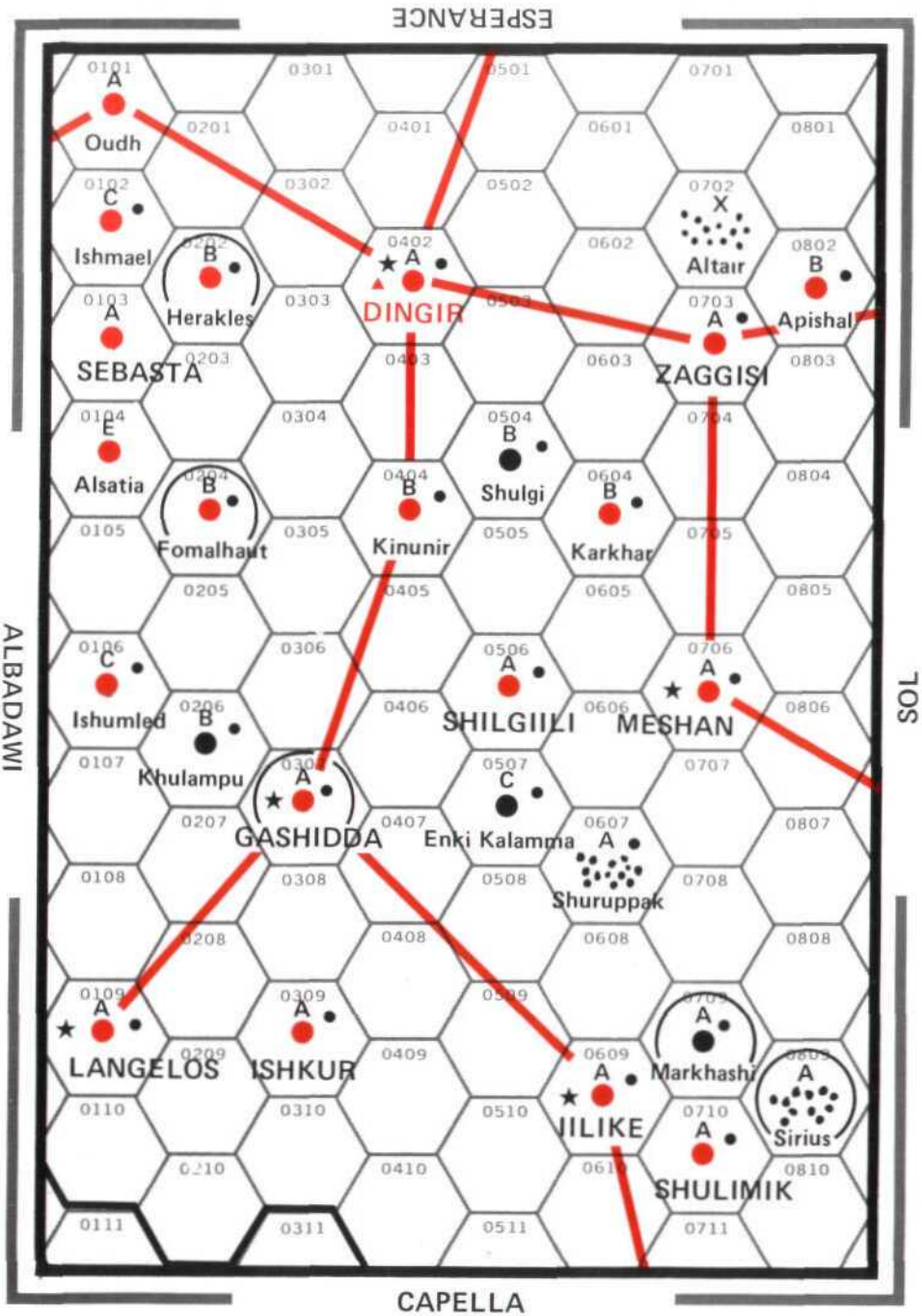
The Dingir subsector provided most of the battleground for the 2nd through 7th Interstellar Wars. Conquered early by Terra, its population is heavily Solomani in sympathy, especially on the old worlds of Ilike (Tau Ceti), Shulimik (Epsilon Eridani), and Gashidda.

Dingir has an important place in history. It has been, in turn, a provincial capital of the First Imperium, headquarters of the Terran fleet, for a brief time capital of the Rule of Man, sector capital under the Rule of Man, independent world (during the Long Night), subsector capital under the Third Imperium and the Solomani Confederation, and once again sector capital, following the Solomani Rim War.

The belt at Sirius is actually made up of artificial satellites, mostly planetoids moved from other nearby systems. Sirius has no significant natural satellites, but its position makes it important as a waystation for commercial traffic.

Name	Statistics		Remarks	
Oudh	0101	A341669	D	Non-industrial. Military Rule. G
Ishmael	0102	C232310	B	Poor. Non-industrial G
Sebasta	0103	A666ABD	F	
Alsatia	0104	E53216D	F	Poor. Non-industrial. Owned by Sebasta.
Ishumled	0106	C577634	9	Non-industrial, Agricultural. G
Langelos	0109	A3249A6	F N	Industrial. G
Herakles	0202	B535769	D	Military Rule. A G
Fomalhaut	0204	B8C8469	F	Non-industrial. Military Rule, A G
Khulampu	0206	B9A7869	C	Military Rule. G
Gashidda	0307	A36A969	E N	Water World. Military Rule. A G
Ishkur	0309	A562997	D	
Dingir	0402	AA89A98	F B	Sector Capital G
Kinunir	0404	B532799	C	Poor. Non-agricultural. G
Shulgi	0504	B512855	C	Poor. Non-agricultural. Ice-Capped. G
Shulgiili	0506	A67A945	E	Industrial. Water World. G
Enki Kamma	0507	C200365	E	Non-industrial. Owned by Shulgiili. G
Karkhar	0604	B675769	D	Agricultural. Military Rule. G
Shuruppak	0607	A000769	9	Non-agricultural. Military Rule. G
Ilike	0609	A455969	F N	Military Rule. G
Altair	0702	X000000	0	Asteroid Belt.
Zaggisi	0703	A79998C	E	Industrial, G
Meshan	0706	A4359CF	E N	
Markhashi	0709	A3018CB	D	Non-agricultural. Ice-Capped. A G
Shulimik	0710	A783969	E	Military Rule. G
Apishal	0802	B633641	C	Poor. Non-industrial, Non-agricultural. G
Sirius	0809	A000769	E	Non-agricultural. Military Rule. A

The Dingir subsector contains 26 worlds with a population of 89.1 billion. The highest population is 29 billion, at Sebasta.



The Sol Subsector

When the Terrans first developed the jump drive and began exploring other systems, the immediate discovery of a habitable planet around Alpha Centauri seemed as momentous as the discovery of fire. Soon after, another expedition discovered the First Imperium's base at Agidda, bringing the realization that most of the universe was already owned by someone else. Conflict between Terran expansionism and the Imperial desire for stasis soon sparked the First Interstellar War.

The hardest fighting of the early wars occurred in this subsector, as the two sides fought for control of the crossroads systems of Procyon (Fenris) and Barnard.

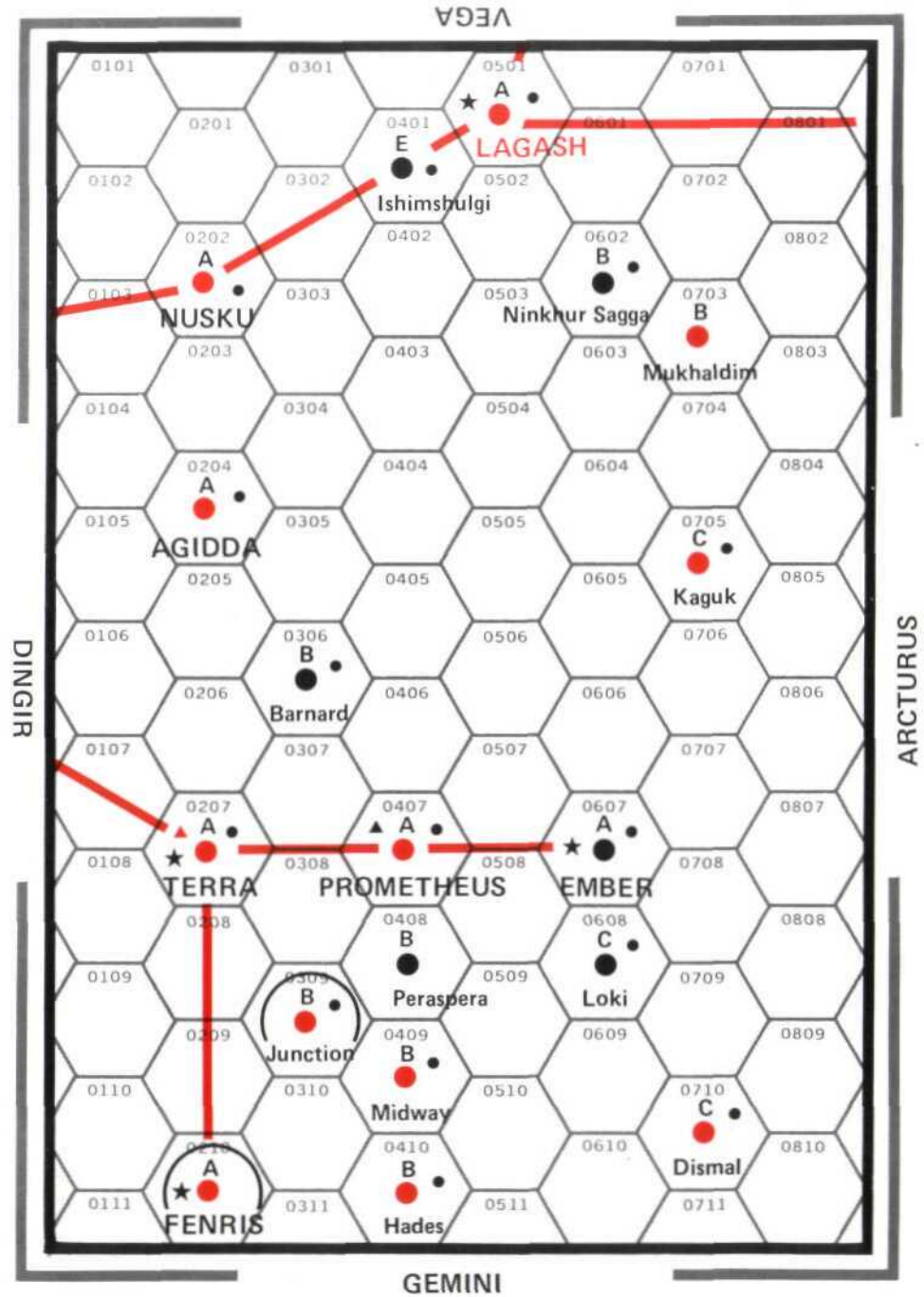
After the wars, Terra lost importance. It had been capital of the Terran Confederation, but at the beginning of the Rule of Man, the capital was moved to Dingir.

During the Long Night, Terra became the capital of the Old Earth Union, which included most of the early Terran colonies from Barnard to Forlorn and from Dismal to the merchant refueling station at Sinus.

Terra was the capital of the Solomani Autonomous Region, and was the subject of the massive assault which ended the Solomani Rim War. After the war most worlds rimward of Vega were under Imperial military government, and many remain so today. Tension is decreasing, and Terra is scheduled for return to civilian control by the end of the decade, although unrest continues on a few worlds.

Name	Statistics	Remarks	
Nusku	0202 A569943 F		G
Agidda	0204 A972979 C	Industrial.	G
Terra	0207 A867A69 F B	Military Rule.	G
Fenris	0210 AA98969 E N	Industrial. Military Rule.	A
Barnard	0306 B200869 E	Non-agricultural. Military Rule.	G
Junction	0309 B975869 F	Military Rule.	A G
Ishimshulgi	0401 E200478 7	Non-industrial. Vacuum World.	G
Prometheus	0407 A785969 F S	Military Rule.	G
Peraspera	0408 B7A2536 D	Non-industrial.	
Midway	0409 B699552 D	Non-industrial.	
Hades	0410 B432366 E	Poor. Non-industrial. Owned by Fenris	
Lagash	0501 A667A8B F N	Subsector Capital.	
NinkhurSagga	0601 BAA7769 D	Military Rule.	
Ember	0607 A412969 D N	Non-agricultural. Industrial, Military Rule.	G
Loki	0608 C9CA369 D	Non-industrial. Military Rule.	G
Mukhaldim	0703 B533413 C	Poor. Non-industrial. Owned by Ember,	
Kaguk	0805 C648669 A	Non-industrial, Agricultural. Military Rule.	G
Dismal	0810 C421542 E	Poor. Non-industrial.	G

The Sol subsector contains 18 worlds with a population of 73.7 billion. The highest population is 21 billion, at Lagash.



The Arcturus Subsector

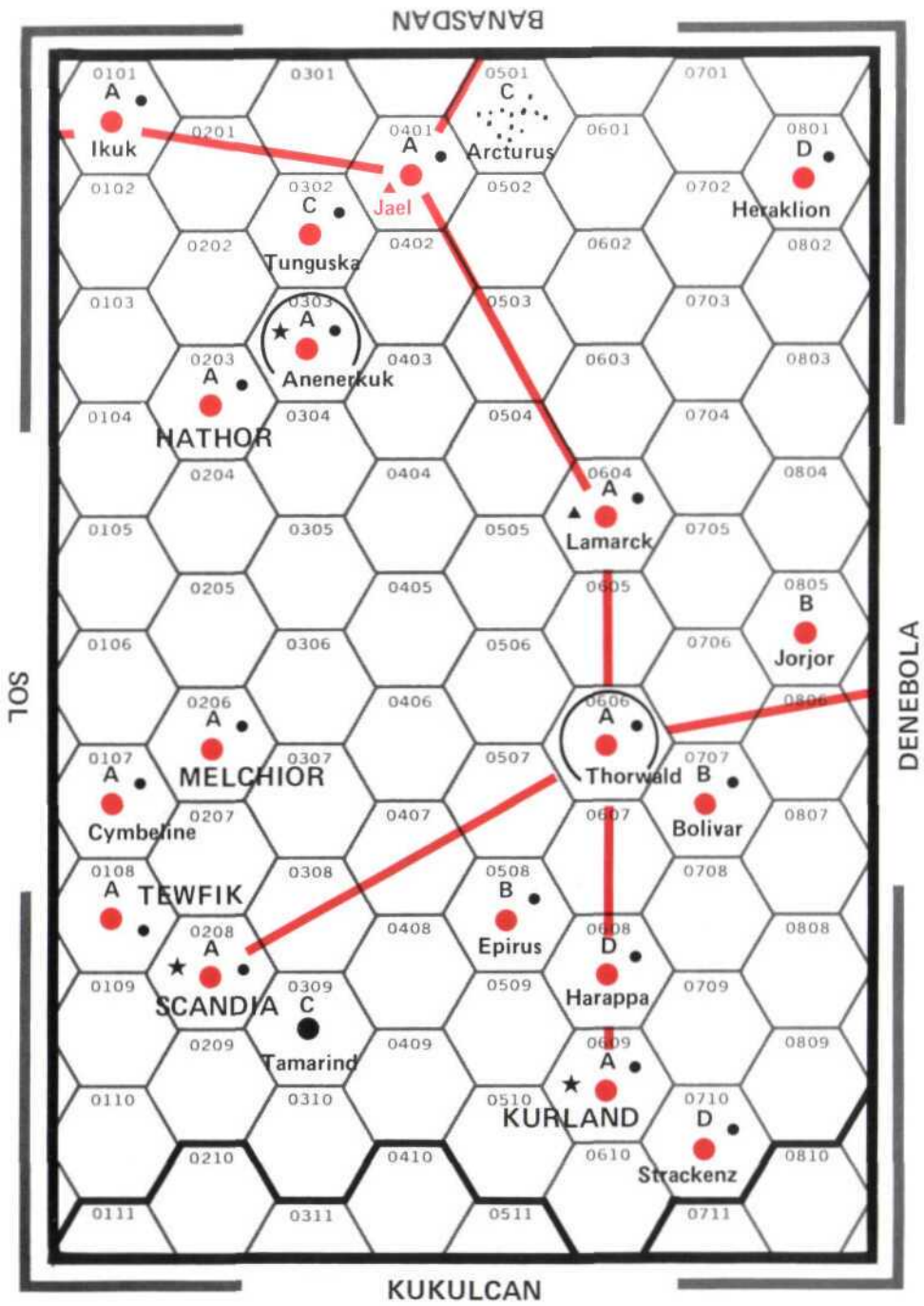
The coreward portion of this subsector was settled by Vilani during the First Imperium. The rimward portion (Lamarck and "below") was settled by Solomani, beginning after the 9th Interstellar War. It was surveyed by a Terran fleet soon after the Terran invention of the J-3 drive, searching for a base to use in attacking the lightly defended Imperial flank. After the war passed by, colonists began to arrive, although the subsector remained a backwater all through the Second Imperium; most Terran emigrants went to Vilani-settled space in search of wealth and power.

Cymbeline is a massive planet with a paradoxically thin atmosphere. Because of the world's high gravity, the breathable portion of the atmosphere is concentrated in areas near or below sea level. Most of the population lives in sub-sea level depressions (like Death Valley on Terra) or in low-lying coastal areas. The air at higher elevations is too thin to support human life.

Thorwald is the home of one of the most unusual plant forms known: The leyden tree. The tree secretes an internal metal lightning rod, and when lightning strikes, the charge is deflected through a net of filaments into cellular capacitors, where it is used to convert organic molecules from low to high energy forms, supplementing photosynthesis as an energy source. An electrical storm over a leyden forest is a spectacular sight, best viewed from a safe distance.

Name	Statistics		Remarks	
Ikuk	0101	A779769	E	Military Rule. G
Cymbeline	0107	A9F4840	E	G
Tewfik	0108	A524945	D	Industrial. G
Hathor	0203	A78A997	8	Water World, G
Melchior	0206	A4569CC	D	G
Scandia	0208	A658969	F N	Military Rule. G
Tunguska	0302	C422720	D	Poor. Non-agricultural. G
Anenerkuk	0303	A56A764	F N	Rich. Water World. Owned by Hathor. G
Tamarind	0309	C9A2869	E	Military Rule. G
Jael	0401	A35789A	FW	Subsector Capital G
Arcturus	0501	C000364	F	Asteroid Belt. Owned by Banasdan. G
Epirus	0508	B1387BA	E	G
Lamarck	0604	A763886	D	Rich. G
Thorwald	0606	A559869	E	Military Rule. A G
Harappa	0608	D87516A	E	Non-industrial, Owned by Kurland. G
Kurland	0609	A6879CA	E N	G
Bolivar	0707	B526448	E	Non-industrial. G
Strackenz	D710	D423110	F	Poor. Non-industrial. G
Heraklion	0801	D343312	E	Poor. Non-industrial. G
Jorjor	0805	B641888	7	Poor. G

The Arcturus subsector contains 20 worlds with a population of 35.6 billion. The highest population is 9.6 billion, at Kurland.



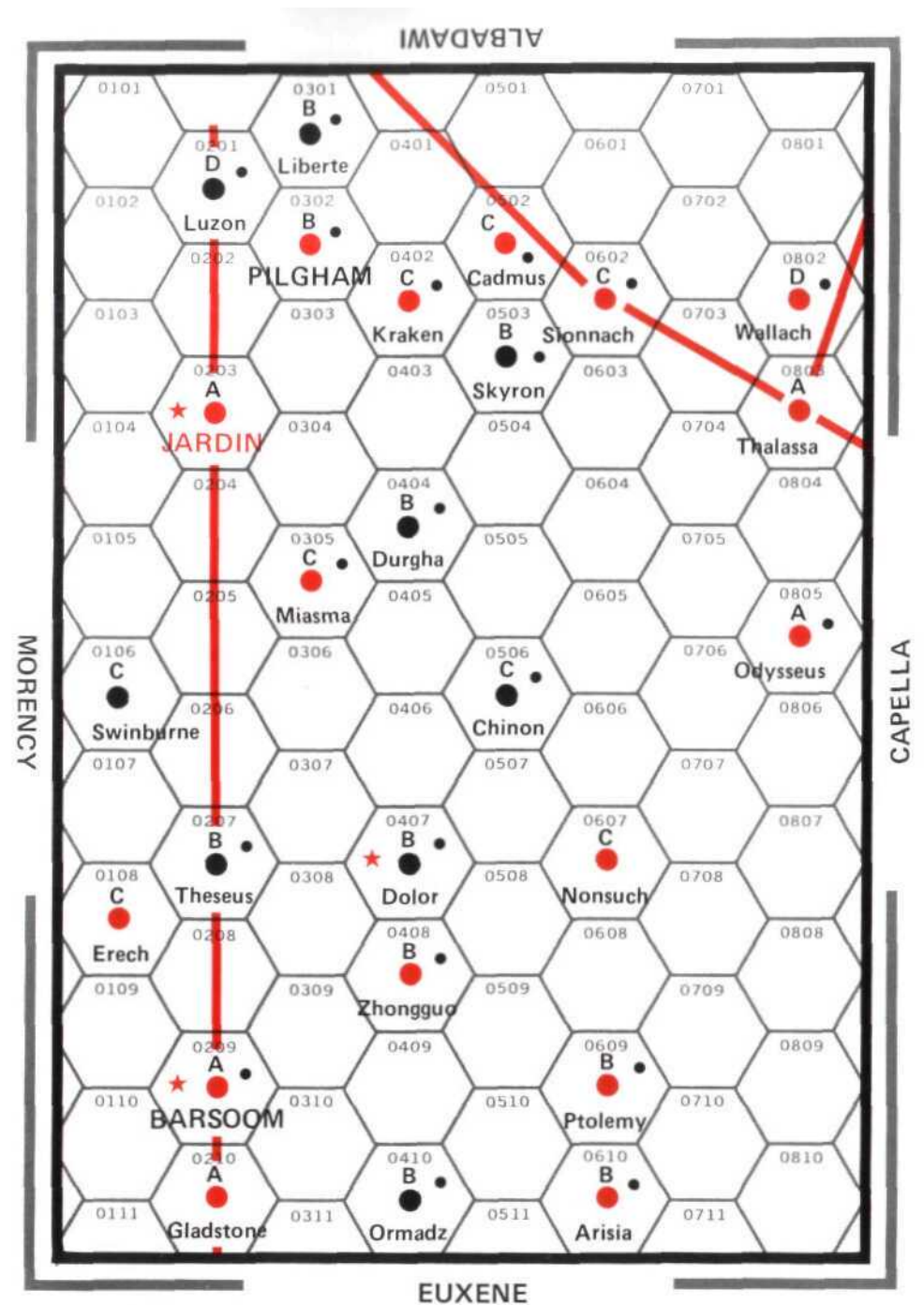
The Jardin Subsector

Most of the Solomani Confederation's portion of the sector was only sparsely colonized before the establishment of the Solomani Autonomous Region. Settlement of the Jardin subsector began especially late and it contains only five worlds which may be regarded as habitable; these two facts account for its low population. The subsector's economy has begun to prosper recently, through increased trade with the populous worlds of the Albadawi subsector.

Because of the low population, the local navy is small, and piracy has been endemic for many years. Travel between worlds on the xboat routes is safe, but travellers are advised to exercise caution when venturing into the subsector interior, which has been rated an Amber travel zone by the Travellers' Aid Society. The planetary government of Ptolemy has been suspected of harboring pirates. If this is true, the Ptolemaics must have excellent security; the Confederation navy would presumably have acted by now if they possessed clear evidence.

Name	Statistics	Remarks	
Swinburne	0106 C720620 A	Poor. Non-industrial, Desert World.	G
Erech	0108 C844577 9	Non-industrial. Agricultural.	G
Luzon	0201 D420400 7	Poor. Non-industrial, Desert World.	G
Jardin	0203 A4679BC D N	Subsector Capital.	G
Theseus	0207 B7A3744 E		G
Barsoom	0209 A25499B D N		G
Gladstone	0210 A967755 D	Rich.	G
Liberte	0301 B100886 C	Non-agricultural. Vacuum World.	G
Pilgham	0302 B44296A B	Poor, Industrial. Owned by Jardin.	G
Miasma	0305 C678500 9	Non-industrial. Agricultural.	G
Kraken	0402 C57A587 B	Non-industrial. Water World.	G
Durgha	0404 B612400 D	Non-industrial,	G
Dolor	0407 B211887 D N	Non-agricultural.	G
Zhongguo	0408 B444722 D	Agricultural.	G
Ormadz	0410 B300599 C	Non-industrial. Vacuum World.	G
Cadmus	0502 C532423 B	Poor. Non-industrial.	G
Skyron	0503 B312433 C	Non-industrial. Ice-Capped.	G
Chinon	0506 C696846 B		G
Sionnach	0602 C533369 C	Poor. Non-industrial. Owned by Skyron.	G
Nonsuch	0607 C434210 D	Non-industrial.	G
Ptolemy	0609 B543686 C	Poor. Non-industrial.	G
Arisia	0610 B57A566 E	Non-industrial. Owned by Ptolemy.	G
Wallach	0802 D478452 A	Non-industrial.	G
Thalassa	0803 A48A78A E	Rich. Water World.	G
Odysseus	0805 A6598DE E		G

The Jardin subsector contains 25 worlds with a population of 10.2 billion. The highest population is 4.2 billion at Jardin.



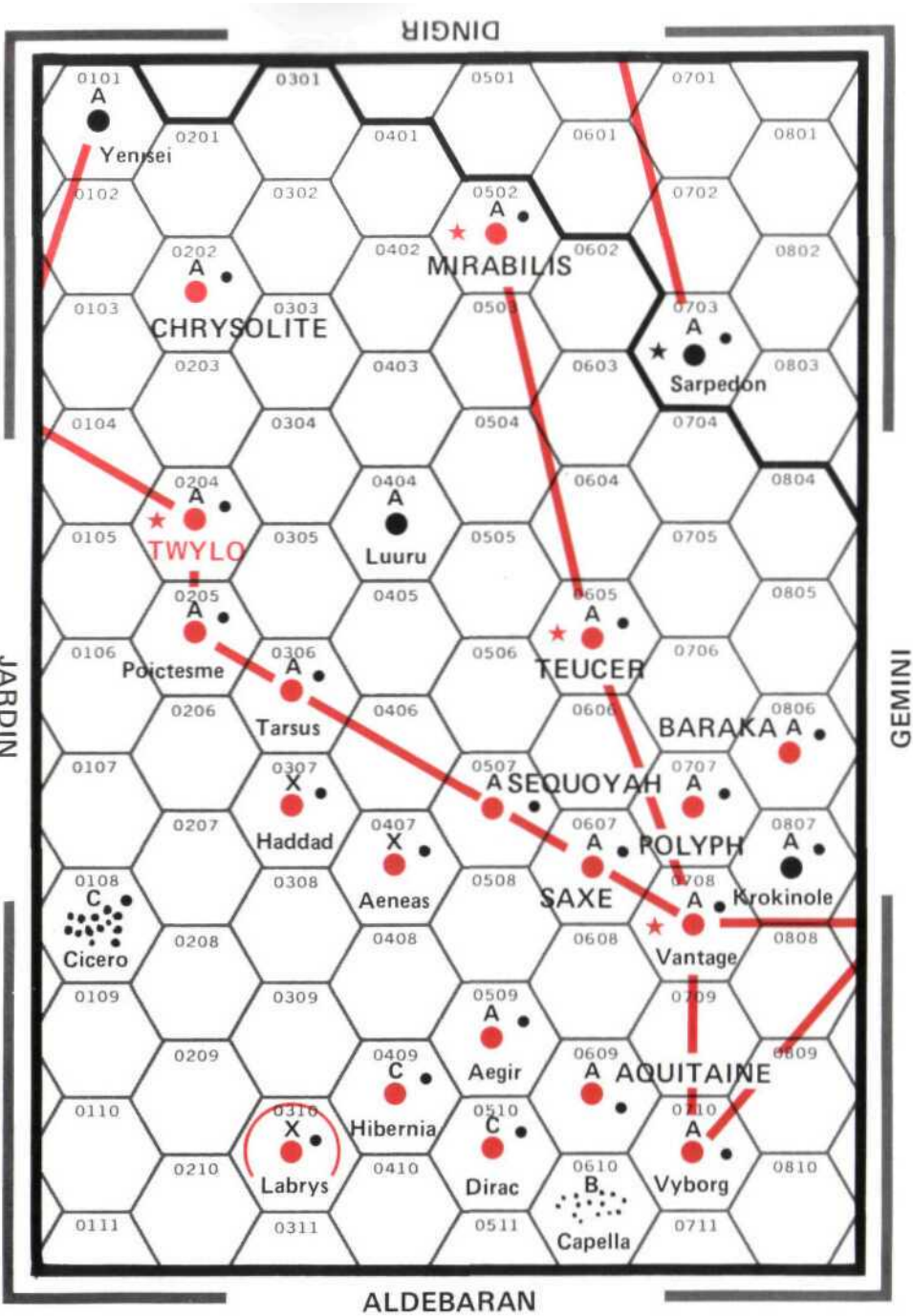
The Capella Subsector

Most of the rimward quarter of the Solomani Rim remained unsettled until relatively recent times. The major exception is the Near Bootes cluster; nine habitable worlds within a radius of two parsecs (Saxe, Polyphemus, Sequoyah, Baraka, Vantage, Aegir, Aquitaine, Vyborg, and Hamilcar), and three more within another parsec (Teucer, Chernozem, and Aristotle). This unusually rich group was settled immediately upon discovery, early in the 2nd Imperium. The worlds of the cluster dominate the adjacent subsectors of the Confederation, both economically and politically. Bootean mercantile interests have considerable influence in the Confederation government, which does much to account for the present unofficial detente.

The environment of Vantage is unique. Its atmosphere, too thick for humans near the surface, is breathable at high altitudes. Unlike most such worlds, Vantage has no mountains of sufficient height, and the population lives almost entirely in the air, in cities supported by grav generators.

Name	Statistics		Remarks	
Yenisei	0101	A113778	D	Non-agricultural. Ice-Capped.
Cicero	0108	C0007AE	9	Non-agricultural. Asteroid Belt.
Chrysolite	0202	A547967	D	Industrial. Owned by Twylo.
Twylo	0204	A551AA6	E N	Poor. Subsector Capital.
Poictesme	0205	A468854	C	Rich.
Tarsus	0306	A785867	D	Rich. Owned by Sequoyah.
Haddad	0307	X47A000	0	WaterWorld.
Labrys	0310	X976620	8	Non-industrial, Agricultural.
Luuru	0404	A9B7733	C	
Aeneas	0407	C438649	9	Non-industrial. Owned by Aegir.
Hibernia	0409	C647365	D	Non-industrial.
Mirabilis	0502	A453958	E N	Poor.
Sequoyah	0507	A487950	E	
Aegir	0509	A76A885	D	Rich. Water World,
Dirac	0510	C522200	C	Poor. Non-industrial.
Teucer	0605	A759966	E N	Owned by Polyphemus.
Saxe	0607	A763A78	E	
Aquitaine	0609	A8879A7	E	
Capella	0610	B000597	B	Non-industrial. Asteroid Belt.
Sarpedon	0703	A312869	D N	Non-agricultural. Military Rule.
Polyphemus	0707	A358AA9	E	
Vantage	0708	A8DA88A	E N	Water World.
Vyborg	0710	A755787	E	Agricultural.
Baraka	0806	A456976	D	
Krokinole	0807	A211741	D	Non-agricultural. Ice-Capped.

The Capella subsector contains 25 worlds, with a population of 122.3 billion. The highest population is 30 billion, at Twylo.



The Gemini Subsector

The Gemini subsector, named for the bright stars Castor and Pollux, is split between the Imperium and the Solomani Confederation. The Imperial portion is an appendage of the Sol subsector; the Solomani portion, although technically a political unit, is dominated by the Near Bootes cluster.

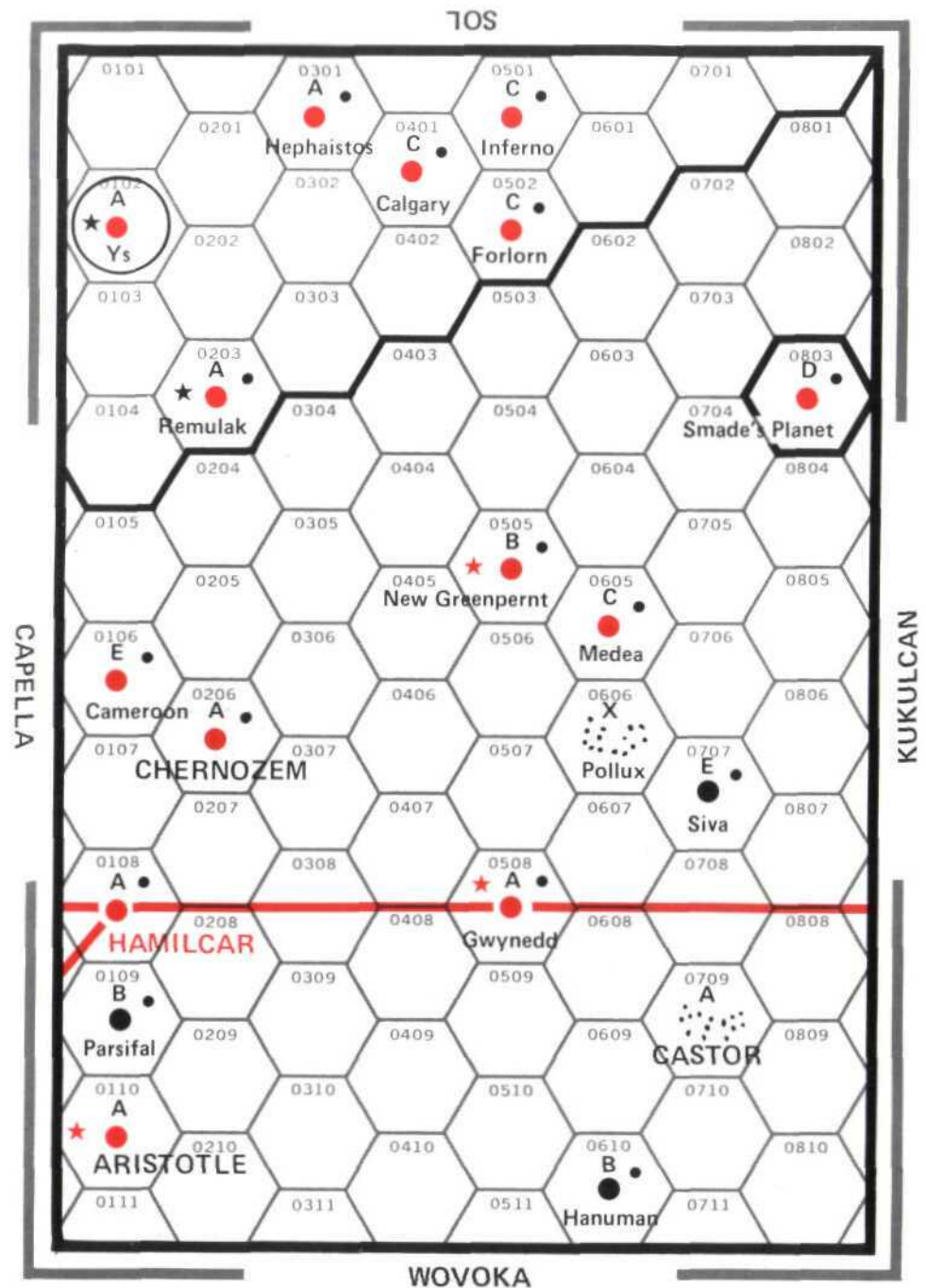
Although Castor and Pollux are very similar stars, their asteroid belts are quite different. The Pollux belt is little more than gravel, and commercial exploitation would be unprofitable; the Castor belt, on the other hand, is rich in metals, ices, and simple organics, and has many large planetoids suitable for habitat construction. Consequently, Pollux is uninhabited and unvisited, while Castor supports a population of 6 billion.

Hephaistos is one of the few completed terraforming projects in the Imperium. Begun during the Interstellar wars, the project was abandoned and resumed several times. The project was completed by the Hephaistos Company, chartered by the Imperium in 632. The planet was opened in 835, and sections were sold to several colonizing groups. Although the project is officially complete, the company is still engaged in work to reduce the ocean and atmosphere.

Smade's Planet is not part of the Confederation. It was settled by a single family a century ago, and the Solomani have not disturbed them. The Smade family, eager for news and offworld goods, will welcome any visitor willing to make the jump.

Name	Statistics	Remarks	
Ys	0102 A847869 E N	Military Rule.	A
Cameroon	0106 E442100 8	Non-industrial.	G
Hamilcar	0108 A26A9AA E	Water World. Subsector Capital.	G
Parsifal	0109 B730878 B	Poor. Non-agricultural. Desert World.	G
Aristotle	0110 A269985 EN		
Remulak	0203 A974769 E N	Agricultural. Military Rule.	G
Chernozem	0206 AA85983 C		G
Hephaistos	0301 A98A776 D	Rich. Water World.	G
Calgary	0401 CA9A4AC B	Non-industrial, Water World.	G
Inferno	0501 C578855 B		G
Forlorn	0502 C496365 D	Non-industrial. Owned by Hephaistos.	G
N'Greenpernt	0505 B798443 C N	Non-industrial.	G
Gwynedd	0508 A9D78A9 D N		G
Medea	0605 C779450 D	Non-industrial.	G
Pollux	0606 X000000 0	Asteroid Belt.	
Hanuman	0610 B9BA68A A	Non-industrial. Water World.	G
Siva	0707 E210211 C	Non-industrial.	G
Castor	0709 A0009AB A	Industrial. Asteroid Belt.	
Smade's Planet	0803 D778200 5	Non-industrial.	

The Gemini subsector contains 19 worlds with a population of 26.4 billion. The highest population is 9.8 billion, at Chernozem.



The Kukulcan Subsector

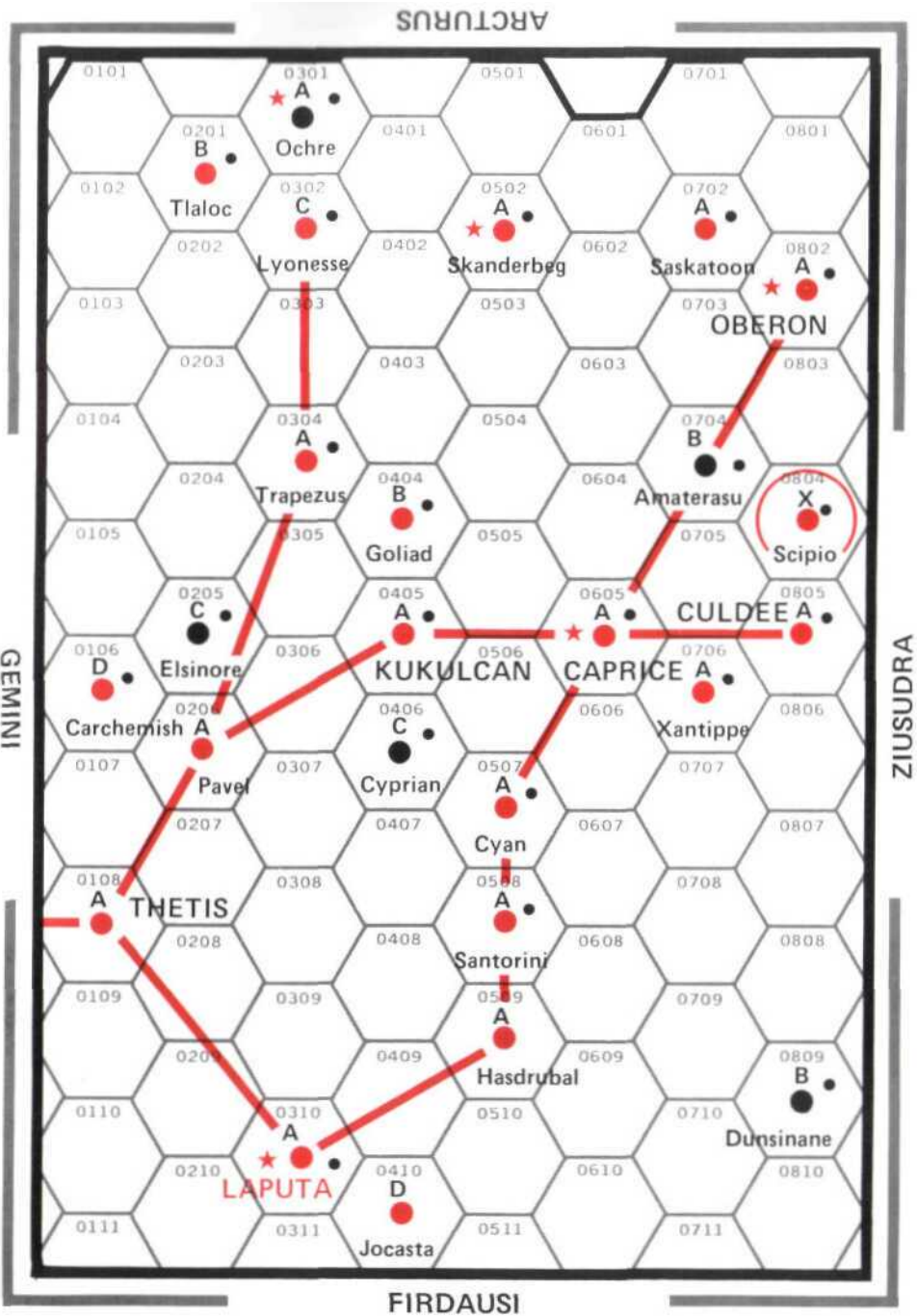
Over half the population of this subsector lives on Kukulcan, the only world colonized before the beginning of the Solomani Autonomous Region. Recently, Kukulcan's economy has suffered as a result of a trade war with Thetis and Laputa. These worlds, with their allies Ochre, Skanderbeg and Trapezus, control the major trade routes into the Imperium, the Near Bootes cluster, and deeper into the Solomani Sphere. Although such large-scale rivalries are not permitted in the Imperium, interworld factionalism forms much of the politics of the Solomani Confederation.

Scipio is a self-interdicted colony of Solomani anti-technologists, who have banned all technology except that known on Terra before spaceflight, and consider it a mistake for true men ever to have left Earth. Finding no means of isolating themselves from the universe on Terra, they were forced to choose a less inviting world.

Carchemish houses a research project of the Solomani government; further details are unknown.

Name	Statistics		Remarks	
Carchemish	0106	D778169	E	Non-industrial.
Thetis	0108	A56A944	E	Water World.
Tlaloc	0201	B645661	E	Non-industrial. Agricultural.
Elsinore	0205	C1206A9	C	Poor, Non-agricultural. Desert World.
Pavel	0206	A899799	E	
Ochre	0301	A250839	E N	Poor. Desert World.
Lyonesse	0302	C6978A6	9	
Trapezus	0304	A633886	E	Poor. Non-agricultural.
Laputa	0310	A7559D9	EN	Subsector Capital.
Goliad	0404	B67A531	C	Non-industrial. Water World.
Kukulcan	0405	A568A9A	D	
Cyprian	0406	C510310	D	Non-industrial.
Jocasta	0410	D532110	E	Poor. Non-industrial.
Skanderbeg	0502	A1448A7	E N	
Cyan	0507	A452767	C	Poor, Owned by Caprice.
Santorini	0508	A689856	D	Rich,
Hasdrubal	0509	A4548CF	C	
Caprice	0605	A7669AA	C N	
Saskatoon	0702	A887989	C	
Amaterasu	0704	B54889D	C	
Xantippe	0706	D7B9266	9	Non-industrial. Owned by Culdee.
Oberon	0802	A562998	D N	
Scipio	0804	X577775	7	Agricultural.
Culdee	0805	A68A998	9	Water World.
Dunsinane	0809	B312588	9	Non-industrial. Ice-Capped.

The Kukulcan subsector contains 25 worlds with a population of 62.5 billion. The highest population is 36 billion, at Kukulcan.



Map Symbols

The symbols used in the subsector maps in this supplement are intended to make any player or referee instantly aware of certain basic points of information about the worlds and systems in the Solomani Rim sector. The symbols used present basic data about fuel availability, local bases, population, and starport type at a glance. More detailed information is contained in the world listings.

Within each hexagon, symbols are placed in specific positions to aid in their readability. The map legend shows this positioning. World symbols are centered in the hex; bases are shown to the left; gas giants are shown to the right.

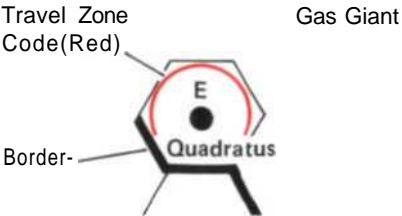
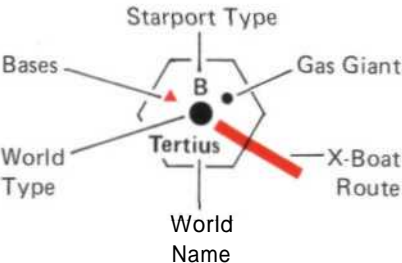
World Characteristics: Each world symbol indicates if water is present on the world and usable for fuel. Asteroid belts are indicated by a distinct symbol,

Bases: Symbols indicate the presence of various types of bases within a system. Research stations may be indicated by any greek letter.

Travel Zones: Certain systems which have been classified as dangerous or interdicted are indicated by a circle.

Population: Worlds having a population of less than one billion are indicated in lower case type. Worlds with a population of more than one billion are indicated in upper case type. Each subsector capital is indicated in color.

MAP LEGEND



WORLD CHARACTERISTICS

- No Water Present
- Water Present

BASES

- ★ Imperial Naval Base
- Imperial Naval Depot
- ▲ Imperial Scout Base
- ▲ Imperial Scout Way Station
- Γ Research Station
- ★ Solomani Naval Base

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

- Secundus under one billion
- PRIMUS over one billion

World names in color are subsector capitals.

World Data

World listings are presented in the format described in Book 3, with some extensions to cover the specific worlds of the Solomani Rim. For convenience, the format and explanations are given below.

<i>Name</i>	<i>Statistics</i>	<i>Remarks</i>		
Example	0101 A123456 7 N	Poor. Non-industrial.	R	G

Example is the world's name, *0101* is its hex location within its subsector. *A* is its starport type. The following six digits are its UPP: 1 is its size code, 2 is its atmosphere type, 3 is its hydrographic percentage, 4 is its population exponent, 5 is its government type, and 6 is its law level. 7 is the world's tech level and *N* is the code for bases present. *Remarks* give additional information about the world, most often its trade classification, *R* is the world's travel zone classification, and *G* indicates the presence of a gas giant in the system.

Starports: The various starport codes are described below.

A: Excellent installation, capable of annual maintenance overhauls and construction of both starships and non-starships. Refined fuel available. Travellers' Aid Society hostel present.

B: Good installation, capable of annual maintenance overhauls and construction of non-starships. Refined fuel available. Travellers' Aid Society hostel present.

C: Routine installation. Repair facilities and unrefined fuel are available.

D: Poor installation. No repair facilities. Unrefined fuel available.

E: Frontier installation. No facilities or fuel available.

X: No starport. No provision made for starship landings. Most such worlds in this sector are interdicted.

Planetary Size: The planetary size digit gives the diameter of the world in thousands of miles (a size A world has a diameter of 10,000 miles). A size code of 0 indicates an asteroid belt.

Atmosphere Type: This digit describes the world's atmosphere, as shown on the atmosphere table. Atmospheres of types 5, 6, and 8 are breathable by humans without artificial aid.

Atmosphere types D, E, and F require a longer explanation. These three types are found only on high-gravity worlds, because such worlds have a high pressure gradient; that is, the air pressure changes more drastically with altitude than on lower-gravity worlds. On type D worlds, the air pressure at sea level is too high to support human life, but is breathable at high altitudes. On type E worlds, the world surface is ellipsoid, not spherical, in shape; the atmosphere remains spherical, so the surface pressure varies from extremely low at the

ATMOSPHERES

<i>Code</i>	<i>Description</i>
0	No atmosphere.
1	Trace.
2	Very thin, tainted,
3	Very thin.
4	Thin, tainted.
5	Thin.
6	Standard.
7	Standard, tainted.
8	Dense,
9	Dense, tainted.
A	Exotic.
B	Corrosive.
C	Insidious.
D	Dense, high.
E	Ellipsoid.
F	Thin, low.

ends to extremely high at the middle, with two breathable bands in between. Type F worlds are exceedingly rare, these are massive worlds which, paradoxically, have atmospheres too thin for humans to breathe at most altitudes, but which are breathable near or below sea level (in depressions of the ground).

Hydrographic Percentage: This code describes the portion of the world's surface covered by water (or, sometimes, other liquid), given in increments of 10%. Thus, a code of 0 means that there is no water, a code of 1 means 10% water, and so on up to a code of A, meaning the entire surface is covered by water.

Population: This code gives the exponent of the world's population level. A code of 0 means the world is uninhabited. A code of 1 means tens of inhabitants, 2 means hundreds of inhabitants, and so on up to A, meaning tens of billions of inhabitants.

Government: This digit describes the world's government, as shown on the government table.

Law Level: This digit describes the degree to which the government restricts the actions of individuals. One aspect of particular interest to adventurers is the nature of local arms control laws, as shown on the law level table.

Tech Level: This digit gives the general level of technological sophistication of the world. The tech level table gives a rough equivalence between tech levels and periods in Terran history, which may serve as a guide.

Bases: This code describes the presence of any of several types of naval or scout service bases at a world, as shown on the bases table.

Trade Classifications: Most entries under the *Remarks* section are trade classifications, as explained in Book 2 and briefly described below.

Rich: A world is rich if it has a government type of 4 through 9, an atmosphere of 6 or 8, and a population of 6 through 8.

Poor: A world is poor if it has an atmosphere of 2 through 5 and a hydrographic percentage of 3 or less.

GOVERNMENTS

Code	Description
0	No government.
1	Company/Corporation,
2	Participatory democracy,
3	Self-perpetuating oligarchy,
4	Representative democracy,
5	Feudal technocracy.
6	Captive government,
7	Balkanization.
8	Civil service bureaucracy,
9	Impersonal bureaucracy,
A	Charismatic dictatorship,
8	Non-charismatic dictatorship,
C	Charismatic oligarchy.
D	Religious dictatorship,

LAW LEVELS

Code	Description
0	No laws affecting weapons possession.
1	Body pistols, bombs, grenades, and poison gas prohibited.
2	Portable energy weapons, such as laser rifles or carbines, prohibited.
3	All autofire weapons (except SMGs) prohibited.
4	Light assault weapons (including SMGs) prohibited.
5	Concealable weapons (such as pistols or revolvers) prohibited.
6	All firearms except shotguns prohibited.
7	Shotguns prohibited,
8	All blade weapons except daggers prohibited.
9	All weapons prohibited outside of one's home.
A+	All weapons prohibited.

Agricultural: A world is agricultural if it has an atmosphere of 4 through 9, a hydrographic percentage of 4 through 8, and a population of 5 through 7,

Non-agricultural: A world is non-agricultural if it has an atmosphere of 3 or less, a hydrographic percentage of 3 or less, and a population of 6 or more.

Industrial: A world is industrial if it has an atmosphere of 0, 1, 2, 4, 7, or 9 and a population of 9 or greater.

Non-industrial: A world is non-industrial if it has a population of 6 or less.

Other Remarks: In addition to trade classifications, a world listing's *Remarks* section may note other features.

Asteroid Belt: The world has a size of 0.

Vacuum World: The world has a size of at least 1 and an atmosphere of 0,

Ice-Capped: The world has an atmosphere of 0 or 1 and a hydrographic percentage of at least 1. In this case, the hydrographic percentage represents the area covered by ice-caps.

Desert World: The world has an atmosphere of 2 through 9 and a hydrographic percentage of 0.

Water World: The world has a hydrographic percentage of A,

Capital: The world is a center of government for a multi-world political unit.

Owned by [Name]: The world has a type 6 (captive) government, controlled by the government (or one of the governments) of another world.

Military Rule: The world is governed by the Imperial Navy. In most cases this is a military occupation dating from the Solomani Rim War.

Travel Zone Classification: The Travellers' Aid Society classifies all worlds according to their degree of danger to travellers. Worlds are coded red (R), amber (A), or green (blank). Most red zones are interdicted by the Imperial or Solomani governments, with severe penalties for violations. Amber zones are accessible, but pose some hazard to travellers. Most worlds are green, indicating relative safety.

Gas Giants: Gas giant planets are important as a source of starship fuel. Systems possessing at least one gas giant are coded with a G.

TECH LEVELS

Code	Description
0	Stone age. Primitive.
1	Bronze age to middle ages.
2	14th to 17th centuries.
3	circa 1700 to 1860.
4	circa 1860 to 1900.
5	circa 1900 to 1940.
6	circa 1940 to 1970.
7	circa 1970 to 1980.
8	circa 1980 to 1990.
9	circa 1990 to 2000.
A	Interstellar community.
8	Average Imperial.
C	Average Imperial.
D	Above average Imperial,
E	Above average Imperial.
F	Technical maximum Imperial.

BASES

Code	Description
N	Naval base. Solomani naval bases include a scout base.
D	Naval depot.
S	Scout base.
W	Scout way station.
A	Naval base and scout base.
B	Naval base and scout way station.

Index

This index lists subsector and hex number for each world. The subsectors' names and page numbers are: A=Ultima, 8; B=Suleiman, 10; C=Concord, 12; ~~D=Harlequin~~, 14; E=Alderamin, 16; F=Esperance, 18; G=-Vega, 20; H=Banasdan, 22; I=Albadawi, 26; J=Dingir, 28; K=Sol, 30; L=Arcturus, 32; M=Jardin, 34; N=Capella, 36; O=Gemini, 38; and P=Kukulcan, 40.

Aegir, N0509
Aeneas, N0407
Agidda, K0204
Ahhunsal, F0508
Ai Jabry, B0707
Akhamin, I0701
Akimasi, B0401
Albrecht, I0606
Alizarin, I0210
Alphanor, F0104
Alpher, D0303
Alsatia, J0104
Altair, J0702
Altiplano, H0607
Amaterasu, P0704
Amkhalrug, A0301
Anacreon, F0201
Andiirish, G0401
Anenerkuk, L0303
Aosta, D0502
Apishal, J0802
Aqilat, H0410
Aquitaine, N0609
Arcturus, L0501
Ariel, H0601
Arisia, M0610
Aristotle, O0110
Arkiirkii, D0505
Arrukir, G0810
Arukhir, E0508
Ascalon, B0407
Ashtagz Tyui, G0208
Aspidistra, C0309
Asterr Tyui, G0307
Atalanta, A0304
Athene, A0706
Azaremiid, B0605
Azun, A0809

Azure, D0308
Bajavanang, I0608
Banasdan, H0510
Baraka, N0806
Barnard, K0306
Barsoom, M0209
Basil, A0207
Basse Terre, I0507
Beal, I0106
Beatus, D0208
Bellerophon, F0709
Bemidshii, E0307
Bethe, B0103
Biggles, B0405
Bolivar, L0707
Boqueron, F0501
Boskone, F0404
Cadmus, M0502
Calgary, O0401
Cambria, C0807
Cambyses, D0708
Cameroon, O0106
Capella, N0610
Caprice, P0605
Carchemish, P0106
Carlyle, D0701
Castor, O0709
Catania, H0208
Cathay, G0402
Catseye, B0606
Cephesa, H0807
Champa, D0709
Charuth, C0404
Chernozem, O0206
Chinon, M0506
Chrysolite, N0202
Cicero, N0108
Colmar, I0802

Coriolanus, B0305
Cuchulain, F0109
Culdee, P0805
Cyan, P0507
Cymbeline, L0107
Cyprian, P0406
Darrukesh, A0106
Depot, G0301
Desdemona, E0205
Dimmurak, F0301
Dingir, J0402
Diomedes, E0401
Dipuska, H0103
Dirac, N0510
Dismal, K0810
Dolfuss, B0804
Dolor, M0407
Duikin Tyui, G0405
Dunsinane, P0809
Durga, M0404
Duriim, I0805
Dzadwahtyan, G0508
Dzim Zhia Gwi, F0705
Easter, C0202
Edaazun, I0709
Eleusis, C0509
Elsinore, P0205
Ember, K0607
Eneldun, I0306
Enki Kamma, J0507
Ephemir, C0708
Epirus, L0508
Erech, M0108
Eshellim, C0301
Esperance, F0306
Esterhazy, B0604
Estigarribia, C0802
Ewmiak, F0706

Eyck, I0406
Fafhrd, F0102
Faiwyd, A0105
Fenris, K0210
Finnegans, E0306
Flanders, F0707
Fomalhaut, J0204
Forlorn, O0502
Furioso, E0707
Gadden, D0106
Gaea, I0702
Galishgu, G0302
Ganelon, B0109
Ganesh, H0108
Gashidda, J0307
Gashurzd, D0202
Gladstone, M0210
Glaucas, E0602
Goliad, P0404
Goshen, A0609
Gramercy, A0405
Grendel, E0101
Gulimar, B0602
Gunashnan, C0505
Gustav, I0404
Gwynedd, O0508
Haddad, N0307
Hades, K0410
Halo, I0706
Hamilcar, O0108
Hanuman, O0610
Harappa, L0608
Hariksiat, G0407
Hasdrubal, P0509
Hathor, L0203
Hayt, E0303
Hephaistos, O0310
Herakles, J0202
Heraklion, L0801
Hibernia, N0409
Hieronymus, F0506
Hiroshi, C0401
Hoatzin, E0607
Hokchor, F0607
Hsivyu, F0510
Hsuarrdzan, G0603
Hsuilzish, G0108
Hsuishlesh, F0310

Huy Braseal, D0510
Iddamakur, A0110
Iilike, J0609
Iipshidan, D0707
Ikaakur, C0605
Ikuk, L0101
Imarir, B0710
Imkhamash, H0207
Immir, M0406
Inferno, O0501
Inidu, C0806
Ippuraash, E0708
Irashdaa, I0504
Irashnar, D0803
Ishadar, A0606
Ishimshulgi, K0401
Ishkur, J0309
Ishmael, J0102
Ishumled, J0106
Isseydo, G0804
Ixtloc, A0509
Jackoyo, C0502
Jade, D0102
Jael, L0401
Janosz, D0608
Jardin, M0203
Jaroslav, I0103
Jocasta, P0410
Jorjor, L0805
Junction, K0309
Kaguk, K0805
Karkhar, J0604
Karpaty, D0601
Kasaan, G0101
Kesirisu, D0506
Khalikkam, G0808
Khedish, B0202
Khiggun, D0702
Khiirshag, C0410
Khugi, H0303
Khulampu, J0206
Kidashi, I0508
Kilennur, D0808
Kinunir, J0404
Kirillishur, D0610
Kishakhpap, I0105
Kitchener, F0103
Kraken, M0402

Krokinole, N0807
Kropotkin, A0703
Krypton, I0310
Kukulcan, P0405
Kurland, L0609
Labrys, N0310
Lagash, K0501
Lakamsal, H0808
Lamarck, L0604
Langelos, J0109
Laputa, P0310
Leonore, A0807
Liberte, M0301
Limerick, I0206
Llewellyn, B0107
Loki, K0608
Lompoc, F0108
Ludmilla, F0406
Ludovic, H0803
Luuru, N0404
Luzon, M0201
Lyonesse, P0302
Madder, B0807
Mandrake, H0104
Markhashi, J0709
Mashaddun, F0307
Medea, O0605
Mekashish, C0107
Melchior, L0206
Menelaus, G0702
Merganser, G0309
Meshan, J0706
Miasma, M0305
Midway, K0409
Mimiis, H0202
Mirabilis, N0502
Miskatonic, D0203
Morgana, A0501
Muan Gwi, G0107
Muan lalour, F0608
Muan Irrzudh, F0309
Muan Issler, G0206
Muan Kwoyen, G0608
Mudge, G0110
Mukhaldim, K0703
Munilgan, I0806
Murphy, H0107
Mushiddun, C0803

Nasu, C0805	Rild, H0502	Tarsus, N0306
Newcomb, H0503	Rilke, A0604	Terra, K0207
New Greenpernt, C0505	Rimmon, B0506	Teucer, N0605
Ninkhur Sagga, K0601	Rith, D0804	Tewfik, L0108
Ninshien, F0609	Rossyg, B0705	Thalassa, M0803
Nisinasha, H0402	Santorini, P0508	Thamber, A0704
Nonsuch, M0607	Sarmaty, E0207	Thars, E0710
Noricum, H0508	Sarpedon, N0703	Theseus, M0207
Nukaash, A0610	Sase, B0402	Thetis, P0108
Nusku, K0202	Sashingun, H0703	Thorwald, L0606
Nuugashur, C0310	Saskatoon, P0702	Tisiphone, F0210
Nyarlathotep, H0310	Sathyos, H0501	Tlaloc, P0201
Oberon, P0802	Saxe, N0607	Tonopah, I0703
Obrichenny, A0701	Scandia, L0208	Trapezus, P0304
Ochre, P0301	Scaramouche, D0109	Tsamis, G0204
Odysseus, M0805	Scipio, P0804	Tunguska, L0302
Ogier, C0506	Sebasta, J0103	Tunshaon Tyo, F0408
Okefenokee, B0809	Sequoyah, N0507	Twylo, N0204
Okotah, D0304	Seym, E0309	Tyudhuar, F0809
Omsk, E0703	Shaabipili, B0207	Ugarup, A0502
Onathy, H0809	Shaalgar, I0204	Ukarin, D0201
Oort, F0701	Shani, G0805	Uku, H0605
Opar, D0802	Shapam, D0609	Umber, D0408
Ormadz, M0410	Shazam, C0105	Umieh, F0409
Orruilton Tyui, F0806	Shiransar, I0803	Upirzanu, E0804
Oudh, J0101	Shulgi, J0504	Urizen, H0106
Oz, I0101	Shulgiasu, G0709	Urud, A0407
Pagliacci, D0809	Shulgiili, J0506	Vanefa, B0504
Pajang, H0505	Shulimik, J0710	Vantage, N0708
Palnu, D0801	Shululsish, E0204	Vega (Gwathuin), G0110
Parsifal, O0109	Shuruppak, J0607	Vyborg, N0710
Pavel, P0206	Sidon, A0308	Wallach, M0802
Peraspera, K0408	Sionnach, M0602	Wanish Tyo, G0203
Phireene, D0407	Sirius, J0809	Weipu, E0709
Pilgham, M0302	Sishera, C0504	Xantippe, P0706
Pinnashdug, H0304	Sithuan Hsarr, G0504	Xiwa, C0808
Poictesme, N0205	Siva, 00707	Yenisei, N0101
Pollux, O0606	Skanderbeg, P0502	Yeremyh, C0204
Polyphemus, N0707	Skyron, M0503	Ymir, F0702
Porlock, B0102	Smade's Planet, O0803	York, I0604
Poseidon, B0110	Strackenz, L0710	Yrsai, E0501
Prometheus, K0408	Stralsund, E0608	Ys, O0102
Ptolemy, M0609	Suleiman, B0704	Zaggisi, J0703
Purdishi, E0106	Surt, G0801	Zapuushar, C0703
Quaver, B0310	Swinburne, M0106	Zayeel, G0809
Rann, D0706	Syzygy, D0606	Zhongguo, M0408
Ranulf, I0804	Tamarind, L0309	
Remulak, O0202	Tammuz, B0307	