LEY SECTOR
GUIDEBOOK

Judges Guild

32 PAGE SECTOR GUIDEBOOK
16 INDIVIDUAL SUBSECTOR MAPS
DETAILED STATS ON 411 PLANETS
ENCOUNTER CHARTS AND TABLES

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Artwork by Ken Simpson

Planetary statistics are listed in Standard Imperial Order: Name, Hex Location, World Size, Atmosphere Type, Hydrographic Percentage, Population Exponent, Government Type, Law Level, Technological Level Bases Code, Remarks, Travel Zone, and Gas Giant. As Additional symbol of -- has been added to Technollogical Level to indicate those worlds which have no population or whose statis is being reviewed by the Imperial Survey Board. Stellar Maps printed in the Trailing Frontier Zones still adhere to the Canmoid Projection popular in traditional Solomani circles.

| X-boat Route ▬▬ | Amber Zone ◯ | Regular Route —— | Red Zone ⬤ | Imperial Border – – – – |

Initial entry into the Ley Sector was made in the Ikhaton Subsector during -2045 Imperial (2476 AD) in the Rule of Man. This rich Subsector retained its political cohesion in a loose confederation during the Long Night and voluntarily joined the Third Empire. It experienced some turmoil and damage to trade and industry during the Civil War but has quickly recovered.

Jullanar is the residence of Alanir Kimar Re'Donan, Duke of the Ley Sector and serves as both Sector and Subsector Capital. Important Naval Yards here are responsible for upkeep of the Sector Fleet. Some new construction is also accomplished here.

IKHNATON SUBSECTOR

The Ikhnaton Subsector contains 38 Worlds with a total population of 223.9 billion. The highest population level is A, at Kerim, Efrit, Delgalieh, Amberbore, and Dragonmist; the highest tech level is C, at Jullanar, Dragonmist, and Ihnyssas

| Name	Hex	UWP	TL	Remarks	Bases
Nascitur	0101	EA33400	7	Non-industrial, Poor	
Ariel	0103	C223887	9	Non-agricultural	
Witchstone	0106	D300576	9	Non-agricultural	G
Garthanion	0107	X000000	0	Undeveloped Asteroid Belt	G
Eldma-Fire	0201	CA84641	B	Agricultural	G
Tringe	0202	D232779	7	Non-agricultural, Poor	G
Kailasa	0207	A987889	B	Rich	
Winelisk	0209	D7677C7	3	Non-industrial	G
Grenis	0210	E231461	8	Non-industrial	
Gwealod	0301	C000635	A	Asteroid Belt	G
Nuredin	0305	DA6A895	6	Waterworld	
Kerim	0306	B976A95	A	Industrial	
Elmosil	0307	D110683	8	Non-industrial	G
Zubeydeh	0310	E641899	8	Poor	
Sindibad	0402	B99A789	8	Waterworld	
Jullanar	0404	A667946	C	Sector Capital	N
Alaedin	0406	E240445	7	Non-industrial	
Efrit	0407	B857A79	9	Non-industrial	G G
Enis	0408	C567758	A	Agricultural, Rich	
Barakat	0409	C9AA414	7	Non-industrial	S
Devilworld	0410	D330753	8	Non-agricultural	G
Birjan	0501	C774689	A	Agricultural	G
Loregloom	0503	E240366	7	Poor, Non-industrial	
Burestar	0504	C000786	B	Asteroid Belt, Mining	
Sabaothis	0508	C865978	7	Non-industrial	
Delgalieh	0602	B998A89	B	Industrial	G
Emeraldis	0605	D100464	9	Non-industrial	G
Bacchidin	0608	B564899	8	Rich	
Orthelius	0610	X210312	9	Non-industrial	G
Rhazes	0704	C9959A9	7	Industrial	G
Helmont	0705	E743334	8	Non-industrial	
Bloodhole	0706	X87A689	7	Waterworld	
Damgear	0708	C2106C8	7	Non-agricultural	R
Amberbore	0709	B968AC9	9	Industrial	G
Dragonmist	0710	A557AA9	C	Industrial	
Marechal	0803	D96A667	9	Rich, Waterworld	G
Ihnyssas	0804	A565734	C	Rich, Agricultural	N
Arammas	0809	D130421	8	Non-industrial	G
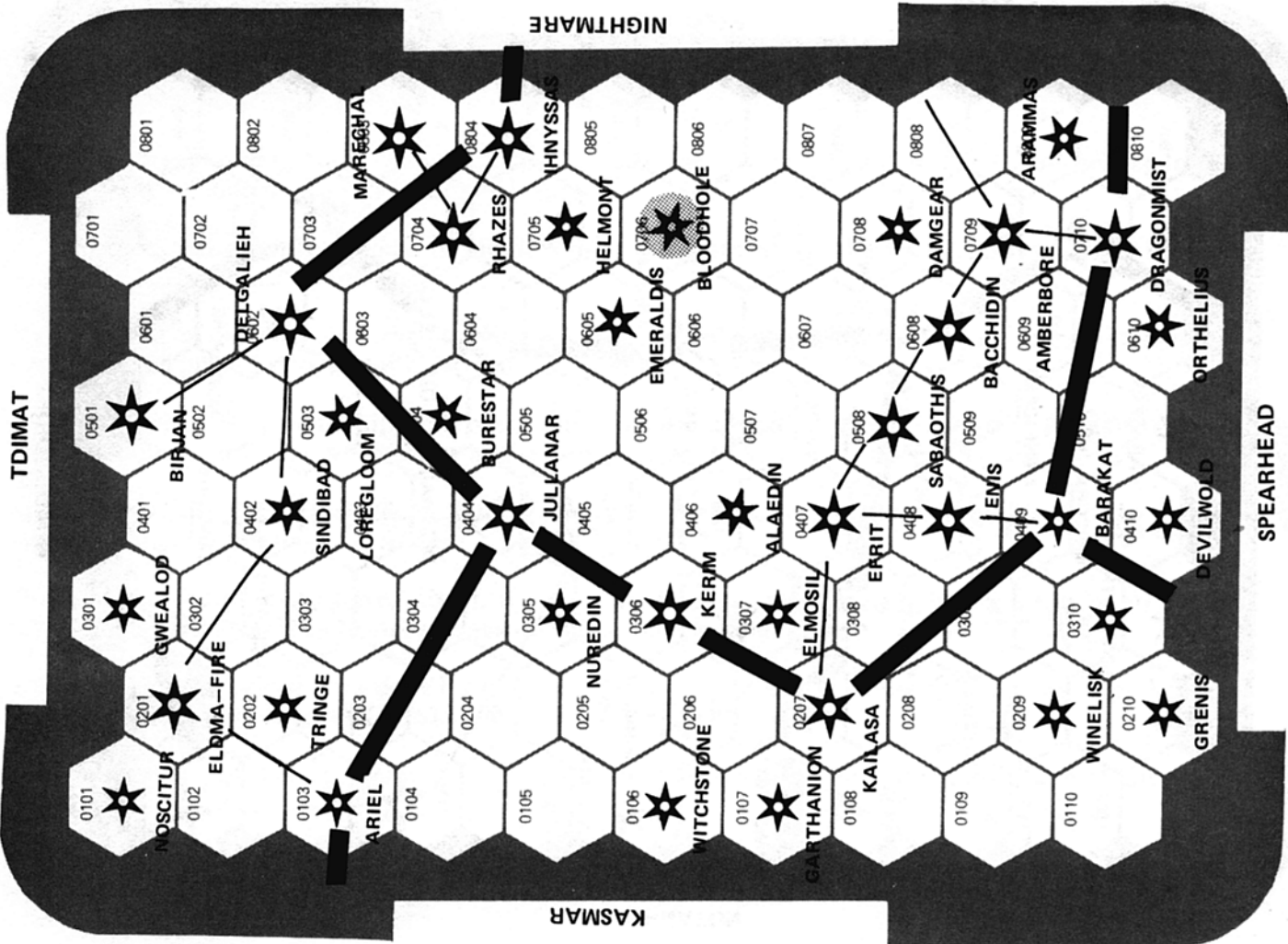
NIGHTMARE SUBSECTOR

The Nightmare Subsector borders on the Lesser Rift. Active expansion and exploration in this direction ended centuries ago and Worlds in this region show considerable development. Naval Bases are maintained along the edge of the Imperial Border as well as the X-Boat links. Trade is active in this Subsector with considerable Starship traffic. All Worlds in this Subsector are Imperium members or uninhabited protectorates.

World	Hex	UWP	Tech	Bases	Trade Classification	
Drewatol	0902	E68A654	4		Waterworld	G
Tipherat	0904	D100322	B		Non-industrial	
Flamgard	0906	CA9A231	C		Waterworld	G
Crateria	0908	B858795	A		Agricultural	G
Camsteris	0910	B877A69	B		Industrial	G
Drayzhian	1002	E733664	A		Non-agricultural	G
Wolfstar	1004	A664666	B	N	Subsector Capital	G
Nirgym	1005	A687856	A		Rich	G
Argusiar	1008	D110313	9		Non-industrial	G
Evereve	1010	E331578	C		Non-industrial	G
Arhanan	1101	C140324	8		Non-industrial	G
Brangath	1102	B757736	A		Agricultural	G
Jadis	1103	E000445	A		Asteroid Mining	G
Javelin	1104	B959969	8		Waterworld	
Kerielia	1105	D99A488	7		Agricultural	G
Espartis	1109	D976775	6		Non-agricultural	G
Harock	1110	C511631	8		Waterworld	G
Unicorn	1201	D87A576	6		Agricultural	G
Lunisae	1202	CA54745	8		Agricultural	
Kizator	1205	B965A79	9		Rich, Agricultural	
Ravish	1206	B867669	9		Asteroid Belt	G
Deepwar	1207	C000797	C		Non-industrial	G
Newhip	1208	D300348	A		Agricultural	G
Geberah	1209	AA77676	8		Rich, Agricultural	G
Moonchild	1210	C488640	8		Non-industrial	R, G
Arasket	1301	D233437	9		Interdicted	
Mendicant	1302	XAA9000	0		Agricultural	G
Revel	1303	A585658	5		Non-industrial	G
Fastil	1304	D120336	9		Industrial	G
Olidriks	1305	B666987	9		Rich	G
Dornis	1403	BA76A95	A	N	Industrial	G
Dreamith	1405	B567847	A	S	Rich	G
Dramelian	1407	A567A65	C		Undeveloped	
Misterias	1409	EAA9887	A		Industrial	R
Augis	1501	XACA000	0		Undeveloped	G
Xanthaer	1502	A977966	B	N	Industrial	
Lavinia	1509	B887778	A	N	Rich, Agricultural	G

The Nightmare Subsector contains 37 Worlds with a total population of 155.7 billion. The highest population level is A, at Camsteris, Kizator, Dornis, and Dramelian; the highest tech level is C, at Flamgard, Evereve, Deepwar, and Dramelian.

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Map labels: ZAGRATHIAN · NARA · NIGHTMARE · TITANSTORM
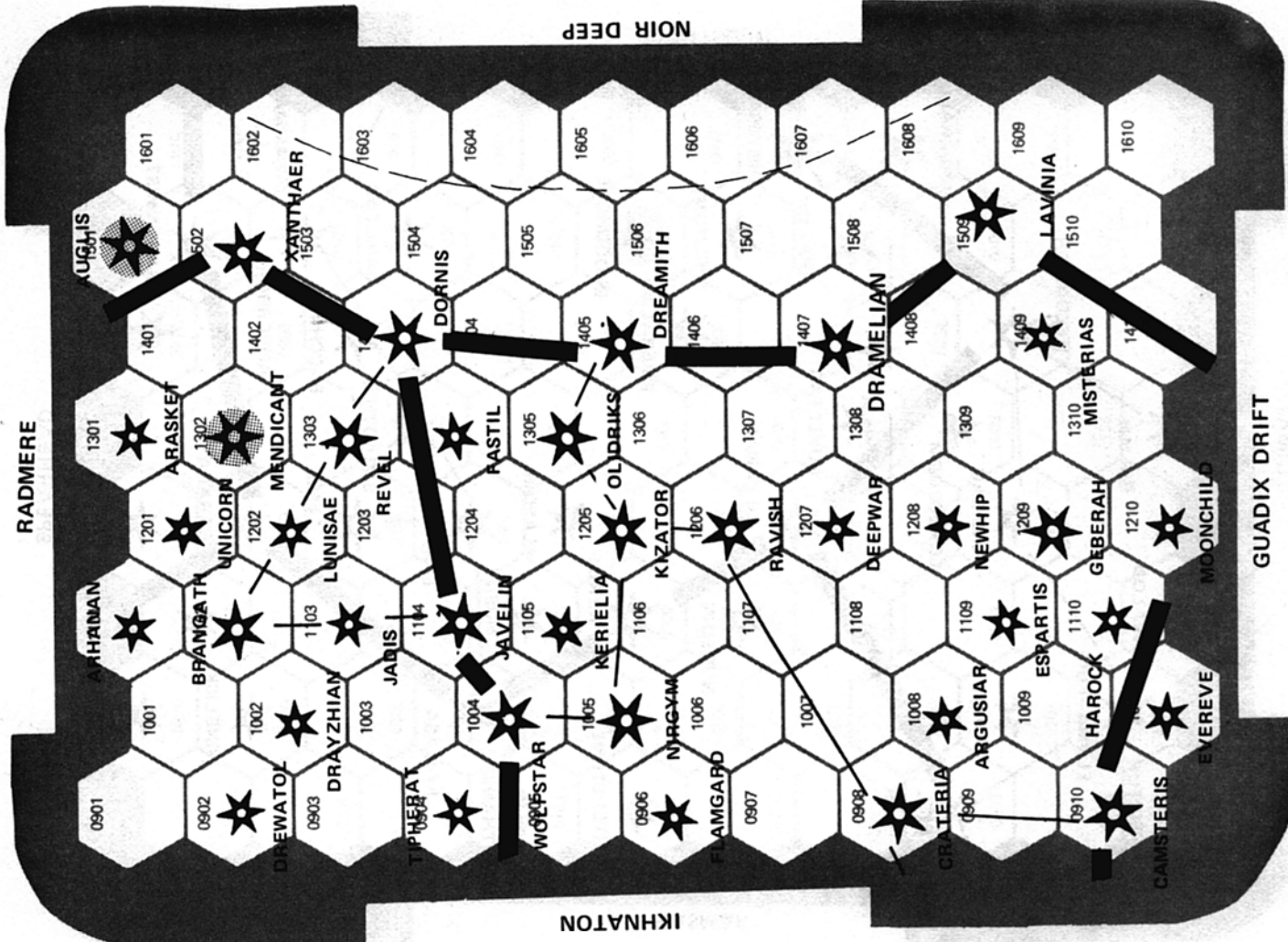
NOIR DEEP SUBSECTOR

A frontier region with few resources to interest the Imperium, Noir Deep Sub-sector has seen little development. Naval Forces maintained a strong patrol force here until recently when population buildup and starship traffic became such that local planetary forces could maintain the watch. Frequent rumors of rich mineral strikes in this Subsector have proved to be unfounded. Forerunner artifacts have been found though in the Menanon System. Imperial scientists are investigating.

Baldwin	1703	X130000	--	Undeveloped	
Atulella	1707	XAA9000	--	Undeveloped	G
Zardkent	1804	E235320	9	Non-industrial	
Menanon	1909	E200200	A	Non-industrial, Non-agricultural	G
Nevguard	2004	CA99599	A	S	Non-industrial
Roshena	2101	X000000	--	Asteroid Belt, Undeveloped	
Howarth	2203	C568846	B		
Janvel	2209	X9CA000	--	Undeveloped	
Arkwright	2302	X231000	--	Undeveloped	
Agergrania	2307	X521000	--	Undeveloped	

The Noir Deep Subsector contains 10 world with a total population of 100 million. The highest population is 8, at Howarth; the highest tech level is B, also at Howarth.

Administered from Wolfstar, none of the Worlds in this Subsector are Imperium members but all are under Imperial protection.
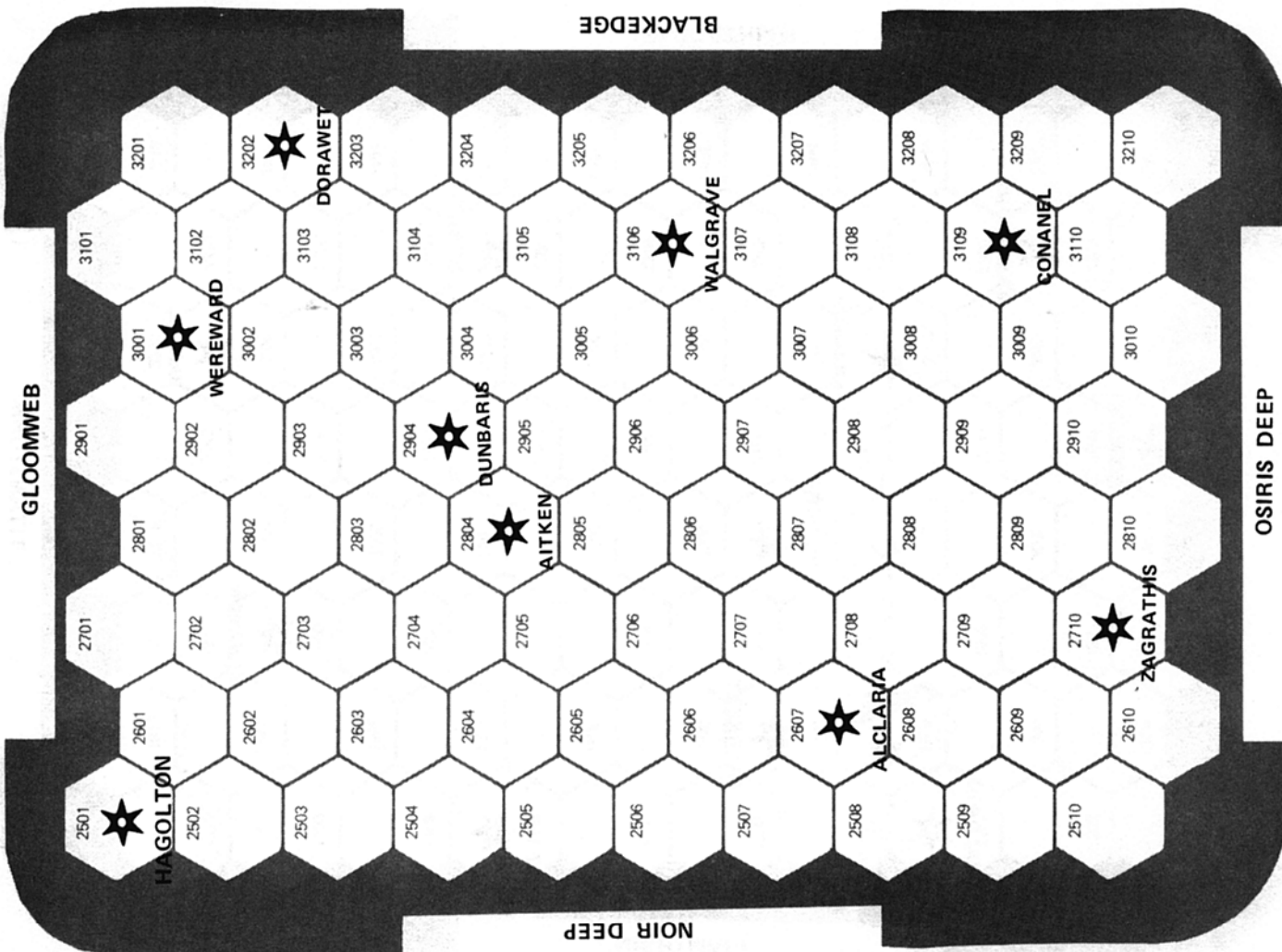
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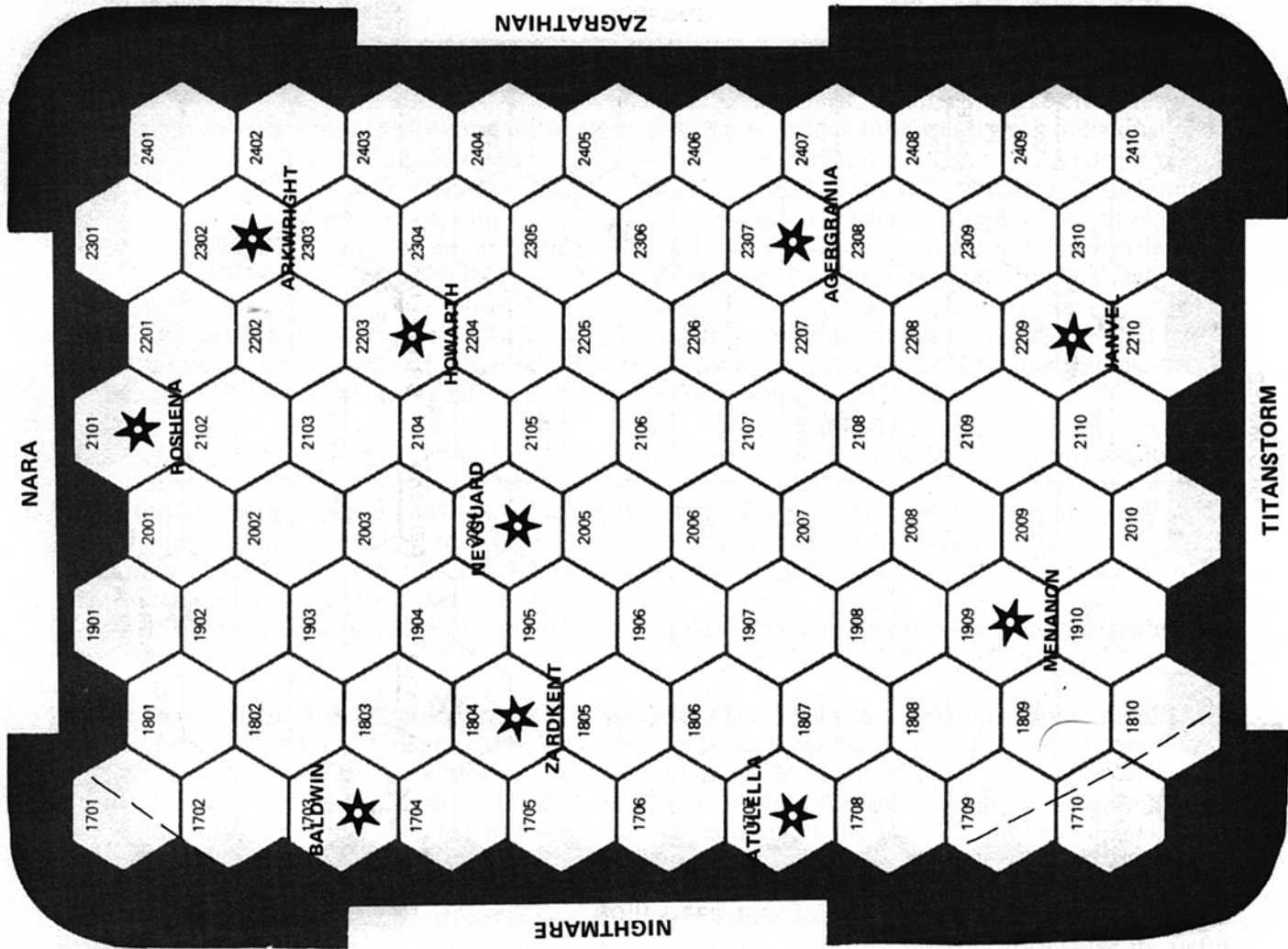
ZAGRATHIAN SUBSECTOR

The Zagrathian Subsector lies entirely within the Lesser Rift and is comprised entirely of Worlds which are not members of the Imperium. The low number of systems in this area and the poor quality of the Worlds located there have led to little Imperial activity here. Several companies do exploit this region and it is under the nominal protection of Imperial forces. The Subsector is administered from Wolfstar.

Hagolton	2501	E110315	A	Non-industrial, Non-agricultural	G
Alclaria	2607	X323000	..	Undeveloped	
Zagrathis	2710	E234210	9	Non-industrial, Non-agricultural	
Aitken	2804	XACA000	..	Undeveloped	
Dunbaris	2904	XAB8000	..	Undeveloped	G
Wereward	3001	XAB3000	..	Undeveloped	
Walgrave	3106	E688513	9	Agricultural	
Conanel	3109	X5AA000	..	Undeveloped	
Dorawet	3202	D000210	A	Asteroid Belt	

The Zagrathian Subsector contains 9 Worlds with a total population of 304 thousand. The highest population is 5, at Walgrave; the highest tech level is A, at Hagolton and Dorawet.

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GUADIX DRIFT

IKHNATON

RENTHAL

HIGHLORD

Map labels (systems):
SIRENIUS 0811, FALCONIS 0711, XANTHIA 0712, HRATHOLM 0813, ALBION 0612, DORONAUCH 0512, KABERIS 0613, RAMAH 0411, TRENCHARD 0413, RESAD 0414, UUMPOPULA 0716, DJERIS 0516, UIPONAMET 0617, VICEGERENT 0719, WILMOT 0619, LIEDIS 0720, USCONBUTS 0520, REDCROSS 0312, TWOVEM 0212, WHISTIEL 0213, EATONIS 0214, NOSCITUR 0315, AMELEK 0316, PASSAGE 0519, KITRON 0320, HORNATIS 0111, HESPERAMIS 0115, UPSIKERIA 0116, ANTRIM 0216, CONVERSE 0117, ZALERIS 0217, HESTIA 0218, MOHOMET 0120, LARIS 0220

SPEARHEAD SUBSECTOR

This well-settled Subsector serves as a lateral and horizontal communications route with X-Boat links passing both ways. This region has extensive trade activity and a great deal of starship traffic. All Worlds in this area are either full Imperium members or uninhabited protectorates.

Name	Hex	UWP				Classification	G
Hornatis	0111	E7BA434	C			Waterworld	
Hesperainis	0115	B897643	9			Agricultural	G
Upsikeria	0116	DA999A9	A			Industrial	
Converse	0117	E722479	9			Non-industrial	G
Mohomet	0120	E237435	7			Non-industrial	
Twovem	0212	D642735	6			Non-industrial	G
Whistiel	0213	E120310	9			Non-industrial	
Eatonis	0214	A768759	9			Rich, Agricultural	G
Antrim	0216	C533776	9			Non-agricultural	
Zaleris	0217	EA98231	8			Non-industrial	G
Hestia	0218	X410113	A			Non-industrial	G
Laris	0220	E8B9100	B			Non-industrial	
Redcross	0312	B668A78	9			Industrial	
Noscitur	0315	D543AA7	8			Non-agricultural	G
Amelek	0316	D333AA9	7			Agricultural	G
Kitron	0320	B454570	A			Undeveloped	
Ramah	0411	XACA000	0			Non-industrial	G
Trenchard	0413	DAA8535	A			Non-industrial	G
Resad	0414	E98A533	6			Non-agricultural	
Doronauch	0512	D432673	8			Agricultural	G
Djeris	0516	B856535	6	S		Subsector Capital	G
Usconbuts	0520	A688867	C		N	Non-industrial	G
Albion	0612	E221684	9			Non-industrial	
Kaberis	0613	EAC8000	--			Undeveloped	
Uiponamet	0617	B864799	8			Rich, Agricultural	
Passage	0618	C246A99	8			Industrial	G
Wilmot	0619	DACA310	C			Non-Industrial	G
Falconis	0711	EA8A889	8			Rich	
Xanthia	0712	E110244	A			Non-industrial	
Uumpopula	0716	B677AA9	9			Industrial	
Vicegerent	0719	C324941	B			Industrial	
Liedis	0720	X200000	0			Undeveloped	
Sirenius	0811	DA88441	2			Non-industrial	
Hratholm	0813	E322313	9			Non-industrial	

The Spearhead Subsector contains 34 Worlds with a total population of 295.5 billion. The highest Population is A, at Redcross, Noscitur, Amelek, Passage, and Umpopula; the highest Tech Level is C, at Hornatis, Usconbuts, and Wilmot.

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GUADIX DRIFT SUBSECTOR

Two X-boat routes through this Subsector connect the important Frontier Subsector Titanstorm with the Sector Capital in Ikhnation Subsector and the Spearhead Subsector with the Frontier Worlds Subsector. The latter is the defensive bulwark against expansion by the Syndymic Empire.

| Name	Hex No.	Statistics			Remarks	
Matochkin	0917	XACA000	--		Undeveloped	G
Paradanis	0918	XAC9200	6		Undeveloped	
Heraklion	1014	D9647B9	9		Agricultural	G
Freiworld	1016	X312000	0		Undeveloped	
Salenik	1019	A587896	B		Rich	G
Jumhuriyah	1112	C200445	A	S	Mining	G
Gheelis	1113	B000511	C		Asteroid Mining	G
Palma	1114	X300000	0		Undeveloped	
Rygate	1119	EAA9577	6			
Taizz	1120	D976979	7		Industrial	
Canonis	1211	B955632	8		Agricultural	
Musandim	1212	E221566	9		Poor	
Kagima	1217	D423511	A	S	Mining	G
Calabris	1218	D430675	7		Poor	G
Argaleb	1312	D545322	8		Agricultural	G
Nasung	1317	X9C9000	0		Undeveloped	
Permia	1320	C968699	8		Rich	
Aldernis	1411	A642687	C	N	Subsector Capital	
Sakmara	1412	C223853	8		Mining	
Wouverman	1414	E520599	7		Non-Industrial	
Cakloten	1415	E331342	7		Poor	
Aeglis	1416	D665897	6		Rich	
Council	1419	EAAA687	8			
Stalker	1420	X200000	0		Undeveloped	
Helena	1513	C644AB9	B		Industrial	
Kalarien	1514	CA9A667	9		Industrial	
Kzimus	1519	DAC9477	7		Mining	
Molinkan	1611	E873834	3			
Embasar	1615	C6757A6	7		Mining	
Drelis	1617	CAB9443	8		Non-Industrial	
Crownwing	1620	B876995	9	S	Industrial	G

The Guadix Drift Subsector contains 31 Worlds with a total population of 12.426 billion. The highest population is A, at Helena; the highest tech level is C, at Gheelis and Aldernis. All Worlds in this Subsector are members of the Imperium with the exception of Drelis.
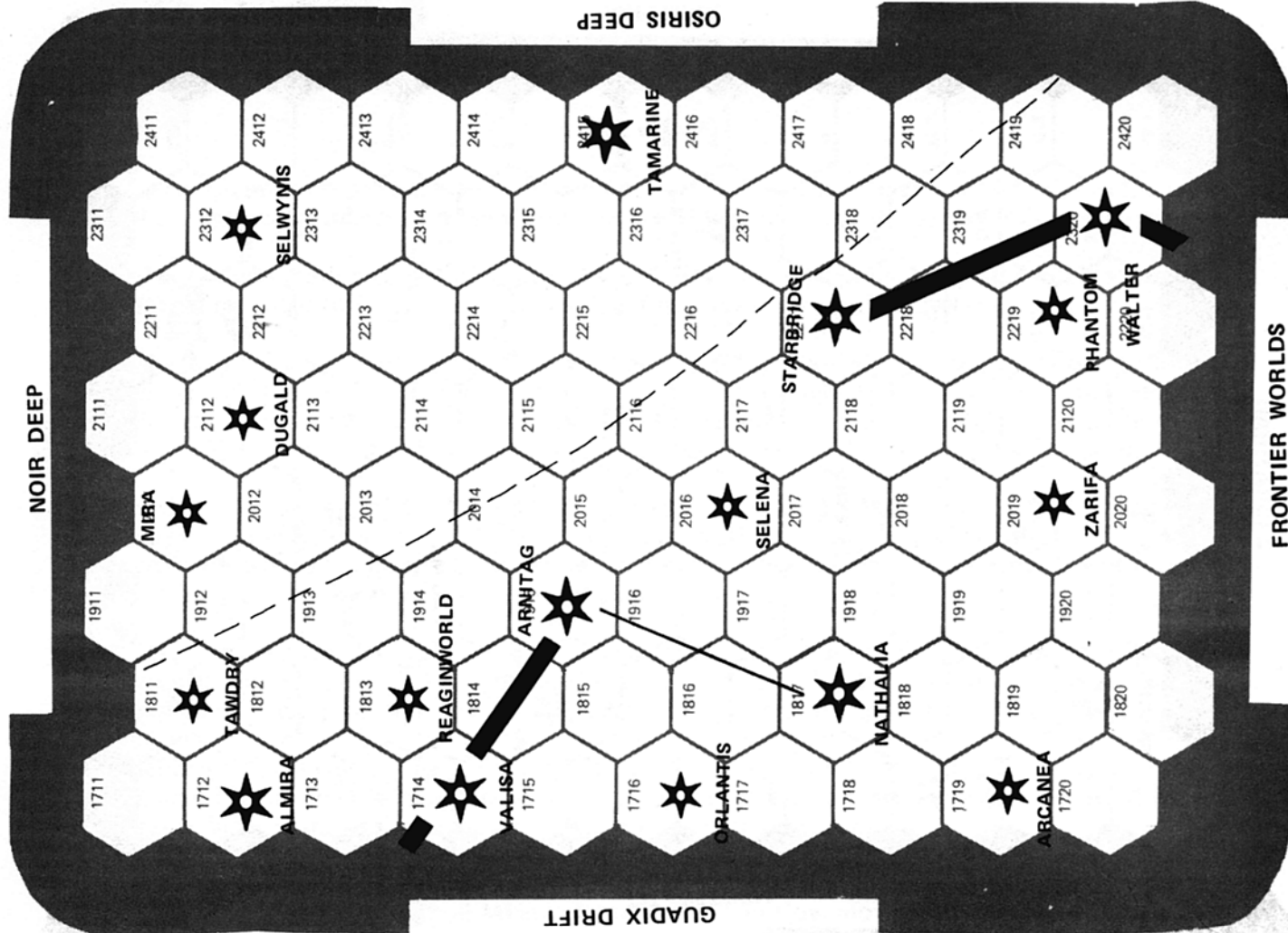
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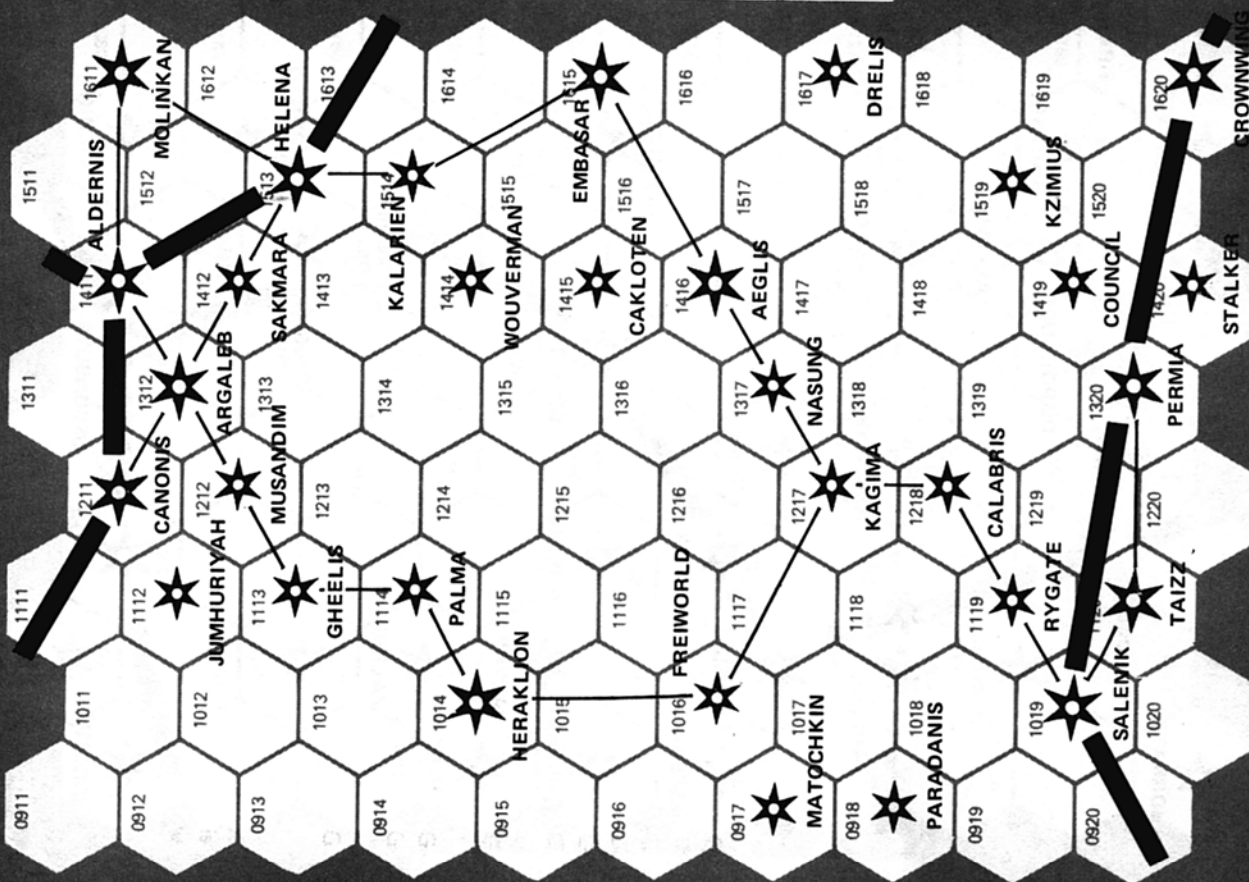
TITANSTORM SUBSECTOR

The leading edge of the wave of recivilization, the Titanstorm Subsector has two major Naval Bases guarding the frontier, Imperial policy in this Subsector has been to encourage industrial and technical development. Considerable interest in possible expansion trailing has led to significant scout activity across the current Imperial Border. Favorable tariff regulations by the Sector Duke have stimulated trade activity, and increased the rate of technical and industrial advancement.

Name	Hex	UWP	Tech	Base	Trade Code	Gas Giant
Almira	1712	C733632	6		Non-agricultural	
Valisa	1714	B786887	7		Rich	
Orlantis	1716	EAA9410	7		Non-industrial	
Arcanea	1719	X200000	--		Undeveloped	G
Tawdry	1811	C310584	A		Mining	G
Reaginworld	1813	C000422	B		Asteroid Mining	G
Nathalia	1817	B987662	B		Agricultural	G
Arnitag	1915	B998949	B	N	Industrial	G
Mira	2011	X310210	8		Undeveloped	G
Selena	2016	C4446A9	9		Agricultural	
Zarifa	2019	C240453	9		Mining	G
Dugald	2112	E213437	7		Non-industrial	
Starbridge	2217	A964899	C	N	Rich, Subsector Capital	G
Phantom	2219	E100432	A		Non-industrial	G
Selwynis	2312	D411477	8		Non-industrial	
Walter	2320	B686889	9		Rich	G
Tamarine	2415	D524335	5		Non-industrial	

The Titanstorm Subsector contains 17 Worlds with a total population of 1.403 billion. The highest population is 9, at Arnitag; the highest tech level is C, at Starbridge. Mira, Selena, Selwynis, and Tamarine are not members of the Imperium.

SELWYNIS
TAMARINE
DUGALD
STARBRIDGE
WALTER
PHANTOM
MIRA
SELENA
ZARIFA
ARNITAG
REAGINWORLD
NATHALIA
TAWDRY
ALMIRA
VALISA
ORLANTIS
ARCANEA

OSIRIS DEEP SUBSECTOR

SKELMORE

ZAGRATHIAN

SYDYMIC EMPIRE

TITANSTORM

TICHUM 3216

AMYCUS 3116

KEI 3120

RIFWARD 3020

SHANTUNIA 2917

FENRIR 2814

ZAPOTEC 2819

SHANIDAR 2512

ANAHARAN 2617

MENLANIS 2514

Located in the Lesser Rift, the Osiris Deep Subsector is administered from Starbridge. None of the Worlds in this region are members of the Imperium although Shanidar has made application. Scoutships based on Shanidar maintain a watch throughout the Subsector, though little activity other than mining goes on. Forerunner artifacts have recently been found in this region, prompting the local Imperial beaurocracy to order a thorough re-survey of the Subsector.

Name	Hex	UWP			Remarks	
Menlanis	2513	E310547	7		Non-industrial	G
Shanidar	2611	C687789	7	S	Rich, Agricultural	G
Anaharan	2616	CAB8213	A		Non-industrial	G
Fenrir	2813	E222665	8		Non-industrial	
Zapotec	2818	C000654	A		Asteroid Mining	G
Shantunia	2916	C000545	A		Asteroid Mining	G
Rifward	3019	DA9A213	9		Non-industrial	
Amycus	3115	X324000	--		Undeveloped	G
Kei	3119	X210000	--		Undeveloped	G
Tichum	3215	D435234	9		Non-industrial	

The Osiris Deep Subsector contains 10 Worlds with a total population of 10.48 million. The highest Population is 7, at Shanidar; the highest Tech Level is A, at Anaharan, Zapotec, and Shantunia.
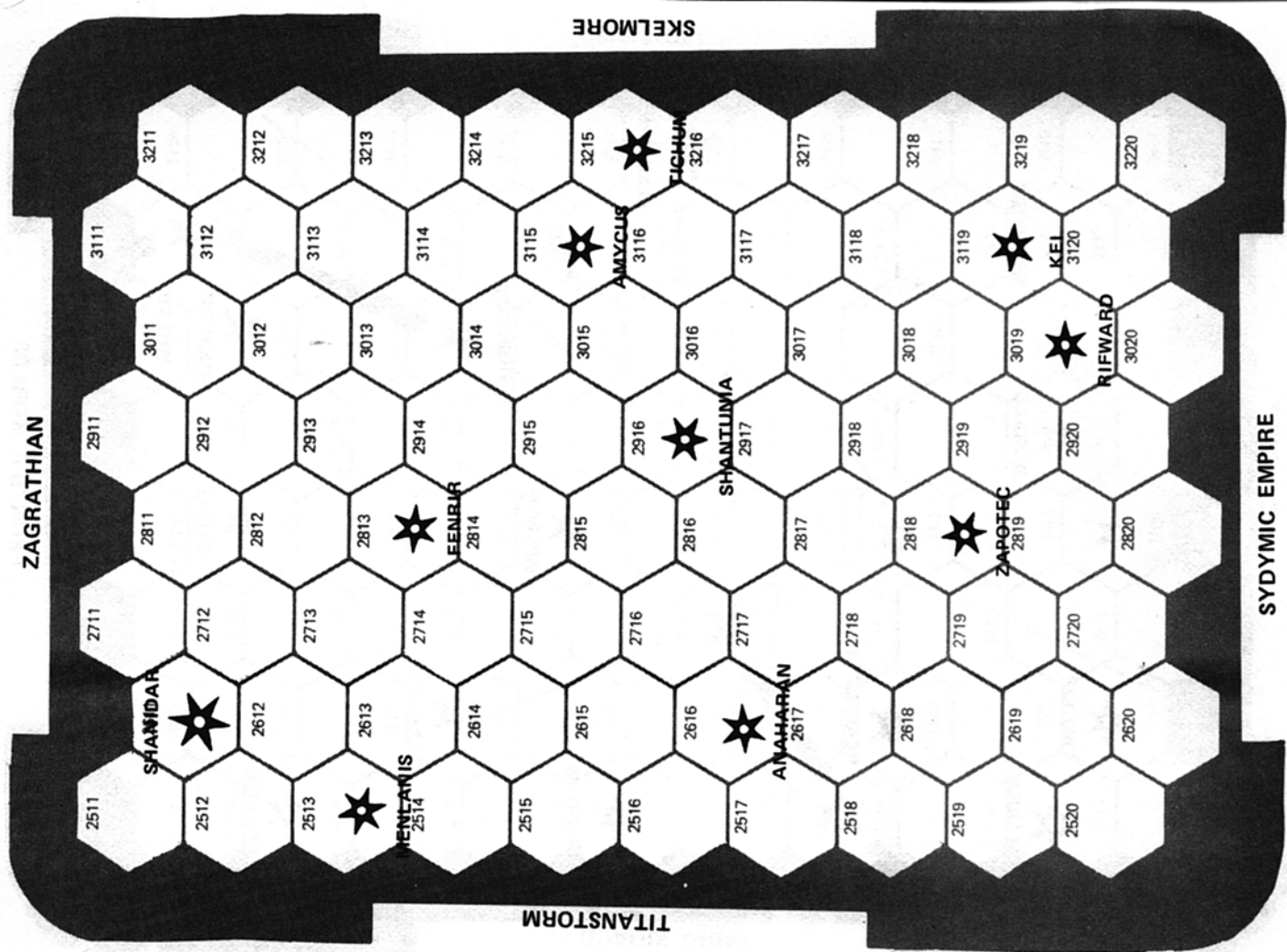
HIGHLORD SUBSECTOR

The Highlord Subsector maintained a degree of stability during the Civil War and thus did not regress significantly. Of importance for its own industrial products, it also has an X-Boat route linking with the Noir Deep Subsector, the shield against Sydymic expansion. All systems in the Subsector are either Imperium members or undeveloped protectorates.

World	Hex	UWP	Code	Base	Remarks	G
Winnasin	0122	D8AA211	7		Non-industrial	G
Serift	0127	D310421	8		Non-industrial	G
Towermorn	0221	A100AA9	C		Industrial	
Temperis	0223	C576737	7		Agricultural	
Barthel	0226	B755778	8		Agricultural	
Gravemark	0229	B677AA9	A		Industrial	G
Thirdof	0322	XACA000	0		Undeveloped	G
Vilhelm	0325	E623488	8		Non-industrial	
Aron	0326	X120100	0		Undeveloped	G
Anselm	0329	X8CA000	0		Undeveloped	
Havelock	0330	B684863	9		Rich	G
Obeliskcol	0422	E422110	0		Undeveloped	
Persifaris	0423	C858967	C		Undeveloped	G
Langhorne	0428	B685734	9		Agricultural	G
Irial	0521	D9CA520	A		Non-industrial	
Vermillion	0525	X9AA000	--		Undeveloped	
Warlock	0529	A767986	C	N	Subsector Capital	G
Wierdrath	0530	D6675A7	6		Agricultural	G
Eamonash	0621	CA86424	A		Non-industrial	G
Onud	0624	B856AA9	A		Agricultural	G
Agidius	0625	C968845	9		Non-industrial	G
Carsten	0629	X430000	--		Undeveloped	
Woart	0721	B696969	B		Industrial	G
Falkiner	0723	D588641	7		Rich	
Elswyth	0724	C758768	9		Agricultural	G
Goldsnake	0730	D866522	9		Agricultural	G
Egonar	0825	DAAA310	A		Non-industrial	G
Frisking	0827	B89A979	B	S	Industrial	G

The Highlord Subsector contains 28 Worlds with a total population of 34.2 billion. The highest population level is A, at Towermorn, Gravemark, and Onud; the highest tech level is C, at Towermorn, Persifaris, and Warlock.

MATARISHAN FEDERATION

SPEARHEAD

ORIN

SATYRESSIA

FRONTIER WORLDS
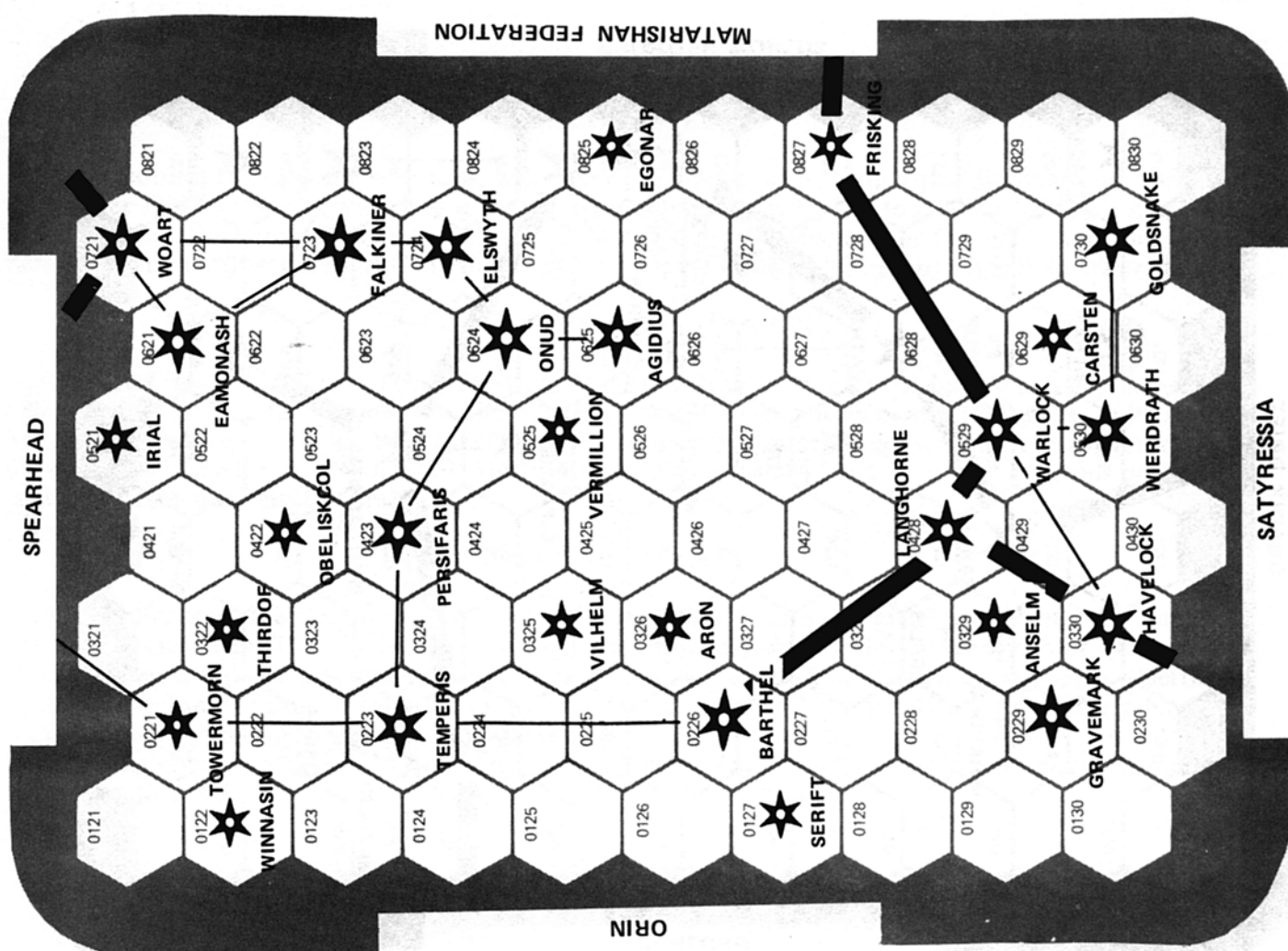
MATARISHAN FEDERATION SUBSECTOR

Originally settled by refugees fleeing the collapse of the Rule of Man in -1770 Imperial (2751 AD), the Matarishan Federation was a short-lived attempt at political stability in the dark years of the Long Night. During the recovery of territory and expansion after the Civil War, the local inhabitants violently resisted reincorporation into the Imperium. Military pressure soon broke the resistance movement. Political resentment requires that the Imperium keep a larger force than normal in the area to enforce stability.

Mazirix	0928	D200453	7		Non-industrial	G
Mirkholm	1022	D212435	8		Non-industrial	G
Phocis	1027	C865983	A			
Orissa	1028	E439110	9		Undeveloped	G
Orelib	1123	CAAA410	A		Non-industrial	
Barkis	1222	A977984	C		Industrial	
Danae	1230	B644666	9		Agricultural	G
Thalia	1324	XAC9000	--		Undeveloped	
Majoreum	1325	XA99100	8		Undeveloped	
Elpaalis	1327	C000666	A		Asteroid Mining	G
Shuthalhites	1328	A964769	B	N	Subsector Capital	
Aguris	1330	DAB9464	7		Non-industrial	
Bilhan	1421	E5103D9	4		Non-industrial	R, G
Jetur	1422	E342226	8		Non-industrial	
Tikvath	1423	B856888	9			
Merab	1425	B979979	B		Industrial	
Abishai	1429	B667A88	9			
Rugate	1525	X330210	--		Undeveloped	G
Myacae	1621	X100579	7		Mining	G
Gorget	1625	B778AC9	9	S	Industrial	
Doomster	1626	C686874	7		Rich	
Pontisar	1628	B666644	9		Rich, Agricultural	G
Starost	1629	X100211	--		Undeveloped	G

The Matarishan Federation Subsector contains 23 worlds with a total population of 23.21 billion. The highest population is A, at Abishai and Gorget; the highest tech level is C, at Barkis. All worlds in the Matarishan Federation Subsector are members of the Imperium with the exception of Bilhan.

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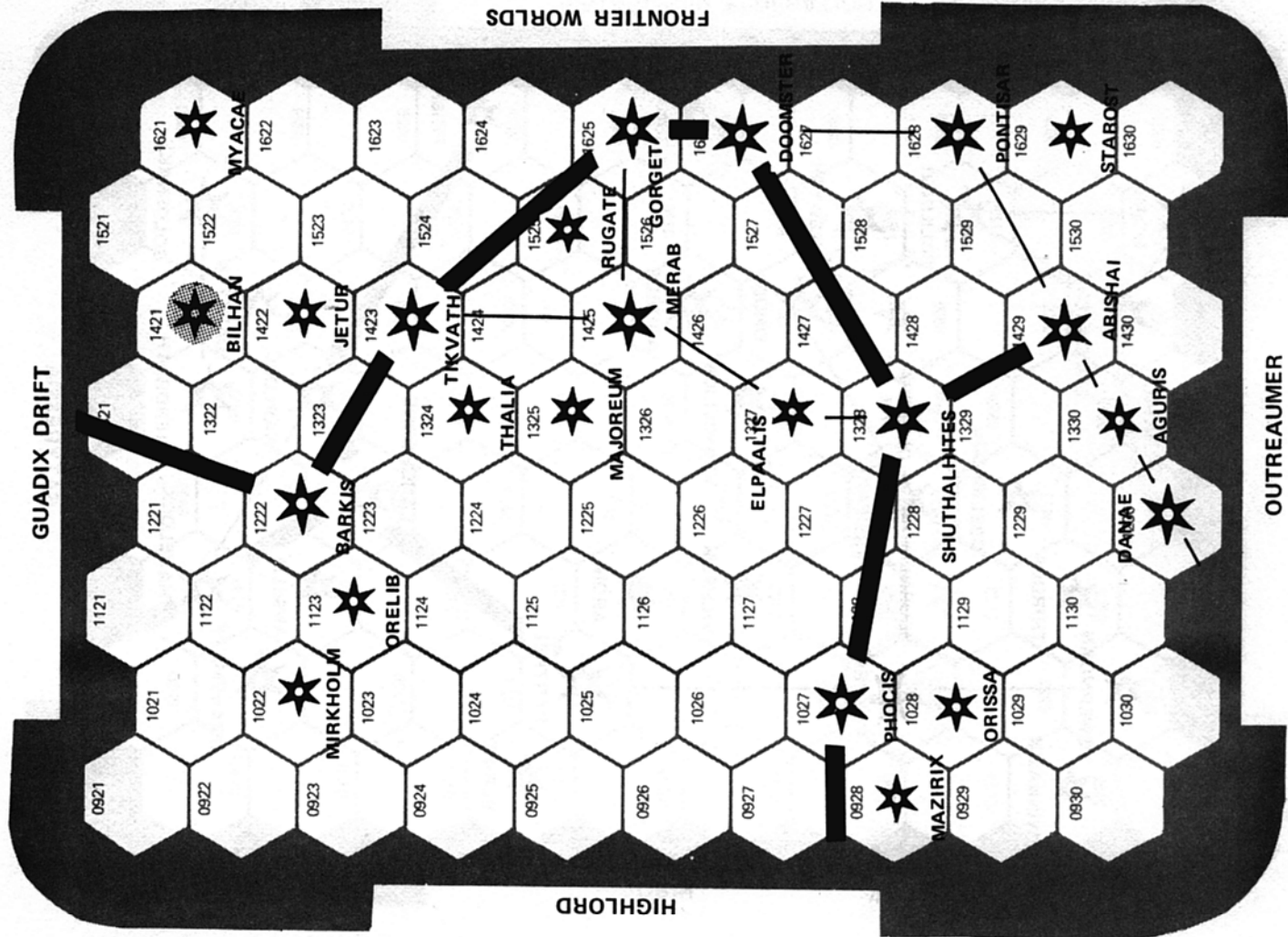
FRONTIER WORLDS SUBSECTOR

Though still on the border of the Imperium, the Frontier Worlds Subsector has been settled and developed for several centuries. Interstellar trade is increasing and exploitation of sub-optimal worlds is beginning. Naval Bases are maintained at a high degree of readiness due to the constant threat of armed incursion from the Sydymic Empire.

Name	Hex	UWP	TL	Base	Classification	G
Ferech	1726	X7AA214	6		Non-industrial	G
Overberth	1729	D000575	9		Asteroid Mining	G
Halgorn	1822	E898643	5		Agricultural	
Amblegreen	1823	CA67873	8		Rich	G
Westcutt	1921	C774AA9	9		Industrial	
Journlinden	1923	BAA8500	7		Non-industrial	G
Throb	1929	D9A9676	A		Non-industrial	
Kubera	1930	EACA213	A		Non-industrial	
Zakutan	2021	D230679	B		Non-agricultural	
Fountarden	2024	C886754	9	N	Agricultural	G
Shieldbolt	2027	D757767	7		Agricultural	
Talimanor	2030	E300210	B		Non-industrial	G
Snarepoint	2121	D400643	A		Non-agricultural	G
Questra	2123	C877976	9		Industrial	G
Finsfind	2130	B958743	B	N	Agricultural	G
Inletazure	2221	B97A632	A		Waterworld	G
Bawar	2222	C600412	9		Non-industrial	G
Garth	2223	E850300	6		Non-industrial	G
Flank	2224	XABA000	--		Undeveloped	
Twain	2225	E7AA210	8		Non-industrial	G
Curly	2226	D334423	9		Non-industrial	
Bastion	2227	A978982	C		Industrial	G
Cyrenius	2228	D754643	9		Agricultural	G
Eberyard	2321	X9AA000	--		Undeveloped	
Alameth	2323	A677944	C	N	Industrial	G
Phytore	2326	B583743	B	N	Industrial	
Hothtar	2329	X9BA210	9		Non-industrial	G
Xemir	2421	X413000	--		Undeveloped	
Assir	2422	D589632	8		Non-industrial	G
Zephon	2423	C226413	8		Non-industrial	G
Bajith	2424	C747434	6		Non-industrial	

The Frontier Worlds Subsector contains 31 Worlds with a total population of 31.8 billion. The highest Population level is A, at Westcutt; the highest Tech Level is C at Bastian and Alameth.
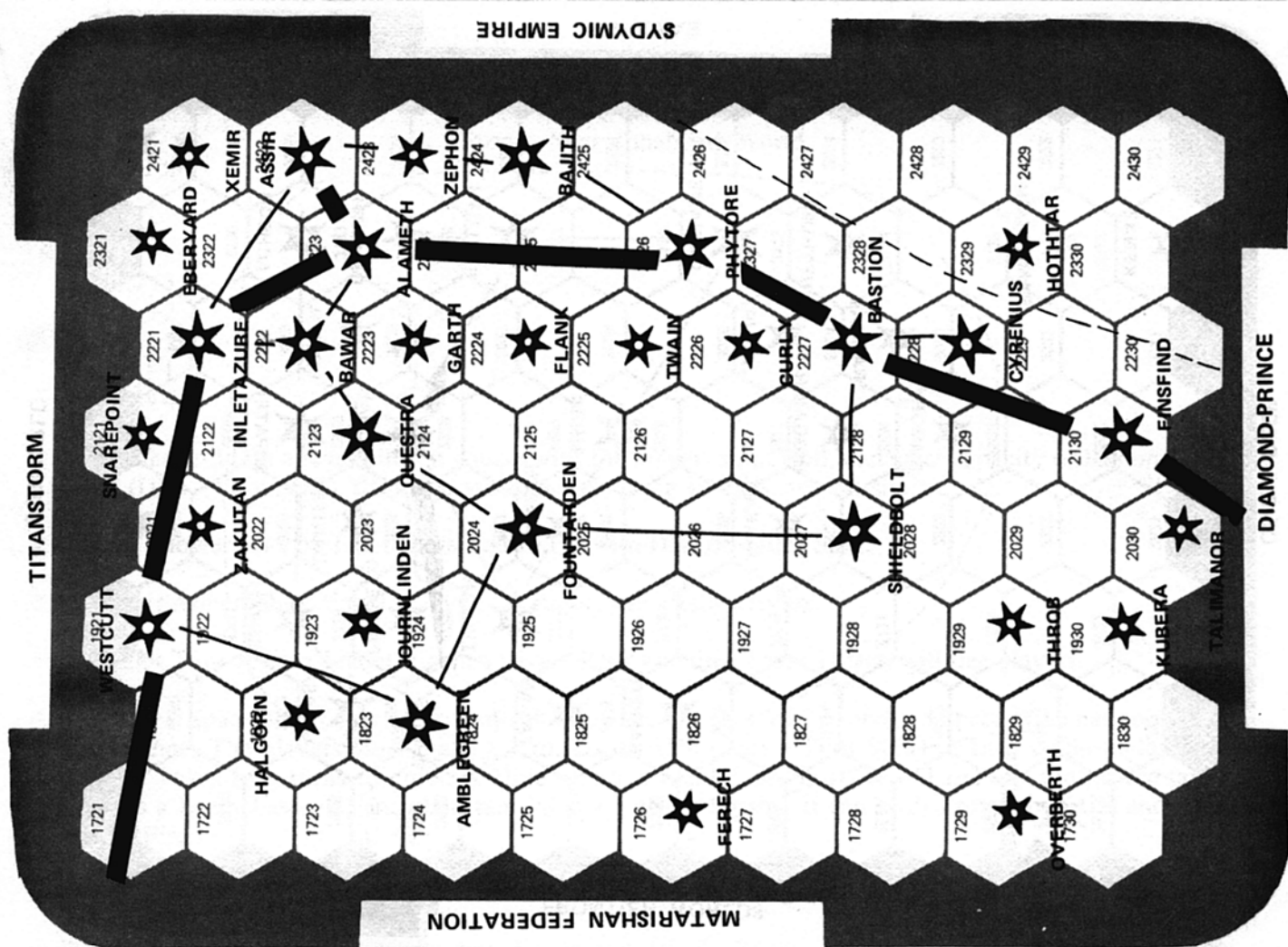
SYDYMIC EMPIRE SUBSECTOR

Only Arodites in this Subsector owes allegiance to the Imperium, all other Worlds being claimed or disputed by the Sydymic Empire. The Sydymites are another minor variant race of Humans, distinguished primarily by an average height of 2.4 meters (8 feet). First contacted on their homeworld of Sopater in -2174 Imperial (2347 AD), these folk soon spread throughout the Subsector. Employed principally as soldiers and technicians, the Sydymites took the opportunity during the Collapse of the Rule of Man to become independent. Minor clashes with Imperial Forces took place over the next several millenia as they developed their own culture and technology. Major expansion and the declared establishment of the Sydymic Empire took place while the Imperium was otherwise occupied by the Civil War. Temporary accomodation has been reached but it appears most likely that there will be further clashes.

Name	Hex	UWP	TL	Base	Remarks	G
Arodites	2522	A584697	B	N	Rich, Agricultural	G
Bamoth	2625	D534495	9	S	Non-industrial	G
Zavan	2626	E350396	7		Non-industrial	G
Urias	2628	A794998	A	N	Industrial	
Tikvah	2727	C876897	A		Waterworld	G
Pibeseth	2728	D8AA897	7		Waterworld	
Sherah	2729	C734796	9			
Jaakan	2824	EA9A397	9		Non-industrial	G
Lamech	2826	D230496	A		Non-industrial	
Danites	2828	D9A8794	9			
Eliakim	2830	E413213	9		Non-agricultural	G
Emmor	2923	EACA293	9		Non-industrial	G
Higgaion	2924	D6A5394	9		Non-industrial	G
Ahira	2926	B567898	9	N	Rich	G
Rechah	2928	A676998	A		Industrial	G
Sopater	2929	A567899	B	N	Sydymic Capital	G
Rabmag	3023	D7C8296	A		Non-industrial	G
Jagur	3024	D210397	9		Non-industrial	G
Jeheil	3028	C110496	A		Non-industrial	
Kenaz	3121	D9AA353	8		Non-industrial	
Ramathaim	3122	D65A610	9		Waterworld	
Nethum	3124	E324294	9		Non-industrial	
Gatiameth	3125	B655598	A	S	Agricultural	G
Bazluth	3127	B668798	A	N	Agricultural	
Diblath	3128	D000497	9		Asteroid Belt	
Achbor	3129	A865997	A	N	Non-industrial	G
Kirdon	3230	E412320	9		Non-industrial	

This Subsector has 27 Worlds with a total population of 24.04 billion. The highest Population is 9, at Urias, Rechah, and Achbor; the highest Tech Level is B, at Arodites and Sopater.
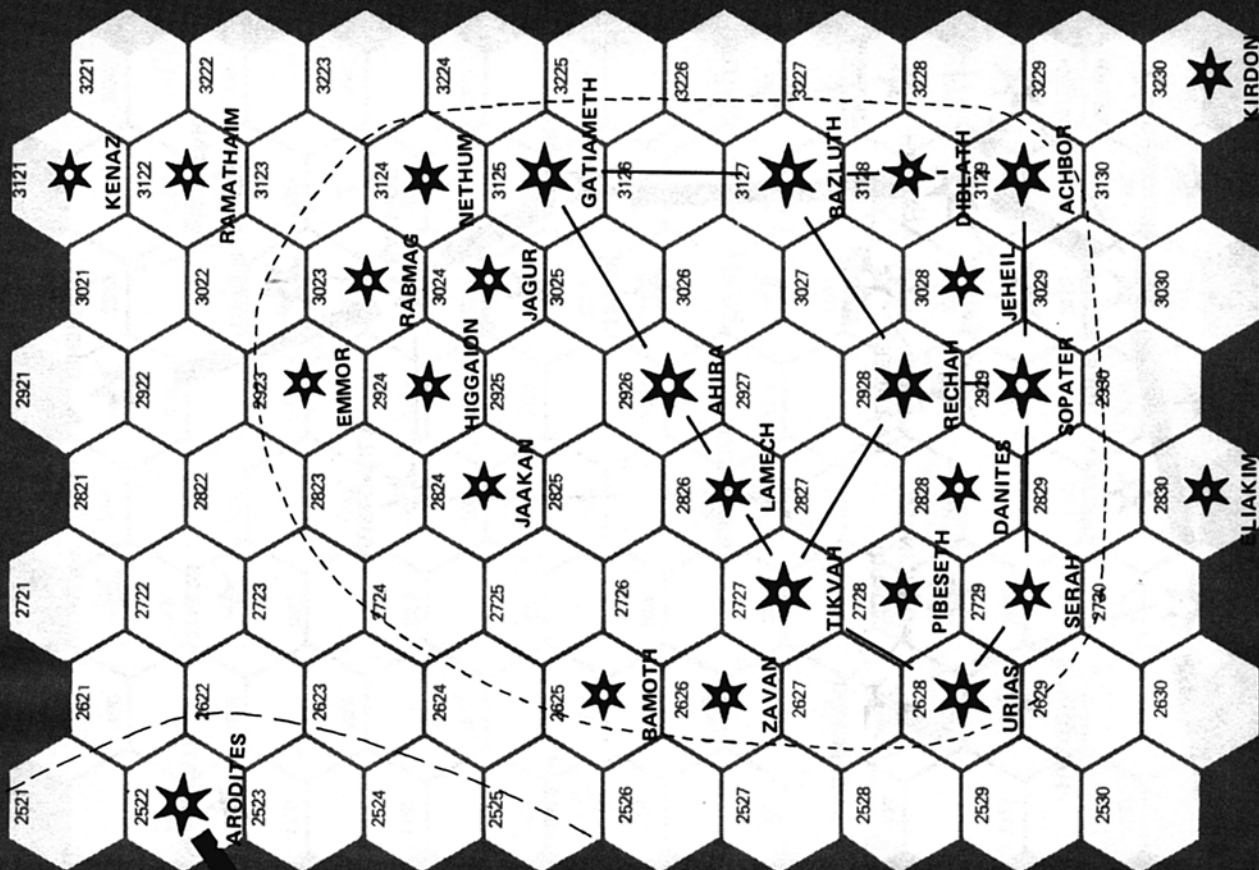
SATYRESSIA SUBSECTOR

The Satyressia Subsector is an open frontier of the Imperium, no other political entity having any claim to it. Colonization in this area is encouraged, several groups of political dissidents having established new settlements. Naval and Scout Bases in this area are maintained at a relatively low level of preparedness due to the low probability of hostile activity. Imperial surveys indicate a relative abundance of mineral resources. Long term plans schedule this Subsector for industrial development several centuries from now.

Name	Hex	UWP		Base	Remarks	G
Limer	0132	D978567	5	S	Agricultural	
Wardholm	0134	C754669	7		Agricultural	
Fresqueen	0137	E89A212	A		Waterworld	G
Dover	0138	DA9A336	8		Waterworld	G
Lastport	0140	X200000	--		Undeveloped	
Bornelos	0231	A667515	C	N	Subsector Capital	G
Crescent	0233	B654549	9	S	Agricultural	G
Foulcloud	0237	D797410	7		Non-industrial	
Bottomsnarl	0331	E99A301	5		Waterworld	G
Hothmeg	0332	XACA000	--		Undeveloped	
Nomad	0333	C457499	6		Non-industrial	
Vanquish	0339	XAAA110	--		Undeveloped	
Quitzer	0432	D310316	9		Non-industrial	G
Burnshe	0434	E332379	8		Non-industrial	G
Chaneley	0531	D633413	7		Non-industrial	
Smoulder	0532	XACA000	--		Undeveloped	
Bailaber	0533	D432310	8		Non-industrial	G
Pearlbase	0536	X998416	7		Non-industrial	
Clozeraith	0633	B574564	9		Agricultural	
Placid	0638	XA96000	--		Undeveloped	G
Odeb	0731	E449230	0		Undeveloped	
Prippin	0737	X9AA000	--		Undeveloped	G
Winghole	0738	XAAA000	--		Undeveloped	
Jarab	0832	C875589	8		Agricultural	
Goldfault	0833	B864899	9	N	Rich	
Fallow	0834	EA9A421	6		Non-industrial	
Slaven	0839	XA94000	--		Undeveloped	

The Satyressia Subsector contains 27 Worlds with a total population of 10.15 million. The highest population is 8, at Goldfault; the highest tech level is C, at Bornelos.
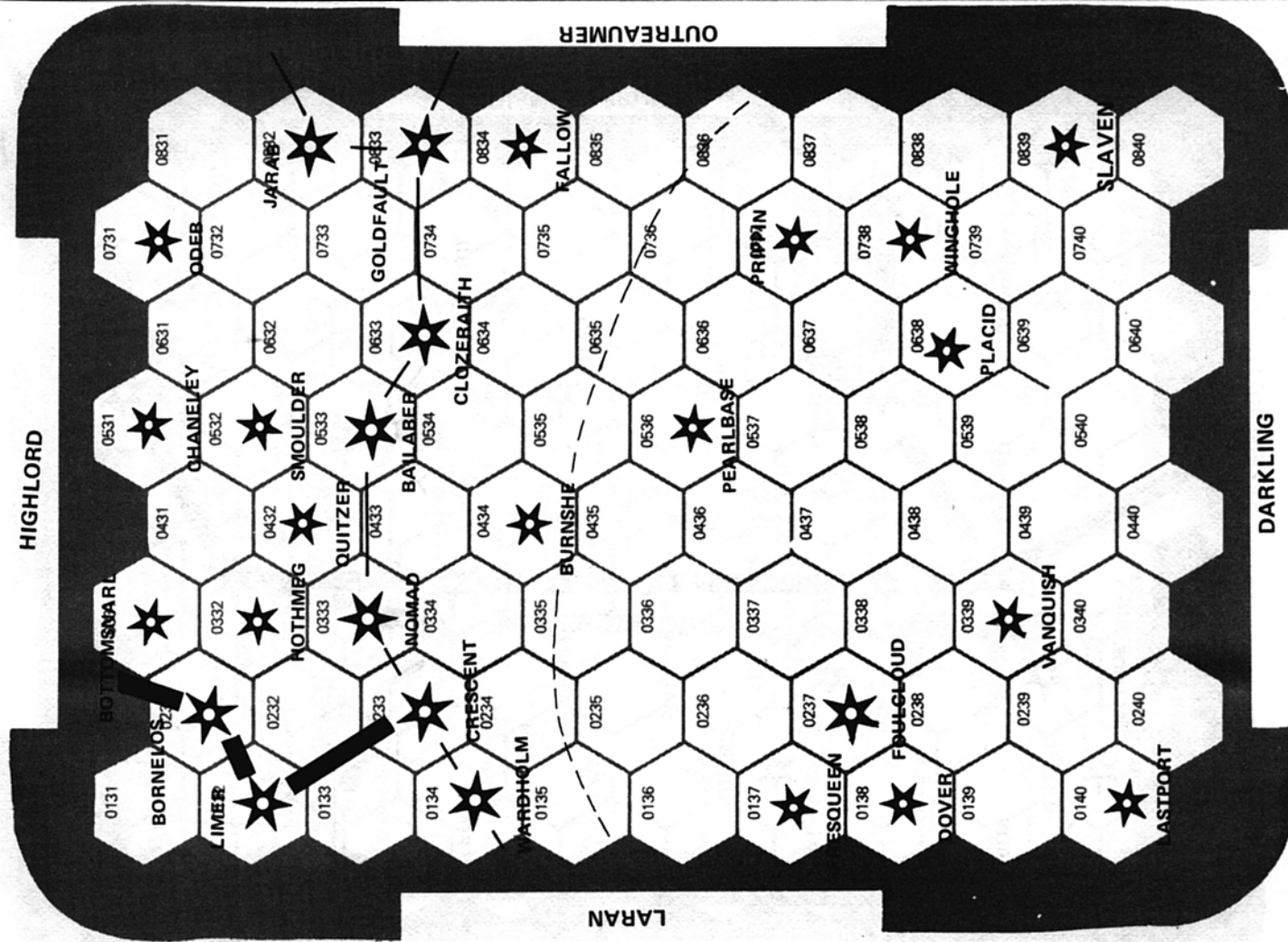
OUTREAUMER SUBSECTOR

This subsector serves as a Communications Link to the often troubled border regions of Thorstone and Tri-Empire. Worlds in this area were settled primarily by colonists from the Ikhnaton Subsector. Each planet was taken by a different political or religious group. During the time of troubles, communications were lost and all worlds regressed to Tech Levels of four and under. Incorporation into the Imperium has been directed primarily by a Cadet branch of the Ley Family, currently headed by Anselm deLey, Count of Tancred at the subsector capital of Arsouf.

Because of the threat of the Syndymic Empire, Naval Bases are maintained at a fairly high level of readiness and the Subsector Navies maintain an active patrol schedule.

Name		Statistics			Remarks	
Toron	0932	XABA000	0		Undeveloped	
Saffron	0937	D202484	C	S	Non-Industrial	
Buria	1031	C000613	B		Asteroid Belt	G
Thabor	1034	EABA689	8		Industrial	G
Taron	1131	XACA000	--		Undeveloped	
Sidon	1132	D588899	7	S	Rich	
Nablus	1134	X000000	0		Undeveloped	G
Tancred	1232	B866836	7	S	Rich	A
Ibelin	1233	X220000	0		Undeveloped	G
Arsouf	1235	B9857A9	B	N	Subsector Capital	G
Mirabel	1236	X130212	9		Non-Industrial	G
Tyre	1237	DA78521	A	S	Agricultural	
Akaf	1239	B696786	A	S	Agricultural	G
Haifa	1334	DA46655	4		Agricultural	
Jaffa	1433	D658844	5	S	Rich	G
Ramla	1436	X300000	0		Undeveloped	G
Ayyubid	1440	D884523	5	S	Agricultural	
Saphet	1532	X130156	4		Non-Industrial	
Hebron	1537	D756543	5		Agricultural	A
Kurmul	1540	D388437	4		Non-Industrial	G
Ascalon	1633	B675544	C	N	Non-Industrial	

The Outreaumer Subsector contains 21 Worlds with a population of 323 million. The highest populations are 8, at Sidon, Tancred, and Jaffa; the highest Tech Level is C, at Ascalon.
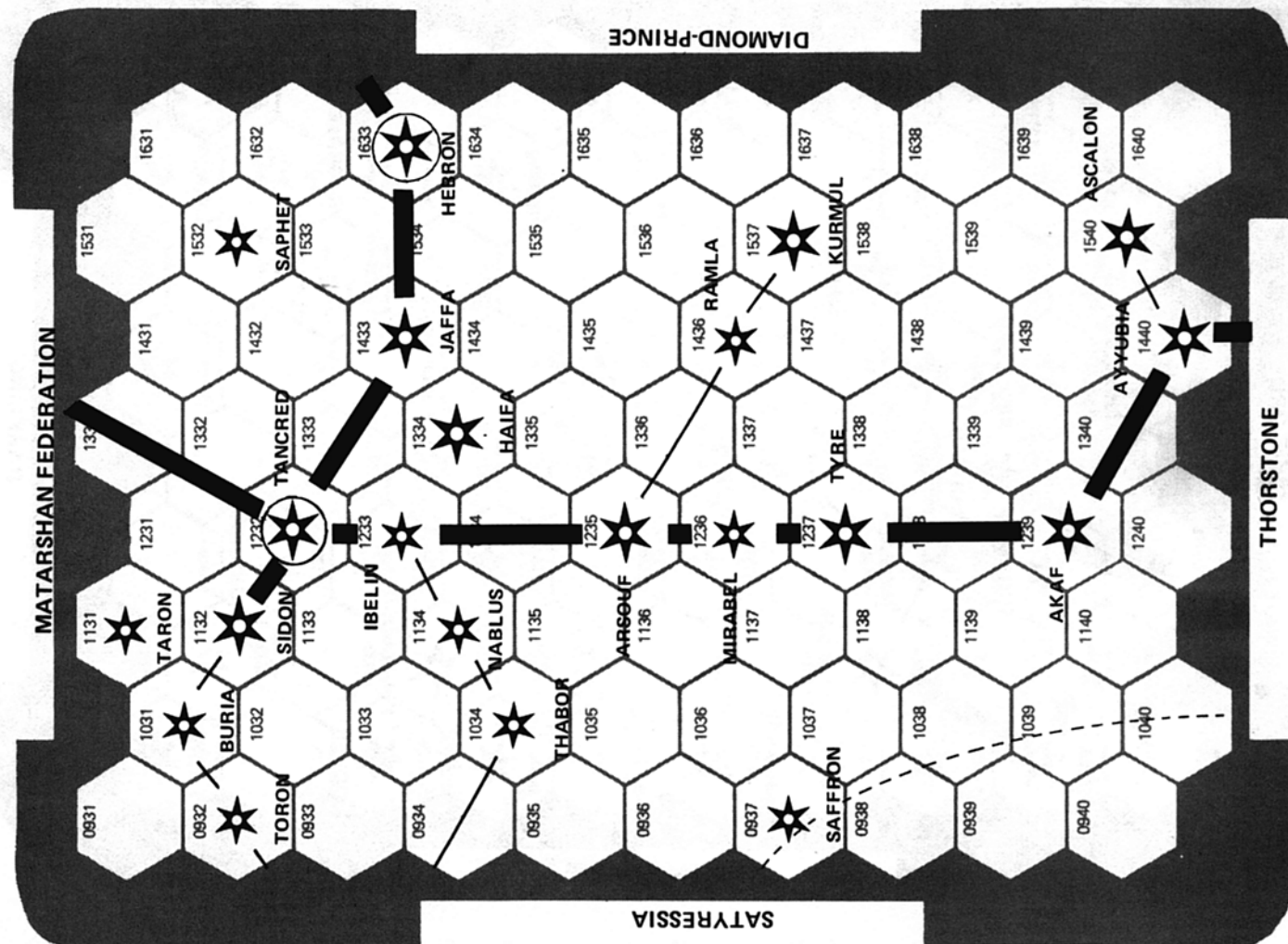
DIAMOND-PRINCE SUBSECTOR

The Diamond-Prince Subsector is the region where active expansion and colonization is proceeding in Ley Sector. Most planets in this Subsector are either members of the Imperium or have applied for membership. Expansion is directed toward the adjacent Outworlds Subsector. Exploration into the Tri-Empire Subsector has been officially discouraged but rumors have it that extensive clandestine activity is taking place there.

Name	Hex	UWP	TL		Bases	Description
Oathcoomb	1731	D676420	6		G	Non-industrial
Dark Lagoon	1733	B96A677	A			Rich, Waterworld
Kuprod	1735	X9C9000	--		G	Undeveloped
Gulfex	1832	X120000	--			Undeveloped
Lanka	1833	C766778	7		G	Agricultural
Avonia	1834	DABA314	9			Non-industrial
Vicar	1840	E244599	9			Non-industrial
Sledgetower	1934	A7849A8	B	N	G	Subsector Capital
Ogery	1937	C5A6484	A	S	G	Non-industrial
Basin	1940	B787873	7	S		Rich, Agricultural
Elfwine	2031	B755663	9	N	G	Agricultural
Drumfall	2032	E312210	8		G	Non-industrial
Grottel	2035	X8CA000	--			Undeveloped
Bastis	2036	E510553	7		G	Non-industrial
Ell-Ald	2131	DA9A743	8		G	Non-industrial
Bulldune	2133	E414351	7			Non-industrial
Caverine	2134	D000310	9		G	Non-industrial
Sunbank	2231	E234523	6		G	Non-industrial
Evilory	2232	EABA110	--			Undeveloped
Rapidesia	2233	D532416	8		G	Non-industrial
Sekmetar	2235	E430100	--			Undeveloped
Atoley	2236	DA98413	7			Non-industrial
Frikka	2237	D8575D9	2		R, G	Agricultural
Brass	2331	E436543	5			Agricultural
Colossal	2337	DB9A411	7		G	Non-industrial
Vilaruby	2338	X343100	--			Undeveloped
Straitedge	2339	E236410	8		G	Non-industrial
Duatrek	2340	X6B9000	--			Undeveloped
Quarry	2433	D130415	7		G	Non-industrial
Deadfall	2436	E223423	8		G	Non-industrial
Tarnkeep	2438	E537215	7		G	Non-industrial
Bearntir	2439	E7A5331	6		G	Non-industrial

The Diamond-Prince Subsector consists of 32 Worlds with a total population of 5.46 billion. The highest Population Level is 9, at Sledgetower; the highest Tech Level is B, also at Sledgetower.

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OUTWORLD SUBSECTOR

The Outworlds Subsector is an area of new exploitation. This region is administered from Sledgetower as a protectorate although several worlds have applied for Imperial membership. Claims are still being adjudicated since the political situation in the adjacent Tri-Empire Subsector is still unresolved. Many of the Worlds have only been hastily surveyed.

Name	Hex	UWP	Tech	Type	GG
Annuis	2531	D720413	9	Non-industrial	G
Boguet	2533	X000000	–	Undeveloped	G
Baphomet	2535	X100000	–	Undeveloped	G
Oberitis	2536	D768530	6	Agricultural	
Jadian	2538	C694412	7	Non-industrial	G
Kian	2631	X9AA000	–	Undeveloped	
Monad	2634	EAAA210	9	Non-industrial	G
Diable	2638	E923210	8	Non-industrial	G
Spiegel	2639	D634321	8	Non-industrial	G
Dawnlord	2733	E9A6210	9	Non-industrial	G
Shrew	2734	X9A4000	–	Undeveloped	G
Othilia	2736	XACA000	–	Undeveloped	G
Arleona	2833	X000100	–	Undeveloped	
Emira	2834	E835211	9	Non-industrial	
Dusking	2836	E798321	8	Non-industrial	G
Koelnar	2837	X225000	–	Undeveloped	G
Shealis	2838	X110000	–	Undeveloped	
Makadmeris	2839	X200100	–	Undeveloped	
Vernalisa	2931	D588452	5	Agricultural	G
Protaucus	2935	X5A7000	–	Undeveloped	G
Devradan	2936	X312000	–	Undeveloped	G
Hermarix	2938	E6A5214	7	Non-industrial	G
Unelmis	2939	E964376	4	Non-industrial	G
Yaridar	2940	C857421	6	Agricultural	
Blendisan	3032	B868675	7	Agricultural	G
Spyris	3039	D874315	7	Non-industrial	
Irumgar	3131	E6A9100	–	Non-industrial	
Trin	3132	D878421	5	Non-industrial	G
Fawn	3134	X244000	–	Undeveloped	
Eslingirth	3135	X8CA000	–	Undeveloped	
Akelos	3139	X100000	–	Undeveloped	
Retek	3231	X200000	–	Undeveloped	
Dalgstar	3232	X120000	–	Undeveloped	
Swarmis	3233	E236210	7	Non-industrial	
Vagabond	3235	E5A7314	8	Non-industrial	
Moramines	3239	X130000	–	Undeveloped	

The Outworlds Subsector consists of 36 Worlds with a total population of 1.2 million. The highest Population Level is 5, at Oberitis and Bledisan; the highest Tech Level is 9, at Annuis, Monad, Dawnlord, and Emira.
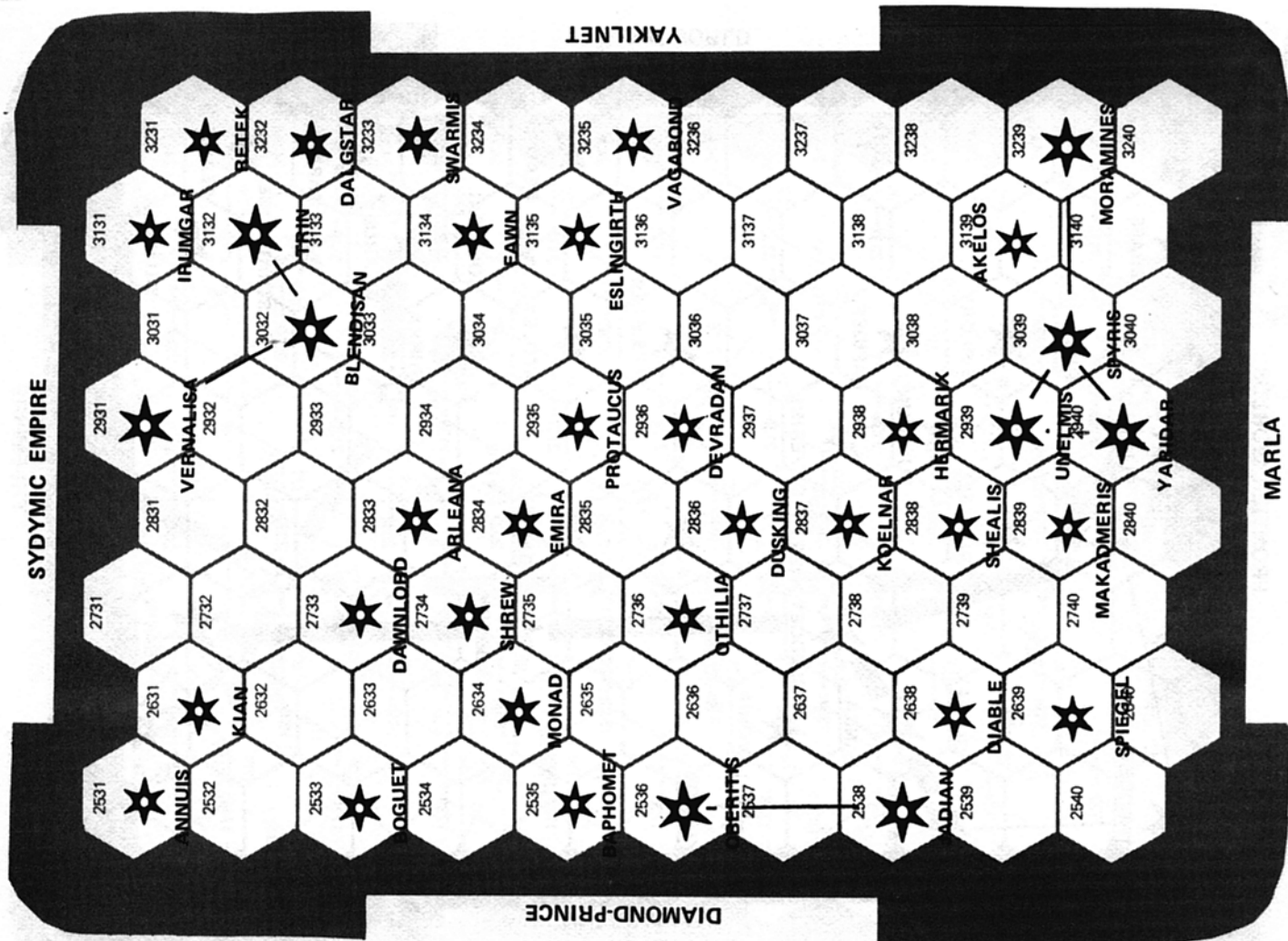
Encounter Table
Space, Near Inhabited World

DMs -- 2D roll

Starport
Size

A	+3
B	+2
C	+1
E	- 1
X	- 4

0 A large asteroid on a rear collision course with the players ship. Roll Maneuver capacity or less on 1D to avoid (DMs -- Pilot Skill). Falure to avoid means taking 1D Hits, as a Missile.

1 Meteor Shower: as 1D6 Laser shots, roll to Hit with DMs of –Pilot Skill.

2 Smuggler Armed Ship: Equal to Type C Cruiser, will attack players.

3 Smuggler Type A Free Trader: Carries Missile Rack and dual Laser Turret, will flee players.

4 Unmarked Space Minefield: Each turn roll two dice. On a roll of 7 exactly, a Space Mine has come into burst range. The players must make a 2 or less on 1D6 (DMs = Pilot Skill) or they come under Mine attacks. Takes four turns to cross. A Mine carries a Light Laser in it. It will fire one shot at the target ship (as a Beam Laser -2) and then ram it, as a Nuclear Missile. It can be destroyed by ECM and Anti-Missile Fire.

5 Scoutship, Type S: Carries two Lasers, will ignore players, but fight back if attacked.

6 Pirate Scoutship, Type S: carries two Lasers and Missile Racks, will claim to be Customs Inspector, close in, and board.

7 Pirate: Roll on Pirate Ship Chart. They will attack.

8 Privately Owned Type C Cruiser: 17 Troops, and 12 Beam Lasers, 12 Missile Racks, will ignore players but attack if provoked.

9 Subsidized Merchant, Type R: If threatened, will flee.

10 Customs Scoutship: carries three Beam Lasers, will pull alongside players and board to inspect. If threatened, will pull away and call for Imperials.

11 Subsidized Merchant, Type M: If threatened, will flee.

12 Pirate Ship: Roll on Pirate Ship Chart. They will attack.

13 Imperial Ship: Roll on Imperial Ship Chart, will try to board to inspect, and will attack at first show of hostility.

14 Private Yacht: Will ignore players, and fire back if attacked.

15 Nobility Owned Yacht: Will ignore players, and will flee if attacked.

Pirate Ship Chart

2 Scout, Type S, Standard, two Pulsed Lasers.

3 Scout, Type S, Standard, two Beam Lasers.

4 Scout, Type S, Standard, two Missile Racks.

5 Free Trader, Type A, Standard, two Beam Lasers, two Missile Racks.

6 Free Trader, Type A, Standard, two Missile Racks, two Sand Casters.

7 Free Trader, Type A, Standard, three Beam Lasers, two Sand Casters.

8 Yacht, Type Y, three Missile Racks.

9 Corsair, Type P, three Missile Racks, three Beam Lasers, three Beam Lasers.

10 Corsair, Type P, three Beam Lasers, three Beam Lasers, three Sand Casters.

11 Cruiser, Type C, three Beam Lasers, three Beam Lasers, three Beam lasers, three Beam Lasers, three Beam Lasers, three Missile Racks, three Missile Racks, three Sand Casters.

12 Cruiser, Type C, three Missile Racks, three Missile Racks, three Missile Racks, three Missile Racks, three Missile Racks, three Beam Lasers, three Beam Lasers, three Sand Casters.

Imperial Ship Chart

2 Scout, Type S, Standard, two Beam Lasers.

3 Scout, Type S, Standard, two Missile Racks.

4 Scout, Type S, Standard, three Beam Lasers

5 Scout, Type S, Standard, three Missile Racks.

6 Corvette, Type LE, three Beam Lasers, three Beam Lasers, three Missile Racks, two Sand Casters.

7 Corvette, Type LE, three Beam Lasers, three Beam Lasers, 3 Missile Racks, 3 Missile Racks.

8 Yacht, Type Y, three Beam Lasers.

9 Cruiser, Type C, three Beam Lasers, three Beam Lasers, three Beam Lasers, three Beam Lasers, three Beam Lasers, three Missile Racks, three Missile Racks, two Sand Casters.

10 Missile Gunboat – Cruiser, Type C, eight Turrets, three Missile Racks each.

11 Cruiser, Type C, three Beam Lasers, three Beam Lasers, three Beam Lasers, three Beam Lasers, three Missile Racks, three Missile Racks, three Missile Racks, three Missile Racks, two Sand Casters.

12 Colonial Fleet Cruiser, Type CPF, Particle accelerator 10 ton bay, four triple Missile Rack Turrets, six Beam Laser Turrets.

Corvette (Type LE)

A light escort craft displacing 400 tons, this class is equipped with Jump Drive E, Maneuver Drive J, and Power Plant J. Performance is 4 g maneuver and Jump 2, with 180 tons of fuel giving a range of two Jump 2s. The Crew of twelve consists of 2 Pilots, Navigator, Medic, four Engineers, and four Gunners. Four triple Turrets are installed, Model 5 Computer is fitted and 92 tons of cargo hold are available.

Colonial Fleet Cruiser (Type CPF)

A 1000 ton Cruiser, with Jump, Power Plant, and Maneuver Drives of V, giving it Jump 4 and 4 gs maneuver. 600 tons fuel provide for Jump 4 or a Jump 2. The Colonial Fleet Cruiser carries 10 Turrets, and a 10 ton Particle Accelerator. (Code 9). 15 Gunners, two Pilots, two Navigators, one Steward, four Engineers, and three Medics make for a crew of 27. A Model 4 Computer is installed and 23 of the 115 tons of Cargo Space are devoted to Missile storage.

Pirate Corsair (Type P)

Displacing 400 tons, the Corsair carries Jump Drive D, Maneuver Drive F, and Power Plant F for Jump 2 and 3 gs of maneuver. The ship has three triple Turrets installed, with varying weaponry. Pilot, Navigator, three Engineers, and five assorted Troopers make a 10 man crew. It holds twenty emergency low berths. Fuel capacity is 170 tons, for three Jump 2s, and cargo capacity is 117 tons with a special cargo bay allowing entrance of a ship up to 100 tons displacement.

The ship contains a Model 2 Computer and can change certain modules and communications modes to disguise its identity.

Encounter Table
Near Small World/Asteroid Belt

1 Smugglers: Roll Ship Type on Pirate Ship Chart. If they are stronger than the encountering party, they will attack. Otherwise, they will flee.

2 Asteroid Swarm: Make three Saving Rolls -- Pilot's Skill or less on 1D. Every miss does one Missile Hit. Roll 7+ to avoid entirely (DM + Pilots Skill + Navigation Skill).

3 Imperial Patrol Ship: Roll Ship Type on Imperial Ship Chart. They will order the party to pull alongside for inspection. Resistance means either Imperial reinforcements arrive and attack (roll 7+, roll two more Patrol Craft), or Patrols attacks.

4 Merchant Class R: Will flee if players show any hostile intent.

5 Free Trader Type A: Will flee if players show any hostile intent.

6 Pirate: Roll Ship Type on Pirate Ship Chart. It will come as close as possible, claiming to be Imperial Patrols and will then attack.

In Town Encounter Table

1) While sightseeing through the town, you hear a commotion off to your right. It is a duel in progress, the two combatants using Rapiers. You suddenly notice one of the observers draw a body pistol and aim for one of the duelists.

2) A light ground car has overturned in the intersection behind you and someone is yelling for a Medic.

3) Stepping out of (whatever building you were in), you spot a Shadow Person attempting to break into the ground car in front of you. The crest on the door indicates that this car is property of the Government.

4) Walking down the main thouroughfare, you are approached by a group of irate citizens. They are heading towards the local officials home to express their dissatisfaction at the low quality police force that allows riff-raff from other worlds to roam freely and unchecked through the city. They are so whipped up that they may try to crucify you. To make matters worse, coming the other way is a squad of riot guards dispatched to quell (or eliminate) the mob.

5) A Guild of Merchants Ship has just landed after a trip to _____. They are setting up shop and have for sale fresh Nefarian Proms, handcrafted Tragian Dreus, and rare Nimaran Star Crystals (10,000 CR per ¼ carat), to name a part of their inventory. They also are carrying a line of communication devices, and medical equipment designed for easy use by amateurs.

6) There is much commotion in the Star Dock Facilities due to the siezure of a privately owned vessel (2% chance it is the players).

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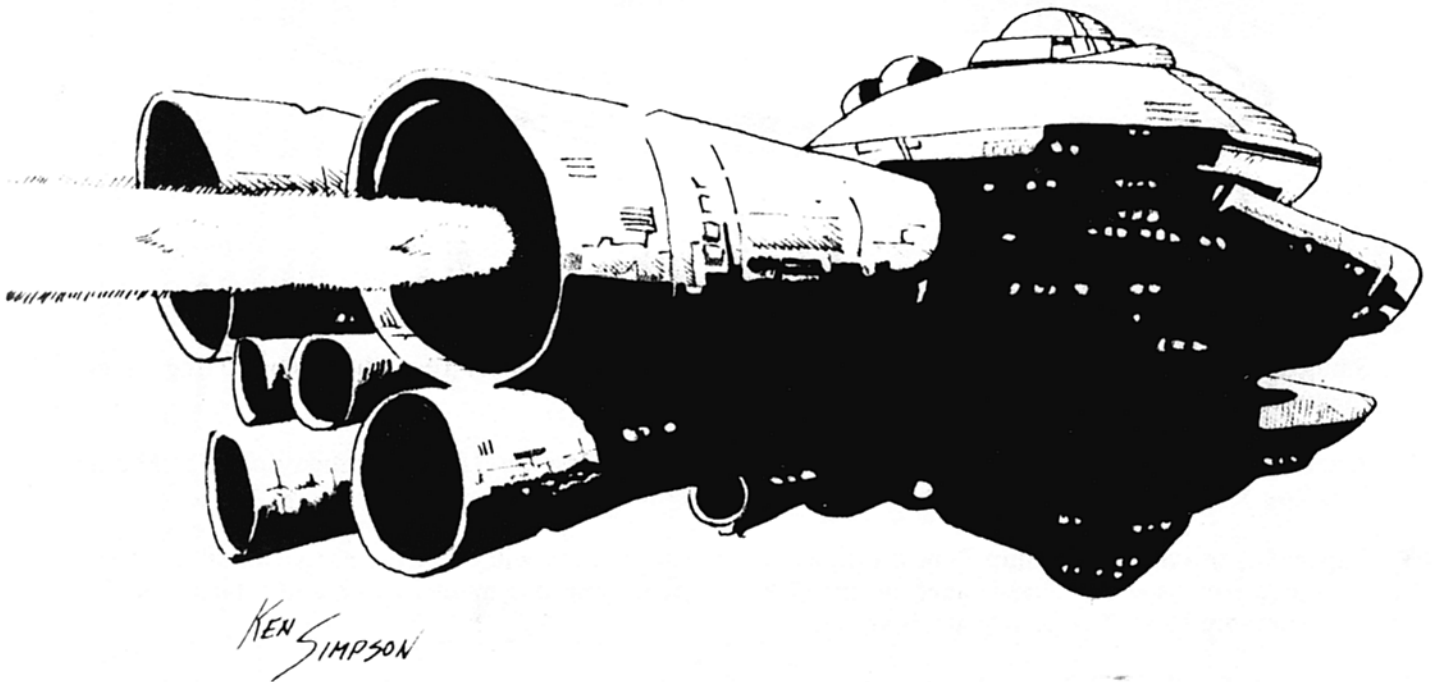
Inhabited Planet

1 - 1 The party is approached by the Recruitment Officer of a Mercenary Regiment. He talks to the party about the "glory, excitement, and profit" to be gained from joining a mercenary unit.

1 - 2 There is a vehicle crash nearby - an overturned ATV or (in cities) a ground car. This will block vehicle and animal-mounted traffic on a road, but will not hinder cross-country travel.

1 - 3 Vehicle malfunction: A minor pump or control has malfunctioned requiring 1D hours to repair. Travelling with the malfunction has a chance of disabling the vehicle -- roll 2D every hour, and a 9+ disables the vehicle, requiring 1D days to fix. The malfunction may be detected on a roll of 7+. DM – plus Vehicle skill, and Mechanical skill to detection roll.

1 - 4 The group is buzzed by an Air Raft piloted by several teenagers. They will make several low passes at the players, shouting obscenities. On a roll of 7 exactly, they will accidentally crash into the players, doing 3D of hits to all involved and wrecking both vehicles. Otherwise, the irritants will go away after 1D passes. If both parties were flying, the teenagers will not crash.

1 - 5 Local Policemen stop the party to search their vehicle and person for "controlled substances and weapons of a illegal nature". If anything of the sort is on board, roll Law Level or less for the party to be arrested (this represents the thoroughness of the search). DM – +1 per level of Streetwise.

1 - 6 A hitchhiker is sighted, asking for a ride. If he is let in the vehicle, he will pull out an automatic pistol and demand that the passengers leave the vehicle. If the passengers comply, he will drive off with the vehicle. If the vehicle is flying, he will not attempt a hijacking.

2 - 1 Tourists: 3D tourists immediately flock around the group/group's vehicle, pointing to various objects, asking stupid questions, and taking pictures. This will slow movement to a crawl for 1D x 10 minutes.

2 - 2 A group of street thugs (ages 16 - 19) accost the players if not in a vehicle. They will draw forth Blades, and one revolver, and demand all of the valuables of the party. If the party is in a ground vehicle, the thugs will follow for a distance of up to two miles. If the players leave their vehicle, the thugs will steal its Hubcaps/Bogie Wheels/Grav Plates/Whatever.

2 - 3 A falling star is seen nearby. It lands within three miles of the party. It is acutally a minor orbiting weather satellite which has fallen to earth. There is a chance (roll 6+ DM – Atmosphere) that parts of the ship remain. In such a case, it will be radioactive on a roll of 9+. This will do 1 hit per 10 minutes to anyone not in protective gear within 20 minutes.

2 - 4 A local military unit passes by. This will block ground traffic for 1D x 20 minutes. The unit approximates a Terran Foot Infantry Regiment.

2 - 5 Sudden Rainstorm: Unexpected flash flood takes place. Animal mounted or walking persons must take shelter, or suffer a 24 hour -2 Dexterity. Vehicles are slowed to ½ speed. Aircraft must roll 5+ (DMs plus Pilot expertise) to avoid being crashed by the storm.

2 - 6 Road reaches destroyed bridge (apparently destroyed by explosives). Ground movement must halt until means may be found to cross the river in question (note that an ATV and a Hovercraft may cross a river at will). On a roll of 8+, the persons who destroyed the bridge are present in hiding -- 2D + 6 Bandits. They wear Jack or no armor, and carry Sub-Machine Guns or Carbines. They will try to ambush the players.

3 - 1　The players pass a sign which says "Danger M　Field Ahead". About 1 kilometer later, the players enter a 20 meter deep x 1 kilometer wide minefield. Roll 8+ to strike a mine. A mine disables a vehicle on 8+, and does 4D of damage to all within 5 meters. This minefield is about 40 years old.

3 - 2　A local government Patrol Airs Crew (rotary winged aircraft) passes overhead. It carries two Auto Cannon and three Tac Missiles (6D of damage, disable unarmored vehicle on 6+, armored on 9+). It will ignore players unless they or their vehicle show signs of being either off-world or in a recent fight, in which case, it will land and investigate (four man crew — two troops with cloth and Auto Rifles). If fired upon, it will attack.

3 - 3　The party passes the victim of a recent mugging -- a beaten-up old lady (age: 72). If aided, she will thank the party and hand them a 10 Credit bill.

3 - 4　Traffic Jam: the ground vehicle, if any, near a road area jammed with cars, reducing speed to ¼ normal. It is illegal to drive off the road at this location, and a Police Airs Crew (see 3 - 2) is in the area.

3 - 5　A chasm is reached. Ground vehicles will require 8 hours to circumvent this obstacle. Air vehicles are unaffected.

3 - 6　A relic from one of the older wars is passed by. It is a Heavy Tank from Tech Level 7. It carries a large (115 mm) Tube Cannon, which could be repaired to working condition (roll 7+ per week's work, DM plus Mechanical skill). It's tracks are gone, and two bogie wheels are missing on the port side. Its armor is slightly rusted, but intact (105 mm maximum). There is a small hole on the portside of the driving compartment. The engine and driving controls are corroded (and blasted) beyond repair. The tank's rear is scorched from an internal fire in the engine. Roll 8+ to detect this relic.

4 - 1　Rough road from either age or recent explosions nearby -- cut speed to ½ for all but Hovercraft and Air vehicles.

4 - 2　Heavy winds -- Sandstorm. Vehicles are cut to 1/10 normal speed. On a roll of 8+, they are disabled by getting sand and dust up exhaust and into engine. Air vehicles are forced to either head for a very high altitude or land. They will crash on a 7+ after 10 minutes in the storm. Persons on ground must seek shelter immediately.

4 - 3　Private property: Party enters privately owned farmland/road. They will be met by three men with Shotguns who ask them to leave immediately by the way they came. If refused, they will attack.

4 - 4　A nearby transport accident releases a cloud of poisonous gases. A non-airtight vehicle will be subject to contamination. Each player must roll his endurance or less on three dice or take 1D of damage each hour. The local government has the antidote, which costs 200 CR per dose.

4 - 5　Fog/Mist: Heavy Fog covers the area, reducing visibility to short range or less. Lasts 3D hours.

4 - 6　Infested river: a river is reached, containing swarms of small eaters (1 NG, Hits 1/1, no Armor, 2 Wounds with Teeth, Attack in Swarms of 10D Fish). There is no bridge.

5 - 1　Heavy cloud cover: Flying vehicles must either fly at very high or Nape of Earth altitude to avoid 0 visibility cloud cover. Ground movement unaffected.

5 - 2　Magnetic fluctuation: Compasses are drawn 20° off of magnetic north (gradually).

5 - 3　System D: A group of local Marines are encountered, 2D in number, half of which are drunk (round fractions up). They will invite the players to join them for a drink. Roll 11+ for players to be knocked out by drinking too much (DM -- +1 if Endurance 5 --; -1 if endurance 9+).

5 - 4 A starship on a re-entry flies overhead to land (apparently), several dozen kilometers away. If the players investigate, they will find a Type A Free Trader landed near a camouflaged Warehouse, loading goods into its cargo bay. The four man crew is inside the ship, while eight smugglers are loading it up. The smugglers are unarmored but carry Automatic Pistols, and have six Automatic Rifles and two Sub-Machine Guns lying nearby.

5 - 5 Animals crossing the road: 2D of herbivorous Grazers cross the road. It is illegal to kill any of them. The players must stop for 3D minutes.

5 - 6 A rebel fixed-wing jet-propelled Aircraft passes by. If the players are using Imperial equipment (standard ATVs/AFVs, most military vehicles), or are in contact with Authorites, Police, etc., the Aircraft will attack. It carries four Tac Missiles and two Auto Cannons. Tac Missiles: 6+ to hit, 6D damage, disable non-armored vehicle on 5+, armored vehicle on 8+, does 2D damage to disabled vehicle occupants when disabling vehicle. The aircraft is armored as Battle Dress. Energy Weapons or explosives will down the plane on a roll of 14+. DMs -- +1 per die of damage done by weapon. An Auto Cannon, LMG, or URF Gauss Gun will down the plane on a roll of 8+.

6 - 1 Players accidentally enter a military target zone. Each turn, roll 12+ for an artillery shell to land near the party. 1D of damage, disable vehicle on a roll of 13+ (DMs plus damage dice done). Air vehicle will be targeted by a surface to Air missile -- 7+ for plane to be damaged -- crash and crew takes 2D injury. Roll 8+ for each turn for vehicle to be seen and escorted off by an Airs Crew.

6 - 2 Sudden marsh -- reduce to ¼ speed for ground vehicles.

6 - 3 Imperial Watchdog Station - The players stumble upon a hidden Imperial Listening Post -- a short, squat, block building, with a complex Sensor array on top. It is manned by two technicians, and six Imperial Soldiers (Battle Dress, Gauss Rifles, four Grenades, Automatic Pistol). The group will immediately apprehend the party for debriefing and eventual release.

6 - 4 Old Battlefield - An ancient battlefield site is reached. There is a large granite marker engraved "To the memory of those, both Green and Blue, who died for their ideals at Starfall, 360 - 988". In this area there is a very wide (20 kilometers x 40 kilometers) open prarie. Near the center is the junked hull of a 600-ton Assault Boat (the hull is now hollowed out). Around it are three concentric circles of trenches and foxholes, along with six massive mounds (burial mounds for the 6300 dead. Scattered around the battlesite are hordes of twisted metal debris and ruined personal effects (bits of armor, hole-filled canteens, slightly melted pieces of armor, vehicle wheels (also slightly melted), bits of tank tracks, etc.). There is nothing of any use here.

6 - 5 A series of huge explosions is heard and seen overhead. It is actually a faulty missile which has burned up in re-entry, detonating its non-nuclear multiple warheads.

6 - 6 Mirages - A light appears in the distance. When neared, it disappears, and a second light appears further away. This happens 2D times.
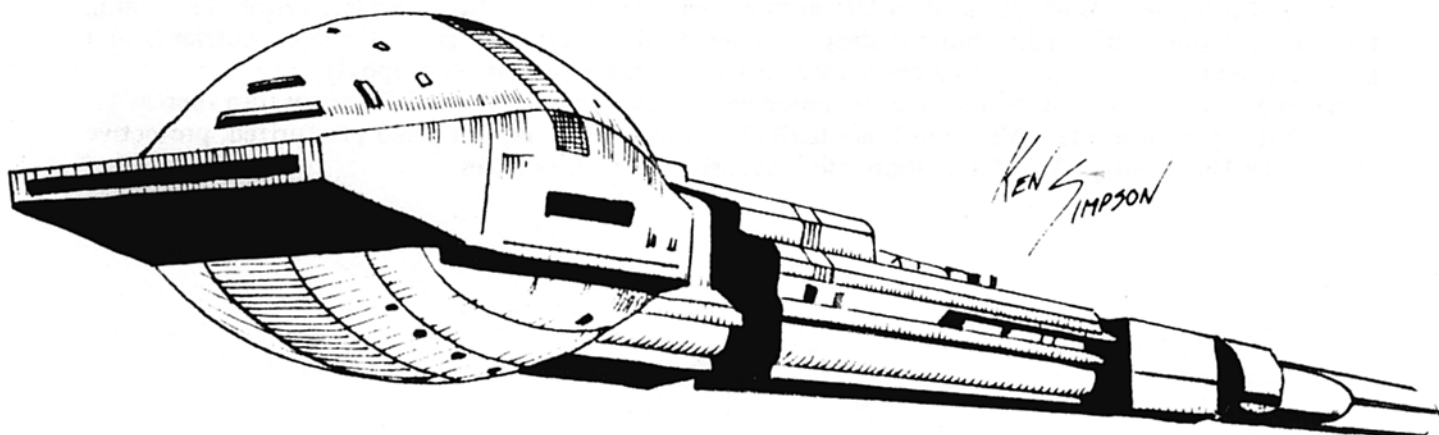
Encounter Table
- Animals on Uninhabited Planet

1) A Psionic Pouncer: Will make a Psionic assault and then attack with The Mindbore, Size: 400 kg, Hits: 22/9, Armor: Mesh, Weapon: Stinger, Wounds: 13. Large critter, vaguely cat-like, with small, beady eyes. Its senses are rather poorly developed, as it can psionically 'see' anything living nearby. Because of this, it probably attacks the vehicle, if any, that the players are in. The Psionic Pouncer is a rusty red color, with a mouth full of many tearing and chewing teeth. Its musculature is just sufficient to move at a moderate pace. To aid in its attacks, its declawed feet have a rear 'spur', or stinger. They are also tailless, having no need of high speed balancing.

2) The Spongepumper: Filter, Size: 50 kg, Hits: 17/5, Weapons: None on 4 kg or larger creatures, otherwise 1D per turn, Armor: None. This creature is a light, but large, spread out creature. It is found in a river bed, with a large central, hollow body, from the sides of which sprout many hollow, bladder like tentacles which it uses like intake hoses, sucking in water from alternate tentacles into a two chambered main body. The upper chamber accepts and holds water, injecting digestive fluids into the water. The lower half absorbs the digested material, and ejecting water out of the other tentacles. Every half hour, the two body chambers pump water into top, top digested water to bottom, bottom used water out of animal. The Spongepumper is immobile, and reproduces by budding. Buds appear on lower body half, where they take nutrients, and after one week, break off to form new Spongepumpers. Note that the Spongepumper seems harmless. However, its tentacles are poisonous as its sole self-protection, and its dozens of fat tentacles almost fill its watery area.

3) The Mudmouth: Trapper, Size: 100 kg, Hits: 17/8, Weapon: Special, Armor as Jack. The Mudmouth is a huge fibery creature, like an upsidedown jellyfish. Its body is of a tough, woody material, with a sac or bowl-shaped main body, and 12 tentacles at the mouth. It's tentacles are rather long, tough, and strong, with a very rock-like rough end, used for burrowing. A Mudmouth lives in a great pit, with its mouth upward and its tentacles out. It's tentacles have leafy sensory organs on the ends, so the 12 tentacles resemble (slightly) a circle of palm trees. It's 'stomach'-body cavity is full of special digestive juices. Watery, slightly corrosive material is near the bottom of the stomach, while a brownish, mud or dirt-like corrosive is near the top. The appearance above ground is that of a clearing 'twixt a dozen or so trees. The Mudmouth encourages this by using its tentacles to brush real dirt and grass over its mouth. It lies in wait, with its bony sac pulled inward. When it detects something on the 'clearing above it', it expands its body, sucking the digestive juice layer and its victim inside. The mouth closes, and the tentacles draw over the mouth. Inside, glands release a catalyst which makes the upper and lower layers of digestive juices miscible. The interior victim is swiftly killed, and digested, during which time the Mudmouth absorbs nutrients from its catch.

   Then after 2 to 4 hours, the Mudmouth lets its internal contents separate once more, and waste material is drained into a lower, separate body cavity, from which is dumped into the ground beneath the Mudmouth. The Mudmouth resets its trap.

   Reproduction in Mudmouths is sexual – each is hermaphroditic, with male and female organs in the tentacles. Male sperm, in spore-like form, is released into the wind. The leafy sensory organs will catch sperm from wind currents, and transfer it to female organs, where they are combined with eggs. The fertile and infertile eggs are released in late autumn, each encased in a light, pea-like casing. The young then 'hatch' where they land, burrow deep into the earth, where they grow, living on nutrients in a plant-like manner (it is believed that the leafy sensory structures contain chlorophyl).

   When a victim is sucked in, the creature immediately takes 2D of Hits, and 1D every turn thereafter. Note that a person inside a Mudmouth is unaffected if in a Vacc Suit, or other pressurized, protective gear. If the Mudmouth is killed, digestion will cease after 1D x 10 minutes.

4) Gapfilters: Filters, Size: 1 kg, Hits: 1/0, Weapon: Special, Armor: Jack. Small, coral-like creatures, they grow in great masses. They usually form loose, hollow structures which look solid. Each individual filter has a small cylindrial body, a tube operates both ends, with tendrils at each end. It secretes a tough, rock-like coral substance, which hardens into a tubular structure, about twice the size of the animal. Tendrils form water currents, drawing in water-carried nutrients. Often in areas where dead Filter 'skeletons' are atop living filters, an air bubble is formed, with a close-knit framework of brittle coral above the bubble. Because of the bubble at the top of the gap, the water at the bottom is usually very concentrated with digestive juices released by the 'corals'. In near surface areas, these are traps for the unwary -- stepping upon the gap usually leads to falling through into a hole full of acidic water. Creatures thus caught near seashores, where the filters are common, take 2D of Hits upon falling, and if unconsious, 1D each half-hour thereafter, not counting drowning damage, if any.

5) Grubber: Grazers, Size: 800 kg, Hits: 17/8, Weapon: as Broadsword, Wounds: 24, Armor: as Cloth -1. The Grubber is a very large, chitin-covered insect-like beast. It has very large front claws, shaped like a digging tool, useful for digging out the roots, larvae, and grubs it feeds upon. It, if irritated, will strike out with one (and probably crush its targets chest into its hindquarters), but otherwise it ignores others.

   Its armor is very tough and flexible chilton, but it's internal structure is very soft and mushy in the central section, so if penetrated, it is fairly easy to kill.

   The Female Grubber is marginally larger than the male, but slightly weaker, so it can be treated as a male Grubber.

6) Rabzol: Intermittent, Size: 50 kg, Hits: 16/11, Weapon: Claws, Wounds: 1, Armor: None. The Rabzol is a large lizard-like critter, with four thin legs ending in three-toed clawed feet, the claws being mainly suited to clinging, but usable as weapons. The Rabzol has a beaked upper jaw and a drill-like tongue, which allows it to feed on the sap of trees. Its main defense while feeding is its protective smell—it repels all predators with a horrible smelling and tasting skin secretion. Its tail is rough on the underside, as is his belly, to help him cling securely to tree branches, and trunks.

   The Rabzol is usually harmless, but when surprised it can fling drops of musk with its tail up to 40 meters. It's musk will only wear off after several years in fabric, but metal can be cleaned of it with an abrasive material. The Rabzol's mating habits are little known, but are suspected to involve its awful smell, and it lays eggs.

7) Springal: Gatherer, Size: 25 kg, Hits: 11/9, Weapon: Body Pistol, Wounds: 5, Armor: None. This creature is an anphibious type, spending most if its time near water, the rest in water. It prefers seaweed and other underwater plants. It has a wide, four-legged body, a flat, rather 'boomerang' looking head, and a long snakey tail. Its front feet are webbed, with four toes each, but the back feet have fins. The tip of the Springal's tail secretes digestive juices very slowly, forming a sort of loose blister, which hardens to a pellet filled with digestive juices loosely attached to the tail. The Springal, while on land will fling these at prey with surprising speed and accuracy, penetrating its target with digestive fluid. The creature dies, and the Springal sucks out the creatures digested innards. This works on creatures up to 5 kg. Each blister weighs about ¼ kg.

   The Springal's mouth is small, with a pair of fangs used to open a creature to reach its digested soft parts.

   The creature lays soft, jelly-coated eggs.

8) Hardbeaks: Flying Hunter, Size: 12 kg, Hits: 8/7, Weapon: as Broadsword, Wounds: 13, Armor: None. The Hardbeak is a fair-sized bird, with a very large beak, shaped vaguely like a sickle. It can eat plants when meat is unavailable, but it prefers meat. Its attack method is a screaming dive with its irregularly shaped beak. It makes a rear pass, slashing the victim with its beak, and then hovering and waiting for it to die. The Hardbeaks attack in groups of 2 - 12. They generally rest in the ground at the base of a tree.

Encounter Table General On Uninhabited Planet

2   Meteor Swarm: On a roll of 12 exactly, a meteor has struck the party or party's vehicle. It will breach a Vacc Suit on 5+, or disable a vehicle on 9+ (holing it on a separate roll of 10+). Applicable only in atmosphere 0 - 2.

3   Soft Sand Terrain: Hovercraft create a great cloud of dust, reducing visibility to close range. Wheeled and Tracked vehicles are stuck, and must be backed out of sand (5+ per 10 minutes to get vehicle out). Animal/Foot movement is slowed to ¼ speed.

4   Chameleon: A large "rock" turns out to be a huge Crustacean creature: Size: 400 kg, Hits: 25/9, Weapon: Stinger, Wound Points: 17, Armor: None, Type: Pouncer, Attack 6+, Flee 11+ at Double Speed.

5   Dangerous Flora: A group of weed are encountered, which will fire thorns as Body Pistols if touched, 2D thorns in one big burst.

6   Radio Interference: Radio transmission becomes impossible.

7   Very rough Terrain: Reduce ground speed by ½.

8   Gigantic Herbivore Grazer: This creature, if frightened, will trample anyone in its path, Size: 3600 kg, Hits: 54/21, Weapon: Hooves, Wounds: 27.

9   Poisonous Cloud: Applicable only in tainted atmospheres, or Types A, B, and C. If players have breathing gear, but no skin protection, they take 1D of Hits. If players have no protection, they take 1D Hits per turn for 2D turns. Players in a protected vehicle, or in full protective gear, are unaffected.

10   Seismic Tremor: Characters must roll Dexterity or less on 2D, or be knocked down for 1D Hits. Aerial characters or characters in a Hovercraft are unaffected. Vehicles must stop movement, or suffer possible overturning (one roll of 9+).

11   Trail narrows dangerously. The current trail moves along a mountain/cliff side too narrow for vehicles. Movement on foot or animal is normal.

12   Sandstorm: Aerial vehicles must land or head for high altitudes, ground vehicles must cease movement, non-vehicle carried persons must seek shelter.
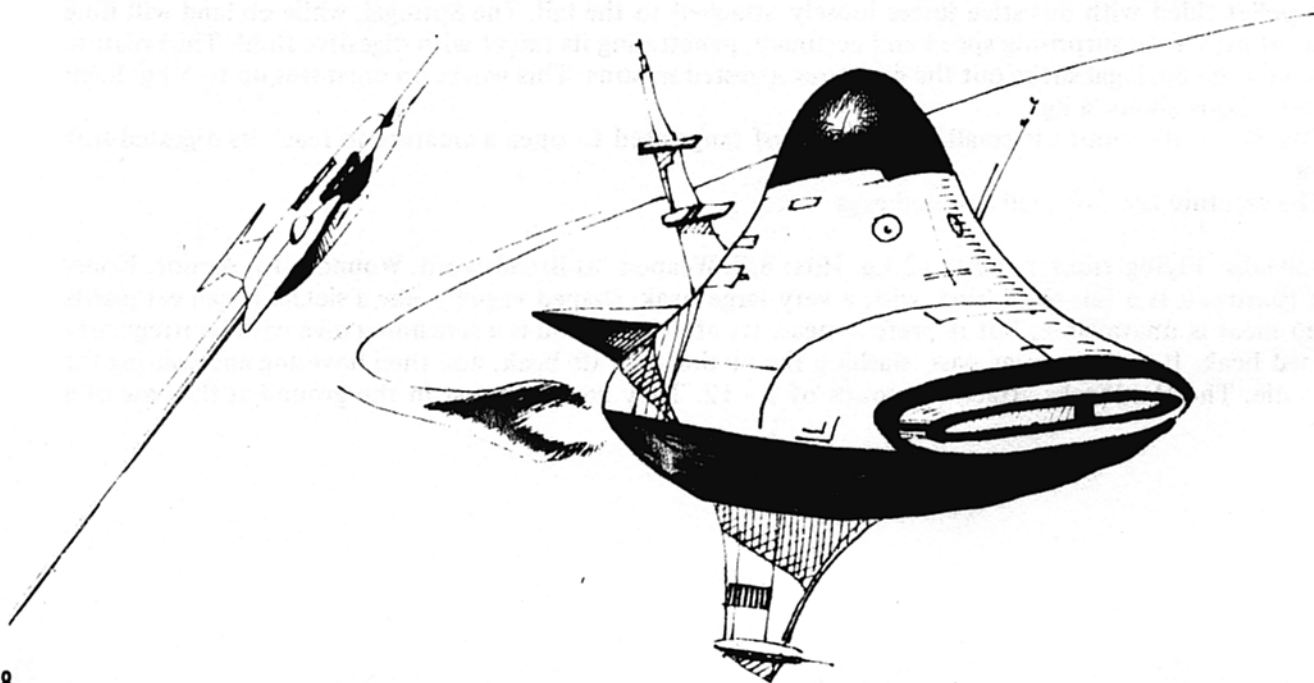
Rumors

While in a newly opened tavern on _____, you have overheard a rumor of someone willing to pay 30,000 CR to anyone who will take him to Tancred.

Rumor has it that recently a House of Minnara official was arrested for having supported a Belter uprising in the _____ Sub-sector.

The latest bit of information from the Hiring Hall is that the Entertainer's Guild is going to start hiring mechanics and pilots for their new class of ships, the Psaltry Class.

During an overhaul of your ship, you overheard two workers talking about the sudden disappearance of local agitators supporting the overthrow of the Corporate Authority.

Reportedly a ship carrying artifacts of the first Solomani Expansion was siezed by local forces, but no official mention of this has been made.

There is a persistant rumor going about, on many worlds, that the Planetary Navies are going to be disbanded, and the members and vessels be absorbed into the Imperial Navy.

A ship bearing the yellow corona, red disk center starburst crest of the House of M'lar, was seen heading in the direction of the Kagima Confederation.

It has been rumored that an unarmed party is interested in purchasing one of the five Hunter Class Scoop Ships.

Recent talk has carried with it the suggestion that due to the untimely death of Thantas Demos, of the House of _____ , great confusion has been created among the first families in their struggles to sieze control of the vast Merchant House.

Prior to entering your ship, you overhear two men discussing a job offered by Land'Anash, an animal shipper, living at 1529 Talbat Centre.

Unconfirmed reports have it that a shipment of small Arms and Ammunition were highjacked by Pirates last month, and that some of these weapons have turned up in The Spinward Marches.

Rumor has it that the Imperial Redundancy Ministry of Redundancy has newly opened its offices for the second time.

The Emperor's missing heir was surprised and kidnapped by brigands in the _____ Sector.

News

Current News has it that the Emperor's only male heir was last heard from as his private Cruiser entered the _____ Sector. A reward of 500,000 CR has been offered for news of his whereabouts or return.

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