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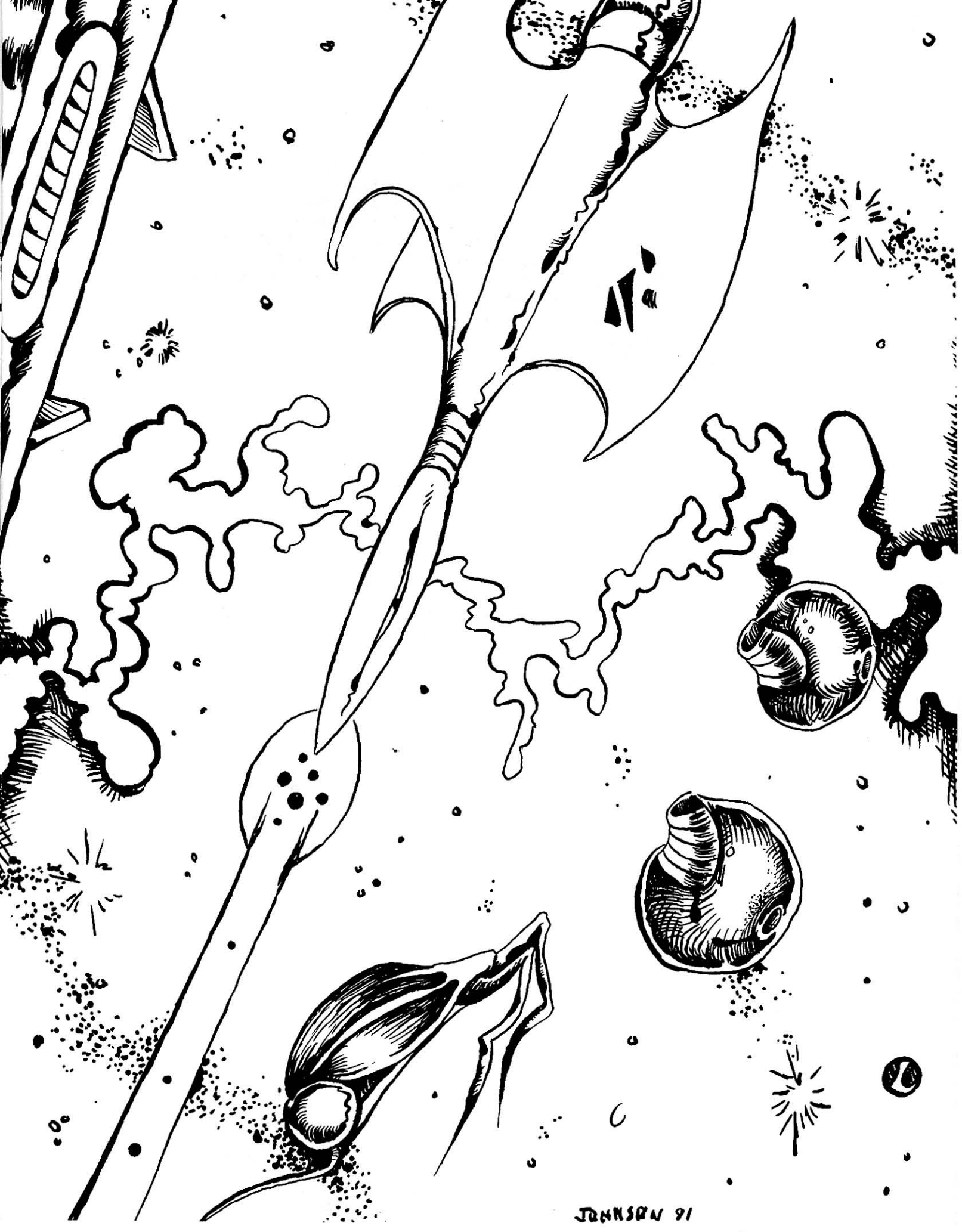
*Science-Fiction Adventure in
the Far Future*

THETA BOREALIS SECTOR

\$6.95

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GROUP ONE



Introduction

Welcome to Theta Borealis Sector, an area of space with great opportunities and even greater hazards. The Theta Borealis Sector lies eight sectors directly spinward of the Imperial Capital sector. The sub-sectors of Theta Borealis are called quadrants, however the terms are interchangeable. Worlds are represented on the map by large white dots. Political boundaries are represented by white irregular lines. The thick red lines represent regular Korsumug shipping routes. The thick white lines represent the routes of Polygraham Shipping. The white lines of alternating small squares and circles represent the routes of Baylor-Ator Lines. The red lines of alternating small squares and circles represent the routes of Continental Lines Limited. The G after a planet in the quadrant listings indicates the presence of a gas giant for the purposes of refuelling starships.

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We wish to thank Marc Miller and the staff of Game Designers' Workshop for their help and cooperation.

GROUP ONE

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Library Data

Korsumug Empire - The Korsumug Empire was formed 3,500 standard years ago, when the planet Korsu was united. Shortly after this unification, Korsu's race known as the Zerp, attained faster than light drive. The rulers of the Korsumug Empire realized the vast riches the stars held and began expanding outward. This expansion has only been interrupted by the civil wars that occurred whenever a new ruler or Zhan came to power. The Korsumug Empire will use any means to conquer a planet and then will ruthlessly exploit it.

Zerp - The race Zerp are omnivores that stand up to 2 meters tall and range in weight from 40 kg. to 150 kg. They have two visual organs in the front of their heads and an audio organ mounted above them. Their mouth has many teeth and it is located below the eyes. The Zerp are bipedal and have two arms that end in taloned hands. They are very warlike in nature and if food is in short supply, cannibalistic. Zerp can see in the normal light spectrum and in infrared.

Zerp Ability Chart

Strength: 3-18
Dexterity: 2-12
Endurance: 3-18

Intelligence: 2-12
Education: 2-12
Social Standing: 2-12



JOHN!!!

Kingdom of Peladon - The Kingdom of Peladon is a human constitutional monarchy that has peacefully settled a small group of stars around the Peladon. The kingdom has had faster than light travel for 800 standard years. All has been peaceful for the kingdom until the Korsumug Empire began fomenting rebellion within the kingdom. The Korsumug Empire has also begun making territorial demands on the kingdom; even going so far as to invade some of the border worlds. As of this time the fate of the kingdom of Peladon is still up for grabs. Peladon will welcome any and all aid in resisting the Korsumug Empire.

Percavid Marches - This small group of planets have been conquered by the Korsumug admiral called Percavid. They have not been fully converted to the Korsumug Empire and many guerrilla bands still actively resist the Zerp. The worlds within the Marches are ruled with an iron hand and mass executions are commonplace. The guerrilla bands, if contacted, will pay well for arms and mercenaries for the fight against the Korsumug Empire. Many pirates roam this area and there is a general air of lawlessness. Humans working for Admiral Percavid as a secret police employ any method against their brothers and sisters for profit.

Trooles Confederation - The Trooles Confederation is a small group of planets bound together by a fear of the Korsumug Empire. The relationship between the planets is a democratic one although some of the planets do not have democratic governments. The confederation was formed 60 years ago when a badly damaged ship from a planet conquered by the Zerps landed. The crew told such horrible tales of Korsumug atrocities that the planets banded together. The defense forces of the confederation are composed of the member planets' navies and armies. Trade is open with very little restriction, however strangers are treated with some suspicion.

Baylor-Ator Lines - Established in 941, Baylor-Ator Lines is a well established shipping company. It serves only in the Sibigil Quadrant. The corporate headquarters for the Baylor-Ator Lines are located on Hertansi. Baylor-Ator Lines are controlled by two companies, Baylor Enterprises and Ator Inc. Registration for the lines is also on Hertansi. Stock ownership is: Baylor Ent. 41%; Ator Inc. 41%; investment trusts 7%; corporate employees 6%; public 5%.

Polygraham Shipping - Established in 1012, this small shipping line operates in the Phoenix Quadrant. Based on the planet Conacus, the corporate headquarters are on Hufkin. Polygraham Shipping is solely owned by Wilford Zachret. If Polygraham does not start breaking even or showing a profit, Zachret has publicly announced he will be forced to sell the operation.

Continental Lines Limited - Established in 806, this shipping transport line was begun by a small band of pirates which have turned itself into a legitimate business. Based on the planet Isbelra in the Festab Quadrant, the Continental Lines Limited also serve the Corelian and Monway Quadrants.

Theta Borealis Sector Encounter Charts

As player characters travel in the Theta Borealis Sector, they will encounter a variety of hazards and events. For each quadrant or sub-sector that is traveled in, the referee should roll one die and on a roll of one consult that quadrant's encounter chart.

Alpha Quadrant

<u>Event</u>	<u>Die Roll</u>
Peladons' Fleet	1-3
Merchant Ships	4
Pirates	5
Asteroids	6

Festab & Monway Quadrants

<u>Event</u>	<u>Die Roll</u>
Trooles Fleet	1-3
Merchant Ships	4-5
Asteroids	6

Banderhue & Duhamel & Bengalaz &

Jauhaux Quadrants

<u>Event</u>	<u>Die Roll</u>
Merchant Ships	1
Pirates	2-5
Asteroids	6

Phoenix & Sibigil Quadrants

<u>Event</u>	<u>Die Roll</u>
Merchant Ships	1-3
Pirates	4-5
Asteroids	6

Ventura & Borealis Kantel &

Transfalca Quadrants

<u>Event</u>	<u>Die Roll</u>
Pirates	1-2
Korsumug Fleet	3-4
Asteroids	5-6

Corelian Quadrant

<u>Event</u>	<u>Die Roll</u>
Merchant Ships	1
Pirates	2-4
Korsumug Fleet	5
Asteroids	6

Evalren Quadrant

<u>Event</u>	<u>Die Roll</u>
Peladons' Fleet	1-2
Pirates	3
Korsumug Fleet	4-5
Asteroids	6

Anguilla & Persiphus Quadrants

<u>Event</u>	<u>Die Roll</u>
Pirates	1
Korsumug Fleet	2-5
Asteroids	6

Peladons' Fleet - One to six warships of the Peladons' Fleet have been encountered. These warships range in size from 200 - 1200 tons and are armed up to Tech Level A. The ships will allow the players to pass so long as they are not known pirates or allies of the Korsumug Empire. Otherwise they will attack and show no mercy.

Merchant Ships - One or two merchant ships have been encountered. They range in tonnage from 100 - 600 tons and will attempt to evade the players.

Pirates - One to six pirate ships have been encountered and will at first appear to be merchantmen. They will range in tonnage from 100 - 600 tons and are armed up to Tech Level B. They will flee from a superior force.

Korsumug Fleet - One to six warships of the Korsumug Fleet have been encountered. These ships will attack any and all ships they encounter, save those from the Korsumug Empire. These ships range in size from 200 - 1200 tons and are armed up to Tech Level A.

Trooles Fleet - One to three warships of the Trooles Fleet have been encountered. The Trooles warships range in size from 300 - 1800 tons and are equipped up to Tech Level B. They will react as the Peladons' Fleet.

Asteroids - One to six asteroids have been encountered by the players. The referee should roll two dice for each asteroid and on a roll of 10+ that asteroid contains 5,000 credits worth of ore.

Alpha Quadrant

<u>World Name</u>	<u>Location</u>	<u>Statistics</u>	<u>Remarks</u>	
Antares	0104	B575684-8	Agricultural non-industrial world.	G
Peladons	0110	B772585-A	Poor non-industrial world.	
Quandre	0202	B698121-8	Non-industrial world.	G
Lomodo	0204	X7A6650-0	Foul-atmosphered world.	
Boswool	0205	B66A153-D	Non-industrial world.	G
Eltonia	0206	D411465-8	Poor non-industrial world.	G
Quesros	0207	B747472-A	Non-industrial world.	G
Creoll	0302	C454722-5		
Poltan	0303	C65A742-9	Water world.	G
Xenia	0306	C263131-6	Non-industrial world.	G
Lexaria	0404	C676446-7	Poor non-industrial world.	G
Wignatau	0406	B661386-8	Poor non-industrial world.	G
Sildona	0408	D210240-4	Poor non-industrial barren world.	
Westmoore	0410	B100200-B	Poor non-industrial world.	
Alonion	0506	D598235-6	Non-industrial world.	
Thrace	0507	E67A697-8	Non-industrial water world.	G
Kapalon	0509	B000632-B	Asteroid belt.	
Reejus	0607	C6B0354-9		G
Krytolon	0609	C545636-4	Agricultural non-industrial world.	
Burning Sty	0610	C200100-A	Non-industrial barren world.	
Carmello	0706	C897463-4	Non-industrial world.	
Hydronaut	0709	X18A000-0	Non-industrial barren world.	G
Nauvoo	0710	A627403-B	Non-industrial world.	
Magpie	0806	B495777-9		
Regalice	0808	B6A4430-A	Non-industrial world.	
Siderion	0809	A000667-C	Asteroid belt.	G

There are 26 worlds in this quadrant.

This quadrant has a population of 46,162,340.

Festab Quadrant

<u>World Name</u>	<u>Location</u>	<u>Statistics</u>	<u>Remarks</u>	
Sinigo	0101	C554421-6	Non-industrial world.	G
Dalain	0208	B585132-8	Non-industrial world.	
Ivorholm	0301	D5347AE-5		G
Perx	0302	C323214-B	Poor non-industrial world.	
Falcon	0401	D539668-6	Non-industrial world.	
Attaray	0402	C766647-6	Rich world.	G
Ralmu	0403	C312447-8	Poor non-industrial world.	
Galeres	0404	B210769-8	Non-agricultural barren world.	G
Kalsop	0502	D628321-6	Non-industrial world.	
Edhoda	0504	C543647-4	Non-industrial world.	
Orr	0508	DAC9500-9		G
Dinian	0509	B3569CE-9		G
Pylter	0604	D2205A8-5	Poor non-industrial desert world.	G
Jyhala	0606	E300654-4	Non-industrial barren world.	
Talf	0607	C266455-7	Non-industrial world.	
Malvord	0702	C4657AE-8	Agricultural world.	
Falbin	0703	C889320-7	Non-industrial world.	
Huflink	0704	X556751-0	Agricultural world.	G
Bisak	0705	E6A0647-7	Non-industrial world.	G
Potho	0706	A567456-E	Non-industrial world.	
Tarmo	0708	D8B2588-3		G
Isbelra	0802	A120569-D	Poor non-industrial desert world.	G

Kathol	0808	C7A0975-7		
Caxel	0809	D7879AA-6		G
Wanmor	0810	D965226-4	Non-industrial world.	G

There are 25 worlds in this quadrant.

This quadrant has a population of 3,045,442,210.

Monway Quadrant

<u>World Name</u>	<u>Location</u>	<u>Statistics</u>	<u>Remarks</u>	
Cugleb	0101	C444003-8	Non-industrial world.	
Hocdef	0103	D403444-5		G
Forgald	0106	BA5A834-B	Water world.	
Kullen	0109	B3005AA-9	Poor non-industrial barren world.	
Deckert	0202	C8A6422-8	Non-industrial world.	
Synth	0208	X540523-3	Poor non-industrial desert world.	G
Jairbax	0209	E68447A-4	Non-industrial world.	
Nedric	0303	B89A524-C	Non-industrial water world.	G
Tongal	0304	X400565-3	Poor non-industrial barren world.	G
Hevad	0306	C2369AD-8		
Candri	0310	B471345-9	Poor non-industrial world.	G
Pacadia	0406	D737474-4	Non-industrial world.	G
Lacdor	0409	A5117BF-B	Non-agricultural world.	
Smedley	0410	E84A7A7-4	Water world.	G
Gadmoth	0501	B979336-A	Non-industrial world.	
Brekot	0502	B885258-8	Non-industrial world.	
Kanell	0508	X558734-2	Agricultural world.	
Tarstal	0509	D8A4522-7	Non-industrial world.	
Medkin	0602	E3238A8-8	Non-agricultural world.	
Daloil	0603	D434676-3	Non-industrial world.	
Garatol	0605	C8998BC-7		
Basgem	0608	C764965-8		G
Reerack	0708	A375500-B	Agricultural non-industrial world.	G
Sanus	0802	C678647-7	Agricultural non-industrial world.	
Kansel	0807	A552424-9	Poor non-industrial world.	G

There are 25 worlds in this quadrant.

This quadrant has a population of 2,332,652,101.

Banderhue Quadrant

<u>World Name</u>	<u>Location</u>	<u>Statistics</u>	<u>Remarks</u>	
Guanalade	0106	C697200-A	Non-industrial world.	G
Chang-su	0110	C3309B7-5	Non-agricultural desert world.	
Cordoba	0201	C444215-A	Non-industrial world.	G
Falmout	0202	A452100-F	Non-industrial world.	G
Indmaea	0204	B140646-7	Non-industrial desert world.	G
Granian	0205	A656557-E	Agricultural non-industrial world.	G
Sapies	0206	A854643-9		
Chevoit	0207	B432300-9	Poor non-industrial world.	
Mosule	0210	B451264-9	Poor non-industrial world.	
Oujda	0303	A321ACF-E	Non-agricultural industrial world.	
Ryswick	0305	C653643-8	Non-industrial world.	
Tamatave	0308	B42249B-D	Poor non-industrial world.	
Yampul	0309	D473121-8	Non-industrial world.	
Pyremide	0404	CA8A522-9	Non-industrial water world.	
Ferropas	0408	C453110-8	Non-industrial world.	
Roard	0501	B597523-9	Non-industrial world.	
Delsdor	0501	B77968C-B	Non-industrial world.	G

Vonbar	0502	B625034-9	Non-industrial world.	
Wabor-Parn	0503	E545420-2	Non-industrial world.	G
Heamon	0504	E231321-6	Poor non-industrial world.	G
Crexel	0601	C222466-9	Poor non-industrial world.	
Olikunz	0603	B410335-B	Poor non-industrial barren world.	G
Mrunkil	0604	C768477-5	Non-industrial world.	G
Relmer	0605	B442200-A	poor non-industrial world.	
Gadwop	0606	A9A9584-A	Non-industrial world.	G
Dinloc	0607	B437875-C		G
Gormsby	0608	E235275-4	Non-industrial world.	G
Edgel	0701	E859588-7	Non-industrial world.	G
Malifant	0704	C776100-6	Non-industrial world.	G
Nithus	0707	A341543-F		
Vrongh	0709	B300320-C	Poor non-industrial barren world.	G
Lerrish	0801	E8599DC-1		G
Jeilif	0803	A354869-C		G
Erwind	0805	X648354-3	Non-industrial world.	
Naksel	0810	EAD9101-6	Non-industrial ice-capped world.	G

There are 35 worlds in this quadrant.

This quadrant has a population of 12,203,655,551.

Evalren Quadrant

<u>World Name</u>	<u>Location</u>	<u>Statistics</u>	<u>Remarks</u>	
Gaxfield	0101	C438279-7	Non-industrial world.	
Melham	0102	E9A5588-6	Non-industrial world.	
Ronix	0103	B579565-7	Non-industrial world.	G
Jabaran	0109	C360332-8	Poor non-industrial desert world.	
Wathian	0110	A757477-8	Non-industrial world.	G
Lytock	0204	C373678-7	Non-industrial world.	
Corbad	0301	E8B2430-7		
Radson	0302	D4667B8-6	Agricultural world.	G
Petask	0307	C526498-6	Non-industrial world.	G
Ilnoyor	0309	A898277-9	Non-industrial world.	
Tafeld	0310	B210677-C	Non-industrial barren world.	
Bilsham	0401	B336200-D	Non-industrial world.	G
Kantrim	0404	A420586-C	Poor non-industrial desert world.	
Nalmer	0405	C120721-A	Non-agricultural desert world.	G
Tulfy	0407	C744566-7	Non-industrial world.	G
Feleg	0409	B5969EJ-A	Industrial world.	G
Pewellyn	0410	C556559-A	Agricultural non-industrial world.	G
Cabon	0502	A443889-8		
Futrick	0504	C363864-4	Rich world.	G
Rysholm	0505	D110140-A	Non-industrial barren world.	
Lonach	0507	E77A773-3	Water world.	G
Hupland	0603	D646789-4	Agricultural world.	G
Rodoto	0609	A88A8BA-E	Water world.	G
Nexur	0610	C5956AA-7	Non-industrial world.	G
Uriaholm	0701	E454023-6	Non-industrial world.	G
Bytholm	0702	E665023-2	Non-industrial world.	
Corelia	0706	A566553-C	Agricultural non-industrial world.	
Fonway	0710	A7426BD-8	Non-industrial world.	G
Jirk	0806	E110578-8	Poor non-industrial barren world.	G
Naleput	0807	C4528B8-9		

There are 30 worlds in this quadrant.

This quadrant has a population of 1,444,731,312.

Corelian Quadrant

<u>World Name</u>	<u>Location</u>	<u>Statistics</u>	<u>Remarks</u>	
Zephor	0101	X7723D0-0		
Bartillion	0103	D463687-6	Rich non-industrial world.	
Apraksin	0105	D524400-8	Non-industrial world.	
Canbridel	0108	C000273-9	Asteroid belt.	
Langley	0206	C494540-8	Non-industrial world.	G
Nervay	0210	D656437-2	Non-industrial world.	
Colophon	0307	B120442-A	Poor non-industrial desert world.	
Honiara	0310	E000765-9	Asteroid belt.	
Ijesmul	0404	E567510-3	Agricultural non-industrial world.	G
Oceania	0405	C74567B-8	Agricultural non-industrial world.	G
Nouwak	0410	A737542-B	Non-industrial world.	G
Portine	0501	C7A8AAC-4		G
Zimcandon	0503	B310883-C	Non-agricultural barren world.	
Honflair	0504	C9C857A-5		G
Apsheron	0508	D320433-7	Poor non-industrial desert world.	G
Hounsflow	0604	B565210-9	Non-industrial world.	
Transear	0605	C949767-7		G
Vilacon	0701	A200433-A	Poor non-industrial barren world.	
Amnok	0702	A310644-C	Non-industrial barren world.	G
Dunedin	0706	B2218BC-7	Non-agricultural world.	G
Geptorem	0707	A3718A0-A		G
Gutzkow	0709	A120231-D	Poor non-industrial desert world.	G
Lothain	0802	C883655-9	Rich non-industrial world.	
Rouault	0805	C663362-8	Poor non-industrial world.	G
Tulsi Das	0807	C786552-9	Agricultural non-industrial world.	G
Xantype	0810	C2229BB-9	Non-agricultural industrial world.	G

There are 26 worlds in this quadrant.

This quadrant has a population of 11,324,551,300.

Phoenix Quadrant

<u>World Name</u>	<u>Location</u>	<u>Statistics</u>	<u>Remarks</u>	
Nezal	0103	B779200-B	Non-industrial world.	
Hesten	0104	E778100-7	Non-industrial world.	
Farbel	0105	B535210-A	Non-industrial world.	
Broats	0108	C573100-7	Non-industrial world.	G
Lywyn	0109	B857449-8	Non-industrial world.	
Conacus	0110	A233547-D	Poor non-industrial world.	
Dalzer	0210	E693765-4		G
Apratib	0301	C345853-7		G
Farkon	0310	C639896-5		G
Tepas	0404	AAA79AC-A		
Stylap	0406	C657268-9	Non-industrial world.	
Samos	0407	BA8A620-9	Non-industrial water world.	
Gothaburg	0409	C120879-A	Non-agricultural desert world.	G
Lycrow	0410	C551200-8	Poor non-industrial world.	G
Taspar	0505	C884362-7	Non-industrial world.	G
Bilow	0506	A84A212-E	Non-industrial water world.	
Hufkin	0508	B327455-C	Non-industrial world.	
Wunderland	0508	B14037C-B	Poor non-industrial desert world.	G
Anoreg	0605	C4207BE-9	Non-agricultural desert world.	
Zonark	0606	C552500-8	Poor non-industrial world.	
Pen-Latol's	0608	X674550-1		

There are 20 worlds in this quadrant.

This quadrant has a population of 1,321,222,520.

Sibigil Quadrant

<u>World Name</u>	<u>Location</u>	<u>Statistics</u>	<u>Remarks</u>	
Mandau	0110	A000576-E	Asteroid belt.	G
Kersian	0209	A695556-D	Non-industrial world.	G
Epsilon VIII	0210	C8C57B6-5	Foul-atmosphered world.	G
Dutan	0307	B5788AB-A		G
Accasion	0309	C77A466-6	Non-industrial water world.	
Thacuri	0310	B5578BB-A		G
Barenta	0407	A8B8372-E		G
Hertansi	0408	B76A757-9	Rich water world.	G
Freyvaud	0410	E432100-A	Non-industrial world.	
Luxandra	0509	EA78525-3	agricultural non-industrial world.	G
Zelden	0609	B422845-8	Non-agricultural world.	G
Hickos	0610	A644123-9	Non-industrial world.	

There are 12 worlds in this quadrant.

This quadrant has a population of 320,311,020.

Anguilla Quadrant

<u>World Name</u>	<u>Location</u>	<u>Statistics</u>	<u>Remarks</u>	
Cabbot	0101	E763534-5	Poor non-industrial world.	G
Ostello	0107	C758A8C-3		G
Mytelon	0108	B866200-B	Non-industrial world.	G
Regal IV	0201	EAA3631-3	Non-industrial world.	
Stockhelm	0202	E231486-4	Poor non-industrial world.	G
Pursuin	0205	X897200-4	Non-industrial world.	
Grand Harbour	0207	C554665-4	Non-industrial world.	
Amberlite	0210	E78AA9B-6	Water world.	G
Coalsand	0301	E100677-7	Non-industrial barren world.	
Pakwolf	0302	A411588-B	Poor non-industrial world.	G
Grunden	0306	C52557B-6	Non-industrial world.	G
Imetcon	0307	C254798-6		G
Marjanet	0308	A200402-E	Poor non-industrial barren world.	
Deitance	0309	C3338C9-9	Non-agricultural world.	G
Floodgate	0405	E0008CD-5	Asteroid belt.	
Erikson	0409	D300642-5	Non-industrial barren world.	G
Santayana	0410	C787431-4	Non-industrial world.	
Zurbaran	0501	X451410-4	Poor non-industrial world.	G
Acheson	0502	E5948DC-3		G
Devalera	0505	D482A84-3		G
Marconi	0603	B756A74-8		
Shimerdon	0604	A64A878-D	Water world.	G
Quantestal	0605	B433898-7	Non-agricultural world.	G
Mapendal	0610	A425536-D	Non-industrial world.	G
Rhintril	0704	A768572-D	Agricultural non-industrial world.	G
Merotpeg	0706	E873400-5	Poor non-industrial world.	G
Sonica	0709	CA6A434-6	Non-industrial water world.	
Carlondo	0803	B000656-A	Asteroid belt.	
DeHan V	0805	CA97475-4	Non-industrial world.	

There are 29 worlds in this quadrant.

This quadrant has a population of 40,515,570,200.

Persiphus Quadrant

<u>World Name</u>	<u>Location</u>	<u>Statistics</u>	<u>Remarks</u>	
Alcadeen	0103	B554561-B	Non-industrial world.	
Darwald	0108	A493685-C	Non-industrial world.	G
Jalafum	0109	C758986-6		G
Fesnay	0201	C66A557-B	Non-industrial water world.	
Wolfen	0202	A150566-B	Poor non-industrial desert world.	G
Ugnes	0203	C100655-7	Non-industrial barren world.	
Magnar	0204	B585103-7	Non-industrial world.	G
Dedas	0205	C535798-7		G
Qutan	0208	B8A4110-8	Non-industrial world.	G
Eggart	0210	E300110-5	Non-industrial barren world.	
Caloran	0302	A86A577-B	World capital.	G
Binikin	0306	C67A8A5-9	Water world.	G
Sopich	0308	B5A0761-A		G
LesParda	0402	A210464-E	Barren world.	
Jelmirt	0403	AAA6A8D-C		
Oriniab	0408	B300533-8	Poor non-industrial barren world.	
Kerpan	0503	B895762-5		G
Gadil	0507	X785311-0	Non-industrial world.	G
Vormuch	0509	B448000-C	Non-industrial undeveloped world.	
Jebol	0510	C79578D-4		G
Carnoff	0602	X6A2148-0	Non-industrial world.	G
Seital	0608	E542795-5		
Ninumbra	0609	D94A79C-3	Water world.	G
Kolenat	0610	D466320-8	Non-industrial world.	
Rematon	0703	D35547A-8	Non-industrial world.	G
Taunce	0705	B788642-A	Rich world.	G
Zilac	0707	B888203-7	Non-industrial world.	G
Pebebock	0710	C235363-6	Non-industrial world.	G
Inbarin	0802	E564663-1	Rich non-industrial world.	
Touxilay	0803	C86A375-8	Non-industrial water world.	
Obysan	0804	A435156-C	Non-industrial world.	
Muravia	0808	A681673-C	Rich non-industrial world.	
Isabit	0809	A9B7565-E		G
Gurn	0810	D511988-2	Non-agricultural industrial world.	G

There are 35 worlds in this quadrant.

This quadrant has a population of 22,165,624,151.

Ventura Quadrant

<u>World Name</u>	<u>Location</u>	<u>Statistics</u>	<u>Remarks</u>	
Waldorf	0101	C7A837A-8	Non-industrial world.	G
Fesnay	0102	D242766-2		G
Jaches	0109	X4009AA-1	Non-agricultural industrial barren world.	G
Perjant	0201	D67667A-3	Agricultural non-industrial world.	G
Yberam	0203	D6869A9-6		G
Nystalux	0302	X686735-6		G
Kanuel	0309	B45479D-B		G
Gibroat	0403	C798410-7	Non-industrial world.	
Carug	0404	B725888-8		G
Nasany	0405	E100325-7	Poor non-industrial barren world.	G
Delburt	0406	C360104-B	Non-industrial desert world.	G
Idbar	0407	A352520-C	Poor non-industrial world.	
Wedton	0408	C775535-7	Agricultural non-industrial world.	G
Lagel	0409	D662854-2	Rich world.	

Futburg	0503	C86896A-8		G
Bortesi	0506	A7A489C-C		G
Yagnuir	0601	D569141-8	Non-industrial world.	
Valpor	0602	BA787BD-A	Agricultural world.	G
Kormap	0605	E885588-2	Agricultural non-industrial world.	
Niparoo	0606	A8A49B8-C		
Keros	0610	D6B0699-6		G
Pelmafore	0703	C854569-4	Non-industrial world.	G
Hetage	0705	B440104-A	Non-industrial desert world.	G
Runelma	0706	B310212-B	Poor non-industrial barren world.	
Port Xanatath	0801	B050330-D		
Cayme	0806	E365754-7	Rich agricultural world.	G
Lone Star	0808	A58A57A-C	Non-industrial water world.	G

There are 26 worlds in this quadrant.

This quadrant has a population of 4,342,612,130.

Duhamel Quadrant

World Name	Location	Statistics	Remarks	
Crows Nest	0106	C445252-6	Non-industrial world.	
St. Thomas	0107	B646753-9	Agricultural world.	
Gauntlet Run	0203	A8C5130-E		
Long Chase	0204	D573776-5		G
Storm Rider	0205	A473520-D	Poor non-industrial world.	
Pepperland	0209	C200167-8	Non-industrial barren world.	
New Caladonia	0304	A6857A9-9	Agricultural world.	
Zoolan	0306	C838858-9		G
Westmach	0307	E547664-6	Agricultural non-industrial world.	G
Verstand	0309	B000977-9	Non-agricultural industrial asteroid belt.	G
Jamison II	0310	E673679-6	Non-industrial world.	G
Ratan	0402	B737A96-8		
Cobra III	0403	C539635-6	Non-industrial world.	
Zordan	0404	D231001-6	Non-industrial world.	G
Hhurster	0409	C445565-8	Agricultural non-industrial world	
Demest	0410	C679465-8	Non-industrial world	
Candankst	0504	B444222-9	Non-industrial world	
Paradise	0505	C997777-7		G
Logos Belt	0507	E000361-A	Asteroid Belt	
Sumoon	0508	C1007BF-6	Non-agricultural barren world	
Teloth	0601	C677775-4	Agricultural world	G
Port Lanta	0602	A7A2344-E	Poor non-industrial world	
Satyr	0603	C160335-9	Poor non-industrial desert world	
Artemis	0606	A434400-F	Non-industrial world	G
Phonecia	0608	B434788-8		
Trimeter	0609	C6686A9-7	Agricultural non-industrial world	G
Dennson	0702	A672A78-C	Industrial world	
Partricia	0705	C758662-3	Agricultural non-industrial world	G
Landfair	0709	C669200-8	Non-industrial world	G
Ames	0804	E546499-7	Non-industrial world	G
Amethyst	0809	C6A3210-6	Poor non-industrial world	G

There are 31 worlds in this quadrant.

This quadrant has a population of 21,175,233,421.

Trasfalca Quadrant

<u>World Name</u>	<u>Location</u>	<u>Statistics</u>	<u>Remarks</u>	
Vepar	0102	C472455-9	Poor non-industrial world.	G
Olack	0103	B665458-C	Non-industrial world.	G
Abemire	0202	A570665-8	Non-industrial desert world.	
Gontip	0203	C583999-4		G
Eylyre	0206	A868201-B	Non-industrial world.	G
Tudwick	0401	B673201-B	Poor non-industrial world.	
Pubora	0402	A957311-8	Non-industrial world.	
Klime	0403	C120100-8	Non-industrial desert world.	G
Obaroth	0404	C304AFD-8	Industrial ice-capped world.	G
Shief	0405	A558652-D	Agricultural non-industrial world.	G
Higram	0503	A8569CE-C		
Chanshonie	0505	C150995-7	Desert world.	G
Motobab	0506	C1007BC-B	Non-agricultural barren world.	G
Quper	0507	B140A66-C	Industrial desert world.	
Aster	0508	A97A675-E	Non-industrial water world.	
Lamburel	0604	E629720-5		G
Usatuc	0606	C233597-9	Poor non-industrial world.	
Hacany	0703	C8B9574-B		G
Pamuse	0803	B362768-A	Rich world.	
Dilvart	0804	D312368-7	Poor non-industrial world.	

There are 20 worlds in this quadrant.

This quadrant has a population of 23,033,222,210.

Borealis Kantel Quadrant

<u>World Name</u>	<u>Location</u>	<u>Statistics</u>	<u>Remarks</u>	
Pismo	0104	B96A7AE-9	Water world.	G
Snowdon	0201	C666ABF-5		G
Westmount	0206	C553220-6	Poor non-industrial world.	
Poserdon	0207	B656253-B	Non-industrial world.	
Chao Kwan	0301	B342230-A	Poor non-industrial world.	
Constantine	0302	C988120-4	Non-industrial world.	G
Port Eoyel	0307	C65935A-9	Non-industrial world.	
Manlowe	0401	E462202-7	Poor non-industrial world.	G
Andizan	0408	B594445-7	Non-industrial world.	G
Catania	0501	B531989-6	Non-agricultural world.	G
Hydraotes	0506	C627466-9	Non-industrial world.	
Katzebue	0507	A5557AB-C	Agricultural world.	G
Chinampo	0509	D366521-4	Agricultural non-industrial world.	
Sunda	0601	DAA5664-6	Non-industrial world.	G
Victoria	0603	B000252-C	Asteroid belt.	G
Marinagua	0604	A6B5530-9		
Jasmire	0606	A323587-B	Poor non-industrial world.	G
Kuclaron	0702	B410513-8	Poor non-industrial barren world.	G
Hartman	0708	X5A0359-0	Poor non-industrial world.	
Marnio	0710	A834563-9	Non-industrial world.	
Winslow	0805	C996440-5	Non-industrial world.	
Bernode	0807	X767309-1	Water world.	
Borlinden	0808	D462333-3	Poor non-industrial world.	
Murtaskin	0809	B246523-A	Agricultural non-industrial world.	G

There are 24 worlds in this quadrant.

This quadrant has a population of 11,031,534,510.

Jauhaux Quadrant

<u>World Name</u>	<u>Location</u>	<u>Statistics</u>	<u>Remarks</u>	
Plustron	0102	B546ADD-7	Industrial world.	
Gurgan	0107	D380877-7	Rich desert world.	G
Moliska	0206	E695669-1	Non-industrial world.	G
Shelando	0209	D442553-7	Poor non-industrial world.	G
Willemstad	0302	AA9A335-B	Non-industrial water world.	G
Zwickau	0304	D4877BD-7	Agricultural world.	G
Crompton	0305	C000479-9	Asteroid belt.	
Iskender	0401	D475553-8	Agricultural non-industrial world.	G
McLuhan	0402	A000659-G	Asteroid belt.	
Saint-Beuve	0403	B9A1AC7-8		G
Eldorado	0501	A35758A-9	Agricultural non-industrial world.	G
Cimmeron	0503	B200552-9	Poor non-industrial barren world.	G
Barbusse	0505	B576878-5		G
Tiselius	0508	B795268-9	Non-industrial world.	
Laurens	0603	AADAAB8-E	Industrial ice-capped world.	G
Easton	0607	B437158-C	Non-industrial world.	
Alanbrooke	0703	C637977-6		
Farragut	0706	C676676-5	Agricultural non-industrial world.	G
Toubkal	0802	C5528AA-7		G
Itenez	0803	D50599B-7	Industrial ice-capped world.	G
Kolhapur	0810	C467279-5	Non-industrial world.	

There are 21 worlds in this quadrant.

This quadrant has a population of 32,313,411,210.

Bengalaz Quadrant

<u>World Name</u>	<u>Location</u>	<u>Statistics</u>	<u>Remarks</u>	
Makatea	0101	B764579-7	Non-industrial world.	G
Nunivak	0102	D68A679-7	Rich non-industrial water world.	G
Petitot	0103	C560431-6	Poor non-industrial desert world.	G
Sukarno	0108	A57567A-7	Agricultural non-industrial world.	
Zaharoff	0109	B575777-A	Agricultural world.	
Widcliff	0203	D450998-2	Desert world.	G
Rolland	0309	D545655-7	Agricultural non-industrial world.	
Kirwan	0310	B456754-B	Agricultural world.	G
Jugartha	0401	A000958-E	Non-agricultural industrial asteroid belt.	G
Gangarova	0404	E77779A-1	Agricultural world.	G
Des Prez	0405	C542AAB-5	Industrial world.	
Corcoran	0407	B000252-F	Asteroid belt.	G
Betuatan	0408	D32189D-3	Non-agricultural world.	G
Ganados	0502	A400466-B	Poor non-industrial barren world.	G
Brasov	0508	C100752-7	Non-agricultural barren world.	G
Illimani	0602	B110579-A	Poor non-industrial barren world.	
Montserat	0603	B97A8AD-A	Water world.	G
Rorschach	0605	B3729AA-B	Industrial world.	G
Yukva	0606	B232300-D	Poor non-industrial world.	
Wimstudel	0802	C7378DC-5		G
Zaragoza	0804	X889100-3	Non-industrial world.	
Stowkau	0810	A87A864-C	Water world.	

There are 22 worlds in this quadrant.

This quadrant has a population of 13,443,221,110.

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