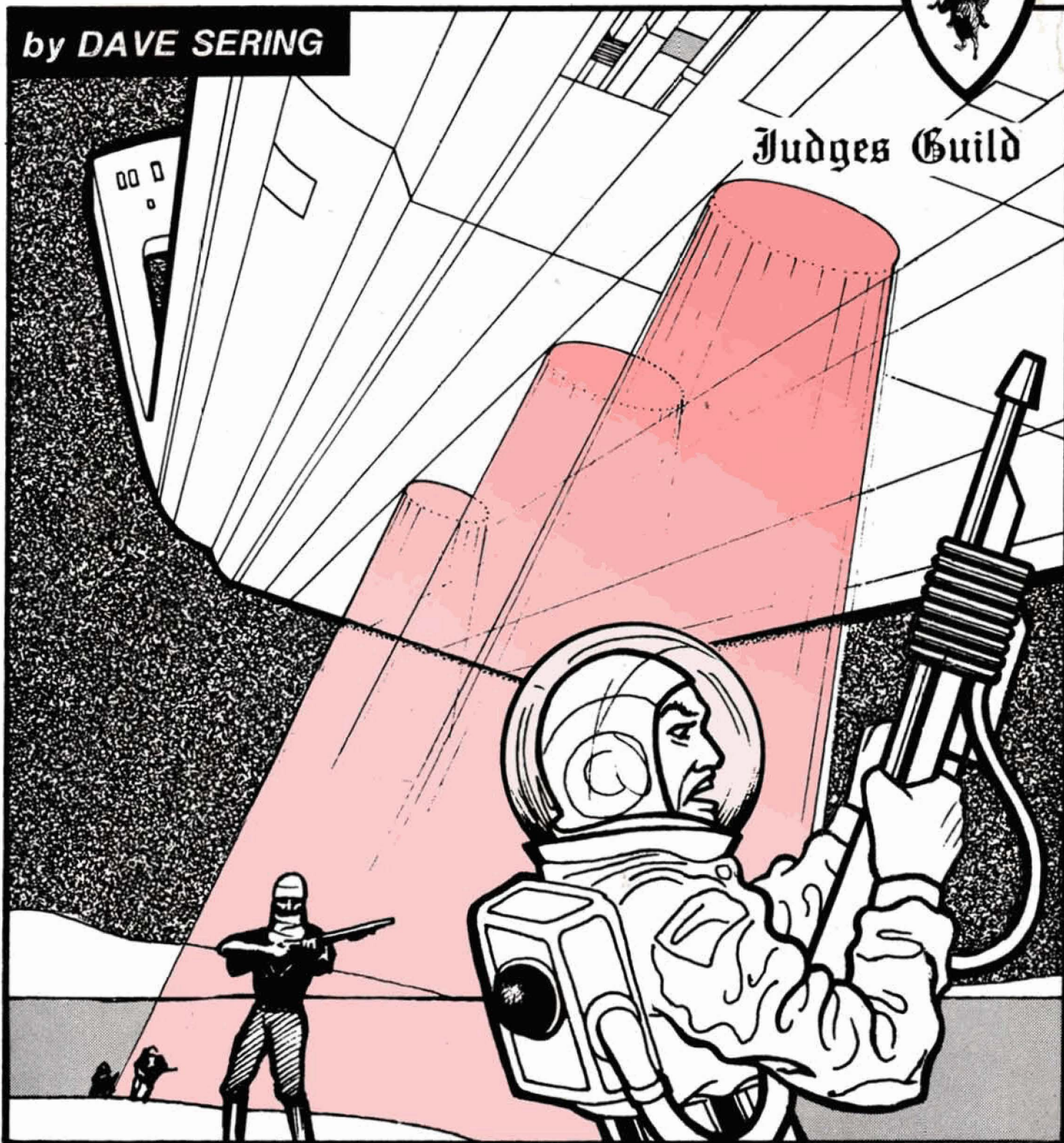


MARANANTHA-ALKAHEST SECTOR GUIDEBOOK



by DAVE SERING

Judges Guild



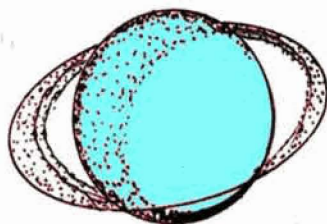
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MARANANTHA-ALKAHEST SECTOR GUIDEBOOK

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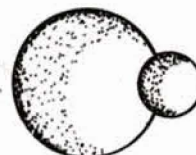
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by Dave Sering
Cover by Ken Simpson


Graphics and Layout by Jerry Taylor and Rick Houser
Art by Ed Perry

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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. An Additional symbol of -- has been added to Technological Level to indicate those worlds which have no population or whose status is being reviewed by the Imperial Survey Board. Stellar Maps printed in the Trailing Frontier Zones still adhere to the Canmold Projection popular in traditional Solomani circles.

Amber Zone 

Stellar System 

Regular Route 

Red Zone 

Political Border 

Scout Base ▲

Naval Base ★

BACKGROUND

The Maranatha - Alkahest sector is located in the prolongation of the Lesser Rift between the Imperium and the Two Thousand Worlds. This area of mixed client states is one of the sectors known collectively as the Gateway Quadrant. This sector is composed entirely of independent states in which no system owes direct allegiance to any of the major stellar powers. Treaty commitments between the states themselves and both the Imperium and the Two Thousand Worlds exist. Various secret treaty commitments are suspected, but no proof exists. Significant military forces from the major stellar powers are seldom seen. Each major power supplies some technical assistance to one or more client states in return for the client maintaining port facilities and suppressing piracy. The sector name is derived from a source lost in ancient Terran history and legend.

Imperium Involvement

No worlds in this sector owe direct allegiance to the Imperium, although most systems have a majority population of Humans. Imperial policies are furthered through overt commercial and political activity, as well as covert actions. Ramayan has been active in the past in Imperial interests, and Maorin Stat cooperates from time to time.

Hiver Involvement

No worlds in this sector are settled by the Hive Federation, although their trading vessels sometimes penetrate this far. Ramayan or other mercenary forces are hired to provide whatever security services the Hivers find necessary when their commercial vessels travel in this area.

K'Kree Involvement

No worlds in this sector are settled by the Centaurs, though their trading vessels are active in the Trailing half. Direct military presence is not emphasized, but commercial and political activity is extensive. Subsidies and technical assistance are given the Taquari' Comnate Naval Forces in the suppression of piracy, making this state technically a client of the K'Kree although it remains more independent than most such clients.

Zultanate Al Amya

Settled primarily by Humaniti of Solomani extraction, this state deliberately fosters what it considers to be "Ancient Arabik Culture." Internal political cohesion is not high, but individual planets and groups of planets are much more hostile to "outsiders" than to each other. Considerable internal squabbling leads many small groups to declare themselves independent from what little central authority exists and set out to achieve whatever dominion they can at lazer's point. This constant habit of armed intrusion upon their neighbors has led said neighbors to remain armed and watchful. Trading vessels in the Zultanate are always very heavily armed. The traditions of hospitality and the honor of the host are still strong in the Al Amya culture. The more advanced of the planets maintain a quite respectable naval patrol and are very irate about ships that are attacked in their system. Still, there are strong cultural traditions of the "Desert Raiders" and much undercover sympathy for the skillful thief. Only a few of the planets still adhere strongly to the old religious beliefs, but revival movements are common. In the past, only minor incidents have sparked unification movements of major consequence to the Zultanate and the surrounding interstellar states. The succession is patrilineal although not always by the eldest son. The current Zultan is a political non-entity manipulated by his younger brother. An impartial analysis of the internal situation indicates that the Zultanate is ripe for another religious revival and a holy war directed towards its neighbors.

Ramayan

The population of this state traces its origins back to certain border states of the ancient Solomani Empire called "India." The bulk of these people moved here just before the Long Night. Technological development was not emphasized at the time of settlement, consequently, technical and industrial advances were slow. The peoples comprising the population were all of military inclination, and, thus, no outside forces ever made much headway into this region. With political consolidation and union accomplished, employment for many of the militarily-inclined men and women was no longer possible at home. Several peoples, especially the Gurkra and Ziki, then sought employment as mercenaries off-planet. They performed so well in that capacity that their folk are still in great demand as hired soldiers. Even today, it is traditional for each young adult to serve a term in either the Ramayan military or one of the many semi-official mercenary units. Some of these units have a recorded tradition which predates the Ramayan State and an oral tradition which predates the Solomani Empire. The tone of the political policy is conservative and inward-directed. The borders of the state have not altered significantly in nearly five centuries. While not aggressive, the Ramayan have a reputation for efficient self defense, individually and collectively. Policy toward the Imperium is neutralist. Imperial subsidies and technical assistance help the Ramayan Naval Forces to maintain an anti-piracy patrol. Additional monetary contributions from the Hive Federation permit the patrols to range much further than would normally be possible. A mutual defense treaty with Sphere Fenix to rimward has been in force for the last three centuries.

Krmyia Einarchy

The Einarchy is of fairly recent origin, only reaching its present significance two centuries ago. The Krmyia are a minor race of humanoid aspect, originally native to Varna. This area of space was exploited by the Zultanate Al Amyi, and Krmyia were exported as cheap slave labor over all the surrounding planetary systems. After several centuries of oppression, the Krmyia revolted and attempted to throw off their masters. The revolt was brutally crushed in spite of loud protests from Ramayan and Range Valyana. A century or so later, a second revolt broke out. Ramayan, Range Valyana, and the K'Chemi Centralate mobilized their fleets and prevented the Zultanate from crushing this revolt. This time, the Krmyia won their independence. Development of a local technology has been slow. In the meantime, mercenary forces were hired from Ramayan to provide protection from the Zultanate. The Krmyia have proven to be much better neighbors than the Zultanate because their philosophy is much more constructive and cooperative. Trade has continually increased since independence, and visitors, other than Zultani, are encouraged.

K'Chemi Centralate

Settled primarily by "Afrin" refugees from the break up of the "Rule of Man," this political grouping was extremely nebulous up until several centuries ago. Only a loose trade confederation, it combined its individual system navies to assist Ramayan and Range Valyana in freeing the Krmyia Einarchy from Zultanate Al Amyi. Since that time, a greater degree of central government has fostered more internal trade and an active piracy suppression campaign. Some foreign mercenaries are hired for training local forces, but overall policy is defensive rather than expansionist.

Range Valyana

Settled by nomadic peoples of primarily Vilani extraction during the break up of the First Empire, this state quickly expanded to its present borders. A rather static civilization has arisen with many conservative features as throw-backs to nomadic days. The most prominent example is the fact that there are three separate capitals which each serve as Supreme Capital in turn. The people are individually excitable and aggressive, but, as a whole, the cultures are almost static. Not of conquering bent, Range Valyana combined with Ramayan and K'Chemi Centralate to free the Krmyia. Even to date, the Valyana maintain extra patrols on the Zultanate border. The Valyan attitude is not to go looking for trouble but to glory in meeting any that turns up.

Supraherd T'tnaree

When first encountered by humans in -2208 Imperial, the T'tnaree, a sapient Gatherer, in cooperation with several other nearby sapient races, were colonizing their adjacent stars with generation ships and cold sleep. With the introduction of the jumpdrive, ships of the T'tnaree soon visited all systems in range and started settlements. They only settled where there were no rival sapients or where arrangements could be made to take local sapients to other colonies in exchange. Supraherd T'tnaree is a confederation of six sapient races of various stocks. Humans who wish to settle are admitted as full citizens. Cooperation is the key concept of T'tnaree philosophy and politics.

Maorin Stat

Developed by a racist society as a refuge during the end of the First Empire, the settlements were taken over by a wave of folk fleeing the break up. Prominent among them were the Maorin Starfarers, descended from the Maori of Terra. Developed since then in a distinctly non-racist manner, the Maorin Stat has offered opportunities for any who cared to settle there. Although adequately aggressive in self defense, the people are not expansionist. Sharp traders and well able to defend themselves, they range freely throughout the local starsectors.

Taquari' Comnate

Though Humaniti of Vilani extraction now predominate, this area contains a large number of non-human sapient races which are heavily influenced by the K'Kree Culture. Minor philosophical and political wrangles frequently break into minor physical scuffles. Major outbreaks seldom occur. Greater attention to statesmanship over the past several decades has led to a decrease in racial and political tensions, but opportunities for flareups still exist.

Stasmi Zanya

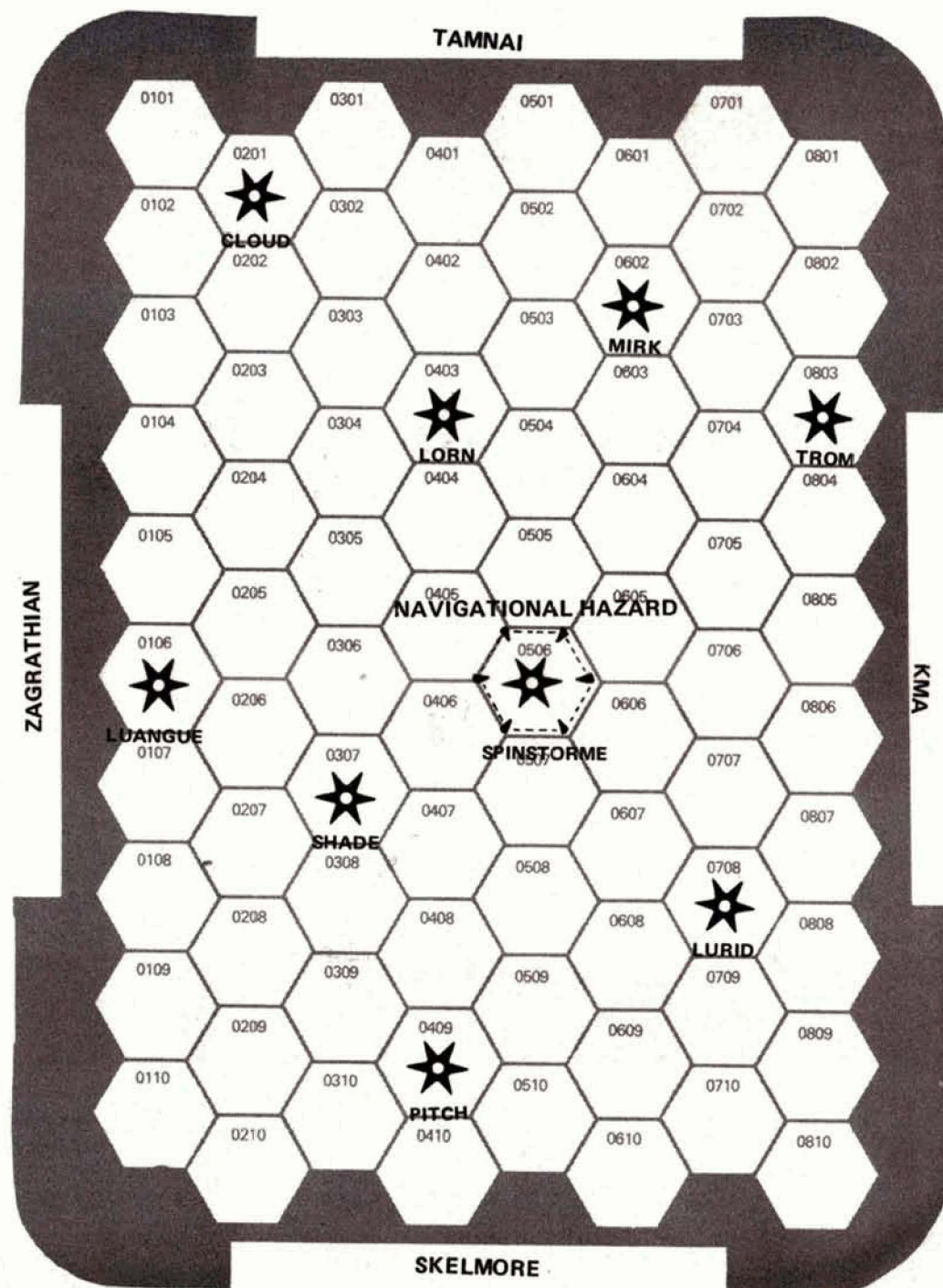
Settled fairly recently by an expatriate minority from a backward section of the Imperium, Stasmi Zanya has grown to its current size in the last two centuries. The growth has been primarily due to the perfection of a chemical process for inventing and synthesizing organic solvents. Solvents for other compounds are also produced but not to as great an extent. The trade brings in considerable foreign exchange for Stasmi Zanya, and the process is considered a state secret. Even the private citizens are proud of their state's ability to solve chemical problems that other cultures and technologies find difficult. Security is very tight, but other companies are unlikely to try to crack it since the Stasmi Zanya charges for their services are very reasonable. Persistent rumors that the source of the chemical solvents is an organism have been officially denied.

BLACKEDGE SUBSECTOR

The Blackedge Subsector is located in the Lesser Rift, and what administrative services are available are provided by the Supraherd T'tnaree through Kashgar in the Kma Subsector. The Imperium maintains only a loose surveillance of the area and occasionally subsidizes an observer on the T'tnaree scout patrols. A notable navigational hazard exists in the Spinstorme System which discourages navigation in this area.

Luangue	0106	X628657	2	Non-Industrial	G
Cloud	0201	X7A9617	4	Non-Industrial	G
Shade	0307	X685303	3	Non-Industrial	
Lorn	0403	X575675	4	Agricultural, Non-Industrial	G
Pitch	0409	E466779	6	Agricultural, Rich	
Spinstorme	0506	X200000	-	Binary w/Black Hole	G
Mirk	0602	X5A8333	2	Non-Industrial	
Lurid	0708	C000789	8	Asteroid Mining	G
Trom	0803	X545754	5	Agricultural	

The Blackedge Subsector contains 9 systems with a total population of 24.7 million. The highest Population Level is 7 at Pitch, Lurid, and Trom; the highest Tech Level is 8 at Lurid.



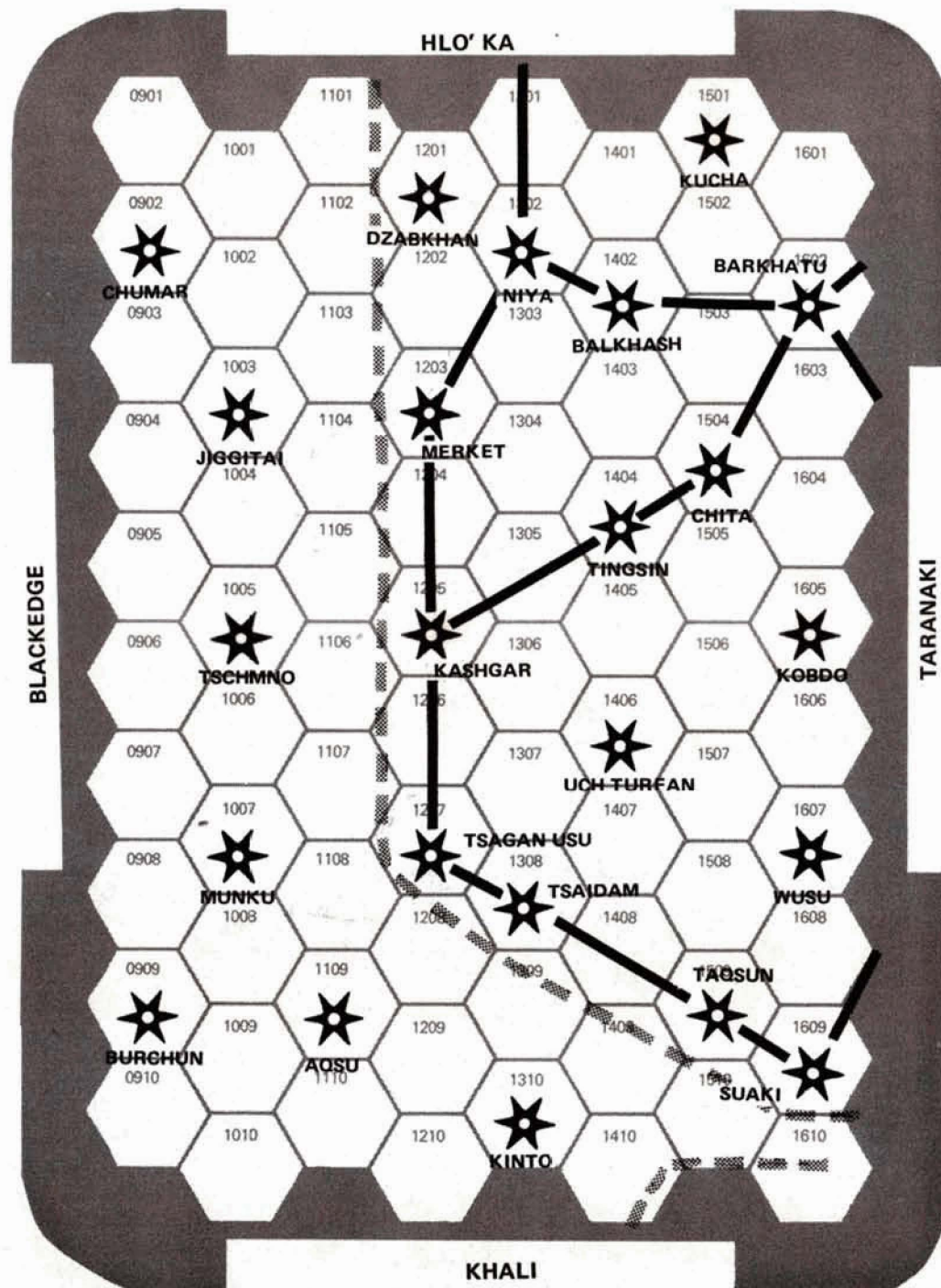
KMA SUBSECTOR

The Kma Subsector contains the most significant portion of Supraherd T'nnaree, the capital being located at Barkhatu. Seven independent systems are to the Spinward and Rimward borders. Humaniti comprise less than 25% on almost all of the planets. The population is comprised of a mixture of various sapients, and no one species attains dominance. Little conflict of military nature has taken place in this subsector, though a great deal of commercial activity is prominent.

Chumar	0902	D431122	8	Non-Industrial, Desertworld, Poor	G
Burchun	0909	E414616	6	Non-Agricultural, Non-Industrial	
Jiggital	1003	C360434	5	Non-Industrial, Desertworld	G
Tschmno	1005	B567785	6	Agricultural, Rich	G
Munku	1007	C435679	6	Non-Agricultural, Non-Industrial	
Aqsu	1109	E78A646	3	Rich, Waterworld	
Dzabkhan +	1201	E697577	2	Agricultural, Non-Industrial	G
Merket +	1203	B310996	C	Non-Agricultural, Industrial, Desertworld	G
Kashgar +	1205	A3557B9	B	* Agricultural	G
Tsagon Usu +	1207	B533643	8	Non-Agricultural, Poor	
Niya +	1302	A674583	C	Agricultural, Non-Industrial	G
Tsaidam +	1308	C252564	9	Non-Industrial, Poor	
Kinta	1310	E230300	8	Non-Industrial, Desertworld	G
Balkhash +	1402	B453889		Poor	
Tingsin +	1404	B000899	A	Asteroid Belt	G
Uch Turfan +	1406	E100767	9	Rock	G
Kucha +	1501	X424000	--	Undeveloped	
Chita +	1504	C343330	9	Non-Industrial, Poor	G
Taqsun +	1509	C654487	5	Non-Industrial	
Barkhatu +	1602	A7898A9	E	* Capital	G
Kabdo +	1605	E855131	3	Non-Industrial	
Wusu +	1607	E749749	5		G
Suaki +	1609	B699659	B	* Non-Industrial	

The Kma Subsector contains 23 systems with a total population of 277.8 million. The highest Population Level is 9 at Merket; the highest Tech Level is E at Barkhatu.

Zultanate Al Amyi ° Ramayan r Kmyia Einarchy □
 K'Chemi Centralate * Range Valyana • Supraherd
 T'nnaree + Maorin Stat ♦ Stasmi Zanya ■ Taquari'
 Comnate @ Independent i



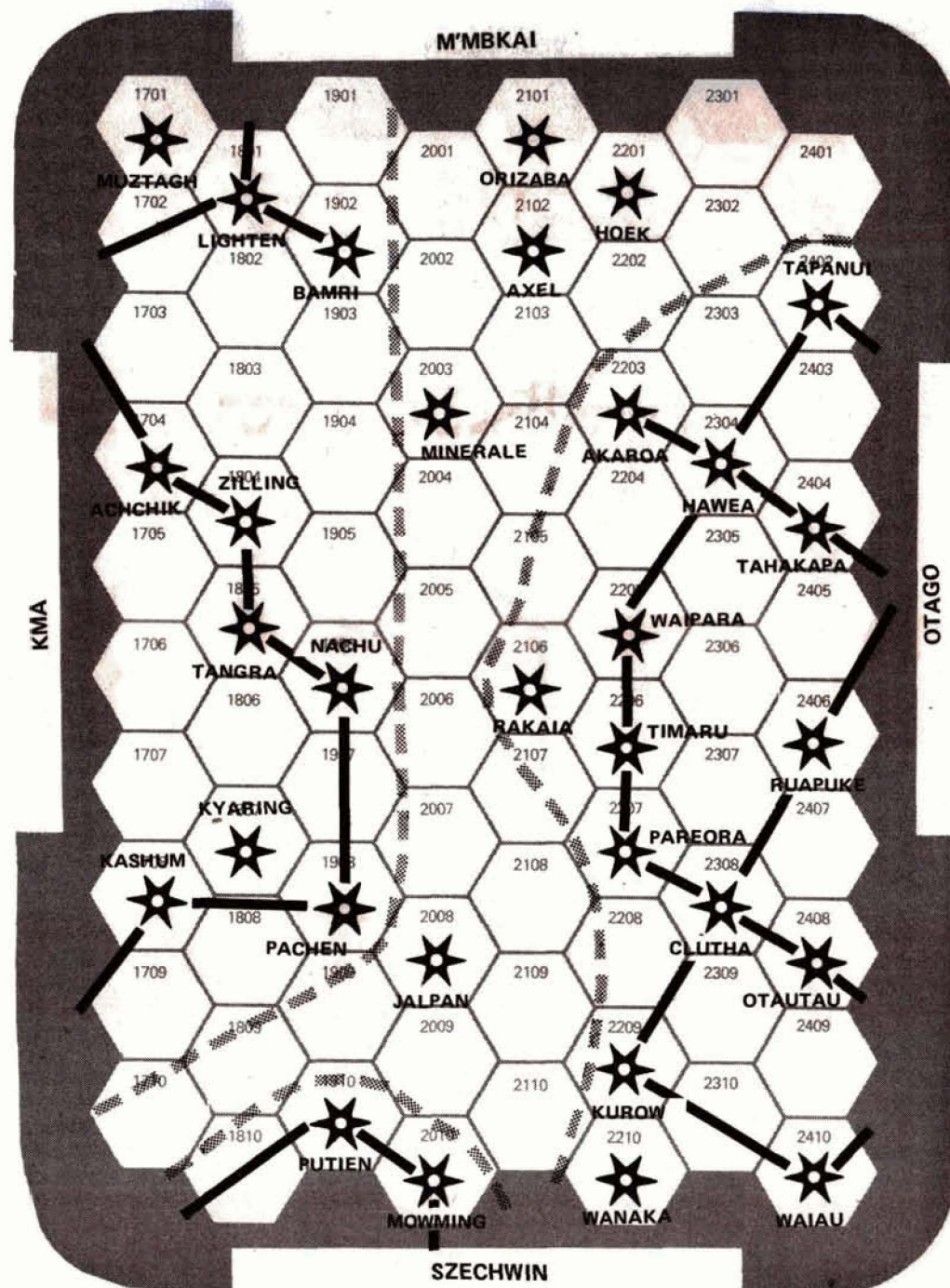
TARANAKI SUBSECTOR

The Taranaki Subsector contains portions of Supraherd T'tnaree, Maorin Stat, and two systems of Range Valyana, as well as five independent systems. This area has, in the past, been the scene of much commercial rivalry and a lot of small-scale armed confrontation. An equitable commercial treaty was agreed to by all three parties more than a century and a half ago. At one time in the past, Jalpan was a noted freebooter stronghold.

Muztagh +	1701	E83A6A9	6	Non-Industrial, Waterworld	G
Achchik +	1704	C210657	9	Non-Industrial, Rock	G
Kashum +	1708	C568425	9	Non-Industrial	G
Lighten +	1801	B676457	B *	Non-Industrial	
Zilling +	1804	C573AB8	7	Industrial	G
Tangra +	1805	D312332	7	Non-Industrial	
Kyaring +	1807	E748550	5	Agricultural, Non-Industrial	G
Bamri +	1902	C685310	9	Non-Industrial	G
Nachu +	1906	C130655	A	Non-Industrial, Desertworld	G
Pachen +	1908	B526341	B *	Non-Industrial	
Putien •	1910	B599433	C *	Non-Industrial	
Minerale i	2003	B773889	9		G
Jalpan i	2008	B316205	C	Non-Industrial	G
Mowming •	2010	C6669B9	5		
Orizaba i	2101	X110000	-	Undeveloped	G
Axeltn i	2102	D544100	3	Non-Industrial	
Rakaia •	2106	E8B9322	C	Non-Industrial	
Hoek i	2201	E481489	5	Non-Industrial, Desertworld	G
Akaroa •	2203	C868897	9	Rich	G
Waipara •	2205	C475593	8	Agricultural, Non-Industrial	G
Timaru •	2206	C534374	8	Non-Industrial	G
Pareora •	2207	D553221	7	Non-Industrial	
Kurow •	2209	C571573	7	Non-Industrial, Desertworld	
Wanaka •	2210	D775203	6	Non-Industrial	
Hawea •	2304	B434691	B *	Non-Industrial	
Clutha •	2308	B4328A8	D *	Poor	G
Tapanui •	2402	C668884	6	Rich	
Tahakopa •	2404	C531686	7	Non-Industrial, Desertworld	G
Ruapuke •	2406	C9977B5	A	Agricultural	G
Otautau •	2408	C587645	8	Agricultural, Rich	
Waiau •	2410	C655526	7	Agricultural, Non-Industrial	G

The Taranaki Subsector contains 31 systems with a total population of 27 billion. The highest Population Level is A at Zilling; the highest Tech Level is D at Clutha.

Zultanate Al Amyi • Ramayan r Kmyia Einarchy •
K'Chemi Centralate • Range Valyana • Supraherd
T'tnaree + Maorin Stat • Stasmi Zanya • Taquari'
Comnate @ Independent i



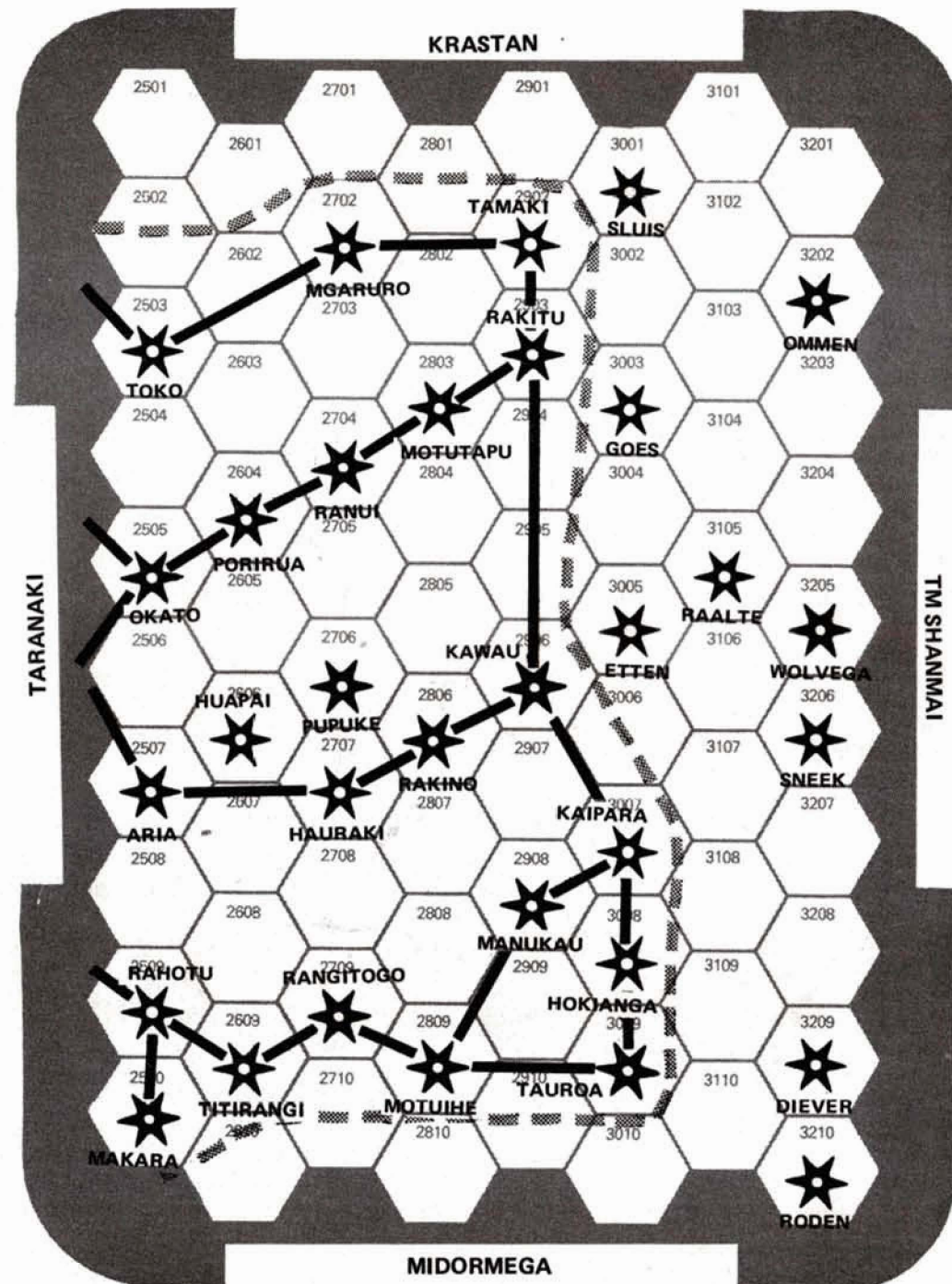
OTAGO SUBSECTOR

The Otago Subsector is comprised primarily of systems belonging to the Maorin Stat, although 9 systems are independent. The capital of the Stat is located at Okato in this subsector. The political and military history of this region has been relatively quiet and concerned primarily with slow and steady commercial expansion. Much commercial traffic crosses this sector to and from the Two Thousand Worlds.

Toko ♦	2503	C774662	9		Agricultural, Non-Industrial	G
Okato ♦	2505	A575997	D	*	Capital	G
Aria ♦	2507	C437853	A			G
Rahotu ♦	2509	C326440	9		Non-Industrial	
Makara ♦	2510	C400307	C		Non-Industrial, Rock	G
Porirua ♦	2604	C556782	8		Agricultural	G
Huapai ♦	2606	E563659	8		Non-Industrial	G
Titirangi ♦	2609	D889758	8			
Mgaruro ♦	2702	D887454	6		Non-Industrial	G
Ranui ♦	2704	C96A5A7	7		Non-Industrial, Waterworld	G
Pupuke ♦	2706	X553315	7		Non-Industrial, Poor	
Hauraki ♦	2707	C57A685	6		Non-Industrial, Waterworld	G
Rangitogo ♦	2709	C663736	7			G
Motutapu ♦	2803	C5A9331	8		Non-Industrial	G
Rakino ♦	2806	D887432	9		Non-Industrial	
Motuihe ♦	2809	C000566	B		Asteroid Belt	G
Tamaki ♦	2902	C868301	8		Non-Industrial	G
Rakitu ♦	2903	B787593	A		Agricultural, Rich	G
Kawau ♦	2906	B262779	C	*		
Manukau ♦	2908	C203898	9			
Sluis i	3001	D757365	6		Non-Industrial	G
Goes i	3003	D686488	4		Non-Industrial	G
Etten i	3005	D996524	7		Agricultural	
Kaipara ♦	3007	C436232	9		Non-Industrial	G
Hokianga ♦	3008	D526112	8		Non-Industrial	
Tauroa ♦	3009	B4459B9	C	*	Industrial	G
Raalte i	3105	X494421	6		Non-Industrial	
Ommen i	3202	E4489A9	9		Industrial	
Wolvega i	3205	C335778	9			G
Sneek i	3206	DA6A103	8		Non-Industrial, Waterworld	G
Diever i	3209	E673482	4		Non-Industrial	
Roden i	3210	D535462	4		Non-Industrial	R

The Otago Subsector contains 32 systems with a total population of 232.5 million. The highest Population Level is 9 at Okato, Tauroa, and Ommen; the highest Tech Level is D at Okato.

Zultanate Al Amyi ° Ramayan r Kmyia Einarchy □
 K'Chemi Centralate * Range Valyana • Supraherd
 T'tnaree + Maorin Stat ♦ Stasmi Zanya ■ Taquari'
 Comnate @ Independent i



SKELMORE SUBSECTOR

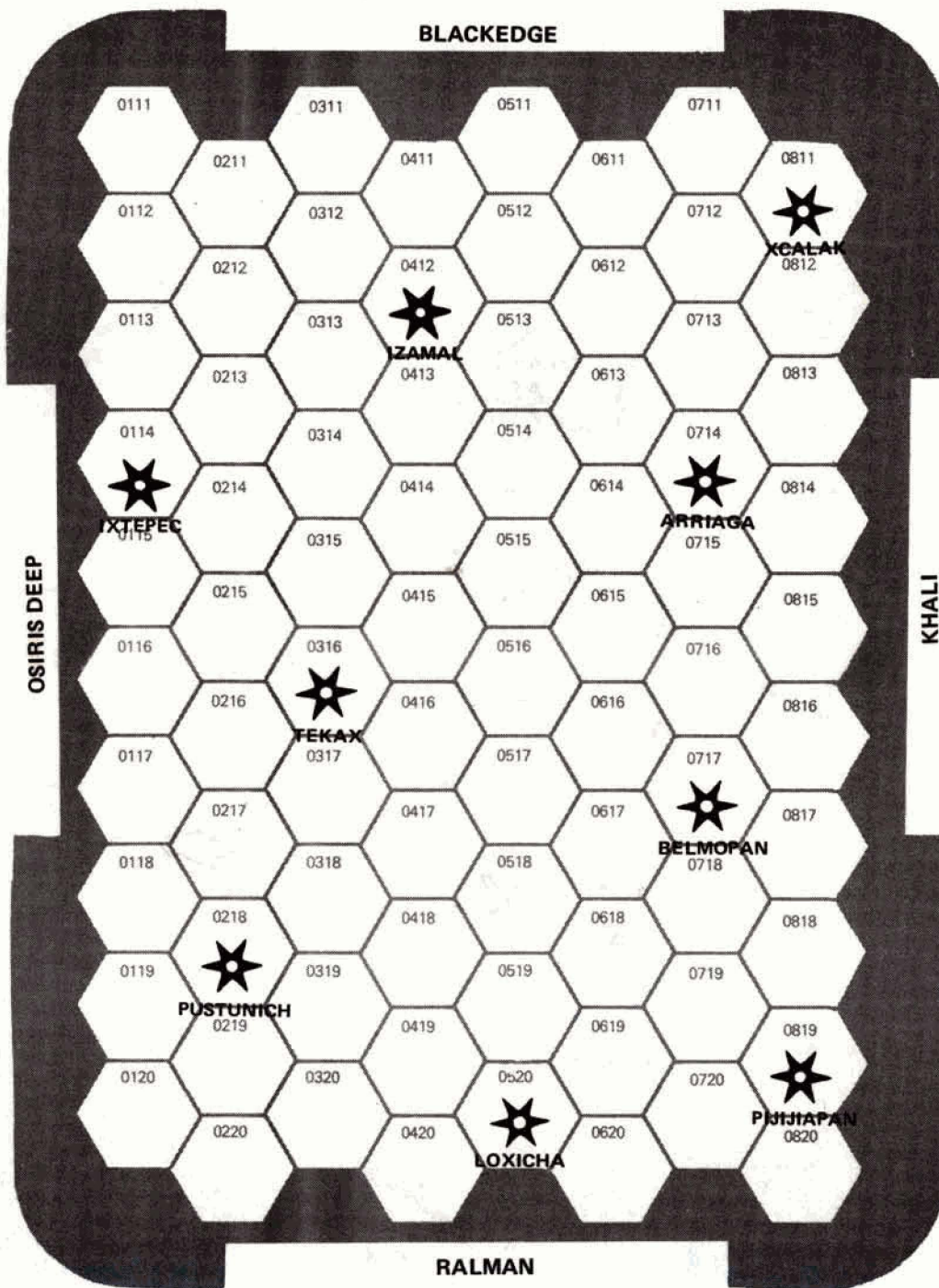
The Skelmore Subsector is comprised entirely of the Lesser Rift which has an extremely low star density. All systems in this region are independent, and several are still undeveloped. What administrative services are available are located at Qadhima in the Ralmar Subsector immediately to Rimward.

Ixtepec	0114	X400000	-	Undeveloped	G
Pustunich	0218	E110654	7	Non-Industrial, Desertworld	G
Tekax	0316	X233000	-	Undeveloped	
Izamal	0412	X411000	-	Undeveloped	G
Loxicha	0520	E301668	9	Non-Industrial, Rock	
Arriaga	0714	E857333	3	Non-Industrial	
Belmopan	0717	E547343	6	Non-Industrial	G
Xcalak	0811	E525759	5		
Pijijiapan	0819	C566691	7	Agricultural	G

The Skelmore Subsector contains 9 systems with a total population of 11.2 million. The highest Population Level is 7 at Xcalak; the highest Tech Level is 9 at Loxicha.



BLACKEDGE

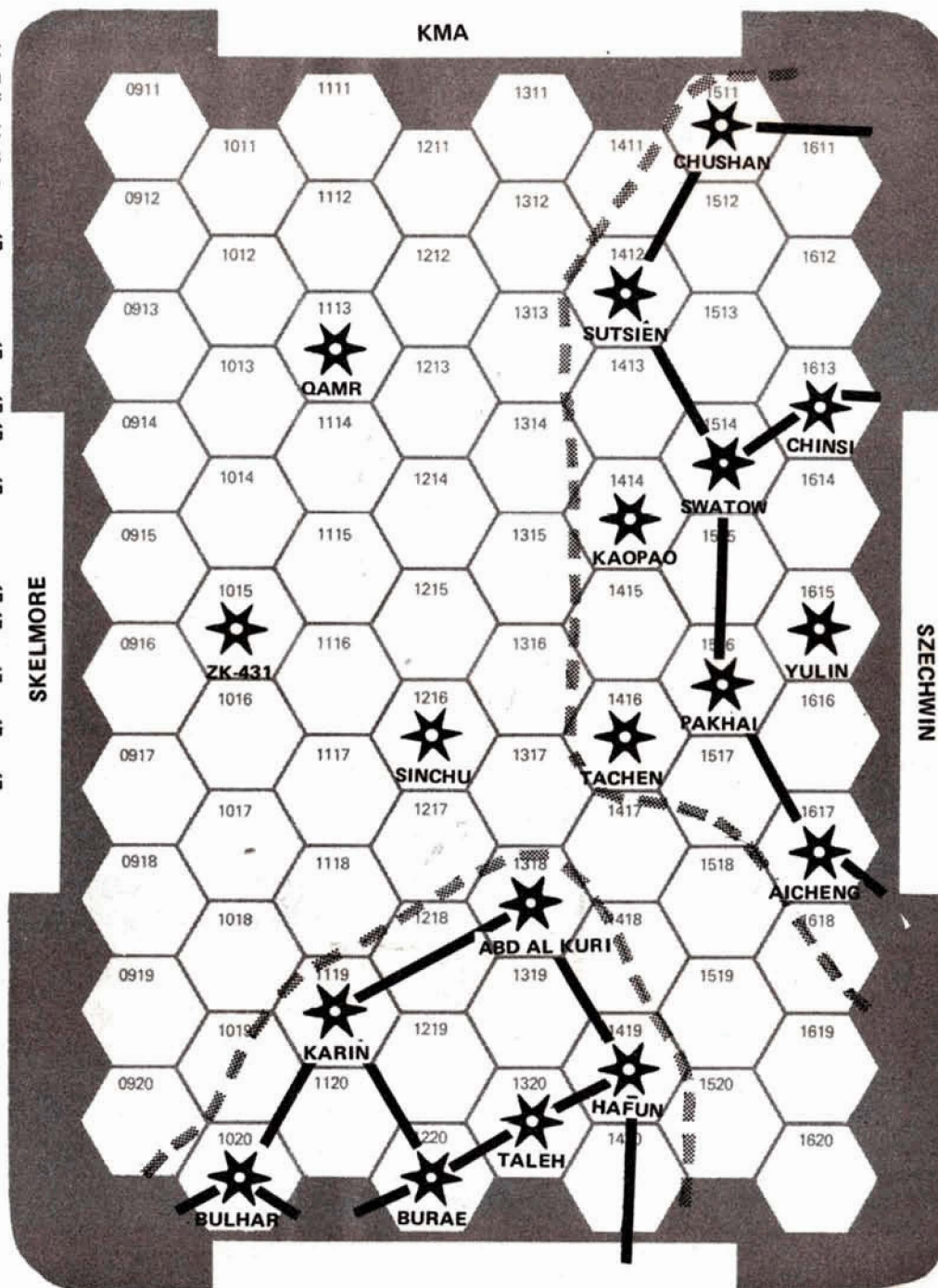


KHALI SUBSECTOR

The Khali Subsector is one-third Lesser Rift with all of three independent systems, one-third Zultan Al Amyi with 6 systems, and one-third Range Valyana with 9 systems. This sparsely populated area has been the scene of a number of border clashes between Rangan and Zultani. Building tensions indicate that there will soon be another war. The Rangan will hold it dearly, as it contains one of their Tri Capitals, and hope for their allies to counter-attack and relieve the pressure.

ZK-431	1015	X100000	--	Undeveloped	G
Blhar °	1020	B354230	9	Non-Industrial	
Qamr i	1113	E110305	A	Non-Agricultural, Non-Industrial, Desertworld	G
Karin °	1119	C888262	8	Non-Industrial	
Sinchu i	1216	C444659	6	Agricultural, Non-Industrial	G
Burae °	1220	BA9A536	B	Non-Industrial, Waterworld	G
Abd al Kuri °	1318	B432566	B	Non-Industrial	
Taleh °	1320	D88A426	9	Non-Industrial, Waterworld	G
Sutsien •	1412	C343515	7	Non-Industrial, Poor	
Kaopao •	1414	E121216	9	Non-Agricultural, Non-Industrial, Poor	
Tachen •	1416	E588131	8	Non-Industrial	G
Hafun °	1419	C432232	9	Non-Industrial, Poor	G
Chushan •	1511	B753310	9	Non-Industrial, Poor	
Swatow •	1514	A855678	C	Tri Capital	G
Chinsi •	1613	C888699	9	Agricultural, Non-Industrial Rich	G
Yulin •	1615	E424358	7	Non-Industrial	
Aicheng •	1617	C54A478	A	Non-Industrial, Waterworld	G

The Khali Subsector contains 18 systems with a total population of 1.2 million. The highest Population Level is 6 at Sinchu, Swatow, and Chinsi; the highest Tech Level is C at Swatow.



SZECHWIN SUBSECTOR

The Szechwin Subsector is occupied by Range Valyana. This area contains the Tri Capitals, Pachungi and Tekko. Owing to the mobile lifestyle of the Valyana, population levels have never become very high. The subsector also contains seven independent systems. Considerable merchant traffic flows through this region from Ramayan, K'Chemi Centralate, and the Einarchy to Maorin Stat and Supraherd T'tnaree. Not threatened by overt war, this area has, nonetheless, seen a build-up of security forces since there have been a disturbing number of ship disappearances in the last several years.

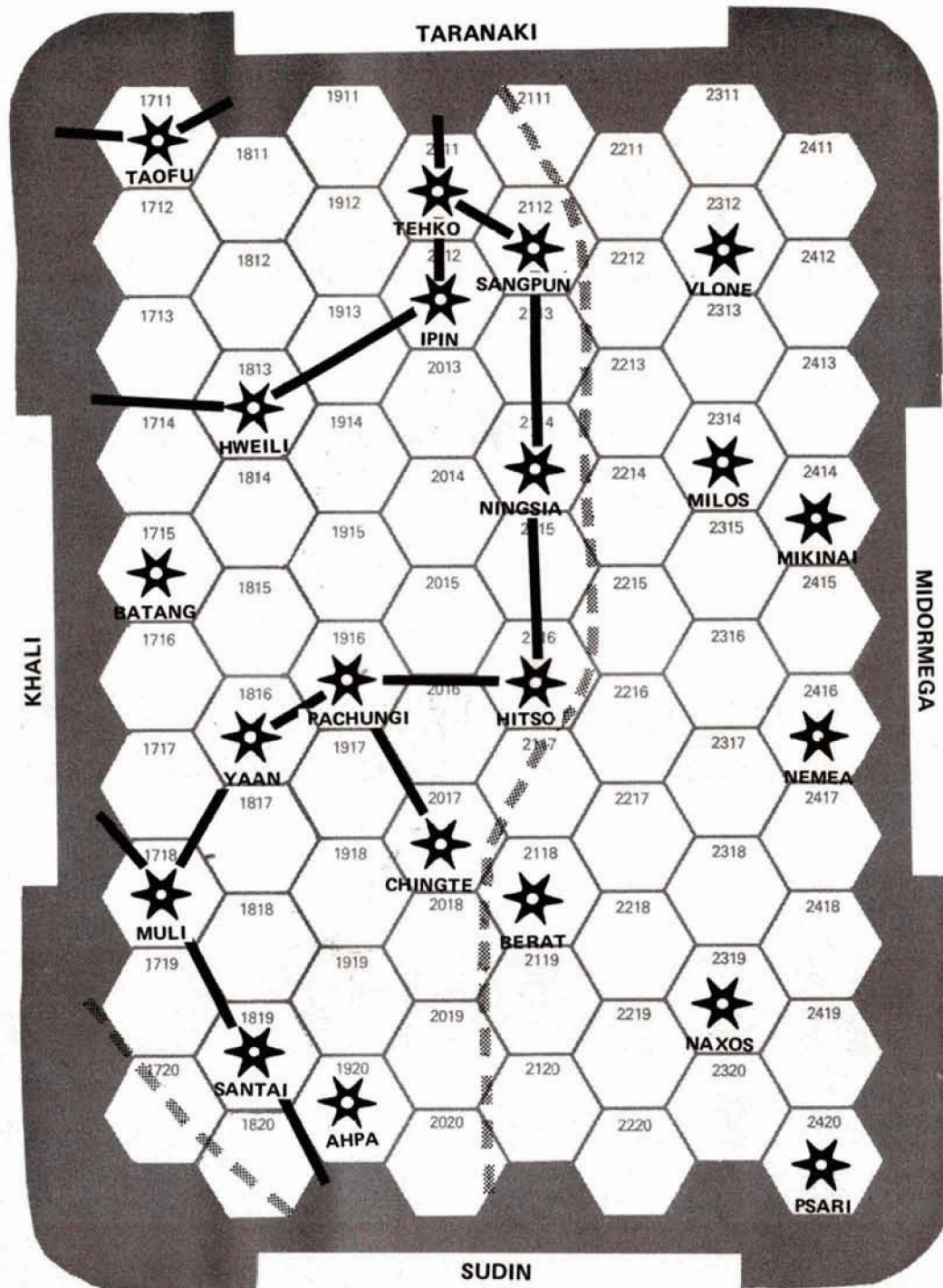
Taofu •	1711	C668887	7	Rich	
Batang •	1715	X557765	4	Agricultural	G
Muli •	1718	B596320	A	Non-Industrial	G
Hweili •	1813	C6228A8	7		
Yaan •	1816	C97A663	8	Non-Industrial, Waterworld	G
Santai •	1819	C562556	9	Non-Industrial	G
Pachungi •	1916	A7799A4	E	Tri Capital	G
Ahpa •	1920	X667250	3	Non-Industrial	G
Tehko •	2011	A8797A7	C	Tri Capital	
Ipin •	2012	D220456	8	Non-Industrial, Desertworld, Poor	G
Chingte •	2017	C304436	9	Non-Industrial, Non-Agricultural	
Sangpun •	2112	C685413	8	Non-Industrial	
Ningsia •	2114	C784573	7	Agricultural, Non-Industrial	
Hitso •	2116	B749433	A	Non-Industrial	G
Berat i	2118	D656778	6	Agricultural	G
Vlone i	2312	D312794	5	Non-Agricultural	
Milos i	2314	D562625	6	Non-Industrial	G
Naxos	2319	E424569	5	Non-Agricultural, Non-Industrial	
Mikinai	2414	E551443	4	Non-Industrial, Poor	
Nemea	2416	E8646D0	7	Agricultural, Non-Industrial	G, R
Psari	2420	X667250	4	Non-Industrial	G

The Szechwin Subsector contains 21 systems with a total population of 750.4 million. The highest Population Level is 9 at Pachungi; the highest Tech Level is E, also at Pachungi.



KHALI

TARANAKI



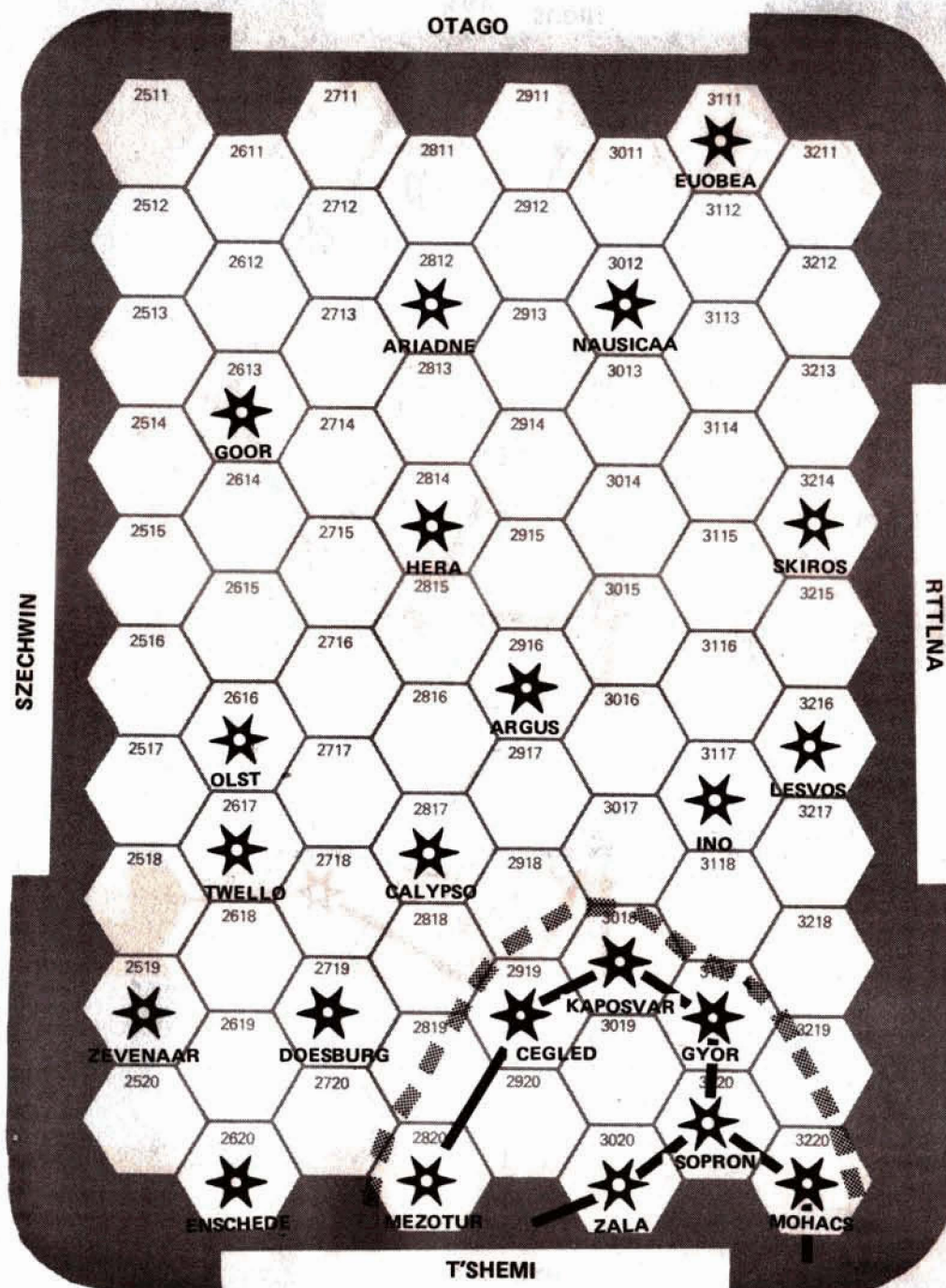
MIDORMEGA SUBSECTOR

The Midormega Subsector is primarily an unorganized area on the fringes of several small, interstellar states. Density of star systems is rather low and has retarded development in this subsector. There still remains a fairly high incidence of piracy in this area; a hidden base is suspected in the subsector. Stasmi Zanya, a very recent political organization, overlaps this subsector into T'shemi Subsector. Commercial opportunities abound as development increases in this area.

Zevenaar i	2519	D353303	6	Non-Industrial, Poor	G
Goor	2613	X420100	7	Non-Industrial, Desertworld	G
Olst i	2616	E343432	6	Non-Industrial, Poor	
Twello i	2617	D752785	4	Poor	
Enschede i	2620	C528505	8	Non-Agricultural, Non-Industrial	G
Doesburg i	2719	C571775	5	Desertworld	G
Ariadne i	2812	X6678A0	6		G
Hera i	2814	E779112	3	Non-Industrial	G
Calypso i	2817	D363549	5		G
Mezotur ■	2820	C694212	9	Non-Industrial	
Argus ■	2916	D655669	4	Agricultural, Non-Industrial	G
Cegled ■	2919	C563424	7	Non-Industrial	
Nausicaa	3012	X200000	-	Undeveloped	
Kaposvar ■	3018	C784430	9	Non-Industrial	G
Zala ■	3020	C799456	6	Non-Industrial	G
Euobea i	3111	E527433	7	Non-Industrial	
Ino i	3117	D554482	5	Non-Industrial	G
Gyor ■	3119	C536649	6	Non-Agricultural, Non-Industrial	G
Sopron ■	3120	B466567	8	Agricultural, Non-Industrial	
Skiros i	3214	E726374	4	Non-Agricultural, Non-Industrial	
Lesvos i	3216	D6A5555	8	Non-Industrial	G
Mohacs ■	3220	C764323	7	Non-Industrial	G

The Midormega Subsector contains 22 systems with a total population of 17.5 million. The highest Population Level is 7 at Twello and Doesburg; the highest Tech Level is 9 at Mezotur and Kaposvar.

Zultanate Al Amyi ° Ramayan r Kmyia Einarchy ◊
 K'Chemi Centralate * Range Valyana • Supraherd
 T'tnaree + Maorin Stat ♦ Stasmi Zanya ■ Taquari'
 Comnate @ Independent i

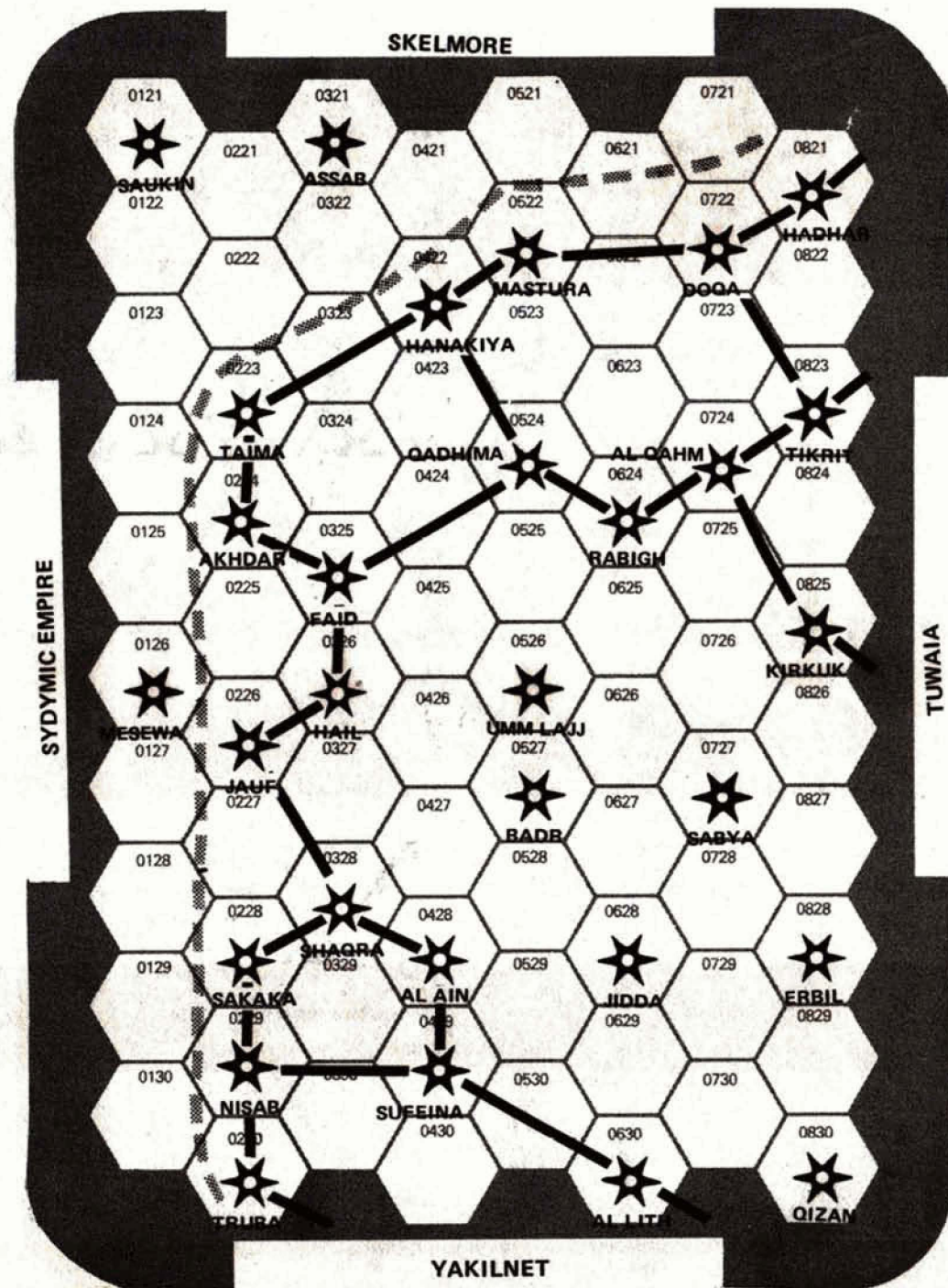


RALMAR SUBSECTOR

The Ralmar Subsector has all but three of the systems herein contained within the Zultan Al Amyi. This area of the Zultanate has been the scene of several conflicts with the Sydynic Empire to Spinward. Internal dissention has also been frequent, led by either Shaqra or Qadhima. At the present time, sentiment in the Spinward regions of the Zultanate matches that in its other regions: that of a building desire for a crusade of renewal.

Saukin i	0121	X541211	5	Non-Industrial, Desertworld, Poor	G
Mesewa i	0126	E588357	3	Non-Industrial	
Taima °	0223	D446434	8	Non-Industrial	G
Akhdar °	0224	C876586	B	Agricultural, Non-Industrial	
Jauf °	0226	C674515	7	Agricultural, Non-Industrial	G
Sakaka °	0228	B325966	D	Non-Agricultural, Industrial	
Nisab °	0229	C476463	6	Non-Industrial	G
Truba °	0230	B341737	6	Poor, Desertworld	G
Assab i	0321	E421312	7	Non-Industrial, Desertworld	G
Faid °	0325	B689565	C	Non-Industrial	G
Hail °	0326	C471220	7	Non-Industrial, Desertworld	
Shaqra °	0328	A653874	D	★ Poor	
Hanakiya °	0422	C54A554	B	Non-Industrial, Waterworld	G
Al Ain °	0428	C763532	7	Non-Industrial	G
Sufeina °	0429	C426546	6	Non-Agricultural, Non-Industrial	
Mastura °	0522	D98A375	4	Non-Industrial, Waterworld	G
Qadhima °	0524	A784954	D	★	G
Umm Lajj °	0526	D482541	5	Non-Industrial	
Badr °	0527	E96A312	4	Non-Industrial, Waterworld	
Rabigh °	0624	C331659	8	Non-Industrial, Desertworld	G
Jidda °	0628	E564313	4	Non-Industrial	G
Al Lith °	0630	C365884	9	Rich	G
Doqa °	0722	D544667	5	Agricultural, Non-Industrial	
Al Qahm °	0724	C525536	9	Non-Agricultural, Non-Industrial	
Sabya °	0727	X543577	1	Non-Industrial, Poor	A, G
Hadhar °	0821	C425537	7	Non-Agricultural, Non-Industrial	
Tikrit °	0823	C666888	9	Rich	G
Kirkuk °	0825	C342564	5	Non-Industrial, Poor	
Erbil °	0828	X000000	--	Undeveloped	G
Qizan °	0830	D371342	7	Non-Industrial, Desertworld	G

The Ralmar Subsector contains 30 systems with a total population of 1.15 billion. The highest Population Level is 9 at Sakaka and Qadhima; the highest Tech Level is D at Shaqra and Qadhima.

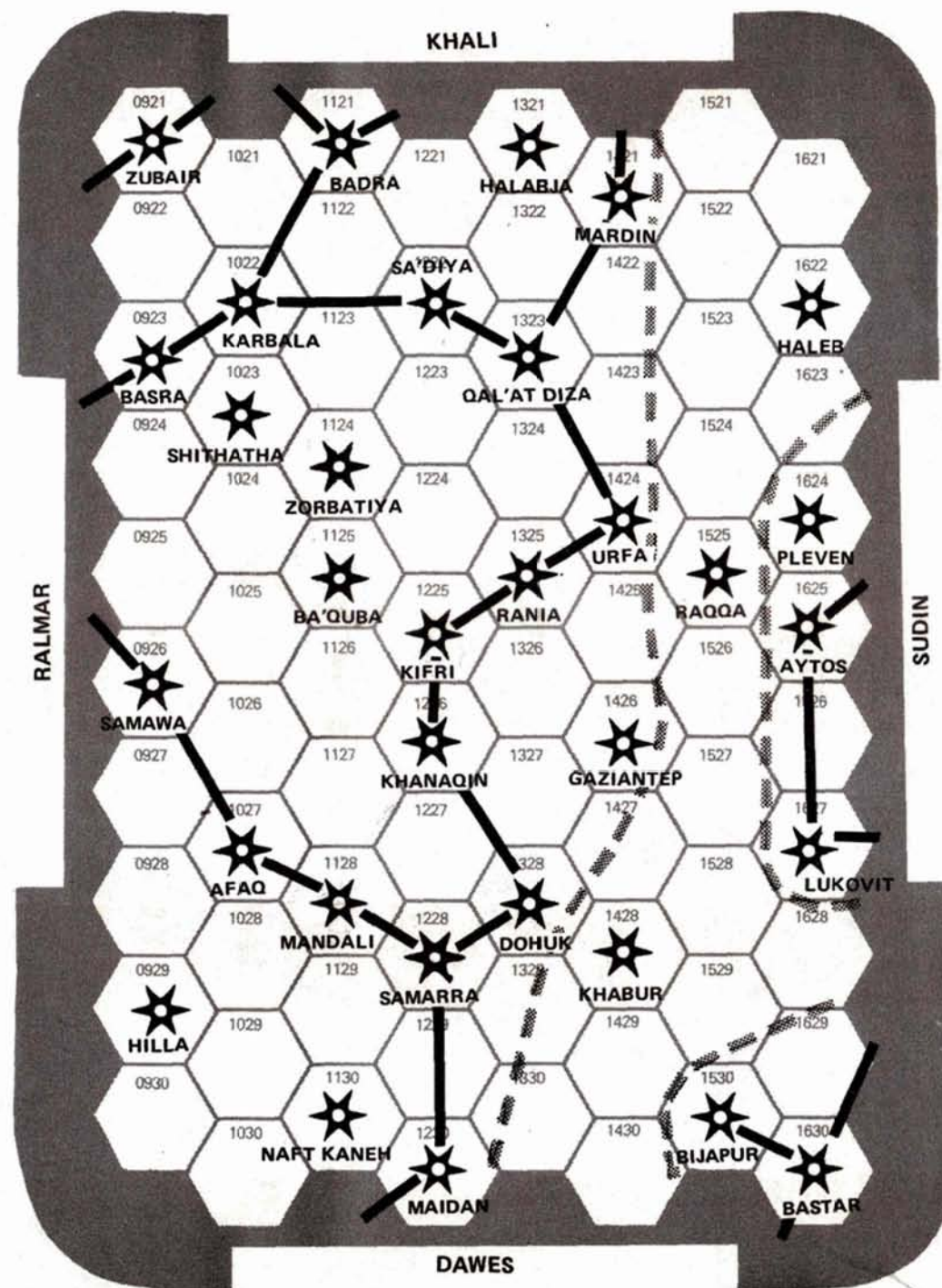


TUWAIQ SUBSECTOR

The Tuwaiq Subsector was the scene of heavy fighting during the War of Einarchy Independence and still remains a hotbed of tensions. Most of the systems remain in Zultani hands with heavy naval forces shuttling back and forth along the border. The Einarchy maintains heavy patrol forces at Aytos with scouts out at Haleb and Raqqa. Ramayan has a heavy fleet based at Bastar with scouts at Khabur. It is suspected that the Zultanate will try to retake the Einarchy, though the precise date and place of attack are uncertain.

Zubair °	0921	C433626	4	Non-Agricultural, Poor	G
Basra °	0923	C543343	7	Non-Industrial, Poor	G
Samawa °	0926	C518668	7	Non-Agricultural	
Hilla °	0929	X68A253	7	Non-Industrial, Waterworld	G
Karbala °	1022	B355879	A		G
Shithatha °	1023	E553568	4	Non-Industrial, Poor	G
Afaq °	1027	D436534	6	Non-Industrial	
Badra °	1121	A559889	B	*	G
Zorbatiya °	1124	X543100	8	Poor	
Ba'quba °	1125	E683270	5	Non-Industrial	G
Mandali °	1128	C8687A6	6	Agricultural	G
Naft Kaneh °	1130	E414360	3	Non-Agricultural,	
Sa'diya °	1222	C245AC8	B	Industrial	
Kifri °	1225	D528327	6	Non-Agricultural	
Khanaqin °	1226	C485678	6	Agricultural, Non-Industrial,	
				Rich	G
Samarra °	1228	A584573	D	*	G
Maidan °	1230	B353555	B	Non-Industrial, Poor	G
Halabja °	1321	E485674	5	Agricultural, Non-Industrial,	
				Rich	
Qal'at Diza °	1323	AA69563	C	*	
Rania °	1325	C100254	A	Non-Industrial	
				Non-Industrial, Rock	G
Dohuk °	1328	C686125	9	Non-Industrial	
Mardin °	1421	C52A6A9	8	Non-Agricultural	G
Urfa °	1424	B220582	A	Non-Industrial, Desertworld,	
				Poor	G
Gasiantep °	1426	E6A6100	6	Non-Industrial	G
Khabur i	1428	E755470	5	Non-Industrial	
Raqqa i	1525	E534521	7	Non-Industrial	G
Bijapur r	1530	C463304	8	Non-Industrial	
Haleb i	1622	E873232	9	Non-Industrial	
Pleven □	1624	D440434	7	Non-Industrial, Desertworld,	
				Poor	G
Aytos □	1625	B442435	C	Non-Industrial, Poor	G
Lukovit □	1627	C378437	A	Non-Industrial	
Bastar r	1630	A457774	C	*	G
				Agricultural	

The Tuwaiq Subsector contains 32 systems with a total population of 5.15 billion. The highest Population Level is A at Sa'diya; the highest Tech Level is D at Samarra.



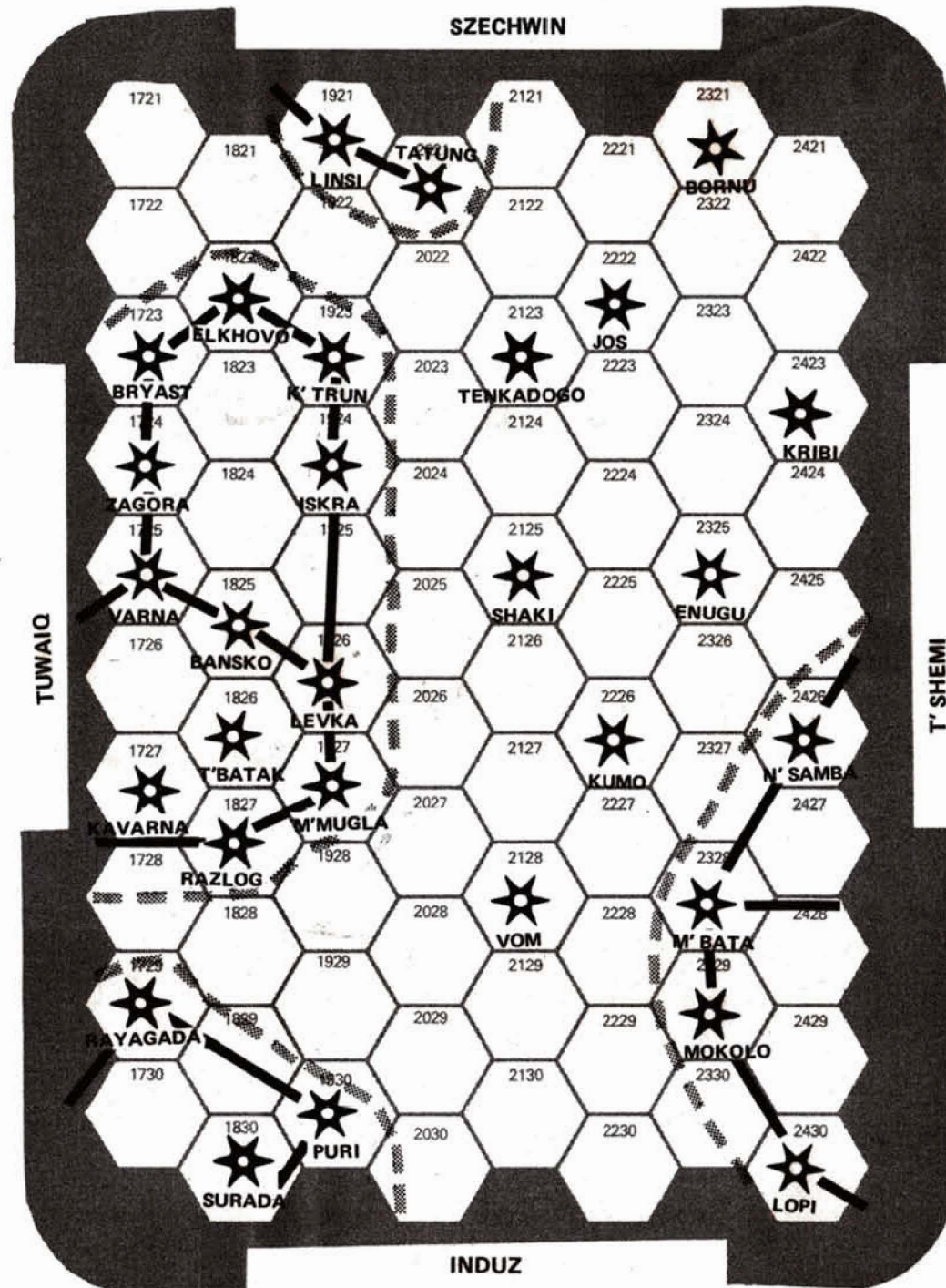
SUDIN SUBSECTOR

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The Sudin Subsector was the site of much fighting during the War of Einarthy Independence. Since that time, the subsector has seen an unprecedented period of peace and commercial prosperity. Trade has increased remarkably, and the bordering interstellar states have been able to greatly reduce their naval forces in this area. Twelve systems belong to the Einarthy, two to Range Valyana, three to Ramayan, four to K'Chemi Centralate, and eight are independent. All states in this area are reinforcing their naval forces in anticipation of trouble with the Zultani.

Bryast □	1723	C77A7B9	A	Waterworld	G
Zagora □	1724	D767589	7	Agricultural, Non-Industrial	G
Varna □	1725	A557855	D	Einarthy Capital	G
Kavarna □	1727	E231412	8	Non-Agricultural, Desertworld, Non-Industrial, Poor	G
Rayagada r	1729	B523554	A	Non-Agricultural, Non-Industrial, Poor	G
Elkhovo	1822	B434516	C	Non-Agricultural, Non-Industrial	G
Bausko □	1825	D553215	5	Non-Industrial, Poor	G
T' Batak □	1826	X456679	3	Non-Agricultural, Non-Industrial	A, G
Razlog □	1827	B868635	A	Agricultural, Non-Industrial	G
Surada r	1830	EAAA233	A	Non-Industrial, Waterworld	G
Linsi •	1921	B885659	B	Agricultural, Rich	*
K' Trun □	1923	C848302	B	Non-Industrial, Waterworld	G
Iskra □	1924	D5785A5	6	Agricultural, Non-Industrial	G
Levka	1926	A581434	A	Non-Industrial, Desertworld	G
M'Mugla □	1927	C6A5436	9	Non-Industrial	G
Puri r	1930	C440847	B	Poor, Desertworld	G
Tatung •	2021	C668876	5	Rich	G
Tenkadogo i	2123	C6857B9	B	Agricultural	G
Shaki i	2125	C635656	7	Non-Agricultural, Non-Industrial	G
Vom i	2128	D371673	5	Non-Industrial Desertworld	G
Jos i	2222	DA9A303	7	Non-Industrial, Waterworld	G
Kumo i	2226	C535785	8	Non-Agricultural	G
Bornu i	2321	E474220	6	Non-Industrial	G
Enugu i	2325	C261886	8	Rich, Desertworld	G
M' Bata *	2328	B9A6326	C	Non-Industrial	G
Mokolo *	2329	C784645	8	Agricultural, Non-Industrial, Rich	G
Kribi i	2423	E537425	2	Non-Agricultural,	G
N' Samba *	2426	C4006B7	9	Non-Agricultural, Rock	G
Lopi *	2430	C665534	8	Agricultural, Non-Industrial	G

The Sudin Subsector contains 29 systems with a total population of 167.4 million. The highest Population Level is 8 at Varna, Puri, Tatung, and Enugu; the highest Tech Level is D at Varna.

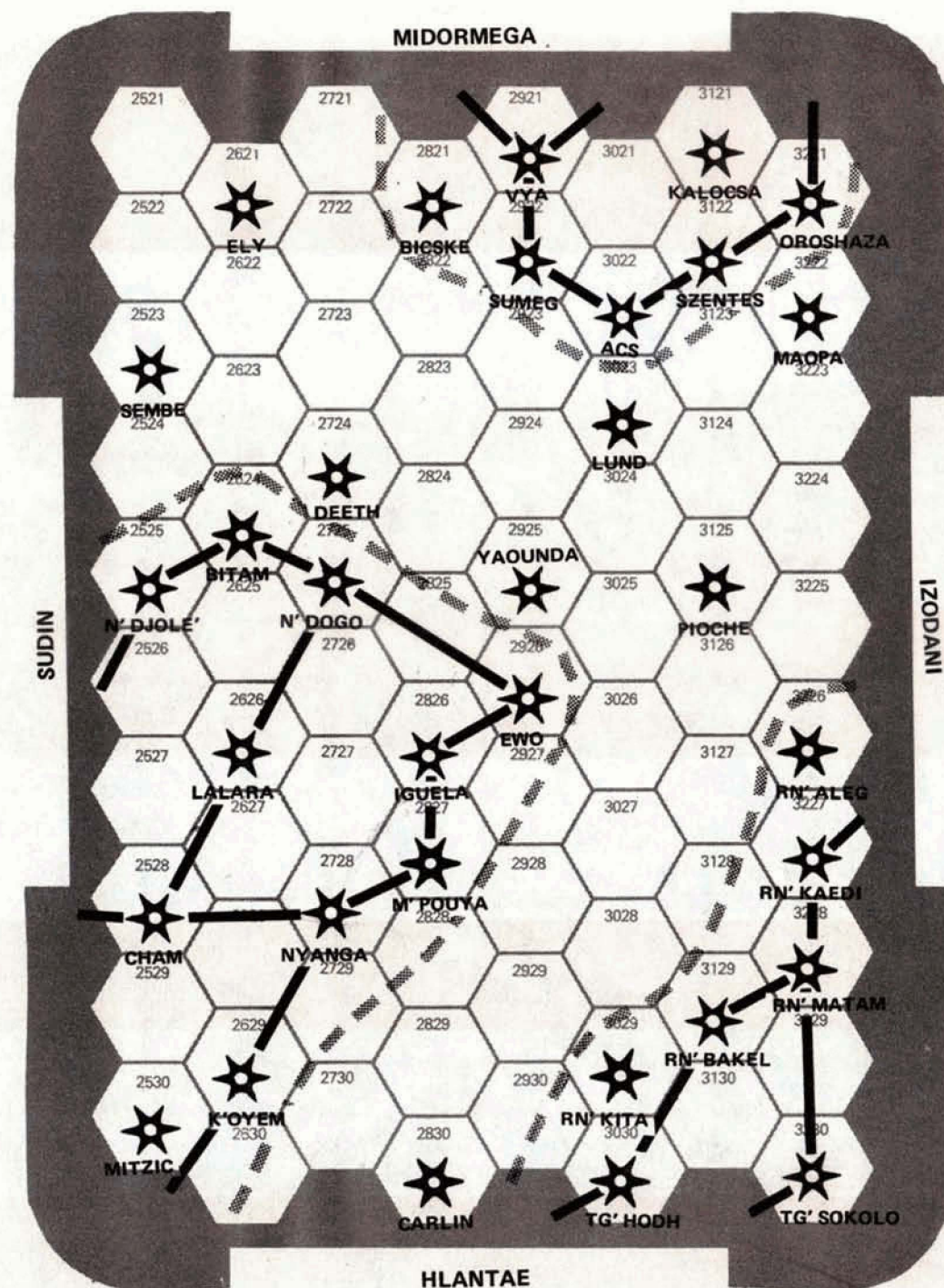


T'SHEMI SUBSECTOR

The T'Shemi Subsector contains elements of the interstellar states K'Chemi Centralate, Stasmi Zanya, and Taquari' Comnate, as well as eight independent systems. Commercial rivalries in this area have been, and remain, intense, but only rarely have armed skirmishes broken out. Over the past several centuries, new trade routes have been established to Stasmi Zanya to service the growing chemo-synthetic industries there.

Sembe i	2523	D574653	4	Agricultural, Non-Industrial	G
N'Djole *	2525	C3268C6	9	Non-Agricultural	G
Cham *	2528	A5579C9	D	Centralate Capital	G
Mitzic *	2530	EAAA233	A	Non-Industrial, Waterworld	G
Ely i	2621	D555674	5	Agricultural, Non-Industrial	G
Bitam *	2624	C697647	8	Agricultural, Non-Industrial	G
Lalara *	2626	C3507C7	9	Poor, Desertworld	G
K'Oyem *	2629	B788887	9	Rich	G
Deeth i	2724	C252555	7	Non-Industrial, Poor	G
N' Dogo *	2725	A756561	D	Agricultural, Non-Industrial	G
Nyanga *	2728	C1009A9	A	Non-Agricultural, Industrial, Rock	G
Bicske ■	2821	X439000	--	Undeveloped	G
Iguala *	2826	C357210	7	Non-Industrial	G
M' Pouya *	2827	D541444	7	Non-Industrial, Desertworld, Poor	G
Carlin i	2830	C87A9C8	C	Industrial, Waterworld	G
Vya ■	2921	A557734	C	Zanyan Capital	G
Sumeg ■	2922	C6856A9	B	Agricultural	G
Yaounda i	2925	D595310	7	Non-Industrial	G
Ewo *	2926	C785414	9	Non-Industrial	G
Acs ■	3022	C675528	7	Agricultural, Non-Industrial	G
Lund i	3023	D310696	7	Non-Agricultural, Desertworld, Non-Industrial	G
Rn' Kita @	3029	E984447	6	Non-Industrial	G
T'g Hodh @	3030	C99A447	A	Non-Industrial, Waterworld	G
Kalocsa ■	3121	X7A6000	--	Undeveloped	G
Szentcs ■	3122	C788338	7	Non-Industrial	G
Pioche i	3125	D353582	5	Non-Industrial, Poor	G
Rn' Bakel @	3129	D223784	7	Non-Agricultural, Poor	G
Oroshaza ■	3221	C788338	7	Non-Industrial	G
Maopa i	3222	C3628A6	8		G
Rn' Aleg @	3226	D574778	5	Agricultural	G
Rn' Kaedi @	3227	C2367C4	6	Non-Agricultural	G
Rn' Matam @	3228	B4578A9	B		G
Tg' Sokolo @	3230	C556524	A	Agricultura, Non-Industrial	G

The T'Shemi Subsector contains 33 systems with a total population of 2.57 billion. The highest Population Level is 9 at Cham, Nyanga, and Carlin; the highest Tech Level is D at Cham and N'Dogo.

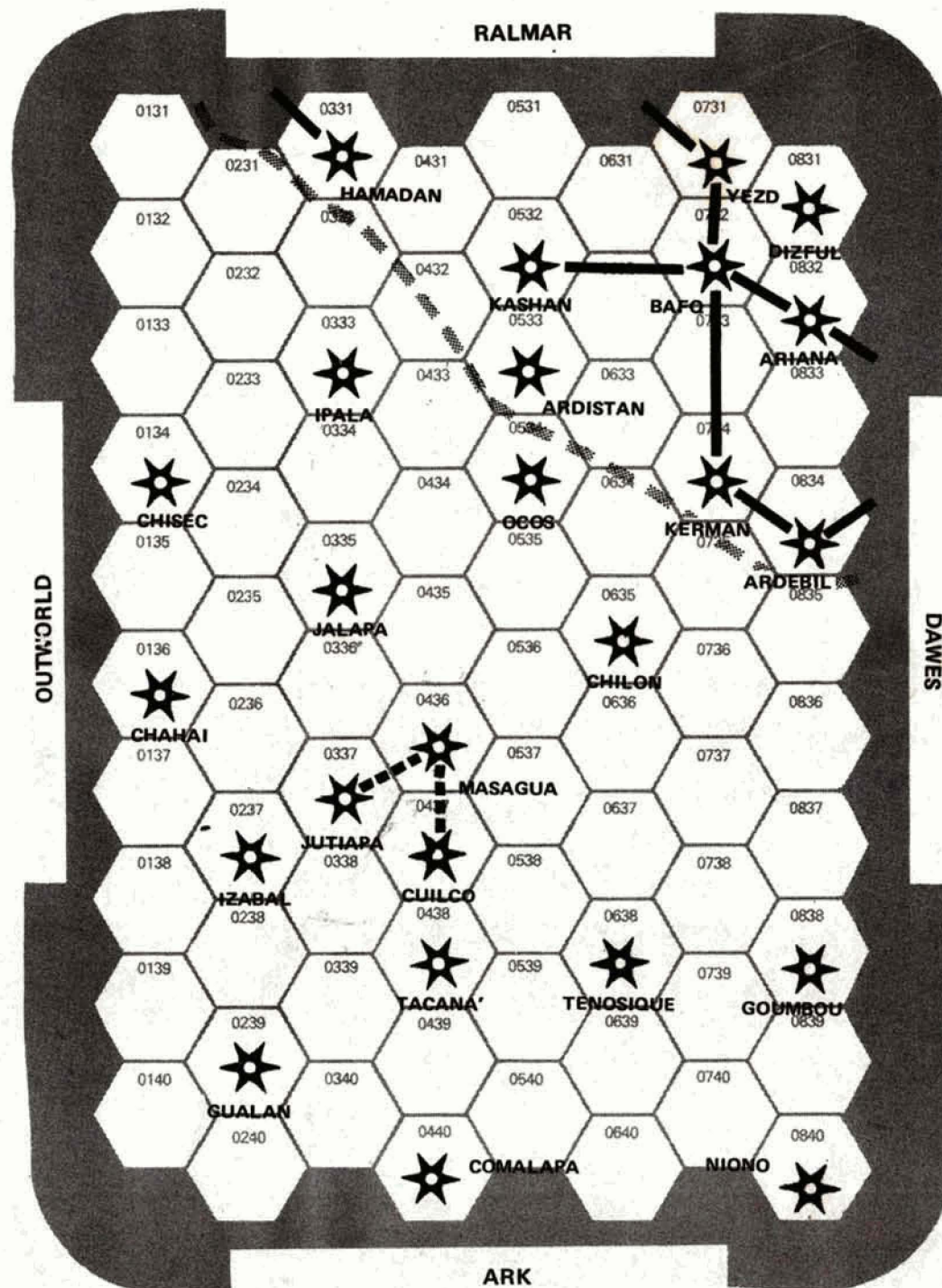


YAKIL.NET SUBSECTOR

The Yakilnet Subsector is primarily an open area of independent star-systems with the Zultan Al Amyi claiming nine systems at the Coreward edge. These systems include the political capital of the Zultani, Bafq. Sphere Fenix and the Marlan Primate, as well as the Sydymic Empire have blocked expansion efforts in this direction. Military vessels have been sighted in this area of late. This area also is liable to be in contention when next the Zultani move.

Chisec i	0134	EAAA200	7		Non-Industrial, Waterworld	G
Chahai	0136	X000000	—		Undeveloped	
Izabel i	0237	D55A435	7		Non-Industrial, Waterworld	G
Gualan	0239	X420000	—		Undeveloped	G
Hamadan °	0331	C365698	8		Agricultural, Non-Industrial, Rich	G
Ipala i	0333	D452474	7		Non-Industrial, Poor	
Jalapa	0335	X655636	1		Agricultural, Non-Industrial	A, G
Jutiapa i	0337	C869673	8		Non-Industrial, Rich	G
Masajua i	0436	B548769	A		Agricultural	G
Cuilco i	0437	C672529	6		Non-Industrial	G
Tacana' i	0438	F697525	5		Agricultural, Non-Industrial	
Comalapa i	0440	E726374	4		Non-Agricultural, Non-Industrial	
Kashan °	0532	C687569	9		Agricultural, Non-Industrial	G
Ardistan °	0533	E375310	7		Non-Industrial	G
Ocos i	0534	E472210	7		Non-Industrial	
Chilan i	0635	C986437	4		Non-Industrial	G
Tenosique i	0638	E527304	4		Non-Agricultural, Non-Industrial	G
Yezd °	0731	C681343	5		Non-Industrial	
Bafq °	0732	A788999	B	*	Zultani Capital	G
Kerman °	0734	C383403	9		Non-Industrial	
Disful °	0831	E756481	3		Non-Industrial	G
Ariana °	0832	C66A303	7		Non-Industrial, Waterworld	
Ardebil °	0834	C6766B5	5		Agricultural, Non-Industrial	G
Goumbou i	0838	D536366	5		Non-Agricultural, Non-Industrial	
Niono i	0840	E774518	4		Agricultural, Non-Industrial	G

The Yakilnet Subsector contains 25 systems with a total population of 884.6 million. The highest Population Level is 9 at Bafq; the highest Tech Level is B, also at Bafq.

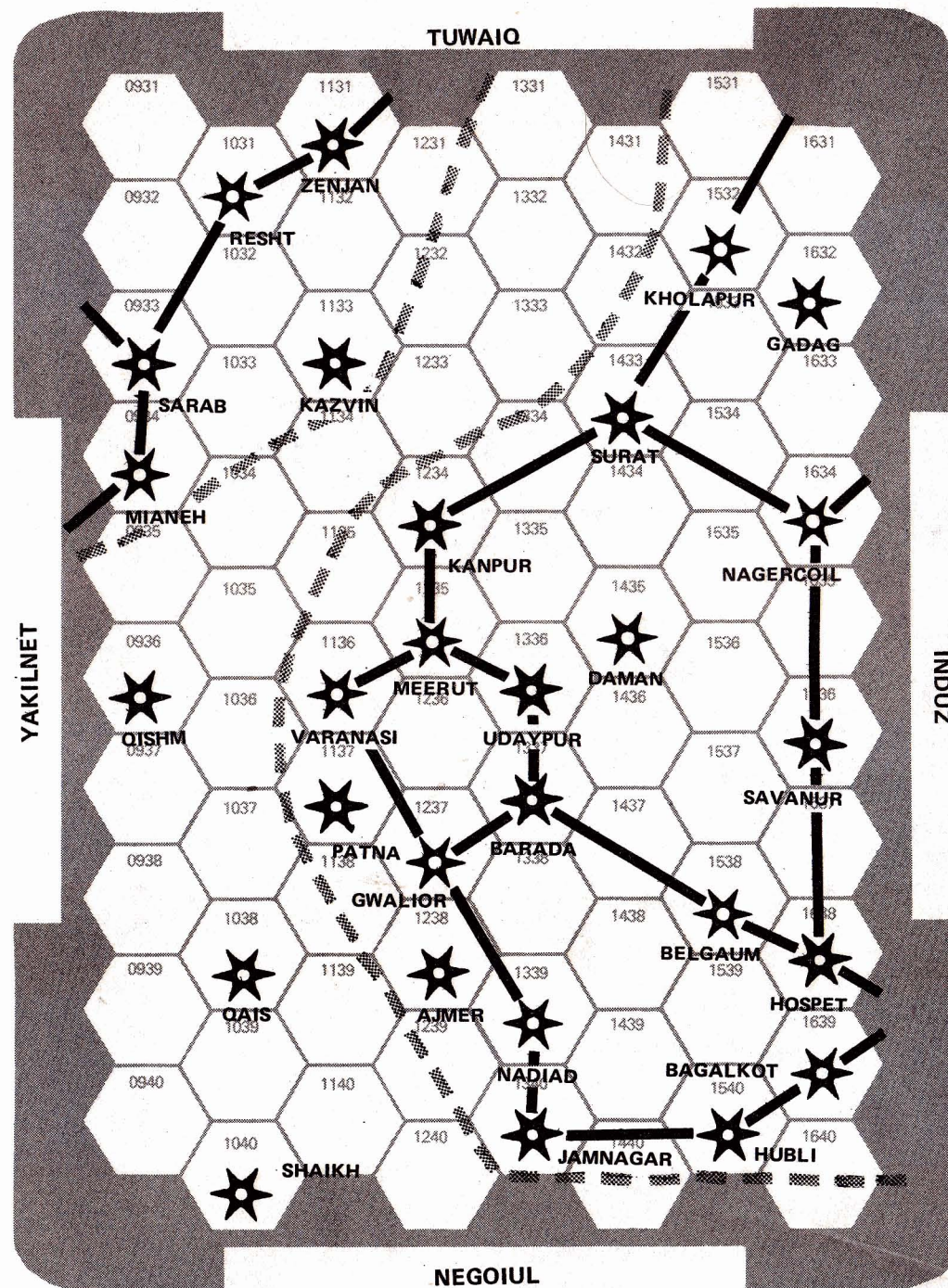


DAWES SUBSECTOR

The Dawes Subsector is split between the Ramayan and the Zultan Al Amyi. Considerable fighting has taken place in the center area of this subsector, and the Ramayan generally come out on top. Tensions are again increasing, and it is anticipated that the Zultani will try to attack yet again.

Sarab °	0933	B997979	B	Industrial	G
Mianeh °	0934	C222454	8	Non-Agricultural, Non-Industrial, Poor	
Qishm i	0936	C536370	9	Non-Agricultural, Non-Industrial	G
Resht °	1031	D877432	7	Non-Industrial	G
Qais i	1038	D110100	B	Non-Agricultural, Non-Industrial, Desertworld	
Shaikh i	1040	E432416	8	Non-Industrial, Poor	G
Zenjan °	1131	C599989	7	Industrial	G
Kazvin °	1133	E537694	6	Non-Agricultural, Non-Industrial	G
Varanasi r	1136	C3368A8	A	Non-Agricultural	G
Patna r	1137	E461677	4	Non-Industrial, Desertworld	G
Kanpur r	1234	C756649	9	Agricultural, Non-Industrial	G
Meerut r	1235	A423669	C	Non-Agricultural, Non-Industrial, Poor	G
Gwalior r	1237	C322370	8	Non-Agricultural, Non-Industrial	
Ajmer r	1238	E467458	5	Non-Industrial	G
Udaypur r	1336	C99A648	8	Non-Industrial, Waterworld	G
Barada r	1337	B4697B4	9		G
Nadiad r	1339	CA5A757	8	Waterworld	
Jamnagar r	1340	B522586	B	Non-Agricultural, Non-Industrial, Poor	G
Surat r	1433	B9A8673	9	Non-Industrial	G
Daman r	1435	D883868	4	Rich	G
Kholapur r	1532	C89A879	5	Waterworld	G
Belgaum r	1538	C543AC8	9	Industrial, Poor	
Hubli r	1540	C547AA9	7	Industrial	G
Gadag r	1632	D447202	8	Non-Industrial	G
Nagercoil r	1634	A5468A3	C	Ramayan Capital	G
Savanur r	1636	C65A894	A	Waterworld	
Hospet r	1638	A687478	9	Non-Industrial	G
Bagalkot r	1639	C858989	6		G

The Dawes Subsector contains 28 systems with a total population of 13.7 billion. The highest Population Level is A at Belgaum and Hubli; the highest Tech Level is C at Meerut and Nagercoil.



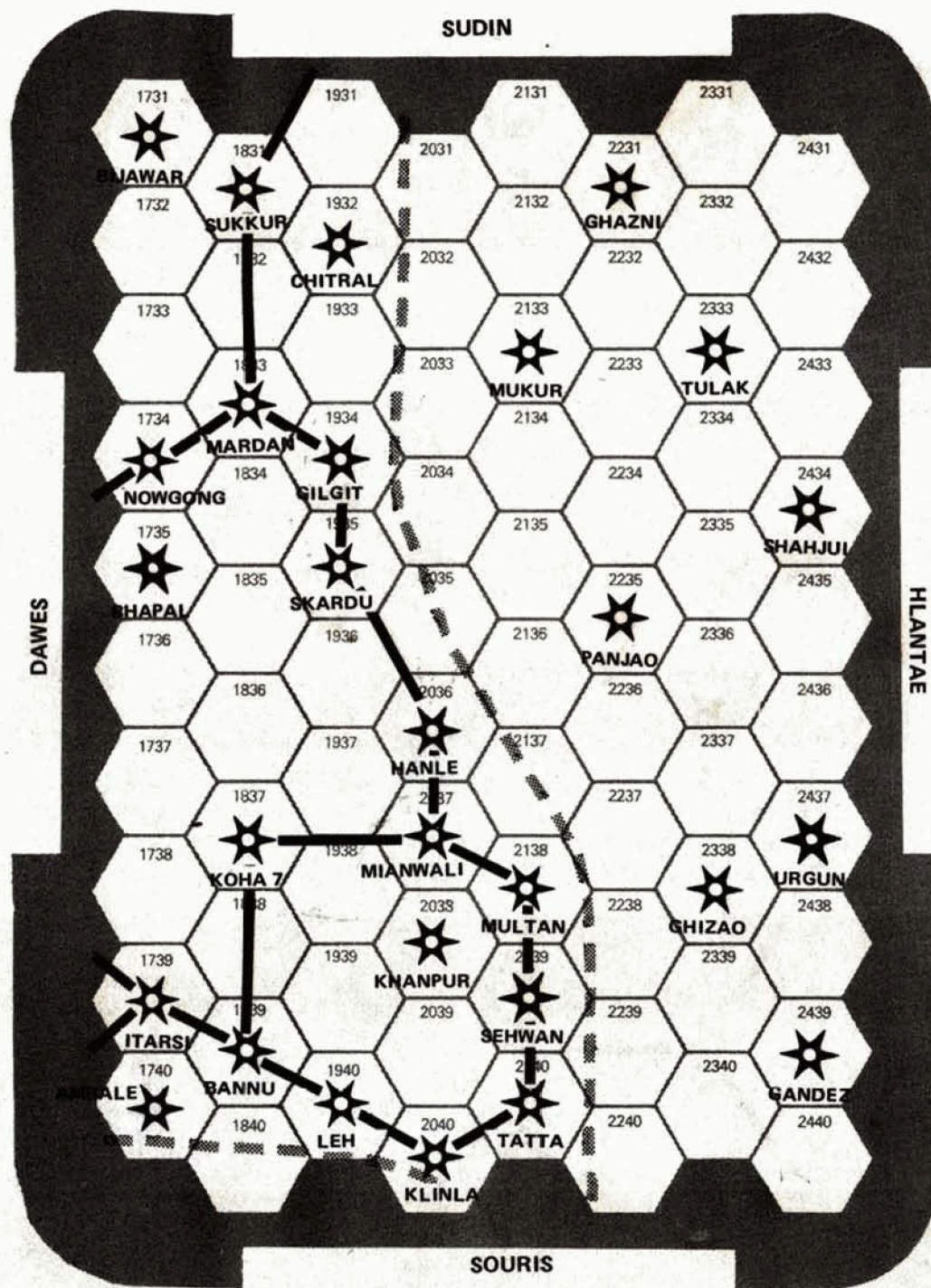
INDUZ SUBSECTOR

The Induz Subsector contains a large portion of Ramayan and also eight independent systems. These were the first systems settled by the Ramayan and were not involved in any of the Zultani raids. Nevertheless, large military forces are still maintained as a matter of policy.

Bijawar r	1731	X100000	--	Undeveloped	G
Nowgong r	1734	C220505	B	Non-Agricultural, Non-Industrial, Poor	G
Bhupal r	1735	E589588	6	Non-Industrial	G
Itarsi r	1739	C797783	5	Agricultural	A
Amable r	1740	E433200	5	Non-Industrial	G
Sukkur r	1831	C372305	D	Non-Agricultural	G
Mardani r	1833	B536978	9	Agricultural, Rich	G
Koha 7 r	1837	C667799	6	Non-Agricultural, Non-Industrial, Poor	G
Bannu r	1839	C332554	8	Non-Industrial, Desertworld	A, G
Chitral r	1932	E220319	9	Non-Agricultural, Non-Industrial	G
Gilgit r	1934	C8396B2	5	Industrial, Poor	G
Skardu r	1935	C5429A9	9	Non-Industrial, Waterworld	G
Leh r	1940	D9AA351	8	Non-Agricultural, Desertworld	G
Hanle r	2036	C210779	B	Non-Industrial	G
Mianwali r	2037	A363416	C	*	G
Khanpur r	2038	D659788	7		G
Klinla r	2040	B544423	9	Non-Industrial, Waterworld	G
Mukur i	2133	D98A646	6	Non-Agricultural, Industrial, Poor	G
Multan r	2138	C623AB9	B	Non-Industrial	G
Sehwan r	2139	C574415	9		G
Tatta r	2140	D9A7879	6	Agricultural	G
Ghazni i	2231	E457766	7	Non-Industrial, Desertworld	G
Panjao i	2235	D460433	6	Agricultural, Non-Industrial	G
Tulak i	2333	E586563	2	Non-Industrial	G
Ghizao i	2338	C794232	5	Undeveloped	A, G
Shahjui	2434	XAC800	--	Agricultural, Non-Industrial	A
Urgun i	2437	E887629	5	Agricultural, Non-Industrial, Rich	A
Gandez i	2439	E867687	3		

The Induz Subsector contains 28 systems with a total population of 5.7 billion. The highest Population Level is A at Multan; the highest Tech Level is D at Sukkur.

SUDIN

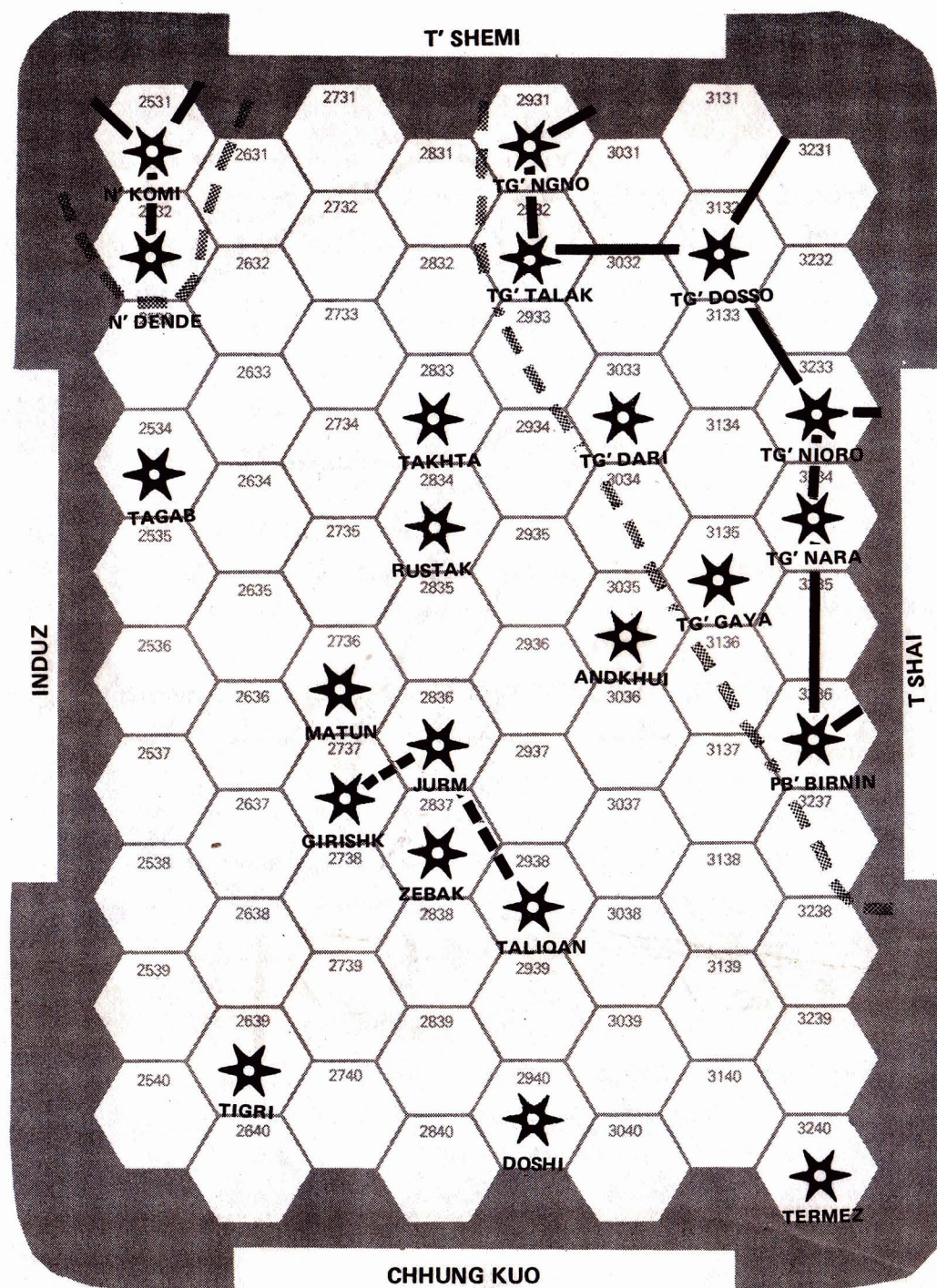


HLANTAE SUBSECTOR

The Hlantaie Subsector contains eight systems of the Taquari' Comnate, two systems of the K'Chemi Centralate, and twelve independent systems. Much commercial competition goes on in this area, and a group of four independents has formed a trade league to help them compete.

N' Komi *	2531	B527220	B	Non-Agricultural, Non-Industrial	G
N' Dende *	2532	C526579	7	Non-Agricultural, Non-Industrial	G
Tagab	2534	D699366	6	Non-Industrial	G
Tigri	2639	X410000	--	Undeveloped	G
Matun	2736	D5246A9	1	Non-Agricultural, Non-Industrial	A
Girishk i	2737	B888879	A		G
Takhta	2833	C222202	8	Non-Agricultural, Non-Industrial, Poor	G
Rustak	2834	E561302	4	Non-Industrial, Desertworld	G
Jurm	2836	C549560	5	Non-Industrial	G
Zebak	2837	D75A483	6	Non-Industrial, Waterworld	G
Tg' Ngno @	2931	C8A3515	A	Non-Industrial	
Tg' Talak @	2932	C638544	A	Non-Agricultural, Non-Industrial	
Taliqan i	2938	B554566	A	Agricultural, Non-Industrial	G
Doshi	2940	C557549	4	Agricultural, Non-Industrial	G
Tg' Dori @	3033	E74A274	6	Non-Industrial, Waterworld	G
Andkhui	3035	D363598	3	Non-Industrial	G
Tg' Dosso @	3132	A569735	E		G
Tg' Gaya @	3135	E747480	7	Non-Industrial	G
Tg' Nioro @	3233	BA6A777	8	Rich, Waterworld	
Tg' Nara @	3234	C5449A9	A	Industrial	G
Pb' Birnin @	3236	C687557	8	Agricultural, Non-Industrial	
Termez	3240	X200000	--	Undeveloped	G

The Hlantaie Subsector contains 22 systems with a total population of 1.03 billion. The highest Population Level is 9 at Tg'Nara; the highest Tech Level is E at Tg'Dosso.



RUMORS

(Roll 3D)

Rumors may be encountered more than one time. The Judge may choose to modify or elaborate each rumor as the occasion requires.

- 3 A casual acquaintance lets drop, within hearing of one of the players, that a group of thugs plans to rip off the cargo of the _____ in 1D days time. (Roll 1D: 1 - 5: False; 6: True)
- 4 Consult a random Non-Local Rumor Table.
- 5 1D + 1 Non-uniformed "Enforcement Officers" were inquiring this morning about one of the party members. Roll 1D: 1 - 5: They want information on a third party; 6: They are after the character.
- 6 An alert is sounded to be on the lookout for contaminated _____ (Roll 1D: 1 - 2: Water; 3 - 4: Food; 5 - 6: Drugs)
- 7 1D + 1 systems distant, 1D + 1 ships were lost during the last month due to pirate/military/terrorist activity.
- 8 A local businessman/politician/criminal needs to get off-planet fast and is willing to pay double/triple the normal rates.
- 9 A valuable mineral strike has just been made at _____, 1D + 1 systems distant. (Roll 1D: 1 - 4: False; 5 - 6: True)
- 10 The black market has a lot of _____ (Roll 1D: 1: Drugs; 2: Weapons; 3: Vehicles; 4: Jewels; 5: Chemicals; 6: Livestock) available at real good prices.
- 11 The local customs officials are going to loosen/tighten regulations on the import/export of _____ (Roll 1D: 1: Drugs; 2: Weapons; 3: Vehicles; 4: Jewels; 5: Chemicals; 6: Livestock).
- 12 See Local Rumor Sub-Table.
- 13 1D + 2 terrorists were smuggled in last week, and in 1D days they plan to _____ (Roll 1D: 1 - 2: assassinate a political figure; 3 - 4: sabotage a military installation; 5 - 6: stage a prison break).
- 14 New identification cards are available _____ (Roll 1D: 1 - 2: from the Terrorist's party; 3 - 4: from a renegade Security Officer; 5 - 6: at twice/half the usual going price).
- 15 See Local Rumor Sub-Table.
- 16 Someone in the port area just saw an adult Yellow-striped Deathcrawler. These large insects killed 12 people and shut down the entire port a couple of stops back.
- 17 Terrorists plan to sabotage the take-off of the next 1D + 1 ships. (Roll 1D: 1 - 5: False; 6: True)
- 18 A local shipping line is in poor financial condition and has put out some hints to the underworld that it is looking for a way out or, at least, for some large sums of cash. (Roll 1D: 1 - 4: False; 5 - 6: True)

Rumors on Independent Planets (Roll 1D6)

- 1 Agents of a nearby major power (Roll 1D: 1: Ramayan; 2: Valyana; 3: Zultanate; 4: Stat; 5: Einarchy; 6: Comnate) have infiltrated the local government and are ready to stage a coup. (Roll 1D: 1 - 4: False; 5 - 6: True).
- 2 An officer of the port authority was recently caught embezzling funds. She/He eluded arrest and is now seeking passage off-planet. A reward of 5,000/10,000/20,000 Credits is being offered for apprehension of the fugitive and recovery of the valuables taken. (Roll 1D: 1 - 2: False; 3 - 6: True)
- 3 Local military forces have recently undergone a considerable expansion. They have a very great need for experienced mercenary NCOs and Officers to help train the new mass of recruits. (Roll 1D: 1 - 5: True; 6: False)
- 4 2D + 4 natives have been caught in the last month trying to smuggle themselves off-planet. (Roll 1D: 1 - 5: True; 6: False)
- 5 Expensive electronic equipment imported to this planet has been breaking down and wearing out much more rapidly than it ought. The locals suspect they are being sold shoddy merchandise. (Roll 1D: 1 - 3: True; 4 - 6: False)
- 6 Of the 24 technical advisors hired by the local government on this planet in the last three years, only 4 have been seen alive again. (Roll 1D: 1 - 2: True; 3 - 6: False)

Rumors on K'Chemi Centralate Planets
(Roll 1D6)

- 1 A new variety of herd beast imported last year is spreading a parasite which kills off the local herd beasts. (Roll 1D: 1 - 5: False; 6: True)
- 2 Two systems over, the local agricultural bureau has developed a strain of food grain which has a 15% greater yield and a greater resistance to disease (Roll 1D: 1 - 2: False; 3 - 6: True)
- 3 The High Council is discussing the formation of a standing army and is looking for several high-ranking mercenary officers for lucrative, short-term consultant positions (Roll 1D: 1 - 4: False; 5 - 6: True)
- 4 An unnamed world in the Centralate is sponsoring several different terrorist groups to destroy trade rivals/declare its independence/gain political power. (Roll 1D: 1 - 5: False; 6: True)
- 5 1D + 2 high government officials have been accused of corruption or treason over the last ten years, and all have committed ritual suicide before questioning. (True)
- 6 A very large amount of electronics parts and precision machinery have been netted by the Customs Authority in smuggling attempts over the last year. (Roll 1D: 1 - 4: True; 5 - 6: False)

Rumors on Ramayan Planets
(Roll 1D6)

- 1 While casualties due to fire have remained relatively constant, most of the better mercenary regiments are showing an unusually high percentage of troops "missing in action." Strangely enough, the families of the casualties don't seem especially concerned. (True)
- 2 New mercenary regiments are finding it easier than ever before to obtain government surplus equipment (Roll 1D: 1 - 5: True; 6: False)
- 3 The unsuccessful recent trials of the new class of passenger liner were due to all the extra equipment built into the design for naval reserve operation. (Roll 1D: 1 - 5: True; 6: False)
- 4 Many reserve officers and noncoms are being called back for refresher courses on new weaponry. (Roll 1D: 1 - 5: True; 6: False)
- 5 The construction of a new factory to produce high energy hand weapons has been sabotaged by agents of the Zul-tanate. (Roll 1D: 1 - 4: True; 5 - 6: False)
- 6 A spy ring with links to high government officials was exposed by counter-intelligence operatives last month. (Roll 1D: 1 - 4: True; 5 - 6: False)

Rumors on Steami Zanya Planets
(Roll 1D6)

- 1 1D + 1 industrial spies were caught by a couple of fur trappers last month and turned over to State Security. That's the fourth batch this year! (Roll 1D: 1 - 5: True; 6: False)
- 2 All those special solvents are actually produced by a special form of plant called the "Alkahest." (This is a very persistent rumor often denied by official sources.)
- 3 A number of new patrol frigates are almost ready to commission into service in the planetary navy. Mercenary technicians and officers are needed to speed up crew training. (Roll 1D: 1 - 5: True; 6: False)
- 4 A special government expedition is being outfitted to make a detailed survey of a jungle area on Kalocsa. Much greater security precautions than normal are being taken. (Roll 1D: 1 - 5: True; 6: False)

Rumors on Supraherd T'tnaree Planets
(Roll 1D6)

- 1 One of the old "Generation Ships" was recently sighted in the asteroid belt of a system 1D Jumps away. Salvage of such a valuable relic would take a lot of equipment but could be very rewarding. (Roll 1D6: 1 - 3: False; 4 - 6: True)
- 2 The average scholastic achievement scores of the important Tko'boggi minor sapient have showed a rapid decline over the last ten years. Education officials are at a loss to explain. A government security agency has started an investigation into possible outside plots or influences. (Decline is actual. Investigation Roll 1D: 1 - 4: False; 5 - 6: True; Zultani agents are making use of light metal poisons.)
- 3 An obscure sect has started a religious revival based upon racial separatism. Though numbers of converts have been small, Supraherd officials are worried that such a movement might spread. Undercover agents are being sought to infiltrate this sect. (Roll 1D: 1 - 2: False; 3 - 6: True)
- 4 An agent of a minor local race has been observed collecting material on guerilla warfare. Security authorities are looking to connect this with the Km Roga Racial Consciousness Movement. Documentary proof would be worth a great deal. (Roll 1D: 1 - 4: True; 5 - 6: False)

- 5 1D + 2 Security agents were talking over a raid in the spaceport bar and were overheard to say that a lot of new criminals were being caught lately, almost as if someone were trying to hide something in a flood of new criminals. (Roll 1D: on a 5+, local underworld contacts will have the same rumor.)
- 6 Certain religious artifacts must be taken back to the home planet's major temple by a complete stranger and unbeliever to achieve periodic reconsecration. (True)

Rumors on Range Valyana Planets
(Roll 1D6)

- 1 The large numbers of pirates infesting the Spinward traffic routes lately were all subsidized by Zultani princes. (Roll 1D: 1 - 4: True; 5 - 6: False)
- 2 Civil Defense Alerts have been called twice in the last year. The "Unidentified Pirates" involved were probably Zultani Naval Units. (Roll 1D: 1 - 4: True; 5 - 6: False)
- 3 Ramayan and Einarchy military representatives recently met to update mutual defense strategy. (True)
- 4 Construction on the new defensive missile system has fallen behind schedule due to sabotage by Zultani agents. (Roll 1D: 1 - 4: False; 5 - 6: True)
- 5 Attempts to hire additional Ramayan mercenaries have been unsuccessful; "none are available right now." Yet many new units have been formed in recent months. The Ramayan are going to desert us. (False)
- 6 Senior clan members have been forming larger para-military bodyguards than is traditional. Is someone preparing for a coup?

Rumors on Zultan Al Amyi Planets
(Roll 1D6)

- 1 All the major teachers are preaching that it is time for a spiritual renewal. This time, though, we are ready, and we will win!
- 2 We have new secret weapons that are provided by powerful allies! (Roll 1D: 1 - 4: False; 5 - 6: True)
- 3 Our losses in the last war were caused by betrayals by our slaves. (False)
- 4 The Ramayan Money Warriors have been bought off and will not fight. (False)
- 5 Amal An Yani, the famous general, has refused to participate in this war. (Roll 1D: 1 - 2: False; 3 - 6: True)
- 6 Many contacts have been made in recent months by star system security patrols. These unknown vessels are so fast that none have been caught or even hit by laser fire. (Roll 1D: 1 - 4: True; 5 - 6: False)

Rumors on Maorin Stat Planets
(Roll 1D6)

- 1 Off-planet mercenary companies are hiring because they anticipate an outbreak of a minor war within the next year. (Roll 1D: 1 - 4: True; 5 - 6: False)
- 2 A large number of sightings of pirate vessels have been reported from the Trailing edges of the Stat. (Roll 1D: 1 - 3: True; 4 - 6: False)
- 3 The missile batteries constructed during the war scare of thirty years ago are secretly being refurbished. (True)
- 4 Some old System Defense Boats have been pulled off the scrap pile and are being rebuilt with extra detection gear as long-range picket boats. (False)
- 5 All reservists are being called up to participate in System Defense Exercises. (Roll 1D: 1 - 4: True; 5 - 6: False)
- 6 Criminal activity, especially smuggling, has died down lately, even though patrols have not been increased. (Roll 1D: 1 - 4: True; 5 - 6: False)

Rumors on Krmyia Einarchy Planets
(Roll 1D6)

- 1 System Defense Patrols have been greatly strengthened lately, and the number of smugglers caught has also greatly increased. (Roll 1D: 1 - 2: False; 3 - 6: True)
- 2 Certain outworld trader families have been stockpiling luxuries in case of a war breaking out. (Roll 1D: 1 - 5: True; 6: False)
- 3 Many of the weapons constructed at the new arms factory have been found defective. A super hush - hush hunt is going on now to catch the saboteurs. (Roll 1D: 1 - 2: True; 3 - 6: False)
- 4 The number of trading ships in from the Zultanate has tripled in the last two years, even though they don't seem to be making any profit. (Roll 1D: 1 - 5: True; 6: False)

5 Quite a few Ramayan mercenaries have settled on Elnarchy planets and started businesses. Most of them seem much too young to retire yet. (Roll 1D: 1 - 5: True; 6: False)

6 Large numbers of unmarked cargo vessels have been observed landing in remote places on Elnarchy planets. Military security around these areas is tight for a while, and then everyone seems to ignore them. (Roll 1D: 1 - 5: True; 6: False)

Rumors on 'Taquar' Commate Planets (Roll 1D6)

1 Merchants from the Centralate and Stasmi Zanya have been buying large quantities of war materials and trying to hire armed guards on long-term contracts. (Roll 1D: 1 - 5: True; 6: False)

2 Propaganda from several of the stellar empires have, in the past, emphasized the Zultani "Menace." Over the last two years, they have grown silent. Have they been bought off? (Roll 1D: 1 - 4: False; 5 - 6: True)

3 Many of the local crops depend upon imported pesticides and fertilizers. Farmers are worried that a war will cut these imports off, and crop yields will drop drastically. (True)

4 Many of the youth who have sought their fortune in the stars are now returning with tales of economic suppression and imminent war. (True)

5 Outbreaks of "Deathworms" in more remote areas of the Comnate have medical personnel baffled. (Roll 1D: 1 - 4: False; 5 - 6: True)

6 A large and very valuable shipment of drugs has failed to reach port this past week. It is needed to start the vaccination program against summer fever. The ship is now two weeks overdue. (Roll 1D: 1 - 4: True; 5 - 6: False)

EVENTS

(Roll D + D)

Events are singular items and will be encountered only once. If the die roll indicates an event already utilized, roll again or shift to the Local Events Sub Table.

1 + 1, 2 An armed security guard stops you. After checking your ID, you are warned that you are entering the area of a manhunt. A photograph of the subject is given to you, and a circular, describing the individual's crime, is read to you. There is a reward of 20,000 Credits for capture of this fugitive.

1 + 3, 4 3D + 8 grubby youths in a solid pack turn the corner onto your street and march towards you, chanting political slogans. 1D + 4 Riot Police clamor out of an unmarked van, unlumber tear gas guns, and advance on the rioters. Roll your Dexterity or less on 3D to avoid a whiff of tear gas. If unsuccessful, spend 1D minutes weeping uncontrollably with a temporary 1D reduction in Endurance.

1 + 5, 6 1D + 2 political dissidents break out loudspeaker equipment and start passing out inflammatory pamphlets. Roll 1D: 1 - 4: They are real political dissidents; 5 - 6: They are agents provocateur for the local security forces. You notice two furtive individuals following a third person into an ill-lighted alleyway. Should the party attempt to interfere, they will find that the third person is an undercover police agent and the two furtive individuals are "stoolies." The stoolies vanish out an alternate exit at the first hint of any trouble. The police agent is annoyed at your interference.

2 + 3, 4 An unattended ground vehicle nearby bursts into flames. Your party sees a fire extinguisher on a parked emergency vehicle. If you put out the fire, the owner of the vehicle will be extremely grateful that some of his important business records were saved. He will offer the party temporary jobs as security guards at his business. A brownish stain is observed creeping across the spaceport concrete towards the party's ship. A spaceport official informs you that it is a biological pest, and your ship must be decontaminated if it gains entry. Electrification of the landing gear will repel the pest, as will caustic chemicals or flame. The pest can survive vacuum conditions. 1D emergency spaceport vehicles rush by, sirens roaring. Each party member must roll Dexterity or less on 2D to avoid being splattered with mud and debris.

3 + 3, 4 A small robot, traveling on hover fans, approaches the party. It halts at 10 meters distance, extrudes several scanners, and observes the party. After scanning for 1D minutes, the robot retracts its scanners, revs up its fans, and moves sedately off. The device is an experimental crowd survey unit being tested by the local police. The party simply looked like a good group on which to test the scanners.

3 + 5, 6 A nearby section of the pavement cracks. Live steam gushes forth, spraying fragments of concrete in all directions. A bystander is hit and, as he collapses, screams, "Medici!" If the party provides assistance, the local individual will be grateful and will be a source of accurate local information. The victim has a broken arm and normal statistics of 777777.

4 + 1, 2 Two grubby youths burst out of an alleyway and rush toward the party. A young child helps an injured, elderly man out of the alley as the oldest cries hoarsely, "Stop those thieves!" The two thieves are 646434 and 755434, and armed with Blades. The gentleman is a local city official and has been robbed of a couple of items of personal jewelry. The injuries are minor, and, if the thieves are caught, the gentleman will be grateful. He will assist your party with whatever information he can provide. Mentioning his name in business dealing around the town will not alter prices any but will incline people to listen to you.

- 4 + 3, 4 A large flock of flying creatures flutters about your party and pecks peskily at any shiny clothing items such as buttons, medals, or insignia. They do no damage and, after 1D + 10 seconds, flutter off. The flock is considered a beautiful ornament by the local populace, and any attempt to hurt any of its members will provoke unfavorable reactions in dealing with the local populace.
- 4 + 5, 6 A uniformed courier for a local communications company is injured in a traffic accident within sight of the party. As the courier is lying on the ground, a local urchin tries to make off with the locked dispatch case which the courier was carrying. If the party prevents this theft, the courier will shortly revive. His injuries are minor, but they prevent him from delivering the case on time without assistance. If the party gives him a hand in delivery (the destination is within the city), they will be given a minor monetary award and offered jobs with the firm. If the party has a starship, they will be offered a lucrative mail run to a nearby system as a substitute carrier for 4 trips.
- 5 or 6 Consult Local Events Sub Table.

Local Events Sub Tables (Roll 1D6)

Independent System Local Events

- 1 As your ship assumes standard landing orbit, you pick up a weak distress signal. Upon reporting it to ground control, you are informed that a free trader of that registry is in orbital coordinates such and so and had been attempting to make minor repairs of some sort to her engines. You are requested to divert and check out the situation. The local armed customs patrol launch is being vectored to assist and will arrive shortly after you. The vessel in distress is a Type A Free Trader. She has suffered a fuel tank explosion, her hull is breached, and she has lost life support facilities. The crewmen and 6 passengers are on their last tanks of air and are very glad to see you. In addition to humanitarian reasons for rescuing, salvage rights are worth a couple of Credits, also.
- 2 Upon landing at the Spaceport, you are requested not to unseal your ship until a special quarantine team checks out your vessel. A vehicle pulls up and unloads a team of four in isolation suits with scanners and detectors. It will take 20 minutes to make a complete exterior check of the hull. The pest they are searching for is not present, but, on a roll of 8+ on 2D, they will discover another minor pest inside the ship. The crew may take to their vacsuits or join the quarantine team at the local coffee shop for a break.
- 3 While checking out some paperwork at the customs office at the spaceport, you are witness to an accident. A cage of valuable animals is dropped and breaks open. You promptly upend a wastebasket over one of the creatures and sit on it. The cage handler is thus free to pursue the other attempted escapee. The local customs folk are very happy to avoid a problem with the very influential recipient of the two animals. You will be favorably treated by the customs officials at this spaceport henceforth. They won't break rules for you, but you will get the benefit of any doubtful situation.
- 4 Sauntering along and window-shopping, your party observes a mugger stalking a young couple in a park. Yelling to the couple will gain a favorable local contact in the business community. Not yelling a warning will gain a favorable local contact in the underworld on a roll of 8+ on 2D (DM of Streetwise Skills applicable).
- 5 A distinguished-looking lady is being verbally abused by some tough-looking characters who appear about to progress to something more violent. If you intervene on her side, you have gained a favorable contact in the local court system. If you assist the toughs, you have gained a contact with the "muscle" for the local political dissidents.
- 6 An air raft occupied by a corporal/driver and a naval lieutenant is involved in a traffic accident. If you render assistance, you have gained a contact in the local intelligence service. He will be willing to give you advance information on certain transportation contracts and surplus items up for sale.

K'Chemi Centralate Local Events

- 1 As you guide your ship into parking orbit, you pick up a weak signal from an auxiliary vessel of the Centralate Navy. It has suffered an accident. It wants you to relay a request for emergency medical instructions to its base. If you serve as a relay point, the treatment of the injured will be successful. Personnel at the local Naval Base will be friendly and will be a more accurate source of rumor than is normally found.
- 2 As the local refueling crew prepares to top off your tanks, you notice something unusual about their equipment. Closer examination reveals an explosive device attached to the pumps and set to go off during refueling. The shaken crew hurriedly disconnects and backs off a safe distance from your ship. There is no local bomb squad. If you would like to try to disarm it, roll 2D. A roll of 6+ will be successful. DM of double the Demolitions Skill apply.
- 3 While relaxing at a local streetside cafe, you note a small child on a spooked riding beast is carried into traffic. The animal is struck and the child knocked off. The child has minor injuries, but the beast is severely hurt. Rendering assistance will serve as a favorable introduction to the community. All local information will be supplied as accurately as possible.
- 4 Two struggling groups of young toughs interrupt your meal at a local restaurant. You and your shipmates glance over at two adjacent tables of sailors. They nod at your querrying raised eyebrow. One minute later, the last of the toughs bounces to a halt on the pavement outside, and you and the sailors return to your interrupted meals. The restaurant owner sets down new helpings all around and thanks you all for minimizing the damages. He will serve as a reliable informant of local events and rumors.

Supraherd T'tnaree Local Events

- 1 As you prepare to start out of parking orbit on toward your Jump point, you pick up a faint distress signal. The signal appears to come from a small pinnacle. If investigated, the pinnacle is crewed by a novice pilot who got into trouble when his course computer broke down. He is a younger relative of a significant alien shipowner. Rescuing him will provide an introduction to the local nobility and a favorable modifier on subsequent business deals in this system.
- 2 Noting that a novice cargo handler is unfamiliar with his equipment, you take a couple of minutes to give him a quick course in operation. You have just saved his job because he was too proud to ask for help. He is quite pleased to call you a friend and serves as an accurate source of local rumor.
- 3 A youngish humanoid alien who is not used to certain features of Terran-style equipment causes an accident with a cargo lifter. You manage to stop his runaway machine before any serious damage results. The store owner is pleased with you. He introduces you to his clan-brother who happens to be an official in charge of military procurement contracts.
- 4 Passing a dark alley, you spot a lone alien being attacked by several human toughs. The alien is a moderately-sized centaur-type with stats of BA9799, and the toughs are all 777777 and armed with Blades. Helping the centaur will provide a favorable introduction to several of the local alien races. Helping the toughs will gain a set of assorted lumps, as a couple of the centaur's buddies burst out of the shadows to help him.
- 5 While sitting at a cafe table, enjoying the local cuisine, your meal is interrupted by a violent argument between two small aliens. They appear to be arguing about some political policy. A judicious upsetting of a water pitcher produces two disgruntled but quiet and soggy individuals. Inviting them to dry off at your table and explain their "discussion" results in an interesting evening and a better insight into what material is most profitable to import.
- 6 A local militia officer stops you and inquires if you have some military journals that he might borrow. He is looking for general information on infantry drill and training. Helping him out will provide an introduction to the local military structure.

Range Valyana Local Events

- 1 As you pass near a drift of debris on your way to the inner planet, you pick up a great deal of chatter on the standard communications bands. A fleet of little "Space Skiffs" bursts from the debris and flits in an erratic course toward your vessel. It is hotly pursued by three other Skiffs, all firing low-powered marking lasers. The first Skiff loops around your ship and zips off in the other direction. Moments later, the pursuing Skiffs follow it. You may register a complaint about combat practice coming too close to a commercial vessel, but nothing is likely to be done about it.
- 2 A valuable shipment is delivered to you by mistake when an automated handling system malfunctions. You may retain the shipment in hopes that the port authority cannot trace it to you. (The shipment will be traced to you on a roll of 6+ on 2D.) Returning the shipment to the port authority will cause the cargo handlers to treat you more favorably in the future. Tracing the intended recipients and informing them of the mistake will provide a favorable introduction to the local business community and an increased chance of profitable business deals on this planet.
- 3 While proceeding along the spaceport concourse, you notice a local youngster approaching a small, furry beast. To your horror, you recognize the beast as a deadly, poisonous predator from two systems over. You knock the child sprawling and pin the Deathrat under a box. A local security guard, attracted by the commotion, is about to arrest you at the insistence of the parent of the wailing child. When you point out the identity of the creature, the guard's supervisor nearly has a heart attack, confirms your identification, and thanks you effusively. As the parent and child calm down, they thank you as well. This incident provides a favorable introduction to local society.
- 4 While shopping in a local bazaar, you notice a local businessman set down a briefcase to bargain with a shopkeeper. Another individual picks up the case and starts to edge quietly away. You may sound an alarm and receive a favorable introduction to the business community on a roll of 5+ on 1D (Streetwise Skill DM applicable). Or, you may not sound an alarm and receive a favorable introduction to the local criminal element on a roll of 9+ on 2D (Streetwise Skill DM applicable).
- 5 A local religious procession of 6 Priests/Shamans carrying long, clear crystal scepters enters your vicinity. As they pass by you, the scepters begin to glow softly. The priests are very agitated and quickly single you out as the cause of the glow. They request that you accompany them to the local temple for several tests. Refusal to undergo the tests, the nature of which they will not describe to you, will provoke an unfavorable reaction in the community. If you do agree to submit to the tests, the Priests will conduct you to the local temple, bathe and clothe you in special vestments and then conduct a special purification ceremony over you. They will then have you ceremonially sip bitter, salty, and sweet beverages and expose you to certain other "sacred artifacts." There will be no further response by the artifacts or the scepters. The Priests/Shamans will be disappointed in that you are not "he whom we seek." They will give you a special item of jewelry to wear to indicate your "god-favored" status which will provide a favorable reaction on the part of all local businessmen.
- 6 As you pass by a small park, a group of three uniformed local Army officers requests that you assist them. You are requested to be a neutral observer at a "Match of Honor." If you refuse, you will receive a negative influence on all future dealings with the local military on a roll of 6+ on 2D. If you accept, you are required to examine a pair of Stun Sabres, test their functioning, and watch the duel. After a rather sharp and spirited exchange of thrusts, parries, and slashes, one of the duelists strikes successfully and stuns his opponent. You tape a statement of fair witness, and the now-revived duelist treats you to a drink at the local bar. This participation as witness will provide a favorable reaction on all future dealings with the local military on a roll of 4+ on 2D.

Supraherd T'tnaree Local Events

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- 1 As you pass near a drift of debris on your way to the inner planet, you pick up a great deal of chatter on the standard communications bands. A fleet of little "Space Skiffs" bursts from the debris and flits in an erratic course toward your vessel. It is hotly pursued by three other Skiffs, all firing low-powered marking lasers. The first Skiff loops around your ship and zips off in the other direction. Moments later, the pursuing Skiffs follow it. You may register a complaint about combat practice coming too close to a commercial vessel, but nothing is likely to be done about it.
- 2 A valuable shipment is delivered to you by mistake when an automated handling system malfunctions. You may retain the shipment in hopes that the port authority cannot trace it to you. (The shipment will be traced to you on a roll of 6+ on 2D.) Returning the shipment to the port authority will cause the cargo handlers to treat you more favorably in the future. Tracing the intended recipients and informing them of the mistake will provide a favorable introduction to the local business community and an increased chance of profitable business deals on this planet.
- 3 While proceeding along the spaceport concourse, you notice a local youngster approaching a small, furry beast. To your horror, you recognize the beast as a deadly, poisonous predator from two systems over. You knock the child sprawling and pin the Deathrat under a box. A local security guard, attracted by the commotion, is about to arrest you at the insistence of the parent of the wailing child. When you point out the identity of the creature, the guard's supervisor nearly has a heart attack, confirms your identification, and thanks you effusively. As the parent and child calm down, they thank you as well. This incident provides a favorable introduction to local society.
- 4 While shopping in a local bazaar, you notice a local businessman set down a briefcase to bargain with a shopkeeper. Another individual picks up the case and starts to edge quietly away. You may sound an alarm and receive a favorable introduction to the business community on a roll of 5+ on 1D (Streetwise Skill DM applicable). Or, you may not sound an alarm and receive a favorable introduction to the local criminal element on a roll of 9+ on 2D (Streetwise Skill DM applicable).
- 5 A local religious procession of 6 Priests/Shamans carrying long, clear crystal scepters enters your vicinity. As they pass by you, the scepters begin to glow softly. The priests are very agitated and quickly single you out as the cause of the glow. They request that you accompany them to the local temple for several tests. Refusal to undergo the tests, the nature of which they will not describe to you, will provoke an unfavorable reaction in the community. If you do agree to submit to the tests, the Priests will conduct you to the local temple, bathe and clothe you in special vestments and then conduct a special purification ceremony over you. They will then have you ceremonially sip bitter, salty, and sweet beverages and expose you to certain other "sacred artifacts." There will be no further response by the artifacts or the scepters. The Priests/Shamans will be disappointed in that you are not "he whom we seek." They will give you a special item of jewelry to wear to indicate your "god-favored" status which will provide a favorable reaction on the part of all local businessmen.
- 6 As you pass by a small park, a group of three uniformed local Army officers requests that you assist them. You are requested to be a neutral observer at a "Match of Honor." If you refuse, you will receive a negative influence on all future dealings with the local military on a roll of 6+ on 2D. If you accept, you are required to examine a pair of Stun Sabres, test their functioning, and watch the duel. After a rather sharp and spirited exchange of thrusts, parries, and slashes, one of the duelists strikes successfully and stuns his opponent. You tape a statement of fair witness, and the now-revived duelist treats you to a drink at the local bar. This participation as witness will provide a favorable reaction on all future dealings with the local military on a roll of 4+ on 2D.

Zultan Al Amyl Local Events

- 1 Upon coming out of jump, your vessel is hailed by a vessel identifying itself as Systems Defense Patrol. Your scanners show it to be much more powerful than your vessel. A small, armed pinnace is sent to inspect your ship. If treated politely, the officers on board will make a cursory inspection of your vessel and cargo. They will then issue you clearance to proceed and response codes for the other patrol vessels. If not treated politely, the officers will refuse clearance and radio the identity of your vessel to all other patrol vessels. If you do not have sufficient fuel to jump out of the system, they will call a tanker which will sell you fuel at quadruple normal price.
- 2 You are approached by a quiet, impressively-dressed gentleman who hints that, for "certain considerations," he can "improve the efficiency of your transactions." Should you choose to pay him, roll 1D; on a 1 - 5, the individual takes his cut and passes the rest of the bribe on; 6: the individual takes the entire sum and disappears. Should you choose not to pay him, roll 1D; on a 1 - 5, triple the amount of time it takes to get any business transacted; 6: another gentleman shows up and repeats the offer.
- 3 While walking alone in the barren areas on the fringes of the spaceport, you notice a rider on a particularly skittish beast ride into a small hollow, out of your sight. Moments later, the beast limps out of the hollow without the rider. If you choose to investigate, you will find that the rider was thrown from the beast and has relatively minor injuries. You can disregard his pleas to help him "in honor" and call a spaceport emergency vehicle on your belt communicator. You can heed his pleas and help him catch the beast, remount, and ride back in. Calling the starport ambulance will gain you the personal enmity of the young man. Assisting the young man to catch his beast will gain a favorable introduction to one of the local noble families.
- 4 While shopping in a bazaar, you notice a furtive individual holding a stiletto sneaking up behind a gaudily-dressed young man who is engrossed in conversation with someone. You may fling the large, brass vase you are currently examining at the skulker and receive a favorable introduction to local business society on a roll of 7+ on 2D. You may ignore the incident and, after the successful assassination, receive a favorable introduction to the local underworld on a roll of 10+ on 2D (Streetwise Skill DMs applicable).
- 5 Over the past week, you have developed the habit of taking a sack lunch and a book off to a quiet little grove on the fringe of the spaceport. This time, after you are several chapters along, a group of 6 people carrying religious paraphernalia approaches. They quietly indicate a wish to set up a shrine and conduct a small ceremony. If you refuse, they will indicate sadness and move quietly away. You will receive a negative DM of 2 on any subsequent business dealings with the local folk. If you quietly move aside and resume your reading at the fringe of the grove, their simple ceremony will take only 15 minutes or so. They will then depart. You will receive a positive DM of 2 on any subsequent business dealings with the local populace.
- 6 While sitting at a quiet, local bar, awaiting an appointment to deliver a gift dress Saber to an old friend, you note a young officer in casual uniform escorting her date. She is being mocked by a couple of tipsy officers from another service. You notice her cast a longing glance at the Saber on your table. If you do nothing, she and her date depart with as much dignity as they can, and nothing further happens. If you proffer the Saber to her, she will accept it with glee, challenge the two mocking officers, and beat them both simultaneously in a very humiliating fashion. She returns your Saber with her thanks. She is an aid-de-camp to the local naval commander and will give a favorable introduction to her superior officer.

Maorin Stat Local Events

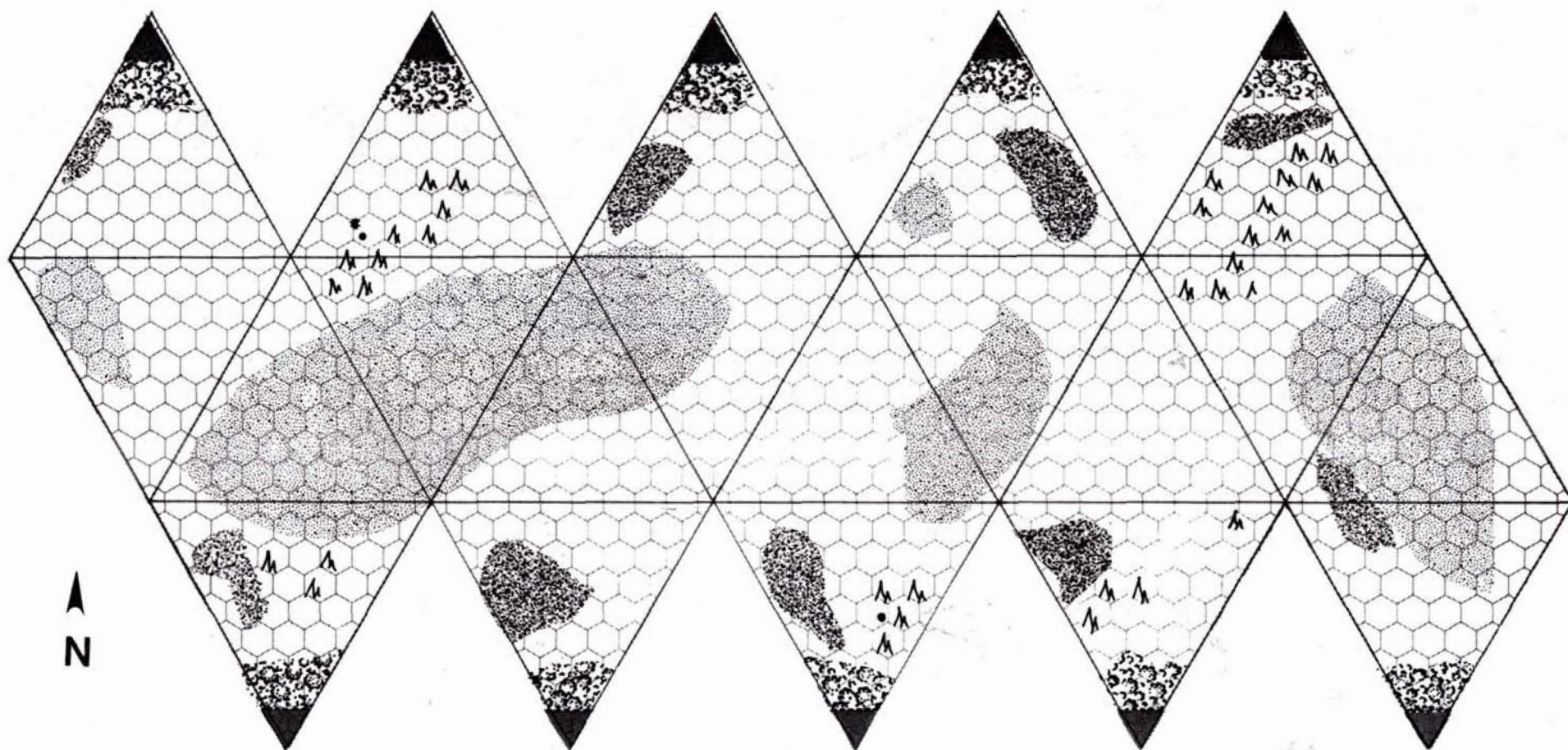
- 1 As you vector into landing orbit, you overhear a conversation between the captain of an outbound liner and the port authority concerning a passenger who has suddenly been taken ill. The captain is preparing to abort his departure and return to port. A hasty check with your computer shows that you can match vectors with the liner very easily. If you offer to transport the passenger down, the liner captain states that his company will replace triple the amount of fuel you use in aiding them. The transfer will be made with no problems, and the obviously very ill passenger will be especially glad to get back to port. The passenger liner company also pays half of your loading fee in thanks. A favorable impression is made on the local community to the extent that businessmen are at least willing to listen to your proposals.
- 2 A call comes over the starport communications network asking for certain information on an outmoded style of engine. The previous chief engineer on your vessel had a hobby of collecting old manuals. A quick look shows that, sure enough, you have a manual on the item in question. If you offer to sell the manual, a reasonable price will be paid and a local ship-building yard will be grateful. If you give the manual away, the company puts in a good word for you on the local market. You will receive a favorable DM of 1 on your next local market transaction.
- 3 While passing a small shopping arcade, you are present when a vehicle goes out of control and slams into a small magazine stand. The stand starts to collapse on the elderly woman running it. You grab a nearby pole and brace the stand up long enough for the woman to escape. The lady is well thought of in the local community. Her rescue provides you with an instant acceptance as a local and full local rumors.
- 4 The view from your secluded table at an outdoor cafe provides you with an excellent shot of a drug pusher making a sale to an addict. You may inform the local police officer who is having his lunch three tables over and receive a +1 DM on any encounters with the law hereabouts, or you may attempt to contact the pusher to get an introduction to the local underworld with a roll of 9+ on 2D (Streetwise Skill DMs applicable).
- 5 Two distinguished gentlemen at the cafe table next to you begin arguing so violently that they upset their pot of hot coffee. You catch the pot before it spills. This action stops the argument and served as an introduction to the two gentlemen, who are officials of their respective political parties. Siding with one or the other will produce a DM of +2 on an even die roll and a DM of -2 on an odd die roll on any subsequent business deals made in the local area.
- 6 You overhear two old noncoms at a bar talking over an action that a relative of your's participated in. You introduce yourself and contribute the information your cousin gave you. It clears up a question or two and leads to a pleasant evening of conversation on mutually interesting subjects. They regard you as a pleasant drinking companion and would serve as a source of accurate information about the local military forces.

Krmyia Einarchy Local Events

- 1 While on a fast passage in from your jump point, you overhear a conversation between ground control and a ship identifying itself as the "Stem Galyana." You know that a ship of that name due to take off just after you at the port you just left had to abort its takeoff. Contacting the port authority on an alternate frequency, you deliver a warning. The vessel in question turns out to be a Zultani spy ship. The authorities are grateful for your warning even if they didn't catch the vessel. You receive a +2 DM on all business deals this trip.
- 2 You overhear the complaints of a spaceport official concerning a problem of administration he is encountering. You remember recently reading a magazine article on the problem. You can get a copy of the magazine from your ship. If you wish, you can trade it for a one-time +2 DM on a transaction. If you give it to the official, you will receive a permanent +1 DM from that official who controls import/export permits.
- 3 While dealing with a banker concerning letters of credit, by mistake you pick up records dealing with a prominent businessman. You may return them for a possible expression of gratitude (Roll 9+ on 2D). You may attempt to destroy the records and hope that they won't be traced to you (They will be traced on a roll of 10+ on 2D). You may attempt to sell them to a business rival (successful on a roll of 11+ on 2D, Streetwise Skill DMs applicable).
- 4 A new product introduced by a Trader last year is now being sold and utilized on a wide scale. You have recently heard of some harmful side effects of this product. If you tell the government, you will not receive any credit for delivering a warning. If you tell a news service, public opinion will praise you, but the government will react unfavorably. If you tell the manufacturer of the product, roll 1D; on 1 - 2, the company thanks you and ignores you; on 3 - 4, the company tries to buy your silence; on 5, the company publicizes your warning; on 6, the company tries to have you permanently silenced (the assassin will fumble the first attempt).
- 5 A local political group contacts you and wants to hire you to give a speech urging armed defiance of the Zultan Al Amyi. You are also contacted by a mysterious stranger and warned not to accept. Accepting will provide a couple hundred Credits and a +1 modifier on all business deals for the next month in this city. Rejecting the speech offer results in a gift of 500 Credits.
- 6 You are approached in a bar by a pair of natives who wish to ask you some questions. In return for a pleasant, private meal, they record your answers to a number of militarily-oriented questions on the Zultani, Ramayan, and Einarchy. They are officers of the local Intelligence Service and give you a contact point in case you feel that you can be of further assistance.

Taquari' Comnate Local Events

- 1 In deep space, while making a last scan before jumping, you pick up some debris at extreme range. A precision scan provokes a very weak disaster transponder response. Investigating further will reveal a very primitive spaceship. The very crude jump drive malfunctioned and destroyed the power plant. The alien crew appear to have been dead for at least 1,000 years. The ship msses about 150 tons and is completely inoperative. It would be worth about 100,000 Credits if salvaged for an historical curiosity.
- 2 While preparing to offload cargo, you are approached by two competing cargo handling companies. Their representatives open spirited bidding for the unloading job. So spirited is it, in fact, that it quickly becomes a fist fight between the company reps and then a riot between the two crews. You call in an alarm to spaceport security. They will take at least five minutes to respond in force. The officer on duty advises you to turn the fire suppressant system on the rioters. This works rather quickly. By the time the riot police show up, all the rioters are engaged in cleaning the Fire-Stop goop from each other while they polish off the case of Old Blue Nova Beer that you broke out of the crew's stores.
- 3 Several near misses by erratic drivers have made you rather watchful in traffic of late. Consequently, when a cargo load breaks loose from a heavy truck, you dodge it easily. A following vehicle is not so lucky. Bouncing debris smashes the windscreen and causes the vehicle to crash. You may radio in an accident report on your vehicle communicator and nothing further will come of it. If you stop and render assistance, you will have to roll Dexterity or under on 2D to avoid taking 1D hits in damage from vehicles grazing you. The elderly occupant of the vehicle will be grateful for your assistance and will provide a favorable introduction to the local nobility.
- 4 While relaxing in a bar, you note a small alien stealthily picking the belt pouch of the large, gorilla-like sapient drinking next to you. You may call his attention to the pickpocket and receive a chittered curse from the small alien as the large one flings it, one-handed, out the open bar-room door and a very safe backside since no one will disturb you with him nearby, or you may not call attention to the small alien and run the risk of flying crockery when the large alien finds he's been ripped off. Roll Dexterity or under on 2D to avoid 2 hits for 1 point each from flying beer mugs.
- 5 A worker suddenly strikes several strange poses and then freezes into immobility at an inconvenient spot. An inquiry of the bystanders produces an "Oh, him. He's Tychridnik! Don't disturb!" Disturbing the worker will produce a minor riot and a shower of miscellaneous debris. None of the locals will hold it permanently against you, but, for the next week or so, almost all the local inhabitants carefully ignore you.
- 6 Your sleep is disturbed one night by sounds of combat on the wall outside your bedroom. A glance outside reveals a squad of reservists conducting an exercise in building assault. If you complain about the noise, nothing further happens. If you turn in a report critiquing certain aspects of the operation, the local reservists will be quite pleased and be inclined to treat you favorably in daily business deals.

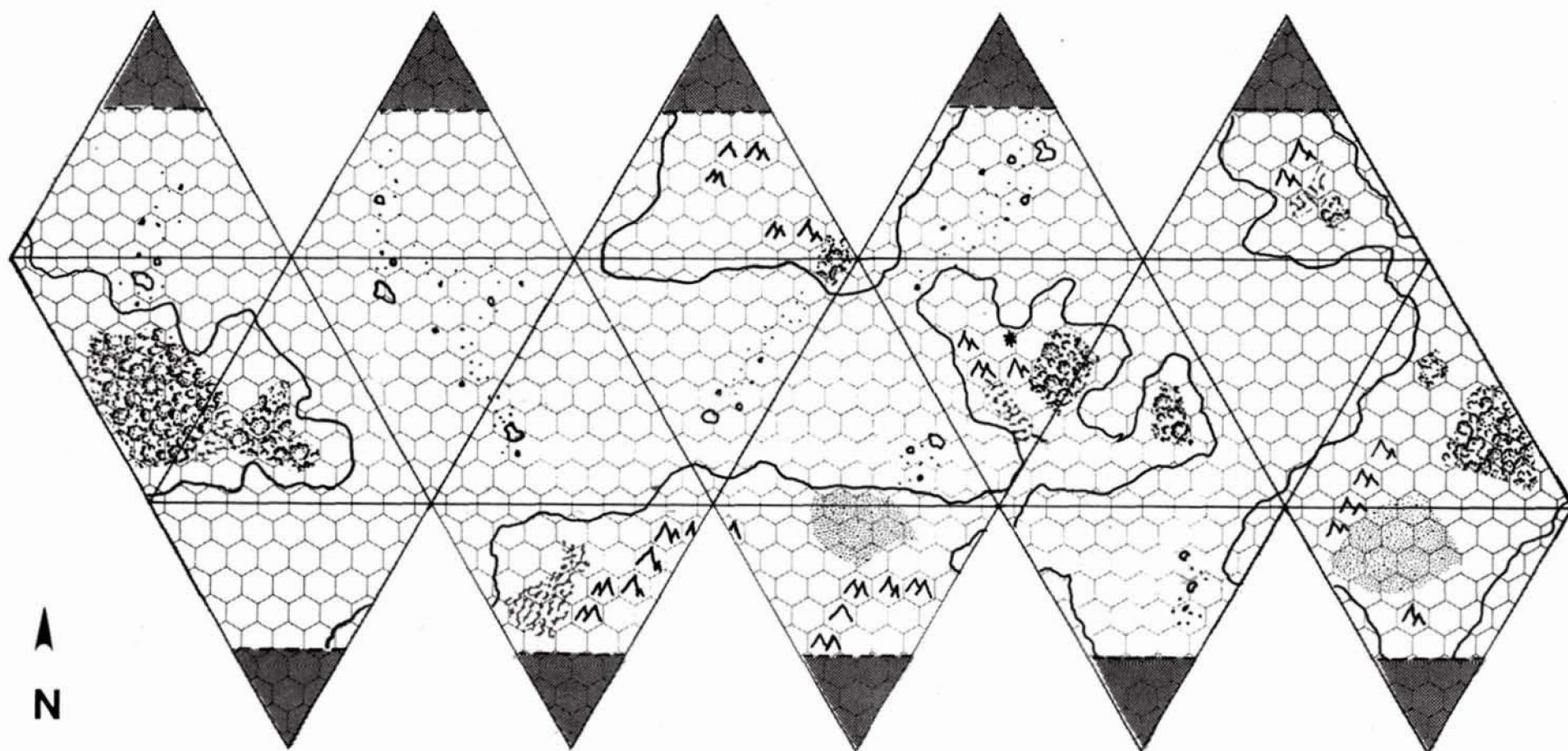


Rabigh C 331659 8

0624

The second planet out in a system of five, Rabigh is a small, but typical, member of the Zultan Al Amyi. The innermost planet is a bare rock of 1,800 kilometers diameter; the third orbital position is occupied by an asteroid belt, and the fourth and fifth positions are occupied by gas giants with 7 and 9 small satellites, respectively.

This 5,400 km diameter planet has most of its population spread out in the sub-arctic forest belts where the primary occupation is ranching and herding. Industries are concentrated around the small city which maintains the spaceport. A second, much smaller city exploits a number of mineral deposits. The planet was settled during the first wave of the migration and achieved a Population Level of 8 in three centuries. As more desirable planets were developed, much of the population migrated again. At the present time, major exports are certain rare earth elements for electronics components and refined pharmaceutical raw materials. The technical clans settled at the starport and mining town, dominate the ruling council, and control all trade.

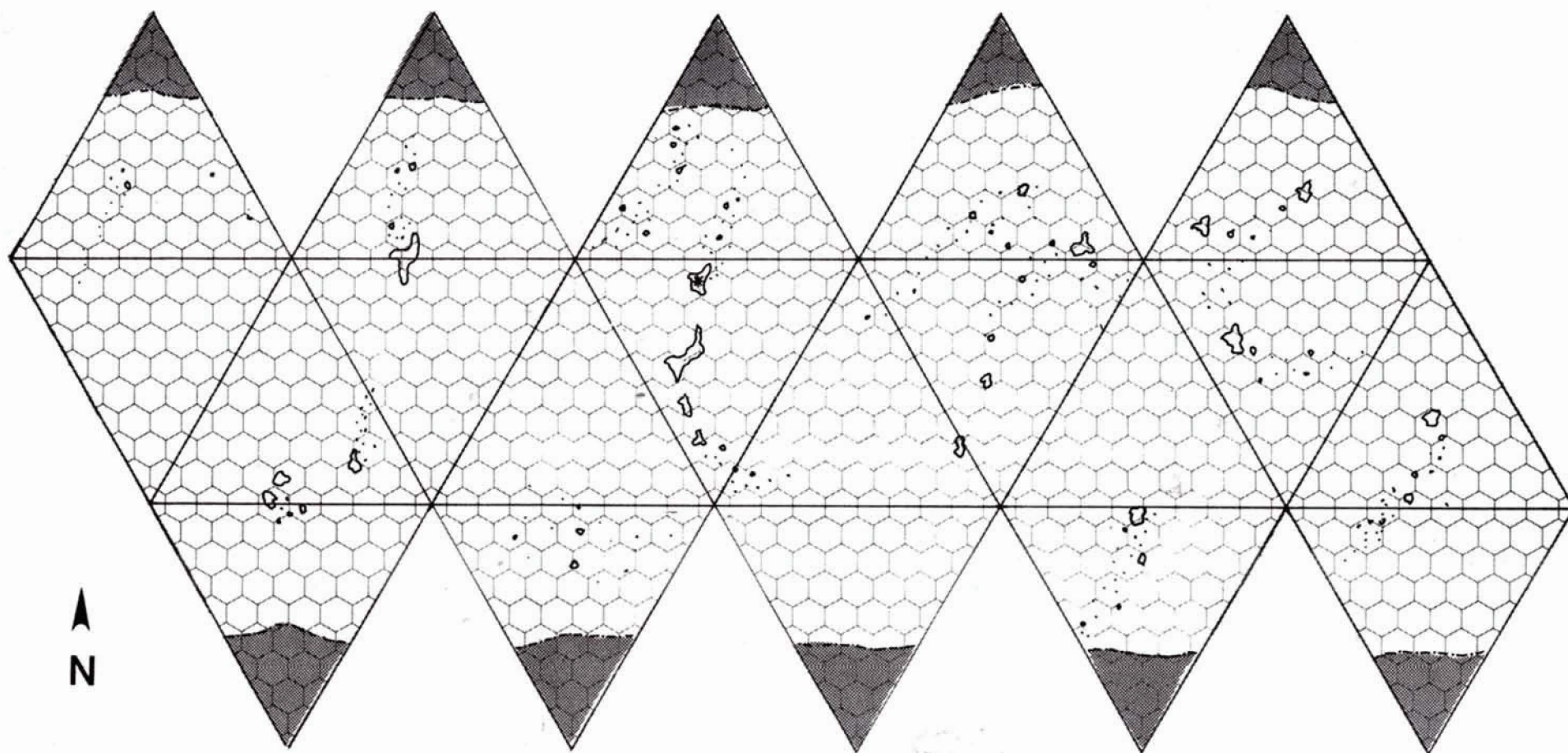


Kashgar A 3557B9 B

1205

A regional administrative center of Supraherd T'nairee, this planet also serves as administrative center for the Blackedge Subsector. This 5,200 kilometer diameter planet is the fourth in a system of ten. The inner three orbital positions are occupied by planets with statistics of X100000--, X411000--, and E522312 A. The third planet, Kintron, is a mining colony of Kashgar. The fifth and sixth positions are occupied by minor rocks of less than 1,500 km diameter. Seventh position is an asteroid belt. Eighth and ninth positions are gas giants, and the tenth is a frozen rock, stats X410000--.

The population of Kashgar is primarily Tzee-tch, a minor alien of gatherer descent. Through a special arrangement, this planet was settled in 438 Imperial with only the Tzee-tch. Though populations increased, and settlements spread over much of the equatorial belt, the colony was not considered a complete success. In 843, arrangements were made with the central government to permit other species of sapients to settle here as well. In the intervening three centuries, Humaniti, Vargr, and other races have settled here, forming the nuclei of four cities and upgrading the spaceport. Two centuries ago, a naval base was established here during a period of heavy Zultani commerce raids. Agriculture is still the main industry, although an expanded mining program is contemplated.

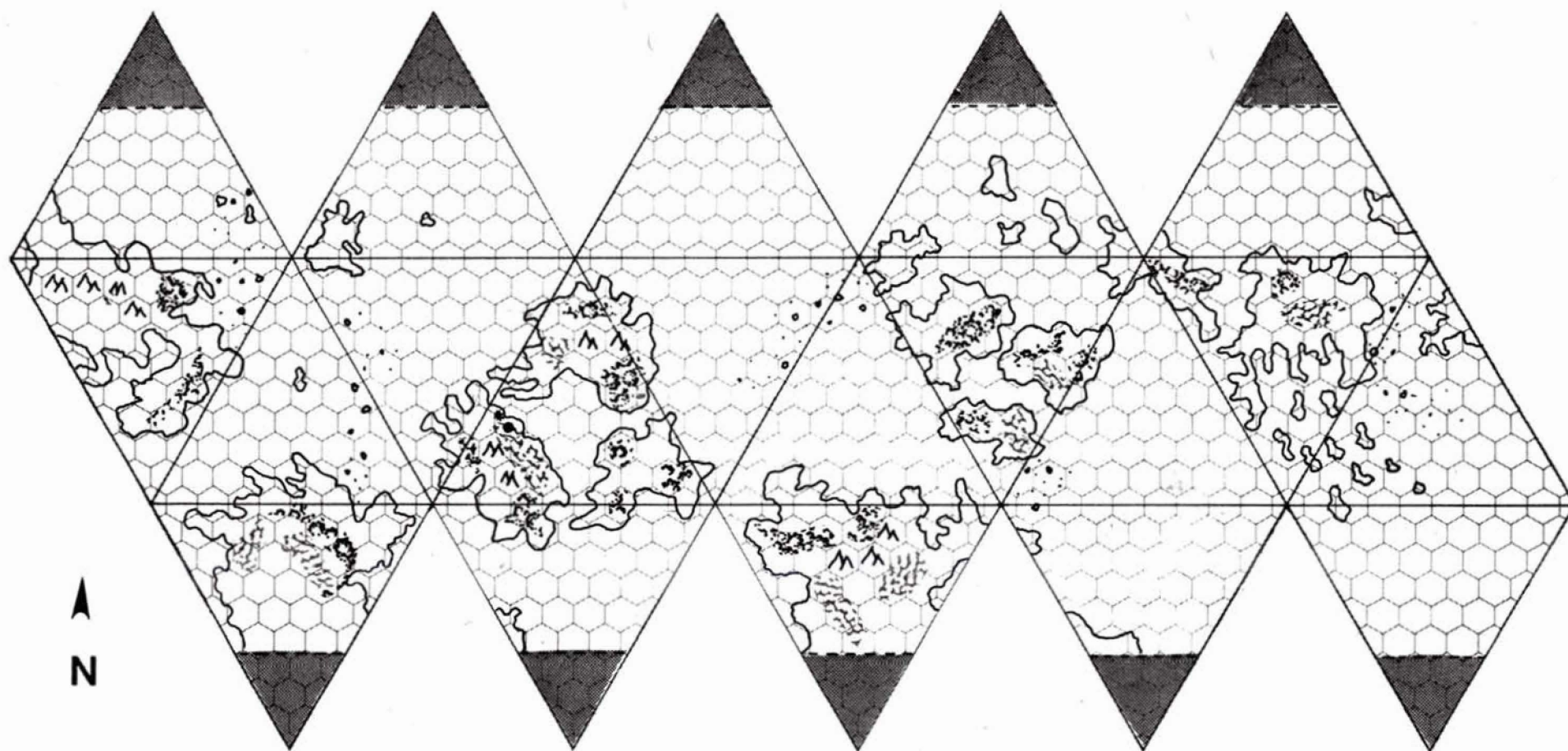


Aicheng C 54A478 A

1617

The Valyans consider this system to be one of the major defensive bulwarks against Zultani raids and station a heavy patrol squadron here. This 8,500 km diameter waterworld is the second planet in a system of six. The inner planet is an airless rock, stats X400000--. The third planet is a desert world, E330100 8, maintained as a communications station and emergency landing field. The fourth and fifth planets are minor rocks under 1,500 kilometers diameter. The last planet is a gas giant with a minor refueling base on the fourth of its eleven moons.

While maintained as a Scout base for nearly ten centuries, this world had not previously been colonized. A century ago, a religious group applied for permission to settle this planet. Their numbers, as yet, are still small, but the population is spread out across the surface of the entire planet. The people are organized in small, nomadic, tribal units based upon ships or rafts. Each unit is a political entity unto itself, and no real conflict exists between them. The population has periodic "fairs" or gatherings at the Scout base. Additional colonists arrive from time to time, but little expansion of the program is planned. The system also serves as a refueling stop and has an orbital refueling station in geosynchronous orbit above the Scout base.

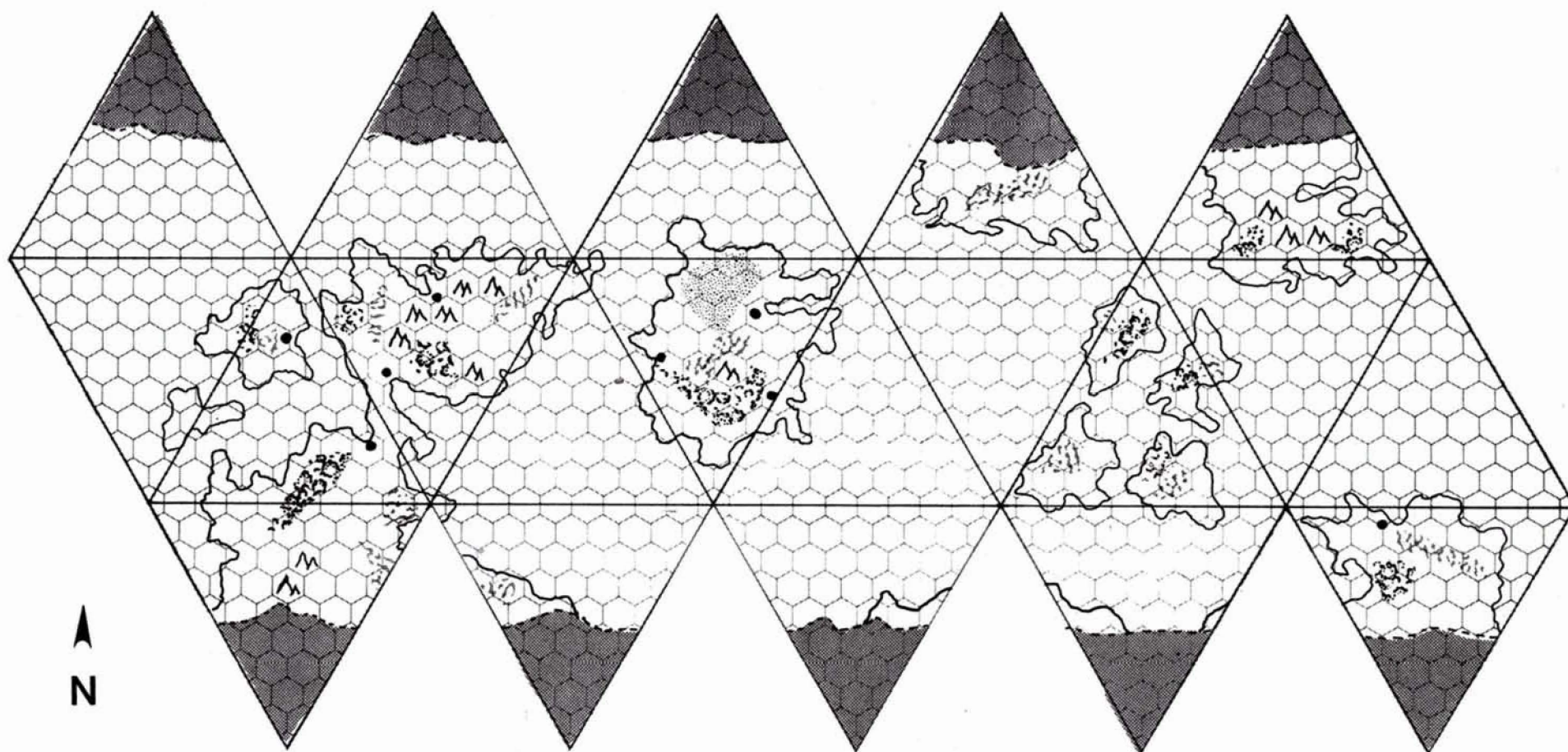


Gadag D 447202 8

1632

The third planet in a system of six, this 7,200 km diameter world has only recently begun to be developed. The first orbit is occupied by several minor chunks of debris; none are as large as 1,000 kilometers in diameter, and they are too few to be called an asteroid belt. The second planet is a barren rock, stats X300000--. The fourth planet is X321000--. The fifth planet is a large gas giant with six minor moons. The sixth planet is a frozen rock, stats X310000--.

Two centuries ago, a mineral survey update indicated valuable deposits of light metals on one of the continents. An automated mining station was set up and a small colony established. It has not proven worthwhile to expand the colony because plenty of land is still available on other, more developed colony planets. The deposits have shown no signs of playing out and continue to produce a nice profit.

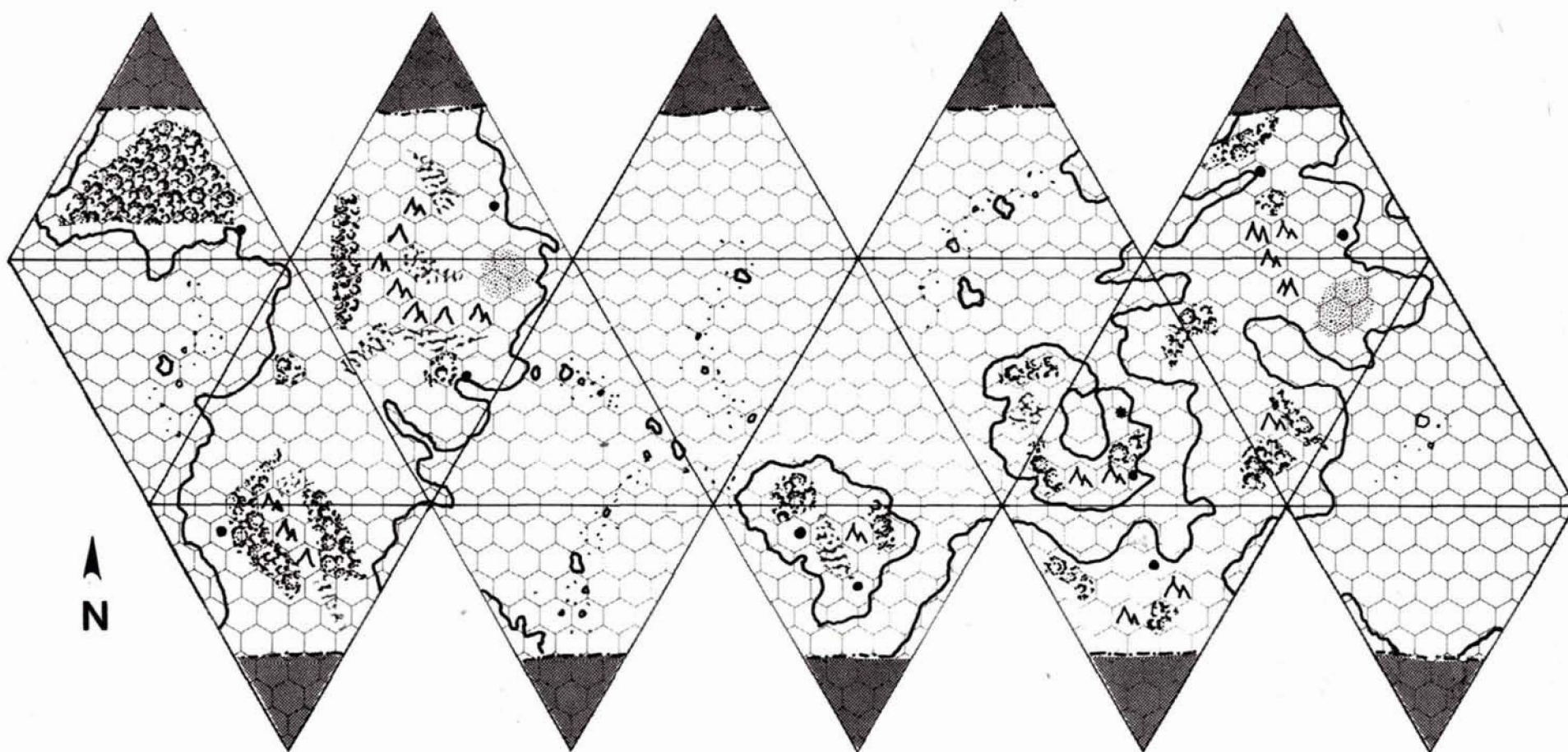


T'Batak X456679 3

1826

Commerce with this world is restricted. It was originally settled as a slave farm by the Zultani in 521 Imperial. The Krmyia were left to manage themselves as best they could between periodic raids by slavers. When the Zultani mastership was broken, the populace of T'Batak was left alone for nearly 50 years. When recontact was once again attempted, the population was found to have a religious fear of "Sky Devils." Any commercial exchanges must be done so as to disguise the origin of off-world trade goods. An orbital monitor warns all incoming ships of the situation. The Krmyia Einarchy would like to have the inhabitants of T'Batak develop culturally as independently as possible.

T'Batak is the third planet in a system of six. The first planet is a minor rock with a 2,100 km diameter. The second orbital position is occupied by an asteroid belt. The fourth orbital position is occupied by a second asteroid belt. The fifth planet is a gas giant with 6 minor satellites. The sixth orbital position is occupied by a frozen rock with stats of X510000-.

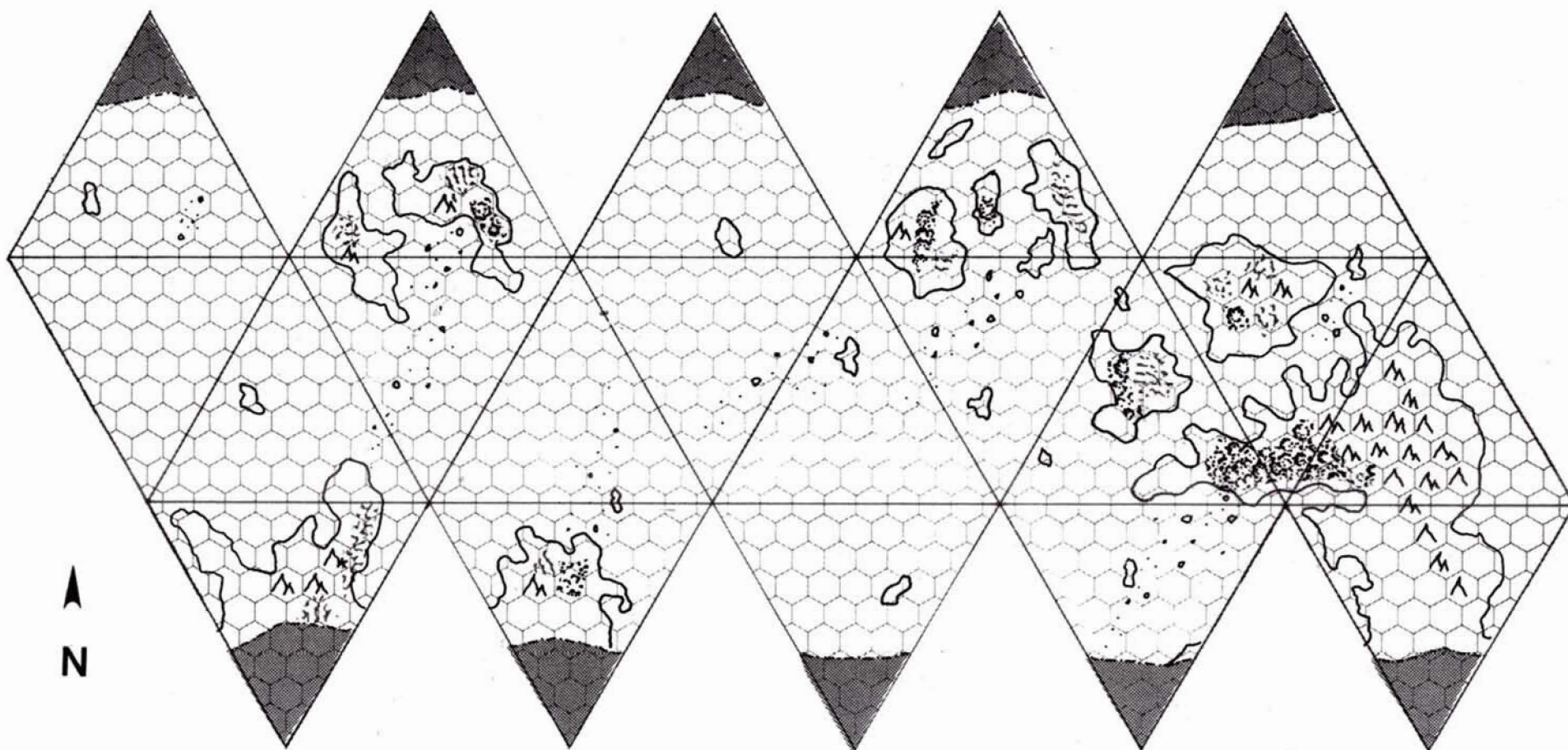


Okato A 575997 D

2505

A major member of the Maorin Stat, this moderately-sized world occupies an important site on a major internal communications route. It is the third planet in a system of eight. The inner two planets are minor rocks of less than 2,000 km diameter. The fourth planet is named Kirato, stats E732320 B, and is a mining colony of Okato. The fifth planet is another minor rock less than 2,000 km diameter. The sixth planet is a large gas giant with a refueling station on the third of its nine minor satellites. The seventh and eighth planets are minor rocks of less than 1,500 km diameter.

The major portion of the population is Humaniti of Solomani descent which first colonized this planet in -1804 Imperial. The next ten centuries were occupied in slowly building up population and accommodating other minor refugee movements. In -746 Imperial, Okato was subjected to a terrorist bioweapon attack which killed 25% of the population. As a result of this disaster, Okato built greatly increased defenses and began a program of political unification. Inside of four centuries, Okato had become the capital of the Maorin Stat which, at that time, comprised over 20 systems. Ten more systems joined in the next four centuries. In the span from Imperial 100 to date, expansion has slowed, with only seven more systems joining. Many different cultures and races have been accommodated in Maorin Stat, though most are either Solomani or Vilani Humaniti. Okato today is the center of a thriving commercial traffic. Trade among the members of Maorin Stat is extensive, and Maorin merchants range widely among the other interstellar states of the surrounding sectors.

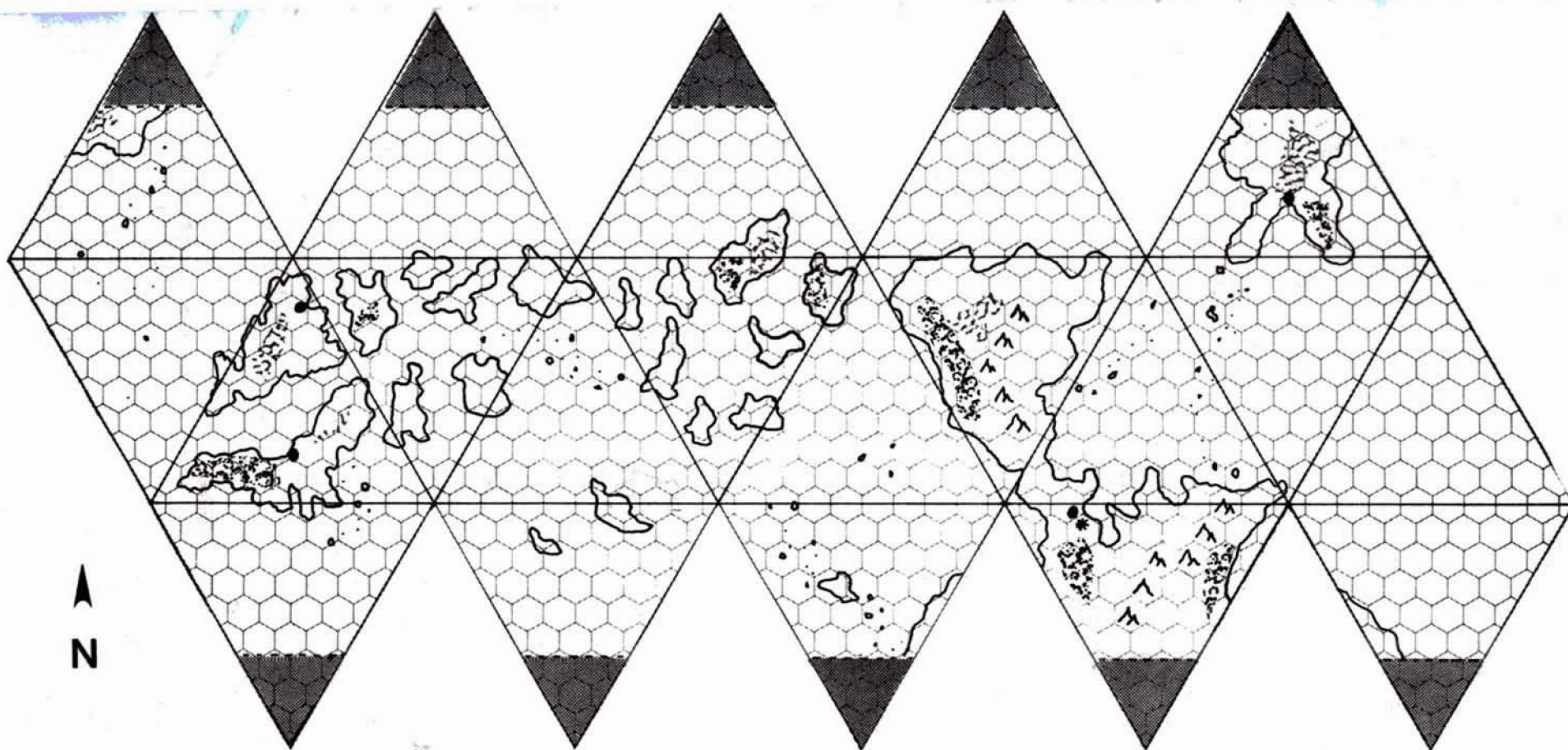


Kalocsa X 7A6000 --

3121

One of the two undeveloped systems claimed by Stasmi Zanya, this planet is the subject of a long-term terraforming project. It is the second planet in a system of eight. The inner planet is a minor rock of 1,500 km diameter. The third orbit is occupied by an asteroid belt. The fourth planet is a small gas giant with four minor moons. The fifth planet is a large gas giant with 12 moons. The sixth, seventh, and eighth planets are minor rocks, all of less than 2,000 km diameter.

This planet would have been a prime candidate for colonization had it not had an atmospheric component which had a carcinogenic effect on Humans. A special attempt to alter the composition of the atmosphere by biological means was made. Special organisms were "tailored" to change the carcinogen into a harmless compound and released into the atmosphere. Several monitoring satellites were placed in orbit by the various universities and companies involved in the project. Each satellite is periodically tapped for its information. The project started one hundred years ago. The organisms are working, and the carcinogens are being removed, although not at the anticipated rate. The organisms are not as efficient as first predicted. They have reduced the carcinogen concentration to a much lower figure than previously, however. Humans can now survive on the surface with only a light breath filter mask for as long as six months. The experiment is considered a scientific success but not quite a commercial success by the parties involved.



Rn' Matam B 4578A9 B

3228

This planet is a port of some significance on one of the major commercial routes of the Taquari' Comnate. It also hosts a Scout base at which are stationed the scouting patrols for the area. Rn' Matam is the third planet in a system of seven. The first and second orbital positions are occupied by planets with stats of X300000-- and E491200 A. The fourth position is occupied by an asteroid belt. Fifth and sixth are large gas giants with eight and ten satellites respectively. The seventh planet is a frozen rock less than 2,000 km in diameter.

Rn' Matam, as its name indicates, owes allegiance to Branch Rn'. It was settled five centuries ago as part of a deliberate expansion of Rn' influence into the border areas. Agricultural development was emphasized at first, but efforts in this area were not productive due to native crop diseases. Capital for industrial expansion was lacking, and the colony stagnated for two centuries. Within the last century, a program of financial reorganization within Branch Rn' has produced enough capital to invest in industrial development. Over the next five decades, this industrial program will be completed, bringing the planet almost up to primary industrial status.

Rn' is also encouraging immigration of the Cekhktl, a minor race of amphibious crustacean gatherer descent. Cekhktl societies have proven especially skilled in aquatic agriculture. It is anticipated that this cooperative venture will greatly increase agricultural production by making use of the extensive, and hitherto unexploited, shallow sea areas. Plans are in hand to expand the starport to A classification within the next 20 years.

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MARANANTHA - ALKAHEST



Science-fiction Adventure
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COMPLETE SECTOR MAP
BY 27 BY 27 BY STELLAR MAP
8 LARGES PLASTIC MAP SHEETS
32 HALF-SHEETED SHEETS

Background Information

Maranantha - Alkahest Sector is located some 40 parsecs directly to Trailing of Capital. This sector is one of the group of sectors of mixed Client States known collectively as the Gateway Quadrant. These smaller states separate the Imperium from the domains of the Free Federation and the Two Thousand Worlds. The sector name is derived from the ancient Solomani legend. Nine interstellar zones are contained either partly or completely within this sector.

Zyran Al Amyi

Extending across five subsections and comprising 69 systems, this state formerly also controlled the territory of the Kmyia Einarthy. Political cohesion is not strong since the functional structure is maintained by common cultural and religious customs rather than by strong central authority. Priority of Solomani descent, the population is aggressive and has frequently attempted expansion by military means.

Ramayan

Comprising 44 systems in four subsections of this sector plus one system in Crucis Margin Sector, this central, authoritarian state is also of Solomani descent. Politically and philosophically conservative, the interdependent state is nevertheless widely involved in the sector due to military's willers. She has always provided large numbers of mercenary units to surrounding states. Though not expansionist, Ramayan military power is very high, and her capacity for self defense is considered little short of incredible.

K'Chemi Centralate

The 17 systems of this state are as yet loosely organized. Sharing a common cultural heritage since their settlement by Ahen Solomani, a central authority was formed two centuries ago to coordinate the separate planetary units in assisting the Kmyia to gain independence. Over the intervening time span, additional trade coordination functions have been assigned to the central authority. A political movement to establish a strong, central government has been gaining popularity over the last century.

Range Valyana

The 27 systems of this state spread over four subsections and have not expanded in centuries. Settled primarily by nomadic peoples of Vland extraction, the culture and society have remained remarkably stable. The population density is relatively low, and individual mobility is still encouraged. Individual military prowess is emphasized, but the state's policies are defensive rather than expansionist. Emphasis upon naval patrols has remained strong since the period two centuries previous when Valyana assisted Kmyia independence.

Maorin Stat

Extending across two subsections, the 37 systems of the Maorin Stat are known more for commercial activity than military prowess. Nonetheless, their "road" horses have proven most efficient in anti-piracy campaigns. Settled after the break up of the First Imperium, a time of troubles forced organization into an interstellar state. Composed of a wide assortment of peoples, cohesion has been primarily by political and commercial means rather than by conquest.

Separated Tynare

26 of the systems of this state are within this sector, and an additional 27 systems are located in the sector immediately to Cransard. The population is a mixture of its parent species, all of whom are cooperative participants in the political structure. Self defense is emphasized rather than military expansion. Trades of mutual benefit have been arranged with the surrounding interstellar states. Humant is a minority in the Spheroid but plays a significant role.

Taquari' Comnate

Only 15 of the systems of the Comnate are in this sector; the rest extend several subsections to Trailing. The majority of the population is Humant of Vland and certain minor races, but a large percentage is comprised of many minor alien species races. These alien elements are heavily influenced by the K'Vee culture, and considerable internal friction and debate is present. External military expansion is, at present, discouraged in favor of an internal program of intensive reorganization and integration.

Map Key

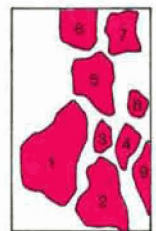
KMA
Subsector Name: Designation of administrative region.

Star System: Location of a Star and its associated planetary system.

Major River: A route along which scheduled shipping lines move and for which continually updated trip tapes are usually available.

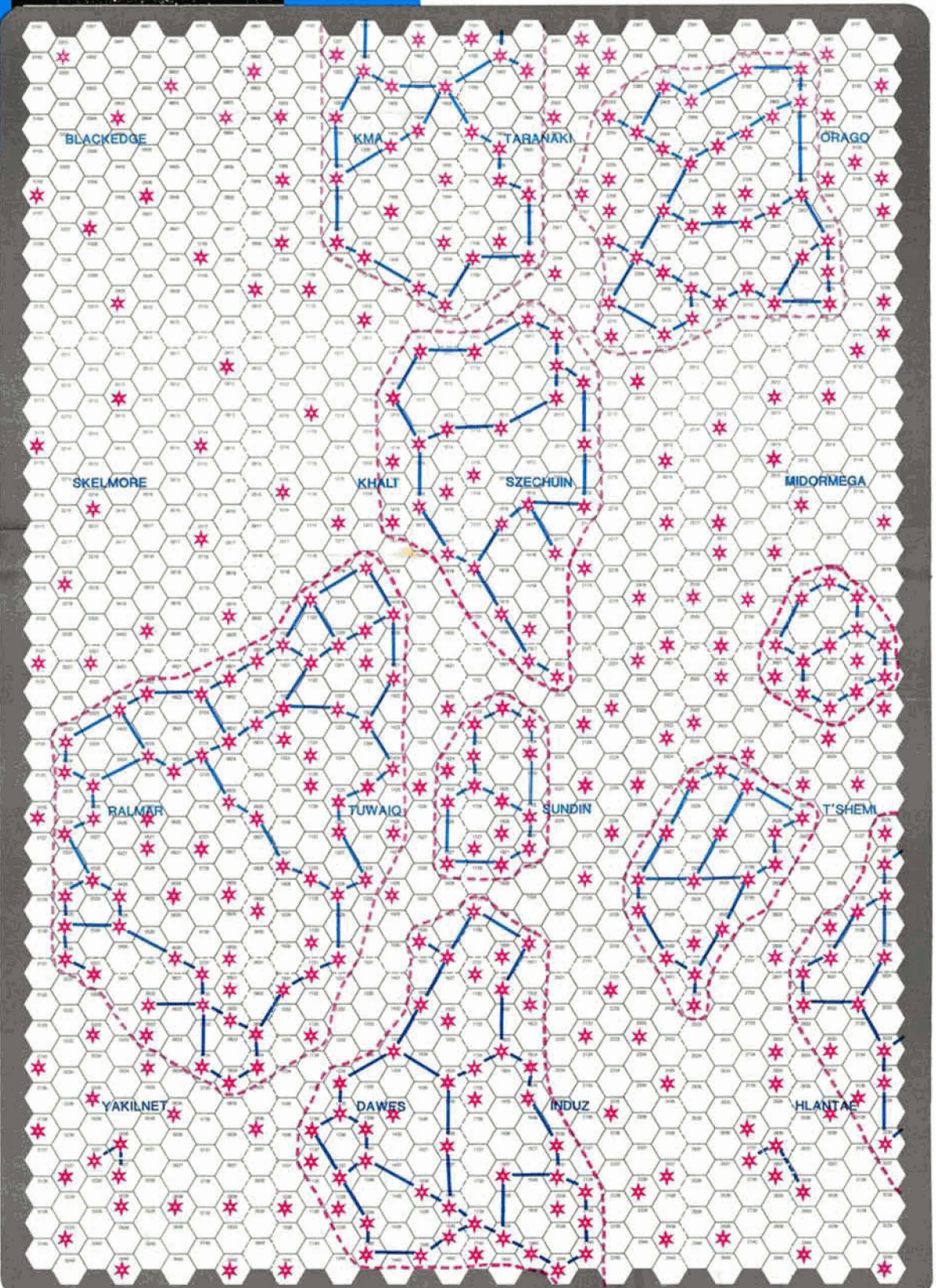
Political Border: The boundary of a political entity recognized by the Imperium.

Each hexagon represents a distance of one parsec. Stellar coordinates are herein defined in the traditional Solomani Central Projection still utilized in the Trailing Frontier Zones.



- 1 Zultanate Al Amyi
- 2 Ramayan
- 3 Kmyia Einarthy
- 4 K'Chemi Centralate
- 5 Range Valyana
- 6 Supraherd T'tnaree
- 7 Maorin Statt
- 8 Stasmi Zanya
- 9 Taquari' Comnate

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Initial settlement in this region first took place some 100 years ago by an expedition from a Solomani colony. Over the last few centuries, a variety of peoples have migrated to the region. The population is a mixture of its parent species, all of whom are cooperative participants in the political structure. Self defense is emphasized rather than military expansion. Trades of mutual benefit have been arranged with the surrounding interstellar states. Humant is a minority in the Spheroid but plays a significant role.

Of recent origin, this small state of 15 systems of a minor race of humanoid species has achieved independence from the Zyran Al Amyi two centuries ago. Previously a state of mercenaries, it has since become a state of independent traders. It has a strong military tradition and has been able to maintain its independence through a combination of military and diplomatic means. Its military is not strong, but its diplomatic skills are well known.

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in the Star Wars Universe

Background Information
Marantha - Alkahest Sector is located some 40 parsecs directly to Trailing of Capital. This sector is one of the group of seven of mixed Client State known collectively as the Gateway Quadrant. These smaller states separate the Imperium from the domains of the Hiss Federation and the Two Thousand Worlds. The sector name is derived from the ancient Solomani legends. Nine interstellar states are contained either partly or completely within this sector.

Zultan Al Amyl

Extending across five subsectors and comprising 69 systems, this state formerly also contained the territory of the Kmyia Einarchy. Political cohesion is not strong since the functional structure is maintained more by common cultural and religious customs than by strong central authority. Prosperity of Solomani descent, the population is aggressive and has frequently attempted expansion by military means.

Ramayan

Comprising 44 systems in four subsectors of this state plus one system in Gracie Major Sector, this conservative, authoritarian state is also of Solomani descent. Politically and philosophically conservative, this inward-focused state is, nevertheless, widely involved in the sector due to military tradition. She has always provided large numbers of auxiliary units to supporting allies. Though not expansionist, Ramayan military prowess is very high, and her capacity for self defense is considered little short of invincible.

K'Chemi Centralate

The 17 systems of this state are as yet loosely organized. Sharing a common cultural heritage since their settlement by Alka Solomani, a central authority was formed two centuries ago to coordinate the separate planetary needs in assisting the Kmyia to gain independence. Over the intervening time span, additional trade intermediation locations have been assigned to the central authority. A political movement to establish a strong, central government has been gaining popularity over the last century.

Range Valyana

The 27 systems of this state spread over four subsectors and have not expanded in centuries. Settled primarily by nomadic peoples of Valian extraction, the culture and society have remained remarkably static. The population density is relatively low, and individual mobility is still encouraged. Individual military prowess is emphasized, but the state's policies are defensive rather than expansionist. Emphasis upon naval patrols has remained strong since the period two centuries previous when Valyana assisted Kmyia independence.

Maorin Statt

Extending across two subsectors, the 37 systems of the Maorin Statt are known more for commercial activity than military prowess. Nevertheless, their naval forces have proven most effective in anti-piracy campaigns. Settled after the break up of the First Imperium, a time of nomadic nomadic states, Maorin is an important state. Composed of a wide assortment of peoples, expansion has been primarily by political and commercial means rather than by conquest.

Supraherd T'Inaree

26 of the systems of this state are within this sector, and an additional 22 systems are located in the sector immediately to Concord. The population is a mixture of six distinct species, all of whom are cooperative participants in the political structure. Self defense is emphasized rather than military expansion. Tradition of mutual benefit has been arranged with the surrounding interstellar states. Maorin is a security in the Supraherd but plays a significant role.

Stasmi Zanya

Only 16 of the systems of the Comnate are in this sector; the rest extend across subsectors to Trailing. The majority of the population is Humans of Valian and various minor races, but a large percentage is comprised of many minor alien species races. These alien species are heavily influenced by the K'Chemi culture, and considerable internal turmoil and debate is present. External military expansion is, at present, discouraged in favor of an internal program of intensive reorganization and integration.

World Surface Map available

Map Key

KMA

Subsector Name: Composition of subsector



Star System: Location of a Star and its associated planetary system



Regular Route: A line along which scheduled shipping lines move and for which consistently scheduled trip times are usually available.



Political Border: The boundary of a political entity recognized by the Imperium.



Each hexagon represents a distance of one parsec. Star coordinates are located in the traditional Solomani Cardinal Projection still utilized in the Trailing Frontier Zones.



- 1 Zultanate Al Amyl
- 2 Ramayan
- 3 Kmyia Einarchy
- 4 K'Chemi Centralate
- 5 Range Valyana
- 6 Supraherd T'Inaree
- 7 Maorin Statt
- 8 Stasmi Zanya
- 9 Taquari' Comnate

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Small symbols in this map are used to indicate the location of a planet, a star, or a subsector. A red star indicates a star system. A red line indicates a regular route. A red dashed line indicates a political border. A red hexagon indicates a distance of one parsec. A red square indicates a subsector. A red circle indicates a star system. A red triangle indicates a planet. A red diamond indicates a subsector. A red star indicates a star system. A red line indicates a regular route. A red dashed line indicates a political border. A red hexagon indicates a distance of one parsec. A red square indicates a subsector. A red circle indicates a star system. A red triangle indicates a planet. A red diamond indicates a subsector.

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