

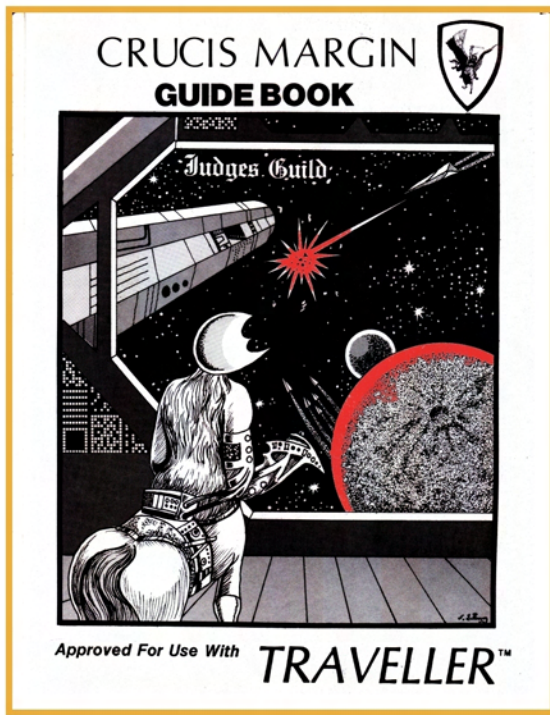


The Judges Guild Sectors:

**LEY SECTOR
CRUCIS MARGIN
MARANANTHA-ALKAHEST
GLIMMERDRIFT REACHES**

**Lite Edition: includes
maps and worldnames.**

CRUCIS MARGIN

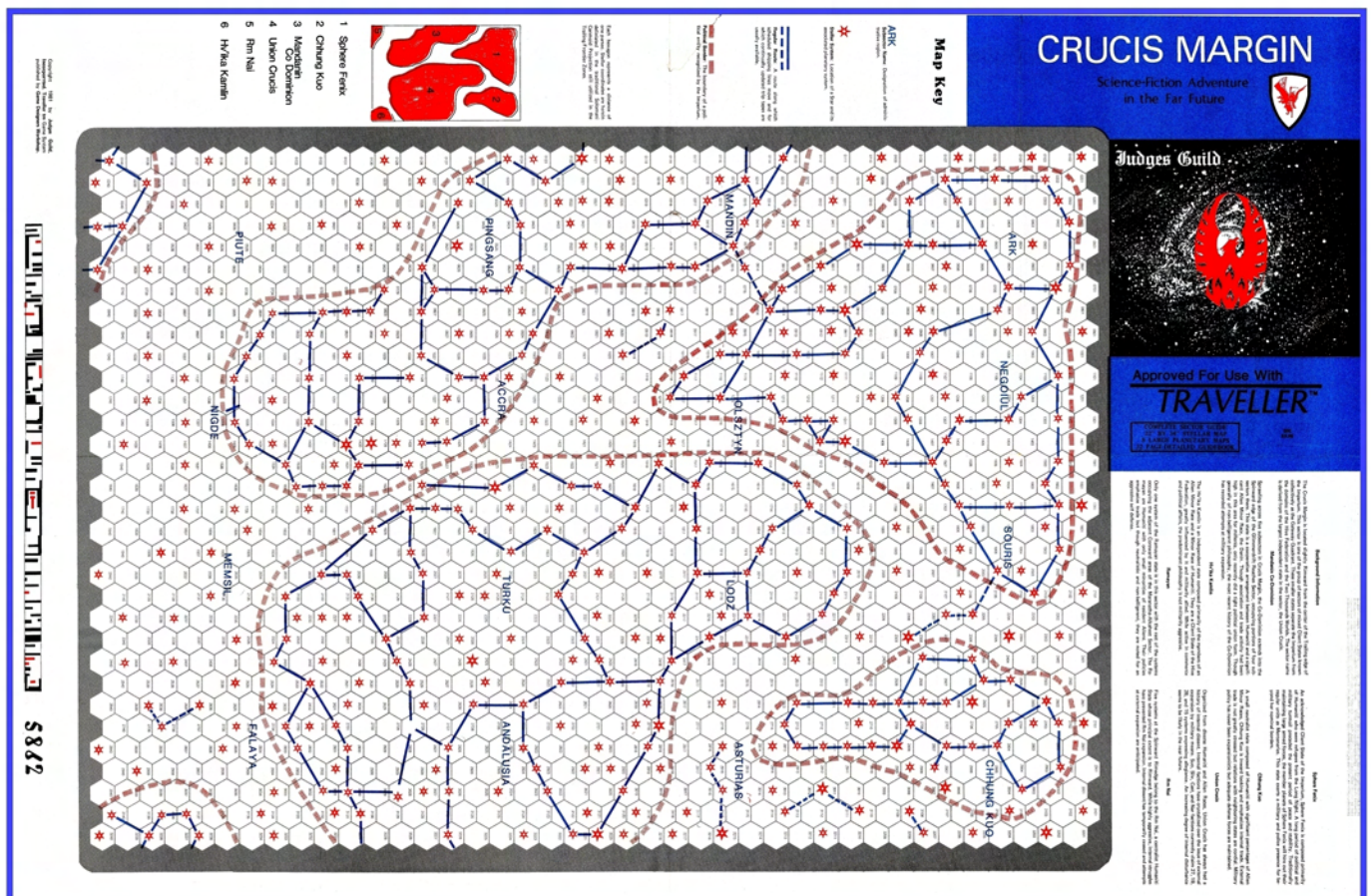


Crucis Margin was the sector scene for the pirate adventure **Corsairs of the Turku Waste**.

This publication includes the original *Sector Guide*, large format *Sector Map*, and eight *World Surface Maps*. Added for this edition is the single WSM from **Corsairs**.



Sector Map (5100 x 6600 px)
Sector Guide
9 World Surface Maps



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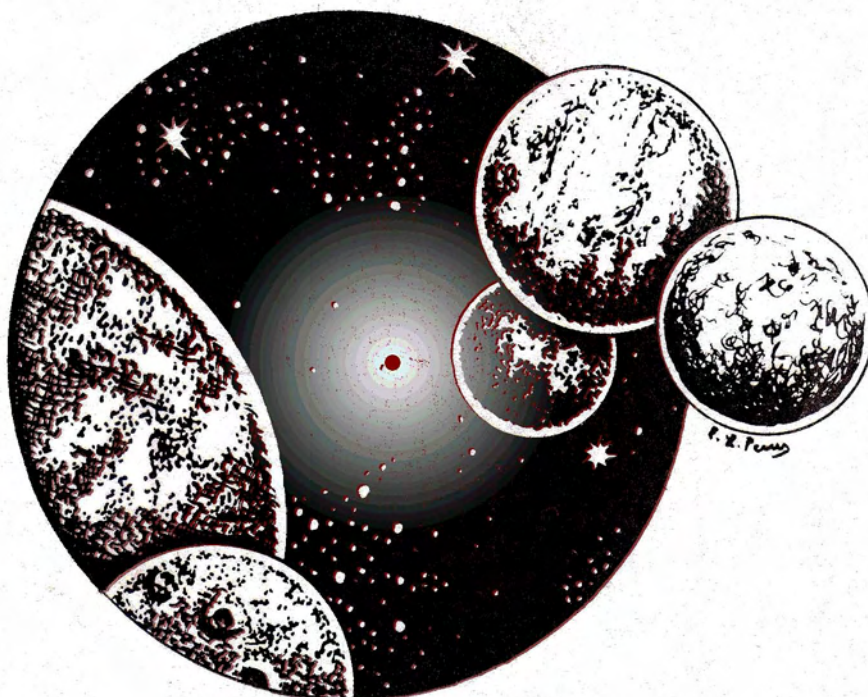
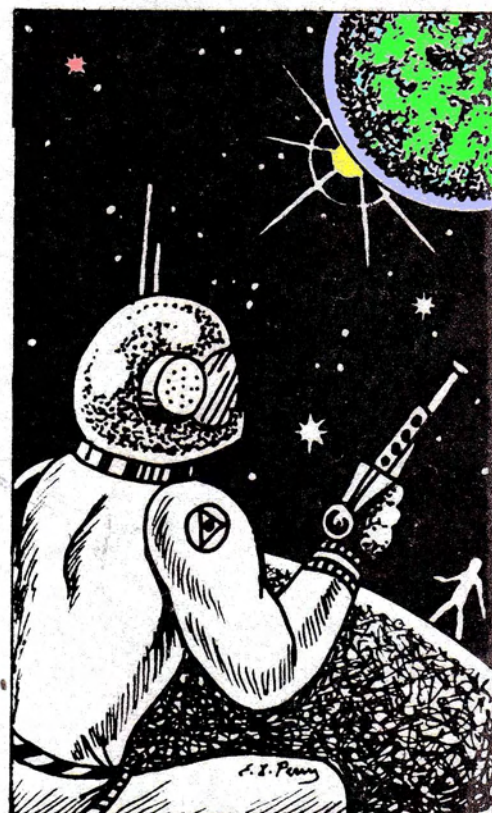
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CRUCIS MARGIN

Science-Fiction Adventure
in the Far Future



Judges Guild



Approved For Use With
TRAVELLER™

CRUCIS MARGIN MAP
BY 14 STARS
8 LARGE PLANETARY MAPS
& 200 SMALLER PLANETARY MAPS

World Surface
Map available

Map Key

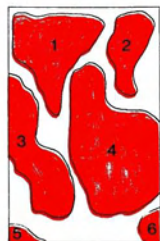
ARK
Sector Name: Designation of administrative region.

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

Regular Route: 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 Salomoni-Carnold Projection still utilized in the Trailing Frontier Zones.



- 1 Sphere Fenix
- 2 Chhung Kuo
- 3 Mandanin Co Dominion
- 4 Union Crucis
- 5 Rm Nai
- 6 H'vika Kamlin

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Background Information

The Crucis Margin is located slightly inward from the center of the Trailing edge of the Imperium. 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 Hive Federation and the Two Thousand Worlds. The sector name is derived from the largest independent state in the sector, the Union Crucis.

Mandanin Co-Dominion

Spawning across five subsectors in Crucis Margin, the Co-Dominion extends into the Spinward edge of the Glimmerdrift Reaches Sector, occupying portions of four subsectors there. This state is a cooperative arrangement between Humaniti and a significant Alien Minor Race, the Darin. Though association and trade activity had been high in this area for millennia, only recently did a tight political union form. Though generally of non-belligerent philosophy, the most recent history of the Co-Dominion has recorded attempts at military expansion.

H'vika Kamlin

The H'vika Kamlin is an independent state composed primarily of the members of an Alien Minor Race and a Minor Race of Humaniti. They are a Client State of the Hive Federation, greatly influenced by it and militarily allied. While active in commerce and political affairs, the predominant philosophy is not militarily aggressive.

Ramayan

Only one system of the Ramayan state is in this sector with the rest of the systems occupying the adjacent Conewall area of the Marantha-Kilakent Sector. The Ramayan are Humaniti with only small minorities of resident Aliens. Their policies emphasize trade but though neutralistic and non-belligerent, they are noted for an aggressive self defense.

Sphere Fenix

An acknowledged Client State of the Imperium, Sphere Fenix is composed primarily of Humaniti who are refugees from the Long Night. A long period of political and military turmoil preceded the present period of peace and stability. Traditionally maintaining large armed forces, the member planets of Sphere Fenix will hire out their regular units as Mercenaries. This state exerts a military and police presence far beyond her nominal borders.

Chhung Kuo

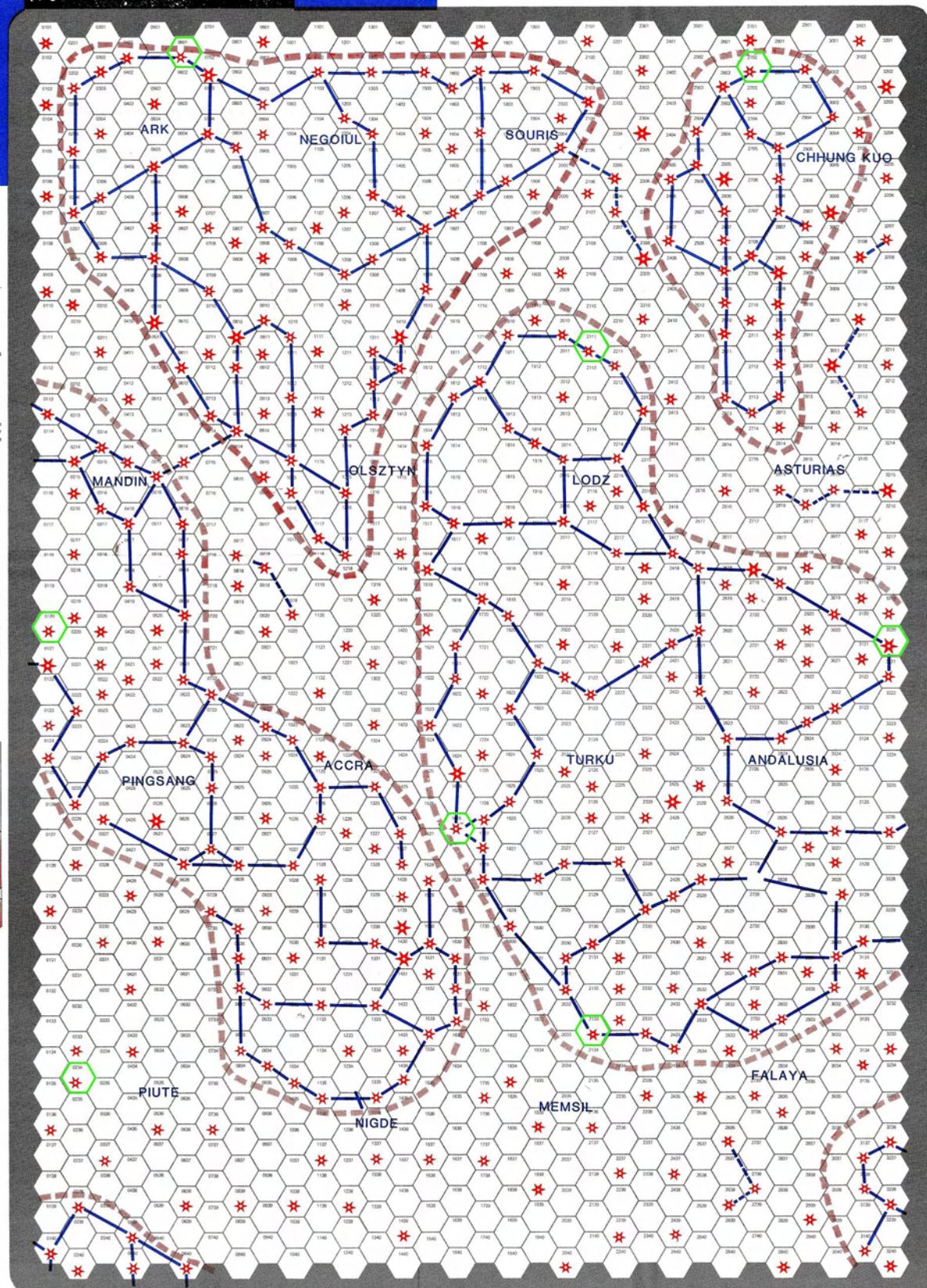
A small neutralist state composed of Humaniti with significant percentages of Alien Minor Races, Chhung Kuo is inward looking and emphasizes internal trade. External trade is not greatly stressed but relations with neighboring states are cordial. Military policy has never been expansionistic but adequate defense forces are maintained.

Union Crucis

Organized from diverse Humaniti and Alien Races, Union Crucis has always had a history of internal dissent. Internal factions have crystallized over the issue of external expansion by military means. Sun, Sky, Cat, and War factions currently claim 27, 19, 28, and 15 systems expressing allegiance. An increasing degree of internal disturbance seems to be likely in the near future.

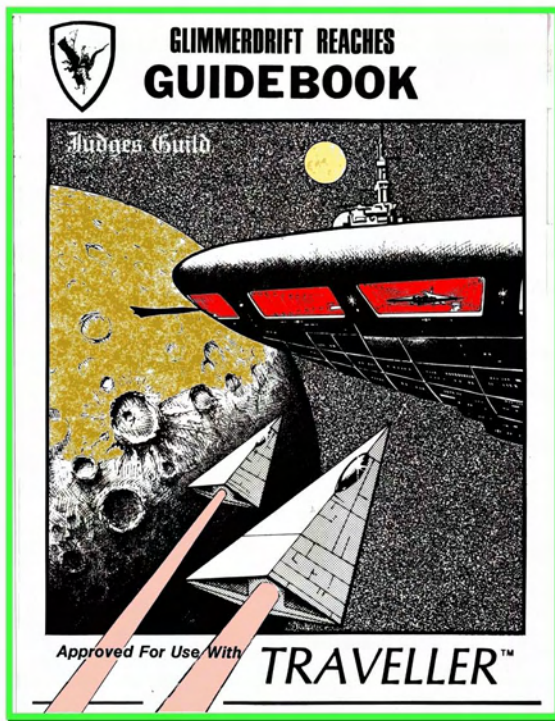
Rm Nai

Five systems at the Spinward Rimedge belong to the Rm Nai, a centralist Humaniti State whose principal extent is to Rimward. While highly aggressive, internal struggles have prevented Rm Nai expansion. Internal dissent has temporarily ceased and attempts at external expansion are anticipated.



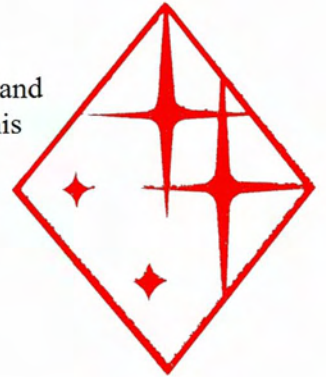
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GLIMMERDRIFT REACHES

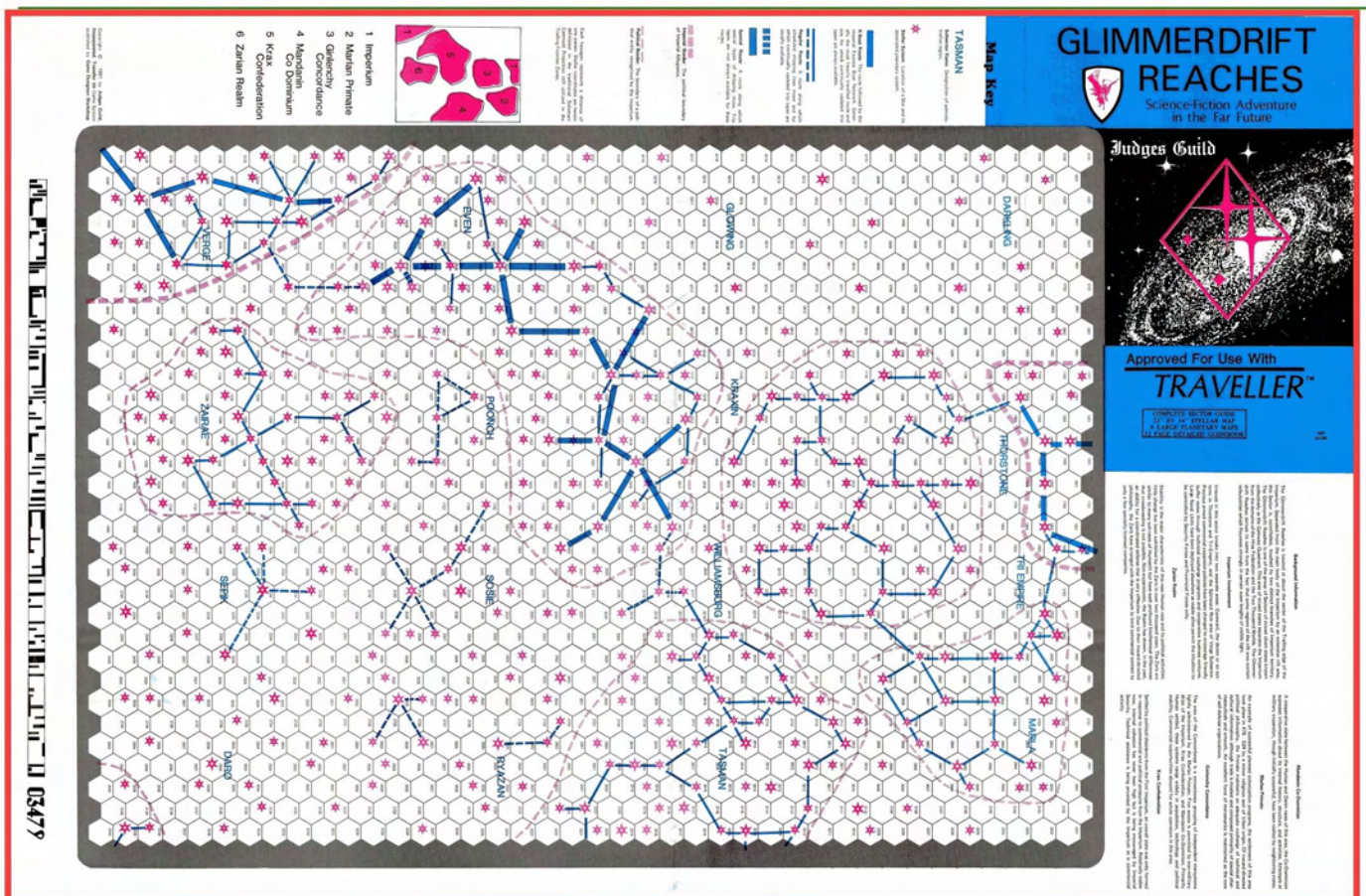


Glimmerdrift Reaches was the sector scene for the adventure **Doom of the Singing Star**.

This publication includes the original *Sector Guide*, large format *Sector Map*, and eight *World Surface Maps*. Added for this edition is the single WSM from **Doom**.



Sector Map (5100 x 6600 px)
Sector Guide
9 World Surface Maps



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GLIMMERDRIFT REACHES

Science-Fiction Adventure
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Map Key

TASMAN

Subsector Name: Designation of administrative region.

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

X-Boat Route: The route followed by the Imperial Express Boat Network. Generally the most heavily travelled route and one for which continually updated trip tapes are always available.

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

Special Route: A route along which special types of shipping move. Trip tapes are not always available for these routes.

Imperial Border: The political boundary of Imperial Allegiance.

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 Centroid Projection, still utilized in the Trailing Frontier Zones.



- 1 Imperium
- 2 Marlan Primate
- 3 Glinelchy Concordance
- 4 Mandarin Co Dominion
- 5 Krax Confederation
- 6 Zarian Realm



World Surface Map available

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COMPLETE SECTOR GUIDE
BY 34 STELLAR MAP
12 PAGE DETAILED GUIDEBOOK

Background Information

The Glimmerdrift Reaches is located at about the center of the Trailing edge of the Imperium. Separated from the main body of the Imperium by an extensive rift area, this sector is, nonetheless, touched by two distinct branches of Imperium territory. The Glimmerdrift Reaches is one of the group of Sector of mixed states known collectively as the Gateway Quadrant. This area of mixed states separates the Imperium from the domains of the Hive Federation and the Two Thousand Worlds. The Glimmerdrift Reaches derives its name from the fact that some regions of the rift area contain nebulae which fluoresce strongly in certain wave lengths of visible light.

Imperium Involvement

Interest in this sector breaks into two separate areas: Conward, the dozen or so systems in Thorstone and Tri-Empire, and the Spinward Rim area of Verge Subsector. Previous imperial commercial expansion policies have been changed to encourage friendly buffer states through technical exchange programs and cooperative business ventures. Large Naval Units have been deployed elsewhere as stable allies permit the situation to be controlled by Security Forces and Provincial Forces only.

Zarian Realm

Stability is the major characteristic of this new human race and its political activities; little change has been exhibited by the Zari in over two thousand years. The Zari are similar to many sub-races of Humaniti but have such profound biochemical differences that coexisting is not possible. Non-expansionistic, the Realm has shown, in the past, an ability for a coordinated defense that is very effective. Due to their inward directed philosophy, the Zari have arranged with the Imperium to limit commercial contact to only a few specially licensed companies.

Mandarin Co Dominion

A cooperative state between the Human and Darin races of this area, the Co-Dominion suppresses information about its internal history, structure, and activities. Attempts at military expansion, though initially successful, have been stalled by neighboring states.

Marlan Primate

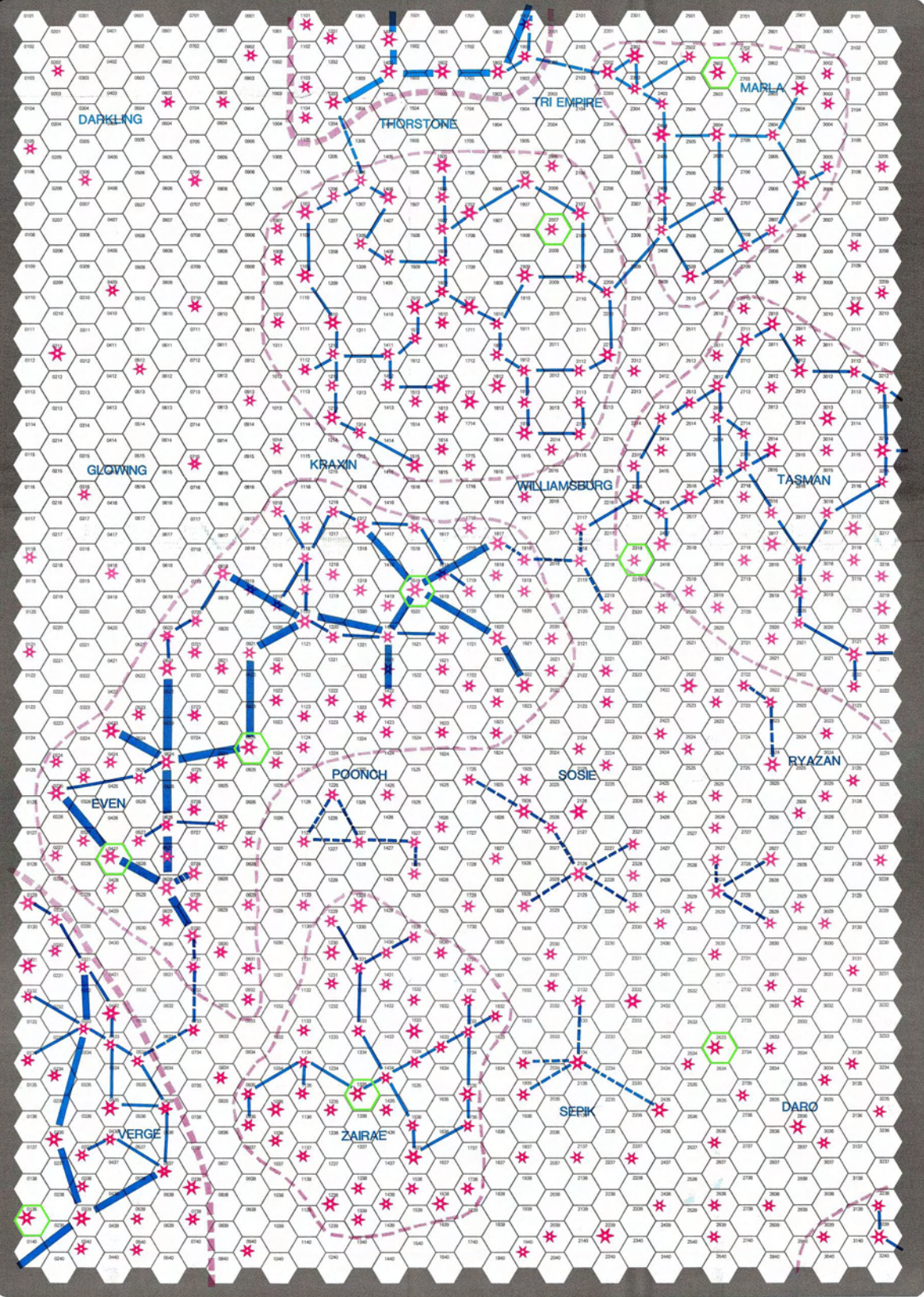
An example of successful planned colonization programs, the settlement of this area took place in 478-524 by a minor religious sect of Vilant origin. Of inward-directed political philosophy, the Primate maintains an adequate exchange of technical and cultural information although trade is modest and composed primarily of special pharmaceuticals and artwork. An excellent force of mercenaries is maintained as the core of self-defense organizations.

Glinelchy Concordance

The area of the Concordance is a convenience grouping of independent star systems lightly administered by the Marlan Primate. Free access is permitted to non-military forces of the Imperium, Krax Confederation, and Mandarin Co-Dominion. Primarily Human settled, these systems range widely in population, technology and political stability. Commercial opportunities abound for astute operators in this area.

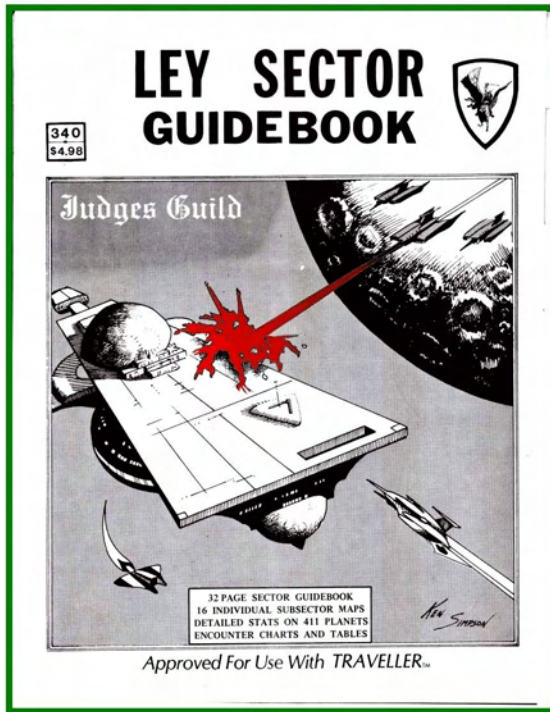
Krax Confederation

Settled by political dissidents from the First Imperium, an overall state was only formed in response to commercial and political pressures from the Imperium. Relatively stable now, internal cohesion has never been high but is being encouraged by Imperial Security. Technical assistance is being provided by the Imperium as is commercial activity.



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LEY SECTOR

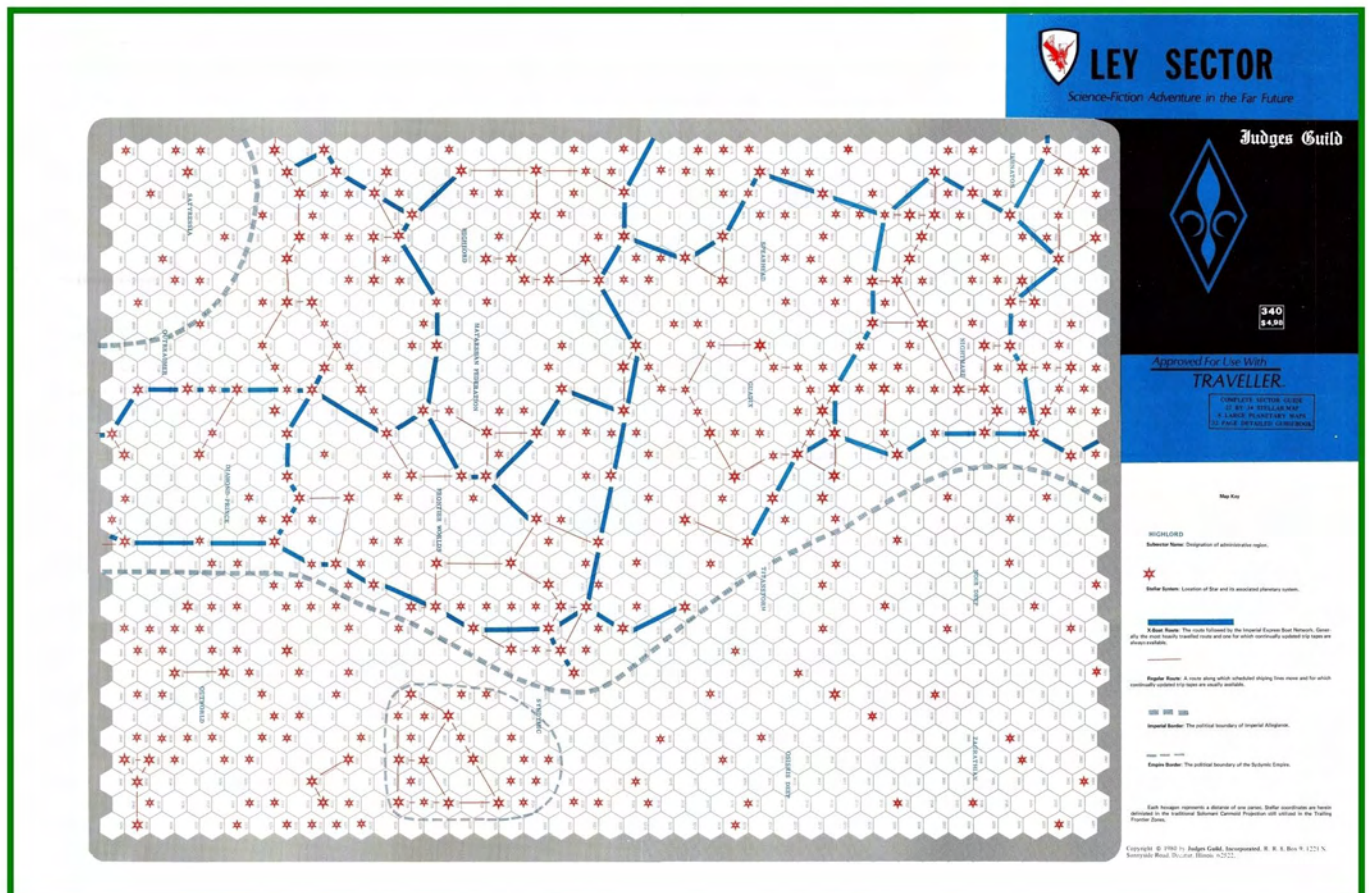


Ley Sector was the most prominent of the Judges Guild sectors and the scene for six adventures: **Tancred**, **Simba Safari**, **Darthanon Queen**, and the **Border Prowler** series (**Amycus Probe**, **Rogue Moon of Spinstorme**, and **Darkling Ship**).

This publication includes the original *Sector Guide*, large format *Sector Map*, and eight *World Surface Maps*. Added for this edition are the five World Surface Maps from **Simba Safari**, the single WSM from **Tancred**, and the single WSM from **Darthanon Queen**.



Sector Map (5100 x 6600 px)
Sector Guide
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Map Key

HIGHLORD

Scholar Name: Disposition of administrative region.



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



X-Base Route: The route followed by the Imperial Express Fleet Network. Connects the most heavily travelled routes and one for which continually updated trip times are available.

Regular Route: A route along which scheduled shipping lines move and for which continually updated trip times are available.



Imperial Border: The political boundary of Imperial Aerospace.

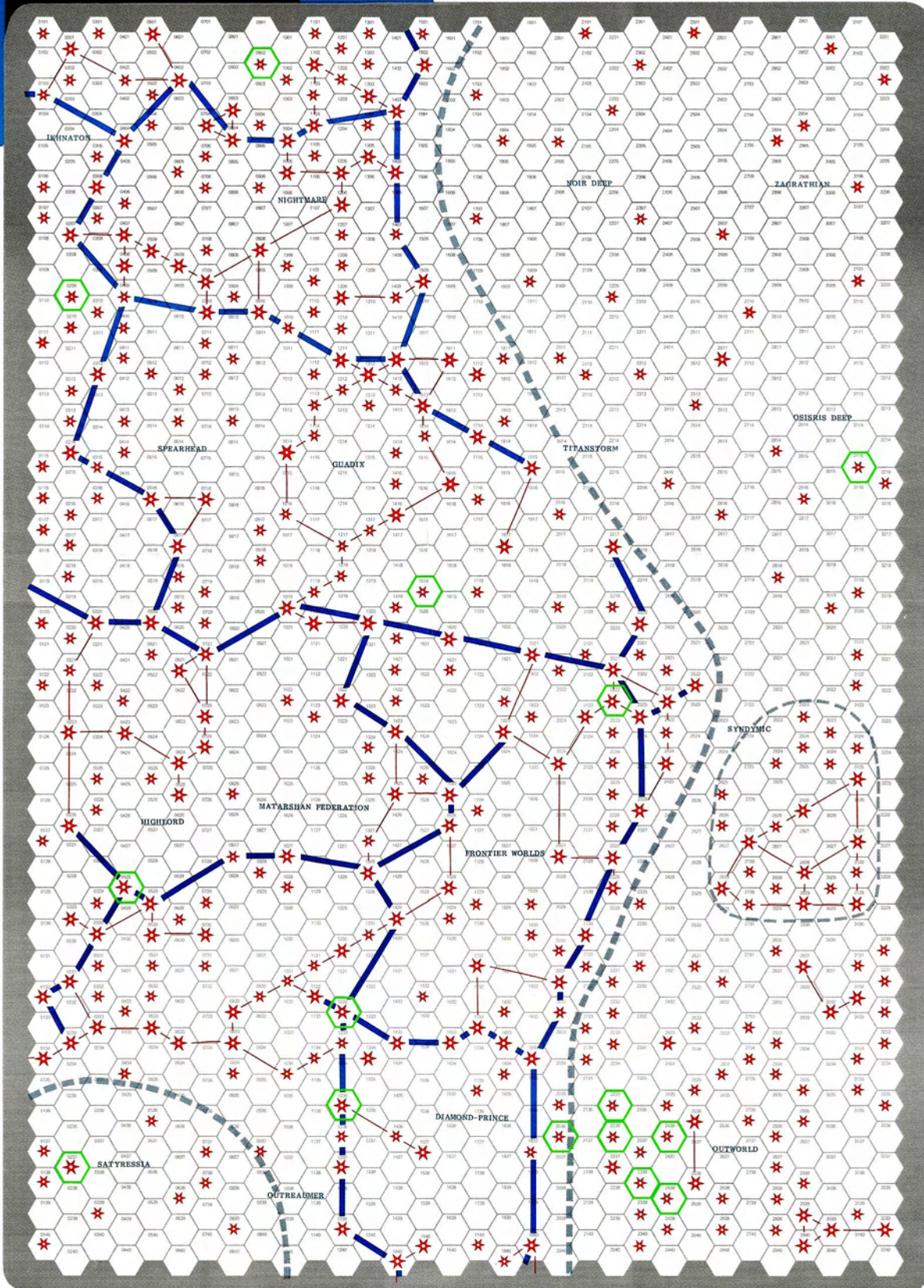


Empire Border: The political boundary of the Symbiont Empire.

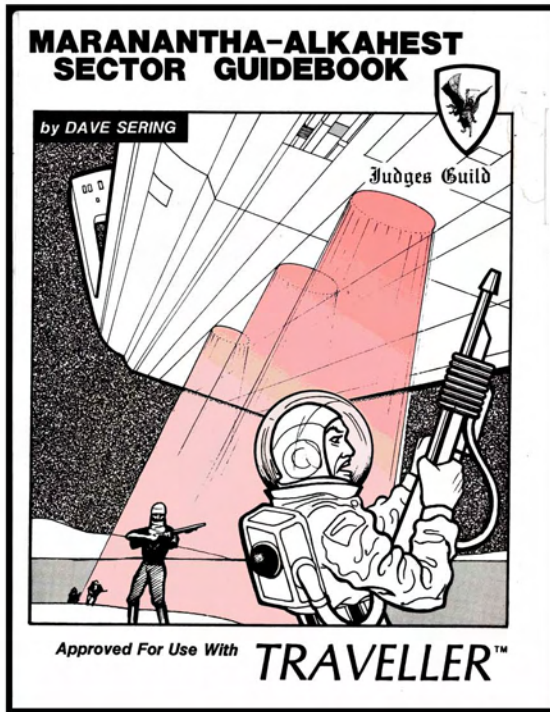


Each hexagon represents a distance of one space. Stellar coordinates are based on the traditional Cartesian Coordinate Projection and centered in the Trading Frontier Zone.

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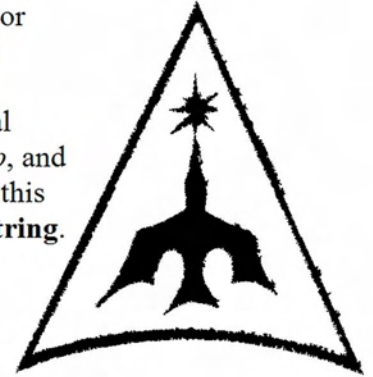


MARANANTHA-ALKAHEST

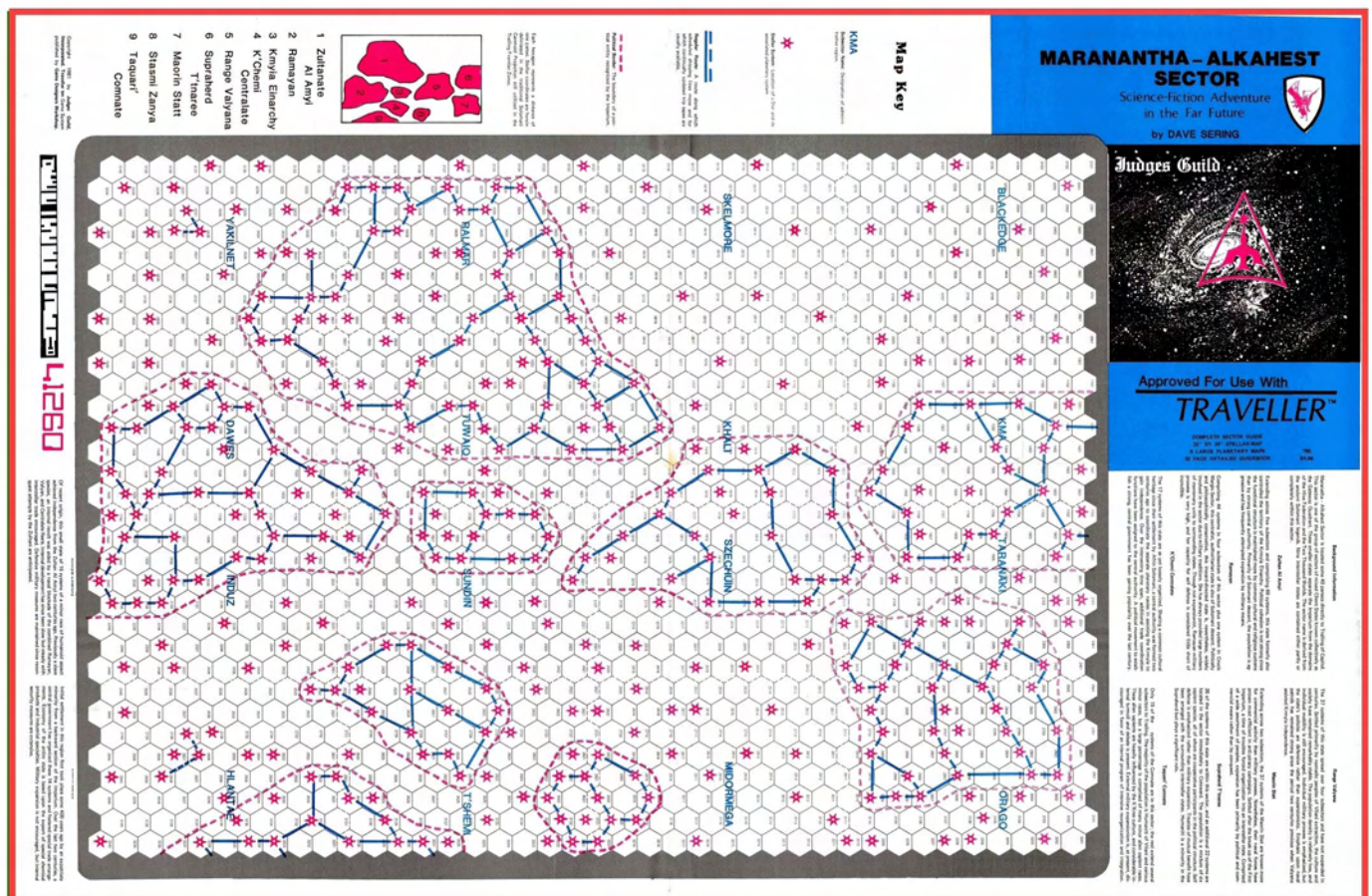


Maranantha-Alkahest was the sector scene for the adventure *Marooned on Ghosting*.

This publication includes the original *Sector Guide*, large format *Sector Map*, and eight *World Surface Maps*. Added for this edition is the single WSM from *Ghosting*.



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MARANANTHA - ALKAHEST

SECTOR
Science-Fiction Adventure
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Approved For Use With
TRAVELLER™
COMPLETE SECTOR GUIDE
27 BY 47 M. C. STELLAR MAP
8 LARGE PLANETARY MAPS
32 PAGE DETAILED SUBSECTOR

Background Information
Marantha - 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 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 Amyi

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

Ramayan

Comprising 44 systems in four subsectors of this sector plus one system in Cruik Margin Sector, this centralist, authoritarian state is also of Solomani descent. Politically and philosophically conservative, this inward-directed state is, nevertheless, widely involved in the sector due to military traditions. She has always provided large numbers of mercenary units to surrounding states. 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 Afro Solomani, a central authority was formed two centuries ago to coordinate the separate planetary states 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 subsectors and have not expanded in centuries. Settled primarily by nomadic peoples of Vilani 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 Stat

Extending across two subsectors, the 27 systems of the Maorin Stat are known more for commercial activity than military prowess. Nevertheless, their naval forces 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. Comprised of a wide assortment of peoples, expansion has been primarily by political and commercial means rather than by conquest.

Supraherd T'naree

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 sapient species, all of whom are cooperative participants in the political structure. Self defense is emphasized rather than military expansion. Treaties of mutual benefit have been arranged with the surrounding interstellar states. Humanitai is a minority in the Supraherd but plays a significant role.

Taquari' Connate

Only 15 of the systems of the Connate are in this sector; the rest extend several subsectors to Trailing. The majority of the population is Humanitai of Vilani and various minor races, but a large percentage is comprised of many minor alien sapient races. These alien sapient are heavily influenced by the K'Chemi culture, and considerable internal turmoil and debate is present. External military expansionism is, at present, discouraged in favor of an internal program of intensive reorganization and integration.

World Surface Map available

Map Key

KMA

Subsector Name: Designation of administrative region.



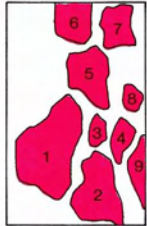
Stellar System: Location of a Star and its associated planetary system.

Regular Route: 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.

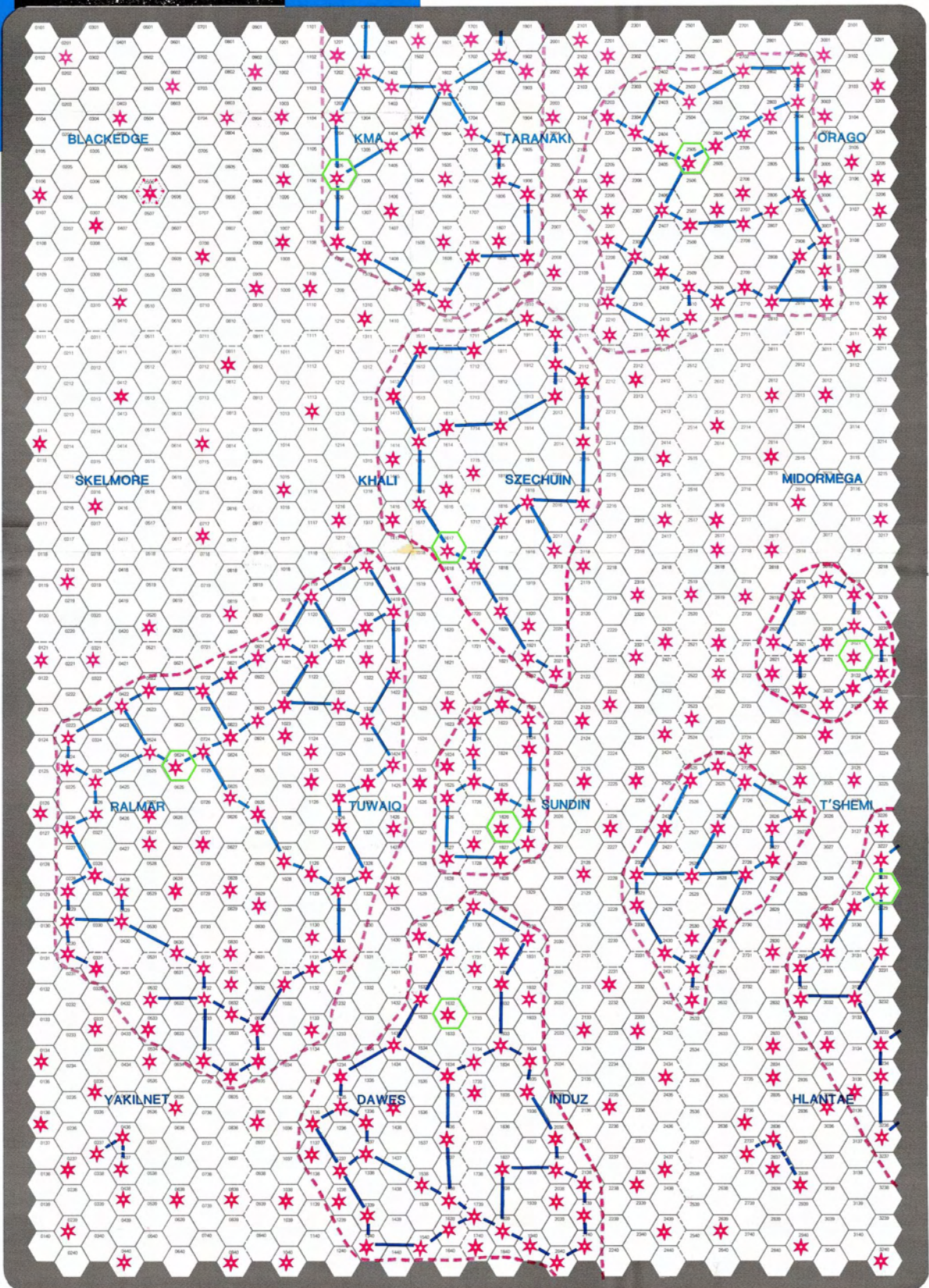


Each hexagon represents a distance of one parsec. Stellar coordinates are herein delineated in the traditional Solomani Commaid Projection still utilized in the Trailing Frontier Zones.



- 1 Zultanate Al Amyi
- 2 Ramayan
- 3 Kmyia Einarchy
- 4 K'Chemi Centralate
- 5 Range Valyana
- 6 Supraherd T'naree
- 7 Maorin Stat
- 8 Stasmi Zanya
- 9 Taquari' Connate

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Initial settlement in this region first took place some 400 years ago by an expanding minority from a backward sector of the Imperium. Over the last two centuries, a large percentage of the population has been assimilated into the dominant culture. Economic activity is primarily agricultural, with some mining and manufacturing. Military expansion is not encouraged, but internal security measures are extensive.

Of recent activity, only small-scale, local wars of a minor nature have occurred. The Zultan Al Amyi has been a major force in the sector. Previously a slave state, an internal revolt was aided by a naval blockade of the coasted Marantha. Interstellar trade encouraged. Defensive military measures are maintained since no other attempts by the Zultan are anticipated.

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