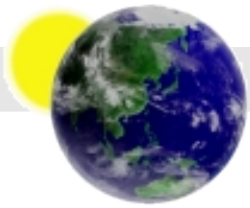
Gazetteer

Player Edition



Terran Dawn

Sturn Webb

PLAYER GAZETTEER

This document contains both a map and Universal World Profiles for the Solomani Rim (aka Terran Rim) towards the end of the Long Night.

Many worlds of the Terran Rim have lost contact with the interstellar states that arose during the Long Night. Thus, their "social" profiles (starport, population, government, law, tech level) will not be common knowledge. Thus, two sets of the sector map and UWPs are available – one for players and one for referees. This document contains the player version in which some worlds have missing or misleading information. It is up to the players to discover the missing or correct information of these worlds which are left blank below.

No Claim to Canoncy

Nothing here is meant to be Traveller *"canon". That being said, every known source on this campaign period has been researched so as to not contradict anything in the* Official Traveller Universe *created by Marc Miller and others. This document should not be considered "OTU" at all. That's for Marc and official* Traveller *publications to determine, not this home-made project.*

The Traveller game in all forms is owned by Far Future Enterprises. Copyright 1977 – 2008 Far Future Enterprises. Traveller is a registered trademark of Far Future Enterprises. Far Future permits web sites and fanzines for this game, provided it contains this notice, that Far Future is notified, and subject to a withdrawal of permission on 90 days notice. The contents of this document are for personal, noncommercial use only. Any use of Far Future Enterprises's copyrighted material or trademarks anywhere in this document should not be viewed as a challenge to those copyrights or trademarks. In addition, this document cannot be republished or distributed without the consent of the author who contributed it.

Gurps:Traveller is a trademark of Steve Jackson Games, and its rules and art are copyrighted by Steve Jackson Games . All rights are reserved by Steve Jackson Games. This game aid is the original creation of "Sturn" and is released for free distribution, and not for resale, under the permissions granted in the Steve Jackson Games Online Policy.

Pg. 5 **Player Sector Map**
Pg. 6 **Player UWPs**
Pg. 16 **Sources**

UWPs for Players

The UWPs listed below are those commonly known. Some areas of the Terran Rim have greatly changed due to the events of the Long Night. Those regions, such as the Outback, that have not been completely re-explored since the Fall, will have unknown social profiles (starport, population, government, law level, and tech level). Of course, the planetary profile (size, atmosphere, and hydrographics) will be unchanged and thus still known. Players will need to explore these unknown worlds or gain access through alternate means (perhaps a secret government database) to know the full UWPs of some worlds. Note that these "unknown" worlds can be easily identified on the player maps – they have no starport code.

The referee version of this document has full, correct UWPs for all worlds. Players should resist looking at this document for risk of ruining the mystery and thus excitement of some adventures.

Sectors, Domains, and the "Terran" Rim

The Rim Province was a 1st Imperium (Ziru Sirka) frontier province with a capital at Dingir. During the 2nd Imperium (Rule of Man), it retained the Rim Province name and encompassed approximately the same area that was the original Terran Confederation. This area comprised more then one Sector. While the borders of Provinces would die with the Rule of Man, they would eventually be replaced by the Domains of the 3rd Imperium.

The Solomani Rim sector, the core of the Rim Province, was originally known as just the Rim or the Rim Sector. During the Rule of Man, the title further changed to the Terran Rim. When the term "Solomani" became more common early in the 3rd Imperium, the Sector became known as the Solomani Rim.

Where are the Subsectors?

Subsectors did exist during the 2nd Imperium which predates Terran Dawn. But, their use became less important during the Long Night after the fall of the Rim Province's government. Subsector borders fell into disuse as new borders arose. Pocket Guides will have their own smaller scale maps of varying size, but typically covering approximately 1-2 standard Subsectors.

Key

Hex: Hex location on the Terran Rim map.

Name: Name of the world during the era of Terran Dawn. Note that only known large population worlds are labeled on the sector map. Regional maps available in campaign guides are have all worlds named.

UWP: **Starport Size/Atm/Hyd Pop/Gov/Law – TL.**

Allegiance: Interstellar nation the world belongs to, if any.

Trade Codes: This column is currently blank for several reasons. Foremost, trade codes vary by rule set so space is left to allow a referee to fill in their chosen trade codes. The most recent versions of Traveller, "Mongoose" and "T5" can not yet be displayed. This author's interpretation of Mongoose's rules don't allow for display of trade codes. T5's rules are still evolving.

Bases: Naval, Scout, and Way. *Naval Base* represents a large military naval base operated by the entity in the Region code. A *Scout Base* is smaller then a naval base and administers scout craft and/or frontier craft for the entity in the Region code. A *Way Station* is just a fuel stop. It could be operated by a government, corporation, or independent entrepreneur. Way Stations are thus slightly different then the future 3rd Imperium variety since X-boat routes do not yet exist.

Galactic Directions

North and south can't be used of course for galactic directions. Instead, Traveller directions are related to the galaxy's core, rim, and the direction it spins. Coreward is towards the center of the galaxy. Rimward is towards the edge of the galaxy. Spinward is towards the direction the galaxy is spinning, Trailing is the opposite. On Traveller maps, Coreward is commonly towards the top, or north, Rimward to the bottom or south, Spinward to the left or west, and Trailing to the right or east.

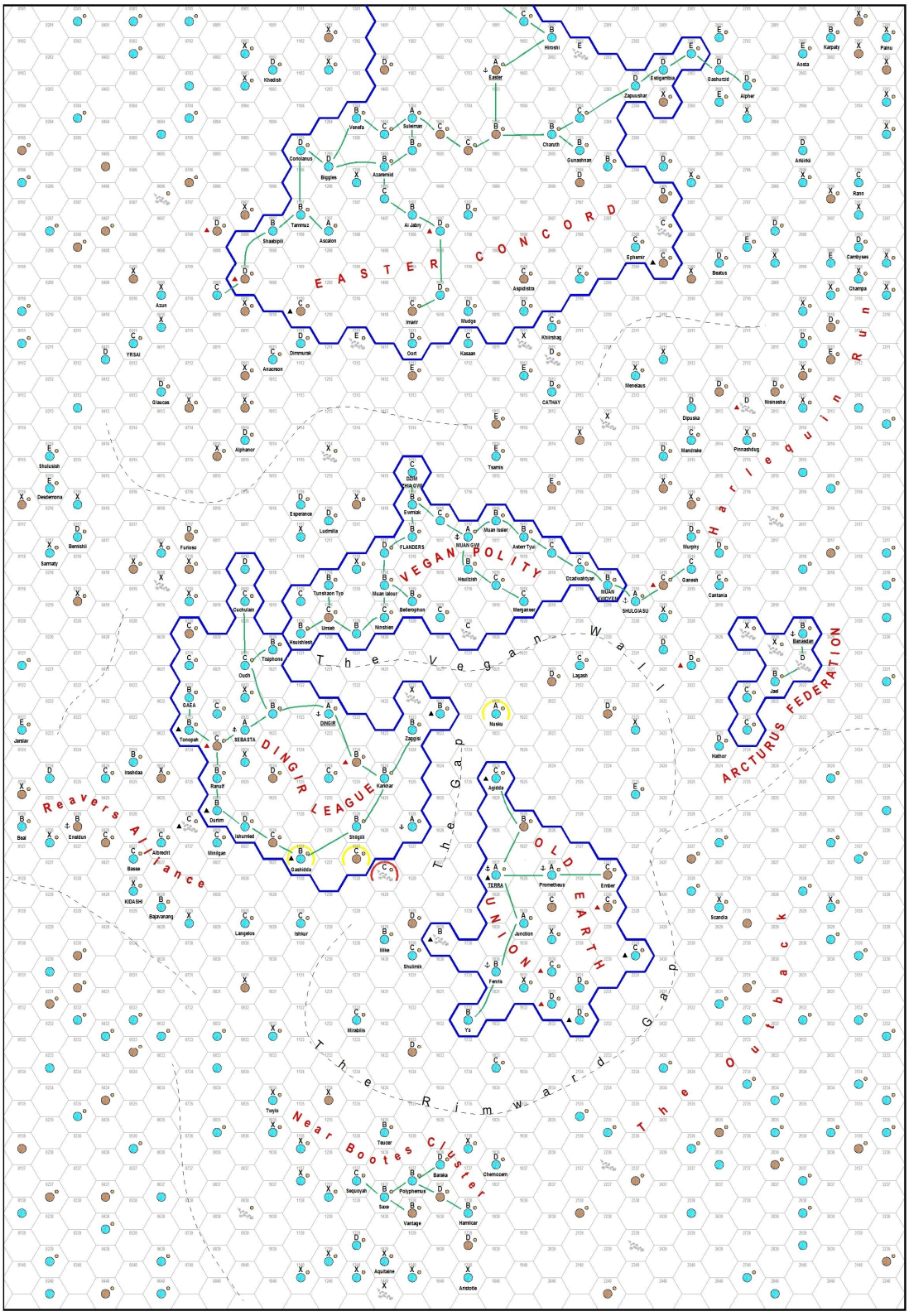
Needs artwork!

Travel Zones

The Travellers' Aid Society *does not yet exist in the Terran Dawn milieu. Since TAS classified travel zones, there are thus no Red or Amber zones. On the sector map you will however still see the classic red and yellow zone markers. In Terran Dawn, these have become 'War' and 'Hazard' zones. War zones are areas which have on-going "shooting" conflicts occurring. These are the front lines between pocket empires at war or worlds at war within themselves. Hazard zones are warnings to travellers that the area may be dangerous, often due to local social conditions such as a government in anarchy, a very law law level, or some sort of other social strife.*

Who is responsible for reporting War and Hazard zones if there is no TAS? Local governments and news agencies. For example, the UNN (Union News Network) keeps its readers up-to-date on travel warnings issued by the Merchant's Aid Agency and the Enforcement Corps within the Old Earth Union. Within the Dingir League, the Navy's scouts report travel hazards. Local reporters of hazard zones could thus vary at the referee's discretion.

Author note: As pocket campaign guides are released, you may see the sector map receive more Hazard zones as these areas are more fully detailed. Currently, only the Dingir League and Old Earth Union areas have their Hazard zones placed. This document will be updated, check back for a future version with all of the Hazard zones placed.



WORLD CHARACTERISTICS

- No Water Present
- Water Present
- Asteroid Belt
- Gas Giant Present

BASES

- Naval Base
- Scout Base
- Way Station

TRAVEL ZONES

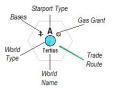
- Hazard Zone
- War Zone

POPULATION

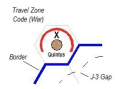
no name	under one million
Secundus	one million or more
PRIMUS	one billion or more

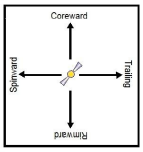
Capitals are underlined

MAP LEGEND



1 Parsec Hex





Terran Rim

Player

Hex	Name	UWP	Allegiance	Trade Codes	Bases
0105	Faiwyd	_ 500 ___-_			
0106	Darrukesh	_ 485 ___-_			
0110	Iddamakur	_ 779 ___-_			
0111	Grendel	_ 96A ___-_			
0116	Purdishi	X610000-E			
0121	Oz	_ 153 ___-_			
0123	Jarslav	E887757-1			
0125	Kishakhpap	X410000-0			
0126	Beal	B4576B8-A	Reaver		
0136	Swinburne	_ 720 ___-_			
0138	Erech	_ 844 ___-_			
0207	Basil	_ 842 ___-_			
0214	Shulusish	E584842-5			
0215	Desdemona	E769792-7			
0217	Sarmaty	X889675-8			
0224	Shaalgar	D666566-6	Reaver		
0226	Limerick	X579000-0			
0230	Alizarin	_ 466 ___-_			
0231	Luzon	_ 420 ___-_			
0233	Jardin	_ 467 ___-_			
0237	Theseus	_ 7A3 ___-_			
0239	Barsoom	_ 254 ___-_			
0240	Gladstone	_ 967 ___-_			
0301	Amkhalarug	_ 443 ___-_			
0304	Atalanta	_ 476 ___-_			
0308	Sidon	_ 6B9 ___-_			
0313	Hayt	_ 421 ___-_			
0316	Finnegans	X379000-0			
0317	Bemishii	D567897-8			
0319	Seym	X100000-0			
0326	Eneldun	B314678-9	Reaver		Naval
0330	Krypton	_ 9A4 ___-_			
0331	Liberte	_ 100 ___-_			
0332	Pilgham	_ 442 ___-_			
0335	Miasma	_ 678 ___-_			
0405	Gramercy	_ 330 ___-_			
0407	Urud	_ 100 ___-_			
0411	Diomedes	D877502-8			

0424	Gustav	C798367-9	Reaver		
0426	Eyck	C1305B8-9	Reaver		
0432	Kraken	_ 57A ___-_			
0434	Durgha	_ 612 ___-_			
0437	Dolor	_ 211 ___-_			
0438	Zhongguo	_ 444 ___-_			
0440	Ormadz	_ 300 ___-_			
0501	Morgana	_ A9A ___-_			
0502	Ugarup	_ 89A ___-_			
0509	Ixtloc	X530000-0			
0511	Yrsai	C663998-8			
0518	Arukhur	X200000-0			
0524	Irashdaa	B6896B7-A	Reaver		
0527	Basse	C669878-9	Reaver		
0528	Kidashi	X457957-7			
0532	Cadmus	_ 532 ___-_			
0533	Skyron	_ 312 ___-_			
0536	Chinon	_ 696 ___-_			
0604	Rilke	_ 59A ___-_			
0606	Ishadar	_ 000 ___-_	Azun		
0609	Goshen	X577000-0			
0610	Nukaash	X247000-0			
0612	Glaucas	D886787-7			
0617	Hoatzin	X967500-5			
0618	Stralsund	X000000-0			
0624	York	X8A2000-0			
0626	Albrecht	C7426B9-9	Reaver		
0628	Bajavanang	B5898C7-A	Reaver		
0632	Sionnach	_ 533 ___-_			
0637	Nonsuch	_ 434 ___-_			
0639	Ptolemy	_ 543 ___-_			
0640	Arisia	_ 57A ___-_			
0701	Obrichenny	_ 643 ___-_			
0703	Kropotkin	_ 444 ___-_			
0704	Thamber	_ 454 ___-_			
0706	Athene	_ 6B9 ___-_			
0713	Omsk	X511000-0			
0717	Furioso	D9C5652-8			
0718	Ippuraash	X200000-0			

0719	Weipu	X543000-0			
0720	Thars	C7A7413-9	Dingir		
0721	Akhamin	C662565-9	Dingir		
0722	Gaea	B986996-A	Dingir		
0723	Tonopah	B8668DA-9	Dingir		Naval
0726	Halo	C000368-8	Reaver		Scout
0729	Edaazun	X46A000-0			
0807	Leonore	D310114-8	Azun		Way
0809	Azun	C4768CB-9	Azun		
0814	Upirzanu	X9B5552-7			
0822	Colmar	C427532-8	Dingir		
0823	Shiransar	CAA5213-9	Dingir		Way
0824	Ranulf	B642798-9	Dingir		
0825	Duriim	B488888-8	Dingir		Naval
0826	Minilgan	C554674-7			
0832	Wallach	_ 478 ___-_			
0833	Thalassa	_ 48A ___-_			
0835	Odysseus	_ 659 ___-_			
0902	Porlock	X433000-0			
0903	Bethe	X422000-0			
0907	Llewellyn	X200000-0			
0909	Ganelon	D430113-9	Easter		Way
0910	Poseidon	X8AA000-0			
0912	Fafhrd	X620000-0			
0913	Kitchener	XAC8000-0			
0914	Alphanor	D988786-8			
0918	Lompoc	D444436-7	Dingir		
0919	Cuchulain	CA568A9-7	Dingir		
0921	Oudh	C341649-9	Dingir		
0922	Ishmael	X232000-0	Dingir		
0923	Sebasta	A6669B9-B	Dingir		Naval
0924	Alsatia	X532000-0	Dingir		
0926	Ishumled	D577773-7	Dingir		
0929	Langelos	C324632-9			
0931	Yenisei	X113000-0			
0938	Cicero	_ 000 ___-_			
1002	Khedish	D556688-7			
1007	Shaabipili	B553635-B	Easter		
1011	Anacreon	C562642-9			

1020	Tisiphone	B624625-B	Dingir		
1022	Herakles	B535546-9	Dingir		
1024	Fomalhaut	D8C8213-8	Dingir		
1026	Khulampu	C9A7545-9	Dingir		
1032	Chrysolite	X547544-7			
1034	Twylo	X551657-6			
1035	Poictesme	X468000-0			
1105	Coriolanus	D237676-8	Easter		
1107	Tammuz	B7547B9-A	Easter		
1110	Quaver	C111212-9	Easter		Scout
1111	Dimmurak	D6578C9-4			
1116	Esperance	D468877-8			
1117	Mashaddun	X994000-0			
1119	Muan Irrzudh	C66A586-9	Vegan		
1120	Hsuishlesh	B644886-A	Vegan		
1127	Gashidda	B36A8B9-A	Dingir		Scout
1129	Ishkur	C562897-7			
1136	Tarsus	X785000-0			
1137	Haddad	X47A000-0			
1140	Labrys	X976000-0			
1201	Akimasi	X8A5000-0			
1202	Sase	X347000-0			
1205	Biggles	D236655-6	Easter		
1207	Ascalon	A5628AA-A	Easter		
1214	Boskone	X000000-0			
1216	Ludmilla	D456699-8			
1218	Tunshaon Tyo	B554886-A	Vegan		
1219	Umieh	C100686-9	Vegan		
1222	Dingir	AA899C9-B	Dingir		Naval
1224	Kinunir	C532468-9	Dingir		
1234	Luuru	X9B7000-0			
1237	Aeneas	X438000-0			
1239	Hibernia	X647000-0			
1304	Vanefa	B5637A8-B	Easter		
1306	Rimmon	X222000-0	Easter		
1311	Boqueron	E000200-8			
1316	Hieronymus	X530000-0			
1318	Ahhunsal	X521000-0	Vegan		
1320	Hsivyu	B133536-A	Vegan		

1324	Shulgi	B512566-7	Dingir		Way
1326	Shilgiili	B67A645-A	Dingir		
1327	Enki Kalamma	C200476-A	Dingir		
1332	Mirabilis	C453645-9			
1337	Sequoyah	C487770-9	Bootes		
1339	Aegir	D76A544-6	Bootes		
1340	Dirac	X522000-0			
1402	Gulimaru	D7A6568-5	Easter		
1404	Esterhazy	C335211-9	Easter		
1405	Azaremiid	B766873-4	Easter		
1406	Catseye	C222364-8	Easter		
1417	Hokchor	D647306-8	Vegan		
1418	Muan Ialour	B556886-A	Vegan		
1419	Ninshien	C59A886-8	Vegan		
1424	Karkhar	B675689-9	Dingir		
1427	Shuruppak	C000368-9	*OEU-Dingir*		War
1429	Iilike	B4557C8-7			
1435	Teucer	B759786-9	Bootes		
1437	Saxe	B763877-9	Bootes		
1439	Aquitaine	X8876A6-7			
1440	Capella	X000000-0			
1504	Suleiman	AA64757-B	Easter		
1505	Rossyg	B785534-A	Easter		
1507	Ai Jabry	B7657C9-9	Easter		
1510	Imarir	C250677-8	Easter		
1511	Oort	D563695-7	Easter		
1512	Ymir	E6A6301-6			
1515	Dzim Zhia Gwi	C456986-A	Vegan		
1516	Ewmiak	B452886-A	Vegan		
1517	Flanders	B755986-A	Vegan		
1519	Bellerophon	B88A886-9	Vegan		
1522	Altair	X000000-0	Dingir		
1523	Zaggisi	B7998A9-A	Dingir		
1526	Meshan	A435568-A	Dingir		Naval
1529	Markhashi	D301400-7			
1530	Shulimik	C783877-8			
1533	Sarpedon	D312545-8			
1537	Polyphemus	B3588A8-9	Bootes		
1538	Vantage	B8DA677-9	Bootes		

1540	Vyborg	X755577-8			
1604	Dolfuss	C100433-A	Easter		
1607	Madder	D532111-7	Easter		Way
1609	Okefenokee	D337458-7	Easter		
1616	Orruiltan Tyu	C121386-8	Vegan		
1619	Tyudhuar	C599586-6	Vegan		
1622	Apishal	B633313-9	Dingir		Scout
1629	Sirius	B000313-A	OEU		Scout
1636	Baraka	D456785-7			
1637	Krokinole	D211210-8			
1705	Shazam	C411366-9	Easter		
1707	Mekashish	D6764A9-7	Easter		
1710	Mudge	D463799-5	Easter		
1711	Kasaan	C785645-8			
1717	Muan Gwi	A456986-A	Vegan		Naval
1718	Hsuilzish	B678786-9	Vegan		
1720	Vega	C000486-9	Vegan		
1732	Ys	B847665-B	OEU		
1736	Cameroon	X442000-0			
1738	Hamilcar	B26A6AA-9			
1739	Parsifal	D730468-7			
1740	Aristotle	X269655-8			
1802	Easter	AAE7735-B	Easter		Naval
1804	Yeremyh	B5205A8-B	Easter		
1813	Wanish Tyo	E630586-6			
1814	Tsamis	E547887-7			
1816	Muan Issler	B354786-A	Vegan		
1818	Ashtagz Tyui	C348586-9	Vegan		
1822	Nusku	A569844-A			
1824	Agidda	C972675-9	OEU		Scout
1827	Terra	A867A77-B	OEU		Naval, Scout
1830	Fenris	BA98748-A	OEU		Naval
1833	Remulak	C974412-9			
1836	Chernozem	DA85682-7			
1901	Eshellim	C76A5A9-A	Easter		
1909	Aspidistra	C200634-A	Easter		
1910	Nuugashur	D535421-9	Easter		
1911	Ikarak	X000000-0			
1912	Galishgu	E222400-7			

1917	Asterr Tyui	B666886-A	Vegan		
1919	Merganser	C942786-9	Vegan		
1926	Barnard	B200566-A	OEU		
1929	Junction	A975645-B			
1931	Hephaistos	X98A000-0	OEU		
2001	Hiroshi	B458675-8	Easter		
2004	Charuth	B786633-A	Easter		
2010	Khiirshag	C79A7C8-A			
2011	Andiirish	D000375-8			
2012	Cathay	D8669DB-7			
2015	Duikin Tyui	E310486-8			
2017	Hariksiat	C349586-A	Vegan		
2021	Ishimshulgi	D200211-7			
2027	Prometheus	A785845-B	OEU		Naval
2028	Peraspera	C7A2323-8	OEU		
2029	Midway	X699000-0	OEU		
2030	Hades	C432211-A	OEU		Way
2031	Calgary	DA9A212-8	OEU		Way
2102	Jackoyo	E000200-8	Easter		
2104	Sishera	C233535-A	Easter		
2105	Gunashnan	B8547B8-A	Easter		
2106	Ogier	D100468-9	Easter		
2109	Elusis	C789532-A	Easter		
2114	Sithuan Hsarr	X8B6000-0			
2118	Dzadwahtyan	C785686-9	Vegan		
2121	Lagash	C667746-A			
2131	Inferno	D578555-8	OEU		
2132	Forlorn	D496214-9	OEU		Scout
2135	New Greenpern	_ 798 ___-_			
2138	Gwynedd	_ 9D7 ___-_			
2205	Ikaakur	B2564A8-8	Easter		
2213	Hsuarrdzan	X000000-0			
2218	Muan Kwoyen	B666986-A	Vegan		
2222	Ninkhur Sagga	DAA7455-7			
2227	Ember	C412644-9	OEU		
2228	Loki	C9CA213-8	OEU		Way
2235	Medea	_ 779 ___-_			
2236	Pollux	_ 000 ___-_			
2240	Hanuman	_ 9BA ___-_			

2303	Zapuushar	D858696-6	Easter		
2308	Ephemir	C6756B8-A	Easter		
2312	Menelaus	X86579A-4			
2319	Shulgiasu	A758985-A	Shulgiasu		Naval
2323	Mukhaldim	X533000-0			
2325	Kaguk	E648456-5			
2330	Dismal	C421212-9	OEU		Scout
2337	Siva	_ 210 ___-_			
2339	Castor	_ 000 ___-_			
2402	Estigrribia	D5668A9-7	Easter		
2403	Mushiddun	X610000-0	Easter		
2405	Nasu	D334110-9			
2406	Inidu	D6BA211-9	Easter		
2407	Cambria	C000312-9	Easter		
2408	Xiwa	C300113-9	Easter		Scout
2411	Surt	X521000-0			
2414	Isseydo	D248465-7			
2415	Shani	X412000-0			
2418	Khalikkam	C610212-8			Way
2419	Zayeel	X433000-0			
2420	Arrukir	D59A457-5			
2433	Demeter	_ 778 ___-_			
2502	Jade	E4755AA-7	Easter		
2506	Gladden	X893000-0			
2509	Scaramouche	X7C6000-0			
2513	Dipuska	D662797-6			
2514	Mandrake	C366887-8			
2516	Urizen	X8C8000-0			
2517	Murphy	D3446AA-7			
2518	Ganesh	C766754-9			
2521	Ikuk	D779312-8			Way
2527	Cymbeline	_ 9F4 ___-_			
2528	Tewfik	_ 524 ___-_			
2536	Carchemish	_ 778 ___-_			
2538	Thetis	_ 56A ___-_			
2601	Ukarin	E433420-6			
2602	Gashurzid	D656676-8			
2603	Miskatonic	E487465-7			
2608	Beatus	D688654-7			

2612	Mimiis	D200413-8			
2617	Imkhammash	D255587-6			
2618	Cantania	C568689-9			
2623	Hathor	D78A794-5			
2626	Melchior	_ 456 ___-_			
2628	Scandia	X6586A9-9			
2631	Tlaloc	_ 645 ___-_			
2635	Elisinore	_ 120 ___-_			
2636	Pavel	_ 899 ___-_			
2703	Alpher	D866796-8			
2704	Okotah	X325000-0			
2708	Azure	E334536-4			
2713	Khugi	D000110-8			Way
2714	Pinnashdug	X478686-6			
2720	Nyarlathotep	X000000-0	Arcturus		
2722	Tunguska	C422420-8	Arcturus		
2723	Anenerkuk	C56A443-9	Arcturus		
2729	Tamarind	_ 9A2 ___-_			
2731	Ochre	_ 250 ___-_			
2732	Lyonesse	_ 697 ___-_			
2734	Trapezus	_ 633 ___-_			
2740	Laputa	_ 755 ___-_			
2807	Phireene	D469594-7			
2808	Umber	X777000-0			
2812	Nisinasha	D9EA786-7			
2816	Immir	_ 000 ___-_			
2820	Aqilat	X000452-9	Arcturus		
2821	Jael	B357698-A	Arcturus		
2834	Goliad	_ 67A ___-_			
2835	Kukulcan	_ 568 ___-_			
2836	Cyprian	_ 510 ___-_			
2840	Jocasta	_ 532 ___-_			
2902	Aosta	E453825-8			
2905	Arkiirkii	D66A6AA-8			
2906	Kesirisu	X49A000-0			
2910	Huy Braseal	X255000-0			
2911	Sathyos	D479547-7			
2912	Rild	XAC7000-0			
2913	Newcomb	X441313-8			

2915	Pajang	_ 373 ___-_			
2918	Noricum	_ 38A ___-_			
2920	Banasdan	B653843-A	Arcturus		Naval
2921	Arcturus	D000211-9	Arcturus		
2928	Epirus	_ 138 ___-_			
2932	Skanderbeg	_ 144 ___-_			
2937	Cyan	_ 452 ___-_			
2938	Santorini	_ 689 ___-_			
2939	Hasdrubal	_ 454 ___-_			
3001	Karpaty	B4838C8-9			
3006	Syzygy	X100000-0			
3008	Janosz	E564500-5			
3009	Shapam	X232000-0			
3010	Kirillishur	D7A4321-7			
3011	Ariel	E514400-6			
3015	Uku	_ 636 ___-_			
3017	Altiplano	_ 8D8 ___-_			
3024	Lamarck	_ 763 ___-_			
3026	Thorwald	_ 559 ___-_			
3028	Harappa	_ 875 ___-_			
3029	Kurland	_ 687 ___-_			
3035	Caprice	_ 766 ___-_			
3101	Carlyle	X9B5000-0			
3102	Khiggun	X8A3000-0			
3106	Rann	C664655-7			
3107	Iipshidan	X544000-0			
3108	Cambyses	D2466B9-6			
3109	Champa	X6628DA-3			
3113	Sashingun	_ 653 ___-_			
3127	Bolivar	_ 526 ___-_			
3130	Strackenz	_ 423 ___-_			
3132	Saskatoon	_ 887 ___-_			
3134	Amaterasu	_ 548 ___-_			
3136	Xantippe	_ 7B9 ___-_			
3201	Palnu	X484699-7			
3202	Opar	X5AA000-0			
3203	Irashnar	X131100-8			
3204	Rith	X536000-0			
3208	Kilennur	X595000-0			

3209	Pagliacci	X754000-0			
3213	Ludovic	_ 665 ___-_			
3217	Cephesa	_ 222 ___-_			
3218	Lakamsal	_ 545 ___-_			
3219	Onathy	_ 521 ___-_			
3221	Heraklion	_ 343 ___-_			
3225	Jorjor	_ 641 ___-_			
3232	Oberon	_ 562 ___-_			
3234	Scipio	_ 577 ___-_			
3235	Culdee	_ 68A ___-_			
3239	Dunsinane	_ 312 ___-_			

Determining Terran Dawn UWPs

The Gurps: Interstellar Wars book provided world descriptions for many, but not all, Solomani Rim worlds during the 1st Imperium (before this setting). Gurps: Rim of Fire and Classic Traveller sources provided world descriptions on the entire sector during the 3rd Imperium (after this setting). Physical UWPs didn't change of course. Social UWPs had several different considerations:

Population: Real-world population growth trends were used as a base. In many cases, pre-Terran Dawn populations were not known, so reverse population growth was computed. Whether the world would become a poor place to live during the Long Night (mass exodus or death), or a good place to live (mass immigration) was considered.

Government: Author's selection. Some governments stayed the same as their past government, some were the same as their future government, some were completely different.

Law: This varied, but based on any cultural references in world descriptions and previous/ future law levels. Law levels weren't radically changed unless there was a good reason in the world description.

Tech Level: Several factors influenced TL. Future and past TL's were of course a consideration, placing the Terran Dawn TL between these two, but possibly slanted towards the lower of the two due to the Long Night. The tech advancement tables in T5 were a great source of guidance. The highest TL before the Long Night according to canon sources was TL 12 (MT: Referee's Companion). The Solomani Rim was not hit very hard by the Long Night according to canon. The Core Sector seemed to have dropped more then one TL (T4: Melieu 0). Thus, the author determined some Solomani Rim worlds of TL 12 before the Long Night would only drop to TL 11.

Considering all of the above, the author came up with base equations for each of the social profiles which were further adjusted by the world's location (backwater area, within a pocket empire, near a pocket empire, etc). The equations weren't considered an exact science and were often tweaked while considering each individual world in the sector.

Gazetteer Resources

BP of the Mongoose Traveller Forum
Cover Terran Dawn logo.

CT Alien Module 6 Solomani
UWPs pg. 22-29, Sector map pg. 24-25.

CT Supplement 10 Solomani
UWPs pg. 8-41, Sector map back cover.

Gurps Interstellar Wars
World descriptions pg. 101-121.

Gurps Rim of Fire
World descriptions pg. 62-130.

MegaTraveller Referee's Companion
Technology Level notes pg. 34.

T5
Rate of technology advance, Technology Chapter.

Traveller Wiki
Quick answers for almost anything *Traveller*.
http://traveller.wikia.com/wiki/Main_Page

Out There

What is outside the Terran Rim? Little is known and based more upon rumors and old 1st Imperium information then current facts.

Coreward: These areas seemed to be harder hit by the Long Night. However, there are rumors of a growing pocket empire far off towards the Core Sector.

Rimward: This area received little attention during the Rule of Man. It remains highly unexplored and unsettled.

Spinward: Chaos, pirates, and lawlessness are reported immediately to Spinward sprinkled with ramshackle pocket states. There are rumors that one of these pocket states has a relatively high technology and trades with the Reavers' Alliance of the Terran Rim. If a traveller could traverse these dangerous area, they would eventually reach a great Aslan empire.

Trailing: Immediately to Trailing is a large area sparsely settled that was hit hard by the Long Night. Farther off is the domain of the Hivers. Little is known of the Hivers which were just being contacted as the Long Night fell.