The Menorial subsector is, like Opres, Sindal, and Egyrn, part of the Outrim Void. These worlds have been largely ignored by the ISS, and were only recently fully surveyed (1103). Memorial is jammed between the Imperial territory of the Five Sisters subsector, in the Spinward Marches, and the Florian League. It is thus the main trade route between the two, and the Imperial and Floriani influences are quite evident.

The Streend cluster (Marseilles, Paques, Allemagne, Sable des Etoiles, and Streend) was first explored and settled in the late 800's by Lucien Streend, an independent trader and historian, proud of his heritage and fascinated with the early Terran culture of France. Ancient French is the common language on all worlds of the cluster, and many aspects of French culture are to be seen.

DUSTPAN (0204) is a Balkanized desert world with some six countries, each at odds with the others. Wars are common, and their most spectacular aspect is the sight of the huge tracked aircraft carriers used in most assaults winding their way across the sands.

TROSSACHS (0310) is one of the Florian League's three major production centres, creating industrial goods for the entire League.

ALLEMAGNE (0503) was initially colonized in 863, and a starport was built, but it was abandoned two years later. The world is vastly, surprisingly beautiful, but it is also populated by "ravenous, nearly indestructible carnivores."

STREND (0505) is under the iron-fisted rule of a group known as "Les Mecanismes." They are never seen by the populace, but they are rumoured to be cyborgs over two hundred years old.

The Menorial subsector contains 21 worlds with a population of 101.507 billion. The highest population is A, at Trossachs and Streend. The highest tech level is F, at Streend.
GAZULIN SUBSECTOR

Gazulin was the first subsector to be explored and settled in the Trojan Reaches, and as such has a rich cultural heritage. It is regarded as the cultural and artistic center of the sector, with three rich worlds and five worlds with breathable atmospheres. It is the suburb of the Trojan Reaches, attracting thousands of tourists and retired businessmen every year. The subsector is entirely controlled by the Imperium, and has been since its colonization.

Due to certain peculiarities of astrography Gazulin subsector maintains its x-boat link to the Imperium through Tobia subsector rather than through the Spinward Marches. Through this same peculiarity Pax Rulin subsector is completely isolated from the rest of the sector, and is administered from the Spinward Marches.

BELT-9 is one of eleven asteroid belt systems in and around the Imperium owned by Sternmetal Horizons. It is operated almost entirely by robot mining vehicles, with a few humans for supervision and repairs.

OLDFENOOKEE is almost completely covered by thick marshes and swamps. All settlements are raised above the water on stilts sunk deep into the ground. Transport is by hovercraft.

MacVERDONT is named after its first settler. It is currently recovering from a failed revolution, and is ruled from Gazulin.

FINTOR has an amber-zone classification because of the strange religious rites practiced by its populace, including human sacrifice.

627-301 is a restricted Imperial research station. The asteroid belt and gas giant orbit at 154 A.U. around a black hole, and it is being intensively studied.

<table>
<thead>
<tr>
<th>NAME</th>
<th>STATISTICS</th>
<th>REMARKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Labora</td>
<td>0101  B533544-7</td>
<td>Poor. Non-industrial.</td>
</tr>
<tr>
<td>Belt-9</td>
<td>0202  B000213-E</td>
<td>Asteroid Belt.</td>
</tr>
<tr>
<td>Corben</td>
<td>0304  B545455-8 N</td>
<td>Agricultural. Non-industrial.</td>
</tr>
<tr>
<td>Gazulin</td>
<td>0306  AAb6c7-3 A</td>
<td>Rich. Subsector capital.</td>
</tr>
<tr>
<td>Okeefenokee</td>
<td>0309  D579625-7 S</td>
<td>Non-industrial.</td>
</tr>
<tr>
<td>MacDermont</td>
<td>0401  D200766-8</td>
<td>Vacuum world. Non-agricultural.</td>
</tr>
<tr>
<td>Junction</td>
<td>0404  B76377-6</td>
<td>Rich.</td>
</tr>
<tr>
<td>Peridot</td>
<td>0405  B9656-4-A</td>
<td>Rich.</td>
</tr>
<tr>
<td>Bleak</td>
<td>0502  C9C6225-9 S</td>
<td>Non-industrial.</td>
</tr>
<tr>
<td>Iscand</td>
<td>0504  B795555-3-B</td>
<td>Agricultural. Non-industrial.</td>
</tr>
<tr>
<td>Susanawo</td>
<td>0510  D684430-5</td>
<td>Non-industrial. Water world.</td>
</tr>
<tr>
<td>627-3C1</td>
<td>0603  E000120-F</td>
<td>Asteroid belt. Research station.</td>
</tr>
<tr>
<td>Neumann</td>
<td>0705  B876AA9-D N</td>
<td>Industrial.</td>
</tr>
<tr>
<td>Floderash</td>
<td>0:07  D303696-8</td>
<td>Non-industrial. Ice-capped.</td>
</tr>
</tbody>
</table>

The Gazulin subsector contains 16 worlds with a population of 14,906 billion. The highest population is A, at Neumann; the highest tech level is F, at 627-301.

Listings: The base code "N" represents an Imperial Naval base. "S" represents an Imperial Scout base. "A" represents both on the same world.
The Yggdrasil subsector was originally settled by the Floriani starting in -150. During the Sindalian Empire, the worlds of YGGDRASIL and FORANDIN were settled, and the Empire named most of the subsector's planets, once surveyed, for Norse mythology. As the Florian League grew, it renamed the majority of these worlds.

The Yggdrasil subsector is the hub of the Florian League, containing the capital, prison world, and government retirement world.

FLORIA (0203) is the capital of the Florian League and homeworld of the Floriani. It is a pleasant, Terra-like world, and a major tourist centre. Its main city is built on the ruins of an Ancient site.

DARUF (0106) is the Florian League's prison world. All serious offenders and their families are left here to fend for themselves. A thousand or so have managed to survive and establish some sort of civilization.

INSEC (0307) is the main Naval base and ship construction centre for the League.

KABAL (0309) is a military training centre, with less than 100 permanent residents.

BORONU (0604) is a retirement world. All Florian politicians are granted a plot of land here after their term in office, which reverts to the state after their death.

YGGDRASIL (0805) was originally colonized by the Sindalian Empire. It is now an Imperial client state, used by the Imperium as a trading post with the Florian League.

<table>
<thead>
<tr>
<th>Name</th>
<th>Code</th>
<th>Type</th>
<th>Characteristics</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolsush</td>
<td>D4025741-9</td>
<td>Agricultural</td>
<td>Rich. G</td>
</tr>
<tr>
<td>Floria</td>
<td>A467942-F</td>
<td>Subsector capital.</td>
<td></td>
</tr>
<tr>
<td>Thrush</td>
<td>A236246-C</td>
<td>Non-industrial. Low population.</td>
<td></td>
</tr>
<tr>
<td>Insec</td>
<td>A121542-F</td>
<td>Non-industrial.</td>
<td></td>
</tr>
<tr>
<td>Fissolon</td>
<td>E69A742-9</td>
<td>Water world.</td>
<td></td>
</tr>
<tr>
<td>Kabal</td>
<td>B387147-B</td>
<td>Non-industrial. Low population.</td>
<td></td>
</tr>
<tr>
<td>Cimmen</td>
<td>E70140-9</td>
<td>Non-industrial. Low population.</td>
<td></td>
</tr>
<tr>
<td>Tibolt</td>
<td>C575744-9</td>
<td>Agricultural.</td>
<td></td>
</tr>
<tr>
<td>Picard</td>
<td>D679646-9</td>
<td>Non-industrial.</td>
<td></td>
</tr>
<tr>
<td>Tefsi</td>
<td>BA94449-B</td>
<td>Non-industrial.</td>
<td></td>
</tr>
<tr>
<td>Garnl</td>
<td>E894940-9</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ilnest</td>
<td>B686347-9</td>
<td>Non-industrial. Low population.</td>
<td></td>
</tr>
<tr>
<td>Zimit</td>
<td>C147546-9</td>
<td>Non-industrial.</td>
<td></td>
</tr>
<tr>
<td>Odin</td>
<td>B20149-B</td>
<td>Non-industrial. Ice-capped.</td>
<td></td>
</tr>
<tr>
<td>Thor</td>
<td>D69577-5</td>
<td>Non-industrial.</td>
<td></td>
</tr>
<tr>
<td>Sif</td>
<td>A765867-7</td>
<td>Rich.</td>
<td></td>
</tr>
</tbody>
</table>

The Yggdrasil subsector contains 22 worlds with a total population of 14.211 billion. The highest population is 9, at Garnl and Floria; the highest tech level is F, at Floria and Insec.
The Dpres subsector is named after its first human-colonized world. There are no multi-world governments in the area, but there are 3 Imperial client states. The coreward end is dominated by the outrim Void, a large, almost starless dust cloud (also known as the Trojan Blight).

The population of the Dpres subsector is largely Imperial human, with some Asian on Torrance, Delta Theta, and Lacidaeus.

291-540 (0206) is a barren world due to its ocean -- the planet is completely covered in a corrosive sea of nitric acid. The starport is an automated orbital facility built by the Imperium as a link on the trade route to the Florian League.

DOSTOEVSKY (0308) is the location of an Imperial research station investigating an underwater Ancient site.

TORRANCE (0409) is a charismatic dictatorship led by one "Righteous John," who dragged the planet back to some degree of civilization after a devastating series of solar flares destroyed its oceans.

THALASSA (0803) has 98% hydrographics. Most of the world's population lives in huge, organic floating cities.

TLAZOLTEOTL (0704) was originally settled by Terran refugees from Central America. It is now governed by a council of philosopher-kings who derive their power from ancient Aztec myths (much as ancient Terran kings claimed to be representatives of God).

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<tbody>
<tr>
<td>Connaught</td>
<td>0205 D431153-9</td>
<td>Poor.</td>
<td>Non-industrial.</td>
<td>Low population.</td>
<td>G</td>
<td></td>
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<tr>
<td>Gabriel</td>
<td>0304 C210100-B</td>
<td>Non-industrial.</td>
<td>Low population.</td>
<td>G</td>
<td></td>
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<tr>
<td>Janus</td>
<td>0406 C375321-7</td>
<td>Non-industrial.</td>
<td>Low population.</td>
<td>G</td>
<td></td>
<td></td>
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<tr>
<td>Torrance</td>
<td>0409 B6607A3-D</td>
<td>G</td>
<td></td>
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<tr>
<td>Caldos</td>
<td>0507 B630879-6</td>
<td>Non-agricultural.</td>
<td>Non-industrial.</td>
<td>Poor.</td>
<td>G</td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>Lacidaeus</td>
<td>0509 D100786-5</td>
<td>Vacuum world.</td>
<td>Non-industrial.</td>
<td>G</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sagan</td>
<td>0607 C796453-8</td>
<td>Agricultural.</td>
<td>Non-industrial.</td>
<td>G</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tlazolteotl</td>
<td>0704 D5409CD-7</td>
<td>Industrial.</td>
<td>Poor.</td>
<td>Desert world.</td>
<td>G</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tyr</td>
<td>0708 A551557-B</td>
<td>Non-industrial.</td>
<td>Poor.</td>
<td>G</td>
<td></td>
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<td></td>
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<tr>
<td>Hecarda</td>
<td>0709 B50332-9</td>
<td>Desert world.</td>
<td>Non-industrial.</td>
<td>Low population.</td>
<td>G</td>
<td></td>
<td></td>
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<tr>
<td>Tktk</td>
<td>0808 D142640-7</td>
<td>Poor.</td>
<td>Non-industrial.</td>
<td>G</td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

The Dpres subsector contains 18 worlds with a total population of 5,458 billion. The highest population is 9, at Tlazolteotl; the highest tech level is B, at Gabriel and Tyr.
MAP LEGEND

WORLD CHARACTERISTICS
- Water present
O No water present
☆ Asteroid belt

BASES
☆ Imperial naval base
▲ Imperial scout base
▼ Scout way station
A Research station
★ Foreign naval base
- Foreign military base

TRAVEL ZONES
- Amber zone
- Red zone

POPULATION
Secundus under one billion
Primus over one billion

A: Menorical
B: Egyrn
C: Pax Rulin
D: Gazulin
E: Yggdrasil
F: Dpres
G: Sindal
H: Tobia
I: Nora'a
J: Goertel
K: Tlaiowaha
L: The Borderland
M: Ranib
N: Silraaihe
O: Ekea'as
P: Binary
A largely unclaimed subsector, Sindal currently consists mostly of worlds not part of any large government. One corner is part of the Imperium, and is connected to it by an X-boat route from the Tobia subsector. Sindal has no subsector capital, and so the Imperial worlds are controlled from the neighboring subsector.

The Sindal subsector derives it's name from the Sindalian Empire, a government that controlled most of the area during the Long Night. The Emperors of the Sindalian Empire ruled with an iron fist however, and during a 50 year civil war Sindal was devastated by bacterial warfare. Literally blasted back to the dark-ages, the world is now known as Noricum and has re-advanced to a tech level of 1. The Empire's successor only lasted 12 years before it too collapsed.

SALIF is currently supporting a charismatic leader who promotes happiness, the simple life, and kindness to all.

NUMBER ONE is controlled by various religious groups currently waging a propaganda war against each-other for control of the planet.

THEEEV is a high-tech no-government world, and is the center of illegal activities for the sector.

CORDILLON is currently being terraformed for colonization by ALBEZ, which is suffering from over-population problems.

MARDUK is blanketed by continual storms. It's population lives a nomadic existence.

CHALCHIUTLICUE's population live in huge floating palace-like cities.

<table>
<thead>
<tr>
<th>NAME</th>
<th>STATISTICS</th>
<th>REMARKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Homestead</td>
<td>0105 25602506</td>
<td>Non-industrial. Dessert world. G</td>
</tr>
<tr>
<td>Ace</td>
<td>0109 C70A8295</td>
<td>Dessert world.</td>
</tr>
<tr>
<td>Salif</td>
<td>0206 A623646A</td>
<td>Poor. Non-agricultural. G</td>
</tr>
<tr>
<td>Number One</td>
<td>0208 C9G67787</td>
<td>Poor. Non-industrial. G</td>
</tr>
<tr>
<td>Thebus</td>
<td>0303 B5343206</td>
<td>Agricultural.</td>
</tr>
<tr>
<td>Noricum</td>
<td>0423 D83678B1</td>
<td>Ice-capped.</td>
</tr>
<tr>
<td>Oghma</td>
<td>0410 B2147549</td>
<td></td>
</tr>
<tr>
<td>Dolberg</td>
<td>0503 BAC898D0</td>
<td></td>
</tr>
<tr>
<td>Vume</td>
<td>0505 B1:0477C</td>
<td>Vacuum world.</td>
</tr>
<tr>
<td>Theev</td>
<td>0506 A434500F</td>
<td>Non-Agricultural. Non-industrial. G A</td>
</tr>
<tr>
<td>Marduks</td>
<td>0510 C393:363</td>
<td>Non-industrial.</td>
</tr>
<tr>
<td>Albe</td>
<td>0601 A540A498</td>
<td>Industrial. Dessert world.</td>
</tr>
<tr>
<td>Realgar</td>
<td>0603 B750444A</td>
<td>Dessert world.</td>
</tr>
<tr>
<td>Palindrome</td>
<td>0606 B4:53334</td>
<td>Poor. Non-industrial.</td>
</tr>
<tr>
<td>Borite</td>
<td>0609 26557964</td>
<td>Agricultural.</td>
</tr>
<tr>
<td>Cordillon</td>
<td>0801 C42:1210C</td>
<td>Poor. Non-industrial.</td>
</tr>
</tbody>
</table>

The Sindal subsector contains 17 worlds with a population of 74.248 billion. The highest population is A, at ALBE; the highest tech level is F. at THEEV.
MAP LEGEND

WORLD CHARACTERISTICS
- Water present
- No water present
- Asteroid belt

BASES
- Imperial naval base
- Imperial scout base
- Foreign Naval base
- Foreign military base
- Research station
- Scout way station

TRAVEL ZONES
- Amber zone
- Red zone

POPULATION
Secundus under one billion
Primus over one billion

starport type
gas giant
world type
x-boat route
world name
travel zone code

A: Menorah
B: Egryn
C: Pax Rulin
D: Gazulin
E: Yggdrasil
F: Dpres
G: Sindal
H: Tobia
I: Nosa'a
J: Goertel
K: Tlaioahwa
L: The Borderland
M: Ranib
N: Silraaihe
O: Hkea'as
P: Binary

TROJAN REACES SECTOR
The centre of Imperial power in the Trojan Reaches, the Tobia subsector is the economic, governmental, and military capital of the sector. With one of the only two X-boat links to the rest of the Imperium at Berg (the other is at Cyan in the Pax Rulin subsector), Tobia is also a communications and trade centre.

The Asian/Imperial Tradelane runs into the Tobia subsector to Pandora, Wildeman, and across the border to Fist. Trade then diffuses from this point to the various Imperial worlds of the sector.

TOBIA (0805) is both subsector and sector capital, and is the home of both the 218th and Trojan fleets. It is also the main industrial centre of the subsector.

SCALADON (0206) has a dense, high atmosphere, and its entire population inhabits a few small plateaus. It is run by a religious dictatorship which regularly 'sacrifices' randomly drawn citizens by throwing them off the plateaus.

HRADUSE (0304) was originally colonized by an outcast Asian group, and now has a 20% human population. It is a full member of the Imperium.

KEDUS (0803) is populated by groups wishing to live at a low tech level in order to get 'back to nature.'

PANDORA (0403) contains a SuSAG, LIC drug manufacturing factory.

SAURUS (0403) is well-renowned for its native creatures, which bear amazing similarities to the dragons of Terran mythology.

Nekrino 0105 A788400-C Non-industrial. G
Boulder 0107 D100758-9 Vacuum world. Non-agricultural. G
Excet 0110 A574126-8 Non-industrial. G
Intella 0202 C474653-6 Agricultural. Non-industrial. G
Scaladon 0206 AAD98DK-A
Empire 0301 B679334-C N Non-industrial. G
Hraduse 0304 B546999B-7 S Industrial. G
Hxx 0305 B78A577-D N Non-industrial. Water world. G
Iligan 0309 C467787-S Agricultural. Rich. G
Saurus 0403 A350543-B Desert world. Non-industrial. Poor. G
971-852 0404 E78A000-0 Water world. Barren. G A
Ardasii 0405 B650684-9 N Non-industrial. Desert world. Poor. G
Pandora 0410 B878313-B Non-industrial. G
Darchona 0502 B49A742-A Water world. G
Sabruse 0505 EAC8343-8 Fluid hydrographics. Research station. G
Imisaa 0506 B520867-6 N Non-agricultural. Poor. G
Fist 0508 B789430-C Non-industrial. G
Dimorus 0601 D300754-4 Non-agricultural. Vacuum world. G
Our Planet 0602 B687100-A Non-industrial. G
Ayldem 0603 A7407X4-D N Droyne world. Poor. Desert. G A
Pichot 0605 E546330-3 Non-industrial. G
Simok 0703 DAA08BC-5 Desert world. G
Attee 0706 C752AAE-4 Poor. G
Eshadi 0707 B431358-E Non-industrial. Poor. G
New Moscow 0709 B76779A-7 Agricultural. Rich. G
Berg 0802 A675542-B N Agricultural. Non-industrial. G
Kedus 0803 D667400-3 Non-industrial. G
Tobia 0805 A444A55-F N Industrial. Sector capital. G
Batav 0809 B5A8764-A Fluid hydrographics. G

The Tobia subsector contains 34 worlds with a population of 88.816 billion. The highest population is A, at Attee and Tobia; the highest tech level is F, at Tobia.
MAP LEGEND

WORLD CHARACTERISTICS
- Water present
- No water present
- Asteroid belt

BASES
⭐ Imperial naval base
▲ Imperial scout base
▼ Scout way station
▼ Research station
☆ Foreign naval base
** Foreign military base

TRAVEL ZONES
☩ Amber zone
☉ Red zone

POPULATION
Secundus under one billion
PRIMUS over one billion

starport type
gas giant
x-boat route
world type
world name
travel zone code

TROJAN REACHES SECTOR

A: Memorial
B: Egyrn
C: Pax Rulin
D: Gazulin
E: Yggdrasil
F: Dpres
G: Sindal
H: Tobia
I: Nora’a
J: Goertel
K: Tlaiowaha
L: The Borderland
M: Ranib
N: Silraaihe
O: Hkea’as
P: Binary
Nora’a was the last subsector in the Trojan Reach to be colonized. It was first settled by the Aslan in the early 500’s, the Floriani moving in a century later. The two forces met in 1022, and during forty years of war, the Aslan captured the worlds now known as Afty and Iryao. Since then, there have been several minor border clashes and frequent Aslan raids into the Florian League.

During the Rebellion, the Nora’a subsector is a major battleground, with the Floriani fighting a holding action against the Aslan Aorlakht. From 1118 to 1120, Dalfi, Vadada, Tanar, and Lafkin fall, but from then on the Aslan gain no more ground. Alirar of the Glorious Empire is taken in late 1118.

Alirar (0805) is part of the Glorious Empire, which broke off from the Hierate in 650. Like all Empire worlds, it has a significant human population and a military government.

Eawatrye (0107) was originally colonized when a large merchant crashlanded, stranding two hundred Aslan. Only half survived, but those few were able to form a strong, healthy colony despite the planet’s corrosive atmosphere and fluid hydrographics.

Khtyekt (0405) is the major Aslan mineral producer in the Trojan Reach. Chock-full of heavy metals, it has one of the largest deposits of lanthanum ever discovered.

Vadada (0503) is one of the Florian League’s two major industrial centres, and its largest starship producer.

Eahaw (0803) is a military training and mustering facility for the Ahroay’if clan, with no permanent population.

The Nora’a subsector contains 32 worlds with a population of 1.613 billion. The highest population is A, at Hreahrya; the highest tech level is F, at Vadada.
The Goertel subsector, like many others of the Trojan Reach, is named after the first world colonized there, an outpost of the ancient Sindalian Empire. It is one of only two human worlds in the subsector: the rest are either Aslan or of the Glorious Empire.

During the Rebellion, all of the worlds of the Goertel subsector fall to the invading Aslan ihatel (second sons).

SYOAKH (0207) is the capital of the Glorious Empire. It was initially colonized in the early 400's, and split off from the rest of the Hierate in 650. It soon conquered half a dozen nearby worlds and established the Empire.

HTOURLAO (0208) has a population of 5 billion, 3.5 of whom are human. It is the main industrial centre of the Empire.

COLONY SIX (0401) is the last of six worlds colonized by Solomani sublight vessels launched in -2445. The ships were smaller versions of the ones used to colonize the Islands subsectors (Reft Sector). Colony Six was established in -200, and the remaining ships continued on. Course predictions place them currently in Ziafrplians sector.

GOERTEL (0402) is run by a religious dictatorship, the Church of Nom (Universal Religion Profile: 440202-8).

A'EEOUYA (0710) has almost no useful resources of any sort, and has never been colonized. A minor clan constructed the starport in 988, but soon ran out of resources to supply it -- it is now abandoned.
MAP LEGEND

WORLD CHARACTERISTICS

- Water present
- No water present
- Asteroid belt

BASES

- Clan military base
- Tlaukh military base
- Imperial scout base
- Scout way station
- Research station

TRAVEL ZONES

- Amber zone
- Red zone

POPULATION

Secundus under one billion
Primus over one billion

starsport type

bases

world type

gas giant

world name

x-boat route

travel zone code

border

A: Menorial
B: Egryn
C: Pax Rulin
D: Gazulin
E: Yggdrasil
F: Dpres
G: Sindal
H: Tobia
I: Nora'a
J: Goertel
K: Tlaiowaha
L: The Borderland
M: Ranib
N: Silraaihe
O: Eke'a'as
P: Binary

TROJAN REACHES SECTOR
Colonized simultaneously by Humans and Aslan, the Tlaiowaha subsector is dominated by the Aslan Hierate. All other worlds are independent, and Camoran and Vorito are the only Imperial client states. There are no x-boat lines in the subsector, and there is only one main trade route, linking the Imperium and the Aslan colonies. It travels from Tlaiowaha to Tyokh to Pohl, and then through the Borderland to Tobia subsector.

The Tlaiowaha subsector is dominated by the Ahroay‘if clan, which owns Staha, Kteiroa, Bleakhayes, Irioah, and part of Tyokh. Tlaiowaha itself is controlled by one of the 29, and this clan initially explored and named the subsector. Though it’s power here has lapsed, the name, and its influence have remained.

There is a clan war currently taking place between Ahroay‘if clan and a clan in the Hkea‘as subsector over exploitation rights for Akoaf. ASIMOV was captured by Drinax five years ago in order to halt a global famine. Asimov now sends half its yearly crops to Drinax.

FANTASY has only one continent, in the form of an equatorial belt completely encircling the world. The entire surface is covered in jungle.

SINK has been heavily bombarded by meteors, and its surface covered in large water-filled craters.

ASIMOV, CLARKE, POURNELLE, HERBERT and POHL were all initially surveyed and named by a scout captain with a love for antique Terran science-fiction books.

<table>
<thead>
<tr>
<th>NAME</th>
<th>STATISTICS</th>
<th>REMARKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Oiwoileaw</td>
<td>0103 B7878M7 D</td>
<td>Rich.</td>
</tr>
<tr>
<td>Camoran</td>
<td>0203 A551679 A B</td>
<td>Non-industrial. Poor.</td>
</tr>
<tr>
<td>Keiah</td>
<td>0210 CAA18J7 9</td>
<td></td>
</tr>
<tr>
<td>Ohaualr</td>
<td>0307 B4223G8 9 T</td>
<td>Poor. Non-industrial.</td>
</tr>
<tr>
<td>Tlaiowaha</td>
<td>0308 B1209L4 E T</td>
<td>Industrial. Subsector capital.</td>
</tr>
<tr>
<td>Khusai</td>
<td>0403 A5766M5 6 C</td>
<td>Agricultural. Non-industrial.</td>
</tr>
<tr>
<td>Staha</td>
<td>0409 B7554K6 6 E R</td>
<td>Non-industrial.</td>
</tr>
<tr>
<td>Asimov</td>
<td>0503 B867564 6</td>
<td>Agricultural. Non-industrial.</td>
</tr>
<tr>
<td>Kteiroa</td>
<td>0505 C4601K4 8</td>
<td>Desert world.</td>
</tr>
<tr>
<td>Torpol</td>
<td>0601 B55A77A 8</td>
<td></td>
</tr>
<tr>
<td>Drinax</td>
<td>0603 A33645C F</td>
<td>Non-industrial</td>
</tr>
<tr>
<td>Tyokh</td>
<td>0606 B466AH7 E</td>
<td></td>
</tr>
<tr>
<td>Bleakhayes</td>
<td>0609 E4434K8 A</td>
<td>Poor. Non-industrial.</td>
</tr>
<tr>
<td>Akoaf</td>
<td>0610 E898000 0</td>
<td>Barren.</td>
</tr>
<tr>
<td>Clarke</td>
<td>0702 B399753 8</td>
<td></td>
</tr>
<tr>
<td>Pournelle</td>
<td>0704 A9B2887 A</td>
<td></td>
</tr>
<tr>
<td>Vorito</td>
<td>0709 E595ABB A</td>
<td>Industrial.</td>
</tr>
<tr>
<td>Blue</td>
<td>0801 B443487 C</td>
<td>Poor. Non-industrial.</td>
</tr>
<tr>
<td>Herbert</td>
<td>0804 BA5077A 6</td>
<td>Desert world. Poor.</td>
</tr>
<tr>
<td>Sink</td>
<td>0806 D665220 5</td>
<td>Non-industrial.</td>
</tr>
<tr>
<td>Fantasy</td>
<td>0808 E788400 2</td>
<td>Non-industrial.</td>
</tr>
</tbody>
</table>

The Tlaiowaha subsector contains 25 worlds with a population of 37,798 billion. The highest population is A, at Tyokh and Vorito; the highest tech level is F, at Drinax.

Listings: The base code "R" represents a clan base. "T" represents a base owned by one of the 29.
MAP LEGEND

WORLD CHARACTERISTICS

- Water present
- No water present
- Asteroid belt

BASES

- Clan military base
- Tlaukuh military base
- Imperial scout base
- Scout way station
- Research station

TRAVEL ZONES

- Amber zone
- Red zone

POPULATION

Secundus - under 1 billion
Primus - over 1 billion

starport type

bases

world type

gas giant

x-boat route

world name

travel zone code

border

A: Memorial
B: Egyra
C: Pax Rulin
D: Gazulin
E: Yggdrasil
F: Dpres
G: Sindal
H: Tobia
I: Nora'a
J: Goertel
K: Slaiowaha
L: The Borderland
M: Ranib
N: Silraaihe
O: Kkea'as
P: Binary
The BORDERLAND SUBSECTOR

Most worlds in the Borderland were settled quite late in Imperial history -- the late 700's and early 800's. Towne was settled in 354 when a heavy scout mis-jumped. Ergo and Inurin were colonized during the Sirdalian Empire, and later collapsed when their support was cut off.

The Asian/Imperial Trade Lane travels through the Borderland from Tlaiowaha to Tobia. It stops at Tech-World and Acrid, both Imperial allies. Both worlds contain both Tyeyo Fteahrao Yolr and United Freecatchers offices.

TECH-WORLD is populated by 30 scientist/technicians and several thousand robots. Its main industry is the production and export of high-tech goods such as fusion guns, computers, and black globe generators.

ACRID is enveloped in a thick chlorine atmosphere. The smell permeates everything on the world. Acrid is also the home of the blotches, chlorohydrocarbon-based sentient life form which will be extensively dealt with in issue #6.

FALKENBERG is a horribly crowded world due to its high population (950 million) and small amount of usable land. In 1106 it took over SPERLE in order to procure food.

EXE is populated only by a few miners and starport personell. It is the main jump-link to Towne and Village.

TOWNE colonized VILLAGE with sub-light drives due to the lack of lanthanum on both worlds.

THE BORDERLAND

<table>
<thead>
<tr>
<th>World</th>
<th>Code</th>
<th>Population</th>
<th>Agricultural</th>
<th>Non-industrial</th>
</tr>
</thead>
<tbody>
<tr>
<td>Byrn</td>
<td>0107</td>
<td>38.069 billion</td>
<td>G</td>
<td></td>
</tr>
<tr>
<td>Arunisir</td>
<td>0201</td>
<td>G</td>
<td>Non-industrial</td>
<td></td>
</tr>
<tr>
<td>Tech-World</td>
<td>0204</td>
<td>G</td>
<td>Non-industrial</td>
<td></td>
</tr>
<tr>
<td>Ergo</td>
<td>0205</td>
<td>R</td>
<td>Agricultural</td>
<td>Non-industrial</td>
</tr>
<tr>
<td>Tanith</td>
<td>0301</td>
<td>G</td>
<td>Non-industrial</td>
<td></td>
</tr>
<tr>
<td>Acrid</td>
<td>0302</td>
<td>G</td>
<td>Non-industrial</td>
<td></td>
</tr>
<tr>
<td>Inurin</td>
<td>0304</td>
<td>G</td>
<td>Agricultural</td>
<td>Non-industrial</td>
</tr>
<tr>
<td>Falkeberg</td>
<td>0305</td>
<td>G</td>
<td>A158448-D</td>
<td>Non-industrial</td>
</tr>
<tr>
<td>Cordan</td>
<td>0401</td>
<td>G</td>
<td>A895347-9</td>
<td>Non-industrial</td>
</tr>
<tr>
<td>Exe</td>
<td>0403</td>
<td>G</td>
<td>B300101-A</td>
<td>Non-industrial</td>
</tr>
<tr>
<td>Sperle</td>
<td>0404</td>
<td>G</td>
<td>BA9A76A-7</td>
<td>Rich</td>
</tr>
<tr>
<td>Unemii</td>
<td>0501</td>
<td>G</td>
<td>C52187-7-6</td>
<td>Non-agricultural</td>
</tr>
<tr>
<td>Argona</td>
<td>0503</td>
<td>G</td>
<td>B612586-9</td>
<td>Non-industrial</td>
</tr>
<tr>
<td>Village</td>
<td>0609</td>
<td>G</td>
<td>B100634-8</td>
<td>Non-agricultural</td>
</tr>
<tr>
<td>Towne</td>
<td>0610</td>
<td>G</td>
<td>B750A96-9</td>
<td>Industrial desert world</td>
</tr>
</tbody>
</table>

The Borderland subsector contains 15 worlds with a population of 38.069 billion. The highest population is A, at Towne; the highest tech level is F, at Tech-World.

A NOTE TO U.S. SUBSCRIBERS:

We will accept U.S. cheques -- drafts in Canadian funds are not necessary. Simply write the cheque as normal, but for the equivalent amount of U.S. funds: as of January 1987, $2.50 Canadian equals $1.75 American, and $9.00 Canadian equals $6.30 American.
MAP LEGEND

WORLD CHARACTERISTICS
- Water present
- No water present
*: Asteroid belt

BASES
- Imperial naval base
- Imperial scout base
- Scout way station
- Research station
- Foreign naval base
- Foreign military base

TRAVEL ZONES
- Amber zone
- Red zone

POPULATION
Secundus under one billion
PRIMUS over one billion

TROJAN REACHES SECTOR

A: Menorial
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ETHNOGRAPHIES: This map shows areas with a significant (>5%) level of racial population.