



THE *Bastards* OF FOREVEN

THE HALVERDI CLUSTER PLANETARY REFERENCE CARDS

For the Bastards of Foreven ATU for Traveller (TM)



TRAVELLER

Compatible Product



Requires the use of the Traveller (TM) Main Rulebook, available from Mongoose Publishing

THE *Bastards* OF FOREVEN

Planet Reference Cards 1: The Halverdi Cluster

Subsector P of the Foreven Sector

An Alternate Traveller Universe for Mongoose Traveller

by Donovan Lambertus



The Bastards of Foreven: The Halverdi Cluster

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WELCOME TO THE HALVERDI CLUSTER!

Greetings, and welcome to the first accessory pack for the Bastards of Foreven. This supplement is a set of printable quick reference cards for the first detailed subsector of the Bastards universe, subsector P. Just spinward of the Five Sisters in the Spinward Marches, the Halverdi Cluster is a group of 27 frontier worlds that was first settled mostly by Imperials. Imperial corporations have a major influence in many systems, and these systems form the basis of the Halverdi main. While many of these worlds were surveyed, explored, and settled fairly early in the history of Foreven, many of them still remain fairly underpopulated. It is also the home to several governments with expansionist tendencies, which has led to a notable level of tension and conflict across the Cluster.

This set of reference cards is designed to give a brief overview of each of the worlds, basic world stats, and other information essential for visitors. These worlds will be further detailed in a full size reference book, including world maps, full system details, animal encounters, adventure hooks, and other important details.

These cards are also available as a deck of POD 2.5 x 3.5 inch playing cards, and are designed to be used with the upcoming Adventure Deck products designed to help GMs come up with quick adventures (and solo players to easily run structured campaigns, as well). We hope you'll enjoy using these cards as much as I've enjoyed designing them.

Details about the Cards

These cards are designed to provide most of the information a GM or solo player requires when visiting the worlds of the Halverdi Cluster.

The front of the card has the planetary hex number and sector name in the blue banner across the top. Below that, an image of the world is presented. Underneath the world image are the world name, standard UPP, trade codes, and a brief description of that world.

The back of the card presents a variety of information in an easily understood format. The first section in the left column has information regarding ownership and current status of the world, as well as the date it was colonized.

World details, essentially an easier to read breakdown of the UPP, follow. The items detailed here include world diameter, atmosphere, hydrographics, population, government, law level, tech level, climate, and gravity. Below the world details are a list of commonly found trade items, standard trade codes, and bases located within the system. These are all essential for answering common questions -

what kind of survival gear do visitors need? What kind of cargos are available? What kind of help or resources can be found in the system?

The right hand column starts off with details about the star system itself - what kind of star, its mass and luminosity, how far the mainworld is from the primary star, how many planets are there in the system, and the quantity of asteroid belts and/or gas giants. The final section of the right column details the world's 100 diameter limit in km, as well as travel times from the mainworld to the 100 diameter limit for various speeds of drives ranging from 1-G to 10-G. This data makes it easy to calculate standard travel times to make bookkeeping easier.

Notes about the Halverdi Cluster

There are five independent worlds in the subsector with sufficient resources and population to begin expanding to other worlds - Colleda, Irdonnia, Ekeskho, Asherah, and Ashmeus. Of these, Asherah is wholly controlled by Vendenor Endeavours, Inc, and is typically used as a jumping off point by several megacorps. Colleda, on the other hand, is not part of the the Halverdi Cluster proper.

Irdonnia is a rapidly growing world near the center of the Cluster, and is beginning to stake its claim to other worlds for future expansion. These include Arlia and Trambenor, which has brought Irdonnia into conflict with the two other major powers of the Cluster - Ekeskho and Ashmeus. Although outnumbered by both of these worlds, Irdonnia has a significant technological advantage over these rivals. It maintains a skilled navy of escort-sized ships under 5000 tons.

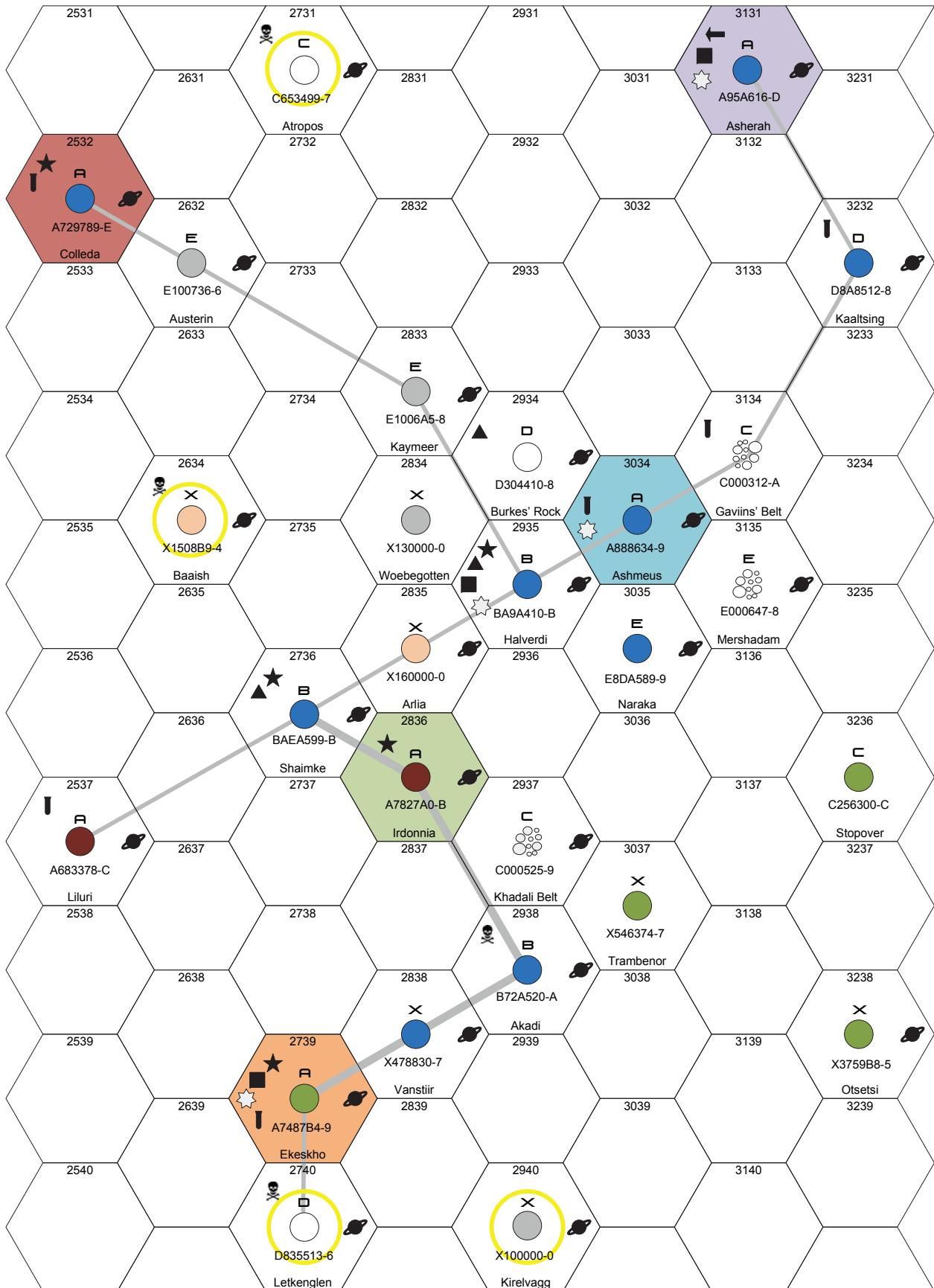
Ekeskho, settled by refugees from the Sword Worlds, is the more aggressive member of the Cluster. While its tech level is significantly lower than that of Irdonnia, it maintains a fleet roughly three times the size. Its ships are mostly escort-sized, although it does have a few larger cruisers and carriers. It too has laid claim to Trambenor, and has already begun expanding to Vanstiir and Letkenglen, both neighboring worlds.

On the other end of the Cluster lies Ashmeus, a water world with technology similar to that of Ekeskho. Its claim to the world of Arlia has brought it into direct conflict with Irdonnia as well. Given the fact that the Ashmean navy is both lower tech and roughly half the size of Irdonnia, the government of Ashmeus hasn't dared yet to make any overt moves toward Irdonnia, although rumors continue to circulate that Ashmeus is looking to hire mercs with sufficient technology to take on the Irdonnians.

REIDAN

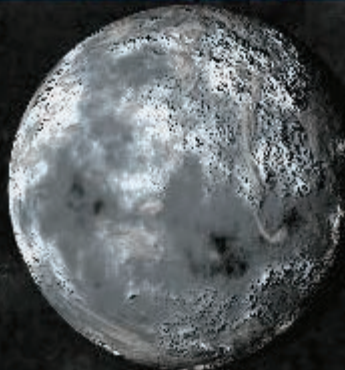
HIRION

FIVE SISTERS



MARRAKESH

2632 FOREVEN

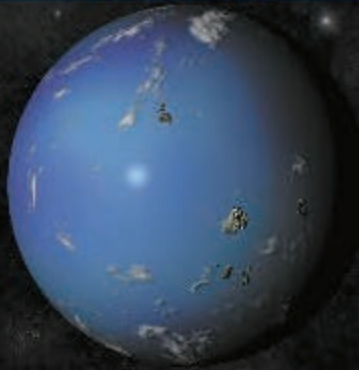


AUSTERIN

E100736-6 Va, nAg

A small, low-tech mining world 1 parsec from Colleda, Austerin is inhabited by 31.5 million people. The population lives in 6 city-sized habitats and numerous smaller habitats located close to mining complexes.

2532 FOREVEN

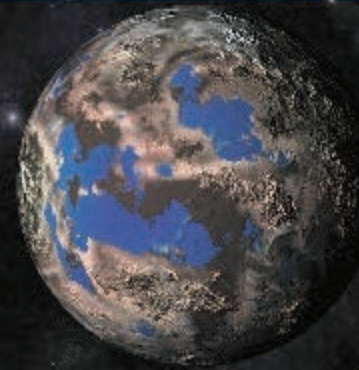


COLLEDA

A729789-E Ht, Wa

A large water world, Colleda is the home of Khoensaeger Industries, one of the leading shipbuilding firms in the Foreven sector. Popular exports include a dazzling array of seafoods, biochemicals, and the spice Telea.

2537 FOREVEN

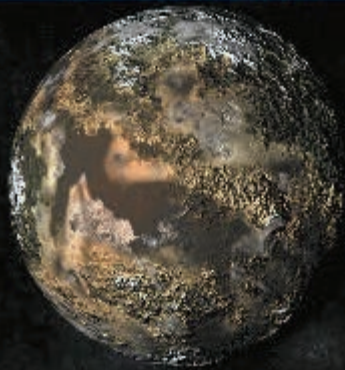


LILURI

A683378-C Ht, Lo

Only recently established, Liluri is home to 3 corporations who have set up support and repair bases around an independent starport. The three rival corporations all use the facility to support trade missions further spinward.

2634 FOREVEN

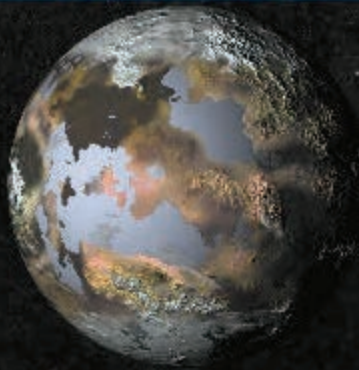


BAAISH

X1508B9-4 nAg, Lt, Po

Sitting between the trade routes to Colleda and Liluri, Baaish was a one-time Imperial colony that is quickly failing. With little water or food production, it is rapidly turning into a humanitarian crisis of daunting proportions.

2731 FOREVEN

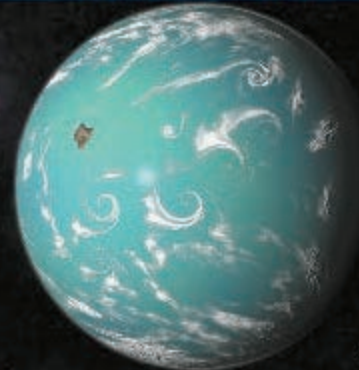


ATROPOS

C653499-7 nIn, Po

Two parsecs off a main trade route has somewhat isolated Atropos, making it an unusual port of call. The world has been courting outside aid backing in an effort to establish an alternate route through Atropos.

2736 FOREVEN

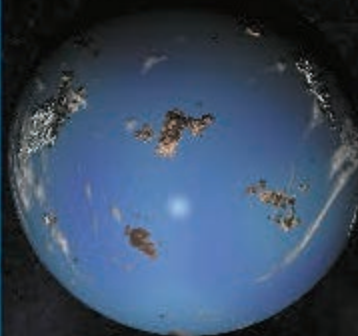


SHAIMKE

BAEA599-B nIn Wa

A massive water world near Irdonnia, Shaimke is a colony of that world. Due to the thin, low atmosphere, all of the population lives at or below sea level. Altitudes higher than 300 meters are near vacuum.

2739 FOREVEN

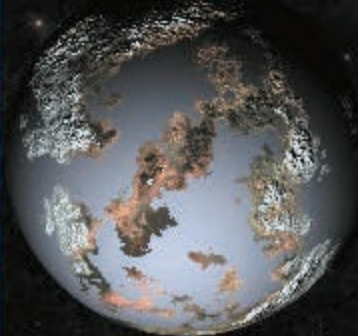


EKESKHO

A7487B4-9 Ga, In

Originally settled by refugees from the Sword Worlds in 384, Ekeshko is developing into a power in the Halverdi Cluster. Though still a lower tech world, Ekeshko is rapidly expanding and is at war with Irdonnia.

2740 FOREVEN



LETKENGLEN

D835513-6 nIn

Letkenglen is a large frozen world 1 parsec rimward of Ekeshko. It is owned by Treysta Industries, a corporation based on Ekeshko. It is currently used as a mining colony on one island and is being surveyed for colonization.

Owner: Corporate Star Type : K2
Origin : Imperial Star Size : V
Colonized: 1074 Mass : .723

Diameter :9,256 km Orbit : .41 Au
Gravity : .7 G Planets : 10
Atmo : Dense Belts : 2
Water : 33% Gas Giants: 5
Climate : Hot
Pop :6,884
Govt :Balkanized
Law :8 (Restrictive)
Tech :C (High tech)

Typical trade goods: Radioactives

Trade Codes 100D :925,600 km
High Tech
Low Population

Time to 100D
1-G : 324 min
2-G : 229 min
3-G : 187 min
4-G : 162 min
5-G : 145 min
6-G : 132 min
7-G : 122 min
8-G : 114 min
9-G : 108 min
10-G : 102 min

Bases
Research Base
Corporate Bases

Owner: Independent Star Type : K3
Origin : Star Size : V
Colonized: 659 Mass : .672

Diameter :11,180 km Orbit : .36 Au
Gravity : .9 G Planets : 4
Atmo :Very thin Belts : 0
Water :91% Gas Giants: 1
Climate :Temperate
Pop :17,793,020
Govt :Civil Service
Law :9 (Oppressive)
Tech :E (High Tech)

Typical trade goods: Advanced electronics, advanced parts, cybernetics, robots.

Trade Codes 100D : 111,800km
High Tech
Water World

Time to 100D
1-G : 356 min
2-G : 251 min
3-G : 205 min
4-G : 178 min
5-G : 159 min
6-G : 145 min
7-G : 134 min
8-G : 126 min
9-G : 119 min
10-G : 112 min

Bases
Naval Base
Research Facility

Owner: Independent Star Type : K6
Origin : Solomani Star Size : V
Colonized: 528 Mass : .554

Diameter : 1497 km Orbit : .4 AU
Gravity : .08 G Planets : 11
Atmo : None Belts : 1
Water : No liquid Gas Giants: 2
Climate : Vacuum
Pop : 31,588,350
Govt : Oligarchy
Law : 6 (Restrictive)
Tech : 6 (Industrial)

Typical trade goods: Ores, Gems/crystals, radioactives, precious metals.

Trade Codes 100D : 14,970 km
Vacuum
Non-Industrial

Time to 100D
1-G : 130 min
2-G : 92 min
3-G : 75 min
4-G : 65 min
5-G : 58 min
6-G : 53 min
7-G : 49 min
8-G : 46 min
9-G : 43 min
10-G : 41 min

Bases
None

Owner: Irdonnia Star Type : G4
Origin : Irdonnia Star Size : V
Colonized: 638 Mass : .946

Diameter:15,293 km Orbit : .78 Au
Gravity : 1.37 G Planets : 6
Atmo : Thin, Low Belts : 1
Water : 96% Water Gas Giants: 1
Climate : Temperate
Pop : 167,552
Govt :Bureaucracy
Law :9 (Oppressive)
Tech :B (Stellar)

Typical trade goods: Seafood, biochemicals, spices, luxury goods.

Trade Codes 100D :1,129,300 km
Non-Industrial
Water world

Time to 100D
1-G : 357 min
2-G : 253 min
3-G : 206 min
4-G : 179 min
5-G : 160 min
6-G : 146 min
7-G : 135 min
8-G : 126 min
9-G : 119 min
10-G : 113 min

Bases
Research facility

Owner: Independent Star Type : F8
Origin : Independent Star Size : V
Colonized: 965 Mass : 1.08

Diameter : 9,841 km Orbit : .93 Au
Gravity : .65 G Planets : 8
Atmo : Thin Belts : 0
Water : 30% Gas Giants: 1
Climate : Frozen
Pop :15,296
Govt :Bureaucracy
Law :9 (Oppressive)
Tech :7 (Pre-stellar)

Typical trade goods: Food, textiles.

Trade Codes 100D : km
Non-industrial
Poor

Time to 100D
1-G : 334 min
2-G : 236 min
3-G : 192 min
4-G : 167 min
5-G : 149 min
6-G : 136min
7-G : 126 min
8-G : 118 min
9-G : 111 min
10-G : 106 min

Bases
Suspected pirate

Owner: Independent Star Type : G7
Origin : Imperial Star Size : V
Colonized: 406 Mass : .864

Diameter :1680 km Orbit : .61 Au
Gravity : .07 G Planets : 6
Atmo : Thin Belts : 1
Water : None Gas Giants: 1
Climate : Temperate
Pop :556,793,900
Govt :Dictator
Law :9 (Oppressive)
Tech :4 (Industrial)

Typical trade goods: Basic raw materials, basic ores, some animal products.

Trade Codes 100D : km
Non-Agricultural
Low Tech
Poor

Time to 100D
1-G : 138 min
2-G : 98 min
3-G : 80 min
4-G : 69 min
5-G : 62 min
6-G : 56 min
7-G : 52 min
8-G : 49 min
9-G : 46 min
10-G : 44 min

Bases
Suspected Pirate

Bases
Suspected Pirate

Trade Codes
Non-Industrial

Typical trade goods: Textiles, common ores.

100D : km

Time to 100D

1-G : min

2-G : min

3-G : min

4-G : min

5-G : min

6-G : min

7-G : min

8-G : min

9-G : min

10-G : min

Owner: Corporate Star Type : M0
Origin : Ekeshko Star Size : V
Colonized: 525 Mass : .489
Diameter : 12,922 km Orbit : .39 Au
Gravity : 1.02 G Planets : 6
Atmo : Very Thin Belts : 0
Water : 53% Gas Giants: 1
Climate : Frozen
Pop : 760,832
Govt : Corporation
Law : 3 (Relaxed)
Tech : 6 (Industrial)

Bases
Naval base
Research Facility
TAS
Consulate

Trade Codes
Industrial
Garden

Typical trade goods: Live animals, food, spices, luxury consumables.

100D : 1,110,300 km

Time to 100D

1-G : 355 min

2-G : 250 min

3-G : 204 min

4-G : 177 min

5-G : 158 min

6-G : 144 min

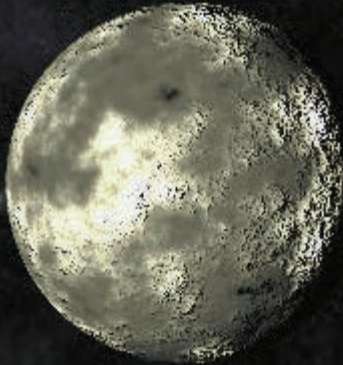
7-G : 134 min

8-G : 125 min

9-G : 118 min

10-G : 112 min

2833 FOREVEN

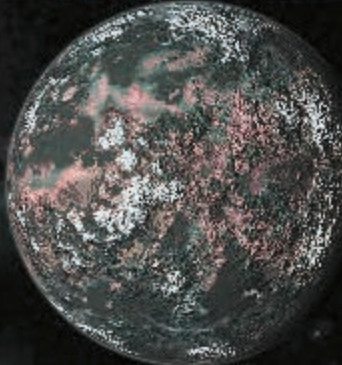


KAYMEER

E1006A5-8 nAg, nIn, Va

Kaymeer is a vacuum world in the Halverdi Cluster. Inhabited by 3.5 million people living in underground habitats. Constantly wracked by strife, the fractured population seems to make a sport of regime change.

2834 FOREVEN

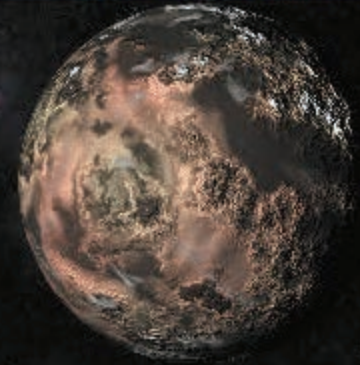


WOEBEGOTTEN

X130000-0 Ba, De

Site of a failed Imperial colony, Woebegotten remains an unsettled world. Despite the thin, frozen atmosphere, both Irdonnia and Ashmeus have begun mapping the system, leading to several political incidents.

2835 FOREVEN

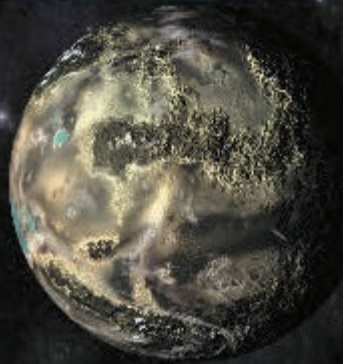


ARLIA

X160000-0 Ba, De

Arlia is a world prime for colonization, aside from the lack of water. Both Irdonnia and Ashmeus have explored the system for future settlement, although Irdonnia has laid claim to it, increasing hostilities with Ashmeus.

2836 FOREVEN



IRDONNIA

A7827A0-B RI

One of the more influential worlds in the Halverdi Cluster, Irdonnia is a largish hot world ruled by a benevolent dictator. Irdonnia is currently engaged with Ekeskho and Ashmeus over future settlement rights.

2838 FOREVEN



VANSTIIR

X478830-7 Ga, Wa

Originally a mining colony for Ekeskho, this largish water world has turned out to be the home of a psionic 'colony organism'. Its discovery has excited xenobiologists in the sector, bringing increased traffic.

2934 FOREVEN

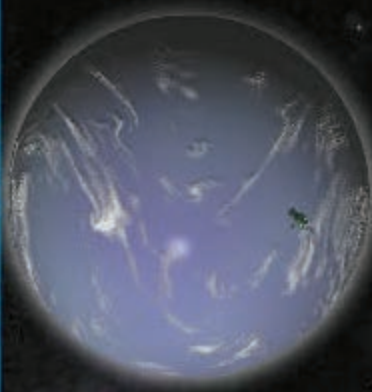


BURKES ROCK

D304410-8 Ic, nIn, Va

Owned by Transworld Mining LLC, Burkes Rock is, on the surface, a standard mining operation. Due to its relative isolation, it has extensive 'recreation' facilities for the miners that are open to the public at large.

2835 FOREVEN



HALVERDI

BA9A410-B nIn, Wa

Namesake of the Halverdi Cluster, Halverdi is now owned by Schaufenburg-Grafton, LLC. Originally colonized in 199, Halverdi is the site of several colonies that have failed over the years, giving it a reputation as cursed.

2937 FOREVEN



KHADALI BELT

C000525-9 As, nIn, Va

Just one parsec from Irdonnia, the Khadali Belt is home to a large independent mining collective working the main belt. They struggle to remain independent despite constant interference by their neighbors.

Owner: Arlia Star Type : K4
Origin : None Star Size :
Colonized: 743* Mass : .621

Diameter : 1,655 km Orbit : .36 Au
Gravity : .085 G Planets : 8
Atmo : Standard Belts : 0
Water : No liquid Gas Giants: 2
Climate : Temperate
Pop : None
Govt : None
Law : 0 (None)
Tech : 0 (None)

Typical trade goods: None

Trade Codes 100D : 165,500 km
Barren
Desert

Bases
*Failed colony

Time to 100D
1-G : 137 min
2-G : 97 min
3-G : 79 min
4-G : 68 min
5-G : 61 min
6-G : 56 min
7-G : 52 min
8-G : 48 min
9-G : 45 min
10-G : 43 min

Owner: None Star Type : M0
Origin : None Star Size : V
Colonized: 468 Mass : .478

Diameter : 1,540 km Orbit : .34 Au
Gravity : .09 G Planets : 6
Atmo : Very Thin Belts : 1
Water : No Liquid Gas Giants: 0
Climate : Frozen
Pop : 0
Govt : None
Law : 0 (None)
Tech : 0 (None)

Typical trade goods: None

Trade Codes 100D : 154,000 km
Barren
Desert

Bases
None

Time to 100D
1-G : 132 min
2-G : 93 min
3-G : 76 min
4-G : 66 min
5-G : 59 min
6-G : 54 min
7-G : 50 min
8-G : 47 min
9-G : 44 min
10-G : 41 min

Owner: Independent Star Type : M6
Origin : Independent Star Size : V
Colonized: 669 Mass : .302

Diameter : 1,600 km Orbit : .38 Au
Gravity : .08 G Planets : 5
Atmo : None Belts : 1
Water : None Gas Giants: 1
Climate : Vacuum
Pop : 3,489,792
Govt : Dictator
Law : 5 (Controlled)
Tech : 8 (Pre-stellar)

Typical trade goods: Crystals, Common ores, radioactives.

Trade Codes 100D : 160,000 km
Non-Industrial
Non-Agricultural
Vacuum

Bases
None

Time to 100D
1-G : 135 min
2-G : 95 min
3-G : 78 min
4-G : 67 min
5-G : 60 min
6-G : 55 min
7-G : 51 min
8-G : 47 min
9-G : 45 min
10-G : 42 min

Owner: Corporate Star Type : G6
Origin : Imperial Star Size :
Colonized: 882 Mass : .919

Diameter : 4,800 km Orbit : .81 Au
Gravity : .24 G Planets : 9
Atmo : None Belts : 0
Water : 40% (Ice) Gas Giants: 1
Climate : Vacuum
Pop : 61,952
Govt : Corporate
Law : 0 (Very free)
Tech : 8 (Stellar)

Typical trade goods: Common ores, uncommon ores, rare ores, radioactives.

Trade Codes 100D : 480,000 km
Ice Capped
Vacuum
Non-Industrial

Bases
Scout Base (Imp)

Time to 100D
1-G : 233 min
2-G : 165 min
3-G : 135 min
4-G : 117 min
5-G : 104 min
6-G : 95 min
7-G : 88 min
8-G : 82 min
9-G : 77 min
10-G : 73 min

Owner: Ekeshko Star Type : F0
Origin : Sword Worlds Star Size :
Colonized: 548 Mass : 1.7

Diameter : 6,400 km Orbit : 1.9 Au
Gravity : .39 G Planets : 4
Atmo : Std (T) Belts : 0
Water : 82% Gas Giants: 1
Climate : Temperate
Pop : 503,316,500
Govt : Oligarchy
Law : 0 (Free)
Tech : 7 (Pre-Stellar)

Typical trade goods: Alien artifacts, luxury consumables.

Trade Codes 100D : km
Garden
Water world

Bases
Consulate

Time to 100D
1-G : 269 min
2-G : 190 min
3-G : 155 min
4-G : 135 min
5-G : 120 min
6-G : 110 min
7-G : 102 min
8-G : 95 min
9-G : 90 min
10-G : 85 min

Owner: Independent Star Type : F0
Origin : Imperial Star Size : V
Colonized: 558 Mass : 1.7

Diameter : 11,201 km Orbit : 2.72 Au
Gravity : .96 G Planets : 9
Atmo : Dense Belts : 0
Water : 23% Gas Giants: 1
Climate : Hot
Pop : 12,800,155
Govt : Dictator
Law : 0 (Very Free)
Tech : B (Stellar)

Typical trade goods: Precious metals, rare ores, radioactives, common ores.

Trade Codes 100D : 1,120,100 km
Rich

Bases
Naval Base

Time to 100D
1-G : 356 min
2-G : 252 min
3-G : 206 min
4-G : 178 min
5-G : 159 min
6-G : 145 min
7-G : 134 min
8-G : 126 min
9-G : 119 min
10-G : 113 min

Bases
None

Typical trade goods: Ores, radioactives, heavy metals.
Trade Codes 100D : 1,000 km
Asteroid
Vacuum
Non-Industrial

Time to 100D
1-G : 11 min
2-G : 8 min
3-G : 6 min
4-G : 5 min
5-G : 4 min
6-G : 4 min
7-G : 3 min
8-G : 3 min
9-G : 3 min
10-G : 3 min

Owner: Independent Star Type : K6
Origin : Varied Star Size :
Colonized: 463 Mass : .554
Diameter : 0 km Orbit : .62 Au
Gravity : 0 G Planets : 9
Atmo : None Belts : 1
Water : None Gas Giants: 1
Climate : Asteroid
Pop : 462,848
Govt : Democracy
Law : 5 (Moderate)
Tech : 9 (Stellar)

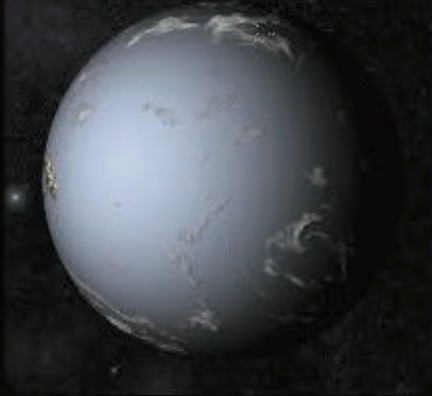
Bases
TAS Facility
Consulate (Imp)
Scout Base (Imp)

Time to 100D
1-G : 426 min
2-G : 301 min
3-G : 246 min
4-G : 213 min
5-G : 190 min
6-G : 174 min
7-G : 160 min
8-G : 150 min
9-G : 142 min
10-G : 135 min

Typical trade goods: Luxury foods, spices, biochemical, pharmaceuticals.
Trade Codes 100D : 1,600,000 km
Non-Industrial
Water World

Owner: Corporate Star Type : F4
Origin : Imperial Star Size :
Colonized: 199 Mass : 1.3
Diameter : 16,000 km Orbit : 1.7 Au
Gravity : 1.41 G Planets : 12
Atmo : Dense (T) Belts : 2
Water : 94% Gas Giants: 3
Climate : Hot
Pop : 29,408
Govt : Corporate
Law : 0 (Very Free)
Tech : B (Stellar)

2938 FOREVEN



AKADI

B72A520-A nln, Wa

Akadi is a strategically important system, lying midway between Irdonnia and Ekeskho. A mid-sized water world, Akadi is a relatively low population democracy caught between two larger, richer powers vying for control.

2940 FOREVEN



KIRELVAGG

X100000-0 Ba, Va

A barren system on the rimward border of the subsector, the three airless planets and single gas giant are the only things of interest in the system. Many long range ships use the worlds gas giant as a refueling point.

3034 FOREVEN

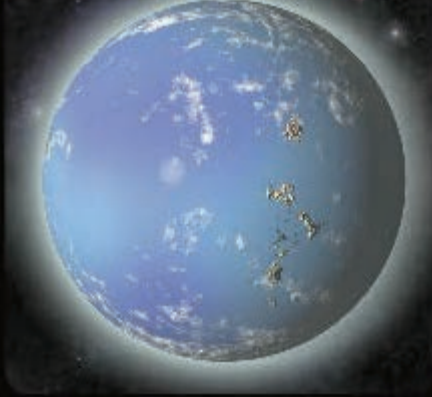


ASHMEUS

A888634-9 Ga, nln, Ri, Wa

The third space-faring power in the Halverdi Cluster, Ashmeus is ruled by an oligarchy of the richest citizens. Though late comers to the expansion in the Cluster, the Ashmeans are proving to be very expansionistic.

3035 FOREVEN



NARAKA

E8DA589-9 Fl, nln, Wa

An independent world one parsec rimward of Ashmeus, Naraka is a small colony world with roughly half a million people. The dense atmosphere makes life at sea level difficult, so the people live atop the island mountains.

3037 FOREVEN



TRAMBENOR

X546374-7 nln Lo

Trambenor is a world hotly contested by the governments of Irdonnia and Ekeskho. Both have established colonies there and both claim ownership. It has the potential to be a very productive ag world with vast resources.

3131 FOREVEN

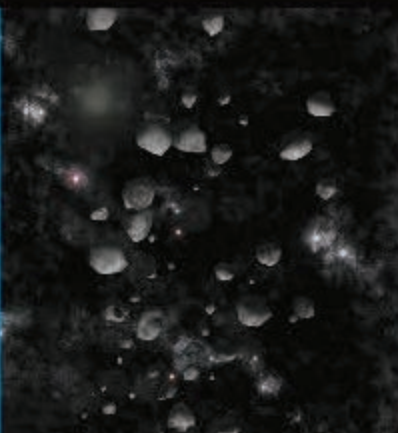


ASHERAH

A95A616-D nln, Ht, Wa

Called by some "the gateway to Foreven", Asherah is a large water world close to Rashev. Many corporate lines use it to connect to the Halverdi cluster. The world is controlled by Vendenor Endeavours, Inc.

3134 FOREVEN



GAVINS BELT

C000312-A As, Lo, Va

Gavins Belt is a small asteroid settlement at the trailing end of the Halverdi Cluster. It is controlled by Steelhead Enterprises. Most of the population works mining ice in the Kuiper belt to supply fuel to the port.

3135 FOREVEN



MERSHADAM

E000647-8 As, nln, nAg, Va

Off the beaten path, Mershadam has a long standing colony of miners working the main belt. The population swelled in the 800s when several rich strikes were discovered. Lately problems have plagued the colony.

Owner: Independent Star Type : F0
Origin : Independent Star Size :
Colonized: 554 Mass : 1.7

Diameter :12,933 km Orbit : 3.14 Au
Gravity : 1.02 G Planets : 12
Atmo : Dense Belts : 2
Water : 81% Gas Giants: 3
Climate : Temperate
Pop : 5,439,488
Govt : Oligarchy
Law : 4 (Free)
Tech : 9 (Stellar)

Typical trade goods: Luxury food, spices,
petrochemicals, pharmaceuticals.

Trade Codes 100D :1,293,300 km
Garden
Non-Industrial Time to 100D
Rich 1-G : 383 min
Water World 2-G : 271 min
3-G : 221 min
4-G : 191 min

Bases
Naval Base 5-G : 171 min
Research Facility 6-G : 156 min
TAS Facility 7-G : 144 min
8-G : 135 min
9-G : 128 min
10-G : 121 min

Owner: None Star Type : F5
Origin : None Star Size :
Colonized: None Mass : 1.2

Diameter : 1,605 km Orbit : 1.81 Au
Gravity : .099 G Planets : 4
Atmo : None Belts : 0
Water : None Gas Giants: 1
Climate : Vacuum
Pop : 0
Govt : 0
Law : 0 (None)
Tech : 0 (None)

Typical trade goods: None

Trade Codes 100D :160,000 km
Barren
Vacuum Time to 100D

1-G : 135 min
2-G : 95 min
3-G : 77 min
4-G : 67 min
5-G : 60 min
6-G : 55 min
7-G : 51 min
8-G : 48 min
9-G : 45 min
10-G : 43 min

Bases
None

Owner: Independent Star Type : M0
Origin : Imperial Star Size :
Colonized: 885 Mass : .489

Diameter :11,035 km Orbit : .36 Au
Gravity : .95 G Planets : 8
Atmo : V. Thin (T) Belts : 1
Water : 97% Gas Giants: 2
Climate : Cold
Pop : 121,472
Govt : Democracy
Law : 0 (Very free)
Tech : A (Stellar)

Typical trade goods: Luxury consumables,
live animals, spices.

Trade Codes 100D:1,103,500 km
Non-Industrial
Water World Time to 100D

1-G : 353 min
2-G : 250 min
3-G : 204 min
4-G : 177 min
5-G : 158 min
6-G : 144 min
7-G : 134 min
8-G : 125 min
9-G : 118 min
10-G : 112 min

Bases
Suspected Pirate

Owner: Corporate Star Type : G8
Origin : Imperial Star Size :
Colonized: 423 Mass : .837

Diameter :14,320 km Orbit : .98 Au
Gravity : 1.25 G Planets : 5
Atmo : Thin Belts : 0
Water : 96% Gas Giants: 1
Climate : Cold
Pop : 2,506,752
Govt : Corporate
Law : 6 (Restricted)
Tech : D (High Tech)

Typical trade goods: Basic ore, uncommon
ore, food, pharmaceuticals.

Trade Codes 100D :1,432,000 km
Non-Industrial
High Tech Time to 100D
Water World 1-G : 403 min
2-G : 285 min
3-G : 233 min
4-G : 201 min

Bases
Trade Station 5-G : 180 min
Consulate 6-G : 165 min
TAS 7-G : 152 min
8-G : 142 min
9-G : 134 min
10-G : 127 min

Owner: Contested Star Type : M2
Origin : Independent Star Size :
Colonized: 1076 Mass : .426

Diameter : 8000 km Orbit : .39 Au
Gravity : .53 G Planets : 10
Atmo : Thin (T) Belts : 2
Water : 58% Gas Giants: 2
Climate : Cold
Pop : 2,010
Govt : Balkanized
Law : 4 (Fairly Free)
Tech : 7 (Prestellar)

Typical trade goods: Food, luxury food, live
animals, textiles, wood.

Trade Codes 100D : 800,000 km
Non-Industrial
Low Population Time to 100D

1-G : 301 min
2-G : 213 min
3-G : 174 min
4-G : 151 min
5-G : 135 min
6-G : 123 min
7-G : 114 min
8-G : 107 min
9-G : 100 min
10-G : 95 min

Bases
None

Owner: Independent Star Type : K4
Origin : Solomani Star Size :
Colonized: 612 Mass : .621

Diameter : 12,740 km Orbit : .37 Au
Gravity : 1.03 G Planets : 10
Atmo : Dense/high Belts : 1
Water : 96% Gas Giants: 1
Climate : Hot
Pop : 537,088
Govt : Bureaucracy
Law : 9 (Oppressive)
Tech : 9 (Stellar)

Typical trade goods: Precious metals,
petrochemicals, biochemicals.

Trade Codes 100D: 1,274,000 km
Fluid
Non-Industrial Time to 100D
Water 1-G : 380 min
2-G : 268 min
3-G : 219 min
4-G : 190 min
5-G : 169 min
6-G : 155 min
7-G : 143 min
8-G : 134 min
9-G : 127 min
10-G : 120 min

Bases
None

Bases
None

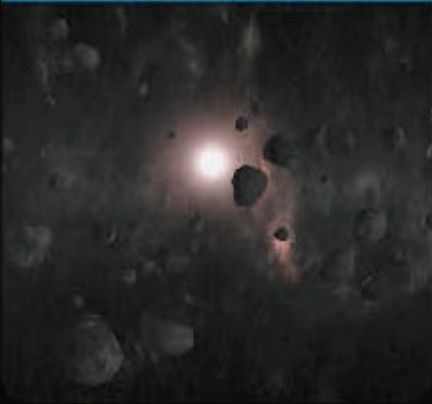
Typical trade goods: Common ores, gems,
crystals, uncommon ores, radioactives.
Trade Codes 100D : 200 km
Asteroid
Vacuum
Non-Industrial
Non-Agricultural Time to 100D
1-G : 5 min
2-G : 3 min
3-G : 3 min
4-G : 2 min
5-G : 2 min
6-G : 2 min
7-G : 1 min
8-G : 1 min
9-G : 1 min
10-G : 1 min

Owner: Independent Star Type : M5
Origin : Imperial Star Size :
Colonized: 461 Mass : .331
Diameter : 0 km Orbit : .45 Au
Gravity : 0 G Planets : 6
Atmo : None Belts : 2
Water : None Gas Giants: 1
Climate : Asteroid
Pop : 2,277,376,00
Govt : Democracy
Law : 7 (Restricted)
Tech : 8 (Stellar)

Bases
Research Facility

Owner: Corporate Star Type : G1
Origin : Imperial Star Size :
Colonized: 926 Mass : 1.02
Diameter : 0 km Orbit : 1.06 Au
Gravity : 0 G Planets : 7
Atmo : None Belts : 3
Water : None Gas Giants: 0
Climate : Asteroid
Pop : 1,760
Govt : Corporate
Law : 2 (Very Free)
Tech : A (Stellar)
Typical trade goods: Fuel, Gems, Crystals,
Radioactives, Uncommon ores
Trade Codes 100D : 200 km
Asteroid
Low Population Time to 100D
Vacuum 1-G : 5 min
2-G : 3 min
3-G : 3 min
4-G : 2 min
5-G : 2 min
6-G : 2 min
7-G : 1 min
8-G : 1 min
9-G : 1 min
10-G : 1 min

3135 FOREVEN

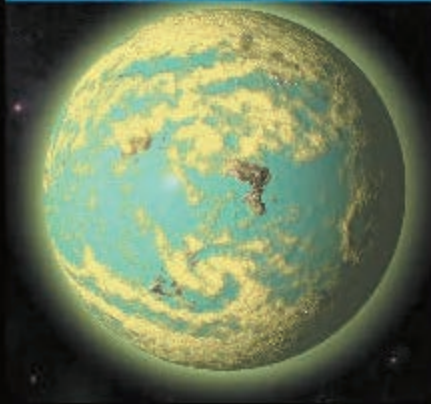


MERSHADAM

E000647-8 As, nln, nAg, Va

Off the beaten path, Mershadam has a long standing colony of miners working the main belt. The population swelled in the 800s when several rich strikes were discovered. Lately problems have plagued the colony.

3232 FOREVEN

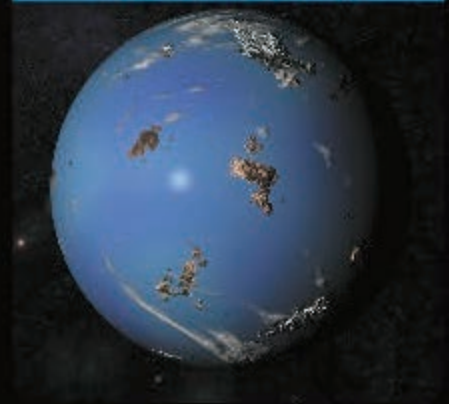


KAALTSING

D8A8512-8 Fl, nln

Just across the border from Emape (0133 Spinward Marches), Kaaltsing is the other primary route into the subsector from the Imperium. It is a corporate world owned by InStarSpec, who has a mining facility here.

3236 FOREVEN

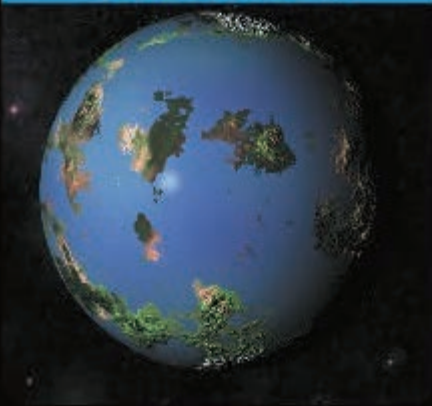


STOPOVER

C256300-C Ht, Lo

Stopover got its name from the fact that, from the Foreven side of the border, it is an easy Stopover on the way to the interdicted worlds of Andor and Candory. It is also frequently used by Droyne leaving those systems.

3238 FOREVEN



OTSETSI

X3756B8-5 Lt

Originally colonized in 387, Otsetsi was once a colony for a group that rejected most technology. The populace continue to live that way, and Otsetsi has become something of a tourist attraction because of it.

Owner: Independent Star Type : G7
Origin : Imperial Star Size :
Colonized: 1070 Mass : .864

Diameter : 3255 km Orbit : .59 Au
Gravity : .15 G Planets : 5
Atmo : Thin Belts : 0
Water : 67% Gas Giants: 0
Climate : Temperate
Pop : 1,200
Govt : None
Law : 0 (None)
Tech : C (High Tech)

Typical trade goods: None.

Trade Codes 100D : 325,500 km
High Tech
Low Population

Bases
None
Time to 100D
1-G : 192 min
2-G : 136 min
3-G : 111 min
4-G : 96 min
5-G : 85 min
6-G : 78 min
7-G : 73 min
8-G : 68 min
9-G : 64 min
10-G : 60 min

Owner: Corporate Star Type : K5
Origin : Imperial Star Size :
Colonized: 633 Mass : .57

Diameter : 13011 km Orbit : .36 Au
Gravity : 1.1G Planets : 5
Atmo : Exotic Belts : 1
Water : 83% Gas Giants: 1
Climate : Temperate
Pop : 210,944
Govt : Corporate
Law : 2 (Very Free)
Tech : 8 (Stellar)

Typical trade goods: Petrochemical, crystals,
precious metals.

Trade Codes 100D : 1,301,100 km
Fluid
Non-Industrial

Bases
Research Facility
Time to 100D
1-G : 384 min
2-G : 271 min
3-G : 222 min
4-G : 192 min
5-G : 172 min
6-G : 157 min
7-G : 145 min
8-G : 136 min
9-G : 128 min
10-G : 121 min

Owner: Independent Star Type : M5
Origin : Imperial Star Size :
Colonized: 461 Mass : .331

Diameter : 0 km Orbit : .45 Au
Gravity : 0 G Planets : 6
Atmo : None Belts : 2
Water : None Gas Giants: 1
Climate : Asteroid
Pop : 2,277,376.00
Govt : Democracy
Law : 7 (Restricted)
Tech : 8 (Stellar)

Typical trade goods: Common ores, gems,
crystals, uncommon ores, radioactives.

Trade Codes 100D : 200 km
Asteroid
Vacuum
Non-Industrial
Non-Agricultural

Bases
None
Time to 100D
1-G : 5 min
2-G : 3 min
3-G : 3 min
4-G : 2 min
5-G : 2 min
6-G : 2 min
7-G : 1 min
8-G : 1 min
9-G : 1 min
10-G : 1 min

Owner: Independent Star Type : K4
Origin : Imperial Star Size :
Colonized: 387 Mass : .621

Diameter : 4795 km Orbit : .4 Au
Gravity : .33 G Planets : 4
Atmo : Std (T) Belts : 0
Water : 53% Gas Giants: 1
Climate : Temperate
Pop : 2,350,907
Govt : Dictator
Law : 8 (Restricted)
Tech : 5 (Industrial)

Typical trade goods: Tourism, luxury
consumables, wood.

Trade Codes 100D : 479,500 km
Low Tech

Bases
None
Time to 100D
1-G : 233 min
2-G : 165 min
3-G : 135 min
4-G : 117 min
5-G : 104 min
6-G : 95 min
7-G : 88 min
8-G : 82 min
9-G : 78 min
10-G : 73 min