

*The Talani Sector*

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**Stellar Imperia**



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First Edition

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

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## **Introduction**

This booklet presents an in-depth look at a specific sector of the collapsed Talani Empire, lying far from the Third Imperium. It contains data on each of the systems in this sector, including selected Portions of Library data for the Sector.

## **Standards and Assumptions**

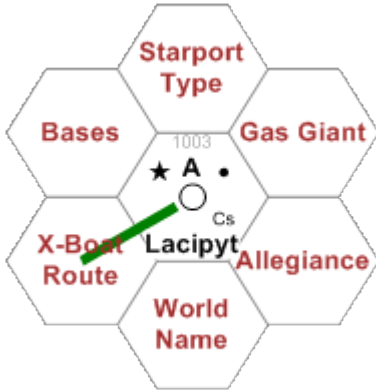
The Heron subsector is a small portion of the fictional universe that has been extensively described in the many other **Traveller** products produced in the past twenty plus years. It is assumed that the player and referee have access to some of these materials to include the original **Traveller (CT)**, **Book6: Scouts**, **Mongoose Traveller (MGT)** and **Traveller 5 (T5)**.

## **Dates**

All dates herein correspond to the Kentron Calendar. Dates are centered upon the Kentron year zero. Years preceded by a minus sign are before that date; years without a sign or preceded by a plus sign are after that date. Each year consists of 365 days, numbered from 1 to 365. The full date is expressed as DDD - YYYY. For example, 025-0050 is the 25<sup>th</sup> day of the 50<sup>th</sup> year. The current year is 65.

# Map Symbols

## MAP LEGEND



## WORLD CHARACTERISTICS

- No Water Present
- Water Present
- ::: Asteroid Belt
- \* Unexplored

## BASES

- ★ Naval Base
- Naval Depot
- ▲ Scout Base
- ☠ Corsair / Pirate
- ✦ Military Base
- Independent Base

## TRAVEL ZONES

- Amber Zone
- Red Zone
- Black Zone

## POPULATION

**Secundus** under 1 billion

**PRIMUS** over 1 billion

**Highlighted** world names  
are capitals

# World Data

---

- UWP            Universal World Profile:
  - \* Starport
  - \* World Size
  - \* Atmosphere
  - \* Hydrographic Percentage
  - \* Population Size
  - \* Government Type
  - \* Law Level
  - \* Tech Level
- Remarks      Trade codes and notes
- Ix              Importance Extension - world importance value
- Ex:            Economic Extension:
  - Resources,
  - Labor,
  - Infrastructure,
  - Efficiency
- Cx:            Cultural Extension:
  - Homogeneity,
  - Acceptance,
  - Strangeness,
  - Symbols
- N              Nobility (where applicable)
- B              Bases
- Z              Travel Zone Classification
- PBG          Population multiplier; Belt count; Gas giant count
- A              Allegiance
- Stellar        System star types

# The Nipron Subsector

Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	Al
0102	Shale	B253144-C	S	Lo Po	512	+2	F102	005C	B		Np
0203	Nipron	A563A42-E	N	Hi Ri Cp	810	+4	7AC3	927C	E		Np
0209	Hi-Land	C317164-7		Ic Lo	453	-1	E103	0075	B		Hr
0308	Strance	C655A66-8		Ga Hi Ag	950	+2	BAA3	9076	E		Hr
0402	Awullso	B385546-C		Ni Ag Pr Ri	542	+5	C523	743C	C		Np
0405	Amangi	B9B8743-8		Fl	922	+1	A793	6076	B		Np
0505	Lysan	C678244-C		Lo Ag	612	+2	9203	107A	B		Np
0607	Espan	A354969-E	N	Hi Ag	740	+4	A9C3	827C	E		Hr
0609	Nopo	C9B0569-8		He Ni	650	+0	B523	7038	B		Hr
0702	Regt	C492543-7		He Ni	933	-1	C523	7037	B		Np
0705	Gnori	C99B440-7	S	Ni	301	-1	7423	6037	B		Np
0807	Otaur	C769261-7	S	Lo Ri	453	+0	E203	1075	B		Hr

Settled mostly by humans of Japanese descent, the Nipron subsector formed a tight cohesive community well before the Talani Empire collapsed. Trade within the Empire is conducted by a number of small mercantile companies that rely heavily on subsidies from the Nipron Empire. However, Novala Enterprises has recently started to reopen a few trade routes that cross the border from the Heron Empire.

The Nipron Navy has incorporated a number of Technological breakthroughs in their Naval forces that allowed them to prevent the Heron Empire gaining a foothold in their territory. These innovations include laser reflective hulls, and unusually large turrets, capable of holding the equivalent of 30 or so standard weapons in a single turret. It was this advantage that allowed the Niprons to stop the Heron Empire's advance into their territory.

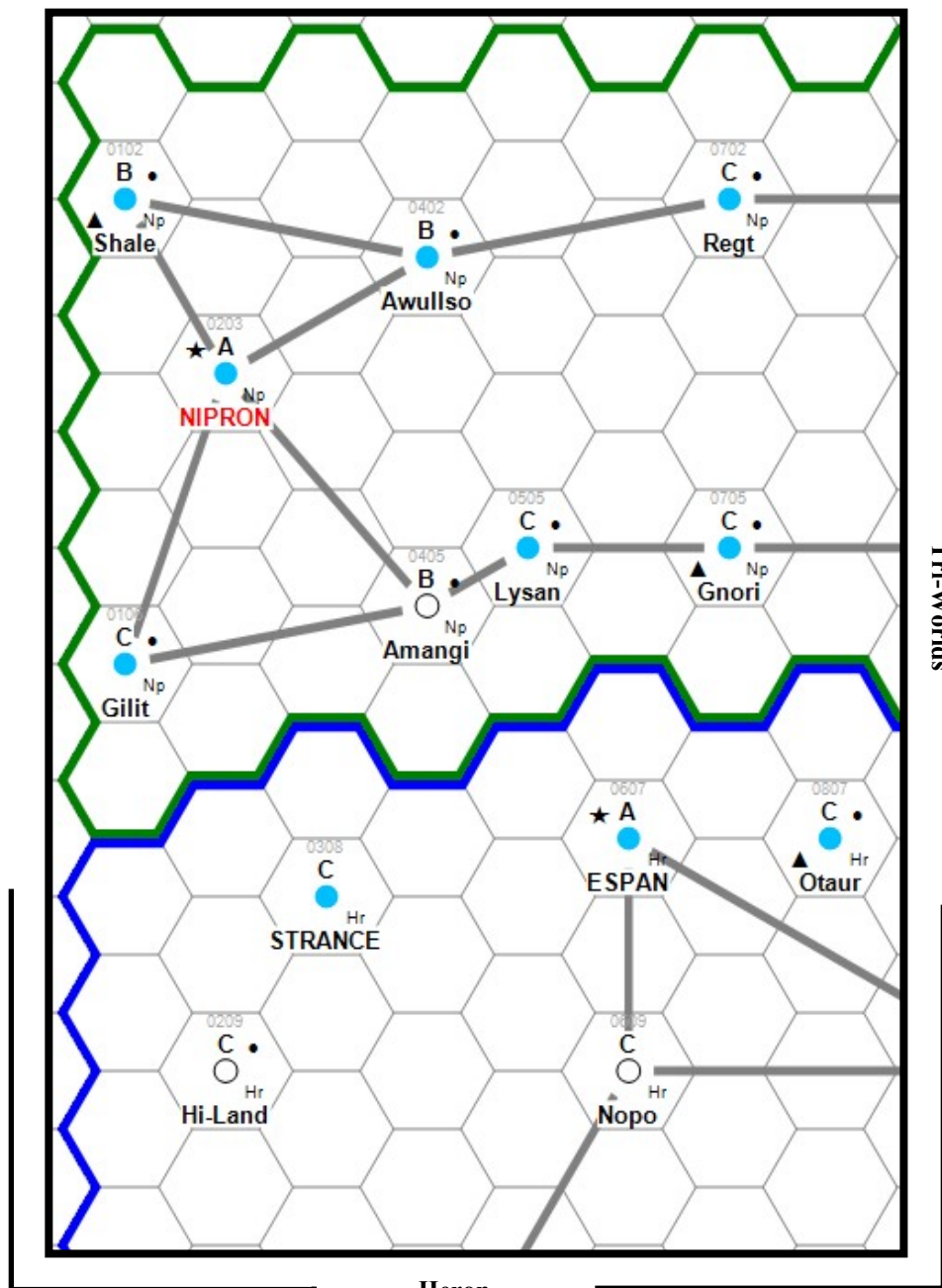
While the Nipron Empire is mostly a non-aggressive state, they have formed an alliance with the Tri-Worlds Confederation, whose slightly higher tech gives the Niprons an added advantage.

Because of the Heron expansion above the Kentron sub-sector the Kentron Alliance has yet to encounter the Niprons and it remains to be seen if the forces of Kentron can fair better against the Nipron fleet if they choose to attack.

## The Battle of Amangi, Year 16:

As the Heron Empire expanded into the Nipron subsector, the Niprons quickly discovered, and tracked the Herons' movements. They realized that Amangi was the next location the Herons were likely to invade so they prepared a reception for them. When the Heron fleet reached the Amangi system, the Niprons were able to defended the system with such ferocity that the Heron fleet was nearly wiped out with only one scout ship surviving.





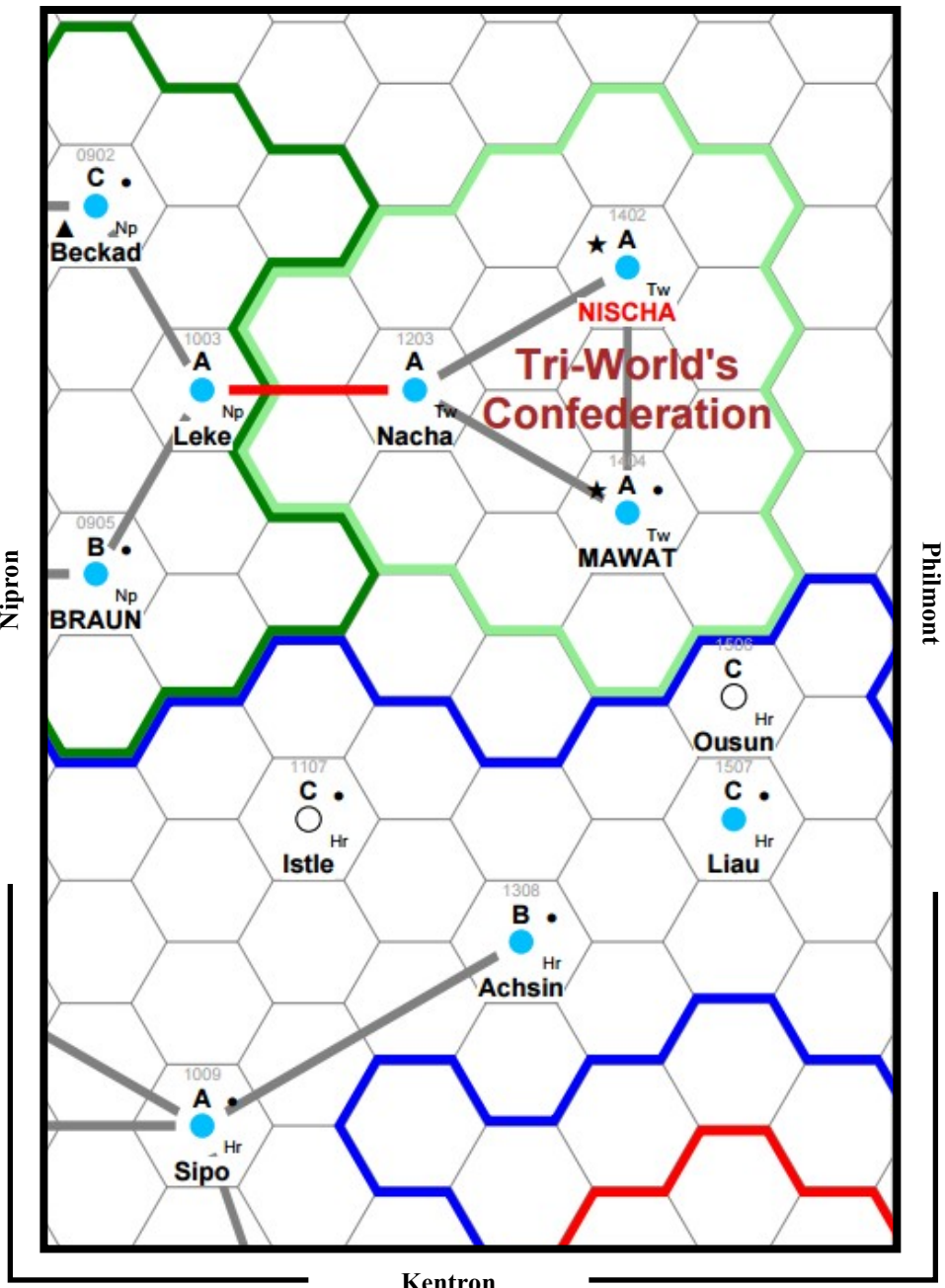
The Nipron subsector contains 13 worlds and has a population of 177.1 billion. The highest population is 90 billion, at Strance. The highest tech level is 14 at Nipron and Espan. The capital of the Nipron Empire is on Nipron. The subsector contains no native sophont races.

# The Tri-Worlds Subsector

Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	Al
0902	Beckad	C427842-A	S	Ph Pi In	211	+3	C8D6	4159	F		Np
0905	Braun	B233A45-A		Hi Na Po	251	+3	CAB5	738C	E		Np
1003	Leke	A463648-B		Ni Ri	540	+3	A642	904A	B		Np
1009	Sipo	A975766-A	A	Ag Pi	143	+4	D7C5	448C	D		Hr
1107	Istle	C480656-6		De Ni Ri	532	+0	B642	9045	B		Hr
1203	Nacha	A437757-D			120	+2	87A5	428F	B		Tw
1308	Achsin	B626288-B		Lo	913	+2	A205	028D	B		Hr
1402	Nischa	A666A77-D	N	Ga Hi Ag Ri Cp	850	+5	BAD5	758F	E		Tw
1404	Mawat	A567A97-D	N	Hi Ag Ri	341	+5	BAD5	758F	E		Tw
1506	Ousun	C400466-7		Va Ni	640	-1	A442	7046	B		Hr
1507	Liau	C324866-7		Ph Pi In	422	+1	A895	5189	F		Hr

One of the many fist contacts the Talani explorers made was with the Nischa people. A species of mostly peaceful walking baskers. They had long ago settled the two nearest systems via generation ships. The Nischa were eager to learn from the Talani about the larger universe, but they were also very cautious as they knew from their experiences as a species, that not all creatures are peaceful or trustworthy. The Talani allowed the Nischa to maintain their worlds and even gave them the use of the Jump drive. Ever since the Nischa have maintained a peaceful relationship with the Talani and continue to help supply the Guardian Fleets in a continued effort to protect the sector from the Lucasian Horde.

During the First Kentron war, the Heron Empire quickly expanded into the Tri-Worlds subsector. However, when they attempted to invade the Mawat system, they were quickly repulsed via the system defense boats using projectile weapons which the Heron fleet did not have an effective defense against, as they had not seen this type of weapon in space before.



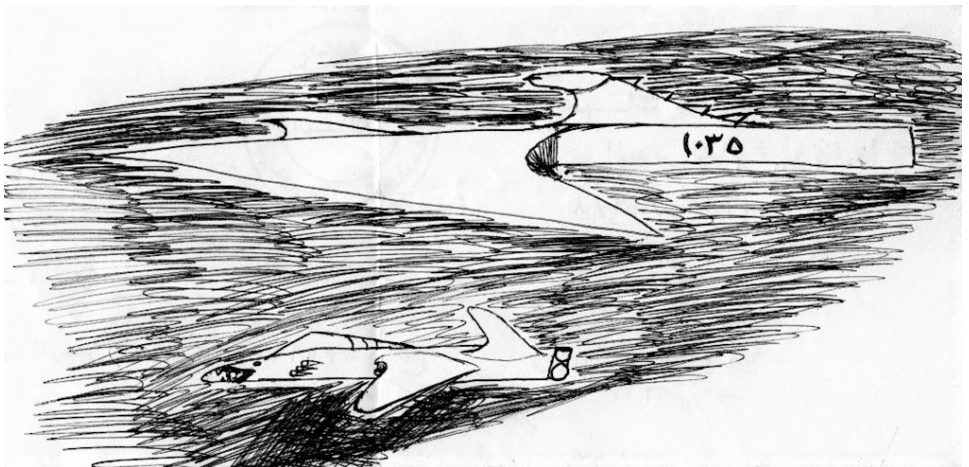
The Tri-Worlds Subsector contains 11 worlds and has a population of 130.6 billion. The highest technology level is 13 on the planets Nacha, Nischa and Mawat. The largest population is approximately 80 billion on Nischa. The most important world is Nischa. The subsector contains one native sophont race. The Tri-Worlds Confederation capital is Nischa.

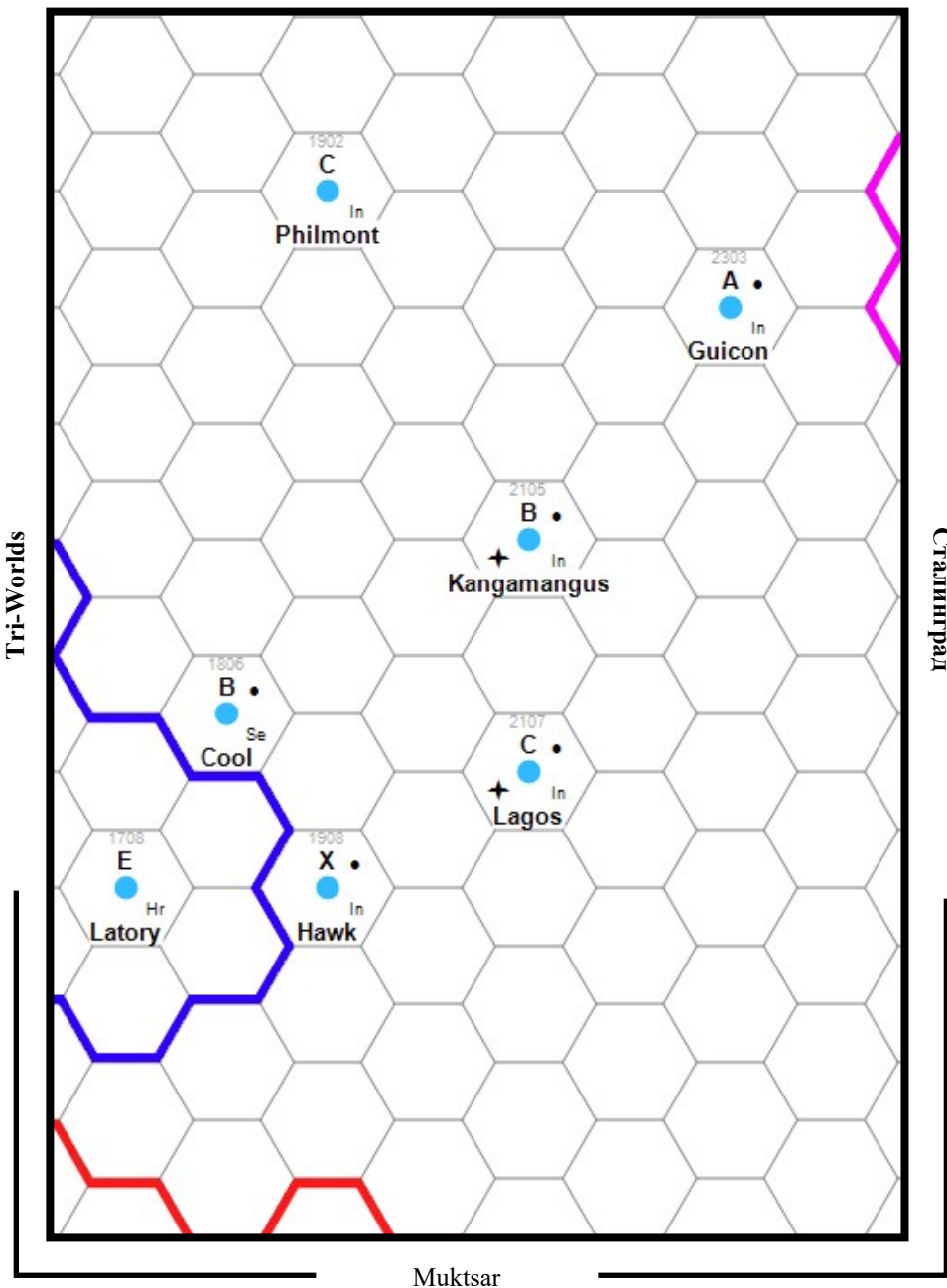
# The Philmont Subsector

Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	Al
1708	Latory	E798463-2	Ni	Pa Ag	900	+0	7454	2035	B		Hr
1806	Cool	B778630-A	Ni	Ag	422	+3	C665	5008	B		Se
1902	Philmont	C266100-7	Lo	Ag Ri	110	+1	9108	05AB	C		Na
1908	Hawk	X87A201-1	Oc	Lo	303	-2	B208	12A5	B		Na
2105	Kangamangus	B6875A6-7	M	Ni Ag Ri	411	+3	B564	5068	C		In
2107	Lagos	C343300-5	M	Po	623	-1	A357	4067	B		Na
2303	Guicon	A333546-A	Ni	Po Cd	423	+2	9538	557D	B		Na

## The Guardian Fleet:

The Philmont subsector is an area of space that bridges the Silent Rift, and is one of only two places the rift can be crossed. For many decades the Talani Empire had been waging a war against an alien race on the other side of the rift, known as the Lucasian Horde. The Horde is an expansionist, militant species that can rapidly reproduce. After the fall of the empire many of the fleets that were holding off the Horde retreated home to grab power at the capital expecting to return to prevent the spread of the Horde. Fortunately, a number of fleets stayed behind to attempt to hold back the horde while the others participated in the civil war. These fleets were not able to actually stop the horde from expanding until they hit the silent rift, protecting the home worlds from invaders. The Guardian fleets as they are now called are dedicated to preventing the Horde from crossing the rift and are reinforced from time to time by the Nipron and Tri-Worlds subsectors. Even a few Opecian and Novalan ships can be seen assisting the guardian fleet at Guicon.





The Philmont subsector contains 8 worlds and has a population of 4.9 Million. The highest technology level is 10 on the planets Cool and Guicon. The largest population is approximately 4.0 Million on Cool. The most important world is Kangamangus. The subsector contains no sophont races.

# The Сталинград Subsector

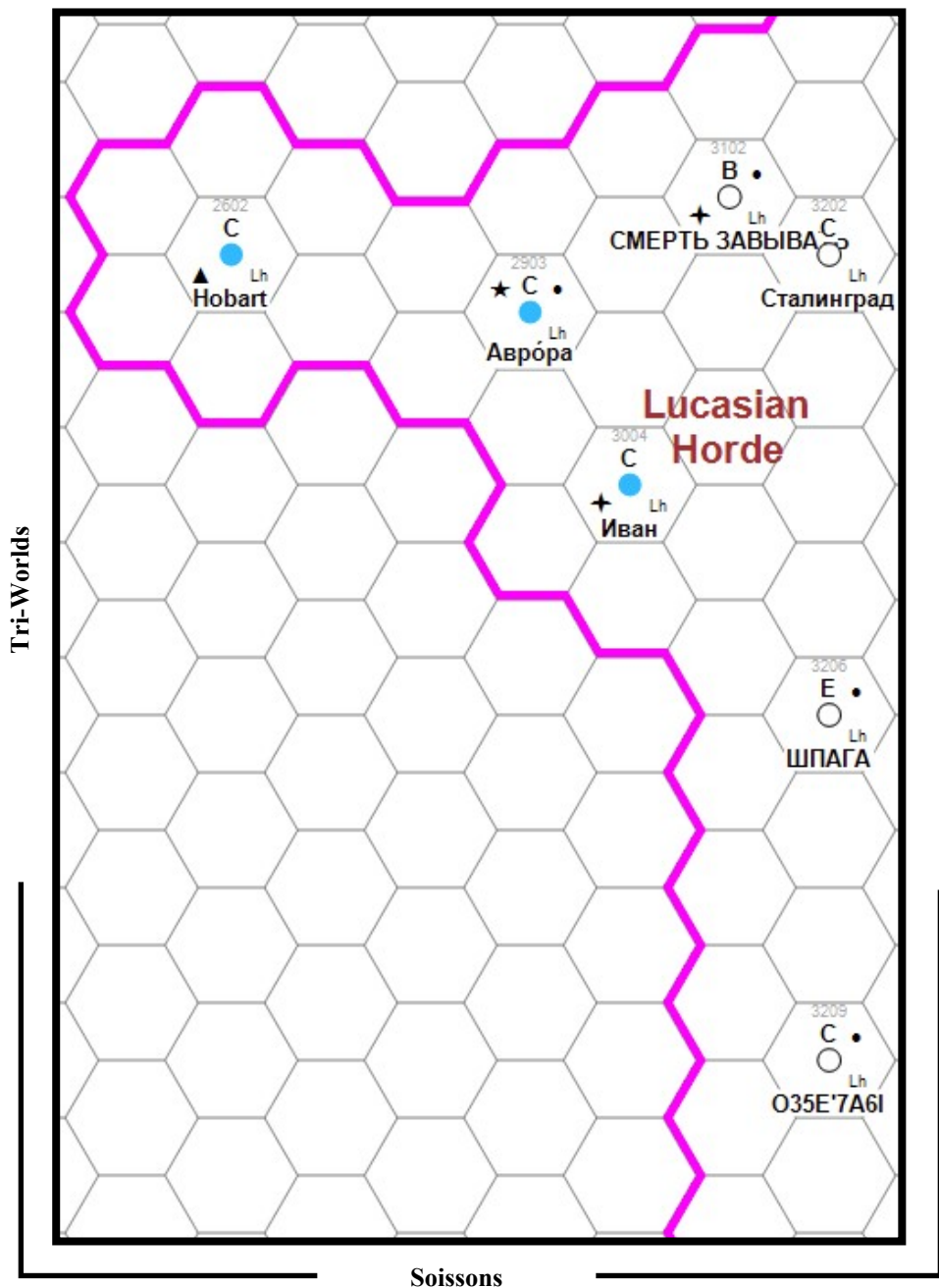
Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	AI
2602	Нобарт	C627658-8	S	Ni Sa	210	+0	8624	8057	B	Lh	
2903	Авро́ра	C88A556-B	N	Oc Ni Pr Ri	901	+3	D554	6579	B	Lh	
3004	Иван	C898141-6	M	Lo Ag	400	+0	7105	1274	B	Lh	
3102	Смерть завывать	B7A698C-9	M	Fl Hi	431	+2	9987	A68A	E	Lh	
3202	Сталинград	C100568-6		Va Ni	740	-1	A552	5062	B	Lh	
3206	Шпага	E1109A7-3		Hi Na In Sa Lk	301	+0	7965	A037	F	Lh	
3209	О35Е'7А6I	C540FBC-C		De He Hi In Po	213	+3	8F78	D85D	F	Lh	

## The Lucasian Horde

The Horde is a species of small omnivorous hunter gatherers from an unknown world to trailing of the Talani Sector. Little is known of their origins or history as precious few have survived capture by the horde.

The reproductive cycle of the Horde seems to be very rapid and the Horde is spreading like wildfire throughout the area. When they were first encountered they had just ransacked a large population world. The Talani were only able to evacuate a few members of the populace, before they began to wage war on the Horde. After several worlds had fallen, the then General Maxwell von-Kentron decided on a scorched earth policy when it came to dealing with the Horde. On any world where the Horde was found, if it was deemed impossible to eradicate the them by conventional methods, the world was to be sterilized. Several subsectors ended up being sterilized prior to the fall of the Talani Empire leaving a no-man's land that the Horde did not bother to move through as there was no biological activity to speak of in any of the systems in the area.

After the fall, the Horde simply moved around the sterilized subsectors and continued their push toward the Talani Sector. Eventually, they entered the sector but a guardian fleet had set itself up to defend against their methodical invasion. However, the Horde encountered a species that is able to defend itself against the horde. Assisted by the Guardian Fleet, the Horde has been stopped cold by Species 3102 in the Смерть завывать system as they also have a rapid reproductive cycle and live in what most species would consider a highly toxic atmosphere, giving Species 3102 as distinct advantage over the Horde. This is why the planet on which Species 3102 lives is referred to as "Howling Death"



The Сталинград subsector contains 7 worlds and has a population of 200 Trillion. The highest technology level is 12 on O35E'7A6I. The largest population is approximately 200Trillion on O35E'7A6I. There are sophont home worlds located on O35E'7A6I and Смерть завывать. The most important world is Аврора.

# The Heron Subsector

Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	Al
0111	Gawi	B8B6543-9	N	Fl Ni	214	+1	7516	3235	B		Hr
0212	This Place	C253142-8		Lo Po	200	+0	8104	1087	B		Hr
0215	Wally	D332413-7		Ni Po	603	-2	9450	4057	B		Hr
0218	Rabula	B7B2656-A	M	Fl He Ni Cp	501	+2	9650	645A	F		Rb
0318	Kingdom Come	C000410-A	M	As Ni	514	+1	J450	435A	B		Rb
0412	Heron	A736337-E	N	Cp	802	+2	A394	308D	F		Hr
0414	That Place	D327566-5	N	Ni At	100	-2	9550	5055	B		Hr
0516	Midway	C354835-B	N	Ph Pa Ag	300	+3	88A4	808A	e		Kn
0611	There	E774898-2		Ph Pa Ag Pi In	702	+2	9894	8081	F		Hr
0613	Elsewhere	D300856-A	N	Va Ph Na Pi In	201	+2	9894	8089	F		Hr
0618	Cape Point	C9B68BA-A	N	Fl Ph	103	+1	9884	8089	e		Kn
0716	Kaypole	C686246-6	N	Ga Lo Ag Ri	423	+1	A204	2085	C		Kn
0717	Centron	B467943-B	N	Hi Ag Pr Ri	412	+6	A9D4	918A	E		Kn
0719	Rimfire	D416AC5-A		Ic Hi In	722	+2	AA94	A089	F		Kn
0817	Tennek	E769641-4		Ni Ri	322	-1	A650	6154	B		Kn
0818	Ramal	D4377BE-5			923	-2	A754	7084	B		Kn

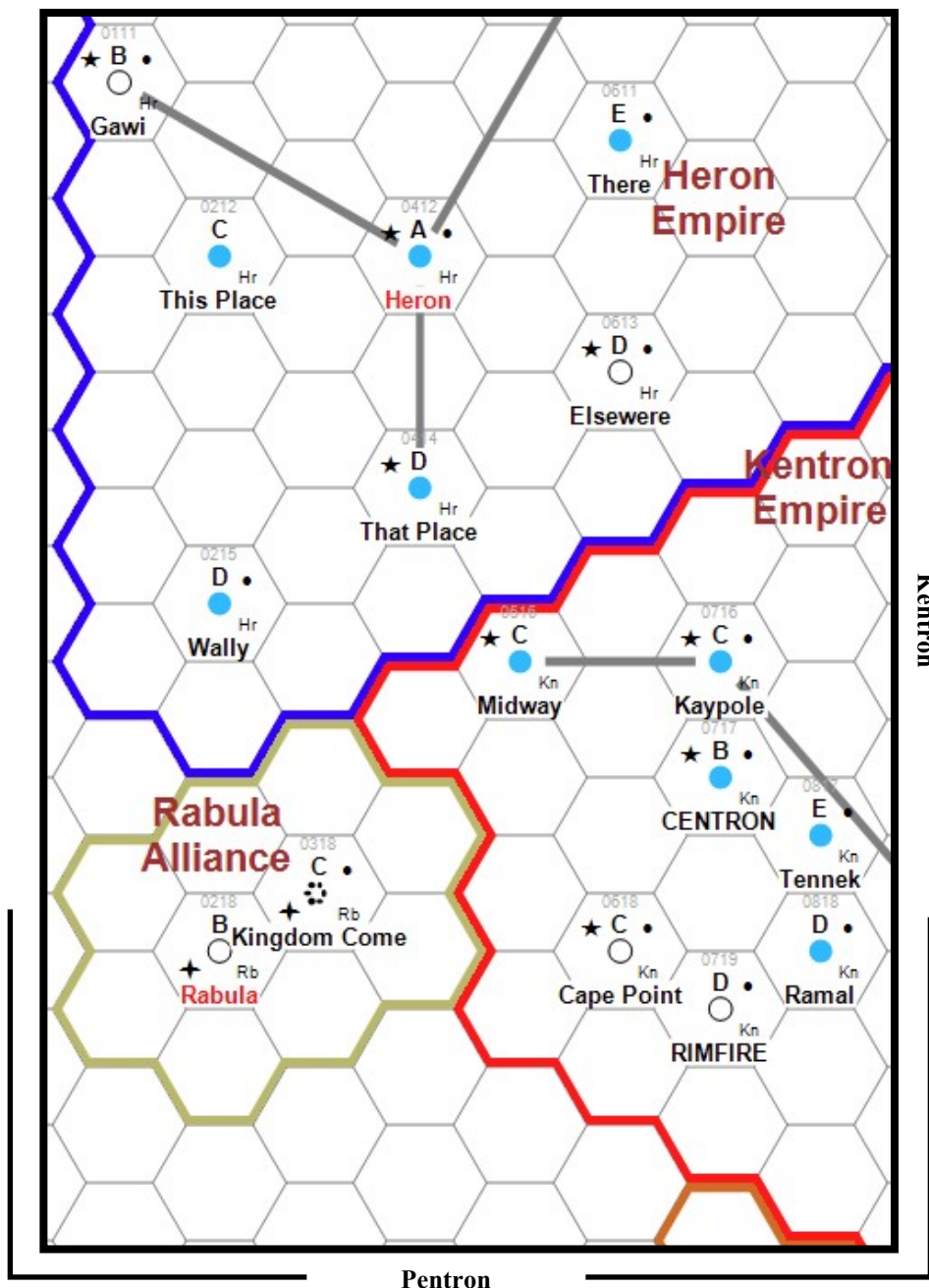
Home to the Heron Empire the Heron Subsector has been the scene of a great many battles between the Heron and Kentron Empires. Mostly concentrated on the Midway system, and That Place. But with several other relatively minor skirmishes occurring through out the subsector. The Heron Empire is a semi-robotic empire where robots fulfil the role of warriors and menial laborers. This gives the Heron's a



decided edge against its enemies. However, it is the use of Meson guns and well trained individuals that allow the Kentron Empire to stand up to the Heron threat. Accompanied by the Industrial strength of the Vyks, the Kentron Empire has managed to maintain its hold on this subsector.

At first the Rabulans, who had fought off an invasion by the Vyks, was very hostile toward the Kentron Empire. However, recently they have realized that there is no place for them with the Heron Empire. Additionally, they are incapable of protecting themselves from either the Kentron or Heron Empires, and it is only a matter of time before one or the other breaks the stalemate in the subsector. Thus they have decided to try and normalize relations with the Kentron alliance so that they may be able to hold on to their culture and protect themselves from the Heron's.





The Heron subsector contains 16 worlds and has a population of 75.4 billion.. The highest technology level is 14 on Heron. The largest population is approximately 70 billion on Rimfire. The most important world is Centron. The subsector contains 1 sophont home world on That Place. Empire Capitals are located at Heron and Rabula.

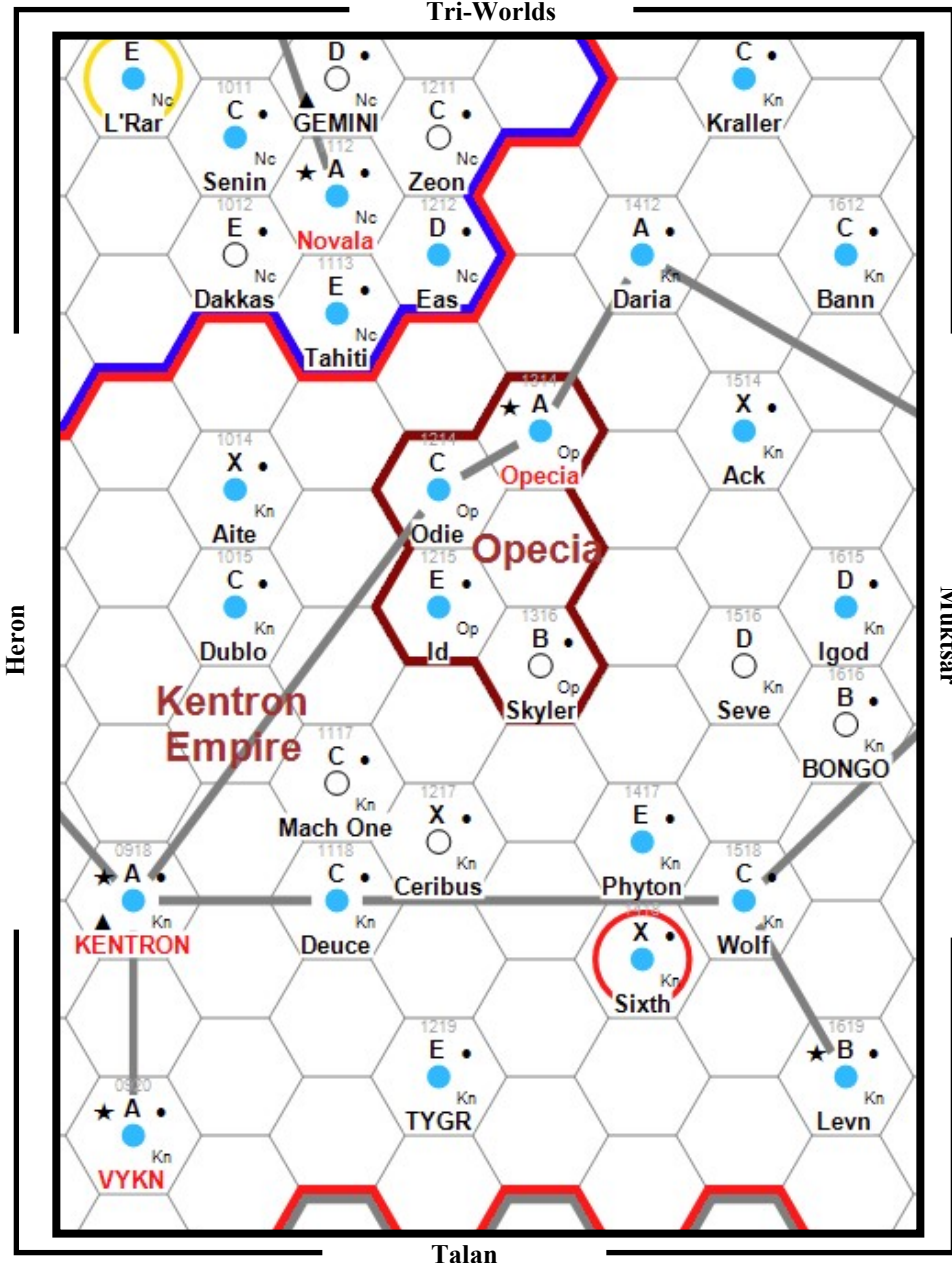
# The Kentron Subsector

Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	Al
0911	L'Rar	E361852-8		Ph Ri	610	+0	A874	D19A	e	A	Nc
0918	Kentron	A4479A7-E	NS	Hi Ag In Cp Sa	502	+5	A9D5	987B	F		Kn
0920	Vykn	A564945-B	N	Hi Ag Pr Ri Cp	211	+6	79E5	9978	E		Kn
1011	Senin	C875884-8		Ph Pa Ag Pi In Sa	312	+4	78C5	8775	F		Nc
1012	Dakkas	E6B059C-5		He Ni	302	-2	6519	5065	B		Nc
1014	Aite	X48569D-1		Ni Ag Ri	723	+0	7619	6061	C		Kn
1015	Dublo	C56448C-6		Ni Pa Ag Ri	622	+2	7419	4066	C		Kn
1111	Gemini	D210A24-B	S	Hi Na In Sa	334	+2	6AA5	A578	F		Nc
1112	Novala	A688687-D	N	Ni Ag Ri Cp Sa	412	+4	6619	616D	F		Nc
1113	Tahiti	E869665-2		Ni Ri Sa	201	-1	6619	6062	B		Nc
1117	Mach One	C100688-8		Va Ni Na	322	+0	7619	6068	B		Kn
1118	Deuce	C531333-6		Po Sa	412	-1	7375	3273	B		Kn
1211	Zeon	C300889-8		Va Ph Na Pi In	111	+2	78A5	8575	F		Nc
1212	Eas	D332544-4		Ni Po Sa	505	-2	6519	5064	B		Nc
1214	Odie	C548564-6		Ni Ag	700	+0	5519	5066	B		Op
1215	Id	E865265-8		Ga Lo Ag Ri Sa	323	+1	7205	2475	C		Op
1217	Ceribus	X690416-3		De He Ni	702	-2	6419	4063	B		Kn
1219	Tygr	E573AAE-7		Hi In Sa	302	+0	6A85	A374	F		Kn
1314	Opecia	A797757-D	N	Ag Pi Cp	800	+4	57C5	777A	F		Op
1316	Skyler	B8B5564-9		Fl Ni Sa	711	+1	7519	5069	B		Op
1412	Daria	A456424-A		Ni Pa Ag	101	+4	6419	416A	B		Kn
1417	Phyton	E758210-8		Lo Ag	702	+0	6205	2375	B		Kn
1418	Sixth	X965000-0		Ba Ag Ri Sa	059	+0	6005	0370	C	R	Kn
1511	Kraller	C78588A-7		Ga Ph Pa Ag Ri	601	+2	68A5	8574	e		Kn
1514	Ack	X553454-0		Ni Po	502	-2	6419	4060	B		Kn
1516	Seve	D240234-4		De Lo Po	900	-2	5205	2171	B		Kn
1518	Wolf	C592565-6		He Ni Sa	402	-1	6519	5066	B		Kn
1612	Bann	C431262-9		Lo Po Sa	123	+0	7205	2376	B		Kn
1615	Igod	D324533-8		Ni Sa	414	-1	7519	[068	B		Kn
1616	Bongo	B500956-A		Hi Na Va Sa	711	+3	99C4	AC6E	E		Kn
1619	Levn	B7646DA-A	N	Ni Ag Ri	801	+4	6619	616A	C		Kn

The Kentron Subsector has seen a great deal of combat during the First and Second Kentron Wars. Most of the fighting was between naval forces but during the Second Kentron War, Bongo (1616) saw a major ground assault on its starport and surrounding areas by the forces of Muktsar. The alliance Navy easily beat back the Invader's fleet but the planet side action took far longer. The battle raged for several months while the Kentron alliance fought off the Muktsar forces. Eventually the sheer weight of numbers on the part of the alliance forced the Muktsar ground forces to collapse.

Bongo still bears the scars of battle and a Mega memorial to the millions of dead has taken the place of an archology that was destroyed in the fighting with Tyranny of Muktsar's forces.

## Tri-Worlds



The Kentron subsector contains 31 worlds and has a population of 75.7 billion. The highest technology level is 14 on Kentron. The largest populations are approximately 30 billion on the planets Gemini and Tygr. The most important world is Vykn. The Kentron Empire Alliance capitals are on Kentron, Opecia, and Vykn. There are no sophont home worlds in the subsector.

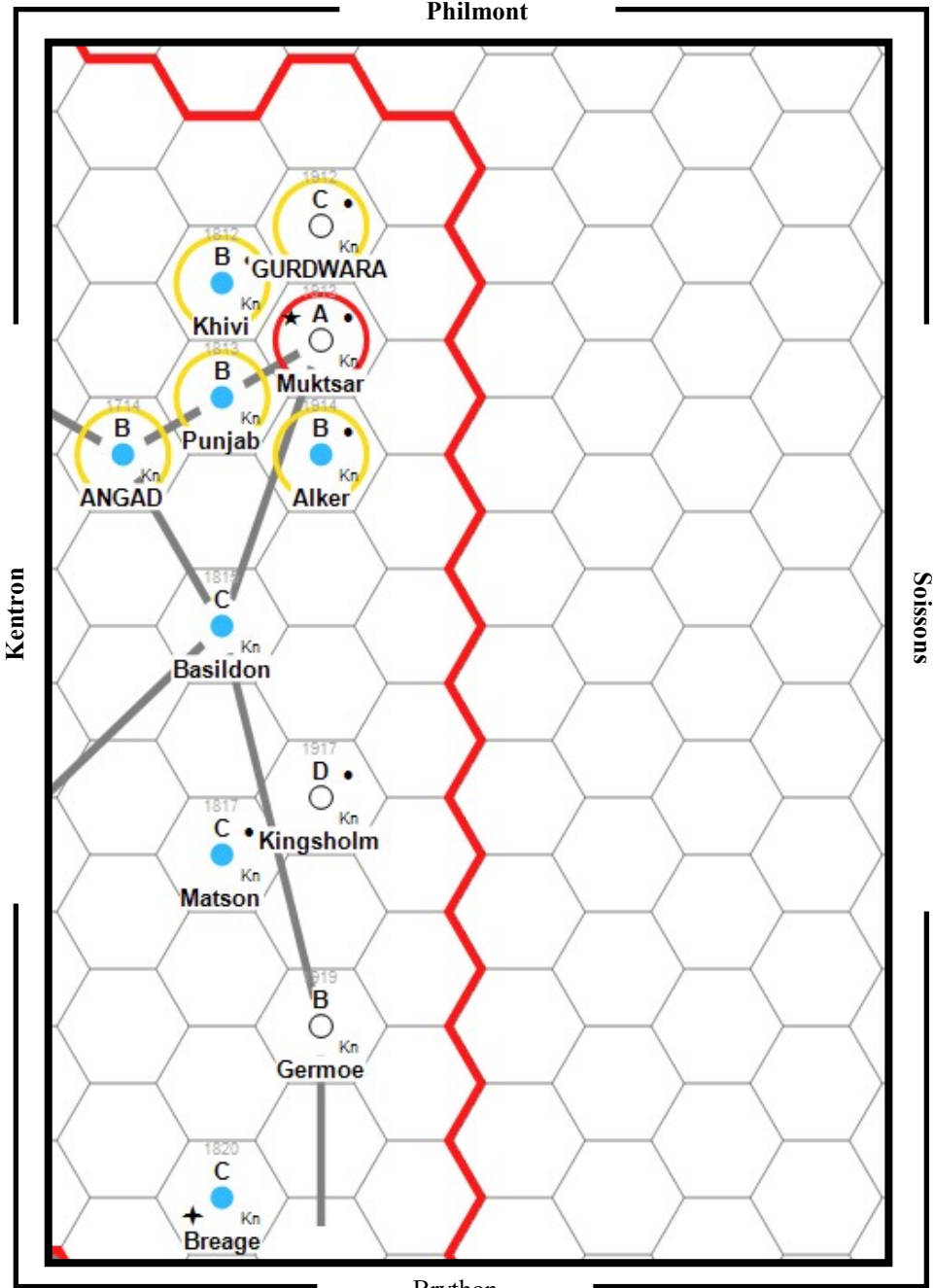
# The Muktsar Subsector

Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	Al
1714	Angad	B454A6E-C		Hi Ag	930	+4	CAB4	B36B	E	A	Kn
1812	Khivi	B56756E-C		Ni Ag Pr Ri	731	+5	D518	852B	C	A	Kn
1813	Punjab	B63716E-C		Lo	410	+2	A104	216B	B	A	Kn
1912	Gurdwara	C10096E-C		Va Hi Na In	701	+3	A9A4	A26B	F	A	Kn
1913	Muktsar	A26036D-D	N	De Ri Cp	351	+6	F3A4	426C	F	R	Kn
1914	Alker	B58466E-C		Ni Ag Ri	382	+4	K618	942B	C		Kn
1815	Basildon	C421200-9		He Lo Po	330	+0	C205	117A	B		Kn
1916	Kartarpur	X64A544-5		Oc Ni Sa	510	-2	8542	6038	B		Kn
1917	Kingsholm	D500130-5		Va Lo	301	-2	C102	2069	B		Kn
1817	Matson	C65857B-8		Ni Ag Cd	721	+1	9521	717C	B		Kn
1919	Germoe	B4007BC-B		Va Na Pi	410	+3	77B5	662D	D		Kn

The Tyranny of Muktsar was the religion based Stellar empire in the Muktsar sub sector for several decades after the fall of the Talani Empire. Their leader the Kyai Jalaram, aggressively spread their religion, using the footholds they had on several nearby planets to take over and control them. Then using the powers granted him by his religious status as leader, he built a fleet and raised an army to subdue the other nearby worlds. Initially He avoided any world under the control of another stellar government but very quickly he found his forces hemmed in by geography. Incensed by the Levenite religion that held sway in the Kentron Subsector. The Kyai built up his forces and invaded the Kentron Alliance. Despite initial success in taking several of the Alliance worlds. The Alliance was able to muster its strength and superior technology to vanquish the Muktsar forces and eradicate them from their subsector. Lord Kentron then lead a crusade to eradicate the leaders of the Kyai and free the worlds under their control.

On the worlds where the religion still holds sway over the population, a military government has been set up by Lord Kentron. While insurrection is still a problem on these worlds, the ability of their leaders to wage interstellar war has been eliminated. These worlds are all classified as amber zones while the former capital world of Muktsar is for the time being a red zone so as to prevent the leaders of the cult from getting off world.

The remaining worlds formerly held by the Tyranny of Muktsar have all signed the articles of alliance and have become full members of the Kentron Alliance.



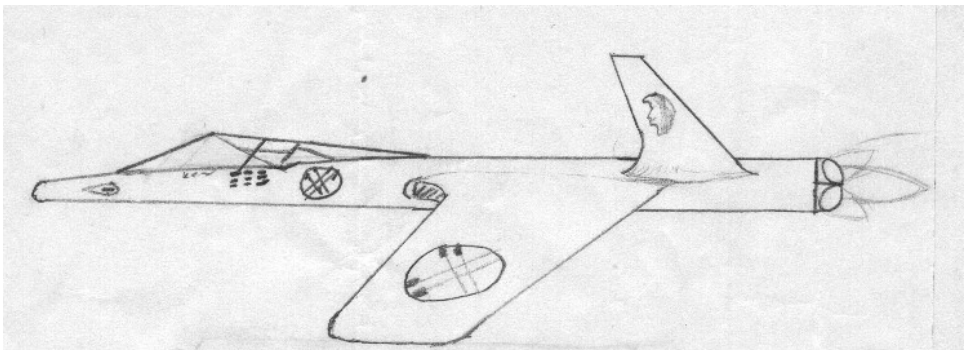
The Muktsar subsector contains 13 worlds and has a population of 7000.0 Trillion. The highest technology level is 13 on Muktsar. The largest population is approximately 7000trillion on Germow. The most important world is Gila. The subsector contains 1 sophont home world on Germow.

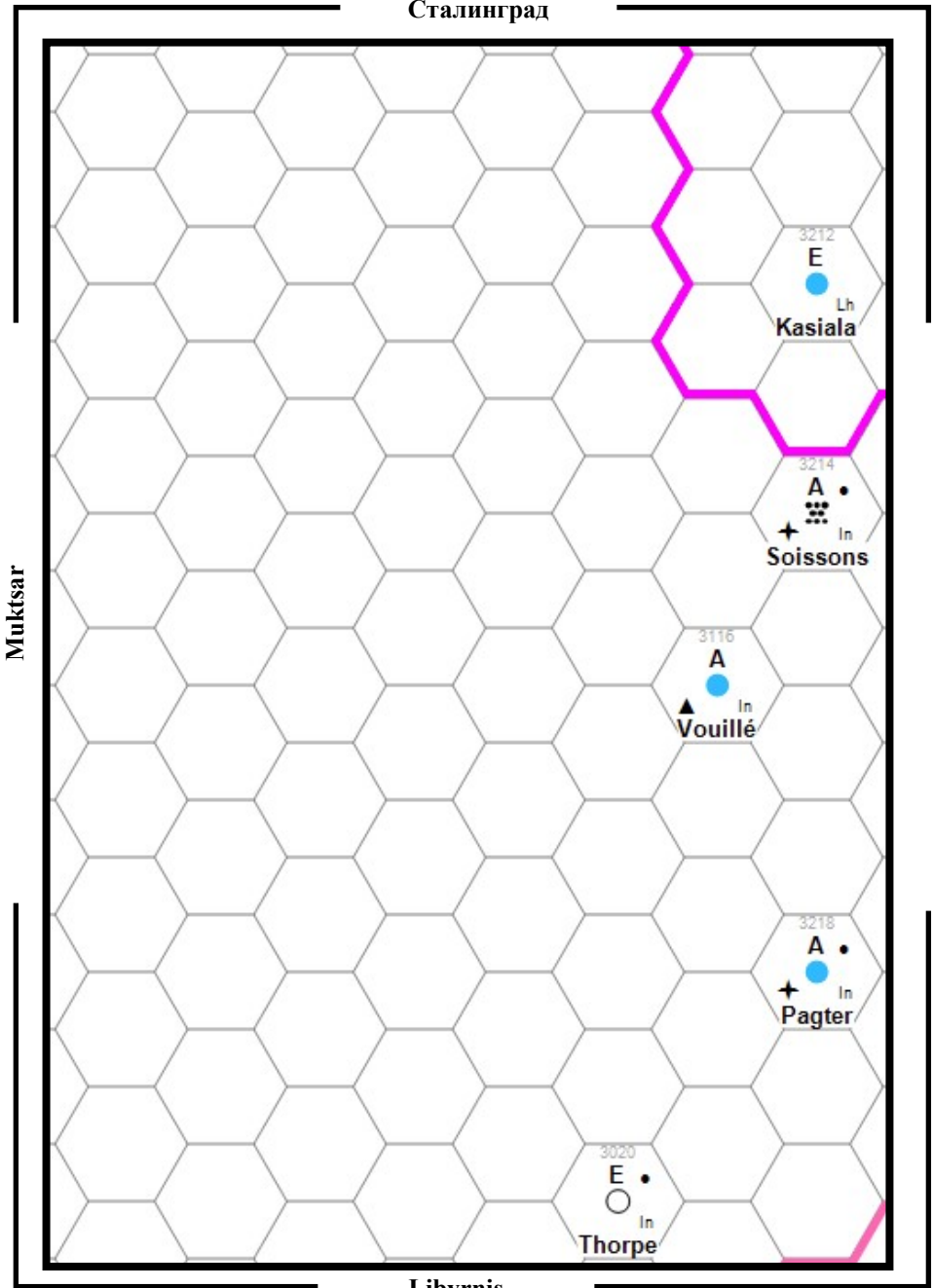
# The Soissons Subsector

Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	Al
3020	Thorpe	E100421-3	Va	Ni	413	-2	A444	3240	B		In
3116	Vouillé	A335516-B	Ni		810	+2	9544	858C	B		Na
3212	Kasiala	E351756-7	Po	Sa	810	-2	7762	5055	B		Lh
3214	Soissons	A00077A-B	M	As Na Pi	423	+3	C763	B329	D		Na
3218	Pagter	AA99434-9	M	Ni	202	+1	D459	3048	B		Na

The Soissons system is home to another Guardian Fleet base attempting to halt the spread of the dreaded Lucasian Horde. Receiving help from the Marcusec Defense league and the Boshin Empire, in the form of high tech ships and equipment procured from nefarious sources, the people of Soissons are managing to keep the Horde at bay for now. Part of the reason may be that the Soissons system is of little interest to the Horde as there are no known habitable planets there and mostly asteroids, rocks and extremely cold planets. Environments that have proven to be of no interest to the Horde. Still a stockpile of nuclear weapons has begun to grow in the system and it is rumored that the Soissons are about to sterilize the Kasiala system.

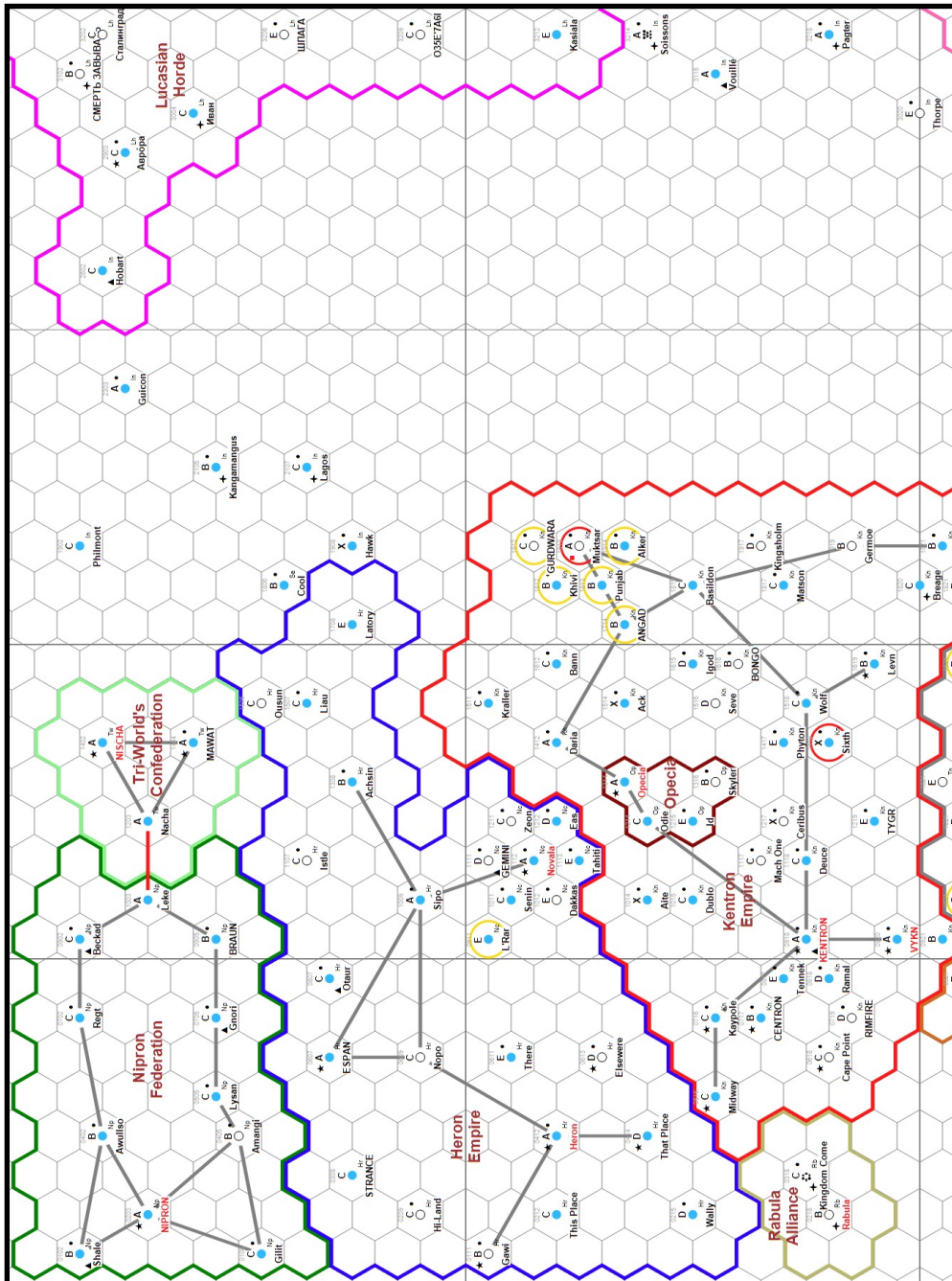
Unfortunately, the Kasialans, a species of Omnivore—Gatherers living on Kasiala are highly xenophobic and while they are fighting off the Horde, they are also resisting the efforts of the Guardian Fleet to evacuate them out of the system, away from their home. Soon the Fleet may have to sterilize the system regardless of the wishes of the Kasialans to remain on their home world.



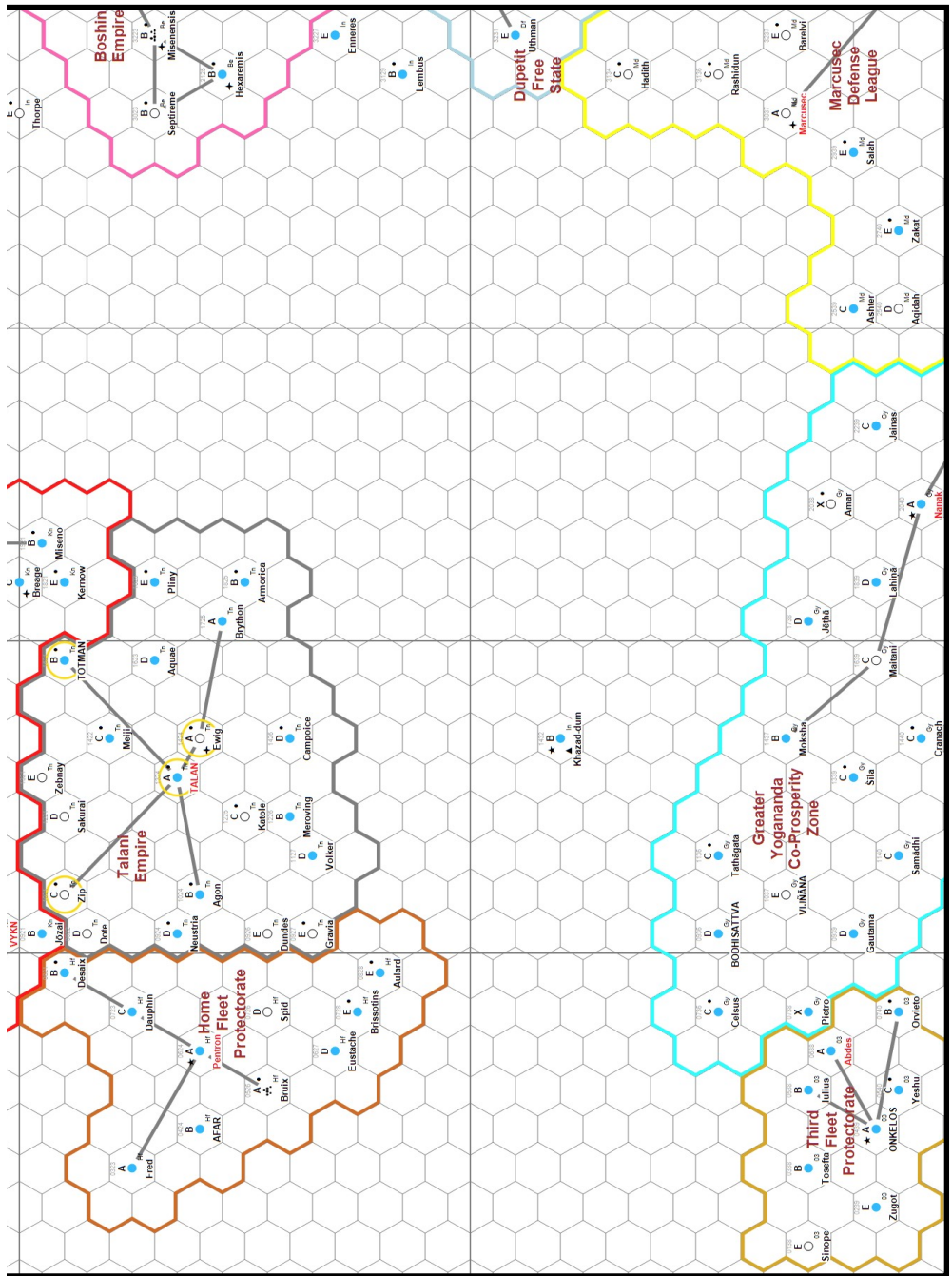


The Soissons Subsector contains 5 worlds and has a population of 120.8 Million. The highest technology level is 11 on the planets Soissons and Vouillé. The largest population is approximately 80 million on Kasiala. The most important world is Soissons. The subsector contains one sophont home world at Kasiala.









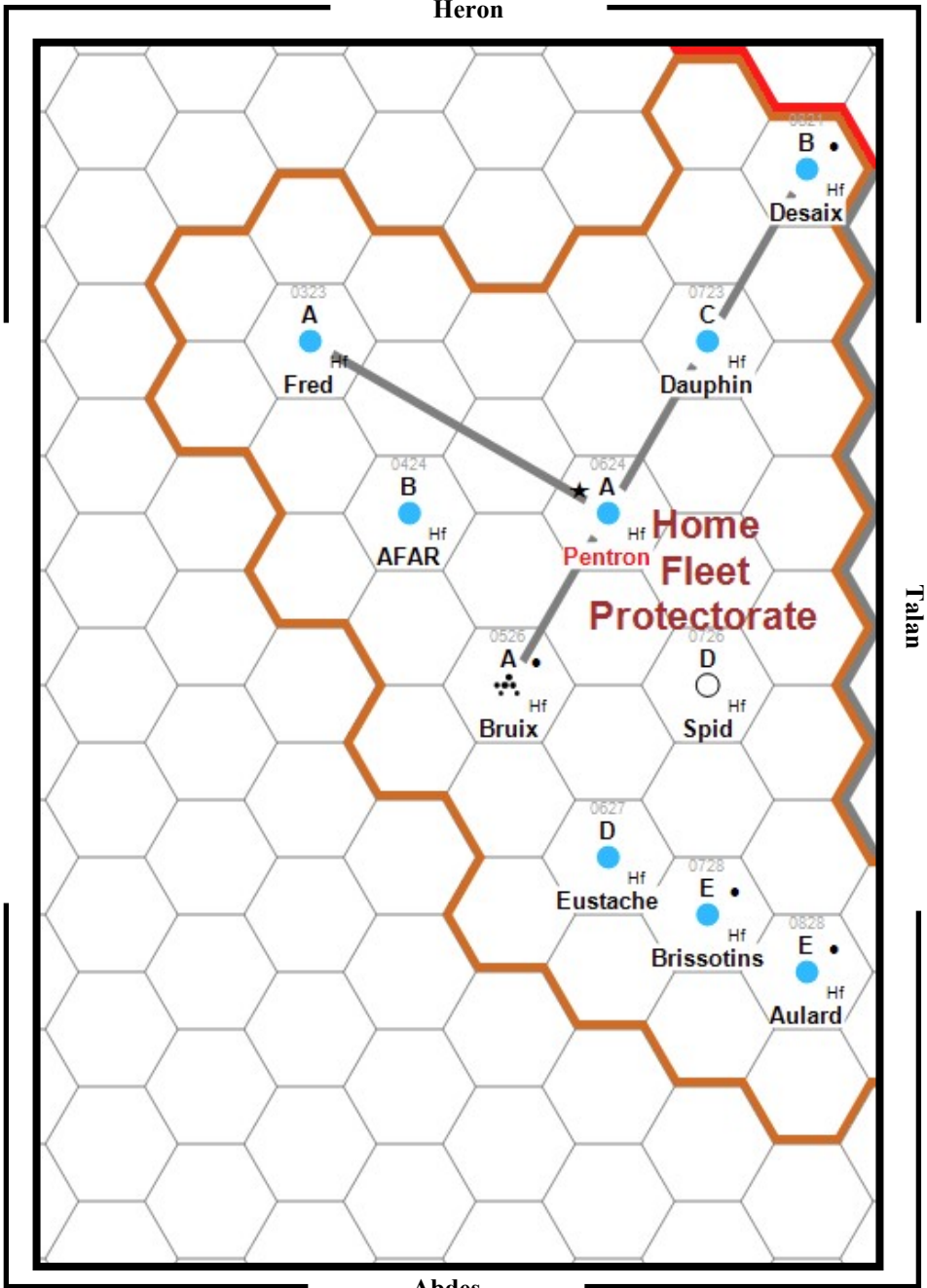
# The Pentron Subsector

Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	Al
0323	Fred	A555662-8	Ni	Ag	130	+2	8621	6144	B		Hf
0424	Afar	D737945-5	Hi		420	-1	8913	A033	E		Hf
0526	Bruix	A000762-B	As	Na Pi	932	+3	H7C3	A378	D		Hf
0624	Pentron	A332231-9	N	Lo Po Cd Cp	220	+1	9207	708C	B		Hf
0627	Eustache	D789366-8	Ri		510	+0	7353	0077	B		Hf
0723	Dauphin	C641536-7	He	Ni Po	600	-1	C513	8035	B		Hf
0726	Spid	D7B97AB-6	Fl		900	-2	A795	9026	B		Hf
0728	Brissotins	E87588D-1	Ph	Pa Ag Pi In	502	+2	88A3	7200	F		Hf
0821	Desaix	B575669-6	Ni	Ag Sa Cd	923	+1	B655	218A	B		Hf
0828	Aulard	E591757-4	He	Pi	322	-1	8766	7350	D		Hf

As the Civil War after the collapse of the Talani Senate ground down the high tech Talani fleets, what once was the Talani Home fleet was pushed into the Pentron subsector. It was here that they managed to build up a defensive capability granting them the time they needed to form a coalition among the worlds they defended and the remaining fleet officers. Unwilling to give up on their original tasking of defending the home world, the Home Fleet Protectorate (HFP) is rebuilding its capabilities and has been forming an alliance

with the Kentron Empire. Several merchants have reported seeing large numbers of obsolete Kentron and Opecian Naval Ships being operated by the HFP supplementing the capabilities of the lower tech ships the HFP can build on their own. Many speculate that the HFP and the Kentron Alliance may actually attempt to invade the Talani subsector with the goal of eliminating the threat posed by the New Talani Empire.



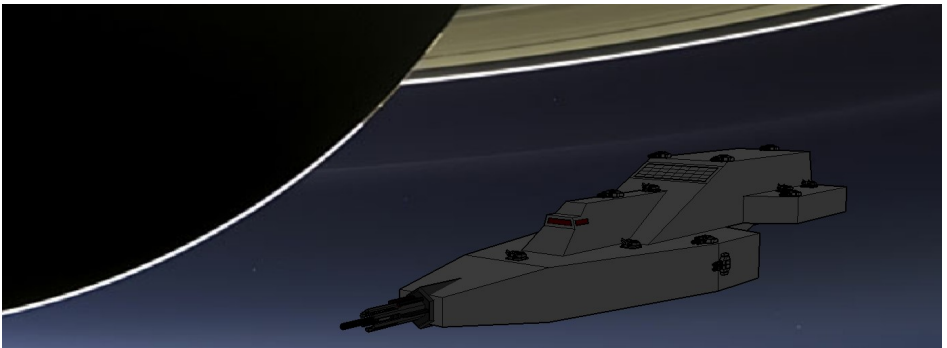


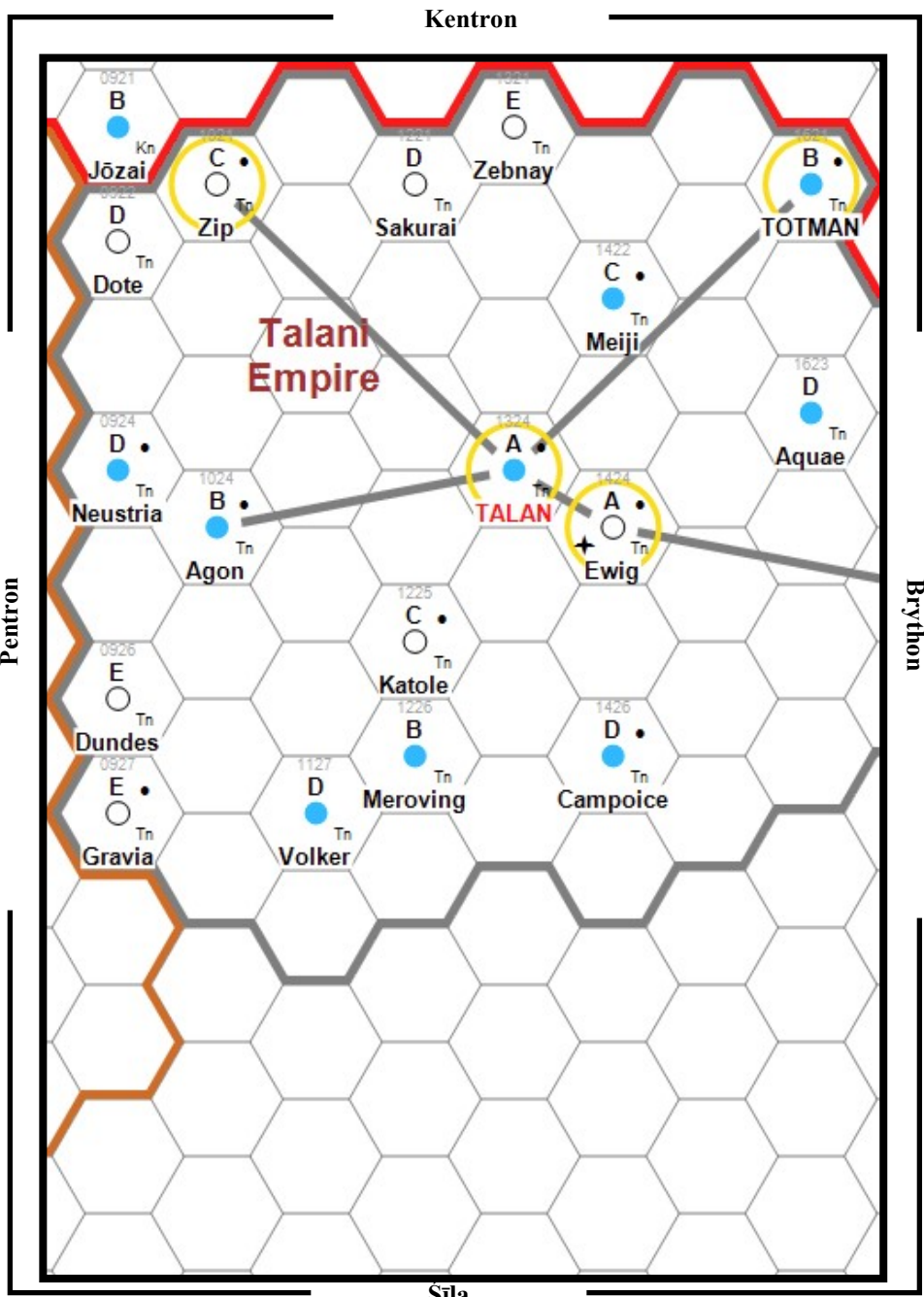
The Pentron subsector contains 10 worlds and has a population of 4.7 billion. The highest technology level is 11 on Bruix. The largest population is approximately 4.0 billion on Afar. The most important world is Bruix. The Home Fleet Capital is on Pentron. The subsector contains 1 sophont home world at Afar.

# The Talan Subsector

Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	Al
0921	Jōzai	B875312-A		Ag	220	+3	73D5	0057	B		Kn
0922	Dote	D430447-6		De Ni Po	710	-2	C440	2064	B		Tn
0924	Neustria	D639688-6		Ni	513	-2	A658	5075	B		Tn
0926	Dundes	E500300-5		Va	320	-2	9344	5280	B		Tn
0927	Gravia	E100525-6		Va Ni	723	-2	E552	4051	B		Tn
1021	Zip	C300133-5		Va Lo	601	-1	C104	0496	B	A	Tn
1024	Agon	B788967-F		Hi Ag Pr Ri	713	-1	9663	7247	B		Tn
1127	Volker	D441635-4		He Ni Po Cd	610	-2	B613	3085	B		Tn
1221	Sakurai	D7AA556-B		Fl Oc Ni	810	+0	7527	A028	B		Tn
1225	Katole	C6A5522-5		Fl Ni Sa	812	-1	7522	5039	B		Tn
1226	Meroving	B465221-B		Lo Ag Ri Cd	230	+4	A208	2279	C		Tn
1321	Zebnay	E7C8344-4		Fl	510	-2	B365	3034	B		Tn
1324	Talan	A866B59-G		Lo Sa Lk Cp	622	+6	A206	2294	B	A	Tn
1422	Meiji	C552467-8		Ni Po	211	+0	A461	0147	B		Tn
1424	Ewig	A400597-D	M	Va Ni	132	+2	E538	534C	B	A	Tn
1426	Campoice	D554566-2		Ni Ag	122	-1	G525	A093	B		Tn
1621	Aimoku	B331DEJ-D		Hi Na Po	113	+3	8D92	D33F	E	A	Tn
1623	Aquae	D465589-3		Ni Ag Pr Ri	910	+1	A544	1072	C		Tn

The Home world of the Talani is still recovering from the massive battles fought on its surface and through out its system. with all of the shipyards having been destroyed. Additionally, many of the nearby systems have suffered similarly and while the new Talani Empire, as it calls itself, has several large high tech starships, it has little capability to repair or maintain them. Finally the sheer size of the population on Talan means that the NTE have lots of troops to quell any insurrection on the planets it currently holds. They just have to use the few remaining bulk cargo ships to move the troops to the hot spots.





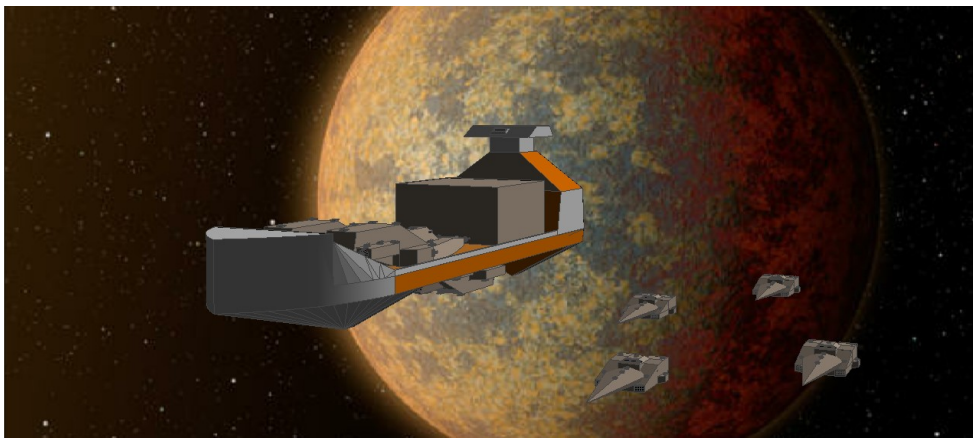
The Talan subsector contains 18 worlds and has a population of 10.6. trillion  
 The highest technology level is 15 on Talan. The largest population is approximately 10 trillion on Aimoku. The most important world is Talan. The capital of the New Talani Empire is on Talan. The subsector contains 1 sophont home world on Aimoku

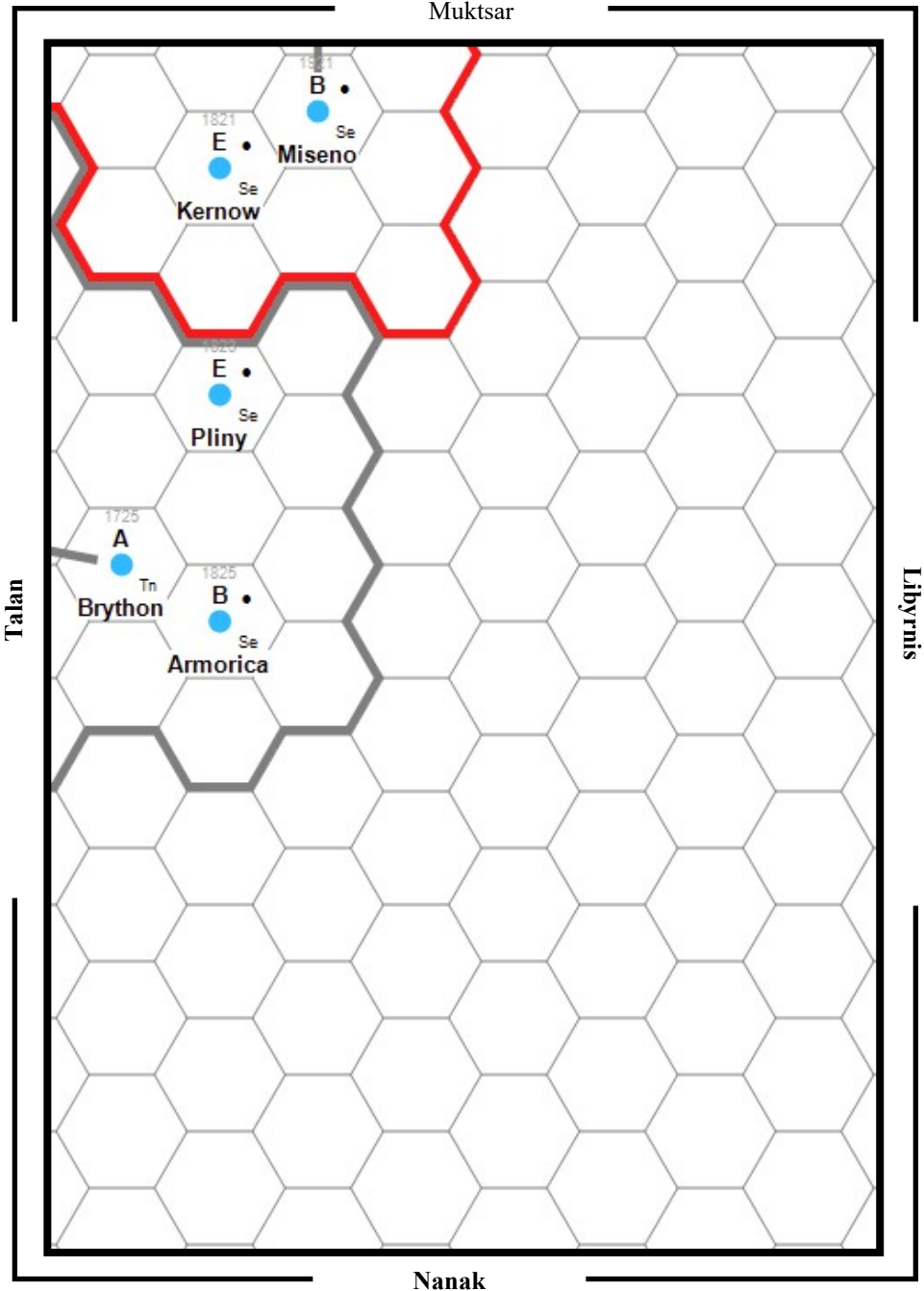
# The Brython Subsector

Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	Al
1725	Brython	A451831-8	Ph	Po	100	+1	88A6	B287	e	Tn	
1821	Kernow	E989432-6	Ni	Ri	721	-1	F416	9084	B	Kn	
1823	Pliny	E87A6A8-7	Oc	Ni	932	-2	D641	70A2	B	Kn	
1825	Armorica	B76755A-8	Ga	Ni Ag Pr Ri Cd	232	+4	A541	4625	C	Tn	
1921	Miseno	B886875-9	Ga	Ph Pa Ag Ri	203	+4	A895	C358	e	Tn	

Essentially a back water subsector, the Brython Subsector was the sight of significant fighting during the Second Kentron War. On a few occasions the New Talani Fleet crossed swords with the Kentron Fleet as they attempted to secure all the worlds of the now defunct Tyranny of Muktsar. The Capture of the three rim ward most systems by the New Talani Empire is a source of friction with the Kentron Alliance. And it is rumored that a conflict between the two interstellar states is brewing and soon to be brought to a boil.

The Large amount of natural resources, such as lanthanum, available in the Kernow system has lead the Kentron Alliance to invest in the system’s infrastructure allowing them to better defend the system and more easily exploit its resources. It is rumored that deep meson gun emplacements have already been installed on several of the moons around the gas giants and the main world. There is also rumor that a large planet beyond the system’s heliopause has had a new naval base built there and is quickly raising to class A status, and may even become the newest naval depot in the sector.





The Brython subsector contains 5 worlds and has a population of 309,million. The highest technology level is 9 on Miseno. The largest population is approximately 200000000 on Miseno. The most important world is Armorica. The subsector contains 2 sophont home worlds on .Brython and Miseno



# The Libyrnis Subsector

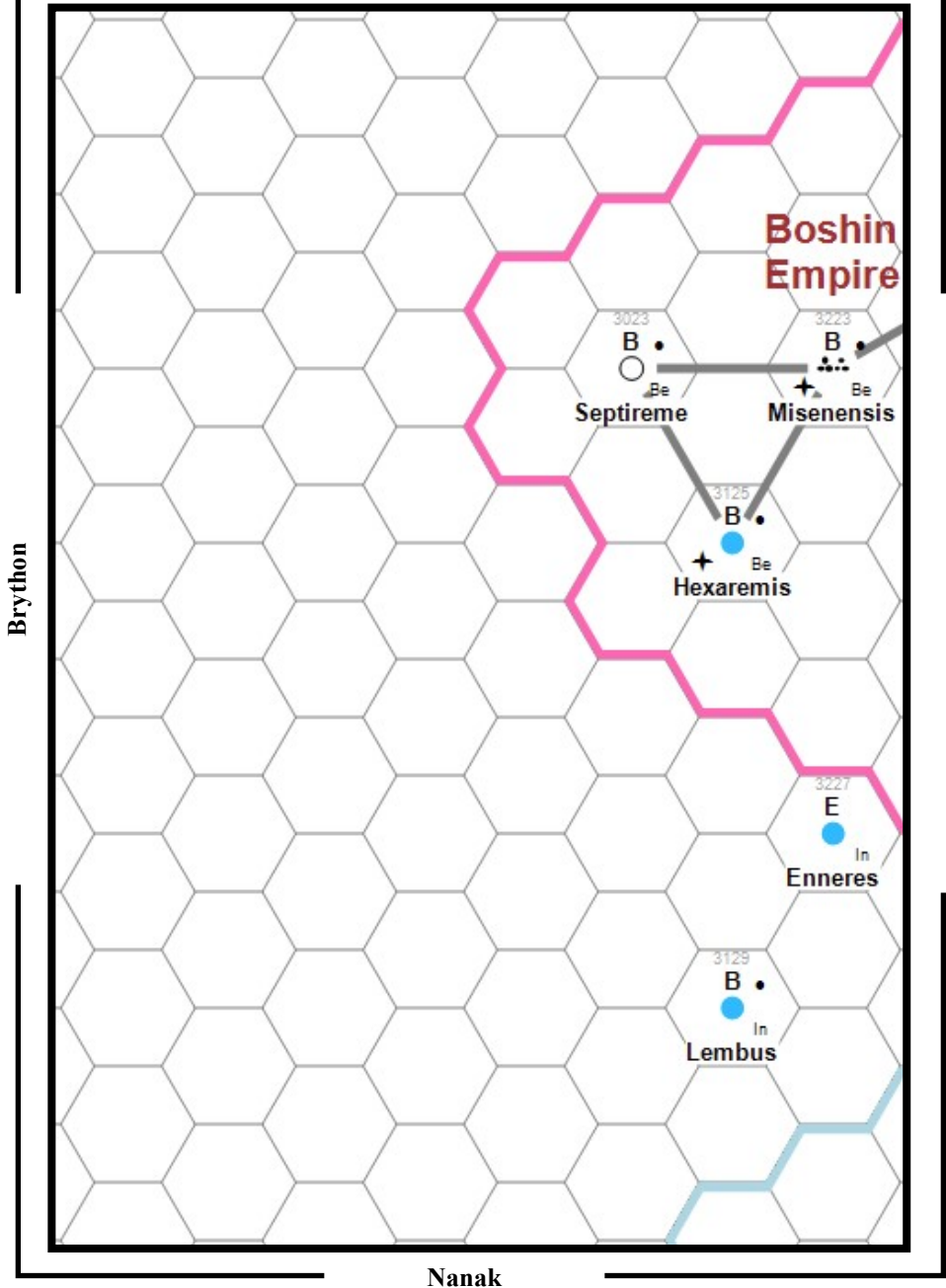
Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	Al
3023	Septireme	B310015-9			921	+1	9086	1027	B		Be
3125	Hexaremis	BDDA578-A	M	Fl Oc Ni	103	+2	E514	507B	B		Be
3129	Lembus	BEEA7B8-C		Fl Oc	813	+2	A794	806A	B		In
3223	Misenensis	B000202-D	M	As Lo Sa	801	+2	6209	027H	B		Be
3227	Enneres	E221101-7		Lo Po	320	-2	A106	1079	B		In

While The Boshin Empire holds three planets in the Libyrnis subsector, they usually send their naval production from here to attempt to hold back the Lucasian Horde in their more trailing and coreward areas. However, it is on Septireme that the Boshin have discovered the site of an ancient facility and are busy excavating the site, looking for any artifact that may help them to keep back the Lucasian Horde.

The Libyrnis are a race of bipedal amphibians that live in the exotic atmosphere of Lembus. Encountered late during the Talani expansion in the area, little is known of this species. However, the Boshin are attempting to create a trade pack with them as some of the Libyrnis foods have been found to contain anagathic properties of significant strength.







The Libyrnis subsector contains 5 worlds and has a population of 80 million. The highest technology level is 13 on Misenensis. The largest population is approximately 80000000 on Lembus. The most important world is Hexaremis. The subsector contains 1 sophont home world on Lembus.

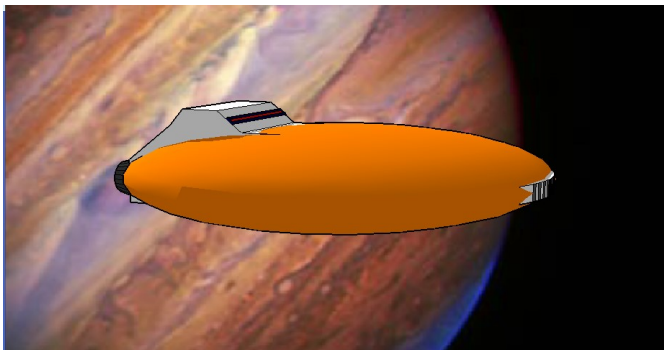
# The Abdes Subsector

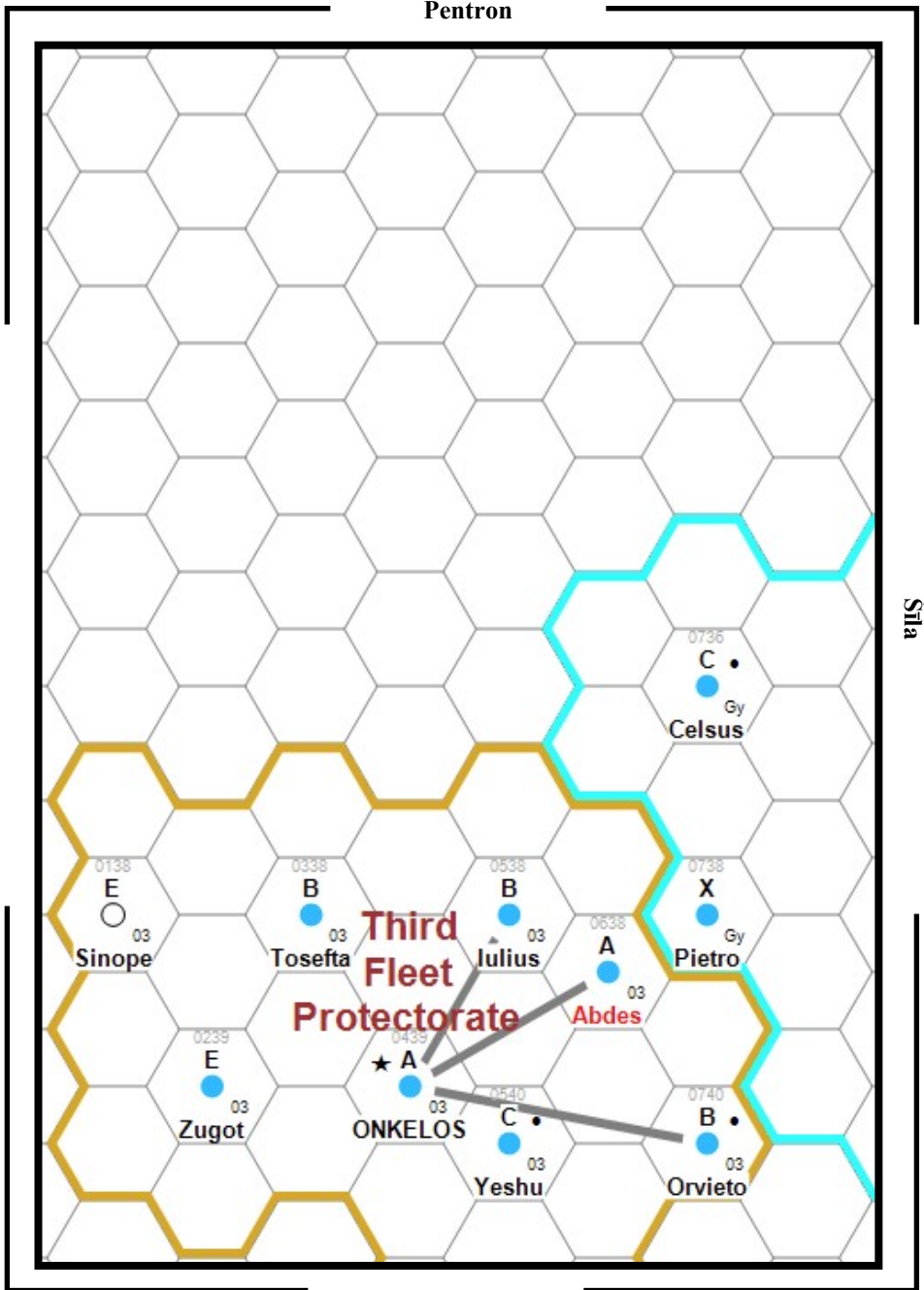
Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	Al
0138	Sinope	E300412-7	Va	Ni	800	-2	9416	4063	B		03
0239	Zugot	E4468DD-0	Ph	Pa Ag Pi In	630	+2	A8B4	5364	F		03
0338	Tosefta	B757545-8	Ga	Ni Ag Sa Lk	300	+2	7528	2257	B		03
0439	Onkelos	A23398B-E	Hi	Na Po	540	+3	99E8	944B	E		03
0538	Iulius	B35387A-8	Ph	Po	510	+1	8886	8407	e		03
0540	Yeshu	C63A752-8	Oc	Sa	333	+0	8776	7247	B		03
0638	Abdes	A759445-D	Ni	Cp	230	+2	F411	135G	B		03
0736	Celsus	C556545-5	Ni	Ag	101	+0	B514	0269	B		Gy
0738	Pietro	X462652-1	Ni	Ri Cd	330	-1	A656	6265	B		Gy
0740	Orvieto	B385658-B	Ni	Ag Ri	232	+4	C659	682B	C		03

The Third Fleet attempted to assist the Home Fleet protect the home world by defending the passage to the Talan Subsector in the Gateway subsector. However, the emergence of the Greater Yogananda Co-Prosperity Zone (GYCZ), a puppet state of the Anedjib Empire, forced the third fleet out of the Gateway subsector. Able to hold the GYCZ at bay long enough to establish a presence in the Abdes Subsector, the fleet commanders have established a number of mutual protection treaties with most of the local systems. The treaties require the systems provide personnel and material to aide in the defense of the subsector and the fleet provides leadership training and technological improvements.

The Sinope system contains an ancient archeological site on an outer zone dwarf planet. The site is currently protected by the Third Fleet and any unauthorized ships approaching the planet will be seized.

The Onkelos are a gregarious species of tri-sexual omnivore gatherers who have developed a high tech society that was just reaching out to nearby systems when the Talani arrived in the area.





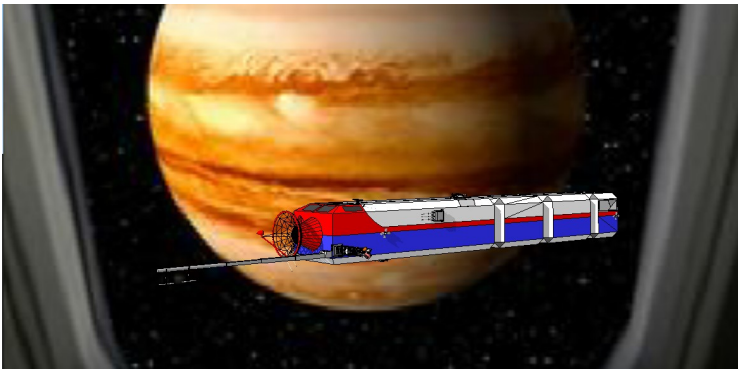
The Abdes subsector contains 10 worlds and has a population of 6.1 billion. The highest technology level is 14 on Onkelos. The largest population is approximately 5.0 billion on Onkelos. The most important world is Orvieto. The third fleet Capital is on Abdes, The subsector contains 3 sophont Home worlds at Julius, Yeshu and Onkelos

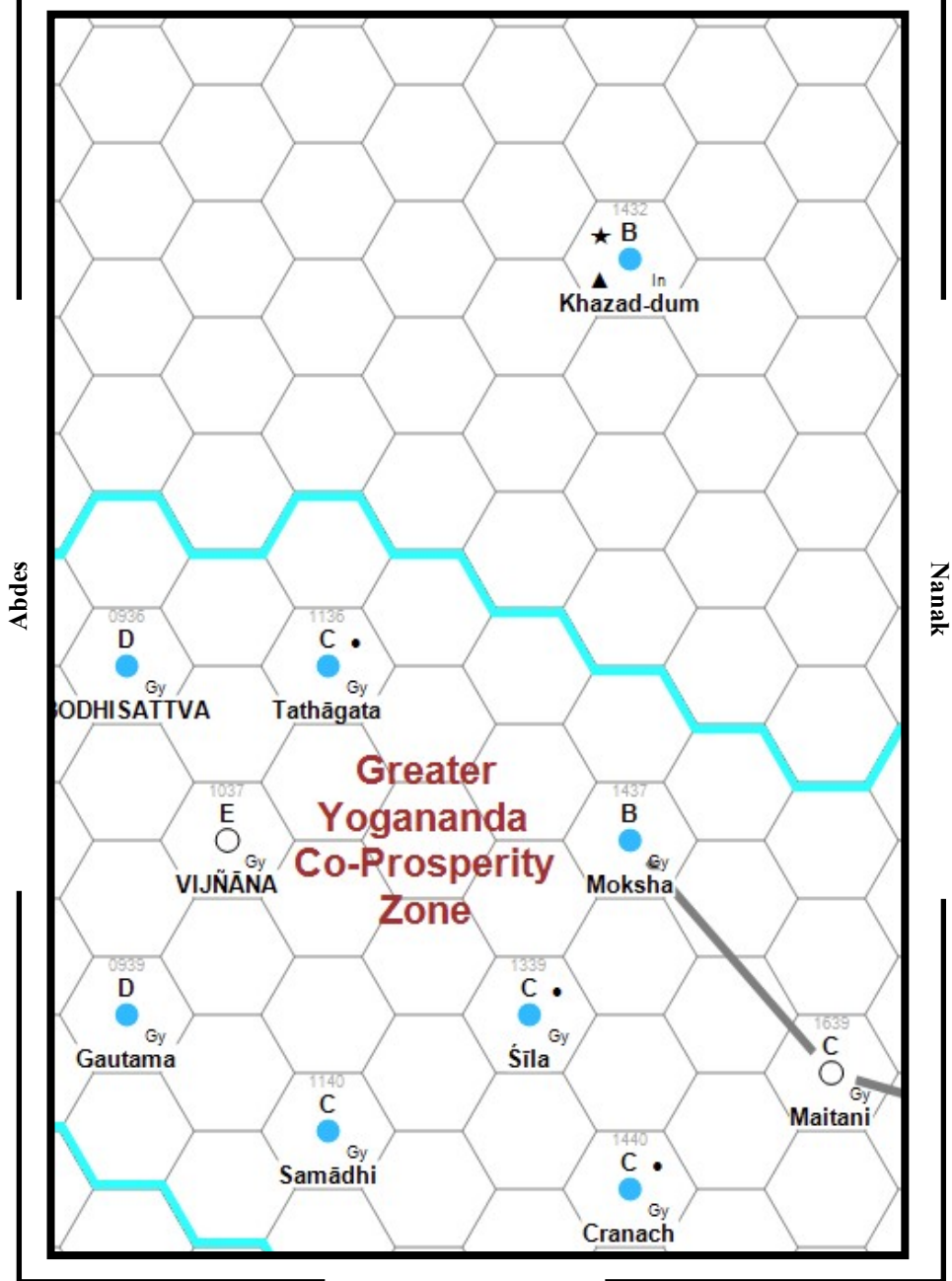
# The Gateway Subsector

Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	Al
0936	Bodhisattva	D666DEE-8	Ga	Hi Ag Ri	320	+2	8DA2	E037	E		Gy
0939	Gautama	D57A79D-8	Oc	Pi	710	+0	D722	504C	D		Gy
1037	Vijñāna	E37098A-4	De	He Hi In	910	+0	9965	9046	F		Gy
1136	Tathāgata	C537100-9	Lo		322	+0	F105	1167	B		Gy
1140	Samādhi	C577788-3	Ag	Pi	700	+1	57A4	B357	D		Gy
1339	Śīla	C668742-7	Ag	Ri	503	+1	A773	9149	C		Gy
1432	Khazad-dum	B442532-7	He	Ni Po Sa Lk	220	+0	9536	0128	B		Na
1437	Moksha	B555451-B	Ni	Pa Ag Sa Lk	900	+4	5444	347B	B		Gy
1440	Cranach	C53559A-8	Ni		313	+0	E543	9058	B		Gy
1639	Maitani	C210541-9	Ni	Cd	710	+0	7525	408C	B		Gy

The Gateway subsector is one of the few locations where a ship with sufficient Jump capability can cross the Silent Rift into the Talani subsector and what once was the heart of the Empire. The bridge system of Khaza-dum can only be reached by a ship with Jump 5 capability. The system has an extensive naval and scout base and the system has declared itself neutral. Thus all belligerent ships or fleets can pass through the system but they are not allowed to land or fight anywhere in the system. Any ship that is unable to leave the system will be allowed to land but once landed the ship becomes the property of the System defense forces and the crew are allowed to live on an isolated habitable dwarf planet.

The Greater Yogananda Co-Prosperity Zone (GYCZ) was created by the Anedjib Empire to rimward , when they entered the area and forced the Third Fleet out . Once secured the Anedjib Navy forced all the systems in the area to pay fealty taxes to the Empire in the form of Credits and Material. There is a growing insurgency in several of the systems. Aided by the Third Fleet and the Anedjib Navy regularly patrols the area in an attempt to prevent merchants from transporting Weapons or Personnel across the interstellar borders.





The Gateway subsector contains 10 worlds and has a population of 30 trillion. The highest technology level is 11 on Moksha. The largest population is approximately 30 trillion on Bodhisattva. The most important world is Moksha. The subsector contains 5 sophont home worlds on Śīla, Samādhi, Gautama,

# The Nanak Subsector

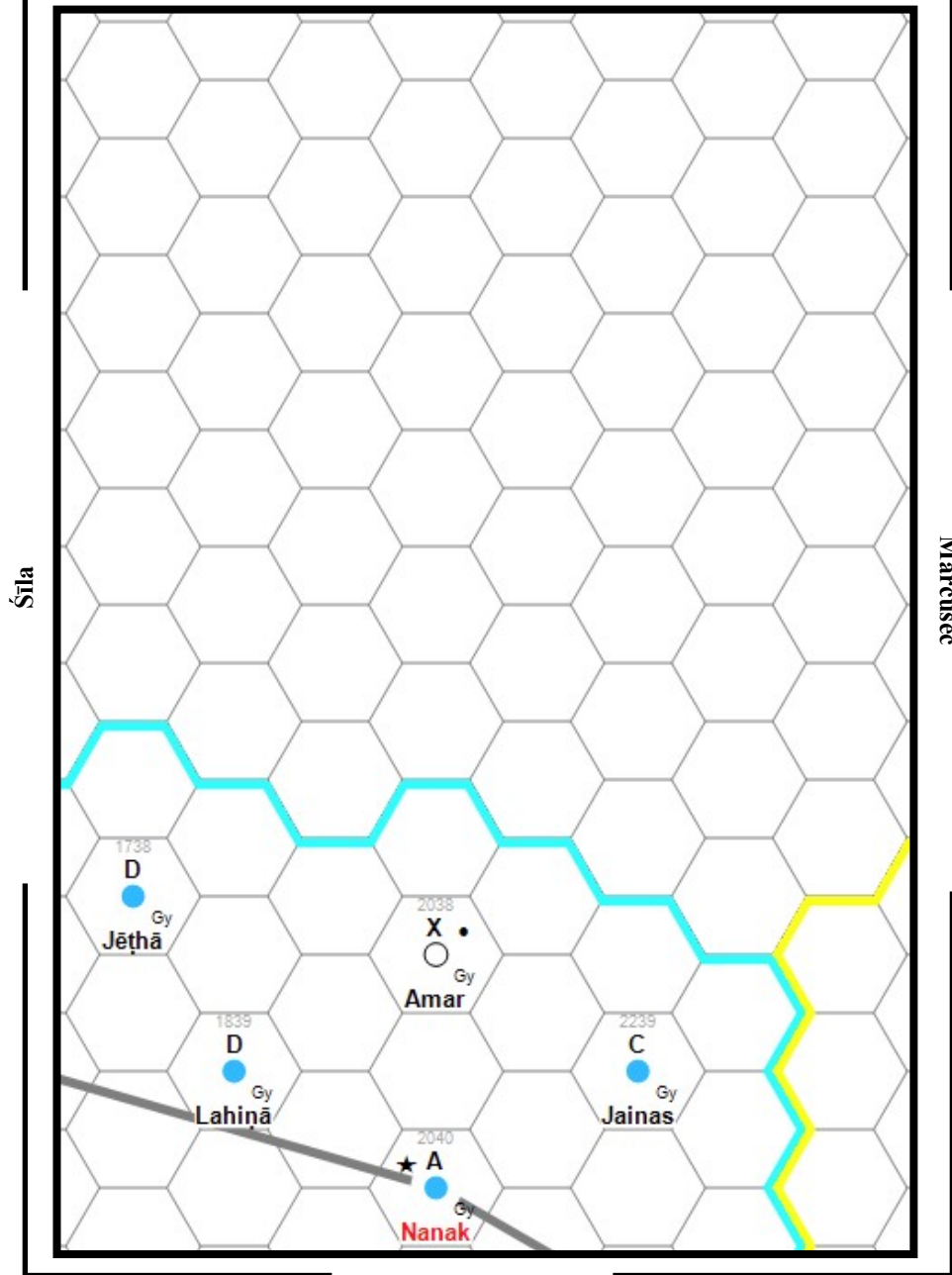
Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	Al
1738	Jēṭhā	D486268-4	Lo	Ag Ri	200	+0	7202	3037	C		Gy
1839	Lahiṇā	D797343-6	Ag	Cd	730	-1	9315	3029	B		Gy
2038	Amar	X7A7610-0	F1	Ni	313	-2	A647	7113	B		Gy
2040	Nanak	A454730-A	N	Ag Sa	520	+3	A788	9278	B		Gy
2239	Jainas	C243533-7	Ni	Po	330	-1	9525	305B	B		Gy

The Nanak Subsector has seen a recent increase in piracy. Many believe this is due to the interference of the Marcusec Defense League issuing letters of marque to hinder the operations of the Anedjib Empire with in the Greater Yogananda Co-Prosperity Zone . There are even rumors of large merchant ships making runs into the area carrying weapons and material for waging war, while at the same time evacuating refugees from the area. Due to these illicit operations the Anedjib Empire has recently upgraded the Naval base on Nanak and they are also starting to send in smaller escort class vessels into the area to help put a stop to the pirates and smugglers.

Jainas has been the sight of several uprisings against the Anedjib Army and several mobile Army groups have been brought in from the Gateway subsector to help quell the fighting. The net result however has been an increase of activity and not a decrease. Making the system very unpopular with the Imperial forces assigned to it.

Lahina is known for the Utchunquoyes , a beast who's saliva is renowned for its ability to halt bleeding and its natural antibiotic properties,. Naturally, there is a sizeable black market for this beast or its saliva, throughout the sector and beyond.





The Nanak subsector contains 5 worlds and has a population of 53 million. The highest technology level is 10 on Nanak. The largest population is approximately 50 million on Nanak. The most important world is Nanak. The subsector contains 1 sophont home world on Nanak and Nanak serves as the local capital for the Greater Yogananda Co-Prosperity Zone.



# The Marcusec Subsector

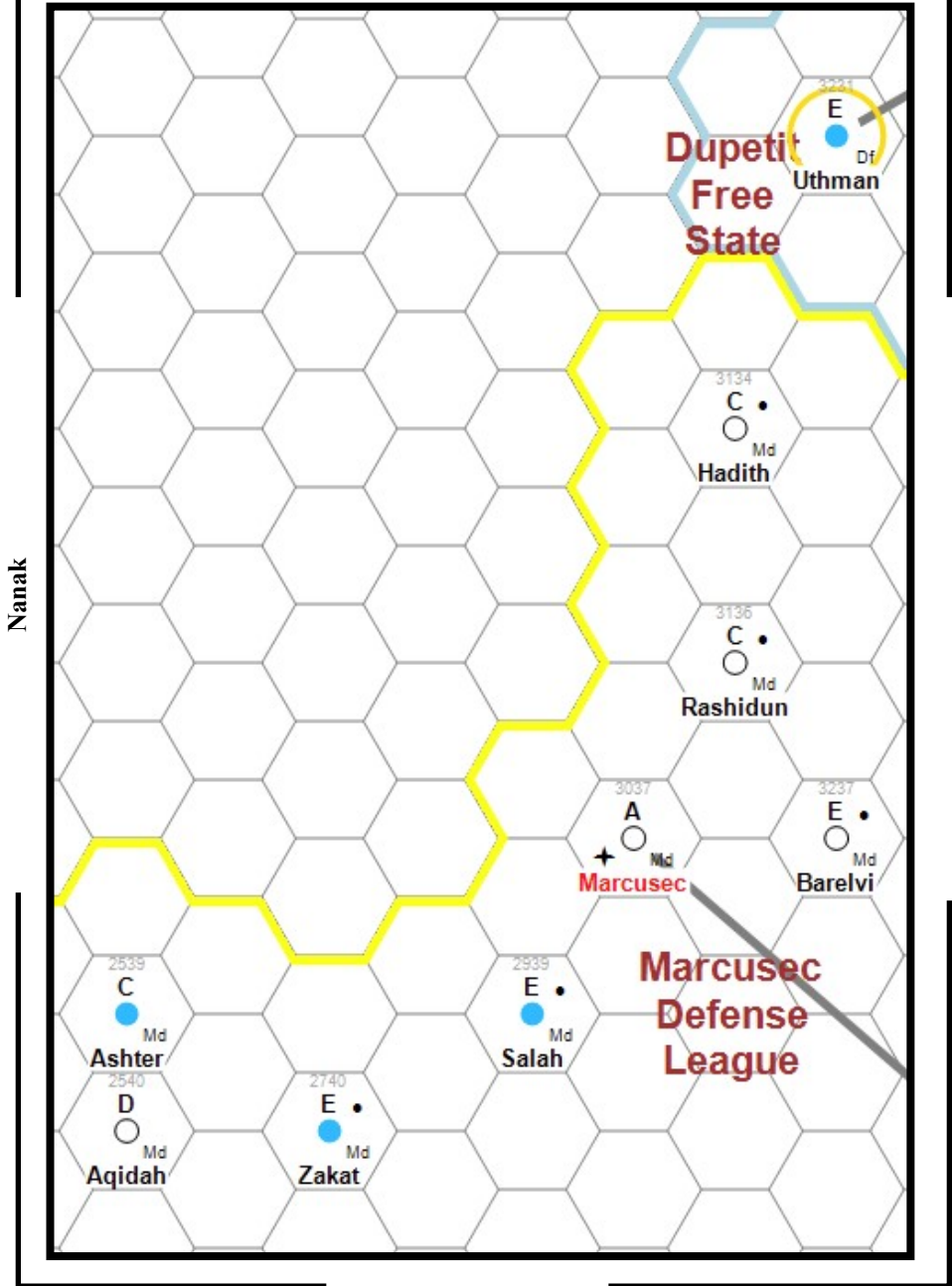
Hex	Name	UWP	B	Notes	PBG	Ix	Ex	Cx	N	Z	Al
2539	Ashter	C794788-5	Ag	Pi	810	+1	6763	6238	D		Md
2540	Aqidah	D410100-6	Lo		210	-2	9104	0028	B		Md
2740	Zakat	X322586-3	He	Ni Po	202	-2	9544	6031	B		Md
2939	Salah	E69538A-2	Ag	Cd	121	-1	B361	2082	B		Md
3037	Marcusec	A510851-B	M	Ph Na Pi In Cp	100	+4	78A6	812C	F		Md
3134	Hadith	C300421-9	Va	Ni Sa Lk	731	+0	A427	5267	B		Md
3136	Rashidun	C130666-6	De	Ni Na Po	812	-1	C618	8146	B		Md
3231	Uthman	E696523-5	Ag	Cd	410	-1	602A	0226	B	A	Df
3237	Barelvi	E250856-6	De	Ph Po	511	-2	9872	A322	e		Md

The Marcusec subsector is stable and relatively prosperous. Only one world in this subsector, Uthman, is posted as a TAS Amber Zone . The Duke of Dupetit has claimed Uthman as part of his personal preserve, known as the Dupetit Free State. With in this state The Duke’s Army has been known to commit atrocities simply so the Duke can line his coffers and build a large fleet relatively cheaply at the expense of his subjects.

The Marcusec Defense League however, has established a refugee collection point on Hadith and it is at these camps that the League has been training insurgents and spies to help thwart the Duke’s plans. Additionally, the League is monitoring the events with in the near by Greater Yogananda Co-Prosperity Zone. And it is rumored that the league has been issuing Letters of Marque against both of its neighbors in this sector.







The Marcusec subsector contains 9 worlds and has a population of 68 million. The highest technology level is 11 on Marcusec. The largest population is approximately 50 million on Barelvi. The most important world is Marcusec. Marcusec is also the Capital of the Marcusec Defense League. The subsector contains 3 sophont home worlds on Ashter, and Barelvi with a vanished native home world on Uthman



its business is focused on routine bank, prison and starport security, H5T also plays an important role in crisis-zones all around the sector. In Ky-36, H5T swallowed up Fleet Group Inc, whose 30-strong fleet of escort ships had been protecting about one third of all non-military supply convoys in the sector (it's also notorious for its wild parties and for having Pirate warlords on its payroll).

### **The Hunters Lodges:**

The Hunters Lodges are a series of secret organizations formed during the Talani Civil War and spreading through out the sector. The organization first arose on Talan among refugees and spread under the influence of Dr Charles McLeod and Donald Duncombe, leaders of the short lived Talani Refugee Relief Association, drawing in support from many different areas in the sector. The Hunters Lodges have adopted secret signs, hierarchical orders, and rituals. They also utilize a secret code, sometimes printed in newspapers like the *Buffalonian*, to communicate orders. These lodges are a method of recruiting, and indoctrinating insurrectionists who's political views closely resemble that of the overall group leaders. Having caused a great deal of problems through out the sector all the stellar governments are on the look out for lodges forming within their area.

### **Inter-Rift Agencies Ltd:**

A competitor to Novala Enterprises before the fall of the Empire, Inter-Rift stayed neutral to the belligerents in its area of operation and thus is able to cross interstellar borders without causing too much suspicion. Originally the company functioned by shipping cargos across the rift through Gateway or Philmont. Now however, the company finds itself supporting the needs of the Guardian Fleets and also has to pay hefty operating license fees to governments and pirate organizations. It is suspected that Inter-Rift is cutting a deal with pirates, where for safe passage of its normal cargos, the company will also pick up cargos and captives, delivering them to the Boshin Empire. They also have been used for delivering gold sent as a ransom for either ships or personnel captured by the pirate groups.

### **Inter-Stellar Operations Army: (ISOA)**

ISOA operates in the Philmont Subsector training Guardian Fleet Marines how to fight the Lucasian Horde. All of its employees are experienced Horde fighters and frequently go out on missions along side their recently trained brothers to gather more experience fighting the Horde. ISOA also helps the Guardians recruit personnel through out the coreward section of the sector.

### **MV Marzooqah:**

A single ship of pirates operating somewhere in the Talani subsector. This ship is a massive bulk cargo ship that has had many weapons, engines and fighter craft added to its compliment. The normal operating procedure for the ship is to jump into a system, overtake a smaller vessel and drag it into its cargo hull. Once secured the pirate jumps out of the system to parts unknown and the smaller ship is usually never heard from again.

### **Mazgaon Ventures:**

Operating within the Kentron Empire, Mazgaon Ventures operates a small fleet of 15 Hertz class subsidized merchants that are converted Pall Bearer class Fighter Carriers. The line maintains three hubs at Centron, Bongo and Matson. Their ships have been upgraded to carry weapons and can be easily reconfigured at their hubs to carry a varying amount of cargo or passengers based on the availability of modules and current line needs.

### **Mercenaries:**

Business is booming through out the sector for a growing army of private military contractors who take their military training and offer it to the highest bidder. Mercenaries are stationed throughout the sector fighting conflicts for governments that are reluctant to use their own troops. Recently, an army of 50,000 heavily-armed contractors replaced official New Talani Empire forces on Pliny (1823) , and many more have been recruited to protect private interests throughout the sector.

### **Novalan Enterprises:**

For several decades prior to the fall of the Talani Empire, the Novalan government had been riddled with corrupt politicians lining their pockets with bribes and embezzled funds from government works projects or military contracts. This behavior continued and actually spun out of control after the empire fell apart.

Novalan Enterprises (NE), a large merchant corporation, was getting fleeced just as badly as the civilians, and eventually the CEO had reached a breaking point. The corporation had already been using its own police and security force for many years in an effort to protect itself from the corruption, and now these forces had grown to a point that they easily outclassed anything the "Government" could muster. By hiring a few supplementary mercenary units from off planet, and taking advantage of many corrupted officials, NE was able to seize control of the capital and set itself up as the governing body for the planet. Trials quickly ensued and most of the, Implicated government official's were unceremoniously tossed on to an undisclosed prison planet.

Once in control of the capital, the corporation struggled with many of the mundane functions that a government performs but which a corporation usually does not. However, they did eventually figure out how to manage things, and the planet is now in control of its own finances, and the quality of life has greatly improved.

Unfortunately, because of the time it took to gain control of the economy and restart legal tax collection, the Novalans did not have time to build up a true naval force to protect itself or its interests throughout the sector. Additionally, the corporation's fleet of merchant ships had never been allowed to arm itself under Talani rule and so the large fleet of ships that Novala had, was incapable of converting itself into an effective Navy.

Initially the corporation allied itself with the Heron Empire as a defense against Kentron and it's allies, However, the board has since realized that in the long run they may need to switch sides and are thus making efforts to normalize relations with Kentron and more importantly Opecia.

### **Parklow Shipping Limited:**

The company has a fleet of modern singledeck, box hold and container fitted vessels ideally suited for the carriage of project cargoes, grain, general and bulk commodities. Parklow Shipping currently operates a modern fleet of about 45 ships in sizes ranging from 4,200 – 15,000 tons. Parklow Shipping is a leader within the Nipron subsector in the dry bulk trade, with chartering teams based on Nipron and Strance.

### **Sebastian Geun-hye**

Nicknamed "the one who never sleeps." Leader of the 15 ship pirate fleet. "Rift Space Guard", active in capturing ships for ransom.

### **The Talani Civil War:**

The last external threat the Talani Empire faced before it collapsed, was the Lucasian Horde. The Horde required a large amount of resources and attention from the Empire as they struggled to stop its advance on the trailing frontier. Eventually, the fight against the Horde became desperate as their numbers seemingly grew exponentially. At about this time General Maxwell von-Kentron came up with a new strategy to stop the Horde's advance, but it would be costly and devastating. He set about sterilizing whole subsectors to deny them use of habitable planets and easy access to the minerals they needed to spread across the galaxy. The strategy worked and the Horde appeared to be stopped cold in its tracks. But unfortunately for von-Kentron, his strategy also wiped out the power base of some very influential and corrupt senators. These senators forced the Senate to relieve him of his duties and send him home in disgrace.

However, the Senators had miscalculated. They did not realize until news of his victorious return and subsequent takeover of his home world had reached the Talan, that Von Kentron was actually a war hero to the hundreds of trillions of sentients he had saved. Shaken up by the political fallout from Kentron's actions and accusations of malfeasance against several of the corrupt senators, they called in their favors from various admirals and ordered their fleets home to Talan to eliminate their political rivals. Aware of this, the Home fleet set about preparing to defend the home world and recalled what support it could muster from the loyal fleets still defending the borders.

Just as the fleets began to clash within the home system, the Imperial Library was broken into and many of the records there were completely destroyed, including the backups. More accusations flew following the destruction of the library, and the Senate fell apart never to fully recover. Meanwhile, the fleets engaged each other attempting to wrest control of Talan for their supported faction and in the process the Naval yards on Talan joined the Imperial Library in oblivion. Eventually the Home Fleet had to withdraw to the Pentron Subsector, an action that marked the fall of the Empire and the end of the civil war.

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