TRAVELLER: The Adventure

This is the age of the Third Imperium. In the year 1105, the Emperor Strephon rules over an empire of eleven thousand worlds. On the far reaches of the empire lies the Spinward Marches, the frontier of the Third Imperium. A crossroads for humans and aliens it is a dangerous place, but for those who dare to cross the abyss between stars, fame and fortune waits.

The Third Imperium

Founded One Thousand One Hundred and Five years ago by the Emperor Cleon I, the Third Imperium has expanded to encompass over 11,000 worlds. The Emperor Strephon currently rules the Third Imperium. The Emperor has appointed nobles to aid his rule of the Imperium. Dukes, Counts, Barons, and Knight go forth among the worlds of the Imperium to bring the Emperor's words and enforce the Emperor's law.

The Imperium is not an oppressive empire crushing all dissent before it. It is a grand confederation to provide for the common defense of its member worlds; to ensure that commerce and trade flows freely among the stars. Other than regulating trade and providing military forces the Imperium does little to interfere with the internal affairs of its members.

The Spinward Marches

The Imperium's farthest frontier sector, containing 437 star systems divided along a coreward to rimward line by the Imperial border. The region is dominated by two major powers: the Imperial Spinward Marches sector and the frontier provinces of the Zhodani Consulate. In the independent territory between the two powers lie three small states: the Federation of Arden, the Sword Worlds Confederation, and the Darrian Confederation. Each follows its own diplomatic line designed to maintain independence from both the Zhodani and the Imperium.

The Spinward Marches has been settled since the 400s and is still a frontier sector. High-tech worlds are scattered among empty, fallow worlds; there is potential for exploration, exploitation, and development for centuries to come.

A Short History

In -3224 (earth year 2092) humanity reached the stars only to find… humans. For hundreds of parsecs to the galactic core there was a multitude of worlds inhabited by humans. There were alien races and alien ecologies but humanity dominated.

These worlds were united under the rule of the Vilani in the Ziru Sirka. This translates to the Grand Imperium of the Stars. By the time humans from Terra made contact the Ziru Sirka was over 1,500 years old.

However this 1,500-year-old rule had a price in cultural rigidity and stagnation. The dynamic Terrans exploited this in a series of interstellar wars that brought down the Ziru Sirka. In its place the Terrans erected the Rule of Man uniting Vilani and Terrans under a single rule.

But the dynamism of the Terrans (now known as Solomani) could not arrest the decline of Vilani culture. Within 400 years; civil wars and economic upheavals caused the collapse of the Rule of Man. With the collapse, both Vilani and Solomani worlds slide into the 1,500 year Long Night.

After 1,500 years the Long Night was beginning to recede and many worlds started reaching out to the stars again. On the world of Sylea a man named Cleon Zhunastu had a dream of restoring the glory of the Ziru Sirka and the Rule of Man. In a thirty-year campaign he transformed the Sylean Federation into the basis for the Third Imperium. In the 654th year of the Sylean Federation; Cleon and the Grand Senate of the Federation proclaimed the Third Imperium with Cleon Zhunastu as Emperor Cleon the first.

The Human Question

Throughout all of history one question remained; from where did humanity come from? Who placed us among the stars? And why did they do this? As the years of Third Imperium rolled on, archeologists found out several things: first genetic analysis indicates that humanity was scattered around 300,000 years ago. Second there are many sites around the Imperium on the various human homeworlds and other world that were built by a non-human race over 300,000 years ago. Third that in a 10,000 year long war this race destroyed itself in leaving humanity to fend for itself. Last the best candidate for the original human homeworld is Terra the homeworld of the Solomani. The race that scattered humanity was dubbed the Ancients. In addition to humanity it is believed that ancients took members of the canis (dogs, wolves, etc) genus and uplifted them to sentience as the Vargr.

No one knows why the Ancients choose humanity to scatter among the stars. There are no answers for the reason why the ancients destroyed themselves in a great war. These questions remain and more are needed to be answered.

Aliens

In addition to the scattered descendents of humanity, alien races are found throughout the stars. There are two traditional categories that alien races have fallen into. Major races that have discovered the jump drive on their own and minor races that have learned the secret of the jump drive from another race. The major race includes Humanity, the Aslan, the Vargr, the Hiver, the K'Kree, and the Droyne.

The Ancients placed humanity on many worlds. Only three of them discovered Jump Drive on their own; Solomani of Terra, Vilani of Vland, and the Zhodani of Zhdant.

The Zhodani, the Aslan, and the Vargr are all present in the Spinward marches.

Aramis Subsector

Aramis subsector is a major agricultural area with substantial markets for its produce among the neighboring Vargr. The Vargr find the wide variety of locally produced food stuffs to be highly desirable luxury goods. The Imperial government has estabilshed several trading stations along the border to encourage this commerce, with the ultimate aim of economically tying the nearby Vargr to the Imperium. This will lessen the chance of them joining the Zhodani in a new war. Produce comes to these stations from all over the subsector. Vargr trading delegations converge and trade raw materials, metals, and manufactured goods for desirable meats, spices, and other delicacies. Major trading stations are maintained at Lablon, Jesedipere, and Junidy. Smaller stations are maintained at Zila and Focaline for trade in the local products of these worlds.

Focaline's major industry is groat-raising; both cloth and unprocessed groat hair are exported, and groat meat is considered a delicacy by the Vargr.

The wine of Zila has an excellent reputation; recent vintages have been critically acclaimed throughout the Marches. Pysadi on the other hand, is under a religious dictatorship which forbids the production of alcohol in any form; although Pysadian fruits, especially its skymelons and trakes, are of superb quality, very little wine is made from them, and all of that offworld.

The Aramis subsector is generally divided into three astrographical areas: the Towers Cluster (including all world reachable by Jump-1 from Towers), the Aramis Trace (Aramis, L'oeul d'Dieu, Reacher, Natoko, and worlds in the Rhylandor subsector, and Deneb Sector). The area is the Scatters (the remaining worlds).
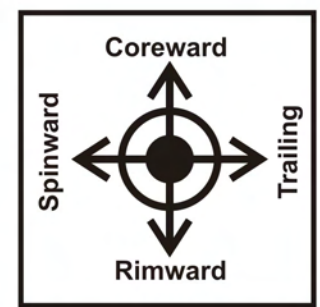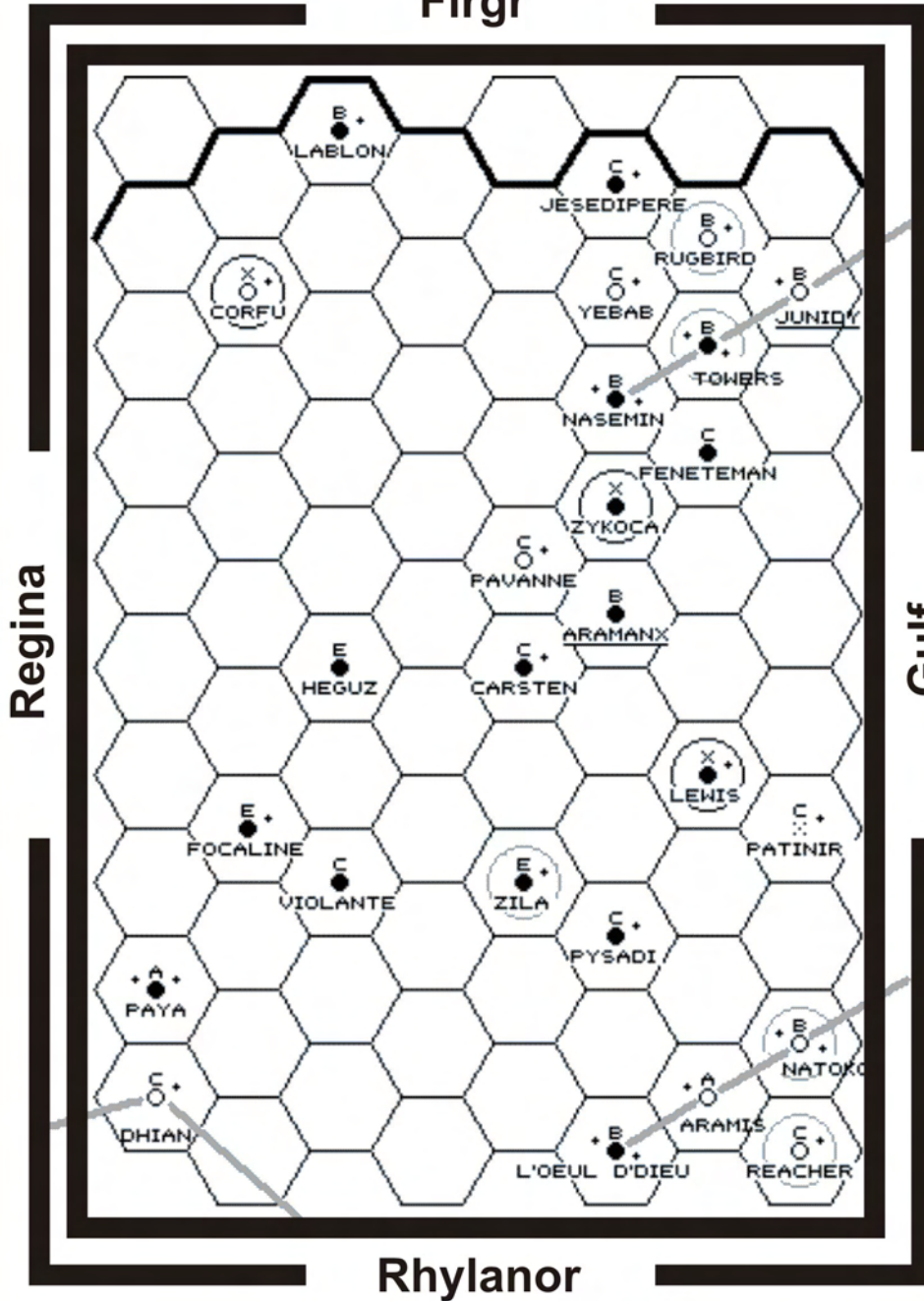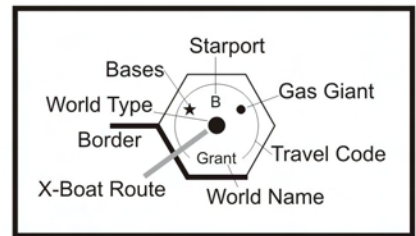
The Aramis subsector contains 26 worlds with a total population of 31.3 billion. The highest population is 28 billion at Junidy; the highest tech level is D at Lewis. All worlds in the Aramis subsector are members of the Imperium.

Aramis Subsector
The Spinward Marches

The Vargr Extents
Firgr

Regina

Gulf

Deneb Sector

LABLON

JESEDIPERE

RUGBIRD

CORFU

YEBAB

JUNIDY

TOWERS

NASEMIN

FENETEMAN

ZYKOCA

PAVANNE

ARAMANX

HEGUZ

CARSTEN

LEWIS

PATINIR

FOCALINE

VIOLANTE

ZILA

PYSADI

PAYA

NATOKO

DHIAN

ARAMIS

L'OEUL D'DIEU

REACHER

Coreward
Spinward
Trailing
Rimward

Rhylanor

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Aramis Subsector
The Spinward Marches

Aramis Subsector Data

Name	Hex Nbr	UPP	Base	Trade Codes	TravelCode	PBG	Alliege	StellarData
Paya	0109	A655241-9	N	Lo Ni		603	Im	F3 V
Dhian	0110	C9A769D-4		Ni Fl		202	Im	M5 V
Corfu	0202	X895674-8		Ag Ni	R	222	Im	M0 V
Focaline	0207	EA88544-A		Ag Ni		724	Im	F3 V
Lablon	0301	B646589-A		Ag Ni		503	Im	M2 III M4 D
Heguz	0306	E66A224-C		Lo Ni Wa		510	Im	M5 V M7 D
Violante	0308	C669452-A		Ni		420	Im	M0 V
Pavanne	0505	E210000-0		Ni		425	Im	G2 V
Carsten	0506	C427402-B		Ni		804	Im	M8 V
Zila	0508	E25672C-7		Ag	A	701	Im	M6 V M3 D
Jesedipere	0601	C775300-7		Lo Ni		411	Im	F4 V
Yebab	0602	C9A489A-7		Fl		712	Im	M9 V
Nasemin	0603	B98A422-B	S	Ni Wa		612	Im	K2 V
Zykoca	0604	X994542-6		Ag Ni	R	320	Im	M9 V
Aramanx	0605	B657974-6		Hi		210	Im	G0 V
Pysadi	0608	C4766D7-4		Ag Ni		201	Im	K9 V M1 D
L'oeul d'Dieu	0610	B98A510-B	N	Ni Wa		502	Im	G1 V M9 D
Rugbird	0702	BAC5634-A		Ni Fl	A	811	Im	M1 V
Towers	0703	B444448-A	S	Ni	A	735	Im	A8 III K6 D
Feneteman	0704	C222200-C		Lo Ni Po		910	Im	G4 V M7 D
Lewis	0707	X427402-D		Ni	R	701	Im	F8 V
Aramis	0710	A6B0556-B	A	Ni De Cp		710	Im	M9 VI
Junidy	0802	B434ABD-9	W	Hi		310	Im	F7 V M9 D
Patinir	0807	C000632-9		Na Ni As		223	Im	F3 V
Natoko	0809	B582211-8	N	Lo Ni	A	801	Im	M2 VI M6 D
Reacher	0810	C9A8542-8		Ni Fl	A	233	Im	G4 D

UWP Explanation

This a Universal World Profile

Aramis	0710	A6B0556-B	A	Ni De Cp		710	Im	M9 VI

This format for a UWP is as follows

<Name><Hex Nbr><UPP><Base><Trade Codes><TravelCode><PBG><Alliege> <StellarData>

UPP Format <Starport><World Size><Atmosphere><Hydrographics><Population><Government>
<Law Level><Tech Level>

Base
A - Both Imperial Navy
   and Imperial Scout
N - Imperial Navy
S - Imperial Scout
W - Scout Way Station
Z - Zhodani Naval Base
B - Sword World Base
D - Darrian Naval Base

Trade Codes
Ag - Agricultural
Na - Non Agricultural
In - Industrial
Ni - Non-Industrial
Ri - Rich
Po - Poor
Wa - Water World
De - Desert World
Va - Vacuum World
As - Asteroid Belt
Ic - Ice World
Fl - Fluid World
Cp - Capital

PBG
P-Population Modifier
B-# of Asteroid Belts
G-# of Gas Giants

Allegiance
Im-Imperial
Na-Non Aligned
Zh-Zhodani
Va-Vargr
Sw-Sword World
Da-Darrian
Fa-Federation of Arden

Stellar Data
A-Blue Stars
F-White Stars
G-Yellow Stars
K-Orange Stars
M-Red Stars

I-Super Giant
II-Bright Giant
III-Giant
IV-Sub Giant
V-Main Sequence
VI-Sub Dwarf
VII-White Dwarf

Aramis Subsector
The Spinward Marches

Starports
A-Excellent Quality
B-Good Quality
C-Routine Quality
D-Poor Quality
E-Frontier Installation
X-No Starport

World Size
0-Asteriod
1-1600 km
2-3200 km
3-4800 km
4-6400 km
5-8000 km
6-9600 km
7-11200 km
8-12800 km (Earth)
9-14400 km
A-16000 km

Atmosphere
0-None
1-Trace
2-Very Thin, Tainted
3-Very Thin,
4-Thin, Tainted
5-Thin
6-Standard (Earth)
7-Standard, Tainted
8-Dense
9-Dense, Tainted
A-Exotic
B-Corrosive
C-Insidious
D-Dense, High
E-Ellipsiod
F-Thin, Low

Hydrographics
0-0% Water
1-10% Water
2-20% Water
3-30% Water
4-40% Water
5-50% Water
6-60% Water
7-70% Water
8-80% Water
9-90% Water
A-100% Water

Population
0-0
1-10
2-100
3-1,000
4-10,000
5-100,000
6-1,000,000
7-10,000,000
8-100,000,000
9-1,000,000,000
A-10,000,000,000

Government
0-No Government
1-Company/Corporate
2-Participating Democracy
3-Self-Perpetuating Oligarchy
4-Representative Democracy
5-Feudal Technocracy
6-Captive Government
7-Balkanization
8-Civil Service Bureaucracy
9-Impersonal Bureaucracy
A-Charismatic Dictator
B-Non-Charismatic Dictator
C-Charismatic Oligarchy
D-Religous Dictatorship
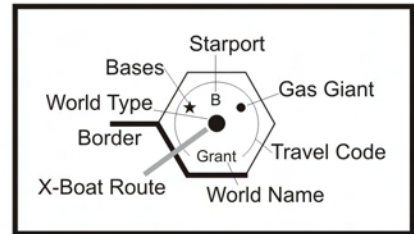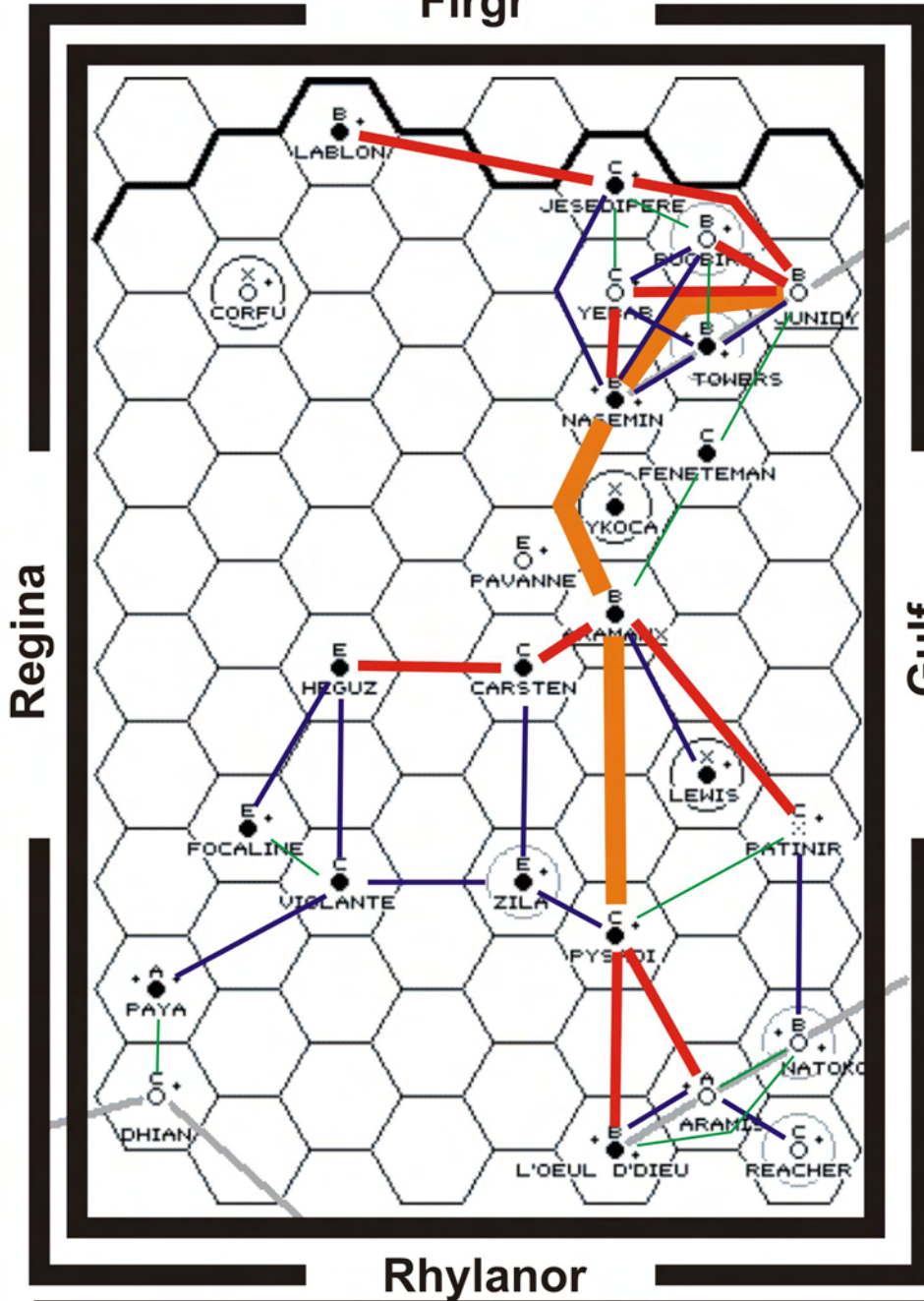E-Religous Autocracy
F-Totalitarian Oligarchy

Law Level
0-No Prohibitions
1-Body Pistols banned
2-Engery Weapons banned
3-Military Weapons banned
4-Light Assault Weapons banned
5-Pistols banned
6-Most other than Shotguns banned
7-Shotguns banned
8-Long bladed weapons banned
9-all weapons outside of home is banned
A+ Weapon Possession is prohibited

Tech Level
0-Stone Age
1-Bronze Age
2-1400 to 1700
3-1700 to 1860
4-1860 to 1900
5-1900 to 1939
6-1939 to 1969
7-1969 to 1989
8-1989 to 2000
9-2000 to 2020
A-Intersteller
B-Average Imperial
C-Average Imperial
D-Above Average
E-Above Average
F-Max Imperial
G-Exterme Imperial
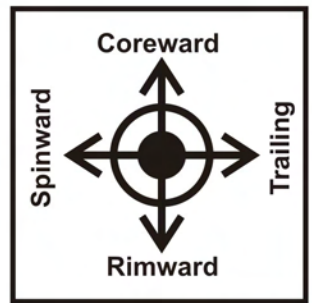H-Super Tech

Aramis Subsector
Trade Routes

The Vargr Extents
Firgr

Regina

Gulf

Deneb Sector

Rhylanor

Legend key:
- Starport
- Bases
- World Type
- Border
- X-Boat Route
- Gas Giant
- Travel Code
- World Name
- Grant

Routes to other subsectors not shown

World names on map:
LABLON, JESEDIPERE, CORFU, PUGBIRA, YEBAB, JUNIDY, TOWERS, NASEMIN, FENETEMAN, YKOCA, PAVANNE, ARAMANX, HEGUZ, CARSTEN, LEWIS, FOCALINE, PATINIR, VIOLANTE, ZILA, PAYA, PYSADI, DHIAN, NATOKO, ARAMIS, REACHER, L'OEUL D'DIEU

Compass
- Coreward
- Spinward
- Trailing
- Rimward

WARNING!
The Traveller's Aid Society is not responsible
for any economic loss due to the use
of this map.

Trade Route Classification

- **MAIN ROUTE** - 1000 to 5000 dTon per day
- **FEEDER ROUTE** - 100 to 500 dTon per day
- **MINOR ROUTE** - 10 to 50 dTon per day
- **TRAMP ROUTE** - 5 to 10 dTon per day

MARCH HARRIER

SUBSIDIZED MERCHANT
400 Tons 5,600 cubic meters
Dimensions:
46.5 m x 10 m high x 15 m wide
Wingspan 32 meters
Crew:
Captain/pilot, Navigator, Medic,
Steward, Engineer, (Optional)
Gunner, Gunner
Fuel: 50 ton (1 parsec jump)
Drives:
One Deltic Mk 1053 FF fusion
power plant, driving one
Holywell Mk 1083 Model 1 Jump
Drive and two Dupree Mk 1011
1G thruster maneuver drive.
Computer:
 ISMM Model 1 Mk 1081
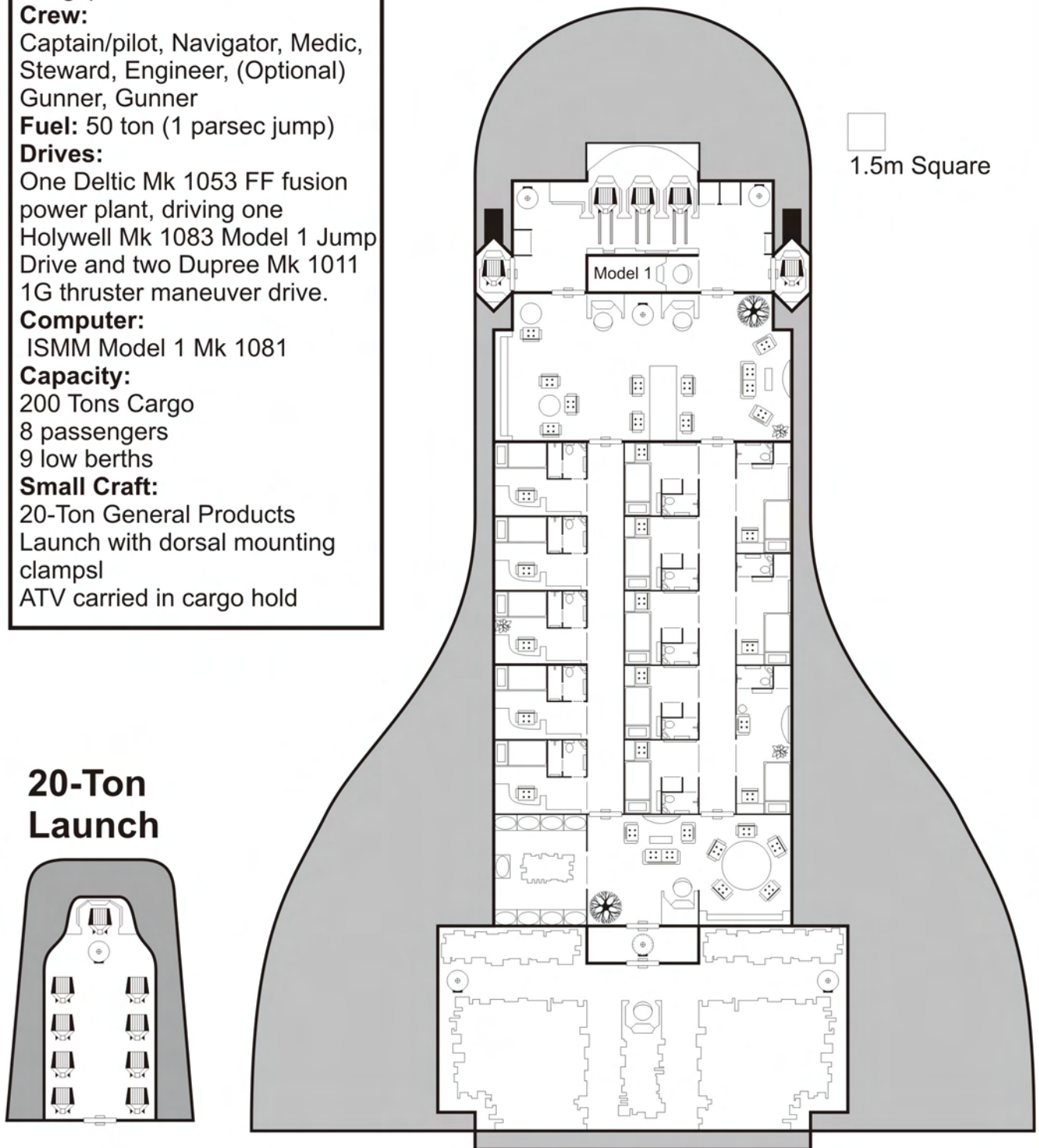**Capacity:**
200 Tons Cargo
8 passengers
9 low berths
Small Craft:
20-Ton General Products
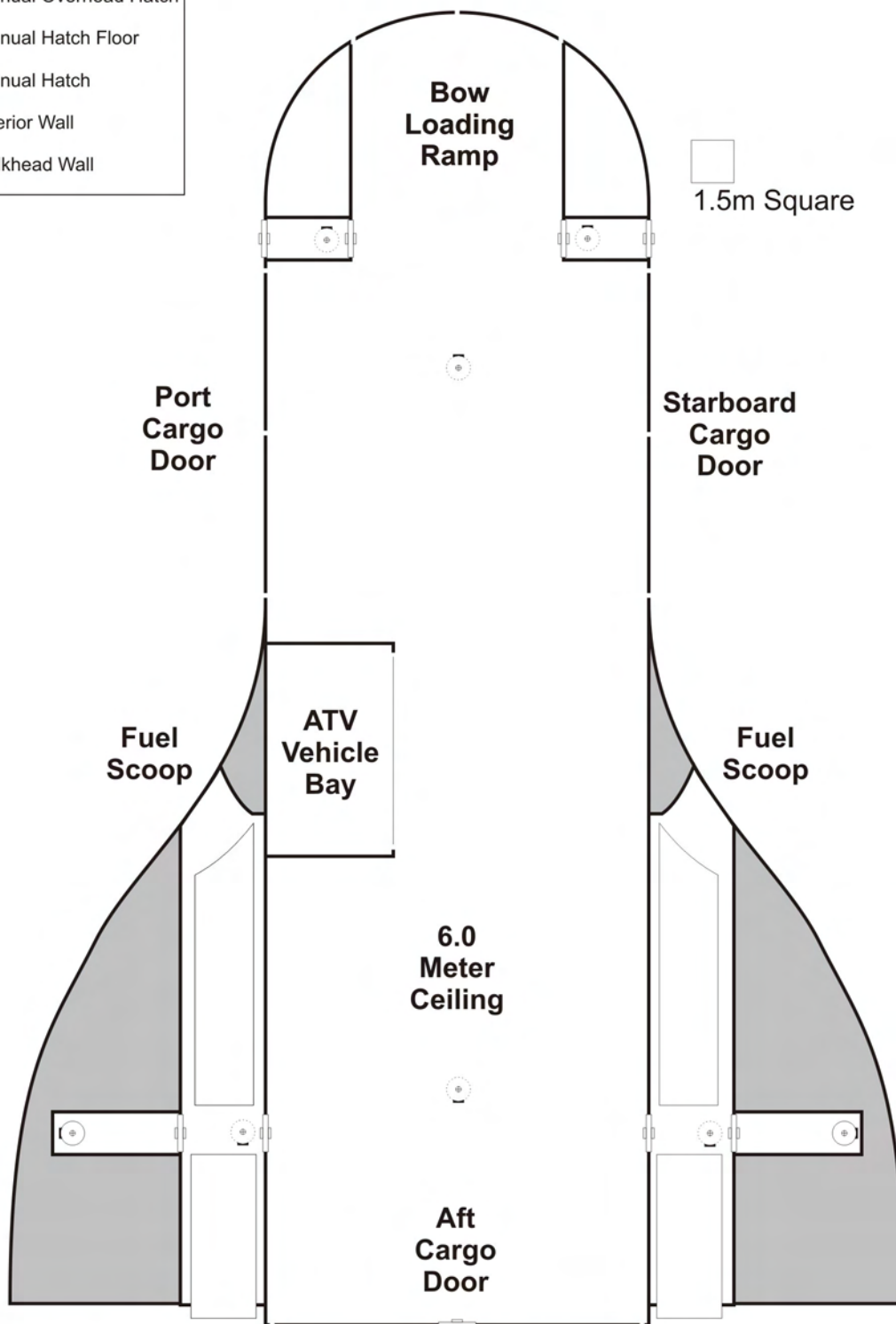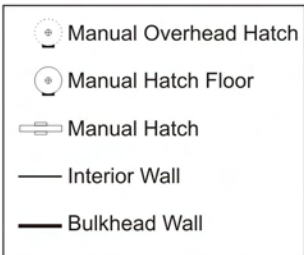Launch with dorsal mounting
clampsl
ATV carried in cargo hold

Upper Deck

1.5m Square

Model 1

20-Ton
Launch

Lower Deck

Manual Overhead Hatch
Manual Hatch Floor
Manual Hatch
Interior Wall
Bulkhead Wall

1.5m Square

Bow Loading Ramp

Port Cargo Door

Starboard Cargo Door

Fuel Scoop

ATV Vehicle Bay

Fuel Scoop

6.0 Meter Ceiling

Aft Cargo Door

Half Meter Ground Clearance under Wing