



Foreven Sector

Foreven Sector has long been a “referee’s preserve,” formally set aside with no further official development to be done within the sector.

This document reiterates the status of Foreven sector as an open content sector, available to anyone for development within the Official **Traveller** Universe (OTU).

The stellar positions presented here were developed by Greg Videll and Mike Mikesh for the GDW newsletter *Imperial Lines*, for use as a “referee’s preserve.” The only subsector names shown in this document are from *Supplement 3: The Spinward Marches*. All post-1105 OTU canon material has been removed.

With the advent of Mongoose Publishing’s **Traveller** releases, the advantage of Foreven’s status as a preserve is again apparent. Foreven provides an accessible sector of stars adjacent to the Spinward Marches and allows the **Traveller** community to develop this sector freely while participating in the continuing Mongoose development of the Official **Traveller** Universe.

FOREVEN sector (-5, 1)

Although settled for centuries, Foreven sector has had scant attention paid to it by the major states of the region—the Zhodani Consulate and the Third Imperium—except when their interests conflict.

Its coreward subsectors are under the direct control of the Zhodani, while the remainder of the sector is settled by native sophonts and a variety of human settlers. The local cultures are unpredictable and poorly documented. Although many welcome Imperials, others resist their arrival as an unwelcome intrusion. The most disturbed is the Zhodani Consulate. Having fought for centuries to check Imperial expansionism, the Imperium now threatens to sweep across its rimward frontier. Unfortunately, the Consulate’s resources are needed elsewhere, so it must rely on its allies and its intelligence and frontier services, to deal with this crisis.

Unlike the Spinward Marches, Foreven seems hostile to travelers—there are no convenient jump-1 mains to support free traders, and patrols by the Zhodani make Imperial-based merchant operations dangerous and often unprofitable (IM1 2).

Megacorporations

Priantqilovr Drafr: This Zhodani megacorporation based out of Chronor (Spinward Marches 0304) dominates transport and passenger service within the Zhodani border province of *Iadr Nsobl*. Priantqilovr Drafr (the name means Military Star Shipping) is privately owned by a Zhodani noble family, but enjoys a permanent military subsidy and operates as a reserve arm of the Zhodani Navy. Its ships are armed and can be called up or requisitioned by the Navy when needed (B7 13).

References:

- S3: *The Spinward Marches*, **Traveller** Supplement 3, GDW 1979.
- DA5: *Chamax Plague/Horde*, **Traveller** Double Adventure 5, GDW 1981.
- AM4: *Zhodani*, **Traveller** Alien Module 4, GDW 1985.
- AM5: *Droyne*, **Traveller** Alien Module 5, GDW 1985.
- B7: *Merchant Prince*, **Traveller** Book 7, GDW 1985.
- IM1: *Imperial Lines #1*, GDW 1992.

Major Corporations

Iadria Vlovl: Although a sector-wide company based out of Tlebria (1618), Iadria Vlovl has many aspects of an interface line as well. In its operations in Foreven sector, it provides transport between major Zhodani worlds and has extended this service to high population non-Zhodani worlds in the sector. The company specializes in cargo (rather than passenger) transport. Like Priantqilovr Drafr, Iadria Vlovl enjoys a Zhodani military subsidy, and its ships are armed (B7 13).

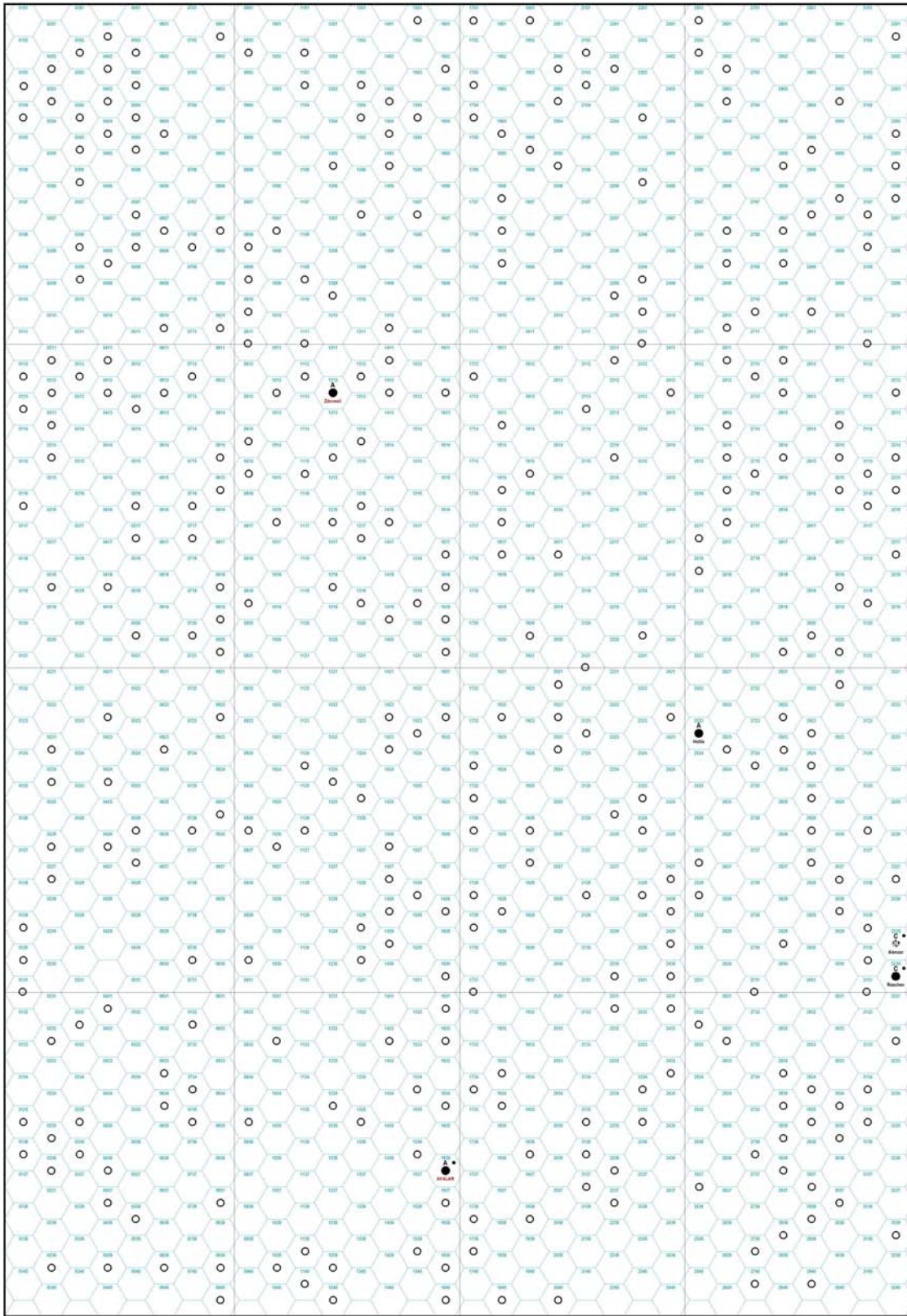
Minor Corporations

InStarSpec: InStarSpec is a mining and exploitation company. Given their involvement in worlds near Garoo (Spinward Marches 0130) in Foreven sector, they may be the off-world interest bankrolling the expansion of the Republic of Garoo (DA5 1:8).

Major States

Zhodani Consulate (Zh): The Zhodani portion of Iakr (Foreven) sector is part of the Zhodani *preqlianz* (province) of *Iadr Nsobl*. The provincial council meets on Zdovesil (1212), the effective provincial capital. Iadr Nsobl includes portions of Yiklerzdanzh, Afachtiabr, Iakr, Briakqra’, Tloql and all of Ziafrplians sectors. This province borders the Imperium, the Vagr Extents, and the non-Zhodani human-dominated settlements spinward of the Imperium. This entire region has been most involved in military operations against the Imperium, and against human communities in neighboring sectors. The provincial council has recognized the need to bring in more capable people than those presently available as the Imperial threat rises. Their request for personnel is currently under consideration by higher powers (AM4 10; IM1 2).

FOREVEN SECTOR



A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

SUBSECTORS WITHIN A SECTOR

MAP LEGEND

WORLD CHARACTERISTICS

- Unknown World
- Desert World
- World
- Asteroid Belt

BASES

- Naval Base
- Scout Base
- Naval Depot
- Scout Way Station
- Military Base

TRAVEL ZONES

- Amber Zone
- Red Zone

POPULATION

- Secundus under one billion
- PRIMUS over one billion

World names in red are subsector capitals



FOREVEN
 Unknown Worlds
 Beyond the Imperial Border

This Map is available as a 300 DPI JPG editable image for download as ForevenSector.jpg.

Subsector A

<i>System</i>	<i>Hex</i>	<i>UWP</i>	<i>B</i>	<i>TradeCode</i>	<i>Z</i>	<i>PPG</i>	<i>AI</i>	<i>Stellar</i>
	0103						Zh	
	0104						Zh	
	0202						Zh	
	0203						Zh	
	0302						Zh	
	0304						Zh	
	0305						Zh	
	0306						Zh	
	0308						Zh	
	0309						Zh	
	0401						Zh	
	0402						Zh	
	0403						Zh	
	0404						Zh	
	0408						Zh	
	0502						Zh	
	0503						Zh	
	0504						Zh	
	0505						Zh	
	0507						Zh	
	0508						Zh	
	0604						Zh	
	0607						Zh	
	0610						Zh	
	0708						Zh	
	0801						Zh	
	0807						Zh	
	0810						Zh	

Subsector B

<i>System</i>	<i>Hex</i>	<i>UWP</i>	<i>B</i>	<i>TradeCode</i>	<i>Z</i>	<i>PPG</i>	<i>AI</i>	<i>Stellar</i>
	0902						Zh	
	0908						Zh	
	0909						Zh	
	0910						Zh	
	1007						Zh	
	1102						Zh	
	1103						Zh	
	1109						Zh	
	1205						Zh	
	1209						Zh	
	1303						Zh	
	1304						Zh	
	1307						Zh	
	1403						Zh	
	1404						Zh	
	1405						Zh	
	1410						Zh	
	1501						Zh	
	1504						Zh	
	1507						Zh	
	1602						Zh	

Subsector C

<i>System</i>	<i>Hex</i>	<i>UWP</i>	<i>B</i>	<i>TradeCode</i>	<i>Z</i>	<i>PPG</i>	<i>AI</i>	<i>Stellar</i>
	1701						Zh	
	1703						Zh	
	1704						Zh	
	1804						Zh	
	1806						Zh	
	1807						Zh	
	1808						Zh	
	1901						Zh	
	1905						Zh	
	2002						Zh	
	2003						Zh	
	2005						Zh	
	2102						Zh	
	2103						Zh	
	2202						Zh	
	2209						Na	
	2304						Zh	
	2306						Zh	
	2309						Na	
	2310						Na	

Subsector D Massina

<i>System</i>	<i>Hex</i>	<i>UWP</i>	<i>B</i>	<i>TradeCode</i>	<i>Z</i>	<i>PPG</i>	<i>AI</i>	<i>Stellar</i>
	2501						Zh	
	2502						Zh	
	2602						Zh	
	2603						Zh	
	2607						Zh	
	2608						Zh	
	2610						Zh	
	2710						Zh	
	2805						Zh	
	2807						Zh	
	2808						Zh	
	2905						Zh	
	2907						Zh	
	2910						Zh	
	3003						Zh	
	3006						Zh	
	3107						Zh	
	3108						Zh	
	3201						Zh	
	3204						Zh	
	3205						Zh	
	3206						Zh	

Subsector E

<i>System</i>	<i>Hex</i>	<i>UWP</i>	<i>B</i>	<i>TradeCode</i>	<i>Z</i>	<i>PPG</i>	<i>AI</i>	<i>Stellar</i>
	0112						Zh	
	0113						Zh	
	0116						Zh	
	0211						Zh	
	0212						Zh	
	0213						Zh	
	0214						Zh	
	0218						Zh	
	0312						Zh	
	0411						Zh	
	0412						Zh	
	0418						Zh	
	0513						Zh	
	0516						Zh	
	0517						Zh	
	0520						Na	
	0612						Zh	
	0712						Zh	
	0716						Zh	
	0717						Zh	
	0720						Na	
	0814						Zh	
	0815						Zh	
	0818						Zh	
	0819						Na	
	0820						Na	

Subsector F

<i>System</i>	<i>Hex</i>	<i>UWP</i>	<i>B</i>	<i>TradeCode</i>	<i>Z</i>	<i>PPG</i>	<i>AI</i>	<i>Stellar</i>
	0911						Zh	
	0914						Zh	
	0915						Zh	
	0919						Na	
	1012						Zh	
	1016						Zh	
	1111						Zh	
	1112						Zh	
	1115						Zh	
Zdovesil	1212	A65588A-9	Z	Cp		103	Zh	M1 V M3 V
	1214						Zh	
	1216						Zh	
	1218						Na	
	1312						Zh	
	1314						Zh	
	1316						Zh	
	1317						Na	
	1319						Na	
	1411						Zh	
	1412						Zh	
	1416						Na	
	1419						Na	
	1519						Na	
	1612						Zh	
	1617						Na	
Tlebria	1618						Na	
	1619						Na	
	1620						Na	

Subsector G

<i>System</i>	<i>Hex</i>	<i>UWP</i>	<i>B</i>	<i>TradeCode</i>	<i>Z</i>	<i>PPG</i>	<i>AI</i>	<i>Stellar</i>
	1712						Zh	
	1813						Zh	
	1815						Zh	
	1816						Zh	
	1817						Zh	
	1915						Zh	
	1920						Zh	
	2017						Zh	
	2113						Zh	
	2211						Zh	
	2214						Zh	
	2311						Zh	
	2320						Zh	
	2412						Zh	

Subsector H Fessor

<i>System</i>	<i>Hex</i>	<i>UWP</i>	<i>B</i>	<i>TradeCode</i>	<i>Z</i>	<i>PPG</i>	<i>AI</i>	<i>Stellar</i>
	2517						Na	
	2518						Na	
	2520						Na	
	2611						Na	
	2613						Na	
	2614						Na	
	2615						Na	
	2616						Na	
	2712						Na	
	2715						Na	
	2811						Zh	
	2812						Na	
	2814						Na	
	2820						Na	
	2920						Na	
	3013						Na	
	3014						Na	
	3015						Na	
	3018						Na	
	3020						Na	
	3111						Na	
	3115						Na	
	3116						Na	
	3119						Na	
	3212						Na	
	3214						Na	
	3215						Na	
	3217						Na	

Subsector I

<i>System</i>	<i>Hex</i>	<i>UWP</i>	<i>B</i>	<i>TradeCode</i>	<i>Z</i>	<i>PPG</i>	<i>AI</i>	<i>Stellar</i>
	0129						Na	
	0130						Na	
	0223						Na	
	0224						Na	
	0226						Na	
	0227						Na	
	0422						Na	
	0424						Na	
	0426						Na	
	0526						Na	
	0527						Na	
	0623						Na	
	0723						Na	
	0730						Na	
	0822						Na	
	0825						Na	

Subsector J

<i>System</i>	<i>Hex</i>	<i>UWP</i>	<i>B</i>	<i>TradeCode</i>	<i>Z</i>	<i>PPG</i>	<i>AI</i>	<i>Stellar</i>
	0926						Na	
	0930						Na	
	1026						Na	
	1124						Na	
	1126						Na	
	1224						Na	
	1325						Na	
	1329						Na	
	1330						Na	
	1422						Na	
	1423						Na	
	1426						Na	
	1427						Na	
	1428						Na	
	1429						Na	
	1523						Na	
	1528						Na	
	1622						Na	
	1628						Na	
	1630						Na	
	0926						Na	
	0930						Na	
	1026						Na	
	1124						Na	
	1126						Na	
	1224						Na	
	1325						Na	
	1329						Na	

Subsector K

<i>System</i>	<i>Hex</i>	<i>UWP</i>	<i>B</i>	<i>TradeCode</i>	<i>Z</i>	<i>PPG</i>	<i>AI</i>	<i>Stellar</i>
	1724						Na	
	1725						Na	
	1726						Na	
	1728						Na	
	1729						Na	
	1822						Na	
	1828						Na	
	1926						Na	
	1927						Na	
	2021						Na	
	2022						Na	
	2023						Na	
	2121						Na	
	2123						Na	
	2128						Na	
	2225						Na	
	2230						Na	
	2325						Na	
	2326						Na	
	2328						Na	
	2422						Na	
	2427						Na	
	2428						Na	
	2429						Na	
	2430						Na	

Reidain Subsector (L)

Reidain Subsector is a quiet subsector, largely unknown and forgotten in the backwater of a backwater sector. The central worlds of Reidain subsector are said to be a lucrative market (DA2:7).

Subsector L Reidain

System	Hex	UWP	B	TradeCode	Z	PPG	AI	Stellar
Hollis	2523	A370642-C	A	De Ni		303	Cs	M3 V
	2527						Na	
	2528						Na	
	2623						Na	
	2724						Na	
	2822						Na	
	2823						Na	
	2829						Na	
	2923						Na	
	2924						Na	
	2925						Na	
	2926						Na	
	2927						Na	
	3021						Na	
	3027						Na	
	3028						Na	
	3126						Na	
	3129						Na	
	3227						Na	
Alenzar	3229	C000414-9		As Ni		513	Cs	M0 III
Raschev	3230	C8697C4-6				123	Cs	M3 V

Alenzar (3229): Alenzar itself is a colony built into the largest of a swarm of asteroids in a very close orbit around an old red star. InStarSpec maintains a major corporate office in the colony, which was settled originally by company employees. The colony has expanded somewhat since the early days of Alenzar's development, but the class C starport is still considerably larger than is needed by the colonists. Traffic into the system is small in volume, consisting mostly of company ships and a few prospectors searching for prized cerulene crystals.

Raschev (3230): Raschev is a fairly large world, measuring 13,000 km in diameter with a standard atmosphere and water covering 90% of the world surface. The planet is a largely agricultural world with extensive farmlands and a major fishing industry. The climate is quite Earthlike, but the inhabited areas are concentrated in the southern temperate zone on a single subtropical continent; the weather here tends to be rather more moderate than usual for Earthlike planets, with temperatures usually ranging around 10 to 25 degrees Celsius.

Although Raschev is an unimportant world and an unlikely marketplace, it lies on a safe route for jump-1 starships to the center of the subsector. Raschev was first settled by colonists from the Imperium about two centuries ago. It remains a comparative backwater, and off-world ships rarely land, with the exception of a packet from Garoo (Spinward Marches 0130) every 3 months. As a result, there is a general attitude of respect, even awe, for off-world technology; the people are inclined to look up to off-worlders in general and Imperials in particular.

Raschev's single continent is a jumbled mixture of rich farmlands, broken terrain, mountain ridges, and forests. The towns are small, each having perhaps 8,000 to 10,000 inhabitants. Most of the towns rely heavily on the fishing industry for their livelihood, although privately owned farms are also numerous in the open areas around them.

An Imperial technical assistance mission constructed a fusion power station in 1102 which supplies power to most of the inhabitants. Budget cutbacks and the rising tide of war in the Spinward Marches have caused that project to end, but the inhabitants maintain the station (DA5 2:5, 7).

Subsector M

<i>System</i>	<i>Hex</i>	<i>UWP</i>	<i>B</i>	<i>TradeCode</i>	<i>Z</i>	<i>PPG</i>	<i>AI</i>	<i>Stellar</i>
	0131						Na	
	0135						Na	
	0136						Na	
	0232						Na	
	0235						Na	
	0236						Na	
	0239						Na	
	0332						Na	
	0335						Na	
	0336						Na	
	0431						Na	
	0436						Na	
	0437						Na	
	0439						Na	
	0538						Na	
	0633						Na	
	0634						Na	
	0639						Na	
	0732						Na	
	0734						Na	
	0735						Na	
	0837						Na	
	0839						Na	
	0840						Na	

Subsector N

<i>System</i>	<i>Hex</i>	<i>UWP</i>	<i>B</i>	<i>TradeCode</i>	<i>Z</i>	<i>PPG</i>	<i>AI</i>	<i>Stellar</i>
	0935						Na	
	1032						Na	
	1039						Na	
	1139						Na	
	1140						Na	
	1234						Na	
	1239						Na	
	1240						Na	
	1335						Na	
	1432						Na	
	1534						Na	
	1536						Na	
	1539						Na	
	1631						Na	
	1632						Na	
	1634						Na	
AVALAR	1636	A75599C-C	J	Cp		904	Na	M0V
	1637						Na	
	1639						Na	
	1640						Na	

Subsector O

<i>System</i>	<i>Hex</i>	<i>UWP</i>	<i>B</i>	<i>TradeCode</i>	<i>Z</i>	<i>PPG</i>	<i>AI</i>	<i>Stellar</i>
	1734						Na	
	1738						Na	
	1739						Na	
	1833						Na	
	1834						Na	
	1840						Na	
	1936						Na	
	1938						Na	
	2040						Na	
	2135						Na	
	2136						Na	
	2137						Na	
	2231						Na	
	2236						Na	
	2237						Na	
	2334						Na	
	2335						Na	
	2431						Na	
	2433						Na	

Subsector P

<i>System</i>	<i>Hex</i>	<i>UWP</i>	<i>B</i>	<i>TradeCode</i>	<i>Z</i>	<i>PPG</i>	<i>AI</i>	<i>Stellar</i>
	2532						Na	
	2537						Na	
	2632						Na	
	2634						Na	
	2731						Na	
	2736						Na	
	2739						Na	
	2740						Na	
	2833						Na	
	2834						Na	
	2835						Na	
	2836						Na	
	2838						Na	
	2934						Na	
	2935						Na	
	2937						Na	
	2938						Na	
	2940						Na	
	3034						Na	
	3035						Na	
	3037						Na	
	3131						Na	
	3134						Na	
	3135						Na	
	3232						Na	
	3238						Na	

AVAILABILITY

www.farfuture.net/documents

The following documents are available at the above web sites.

Foreven Sector Overview (this document).

Foreven Sector Blank JPG Map (4742 x 6000 pixels. 3.3 mb). Suitable for customization, world generation, astrogation.