

SECTOR KNOWLEDGE



THINGS THAT EVERYBODY KNOWS

[FULL SIZE MAP](#)

PLACE NAME	FACTOIDS
JORIDIAN SECTOR	Prosperous Old Fed Territory. Deep Space 1 is the gateway and trade hub for a large region. Explored long ago by Kirk and Picard and Others. Has 16 sub sectors, home to a few enemy races: Kzin, Hydran, Motie, Lyran, Azlanti, Gou-ald, Trinocs, Jotoki; Puppeteers, etc. Home to the Pact Worlds and many users of Type 13 energy.
EMPYREAN SECTOR	Many alien worlds who will not join the Federation. Some Traders operate here. Deep Space 8 watches the whole region with patrols. 30x40 light years. Slight elevation above the Galactic plane.
CRIMSON SECTOR	Awful place, has had much war in the last few decades, and cultures that have fallen to barbarism, cults, and other negative influences. Deep Space 5 watches the whole region with patrols, and is considered a crappy posting for Starfleet. Honestly there are few races or planets of real value to the Federation. They pay attention to the sector because other empires should not conquer it. Also an ancient Preserver gate stands there, and it is wise to keep defenders at it for all day. Also pirates love this area.
THOLIAN ASSEMBLY	Territorial Siliconoid Aliens. Not too Friendly. They control mucho space, but fortunately they do not live on Class M planets. Deep Space 2 sits on overwatch of the Tholians and Neo-Tholians
KLINGON EMPIRE	Old enemies of the Federation, living in a state of detente versus the Fed. Not really a cold war, not really strong allies either. They keep many other cultures as either slaves or subjects, their choice. Many people cannot forget old battles or incidents. Way north of here the Fed. base at Cygnnet XIV watches this section of the Klingon states.
GORN HEGEMONY	Reptilian overlords of a medium sized region. They want tropical or warm Class M planets, and do not forgive or forget things easily. The Metron race nearby prevents any conflicts from uglifying this region. Kessik is the closest Starfleet base to lizard territory.
COLONIAL SPACE	Far to the south are humanoids who live in a republic that is constantly harassed by a robotic race. The Cylons have been at war with humanoids for so long they have forgotten their origins (Berserker style) These people should have strong ties to Earth and other places due to Preserver culture.
FED. OUTLIERS	When planets join the Federation, bureaucrats draw weird little outlines on the map, and then Starfleet has to figure out how to make it work, and how to defend it. And then they have to guard trade routes and diplomats traveling to the area. Starbase 14 is the southernmost Fed outpost in the region, and it ends up doing most of the heavy lifting for the UFP with all the strange colonies and places around here.

More below:

NO MAN’S LAND	Areas on the map that lie within no color borders are not empty. Many unclaimed planets, or pre-interstellar cultures lay scattered around. And the Galaxy is ancient, so pockets of old civilizations still putter on.

Space is 3D, yes, but most planets exist within a negligible distance of the galactic plane ; so that a 2D flat map is adequate to the task. If places are far above or outside, they are noted on the maps.

JORIDIAN SUB SECTORS

PLACE NAME	OBVIOUS HISTORY	KNOWN BASES
Cerulean Reach		Sigma Indus
Fed. UE4X Zone		Jorindia, Mem.Beta
Strange Worlds		Iron Jove, 8-Pieces
Bad Space		Infomercia
Legendarion		Port Quanderi
Pact Worlds		Solax (Absalom)
Near Space		Siselrik
The Vast		Peak Even., Outpost Z
Coal Sack		A-Crux
Rim-Wise Frontier		Lave; Stb.Ophiuchi
Spin-Wise Frontier		Stb Eridani, Gateway
Kzin Patriarchy		Sheathclaws, DS8
Saffron Sector		Kalamar
Silurian Frontier		Xenta Xi
Egyptozoic		? Vogonia ଓ_ଓ
Pearly Void		Outpost 77

NEARBY SYSTEMS

- Alpha Andro (HFM)
- Antede
- Armis
- Bellatrix
- Braslota
- Bynaus
- DS2
- Galdon Terre
- Kessik
- Kobol, Cyrannus, Galax. Etc.
- Lemrata Cluster
- Mira
- MS-8
- Oneamisiu
- Omicron Pascal
- Pacifica
- Pelleus
- Quazulu
- Renavi
- Tarsas - SB 74
- Thol.Assem.

CRIMSON SECTOR

EMPYREAN SECTOR

JORIDIAN SECTOR

GABRIEL SECTOR

CASSIEL SECTOR

BARACHIEL SECTOR

SANDALPHON SECTOR

BELLATRIX SECTOR

JERAMIEL Sub-Sector

BARACHIEL Sub-Sector

OFF the CHARTS

- Anacreon
- Comporellon
- Gaia Alpha
- Kalgan
- Melpomenia
- Mycogen Aurora
- Terminus Alpha
- Trantor

Charnax

Cetaceans

Glasstop Sector

Kinshaya Space

Kzin Colonies

OTHER MAJOR ORGANIZATIONS

STARFINDER SOCIETY	Interstellar geographic society; Absalom Based	BASTION INCANTORUM	largest school of Type 13 energy users, HQ on Port Quanderi
HELL KNIGHTS	lawful evil order enforcers (Eox Based)	INFINITE STAR LEGION	alliance vs. evil/piracy. HQ on Moons of A-Crux
KNIGHTS OF GOLARION	goodly order of law enforcers	UNITED SHOCK MERCS of old SOL	fleet/law of (old colonies) HQ on Nu Sparta
ANDROID ABOLITIONIST FRONT	fighters of android slavery, Diaspora	ISRAFEL ORDER	evil “charity”, HQ on Xenta-Xi
ABADAR-CORP	Giant corp & church, HQ on Evor Altramanx & Big Office in Absalom.	SHAMAN KNIGHTS	nature & balance ; usual HQ on Sheath-Claws
ZEITUNGERS	union of worst of paparazzi, Kalo moon Offices	GOLDEN LEAGUE	inheritors of yakuza type tradition, HQ on Starbase Ophiuchi (the planet, not the base)
BLACK PEARL TRADERS	license to go anywhere for a deal based on Phi Van Zeta, the main moon of Cyrollia	SKYFIRE LEGION	mercenaries from Triaxus, PW
XENOWARDENS	druidic guardians (Castrovel)	The Proper AUGMENTED	cyber supremacy group Verces
STEWARDS	PW governance, based on Verces	RED TANG SPICE GUILD	Psychic space navigators, HQ on Argosa
FREE CAPTAINS	legit businessmen from Diaspora	SUPER-CORPORATIONS	some have economies bigger than some planets
MORE	BECAUSE MORE	CULTS o/t ELDER MYTHOS	usual cosmic evil, with HQs on Aucturn, Eox, Rythes, Xa-Osoro; etc.