TRAVELLER

ALIENS OF CHARTED SPACE: VOLUME 1



SCIENCE FICTION ADVENTURE IN THE FAR FUTURE

TRAVELLER

ALIENS OF CHARTED SPACE VOL 1

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CONTENTS

INTRODUCTION	2
ASLAN	4
ASLAN TRAVELLERS	15
ASLAN EQUIPMENT	46
VEHICLES OF THE ASLAN	64
HIGH GUARD: ASLAN	68
THE K'KREE	106
K'KREE TRAVELLERS	124
K'KREE EQUIPMENT	140
VEHICLES OF THE K'KREE	148
HIGH GUARD: K'KREE	154
K'KREE IN TRAVELLER	168
VARGR	169
VARGR TRAVELLERS	179
VARGR EQUIPMENT	207
VEHICLES OF THE VARGR	218
HIGH GUARD: VARGR	223
THE ZHODANI	242
ZHODANI TRAVELLERS	253
ZHODANI PSIONICS	276
ZHODANI EQUIPMENT	278
VEHICLES OF THE ZHODANI	285
HIGH GUARD: ZHODANI	292

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T R A V E L L E R

INTRODUCTION

Portraying an alien race or a member of one is a challenge. It is easy to pick a few significant characteristics and overplay them, creating a caricature, or turn them into a generic human with a different hat by not accentuating their differentness. The key to a plausible alien is to understand their motivations and what makes their society work. Nobody does anything without a reason, even if the reason is unknown or incomprehensible to outsiders.

The Zhodani, for example, have developed a way of life that seems entirely natural to them. The idea that rather than striving for the things they want, Zhodani citizens may be conditioned to stop wanting them may seem strange to outsiders, but to the Zhodani it is a much better option than being unhappy due to a desire for things a Traveller does not need and cannot obtain. This is not dissimilar to someone who has left behind the desire for material things upon finding religious revelation and his happier for it.

It is worth considering the implications of a culture's beliefs in terms of what they think of others. The Zhodani are likely to view advertising in the Imperium as a crude and rather nasty way of modifying the thinking of citizens in order to deprive them from their money. This is not done for the benefit of the people; quite the opposite in fact. Advertising is largely intended to make people unhappy so that they try to remedy the situation by buying what the advertiser wants.

The other cultures in this book can be viewed in the same light. Vargr may seem fickle for the way they gravitate from weaker leaders to stronger ones, but this results in a stronger and more resilient society than one in which leadership can be achieved by playing the system or being good at a non-leadership role. A bureaucrat who eventually becomes head-penpusher in their organisation is suddenly forced to lead others but may have no idea how. A typical Vargr would consider this situation ridiculous – should the leader not be someone who has proven fit to hold the position? And should they not be cast aside when they fail in their leadership role?

The Aslan are warriors, but not warriors for the sake of fighting or killing everything in sight. They fight to gain land and status, with the strongest taking the most. This can produce a strong and stable society capable of withstanding any challenge, if internal conflict is kept within acceptable limits. Thus the Aslan have rules of precedence and a highly developed notion of honour. The need to behave in an acceptable manner regulates ambition and ensures that any conflict has purpose.

Likewise, the strict hierarchy of the K'Kree gives strength to their society. As herd creatures who cannot stand to be apart, they need a strong social order. Theirs is based upon the leadership of a noble class raised to lead and command rather than the turbulent meritocracy of the Vargr or the rigid demands of Aslan clan society, but it serves the same purpose. As a herbivore species, K'Kree are determined to destroy all carnivores because otherwise sooner or later they will become prey. It is an extreme viewpoint, but one that has a certain logic to it.

So, the societies presented within this book are internally consistent. Understanding their mindset is a learning experience, and will allow them to be portrayed in a much more interesting manner than a two-dimensional caricature of a few critical points.



C H A P T E R - O N E

ASLAN

The Aslan are a race of intelligent beings; their starfaring culture is the youngest of all the major races, having had star flight for less than 3,200 years. Despite their youth, their spread through space has been rapid, driven by the instinctive territorial desires that are central to the Aslan male.



PHYSIOLOGY

Aslan are descended from four-limbed carnivorous pouncer stock, which was originally near the top of the food chain in the forests of their homeworld, Kusyu. About 1.8 million years ago Kusyu's climate shifted, with the result that the extensive forests of Tafohti (Kusyu's largest continent) almost completely disappeared. As the forests dwindled, so did the small fauna upon which the Aslan had preyed, forcing them to venture out into the expanding grassland plains. The large grazing animals in these regions were too much for a lone Aslan to kill and they began hunting in *ahriy* (prides) of several families. The strongest male became the leader and his family received the best parts of kills, choice sleeping places and were first in line at any waterhole.

The Aslan that has evolved from those beginnings is, like a human, an upright biped averaging two metres in height and 100 kilograms in weight. There are two sexes: male and female, of which the most notable external difference is the male's increased size and more impressive mane. Females outnumber males by a ratio of three to one.

The Aslan hand has three fingers opposing one medially-placed thumb and all have retractable claws. In addition, Aslan have a single highly specialised claw under each thumb; this dewclaw folds back jack-knife fashion into a horny covering in the base of the thumb and palm. The presence of these claws and the general nature of their body structure make the Aslan somewhat clumsy by comparison with humans but what they lack in dexterity they more than make up for in strength and endurance.

Aslan all have tails, although the length of this appendage has diminished over time and is now little more than a vestigial stump in some bloodlines.

Aslan sleep about one-third of the time; shaped by their homeworld's rotation period, their sleeping time is roughly 10 to 11 hours (one-third of Kusyu's 32-hour day). Like humans, lack of sleep degrades their abilities drastically.

The Aslan gestation period is roughly one *ftahea*, or 10 months in human terms. Most are single births – twins are virtually unheard of and are almost always female. Male twins are rare enough to be virtually unknown. The young are born encapsulated in tough embryonic cauls, which are then cut away by the mother using a claw (or in modern times, by a surgeon's laser). Cubs mature quickly, learning to walk in only two months.

True to their pouncer ancestry, Aslan are capable of short bursts of speed somewhat greater than that manageable by humans. They also have slightly superior hearing and night vision. Otherwise, they are one of the most human-like of all alien races, excepting, of course, the Vargr (who are, after all, genetically-altered mammalian stock originally from Earth).

Early Terran explorers regarded Aslan as 'lion-like' and the simile has stuck ever since, although Aslan bear little resemblance to Terrestrial lions. Nonetheless, this early misnomer has influenced a great deal of human thinking about them, including terminology (the use of pride to translate *ahriy*, for instance) and ascribed behaviour, which is not at all leonine. The derivation of the word Aslan is unknown but is sometimes credited to human explorers who first contacted the race.

LIFESPAN

Aslan develop faster than humans and are considered adult at 15 years. A male Aslan is in his prime from the age of 20 to around 40, whereupon he begins to decline rapidly. Males live naturally into their 60s; females reach the mid-50s on average. Gerontology is not a priority for Aslan medical science, so aged Aslan who wish to prolong their lifespan unnaturally must seek out alternative sources of medical treatment.

DIET

The Aslan are almost exclusively carnivorous. They consume a few nuts, fruits and berries but scorn root vegetables, grains and other plant-based foods as being fit only for 'herd animals'. The Aslan practise extensive agriculture to maintain their vast herds of livestock and there is some archaeological evidence to suggest that early Aslan had a diet higher in vegetable matter but cultural emphasis on predation and carnivorous behaviour means no modern Aslan would willingly eat plants.

The Aslan have the technology to produce synthesised meat but it is consumed only by the poorest members of society or on worlds too scantly populated or inhospitable to support agriculture. Even frozen meat is considered extremely poor fare – in any civilised Aslan house or restaurant, the meat is slaughtered right on the spot and rich Aslan even hunt their own food on a regular basis, stalking prey across private estates. As a single herd animal provides far more meat than even a teenage male could eat, almost all Aslan dinners are communal affairs. A whole family plus guests will dine together. Aslan normally eat one large meal a day and sleep after eating.

Small animals are eaten raw, while larger cuts of meat are lightly cooked and heavily spiced. The Aslan have an astonishing repertoire of spices and chemical preparations both subtle and bold. Aslan try to maintain such culinary practices even on spacecraft, using mouse-sized robots covered in a meaty sheath to mimic live prey and carrying herd animals in cryoberths for later consumption.

Aslan cannot naturally digest Terran-derived meats but adding a few genetically-engineered stomach bacteria corrects this. Some Aslan take pills when visiting human worlds to adjust their biochemistry, although many clans now include these bacteria in medical treatments given to all children soon after birth.

SOCIETY

The Aslan have long been a warrior race; they are noble and proud, devoted to those in authority above them and responsible for those who owe fealty from below. Aslan society is based on family and its relationships.

FAMILY STRUCTURES

An individual Aslan is usually a member of a family (*ekho*) of 2–12 persons under a patriarchal leader. This family will generally include the male family head, one or more wives, plus children and various blood relatives of the leader (unmarried brothers and sisters, aged surviving parents no longer maintaining separate families, adopted orphans of blood relatives).

The Aslan do not distinguish between mothers – all cubs sired by a male are cared for equally by all the male's wives. Patrilinear descent is all that is important in Aslan society. Cubs are more capable than human infants and grow more quickly. A cub can walk by the age of three months and can speak within five or six months.

A child is considered part of the father's family until:

- She is married off to a male (if female)
- He acquires Territory (if male)
- The father dies

In the latter case, the father's Territory passes to the eldest son. The eldest son may choose to include his siblings in his family but is under no formal obligation to do so.

Several families combine into a pride (*ahriy*), with one family dominant. The leader of that family is also the leader of the pride. Other families owe him and his family their fealty. A number of prides form a clan (huiha), with one pride dominant. Again, prides in the clan owe fealty to the clan's leader. The clan's leader is expected, in turn, to protect and provide for members of the clan settling disputes between prides within the clan, and administering his holdings wisely and well.

Clans may, in turn, owe fealty to more powerful clans, particularly where blood relationships exist. The Tlaukhu consists of the Twenty-Nine pre-eminent Aslan clans, the strongest within the Hierate; many other clans owe them fealty, either directly or through a chain of other clans. Overall, however, clans owing fealty to one of the Tlaukhu are in the minority; most clans are independent and function accordingly.

BELIEFS

Aslan are spiritual without being especially religious; they honour their ancestors and ask for their blessings but do not worship them per se. Every Aslan home has a Shrine of Heroes, containing relics of important ancestors; most Aslan will also carry a pouch containing other keepsakes or some other heirloom. Honourable behaviour comes from obeying the traditions of the ancestors.

The Aslan do not recognise any supreme being or divine plan but believe the universe is alive in some fashion. Perfect actions – actions unfettered by doubt, by fear, by irrelevant worries or concerns – can bring an Aslan into accord with the universe for an instant. Such moments are called *aokol*.

DUELLING AND HONOUR

Aslan pride makes them a touchy race and it is quite easy for Aslan to give or take offence. This behaviour originated in the struggles for dominance within families and prides, and remains a basic part of the Aslan personality. Over the centuries, Aslan touchiness has grown formal and extremely ritualised; this rigid pattern of behaviour has been necessary to reduce conflict and injury in the settlement of personal disputes. It should be noted that this struggle for dominance is so deeply embedded into the Aslan psyche that it cannot be unlearned. An Aslan can no more ignore an infringement on his Territory or challenge to his authority than a human could ignore the urge to breathe.

Non-Aslan who do not understand these ritual forms of conduct find it difficult to get along with individual Aslan. For their part, most sophisticated Aslan have learned a certain amount of tolerance towards those who do not fit into the Aslan cultural pattern but the cultural patterns are deeply ingrained and offence is still taken from time-to-time.

Aslan society generally categorises abrasive, uncultured or offensive behaviour into three classes; familiarity, impoliteness and discourtesy.

Familiarity is the treatment of social superiors as equals; it involves social interaction, extreme friendliness or condescending treatment by a lower class Aslan toward an upper-class Aslan. Touching an Aslan without permission is an instance of familiarity.

Impoliteness stems from a lack of proper education or upbringing; it might include failure to address a social superior by the correct honorifics, failure to respond promptly when addressed or losing one's temper in public.

Discourtesy is a deliberate insult and springs from contempt, a lack of respect or malice; outward actions may often be perceived by Aslan as discourtesy although not meant to be so by someone alien to Aslan culture.

Failing to immediately apologise for familiarity is impolite; failing to apologise for impoliteness when corrected is discourteous. An Aslan may apologise verbally or by making signs of submission (offering one's throat to the offended party or abasing oneself). Without an apology, any of these three behaviours can give offence and an offended Aslan becomes an enemy.

Discourtesy, however, is grounds for duelling. Duelling is a common way by which insults and slights are resolved, especially if rituals and other tension-relieving forms fail to defuse the problem. Duels follow well-established rituals and are fought to the death only rarely. The rules of conduct and protocols that govern them clearly state what is allowed and not allowed. A challenge to duel is never made lightly. At the same time, reluctance to challenge is seen in Aslan culture as weakness, a trait few Aslan wish to exhibit. Most challenges are issued in response to discourtesy; elaborate but informal rituals have evolved wherein one party is discourteous and actually gains stature if the other does not reply with a challenge. Much of this behaviour seems incomprehensible to individuals not steeped in Aslan culture.

The rituals for duelling, however, are strictly segregated by gender. Males and females never duel; insults and slights by the opposite sex are dismissed with the excuse that males (or females) do not understand female (or male) honour. When a transgression becomes too blatant, too extreme or too unacceptable, then a member of the insulted Aslan's immediate family (and of the correct sex) will respond to the discourtesy with a challenge.

The barriers against certain duels within a family are almost as strong as those for cross-gender duelling. Children never duel with their parents (which socially includes any adults in their family of the previous generation, not just their biological parents).

To issue an informal challenge, the offended party need only bare his or her claws and roar a challenge to the other Aslan. Informal challenges are resolved as quickly as possible and often fought on the spot. Formal challenges are more involved and reserved only for the most important disputes, such as legal arguments. To make a formal challenge, the offended party must contact the clan head or a sanctioned representative of the clan head. The clan head will then decide whether or not to permit the duel and state the time and place of the contest, which will usually be in a clan duelling arena.

Duels between Aslan take place as personal combat. Combatants use only their hands (and dewclaws); combat continues until one side receives a wound. In the case of grave insult, the fight may continue to unconsciousness for one participant. The winner has his or her honour satisfied; the loser is required by social and ritual standards to apologise (even if he or she was the one originally insulted). Duels to the death are not unheard of but are sanctioned only in the rarest of cases. Armour other than light armour is banned, as are combat drugs and other temporary augmentations.

Those too sick or old to duel may appoint a champion in their place but this is extremely rare. Traditionally, there is a clan champion whose responsibility it is to fight for those clan members who cannot duel but in a pinch, any Aslan of the correct gender can be nominated as champion.

For non-Aslan, one way to gain an Aslan's respect is to be willing to challenge when required and to duel if challenged. Aslan consider those who do not embrace their culture to be *tahiwihteakhtau* (barbarians). Willingness to behave in the honourable fashion is an indication that one is not a completely ignorant barbarian.

Since Aslan respect prowess in battle, upholding one's honour in a duel is especially respected. However, if both parties agree, the duel can be replaced by a contest of a different kind, such as a debate, board game or even the roll of a dice. Such substitution is frowned upon in most circles, as it is seen as degenerate and weak but is common in places like the scientific community, where females will debate the validity of different theories with logic and mathematics, not claws.

In space, Aslan fighter pilots have been known to duel. Such fighter duels have even decided the outcome of whole fleet engagements, where both sides agree to abide by the results of the duel instead of fighting. Fighter duels are fought to the first successful hit.

A duel ends when the loser is wounded (or slain, in the case of duels to the death). The victor may not deliberately slay the loser but (if male) is within his rights to scalp the loser. Duels can also be fought challenging one party's right to breed (this is normally done in response to one Aslan male having sex with the wife of another), in which case the victor may geld the loser.

Duels and SOC

Most duels are over trivial matters and do not affect the Aslan's SOC. However, formal or especially notable duels can make or break the reputation of an Aslan. A Traveller who wins a formal duel against another Aslan of equal or higher SOC gains DM+1 to any SOC-based check with Aslan; a Traveller who loses a formal duel suffers DM-2.

Honour

Honour among the Aslan is primarily a male concern. Females are expected to be honourable but it is the males who are obsessed with their honour (or, to quote the poet Tarelriylr, only males have the *greatness of soul* to be truly honourable).

The Aslan concept of honour rests on three pillars. The simplest form of honour is respect, specifically, respect for the territory of another. An honourable Aslan does not trespass on the territory of another without permission or without intent to conquer. Territory, in this case, covers all the possessions of another person – land, money, wives, everything. An Aslan does not walk on the land owned by another unless the other Aslan allows him access or unless he intends to take it openly from the other Aslan. Conquest is honourable; theft is not. Aslan do not work in secret (even Wars of Assassins should first be declared openly).

From this concept of respect for territory, the Aslan have built a whole system of feudal honour. Lords respect the territory of their vassals, vassals respect the territory of their lords. A good Aslan respects the privacy of another and does not gossip, as this is a form of social trespass, leading to strange situations where an Aslan might studiously ignore the questionable actions of a neighbour for years, never mentioning it to another soul, and then violently intervene without warning. An honourable Aslan takes everything he can hold and keep but does not overreach himself, nor does he fail to live up to his potential. An honourable Aslan, therefore, is boastful to human ears – his boasts show the limits of his strength and ambition, and show his neighbours how far they can push him.

Respect even informs how the Aslan conduct their wars. An Aslan 'respects' his neighbour's territory by taking as much of it as he can in times of war. Whatever the neighbour manages to hold onto, however, is sacrosanct. An honourable man holds everything he can and not a square inch more or less. Only males can hold territory; all others are worthy of respect only when they are associated with a territory-holding male. During the Border Wars, this tenet of Aslan honour confused many humans – an Aslan warrior might bomb a human city indiscriminately, then tend to the victims with great care. What had changed was that now the city was conquered by the Aslan, the humans were now chattels of a land-owning male. The Aslan warrior now respected the humans, as part of his respect for the conquering lord.

The second pillar of honour is *tradition*. The ways of ancestors and heroes are the correct ways for an Aslan to behave. This does not mean Aslan are slaves to the old ways – new technologies make life easier and better, and Aslan must adapt to new worlds – but it does mean any new developments must be viewed through the eyes of tradition. The teachings of the priests and poets must be obeyed, especially those relating to war and duelling.

An honourable Aslan keeps to the traditions of his sire and his sire's sires. He fights their feuds and helps their allies. He fights duels fairly and makes war according to the limitations agreed on by both sides in the presence of an earleatrais. He keeps his word when he gives it and obeys the commands of his clan elders.

The third and final pillar of honour is *harmony of action*, or *khoafteirleao*. This is the hardest of the pillars to master and difficult to even explain to non-Aslan. Of human beliefs, perhaps zen comes closest. The Aslan believe the universe is a thought in motion and that perfect actions can move in accord with that thought. An Aslan who attained *khoafteirleao* is expressing the will of the universe. *Khoafteirleao* can be reached in any context or deed but is most commonly found in combat, poetry or speech.

Feuds

Disputes between families or prides usually take place because of slights, insults, mistreatments or problems that have not been resolved to both parties' satisfaction. The families may back different scientific theories; one family member may have won a competition which the other family had traditionally won; a family may have rejected a proposed marriage between it and the other family.

Feuds are an intermediate step between duels and wars. Strangely for Aslan society, they are unstructured and lack rituals to control them. If kept at a low level, a feud is a pretext for discourteous behaviour and sparks many duels. If allowed to get out of hand, it involves the vassal prides and families of each side and can erupt into war.

Reaction

2D	Reaction
2–	Hostile. Roll 2D and challenge on 8+
3	Hostile. Roll 2D and discourteous on 5+
4	Hostile. Roll 2D and discourteous on 8+
5	Hostile. May be discourteous
6	Unreceptive (Impolite)
7	Uninterested
8	Noncommittal (Curt)
9	Noncommittal (Polite)
10	Interested
11	Responsive
12 +	Enthusiastic



Reaction DMs: Traveller is the individual consulting the table; Encounter is the Aslan reacting using the table.

Traveller	DM	Encounter	DM	Other	DM
is non-Aslan	+1	is SOC inferior by 3+	+1	Both from same career	+1
is impolite	–1	is SOC superior by 3-	–1	Local world Population 9+	–1
is discourteous	-2	is member of same clan	+1	Local government type H	–1
has Tolerance, per level	+1	is member of same pride	+1		
is Outcast	–2	is friend or comrade	+1		
		is impolite male	–2		
		is impolite female	–1		
		is discourteous male	–3		
		is discourteous female	-2		
		is noble patron	+ 2		
		has Tolerance, per level	+1		
		is Outcast	–2		

Reaction Table Results

Hostile reactions usually lead to ‘discourtesy’ rather than violence. In such an instance, the response given by that reaction would be one that normally would provoke hostility in return. Treat discourtesy as grounds for a formal challenge (but Travellers need not issue such a challenge – although this would take an enormous amount of restraint on the part of Aslan Travellers).

An Aslan who receives discourteous treatment may easily be provoked into an attack. Such an attack may be immediate (which is a violation of ritual and protocol) or may take the form of a challenge to a duel, with the time and place specified. Duels are not (usually) lethal; they are fought to first blood only. The embarrassment and loss of honour one suffers in declining a challenge or refusing a duel is far worse. In addition, for humans, the respect gained by engaging in a duel to defend one's honour can be beneficial in a struggle to fit into Aslan society.

CREATING ASLAN WORLDS

The Military

Each clan maintains its own armed forces to defend and protect it and many companies own mercenary forces, which are hired out to clans–or to groups outside the Hierate–for profit. The necessity for such forces is demonstrated by the fact that clan warfare is constant in the Hierate; somewhere there is always a clan war in progress. Although such wars are formal and governed by elaborate rituals, they are no less deadly for the combatants.

External threats to the Aslan are infrequent (the last of the great Aslan Border Wars ended in 380 Imperial) and also are handled on the clan level.

One problem Aslan sometimes have is recognising that non-Aslan are less likely to fight by the strict set of rules that govern Aslan-Aslan conflicts. Until realised, Aslan often fight at a disadvantage. When they do recognise the enemy is not abiding by the supposed rules, Aslan tend to over-react and begin all-out warfare.

Organisation

Military organisation for the Aslan military places males in leadership and fighting positions, and females provide administrative or technical support. Unit commanders are male, assisted by a female executive. The commander leads the troops and determines tactics, while the executive oversees logistics and has a strong influence over operations through her creation of battle plans. Maintenance and supply units are staffed by lower-class males and females. Fighting units are staffed mostly by males, support units mostly by females, although there is some crossover. Males of low social level in combat units have some chance of social (and hence military) advancement, while those in non-combatant arms have virtually none.

Mercenaries

Mercenary units are typically organised as business ventures by a female (often as part of a corporation). The owner, or a female relation appointed to act as representative of the owner, negotiates tickets and generally sees to business. This individual accompanies the unit headquarters and is the ultimate source of decisions regarding the employment of the unit. In practice, however, she lets the (male) commander make the combat decisions, intervening only when the male's lack of a balanced viewpoint threatens the best business interests of the unit.

The profession of mercenary is an honourable one, since there are usually more landless males (lower-class and *ihatei* alike) than there are positions in a clan's military force. Mercenaries win land, honour and glory through their actions and females have run mercenary units as a source of wealth since long before the Aslan went into space.

Some mercenary units are composed of highly trained assassins; skilled less in mass warfare than in individual or small unit combat techniques. These units need fewer females, since logistics and similar operations are less a part of a war of assassins. There is nothing dishonourable about such assassinations, as long as they are part of a prescribed clan war. Such units might be comparable to the ninja of Japan but without the stigma attached to ninja by contemporaneous samurai society. All in all, however, assassins and wars of assassins are far less frequent than more orthodox warfare and military forces.

Language and Naming

All Aslan (with the exception of a few lost colonies) share a common language and culture. However, this culture is highly complex and custom-bound, and individual names and words can become rather unwieldy.

The clan head of an independent clan (vassal to no other clan) is known simply by the clan's name; where differentiation is necessary, the particle ko (himself) is added. For example, the head of clan Hlyueawi would be known as *Hlyueawi* or *Hlyueawiko*. At the opposite extreme, an Aslan lower in the social order (but still a noble) might be named *HlyueawifiyAhroay' ifiyWahtoiLayeauiwahfeaktelihlalikhtyeiteyahahtateisiyu*, roughly meaning, 'unmarried first son of the third son of the grandfather of the head of the pride which holds the valley in the fork of the *Iwahfeal* River, part of clan *Wahtoi*, which is a vassal of clan *Aroaye'i*, itself a vassal of clan *Hlyueawi*.'

Females are named for their husbands, fathers or brothers, depending on circumstances. Non-nobles are named for the nobles of whom they are vassals or clients. Needless to say, while formal or ritual speech (which is frequent) calls for Aslan to use their full names, nicknames are commonly used among intimates. Nicknames usually commemorate some supposed virtue or achievement and can be chosen and discarded whenever the holder desires.

In coming up with names or words for Aslan Travellers, places or things, a simple system for generating random, Aslan-sounding words is provided. This neatly avoids all

considerations of syntax and vocabulary. Simply generate a word as desired and assign a suitable meaning to it, such as 'Killer of Ten Thousand' or, less bloodthirstily, 'He Honours His Ancestors' or 'Place of the North Wind'. Since Aslan does not translate well into English (most Aslan words are an entire phrase of meaning, much like written Chinese ideograms), meanings can vary considerably. Tehleikhoi is the name of an Aslan mercenary regiment; it can be translated as 'Soldiers of the Falling Night', 'Knights of the Setting Sun', or 'Warriors of the Evening Star'. There is a great deal of latitude in the development of Aslan words and names.

Aslan Language

The Aslan common language is called *trokh*. Humans find it difficult to learn but quite beautiful to listen to. For the most part, *trokh* is a lyrical tongue, although there is the occasional dissonant growl or roar. There are several dialects of *trokh*; all of the major clans have their own version of the language and *trokh* has been greatly expanded by the females to cover scientific and economic topics. Common *trokh* can be understood by all Aslan but males are quickly left behind when females start talking in the technical dialects. A male dialect of *trokh* exists; this is a highly formal language, used in legal and political circles.

A few ultra-conservative clans preserve older Aslan languages, such as *trow* or *haeto*.

Aslan Script

The common Aslan writing system is composed of hundreds of glyphs called *tao*. These glyphs were originally pictorial, coupled with several symbols that are clearly derived from claw-marks but have become greatly stylised. Common sentences can be understood with knowledge of only three dozen common *tao*.

A scientific form of *tao* is used by females for technical purposes. On board an Aslan ship, consoles used by males will use simplified, traditional *tao*, while female controls will be labelled using the female glyphs to provide more accurate information.

Aslan Mathematics

The Aslan have four fingers, so they naturally use base 8 mathematics (1, 2, 3, 4, 5, 6, 7, 10, 11, 12, 13, 14, 15, 20 and so on). Powers of 8 are therefore nice round numbers to the Aslan. An Aslan epic poem might say that 4096 warriors died in a battle or that a warrior took 64 wounds before dying; these are not precise measurements but the equivalent of a human saying 10,000 people fought in the battle or that the warrior took a 100 wounds.



Initial Consonants (87)

Sound	Freq	Pronunciation
F	5	like *whew*
FT	4	ri*ft*
H	7	*h*it
HF	2	like *hf*ang
HK	5	like *hk*ang
HL	3	like *hl*ang
HR	3	like *hr*ang
HT	5	heig*ht*
HW	2	w*h*at
K	7	*k*ite
KH	6	lo*ch* Scottish
KHT	4	Na*chte* German
KT	4	ba*cked*
L	2	*l*ike
R	3	*r*un
S	4	*s*un
ST	3	*st*op
T	8	*t*on
TL	2	*Tl*aloc Aztec
TR	2	*tr*ip
W	6	*w*in

Vowels (52)

A	10	l*o*ck
AI	3	k*i*te
AO	2	M*ao* Chinese
AU	1	h*ou*se
E	6	g*e*t
EA	6	separately*
EI	2	b*ay*
I	4	k*i*t
IY	3	f*ee*t
O	2	g*o*ne
OA	1	separately*
OI	2	n*oi*se
OU	1	separately*
U	1	l*u*te
UA	1	separately*
UI	1	separately*
YA	2	*ya*rd
YU	1	f*eu*d

Final Consonants (47)

H	10	loch Scottish
KH	4	all
L	7	all right
LR	3	far
R	5	earl
RL	4	hiss
S	5	like wow
W	6	glottal stop
`	3	loch Scottish

Generating Aslan Words

Words in Aslan, like English, have definite letter frequencies and syllable patterns that are independent of information content; it is possible to randomly generate words that look and sound Aslan. Aslan syllables are composed of up to three elements; an initial consonant, a vowel and a final consonant.
The Aslan sound frequency table shows the relative frequencies to be expected for various sounds in the Aslan language. For example, the relative frequency of 'f' as an initial consonant is 5:87 and that of 'h' as a final consonant is 10:47.

Pronunciations: This table is a guide to Aslan speech but many Aslan sounds are not reproducible by human vocal cords.
*Separately means that the two letters are pronounced separately but very close together.

Aslan has four syllable types; those consisting of just a vowel (V), those beginning with a consonant (CV), those ending with a consonant (VC) and those both beginning and ending with a consonant (CVC). In Aslan words, their relative frequency of occurrence is about 3:3:2:2. Out of 10 syllables, three will be V, three will be CV, two will be VC and two will be CVC.

A few rules govern how sounds are grouped together. No syllable ending with a consonant can be followed by a syllable beginning with a consonant. A single letter vowel can never be followed directly by the same single letter vowel; for example, aa should not occur but *aeae*, or even *aeei,* could.

ASLAN ANIMALS

The Aslan regularly import creatures from their homeworld of Kusyu to their new colonies. Most imported creatures are livestock, brought to supply the race's ceaseless hunger for fresh meat. A few are predators hunted by the Aslan for sport or creatures useful for other products or their place in the ecosystem.

ATEKTEIA (SCORPION)

Atekteia are large poisonous insects who lay their eggs in aua dung. The vermin have spread along with the Aslan livestock herds and now infest worlds across the galaxy. They are disturbingly resilient; the Aslan have used various methods to wipe out the insects but nothing keeps the species down for long.

ANIMAL	HITS	SPEED
Atekteia (scorpion)	8	6m
SKILLS	Melee (natural) 1, Stealth 2	
ATTACKS	Sting (1D)	
TRAITS	Poison (Difficult/1D1D minutes)	
BEHAVIOUR	Carnivore, Scavenger	



AUA (HOOFMEAT)

Aua are large herbivores that have been the Aslan's main prey for millions of years. Modern *Aua* have been bred and genetically engineered to grow quickly, to thrive in a variety of environments and to consume a wide range of vegetable matter. *Aua* look like a cross between a rhinoceros and a cow. They are quite docile under most circumstances.

ANIMAL	HITS	SPEED
Aua (Hoofmeat)	30	6m
SKILLS	Melee 0, Survival 1	
ATTACKS	Horns (2D)	
TRAITS	Armour (+1)	
BEHAVIOUR	Herbivore, Grazer	



AUA'KA

These huge animals are rare on Kusyu outside reservations but have been successfully transplanted to numerous colony worlds. The *aua'ka* are titanic creatures, more like walking tanks than animals. Hunting an *aua'ka* is a difficult prospect, and best accomplished with a rocket launcher, but they are part of many Aslan ceremonial feasts.

ANIMAL	HITS	SPEED
Aua'ka	64	5m
SKILLS	Athletics (strength) 3, Melee (natural) 2, Recon 1, Survival 3	
ATTACKS	Horns (3D+3), Trample (6D)	
TRAITS	Armour (+6)	
BEHAVIOUR	Herbivore, Grazer	



KHEKHA

These predators are hunted by the Aslan for sport. They are highly aggressive and have been known to attack lone travellers.

ANIMAL	HITS	SPEED
Khekha	24	6m
SKILLS	Melee (natural) 1, Recon 1, Survival 2	
ATTACKS	Bite (2D)	
TRAITS	Armour (+1)	
BEHAVIOUR	Carnivore, Chaser	



KHTA

Khta are fast-moving predators that the Aslan have domesticated and trained to use as mounts. *Khta* resemble horses but they are primarily carnivorous. They are foul-tempered beasts and have a taste for human flesh.

ANIMAL	HITS	SPEED
Khta	28	10m
SKILLS	Athletics (dexterity) 2, Melee (natural) 1, Survival 1	
ATTACKS	Bite (2D), Hooves (1D+2)	
TRAITS	None	
BEHAVIOUR	Carnivore, Chaser	



STII (MONKEYMEAT)

Stii are small furry simian-like creatures about the size of a human child. They are omnivorous scavengers, eating almost anything from fruit and nuts to fabric and bark. The Aslan consider them a tasty snack and also keep them as living garbage disposals in small communities. Humans look like overgrown shaven stii to Aslan, a fact that never ceases to amuse them.

ANIMAL	HITS	SPEED
Stii (Monkeymeat)	10	8m
SKILLS	Recon 1, Stealth 2, Survival 1	
ATTACKS	Teeth (1D)	
TRAITS	Fast Metabolism (+2), Heightened Senses	
BEHAVIOUR	Omnivore, Gatherer	



C H A P T E R - T W O

ASLAN TRAVELLERS

Traveller creation for Aslan follows the same procedures and concepts as described in the *Traveller Core Rulebook*. Although Aslan are covered on page 50 of the *Traveller Core Rulebook*, it is assumed Travellers created that way were born and raised within the Imperium or, at least, human-based society. The *Traveller* creation rules presented here are suitable for Aslan born and raised within the Hierate. Unless otherwise stated in this chapter, use all the creation and career rules described in the *Traveller Core Rulebook*.

As you will discover, an Aslan's gender and clan have far more bearing on the Traveller's career choices than those of a human.

INITIAL TRAVELLER GENERATION

Use the characteristics and traits for Aslan Travellers shown on page 51 of the *Traveller Core Rulebook*.

However, male Aslan Travellers have an additional characteristic, Territory (TER), which starts at 0, and SOC for all Aslan is determined by Ancestral Territory, described below.

Gender

Aslan may be either male or female. Aslan biology dictates there are approximately three females born for every male. As a result, males are in the distinct minority. Travellers may select their gender or it may be determined randomly on the Aslan Gender table.

Aslan Gender

2D	Gender
2–5	Male
6–12	Female

In Aslan society, males are permitted to be warriors, rulers and diplomats; females are the scientists, technicians, merchants and managers.

CLAN, FAMILY AND PRIDE

To determine if a Traveller comes from one of the 29 Great Clans of the Tlaukhu or a minor clan, roll on the Clan table, or the Referee may choose to dictate which clan the Traveller comes from. Note that if any Travellers are kinfolk with one another, they will share a clan and possibly a family.

Clan

1D	Clan
1–3	Minor Clan
4–6	Major Clan. DM +1 to Ancestral Deeds roll.

There are hundreds or thousands of families in a clan. To determine the SOC of the Traveller, roll on the Ancestral Deeds table and twice on the Past Deeds table to work out what Territory his forebears acquired. Ancestral Territory starts at 0. The first Past Deeds roll is for the deeds of their grandfather and the second is for the deeds of their father.

Territory

The Territory (TER) characteristic is unique to the Aslan. TER measures the amount of land owned by that Aslan male. It is the foundation of Aslan SOC – for a landless male or female, his or her SOC is derived from the TER of his or her sire. A mated female's SOC is based on her mate's TER.

TER can be used in place of SOC. For example, instead of rolling Diplomat using his SOC DM, an Aslan lord could use roll Diplomat and add his TER DM instead.

In Aslan social contests between males, TER can be used to trump SOC – a male with TER may automatically win any social contests against a male who has less TER. Any amount of TER trumps any amount of SOC – the son of an Aslan clan head with TER 0 and SOC 15 will lose a contest to a penniless mercenary who has TER 1 and SOC 2. That does not mean that the mercenary is more important in Aslan society than the clan heir but he has Territory and that is what counts, and he can overrule the clan heir (of course, doing so would be a greivous insult and would likely result in some ally of the clan heir overriding the mercenary soon after).

NAME:

RADS: AGE:

SPECIES:

SPECIES TRAITS:

HOMEWORLD:

CHARACTERISTICS

STRENGTH DM

DEXTERITY DM

ENDURANCE DM

INTELLECT DM

EDUCATION DM

SOCIAL DM

PSI: DM

ARMOUR

TYPE	RAD	PROTECTION	KG	OPTIONS

FINANCES

PENSION

Cr _____

DEBT

Cr _____

CASH ON HAND

Cr _____

MONTHLY SHIP PAYMENTS

Cr _____

LIVING COST

Cr _____

ALLIES, CONTACTS, ENEMIES, RIVALS

STUDY PERIOD

TRAINING IN SKILL: _____

WEEKS: _____ _____

STUDY PERIODS COMPLETE: _____

SKILLS

Admin	Drive	Heavy Weapons	Profession
Advocate	Electronics	Heavy Weapons	Profession
Animals	Electronics	Investigate	Profession
Animals	Electronics	Jack of all Trades	Recon
Animals	Engineer	Language	Science
Athletics	Engineer	Language	Science
Athletics	Engineer	Language	Science
Athletics	Explosives	Leadership	Seafarer
Art	Flyer	Mechanic	Seafarer
Art	Flyer	Medic	Stealth
Art	Flyer	Melee	Steward
Astrogation	Gambler	Melee	Streetwise
Broker	Gunner	Navigation	Survival
Carouse	Gunner	Persuade	Tactics
Deception	Gun Combat	Pilot	Tactics
Diplomat	Gun Combat	Pilot	Vacc Suit
Drive	Gun Combat	Pilot	

WEAPONS

WEAPON	TL	RANGE	DAMAGE	KG	MAGAZINE	TRAITS

AUGMENTS

TYPE	TL	IMPROVEMENT

EQUIPMENT

	MASS		MASS		MASS

TOTAL CARRIED MASS

Ancestral Deeds

1D	Ancestral Deeds
1	Your ancestor shamed the clan and you come from a branch long dishonoured. +0 Ancestral Territory
2	Your family's glory days are long gone, all that is left is the tales of great landholdings now lost to upstarts. +0 Ancestral Territory
3	Your family made its fortune in the great expansion after the discovery of jump drive; most family holdings are on distant worlds. +1 Ancestral Territory
4	Your family are the descendants of an ancient hero forgotten by most Aslan. +1 Ancestral Territory
5	Your family's ancestor was a trickster who deceived his enemies. +2 Ancestral Territory
6	Your ancestors were conquerors and great warriors. +2 Ancestral Territory
7	Your family is one of the most influential and wealthy in the Hierate. +3 Ancestral Territory

Past Deeds

2D	Past Deeds
2	Dishonoured! Your forebear committed some dishonourable act that caused the clan to strip your family of all territory. Gain Independence 0 (if male) or Profession 0 (if female). Lose all Ancestral Territory
3	Your forebear was beset by many foes, one of whom conquered much of your land. Gain an Enemy and Gun Combat 0. –4 Ancestral Territory
4	Your forebear was a fool who gambled away much of your land. Gain Gamble 0 or Carouse 0. –3 Ancestral Territory
5	Your forebear suffered from a degenerative genetic disease that you may have inherited. Gain Medic 0. –2 Ancestral Territory
6	Your forebear barely managed to hold onto your landhold. –1 Ancestral Territory
7	+1 Ancestral Territory
8	+2 Ancestral Territory
9	+3 Ancestral Territory
10	+4 Ancestral Territory
11	+5 Ancestral Territory
12	+6 Ancestral Territory

Travellers have SOC equal to their Ancestral Territory. If you have SOC 10+ and are male, gain Leadership 1.

Only the first son in the family inherits the family Territory. Next, determine your Traveller's place in the family. In the case of multiple Travellers from the same family, only the eldest need roll on the Family Inheritance table – all other Travellers in that family are automatically younger.

Family Inheritance

2D	Male	Female
2–3	First Son	Eldest Daughter
4–10	Second Son	Middle Daughter
11–12	Third Son	Youngest Daughter

Finally, at the start of Traveller creation, the Traveller has left their parent's pride. The Traveller may become part of another pride through Life Events or form one during a campaign.

STARTING AGE

Aslan Travellers begin their careers at 16 Aslan years of age (about 14 standard years). Careers are resolved on the basis of Aslan terms of service which are four Imperial years (4.5 Aslan years) each.

NAMES

The material on language on page 11 gives some basic guidelines on names and words used by the Aslan. Travellers may wish to use Aslan names (if so, they are encouraged to pick relatively pronounceable ones!). There is no necessity for doing so, although it adds flavour and atmosphere to a campaign.

Even when names from the Aslan language are chosen, these are unlikely to be the individual's full names, since an Aslan name is a long, sonorous and intricate structure that changes to note the background, accomplishments and life of its owner. Names for game purposes are of necessity greatly shortened.

Because the particle *ko* on the end of an Aslan name means himself and is used exclusively by the head of a clan, care should be taken that an Aslan name ending in ko not be chosen unless the individual is the head of a clan (usually SOC 16).

Titles

Aslan do not have titles, as such, although a high social standing may be denoted by certain portions of the individual's name. In Aslan society, the social level characteristic denotes the relative status of both the individual and his or her family but no special titles are applied for specific social levels.

AKUAEUHREKHYEH (RITE OF PASSAGE)

At the age of 15 (Aslan years), all Aslan Travellers undergo a rite of passage, the *Akhuaeuhrekhyeh*. This rite tests the individual's fitness to enter society and has an impact on careers.

The actual rite is a test that examines the Traveller's abilities and qualities, and males and females undergo different rites.

A male Aslan rolls 2D, which is compared to each of his characteristics apart from TER. A Rite of Passage score is created by adding +1 for each characteristic greater than the roll.

Example: Two male Aslan siblings, Hwelryr and Karinvyr both have the same characteristics: STR 10, DEX 7, END 8, INT 6, EDU 5, SOC 7. Hwelyr rolls a 6 for his rite of passage; Karinvyr rolls a 10.

Hwelyr's Rite of Passage number is +4 (+STR, +DEX, +END, +SOC). Karinvyr's Rite of Passage number is +0.

A female Aslan rolls 2D which is compared to INT, EDU and SOC. A Rite of Passage score is created by adding +2 for each characteristic greater than the throw.

If doubles are rolled for the rite of passage, consult the Rite of Passage Events table.

Rite of Passage Events

Roll	Event
1+1	You are believed to have a great destiny, and the clan looks for great things from you. You must excel or disappoint your ancestors. He gains 1D Clan Shares.
2+2	Impressive Performance. You are given Cr5000 as a reward for your exemplary performance in the rite.
3+3	You befriend one of the other young Aslan undergoing the rite that day. Gain a Contact.
4+4	One of the other Aslan undergoing the rite tries to outdo you. Gain a Rival.
5+5	You are wounded in one of the tests, leaving a distinctive scar across your fur.
6+6	I Will Not Fail! Your rite tests you to the limit, but you are determined not to give in. Gain END +1.

CAREERS

Aslan careers, in general, are used in the same way as described in the *Traveller Core Rulebook*. However, there are exceptions, which are noted here.

Note that some Aslan careers are restricted to a specific gender.

Ceremonial: The Aslan have a rich cultural heritage. Those involved in ceremonial tasks occupy a position of great importance within their clans.

Envoy (Males only): Interclan relations are often entrusted to specific Envoys empowered to arrive at agreements and commit clan resources. The term Envoy (rather than diplomat) is used because the individual represents a clan rather than a government.

Management (Females only): Many female Aslan opt to enter a business-oriented career, rather than pursuing marriage and family. Such females may rise to positions of importance within the structure of various corporations. The career gives a variety of skills concerned with commerce, finance, and relations with others.

Military and Military Officer: These careers are equivalent to both Army and Marine in the *Traveller Core Rulebook*. They represent clan military forces that may be employed in interclan warfare, on Hierate service, as mercenaries or as adjuncts to a corporation's activities where the military force is needed for security or other purposes.

Males in Military service are fighters or combatants; females are support personnel. Male Military Officers are commanders and leaders; females serve as staff and advisors.

Outcast: Outcast Travellers, for one reason or another, do not fit within normal Aslan society. Generally scorned as misfits, they tend to pick up an unusual assortment of skills; frequently such Travellers will be more independent but also nurse a fierce desire to prove themselves and thus rejoin the society that has scorned them.

Outlaw: Some Outcasts become Outlaws, travelling between the stars raiding other clans or other races. Such activities represent a deviant subculture within Aslan society; normal standards for male and female pursuits have broken down to some extent, with each learning and performing tasks of the other. Pirates, like Outcasts, privately nurse a desire to return to normal Aslan society but see little chance for success.

Scientist (Females only, with the exception of Healer): Travellers involved in the pursuit of the sciences (whether biological, physical, or social) can become Scientists. In Aslan practice, most scientists are actually technicians, adept at the creation of mechanisms to accomplish specific tasks.

Spacer and Space Officer: These two careers embrace all forms of interplanetary and interstellar service which may be carried out by a clan, including operation of all forms of spacecraft. Thus, the career is similar to both the Navy and Merchant (and to some extent, Scout) in the *Traveller Core Rulebook*. However, members of this career are strictly concerned with the operation of ships; a clan vessel involved in trade would also carry Travellers of a management background for the conduct of business.

Spacer males are primarily gunners; females are technicians or support personnel. Male Space Officers are pilots, gunners, and leaders; females are navigators, engineers, and staff advisors.

Wanderer (Males only): Many *ihatei* are given vessels by their clans and then use them for exploration in the hopes of discovering new landholds. Wanderers are much like the Scouts of the *Traveller Core Rulebook*, exploring in a lonely, risky way which provides a wide range of skills but also great chance of disaster.

It should be emphasised that most careers (except Outcast and Outlaw) are governed on a clan level. The Hierate has no integrated Army or Navy; individual clans maintain forces which may be contributed to the service of the Hierate, or not, as the situation and attitudes of the clan dictate.

QUALIFICATION

Once a career is selected, the Traveller attempts to qualify for it. For Aslan careers, the Rite of Passage score is used as a DM to qualify for all careers except for Outlaw and Scientist instead of the standard characteristic check. If the Traveller fails to qualify, they are immediately reduced to SOC 2 and become Outcast.

If any event during creation indicates the Traveller has become Outcast, they must either take the Outcast career in their next term or attempt to qualify for the Outlaw career. Alternatively, they may instead leave Aslan space and attempt to become a Rogue or Drifter from the *Traveller Core Rulebook*.

After serving at least three terms in a career (other than Outcast or Outlaw) an Aslan Traveller may attempt to qualify for another career or assignment using the standard rules – the Aslan are a more hidebound culture than the Imperium and expect Travellers to remain in a single career for some time. Aslan who have spent time as Outcasts or Outlaws may only attempt to qualify for other Outcast or Outlaw assignments while in Aslan space, as their past is too dishonourable to allow them to enter a more respectable career (such Travellers may be best served by either leaving Aslan space or mustering out and starting the campaign).

SKILLS

The Aslan deal with skills primarily on a gender basis – males feel that some skills are dishonourable and beneath them; females feel that some skills are shallow or simply unsuitable. As a result, Aslan perceive and identify skills as common (available to both sexes), male (suitable only for males) and female (suitable only for females).

In addition, there are a few skills that a non-Aslan would classify as rare (generally unknown or unappreciated in Aslan society). On the rare occasions that an Aslan learns a skill inappropriate for his or her gender, that fact will usually be kept secret; for the fact to be revealed would be shameful. Further, Aslan society is rigid enough on the subject of skills that no respectable Aslan would hire someone for a job that required a skill inappropriate to the employee's gender.

At times, Aslan are forced to learn what they consider inappropriate skills in order to survive. For example, it is widely known that Wanderers often learn Engineering on the small ships they commonly use; polite society ignores this breach of propriety and a former Wanderer with Engineering skill would never discuss it and never expect to be hired as an engineer.

Career Summary

Career	Assignment	Gender	Qualification	Survival	Advancement
Ceremonial			Rite 10+		
	Poet	Male		EDU 7+	INT 7+
	Clan Agent	Either		END 8+	INT 6+
	Priest	Either		SOC 6+	EDU 8+
Envoy			Rite 10+		
	Negotiator	Either		SOC 7+	INT 7+
	Spy	Either		SOC 8+	INT 6+
	Duellist	Either		END 8+	DEX 6+
Management			Rite 8+		
	Corporate	Female		INT 7+	INT 7+
	Clan Aide	Female		EDU 8+	SOC 6+
	Governess	Female		SOC 6+	EDU 8+
Military			Rite 7+		
	Warrior	Male		END 8+	STR 6+
	Cavalry	Male		DEX 7+	DEX 7+
	Flyer	Male		DEX 8+	INT 6+
	Support	Female		END 6+	SOC 8+
Military Officer			Rite 10+		
	Leader	Male		END 7+	INT 7+
	Executive Officer	Female		END 6+	EDU 8+
	Assassin	Male		END 8+	DEX 6+
Scientist			INT 7+ (10+ for males)		
	Healer	Either		END 6+	SOC 8+
	Researcher	Female		EDU 7+	INT 7+
	Explorer	Female		END 8+	INT 6+
Spacer			Rite 8+		
	Pilot	Male		DEX 7+	INT 5+
	Gunner	Male		END 6+	INT 6+
	Engineer	Female		END 6+	INT 6+
	Crew	Either		EDU 5+	INT 7+
Space Officer			Rite 10+		
	Commander	Male		SOC 8+	INT 6+
	Shipmaster	Female		EDU 7+	SOC 6+
	Navigator	Female		INT 6+	SOC 8+
Outcast			None		
	Labourer	Either		STR 8+	STR 7+
	Trader	Either		END 8+	INT 7+
	Scavenger	Either		END 8+	EDU 7+
Outlaw			STR 6+		
	Pirate	Either		END 7+	INT 7+
	Raider	Either		END 8+	STR 6+
	Thief	Either		DEX 7+	INT 7+
Wanderer			Rite 8+		
	Belter	Male		END 6+	INT 8+
	Nomad	Male		DEX 7+	INT 7+
	Scout	Male		END 8+	INT 6+

Male Skills: Some skills can be learned in Aslan society only by males. Females consider such skills naturally the province of males and rarely try to learn them. In some extreme circumstances, females may learn them but will almost never admit to it in polite company. Most direct combat skills are the province of males.

Independence is a uniquely Aslan male skill in that it indicates the degree to which the male has overcome Aslan cultural and psychological barriers to the comprehension of money. Females do not need Independence since they are not faced with these barriers.

Female Skills: Some skills can be learned in Aslan society only by females. Males consider such skills dishonourable for them to learn and will avoid learning them if at all possible. If they have learned them, honour forbids them from admitting it.

Rare Skills: These skills may be learned by Aslan but are extremely rare.

The Aslan Skills table indicate which skills various Aslan might consider distasteful or unacceptable to learn. The rare Aslan skills table shows skills that very few Aslan would learn.

Skills not shown as male, female or rare may be considered common skills.

Aslan Skills

Males Only	Females Only	Rare
Art (epic poetry)	Art (all except epic poetry)	Gambler
Gunner	Astrogation	Melee (blade)
Heavy Weapons	Broker	Melee (unarmed)
Independence	Electronics (all except sensors)	
Leadership	Engineer	
Tactics	Mechanic	
	Profession	
	Science	

AGING

Aslan aging is slower in its onset but more severe in effects than in human Travellers. The first roll on the Aging table is not made until age 40 (after six terms of service have been completed); thereafter, it is checked every term and *twice* the Traveller's number of terms served is applied as a negative DM to the roll.

New Skills for Aslan

The following two skills are unique to Aslan.

INDEPENDENCE

The Traveller is capable of dealing with the concepts of money. In Aslan society, money is traditionally a female responsibility and males (particularly upper-class males) rarely understand such matters, a fact that handicaps them in a technological society.

Independence is an Aslan male skill, acquirable only by males; females have no need of it. When Independence skill appears, males must roll 2D and score higher than their SOC to acquire the skill. Independence is a guide governing the Traveller's ability to function without supervision. Lack of the skill indicates no concept of money at all; the Traveller must be looked after by a wife or companion who can pay for things and generally see that he has his financial needs cared for.

Realising a Price is Extortionate: Average (8+) Independence check (INT or EDU)
Understanding an Economics Treatise: Difficult (10+) Independence check (1D x 10 minutes, INT)

TOLERANCE

The Traveller is accustomed to dealing with non-Aslan and has learned to ignore lapses in propriety on the part of such persons. It should also be used to help determine the degree to which an Aslan is capable of getting along with others outside of the family, pride, clan and race. An Aslan without Tolerance is unlikely to be found in the company of non-Aslan.

In any Aslan's dealings with others, Tolerance offsets the negative DM called for under the reaction rules (see page 9).

1 CEREMONIAL

Those who follow this career uphold the ancient traditions and honour of the Aslan race. Only Aslan of high standing are normally admitted to these hallowed halls.

Qualification: Rite of Passage 10+
DM+2 if SOC 9+

ASSIGNMENTS

Choose one of the following.

Poet: You study and compose epic poetry and maintain the history of your clan.
Clan Agent: You enforce the will of your clan elders and investigated crimes.
Priest: You honour the ancestors, officiate at ceremonial occasions and arbitrate disputes.

Gender: Any except Poet, who must be male.

CAREER PROGRESS

	POET	CLAN AGENT	PRIEST
Survival	EDU 7+	END 8+	SOC 6+
Advancement	INT 7+	INT 6+	EDU 8+
Corporate	INT 5+	INT 7+	

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr5000	1 Clan Share
2	Cr5000	INT +1
3	Cr10000	EDU +2
4	Cr20000	2 Clan Shares
5	Cr20000	Gun
6	Cr40000	3 Clan Shares
7	Cr100000	10 Ship Shares or 5 Clan Shares

- DM+1 if SOC 9+

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	STR +1	Diplomat	Art
2	DEX +1	Investigate	Electronics
3	INT +1	Advocate	Language
4	EDU +1	Melee (natural)	Tolerance
5	SOC +1	Science	Admin
6	Independence	Persuade	Science
1D	**SPECIALIST: POET**	**SPECIALIST: CLAN AGENT**	**SPECIALIST: PRIEST**
1	Art	Investigate	Admin
2	Art	Gun Combat	Advocate
3	Persuade	Streetwise	Diplomat
4	Carouse	Stealth	Persuade
5	Electronics	Electronics	Tolerance
6	Deception	Deception	Melee (natural)

RANKS AND BONUSES

RANK	SKILL OR BENEFIT
0	—
1	Admin 1
2	—
3	Tolerance 1
4	—
5	—
6	SOC +1

MISHAPS TABLE

1D	MISHAP
1	Injured. Roll on the Injury table.
2	You commit a grievous breach of protocol and are Outcast. Drop your SOC to 2 and you must take the Outcast or Outlaw career next term.
3	You are exiled because of some political scandal. Gain one of Survival 1, Pilot 1, Independence 1 or Streetwise 1.
4	You are wounded in a duel. Roll Melee 8+; if you succeed, you won the duel and gain SOC +1.
5	You are accused of a crime you did not commit. Roll Advocate 8+ to stay in the career.
6	You are embroiled in a rivalry with another official, who ends your career. Gain him as a Rival.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table but you are not ejected from this career.
3	You uncover an embarrassing secret related to your clan or family. Either trade it for 1D Clan Shares or you keep it in reserve. Whenever you use this secret, gain a clan elder as an Enemy.
4	You witnessed one of the great duellists in action. Gain Melee (natural) 1, Athletics (strength) 1, Carouse 1 or Medic 1.
5	You are assigned a challenging task. Roll Art, Investigate or Persuade 8+. If you succeed, gain DM+2 to your next advancement roll. If you fail, you suffer DM-2 to your next advancement roll.
6	You are given advanced training in a specialist field. Roll EDU 8+ to gain any skill.
7	Life Event. Roll on the Aslan Life Events table.
8	Your clan prospers and so do you. Gain Carouse 1, Survival 1, Admin 1 or Independence 1.
9	You rise in influence in your clan. Gain TER +1 and any one skill.
10	You discover that one of your kinfolk has acted dishonourably. If you cover up his failing, gain him as an Ally. If you expose him, he challenges you. Roll Melee 8+ to defeat him. If he wins, gain him as a Rival and SOC -2. If you win, gain him as an Enemy, but also gain TER +2.
11	You are trusted by the great lords of your clan. Gain TER +2, or gain DM+4 to your next advancement roll.
12	You excel in your role. You are automatically promoted.

2 ENVOY

Interclan relations are often entrusted to Envoys empowered to arrive at agreements and commit clan resources. Many Envoys are also spies.

Qualification: Rite of Passage 10+

ASSIGNMENTS

Choose one of the following.

Negotiator: You are the voice of your clan in diplomatic or contract negotiations.
Spy: You watch rival clans and analyse their activities.
Duellist: You fight as a champion of your clan in ritual honour duels.

CAREER PROGRESS

	NEGOTIATOR	SPY	DUELLIST
Survival	SOC 7+	SOC 8+	END 8+
Advancement	INT 7+	INT 6+	DEX 6+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr0	Contact
2	Cr0	Contact or 1 Clan Share
3	Cr0	INT +1
4	Cr5000	EDU +2
5	Cr5000	Independence or 2 Clan Shares
6	Cr10000	Weapon
7	Cr20000	3 Clan Shares

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	STR +1	INT +1	Admin
2	DEX +1	Diplomat	Advocate
3	END +1	Tolerance	Science
4	Melee (natural)	Carouse	Language
5	Independence	Survival	Electronics
6	Independence	Leadership	Diplomat
1D	**SPECIALIST: NEGOTIATOR**	**SPECIALIST: SPY**	**SPECIALIST: DUELLIST**
1	Persuade	Persuade	Tolerance
2	Tolerance	Investigate	Melee (natural)
3	Diplomat	Deception	DEX +1
4	Deception	Stealth	STR +1
5	Diplomat	Electronics	END +1
6	Art	Diplomat	Melee

RANKS AND BONUSES

RANK		SKILL OR BENEFIT
0	—	—
1	Junior Envoy	Tolerance 1
2	Envoy	—
3	Senior Envoy	Diplomat 1
4	Respected Envoy	—
5	Honoured Envoy	Carouse 1
6	Voice of the Clan	TER +2

MISHAPS TABLE

1D	MISHAP
1	Injured. Roll on the Injury table.
2	A blunder in a negotiation shames you and your clan. You are now Outcast – drop your SOC to 2 and you must take the Outcast or Outlaw career next term.
3	You fail in a difficult assignment because of the manipulations of another Envoy. Gain him as a Rival.
4	An assassin attempts to murder you. Roll Melee (natural) or Recon 8+ to avoid the attempt. If you fail, you are injured; roll on the Injury table. If you succeed, you may continue in this career.
5	You are dispatched to a distant world for a long period; by the time you return, your position has been taken by someone younger and more ambitious. Gain one of Survival 1, Pilot 1, Carouse 1 or Independence 1.
6	A human ambassador insults you. Roll Tolerance 8+ to avoid eating him. If you succeed, you may continue in this career. If you fail, gain one of the human's allies as an Enemy.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table but you are not ejected from this career.
3	Your clan places you in a difficult situation. You can flee if you wish, salvaging something of your reputation but losing SOC –1. If you stay and fight, roll one of Diplomat, Investigate or Stealth 8+. If you succeed, gain DM+2 to your next advancement roll. If you fail, lose SOC –1 and suffer DM-2 to your next advancement roll.
4	You develop a taste for hunting. Gain Animals (training) 1, Survival 1, Stealth 1 or Athletics (dexterity) 1.
5	You attend a clan council on the homeworld. Gain a Contact there.
6	You are given advanced training in a specialist field. Roll EDU 8+ to gain any skill.
7	Life Event. Roll on the Aslan Life Events table.
8	You spend time in diplomatic circles. Roll Carouse or Persuade 8+ to gain an Ally; if you fail, gain a Rival instead.
9	You are insulted by a noble of a rival clan. You may challenge him or her to a duel; if you refuse, lose SOC –2. If you challenge, roll Melee (natural) 9+. If you succeed, gain SOC +1 and DM+2 to your next advancement roll; if you fail, lose SOC –2 and suffer DM-2 to you next advancement roll.
10	You are offered membership of a conspiracy in the upper echelons of your clan. If you refuse, gain the conspiracy as an Enemy. If you accept, roll Deception 8+ or Persuade 8+. If you fail, roll on the Mishap table as the conspiracy collapses. If you succeed, gain one of Deception, Persuade, SOC +1 or TER +1.
11	You are trusted by the great lords of your clan. Gain TER +2, or gain DM+4 to your next advancement roll.
12	You excel in your role. You are automatically promoted.

3 MANAGEMENT

You manage an Aslan corporation or serve in another bureaucracy.

Qualification: Rite of Passage 8+

ASSIGNMENTS

Choose one of the following.

Corporate: You work as an administrator or trader in one of the great Aslan corporations.
Clan Aide: You serve in the bureaucracy of your clan.
Governess: You are the protector and teacher of a rich Aslan prince.

Gender: Female only.

CAREER PROGRESS

	CORPORATE	AIDE	GOVERNESS
Survival	INT 7+	EDU 8+	SOC 6+
Advancement	INT 7+	SOC 6+	EDU 8+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr0	1 Clan Share
2	Cr0	Contact or 1 Clan Share
3	Cr0	Ceremonial Kinships
4	Cr5000	EDU +1
5	Cr5000	SOC +1
6	Cr10000	TER +2 or 4 Clan Shares
7	Cr20000	SOC +2 or 4 Clan Shares

- DM+1 if SOC 9+

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	INT +1	Advocate	Advocate
2	STR +1	Broker	Electronics
3	DEX +1	Admin	Language
4	END +1	Gun Combat	Science
5	Tolerance	Tolerance	Tolerance
6	Broker	Admin	Diplomat
1D	**SPECIALIST: CORPORATE**	**SPECIALIST: AIDE**	**SPECIALIST: GOVERNESS**
1	Admin	Admin	Admin
2	Broker	Advocate	Persuade
3	Profession	Melee (natural)	Streetwise
4	Deception	Medic	Broker
5	Streetwise	Steward	Steward
6	Electronics	Tolerance	Steward

RANKS AND BONUSES

RANK	POET OR PRIEST	SKILL OR BENEFIT	CLAN AGENT	SKILL OR BENEFIT
0	Supplicant	—	Probationary	—
1	Acolyte	—	Agent	Investigate
2	Initiate	SOC +1	—	—
3	Sojourner	—	—	—
4	Practitioner	SOC +1	Field Agent	Streetwise
5	Master	—	—	—
6	Grand Master	EDU +1	Master Agent	Admin

MISHAPS TABLE

1D	MISHAP
1	Injured. Roll on the Injury table.
2	You are accused of stealing from your employer. If this is true, gain 3 Benefit rolls and become Outcast, dropping your SOC to 2. If it is false, roll Advocate 8+ to defend yourself. If you fail, you leave this career; if you succeed, you may remain in this career.
3	A shift in clan politics leaves you shut out in the cold. Gain a Contact who stays in touch despite your new status.
4	Your clan's fortunes decline. You may continue in this career if you wish but you will gain no Benefit rolls this term or the next.
5	You are sent to a border world, where your career stagnates. Gain Survival 1, Flyer 1, Profession 1 or Navi-gate 1.
6	A clan elder takes a dislike to you. Gain her as a Rival.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table but you are not ejected from this career.
3	A rival clan attacks and your place of work is targeted by an assault force. Roll Melee (natural), Stealth or Gun Combat 8+. If you succeed, gain any skill. If you fail, roll on the Injury table.
4	You pick up some useful skills. Gain Pilot 1, Mechanic 1, Electronics 1 or Drive 1.
5	You have the opportunity to take a risk in business. Wager up to three Benefit rolls and roll Broker 8+. If you succeed, gain an equal number of Benefit rolls to those you wagered. If you fail, lose any wagered Benefits.
6	You are given advanced training in a specialist field. Roll EDU 8+ to gain any skill.
7	Life Event. Roll on the Aslan Life Events table.
8	You expand into new territories. Gain Broker 1, Profession 1, Streetwise or a Contact.
9	A foolish decision by a clan member threatens your business. Roll Diplomat or Admin 8+ to fix the damage. If you succeed, gain that clan member as a Rival. If you fail, you suffer DM-2 to your next Advancement roll.
10	Your clan thrives and prospers. Gain DM+2 to your next advancement roll.
11	You trade with aliens and barbarians. Gain Tolerance, or gain DM+4 to your next advancement roll.
12	You excel in your role. You are automatically promoted.

4 MILITARY

You serve in the military forces of your clan. Males in the Military service are fighters or combatants; females are support personnel.

Qualification: Rite of Passage 7+

ASSIGNMENTS

Choose one of the following.

Warrior: You are a front-line warrior in the Clan forces.
Cavalry: You drive a grav tank or other combat vehicle.
Flyer: You pilot an atmospheric fighter.
Support: You are a mechanic, medic, commtech or other support engineer.

Gender: Only males can enter Warrior, Cavalry or Flyer. Only females can enter Support.

CAREER PROGRESS

	WARRIOR	CAVALRY	FLYER	Support
Survival	END 8+	DEX 7+	DEX 8+	END 6+
Advancement	STR 6+	DEX 7+	INT 6+	SOC 8+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr500	1 Clan Share
2	Cr500	END +1
3	Cr1000	EDU +1
4	Cr1000	Weapon
5	Cr5000	Secret School
6	Cr5000	2 Clan Shares
7	Cr10000	SOC +1
8	Cr10000	3 Clan Shares

- DM+1 if SOC 9+
- DM+1 when rolling on Benefits if Male

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	
1	Independence	Gun Combat	Navigation	
2	STR +1	Drive	Electronics	
3	DEX +1	Survival	Melee	
4	END +1	Melee (natural)	Engineer	
5	Melee (natural)	Athletics	Tactics (military)	
6	Athletics	Recon	Admin	
1D	**SPECIALIST: WARRIOR**	**SPECIALIST: CAVALRY**	**SPECIALIST: FLYER**	**SPECIALIST: SUPPORT**
1	Vacc Suit	Drive	Flyer	Medic
2	Gun Combat	Gunner (turret)	Gunner (turret)	Mechanic
3	Heavy Weapons	Heavy Weapons	Electronics	Electronics
4	Recon	Mechanic	Pilot (small craft)	Navigation
5	Stealth	Gun Combat	Gun Combat	Admin
6	Athletics	Drive	Flyer	Gun Combat

RANKS AND BONUSES

RANK	WARRI-OR/FLYER/ CAVALRY	SKILL OR BENEFIT	SUPPORT	SKILL OR BENEFIT
0	Recruit	—	Recruit-Technician	—
1	Soldier	Melee (natural) 1	Soldier-Technician	Mechanic 1
2	Veteran Soldier	—	Blooded Soldier-Technician	—
3	Warrior	END +	Warsister	EDU +1
4	Veteran Warrior	—	Veteran Warsister	—
5	Leader of Warriors	—	Master Technician	—
6	Honoured Warrior Leader	3 Clan Shares	Honoured Master Technician	2 Clan Shares

MISHAPS TABLE

1D	MISHAP
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	A superior officer has you drummed out of the service. Gain a Rival.
3	You are lost behind enemy lines. Gain Stealth, Survival, Streetwise or Gun Combat.
4	You are captured and ransomed back to your clan. Lose SOC –1.
5	You risk severe injury in a dangerous skirmish. If you fight bravely, roll Gun Combat or Athletics 8+. If you fail, you are injured and must leave this career. If you succeed, you may remain in this career. If you refuse to fight bravely, you must leave this career.
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table but you are not ejected from this career.
3	Your unit is sent into the maw of hell. Roll Recon or Gun Combat 8+ to avoid rolling on the Injury table and gain one of Stealth 1, Medic 1, Heavy Weapons 1 or Leadership 1 as you fight to survive.
4	You are assigned to garrison duty on a clan outpost. Gain a Contact there or one of the following skills: Streetwise, Electronics (comms) or Mechanic.
5	You are involved in a border skirmish with another clan. Gain one of Melee (natural), Gun Combat, Drive or Survival, then roll that skill. If you get an 8+, your clan is victorious – gain DM+2 to your next ad-vancement roll.
6	You are given advanced training in a specialist field. Roll EDU 8+ to gain any skill.
7	Life Event. Roll on the Aslan Life Events table.
8	You fight against an alien race. Gain one of Gun Combat, Language, Melee, Recon or Suvival.
9	An officer insults your courage. You may either duel him or try to prove him wrong. If you duel him, roll Melee (natural) 8+. If you succeed, gain SOC +1. If you fail, lose SOC –1. If you instead try to prove him wrong, roll 1D. On a 1-3, you are wounded because of your bravado – roll on the Injury table. On a 4+, you perform heroically under fire. Gain that officer as a Rival and gain DM+4 to your next advancement roll and gain SOC +1.
10	You are considered for promotion in the officer caste. You may add the number of terms served in this career as a DM if you attempt to qualify for the Military Officer career next term and may apply even if you have not served the minimum number of terms in this career.
11	You serve under a hero of the clan. Either gain Tactics (military), or DM+4 to any advancement roll thanks to his aid.
12	Your efforts strike a great blow for your clan. You are automatically promoted.

5 MILITARY OFFICER

The Aslan military officer caste is notoriously aggressive, pushing for a military solution to every problem. The strict rules of conduct limit the destructive effects of warfare, so the Aslan are more willing to use force to resolve disputes. The Assassin path is also part of this career. Assassins are highly trained Aslan warriors, who fight the shadowy wars of assassins.

Qualification: Rite of Passage 10+

ASSIGNMENTS

Choose one of the following.

Leader: You command a host of Aslan warriors.
Executive Officer: You advise male generals on technical and administrative matters.
Assassin: You are the unseen claw of your clan.

Gender: Only males can enter Leader or Assassin. Only females can enter Executive Officer.

CAREER PROGRESS

	LEADER	EXECUTIVE OFFICER	ASSASSIN
Survival	END 7+	END 6+	END 8+
Advancement	INT 7+	EDU 8+	DEX 6+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	2 Clan Shares
2	Cr5000	INT +1
3	Cr5000	EDU +2
4	Cr10000	Secret School
5	Cr20000	3 Clan Shares or Secret School
6	Cr50000	Armour
7	Cr50000	SOC +2
8	Cr50000	5 Clan Shares

- DM+1 if SOC 9+
- DM+1 when rolling on Benefits if Male

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	Independence (if male) or Admin (if female)	Tactics (military)	Navigation
2	STR +1	Drive	Electronics
3	DEX +1	Gun Combat	Melee
4	END +1	Melee (natural)	Science
5	INT +1	Leadership	Engineer
6	Jack-of-All-Trades	Tolerance	Diplomat
1D	**SPECIALIST: LEADER**	**SPECIALIST: EXECUTIVE OFFICER**	**SPECIALIST: ASSASSIN**
1	Tactics (military)	Admin	Melee
2	Recon	Medic	Stealth
3	Melee (natural)	Electronics	Streetwise
4	Heavy Weapons	Electronics	Recon
5	Gun Combat	Advocate	Deception
6	Electronics	Navigation	Athletics

RANKS AND BONUSES

RANK	LEADER	SKILL OR BENEFIT
0	Probationary Lieutenant	—
1	Junior Lieu-tenant	Vacc Suit 1
2	Lieutenant	—
3	Captain	Leadership 1
4	Comman-dant	—
5	Division Gen-eral	—
6	General	TER +2

RANKS AND BONUSES CONT...

RANK	EXECUTIVE OF-FICER	SKILL OR BENEFIT
0	Probationary Lieutenant	—
1	Junior Lieuten-ant	Electronics 1
2	Lieutenant	—
3	Captain	Admin 1
4	Executive	—
5	Division Chief of Staff	—
6	Chief of Staff	2 Clan Shares

RANK	ASSASSIN	SKILL OR BENEFIT
0	—	—
1	Hunter	Stealth 1
2	—	—
3	—	Melee (natural) 1
4	Veteran Hunter	—
5	—	—
6	Claw of the Clan	2 Clan Shares

MISHAPS TABLE

1D	MISHAP
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	A failing on your part causes a catastrophic loss for your clan. You are Outcast, and drop to SOC 2.
3	A shift in clan politics ruins your career. Lose SOC-2.
4	You are defeated in battle. Gain the foe who defeated you as a Rival.
5	You are captured by a rival clan and ransomed back but the disgrace ends your career. Gain a Contact in the rival clan.
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table but you are not ejected from this career.
3	You fight a brutal ground war. Gain Stealth, Heavy Weapons, Vacc Suit or Drive.
4	You must discipline a disobedient junior officer. Roll Persuade or Melee (natural) 8+. If you succeed, gain him as an Ally. If you fail, lose SOC-1 and he becomes a Rival.
5	You garrison one of the richest Aslan worlds. Gain one of Carouse, Streetwise, Independence or Survival.
6	You are given advanced training in a specialist field. Roll EDU 8+ to gain any skill.
7	Life Event. Roll on the Aslan Life Events table.
8	You have the opportunity to establish a landhold in your name. Gain TER +2.
9	After a battle, you capture an enemy commander. You may ransom him back, and gain TER +2, or free him and gain him as a trusted Ally.
10	You are challenged to a duel by a rival. If you refuse, you lose 1D SOC. Accept and roll Melee 8+. If you fail, you lose all Benefits from this term. Succeed, and gain DM+2 to your next advancement roll.
11	Your deeds are legend among the cubs of your clan. Either gain Tactics (military), or DM+4 to your next advancement roll.
12	Your efforts strike a great blow for your clan. You are automatically promoted.

6 SCIENTIST

Science is an almost exclusively female occupation among the Aslan. The exception is that of doctor as, by ancient tradition, males are allowed to practice the art of the physician. This custom is believed to date back to days when males fought on the battlefield and so had need of healers – and had plenty of practical anatomy lessons. This tradition is rarely observed these days.

Qualification: Rite of Passage 7+ (males 10+)

ASSIGNMENTS

Choose one of the following.

Healer: You tend the sick and wounded.
Researcher: You develop new inventions and technologies for your clan.
Explorer: You explore new worlds and catalogue useful resources.

Gender: Males may only enter Healer.

CAREER PROGRESS

	HEALER	RESEARCHER	EXPLORER
Survival	END 6+	EDU 7+	END 8+
Advancement	SOC 8+	INT 7+	INT 6+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Scientific Equipment
2	Cr5000	EDU +1
3	Cr5000	INT +1
4	Cr10000	Weapon or 1 Clan Share
5	Cr20000	Science Kinship
6	Cr40000	SOC +1 and 1 Clan Share
7	Cr70000	Scientific Equipment and 2 Clan Shares
8	Cr100000	3 Clan Shares

- DM+1 if SOC 9+
- DM+1 when rolling on Benefits if Male

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	INT +1	Electronics	Admin
2	EDU +1	Science	Astrogation
3	SOC +1	Science	Engineer
4	Diplomat	Science	Electronics
5	Tolerance	Investigate	Advocate
6	Independence or Toler-ance	Admin	Medic
1D	**SPECIALIST: HEALER**	**SPECIALIST: RESEARCHER**	**SPECIALIST: EXPLORER**
1	Medic	Science	Navigation
2	Science	Electronics	Pilot
3	Persuade	Engineer	Science
4	Medic	Investigate	Recon
5	Electronics (sensors)	Admin	Survival
6	Admin	Recon	Drive or Flyer

RANKS AND BONUSES

RANK		SKILL OR BENEFIT
0	—	—
1	Scholar	Electronics (computers) 1
2	—	—
3	Respected Scholar	Admin 1
4	—	—
5	—	—
6	Revered Scholar	SOC +1

MISHAPS TABLE

1D	MISHAP
1	Injured. Roll on the Injury table.
2	A lab accident exposes you to something dangerous. Lose END –1.
3	Another researcher sabotages your work. Gain a Rival. You may continue in this career if you wish but gain no Benefit rolls from this term.
4	A lab ship misjumps, stranding you on an alien world. Gain one of Survival 1, Astrogation 1, Mechanic 1 or Science 1.
5	A clan elder challenges your work as being flawed. You may challenge the elder if you wish. If you challenge, roll Melee (natural) 8+. If you succeed, increase your SOC +1 and you may continue with this career. If you fail, reduce your SOC –2 and leave this career.
6	Your clan cancels your line of research. You may, if you wish, leave to continue it in human space, in which case you may automatically qualify for the Scholar career from the *Traveller Core Rulebook* next term.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table but you are not ejected from this career.
3	Spending all your time in the laboratory is never a good thing. Gain one of Carouse 1, Survival 1, Street-wise 1 or a Contact.
4	You are assigned to work on weapons technology for your clan. Gain one of Science 1, Engineer 1, Gunner 1 or Gun Combat 1.
5	You work closely with a scientist from another species. Gain Tolerance 1 and a Contact.
6	You are given advanced training in a specialist field. Roll EDU 8+ to gain any skill.
7	Life Event. Roll on the Aslan Life Events table.
8	You teach the young cubs of your clan. Gain Admin 1, Art 1, Science 1 or a Contact.
9	A researcher working for another clan is close to making a breakthrough you covet. You can try to com-plete your research first, attempt to sabotage his work or do nothing. If you try to complete your work first, roll Science 10+. Fail and lose any Benefit rolls from this term. Succeed and gain DM+2 to your next advancement roll. Gain the researcher as a Rival. If you instead try to sabotage his work, roll Stealth or Deception 8+. Fail and lose SOC –2. Succeed and gain DM+2 to your next advancement roll. Gain the researcher as an Enemy.
10	You obtain a rare alien artefact or life form to study. Roll any Science 8+. If you succeed, you uncover the subject's secrets and gain DM+2 to your next advancement roll. If you fail, suffer DM-2 to your next ad-vancement roll.
11	You study at one of the great universities or research facilities. Gain Investigate, or gain a +4DM to your next advancement roll.
12	You make a scientific breakthrough. You are automatically promoted.

7 SPACER

This career embraces all forms of interplanetary and interstellar service that may be carried out by a clan, including operation of all forms of spacecraft. Males in the Space service are primarily gunners and pilots; females are technicians or support personnel.

Qualification: Rite of Passage 8+

ASSIGNMENTS

Choose one of the following.

Pilot: You fly one of the large Aslan vessels or the smaller shuttles and fighters that accompany them.
Gunner: You man a turret or other weapon, slaughtering your foes with claws of laser-light.
Engineer: You maintain the systems of a starship, despite the best efforts of the male crew to wreck it.
Crew: You serve as a general labourer and deckhand on board ship.

Gender: Only males can enter Pilot or Gunner. Only females can enter Engineer.

CAREER PROGRESS

	PILOT	GUNNER	ENGINEER	CREW
Survival	DEX 7+	END 6+	END 6+	**EDU 5+**
Advancement	INT 5+	INT 6+	INT 6+	**INT 7+**

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr500	1 Clan Share
2	Cr1000	INT +1
3	Cr1000	EDU +1
4	Cr5000	Weapon
5	Cr5000	2 Clan Shares
6	Cr10000	Brotherhood of Stars
7	Cr20000	SOC +1
8	Cr30000	3 Clan Shares

- DM+1 if SOC 9+
- DM+1 when rolling on Benefits if Male

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	
1	DEX +1	Steward	Astrogation	
2	Tolerance	Flyer	Broker	
3	Independence (male) or Broker (female)	Mechanic	Tactics (naval)	
4	INT +1	Athletics	Electronics	
5	Jack-of-All-Trades	Electronics	Leadership	
6	Vacc Suit	Vacc Suit	Admin	
1D	**SPECIALIST: PILOT**	**SPECIALIST: GUNNER**	**SPECIALIST: ENGINEER**	**SPECIALIST: CREW**
1	Pilot (small craft)	Gunner (turret)	Electronics	Mechanic
2	Pilot (spacecraft)	Gunner (any)	Engineer (j-drive)	Athletics
3	Tactics (naval)	Tactics (naval)	Engineer (power)	Vacc Suit
4	Athletics (dexterity)	Athletics (dexterity)	Engineer (m-drive)	Mechanic
5	Gunner (turret)	Electronics	Engineer	Engineer
6	DEX +1	INT +1	EDU +1	END +1

RANKS AND BONUSES

RANK	PILOT/GUNNER	SKILL OR BENEFIT
0	Raw Recruit	—
1	Recruit	Vacc Suit
2	Spacehand	—
3	Veteran Spacehand	EDU +
4	Honoured Spacehand	—
5	Petty Officer	—
6	Veteran Petty Officer	3 Clan Shares

RANK	ENGINEER/CREW	SKILL OR BENEFIT
0	Raw Recruit	—
1	Recruit	Mechanic
2	Spacehand	—
3	Veteran Spacehand	EDU +1
4	Honoured Spacehand	—
5	Petty Officer	—
6	Veteran Petty Officer	2 Clan Shares

MISHAPS TABLE

1D	MISHAP
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	A superior officer has you drummed out of the service. Gain a Rival.
3	You are infected by an alien parasite. Roll END 8+; if you succeed, you do not lose any END; otherwise lose END –1.
4	You are accused of smuggling illegal goods into clan space. Lose SOC –2.
5	You get into trouble on an alien world. Roll Tolerance 8+; if you succeed, you lose any Benefit rolls from this term but are not ejected from the career. Otherwise, you attack the alien and are punished by losing your place in the Space service.
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table but you are not ejected from this career.
3	Your ship is attacked by pirates. Roll either Pilot 8+, Gunnery 8+ or Mechanic 8+. If you succeed, you drive off the attackers – gain DM+2 to your next advancement roll. If you fail, the pirates steal your cargo. Lose all Benefit rolls from this term and gain the pirate captain as an Enemy.
4	You have the opportunity to smuggle illegal goods. If you accept, roll Deception 8+. Succeed and gain 3 Benefit rolls. Fail and you suffer DM-6 to your next advancement check.
5	You are considered for promotion in the officer caste. You may add the number of terms served in this career as a DM if you attempt to qualify for the Space Officer career next term and may apply even if you have not served the minimum number of terms in this career.
6	Your trading mission exposes you to many different worlds and cultures. Gain a level in either Survival, Streetwise, Science or Tolerance
7	Life Event. Roll on the Aslan Life Events table.
8	Your ship carries Aslan colonists to their new world. Gain a Contact from among their ranks.
9	You are engaged in a series of vicious battles against enemies of your clan. You may demonstrate heroism or prudence in battle. If you demonstrate heroism, roll END 9+ to avoid rolling on the Injury table and gain DM+2 to your next advancement roll. If you cower, roll Stealth 8+ to avoid losing SOC –1.
10	You are considered for promotion in the officer caste. You may add the number of terms served in this career as a DM if you attempt to qualify for the Space Officer career next term and may apply even if you have not served the minimum number of terms in this career.
11	The captain sees you as a promising crewman, and entrusts you with an important ceremonial duty. Either gain a level in Steward or DM+4 to any advancement roll thanks to his aid.
12	Your efforts strike a great blow for your clan. You are automatically promoted.

8 SPACE OFFICER

There is a sharp divide in Aslan society between officers and crewmen; the officers are clearly of a higher caste and it is a grievous breach of custom for the two groups to associate socially.

Qualification: Rite of Passage 10+

ASSIGNMENTS

Choose one of the following.

Commander: You command one of your clan's mighty starships.
Shipmaster: You advise the captain on technical matters and administer a ship.
Navigator: You pilot a ship through jump space

Gender: Only males can enter Commandcer. Only females can enter Shipmaster or Navigator.

CAREER PROGRESS

	COMMANDER	SHIPMASTER	NAVIGATOR
Survival	SOC 8+	EDU 7+	INT 6+
Advancement	INT 6+	SOC 6+	SOC 8+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	2 Clan Shares
2	Cr5000	INT +1
3	Cr5000	EDU +2
4	Cr10000	Independence or Tolerance
5	Cr20000	3 Clan Shares
6	Cr50000	Brotherhood of Stars
7	Cr50000	SOC +2
8	Cr50000	5 Clan Shares

- DM+1 if SOC 9+
- DM+1 when rolling on Benefits if Male

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	INT +1	Electronics	Admin
2	EDU +1	Tolerance	Engineer
3	Broker	Pilot	Electronics
4	Jack-of-All-Trades	Advocate	Leadership
5	Diplomat	Admin	Science
6	SOC +1	Gunner	Astrogation
1D	**SPECIALIST: COMMANDER**	**SPECIALIST: SHIPMASTER**	**SPECIALIST: NAVIGATOR**
1	Tactics (naval)	Admin	Astrogation
2	Diplomat	Engineer	Pilot
3	Leadership	Electronics	Engineer (j-drive)
4	Pilot	Engineer	Electronics
5	Gunner	Diplomat	Leadership
6	Tactics (naval)	Broker	Astrogation

RANKS AND BONUSES

RANK	COMMANDER	SKILL OR BENEFIT
0	Probationary Intendant	—
1	Intendant	Leadership 1
2	Lieutenant	—
3	Senior Lieutenant	—
4	Commandant	Tactics (naval) 1
5	Captain	—
6	Admiral	TER +2

RANKS AND BONUSES CONT...

RANK	SHIPMASTER	SKILL OR BENEFIT
0	Probationary Lieutenant	—
1	Intendant	Admin 1
2	Lieutenant	—
3	Senior Lieutenant	Advocate 1
4	Executive Lieutenant	—
5	Executive	—
6	Chief of Staff	2 Clan Shares

RANK	NAVIGATOR	SKILL OR BENEFIT
0	Trainee Navigator	—
1	Junior Navigator	Astrogation 1
2	—	—
3	Navigator	Computers 1
4	—	—
5	—	—
6	—	2 Clan Shares

MISHAPS TABLE

1D	MISHAP
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	A disaster cripples your ship and you are blamed for this failing. Roll Advocate 8+ or Melee 8+ to challenge this decision. If you succeed, you may keep any Benefit rolls from this term.
3	A shift in clan politics ruins your career. Lose SOC –2.
4	Your vessel is destroyed in battle. Gain the foe who defeated you as a Rival.
5	You are captured by a rival clan and ransomed back but the disgrace ends your career. Gain a Contact in the rival clan.
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table but you are not ejected from this career.
3	Your ship is attacked by pirates. Roll Tactics 8+ or Engineer 8+. If you succeed, you drive off the attackers and gain DM+2 to your next advancement roll. If you fail, the pirates steal your cargo. Lose all Benefit rolls from this term and gain the pirate captain as an Enemy.
4	You have the opportunity to smuggle illegal goods. If you accept, roll Deception 8+. Succeed and gain 6 Benefit rolls. Fail and you are ejected from this career and drop to SOC 2.
5	You spend time in alien space. Gain one level of Tolerance, Diplomat, Language or Science.
6	You are given advanced training in a specialist field. Roll EDU 8+ to gain any skill.
7	Life Event. Roll on the Aslan Life Events table.
8	You have the opportunity to establish a landhold in your name. Gain TER +2.
9	Your clan goes to war with another clan and your vessel attacks one of their worlds. If you drive the colonists offworld with vicious tactics, gain TER +2 but lose SOC –2.
10	You are challenged to a duel by a rival. If you refuse, you lose SOC –1D. Accept, and roll Melee 8+. If you fail, you lose all Benefits from this term. Succeed and gain DM+2 to your next advancement roll.
11	You befriend an old Aslan admiral. Either gain Tactics (naval) or DM+4 to any advancement roll thanks to his aid.
12	Your efforts strike a great blow for your clan. You are automatically promoted.

9 OUTCAST

Those Aslan who fail to find their place in society become Outcasts and are seen as the scum of the stars by the rest of their species. Outcasts who survive may be able to build on their skills and self-reliance and eventually make something of themselves… but few survive.

Qualification: Automatic

ASSIGNMENTS

Choose one of the following.

Labourer: You work in whatever dead-end job is not being done by robots or slaves.
Trader: You trade in black market and marginal goods.
Scavenger: You pick the bodies of the dead or retrieve salvaged ships.

Note: No matter the event or mishap, you can never be ejected from the Outcast career.

CAREER PROGRESS

	LABOURER	TRADER	SCAVENGER
Survival	STR 8+	END 8+	END 8+
Advancement	STR 7+	INT 7+	EDU 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr0	INT +1
2	Cr500	EDU +
3	Cr500	Weapon
4	Cr1000	Independence or Streetwise
5	Cr1000	Contact
6	Cr5000	END +1
7	Cr10000	END +1 and EDU +1

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	
1	Independence (if male) or Melee (if female)	Profession	—
2	STR +1	Streetwise	—
3	Streetwise	Mechanic	—
4	Gambler	Melee (natural)	—
5	END +1	Deception	—
6	Jack-of-All-Trades	Survival	—
1D	**SPECIALIST: LABOURER**	**SPECIALIST: TRADER**	**SPECIALIST: SCAVENGER**
1	Athletics	Broker	Mechanic
2	Drive	Streetwise	Streetwise
3	Streetwise	Admin	Drive or Flyer
4	Gun Combat	Profession	Engineer
5	END +1	Electronics	Independence
6	STR +1	INT +1	END +1

RANKS AND BONUSES

RANK	COMMANDER	SKILL OR BENEFIT
0	Outcast	—
1	—	Independence 1
2	—	—
3	Survivor	Streetwise 1
4	—	—
5	—	—
6	—	—

MISHAPS TABLE

1D	MISHAP
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	Your friends desert you. Lose an Ally or Contact. If you have none, lose all Benefits from this term.
3	You are attacked by a band of young Aslan thugs. Roll on the Injury table and gain the leader of the thugs as an Enemy.
4	You suffer a life-threatening disease. Reduce your END –1.
5	You steal from a noble lord to survive. He orders you hunted down by clan agents, forcing you to flee his territory. Lose any Benefits from this term.
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table.
3	A landowner offers you the opportunity to serve him. You gain DM+4 to your next qualification roll but you owe that Aslan a great debt.
4	You pick up a few handy skills. Gain Jack-of-All-Trades.
5	You find working passage on a starship. Gain a level in either Mechanic, Vacc Suit, Engineer or Tolerance.
6	You survive on the edge. Gain a Contact.
7	Life Event. Roll on the Life Events table on page 44 of the *Traveller Core Rulebook*.
8	You are attacked by thieves. Roll Melee 10+ to fight them off or Stealth 8+ to escape. If you fail either, lose all Benefit rolls this term. If you fight them off, gain an extra Benefit roll.
9	An *ihatei* heading for the frontier worlds offers you a place in his retinue. If you accept, gain the *ihatei* as an Ally and you must attempt to qualify for a career from the *Traveller Core Rulebook* next term.
10	You have the opportunity to join an outlaw band or serve on the crew of a wanderer ship. You can automatically qualify for the Outlaw or Wanderer career next term.
11	Your clan offers you a chance at redemption. You may restore your SOC to its original value and may attempt to qualify for another career next term but you owe a great debt to a clan elder.
12	You survive. You are automatically promoted.

10 OUTLAW

You rejected – or were rejected by – Aslan society and forge your own path in the criminal sphere.

Qualification: STR 6+

ASSIGNMENTS

Choose one of the following.

Pirate: You attack shipping and the colonies of other, lesser races.
Raider: You attack outlying settlements and vulnerable lesser clans.
Thief: You work alone and steal from the wealthy.

CAREER PROGRESS

	PIRATE	RAIDER	THIEF
Survival	END 7+	END 8+	DEX 7+
Advancement	INT 7+	STR 6+	INT 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr5000	Contact
2	Cr10000	INT +1
3	Cr20000	Independence or Streetwise
4	Cr20000	Weapon
5	Cr40000	INT +1, Independence or Streetwise
6	Cr70000	EDU +1, Independence or Streetwise
7	Cr100000	5 Ship Shares
8	Cr50000	5 Clan Shares

- DM+1 if male and rolling on the Benefits column.

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	
1	Independence (if male) or Melee (if female)	Streetwise	—
2	INT +1	Gun Combat	—
3	EDU +1	Melee (natural)	—
4	Gambler	Tactics (military)	—
5	END +1	Persuade	—
6	Independence (if male) or Melee (if female)	Stealth	—
1D	**SPECIALIST: PIRATE**	**SPECIALIST: RAIDER**	**SPECIALIST: THIEF**
1	Pilot	Gun Combat	Broker
2	Engineer	Medic	Stealth
3	Gunner	Streetwise	Streetwise
4	Mechanic	Recon	Deception
5	Athletics (dexterity)	Stealth	Electronics
6	Vacc Suit	Melee	Mechanic

RANKS AND BONUSES

RANK	SKILL OR BENEFIT	SKILL OR BENEFIT
0	Outlaw	—
1	—	Melee (natural) 1
2	—	—
3	Feared Outlaw	Independence 1 or Streetwise 1
4	—	—
5	—	—
6	Outlaw Chief	Leadership 1

MISHAPS TABLE

1D	MISHAP
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	You are captured and punished by the clan you stole from. Reduce your END -2, and gain a member of that clan as an Enemy.
3	A rival outlaw band attacks. Roll on the Injury table and lose any Benefit rolls from this term.
4	You are forced to flee off-planet. Gain Deception 1, Pilot 1, Independence 1 or Streetwise 1 as you flee.
5	A friend betrays you. One Ally or Contact becomes a Rival (if you have no Contacts or Allies, then you never saw the betrayal coming; gain a Rival anyway).
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table.
3	You barely survive on the fringes of Aslan space. Lose END –1, but gain any one skill.
4	One of your crimes pays off. Gain a Benefit roll.
5	A clan puts a price on your head. Gain an Enemy and Stealth, Streetwise, Gun Combat or Survival. Alternatively, you can try to claim the reward yourself. If you do so, roll Deception 8+. Succeed and gain 3 Benefit rolls. Fail and you are recognised – lose END –2 and you are ejected from this career.
6	You acquire a contact in the criminal sphere. Gain a Contact.
7	Life Event. Roll on the Aslan Life Events table.
8	You pick up some useful skills. Gain Electronics, Independence, Stealth or Gun Combat.
9	You attempt an audacious raid on a rival. Roll either Pilot, Stealth or Gun Combat 8+. Fail and you must roll on the Injury table. Succeed and you gain an extra Benefit roll or SOC +1.
10	You are offered employment by a clan to perform some deed that they want accomplished covertly. If you accept, roll Stealth 8+. Fail and you gain nothing. Succeed and you gain an extra Benefit roll. Alternatively, you can inform the clan's enemies; gain a Benefit roll but also gain the clan as an Enemy.
11	If male, you have the opportunity to reclaim your standing in society. Gain TER +1 and restore your SOC but you must leave this career after this term. If female and unmarried, then you may marry a male of good family. If you accept, reroll your SOC and you leave this career after this term.
12	Your deeds are the stuff of legends and nightmares. You are automatically promoted.

11 WANDERER

Young second sons (*ihatei*) and other landless Aslan may be assigned small starships by their clan, to seek out new worlds and new opportunities. Such wanderers often end up as mercenaries but also serve much the same function as scouts do in the Imperium.

Qualification: : Rite of Passage 8+

ASSIGNMENTS

Choose one of the following.

Belter: You mine asteroids for valuable minerals and salvage.
Nomad: You wander from system to system.
Scout: You explore unknown worlds and survey planets for colonisation.

Gender: Male only.

CAREER PROGRESS

	BELTER	NOMAD	SCOUT
Survival	END 6+	DEX 7+	END 8+
Advancement	INT 8+	INT 7+	INT 6+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr0	1 Clan Share
2	Cr0	INT +1
3	Cr0	EDU +2
4	Cr2000	Independence
5	Cr5000	Tolerance
6	Cr10000	Scout Ship
7	Cr20000	TER +2

- DM+1 if SOC 9+

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	Independence	Independence	Astrogation
2	STR +1	Pilot	Engineer
3	DEX +1	Gunner	Electronics
4	END +1	Engineer	Advocate
5	Tolerance	Gun Combat	Science
6	Jack-of-All-Trades	Mechanic	Medic
1D	**SPECIALIST: BELTER**	**SPECIALIST: NOMAD**	**SPECIALIST: SCOUT**
1	Mechanic	Astrogation	Astrogation
2	Electronics	Pilot	Science
3	Science	Engineer	Survival
4	Profession	Gun Combat	Electronics
5	Broker	Electronics	Pilot
6	Pilot	Mechanic	Recon

RANKS AND BONUSES

RANK	SKILL OR BENEFIT
0	—
1	Mechanic
2	—
3	Engineer
4	—
5	—
6	Contact

MISHAPS TABLE

1D	MISHAP
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	Your ship crashes on an uninhabited world. Gain any one of Survival 1, Mechanic 1, Animals 1 or Recon 1.
3	You fail to find work or usable territory. Starvation reduces your END –1.
4	You are attacked by outlaws or raiders from another race. Roll Pilot 8+ to avoid rolling on the Injury table.
5	A rival *ihatei* sabotages your ship. Gain Mechanic from the experience of fixing it and gain him as a Rival.
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table but you are not ejected from this career.
3	Your vessel runs into a border patrol. Roll Pilot or Gunner 8+ to escape; if you fail, suffer DM-2 to your next survival roll.
4	You have extensive dealings with barbarians. Gain Tolerance and one of the following: Broker 1, Diplomat 1, Independence 1 or a Contact.
5	You have the opportunity to trade Aslan goods. Roll Independence 8+; if you succeed, gain an extra Benefit roll.
6	You gain a Contact in a distant spaceport.
7	Life Event. Roll on the Aslan Life Events table.
8	You pick up some useful skills working on your ship. Gain one of Pilot (spacecraft), Gunner (turret), Engineer or Mechanic.
9	You are forced to recruit a new crew. Roll Carouse or Streetwise 8+. If you succeed, gain an Ally as one of your new crew proves a true friend. If you fail, one of the new crew robs you – lose any Benefit rolls from this term and gain an Enemy.
10	You spent time on the fringes of Aslan space. Roll Survival 8+ or Pilot 8+; if you fail, roll on the Mishap table but you may stay in this career. If you succeed, gain a Contact and any one skill.
11	You find new worlds for your clan to conquer. Gain DM+2 to your next advancement roll.
12	You find unclaimed territory. Gain TER 1D+1.

MUSTERING OUT

Aslan receive mustering out Benefits when they leave the service as normal.

Kinships

Kinships are secret societies and trade guilds within Aslan society. A Traveller given membership in a kinship may ask other members of the kinship for aid, learn skills or obtain funding for further studies related to the kinship's purpose. There are scientific kinships, engineering kinships, warrior secret schools and so forth.

Pensions

There is no pension system for Aslan. An old Aslan should have accumulated Clan Shares to have enough money to live on.

Cash Benefits

Females, being more skilled in handling financial matters, may consult the Cash column any number of times. Males are restricted to consulting the Cash column no more times than they have levels of the Independence skill; in addition, males receive only half the amount rolled for.

Other Benefits

Some Benefits are unique to Aslan.

Brotherhood of Stars: This grand kinship of starfarers grants the Traveller one free Low Passage per month and one free High Passage per year.

Ceremonial Kinship: A Traveller who is a member of a ceremonial kinship gains D3 Allies within the Aslan hierarchy.

Clan Shares: Aslan Travellers do not receive Ship Shares. Instead, they receive Clan Shares, which represent the clan placing an increasing amount of trust in the Traveller's abilities and the Traveller gaining more control over the assets of the clan.

A Traveller may trade Clan Shares for any of the following benefits. Travellers from the same clan may combine Clan Shares.

- **Cash:** A Traveller may trade Clan Shares for simple cash. Each Clan Share gives the Traveller Cr10000.
- **Corporation:** The Traveller owns an operating corporation. It has MCr500000 in assets per Clan Share spent and produces gross profits equal to 1D-5% of its assets per year. The Traveller need not do anything to administer the corporation but may become involved if desired.
- **Favours:** Clan Shares can be kept in reserve, and used to apply political pressure to the clan in the future. A Clan Share can be spent to acquire a Contact in the clan's upper echelons, or turn such a Contact into an Ally.
- **Land:** This option can only be taken by a male Aslan with SOC 9+. The Traveller receives a landhold. Owning lands is the dream of all Aslan males, the chief ambition which drives them. To determine the landholding's quality and size, first select or generate the world where the landhold is located (see page 12). The size of the holding on that world is then determined based on the number of Clan Shares invested in the holding. Three Clan Shares grants TER +1.
- **Ship Shares:** Clan Shares may be converted to Ship Shares directly on a one-for-one basis.

Scientific Kinship: A scientific kinship is a school of experts on a topic. A Traveller who is a member of a scientific kinship may make a Difficult (10+) SOC check once per year; if successful, they obtain the use of a kinship laboratory ship for six months.

Scout Ship: This is as detailed on page 45 of the *Traveller Core Rulebook*, but will instead be an *Ihateisho* scout ship, as detailed on page 72.

Secret School: A secret warrior school teaches secret combat techniques. In addition to being part of this brotherhood of warriors, the Traveller may obtain DM+1 to attack rolls in any one of the following situations:

- **Melee (natural):** When duelling
- **Gun Combat (energy):** After having aimed for at least two rounds
- **Gun Combat (slug):** After having aimed for at least two rounds
- **Heavy Weapons (any):** After having aimed for at least two rounds
- **Gunner:** When engaging a target at Adjacent range

ASLAN LIFE EVENTS

Outcast Aslan must use the Life Events table on page 44 of the *Traveller Core Rulebook*, reflecting their disconnection from Aslan society. All others use the Aslan Life Events table.

Aslan Life Events

2D	Event
2	**Sickness or Injury:** You are injured or become sick. Roll on the Injury table
3	**Birth or Death:** Someone close you dies, like a friend or pride member. Alternatively, someone close to you gives birth (or is born!). You are involved in some fashion (father or mother, pridekin, honour guard).
4	**Territory Challenge:** A rival attempts to claim some of your Territory (or your sire's or mate's Territory, if you have none of your own). Make a Diplomat, Broker, Melee (natural) or Gun Combat check and increase or decrease your TER (or SOC, if you have no Territory) by the Effect of the roll.
5	**Change in Marriage Status:** If not married, you are now married (either to an existing Ally or Contact, another Traveller, or a mate arranged by your clan). If already married, roll 1D. On 1–4, another female is added to the pride. On a 5–6, your mate is slain. See page 5 for the effects of marriage.
6	**Clan Event:** Roll on the Clan Event table.
7	**New Contact:** You gain a new Contact.
8	**Clan Event:** Roll on the Clan Event table.
9	**Travel:** You move to another world. Gain DM+2 to your next qualification roll.
10	**Duel:** You are challenged to a duel over a matter of family honour. If you refuse, lose SOC –1. If you accept, roll Melee (natural) 8+. If you succeed, gain SOC +1; otherwise, lose SOC –2.
11	**Dishonoured:** You are accused of a crime. Roll Advocate 8+ or Melee (natural) 10+ to defend yourself (if you have any Contacts or Allies in the clan, you gain DM+2 to the Advocate roll). If you cannot defend yourself, you drop to SOC 2 and become Outcast.
12	**Unusual Event:** Something weird. Roll 1D. 1. **Psionic:** You have an encounter with a psionic phenomenon, such as a human psionic institute, a Zhodani agent or a telepathic plant. 2. **Aliens:** You travel extensively with non-Aslan. Gain Tolerance. 3. **Alien Artefact:** You come into possession of a curious piece of alien technology or an archaeological relic. 4. **Amnesia:** There is a gap in your memory. 5. **Contact with Clan Leaders:** The elders of your clan entrust you with a mission or a secret. 6. **Ancient Technology:** You have an item that is older than the Aslan race.

Clan Events

1D	Event
1	**Prosperous Times:** The clan acquires new Territories or trade routes. Gain an extra Benefit roll or DM+2 to your next advancement roll.
2	**Rising Fortunes:** Your clan's political standing improves. Gain SOC +1.
3	**New Ally:** A member of your clan rises to an influential position. Gain him or her as an Ally.
4	**Feud:** Your family is now feuding with another Aslan family. Gain the enemy family as an Enemy.
5	**War:** Your clan goes to war. If male, you suffer DM-2 to survival rolls next term. If female, lose one Benefit roll.
6	**Hard Times:** Your clan suffers economic hardship. You suffer DM-4 to advancement rolls this term, and gain no Benefit rolls for it.

X

ASLAN

Aslan equipment is broadly similar to human items. While the aesthetics are different – Aslan items are bigger and heavier, and much more likely to include natural materials like wood, fur or bone, or at least synthetics that resemble natural materials – both races are physiologically similar and Aslan borrowed much of their advanced technology from humanity.

There are obvious differences between items made for Aslan males and those made for females. Male items, such as most weapons, are simplified to the point of elegance (or beyond). A human laser rifle has a wealth of options and controls, allowing the user to set power consumption rates, adjust the weapon's focus, connect the weapon to different types of heads-up-displays or diagnostic equipment and conduct field repairs. An Aslan laser rifle has an on-off switch and a trigger. Nothing comes between the warrior and his kill. There are no distractions, no fuss, no pointless women's work – just the kill.

By contrast, female Aslan items have a wealth of controls and options, and seem overcomplicated or even deliberately obfuscated to human operators. This is partly because of the Aslan love for decoration; every item of worth is engraved, gilded, jewelled or adorned in some fashion. It also serves to reinforce the cultural bias of the Aslan that technical topics are the preserve of females.

In cases where an item is designed to be used by both genders, such as a vehicle, there will generally be two sets of controls, or else a core control system and a wealth of secondary controls. In general though, the further one gets from the core Aslan worlds and the influence of the **Tlaukhu** culture, the more the two strands of Aslan interface design merge – rough colony worlds do not always have the luxury to accommodate what is essentially a cultural affectation.

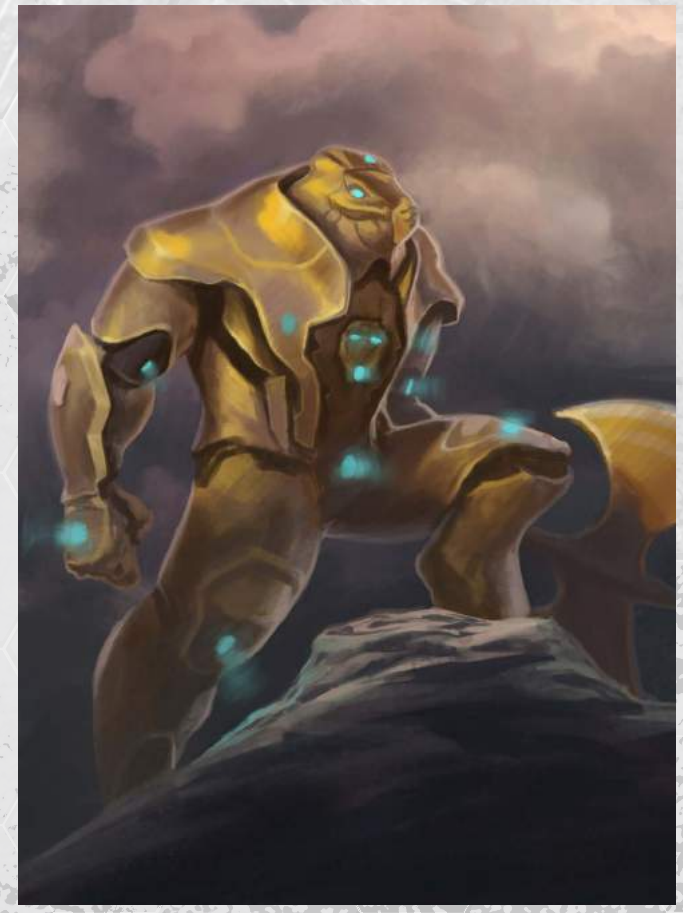
The Aslan have reached TL14 but are well behind the Imperium in several key fields.

PERSONAL PROTECTION

Armour is a much more common sight in Aslan society than it is on human worlds. Most upper-class males will at least wear ceremonial armour as part of their daily wardrobe and virtually all military personnel habitually wear heavier body armour than a human would feel comfortable in. Aslan armour is always ornately decorated and includes furs and other natural materials.

Many suits of armour also include full-face masks made to resemble the features of the wearer or an ancestor. These masks are a sign of prestige among the Aslan and worn only by those of high status.

Unless otherwise noted, an Aslan may use his dewclaw while wearing armour.



A03/48956

AUA-LEATHER

Aua-hide clothing is the traditional garb of most Aslan warriors and the heavy, musky stench of the leather is part of the bouquet of every Aslan world and starship. The Aslan produce so much aua-hide that it is used for everything from armour to cargo restraints to children's toys.



Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Aua-leather	1	2	—	2	Cr40	None

A03/75674

ASLAN BATTLE DRESS

Aslan battle dress is bulkier and less advanced than human designs. It lacks the built-in computer of human suits (and so does not come with the electronics suite described in the *Central Supply Catalogue*) but offers six hours of life support and protection from environmental hazards. An Aslan may not use a dewclaw while wearing this armour.



Armour Type	Protection	TL	Rad	STR	DEX	Slots	Kg	Cost	Required Skill
Aslan Battle Dress	19	14	2650	+6	+3	20	105	MCr1	Vacc Suit 2

A03/48956

ASSASSIN'S GARB

Assassin's garb consists of a form-fitting body glove studded with small armour plates. It is designed for stealth rather than protection and granting the wearer DM+1 to Stealth checks. An Aslan may not use a dewclaw while wearing this armour. More advanced versions replace the armour plates with a reactive layer that becomes rigid when struck and also incorporates the Vislight Chameleon option (see *Traveller Core Rulebook*, page 96).



Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Assassin's Garb	3	8	—	1	Cr10000	None
Assassin's Garb	6	13	—	1	Cr100000	None

A03/48956

CEREMONIAL BREASTPLATE

These ornamental breastplates are designed to deflect the razor-sharp dewclaws of an attacker, and are not strong enough to stand up to a bullet. Most Aslan nobles of SOC 9+ will wear one of these breastplates at all times – wearing such armour without the requisite SOC is considered discourteous.



Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Ceremonial Breastplate	2	3	—	3	Cr500	None

A03/75674

CEREMONIAL ARMOUR

A full suit of *khirshukaya* is a rare sight these days; only the oldest clans have preserved these suits. They are worn by ceremonial honour guards and nobles, and is roughly comparable to human plate armour. It is reserved for those of SOC 9+ and their guards; wearing ceremonial armour without the necessary standing is insulting.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Ceremonial Armour	4	3	—	6	Cr2000	None



A03/48956

COMBAT FLEX

Combat flex armour is made up of interlocking plastic plates, designed to resemble *khirshukaya*. These suits are worn by clan agents, mercenaries and even some Aslan traders and explorers.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Combat Flex	4	6	–	4	Cr300	None



A03/75674

COMBAT ARMOUR

Su'yerl armour is a common sight on the battlefields of the Hierate. It uses a sandwich of composite materials over a 0.5cm layer of bonded superdense plating and is then coated in a reflec lacquer. The armour is too heavy for most humans to wear and even Aslan warriors find long fights in su'yerl to be difficult propositions. Travellers with STR 8- suffer DM-2 to all checks involving physical actions while wearing *su'yerl*.



Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Combat Armour	15	12	120	14	Cr180000	Vacc Suit 1

A03/48956

HEAVY COMBAT ARMOUR

Only the strongest and most worthy warriors can bear the weight of *su'yerlva* armour. The armour is even thicker and stronger than basic combat armour and normally augmented with grav assist equipment. Travellers with STR 11- suffer DM-2 to all checks involving physical actions while wearing this armour.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Heavy Combat Armour	17	12	150	20	Cr300000	Vacc Suit 2



A03/48956

VACC SUIT

The Aslan vacc suit is similar to human models. The Aslan find the open vistas of space to be highly disconcerting and so most have narrower viewports than human models to compensate. A standard vacc suit provides life support for six hours. An Aslan may not use a dewclaw while wearing this armour. More advanced models are self-sealing and considerably lighter.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Vacc Suit	4	9	10	26	Cr8000	Vacc Suit 1
Vacc Suit	6	10	50	6	Cr16000	Vacc Suit 0



Modifications

All standard modifications listed in the *Traveller Core Rulebook* (page 96) or *Central Supply Catalogue* (page 27) may be used with Aslan armour. In addition, some are unique to the Hierate.

A03/75674

COMBAT VACC SUIT

The *suya'uiyekhyerl* is a combat variant of the standard heavy vacc suit, incorporating extra armour plating and weapon mounts. Aslan fighters and dropships are all designed with the bulky *suya'uiyekhyerl* in mind. It has life support for six hours, although an Aslan may not use a dewclaw while wearing this armour.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Combat Vacc Suit	9	12	120	36	Cr22000	Vacc Suit 2



A03/75674

HEAVY VACC SUIT

Heavy vacc suits are designed for use in hostile environments, much like the human HEV suit. The *suya'uiyekhva* includes powered actuators to aid the wearer's movements, as well as a limited built-in artificial intelligence to advise male wearers on correct operation. It offers 12 hours of life support, although an Aslan may not use a dewclaw while wearing this armour.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Heavy Vacc Suit	8	10	75	32	Cr15000	Vacc Suit 1



A03/75674

CLAW PORT

A claw port allows an Aslan to use his dewclaws in combat while wearing armour. Basic claw ports are flexible orifices that are hooked onto the muscles at the base of the claw. When the Aslan unsheathes his claw, the movement pulls the claw port open. More advanced claw ports, designed for use in hostile environments, allow the claw to be extruded without damaging the suit. Aslan planning to use their claws in such environments should invest in Claw Coating (see page 58). A claw port must be of at least the same TL as the armour it is fitted to.

Modification	TL	Kg	Cost
Claw Port	5	–	Cr75
Claw Port	8	–	Cr500



A11/58231

COMMAND SUITE

This upgrade adds a specialised computer weave and communications system to any armour. This computer runs Intellect/1 and Expert (Electronics – comms) 2, handling unit co-ordination and control, allowing a male to command his troops using modern telepresence and communications without having to deal with technical issues.

Modification	TL	Kg	Cost
Command Suite	12	–	Cr12500



A11/58231

ORNAMENTATION

Even basic items are decorated by Aslan craftsmen but a fine suit of armour deserves much more.

Modification	TL	Kg	Cost
Ornamentation	2	–	SOC x Cr100



A11/58231

TAIL ARMOUR

An Aslan with a full tail can only wear armour that includes this modification.

Modification	TL	Kg	Cost
Tail Armour	2	—	+2.5% (min. Cr50)



COMMUNICATIONS AND COMPUTING

A11/58231

BOUNDARY BOX

A necessity for any Traveller on an Aslan world, the boundary box contains maps of the planet's surface as well as a database demonstrating which territory is owned by which Aslan noble. The box signals the Traveller when he is about to cross into an Aslan's territory, ensuring he does not inadvertently cause offence. Additional maps for a boundary box cost Cr25.

Modification	TL	Kg	Cost
Boundary Box	7	–	Cr150



A11/58231

CLAN COMM

The standard Aslan personal communicator has dedicated channels for the owner's family, pride and clan in addition to normal comm features. The gift of a clan comm to an outsider is an expression of trust and honour; illegal possession of another clan's comm is an insult.

Modification	TL	Kg	Cost
Clan Comm	7	—	Cr150



ROBOTS



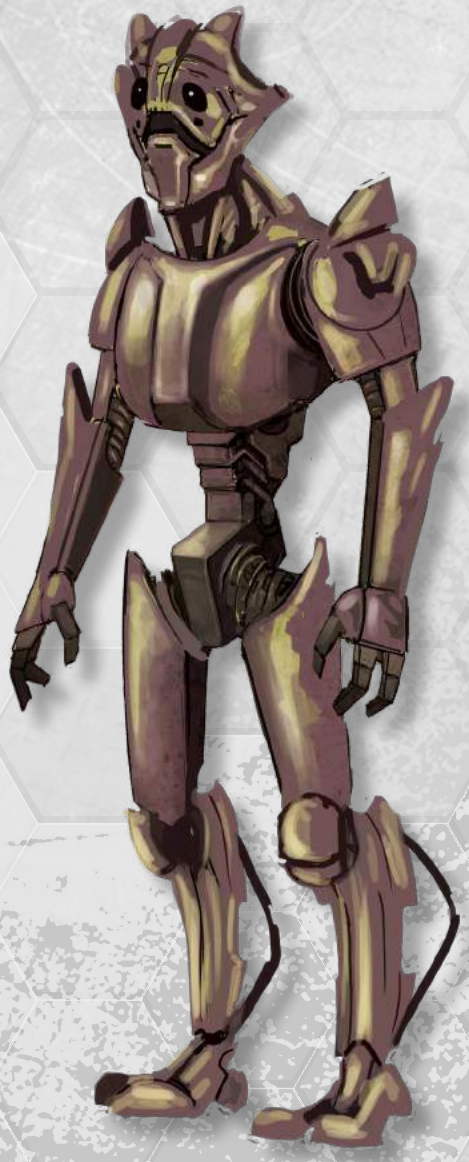
A11/58231 MOUSEBOT

These little drones are mobile food carriers, designed to remind Aslan of natural prey on Kusyu. They are used where live food would be impractical. Freshly heated meat is attached to the *khyeseir's* spikes and the drone is released to run around the dining area.

	Hits	Speed	TL	Cost
	3	10m	7	Cr125
Skills	Athletics (dexterity) 1, Recon 1, Stealth 2			
Attacks	None			
Traits	Armour (+2), Small (-3)			
Programming	Basic (scurry and hide)			

A11/58231 SLAVE MACHINE

These are humanoid robots, mass-produced and used as labourers. The Aslan could perhaps have developed more efficient non-humanoid designs but the *arerl* appeals to some atavistic instinct in the Aslan.

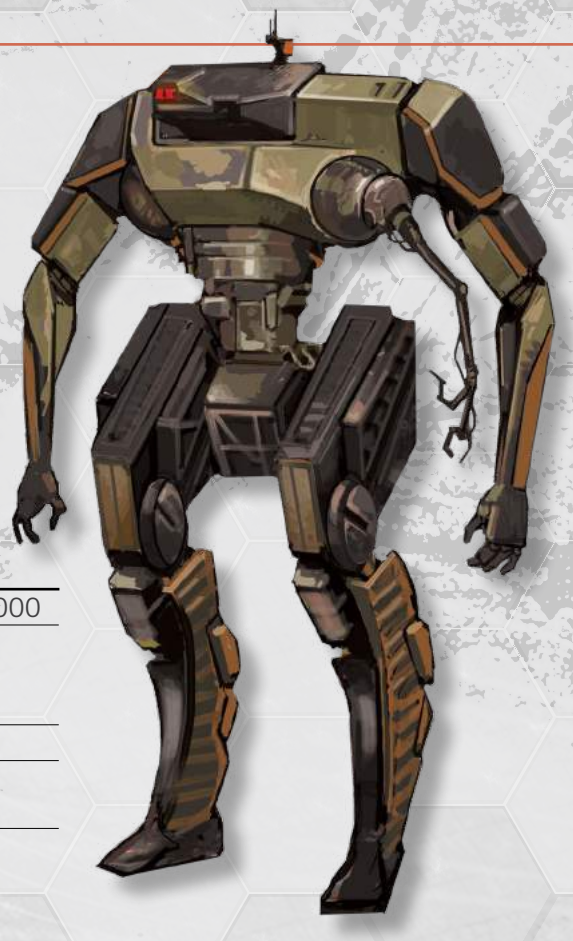


	Hits	Speed	TL	Cost
	36	4m	12	Cr120000
Skills	Athletics (strength) 3, Profession (labourer) 1			
Attacks	None			
Traits	Armour (+6)			
Programming	Basic (labourer)			

A11/58231

TECHNICIAN

A personal robot of great sophistication, the *hikare'* is capable of serving as an engineer on a one-man scout ship or as a personal servant. On larger ships, they are used to replace or aid female crew members. The *hikare'* design has evolved over time and older *hikare'* are often encountered on backward Aslan colonies. These robots are equipped with functioning, although limited, grav drives and completed technical and engineering toolkits



	Hits	Speed	TL	Cost
	24	6 m	14	Cr650000
Skills	Engineer (all) 2, Electronics (computers) 2, Electronics (sensors) 2, Mechanic 2, Steward 2			
Attacks	None			
Traits	Armour (+4), Flyer (idle), IR/UV Vision			
Programming	Very Advanced			

MEDICAL SUPPLIES

A11/58231

BIO-ADJUSTMENT PILL

Bio-adjustment pills alter an Aslan's digestion, allowing them to metabolise alien meats. Different planets require different types of pill, although broad-spectrum pills exist that are suitable for a variety of worlds. Cr20 will buy enough pills to last an Aslan a month.



Item	TL	Kg	Cost
Bio-adjustment Pills	8	—	Cr20

A11/58231

SLASHPATCH

The slashpatch is a specialised bandage designed to treat dewclaw cuts. It glues the wound shut and releases painkillers and clotting agents at a rate optimised to deal with slashing injuries. If a slashpatch is applied within one minute of a claw attack, it immediately heals 1D points of damage.



Item	TL	Kg	Cost
Slashpatch	6	—	Cr5

PERSONAL AUGMENTATION

The Aslan of the Hierate frown on augmentation and genetic engineering. Cybernetics are a necessary evil, as many Aslan are maimed in duels or wars and need replacement limbs but attempts to improve the species through technology are against tradition. Other Aslan states such as the Glorious Empire are less conservative and permit limited augmentation.

All the augmentations listed in the *Traveller Core Rulebook* will be available somewhere in Aslan space but often at a cost of at least 50% higher than normal.

A11/58231 CLAW COATING

This augmentation covers the Aslan's dewclaw in a polymer seal that protects it from environmental damage such as extremes of temperature and pressure.

Item	TL	Cost
Claw Coating	9	Cr1500



A11/58231 CLAW EDGING

This augmentation sharpens a dewclaw and lines its cutting edge with a blade so sharp it approaches monofilament. It also includes all the benefits from Claw Hardening and increases the damage from a successful claw attack to 3D. At TL14, the Claw Edging is enhanced with an arc-field, increasing damage to 5D with AP30. Arc-field weapons cannot be parried by any weapon of a lower Tech Level.

Item	TL	Cost
Claw Edging	11	Cr6000
Arc-Field Claw Edging	14	Cr25000



A11/58231 CLAW HARDENING

Claw hardening weaves carbon nanotubes and bands of tough synthetics into a dewclaw, making it tougher than most armour. A Traveller with claw hardening can scratch a starship hull or parry an attack from a chainsaw without damage. A dewclaw that has been augmented with Claw Hardening inflicts 2D damage.

Item	TL	Cost
Claw Hardening	10	Cr3000



A11/58231

CLAW IMPLANT

Human Travellers living in Aslan space are at a disadvantage as they lack dewclaws. They can carry *hi'a'soi* blades or, alternatively, can go all the way and have an artificial dewclaw implanted into the forearm. The human claw is embedded into the forearm; when unsheathed, it slides forward and projects under the palm. A human with a claw implant may make claw attacks dealing 1D damage.

Item	TL	Cost
Claw Implant	10	Cr5000



A11/58231

PREDATOR SUITE

This enhancement was developed by the *Awyraolr* clan during the Kinstrife and is banned throughout Aslan space. Nonetheless, some clans have kept the technology and even refined it. The predator suite sharpens the recipient's senses and tweaks the endocrine system, enhancing the predator instincts of the Aslan. This augmentation increases the recipient's STR, DEX and END by +2 permanently, although INT and EDU are both reduced by –2, and DM-4 is applied to all Tolerance checks.

Item	TL	Cost
Predator Suite	12	Cr100000



A11/58231

PREHENSILE TAIL

This modification implants artificial nerve and muscle cells into the tail, strengthening it and increasing its fine motor control, allowing the Aslan to effectively use the tail as a third limb. A Traveller with a prehensile tail may take an extra minor action in any combat round, so long as this minor action can be accomplished with the tail.

Item	TL	Cost
Prehensile Tail	11	Cr12000



A11/58231

TAIL IMPLANT

This modification implants artificial nerve and muscle cells into the tail, strengthening it and increasing its fine motor control, allowing the Aslan to effectively use the tail as a third limb. A Traveller with a prehensile tail may take an extra minor action in any combat round, so long as this minor action can be accomplished with the tail.

Item	TL	Cost
Tail Implant	9	Cr4000



WEAPONS OF HONOUR

Unless otherwise stated, all the weapons here use the Melee (blade) skill.

A11/58231

ASSASSIN'S BLADE

The traditional weapon of an assassin is a curved blade, often with funnels in the blade containing poison. The delivery of a *soisu'soi* is part of the ceremony that begins a War of Assassins. Modern blades are made of sensor-baffling materials, fold down to the size of a small coin and contain poison tailored to the metabolism and genetics of the intended family. An Aslan of the target genetic family who is struck by a modern assassin's blade must make a Difficult (10+) END check or suffer another 1D damage every hour for the next 1D hours.



Weapon	TL	Range	Damage	Kg	Cost	Traits
Assassin's Blade	3	Melee	2D	0.5	Cr500	—
Assassin's Blade	10	Melee	2D+3	—	Cr5000	—

A11/58231

CRESCENT BLADE

The *taleryu* is a symbol of a noble's authority; it was traditionally used to execute trespassers but works well as a combat weapon. *Taleryu* are sometimes used in zero-gravity combat in the same way cutlasses are used by humans of the Imperium.



Weapon	TL	Range	Damage	Kg	Cost	Traits
Crescent Blade	3	Melee	2D+3	1.5	Cr100	—

A11/58231

FIERAH

The *fierah* is a strip of flexible material (originally hide, now frequently plastic) approximately 150cm in length and frequently worn like a sash or belt. It can be used in a variety of ways – looped, it can be used to snare or throttle an opponent using the Melee (unarmed) skill; it can also be used as a sling or the loose strands at each end can be tied around weights to form an improvised flail or bolo (taking two rounds), using the Gun Combat (archaic) skill. Highly decorated *fierah* are part of the traditional costume of a noble.



Weapon	TL	Range	Damage	Kg	Cost	Traits
Fierah	1	10	1D	—	Cr10	—

A11/58231

MONKEY KNIFE

Hi'asoi are ceremonial weapons used by humans who have integrated into Aslan society. The blade resembles a dewclaw, and is worn strapped to the wrist, allowing a human to fight in duels, using the blade as a proxy claw. The chances of survival against an Aslan male are, of course, minimal.



Weapon	TL	Range	Damage	Kg	Cost	Traits
Monkey Knife	3	Melee	1D	—	Cr150	—

A11/58231

REAVER'S AXE

An oversized great-axe, the *yuhaih* is a weapon of terror, as it makes a thunderous noise as it is whirled through the air. Dewclaws are needed to wield the *yuhaih* properly, as the wielder's claws slot into a round hole in the shaft, allowing him to spin it at great speed before he drives it into a foe's skull.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Reaver's Axe	4	Melee	4D	5	Cr500	—



A11/58231

SPEAR-HOOK

A combination of spear (at one end) and four-pronged grappling hook (at the other), the yurletya is 250cm in length and was a favourite duelling weapon of early Aslan cultures. It is still frequently used for ritual or ceremonial purposes. After any attack is made with the weapon, regardless of the result, a second attack may be made immediately after at DM-2.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Spear-hook	2	10	2D	2	Cr15	—



WEAPONS OF THE HUNT

When it comes to firearms, Aslan have many equivalents with slug weapons of the Imperium and other races, with Hierate-manufactured autopistols, autorifles and submachine guns commonly found throughout Aslan space. However, the Aslan have developed some weapons that have arisen directly from their culture and history.

The *trakhtyaua* (laser pistol), *triluealikhe* (laser carbine) and *trolitakheal* (laser rifle) are functionally identical to human models and, indeed, were originally based on borrowed human technology. Only ergonomics to accommodate differing physiology and cultural bias were changed.

Unless otherwise stated, all the weapons here use the Gun Combat (slug) skill.

A11/58231

YEHEAL AUTORIFLE

This automatic rifle functions much like the human model and can be equipped with shoulder sling, sights, bipod and muzzle brake, and may be switched from semi-automatic to full automatic fire as needed. The *yeheal* is magazine fed; it uses a dual magazine feed with an internal mechanism that strips cartridges from one magazine until it is empty and then proceeds to strip cartridges from the other. As a result, the total magazine capacity is a massive 64 rounds and the weapon can be reloaded with a single new magazine whenever the remaining rounds are less than 32.



Weapon	TL	Range	Damage	Kg	Cost	Magazine	Magazine Cost	Traits
Yeheal Autorifle	6	275	3D	7	Cr850	64	Cr40	Auto 2

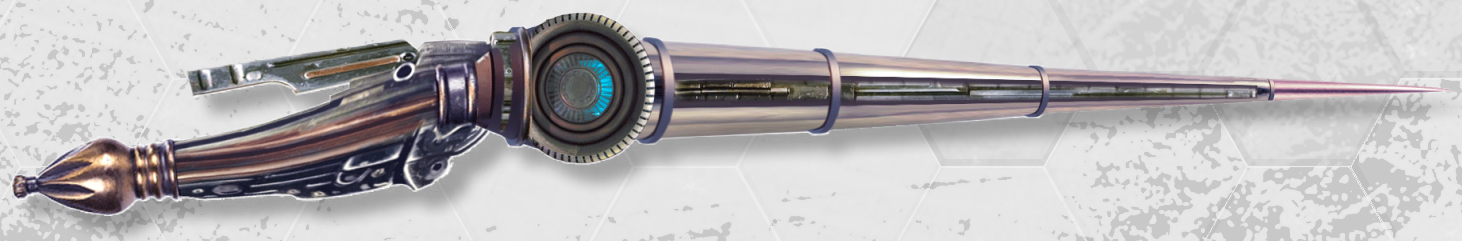
Heavy Weapons

Unless otherwise stated, all the weapons here use the Heavy Weapons (man portable) skill.

A11/58231

GRAVITY SPEAR

This weapon is a recent breakthrough by the Aslan and still largely experimental. It works on the same principle as a gravity plate or repulsor, projecting a 'lance' of gravitational force forward. Anything within the path of the beam is subjected to a 10G force, pulling it towards or away from the *hlaulrakh*. The *hlaulrakh's* beam flickers on and off a dozen times a second and circles around a small area, causing thousands of tears and fractures in the internal organs of the target. Armour is never counted against the damage caused by the gravity spear.



Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Gravity Spear	14	250	2D	10	Cr200000	10	Cr2000	AP Special

A11/58231

PLASMA STREAMER

A primitive version of the human PGMP, this weapon lacks the magnetic containment needed to focus the plasma blast into a coherent beam. The *wye'oiheasarl* is fired much like a flamethrower, vomiting a stream of star-hot matter over a wide area. Proper use of the wye'oiheasarl requires proper protective gear (the operator takes 1D damage when the *wye'oiheasarl* is fired, although this damage can be reduced by armour).



Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Plasma Streamer	11	10	1DD	12	Cr75000	—	—	Blast 5, Very Bulky

A11/58231

*TAO*YUHRIR HEAVY MACHINEGUN

This is a massive drum-fed machine gun that fires explosive bullets. In human terms, it is a support weapon but large Aslan males can and do carry it as a personal weapon. The roar of the *taoyuhrir* heralds a hail of destruction. The *taoyuhrir* requires the Heavy Weapons (man portable) skill.



Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
*Tao*yuhrir Heavy Machinegun	7	500	4D+3	18	Cr4000	200	Cr800	Auto 4, Very Bulky

C H A P T E R - F O U R

VEHICLES OF THE ASLAN

Vehicles are a necessity on most Aslan worlds, as settlements are spread out across a wide area.

CLAWBIKE

TL	7
SKILL	DRIVE (WHEEL)
AGILITY	+2
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	300 (450)
CREW	1
PASSENGERS	1
CARGO	—
HULL	4
SHIPPING	1 TON
COST	CR7800

ARMOUR

FRONT	2
REAR	2
SIDES	2



EQUIPMENT

Control System (improved)

No weapon

TRAITS

ATV,
Open Vehicler

DESCRIPTION

The clawbike is an oversized four-wheeled dirt-bike, used for both civilian and military purposes by the Aslan. The wheels are equipped with long curved spikes that are normally held retracted inside the tire; these spikes can be extended like a dewclaw, allowing the bike to scramble over especially rough terrain and climb very steep surfaces. Considerable strength is preferable when driving a clawbike, as the vehicles are infamous for bucking or toppling if not properly controlled.



CRAWLER

TL	10
SKILL	DRIVE (TRACK)
AGILITY	+0
SPEED (CRUISE)	SLOW (VERY SLOW)
RANGE (CRUISE)	500 (750)
CREW	1
PASSENGERS	7
CARGO	2 TONS
HULL	99
SHIPPING	15 TONS
COST	CR285000

ARMOUR

FRONT	10
REAR	10
SIDES	10

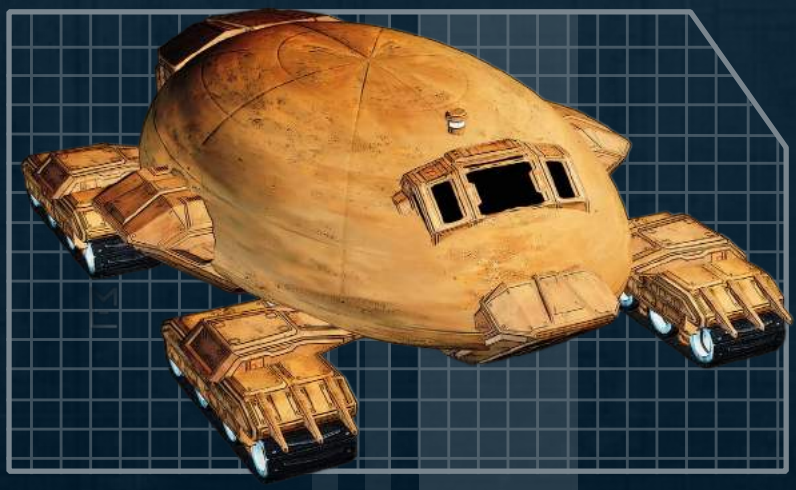


EQUIPMENT

Autopilot (enhanced), Communications (improved), Computer /2, Control System (enhanced), Navigation System (improved), Sensor System (improved)

TRAITS

Tracked



DESCRIPTION

Heavy tracked crawlers are multipurpose utility vehicles. The four track sections are individually powered, giving the vehicle considerable agility at the cost of power and added complexity. The body of the crawler is akin to a flattened dome but is divided into sections with a healthy amount of space for passengers to make long journeys comfortable. The driver's cab is located in the front third of the dome.

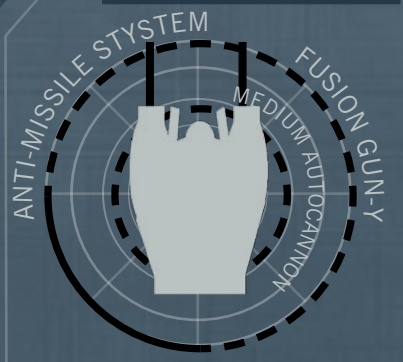
A successful Mechanics check and a suitable crane allows the rear section of the dome to be removed, effectively making the Crawler a flatbed carrier. This reduces Passengers to 1 (to sit alongside the driver) but increases Cargo capacity to 8 tons.

Military crawlers have only 1.75 tons of cargo space but feature a second dome with a small turret. These versions cost Cr295000.

ASLAN ASSAULT GRAV TANK

ARMOUR

FRONT	120
SIDES	110
REAR	60
TOP/BOTTOM	100/100



Autopilot (skill level)	1
Communications (range)	1,0000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+4
Camouflage (Recon DM)	–4
Stealth (Electronics (sensors) DM)	–

TL	14
SKILL	FLYER (GRAV)
AGILITY	–1
SPEED (CRUISE)	HIGH
RANGE (CRUISE)	100 YEARS
CREW	3
PASSENGERS	—
CARGO	—
HULL	165
SHIPPING	30 TONS
COST	MCR31.8

WEAPONS

Large Turret (fusion gun-y x 2, advanced fire control)
Small Turret (medium autocannon, enhanced fire control)
Anti-missile System (advanced laser)

EQUIPMENT

Airlock, Autopilot (advanced), Camouflage (advanced), Communications (advanced, encryption, meson communicator, satellite uplink, tightbeam), Computer /5, Control System (advanced), Electronic Countermeasures (advanced), Electrostatic Armour, Fire Extinguishers, Fusion Plant (advanced), Life Support (short term), Navigation System (advanced), Sensor System (advanced, hardened, sensor mast), Vacuum Protection

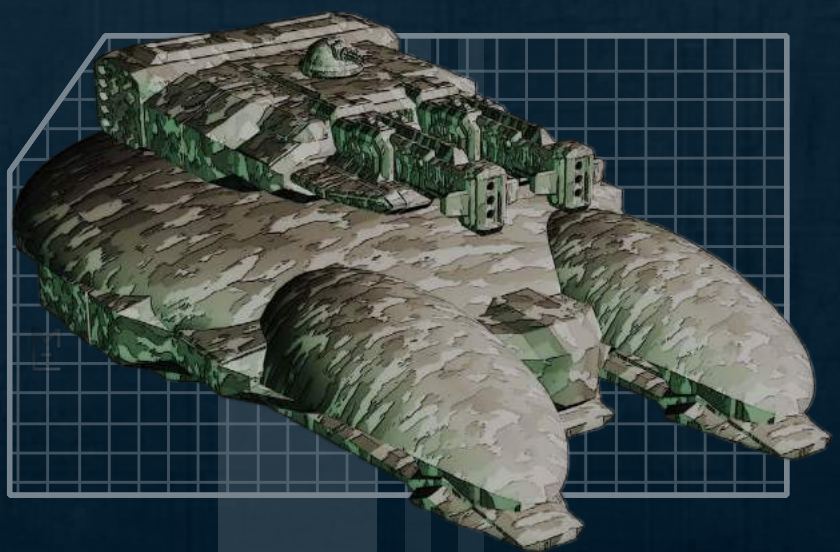
TRAITS

ATV

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Fusion Gun-Y	5	3DD+3	—	—	AP20, Blast 20, Radiation	DM+4
Medium Autocannon	1	8D	100	Cr1500	Auto 3	DM+3
Anti-missile System	1	2D	—	—	Auto 4	—

DESCRIPTION

The *Khtachwel* assault grav tank exemplifies Aslan fighting techniques. The tank is larger and heavier than comparable human designs and has a crew of three – a male commander/gunner, a male driver and a female engineer/comms officer. The main armament is a heavy turret containing a dual fusion gun system and the tank also mounts a medium autocannon to deal with infantry and light vehicles.



GRAV BARGE

TL	12
SKILL	FLYER (GRAV)
AGILITY	–1
SPEED (CRUISE)	VERY SLOW (IDLE)
RANGE (CRUISE)	100 YEARS
CREW	1
PASSENGERS	30
CARGO	4.5 TONS
HULL	1,000
SHIPPING	125 TONS
COST	MCR47.4

Autopilot (skill level)	—
Communications (range)	10000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+3
Camouflage (Recon DM)	–2
Stealth (Electronics (sensors) DM)	—

WEAPONS

None

ARMOUR

FRONT	4
REAR	4
SIDES	4

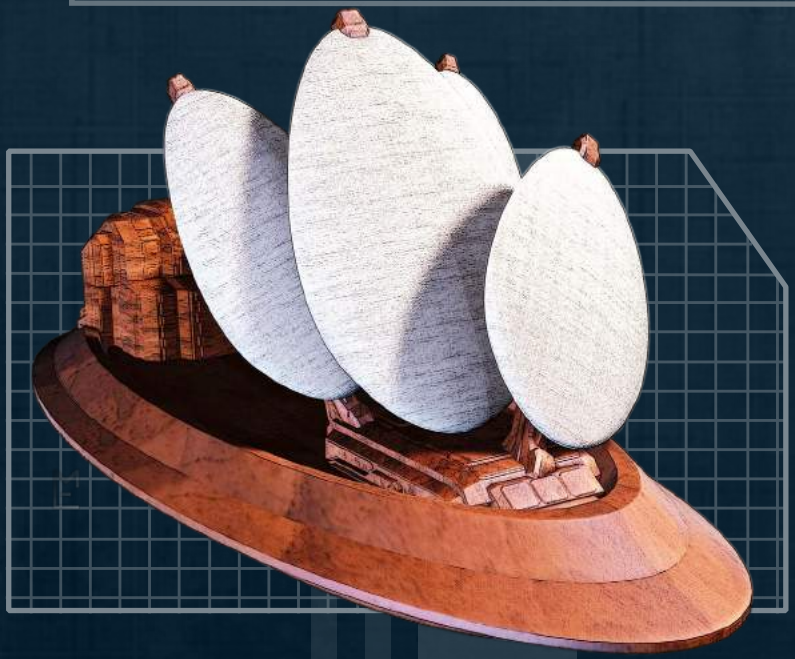


EQUIPMENT

Autopilot (advanced), Communications (advanced, meson communicator, satellite uplink), Computer /3, Control System (enhanced), Crane (heavy), Entertainment System (Cr25000), Fire Extinguishers, Freshers (large) x 10, Fusion Plant (advanced), Galley (full, serves 20), Holding Tanks (25 Spaces), Internal Bays (50 tons), Navigation System (improved), Sensor System (improved), Staterooms x 30

TRAITS

-



DESCRIPTION

A variation on grav platforms, grav barges are large, stately vehicles used by Aslan as semi-mobile bases when travelling through their territory. The barge hovers using anti-gravity suspensors but is propelled by sails or drawn by beasts of burden like a giant flying chariot. Most grav barges can actually move under their own power but it is considered gauche to actually fly a grav barge; the whole point of the vehicle is to slowly tour one's territory in a traditional manner. Understandably, grav barges tend to undergo a great deal of customisation – fortunately, space is the one thing they do not lack.

C H A P T E R - F I V E

HIGH GUARD: ASLAN

Despite outward appearances, Aslan ships use much the same technology as human vessels and either race can readily utilise ships belonging to the other with a minimum of difficulty. However, Aslan do display a slightly different approach towards ships and this is reflected in their design.

Aslan have no special regard for luxury and the Hierate does not have separate High Passage tickets. All paid passages are Middle, Basic or Low. However, any Aslan of SOC 9+ will receive the services of the ship's steward automatically and the Middle passage baggage allowance increases to 500 kilograms. Aslan nobles always have precedence and usually bump passengers of lesser standing. Working passage is common within a clan but rarely available to non-clan members.

The following are customs within Aslan space.

Space is not Territory: No Aslan male may claim a region of space. A Traveller need not ask permission to enter any region of space – but before he puts a single foot on the ground, he must give all traditional honours to the landowner.

Clan Hospitality: There is a strong tradition that 'the clan takes care of its own'. If members of a Traveller's clan live on a particular world, they will offer free food and lodging and provide a Middle Passage ticket upon a Difficult (10+) Persuade check. Outcasts or Travellers who have been Outcasts are not extended this hospitality.

Referees can determine the presence of an Aslan's clan on a world through materials they have previously prepared; alternatively, roll 10+ on 2D, modified by the Clan Presence table.

Clan Presence

Condition	DM
Local Population 9+	+1
Local Government type H	+1
Aslan is member of one of the *Tlaukhu* clans	+2
Per sector distant from the clan homeworld	–1

Swapping Stories: Aslan with time on their dewclaws enjoy telling stories of their exploits and adventures. During the long days of a space journey, the passengers (and crew with no immediate jobs to perform) meet in the galley or central lounge and take turns telling stories of what they have seen, what they have done and what they plan to do.

Participants in these story-swapping sessions gain acceptance into the group as well as diversion from the boredom of a long journey. In addition, the stories told are often the source of further adventures or expeditions.

Decoration: Aslan ships are invariably heavily decorated with inscriptions and clan heraldry; even control systems can be decorated with gold, jewels or other art. Even on military vessels, the Aslan like to decorate their surroundings.

CREWS

Aslan crew standards vary since there is no central authority to prescribe the number and type of crew required. The fundamentals of ship operation mean the requirements for pilot, astrogator and engineer are the same as for human ships. Pilots are almost always male; astrogators and engineers are almost always female.

Stewards are not required. Most properly staffed ships will include at least one because noble males taking passage on any ship require the services of one steward per four nobles and if no proper steward is provided, another crew member will be co-opted for the position. A well-prepared ship thus provides a steward in order to avoid losing an engineer or astrogator at the wrong moment.

Medics are not required either; the position of medic is filled when the ship's owner feels it necessary or when the crew demands it forcefully enough.

Because of the nature of Aslan society and upbringing, most ships have a male in formal command of the ship and a female who deals with many details (specifically finances) that are beneath the male's dignity. The male captain is almost always the pilot. On military ships, the female is the captain's executive officer, while on commercial ships, she will be the purser. In both cases, she may also be the astrogator.

Purser: A merchant ship engaged in commercial activity, trade, commerce, cargo transport, passenger transport or charter activity must have a purser. Invariably, the purser will be female and must have a minimum of either Admin 1 or Broker 1. The purser is paid a salary of Cr5000 per month.

The Aslan Crew Requirements table replaces that on page 29 of High Guard.

Aslan Crew Requirements

Position	Gender	Skills	Salary	Commercial	Military
Captain	Male	—	Cr10000	Usually the leading officer	1
Pilot	Male	Pilot	Cr6000	1	3
Purser	Female	Admin or Broker	Cr5000	1	—
Executive Officer	Male	Leadership or Tactics	Cr5000	—	1
Astrogator	Female	Astrogation	Cr5000	1 if jump drive installed	1 if jump drive installed
Engineer	Female	Engineer	Cr4000	1 per 35 tons of drives and power plant	1 per 35 tons of drives and power plant
Maintenance	Female	Mechanic	Cr1000	1 per 1000 tons of ship	1 per 500 tons of ship
Gunner	Male	Gunner	Cr2000	1 per turret, bay or screen	2 per turret, bay or screen, 1 per 100 tons of spinal mount weaponry
Steward	Female	Steward	Cr2000	1 per 4 noble males	1 per 4 noble males
Administrator	Female	Admin	Cr1500	1 per 2000 tons of ship	1 per 1000 tons of ship
Officer	Either	Leadership or Tactics	Cr5000 *	1 per full 20 crew	1 per full 10 crew

* This can be presumed to be an average taken across all officer positions on a ship. In practice, it will vary a great deal between junior and senior officers.

Note that any smaller craft carried by a ship will have their own crew in addition to those necessary for the mother vessel.

Societal Standards: Because of expectations within Aslan society, all but pirate ships will restrict crew positions to the proper gender. Only males may be gunners and pilots. Only females will be astrogators, pursers, engineers, medics and stewards. Otherwise undefined crew positions (security personnel, mechanics, technicians, small craft pilots, and clerks) are open to any properly skilled individuals, although noble males will refuse most positions other than gunner or pilot.

ASLAN CONTROL SYSTEMS

Aslan controls fall into four categories – male, female, dual and reconfigurable. Male controls are deliberately simplified and abstracted, displaying only the most vital information. Female control displays are overly complex, giving a bewildering array of options to the user and requiring great skill to master. Dual controls include both male and female control systems in the one system; either the male controls are a clearly demarcated subset of the female controls or the control system is compact enough to have two entirely separate interfaces. Finally, reconfigurable controls are the most advanced and can dynamically change themselves to present the appropriate interface.

On most large spacecraft, the piloting and gunnery interfaces are male, while all other control systems are female. Dual controls are more common on smaller ships, where a smaller crew makes it more likely that an Aslan will have to perform duties commonly associated with the opposite gender. Ships built at TL13 or higher always have reconfigurable controls throughout.

A female Aslan will never suffer penalties for using male-configured controls (although she will likely become frustrated at their simplicity), but male Aslan using female-configured controls suffer DM-2 to all relevant checks.

Aslan dislike automated systems, so few Aslan ships come equipped with Evade programs and Fire Control software only offers DMs to attack rolls – it cannot make automated attacks by itself.

SHRINES

All Aslan ships carry a Shrine to Heroes, where Aslan go to meditate on (and gain confidence from) the thoughts, deeds and philosophies of their ancestors. This is typically a small, private room, draped in tapestries and decorated with scenes of conquest.

An Aslan ship of more than 100 tons must have at least one Shrine to Heroes (smaller ships may have them at the option of their owners) and larger ships must have at least one per 10,000 tons. A Shrine is treated as if it were a normal stateroom (consumes four tons and costs MCr0.5) but it cannot be used for occupancy and does not incur any life support costs.

HRAYE-CLASS SCOUT

(TYPE-S)

TL13		TONS	COST (MCR)
Hull	100 tons, Streamlined	—	6
Armour	Crystaliron, Armour 4	5	1.2
M-Drive	Thrust 2	2	4
J-Drive	Jump 2	10	15
Power Plant	Fusion (TL12), Power 45	3	3
Fuel Tanks	J-2, 12 weeks of operation	23	—
Bridge		10	0.5
Computer	Computer/5 bis	—	0.045
Sensors	Civilian Grade	1	3
Weapons	Double Turret (pulse laser/missile rack)	1	2.25
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	—	—
	Shrine	4	0.5
	Probe Drones x 5	1	0.5
Staterooms	Standard x 4	16	2
Software	Jump Control/2	—	0.2
	Library	—	—
	Manoeuvre/0	—	—
Common Areas		8	0.8
Cargo		15	—

TOTAL: MCR 39.045

CREW

PILOT, ASTROGATOR, ENGINEER

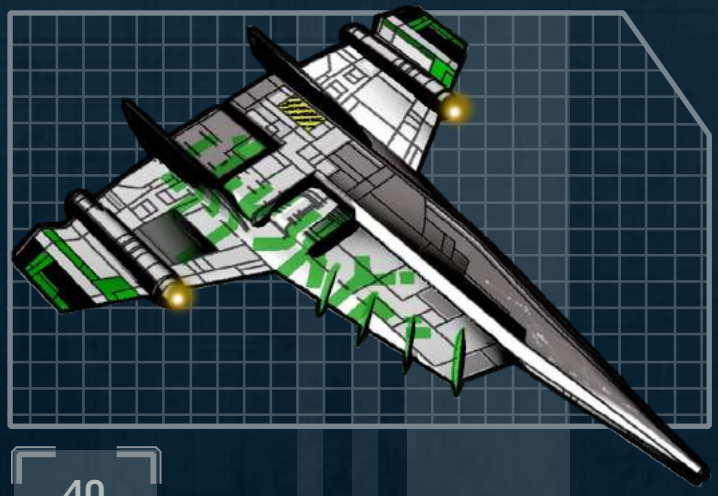
RUNNING COSTS

MAINTENANCE COST
Cr3253/month

PURCHASE COST
MCr39.045

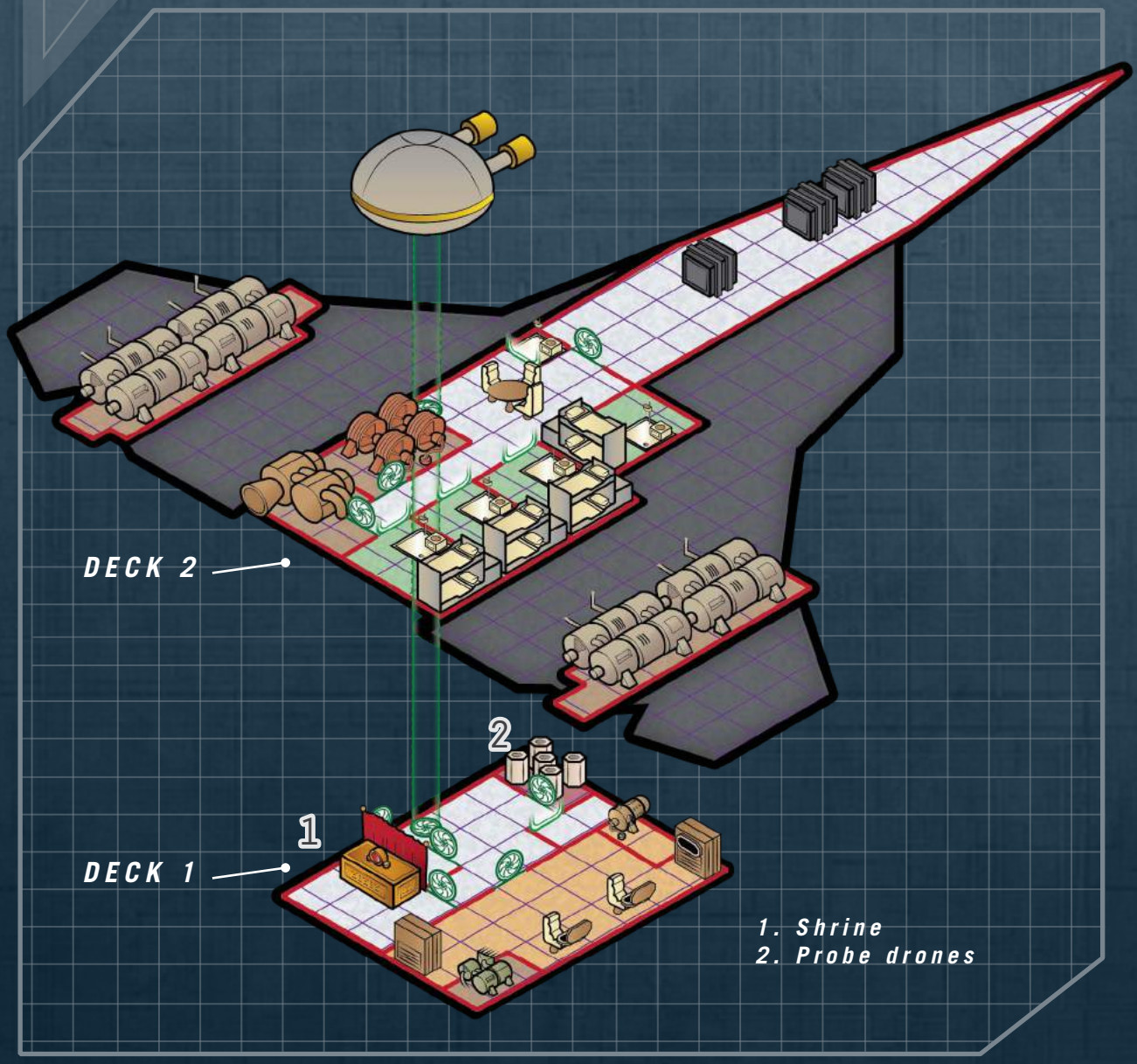
POWER REQUIREMENTS

20	20	1
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSOR
20	**1**	**5**
JUMP DRIVE	SENSORS	WEAPONS



40
HULL POINTS

Using a 100-ton hull, the *Hraye* scout is intended primarily for exploration duties (the variant *Ihateisho*-class scout is a more common sight outside Hierate space). This ship requires a crew of two, pilot and engineer/astrogator (although one individual with pilot, engineer and astrogator skills can handle the ship alone). The *Hraye's* cheap running cost means these vessels are often found serving as couriers or transports in small colonies.



ISOMETRIC DECKPLAN KEY

- BUNK
- FRESHER
- WORKSTATION
- G-CHAIR
- LOW BERTH
- CRATE
- HATCH
- IRIS VALVE (WALL)
- IRIS VALVE (FOOR/CEILING)
- INTERNAL WALL
- HULL
- FUEL PROCESSOR
- POWER PLANT
- JUMP DRIVE
- MANOEUVRE DRIVE

IHATEISHO-CLASS SCOUT

(TYPE-S)

TL13		TONS	COST (MCr)
Hull	100 tons, Streamlined	—	6
M-Drive	Thrust 2	2	4
J-Drive	Jump 4	15	22.5
Power Plant	Fusion (TL12), Power 60	4	4
Fuel Tanks	J-4, 12 weeks of operation	43	—
Bridge		10	0.5
Computer	Computer/15 bis	—	3
Sensors	Military Grade	2	4.1
Weapons	Triple Turret (pulse lasers)	1	4
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	—	—
	Shrine	4	0.5
	Docking Space (4 tons)	5	1.25
	Air/raft	—	0.26
Staterooms	Standard	4	0.5
	Low Berth	0.5	0.05
Software	Jump Control/4	—	0.4
	Library	—	—
	Manoeuvre/0	—	—
	Fire Control/3	—	6
	Intellect	—	1
Common Areas		4	0.4
Cargo		4.5	—

TOTAL: MCr 58.51

CREW

PILOT,
ASTROGATOR,ENGINEER

RUNNING COSTS

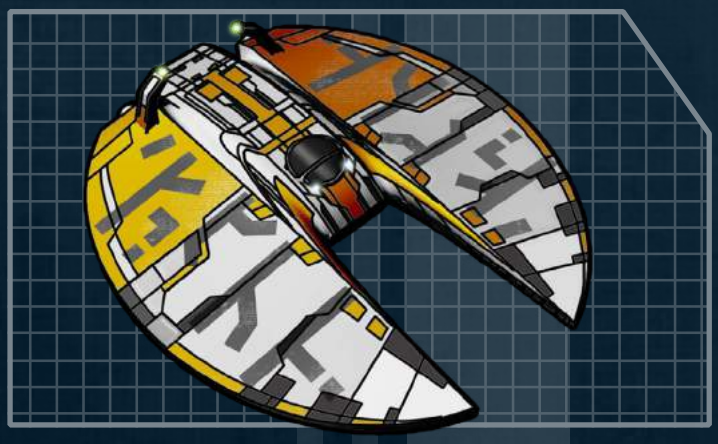
MAINTENANCE COST
Cr4876/month

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PURCHASE COST
MC58.51

POWER REQUIREMENTS

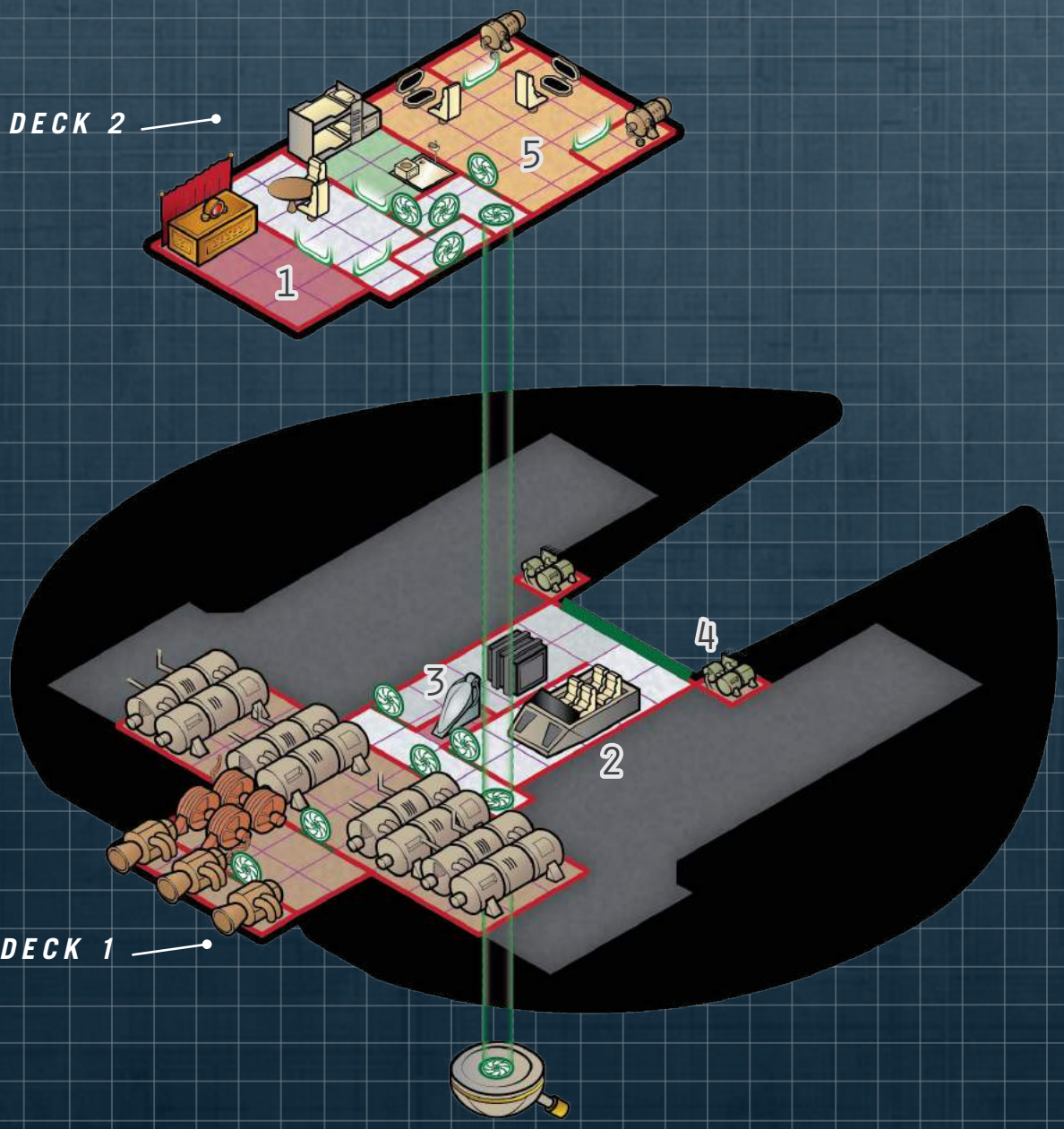
20	20	1
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSOR
40	**2**	**13**
JUMP DRIVE	SENSORS	WEAPONS



40
HULL POINTS

This is one of the iconic Aslan vessels. Ships of this design are given to the *ihatei* of nobles, to roam the galaxy in search of territories to conquer. Contrary to most Aslan vessels, the controls of this ship have a high degree of automatation, to allow less than technically adept males operate it without female help.

The *ihateisho* is capable of making four-parsec jumps, allowing it to reach systems beyond the range of a standard scout. A typical *ihateisho* exploration lasts two to three years, at which point the wanderer returns to the nearest *ihatei* camp and gathers an army to conquer the most suitable territory found during his wandering. The *ihateisho* is then either returned to the clan or traded for a share in a larger vessel. An *ihateisho* is sometimes considered especially lucky if former owners have gone on to find good territories.



1. Shrine
2. Air/raft
3. Low berth
4. Fuel processors
5. Bridge

EAKHAU-CLASS TRADER

(TYPE-S)

TL12		TONS	COST (MCr)
Hull	400 tons, Streamlined	—	24
M-Drive	Thrust 1	4	8
J-Drive	Jump 2	25	37.5
Power Plant	Fusion (TL12), Power 165	11	11
Fuel Tanks	J-2, 4 weeks of operation	82	—
Bridge		20	2
Computer	Computer/ 5 bis	—	0.045
Sensors	Civilian Grade	1	3
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	—	—
	Shrine	4	0.5
	Re-entry Capsules x 13	6.5	0.26
Staterooms	Standard x 13	52	6.5
	Low Berths x 16	8	0.8
Software	Jump Control/2	—	0.2
	Library	—	—
	Manoeuvre/0	—	—
Common Areas		12	1.2
Cargo		173.5	—
		15	—

TOTAL: MCr 95.145

CREW

PILOT, ASTROGATOR, PURSER, ENGINEER

RUNNING COSTS

MAINTENANCE COST
Cr7928/month

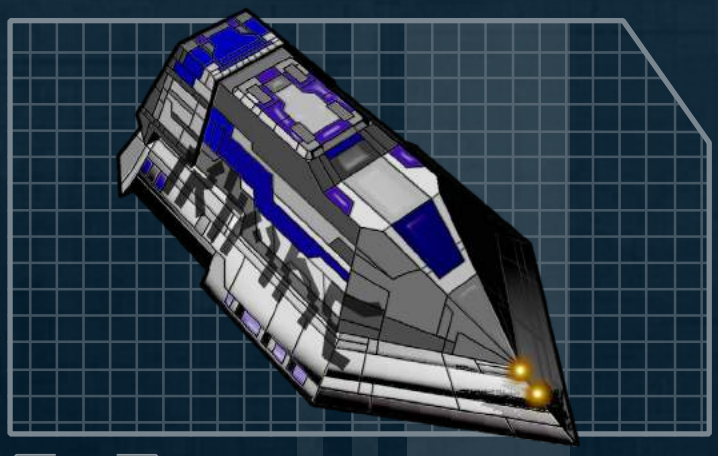
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PURCHASE COST
MCr95.145

POWER REQUIREMENTS

40	80	1
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSOR

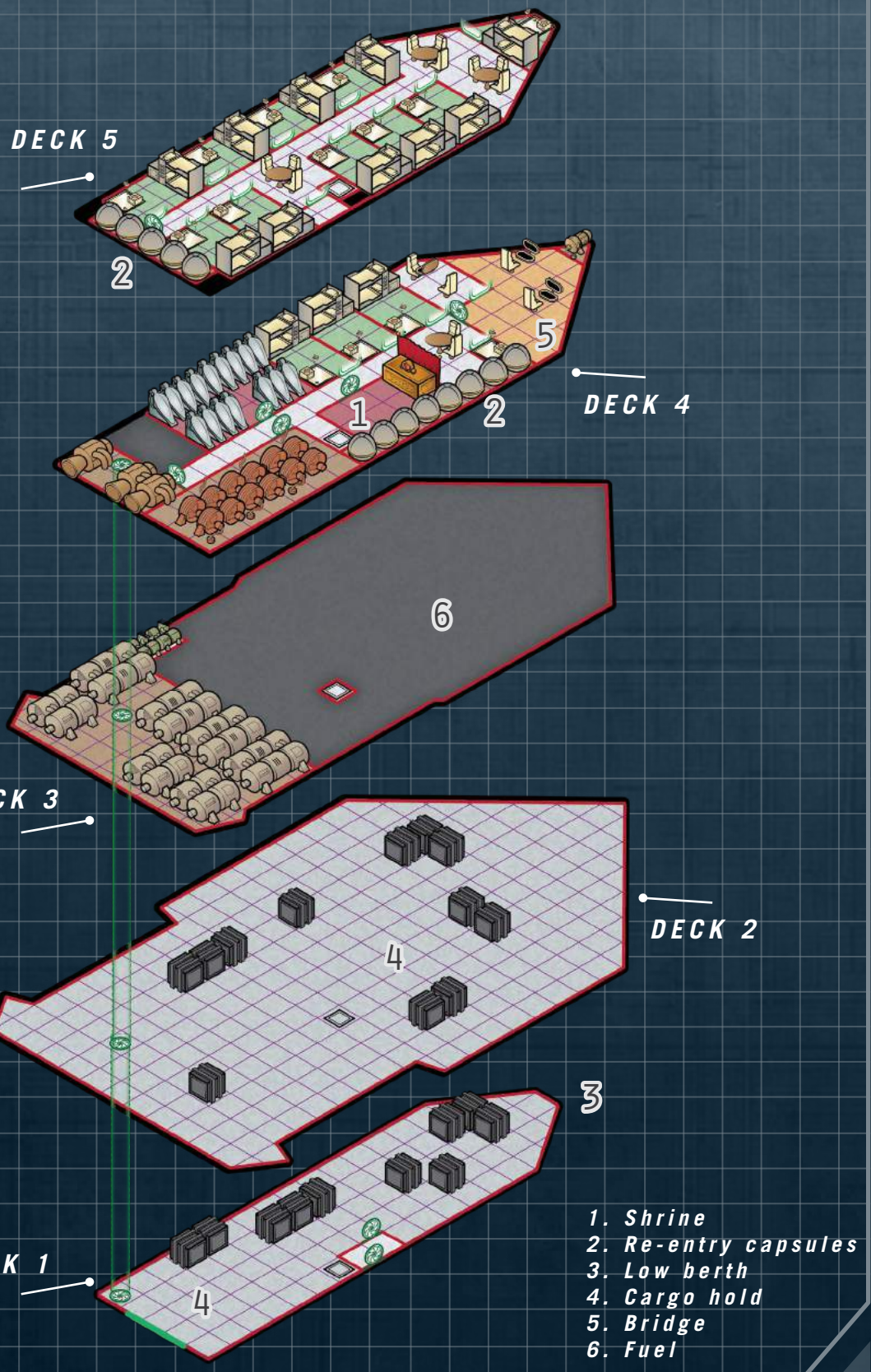
80	1
JUMP DRIVE	SENSORS



160
HULL POINTS

The *Eakhau* is an Aslan tramp trader, commonly crewed by a single family. Nomadic Aslan families travel in this fashion as part of a pride-fleet of a dozen or so ships and whole generations can be born, live and die on these cramped vessels before the pride finds suitable territory. Out of the shipyard, 11 tons of space is unallocated but new owners quickly fill this with weapons, vehicles and other optional extras.

The *Eakhau* is one of the few Aslan designs to carry escape pods, which are seen as inviting failure. A true warrior will never flee.



1. Shrine
2. Re-entry capsules
3. Low berth
4. Cargo hold
5. Bridge
6. Fuel

KHTUKHAO-CLASS CLAN TRANSPORT

(TYPE-S)

TL13		TONS	COST (MCr)
TL12		Tons	Cost (MCr)
Hull	600 tons, Standard	—	30
M-Drive	Thrust 2	12	24
J-Drive	Jump 2	35	52.5
Power Plant	Fusion (TL12), Power 255	17	17
Fuel Tanks	J-2, 4 weeks of operation	122	—
Bridge		20	3
Computer	Computer/5 bis	—	0.045
Sensors	Civilian Grade	1	3
Systems	Shrine	4	0.5
	Docking Space (95 tons)	105	26.25
	Shuttle	—	15.167
Staterooms	Standard x 25	100	12.5
	Low Berths x 30	15	1.5
Software	Jump Control/2	—	0.2
	Library	—	—
	Manoeuvre/0	—	—
Common Areas		20	2
Cargo		149	—

TOTAL: MCr 187.662

CREW

PILOT, ASTROGATOR, PURSER, ENGINEERS X 2

RUNNING COSTS

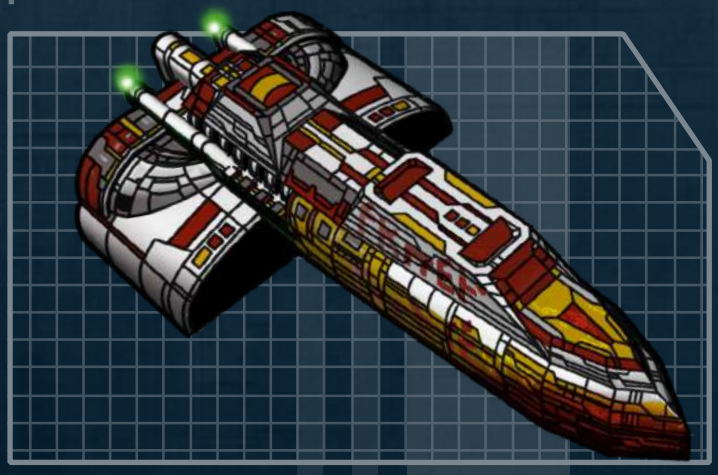
MAINTENANCE COST
Cr15639/month

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PURCHASE COST
MCr187.662

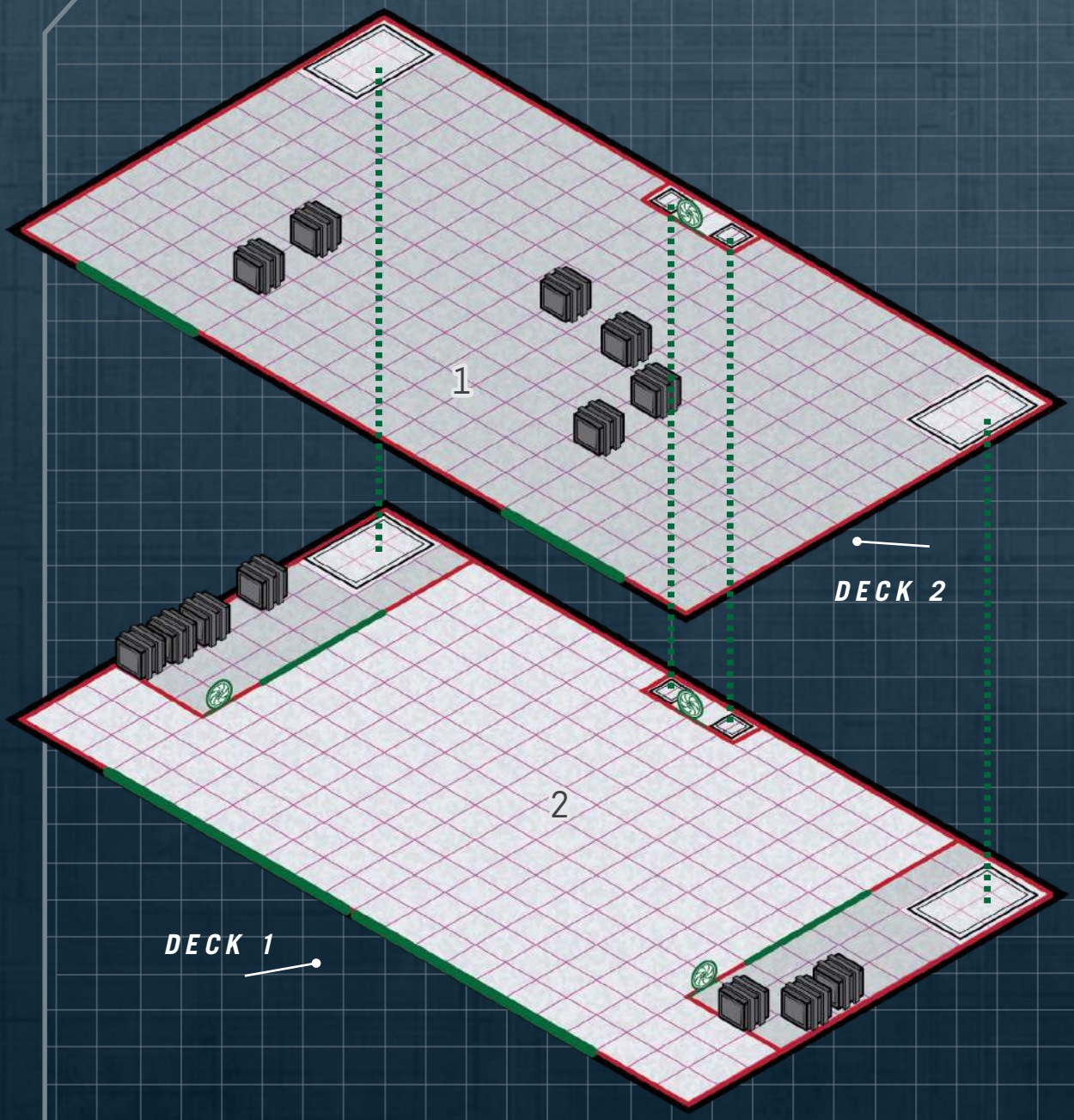
POWER REQUIREMENTS

120	120
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS
120	**1**
JUMP DRIVE	SENSORS

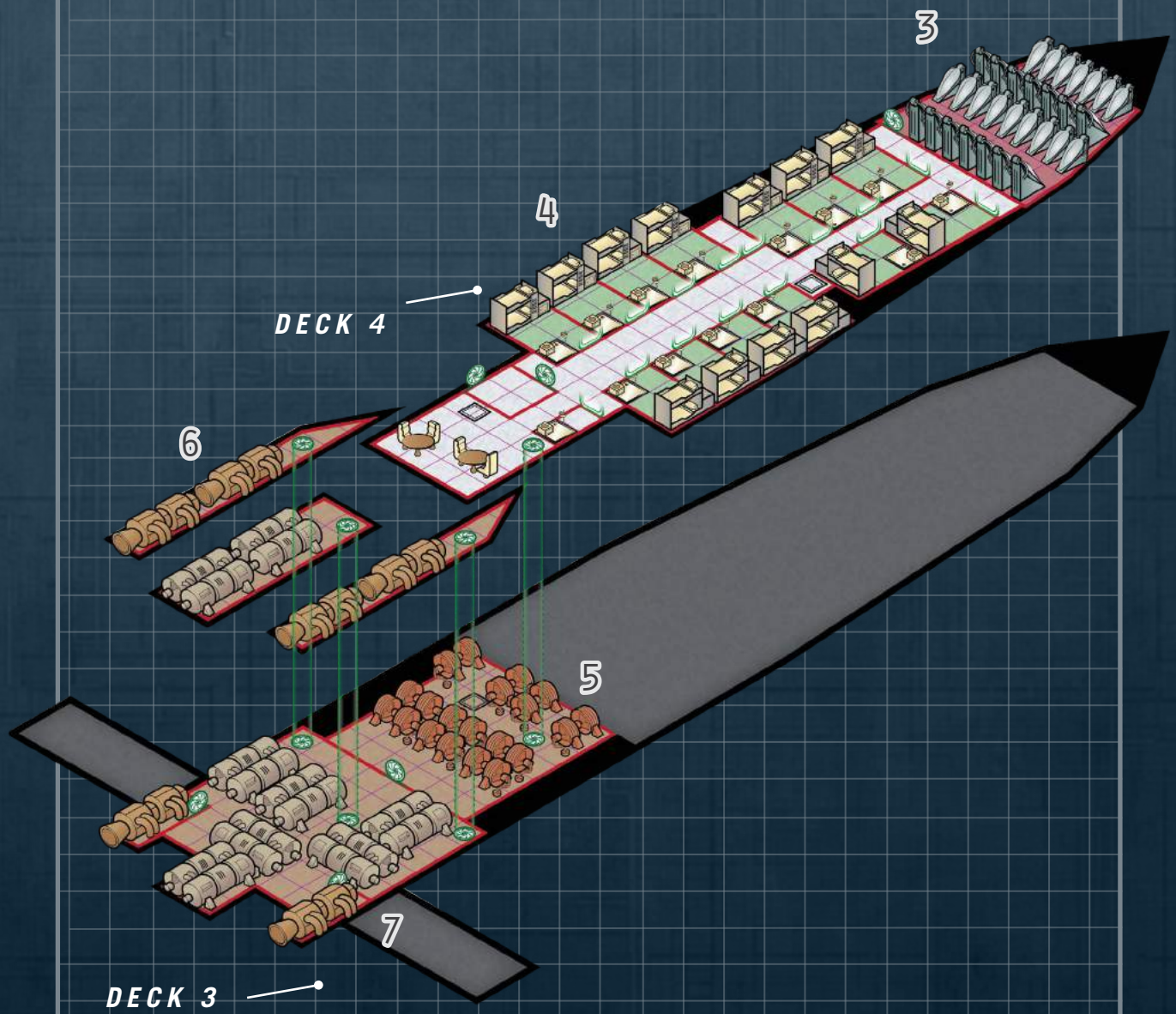


240
HULL POINTS

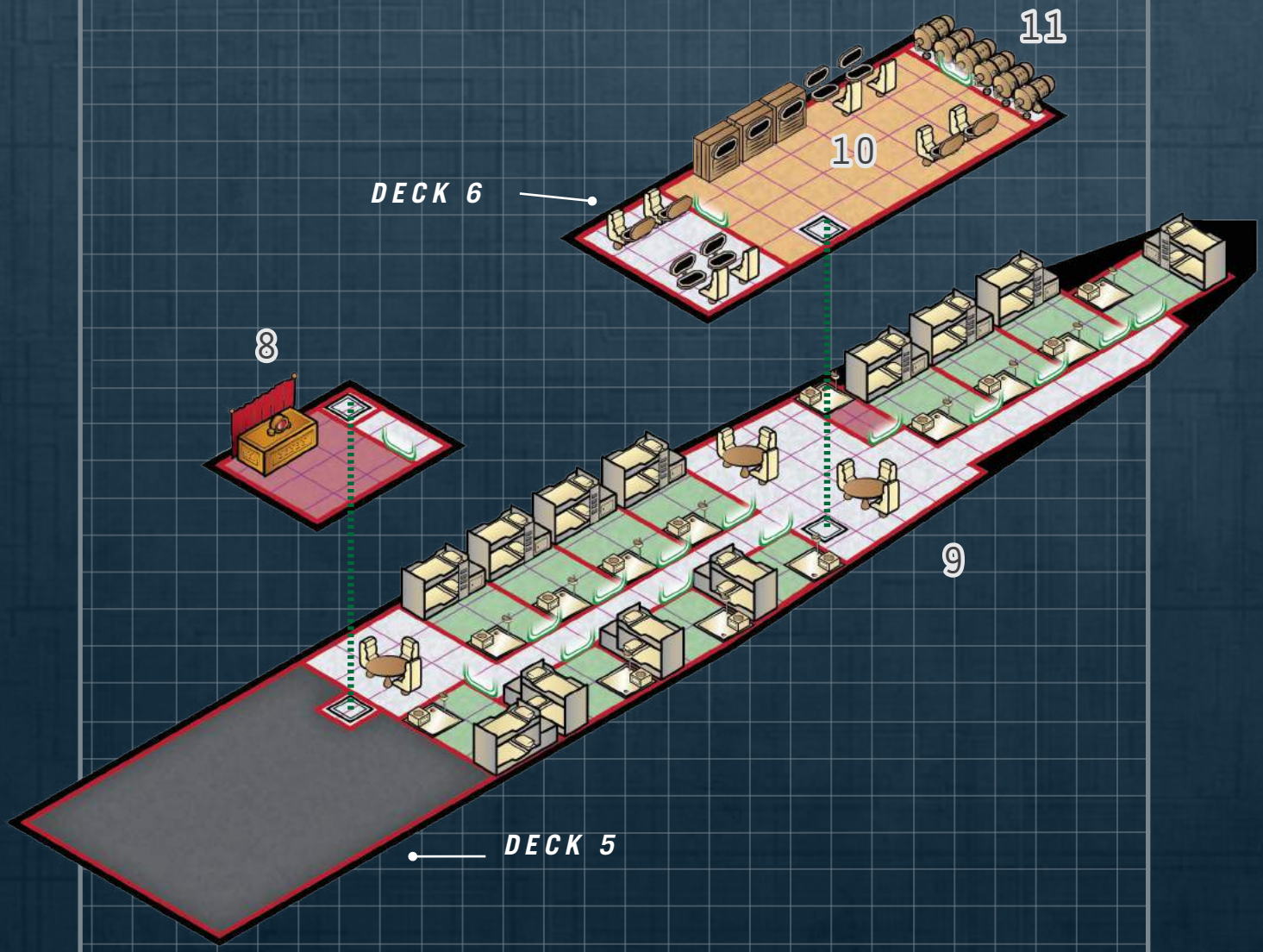
Using a 600-ton hull, this clan transport is a large freight and passenger vessel used by clans and companies upon major trade routes. A 95-ton shuttle is carried as ship's vehicle which, with a generous passenger or cargo capacity means the transport does not require a streamlined hull itself and the shuttle's cargo bay is often utilised to increase the total tonnage this ship can carry.



1. Cargo hold
2. Docking space



3. Low berths
4. Staterooms
5. Power plant
6. M-drive
7. J-drive



8. Shrine
9. Common area
10. Bridge
11. Sensors

KTIYHUI-CLASS COURIER

(TYPE-S)

TL13		TONS	COST (MCr)
Hull	200 tons, Streamlined, Reinforced	—	18
Armour	Crystaliron, Armour 12	30	10.8
M-Drive	Thrust 4	8	16
J-Drive	Jump 3	20	30
Power Plant	Fusion (TL12), Power 135	9	9
Fuel Tanks	J-3, 4 weeks of operation	61	—
Bridge		10	1
Computer	Computer/10 bis	—	0.18
Sensors	Improved	3	4.3
Weapons	Double Turret (pulse laser/missile rack)	1	2.25
	Double Turret (sandcaster/missile rack)	1	1.5
Ammunition	Missiles x 12	1	0.25
	Sandcaster Barrels x 20	1	0.025
Systems	Fuel Processor (40 tons/day)	2	0.1
	Fuel Scoops	—	—
	Shrine	4	0.5
Staterooms	Standard x 6	24	3
	Luxury	10	1.5
Software	Jump Control/3	—	0.3
	Library	—	—
	Manoeuvre/0	—	—
	Fire Control/2	—	4
Common Areas		12	1.2
Cargo		3	—

TOTAL: MCr 103.905

CREW

ASTROGATOR, ENGINEER, GUNNERS X 2

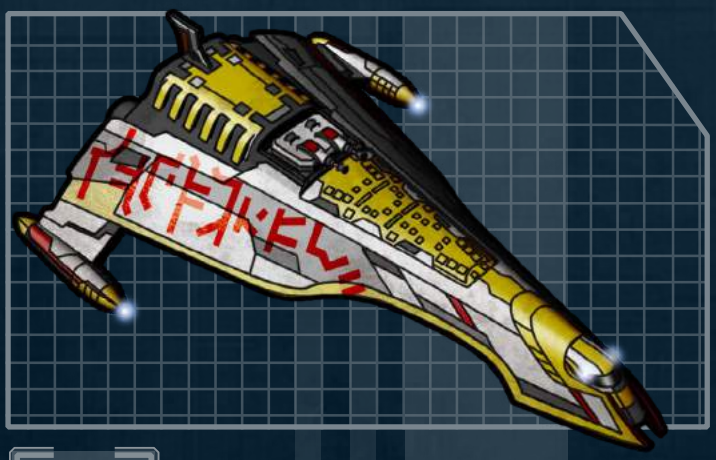
RUNNING COSTS

MAINTENANCE COST
Cr8659/month

PURCHASE COST
MCr103.905

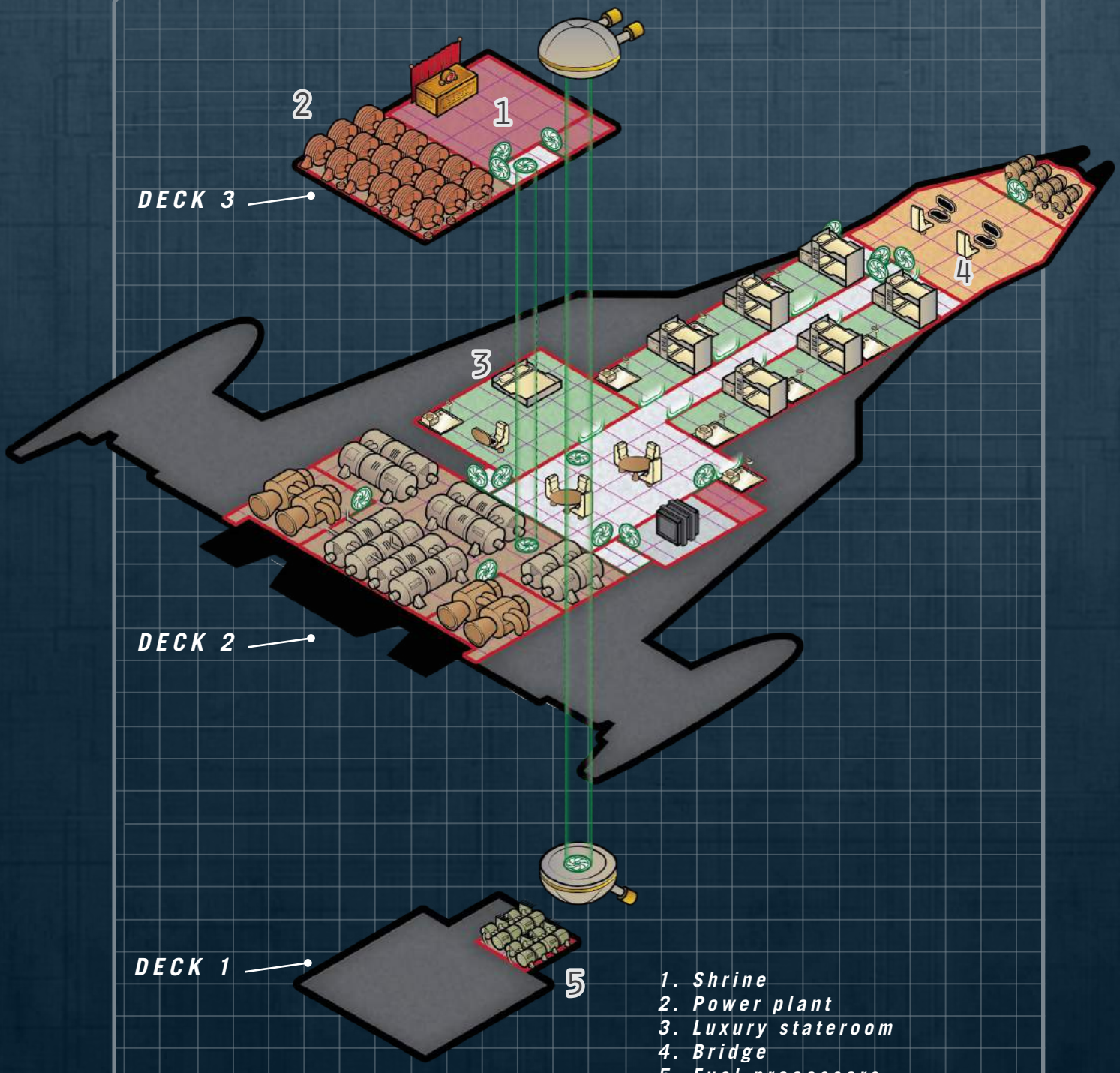
POWER REQUIREMENTS

80	40	2
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSOR
60	**4**	**6**
JUMP DRIVE	SENSORS	WEAPONS



88
HULL POINTS

Using a heavily armoured 200-ton hull, the *Ktiyhui*-class courier is a fast, long-range ship used to conduct clan business across interstellar distances. As the courier is often used to carry important dignitaries and nobles, it dedicates space to various luxuries, usually either a harem or holographic hunting ground.



1. Shrine
2. Power plant
3. Luxury stateroom
4. Bridge
5. Fuel processors

IYELIY-CLASS MESSENGER

(TYPE-S)

TL14		TONS	COST (MCr)
Hull	200 tons	—	10
M-Drive	Thrust 1	2	4
J-Drive	Jump 5	30	45
Power Plant	Fusion (TL12), Power 150	10	10
Fuel Tanks	J-5, 4 weeks of operation	101	—
Bridge		10	1
Computer	Computer/20 bis	—	7.5
Sensors	Military Grade	2	4.1
Weapons	Triple Turret (pulse lasers)	1	4
Systems	Shrine	4	0.5
	Mail Distribution Array (TL13)	20	10
Staterooms	Standard x 2	8	1
Software	Jump Control/5	—	0.5
	Library	—	—
	Manoeuvre/0	—	—
	Intellect	—	1
Common Areas		4	0.4
Cargo		8	—

TOTAL: MCr 99

CREW

PILOT, PURSER/ENGINEER, GUNNER

RUNNING COSTS

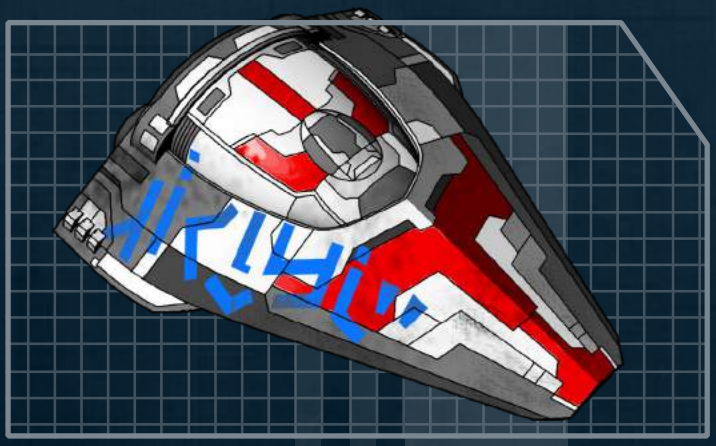
MAINTENANCE COST
Cr8238/month

PURCHASE COST
MCr98.85

POWER REQUIREMENTS

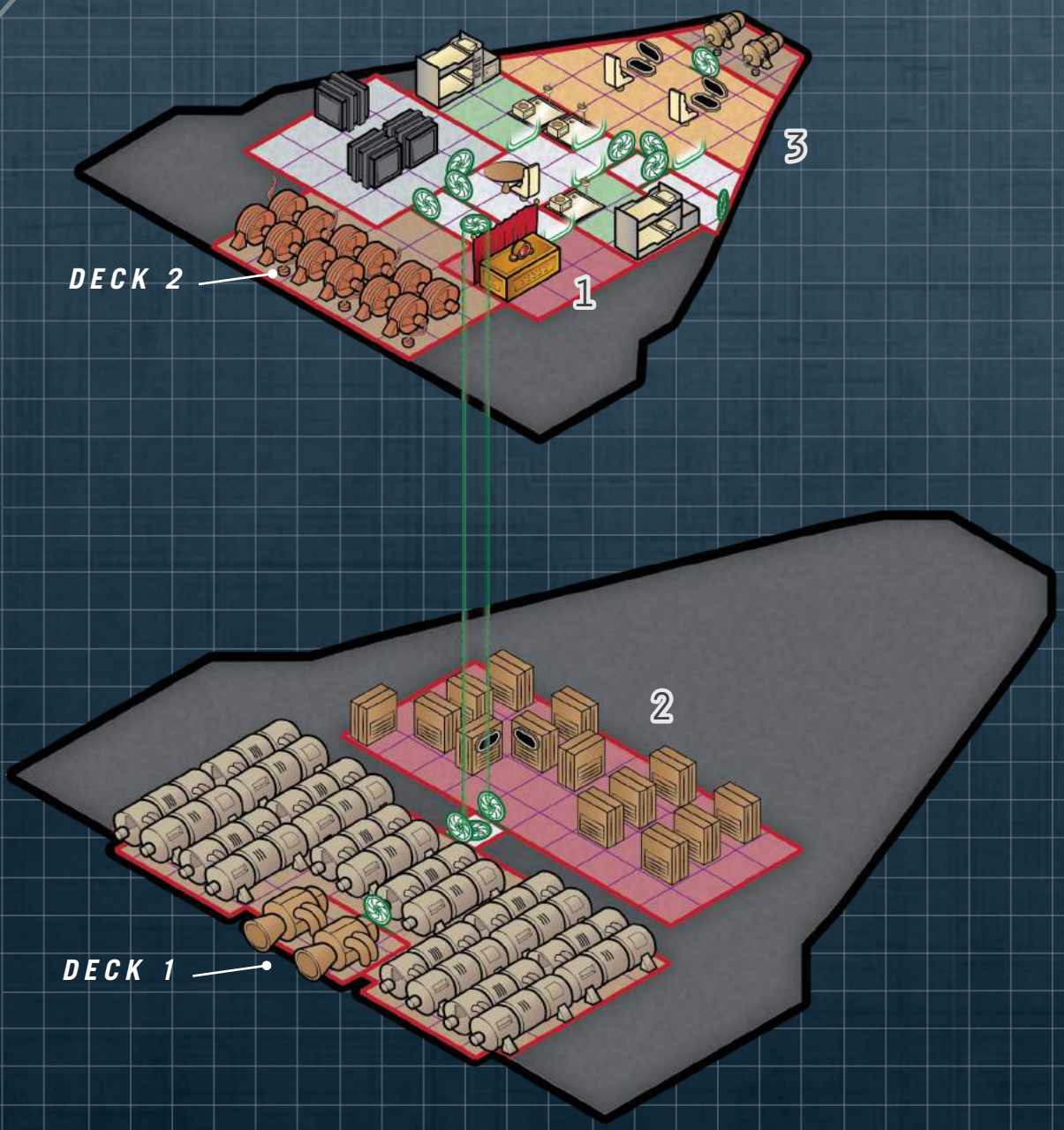
20	40	13
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	WEAPONS

100	2
JUMP DRIVE	SENSORS



80
HULL POINTS

The *Iyeliy*-class is the Aslan equivalent of the Imperial X-boat. Larger clans have a network of these vessels and some Aslan news corporations have their own fleets to relay information across the Hierate. The Aslan network is much less extensive than the Imperial X-boat system but the *Iyeliy* are capable of five-parsec jumps and so information moves faster within the Hierate. Due to the limited crew positions on the messenger ship, astrogation is often relegated to Intellect software, unless the female purser/engineer is unusually skilled.

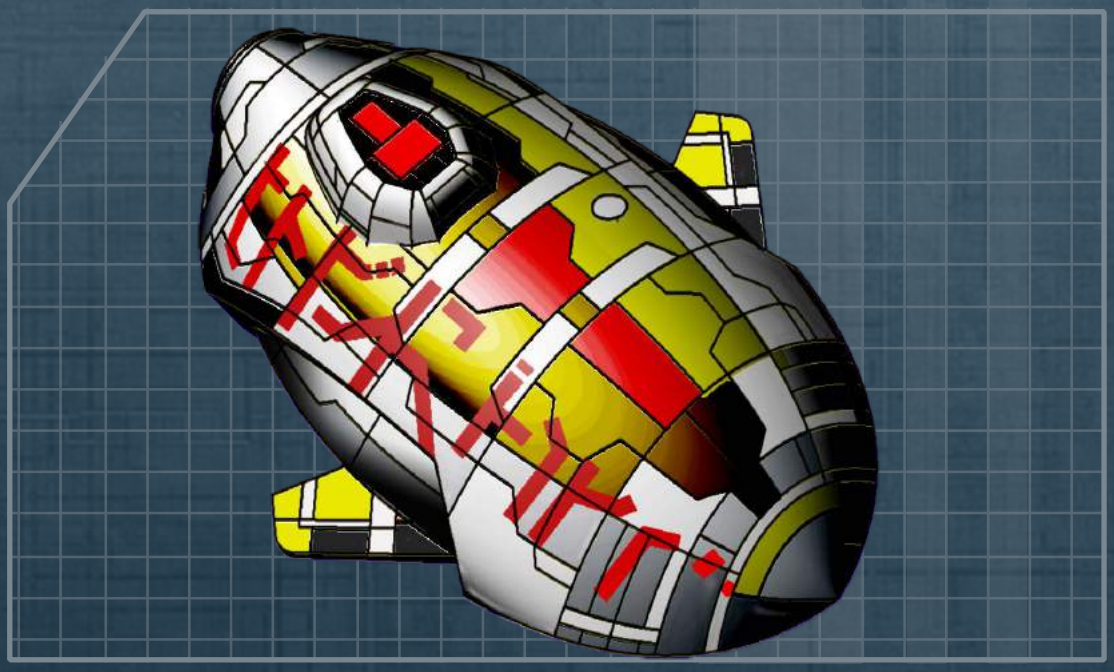


1. Shrine
2. Mail distribution array
3. Bridge

AOSITAOH-CLASS CRUISER (TYPE-S)

TL12		TONS	COST (MCr)
Hull	1,000 tons, Streamlined	—	60
Armour	Crystaliron, Armour 6	75	18
M-Drive	Thrust 4	40	80
J-Drive	Jump 3	80	120
Power Plant	Fusion (TL12), Power 705	47	47
Fuel Tanks	J-3, 4 weeks of operation	305	-—
Bridge	Holographic Controls	20	6.25
Computer	Computer/20	—	5
Sensors	Improved	3	4.3
Weapons	Triple Turrets (pulse lasers) x 6	6	24
	Triple Turrets (missile racks) x 3	3	9.74
	Triple Turret (sandcasters)	1	1.75
Ammunition	Missiles x 216	18	—
	Sandcaster Barrels x 120	6	—
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	—	—
	Shrine	4	0.5
	Docking Space (40 tons) x 2	88	22
	Pinnace x 2	—	17.424
	Docking Space (4 tons) x 2	10	2.5
	Air/rafts x 2	-	0.52
	Docking Space (10 tons) x 4	44	11
	ATVs x 4	—	0.216
Staterooms	Standard x 54	216	27
Software	Jump Control/3	—	0.3
	Library	—	—
	Manoeuvre/0	—	—
	Fire Control/4	—	8
Common Areas		18	1.8
Cargo		13	—

TOTAL: 4567.48



400

HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR, PURSER, EXECUTIVE OFFICER, PILOTS X 2, ENGINEERS X 5, MAINTENANCE X 2, GUNNERS X 10, MARINES X 80

RUNNING COSTS

MAINTENANCE COST
Cr38953/month

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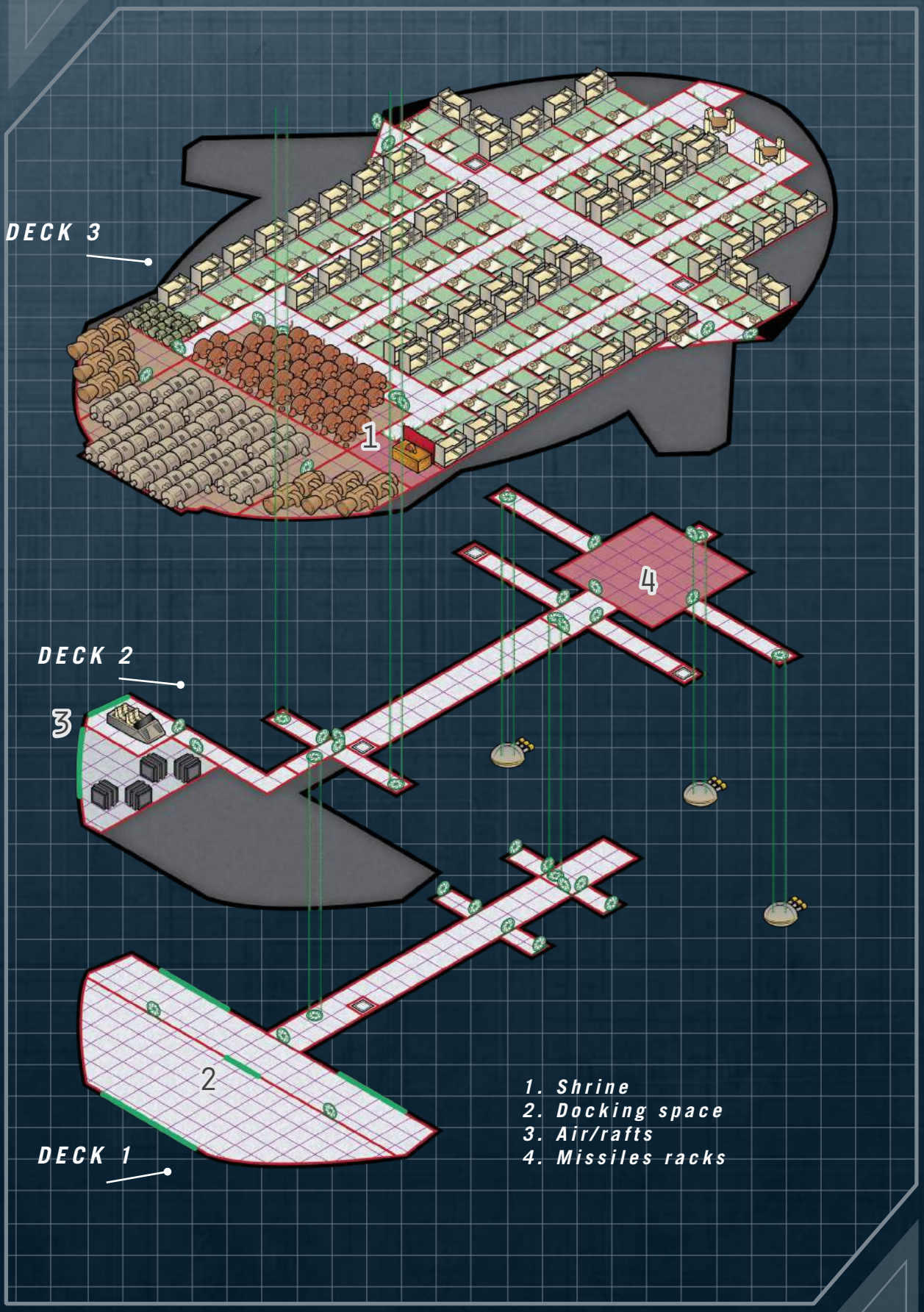
PURCHASE COST
MCr4567.48

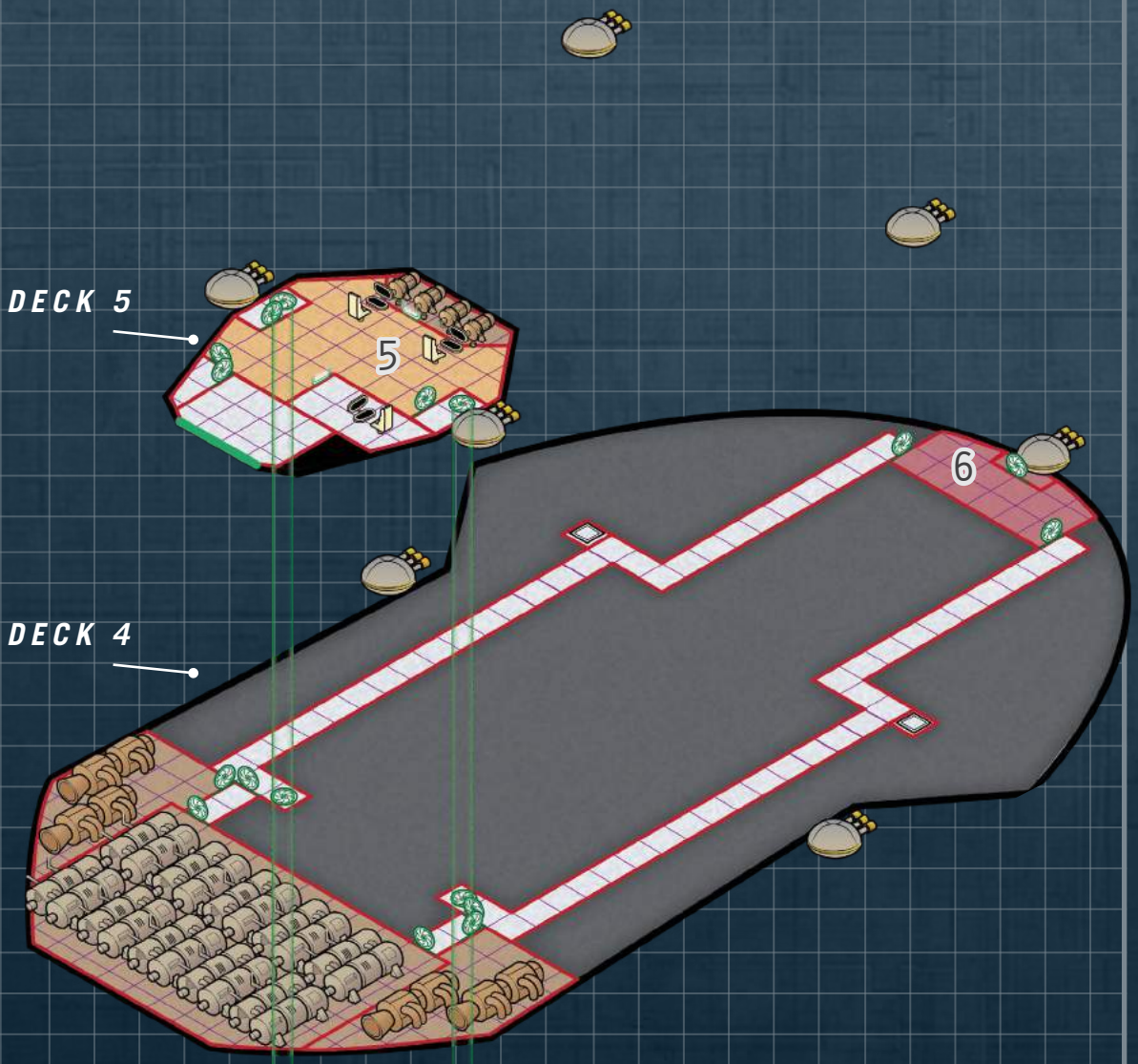
POWER REQUIREMENTS

400	200
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS
300	4
JUMP DRIVE	SENSORS
82	3
WEAPONS	FUEL PROCESSOR

Using a 1,000-ton hull, the Aositaoh-class cruiser is built for small-scale clan troop transport and combat operations. Ten triple turrets are installed, typically mounting six triple beam lasers, three triple missile racks and one triple sandcaster. The ship also carries a launch, two pinnaces, four ATVs and four air/rafts; the pinnaces can each carry two ATVs, allowing the cruiser to deploy a considerable fighting force comprising two full platoons from orbit.

Both this ship and the Ekawsiykua-class escort have low cargo capacities for their size and are often accompanied by Owatarl-class tenders.


DECK 3
1
4
DECK 2
3
2
DECK 1
1. Shrine
2. Docking space
3. Air/rafts
4. Missiles racks



5. Bridge
6. Sandcaster barrels

EKAWSIYKUA-CLASS ESCORT

(TYPE-S)

TL13		TONS	COST (MCr)
Hull	800 tons, Dispersed	—	20
M-Drive	Thrust 4	32	64
J-Drive	Jump 4	85	127.5
Power Plant	Fusion (TL12), Power 540	36	36
Fuel Tanks	J-4, 4 weeks of operation	324	—
Bridge		20	4
Computer	Computer/20	—	5
Sensors	Improved	3	4.3
Weapons	Triple Turrets (pulse lasers) x 3	3	12
	Triple Turrets (missile racks) x 3	3	9.75
	Triple Turret (sandcasters) x 2	2	3.5
Ammunition	Missiles x 240	20	—
	Sandcaster Barrels x 240	12	—
Systems	Shrine	4	0.5
	Docking Space (40 tons) x 2	88	22
	Pinnace with pulse laser x 2	—	19.664
	Docking Space (10 tons) x 5	55	13.75
	Light Fighters x 5	—	39
Staterooms	Standard x 20	80	10
Software	Jump Control/4	—	0.4
	Library	—	—
	Manoeuvre/0	—	—
	Fire Control/4	—	8
Common Areas		14	1.4
Cargo		19	—

TOTAL: MCr 400.464

CREW

CAPTAIN/PILOT, ASTROGATOR, PURSER/EXECUTIVE OFFICER, OFFICERS X 3, PILOTS X 7, MEDIC, ENGINEERS X 5, MAINTENANCE, GUNNERS X 10, MARINES X 10

RUNNING COSTS

MAINTENANCE COST
Cr33372/month

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PURCHASE COST
MCr400.464

POWER REQUIREMENTS

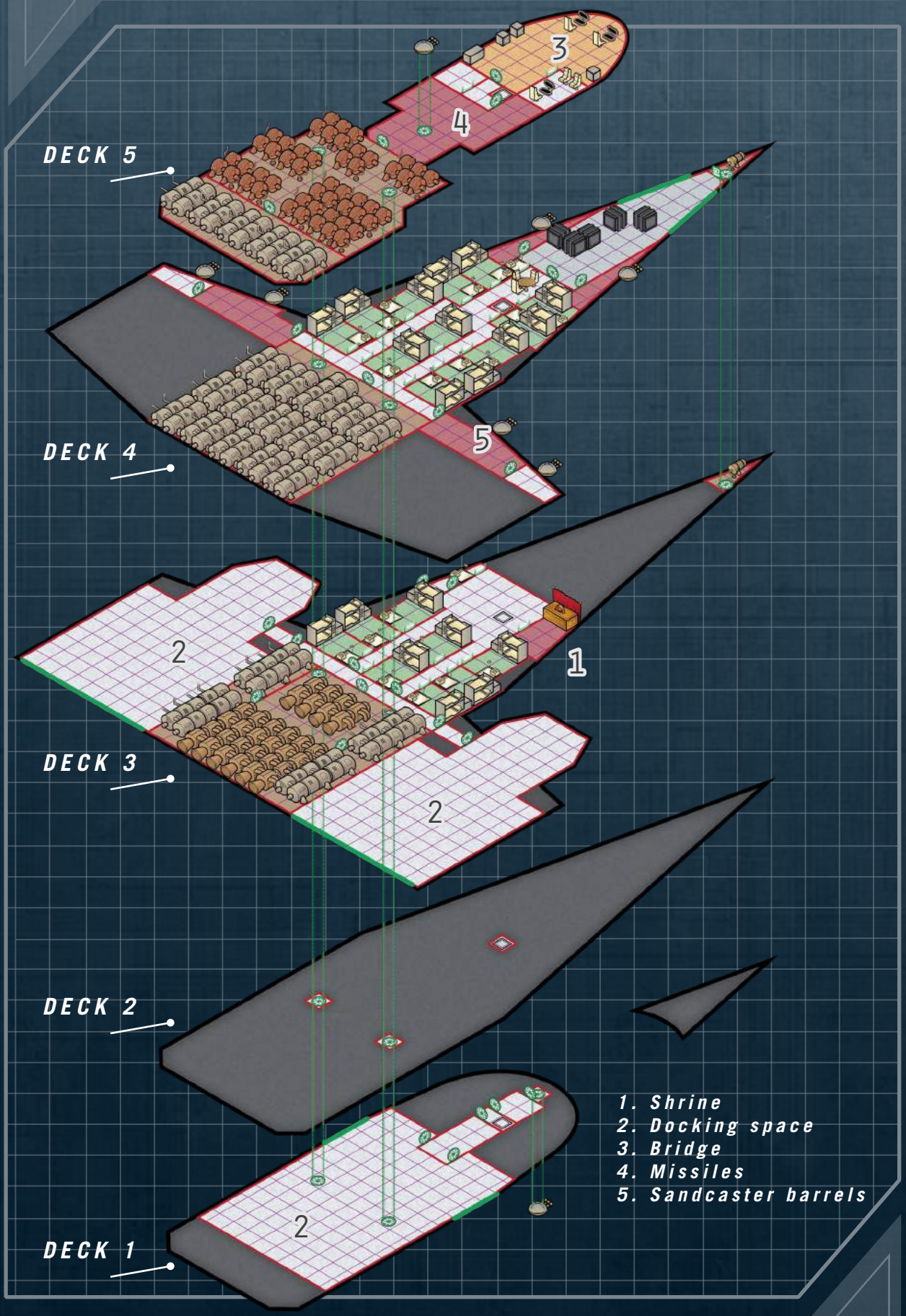
320	160	44
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	WEAPONS

320	4
JUMP DRIVE	SENSORS



288
HULL POINTS

Using an 800-ton hull, the *Ekawisykua*-class escort is a military vessel employed by clans for space patrol and combat duties and are often encountered alongside Aslan freighters. Eight triple turrets mount three triple lasers, three triple missile racks and two triple sandcasters, while inside the ship carries two armed pinnaces and five fighters for scouting and patrol duties.


DECK 5
DECK 4
DECK 3
DECK 2
DECK 1
3
4
5
2
1
2
2
1. Shrine
2. Docking space
3. Bridge
4. Missiles
5. Sandcaster barrels

OWATARL-CLASS TENDER

(TYPE-S)

TL12		TONS	COST (MCr)
Hull	600 tons, Dispersed	—	15
Armour	Crystaliron, Armour 4	30	3
M-Drive	Thrust 1	6	12
J-Drive	Jump 2	35	52.5
Power Plant	Fusion (TL12), Power 255	17	17
Fuel Tanks	J-2, 4 weeks of operation	122	—
Bridge		20	3
Computer	Computer/10	—	0.16
Sensors	Military Grade	2	4.1
Weapons	Triple Turrets (beam lasers x 2, sandcaster) x 3	3	6.75
Ammunition	Sandcaster Barrels x 20	1	0.025
Systems	Shrine	4	0.5
	Docking Space (95 tons)	105	26.25
	Shuttle	—	15.167
Staterooms	Standard x 10	40	5
Software	Jump Control/2	—	0.2
	Library	—	—
	Manoeuvre/0	—	—
	Fire Control/2	—	4
Common Areas		4	0.4
Cargo		211	—

TOTAL: MCr 165.027

CREW

CAPTAIN/PILOT, ASTROGATOR, PURSER/EXECUTIVE OFFICER, PILOT, ENGINEERS X 2, GUNNERS X 3

RUNNING COSTS

MAINTENANCE COST
Cr13752/month

PURCHASE COST
MCr165.027

POWER REQUIREMENTS

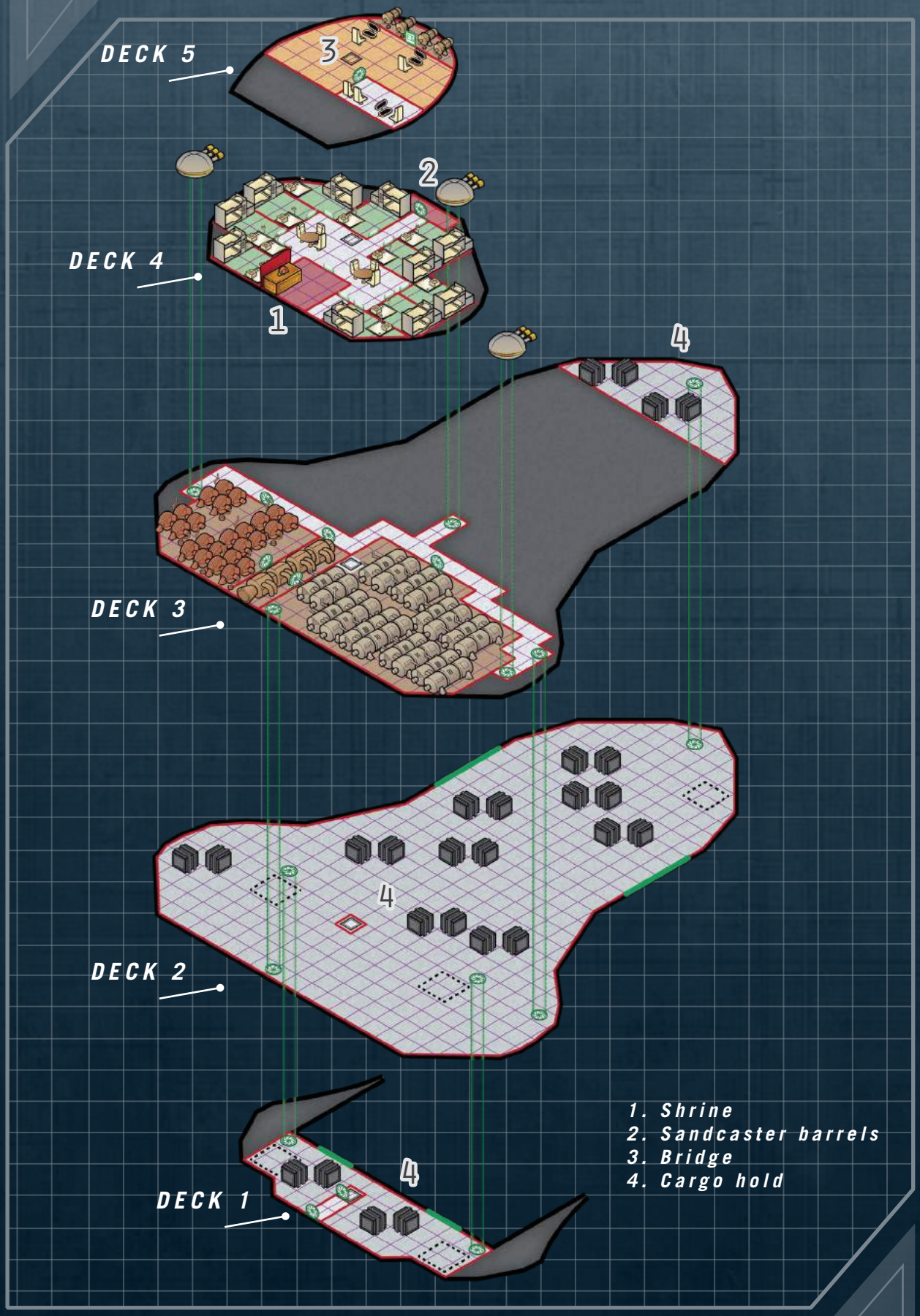
60	120	27
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	WEAPONS

120	2
JUMP DRIVE	SENSORS



216
HULL POINTS

The *Owatarl*-class are military tenders but also see use as corporate freighters in regions where normal cargo ships would be vulnerable to attack. Three turrets provide basic cover, although many *Owatarls* refit some of their cargo bay to carry auxiliary fighters. The tender is unable to land, so it carries a shuttle for cargo transfer. Tenders assigned to supply other ships may replace the shuttle bay with a suite of repair drones and smaller launches.



1. Shrine
2. Sandcaster barrels
3. Bridge
4. Cargo hold

KTEIROA-CLASS SEEKER

(TYPE-S)

TL11		TONS	COST (MCr)
Hull	200 tons, Streamlined	—	12
M-Drive	Thrust 2	4	8
J-Drive	Jump 2	15	22.5
Power Plant	Fusion (TL8), Power 90	9	4.5
Fuel Tanks	J-2, 4 weeks of operation	41	—
Bridge	Small Bridge	6	0.5
Computer	Computer/5 bis	—	0.045
Sensors	Civilian Grade	1	3
Systems	Fuel Scoops	—	—
	Fuel Processor (20 tons/day)	1	0.05
	Mining Drones x 20	40	4
	Shrine	4	0.5
Staterooms	Standard x 4	16	2
Software	Jump Control/2	—	0.2
	Library	—	—
	Manoeuvre/0	—	—
Common Areas		2	0.2
Cargo		61	—

TOTAL: MCr 57.495

CREW

CAPTAIN/PILOT, ASTROGATOR/ENGINEER

RUNNING COSTS

MAINTENANCE COST
Cr4791/month

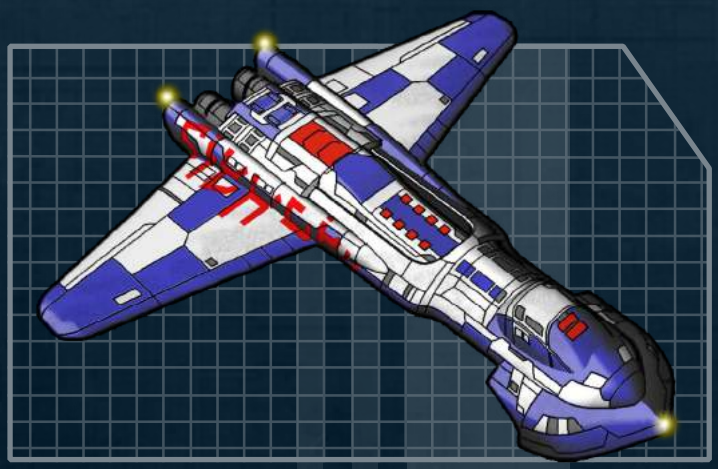
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PURCHASE COST
MCr57.495

POWER REQUIREMENTS

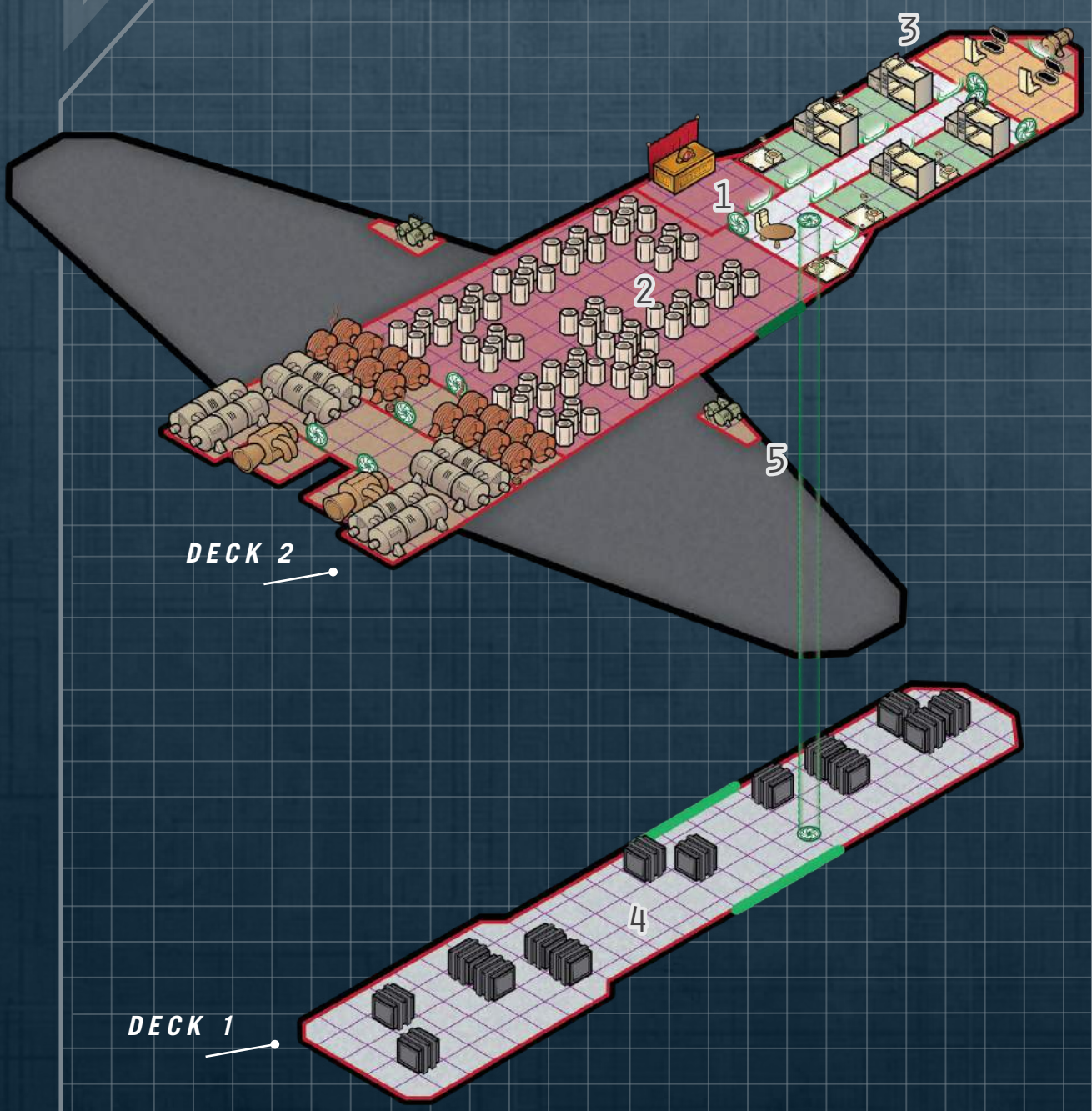
40	40	1
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	WEAPONS

40	1
JUMP DRIVE	SENSORS



80
HULL POINTS

Using a 200-ton hull, the *Kteiroa*-class seeker is a prospecting vessel adapted to explorations in asteroid belts. Unlike many similar ships, there are four staterooms – more than the crew needs but Kteriroa are commonly also used as transports in isolated systems.



1. Shrine
2. Mining drones
3. Bridge
4. Cargo hold
5. Fuel processors

HKIYRERAO-CLASS RESEARCHER

(TYPE-S)

TL14		TONS	COST (MCr)
Hull	400 tons, Streamlined	—	24
M-Drive	Thrust 1	4	8
J-Drive	Jump 3	35	52.5
Power Plant	Fusion (TL12), Power 240	16	16
Fuel Tanks	J-3, 16 weeks of operation	128	—
Bridge		20	2
Computer	Computer/25	—	10
Sensors	Improved	3	4.3
Systems	Fuel Scoops	—	—
	Fuel Processor (60 tons/day)	3	0.15
	Shrine	4	0.5
	Laboratories	40	10
	Docking Space (40 tons)	44	11
	Pinnace	-	8.732
Staterooms	Standard x 15	60	7.5
	Low Berths x 10	5	0.5
Software	Jump Control/3	—	0.3
	Library	—	—
	Manoeuvre/0	—	—
	Intellect	—	1
Common Areas		10	0.4
Cargo		28	—

TOTAL: MCr 157.832

CREW

CAPTAIN/PILOT, EXECUTIVE OFFICER/HEAD SCIENTIST, ASTROGATOR, ENGINEERS X 2

RUNNING COSTS

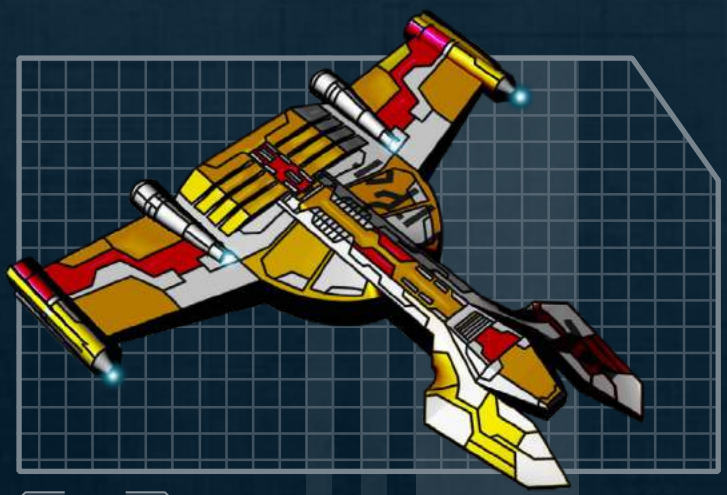
MAINTENANCE COST
Cr13153/month

PURCHASE COST
MCr157.832

POWER REQUIREMENTS

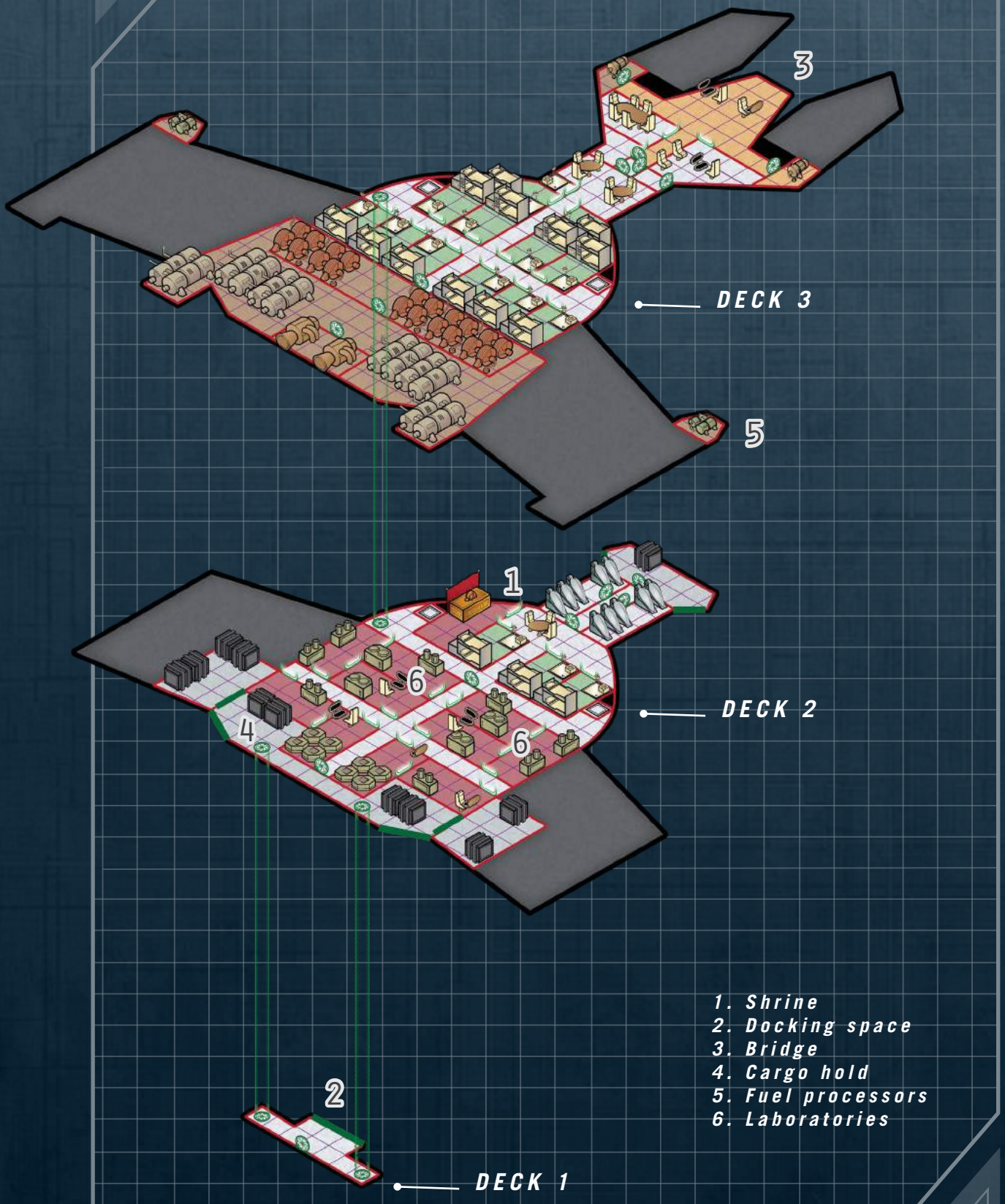
40	80	3
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSORS

120	4
JUMP DRIVE	SENSORS



160
HULL POINTS

Using a 400-ton hull, the *Hkiyrerao*-class researcher was designed to investigate scientific phenomena and conduct tests around newly discovered worlds. The ship carries one pinnace and one GCarrier as vehicles, along with a fully-equipped scientific laboratory that can cater to the needs of up to 10 scientists.



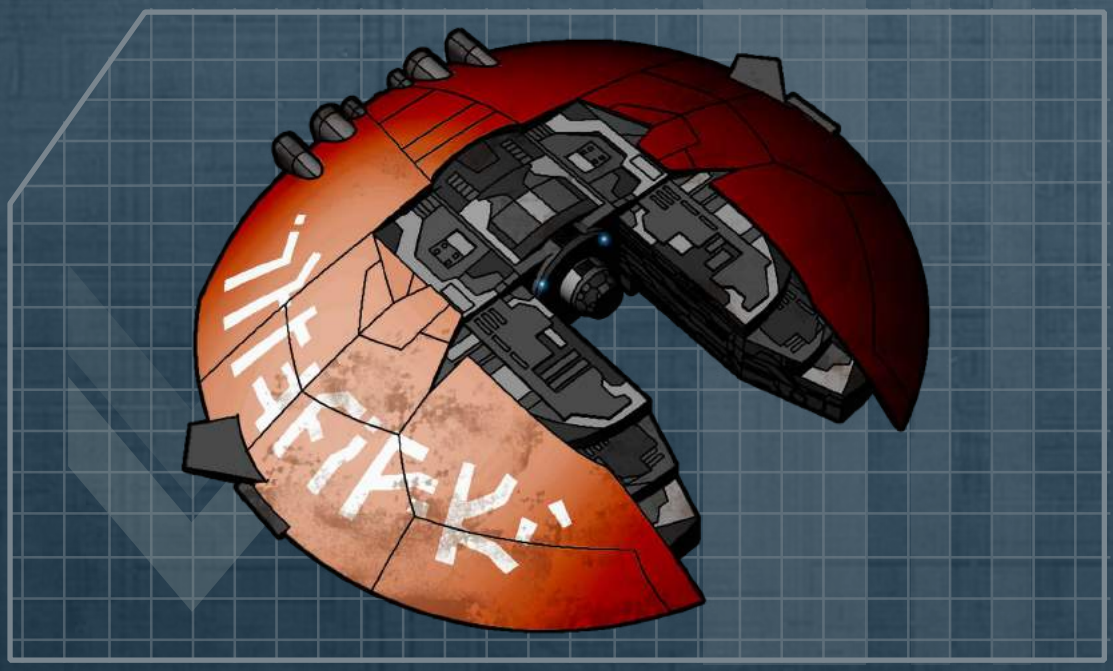
1. Shrine
2. Docking space
3. Bridge
4. Cargo hold
5. Fuel processors
6. Laboratories

SAKHAI-CLASS ASSAULT CARRIER

(TYPE-S)

TL12		TONS	COST (MCr)
Hull	2,000 tons, Streamlined, Reinforced	—	180
Armour	Crystaliron, Armour 8	200	72
M-Drive	Thrust 3	60	120
J-Drive	Jump 3	155	232.5
Power Plant	Fusion (TL12), Power 1500	100	100
Fuel Tanks	J-3, 4 weeks of operation	610	—
Bridge		40	12.5
Computer	Computer/25	—	10
Sensors	Improved	3	4.3
Weapons	Medium Fusion Gun Bay	100	16
	Small Missile Bays x 2	100	24
	Particle Barbettes x 3	15	24
	Triple Turrets (beam lasers) x 6	6	15
	Triple Turret (sandcasters) x 5	5	8.75
Ammunition	Missiles x 600	50	—
	Sandcaster Barrels x 120	6	
Systems	Fuel Processor (120 tons/day)	6	0.03
	Fuel Scoops	—	—
	Shrine	4	0.5
	Armoury	32	8
	Briefing Room	4	0.5
Staterooms	Standard x 17	68	8.5
	Barracks x 160	320	8
	Low Berths x 200	100	10
Software	Jump Control/2	—	0.3
	Library	—	—
	Manoeuvre/0	—	—
	Fire Control/5	—	10
Common Areas		12	1.2
Cargo		6	—

TOTAL: 857.15



880
HULL POINTS

CREW

CAPTAIN, PILOT, ASTROGATOR, PURSER, EXECUTIVE OFFICER, OFFICERS X 18, PILOTS X 2, ENGINEERS X 5, MAINTENANCE X 4, GUNNERS X 18, MARINES X 160

RUNNING COSTS

MAINTENANCE COST
Cr71,429/month

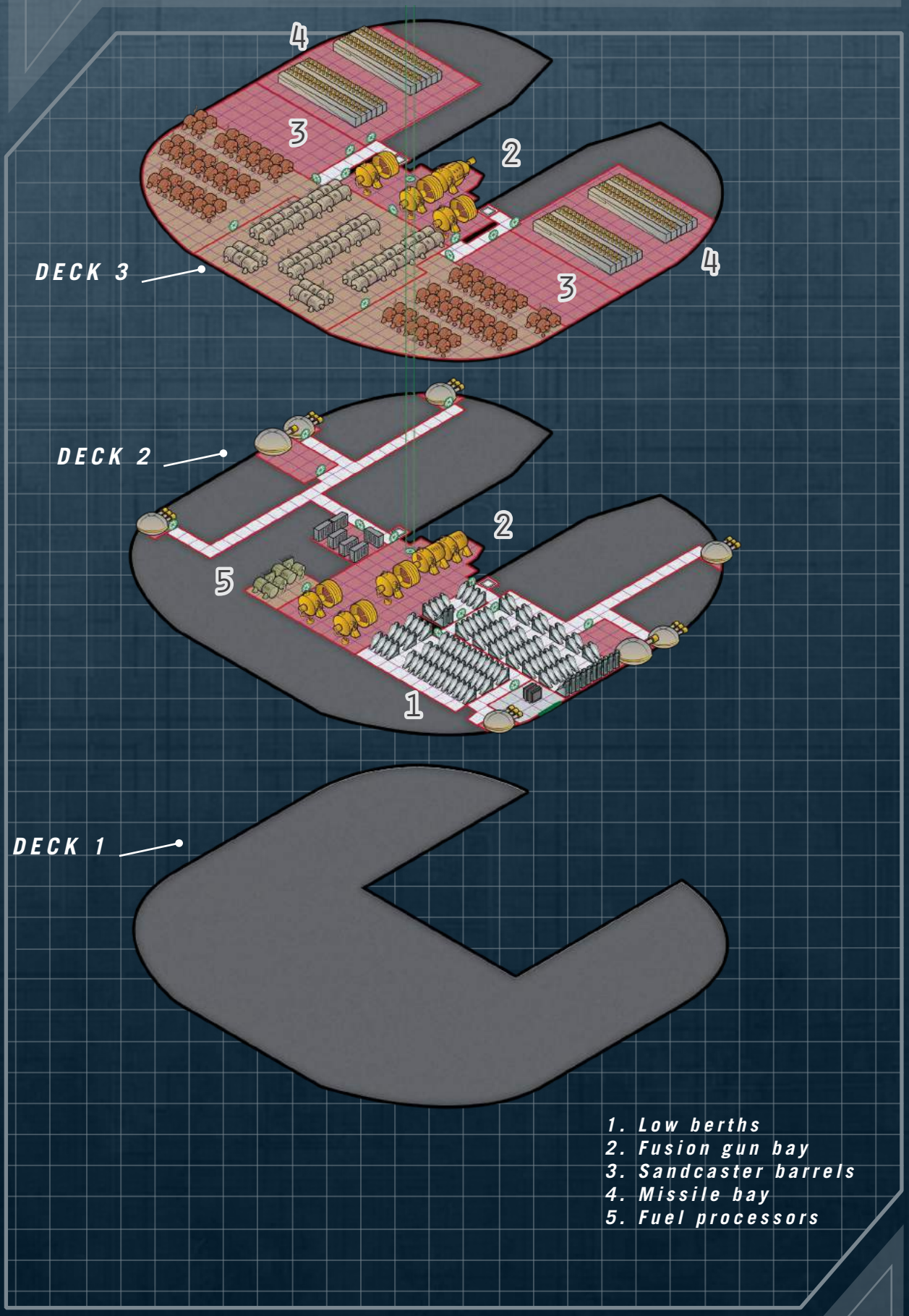
PURCHASE COST
MCr857.15

POWER REQUIREMENTS

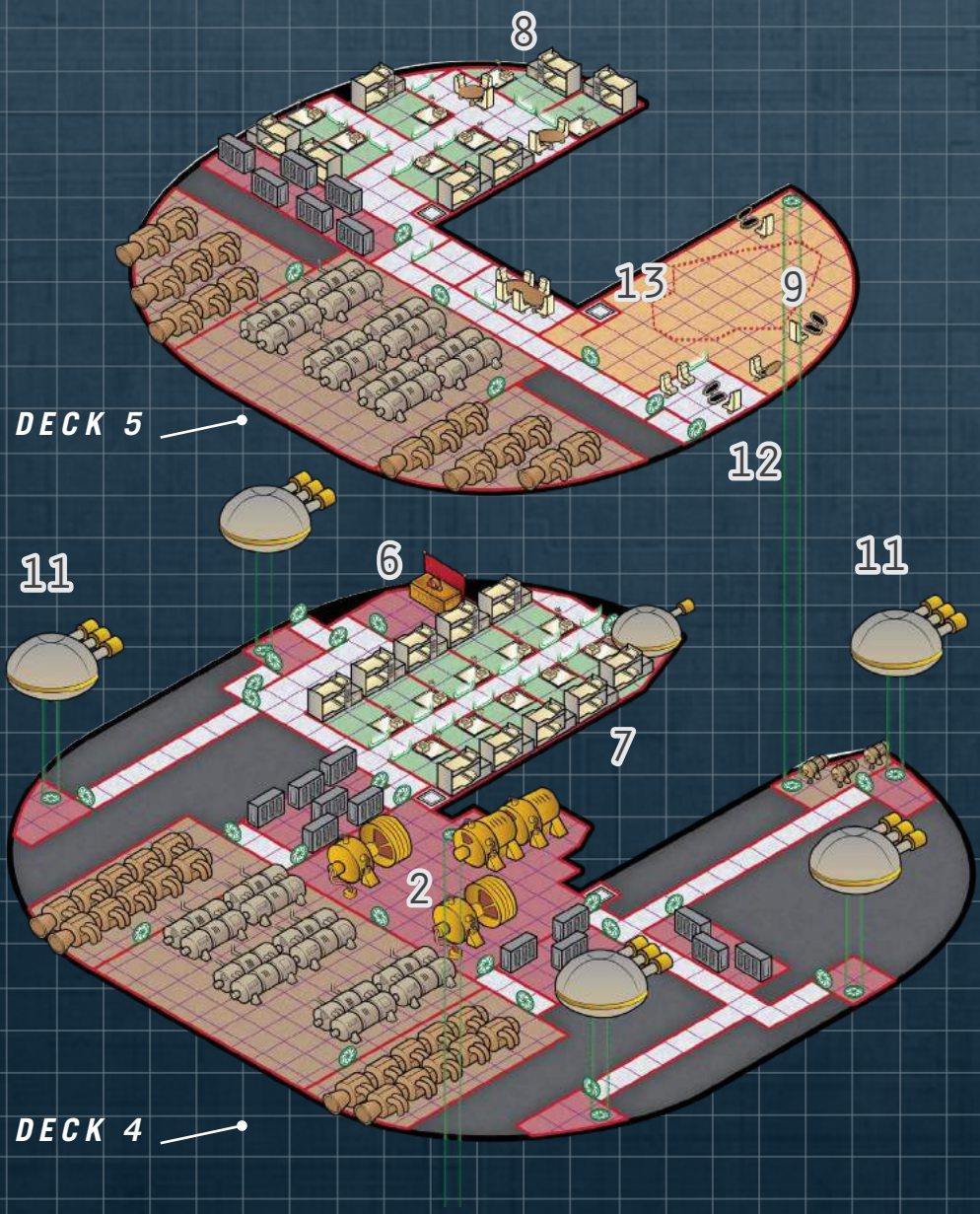
600 MANOEUVRE DRIVE	400 BASIC SHIP SYSTEMS
600 JUMP DRIVE	4 SENSORS
218 WEAPONS	6 FUEL PROCESSOR

These heavy carriers are designed for invasions and open wars. If a Sakhai appears in the skies over a world, then it will be under the claw in a matter of days. The Sakhai's distinctive 'horseshoe' profile allows its batteries of beam lasers and missile racks to rake targets on either side, while protecting the mighty fusion bay mounted in the centre. It can carry 160 marines in addition to its normal 40-person crew; there are another 200 low berths for frozen troops or captives.

While the Sakhai is capable of landing on a planet, it takes a skilled hand at the controls and a dedicated team of engineers to keep the ship spaceworthy after touching down. A bad landing can warp the ship's dorsal struts, effectively crippling it. Many far flung Aslan outposts have a downed Sakhai at their hearts.



1. Low berths
2. Fusion gun bay
3. Sandcaster barrels
4. Missile bay
5. Fuel processors



6. Shrine
7. Barracks
8. Staterooms
9. Raised platform
10. Triple turrent (beam lasers)
11. Briefing room
12. Captain's office
13. Bridge

HKISYELEAA-CLASS SLAVER

(TYPE-S)

TL12		TONS	COST (MCr)
Hull	1,000 tons, Streamlined	—	60
M-Drive	Thrust 2	20	40
J-Drive	Jump 2	55	82.5
Power Plant	Fusion (TL12), Power 510	34	34
Fuel Tanks	J-2, 4 weeks of operation	204	—
Bridge		20	5
Computer	Computer/5 bis	—	0.045
Sensors	Military Grade	2	4.1
Weapons	Triple Turrets (beam laser, missile rack, sandcaster) x 3	3	7.5
Ammunition	Missiles x 36	3	—
	Sandcaster Barrels x 60	3	—
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	—	—
	Shrine	4	0.5
	Docking Space (10 tons) x 8	88	22
	ATVs x 8	—	0.432
Staterooms	Standard x 12	48	6
	Low Berths x 750	375	37.5
Software	Jump Control/2	—	0.2
	Library	—	—
	Manoeuvre/0	—	—
Common Areas		24	2.4
Cargo		114	—

TOTAL: MCr 302.327

CREW

CAPTAIN/PILOT, ASTROGATOR, PURSER, PURSER, PILOT, ENGINEERS X 4, MAINTENANCE, GUNNERS X 3

RUNNING COSTS

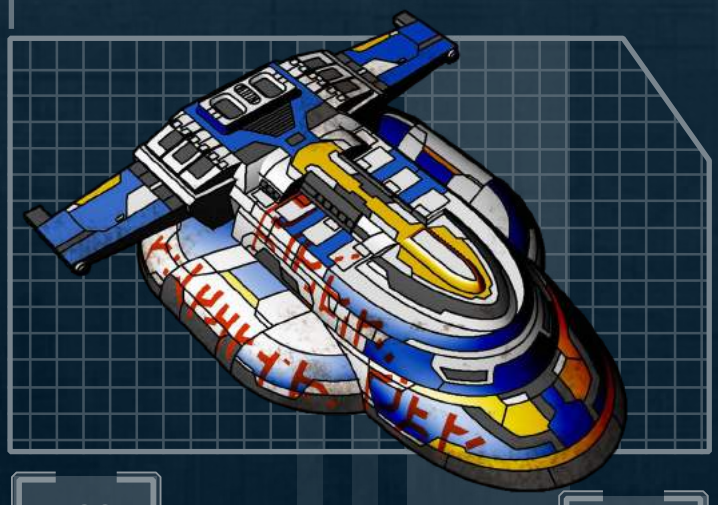
MAINTENANCE COST
Cr25194/month

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PURCHASE COST
MCr302.327

POWER REQUIREMENTS

200	200	3
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSORS
200	**4**	**15**
JUMP DRIVE	SENSORS	WEAPONS

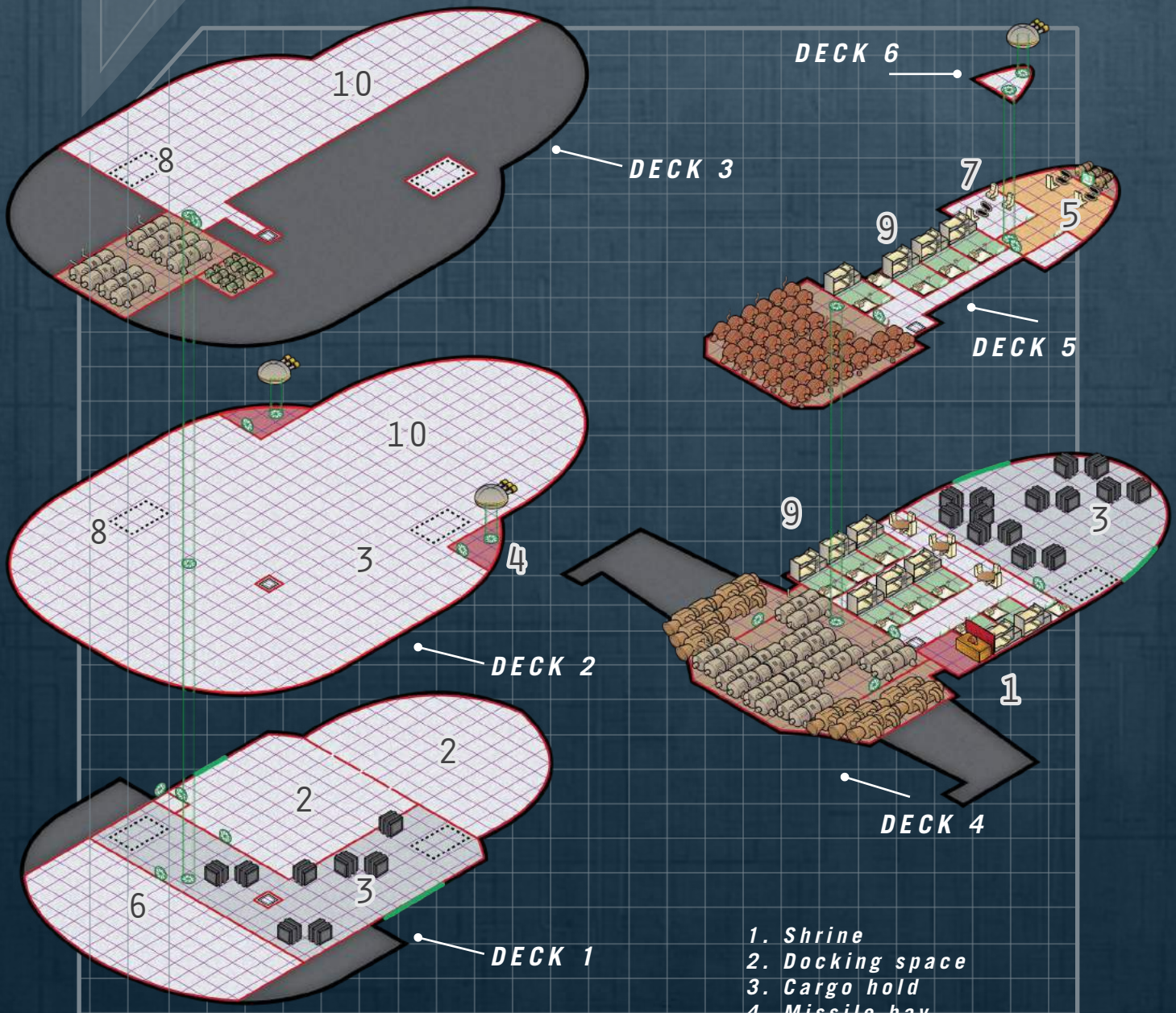


400
HULL POINTS

75
LOW BERTHS

The slaver is commonly associated with the Glorious Empire but it can be found throughout the Hierate. They are converted agricultural transports, with the low berths designed for freezing large food animals. A *Hkisyeleaa* would land on an agricultural planet and load up on hundreds of live animals, taking them to be devoured by rich nobles.

The Glorious Empire has adapted their *Hkisyeleaas* for slave raiding. Unfortunate humans are captured by Aslan raiders riding ATVs and thrown into the freezing chambers. A fully-stocked Slaver can carry more than 1,500 slaves if the captain is willing to cram as many bodies as possible into the low berths; 750 is more of a safe number. Slavers are comparatively lightly armed and have little protection from attackers, so are normally escorted by more combat-ready ships.



1. Shrine
2. Docking space
3. Cargo hold
4. Missile bay
5. Bridge
6. ATV bay
7. Captain's office
8. Cargo lift
9. Staterooms
10. Low berths

Overcrowding Low Berths

Only the most callous captain would intentionally set out to squeeze two bodies into one low berth, as this is highly dangerous and subjects are unlikely to survive without the best medical treatment available upon their awakening. A low berth subjected to double occupancy will inflict DM-4 to any Medic check used to revive its occupants.

AOA'IW-CLASS LIGHT TRADER

(TYPE-S)

TL11		TONS	COST (MCr)
Hull	300 tons, Streamlined	—	18
Armour	Crystaliron, Armour 4	15	3.6
M-Drive	Thrust 1	3	6
J-Drive	Jump 2	20	30
Power Plant	Fusion (TL8), Power 130	13	6.5
Fuel Tanks	J-2, 4 weeks of operation	62	—
Bridge		20	1.5
Computer	Computer/10	—	0.16
Sensors	Civilian Grade	1	3
Weapons	Double Turrets (beam lasers) x 2	2	3
	Double Turrets (missile rack, sandcaster)	1	1.5
Ammunition	Missiles x 12	1	—
	Sandcaster Barrels x 20	1	—
Systems	Shrine	4	0.5
	Fuel Scoops	—	—
	Docking Space (4 tons)	5	1.25
	Air/Raft	—	0.26
	Docking Space (20 tons)	22	5.5
	Launch	—	5.607
Staterooms	Standard x 8	32	4
	Low Berths x 12	6	0.6
Software	Jump Control/2	—	0.2
	Library	—	—
	Manoeuvre/0	—	—
Common Areas		6	0.6
Cargo		86	—

TOTAL: MCr 91.777

CREW

PILOT, ASTROGATOR, PURSER, ENGINEER, GUNNERS X 2

RUNNING COSTS

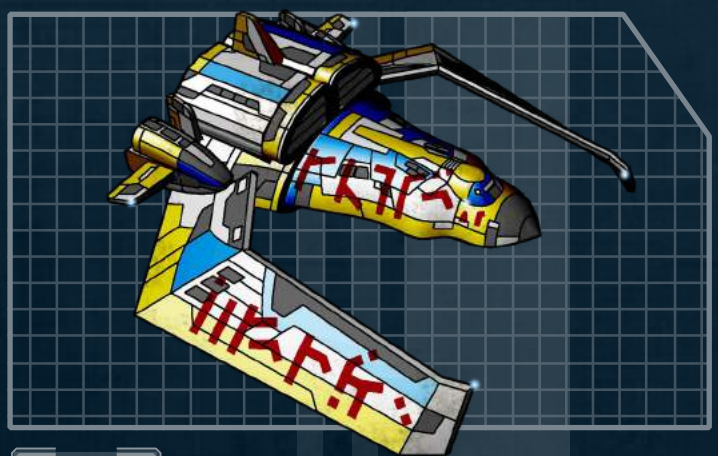
MAINTENANCE COST
Cr7,648/month

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PURCHASE COST
Mcr91.777

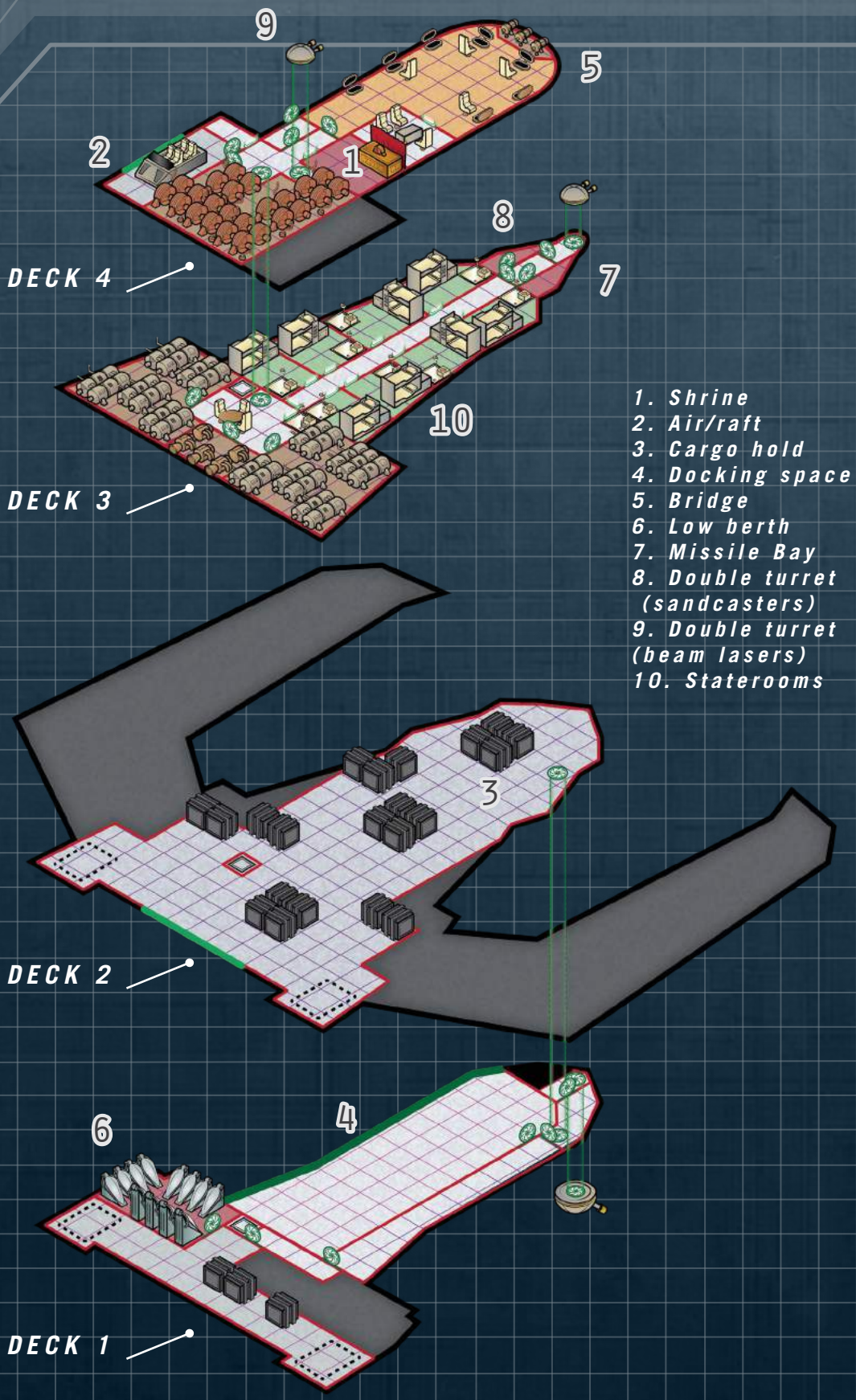
POWER REQUIREMENTS

30	60	3
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSORS
60	**1**	**19**
JUMP DRIVE	SENSORS	WEAPONS



528
HULL POINTS

A popular design inside the Hierate, especially within the Trojan Reach, the little *Aoa'iw* is a 300-ton trader that combines a sizable cargo bay with space for passengers, enough firepower to serve as a raider or defend itself from piracy and vehicles to support a flexible mission profile. *Aoa'iws* are often owned by clans, as they are capable of performing a wide variety of tasks. On the border worlds, the *Aoa'iw* is nicknamed the 'pouncer', as it does resemble a crouching animal from certain angles.



1. Shrine
2. Air/raft
3. Cargo hold
4. Docking space
5. Bridge
6. Low berth
7. Missile Bay
8. Double turret (sandcasters)
9. Double turret (beam lasers)
10. Staterooms

HALAHEIKE-CLASS POCKET WARSHIP

(TYPE-S)

TL14		TONS	COST (MCr)
Hull	1,200 tons, Streamlined, Reinforced	—	108
Armour	Bonded Superdense, Armour 10	96	86.4
M-Drive	Thrust 3	36	72
J-Drive	Jump 3	95	142.5
Power Plant	Fusion (TL12), Power 720	48	48
Fuel Tanks	J-3, 4 weeks of operation	364	—
Bridge	Holographic Controls	40	7.5
Computer	Computer/30 fib	—	30
Sensors	Improved	3	4.3
Weapons	Small Particle Beam Bay x 2	100	40
	Triple Turrets (beam lasers) x 4	4	10
	Triple Turret (missile racks x 2, sandcaster) x 6	6	16.5
Ammunition	Missiles x 360	30	—
	Sandcaster Barrels x 240	12	—
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	—	—
	Shrine	4	0.5
	Docking Space (10 tons) x 10	110	27.5
	Light Fighter x 10	—	78
	Docking Space (20 tons) x 2	44	11
	Launch x 2	—	11.214
Staterooms	Standard x 30	120	15
Software	Jump Control/3	—	0.3
	Library	—	—
	Manoeuvre/0	—	—
	Fire Control/5	—	10
Common Areas		20	2
Cargo		65	—

TOTAL: MCr 720.864

CREW

CAPTAIN, PILOTS X 14, ASTROGATOR, EXECUTIVE OFFICER, OFFICERS X 3, ENGINEERS X 5, MAINTENANCE X 3, GUNNERS X 12

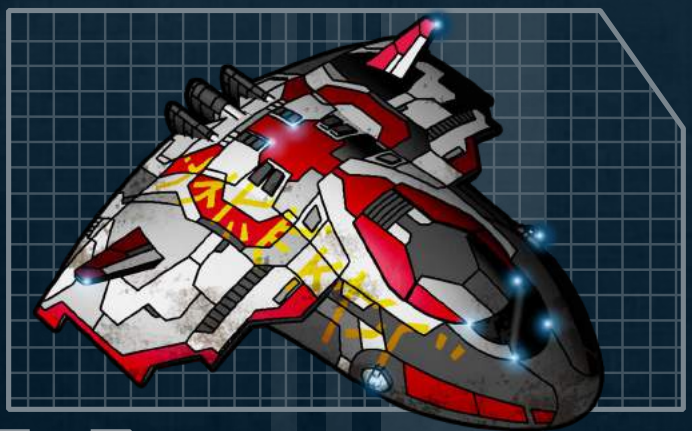
RUNNING COSTS

MAINTENANCE COST
Cr60072/month

PURCHASE COST
MCr720.864

POWER REQUIREMENTS

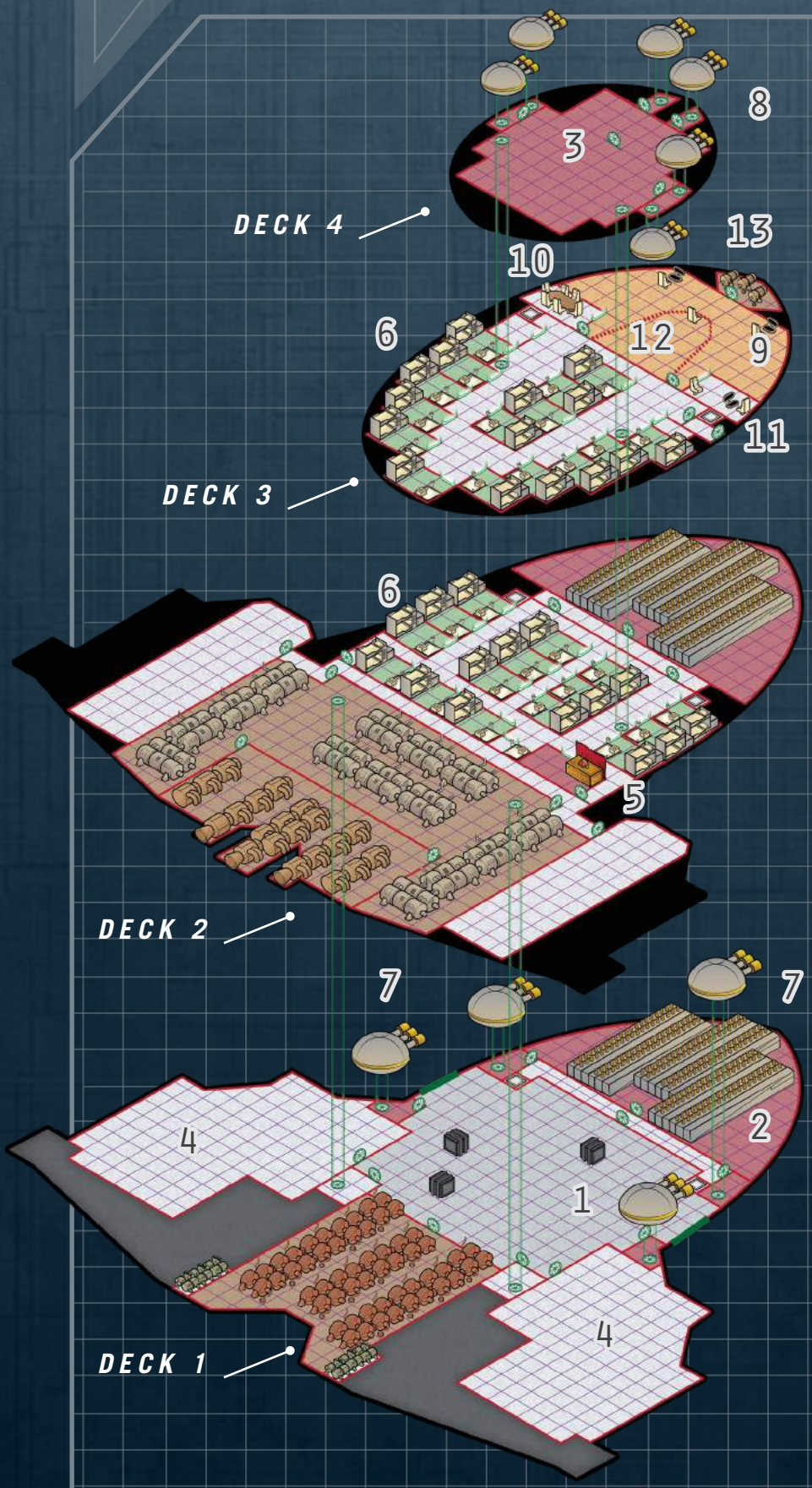
360	240	3
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSORS
360	**4**	**112**
JUMP DRIVE	SENSORS	WEAPONS



528
HULL POINTS

This so-called 'pocket warship' is a 1,200-ton spacecraft used by smaller clans for military operations. The *Halaheike* is heavily armed for its size, with a range of missile racks, lasers and particle beams and carries a fighter complement of ten fighters and two launches for boarding actions and customs inspections. Some owners convert the cargo bay to hold troops or some 200 low berths (although this will put a serious strain on the power plant), allowing the Halaheike to serve as a troop transport.

The design is known for maintenance issues and jump drive failures but the vessel's main problem is that it tries to do too much in one package, requiring the most advanced Aslan technology just to function. The *Halaheike* might be a carrier, assault cruiser, system defence boat and troop carrier all in one but is sub-par in all those roles. Larger clans that can afford specialist vessels rarely field *Halaheikes.*



1. Cargo hold
2. Small Particle Bay
3. Missile Bay
4. Docking space
5. Shrine
6. Staterooms
7. Triple turrets (beam lasers)
8. Triple turrets (Missile racks, sandcaster)
9. Bridge
10. Briefing room
11. Captain's office
12. Raised Platform
13. Sensors

C H A P T E R - S I X

THE K'KREE

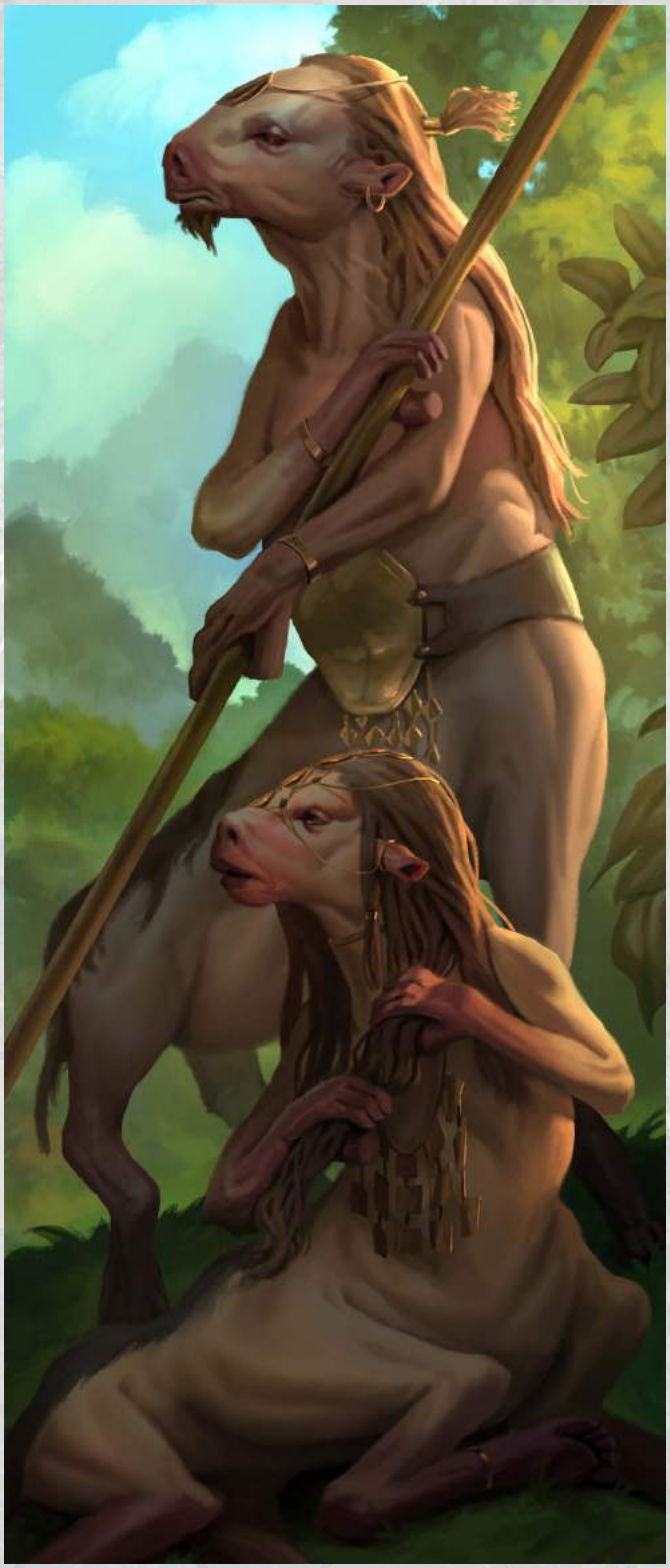
The K'kree are a race of herbivorous herd-creatures whose home lies to trailing of the Imperium. They are quite possibly the greatest threat to the survival of Humaniti as a species.

The K'kree are sometimes colloquially referred to as Centaurs, after ancient Terran myth. They have a quadruped main body and hindquarters, with an upright frontal torso; well suited to roaming the plains of their homeworld, their large bodies impede the ability to carry out highly technical tasks. In particular, the K'kree are not natural Spacefarers as, in addition to their considerable size and bulk, they are psychologically dependent on the support of the herd. A K'kree isolated from its friends will soon go mad with loneliness.

The K'kree are militant herbivores. Millenia of battling for survival against the predators of their homeworld has left them with a pathological hatred for what they call G'naak – meat-eaters or, more properly translated, vermin. This is how the K'kree view most other species; inferior, threatening and worthy only of extermination. K'kree folk tales contain many references to trampling G'naak under the massed hooves of the herd and they have taken this manifest destiny with them to the stars.

This makes K'kree rather difficult to get along with, both on a personal and political scale. They are realistic enough to realise they cannot exterminate all G'naak in the universe, not all at once, but that does not stop them wanting to. K'kree can and do build friendships with non-K'kree but this is very rare and usually on the K'kree's terms. G'naak who have been subjugated and follow a herbivorous diet are tolerable; everyone else is somewhere on the to-kill list.

This section contains details of K'kree society and culture, including their critically important family and herd structures and presents rules for playing a K'kree Traveller. In almost all cases a K'kree Traveller will not be alone; they will be part of a small group which, in many ways, acts as an individual. There is no 'hive mind' for K'kree but they have such strong family identity and clearly defined roles that often a family can be thought of in much the same way as a human individual… only taking up a lot more space.



Also detailed are K'kree technology, weaponry and starships. Their unusual physical and social characteristics require a very different approach to vehicles and vessels. Nevertheless, they are considered to be one of the major races as they developed the jump drive independently of all other species.

The K'kree are very different to other aliens and should be approached with caution (both in-game and around the gaming table) as they are utterly inflexible in some ways and some characteristics can make them hard to play. As herd creatures, K'kree absolutely must be close to others of their own kind or they become distressed and, eventually, insane. A 'lone wolf' K'kree Traveller could conceivably exist with a suitable backstory but they would have ceased to be K'kree in the eyes of their fellows and probably could not function for long between breakdowns.

This is reflected in K'kree Traveller creation, where a K'kree gains a family as well as skills and it is the group rather than the individual that is played. This is open to exploitation, perhaps using the extra family members as cannon fodder or to carry out dangerous tasks but such acts would be out of character for K'kree, who are instinctively compelled to safeguard and protect their family and herd. Playing the patriarch of a group of K'kree rather than a conventional Traveller is a challenge that should only be attempted by experienced players who understand what they are getting into.

K'kree are also strict traditionalists who have a pathological hatred of meat-eaters of all kinds. There is no flexibility here; meat-eaters are the enemy, always, and the strict hierarchy of K'kree society must be obeyed. Travellers are typically characterised by a desire to 'do their own thing', often in disregard for social norms and rules. Such individualism is something K'kree *just don't do*. There is no such thing as a 'bit of a rebel' in K'kree society; an individual who behaved that way would be outcast or perhaps just killed as a threat to the herd – changes to traditional values and way of life are as big a threat to the K'kree as casualties among the population – and once outcast would be subject to the ill-effects of isolation.

K'kree can be played as Travellers but doing so is a unique experience that requires exploring the mindset of a totally alien race. That is a rewarding experience because it is difficult and the Referee should ensure anyone wanting to play a K'kree family as a Traveller knows what will be required. It is not a good idea to allow play of more than one family member unless the subordinates know they are required to obey in all things and are willing to do so. If the Travellers want to give it a try anyway, good for them! The Referee should have no mercy on those who stray from the tenets of K'kree existence. The K'kree themselves have none, as we shall see…

PHYSIOLOGY

The K'kree are described by scientists as herbivorous, homeothermic (warm-blooded), bilaterally symmetrical hexapods, breathing an oxygen-nitrogen mix. A typical adult is around 2-2.4m tall and masses about 550kg – about eight times the average human. K'kree bodies are covered in thick fur, which is usually grey or black.

The two forelimbs end in manipulatory organs similar, but different in construction, to the human hand. K'kree 'fingers' are actually tubes of cartilage, with only the opposable thumb containing bone. This allows the fingers to be pulled out of the way for the hand to be used as a surprisingly effective blunt instrument. The K'kree hand is highly dextrous but generally weaker in grip strength than a human hand.

The four rear limbs are proportioned for walking and end in feet often colloquially referred to as hooves. In fact the rear feet combine the function of a hoof with a less dextrous version of their hands. The 'toes' (which are again cartilaginous rather than bony) begin well short of the sole, allowing them to be retracted whilst the sole is being used as a hoof. By extending its toes, a K'kree can improve its ability to feel the ground or even manipulate objects.

K'kree feet are capable of limited gripping and significant changes of shape, making them much more sure-footed in rough terrain than might be expected. The ability to grip objects with their fees is not sufficient to manipulate anything complex but it does allow an item to be held ready in a middle foot whilst the K'kree stands on the other three and can be used to secure a K'kree in low gravity. This gives rise to the ability to rush through a starship or installation with no artificial gravity, using whatever hand and footholds present themselves. The effect can be amusing or utterly terrifying for observers depending on why the K'kree is moving in such haste.

K'kree have two genders, male and female, and give birth to live young. Family groups usually comprise a male and on average four females, with additional non-breeding family members of both sexes. This family unit is the building block of K'kree society and has political as well as social significance. Herds are built up of multiple families owing allegiance to the herd's leaders through layers of sub-leaders.

It is widely believed that the K'kree underwent rapid evolutionary development as a result of disaster striking their homeworld of Kirur. A supernova event in nearby space caused significant ecological and climate changes, forcing the surviving K'kree to develop in response. Sophisticated tool use and the ability to communicate complex plans allowed the K'kree to turn the tables on the predators that had previously kept their numbers down. From semi-intelligent herd creatures and prey for their world's carnivores, the K'kree became first warriors and then exterminators.

The social order of the K'kree was established in this time. The most successful warriors and leaders in the fight against the carnivores became lords of the K'kree herds. Since then, physical prowess and charisma never went out of fashion. Those who can protect a family and their herd are the most attractive mates and rise to positions of power according to abilities and family connections. Weaker individuals are relegated to the fringes of the herd and are to some extent considered expendable.

At the same time as the K'kree were evolving intelligence, at least one carnivorous species on their homeworld of Kirur was undergoing the same process. The result was a long period of warfare that stimulated technological growth on both sides. Although the K'kree gained the upper hand, their enemies developed primitive spaceflight technology before their final doom became apparent. Some were able to escape to Kirur's moon where they built a colony. Eventually the K'kree followed them there and exterminated their foes at last.

The name of this enemy is not known. It seems that the early K'kree were not content with eradicating them but wanted to destroy even their memory. Today they are simply known as G'naak like all other meat-eaters, although those with a familiarity with K'kree speech claim to detect a slight change in inflection when this particular species of vermin are mentioned. Outsiders refer to the K'kree's great foe as the Kirrixurians but generally find it safest not to mention them at all – by any name – when dealing with K'kree.

SOCIETY

Once they had become the dominant society of their homeworld and removed the G'naak threat from their moon, there was less impetus for the K'kree to develop technology and move away from the free-roaming lifestyle of their ancestors. Progress did occur but was balanced by social conservatism in a way that resulted in cultural features being retained where other species would have forgotten them. Among these traditions was the highly complex caste system of the ancient K'kree, based upon dominance of a leader and value to the herd of an individual. Although at times not well fitted to interstellar society, this system has survived to the present day and is unlikely to be altered much by the passing of time.

The caste system is subtle and contains many nuances too complex to be understood by non-K'kree but in broad terns there are four commonly understood echelons within K'kree society. Only males have caste; females are casteless until they join the household of a husband. Outsiders consider casteless unmarried females to be grouped with outcast males and orphans in the 'casteless' category, although there are many distinctions – one unmarried female will be treated differently to another for reasons not immediately apparent to non-K'kree.

Within casted society, the lowest status group is generally referred to as 'servants' by non-K'kree. The servant caste includes some actual servants but is mostly made up of physical workers and those whose professions traditionally require little or no education. Thus despite a modern factory worker, functionary or farmer needing to be highly knowledgeable about their field, they will belong to the 'servant' caste and be considered of low importance in K'kree society.

Educated professions traditionally formed the 'merchant' caste, including scientists, technicians, administrators and actual merchants. In ancient times a K'kree needed a certain level of wealth and status to enter an educated profession, so these positions became hereditary. Nothing has changed; despite it possible to provide a good education and chances of advancement in society, the very idea is ridiculous to a K'kree. Caste determines caste and other requirements such as education must be provided to permit the next generation to maintain their status.

The highest caste is commonly referred to as 'nobles' by outsiders and includes military commanders as well as diplomats, governors and those few who have transcended the upper boundaries of the merchant caste. Social mobility in a downward direction is not uncommon and is a constant threat to any K'kree family struggling to maintain its status. Upward movement is much rarer but does happen. Sometimes this is due to a K'kree emerging as a leader in a crisis or being rewarded for actions that impressed superiors. Others have become so successful in their field they have ceased to be merchants and become nobles. K'kree society has many wealthy traders within the merchant caste but the leaders of a major commercial or industrial group will be nobles rather than merchants. The defining point seems to be where a K'kree ceases to carry out the function of his caste and instead commands those who do.

- Casteless K'kree are essentially expendable. They include unmarried females and males who are not part of a casted household.
- Servants serve and support the herd by undertaking work that may require specific skills but involves little decision-making and thus no real understanding of wider issues. The servant caste is sometimes described using a K'kree word that translates as *those who obey the Steppelord in all things*.
- Merchants are the backbone of the herd's economic, scientific, technical and political life. They are expected to obey their superiors without question but know their business sufficiently well as to be able to carry out orders effectively even in complex situations. Their title reflects their importance in K'kree society; it can be translated as *those who are the herd*.
- Nobles lead and govern. The least important of them handle specific tasks on behalf of the herd. More senior nobles lead the herd or represent its interests in diplomatic relations with other powers. There are numerous titles for nobles, varying with importance and specific areas of authority.

Social organisation begins with the 'little family', which can contain as few as half a dozen individuals. The caste of the family is determined by its dominant male. Other family members include the male's wives and children, with some unmarried males, usually related to the dominant male. They carry out whatever functions are required, from drivers and guards to clerks and workers. There may also be a few unmarried adult females but normally a female is promised in marriage to a suitable male before she comes of age and marries into his family as soon as she is old enough. There is a little leeway for those who cannot do this due to circumstances and an unmarried female eventually becomes casteless and is driven out of her family.

Several little families are usually grouped into a 'big family'. Many members will be related to other little families within the grouping and often it is obvious when a child is born whose little family she will eventually marry into. A big family will contain several dominant males and their close associates, with one of the males leading the extended family. The caste of a whole extended family will be the same; big family is the highest social grouping where this is the case.

Several big families, of differing caste, are organised into a 'field-family' – more commonly referred to as a herd. A herd will be led by a noble K'kree and supported by big families from the merchant and servant castes. A herd might have some casteless individuals associated with it; these have a nebulous status, not part of the herd but receiving protection and condescending support from it. They are likely to be sacrificed in a crisis and are sometimes referred to as 'decoys' or similar terms implying they are kept around to distract predators (possibly of a metaphorical sort) from the herd's real members.

Multiple herds are grouped into clans, sometimes referred to as 'pasture-families'. A clan will have a dominant noble (clanlord) who rules the clan as a whole, plus additional noble families who carry out specific tasks as well as the ruling nobles of the member herds. A small K'kree city is the modern equivalent of a clan and will be governed by a clanlord. Larger cities may contain several clans and will either be ruled by the most senior clanlord or, if large enough, be considered a 'plain-family'.

Multiple clans or small cities will be grouped into a 'plain-family' led by a senior noble and several such plain-families make up the equivalent of a K'kree nation. These groupings are ruled by an individual known as a Steppelord, with subordinate plain-families led by nobles holding the title of Lieutenants-of-the-Steppelord. Above the Steppelords are planetary governors and rulers of groups of worlds, while above them stands the Grand Steppelord of the Two Thousand Worlds, ruler of all K'kree.

K'kree Groupings

Grouping	Number of K'kree	Ruler
Little Family	6–24	Dominant Male
Big Family	100–200	Dominant Male
Herd	300–800	Herdlord
Clan	1000+	Clanlord
Plain-Family	10,000+	Lieutenant-of-the-Steppelord
Steppe-Family	25,000+, often far more	Steppelord
All K'kree on a given world	Possibly millions	Lord-Of-Steppelords
All K'kree		Grand Steppelord of the 2,000 Worlds

Politics between nobles of similar rank can be complex but all noble K'kree understand the subtle nuances that dictate their exact place in the hierarchy of nobles. One Steppelord may rule a far larger area and number of K'kree than another and will be ranked more highly despite an outsider potentially not being able to tell the difference. Attempts have been made by human observers to assign additional levels of Steppelordship based on the nature and size of holdings but the K'kree themselves do not need such things; everyone knows their place – and everyone else's place too.

SOCIAL VALUES

The herd mentality is strong in all K'kree and defines many of their social and cultural values. Their social hierarchy is so deeply ingrained that few K'kree ever wonder what it would be like to question authority, let alone do it. The head of a household is the absolute master of its members and his superior in the herd or clan holds absolute power over him. The word of a distant Steppelord is law throughout his entire domain.

This respect for authority extends to the worship of ancestors. They are not gods in the usual sense but a combination of cultural heroes and paragons of how a K'kree should live their life. The ancestors showed the present generation how to live and struggled against great odds to ensure the survival of the species. This is true throughout all of K'kree history – most families have favoured ancestors they particularly venerate but respect all those who came before, right back to the dawn of K'kree civilisation.

This mentality is in part due to the status of K'kree as prey animals. Most intelligent species are predators to at least some extent and have deep-rooted instincts that tell them they can dominate other creatures. The K'kree think prey-if-we-let-ourselves-be-prey and are constantly mindful that if they fail to impose their will on the universe they will once again become food for G'naak.

K'kree responses to problems are thus often rather extreme. Once a threat crosses the threshold to become significant then it must be stomped out of existence; there is no middle ground. An intelligent predator tends to think – at an instinctive level – in terms of 'not hungry right now, no need to do anything until I am' whereas the K'kree mindset is more like 'that thing will kill me and eat me when it gets hungry, which will happen sooner or later'. This refusal-of-prey-status mindset was one of the fundamental changes the K'kree underwent, and drives their response to almost every situation.

K'kree are highly social and cannot function without the proximity of their kind. They display great hospitality to strangers, providing those strangers are considered friendly. Other K'kree almost always fall into this category, as do some other species. Their property is subject to an unusual system of family ownership – which essentially means the family head owns everything and grants its use to his subordinates – with varying degrees of communal availability.

It is quite normal for a member of a different family to simply take items without asking but someone who failed to return or replace them would be breaking the social code, which is virtually unthinkable. Likewise, taking something that is needed or which the owning family considers 'not available' is also a major breach of social norms. Exactly how outsiders are to know what is available for communal use and what is not, is a question that has baffled non-K'kree for many years.

K'kree have a pathological hatred of carnivores and omnivores who have not converted to a herbivorous diet. Being an eater of meat means being G'naak and G'naak are the enemy. There are no exceptions and there is no tolerance. K'kree can detect faint traces of pheromones that indicate recent meat-eating, so anyone who has consumed an animal in the past few days will experience the 'G'naak reaction'. This is an instinctive unease or revulsion, depending on how strongly the Traveller smells of flesh consumption. Some K'kree can fail to recognise the cause of their unease and may not immediately realise they are in the presence of G'naak. Those that do tend to react violently.

A common rule of thumb is to avoid meat products for 30 days before going anywhere near K'kree, although it is rumoured there are those who can tell if a person has ever eaten meat. It is not clear if these claims are true or just an excuse for K'kree zealots to attack anyone they please.

PSYCHOLOGICAL TRAITS

The following traits are common to almost all K'kree and should be borne in mind when portraying members of the K'kree race.

Herd Creatures: K'kree are more than just gregarious. They quite literally cannot cope with being alone and will suffer severe mental trauma leading to madness if separated from others of their kind. The minimum number of K'kree for comfort is four; any less is not a herd.

Group Identity: K'kree think of themselves as a member of a family, herd, clan and so forth, rather than an individual. Property belongs to the group rather than an individual. A visit from a K'kree means a visit from his whole family, which can be two dozen individuals.

Claustrophobia: K'kree are extremely claustrophobic and cannot stand being confined. Even being in a large room with the door shut is troubling to them. Their vehicles and structures are large and open, often with the capability to retract walls.

Conformity: There is virtually no concept of individuality or individual worth in K'kree society and little deviation from social norms is permitted. A K'kree who does not want to venerate his ancestors and do the bidding of the Steppelord is worthless and will be cast out from the herd or even killed.

Veneration of Ancestors and the Environment: K'kree honour their ancestors with many complex rituals and are highly respectful of the natural world. They find most 'planet-taming' operations at best distasteful (except the massacre of predators; that is right and proper) and are moved to anger by construction projects that destroy beautiful grassy plains.

Conservatism: K'kree are conservative to the point of being violently reactionary. Traditional dress, weapons and modes of speech are favoured wherever possible. K'kree warriors will happily use the latest weaponry but will like it a lot better if it is styled after the armament of their forefathers.

Militant Vegetarianism: K'kree view all meat-eaters as G'naak and there are only three kinds of G'naak – those that have already been exterminated, those that can be exterminated in the near future and those powerful enough that the K'kree must wait for the day they are strong enough. Interstellar political relations are based on this concept – every meat-eater in the universe must be converted to a vegetarian diet or wiped out. Those that will not change will someday be destroyed but in the meantime the K'kree must co-exist and perhaps even cooperate.

DAILY LIFE

K'kree live and work in social groups and although society has become urbanised the wide plains of Kirur still hold a spiritual attraction. Cities are usually small, with dispersed buildings and open spaces between and if a larger metropolis exists it typically takes the form of a network of smaller groupings. The arrangement is similar to the way a herd is made up of multiple self-contained families and indeed larger communities are sometimes referred to as herds-of-cities.

Structures in general tend to be low and broad, and spaced out allowing the horizon to be seen between them. Greenery is common and enclosed spaces are built on an open-plan basis as far as possible. K'kree like natural light, which can be provided by large windows or retractable outside walls. K'kree need to be able to see, hear and smell others of their kind and artificial attempts to create the illusion of a herd have generally failed. Thus K'kree workspaces tend to be very open and their tasks



designed to allow movement. This is partly for the comfort of the individual – K'kree evolved from wandering grazers and do not like being still for long – but also for the benefit of colleagues. Having a fellow K'kree wander by from time-to-time is comforting and helps keep workers relaxed and productive.

K'kree do settle airless worlds and other planets that require a sealed environment but even with large indoor parks they find the lack of natural wind and open spaces to be draining. Society is noticeably more fractious than on Kirur-like worlds and the situation is even worse aboard spacecraft or orbital installations. K'kree are capable of operating these for an extended period but it is unnatural to them. Whereas humans and other sophonts have taken to life in space and to some extent made it their home, K'kree are always out of place away from the plains of a Kirur-like world.

K'kree Language

The K'kree language, like their society, is wrapped up in tradition to the point where it changes only imperceptibly over time. This has advantages; all K'kree speak the same language with virtually no cultural drift despite living on worlds dozens of parsecs apart. On the other hand, K'kree routinely use archaic phrases in a context that did not exist when their language was formulated, leading to sometimes clumsy and roundabout wording. The introduction of words from other languages is anathema to K'kree, no matter how much simpler the situation would be if they are adopted.

The K'kree language includes a number of glottal stops, clicks and other sounds suited to K'kree mouthparts but difficult for most other species to pronounce. This is a source of pride to most K'kree, who see their native tongue as too good for anyone but them to use.

The K'kree call their language *!xeng'ri* but since most humans and other intelligent species cannot even pronounce its name, it is typically known by the title of its commonest dialect. Thus most humans think the K'kree tongue is named *Raxkiir* and may be unaware that this is a dialect of the true K'kree language.

Many daily tasks are performed by robots or semi-autonomous machines. K'kree are big creatures, ill-suited to crawling along an inspection conduit or undertaking work close to the ground. Thus K'kree of all castes grow up using robotic assistants and tend to have an aptitude for it. The exception is those lucky few who live a traditional lifestyle on a mid or low-tech world.

THE TWO THOUSAND WORLDS

Today's K'kree control a large interstellar state, organised on the same family/herd/herd-of-herds basis as their ancient existence on Kirur. Segments of a herd, or a single family group, can be broken off and dispatched to carry out a task but K'kree are uncomfortable unless close to their herd and distressed by any situation where they are not in close proximity to others of their kind. Thus it is families led by an individual rather than individuals themselves who conduct the business of the K'kree and their response to a situation is often on a very large-scale basis.

The politics of the K'kree race as a whole tend to reflect their origins. It is a fact of life that the odd herd member will fall to predators and someone who cannot protect close family members is of little value to the herd. However, when it is possible to deal with a threat or when the herd as a whole is threatened the K'kree will act decisively, sometimes to a genocidal extreme.

The region dominated by the K'kree is known in their own language as *T't'tkahk Xeng Kirr*, which translates as the Two Thousand Worlds. This is a metaphorical rather than precise figure; it is not clear how many star systems the K'kree rule nor how many planets are inhabited within them. The Two Thousand Worlds is one of the oldest political entities in Charted Space and one of the most stable. There have been occasional rebellions against the Steppelords but these are rare and localised.

Those who might challenge the authority of the Grand Steppelord are either eliminated or exiled to frontier regions and reabsorbed into mainstream K'kree society after a few hundred years or collapse due to internal dissent. At the present time there is one such group of major importance – known as the Lords of Thunder – and possibly other, smaller polities along the fringes of K'kree space. It is widely thought that these exiled groups serve a similar purpose in the grand scheme as casteless males do in a herd – predators will fall on them first in which case nothing has been lost.

THE MILITARY

All K'kree males have an obligation to serve as warriors for a time upon coming of age. It is usually during this period that a young K'kree establishes his status and demonstrates fitness to lead a family or hold an important position within one. Not all K'kree warriors serve in the armed forces of the Two Thousand Worlds, however. Some are taken into the service of a clanlord or Steppelord where they may be soldiers or bodyguards depending on the needs of their master.

A K'kree enters his military service at a level determined by his caste. Servants make up the rank-and-file, merchants begin training to become low-level leaders (equivalent to a sergeant or junior lieutenant in human terms) or provide specialist capabilities. Nobles are trained to lead or, occasionally, join extremely prestigious units where every rifleman is the son of a clanlord. Such forces are expected to routinely perform legendary actions and tend to suffer high casualties trying to live up to this expectation.

Units are occasionally formed from casteless males, usually for near-suicidal operations. This kind of service is actually desirable to many casteless K'kree as it offers a win-win situation; either the warrior distinguishes himself sufficiently that he is elevated into casted society or he dies in the service of the herd and earns his place in the ancestor-songs. This is a far better outcome than lingering on in the misery of 'walking in the footprints of the herd' as the saying goes.

K'kree are large creatures, not well suited to operating vehicles or engaging in urban combat. They are, however, excellent infantry (or perhaps a sort of cavalry). Their quadruped hindquarters provide a highly stable firing platform for dextrous front arms and their unassisted movement over open ground is second to none. K'kree infantry typically use weapons based on those of the ancient past. Lances are the traditional armament of the clan warrior and used for more than ceremonial purposes. Modern versions of the lance are issued to many warriors, useful in hand to hand combat but also incorporating a laser rifle. However, traditional lances are also carried into action, along with a small shield which is carried on a sling when not in use.

Military Organisation

The organisation of the K'kree military reflects a strange mix of traditionalism and pragmatic adaptation to the modern combat environment. The emphasis is on small groups of warriors on foot earning glory and status by engaging the enemy at close quarters but given all possible support with advanced technology.

There is no prescribed organisation in the manner of more formal militaries but strict traditional precedents must be followed, which leads by a different route to a certain uniformity. The lowest level of organisation is a small force known as a 'fighting-band' of 4–10 servant-class warriors led by a merchant-caste leader. A fellow member of such a band is a friend for life, with a bond known as 'sharing grass', which refers both to eating together and being laid to rest in the same grave. Members usually carry a mix of equipment, although any given band will be biased towards an infantry function such as close assault, long-range sharpshooting or other specific battlefield task.

Several bands are assigned to a noble-caste leader and his immediate retinue, creating a 'warring-band', which is roughly equivalent to a platoon in other militaries. The warring-band leader's retinue normally contains one or more drone operators, who control and direct robotic fire support platforms. Equipment for doing so is designed to be used on the move, even at full gallop, so an entire warring-band can undertake rapid manoeuvres or a headlong charge at the enemy. Warring bands can contain up to six or more fighting-bands, with a typical strength of about 30–40 K'kree and an average of one or two fire support platforms per fighting-band.

Warring-bands are a near-permanent formation, although there are no regulations regarding this. Once formed, a fighting-band and the warring-band it is part of are bonded and no right-thinking K'kree (which is all of them, except filthy outcasts) would consider breaking that bond. Thus rather than being formally designated in the manner of other militaries, a warring-band would be recorded and spoken of as 'the warring-band of Aux!vur, which is known to favour rapid manoeuvre and correctly equipped for this style of combat'. Such designations make operational planning a long-winded and complex matter but are traditional, and that is far more important than efficiency.

Joining a fighting-band or a warring-band is an occasion for great ceremony, for the young K'kree is joining a family he will leave only upon death – and perhaps even then he will lie forever beneath the bloody grass with his comrades. All members of the band share in its tasks and its fights, its glory and its shame. The deeds of former members are recalled in tales and rituals, and there is intense pressure to live up to the legends of those who went before.

Fleeing a battle, for example, does not merely dishonour the warrior; it also brings disgrace upon his comrades and all their forebears. A band whose story ends in gallant disaster or heroic folly might be remembered

with a certain condescension but a band that collapses in surrender or panic undoes all gallant deeds of the band right back to its formation. The ultimate disgrace is to be brought before the warleaders for dissolution of the band. Most warriors would beg to be allowed to stay together and undertake a suicide mission to salvage the honour of their forebears, even if their own is forfeit.

'Redemption-bands' of this sort are useful as shock troops or cannon fodder, although wise commanders are more likely to use them as rearguards in a retreat or to carry out missions from which no retreat is possible. The use of such troops has given rise to the K'kree reputation for mindless fanaticism, although the motivations of the warriors involved are more complex. A redemption-band might be sent well forward to trip a suspected ambush, identify a minefield or similar hazard in the most basic manner possible, or clear a path through mines and obstacles with their bodies. Alternatively, they may be ordered to strike at a target that could not be reached by troops who hoped to get out again. Their ferocity is legendary and their tenacity goes beyond that of even the most motivated conventional soldiers.

Higher Formations

A number of warring-bands will be grouped together as a battle-force under the command of a more senior noble-caste officer known as the battling-captain. Such formations are more fluid than warring-bands and fighting-bands, and may eventually be broken up, but some battle-forces have existed for centuries, rejuvenated by new warring-bands or replacement personnel. The personal retinue of the battling-captain will contain additional support personnel and vehicles plus a few attached small units providing additional capabilities, enabling the battle-force to function as a self-contained combat unit.

Most situations do not require much more than a battling-force, although sometimes more than one battling-force will be deployed to an area without an overall commander or higher formation. In this case precedent, tradition and the reputation of the forces involved will determine which battling-captain directs the efforts of the others.

Larger formations are formed at need and dismantled again when their task is over. A campaigning-force might be built out of several battling-forces and kept together as a garrison or on-call formation for some years. Additional support in the form of artillery, vehicles and attached forces may come and go in that time but the core units of the campaigning-force will, by tradition, remain together as long as feasible.

It is not uncommon for a campaigning-force to be held ready as a placeholder, at need gaining additional supports and undergoing rapid expansion into a higher formation such as a warring-force. Such formations are normally assigned to a higher commander, providing an immediate response capability and framework for the integration of additional units. They also provide administrative services for support units, which can create a situation where a campaigning-force goes to war with artillery and specialist supports that would normally be assigned to several such formations. K'kree commanders are quite happy with this; overkill is more commonly a goal than a flaw.

Large formations are only put together for major wars and tailored to the needs of the region or (more commonly) dictated by what is available. Two or more campaigning-forces under the command of a warring-captain creates a warring-force roughly equivalent to an Imperial brigade. Two or more warring-forces commanded by a great captain are known as an exterminating force. The (very) rough equivalent of a division, an exterminating force armed with advanced weapons is capable of subjugating a lower-tech world and slaughtering its predators.

If the need arises, a lord captain will assemble a 'grand force' for a major campaign. Lord captains and the grand captains who stand above them also have responsibility for the security of an area – typically several minor star systems or part of a major world – and exert authority over lower-level commanders in their area of responsibility. There are often no intermediate leaders between a lord captain or grand captain (or more commonly, his staff) and a lowly battling-captain responsible for securing a city on one of the worlds in his area of influence. The grand captain has the authority to build higher formations at need, assigning commanders and support formations as he sees fit.

In general, political leaders are empowered to appoint military commanders to a level appropriate to their own rank and may appoint themselves or another individual (often a younger brother or trusted relative-by-marriage) to the post. Thus a herdlord or clanlord may appoint battling-captains to command his forces if he is able to raise enough troops or is assigned them. Steppelords can appoint commanders up to the rank of great captain but only the Grand Steppelord of the Two Thousand Worlds can legitimately appoint lord captains. However, this authority is often delegated as a token of trust. Appointing a lord captain without the approval of the Grand Steppelord, or raising a force that required command by a de facto lord captain, would be seen as an act of rebellion.

Ground Formations

Force	Composition	Average Number of K'kree	Commander Rank	Equivalent
Fighting-Band	4–10 individuals	6–8	Fighting-Leader (Merchant)	Squad, Section, Fire Team
Warring-Band	3–8 Fighting-Bands plus 1-2 robotic platforms per Fighting-Band	35–42	Warring-Leader (Noble)	Platoon, Reinforced Platoon
Battle-Force	3–8 Warring-Bands plus additional support platforms	175–250	Battling-Captain	Company, Reinforced Company
Campaigning-Force	3–8 Battle-Forces plus additional support platforms	875–1,500	Campaigning-Captain	Battalion, Reinforced Battalion
Warring-Force	Two or more Campaigning-Forces	2,000 or more	Warring-Captain	Brigade
Exterminating-Force	Two or more Warring-Forces	10,000 or more	Great Captain	Division
Grand-Force	Everything that can be mustered	50,000 or more	Lord Captain	Corps or higher formation

Very large forces are rarely needed. Most foes can be crushed by an exterminating-force or perhaps several operating in loose cooperation without the oversight of a lord captain. If a situation requires a larger unified force, it qualifies as a major emergency and subject to drastic measures. This means switching from conventional overkill to space-based warfare, breaking up the cohesion of the enemy's forces or just plain destroying them with the use of orbital weaponry. The K'kree make no distinction between military and civilian targets; as far as they are concerned the general population of an enemy herd or G'naak species is a source of more enemies and a legitimate target for all weapons.

Military Hardware

The K'kree fight few large-scale conventional wars, mostly engaging with light infantry and a few robotic weapon carriers. More serious threats are met with overkill, using artillery, robotic weapons platforms and orbital bombardment. The armed forces of the K'kree are built around infantry tactics, with heavier weapons tasked with isolating parts of an enemy force for assault and protecting infantry from countermeasures that would make them ineffective. In short, the K'kree deploy equipment that enables them to fight the way they want to rather than weaponry optimised to bring a pragmatic victory at the price of abandoning traditional methods.

The K'kree Charge

The terror inspired by a warring band at the charge is not to be underestimated. Up to 50 K'kree warriors screaming traditional slaying-cries, the ground shaking with the thunder of their hooves, lance points levelled and lasers flashing would be terrifying enough but among them are armoured grav platforms blasting away with laser cannon or lobbing mortar rounds, weaving in and out of the charging warriors to shield them from fire and annihilating pockets of resistance with pinpoint precision.

Physically, this is enough to reduce hardened soldiers to panic but the physical dimension is only a part of it. The most frightening aspect of a K'kree charge, according to those who have survived one, is the intent. The K'kree are coming at the gallop, they will not be stopped and they will kill everything in their path.

Formations

K'kree often use a five-part formation in military operations. It is equally applicable to a large ground force or warring-band on the march and is based on the ancient defensive formation used by herds on Kirur.

The Head can be considered the vanguard of a herd or force. It contains the best warriors and most potent direct-fire weapons. The force or herd leader is normally located at the rear of the 'head', well forward to make decisions on the march or direct an initial encounter with hostiles.

The Body marches behind the head, separated by a short distance. The body of a herd contains most of the non-combatants and a contingent of guards to protect them. In a military context the body is made up of the majority of fighting troops.

The Loins is the rearmost of the three main force components. In a marching herd it would contain some non-combatants and a force of warriors acting as a rearguard; in a military force it contains heavy weapons such as artillery and logistics assets such as supply vehicles. A small rear-cover force is always assigned.

The Hands are two flanking/screening forces moving ahead of the main force and out to the sides. The Hands conduct reconnaissance and foraging, and are expected to contact the enemy and find out their dispositions.

When a force deploys from its marching order the usual system is for units from the body to spread out and move up to support the hands, which acts as a screening force to cover the deployment. The head deals with any immediate crisis then holds position to become a powerful reserve under the command of the force leader. The loins deploy heavy weapons, bring logistics assets into a defensive position and sets up a security element to the rear. Once deployed, the loins component becomes a pivot and backstop for manoeuvres of the main body. In a force without encumbering heavy weapons the loins element is usually small but can sometimes contain a fair-sized body of troops as a reserve to be committed wherever necessary – or cover a retreat if things go badly.

An aggressive enemy can be drawn onto the deployed body by the screening hands. If the enemy is disinclined to attack, the hands seek out weak points for the main body to assault, with elite warriors of the head held ready to deliver the finishing blow to a wavering enemy. Many variations on this basic tactic exist, all of which have a traditional name and long history of success.

K'kree infantry are armed with personal and light support weapons, favouring lasers over projectile weapons. Infantry are supported by vehicles and artillery, much as in any armed force. However, the K'kree make extensive use of drones and robotic combat devices rather than crewed vehicles to carry their heavy weapons into action. These platforms typically mount air and missile defence weaponry to offset the vulnerability of personnel operating in the open to air-bursting artillery munitions.

Vehicles are large and make easy targets but their critical systems are heavily protected to offset this. K'kree vehicle crews are exposed to severe psychological stress on a constant basis, as combat vehicles combine isolation from all but a handful of other K'kree with confinement in a small (by K'kree standards) space. Where possible, forces are supported from orbit and make only limited use of vehicular transportation in the face of the enemy. For groundside logistics, open-topped or open-sided vehicles are favoured, often with retractable armoured sections to protect the occupants at need.

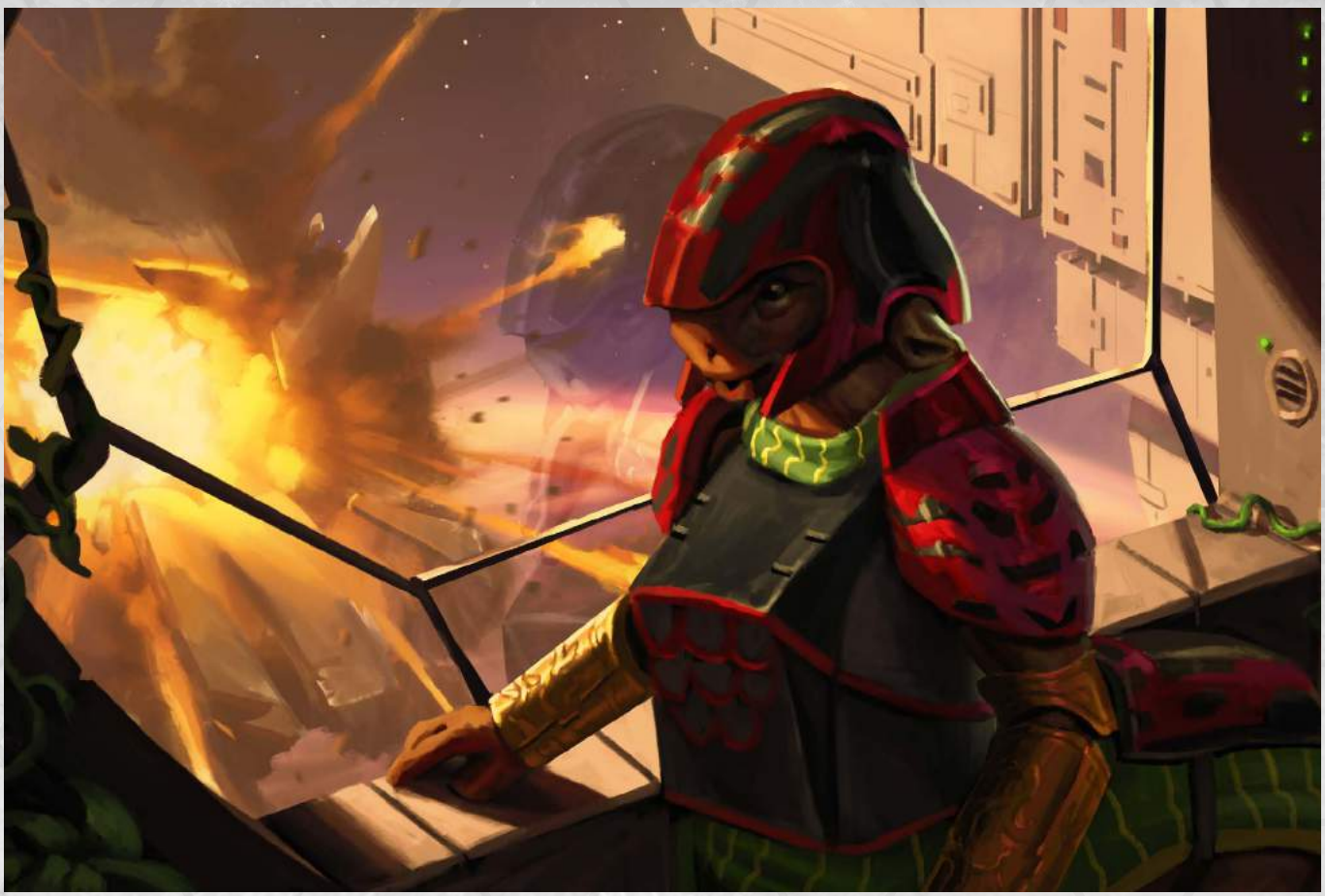
Ground Combat Tactics

All K'kree infantry dream of taking part in a massed headlong charge and sweeping their enemies before them. More commonly, they skirmish in small groups, much like low-tech light cavalry using horses or similar riding animals. Groups tend to be loosely organised on the battlefield but still highly cohesive, as a mini-herd beset by G'naak must be. This is the environment where K'kree footsoldiers are at their best; a fluid situation where aggression and teamwork can overcome almost any foe.

Space Forces

Some clanlords and Steppelords have their own private space forces but most military ships in the Two Thousand Worlds are built in a small number of specialist yards, using the best technology available. The majority of warships are constructed to TL12 standards and are similar in many ways to vehicles and buildings.

K'kree warships are extremely wasteful of space by human standards but this is necessary to accommodate their large bulk and need for open areas. Most warships are designed to deploy or control robotic subordinate craft, either as crewed 'herdmasters' controlling a group of similarly sized robotic craft or acting as a carrier and tender for large numbers of semi-autonomous robot fighters. These are piloted remotely from the carrier, by drone pilots who translate the cooperative instincts of the herd-protector into a three-dimensional space combat environment.



This approach to space warfare is inefficient in some ways but K'kree warships are built to be tough and survivable and can often escape a losing battle by fleeing behind a screen of expendable robot craft. As communication lag becomes an issue or if the parent vessel jumps out, robot craft go over to one of several pre-set tactical patterns. These are sophisticated but predictable, which usually makes defeat inevitable. However, once in autonomous combat mode the robotic craft are considered already lost and always tasked with causing as much damage to the enemy as possible with no regard to survival.

This has led to a deliberate 'throw down' combat technique whereby K'kree carriers launch their fighters at the enemy, do as much damage as possible under direct control and then abandon them to fight on whilst the carrier withdraws to reload more craft. At need, the carriers themselves can be expended – losses are unimportant so long as the threat to the herd is eliminated and crews will obey an order to fight to the last if necessary. This willingness is often mistaken for fanaticism but in truth it is a facet of the K'kree psyche. Life is worthless without the herd and dying to protect it is preferable to being cast out for disobedience or seeing the herd destroyed.

Most K'kree warships are large for their role and tend to be well-armoured at the expense of manoeuvrability and even firepower. Internal compartmentalisation is generally poor, due to the need for large crewmembers to move around and maintain physical contact with one another. Coupled with the difficulty of getting such a large creature into a vacc suit quickly, this makes K'kree ships more susceptible to damage than those of other species.

As a result, K'kree naval architects favour standoff weapons such as missiles and remote-controlled fighter craft. Not only does this permit an enemy to be engaged before it can close to decisive range but a ship that is shooting at missiles and fighters is not putting holes in the parent vessel's hull. Some observers have suggested that faster and more lightly armoured vessels would be better suited to this style of combat, enabling them to stay at long range, but there is no sign of a move towards such designs. This is partly due to the difficulties of producing a large vessel with enough thrust to be an agile combatant and partly because K'kree ships have always been built this way.

For short-ranged combat K'kree prefer large, powerful weapons mounted in bays and barbettes rather than turrets. Turreted weaponry is mounted on most ships

for close defence but as usual overkill is the preferred option. Besides, bay mounts allow a team of K'kree to work together. Control of barbettes and turrets is normally centralised in one or more chambers, again allowing crew to work in proximity to one another.

Naval Organisation

The K'kree space forces, like their armies, follow a feudal pattern. Few leaders below the rank of Steppelord have significant naval forces of their own, although many have a few ships for transportation and diplomatic purposes. Steppelords generally support some vessels from their own resources and are assigned more according to their status and local political needs. These are paid for from central funds and constructed at one of the major naval yards operated by the Two Thousand Worlds but are crewed by personnel raised within the Steppelord's territory.

A Steppelord may send some of his ships to assist another leader, placing them temporarily under his command but they remain part of their original lord's holdings. The permanent reallocation of ships is taken as an insult or punishment and if it occurs then the ship itself is transferred but the crew remain part of their herd. This is not an efficient system but an artefact of K'kree social organisation and traditional values and changing it would be unthinkable.

The local forces commanded by Steppelords are augmented by a much larger pool of vessels loyal to the Grand Steppelord of the Two Thousand Worlds, either directly or through subordinates. These leaders represent one of the few changes to K'kree society to have occurred since the invention of spaceflight. They have holdings like any other Steppelord but receive funds from the central treasury. With this extra income

Naval Formations

Force	Typical Composition	Commander Rank	Notes
Vessel-of-the-outer-steppe	Single Ship	Leader of the outer steppe	'Vessel-of-the-outer-steppe' is usually abbreviated to 'vessel' by non-K'kree but the term is a single word in their own language and always used by the K'kree themselves.
Great vessel-of-the-outer-steppe	Single major ship	Great leader of the outer steppe	Vessels in the cruiser class are commanded by a senior leader.
Grand vessel-of-the-outer-steppe	Single capital ship	Grand leader of the outer steppe	Capital ships are commanded by an extremely senior officer, who is greater in importance than the commander of a force of lesser ships.
Vessel-Band	2–8 vessels on a temporary basis	Leader of the outer steppe	The senior ship commander leads the force as a whole.
Vessel-Herd	2–8 vessels organised on a more permanent basis	Small commander of the outer steppe	'Small commander' is a temporary rank but most officers who have commanded a vessel-herd go on to command other naval forces and thus retain their rank.
Herd of the outer steppe	Two or more vessel-herds	Commander of the outer steppe	Commander of the outer steppe is equivalent to a feudal junior admiral, typically commanding 10–20 significant ships and supporting vessels.
Clan of the outer steppe	Two or more herds of the outer steppe	Great commander of the outer steppe	Great commander of the outer steppe is the highest naval rank attainable in the service of most Steppelords, usually commanding the entire naval force of the Steppelord.
Horde of the Outer Steppe	Two or more clans of the outer steppe	Lord commander of the outer steppe	Almost all officers of this rank are in the service of the Great Steppelord himself, commanding upwards of 200 warships.
Great Horde of the Outer Steppe	Multiple hordes and additional smaller formations	Lord of the outer steppe	Fleets of this size are rarely gathered in one place, so the Lords of the Outer Steppe are mainly administrators. However, one may choose to lead an important mission if the need arises.

comes a duty to protect the herds of others by detaching segments of the fleet and either loaning them to other Steppelords or deploying them to carry out a particular task under a trusted leader. The curious status of these leaders, known as lords-of-the-outer-steppe, is such that there is no embarrassment or dishonour in having their forces assigned for protection.

The upshot of this system is that every region of space occupied by K'kree has local forces tied to particular areas, often on a patchy and inefficient basis, whilst task forces and fleets loyal to the lords-of-the-outer-steppe conduct major naval operations either under their own commanders or in conjunction with local leaders.

Naval forces typically follow an organisation similar to a ground combat formations, with a head, body, loins and hands. There is more leeway in terms of dispositions, since naval forces operate in a complex three-dimensional battlespace but the general organisation of a force will follow the pattern. Ships are not assigned to squadrons and fleets like those of the Imperium; they are assigned to leaders who organise them as necessary using layers of command and organisation.

A 'significant vessel' means any ship with respectable combat capability, including relatively small patrol and escort ships. Ships in the cruiser class are rarely assigned to formations smaller than a herd of the outer steppe, whilst the big line-of-battle ships are assigned at the clan level. There are exceptions, of course; a single major or even capital ship may serve as the flagship of quite a small force if appropriate.

The capability of vessels generally increases alongside the size of formation they are assigned to. Since most major K'kree warships carry a complement of robotic fighters and can thus provide their own close escort, there are relatively few ships optimised for the escort role. This leads to the deployment of all-big-ship forces at times, with smaller vessels operating elsewhere as scouts or security elements.

A HISTORY OF THE TWO THOUSAND WORLDS

To the K'kree, the history of their interstellar state – the Two Thousand Worlds – is the history of all K'kree. Occasionally a Steppelord has led his people out of the Two Thousand Worlds and colonised a far-off region but as far as the official histories go these groups became irrelevant as soon as they moved beyond easy contact range. Those that reject the Great Steppelord's authority and turn their backs on the great herd of the K'kree are no longer part of its history unless they return as enemies or come home to beg re-inclusion.

The Distant Past

Creatures that are recognisably 'proto-K'kree' appeared on Kirur around 10 million years ago. They are thought to have begun developing intelligence in response to ecological disasters caused by a supernova event and by 10 million years before the present were tool-using cooperative animals. It is not clear when the K'kree developed full sentience.

The Ancients are known to have seeded humans and other creatures across Charted Space around 300,000 years ago. By this time, behaviourally modern K'kree existed on Kirur. They were engaged in a constant fight for survival against their homeworld's predators, a fight that might have remained stalemated forever but for climatic changes that began over 100,000 years ago. Little is known outside the Two Thousand Worlds about what tipped the balance but the stalemate was broken and the K'kree declined in number.

It is thought that destruction of habitats affected other prey species more than the K'kree, who were able to plan ahead and move great distances to viable areas. As other sources of food were predated to extinction, the carnivores of Kirur targeted the K'kree. Legends speak of a 'shadowed time of nightmare' from around 100,000 to 30,000 years ago, during which the K'kree fought a war against extinction.

The first K'kree cities were constructed around 80,000 years ago. These were initially more like defended laagers where the K'kree could rest and care for their wounded but over time developed into true cities with workshops, storehouses and administrative complexes. Despite the security these new cities offered, the K'kree still almost became extinct. What saved them was a combination of desperate effort and scarcity of food for their enemies. The surviving K'kree were hard targets and could retire to their laagers, living off stored food, when predators concentrated in their area.

It may be that confinement imposed by such sieges was the worst of the 'nightmare' referred to in legend, especially since herds were cut off from one another and at times did not know if their neighbours had survived. K'kree scouts might come upon a broken laager, with nothing but the bones of their kind bleaching in the sun. It was in this time that the desire to exterminate all G'naak became a driving force in the K'kree psyche.

The Time of Shed Blood

The war for Kirur teetered one way then the other for a time but as predator numbers fell the surviving K'kree were able to push out from their laager-cities, linking together multiple herds and engaging in sweeps to clear all predators from a region. By -30,000 what had begun as a small-scale security operation had expanded into a crusade to eliminate all meat-eaters on Kirur. It is today referred to as the 'time of shed blood'.

The K'kree were not the only intelligent species on Kirur at that time. A race of carnivores had also developed intelligence and the ability to use tools. It is not clear to what extent the war between the two species followed the conventional pattern. It may be that the carnivores preferred easier prey or had reservations about eating sentient people. They may have tried to make peace or even cooperate with the K'kree but were driven into remote areas nonetheless.

The K'kree almost certainly took the view that an intelligent species of predator would sooner or later plunge them back into their time of nightmare. The answer was obvious; break strongholds one–by–one and exterminate the threat. The most remote predator cities proved hard to access and the predators themselves underwent a rapid technological explosion as they fought for survival. At some point they began an incredible endeavour; an evacuation to Kirur's moon.

The evacuation was a slow process, undertaken with primitive craft but it went on for centuries as cities fell one–by–one. By the time the last was overrun a large population were dwelling on Kirur's moon, unknown to the K'kree whose technology had lagged far behind. K'kree written records began around -10,000 and initially contain no references to these predators. It is likely that the K'kree thought them defeated and gone forever.

The Unification of Kirur

The cities of Kirur gradually expanded and became permanent homes as well as trade hubs for herds following a more traditional lifestyle. A habit of cooperation grew into the rudiments of a world government by -8175, and around 1,000 years later



K'kree society reached a recognisable version of its modern form. This was the result of the 'Law of Reason', a philosophical and ethical system, which to this day forms the basis of modern K'kree thinking.

Progress continued and by -4305 the K'kree had fully unified Kirur under a single government. By this time they were aware of the predators living on their moon and the introduction of grav vehicles in -4228 made a renewed war of genocide feasible. The carnivores had prepared for centuries and the fight was a hard one with many setbacks. However, by -4167 the last fortress was destroyed and the entire species exterminated – for real this time.

Renewed conflict with the predator species led to the enunciation of the *Axavktrr!xur* or 'Fundamental Principles of Survival', which amounted to a declaration that all carnivorous species that would not or could not convert to vegetarianism would be eliminated. Whilst making perfect sense from a K'kree point of view, this was a declaration of war – to a genocidal degree – against almost every intelligent species in the cosmos.

Early Expansion

The K'kree expanded throughout their own star system, developing robotic systems for extracting resources from difficult environments and building outposts to operate them. The invention of the jump drive in -4142 permitted exploration of nearby star systems, where the K'kree were not surprised to discover carnivorous species on worlds they wanted to colonise.

Small bases were built on low-value worlds to facilitate expansion but the K'kree wanted Kirur-like planets where they could roam outside without artificial assistance. In almost all cases they had to fight for them, although usually against animals that stood no chance when energy weapons and artillery were brought to bear. The extermination of carnivores on a whole world was a lengthy undertaking, undertaken on a cordon-and-sweep basis. More efficient methods were available but the K'kree were unwilling to damage the natural environment; habitat destruction or tailored plagues were used only as a last resort.

The K'kree encountered a few sentient species but none that could resist an assault by their armed forces. Those willing to accept K'kree rule were permitted to live, albeit under strict supervision. Those that tried to fight were exterminated.

Contact with the Hivers

The K'kree contacted their first major interstellar power in -2045, although they did not at the time realise what was happening. The first worlds of the Hive Federation they attacked were assumed to be just like any other G'naak-infested planet, although it soon became apparent that they were linked by starships and possessed advanced technology. This in no way deterred the K'kree – indeed, it may have spurred them to greater efforts – and they launched a campaign of destruction and conquest against the Hive Federation.

The war formally began in -2029. At that time the Hiver fleet was little more than a security force and unprepared for the onslaught of the K'kree. Losing many battles, the Hivers were pushed back deep into their territory and might have faced total defeat.

According to the Hivers, they undertook a masterwork of Manipulation – with a capital M. The Hivers pride themselves on their ability to manipulate others, with specific Manipulations recorded in the same way as great victories in war by other species. The Hivers claim they demonstrated to the K'kree that they could, at will, manipulate K'kree to become G'naak, creating a taste for meat, and they were willing to do so on a grand scale. In this version of events the K'kree fled Hiver space in terror, proving that Hiver manipulation was more potent than all the battlefleets in space.

The K'kree version is vague and couched in terms that suggest it would be unwise to ask further. The overall impression is that a combination of the fighting power of Hive Federation member races and underhand tactics by the Hivers themselves necessitated a withdrawal, which made possible a truce beginning in -2103. A change in K'kree philosophy permitted the truce to become more or less permanent.

The Hiver-K'kree war resulted in the overturn of the Fundamental Principles of Survival, although the Law of Reason remained intact. In short, not all G'naak had to be exterminated immediately and if the cost to the herd of destroying an enemy was too great then it was not in the interests of the K'kree to make the effort. This attitude has been paraphrased by outsiders as 'we're going to destroy all the G'naak sooner or later but those ones are too much trouble right now'.

Contact With Humaniti

Although modern K'kree society can seem extreme, given open threats of extermination towards all meat-eating species, it is a more moderate version of their original philosophy. Co-existence with G'naak has been possible since -2013, although it is uncomfortable for all concerned. This was just as well for the first humans who met the K'kree, in -200.

Before the Long Night, humans from the Vilani Imperium and the Rule of Man had colonised worlds as far out as the Gateway and Crucis Margin sectors, making contact inevitable at some point. The first known contact was between personnel of the Galastrian Metals corporation, based out of Tharver in the Gateway sector. This produced no new trade opportunities and a great deal of friction, as the K'kree had little interest in conducting commerce with vermin.

The human states close to the Two Thousand Worlds were mostly small multi-planet polities, corporations or single-world governments and posed little threat to the K'kree. However, once scouts from the emerging Third Imperium arrived in the region the situation changed. Formal contact was made in 103 and the K'kree quickly became aware that this was an empire that might rival their own.

The spinward frontier of the Two Thousand Worlds remained troublesome. The small states of Gateway included several pirate kingdoms whose raiders were quite willing to prey on K'kree vessels. At the same time, the Two Thousand Worlds was reaching the maximum size governable under its system – and the K'kree had no interest in changing. Thus interaction with humans was limited to the occasional punitive expedition.

The Lords of Thunder

The antics of the G'naak in Gateway and along the frontiers caused considerable alarm and voices began to demand a return to the Fundamental Principles of Survival. This was an unusual level of dissent for the Two Thousand Worlds, prompted by a feeling that sooner or later hungry humans would come trailingwards in force. Better to act now; sterilise their worlds if they could not be taken and create a zone where no G'naak could find sustenance, as the K'kree of old had done when in desperate need.

Eventually dissent became focussed on a leader named L'Iluii!pri'vguurlg, who embodied the Fundamental Principles and questioned the authority of Steppelords who would not embrace them. L'Iluii!pri'vguurlg formally declared a return to the Fundamental Principles – on behalf of the whole K'kree species – in 874, a challenge that could not be allowed to pass. In 885 he and his followers were exiled from the Two Thousand Worlds.

L'Iluii!pri'vguurlg and his people founded *Xuruk'xaar'keer!*, which roughly translates to Anglic as Lords of Thunder. They set up a powerbase on the fringes of human space, which is sometimes known as the Xuruk Empire and more commonly as the Lords of Thunder. This removed the Lords of Thunder from the official histories of the Two Thousand Worlds. They appear there only when they do something that affects mainstream society but it is notable that their own histories include everything they know about affairs within the Two Thousand Worlds. The implications of that are worrying to human and K'kree alike.

THE TWO THOUSAND WORLDS TODAY

The Two Thousand Worlds is one of the most powerful and – in some ways at least – unified states in Charted Space. In practice, the Steppelords are prone to internal politics. Some will push the boundaries of tradition and their orders from the Grand Steppelord of the Two Thousand Worlds in order to increase their status. Others will conspire against rivals out of disapproval of the way they push those boundaries. Any significant threat will cause those involved to shelve their schemes, however, partly for the good of the K'kree as a whole and partly because the Grand Steppelord does not tolerate those who put their own agenda ahead of his orders.

The majority of K'kree worlds are within the TL7 to TL11 range and thus capable of playing an active part in the interstellar economy. However, this technological capability refers to the cities. On worlds with a 'shirtsleeve' environment there will always be a segment of the population living a simpler life on a semi-nomadic basis. These herds make use of advanced technology but cannot produce it. They wander within large preserves, more or less following – and thus preserving – the ancient lifestyle of the K'kree of Kirur. Laager-towns exist within these preserves, offering comfort when desirable but allowing the herd to camp in the countryside.

The K'kree name for their state is *T't'tkakh Xeng Kiir*, which is normally translated as 'Two Thousand Worlds' but can also be rendered as 'the universe' or 'the night sky'. The latter is a reference to the stars that could be seen from Kirur's surface at night and the former to the fact that nothing really matters outside of K'kree dominions. There is no literal meaning to Two Thousand Worlds; it is a figure of speech only. Usually it is applied

to the area directly ruled by the Grande Steppelord but there are also outposts, client states and enclaves that are not contiguous with but considered to be 'of the Two Thousand Worlds'.

The Two Thousand Worlds and outlying territories are linked by a large merchant fleet. Some vessels are owned and operated by Steppelords whilst others are private. Numerous organisations exist that can be considered a parallel to the merchant shipping lines found in other states but they tend to be the property of noble families rather than corporate bodies in their own right.

Some worlds have non-K'kree populations, all of whom are required to follow a herbivorous diet. Many indigenous sentient races within the Two Thousand Worlds were exterminated and those that remain know their place – and are well aware of what happens if they defy the authority of the Steppelords. Rebellions are few and always short and external aid is almost never available to these species. Indeed, many of them are entirely unknown to other races outside the Two Thousand Worlds.

The Lords of Thunder

The Lords of Thunder are the best-known of K'kree splinter groups, not least because their home region is close to human space. Upon their exile in 885, they moved into *Luretir!girr* sector and conquered a region to use as a powerbase. Expansion thereafter was slow but steady, gradually absorbing more worlds and doing away with their carnivorous inhabitants.

The expansion of the Lords of Thunder eventually increased in pace. Outside observers believe this was a result of early-conquest worlds reaching economic and social maturity and becoming capable of funding additional expansion. Encroachments into Gateway have brought the Lords of Thunder to the attention of Imperial officials, although at present a large buffer zone still exists.

Although firmly committed to the eventual extermination of all G'naak, the Lords of Thunder are willing to undertake peaceful diplomacy and trade. The matter-of-fact way they refer to eventually wiping out the people they are trading with can be unsettling but their money is still welcome in ports across the region. Incidents are not uncommon however, as the Lords of Thunder are utterly inflexible in their outlook and intolerant of many behaviours considered normal elsewhere.



C H A P T E R - S E V E N

K'KREE TRAVELLERS

K'kree Traveller creation follows the same format as all other races, although with a few unique considerations imposed by their herd-creature nature. The process of creating a K'kree Traveller generates not just an individual (the leader of the group) but his whole family and associated servants. The caste of these K'kree is considered to be that of the patriarch but they are nothing without him.

If the patriarch were to die or be killed, his family is immediately taken under the protection of another. If an heir exists, he is summoned or formally installed if already present. The heir might be a son or younger brother, or possibly a friend of the same social caste. If no heir is available to take over the family its members either join another patriarch's family as a group or are separated to join several. This is a traumatic experience for all concerned and usually results in a dysfunctional family for a time until the patriarch can get his house in order. This is one way a K'kree Traveller can end up with more family members than he can support or control.

INITIAL TRAVELLER GENERATION

The following applies to all K'kree Travellers.

Patriarchy

K'kree have a unique skill called Patriarchy that replaces both Diplomacy and Leadership when dealing with other K'kree. This is in part an understanding of how to control a small herd of relatives and in part the ability to play the role of patriarch. Leading rituals correctly, using the right form of address for other patriarchs with a subtly different social position, delivering the traditional condescending epithets towards ambassadors from lesser species... Patriarchy is the skill of being the head of a K'kree household and doing it right. It also allows control over a suitably sized household.

Patriarchy

Skill Level	Max. Family Size	Average Max. Family Size
0	D3+3	5
1	+D3	7
2	+D3	9
3	+D3	11
4	+D3	13
Every +1	+D3	+2

A K'kree can fully control and command a number of family members and hangers-on determined by his level in Patriarchy. This increases when Patriarchy does but some patriarchs are just better at running their household than others. The Patriarchy table indicates the maximum family size that can be controlled. For every additional family member the patriarch suffers DM-1 to all Patriarchy checks.

Patriarchy checks are normally made in routine-diplomacy situations, such as when other K'kree are encountered. Success indicates the patriarch has performed the correct rituals and established the right social positioning, allowing interaction to proceed normally. The Effect of a failed check is applied to all attempts to interact with the K'kree he has just failed to impress. This will result in condescension at least; at worst it can lead to serious offence. The Patriarchy skill can also be used to get a family organised for a task, movement or ceremony, or any other situation where the family head is exercising his routine authority.

Leadership and Diplomacy skills still exist for K'kree, but are used only when dealing with non-K'kree.

Social Standing

K'kree determine SOC the same way as other species, and it in turn indicates caste. Certain levels of SOC align with ranks such as clanlord or Steppelord but do not mean the K'kree personally holds this rank. SOC indicates the K'kree is of this social level, either as a relative of someone who does hold the rank or in service to them.

There are three degrees within each social rank:

Servant-of-Rankholder: This is the default level. Distant relatives and those bound by ties of loyalty rather than kin hold this rank.

Kinsman-of-Rankholder: This represents close relatives or those who have served long and well, and are thought of as almost-kin.

Rankholder: The K'kree actually holds this rank.

When a K'kree achieves a new social level, he begins at servant-of-rankholder. Each term he may make a Patriarchy check at the difficulty level indicated on the SOC Rank table to be elevated one degree. Note that increases in SOC are rare for K'kree, so elevation within the Traveller's starting social class is normally the only advancement possible. If a K'kree does rise in social class, he begins again at servant-of-rankholder level but gains DM+1 on Patriarchy checks for advancement if he was a kinsman, or DM+2 if he was a rankholder.

The exception is the lowest end of the nobility spectrum; patriarch of a small family. A K'kree holding this rank is automatically the head of his household and therefore the rankholder. At all other levels, the assumption is that the rankholder is the head of the big family of which the K'kree's small family is part. Thus a servant-to-rankholder in a Merchant caste big-family heads one of the lowest-status small-families within the group and can aspire to being elevated to kin-to-rankholder someday. After that, he might even come to lead the whole big family, as head of his own household and lord over several others.

SOC Rank

SOC	Caste	Patriarchy Check Difficulty
0	Outcast or casteless	-
1-3	Lowest Value Servant	Simple (+2)
4-6	Servant	Easy (+4)
7-9	Merchant	Routine (6+)
11	Noble (Small Family Patriarch)	Automatic
12	Noble (Big Family Patriarch)	Average (8+)
13	Herdlord	Difficult (10+)
14	Clanlord	Very Difficult (12+)
15	Steppelord	Formidable (14+)

K'KREE TRAITS

K'kree make use of the following traits.

Big and Tough: K'kree are much bigger than humans and can soak up a lot more damage unless a vulnerable location such as the head is struck. Whenever a K'kree is subject to an effect that reduces END, whether through physical damage or exertion, END reduction is halved, dropping any fractions. For example, a K'kree who is hit for seven points of damage reduces END 3 points. END is also treated as being doubled for the purposes of determining the duration (but not effectiveness) of physical activity.

Claustrophobic: K'kree are intensely claustrophobic and will often refuse to enter fully enclosed spaces. If forced to do so, or upon discovering they are confined, a K'kree may panic or collapse. A Difficult (10+) END check is required to enter a confined space. Small spaces like a starship stateroom impose DM-2 and very tight spaces like a crawlway impose DM-4.

A K'kree who fails the check will not enter, no matter what. If already in the confined space, they will wriggle out with no regard to whom they squash. If this is not possible, roll 1D . On a 4+ the K'kree will freeze in place and refuse to move, or else will begin to thrash about in a panic.

New claustrophobia checks are made every time the K'kree encounters something unsettling or is hurt. Noises up ahead or something as minor as snagging a piece of clothing on a projection can trigger a psychotic episode – which in turn can make it very difficult to help a trapped K'kree.

A K'kree leader may make a Difficult (10+) Patriarchy check to lead his family or warband into the space, provided he passes his own END check first.

Gregarious: K'kree need others of their own kind around them at all times. A K'kree deprived of such companionship is likely to flee towards the nearest herd (or wherever he thinks a herd could be found) or become either violently agitated or all but catatonic. If a K'kree is cut off from others by a confined space the effect is intensified and checks for both claustrophobia and lack of contact must be made. Failing both will lead to a mental breakdown which may have long-term effects.

A K'kree suddenly deprived of company must make an Average (8+) END check to cope in the short term, with a DM of anything up to –6 if the incident is very violent. For example, a K'kree who sees his family hit by a speeding truck is likely to flee in panic immediately and suffer long-term effects when he realises he will be forever without them. A Effect of –6 or worse indicates permanent madness that may or may not be treatable.

In the longer term, a K'kree who is alone, whether as an outcast or having become lost, may be able to cope if there is some hope of a return to the herd – even as a casteless hanger-on at the fringes. Each day, a Difficult (10+) END check is required. Success indicates the K'kree can act rationally and productively that day without penalty. A DM equal to any negative Effect is applied to all tasks on days the K'kree fails the check, and the K'kree will be nervous, irritable and likely to rage-quit on any task that seems remotely difficult. An Effect of –6 or worse results in a collapse into despair for D3 days, during which the K'kree will just wander aimlessly, destroy things he has created and contemplate suicide.

Speed of Hoof: If a K'kree performs three minor actions in a round and all three are used for movement (as described on page 72 of the *Traveller Core Rulebook*), then it gains a bonus minor action, which can also be used for movement.

SURVIVING LONELINESS

There are ways a K'kree can survive the loneliness of isolation. One is to enter a state of temporary madness known as 'kin-to-the-grass'. A K'kree in this state ceases to be rational and will do no more than wander around, nibbling listlessly at vegetation. In effect, he will revert to the non-sentient state of his distant ancestors. Revival from a kin-to-the-grass state is not certain even if the K'kree is rescued but it is possible that once surrounded by a friendly herd he will slowly regain his senses over a period of days, weeks or even months. In some cases the state is permanent.

In a few rare cases, isolated K'kree are struck with what can seem to others as divine inspiration. Rather than becoming kin-to-the-grass they become 'kin-to-the-sky', a rapturous state in which the K'kree can see and hear his ancestors – both direct kin and cultural heroes. Only an already unhinged or desperate K'kree would deliberately isolate himself and try to become kin-to-the-sky but there have been those who made the attempt. Most ended their days in gibbering madness but a few achieved the holy state with enough of their faculties remaining to cope with daily life.

A K'kree who is kin-to-the-sky needs no herd around him because his ancestors walk beside him. They also convey their wisdom, which may or may not make sense to anyone but the holy K'kree. Most kin-to-the-sky are unable to function as more than wandering oracular prophets speaking in riddles but some emerge with a vision and give out chillingly precise advice on matters they could not possibly know anything about.

K'kree who work in an environment where confinement is inevitable eventually become used to it or seek some less upsetting line of work. A K'kree who lives and works aboard a starship can use his highest shipboard skill (such as Pilot, Astrogation or Engineer) as a DM when determining if he panics upon being confined. Even the most hardened K'kree spacer can suffer a panic attack when boarding his ship and may have to choose between forcing himself to enter or being left behind.

NON-K'KREE K'KREE

Very occasionally, a K'kree will, for whatever reason, be brought up outside a traditional K'kree family. This results in a status called A*ux!Rraak G'naak* or 'probably just vermin' among 'real' K'kree. Species is irrelevant here; what is important is whether the Traveller knows how to act like a 'proper' K'kree, which is unlikely. Even then, the outsider is unlikely to be fully accepted and at best live at the fringes of a herd.

An outsider K'kree of this kind still has the Gregarious and Claustrophobic traits, which are instinctive rather than learned. However, the not-K'kree gains a special skill called Outsider at level 0 in addition to other background skills. The Outsider skill can be increased instead of any event that increases a characteristic during their careers. Thus if an outsider known affectionately as 'Little Jim Horsey' to his friends gains INT+1 during his career in the Imperial Bureaucracy, he may swap this for a level of Outsider.

The Outsider skill is used in checks to overcome claustrophobia and loneliness but becomes a negative DM on interactions with 'real' K'kree. Thus Jim Horsey, with Outsider 3 suffers DM-3 on all checks when trying to get along with 'real' K'kree.

A K'kree with Outsider 0 or better makes checks to deal with loneliness less often than an isolated 'real' K'kree. At skill level 0 the check is made every D3 days. Skill level 1 raises this to 1D days; level 2 to 2D days level 3 to 3D days and so forth. In addition, if a check is failed, the K'kree Traveller can try to pull himself together the next day with a new check.

The Outsider skill even allows a K'kree to tolerate meat-eaters, although not to consume it himself. At level 1 and above he is not instinctively revulsed by the smell of meat consumption from another person and a successful Average (8+) Outsider check allows the K'kree to remain in the presence of someone eating meat without losing his temper. Seeing raw meat being prepared or, worse, animals being killed for food will still be repellent and those who do not respect the outsider's sensibilities will cease to be his friends.

Outsider K'kree retain the herd instinct and will usually find a surrogate herd to join. This might be a group of Travellers but sometimes manifests in bizarre ways. The least of these are the acquisition of pets or robotic companions and sometimes the outsider will be compelled to collect a particular type of object – which might be anything from stuffed animals to rare coins.

The Referee should always remember that behaviour of this sort is contrary to the fundamental nature of the K'kree. 'Real' K'kree would consider an outsider to be insane, potentially dangerously so, and there is some truth in this. No matter what career an outsider K'kree follows, no matter how successful he is or how high his Outsider skill gets, he is in denial of his nature. Other K'kree will hate him even more if he is successful in denying his heritage and he will always be a troubled individual. The companionship of a surrogate herd of mismatched starfarers might be enough to keep him more or less sane but this individual will never be 'quite right'. This may drive him to excel in all manner of fields but can also lead to self-destructive or irrational behaviour. Anyone wanting to play an outsider K'kree must be prepared for this challenge.

With these provisos in mind, an outsider K'kree with a suitable backstory can enter any career a human could, although there are some occupations that would be repellent. A merchant or soldier is much the same from one culture to another but even outsider K'kree would be unlikely to take a job than requires working in small spaces. One who spent a lot of time alone in a vacc suit repairing the exterior of space stations might one day find himself kin-to-the-sky, which would indeed be an interesting roleplaying challenge.

CREATING A K'KREE TRAVELLER

K'kree are created using a similar process to other Travellers, although unless an outsider is being created the Traveller will be the head of a household rather than an individual and gain additional family members.

Use the characteristics and traits for K'kree Travellers shown below:

Characteristics: STR+6, INT+2, EDU+2
Traits: Big and Tough, Claustrophobic, Gregarious

Note that these characteristics assume a patriarch of a family is being created. All other male K'kree have STR+6, but also INT-4 and EDU-4. Female K'kree have STR+3 and EDU-5.

If the Traveller is an outsider, his SOC is rolled for normally. It is considered to be 0 in K'kree society – little different to that of any other non-K'kree. If the Traveller is to be an outsider, they gain Outsider 0 and begin Traveller creation as normal for the adopted home society. An outsider cannot gain wives, family members and other K'kree as followers.

If traditional K'kree Traveller creation is used instead, the Traveller's caste is determined by his SOC score and is unlikely to change unless a Life Event occurs. The Traveller begins at the level of servant-of-rankholder in his caste. His family's specialist area is determined using the Specialist Area table with the following modifiers:

If Merchant: DM+3
If Noble: DM+5

Specialist Area

1D+Modifers	Specialist Area
1–4	Service
5–6	Warrior
7	Mercantile/Economic
8	Technical/Scientific
9	Naval
10+	Leader/Diplomatic

Casteless K'kree do not determine a specialist area, for obvious reasons. Instead they, along with very traditional K'kree who live a pastoral life apart from spacefaring society, use the K'kree career on page 130.

All K'kree males, regardless of caste, spend their first term as warriors, proving their worth to the herd before embarking upon their intended career. A K'kree's career is determined by his caste: Servant, Merchant or Noble. An additional career, known simply as K'kree, is available to any casted K'kree. This has a very limited skill selection and little prospect for advancement. Any K'kree Traveller who can make a case for it – perhaps time spent with the traditionalist herds of Kirur itself – can serve terms in this career. It could also be used to create casteless Travellers, althought by definition they cannot have wives and usually meet an untimely end as decoys.

Background Skills

All K'kree family patriarchs (or patriarchs-to-be) gain the following background skills:

Melee Combat 0
Patriarchy 0
Recon 0
Survival 0

Terms

Each term, K'kree have similar opportunities to non-K'kree, paralleling the chance for commission or promotion. In addition, they may gain family members or extra skills on the Household Development table.

Promotion is based upon SOC and assisted by the Patriarchy skill. One attempt at promotion can be made each term until the Traveller reaches the status of rankholder. Elevation to the next social class requires an increase in SOC and is very rare. There is no roll for elevation each term; it is determined only by events.

Household Development

In mainstream K'kree society, some events are almost certain to take place at key points in a male's life. His first term will be spent as a warrior serving his clanlord or – if he is very lucky – his Steppelord. At the end of this term he will almost certainly be married, after which his household will develop as he serves more terms. By the time he is ready to venture to the stars, a K'kree patriarch may command quite a force of warriors, technicians and servants, and be followed by his attentive and adoring wives.

The Traveller gains D3 additional family members each time he adds a wife. Their nature is determined at the end of Traveller creation – they might be considered to be mustering-out benefits! It is possible that family members may die or otherwise be lost during a career.

Gaining wives is not certain. Each time a possible acquisition is indicated, a Patriarchy check must be made. More wives means greater status, so K'kree males will try hard to gain as many as possible. A K'kree male who has not yet married will be accompanied by an entourage of other bachelors, servants and the like – enough to keep him from going crazy with loneliness until he meets a suitable wife.

Additional skills are mandated in some terms, gained in addition to wives and family members. Both are covered on the Career Progress table.

Career Progress

Term	Event	Notes
1	Basic training as a warrior	Skills must be taken from the Warrior table of the correct caste
2	First wife and establishment of household: Easy (4+) Patriarchy check	Gains basic training in career. If the Patriarchy check is successful, gain Senior Wife and D3 family members.
3	Additional wife: Routine (6+) Patriarchy check	Gain one additional Service Skill
4	Additional wife: Average (8+) Patriarchy check	Gain one level in Patriarchy
5	Additional wife: Difficult (10+) Patriarchy check	Gain one additional Service Skill
6	Additional wife: Very Difficult (12+) Patriarchy check	Gain one level in Patriarchy
7	Additional wife: Formidable (14+) Patriarchy check	Gain one additional Service Skill
8+	Additional wife: Formidable (14+) Patriarchy check	Gain one additional Service Skill

NAME:

RADS: AGE:

SPECIES:

SPECIES TRAITS:

HOMEWORLD:

CHARACTERISTICS

DM STRENGTH	DM DEXTERITY	DM ENDURANCE
DM INTELLECT	DM EDUCATION	DM SOCIAL

PSI: DM

ARMOUR

TYPE	RAD	PROTECTION	KG	OPTIONS

FINANCES

PENSION

Cr _____

DEBT

Cr _____

CASH ON HAND

Cr _____

MONTHLY SHIP PAYMENTS

Cr _____

LIVING COST

Cr _____

ALLIES, CONTACTS, ENEMIES, RIVALS

STUDY PERIOD

TRAINING IN SKILL: _____

WEEKS: _____ _____

STUDY PERIODS COMPLETE: _____

SKILLS

Admin	Drive	Heavy Weapons	Profession
Advocate	Electronics	Heavy Weapons	Profession
Animals	Electronics	Investigate	Profession
Animals	Electronics	Jack of all Trades	Recon
Animals	Engineer	Language	Science
Athletics	Engineer	Language	Science
Athletics	Engineer	Language	Science
Athletics	Explosives	Leadership	Seafarer
Art	Flyer	Mechanic	Seafarer
Art	Flyer	Medic	Stealth
Art	Flyer	Melee	Steward
Astrogation	Gambler	Melee	Streetwise
Broker	Gunner	Navigation	Survival
Carouse	Gunner	Persuade	Tactics
Deception	Gun Combat	Pilot	Tactics
Diplomat	Gun Combat	Pilot	Vacc Suit
Drive	Gun Combat	Pilot	

WEAPONS

WEAPON	TL	RANGE	DAMAGE	KG	MAGAZINE	TRAITS

AUGMENTS

TYPE	TL	IMPROVEMENT

EQUIPMENT

	MASS		MASS		MASS

TOTAL CARRIED MASS

1 K'KREE

This career is normally used for the (many K'kree would say 'extremely fortunate') herds who live a pastoral lifestyle on the most habitable of planets and the homeworld of Kirur itself. They have little to do with the outside world and do not much care about wider events but are extremely important to K'kree society as they preserve the traditional 'way-we-were' on behalf of those who must venture forth in starships and meet alien creatures. Retirement to a pastoral life with traditional herds is a reward for those whose families have given great service, whilst their sons build a new family and start carving out their own legends.

Qualification: None. Any K'kree can follow this career

ASSIGNMENTS

Entry: Automatic

MUSTERING OUT BENEFITS

None. Members of the traditional herds do not normally leave until they go under the grass and those who do are rewarded enough by having been able to live the traditional life for a time.

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	K'KREE SKILLS	SERVICE SKILLS
1	Patriarchy	Patriarchy	Profession (K'kree ritual)
2	STR +1	Profession	Survival
3	DEX +1	Melee or Gun Combat	Recon
4	END +1	Admin or Steward	Melee
5	END +1	Carouse	Athletics (endurance)
6	Survival	Athletics (endurance)	K'kree Life Event

MISHAPS TABLE

1D	MISHAP
1	Injured in a predator or enemy attack, lose D3 points from among STR, DEX and END but do not leave the career.
2	You anger your herdlord and are punished with a period of ostracism. Gain one level of Outsider. You do not leave the career.
3	One of your wives dies or is otherwise taken from you. In your grief you offend many other K'kree. Gain D3 Rivals or one Enemy and lose a wife. You do not leave the career.
4	After a dispute whose origins are way over your head, your herd now has powerful enemies. You gain an Enemy. You do not leave the career.
5	Your herd is involved in a dispute with another and you are used as cannon-fodder. Make a Melee check. On 8+ you survive the fight but are not rewarded. Otherwise, lose –1 point from STR or END and still receive no reward. You do not leave the career.
6	You are ejected from the herd. Gain 1 level of Outsider. You are no longer a K'kree; you are nothing. Survive as best you can or die. Nobody cares either way.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table.
3	Your herd is involved in a vigorous or even violent dispute with another. You do your part with honour, earning deserved praise from your herdlord. You also gain D3 Enemies.
4	You are part of a diplomatic mission to a non-K'kree group. Gain 1 level of Diplomat or a non-K'kree Contact for this weird and unsettling experience.
5	You have to undertake tasks outside the normal pastoral existence and are very glad to get back to the correct and proper life you wanted. Gain 1 level in any skill.
6	Your herd undertakes a long trek for reasons that presumably makes sense to your leaders. Gain 1 level of Navigation or Survival kill.
7	Life Event. Roll on the K'kree Life Events table on page 138.
8	Your herd meets with many others for a great ceremony. Gain 1 level of Profession (K'kree ritual) and a Contact outside your herd.
9	Defending your family and herd bravely, you suffer an injury that reduces END by -1, but you gain 1 level of Melee or Gun Combat.
10	You serve well and are personally commended by the Steppelord. Gain SOC+1 and a Contact at the Steppelord's court (who may or may not be K'kree).
11	You are offered the chance to be adopted into the big family of a herdlord or clanlord, perhaps by marrying one of his female offspring. If you agree, your SOC jumps to 13 and you enter the Noble career as a servant-of-rankholder in your next term.
12	You got cut off from the herd. It was horrible but then the ancestors came and sang to you. They revealed great truths and led you home. You can still hear them sometimes and your herd-mates say you are becoming one-with-the-sky.

2 SERVANT

Servants are the lowest caste in K'kree society. They fulfil necessary but low-status functions such as farming, carrying out basic maintenance and providing the bulk of combat troops. Elevation to the Merchant caste is possible but very rare; most servants are content to be part of a successful and prosperous herd.

Servant-caste K'kree have only two specialist areas: Service, which represents supporting tasks such as farming and vehicle maintenance as well as direct service to a higher-caste family, and Warrior. Servant-caste K'kree exist to support the herd and die for it if necessary.

Qualification: SOC 1–6

ASSIGNMENTS

Entry: Automatic

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Weapon
2	Cr2000	Contact
3	Cr5000	Ally
4	Cr7500	Gain one level in Gun Combat, Recon, Drive or Flyer
5	Cr10000	END +1
6	Cr15000	DEX +1
7	Cr25000	SOC +1

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	K'KREE SKILLS	SERVICE
1	STR +1	Patriarchy	STR +1
2	DEX +1	Profession	END +1
3	END +1	Melee or Gun Combat	Profession
4	Patriarchy	Admin or Steward	Admin
5	Profession (K'kree ritual)	Carouse	Drive or Flyer
6	K'kree Life Event	Athletics (endurance)	Steward
1D	**WARRIOR**	**TECHNICAL/SCIENTIFIC**	
1	Melee	Profession (K'kree ritual)	—
2	Gun Combat	Mechanical	—
3	Heavy Weapons	Electronics	—
4	Athletics (endurance)	Steward	—
5	Medic	Investigate	—
6	Vacc Suit	Language	—

MISHAPS TABLE

1D	MISHAP
1	Injured in a predator or enemy attack; lose –D3 points from among STR, DEX and END but do not leave the career.
2	You anger your herdlord and are punished with a period of ostracism. Gain one level of Outsider. You do not leave the career.
3	One of your wives dies or is otherwise taken from you. In your grief you offend many other K'kree. Gain D3 Rivals or one Enemy and lose a wife. You do not leave the career.
4	Your status in the herd is diminished. If you accept this, SOC is reduced by –1 and you gain an Ally who respects your correct attitude. If you think you did not deserve this, gain a level of Outsider and an Enemy. You do not leave the career.
5	D3 of your family members are killed or otherwise lost to the herd. Their sacrifice is compensated by an increase of SOC+1, which may elevate you into the next caste. You do not leave the career.
6	You were ejected from the herd. Gain 1 level of Outsider. You are no longer a K'kree; you are nothing. Survive as best you can, or die. Nobody cares either way.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table.
3	Your herd is involved in a vigorous or even violent dispute with another. You do your part with honour, earning deserved praise from your herdlord and an additional Benefits roll. You also gain D3 Enemies.
4	Your herd goes on a mission. You complete your tasks to the herdlord's satisfaction. Gain 1 Contact or one level in any skill available on the tables of this caste.
5	You are given an onerous task you do not know how to complete. Make an INT check. On 10+ you gain 1 level of Jack-of-all-Trades and a Rival made to look stupid by your success. If not, you suffer humiliation and abuse.
6	Your herd needs to prepare for war. Gain 1 level in Melee or Gun Combat.
7	Life Event. Roll on the K'kree Life Events table on page 138.
8	Your herd meets with many others for a great ceremony. Gain 1 level of Profession (K'kree ritual) and a Contact outside your herd.
9	You have to follow your herdlord on a space voyage. It is unpleasant, especially when they make you practice wearing a vacc suit. Gain 1 level of Vacc Suit.
10	You serve well and are personally commended by the Steppelord. Gain SOC+1 and a Contact at the Steppelord's court (who may or may not be a K'kree).
11	An important Merchant caste leader offers you one of his daughters in marriage. Gain an extra wife, SOC 7, elevation to servant-of-rankholder in the Merchant caste and the admiration of your former peers.
12	A relative of yours was lost for a time, then came home as one-with-the-sky. You are not sure what to make of his ramblings but gain D3 Contacts among the dignitaries who have come to hear them and also SOC+1 for the association.

3 MERCHANT

The Merchant caste carry out most of the administrative, economic and technical work within K'kree society. They also provide junior leadership to the military and handle technical tasks in ground combat as well as aboard starships.

Merchant caste K'kree may specialise in mercantile, spacegoing, scientific or technical areas, or may serve as warriors. Once a skill has been rolled on one of the Warrior, Mercantile/Economic, Technical/Scientific or Naval skill tables, only that table and the Personal Development and K'kree Skills tables may be used while the Traveller remains in this career. In all cases their role requires more learning than that of a servant caste worker.

Qualification: SOC 7–9

ASSIGNMENTS

Entry: Automatic

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr5000	Vehicle
2	Cr10000	Contact or Weapon
3	Cr20000	Ally
4	Cr30000	Gain one level in Advocate, Broker, Science or Profession
5	Cr50000	EDU+1
6	Cr75000	INT +1
7	Cr100000	SOC +1

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	K'KREE SKILLS	MERCANTILE/ECONOMIC
1	DEX +1	Patriarchy	Profession
2	INT +1	Profession	Admin
3	EDU +1	Melee or Gun Combat	Advocate
4	Patriarchy	Admin or Steward	Broker
5	Profession (K'kree ritual)	Carouse	Electronics (computer)
6	K'kree Life Event	Athletics (endurance)	Persuade
1D	**WARRIOR**	**TECHNICAL/SCIENTIFIC**	**NAVAL**
1	Melee	Profession	Pilot
2	Gun Combat	Electronics	Astrogator
3	Electronics	Engineer	Engineer
4	Electronics (remote ops)	Investigate	Gunner
5	Medic	Science	Gun Combat
6	Vacc Suit	Medic	Vacc Suit

MISHAPS TABLE

1D	MISHAP
1	Injured in an accident, you lose D3 points from among STR, DEX and END but do not leave the career.
2	You anger your herdlord and are punished with reduced status. SOC is lowered by –D3 which may drop you into the Servant caste. You do not leave the career.
3	One of your wives dies or is otherwise taken from you. In your grief you offend many other K'kree. Gain D3 Rivals or one Enemy and lose a wife. You do not leave the career.
4	You exceed your status when offering advice to your superiors. Lose one benefits roll and gain a Rival who profited from your eclipse. You do not leave the career.
5	War or serious inter-herd conflict kills 1D of your family members. Make an Average (8+) Patriarchy check. If you pass, you marry a new wife quickly enough to avoid embarrassment. If not, lose SOC-1. You do not leave the career.
6	You were ejected from the herd. Gain 1 level of Outsider. You are no longer a K'kree; you are nothing. Survive as best you can or die. Nobody cares either way.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table.
3	Your herd is involved in a highly successful endeavour. You do your part with honour, earning deserved praise from your herdlord and SOC+1. You also gain D3 Rivals.
4	You learned new skills appropriate to your status. Gain one roll on any skill table available to this caste.
5	You solved many problems to bring your herd great success. Gain one level of Jack-of-all-Trades and some words of praise from your herdlord.
6	Your herd needs to prepare for war. Gain 1 level in Electronics (remote ops) or Gun Combat.
7	Life Event. Roll on the K'kree Life Events table on page 138.
8	Your herd meets with many others for a great ceremony. Gain 1 level of Profession (K'kree ritual) and a Contact outside your herd.
9	Your clan journeys among the stars. Gain one level of Engineer, Astrogator or Electronics.
10	Your clanlord selects you to be a member of a special delegation providing hospitality to a powerful rival. You have to quickly learn to lead the servants. Gain one level of Steward skill and make an Average (8+) Profession (K'kree ritual) check. If successful, gain SOC+1 and your clanlord's favour. If you fail, you gain your clanlord's rival as an Enemy.
11	You serve aboard a warship with your herdlord. Gain one level in Pilot, Electronics (remote ops) or Gunner.
12	A Herdlord offers you one of his daughters in marriage. Gain an extra wife, SOC 11, elevation to rankholder as the head of a small family in the noble caste and the admiration of your former peers.

4 NOBLE

The Noble caste lead the key endeavours of the K'kree, whether those be military, spacegoing, economic, scientific or technical. Some noble K'kree conduct diplomacy on behalf of their people – internally and with outsiders – whilst the greatest of all lead the K'kree as a whole.

Noble K'kree families may specialise in mercantile, spacegoing, scientific, technical, diplomatic or military areas (choosing to use only one of the Warrior, Mercantile/Economic, Technical/Scientific or Naval skill tables) but they are leaders in their field, not doers. Nobles may also be generalist leaders (choosing from any skill tables of this career) who rely on others to handle the details whilst they deal with the big picture.

Qualification: SOC 11+

ASSIGNMENTS

Entry: Automatic

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr25000	Ship Share
2	Cr50000	D3 Ship Shares
3	Cr100000	1D Ship Shares
4	Cr200000	Gain one level in Advocate, Broker, Science or Profession
5	Cr500000	EDU+1
6	MCr1	INT+1
7	MCr5	SOC+1

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	K'KREE SKILLS	WARRIOR
1	SOC +1	Patriarchy	Melee or Gun Combat
2	INT +1	Profession	Tactics
3	EDU +1	Melee or Gun Combat	Patriarchy
4	Patriarchy	Admin or Steward	Carouse
5	Profession (K'kree ritual)	Carouse	END +1
6	K'kree Life Event	Athletics (endurance)	Vacc Suit
1D	**MERCANTILE/ECONOMIC**	**TECHNICAL/SCIENTIFIC**	**NAVAL**
1	Profession	Science	Pilot
2	Patriarchy	Patriarchy	Astrogator
3	Advocate	Engineer	Engineer
4	Broker	Science	Gunner
5	Persuade	Electronics	Gun Combat
6	Broker	Medic	Vacc Suit

MISHAPS TABLE

1D	MISHAP
1	Injured in an attack by enemies of your clan, you lose D3 points from among STR, DEX and END but do not leave the career.
2	Your leadership is called into question, almost inciting a revolt among your household. Make a Difficult (10+) Patriarchy check. If successful, lose 1 level of Patriarchy and dismiss one of your wives in disgrace. If you fail, reduce SOC by –1 and revert to servant-to-rankholder at the new rank. You do not leave the career unless you drop into the Merchant caste.
3	One of your wives is killed by enemies. Make an Average (8+) Patriarchy check. If successful, your bloody vengeance earns you respect and D3 Enemies. If you fail, you are humiliated by your failure and must reduce SOC by –1 and revert to servant-to-rankholder at the new rank. You do not leave the career unless you drop into the Merchant caste.
4	Your immediate superior suffers a huge setback. Roll 1D: 1–2 it was your fault and you are blamed. You are ejected from this career and cannot begin another. On a 3–4 it was not your fault but you were blamed anyway. Results are as 1–2 and you gain an Enemy too. On 5–6 it was not your fault and you won acclaim for the way you prevented the situation getting any worse. Gain an Ally from outside your clan.
5	You narrowly survive an accident or conflict that kills some of your family. 1D of your family members are slain and every third one is a wife. You face criticism for failing to protect your family and lose a number of SOC points equal to the number of wives slain. You do not leave the career unless you drop into the Merchant caste.
6	You were ejected from the herd. Gain 1 level of Outsider. You are no longer a K'kree; you are nothing. Survive as best you can, or die. Nobody cares either way.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table.
3	You lead your family well and with great honour. You are automatically promoted from servant-ot-rankholder to kin-of-rankholder, or from kin to rankholder. If you are already a rankholder, you gain SOC+1 and become kin-to-rankholder at the new social level. Your success gains you D3 Rivals or one Enemy.
4	You have to deal with outsiders on behalf of your clan. Gain one level of Diplomacy or Leadership.
5	You are challenged to a contest of martial prowess by a rival. Make an Average (8+) Melee check. Success earns you an Ally who admires your skills and noble bearing.
6	You lead your people in conflict, even if this was not your normal role. Gain 1 level in Melee, Gun Combat or Tactics.
7	Life Event. Roll on the K'kree Life Events table on page 138.
8	Your herd meets with many others for a great ceremony. Gain 1 level of Profession (K'kree ritual) and a Contact outside your herd.
9	Your clan journeys among the stars. Gain one level of Astrogation or Pilot.
10	You are charged with a complex and distasteful mission by your superior. Gain 1 level of Diplomat, Persuade or Streetwise.
11	You serve at the side of your superior during a difficult challenge and gain his favour. Gain one level of Carouse and your superior as an Ally.
12	A superior noble offers you one of his daughters in marriage. Gain an extra wife, SOC+1 and enter the new social level as kin-to-rankholder.

K'kree Life Events

2D	Event
2	**Sickness or Injury:** Roll on the Injury table.
3	**Spouse Death:** One of your wives dies unexpectedly but without suspicious circumstances.
4	**Enmity Begins:** You gain an Enemy among your own people.
5	**Rivalry Begins:** You gain a Rival among your own people.
6	**Hurried Marriage:** You have to marry one of your daughters (or close female relatives) off quickly when her arranged match falls through. She is forced to marry beneath her station to avoid becoming casteless and her new family hope to take advantage of the situation.
7	**Contact:** You gain a potentially useful Contact.
8	**Relocation:** Your herd is ordered to move to a new world, causing significant upheaval.
9	**Good Marriage:** You arrange a marriage for one of your daughters or female relatives to a good family. Roll 1D. The family head becomes a Contact (1–4) or an Ally (5–6).
10	**Accusations:** You are accused of something really bad, like failing to venerate your ancestors or disrespecting your Steppelord. The ensuing wrangling takes up a lot of time and distracts you from your duties. Lose D3 Benefit rolls.
11	**Feud:** Your clan or herd becomes involved in a bitter feud with rivals. Gain D3 Enemies and an Ally among your own people.
12	**Unusual Event:** Roll one of the unusual events from the Life Events table (see page 44 of the *Traveller Core Rulebook*) or consult the Referee for something truly out of the ordinary.

BENEFITS

Most K'kree mustering-out benefits are similar to those for other species.

Weapon: The Traveller will receive the traditional weapons of the K'kree warrior; a lance, a short sword (called a hand-blade) and a small shield. The highly ornate version presented is perfectly serviceable but more importantly represents the favour of the Traveller's superiors. It is considered a compliment to the superior to carry the presentation weapons into action and bringing them back with the blood of enemies upon them is grounds for triumphant celebrations and further reward.

THE FAMILY

A K'kree Traveller will be the head of a small family as the basic unit is called and part of (or even the head of) a larger grouping ranging from a big family ruling over several small families all the way up to an entire world. The immediate family of a K'kree patriarch is considered to have the same SOC as he does, although as kin-to-rankholder and servant-to-rankholder respective to their patriarch. The final stage of Traveller creation is to determine the composition of this family.

The patriarch has complete dominance over his family, who will do whatever he orders. Conversely, he has a duty to protect and nurture them. He will almost never undertake a task alone but usually order it to be carried out then either supervise or lead depending on the task at hand.

A patriarch's wives do nothing except look after their children, at least as far as the patriarch is concerned. How much politicking and infighting goes on in a family is not a public matter and it may be that some patriarchs are given good advice by their wives – but never in public. Thus the skills of wives are not relevant. Such is K'kree society. Other cultures have words for this sort of thing, usually uncomplimentary ones, but the K'kree consider it is the right and proper order of things and are not receptive to criticism.

A family will contain D3-1 immature K'kree for every wife. Not all of these are the children of the wives; some families have a child or two they are raising for others, either out of social custom or on the orders of a superior. The herd takes care of orphans in this way. These juveniles are also irrelevant in terms skills, not least since their main role in a crisis is to run away.

In a family group there will be a number of adult K'kree (in addition to the patriarch and his wives) who carry out the patriarch's orders. These are non-breeding relatives and servants of the patriarch, who may someday be released from service to start their own families or even inherit leadership of the family – along with any surviving wives. In the meantime, they serve as ordered.

In general, when a K'kree patriarch orders an action to be taken, his skill is used no matter who actually carries out the task. He is the leader and he knows best; to ignore his orders because a subordinate thinks they are more skilled would be defiance and defiance is not acceptable!

There are exceptions, however. When a physical task such as driving a vehicle or fighting is carried out, the Referee may allow the skill of the K'kree actually performing the task to be used but more commonly warriors or workers in a family are simply treated as extra hands for the patriarch.

A Patriarch will have a number of useful family members equal to 2D3 + his Patriarchy skill. Their roles can be selected as follows.

Warriors: No more than half the entourage of a noble K'kree can be warriors. No more than two warriors can follow a Merchant caste leader and no more than one can be present in a Servant caste family.
Specialists: A family may have as many specialist administrators, drivers, technicians and general functionaries as the patriarch thinks fit. If he does not have a relevant skill but one of his subordinates does, the family as a whole is assumed to have DM+2 to carry out the task. If there are more than one K'kree in the family with the same skill, each additional functionary adds an additional DM+1. However, if the patriarch has a relevant skill then it must be used even if his staff are better able to carry out the task.
Workers and Servants: At least one-third of the K'kree in a family must be servants or workers. These do not supply skills but carry out many functions necessary to maintaining their patriarch's status in K'kree society.

FAMILY MEMBERS IN COMBAT

A family's warriors and patriarch can be treated as a small-unit fighting force and run independently but this is time consuming. It is often desirable to treat the patriarch and his family as a single unit, with extra abilities.

- Each warrior fighting for the patriarch is treated as an extra attack at the patriarch's skill level and with his weapon.
- Warriors will take a bullet for their lord. When the patriarch takes damage, up to 15 points (after armour Protection has been taken into account but before the Big and Tough trait is applied) can be traded for a warrior. The warrior will be seriously injured, perhaps dead, and his extra attack is lost. Only one warrior can do this per attack.
- A servant or functionary can be traded for 10 points of damage, though a K'kree patriarch who hides among his servants will eventually face censure or ostracism.
- If a family member is injured in combat in this way, the patriarch makes an END check after the battle. If failed, the family member has been killed. If successful, roll 1D. On 1–4, the family member has had two physical characteristics reduced to 0. On 5–6, just one physical characteristic has been reduced to 0.
- Wives and children are too precious to be treated this way. Most patriarchs – no matter how sexist and condescending they may be – would die to defend their wives and families.

For example, a minor K'kree noble has five adult males in his entourage, plus his wives and children. For colour, he decides that two of the males are his younger brothers, two are unrelated but sworn to his service and one is an orphaned young male he has been assigned to raise by his clanlord. As a noble he is entitled to up to half of his entourage as warriors and one-third have to be servants. Rounding these figures sensibly, the noble decides to have two warriors as bodyguards, two servants to look after his family and one expert – an administrator in this case – to handle his finances.

The patriarch has no Admin skill of his own, so when he orders that an administrative task be accomplished, his expert's DM+2 is used. The servants are directed by the patriarch via this functionary and can be assumed to be competent at combing their lord's mane or passing his wine. The warriors mostly stand about looking tough and enjoying their status as their noble brother's protectors.

In combat, the patriarch and his brothers are treated as a single unit, which makes three attacks with the patriarch's weapons each round. Attacks are directed at the patriarch himself but if hit he has the option of trading one of his bodyguards for 15 points of damage. This will deprive him of the warrior's firepower in later rounds (and possibly of his brother on a permanent basis!) but it is the way of the K'kree. Warriors have a role to play, as do leaders. A wise leader knows what he can purchase with the lives of his followers and pays the price when necessary.

X

K'KREE

The body form of K'kree imposes considerations upon equipment intended for their use. Consoles and controls are at a height suitable for use by a standing K'kree and controls are often dispersed. This is to ensure the operator has to move around whilst working; being entirely still is unnatural to a K'kree.

K'kree devices are generally usable by other species unless intended to be worn. K'kree hands have a similar configuration and reach to those of most other spacefaring races. Their equipment is rarely of a multifunction nature; a starship control station will serve one function whereas most other species build controls that can be swapped from one task to another at need. Whereas a human might sit down at the nearest console and reconfigure it for astronavigation or gunnery, a K'kree would consider this unsettling. It is the nature of a tool to do a particular job, so if a different function is required then the K'kree must get a different tool and move to the correct workstation.

A03/48956

WARRIOR PANOPLY

K'kree warriors wear a costume that is part armour and part statement of allegiance. The frontal torso is protected by a breastplate worn over a tunic in traditional colours, often with forearm guards. A helmet is worn by some but not all warriors and the rear torso is protected by a garment described as a panoply-cape. The cape attaches to the rear of the tunic but can be removed. The standard version of the panoply is not really armour as such but made from sufficiently tough materials as to provide some protection.

The traditional, now archaic, panoply consisted of cloth and metal and is still used for ceremonial purposes. A more modern version is constructed from ballistic cloth and composite rigid materials, providing good protection from most threats. All nobles are, by definition, warriors in the sense that they protect the herd and may wear a more ostentatious version. Alternatively, stylised variants may be worn, which have vestigial or ceremonial versions of the standard armour components. For example, the breastplate may be represented by a small metal gorget or even a medal-like miniature with no protective value whatsoever.



Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Warrior Panoply (standard)	+2	8	0	4	Cr200	None
Warrior Panoply (archaic)	+4	2	0	12	Cr300	None
Warrior Panoply (armoured)	+6	8	0	8	Cr500	None
Warrior Panoply (heavy assault)	+9	8	0	12	Cr700	None
Noble Panoply (standard)	+3	9	0	3	Cr1200	None
Noble Panoply (armoured)	+7	9	0	7	Cr3000	None

A03/48956

VACC SUIT



K'kree do not fit well into one-piece armour, for psychological as well as physical reasons. Being fully enclosed is claustrophobic and creates a feeling of isolation rather than protection. Thus for a K'kree, the Vacc Suit skill is not just about taking care of a suit and learning to operate in it; it includes an element of mental conditioning that allows the K'kree to think of their suit as clothing rather than an oppressive, all-enclosing encumbrance that threatens to crush the life out of them.

Any K'kree forced to don a vacc suit or similar fully enclosed armour must make an Average (8+) Vacc Suit check. If the Effect of the check is negative, it is applied as a DM to all actions taken until the suit is removed. If at any time a Vacc Suit skill check produces an Effect of –6 or worse, the K'kree will be overcome with panic and unable to act until the suit is removed. In extreme cases, he may tear his suit off, regardless of the consequences.

Standard vacc suits are similar to those made for other species, at least in terms of function and construction, but military vacc suits are designed to parallel the panoply of the K'kree warrior or noble. They look fanciful to outsiders and have various projections that can snag in a tight space… but K'kree prefer not to go into those spaces anyway.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Emergency Vacc Suit	0	9	0	22	Cr3500	Vacc Suit 0
Utility Vacc Suit	+3	9	10	30	Cr23,000	Vacc Suit 0
Military Vacc Suit	+8	10	50	40	Cr50,000	Vacc Suit 1
Noble Vacc Suit	+10	12	75	30	Cr100,000	Vacc Suit 0

A03/75674

COMBAT ARMOUR

K'kree combat armour is constructed along the same lines as a military vacc suit, although with much more protection.



Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Light Combat Armour	+12	11	100	40	Cr150000	Vacc Suit 1
Heavy Combat Armour	+18	12	140	65	Cr300000	Vacc Suit 2
Noble Combat Armour	+14	12	200	50	Cr500000	Vacc Suit 1

A03/48956

BATTLE DRESS

K'kree suffer the same problems using battle dress as unpowered combat armour, only more so. The Vacc Suit check to avoid panic when wearing battle dress is Difficult (10+). Battle dress is uncommon and generally used only by special-purpose units. These tend to be small and are attached to other forces as a spearhead or assault force.

K'kree battle dress tends to be clumsy compared to that of other species and imposes DM-1 on all actions that require movement or agility.



Armour Type	Protection	TL	Rad	Kg	STR	DEX	Slots	Cost	Required Skill
Battle Dress (standard)	+20	12	200	220	+3	+3	12	Cr500000	Vacc Suit 2
Battle Dress (heavy assault)	+26	12	250	280	+3	+3	12	Cr900000	Vacc Suit 2
Battle Dress (noble/ command)	+22	12	220	210	+3	+3	12	MCr2	Vacc Suit 1

A03/75674

TRADITIONAL WEAPONRY

The traditional weaponry of the K'kree warrior consists of a lance, a small shield and a weapon known as a hand-blade that resembles a curved and deeply bellied machete. The hand-blade is almost useless for thrusting but delivers a devastating cut optimised for the 'running pass' style of attack. Nobles sometimes carry a smaller variant of the hand-blade, which is still a useful weapon but generally considered an item of dress. A noble's hand-blade is by tradition exempt from weapon restrictions – a fact that has caused a great deal of friction on non-K'kree worlds where laws are strict.

The K'kree shield is a little larger than a human buckler but covers only about half the forearm when held in the hand. It is otherwise treated as a standard shield.

Both the lance and hand-blade require the Melee (blade) skill for use. The shield requires Melee (bludgeon) if used as a weapon.



Weapon	TL	Range	Damage	Kg	Cost	Traits
Lance	1	Melee	2D	2	Cr15	—
Shield	1	Melee	1D	2	Cr20	—
Hand-Blade	2	Melee	2D+2	1.5	Cr120	—
Ceremonial Hand-Blade	2	Melee	1D+1	0.6	Cr250	—

PERSONAL WEAPONS

Although laser weapons are favoured by most K'kree troops, some use is made of slugthrowers, especially in regions where high-tech weaponry is hard to maintain or even obtain. Many designs resemble traditional close combat weapons, which is in general less efficient but pleases the K'kree sense of aesthetics. Weapon names are also less pragmatic than those used by other species.

A11/58231 LANCE-OF-LENGTH

The lance-of-length resembles a traditional lance and can be used as one but it incorporates a laser rifle barrel as the core of the shaft. Power is fed by means of a cord from a small backpack that will supply sufficient energy for 200 shots. A lance-of-length that has been plunged into the body of an enemy will be coated in blood, which will prevent proper firing, and to counter this a low-powered 'cleaning pulse' can be triggered with a minor action. The resulting cloud of vapourised body fluids and small pieces of tissue is known as a 'flower of battle', giving rise to the term 'raisers-of-flowers' for those with a reputation for hard fighting.



Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Lance-of-Length	10	50	5D	9	Cr4500	200	Cr1500	Zero-G

A11/58231 SHORT-HAND

The short-hand is essentially a compact laser pistol intended for use by nobles and those unable to carry a full-sized battle weapon. It has belt-mounted power supply good for a 100 shots. To 'strike with the short hand' is a euphemism for both exerting authority in a graphic manner and getting involved in a close-range firefight.



Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Short-Hand	10	20	3D	3	Cr2000	100	Cr1500	Zero-G

A11/58231 HAND-OF-LENGTH

The hand-of-length is a rapid-fire laser carbine designed to be used in one hand by a charging K'kree. Its internal power supply will deliver 20 bursts when fully charged but the weapon is normally powered by a small backpack unit with a capacity of 200 bursts. A short-hand powerpack can also be used, but each burst from the hand-of-length drains six shots' worth of power.



Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Hand-of-Length	10	80	4D	3.5	Cr2800	200	Cr2000	Zero-G, Auto 4

A11/58231

WEAPON-OF-LENGTH

Incorporating the same highly robust laser system as the lance-of-length, the weapon-of-length is a conventional laser rifle. It has a vastly better effective range than the lance version since it is designed to be held in both hands and braced against the shoulder. Rifles of this sort are favoured by sharpshooters whereas those preferring to get stuck in use the lance-of-length. Most fighting-bands contain members equipped with a mix of both, though specialist bands do exist.



Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Weapon-of-Length	10	300	5D	9	Cr4000	200	Cr2000	Zero-G

A11/58231

WEAPON-OF-DESTRUCTION

The standard heavy squad support weapon in most K'kree forces is equivalent to a PGMP-12. The K'kree version is just as bulky as human TL12 plasma weapons but the mass is distributed such that it can be used by a K'kree without the need for battle dress, providing the gunner adopts a braced stance. The weapon-of-destruction uses a backpack power supply good for 40 shots and is only considered Very Bulky if the user is trying to fire on the move.



Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Weapon-of-Destruction	12	250	1DD	14	Cr22000	40	Cr5000	Very Bulky

WEAPONS CARRIERS

K'kree forces make extensive use of grav-powered weapon platforms, which operate semi-autonomously under the direction of a handler. Usually a handler operates a single platform but at need a skilled handler can control more than one. A number of additional platforms equal to the handler's Electronics (remote ops) skill can be run without penalty. Any more imposes DM-2 on all actions per additional platform due to the possibility of confused or sub-optimal directions.

Weapons carriers are designated by names generally derived from something that happened during their introduction to service. All have a semi-autonomous movement and fire control system. If not under active command they will loosely follow their handler, weaving around in an automatic pseudorandom evasion pattern. Commands are selected from a menu and/or designation system, enabling the unit to be directed to attack the nearest target, the last target to fire on the handler's band, the heaviest weapon the enemy is using and so forth.

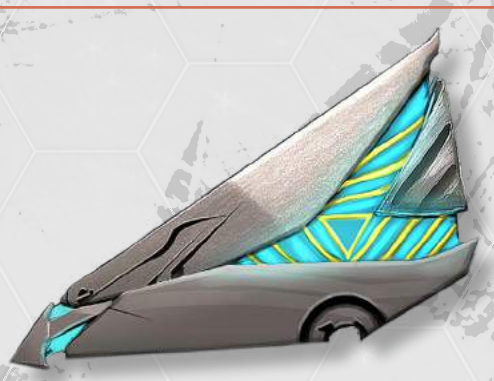
All weapons carriers have an effective skill that is used when operating in semi-autonomous mode. The handler can directly control one of his weapons carriers, using his Electronics (remote ops) skill instead of the unit's own programming, although this can only be done when stationary and carrying out no other actions. The standard sensor package includes radar, low-light and thermal sensors, all of which feed to the handler's heads-up display. Data can then be pushed to other band members.

A11/58231

WEAPONS CARRIER INTERFACE

An interface unit can be worn separately or built into a standard battle helmet or other headgear, providing a heads-up display that overlays data from the unit's weapons carriers. The interface unit does not allow control of the carriers.

Unit	TL	Kg	Cost
Weapons Carrier Interface	10	—	Cr100



A11/58231

WEAPONS CARRIER COMMAND UNIT

The command unit allows control of a group of weapons carriers tied into its net and dissemination of data from their sensors. A command unit also includes pre-set commands, including orders to rally at a pre-arranged point, to defend a position until destroyed or go head-on at the enemy and cause as much damage as possible before being destroyed. Some nobles pre-set their carriers to make a final stand over their body if they fall in combat. A noble's unit will override commands from a mere Merchant caste handler.

Unit	TL	Kg	Cost
Weapons Carrier Command Unit	10	1	Cr1000



A11/58231

FRIEND-OF-THE-LOWLY

The Friend is the most basic of standard K'kree weapons carriers, using the same ovoid body shape as most others, with a laser rifle along the main axis. The unit is neither agile nor quick and cannot keep up with a band of charging K'kree if firing at the same time but does provide accurate light fire support on the move. Internal fuel cells provide an effectively infinite number of shots but movement rate is halved while the weapon is fired. The Friend has only basic visual and thermal sensors.

ROBOT	HITS	SPEED	TL	COST
Friend-of-the-Lowly	20	12m	10	Cr25000
SKILLS	Gun Combat 0, Recon 0			
ATTACKS	Laser Rifle (5D)			
TRAITS	Armour (+12)			
PROGRAMMING	Hunter/Killer			



A11/58231

DISTANT LANCE

The Distant Lance is an inexpensive fire support unit, physically little different from the Friend but much more richly decorated. It carries a laser rifle like that of the Friend but has much better sensors and targeting equipment and is often programmed to move slowly behind a band, acting as a sniper to take out enemy heavy weapons emplacements.



ROBOT	HITS	SPEED	TL	COST
Distant Lance	30	12m	10	Cr45000
SKILLS	Gun Combat (energy) 2, Recon 1			
ATTACKS	Laser Rifle (5D)			
TRAITS	Armour (+16)			
PROGRAMMING	Hunter/Killer			

A11/58231

OPENER-OF-THE-WAY

The Opener is a specialist unit without offensive weaponry. It can be run into a target to deliver obstacle-clearing explosives. These include small charges dropped onto obstacles and spools of explosive wire, which are then detonated to clear a path through a minefield, barbed wire or similar obstacles. A path 2m wide by 100m long can be cleared, or multiple shorter sections, and there are enough charges aboard to clear twelve light obstructions such as barricades or metal fences.



ROBOT	HITS	SPEED	TL	COST
Opener-of-the-Way	30	12m	10	Cr35000
SKILLS	Explosives 1, Recon 0			
ATTACKS	Explosive Charges (2D, Burst 2)			
TRAITS	Armour (+18)			
PROGRAMMING	Hunter/Killer			

A11/58231

GUARDIAN-OF-GLORY

The Guardian has a set of armoured shields flaring out from its frontal section, creating a mobile position of cover for an advancing warrior band. It is armed with a laser rifle along its main axis and a rapid-fire stagger laser weapon in an ovoid turret well forward on the torso. The effect is intentionally to create the impression of a noble K'kree, cloak flying out to the sides. The turret has all-round firepower; the heavy laser requires pivoting the whole unit and can deprive those behind it of cover when engaging targets to the side. Under normal circumstances the Guardian is set to weave among and ahead of an advancing warrior band, although it can also be commanded to provide cover for a specified individual.



ROBOT	HITS	SPEED	TL	COST
Guardian-of-Glory	35	10m	12	Cr75000
SKILLS	Gun Combat (energy) 1, Recon 0			
ATTACKS	Laser Rifle (5D), Stagger Laser Rifle (5D, Auto 2)			
TRAITS	Armour (+22)			
PROGRAMMING	Hunter/Killer			

A11/58231

BREAKER-OF-LINES

The Breaker acts as an artillery unit. It has a rapid-fire laser unit equivalent to a Hand-of-Length for close-in defence but its primary armament is a short-barrelled 112mm mortar which can deliver explosive munitions. The mortar has an effective range of 3km and carries enough projectiles for twelve bursts.



ROBOT	HITS	SPEED	TL	COST
Breaker-of-Lines	50	10m	10	Cr150000
SKILLS	Heavy Weapons (vehicle) 1, Gun Combat 0, Recon 0			
ATTACKS	Hand-of-Length (4D, Auto 4), Support Mortar (9D, Artillery, burst 6)			
TRAITS	Armour (+16)			
PROGRAMMING	Hunter/Killer			

A11/58231

SLAYER-OF-SHIELDS

The Slayer is a direct-fire support unit. It has a rapid-fire stagger laser for close range defence but its main armament is a pair of Weapon-of-Destruction plasma guns carried on stubby arms alongside the main hull. The Slayer normally fires its weapons alternately, allowing a brief cooling period. Both can be fired simultaneously but there is a chance of overheating and malfunction every time this is done. The first time both guns are fired together in the same round, roll 1D. On a 6+, the guns will overheat, requiring realignment and repair, which is a workshop job. A cumulative DM+1 is added to this roll for every consecutive round both plasma guns are fired.

ROBOT	HITS	SPEED	TL	COST
Slayer-of-Shields	50	12m	10	Cr325000
SKILLS	Heavy Weapons 1, Gun Combat 0, Recon 0			
ATTACKS	Stagger Laser Rifle (5D, Auto 2), Weapon-of-Destruction (1DD) x 2			
TRAITS	Armour (+24)			
PROGRAMMING	Hunter/Killer			



C H A P T E R - N I N E

VEHICLES OF THE K'KREE

K'kree vehicles must be large enough to accommodate multiple K'kree, each of whom is of a considerable size. The smallest feasible enclosed vehicle carries four K'kree and any less risks panic and madness. Similarly, it is not possible to assign a single driver to a vehicle intended to carry passengers or cargo. Thus most vehicles are either driven by a semi-autonomous robotic unit similar to that used in weapons carriers or are owned by a family and driven directly by a family member. Groups of single-occupant open platforms are used in some areas but as a rule K'kree walk short (by the standards of quadruped grazers) distances or use large transports to move the whole family at once. Even splitting a family group between two or more enclosed vehicles in close proximity to one another can be distressing, so travel is usually aboard a single, open-sided vehicle.

Crew and Passengers

K'kree vehicles must allocate five times as many Spaces to passengers and crew as an equivalent human-operated vehicle would have (so, a K'kree will require a minimum of five Spaces on a vehicle). This includes supports to allow K'kree to stand in comfort and emergency restraints used in the event of a crash.

Open Vehicles

K'kree vehicles are built with partial sides and rails for safety, with an open top. A light covering can be drawn or unfolded over the top for weather protection and is included as standard on most vehicles.

All K'kree vehicles have the Open trait and reduce their Speed by one Speed Band.

Combat vehicles often use folding panels that, when deployed, partially or fully seal the vehicle. This removes the Open trait and allows the vehicle to travel one Speed Band faster.

Folding Panels cost Cr500 per point of armour carried by the vehicle.

Controlled Pintle/Ring Mount

Controlled pintle or ring mounts are unarmoured mountings for light weapons, either operated manually or from a station within the vehicle. A controlled mount costs Cr1500.

Controlled Open Mount

Controlled open mounts are essentially a turret mechanism without enclosing armour. A controlled mount can be either operated manually or from a station within the vehicle, and carries a slightly larger weapon than a small turret – up to 6 Spaces – while consuming 1 Space inside the vehicle. A controlled mount costs Cr3000 for every Space of installed weaponry.



PERSONAL GRAV SKIMMER

TL	9
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	2000 (3000)
CREW	1
PASSENGERS	0
CARGO	—
HULL	20
SHIPPING	5
COST	CR314700

Autopilot (skill level)	0
Communications (range)	50km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	—
Camouflage (Recon DM)	—
Stealth (Electronics (sensors) DM)	—

WEAPONS

None

ARMOUR

FRONT	3
REAR	3
SIDES	3



EQUIPMENT

Actuation System, Autopilot (basic), Communications System (basic), Control Interface (improved), Control System (basic), Navigation System (basic)

TRAITS

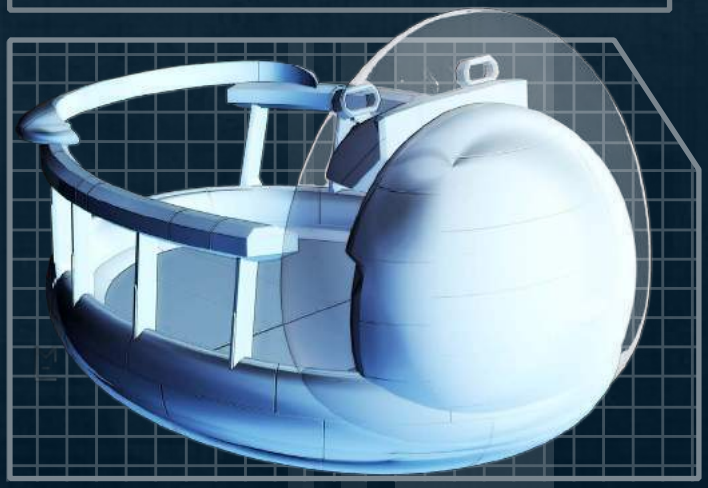
Open

DESCRIPTION

Always used in groups, skimmers are open-topped, open-sided vehicles consisting of an oval platform with a clear windshield and a safety rail extending around the rest of the vehicle. Most of those in use are constructed at TL9 and sold in bulk throughout the Two Thousand Worlds. They occasionally turn up in other hands, serving as reconnaissance platforms or weapon carriers.

The standard skimmer has only the most basic of controls and is designed to be slaved to a lead vehicle. A simple point-to-point navigation system is included, enabling an unskilled Traveller to indicate a destination (either on a map or chosen from a menu) and have the vehicle carry them there. So long as the skimmers remain close together, discomfort is kept to a minimum, although it is customary to tie the skimmers' basic communication systems together so the family can chat or sing hymns to their ancestors to keep fear at bay.

The standard skimmer has only the most basic of controls and is designed to be slaved to a lead vehicle, essentially operating as a drone. There is no sensor package but a simple point-to-point navigation system is included, enabling an unskilled Traveller to indicate a destination (either on a map or chosen from a menu) and have the vehicle carry them there. So long as the skimmers remain close together, discomfort is kept to a minimum, although it is customary to tie the skimmers' basic communication systems together so the family can chat or sing hymns to their ancestors to keep fear at bay. The skimmer provides enough room to move around or allow a juvenile to ride with a parent.



LEAD GRAV SKIMMER

ARMOUR

FRONT	3
REAR	3
SIDES	3



Autopilot (skill level)	+1
Communications (range)	50km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	—
Stealth (Electronics (sensors) DM)	—

WEAPONS

None

TL	9
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	HIGH (MEDIUM) 2000 (3000)
RANGE (CRUISE)	1
CREW	0
PASSENGERS	-
CARGO	20
HULL	5
SHIPPING	CR340500
COST	

EQUIPMENT

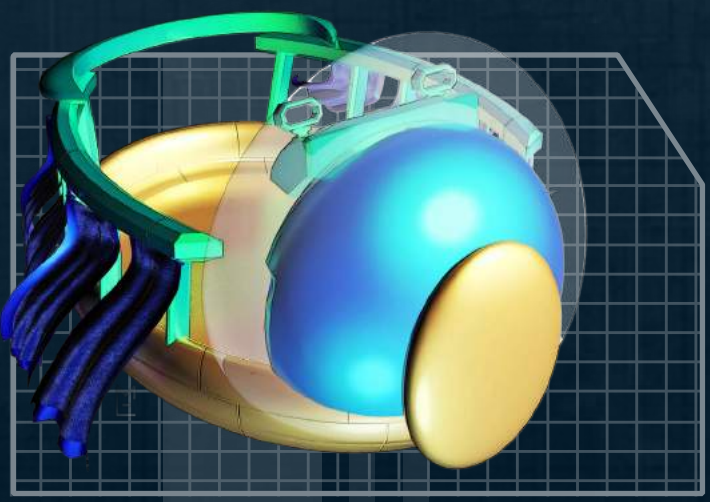
Actuation System, Autopilot (improved), Communications System (improved), Computer/1, Control interface (improved), Control Systems (improved), Navigation System (improved), Sensors (improved)

TRAITS

Open

DESCRIPTION

The Lead Grav Skimmer is essentially the same vehicle as the standard model but with better electronics and provision to control others by way of a base station. It is usually richly decorated to denote the status of the patriarch. Most suppliers will offer a deal on several personal skimmers plus a lead model and will add custom decoration matched to the status of the user – senior wife, administration expert and so forth. If so, the skimmers usually come with a pre-programmed formation and set of 'come close alongside and receive wisdom or instruction from the Patriarch' function on the control module. Note that the lead skimmer can be flown directly or act as what is essentially a drone operated from the base station it carries. This is the standard mode of operation, as a patriarch typically has better things to do than fly his vehicle. Instead, he selects a destination for the formation as a whole and is conveyed there in style.



FAMILY TRANSPORT VEHICLE

TL	13
SKILL	DRIVE (WALKER)
AGILITY	+3
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	100 YEARS
CREW	1
PASSENGERS	—
CARGO	—
HULL	198
SHIPPING	30 TONS
COST	MCR10.8

Autopilot (skill level)	0
Communications (range)	50km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	—
Camouflage (Recon DM)	—
Stealth (Electronics (sensors) DM)	—

WEAPONS

None

ARMOUR

FRONT	3
REAR	3
SIDES	3

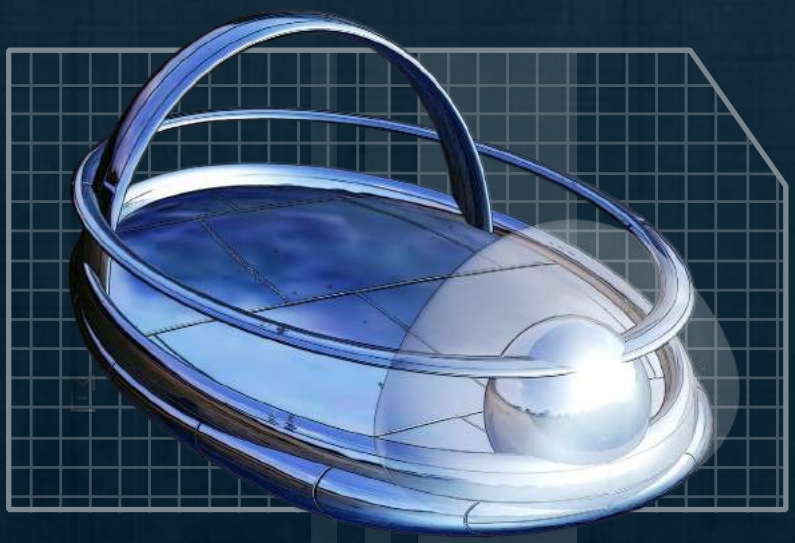


EQUIPMENT

Actuation System, Autopilot (basic), Control Systems (basic), Communications System (basic), Computer/1, Control Interface (improved), Navigation System (basic), Sensors (basic)

TRAITS

Open



DESCRIPTION

This standard transport vehicle, used throughout K'kree space, is designed to ferry 10 K'kree. It follows the same general design as the individual skimmer, with a curved frontal windshield and low safety barrier topped by rails or a clear screen. Weather cover is provided by a retractable tent-like 'roof'. Almost all vehicles of this sort are designed for autonomous select-and-go operations but can be driven manually. They are often used for cargo delivery, without passengers aboard, increasing cargo capacity to 15 tons. Like the skimmer, the FTV can be operated as a drone controlled by its own onboard base station, or the controls can be directly operated if this is desirable.

MOBILE FIGHTING PLATFORM

Somewhere between personnel carriers, oversized tanks and mobile command posts. This medium-sized MFP operates with a crew of up to 12 K'kree warriors. Its high level of automation permits a single individual to set up movement and fire patterns, and all weapons can be fired semi-autonomously. As a rule, one Merchant-class operator will be carried for each major weapon system, plus the commanding Noble.

Basic hull form is oval like many other K'kree vehicles but with a greater length-to-beam ratio and tapering tail that makes the MFP seem less like a 'flying saucer' than some designs. Underside and top armour are fixed but there are folding panels in the all-round armour, which allow the crew relief from confinement and the ability to directly engage enemies with small arms.

The base section of the vehicle is wider than the armoured section, creating a walkway where crewmembers can stand and operate weapons manually. At need, weapon crews can retreat through the folding panels and close them, using the weaponry remotely. It is possible to run right around the outside of the MFP, although this requires stepping over the barrel of the forward-firing plasma gun. This, the MFP's primary weapon, is located in a limited-traverse mount facing forward and protected by heavy frontal armour.

Lighter weapons include six laser cannon mounted on sponsons projecting from the walkway. Two are mounted on the forward quarters and two aft, on the walkway alongside the narrow tail. The cannon are on open mounts and can be fired manually from outside the armour (this is preferred by most crews) or from the safety of the vehicle's remote fighting stations. There is another on a platform where the top of the armoured hull begins to round down into the tail. A sixth light laser cannon, for the use of the vehicle commander, is located on the command platform atop the front of the main superstructure. Here, a noble K'kree can command his vehicle and enjoy the air rushing past his face – at least until heavy fire drives him inside the armoured section. The vehicle's pilot stands alongside his master, a position of great favour and no little danger.

The MFP also mounts four anti-missile laser systems. These are normally controlled by the vehicle's automated defensive systems but can be fired from a station inside the armoured section at need. One is located on the rear of the commander's station and one on the aft platform, with two more on the underside of the midships sponsons for all-round coverage. These are sometimes used as anti-personnel weapons when the MFP is close to the ground.



MOBILE FIGHTING PLATFORM

TL	12
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	HIGH (HIGH)
RANGE (CRUISE)	3000 (4500)
CREW	12
PASSENGERS	—
CARGO	0.25 TONS
HULL	200
SHIPPING	50
COST	MCR21.1

Autopilot (skill level)	3
Communications (range)	1000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	—
Stealth (Electronics (sensors) DM)	—

WEAPONS

Fixed Mount (plasma gun-c, advanced fire control)
Controlled Open Mount (Light Laser Cannon) x 6

ARMOUR

FRONT	130 (+30)
REAR	110 (+30)
SIDES	120 (+30)



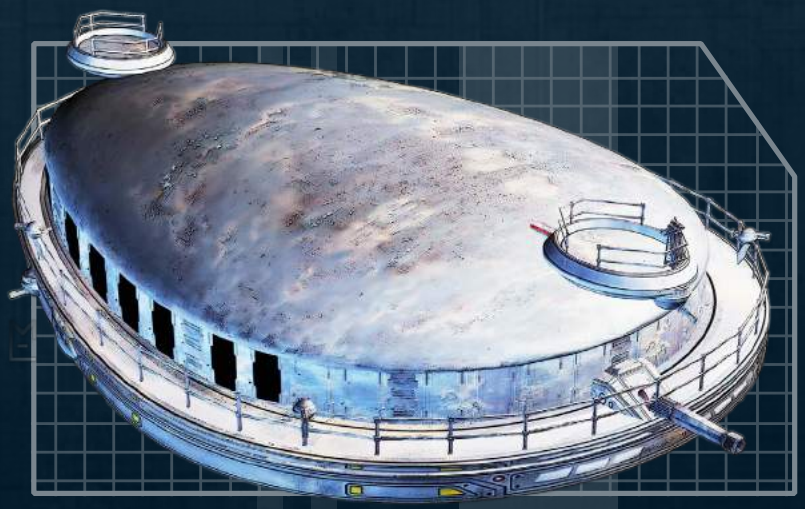
EQUIPMENT

Airlock, Autopilot (advanced), Communications System (advanced), Computer /4, ECM (advanced), Hostile Environment Protection, Life Support (short term), Navigation System (advanced), Prismatic Aerosol Discharger, Reactive Armour (advanced), Sensor System (advanced)

TRAITS

AFV, Open

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Plasma Gun-C	10	2DD	—	—	AP30	+4
Light Laser Cannon	2	8D	—	—	AP5	—
Anti-Missile System	0.5	1D	—	—	Auto 3	



C H A P T E R - T E N

HIGH GUARD: K'KREE

Most starships operating within K'kree space are built to TL9–11 standards. More advanced craft are available to those with money and connections but for interstellar commerce and routine travel a sedate pace is the norm.

The unique characteristics of the K'kree – their size and need for the company of others – mean that their vessels are built differently to those used by humans and other small creatures. A K'kree engineer literally cannot crawl into a narrow space to find a problem and if they can physically fit into a tight space, being alone and confined would make carrying out complex tasks impossible even if it did not cause a mental breakdown.

Much use is made of remotely-controlled maintenance units, which can be operated from an engineering console, and wherever possible an open-plan mode of construction is used. This means that pipes and wiring conduits are highly exposed compared to human ships. Spacecraft crews are still exposed to considerable stress by the nature of their environment and many K'kree simply cannot handle the pressure. Some are unable to even travel as passengers and must remain confined to a single world or be transported in low berths.

Accommodation is the most obvious area where designs differ from other species. K'kree need a communal living area but it must be properly delineated – it would not do for a mere Merchant-caste family to wander amongst a Noble's entourage! Thus rather than staterooms, K'kree vessels use enclosures. These are not normally fully enclosed, although some have the capability to be sealed off in an emergency. Enclosures are rated by their quality, which determines which caste will deign to travel in them, as well as capacity. As a general rule, K'kree need at least three to four times as much living and working space as a human, although a family or fighting-band can occupy a smaller space on a communal basis.

DESIGN FEATURES

The lack of internal compartmentalisation within K'kree ships weakens their structure. To reflect this, reduce Hull points by 25% for any craft or vessel that carries live crew or passengers. Robotic craft are not affected. There is no cost saving for this; it is merely the way K'kree build their ships. This feature should be borne in mind when designing deck plans; K'kree ships are frighteningly open-plan by human standards – but then human ships are claustrophobic nightmare spaces fit only for G'naak.

Enclosures

At their most basic, enclosures provide sleeping, hygiene and minimal recreation facilities for a group of K'kree of the appropriate social caste, as shown on the Enclosure table. K'kree have little concept of privacy but need space apart from other families to maintain their own bonds. An enclosure will be one of two basic types; minimal or secure. Minimal enclosures have no protection against depressurisation or physical threats, whereas a secure enclosure will have partial walls (which may be transparent) and the ability to create a sealed environment with emergency shutters, drop-down partitions and local life support equipment.

If an enclosure is not big enough to hold a whole family or fighting-band then it is not big enough. Groups cannot be split up, except where adjoining enclosures permit a group to use both.

For small craft intended only for short hops between ships, installations and planets, enclosures are not needed. Instead, the K'kree equivalent of cabin space is used. Acceleration benches for K'kree cost the same as for humans (Cr10000 per ton) but each ton only provides accommodation for one K'kree. In addition, cabin space is required at the rate of four tons per K'kree. This includes basic sanitary and hospitality facilities but most importantly just enough space to turn around, take a couple of steps and 'be a K'kree rather than a lump of cargo strapped to a bench'. Cabin space costs the same as for humans (Cr50000 per ton). At a minimum, a K'kree small craft must allocate five tons per passenger at a cost of Cr210000. If comfort and prestige are desired, this increases considerably.

Enclosures

Type	Size (tons)	Cost	Notes
Low berth, communal	1 per occupant	Cr75000	K'kree low berths consume 1 Power for every 5 berths
Servant-caste, minimal	4+2 per occupant	MCr0.2+0.1 per occupant	The absolute minimum living space required
Servant-caste, secure	5+2 per occupant	MCr0.25+0.2 per occupant	
Crew, minimal	6+3 per occupant	MCr0.4+0.2 per occupant	Costs are higher to reflect long-term living requirements
Crew, secure	8+3 per occupant	MCr0.5+0.2 per occupant	
Merchant-caste, minimal	8+3 per occupant	MCr0.4+0.2 per occupant	
Merchant-caste, secure	10+3 per occupant	MCr0.5+0.2 per occupant	
Noble-caste, minimal	12+5 per occupant	MCr1+0.4 per occupant	
Noble-caste, secure	14+5 per occupant	MCr1.25+0.4 per occupant	
High Noble-caste, minimal	20+10 per occupant	MCr3+1 per occupant	
High Noble-caste, secure	22+10 per occupant	MCr3.25+1 per occupant	
Acceleration bench plus minimal personal space	5t per occupant	Cr210000 per occupant	Short-haul craft only

Common Areas

Common areas are necessary aboard K'kree starships, bought for the same price as aboard other ships (MCr0.1 per ton). However, a greater proportion of common space is required for comfort; typically tonnage equal to half the total accommodation tonnage.

Shipboard Park

For real comfort, a starship needs an area capable of mimicking natural conditions on Kirur. This essentially means creating a shipboard park, which must consume at least 20 tons. Parks cost MCr0.25 per ton and require the attention of crewmembers to keep them pleasant but the ability to run a few paces on actual grass is extremely beneficial to crew health and sanity in the longer term. Nobles and certainly high nobles may refuse to travel aboard a starship that does not have at least a small exercise garden.

Robotic Craft

Very small robotic craft are normally termed drones but as size increases these autonomous or semi-autonomous vessels become something more capable. To the K'kree, there really is no difference between a fighter crewed by sentient people and a robotic fighter directed from a parent ship. Since it is unfeasible to build small fighters to carry K'kree, robotic craft are found in most of the roles carried out by small craft elsewhere. K'kree do not question the wisdom of placing their lives in the hands of robotic devices; it is quite normal and has been going on long enough to be considered traditional.

Robotic craft follow the rules for the Virtual Crew software package (see page 64 of *High Guard*). Note that no bridge is necessary if the craft is not intended to be flown manually by crew inside.

K'kree Virtual Crew packages are not created to replace single crewmembers but are a complete system allowing the craft to carry out its intended role without any personnel aboard. For this reason they take up space within the hull and are considered a component rather than being purely a software system. A Virtual Crew package requires a computer with sufficient Bandwidth to run successfully.

K'kree Virtual Crew packages allow normal functions of the crew positions they replace to be carried out without requiring additional software. A basic operations package replaces pilots, engineers and astrogators and thus allows the ship to manoeuvre (a pilot function), operate its sensors (pilot or astrogator) and control its power systems (engineer) without requiring additional

software. This vessel could not fire weapons, however as this is a ginner function and not covered by the basic operations package.

K'Kree ships cannot use standard virtual crew or specialist software in combination with an operations package. If the ability to operate weapons is desired a military operations package is requires and a specialised or advanced package must be used to gain additional DMs. Non-robotic ships can use standard virtual crew software to replace some of their crew, in the same manner as vessels produced by any other species.

Standard Operations Package: The Standard Operations Package is designed to replace up to five crewmembers aboard a craft carrying out simple tasks such as surface-to-orbit shuttling, sensor flybys and cargo transfers. The simplest of these is sometimes termed a 'Standard Shuttle' package and is quite adequate for routine work but requires an operator to assume manual control for complex tasks. More advanced packages are capable of dealing with problems like wind shear or using optimal shortest-time courses far more efficiently than a standard package and provide a smoother docking, which can be important in craft intended as status symbols.

A Standard Operations Package can replace pilots, engineers and maintenance personnel. It can compute a short course, such as a surface-to-highport route, but if complex astrogation (for example, least-time transfer from orbit around one world in a system to another) is required then the course must be externally calculated and downloaded to the robotic craft. Standard Operations Packages cannot operate weapons or other defensive systems.

Full Operations Package: A Full Operations Package is designed to replace a larger crew and provide a wider range of capabilities. Full Operations Packages can replace pilots, astrogators, engineers and support personnel but not gunners. A full package can replace up to 10 personnel before requiring additional Bandwidth and has a maximum capacity of 20 personnel. Where a standard package can pilot a shuttle from one port to another and plonk it on a landing pad, a full package can calculate a course across a star system then provide orders to cargo-handling robots on how to obtain optimal cargo transfer times and at the same time ensure its positioning relative to other craft follows rules of etiquette so its owners status is correctly conveyed.

Military Operations Package: Military Operations Packages permit the replacement of any crewmember, including gunners and screens operators. Military packages are optimised for small craft and tailored to their expected role. Packages may be tailored to their intended role or a more general package may be used to save costs. Tailored packages give additional bonuses, at a cost in Credits and Bandwidth.

A11/58231

ELECTROMAGNETIC-ENVIRONMENT PROTECTION SUITE (TL11)

An electromagnetic-environment protection suite is the forerunner to a countermeasures suite. It contains basic jammers and electromagnetic warfare systems, which grant DM+1 to electronic warfare tasks. In addition, the suite contains ejectable decoys which increase this to DM+2 when deployed. There are enough decoys aboard for six uses, each of that remains in effect for D3 rounds before scattering. This capability comes at the price of a rather bulky and power-hungry system consuming 6 tons and 3 Power. The suite costs MCr3.



Operations Packages

Package	Crew Replaced	% of Hull	DM	TL	Cost	Bandwidth	Notes
Basic Standard Operations	5	0.5	–1	9	MCr1.5	2	
Improved Standard Operations	5	0.5	0	11	MCr6	4	
Advanced Standard Operations	5	0.5	+1	13	MCr12		
6							
Basic Full Operations	10	1	0	10	MCr3	8+1 per 3 additional crewmembers	The minimum acceptable for a Noble's personal shuttle
Improved Full Operations	10	1	+1	12	MCr8	8+1 per 3 additional crewmembers	
Advanced Full Operations	10	1	+2	14	MCr14	8+1 per 3 additional crewmembers	
Military Operations Package	5	2	–1	11	MCr10	10	
Improved Military Operations Package	10	2	0	13	MCr16	15	
Advanced Military Operations Package	20	2	+1	15	MCr24	20	
Optimised Military Operations Package (fighter)		+1		12	MCr+6	+5	DM+2 on Pilot and Gunner checks at Short range or less
Optimised Military Operations Package (escort)		+1		13	MCr+8	+5	DM+2 on Electronic Warfare and Point-Defence checks
Optimised Military Operations Package (recon)		+1		13	MCr+10	+5	DM+2 on Sensor and Electronic Warfare checks
Optimised Military Operations Package (assault)		+1		12	MCr+6	+5	DM+2 on Pilot checks

DMs for all packages apply to remote operations as well as autonomous control.

Remote Operations Station

A remote operations station is essentially a miniature bridge designed to control a single robotic craft. A remote operations station costs MCr4 and consumes 2 tons and 1 Power.

BEARER-OF-CARGOES SHUTTLE (TYPE-S)

TL9		TONS	COST (MCr)
Hull	100 tons, Standard, Non-Gravity	—	2.5
M-Drive	Thrust 1	1	2
Power Plant	Fusion (TL8), Power 40	4	2
Fuel Tanks	20 weeks of operation	2	—
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Basic Standard Operations	0.5	1.5
	Cargo Crane	3	3
Cargo		91	—

TOTAL: MCr 11.03

CREW

NONE

RUNNING COSTS

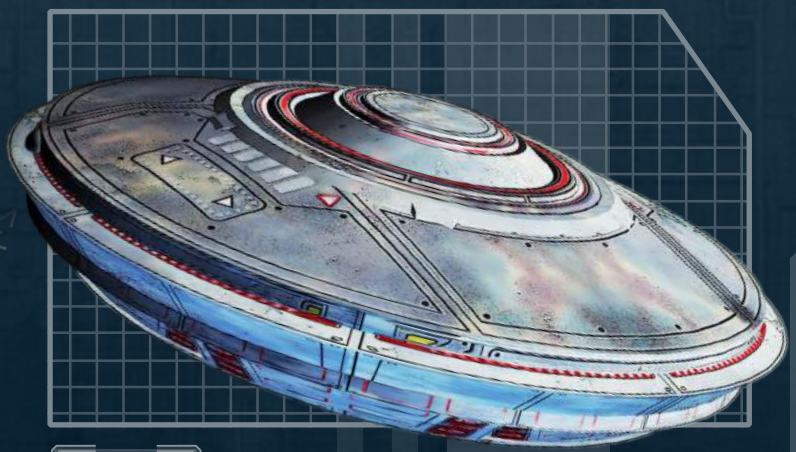
MAINTENANCE COST
Cr919/month

PURCHASE COST
MCr11.03

POWER REQUIREMENTS

10	20
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS

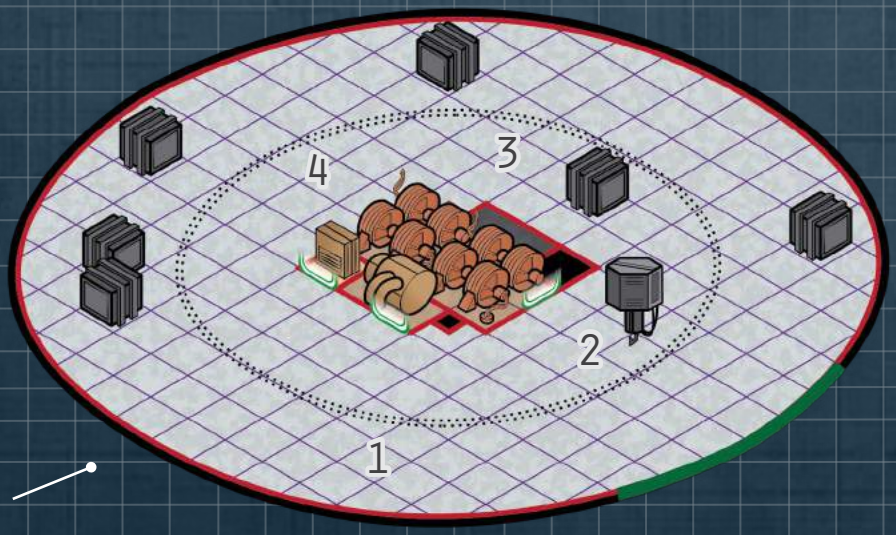
0	0	0
SYSTEMS	SENSORS	WEAPONS



40
HULL POINTS

One of the most common small craft in K'kree space, the Bearer-of-Cargoes is designed to carry out basic interface work between orbital installations and starships or planetside facilities. It is entirely robotic, with no provision for manual control aboard the craft; like most K'kree vessels it can be remotely operated from another craft or an installation.

As a freight-only craft, the Bearer-of-Cargoes has no provision for passengers and no need for life support or other amenities. It is built on a standard 100-ton hull, with a robotic crew facility and a very basic sensor package to allow autonomous operation. More commonly the shuttle relies on sensor data fed to it by parent vessels or installations. It can make long-haul transits across a star system only with the assistance of outside course corrections and is thus normally encountered on routine interface work.



DECK 1

1. Cargo hold
2. Cargo crane
3. Fuel tanks
4. M-drive

ISOMETRIC DECKPLAN KEY


BUNK


FRESHER


WORKSTATION


G-CHAIR


LOW BERTH


CRATE


HATCH


IRIS VALVE (WALL)


IRIS VALVE (FOOR/CEILING)


INTERNAL WALL


HULL


FUEL PROCESSOR


POWER PLANT


JUMP DRIVE


MANOEUVRE DRIVE

BEARER-OF-FAMILIES ORBITAL SHUTTLE

(TYPE-S)

TL9		TONS	COST (MCr)
Hull	100 tons, Standard	—	5
M-Drive	Thrust 1	1	2
Power Plant	Fusion (TL8), Power 40	4	2
Fuel Tanks	20 weeks of operation	2	—
Computer	Computer/5	—	0.03
Sensors	Basic	—	—
Systems	Basic Standard Operations	0.5	1.5
	Cargo Crane	3	3
Software	Library		
Staterooms	K'kree Acceleration Bench x12	12	0.12
Cabin Space		48	2.4
Cargo		31	—

TOTAL: MCr 16.05

CREW

NONE

RUNNING COSTS

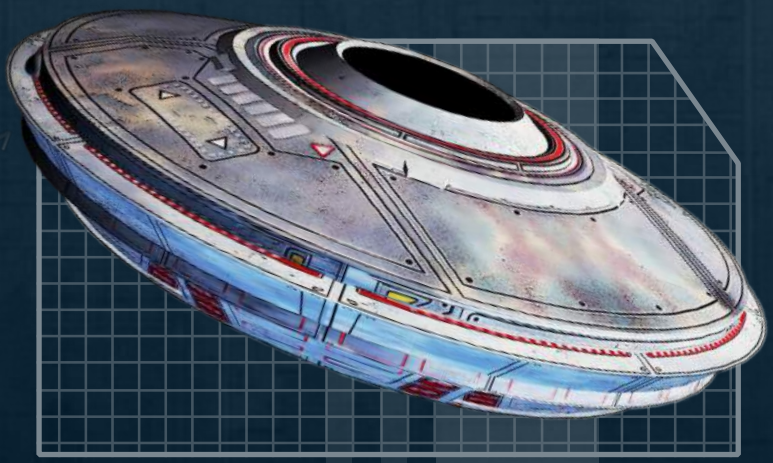
MAINTENANCE COST
Cr1338/month

PURCHASE COST
MCr16.05

POWER REQUIREMENTS

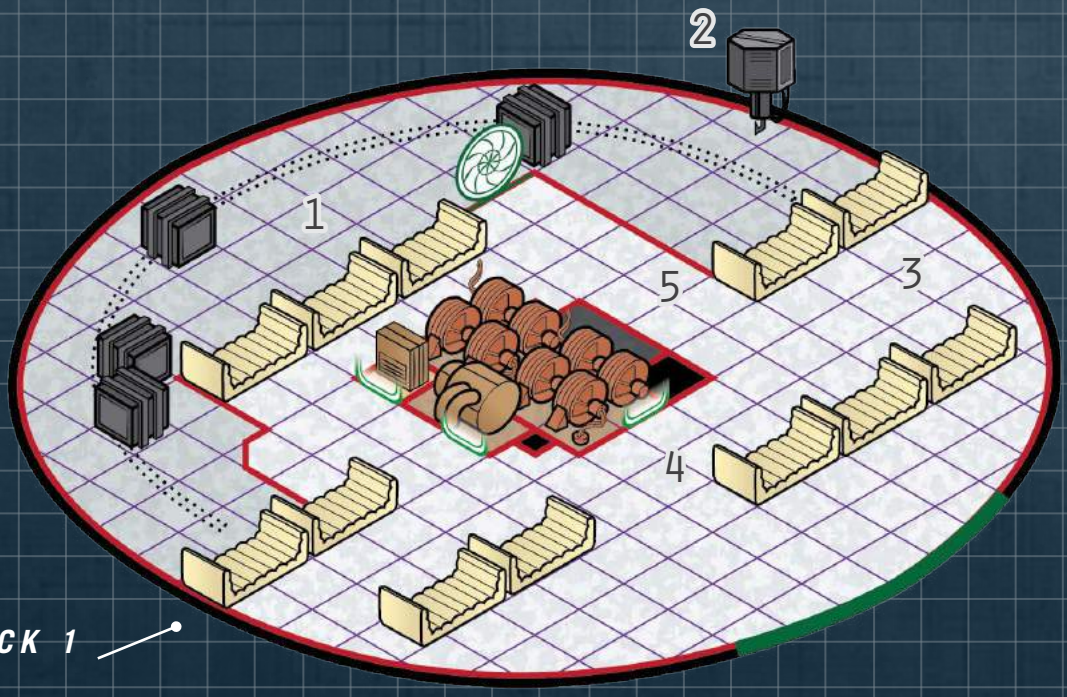
10	10	0
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	SYSTEMS

0	0
SENSORS	WEAPONS



30
HULL POINTS

Built on the same hull as the Bearer-of-Cargoes, this shuttle is designed to carry up to 12 K'kree passengers over a short distance. It is very cramped by K'kree standards and most find it unpleasant to ride one. However, the Bearer-of-Families is cheap and reliable. It has artificial gravity for the comfort of the occupants but no provision for the control of the vessel from within.



1. Cargo hold
2. Cargo crane
3. Acceleration bench
4. M-drive
5. Fuel tanks

TRADER OF THE OUTER STEPPE MERCHANT (TYPE-S)

TL12		TONS	COST (MCR)
Hull	1,200 tons, Standard		60
M-Drive	Thrust 1	12	24
J-Drive	Jump-1	35	52.5
Power Plant	Fusion (TL12), Power 525	35	35
Fuel Tanks	J-1, 16 weeks of operation	134	—
Bridge	Standard Bridge	40	6
Computer	Computer/15	—	2
Sensors	Civilian Grade	1	3
Weapons	Dual Turret (pulse lasers) x4	4	10
Systems	Cargo Crane	5	5
Software	Library	—	—
	Manoeuvre/0	—	—
	Jump Control/2	—	0.2
Staterooms	Crew, Secure x8	32	2.1
	Merchant-Caste, Minimal x32	104	6.8
Common Areas		80	8
Cargo		733.5	—

TOTAL: MCR 214.6

CREW

CAPTAIN, PILOT, ASTROGATOR, 2 ENGINEERS, ADDITIONAL GUNNERS AND OTHER CREW AS NEEDED

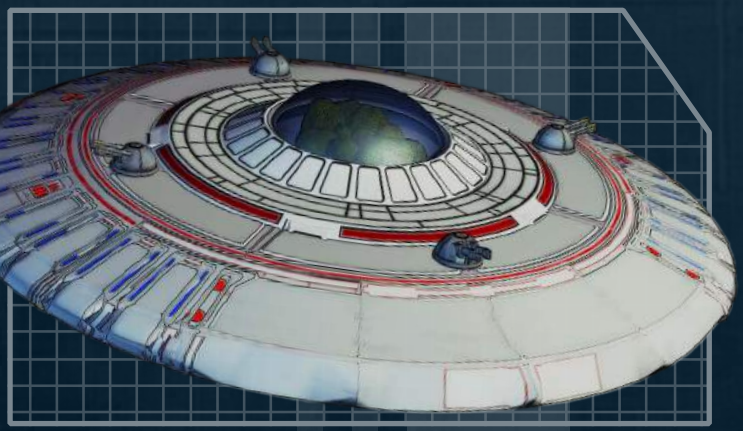
RUNNING COSTS

MAINTENANCE COST
Cr748.83/month

PURCHASE COST
MCr214.6

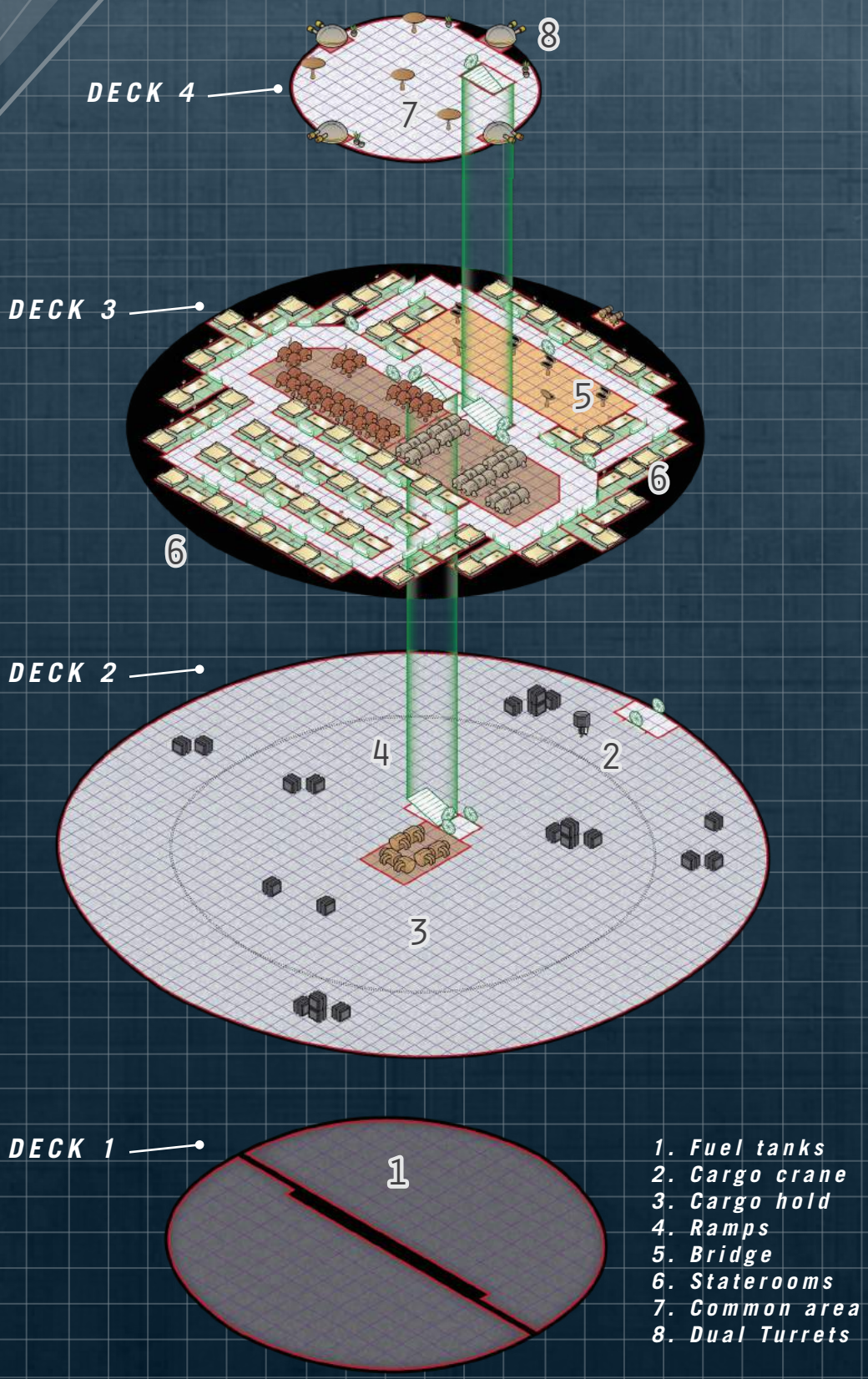
POWER REQUIREMENTS

120	240	0
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	SYSTEMS
120	**1**	**36**
JUMP DRIVE	SENSORS	WEAPONS



360
HULL POINTS

Small by the standards of K'kree vessels, the Trader of the Outer Steppe can be encountered within and beyond K'kree space. Jump performance is very modest, since much of the Two Thousand Worlds region is accessible by jump-1 ships. The Trader of the Outer Steppe is hideously inefficient as a cargo carrier by human standards but it is one of the smallest ships a K'kree can stand being aboard on an extended basis.



1. Fuel tanks
2. Cargo crane
3. Cargo hold
4. Ramps
5. Bridge
6. Staterooms
7. Common area
8. Dual Turrets

QUICKENING THUNDER ROBOTIC FIGHTER

(TYPE-S)

TL12		TONS	COST (MCr)
Hull	30 tons, Reinforced, Non-Gravity	—	1.5
Armour	Crystalliron, Armour: 8	4	4
M-Drive	Thrust 6	2.4	4.8
Power Plant	Fusion (TL12), Power 60	4	4
Fuel Tanks	10 weeks of operation	1	—
Computer	Computer/10	—	0.16
Sensors	Military Grade	2	4.1
Weapons	Fusion Barbette	5	4
Systems	Military Operations Package	0.8	10
Cargo		3.5	—

TOTAL: MCr 29.36

CREW

PILOT, ASTROGATOR, ENGINEER

RUNNING COSTS

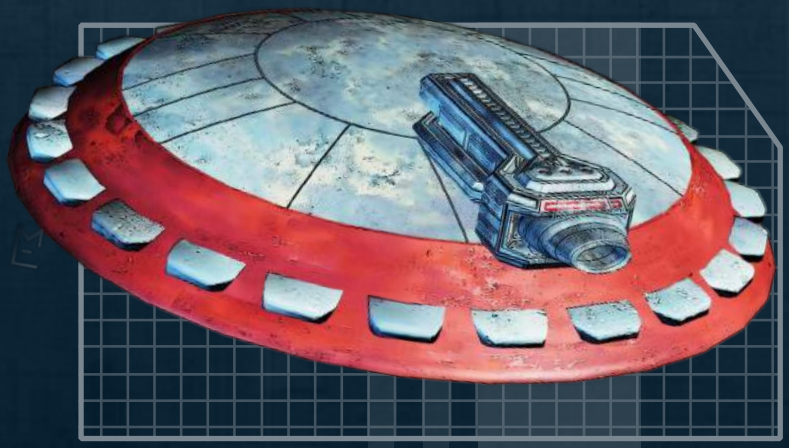
MAINTENANCE COST
Cr2447/month

PURCHASE COST
MCr29.36

POWER REQUIREMENTS

24	8
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS

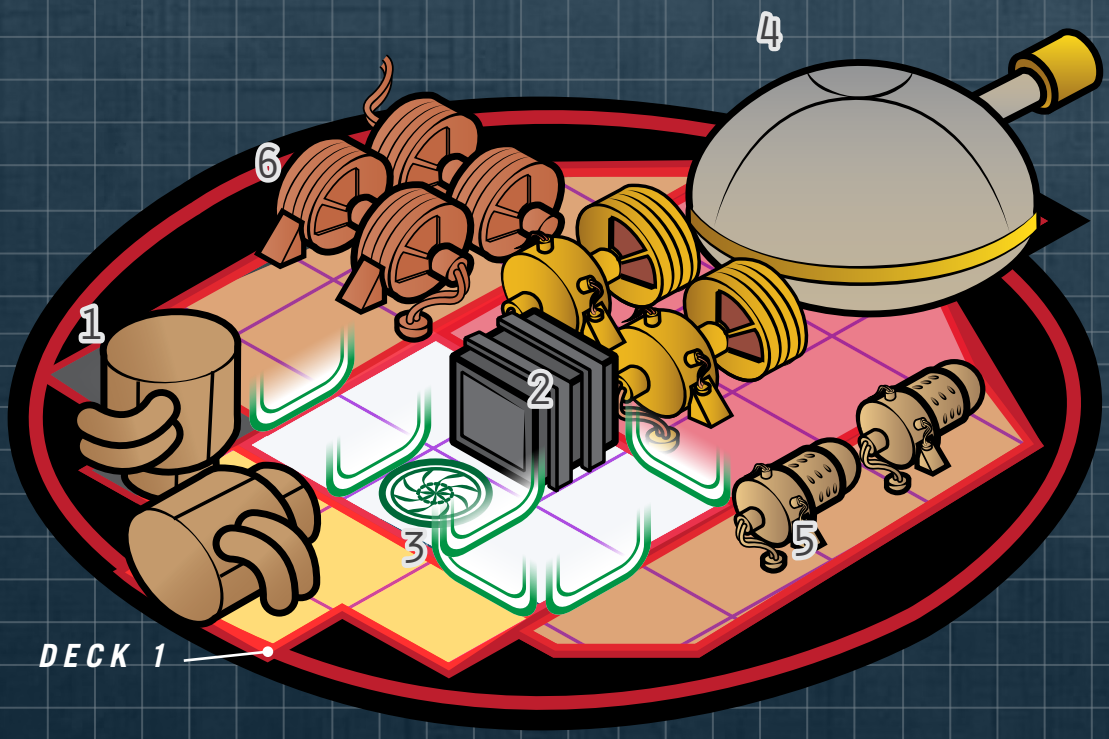
0	2	15
SYSTEMS	SENSORS	WEAPONS



18
HULL POINTS

Quickening Thunder is a traditional name for space fighter craft and older designs using the same name are still in service in some areas. Built on a rugged 40-ton hull, the Quickening Thunder would be designated a medium fighter by most navies but K'kree refer to it as a 'versatile-combat-craft-of-the-outer-steppe' without reference to size or role.

Fighters of this type are carried by warships and deployed to defend installations. Fittings and control systems are standardised, making replacement of losses or alteration of a vessel's fighter complement a simple matter. The Quickening Thunder exists for the sole purpose of carrying a fusion gun barbette into action,and has been constructed in huge numbers; according to rumour there are thousands sitting in certain systems awaiting activation.



1. Fuel tanks
2. Cargo hold
3. M-drive
4. Fusion barbette
5. Sensors
6. Power plant

FAITHFUL SHIELD ROBOTIC ESCORT FIGHTER

(TYPE-S)

TL12		TONS	COST (MCr)
Hull	40 tons, Reinforced, Non-Gravity	—	1.5
Armour	Crystalliron, Armour: 8	10	0.6
M-Drive	Thrust 6	14.4	28.8
Power Plant	Fusion (TL12), Power 60	4	4
Fuel Tanks	13.3 weeks of operation	1	—
Computer	Computer/10	—	0.16
Sensors	Military Grade	2	4.1
Weapons	Dual Turret (beam lasers)	1	1.5
Systems	Military Operations Package	0.04	10
	Basic Electromagnetic-Environment Protection Suite	6	—
Cargo		1	3

TOTAL: MCr 53.16

CREW

NONE

RUNNING COSTS

MAINTENANCE COST
Cr 4221.67/month

PURCHASE COST
MCr50.66

POWER REQUIREMENTS

24	8
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS

3	2	7
SYSTEMS	SENSORS	WEAPONS



18
HULL POINTS

The Faithful Shield is a counterpart of the Quickening Thunder, built on the same rugged 40-ton hull. It also uses the same power plant and drives, which leaves space for later upgrade or modification. Whereas the Quickening Thunder is designed to deliver heavy firepower against enemy vessels, the Faithful Shield is intended to keep enemy fighters and missiles away from the vessels it is protecting. This is usually a parent starship or installation but escort fighters are sometimes mixed into an offensive formation to improve penetration of an enemy fighter screen.

The Faithful Shield escort fighter takes advantage of the space feed up by using a dual turret instead of a barbette to fit an electromagnetic warfare suite. This relies on brute-force jamming and a steady stream of decoy launches but can be sufficient to protect a parent vessel from incoming missiles. The twin beam laser armament is of little use against most starships but effective against fighters.



DECK 1

1. Fuel tanks
2. Cargo hold
3. M-drive
4. Dual turret (beam lasers)
5. Sensors
6. Power plant
7. Enviroment protection suite

C H A P T E R - E L E V E N

K'KREE IN TRAVELLER

Whenever K'kree are encountered, whether as Travellers or played by the referee the same considerations apply. To others of his kind, a K'kree who deviates from these principles is not K'kree at all even if he looks like one. Tales of G'naak in the guise of K'kree are told to the young and form part of their cultural heritage and no matter how rational a K'kree might be there is always an underlying fear that one who is 'not of the herd', either socially or mentally, might be more than just a deviant.

K'kree do not deviate from their nature: K'kree redefine the word 'hidebound' with their strict adherence to tradition and obedience to the social order. Their rituals of veneration to the ancestors are near-constant and have to be done just right. Disrespect towards their way of life and social order cannot be tolerated. And G'naak are G'naak. No exceptions, no mercy, no tolerance.

Solo K'kree do not exist: 'Rogue' or 'maverick' K'kree can only exist as a result of serious mental illness and cannot be played as rational people. They are also likely to be killed or else forcibly taken back into K'kree society if they encounter other K'kree – being alone causes madness, madness causes a desire to act alone, both are wrong, wrong, wrong! An outcast or orphaned K'kree might appear in an adventure but this is a tragic, troubled and doomed character best suited to be played by the Referee or an experienced player who knows where the story is leading.

K'kree are big: The difficulties of carrying out many tasks when you are the size of a horse cannot be over-stated. This is why K'kree make so much use of robotic craft, vehicles and technical-assistance devices that can actually get into the places they are to work.

K'kree operate in groups: Although tasks are generally carried out by a single K'kree they are not really performed by an individual so much as by a family or fighting-band. The head of the group dictates who will carry out the task and they do the work. Thus a noble K'kree might describe himself as piloting his ship – and in his terms he is – but in fact he is giving his pilot instructions. A single human or Vargr Traveller might dash to assist her downed comrade but if a K'kree did it would resemble a stampede of up to a dozen horse-sized people, most of whom would then stand around offering praise, encouragement and prayers to the ancestors rather than actually doing anything to help.

These factors make K'kree both interesting and very difficult to play. They could be presented as generic homicidal baddies but there is much more to them than this. Everything the K'kree do makes sense from their own perspective, even if an outsider cannot comprehend what just happened. For example, a K'kree family might be on the verge of success (or victory over the Travellers perhaps) and then just… stop. Orders from their clanlord or some important piece of tradition that requires rituals and rest before continuing, might derail an otherwise promising endeavour. The K'kree would not be disappointed by this; it is how things are and should be.

K'kree are all connected. Small families are part of a big family and they are part of a herd and a clan. The actions of a K'kree family patriarch affect his whole herd and actions toward him are likely to have repercussions if they come to the attention of his clanlord. The curious, loose unity of the K'kree at times holds back their progress but is also a source of great strength and can be a powerful factor in diplomacy.

When a noble K'kree arrives in his starship and announces he intends to conduct trade or negotiations, there is no doubt – as there might be with other species – that he is there with the approval and backing of his clan. There are no K'kree 'rogue traders' or con-men motivated by self-interest pretending to speak on behalf of a greater power. However, that does not mean the K'kree play straight by outsiders. There is no shame in deceiving a foreigner with a rigged deal or insincere promise and no reason not to tear up a treaty if it is no longer beneficial.

This is the reality of dealing with K'kree. All their agreements are one-sided; they do not care about outsiders unless they are powerful enough to be a real threat. K'kree will only make a deal if it benefits them and they will certainly stick to it if it continues to do so. Internal politics or shifting conditions elsewhere can affect a treaty or agreement but the same factors that make the K'kree implacable enemies make them dependable treaty partners and steadfast friends to those fortunate enough to win their approval.

C H A P T E R - T W E L V E

VARGR

Vargr are the only major race to have been uplifted by the Ancients, a fact the Vargr are extremely proud of. They are often seen by other races as aggressive pirates and scavengers but Vargr have a diverse culture deeply rooted in pack mentality and the desire for companionship, charisma and loyalty. Their constant struggle for leadership results in a culture fuelled by conflict and change.

Governments in the Vargr Extents (the area of space dominated by Vargr) continually rise and fall, borders move and allegiances change. Life here is turbulent and dangerous – the Imperium considers all worlds in the Extents to be Amber Zones unless proven otherwise, with many designated as Red Zones.

There are few human worlds in the extents and no Vargr worlds within the Imperium but both races coexist in these regions of space. Humans and Vargr have had a chequered history – a number of wars have been fought with these two races fighting against, as well as alongside, each other. However, most conflicts between them occur on the border worlds where Vargr empires seek to expand their borders and corsair raiders attack indiscriminately.

It has been nearly 500 years since the last major conflict occurred between humans and Vargr. Although relations since then have been relatively peaceful, the Vargr are an unpredictable race that embraces conflict; it is perhaps inevitable that these traits will one day lead to new hostilities.

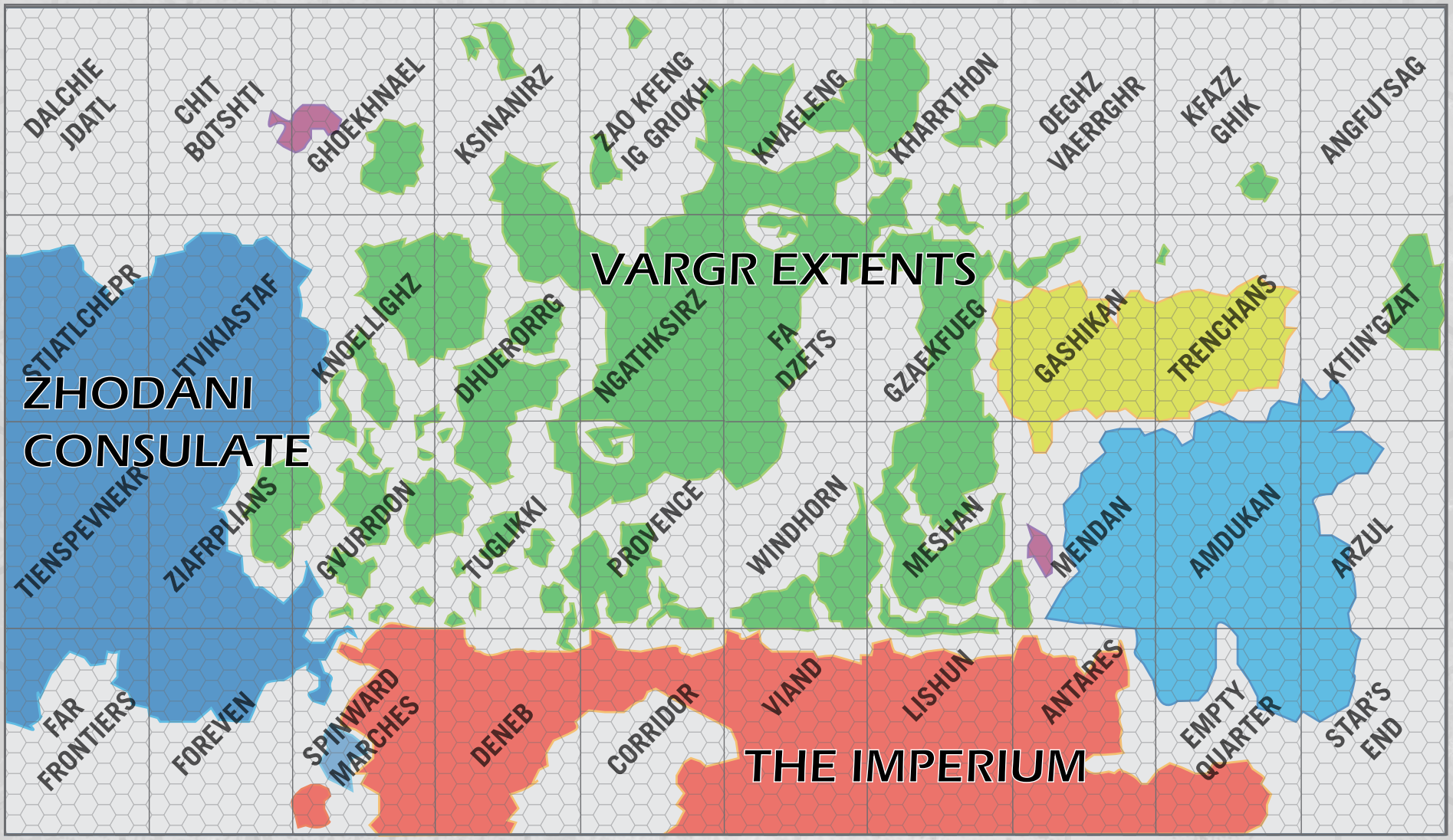


PHYSIOLOGY

Vargr are descended from carnivore/chaser stock; genetically engineered by the Ancients circa –300,000 from the genus *Canis* and transplanted from Terra to Lair/Grnouf in the Provence sector. Although Vargr were artificially developed, a certain amount of evolution and natural selection took place as the species adapted to the conditions on Lair without further manipulation by the Ancients.

Male Vargr typically weigh 60 kilograms and stand 1.6 metres high. Females tend to be smaller and average 1.5 metres in height and weigh 55 kilograms.

Map showing position of Vargr Extents in relation to Imperium and Consulate.



Vargr bear a close resemblance to their canine ancestry, as can be seen by their muzzle, tail and fur. The latter covers their entire body and can be found in a variety of colours. The most common colour is grey but it is not uncommon to see Vargr with brown, black or even red fur. Fur colour is partly determined by climate with those from colder regions displaying a greater variety of colours than those from warmer areas. Parents from different climates will see offspring having patterned fur with the stronger bloodline being the most dominant colour. Tail characteristics such as length and bushiness also vary greatly between Vargr from different ethnic backgrounds.

Several anatomical modifications were made by the Ancients to the canine body structure, the most significant being stance, forepaws and muzzle. Vargr adopt a digitigrade stance (putting weight on their toes rather than the soles of their feet) and many have a slight stoop although most Vargr would call it a 'relaxed stance'. Vargr hands are similar in size and functionality to human hands but the internal structure is quite different and unique to Vargr. Muzzles are shorter than that of their canine ancestors, largely due to dietary considerations.

Three hundred thousand years of evolution on Lair resulted in the Vargr adapting to the 26 hour rotation of their homeworld and this circadian rhythm is shared by all Vargr. However, Vargr remain extremely flexible in their sleeping habits, adopting a polyurnal sleep pattern where they prefer to sleep several times a day for short periods rather than one single long sleep period. Vargr will adapt their sleeping habits to their circumstances but will typically sleep after meals or through particularly hot or cold periods in the local climate.

The Vargr gestation period is usually four months. Most litters have two young but litters with as many as five pups have been known. Pups are born blind and deaf, completely reliant on their parents to care for them for the first four months until their senses develop. Vargr females are able to conceive soon after giving birth but will rarely do so until their pups are old enough to take care of themselves, around the age of six.

Vargr share the same senses as humans but they tend to be more acute. Olfactory receptors develop very quickly to compensate for a pup's lack of sight and sound, resulting in a keen sense of smell that Vargr use to recognise each other. Vargr hearing is also much better than a human's, able to detect a greater range of frequencies over longer distances; humans are more sensitive to low frequencies and Vargr are able to hear high frequency sounds that are inaudible to humans. Vargr eyesight is sharp but less sensitive to colour than human eyes and less effective in dark conditions.

Lifespan

Vargr living in industrial areas usually live for 65 to 75 years. Pre-industrial Vargr have a shorter lifespan due to poor living or environmental conditions and lack of medical advances. The lifespan for Vargr in higher technological cultures increases with advancements in anagathics and medical treatment.

Diet

Vargr are a carnivorous species with the bulk of their diet being fresh, raw meat. Uncooked fruits and fruit-based drinks are also popular amongst Vargr but lack the nourishment needed for a healthy lifestyle. Vargr metabolism is faster and more efficient than the human digestive system, meaning that Vargr eat more frequently but are able to fast for longer periods if necessary.

Although Vargr adapted to conditions on Lair and the indigenous wildlife was edible, it was not as appetising as the meats that canines had become accustomed to on Terra. Vargr chefs spent much time and effort to find herbs, spices and seasoning that make food on Lair more appealing and gourmets developed these into sauces and dressings to further enhance Vargr meals.

Selective breeding of livestock was undertaken to improve local food and make it more appetising. This practice continues today on many Vargr worlds and comprises much of the interstellar trade within the Extents.

Subspecies

A little known fact to most outsiders is the number of Vargr subspecies that exist within the Extents. Most ethnic minorities were seen as deviations from the 'perfected' Vargr race developed by the Ancients and became the victims of prejudice and racial abuse that prompted many to leave Vargr society and settle in the unpopulated regions of Vargr space. Most of these subspecies remain unknown to the Imperium and even Vargr knowledge is limited since the subspecies were outcast from society so long ago.

Urzaeng: The Urzaeng are one of the few subspecies known to the Imperium and the only subspecies not outcast by Vargr society due to their superior physical prowess. Urzaeng average 1.85 metres in height and weigh 70 kilograms. They are more powerfully built than the average human and physically a match for Aslan. The Urzaeng were originally bred by the Ancients for heavy labour and combat so their increased physical prowess comes at a cost to their mental characteristics; this has resulted in the Urzaeng being a naturally violent people with contempt for weakness.

Kokasha: The Kokasha are all but extinct now and those that remain live in a refuge in Rukhs Dall (known as the Trenchans sector in the Imperium). They are the smallest of the subspecies and were engineered by the Ancients to have heightened mental faculties at the expense of physical attributes. Kokasha are typically 1.45 metres high and weigh 50 kilograms. Females are slightly smaller, averaging 1.4 metres high and weighing 45 kilograms.

Akumgeda: Like most other subspecies, the Akumgeda fled Lair after their people were ostracised by the rest of the Vargr population. The Akumgeda settled on a number of worlds in the Ksinanirz sector and although some of these settlements still exist, many of the packs reintegrated with their brethren as the Vargr expanded throughout the Extents.

The Akumgeda appear much like normal Vargr but tend to have spotted fur. Although unusual, spots are not unknown and the Akumgeda found it easy to blend in with 'normal' Vargr. What set the Akumgeda apart was their strong psionic ability and some postulate that the Vargr only developed psionic powers after the Akumgeda reintegrated with their society.

Nakagun: This outcast subspecies lives in exile in the Nakagun sector and are known to possess strange psionic powers. Males and females are similar in size averaging 1.5 metres in height and weighing 55 kilograms. Little else is known of this group since they fled from Lair over a 1,000 years ago.

Roth Thokken: This subspecies settled in the Angfutsag sector and although they look similar to the Nakagun, they are even more peculiar. Their psionic powers are said to be even stranger and more powerful. Further to this, all Roth Thokken are permanently blind from birth. This superstitious group live in seclusion and are known to perform bizarre rituals using psionic senses unknown to anyone outside their group.

SOCIETY

The Vargr are a dynamic people, their governments and businesses constantly changing with the loyalties and goals of individual Vargr. Many humans see this as anarchic but this is not the case at all. Vargr society is deeply rooted in charisma, loyalty, racial pride and the need for companionship and approval.

Genetic Instinct

In addition to many of the physical features of their canine ancestors, the Vargr have also inherited some behavioural traits as well; few Vargr are aware of how deeply rooted these traits are in their subconscious. Pre-sentient canines constantly crave approval, much more so than humans and most other races. This can be seen in nature where wild dogs or wolves seek approval from the pack's leader, where the cooperative nature greatly improves their chance of survival. Likewise, domestic canines seek approval from their master, which makes them very loyal and easy to train.

It was these qualities that the Ancients wanted to exploit, genetically engineering the genus *Canis* to become intelligent beings to serve the needs of the Ancients. Canine traits are so strong in the Vargr that they have changed little in the evolution of the species and are evident in the behaviour of all Vargr today.

Packs

The genetic instinct of Vargr is most evident in the pack culture of their society. Like many species, they seek the companionship of others for comfort and security, the gregarious nature of Vargr giving them a drive to connect with others and a need to belong to other groups. This arises from both their natural need for approval and the racial pride that unites all Vargr with a sense of solidarity and camaraderie.

Vargr packs vary greatly in form and function. Some common types include the family pack, businesses, religions, recreational groups, governments, military units and the infamous corsair bands. Most Vargr belong to several packs, loyal to each one for different reasons and proud to have many commitments and loyal brethren.

Individuality is still important within the pack and each member strives to become the most dominant. This contest for leadership is based upon an individual's charisma and influence but although members of a pack are competitive, the good of the pack comes first and members know they can always count on their peers for assistance, companionship and support in times of need.

Large organisations usually consist of several packs divided by roles or specialities. Where several packs exist in a single organisation, a hierarchy exists where the leader of each answers to the primary pack. This takes power struggles to new levels as individuals compete not only for dominance within their own pack but with other packs in the organisation – a leader of one pack might seek to become the leader of another or may try to make their pack more dominant within the organisation.

Charisma & Loyalty

At the heart of Vargr psychology is the concept of charisma, which Vargr define as an individual's prestige and force of personality that attracts other Vargr. This, combined with pack mentality, is the foundation

for Vargr society and the driving force behind their constant change in leadership, whether in a pack of scavengers or government.

The Vargr desire to constantly increase their charisma makes them a competitive race, always seeking to improve their standing amongst the pack. It is this charisma that gives them their focus and drive. Whilst many humans see this as a flaw, it is one of the reasons that Vargr have become such a prominent race.

Charisma is gained or lost by word and deed, and Vargr are keen to perform special or difficult duties if it means they will gain standing by doing so. This behaviour means that Vargr always try their best in the hope of gaining charisma and the fear of losing it – very few Vargr are lazy or procrastinate when they have duties to perform.

Vargr always look to the most charismatic person in the pack for leadership and that individual will only maintain position by proving they have the ability and force of personality to lead the pack. All Vargr respect a leader who has a greater charisma than their own and likewise have a responsibility to those with a lower charisma who submit to their authority.

A leader might not have the skills to effectively lead the pack but charisma gains them the loyalty of everyone in the group. Contrary to popular belief, a Vargr's loyalty is very strong and will only waver if the pack leader fails to meet the needs of their people and thus lose charisma. Loyalties may change but never quickly and never without reason. It is this that seems to have gone unnoticed by outsiders who regard the Vargr's loyalty as volatile at best and mutinous at worst.

Should a leader be found to lack the skills to lead their people, members will look to others within the pack who have the charisma to take control. This may seem strange and unproductive to other races but this behaviour always ensures the strongest person is in charge of a pack.

Racial Pride

Vargr see themselves as a unique people, a race chosen by the Ancients and uplifted to be an intelligent race. In their eyes, this makes the Vargr special and sets them apart from the other major races, since only Vargr have such esteemed origins.

Some Vargr believe in racial superiority, which has led to two schools of thought on the subject. Those who follow the so called 'high superiority' school propose that Vargr were designed to be better than other races, that the Ancients designed them to be nothing less than perfect. Proponents of the 'low superiority' school maintain they were the original sapient race on Terra and the Ancients moved them to Lair so the Vargr would not interfere with the genetic engineering of humans from Terran apes.

As with all things in Vargr society, there are numerous other ideas supported by scientists, politicians and religious groups. A minority of Vargr even take the view that their origins make them an inferior race and these troubled souls feel they have to prove their worth by performing dangerous and extraordinary actions.

With so many takes on racial pride, it is important to note that most Vargr lie somewhere between these extremes and are content in the knowledge that they are a special and unique race – from humble beginnings they were chosen by the Ancients and eventually reached the stars.

Family

The family is a pack of blood relatives and it is in this environment that pups first learn about pack structure, quickly learning to recognise charisma and develop their own personality. Young members of a family must show the proper respect to the family leader and establish their own position within the pack by improving their charisma. This learning curve is crucial training for a young pup.

In agrarian or pre-industrial societies, the family pack tends to be larger than those of more advanced cultures. On a low technology world, a larger family means a greater number of hunters, essential to the pack's survival. However, if a pack grows too large it becomes less effective, especially if the pups and elderly outnumber more able-bodied members as it places an additional burden on the hunters, threatening the survival of the pack. Larger packs are also more noticeable, making it difficult to hunt wildlife.

Vargr families become smaller as technology increases and the economy moves towards industry. Industrial based societies require large workforces so parents spend much of their time working and less raising families. Raising pups in the family environment is essential for their development, so most Vargr females on these worlds will only give birth to one litter in their lifetime.

In higher technology societies where much of the workforce is automated, the demands on family members are reduced and they are better able to raise their pups in a more traditional manner. Female Vargr on these worlds will therefore give birth to several litters and the average family size is more akin to that of pre-industrial societies.

Beliefs

Religion is as diverse and varied as every other aspect of Vargr society. Many religions stem from the Vargr's pride in their origins and the Ancients are venerated as gods by many groups. What humans would consider orthodox religions also exist in great numbers but they are not as common as belief in the Ancients.

Many who do devote themselves to a religion will continue in their chosen career but some will also change profession to better follow their faith; this is especially true of loners who are more likely to seek the companionship of fellow believers. Religious leaders often have a background as emissaries but this is not always the case.

Church of the Chosen Ones: This religion was established in the year 895 of the Imperial calendar and for a short period it was one of the largest and most influential religious movements in Vargr society. Although the religion is not as popular as it once was most Vargr have heard of the Church of the Chosen Ones.

The religion postulates that not only did the Ancients create the Vargr by genetically engineering Terran canines but that the Ancients continued to return to Lair to make improvements until they created the superior race that Vargr are today. To followers of the Church of the Chosen Ones, this also explains the existence of the Vargr subspecies; they were mistakes abandoned by the Ancients.

Congregations tend to live in their own communes and each commune has its own particular traditions, dress codes and practices, such as wearing only white clothes, wearing an embroidered sash or adorning themselves with a particular marking or tattoo.

The popularity of this religion has declined in recent years and there are now thought to be around 20 branches remaining in the Extents, although each branch consists of multiple congregations. Infrequent surges of popularity boost the number of followers but not in sufficient quantity to rival its popularity in the early days. Many scientists have discredited the claims made by the Church but this has not swayed the remaining fanatics from their beliefs.

Faarzgaen: This is a religion of fanatics who believe in a single god, Faarzgaen, who continually guides all who worship him and determines how they should live and act; if a follower of Faarzgaen is hungry then he wants them to eat, if they are tired then he wants them to sleep and if they have the urge to take a life then Faarzgaen wants them to kill someone.

Followers of this faith believe that Faarzgaen is the one true god and his religion thus the only true faith. Anyone who does not follow Faarzgaen is a heretic. Worshippers of Faarzgaen spread their religion by forcing it upon others using fear and violence.

This fanatical behaviour has lead worshippers of Faarzgaen to believe that they are the only ones fit to rule the universe and have become a powerful organisation feared by many Vargr. On some worlds the religion has become a ruling power, oppressing their subjects until they submit to the one true faith.

The religion and the few states they control are run by seven overlords known as Kafaazgaen. To become a Kafaazgaen a priest must commit a number of violent acts, including the assassination of a serving Kafaazgaen, in order to take that position.

INFIGHTING

Infighting is unique to Vargr and is more than just combat; it forms part of their struggle for power and charisma within their pack. There are times when dominance cannot be decided by charisma alone and in these situations the Vargr will succumb to the more primitive means of tooth and claw. Infighting is frequently used to settle disputes and insults.

Infighting is similar to a duel but participants are fighting for charisma and loyalty, not honour and pride. This may seem a small distinction to humans but to Vargr and indeed the Aslan (who duel for honour), the difference is considerable. Infighting is not so much about injuring or killing the opponent but getting them to submit and thus proving the victor is the most dominant.

Whenever two Vargr are battling for dominance within a pack and loyalty is divided or a Vargr questions the abilities or leadership of another, one challenges the other to fight. Such infighting is not necessarily for the role of pack leader but simply for one Vargr to raise their position above another and slowly increase charisma and status within the pack. A pack member might also challenge someone of lower charisma to prove they remain superior to their subordinates.

Individuals who constantly challenge their comrades will usually lose charisma and in some cases are cast out from the pack. Exploiting one's prowess in combat as an easy way of gaining charisma is seen as un-Vargr and not tolerated. Infighting has its rightful place but it is not an alternative to charisma; it is just one of many aspects of the Vargr struggle for dominance.

DRESS, ART & ARCHITECTURE

Due to Vargr eyesight being less sensitive to colour, their clothes and decorations are often made up of bright colours that appear garish to humans. Clothes tend to be tight fitting and practical but cloaks and capes are not uncommon. Most Vargr prefer to forego footwear but this varies between locations and cultures; shoes and boots tend to be used for practical reasons, such as with armour or in regions with rough terrain and cold climates.

Art follows a similar trend, with a preference toward bright colours using a variety of styles and techniques. Paintings and sculptures often depict charismatic leaders and renowned Vargr packs. Corsair bands are also a common subject of paintings, stories and poetry.

As one would expect from such a diverse race, Vargr architecture varies widely not just between locations and cultures but within the same settlements. Designs are typically asymmetrical and have a lot of ornamentation. The garish colours of one building often clash with neighbouring structures, making Vargr cities appear chaotic and disorganised.

The gregarious nature of Vargr manifests in their architecture, resulting in wide communal areas and open plan offices. This can be seen on a greater scale with most settlements having large open areas for markets and recreational uses.

An important feature of most buildings is that they are rarely designed with a particular use in mind. The continuous changes in Vargr society mean buildings constantly change in ownership and function. For this reason, it is important that a building can be easily adapted to the needs of its occupants; a building might be a government office one day, a junk dealership the next and a month later it could be a fine restaurant.

Tattoos and Markings

A popular tradition amongst Vargr, especially in military and corsair packs, is tattooing their bodies or painting armour to show past deeds. Pack members will use a variety of symbols painted in different colours to represent deeds such as victories, kills and leadership achievements. Rank and pack insignia are also common tattoos. Like so many aspects of Vargr culture, tattoos are constantly changing as new victories are won and achievements gained.



Tattoos are generally applied to the face where the fur is short. Some Vargr have been known to dye their fur or shave patches but most will simply paint symbols on their armour, clothes and weapons. In this context, symbols painted on items are often referred to as tattoos, as there is no distinction between the two.

Although this tradition is followed by many Vargr, it is by no means practiced by all groups. Some individuals abstain from the custom, preferring deeds to speak for themselves rather than displaying them in such an obvious manner.

The meaning of symbols and colours varies from one pack to the next and in some groups the location of the design is also relevant. In most packs, the meaning is derived from only one characteristic of colour, location or symbol; the remaining aspects are simply an expression of the individual.

EMISSARIES

The number and variety of Vargr governments makes diplomacy very difficult. Disputes arise over a variety of matters and when two or more charismatic leaders (of packs or of governments) are involved, the situation can quickly resort to violence without intervention of intermediaries.

A specialised group of mediators, known as emissaries, has arisen to meet the needs of disputing parties. Emissaries are highly skilled diplomats, much sought after for their experience in negotiation and diplomacy. These individuals are greatly respected and well paid for their services. They are used as much in corporate dealings as they are for political negotiations.

Other races on the borders of Vargr territories are often subject to raids by independent corsair bands. This has led to misunderstandings and political disputes since few outsiders understand the Vargr's apparent lack of respect for authority. In these situations emissaries are frequently called to mediate on behalf of Vargr governments. Emissaries are usually successful in creating the peace or at least avoiding further hostilities. In the cases of raids and unprovoked attacks, reparations are usually given to the victim as a gesture of good will.

BUSINESS

Vargr do not have anything approaching the megacorporations found in other races, as the hierarchy and remote authority necessary to run a large corporation is something that simply does not work with their mindset. Vargr workers who are unsatisfied with their jobs or feel undervalued or underpaid also have a tendency to simply look for new leadership within the company or find a new job more suited to their needs.

The few larger corporations that are successful have become so by splitting their organisation into smaller subsidiary companies, thus reducing remote authority and keeping the feel of a smaller company, at least as far as workers are concerned. These businesses are most successful when working on the subsector level and most operate in the shipping and interstellar trade markets.

As one would expect with the Vargr, businesses come and go with astonishing frequency, much more so than any other race. This might have a negative impact on trade but the environment prevents capital from being tied up in unprofitable businesses. The nature of Vargr business has made a number of professions both lucrative and essential to the Vargr economy.

Junk Dealer: The junk dealer, also known as second-hand equipment merchant, is one of the most common professions in Vargr society. Anyone can set themselves up as a junk dealer with minimal collateral and there is never a shortage of second-hand goods. As Vargr businesses rise and fall, leftover goods and unwanted equipment is always available for those who know where to look.

Some businesses will search for goods but without knowledge and connections this can be a time consuming task, especially if rare or specific items are required. The majority of second-hand equipment is purchased quickly and cheaply by junk dealers who then sell it on to corporations or scroungers, making a significant profit in the process.

Many junk dealers are independent traders with small to medium size establishments but larger second hand dealerships also exist with vast warehouses and numerous dealers on the payroll.

Scrounger: Scroungers are specialist brokers, working both independently or for corporations. Companies with a good scrounger on the payroll will save a lot more money than it costs to hire their services.

Bargains can be found throughout the Vargr Extents but the right skills and knowledge are required to locate them. Scroungers are experts in this field and can find just about anything a company or individual might need, from raw materials to high-tech goods. They will often purchase goods from junk dealers but also cut out the middleman if the opportunity arises.

Contingency Expert: A contingency expert fulfils a similar role to the scrounger. Businesses rely on each other to provide goods and services; in the fluctuating world of Vargr business it is essential to ensure that if one supplier stops trading, a replacement can be found quickly and efficiently to reduce the loss of sales and productivity.

Economy

The many governments and states of Vargr society mean that there is no global economy in the Extents. Due to the rapid rise and fall of Vargr businesses, the local economy of each government and world fluctuates wildly. Prices can vary from place-to-place by as much as a third.

Vargr will usually haggle and negotiate to get a higher salary or a better price for whatever goods or services they are purchasing. Busy areas of trade such as spaceports and marketplaces are a cacophony of raised voices with bartering, intense negotiations and angry consumers.

Due to the fragile nature of Vargr economics, bank lending and finance options are virtually unheard of. Investment opportunities are also uncommon for the same reasons. Businesses are so unstable that lenders and investors must not only be convinced of a return but will demand some sort of collateral to protect their investment.

THE MILITARY

The Vargr military conforms to no standard conventions. Local governments have their own forces, each varying in organisation, technology and strength. Larger states might control all the military of their member worlds or rely on local forces. For most worlds, the military comprises of three divisions: army, navy and marines.

Each military division consists of a number of packs, with each pack forming a unit. Tactics tend to operate on a unit level depending on the abilities of the current leader and change with leadership within the pack. Units are often grouped into a variety of regiments, battalions, platoons and squads but, being Vargr, this is not always the case. Larger military organisations tend to have a more formal hierarchy but again, this varies between governments.

Ranks vary from one group to another. Many divisions have their own arbitrary ranks issued on a whim, whilst others have a more formal hierarchy in place. The usual infighting occurs within the military as it does in other Vargr packs and individuals are promoted on force of personality rather than skills in leadership or battle. The result of this is that officers are often promoted to commanding positions but lack the skills needed for military leadership and tactics.

In addition to the power struggles within a pack, there is also a jockeying for position between different units. Some packs seek to become more dominant than others in their division and leaders jockey for command of more prestigious units, often bringing members of their own pack with them.

Once in a commanding position, leaders must live up to the expectations that earned them the promotion. Leaders who fail to command their force to success are soon replaced by more charismatic individuals.

The result of the Vargr mentality means their military is somewhat volatile. This instability not only affects organisation and leadership but can have a great impact on morale as well. It is not uncommon for charismatic individuals to gain popularity in resisting higher authorities for a number of reasons, causing disputes and strikes to demand better conditions, equipment and pay.

Mutinies have also been known to occur but such extreme shifts in loyalty are infrequent. These acts have been known to turn the tide of battle as units and entire battalions have deserted or even changed sides during a conflict; such is the nature of Vargr. However, this behaviour is discouraged and considered treason by many governments; punishments can be quite severe.

Humans find this concept of leadership difficult to understand but from the Vargr perspective it makes perfect sense; if a leader proves they are not capable of command it is important to replace them with a charismatic leader who can, especially in combat.

CORSAIR BANDS

When most people think of Vargr, the first thing that comes to mind is the corsair bands that operate throughout the Extents and along Imperial borders. Indeed, this imagery comes foremost to many Vargr as well but whereas humans see pirates raiding free traders and merchant ships, the Vargr are more likely to see glamour and prestige.

Although the life of a corsair is appealing to Vargr, these space pirates constitute less than 10% of Vargr society. Unfortunately, all Vargr have been tarred with the same brush despite the fact that corsairs are hated and feared by many Vargr who have chosen a more honest way of life.

Corsair raiders do not abide by any laws, nor do they recognise boundaries. This is made possible by the fractured governments and lack of centralised policing within the Vargr Extents. Without coordinated law enforcement, corsairs are free to prey on the trade routes with little opposition. When they do encounter resistance they can avoid legal issues by simply crossing a border.

Outside of Vargr space, corsair bands face a much tougher prospect as most other races have dedicated law enforcement and military patrols to prevent acts of piracy. Imperial law ensures criminals cannot escape justice by simply crossing the border into other territories and this means only the largest and most experienced bands prey on ships beyond the Extents.

A number of larger corsair bands have become so powerful and organised that they rival the might of some governments. It is not uncommon for groups of renown to be hired as mercenaries to bolster the defences of smaller worlds or work alongside military forces. Many of these large corsair bands also have their own bases.

Smaller bands also exist, right down to single-ship crews. These independent raiders focus their efforts on weaker vessels ignored by larger corsair bands. These targets are also safer for small raider packs as there is little threat of reprisal by larger bands who also operate in the region.

These larger corsair bands operate much like military groups but with one significant advantage; a corsair band will usually have a strong leader who is both charismatic and skilled, whereas military leaders obtain the position by popularity but often lack the skills and tactical knowledge that come with experience. This results in the usual Vargr struggle for dominance amongst military units, whilst corsair leaders have proven themselves time and again making their pack more stable and outsiders have difficulty understanding how a group of pirates can have a more solid hierarchy than other Vargr packs.

VARGR IN THE IMPERIUM

There are numerous Vargr scattered throughout Imperial space. Settlements with a significant Vargr population usually have a Vargr quarter where most live and socialise and such areas tend to be loud and colourful with an atmosphere much like any other Vargr community.

Vargr in the Imperium behave much as they do in the Extents. They still lack respect for authority but will follow a charismatic human leader just as they would a Vargr. However, the usual jockeying for charisma and power is not so prevalent as such behaviour tends not to be so beneficial in human culture and rarely results in promotion.

Vargr also discover that laws are enforced more strongly in the Imperium and although the Vargr disrespect for the law remains they become more mindful of it, learning what they can get away with and what they get arrested for. This is often a case of trial an error and most Vargr who travel to Imperial space will be charged with at least one misdemeanour before taking a more active view of the law.

LANGUAGE AND NAMING

The diversity of Vargr society extends to their language. There are hundreds of different languages and dialects spoken throughout the Extents. Governments tend to favour a particular language but this is not always the case and in some regions a common language is adopted to aid in trade and negotiations.

Vargr usually choose their own name when they come of age. Some choose a name significant to them such as an important event or achievement in their life, whilst others are chosen arbitrarily and do not necessarily have any meaning.

Non-Verbal Communication

Like other races, body language plays in important role in Vargr communication. However, Vargr have a limited range of facial expressions so they use posture, bearing, ears and tails to convey unspoken meaning.

Much of a Vargr's body language is subconscious and can often give a clear indication as to their emotional state. This can obviously make Vargr quite vulnerable, so they will often use additional gestures to distract others from seeing such strong emotional signals.

CHAPTER - THIRTEEN

VARGR TRAVELLERS

Vargr Travellers follow the same procedures and concepts as human Travellers, as detailed in the *Traveller Core Rulebook*. Although Vargr are covered on page 51 of the *Traveller Core Rulebook*, it is assumed that Travellers created that way were born and raised within the Imperium or, at least, human-based society. The Traveller creation rules presented here are suitable for Vargr born and raised within the Extents. Unless otherwise stated in this chapter, use all the creation and career rules described in the *Traveller Core Rulebook*.

INITIAL TRAVELLER GENERATION

Use the characteristics and traits for Vargr Travellers shown below:

Characteristics: STR-2, DEX +1, END-1
Traits: Bite, Heightened Senses (see page 51 of the *Traveller Core Rulebook*).

Vargr from the Extents do not have a SOC characteristic – instead, they use Charisma (CHA). A Vargr will start with CHA 1D+2.

STARTING AGE

Vargr characters begin their careers at 18 years of age. Untrained and inexperienced, they embark on a career to gain new skills, experience and, most importantly, Charisma. Each career term lasts for four Imperial years.

Titles

Vargr do not have titles of nobility as humans of high SOC do. Like most aspects of Vargr society, there is no consistent system for titles and different packs and cultures will use their own arbitrary methods of assigning titles, if at all. Travellers with CHA 10+ have enough dominance within their pack to select their own title or assign one to subordinates.

Careers

Vargr careers, in general, are used in the same way as described in the *Traveller Core Rulebook*. However, there are exceptions, which are noted here.

Those Vargr born and raised in the Imperium will take one of the careers detailed in the *Traveller Core Rulebook*, as if they were human.



Career Summary

Career	Assignment	Qualification	Survival	Advancement
Army		CHA 6+		
	Infantry		STR 6+	CHA 5+
	Cavalry		DEX 7+	CHA 6+
	Support		END 5+	CHA 5+
Citizen		CHA 5+		
	Corporate		EDU 6+	CHA 6+
	Aide		INT 5+	CHA 5+
	Worker		END 4+	CHA 4+
Corsair		CHA 7+		
	Raider		END 7+	CHA 7+
	Pilot		END 6+	CHA 6+
	Reaver		END 6+	CHA 6+
Emissary		CHA 10+		
	Arbitrator		CHA 8+	CHA 8+
	Diplomat		CHA 7+	CHA 6+
	Negotiator		CHA 7+	CHA 7+
Law Enforcement		CHA 6+		
	Enforcer		END 6+	CHA 5+
	Investigator		INT 7+	CHA 6+
	Security		INT 5+	CHA 7+
Loner		None		
	Hunter		DEX 5+	DEX 6+
	Prospector		END 7+	INT 6+
	Explorer		END 6+	INT 8+
Marines		CHA 7+		
	Marine		END 6+	CHA 7+
	Special Ops		DEX 7+	CHA 8+
	Support		END 5+	CHA 6+
Merchant		CHA 6+		
	Junk Dealer		EDU 5+	CHA 6+
	Scrounger		INT 6+	CHA 7+
	Free Trader		INT 5+	CHA 5+
Navy		CHA 8+		
	Pilot		DEX 7+	CHA 7+
	Crew		INT 5+	CHA 6+
	Engineer		INT 6+	CHA 5+
Psion		PSI 8+		
	Institute		EDU 6+	CHA 8+
	Mentored		CHA 6+	PSI 6+
	Wild Talent		END 6+	INT 8+
Scientist		INT 8+		
	Doctor		EDU 6+	INT 8+
	Researcher		EDU 7+	INT 7+
	Technician		EDU 5+	INT 6+

QUALIFICATION

Once a career has been selected, the Traveller must attempt to qualify for that career. Due to the nature of Vargr society, qualifying for a career is usually based on CHA instead of a characteristic more relevant to the type of career. CHA is therefore used for all careers except Loner, Psion and Scientist.

Vargr Travellers are expected to change their career often as they gain CHA, seek new goals or a pack leader fails to live up to expectations. For this reason, there are no penalties when moving from one career to another.

If a Traveller fails to qualify, they can take the Drifter career (detailed on page 26 of the *Traveller Core Rulebook*) or Loner career for the term, or they can submit to the Draft. Enlisting in the Draft works exactly the same as detailed on page 17 of the *Traveller Core Rulebook* but Travellers roll on the Vargr Draft table instead.

Vargr Draft

1D	Career
1–3	Army
4	Marines
5	Navy
6	Law Enforcement

SKILLS

Skills are determined as normal but all Vargr Travellers automatically receive Melee (infighting) 0. This represents the natural infighting ability of all Vargr.

PSIONICS

Vargr Travellers have the same psionic potential as humans and the same rules apply, using the Psion career on page 200. The primary factor holding back the wide ranging use of psionics amongst Vargr is the lack of organised research and training facilities. As a result of this, Vargr psions are uncommon in the Extents.

Vargr attitudes towards psionics vary – many worlds are indifferent but some governments have outlawed the use of psionics, some encourage it and to other cultures such abilities are blasphemous.



1 ARMY

The army includes all members of a government's planetary armed fighting forces. Soldiers deal with planetary surface actions, battles and campaigns. Such individuals may also be mercenaries for hire.

Qualification: CHA 6+

ASSIGNMENTS

Choose one of the following.

Infantry: You are one of the frontline soldiers in the army.
Cavalry: You are a driver or gunner for a combat vehicle.
Support: You are a medic, technician or other supporting role behind the frontlines.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Infantry	STR 6+	CHA 5+
Cavalry	DEX 7+	CHA 6+
Support	END 5+	CHA 5+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	STR +1
2	Cr2000	DEX +1
3	Cr5000	Combat Implant or END +1
4	Cr10000	Armour
5	Cr15000	Weapon
6	Cr20000	CHA +1
7	Cr25000	Ally

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	STR +1	Athletics	Electronics
2	DEX +1	Drive	Navigation
3	END +1	Recon	Tactics (military)
4	Gun Combat	Gun Combat	Engineer
5	Melee	Melee	Medic
6	CHA +1	Heavy Weapon	Survival
1D	**INFANTRY**	**CAVALRY**	**SUPPORT**
1	Athletics	Drive	Electronics (comms)
2	Stealth	Mechanic	Drive
3	Recon	Electronics (sensors)	Engineer
4	Gun Combat	Gunner	Mechanic
5	Melee	Flyer	Medic
6	Heavy Weapons	Drive	Explosives

RANKS AND BONUSES

RANK	INFANTRY/CAVALRY SKILL OR BENEFIT	SUPPORT SKILL OR BENEFIT
1	Melee 1	Mechanic 1 or Medic 1
2	—	—
3	Recon 1	Engineer 1 or Science 1
4	Leadership 1	EDU +1
5	—	—
6	CHA +1	Leadership 1

MISHAPS TABLE

1D	MISHAP
1	Severely injured in action. Roll twice on the Injury table and take the lower result.
2	Most of your unit are killed in battle, for which you blame your pack leader. With no other survivors to witness their lack of skill, they have you removed from the service; lose CHA –1 and gain them as an Enemy.
3	You are sent to a hostile region to battle guerrilla fighters and rebels. You are discharged due to stress or injury. Increase Recon or Survival by +1 and lose CHA –1.
4	You discover your pack leader is involved in illegal activities such as weapon or drug smuggling. You can join their ring and gain them as an Ally before the inevitable investigation gets you discharged and you lose CHA –1, or you can testify against them gaining CHA +1 but they becomes an Enemy and you are discharged as part of the official cover-up.
5	You fail a critical mission. You lose CHA –1 and leave the service.
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	You are assigned to a hostile planet. Gain one of Vacc Suit 1, Engineer (any) 1 or Survival 1.
4	You are assigned to a war-torn urban region. Gain one of Stealth 1, Streetwise 1, Persuade 1 or Recon 1.
5	Your pack is given a special assignment or duty. Gain DM+1 to one Benefit roll for this career or CHA +1.
6	You are thrown into a brutal ground war and your leader is killed. Roll END 8+ to avoid injury; if successful, you gain one level in Gun Combat (any) or Leadership and roll CHA 8+ to become the pack leader (gaining an automatic promotion).
7	Life Event. Roll on the Vargr Life Events table (page 204).
8	You receive advanced training. Roll EDU 8+ to increase any one skill you already have by one level.
9	Surrounded by a superior enemy, you hold out until relief arrives. Gain +1 to your next Advancement roll or CHA +1.
10	You are assigned to a peacekeeping role. Gain one of Admin 1, Investigate 1, Recon 1 or CHA +1.
11	You save your pack leader's life in battle. Gain them as an Ally and receive DM+2 to your next Advancement roll.
12	You perform a heroic deed in battle. Gain CHA +1 and an automatic promotion.

2 CITIZEN

This career covers a wide range of professions that are the foundation of Vargr civilisations. Citizens work in all industries and are employed by a range of organisations from independent companies to large corporations.

Qualification: CHA 5+

ASSIGNMENTS

Choose one of the following.

Corporate: You are a white-collar worker or senior management working for a corporation or alternatively you are a government bureaucrat or functionary.
Aide: You serve as an assistant to your pack leader.
Worker: You are a blue-collar labourer in the industrial sector.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Corporate	EDU 6+	CHA 6+
Aide	INT 5+	CHA 5+
Worker	END 4+	CHA 4+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Contact
2	Cr5000	Ship Share
3	Cr10000	INT +1
4	Cr10000	EDU +1
5	Cr25000	Ally
6	Cr50000	CHA +1
7	Cr75000	Two Ship Shares

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	EDU +1	Streetwise	Art
2	INT +1	Drive	Language
3	Melee	Admin	Advocate
4	Drive	Flyer	Diplomat
5	Electronics	Steward	Electronics (computers)
6	Jack-of-all-Trades	Profession	Science
1D	**CORPORATE**	**AIDE**	**WORKER**
1	Admin	Steward	Profession
2	Broker	Admin	Drive
3	Electronics (computers)	Advocate	Engineer
4	Diplomat	Electronics (computers)	Mechanic
5	Leadership	Drive	Science
6	Advocate	Steward	Electronics

RANKS AND BONUSES

RANK	CORPORATE SKILL OR BENEFIT	AIDE SKILL OR BENEFIT	WORKER SKILL OR BENEFIT
0	—	Steward 1	Profession 1
1	Admin 1	—	—
2	—	—	—
3	Advocate 1	Admin 1	Engineer 1 or Mechanic 1
4	—	—	—
5	CHA +1	Diplomat 1	Science 1
6	—	—	—

MISHAPS TABLE

1D	MISHAP
1	Injured. Roll on the Injury table.
2	You make a terrible mistake in your job causing a halt in production or the loss of a client. Lose CHA –1 and suffer DM-2 to your next Advancement roll.
3	Hard times caused by a poor economic climate puts you out of a job. You must change your career.
4	The company you work for is suspected of illegal activities. You can aid in the investigations and gain DM+2 to the Qualification check for your next career or refuse and gain an Ally.
5	A revolution, attack or other unusual event forces you to leave the planet. Roll CHA 7+ to find a new pack or receive DM-2 to your next Qualification roll.
6	A power struggle in your pack ends badly for you. Lose CHA –1 and gain a Rival.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap table but you are not ejected from this career.
3	A power struggle in your pack forces you to choose sides. Roll CHA 8+ to support the winning side and gain DM+2 to your next Advancement roll. If you fail, suffer DM-2 to your next Survival roll.
4	You enrol for further education. Roll on the Advanced Education skills table whether you qualify or not.
5	Your corporation or organisation grows. Gain DM+1 to one Benefit roll.
6	You receive advanced training. Roll EDU 8+ to increase one skill you already have by one level.
7	Life Event. Roll on the Vargr Life Events table (page 204).
8	You learn a corporate secret or political scandal. If you choose to profit by this, gain DM+2 to your next Advancement roll, DM+1 to one Benefits roll from this career, lose CHA –1, and gain one of Streetwise 1, Deception 1 or a criminal Contact.
9	Your pack leader praises you on your excellent work. Gain DM+2 to your next Advancement roll.
10	Your leader is losing the respect of the pack. Roll CHA 10+ to become the new pack leader and gain an automatic promotion.
11	You support a pack member who becomes the new leader. Gain an Ally and DM+4 to your next Advancement roll.
12	You are well respected by your pack and superiors. Gain CHA+1 or an automatic promotion.

3 CORSAIR

Corsair bands are independent groups of pirates and mercenaries who are not constrained by laws and borders. They prey on merchant shipping throughout Vargr space and beyond, into the Consulate and Imperium, a scourge for traders throughout civilised systems.

Qualification: CHA 7+

ASSIGNMENTS

Choose one of the following.

Raider: You are part of the main attacking force in your band, specialising in boarding and looting ships.
Pilot: You are one of the pilots or navigators in your corsair band.
Reaver: You are part of the ship's crew and function as an engineer, gunner or other supporting role.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Raider	END 7+	CHA 7+
Pilot	END 6+	CHA 6+
Reaver	END 6+	CHA 6+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Ship Share
2	Cr5000	DEX +1
3	Cr10000	Weapon
4	Cr25000	Armour
5	Cr50000	Two Ship Shares
6	Cr75000	CHA +1
7	Cr100000	Corsair

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	
1	STR +1	Vacc Suit	—
2	DEX +1	Athletics (dexterity)	—
3	Gambler	Stealth	—
4	Gun Combat	Recon	—
5	Melee	Melee	—
6	CHA +1	Gun Combat	—
1D	**RAIDER**	**PILOT**	**REAVER**
1	Stealth	Pilot	Engineer
2	Recon	Astrogation	Electronics
3	Melee	Electronics	Gunner
4	Gun Combat	Gunner	Mechanic
5	Athletics	Athletics (dexterity)	Athletics
6	Explosives	Flyer	Leadership

RANKS AND BONUSES

RANK	RAIDER SKILL OR BENEFIT	PILOT SKILL OR BENEFIT	REAVER SKILL OR BENEFIT
1	Melee 1	Electronics (sensors) 1	Engineer 1
2	Gun Combat 1	Astrogation 1	—
3	—	—	—
4	Leadership 1	Pilot 1	Leadership 1
5	—	—	—
6	Tactics 1	—	—
6	Commissioner	SOC +1	—

MISHAPS TABLE

1D	MISHAP
1	Severely injured in action. Roll twice on the Injury table and take the lower result.
2	You are arrested but are able to pay a fine to earn your freedom. Lose one Benefit roll from this career and lose CHA –1.
3	You are betrayed by a member of your band, ending your career as a Corsair. If you have an Ally or Contact in the band, they are now an Enemy, otherwise gain an Enemy.
4	A job goes wrong and the pack looks for new leadership. Roll CHA 8+ to support the winning side. If you fail, you are forced to leave the band and gain a Rival.
5	You make a mistake forcing your pack to flee from the local law enforcement. Lose CHA –1 and you are forced to leave your corsair band.
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	You are arrested and hire a lawyer who gets the charges dropped. You lose one Benefit roll from this career but gain the lawyer as a Contact.
4	You are forced into hiding on a hostile world. Gain Survival 1.
5	You gain a Contact in the criminal underworld.
6	One of your raids is particularly successful. Gain a Benefit roll.
7	Life Event. Roll on the Vargr Life Events table (see page 204).
8	Your time spent in the criminal underworld gives you one of Streetwise 1, Stealth 1, Melee (any) 1 or Gun Combat (any) 1.
9	You become involved in a territorial war with a rival corsair band. Roll Gun Combat (any) or Melee (any) 8+ to help defeat them. Gain CHA +1 if you succeed or roll on the Injury table if you fail.
10	Your leader uses poor judgement and your band suffers heavy losses. Roll CHA 10+ to become the new pack leader and gain an automatic promotion.
11	You support a pack member who becomes the new leader. Gain an Ally and DM+4 to your next Advancement roll.
12	Your raiding skills have become legendary. You gain an automatic promotion and +CHA +1.

4 EMISSARY

The competitive nature of Vargr society requires skilled arbitrators to settle disputes and negotiate deals. Emissaries are most often employed by governments, corporations and merchants.

Qualification: CHA 10+

ASSIGNMENTS

Choose one of the following.

Arbitrator: You work for a government and are highly skilled in settling disputes between packs and factions.
Diplomat: You specialise in creating and maintaining diplomatic relations with other races.
Negotiator: You are trained to negotiate trade deals, working for government or corporate interests.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Arbitrator	CHA 8+	CHA 8+
Diplomat	CHA 7+	CHA 6+
Negotiator	CHA 7+	CHA 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr5000	INT +1
2	Cr5000	EDU +1
3	Cr10000	One Ship Share
4	Cr10000	Contact
5	Cr25000	Two Ship Shares
6	Cr25000	CHA +1
7	Cr50000	Yacht

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	CHA +1	INT +1	Admin
2	EDU +1	Admin	Advocate
3	INT +1	Advocate	Art
4	Electronics (computers)	Electronics (computers)	Language
5	Carouse	Diplomat	Science
6	CHA +1	Carouse	Diplomat
1D	**ARBITRATOR**	**DIPLOMAT**	**NEGOTIATOR**
1	Advocate	Diplomat	Broker
2	Deception	Persuade	Admin
3	Electronics (computers)	Advocate	Advocate
4	Investigate	Carouse	Electronics (computers)
5	Persuade	Electronics (computers)	Persuade
6	Advocate	Diplomat	Broker

RANKS AND BONUSES

RANK	ARBITRATOR SKILL OR BENEFIT	DIPLOMAT SKILL OR BENEFIT	NEGOTIATOR SKILL OR BENEFIT
1	Advocate 1	Carouse 1	Persuade 1
2	Carouse 1	—	—
3	Diplomat 1	Diplomat 1	Broker 1
4	—	—	—
5	—	—	—
6	CHA +1	—	—
6	Commissioner	SOC +1	—

MISHAPS TABLE

1D	MISHAP
1	Injured. Roll on the Injury table.
2	Your failed negotiations earn you a bad reputation. You are forced out of your position and lose CHA –1.
3	You are outclassed by another Emissary. Gain him as a Rival and roll CHA 6+ to avoid losing CHA –1 in the fallout.
4	Failed dealings force your pack to look for new leadership. Roll CHA 8+ to support the winning side. If you fail, suffer DM-2 to your next Survival roll.
5	An assassin attempts to take your life. Roll END or Melee (infighting) 8+. If you fail, roll on the Injury table. If you succeed, you may continue this career.
6	An opposing Emissary attempts to humiliate you. Roll Broker, Diplomat or Persuade 10+ to outmanoeuvre them. If you succeed, you may continue in this career and you gain them as a Rival. If you fail, you are forced out of your position and gain them as an Enemy.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table, but you are not ejected from this career.
3	Negotiations are going badly. You can either cut your losses and lose CHA –1 or roll Broker, Diplomat or Persuade 10+. If you fail, you lose CHA –1, one Benefit roll from this career and suffer DM-2 to your next Advancement roll. If you succeed, gain CHA +1 and DM+2 to your next Advancement roll.
4	You successfully negotiate a difficult situation and are rewarded. You gain DM+1 to one Benefit roll.
5	Through your many dealings and negotiations you have met many influential people. Roll CHA 8+ to gain an Ally. If you fail, you gain a Contact instead.
6	You are given advanced training. Roll EDU 8+ to gain any skill you are eligible for in this career.
7	Life Event. Roll on the Life Events table (see page 204).
8	Your dedication and diligence to your career earns you one of Advocate 1, Broker 1 or Diplomacy 1.
9	During some high stake negotiations, a charismatic pack leader from the opposing side offers you a lucrative deal to switch sides. If you accept, gain one Benefit roll and your previous employer becomes a Rival. If you refuse, your current employer becomes an Ally and you gain DM+2 to your next Survival roll.
10	Your continued success has earned you much respect from your pack. Roll CHA 10+ to become pack leader and gain an automatic promotion.
11	Your successful career has placed you in a favourable position. Gain one Benefit roll or DM+4 to your next Advancement roll.
12	You have done exemplary work for your pack and organisation. Gain an automatic promotion and CHA +1.

5 LAW ENFORCEMENT

Law enforcement agents typically work for government authorities to uphold the law and prevent crime but many find work as security guards working for corporations.

Qualification: CHA 6+

ASSIGNMENTS

Choose one of the following.

Enforcer: You are a police officer.
Investigator: You are a detective or private investigator.
Security: You are part of a private security force.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Enforcer	END 6+	CHA 5+
Investigator	INT 7+	CHA 6+
Security	INT 5+	CHA 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Scientific Equipment
2	Cr2000	INT +1
3	Cr5000	Blade
4	Cr7500	Contact
5	Cr10000	Armour
6	Cr25000	CHA +1
7	Cr50000	Weapon

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	Gun Combat	Streetwise	Advocate
2	DEX +1	Drive	Language
3	END +1	Investigate	Explosives
4	Melee	Flyer	Medic
5	INT +1	Recon	Vacc Suit
6	Athletics	Gun Combat	Electronics
1D	**LAW ENFORCEMENT**	**INTELLIGENCE**	**CORPORATE**
1	Investigate	Investigate	Investigate
2	Recon	Recon	Electronics (computers)
3	Streetwise	Electronics (comms)	Stealth
4	Stealth	Stealth	Carouse
5	Melee	Persuade	Deception
6	Advocate	Deception	Streetwise

RANKS AND BONUSES

RANK	ENFORCER SKILL OR BENEFIT	INVESTIGATOR SKILL OR BENEFIT	SECURITY SKILL OR BENEFIT
1	Melee 1	Investigate 1	Melee 1
2	Streetwise 1	—	—
3	—	Streetwise	Recon 1
4	Advocate 1	—	—
5	—	Stealth 1	—
6	CHA +1	—	—

MISHAPS TABLE

1D	MISHAP
1	Severely injured in action. Roll twice on the Injury table and take the lower result.
2	A charismatic criminal under investigation offers you a deal. Accept and you are forced from this career and lose CHA –1. Refuse and you must roll on the Injury table and gain an Enemy.
3	An investigation goes critically wrong, ending your career. Roll Advocate 8+. If you succeed you may keep the Benefit roll from this term. If you fail you lose CHA –1.
4	A failed investigation forces your pack to find new leadership. Roll CHA 8+ to be on the winning side and remain in this career. If you fail, you leave your pack and career.
5	You uncover important information and people want to kill you for it. Gain one Enemy and suffer DM-2 to your next Survival roll if you remain in this career.
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	An investigation takes a dangerous turn. Roll Investigation or Streetwise 8+. If you fail, roll on the Mishap table. If you succeed, gain CHA +1 or increase one of the following skills by one level: Deception, Jack-of-all-Trades, Stealth, Streetwise, Tactics (military).
4	You establish a network of contacts. Gain a number of Contacts equal to your CHA modifier (minimum of 1).
5	You are rewarded for a successful mission. Gain DM+1 to any Benefit roll from this career.
6	You are given advanced training. Roll EDU 8+ to gain any skill you are eligible for in this career.
7	Life Event. Roll on the Vargr Life Events table (page 204).
8	An investigation uncovers a warehouse full of illegal goods. You may choose to profit from your discovery and roll Deception 8+. If you fail, lose CHA –1 and suffer DM-4 to your next survival roll. If you succeed, gain one Benefit roll.
9	You go undercover to pursue an investigation. Pick another career to use as your cover and roll Deception 8+. If you fail, roll on the Mishap table for that career. If you succeed, roll on any specialist skill table for the chosen career and gain DM+2 to your next Advancement in this career.
10	During a dangerous investigation you save the life of one of your pack members. Gain an Ally.
11	Your successes have earned you much respect from your superiors. Gain DM+4 to your next Advancement roll.
12	You solve a big case or uncover a conspiracy against your employers. You are automatically promoted and gain CHA +1.

6 LONER

Although most Vargr are gregarious by nature, some prefer to be self-reliant or work alone. Such individuals choose a profession to suit their need for solitude. Some Vargr will also follow these careers out of necessity rather than the desire to be alone.

Qualification: Automatic

ASSIGNMENTS

Choose one of the following.

Hunter: You track and hunt animals for your pack.
Prospector: You look for new sources of raw materials on planets and asteroids.
Explorer: You explore and map unknown systems or survey new worlds for colonisation.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Hunter	DEX 5+	DEX 6+
Prospector	END 7+	INT 6+
Explorer	END 6+	INT 8+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Weapon
2	Cr2000	END +1
3	Cr5000	INT +1
4	Cr7500	Ship Share
5	Cr10000	Weapon
6	Cr20000	CHA +1
7	Cr30000	Two Ship Shares

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	
1	DEX +1	Gun Combat	—
2	END +1	Melee	—
3	INT +1	Drive	—
4	Melee	Pilot	—
5	Jack-of-all-Trades	Electronics	—
6	CHA +1	Survival	—
1D	**HUNTER**	**PROSPECTOR**	**EXPLORER**
1	Athletics	Astrogation	Navigation
2	Gun Combat	Electronics	Science
3	Melee	Pilot	Electronics
4	Recon	Vacc Suit	Recon
5	Stealth	Mechanic	Survival
6	Advocate	Deception	Streetwise

RANKS AND BONUSES

RANK	HUNTER SKILL OR BENEFIT	PROSPECTOR SKILL OR BENEFIT	EXPLORER SKILL OR BENEFIT
1	Stealth 1	—	Pilot 1
2	—	—	—
3	Survival 1	Pilot 1	Survival 1
4	—	—	—
5	—	—	—
6	—	—	—

MISHAPS TABLE

1D	MISHAP
1	Injured. Roll on the Injury table.
2	You fail to provide for your pack or find suitable territory. Lose CHA –1.
3	Another Loner is operating in the area and you struggle to be successful. Gain him as an Enemy.
4	You crash on an uninhabited world or are stranded in a hostile region. Gain one of Animals 1, Recon 1 or Survival 1. You may remain in this career but you lose all Benefit rolls for this term.
5	You are ambushed by a corsair band and lose all Benefit rolls for this term. Roll END 6+. If you fail, roll on the Injury table.
6	There is a gap in your memory and you have no idea what happened to you.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	A patron offers you a job. If you accept the offer you gain DM+4 to your next Qualification roll and gain him as a Contact.
4	Your independence has forced you to rely on your own specialist skills. Roll EDU 6+ to gain one skill from your specialist skill table.
5	Your self-reliance allows you to adapt to all situations. Gain the Jack-of-all-Trades skill.
6	You are boarded or attacked by a corsair band but you have nothing of value. Roll CHA 6+. If you succeed, the Corsairs will offer you a position in their band and you automatically qualify for that career. If you fail the roll or refuse their offer, roll on the Injury table.
7	Life Event. Roll on the Vargr Life Events table (page 204).
8	You find some salvage or abandoned goods on your travels. Gain one Benefit roll.
9	You have a successful expedition. Gain DM+1 to one Benefit roll for this career.
10	You thrive on adversity and learn the wisdom of the old saying ‘What doesn’t kill you will only make you stronger’. Roll Survival 8+. If you succeed, gain +1 to STR, DEX or END. If you fail, roll on the Injury table.
11	You excel at your career. Gain DM+2 to your next Survival roll and DM+2 to your next Advancement roll.
12	You hit the mother lode. You are automatically promoted and gain CHA +1.

7 MARINES

Marines are members of fighting forces carried onboard starships. Marines deal with piracy and boarding actions in space, defend the starports and bases belonging to the navy, and supplement ground forces.

Qualification: CHA 7+

ASSIGNMENTS

Choose one of the following.

Marine: You specialise in boarding actions and capturing enemy vessels.
Special Ops: You have been trained for specialist and covert missions.
Support: You are an engineer, battlefield medic or other supporting role.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Marine	END 6+	CHA 7+
Special Ops	DEX 7+	CHA 8+
Support	END 5+	CHA 6+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr2000	Blade
2	Cr5000	DEX +1
3	Cr5000	END +1
4	Cr10000	Ally
5	Cr10000	Armour
6	Cr25000	CHA +1
7	Cr50000	Weapon

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	STR +1	Vacc Suit	Survival
2	DEX +1	Athletics	Drive
3	END +1	Recon	Pilot
4	Melee	Gun Combat	Medic
5	Leadership	Melee	Tactics
6	CHA +1	Tactics	Leadership
1D	**MARINE**	**SPECIAL OPS**	**SUPPORT**
1	Athletics	Vacc Suit	Medic
2	Vacc Suit	Recon	Engineer
3	Recon	Stealth	Mechanic
4	Gun Combat	Explosives	Electronics
5	Melee	Melee	Admin
6	Heavy Weapons	Gun Combat	Drive or Flyer

RANKS AND BONUSES

RANK	MARINE SKILL OR BENEFIT	SPECIAL OPS SKILL OR BENEFIT	SUPPORT SKILL OR BENEFIT
1	Melee 1	Stealth 1	Mechanic 1or Medic 1
2	—	—	—
3	Gun Combat 1	Melee 1 or Gun Combat 1	Engineer 1
4	Leadership 1	Recon 1	Science 1
5	—	Pilot 1	—
6	CHA +1	—	Leadership 1

MISHAPS TABLE

1D	MISHAP
1	Severely injured in action. Roll twice on the Injury table and take the lower result.
2	You are captured and tortured by an opposing force. Lose CHA –1 and roll END 8+. If you fail, roll on the Injury table.
3	Your pack fails to defeat an enemy or corsair band. Lose CHA –1 and gain the opponent as an Enemy.
4	A mission goes wrong and you are stranded behind enemy lines. Increase Stealth or Survival by one level but due to the failure you lose CHA –1 and are dismissed from service.
5	You oppose your pack leader but fail to win over the rest of the pack. Roll CHA 8+. If you fail, you are ejected from this career. If successful, you stay on this career, gain a Rival and suffer DM-2 to your next Advancement roll.
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	You are captured and tortured by an enemy. You eventually escape and gain END +1 from the ordeal.
4	Your time aboard spacecraft has made you proficient in the space environment. Gain one level in Vacc Suit or Athletics (dexterity).
5	You have become an experienced fighter. Gain one level in Gun Combat, Melee or Recon.
6	You are given advanced training. Roll EDU 8+ to gain any skill you are eligible for in this career.
7	Life Event. Roll on the Vargr Life Events table (see page 204).
8	You save the life of a pack member. Gain an Ally.
9	You are assigned to a black ops mission. Gain Tactics 1 and DM+2 to your next Advancement roll.
10	Your leader is killed and you attempt to take command of the unit. Roll CHA 8+. If you succeed, you become the pack leader and gain DM+2 to your next Advancement role.
11	Your skill and performance in battle earns much respect from your leader. Gain DM+4 to your next Advancement roll.
12	You perform a heroic deed in battle. You are automatically promoted and gain CHA +1.

8 MERCHANT

Vargr merchants are the leaders of their own commercial enterprises or employees of larger corporations. The most common merchant professions are junk dealers, scroungers and contingency experts.

Qualification: CHA 6+

ASSIGNMENTS

Choose one of the following.

Junk Dealer: You are a second-hand equipment merchant who buys unwanted equipment from failed businesses or acquires it through salvage.
Scrounger: You are a broker or contingency expert able to find the best goods at the cheapest prices.
Free Trader: You are an independent trader.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Junk Dealer	EDU 5+	CHA 6+
Scrounger	INT 6+	CHA 7+
Free Trader	INT 5+	CHA 5+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Scientific Equipment
2	Cr2000	Contact
3	Cr5000	INT +1
4	Cr10000	Ship Shares
5	Cr20000	Two Contacts
6	Cr30000	CHA +1
7	Cr50000	Trader

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	INT +1	Admin	Advocate
2	EDU +1	Streetwise	Admin
3	Melee	Electronics (computers)	Astrogation
4	Streetwise	Investigate	Electronics
5	Contact	Broker	Language
6	CHA +1	Persuade	Science
1D	**JUNK DEALER**	**SCROUNGER**	**FREE TRADER**
1	Persuade	Broker	Persuade
2	Admin	Admin	Broker
3	Broker	Streetwise	Vacc Suit
4	Electronics	Deception	Gunner
5	Investigate	Persuade	Electronics
6	Mechanic	Mechanic	Pilot (spacecraft)

RANKS AND BONUSES

RANK	MARINE SKILL OR BENEFIT	SPECIAL OPS SKILL OR BENEFIT	SUPPORT SKILL OR BENEFIT
1	Persuade 1	Electronics (computers) 1	Persuade 1
2	—	—	—
3	Broker 1	Broker 1	Pilot 1
4	—	—	—
5	—	—	—
6	—	—	—

MISHAPS TABLE

1D	MISHAP
1	Injured. Roll on the Injury table.
2	A war or local hostilities block trade routes, putting you out of business. Roll END 8+. If you fail, roll on the Injury table.
3	You, or a member of your business pack, were involved in illegal activities. Your business is closed and you lose CHA –1.
4	A rival company puts you out of business. You keep your Benefit roll for this term but gain the merchant as a Rival.
5	One of your employees attempts to take leadership of the pack. Roll CHA 8+. If you fail, you lose your business and gain an Enemy. If you succeed, you may continue in this career and gain a Rival.
6	The economic climate hits you hard forcing you into bankruptcy. Your business fails and you lose all Benefit rolls for this term.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	You are approached by someone to buy or smuggle illegal goods for them. If you accept, roll Deception 8+ to gain a Benefit roll with DM+1. If you fail, you are arrested and lose CHA –1. If you refuse the deal, you gain an Enemy.
4	You find a bargain. Gain DM+1 to any Benefit roll for this career.
5	You enrol on a training course to further your knowledge. Roll EDU 8+ to gain any skill.
6	Your business is suspected of illegal activities but your own efforts prove your innocence. Gain one of Advocate, Admin, Diplomacy, Investigate or Persuade.
7	Life Event. Roll on the Vargr Life Events table (page 204)
8	You negotiate a lucrative business deal. Gain one Benefit roll.
9	You do a lot of business with one company, preventing them from going out of business. Gain an Ally.
10	You establish a network of business contacts. Gain a number of Contacts equal to your CHA modifier (minimum of 1).
11	You do business with an influential corporation or organisation. Gain CHA +1 and DM+2 to your next Advancement roll.
12	Your business thrives. You are automatically promoted and Gain CHA +1.

9 NAVY

This career includes all members of an interstellar navy that patrols space between the stars. The navy is responsible for protecting society from foreign powers and the lawless elements within their own territories.

Qualification: CHA 8+

ASSIGNMENTS

Choose one of the following.

Pilot: You serve as a pilot of a shuttle, fighter or other vessel.
Crew: You serve as one of the crew specialising in communications, gunnery, navigation or sensors.
Engineer: You serve as an engineer, mechanic or technician.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Pilot	DEX 7+	CHA 7+
Crew	INT 5+	CHA 6+
Engineer	INT 6+	CHA 5+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Blade
2	Cr2000	Armour
3	Cr5000	Air/Raft or one Ship Share
4	Cr7500	Ally
5	Cr10000	Weapon
6	Cr25000	CHA +1
7	Cr50000	Ship's Boat or two Ship Shares

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	STR +1	Gun Combat	Admin
2	DEX +1	Gunner	Astrogation
3	END +1	Mechanic	Advocate
4	INT +1	Pilot	Medic
5	Melee	Vacc Suit	Science
6	CHA +1	Athletics (dexterity)	Electronics
1D	**PILOT**	**CREW**	**ENGINEER**
1	Pilot (small craft)	Mechanic	Engineer
2	Astrogation	Flyer	Electronics
3	Flyer	Electronics	Mechanic
4	Gunner	Gunner	Science
5	Electronics	Vacc Suit	Athletics (dexterity)
6	Pilot	Athletics	Engineer

RANKS AND BONUSES

RANK	PILOT/CREW SKILL OR BENEFIT	ENGINEER SKILL OR BENEFIT
1	Vacc Suit 1	Vacc Suit 1
2	—	—
3	Pilot 1	Engineer 1
4	Leadership 1	Mechanic 1
5	—	—
6	CHA +1	Leadership 1

MISHAPS TABLE

1D	MISHAP
1	Severely injured in action. Roll twice on the Injury table and take the lower result.
2	You compete with another pack member for power and respect. Gain a Rival.
3	Your pack fails to defeat an enemy or corsair band. Lose CHA –1 and gain the opponent as an Enemy.
4	You make a critical mistake in battle causing your ship to be disabled. You lose CHA –1 and are dismissed from service.
5	There is a power struggle in your pack and you support the losing side. Roll CHA 8+. If you fail, you suffer DM-2 to your next Advancement roll.
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	You are given a special assignment onboard ship. Gain DM+1 to any Benefit roll for this career.
4	You help out a member of the crew. Gain a Contact.
5	Your time aboard spacecraft has made you proficient in the space environment. Gain one level in Vacc Suit or Athletics (dexterity).
6	You are given advanced training. Roll EDU 8+ to gain one level in any skill you are eligible for in this career.
7	Life Event. Roll on the Vargr Life Events table (see page 204).
8	You have become an experienced space hand. Gain one level in Astrogation, Electronics or Pilot.
9	You have learned to adapt to a variety of situations during your time in space. Gain Jack-of-all-Trades 1.
10	Your leader is killed and you attempt to take command of the unit. Roll CHA 8+. If you succeed, you become the pack leader and gain DM+2 to your next Advancement role.
11	Your exemplary performance earns respect from your leader. Gain DM+4 to your next Advancement roll.
12	Your quick thinking and actions save your ship from destruction. You are automatically promoted and gain CHA +1.

10 PSION

The nature of Vargr society means there are few psionic institutes. Most organisations exist on worlds bordering Zhodani space and psions from other regions are usually trained by a mentor or have developed their abilities by themselves

Qualification: PSI 6+

ASSIGNMENTS

Choose one of the following.

Wild Talent: You developed your powers without formal training.
Mentored: You are trained by a mentor.
Institute: You are trained in a psionic institute.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Wild Talent	EDU 6+	CHA 8+
Mentored	CHA 6+	PSI 6+
Institute	END 6+	INT 8+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr1000	Weapon
2	Cr2000	Contact
3	Cr5000	END+1
4	Cr5000	INT +1
5	Cr10000	Ally
6	Cr10000	CHA +1
7	Cr15000	PSI +1

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	Melee	Any Talent	Admin
2	STR +1	Telepathy	Electronics
3	DEX +1	Clairvoyance	Language
4	END +1	Telekinesis	Science
5	PSI +1	Awareness	Art
6	CHA +1	Teleportation	Medic
1D	**WILD TALENT**	**MENTORED**	**INSTITUTE**
1	Telepathy	Telepathy	Telepathy
2	Telekinesis	Clairvoyance	Awareness
3	Deception	Admin	Any Talent
4	Stealth	Persuade	Electronics (computers)
5	Streetwise	Science (psionicology)	Investigate
6	Survival	Streetwise	Science (psionicology)

RANKS AND BONUSES

RANK	WILD TALENT SKILL OR BENEFIT	MENTORED SKILL OR BENEFIT	INSTITUTE SKILL OR BENEFIT
1	Survival 1	Streetwise 1	Science (psionicology) 1
2	Streetwise 1	—	—
3	—	Telepathy 1 or Clairvoyance 1	Any Talent 1
4	Deception 1	—	—
5	—	—	—
6	—	Any Talent 1	Any Talent 1

MISHAPS TABLE

1D	MISHAP
1	Injured. Roll on the Injury table.
2	You make telepathic contact with an unknown entity. You go missing for 1D days and have no memory of the event. If the roll for number of days was 5 or 6 you also lose PSI –1.
3	Your pack discovers you are a psion and do not look favourably on your kind. You are humiliated and outcast from the pack and the community. You lose CHA –1 and your next Survival roll suffers DM-2 penalty.
4	You visit a world where psionics are outlawed. You are arrested and your time in prison forces you to leave this career.
5	You join a pack of other psions and lose the power struggle for leadership. Gain a Rival.
6	You are experimented on by a corporation, government or psionic institute. Roll 1D. On a 1-2 you suffer an injury; roll on the Injury table. On a 3–4 you lose PSI –1. On a 5–6 there are no complications but you are forced to leave this career.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	You make telepathic contact with an unknown entity. You go missing for 1D days and have no memory of the event. If the roll for number of days was 5–6 you also lose PSI –1.
4	You come into contact with an alien device. Roll 1D. On a 1–2 you are injured; roll on the Injury table. On a 3–4 you gain one level in a Talent you already know. On a 5–6 you gain PSI +1.
5	You excel as a psion; gain DM+1 to one Benefit roll from this career.
6	You receive advanced training. Roll EDU 8+ to gain one level in any non-psionic related skill.
7	Life Event. Roll on the Vargr Life Events table (see page 204).
8	You receive additional psionic training. Roll PSI 10+ to gain a new psionic talent. If you fail, gain one level in Science (psionicology).
9	Your quick thinking and use of psionic abilities save the life of a pack member. Gain CHA +1 and an Ally.
10	You dedicate your spare time to psionic training. Gain PSI +1.
11	You befriend a mentor. Gain a Contact and DM+4 to your next Advancement roll.
12	You have a natural aptitude for psionics. You are automatically promoted.

11 SCIENTIST

These individuals are trained in scientific methods to investigate situations, research phenomena and develop new technologies and materials.

Qualification: INT 8+

ASSIGNMENTS

Choose one of the following.

Doctor: You are a physician or surgeon.
Researcher: You are a researcher for a corporate or government organisation.
Technician: You are a technician or assistant in a team of scientists or engineers.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Doctor	EDU 6+	INT 8+
Researcher	EDU 7+	INT 7+
Technician	EDU 5+	INT 6+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	Cr5000	Scientific Equipment
2	Cr10000	Contact
3	Cr20000	INT +1
4	Cr30000	EDU +1
5	Cr50000	Ship Share
6	Cr75000	CHA +1
7	Cr100000	Lab Ship

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	Science	Electronics	Admin
2	DEX +1	Investigate	Engineer
3	END +1	Science	Investigate
4	INT +1	Diplomat	Language
5	EDU +1	Medic	Art
6	CHA +1	Admin	Science
1D	**DOCTOR**	**RESEARCHER**	**TECHNICIAN**
1	Medic	Investigate	Science
2	Electronics	Admin	Admin
3	Investigate	Science	Mechanic
4	Persuade	Science	Engineer
5	Science	Investigate	Electronics
6	Medic	Electronics	Drive or Flyer

RANKS AND BONUSES

RANK	DOCTOR SKILL OR BENEFIT	RESEARCHER SKILL OR BENEFIT	TECHNICIAN SKILL OR BENEFIT
1	Medic 1	Investigate 1	Engineer
2	—	—	—
3	Science 1	Science 1	Electronics 1
4	—	—	—
5	Electronics 1	Electronics 1	Science 1
6	—	—	—

MISHAPS TABLE

1D	MISHAP
1	Injured. Roll on the Injury table.
2	A lab accident exposes you to a dangerous substance. Lose END –1.
3	An experiment goes critically wrong and causes the death of several pack members. You are forced to leave this career and lose CHA –1.
4	You are assigned to an off-world laboratory but your ship crashes en route. Gain Survival 1 and roll END 8+. If you fail, roll on the Injury table.
5	Your employers cancel your research. You may continue this career but you gain no Benefit rolls this term. Alternatively, you can roll CHA 8+. If successful, you continue your work with another pack and can stay in this career but gain an Enemy of your previous employer. If you fail, you are forced to leave this career.
6	A rival scientist discredits you or steals your research. Gain a Rival, lose CHA –1 and suffer DM-2 to your next Survival roll.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	You are assigned to a military project. Gain a contact and one of Gun Combat, Engineer, Heavy Weapons or Science.
4	You are singled out and assigned to work on a secret project and forbidden to discuss this with anyone, even members of your pack. Gain Deception 1.
5	You are assigned to an orbiting laboratory or lab ship. Gain one level in Vacc Suit or Athletics (dexterity).
6	You are given advanced training. Roll EDU 8+ to gain one level in any skill you are eligible for in this career.
7	Life Event. Roll on the Vargr Life Events table (see page 204).
8	You work with several institutes and research facilities. Gain a number of Contacts equal to your CHA modifier (minimum of 1).
9	You become friends with a brilliant but eccentric mentor. Gain an Ally and one level in any Science skill.
10	You make a minor scientific discovery. Gain CHA +1 and DM+1 to a Benefit roll from this career.
11	You work for a prestigious organisation. Gain DM+1 to a Benefit roll from this career and DM+4 to your next Advancement roll.
12	You make a scientific breakthrough. You are automatically promoted and gain CHA +1.

VARGR LIFE EVENTS

The life events of a Vargr Traveller are similar to those of a human, with the addition of pack events. The pack is an important part of a Vargr's life and events that affect the pack will often impact on the character.

Life Events

2D	Event
2	**Sickness or Injury:** You are injured or sick. Roll on the Injury table.
3	**Birth or Death:** Someone close to you dies, such as a friend or pack member. Alternatively, someone close to you gives birth (or is born!). You are involved in some fashion (father or mother, pack member or similar).
4	**Ending of Relationship:** A romantic relationship involving you ends. Roll 1D. On a 1–2 your mate is killed. On a 3–4 your mate leaves you. On a 5–6 you leave your mate.
5	**New Relationship:** You become romantically involved with an existing Ally, Contact, another Traveller or pack member.
6	**Pack Event:** Roll on the Pack Event table. Travellers not currently in a pack roll CHA 7+ to join a pack or gain a new Rival instead.
7	**New Contact:** You gain a new Contact.
8	**Pack Event:** Roll on the Pack Event table. Travellers not currently in a pack roll CHA 7+ to join a pack or gain a new Ally instead.
9	**Travel:** You move to another world. You gain DM+2 to your next Qualification roll.
10	**Good Fortune:** Something good happens to you; you come into money unexpectedly, have a lifelong dream come true or another stroke of good fortune. Gain a Benefit roll in your current career or gain CHA +1.
11	**Crime:** You commit a crime or are accused of a crime. Lose CHA –1.
12	**Unusual Event:** Something weird. Roll 1D: 1. **Psionics:** You have an encounter with a psionic phenomenon, such as a human psionic institute, Zhodani agent or alien entity. You may immediately test your Psionic Strength and, if you qualify, take the Psion career in your next term. 2. **Aliens**: You spent a long time amongst an alien race. Gain Language or Science 1 and a Contact from that race. 3. **Alien artefact:** You come into possession of a curious piece of alien technology or an archaeological relic. 4. **Amnesia:** There is a hole in your mind. 5. **Contact with government:** Your pack became well known and had dealings with a government leader. Gain CHA +1. 6. **Ancient technology:** You have an item believed to be left behind by the Ancients when they first brought the Vargr to Lair.



Pack Events

These events affect the Traveller's pack and their position.

1D	Event
1	**Failure:** Your failure causes a serious problem for your pack such as the loss of a well-paid job or the death of a pack member. Lose CHA –1. If you are the leader, your pack will look to new leadership until you can redeem yourself.
2	**Leave Pack:** A change of situation, disagreement or lack of leadership forces you to leave your pack and your job. Roll CHA 6+ to find another job in your current field or you are ejected from your career.
3	**Join Pack:** You join a new pack. This can be a change of job or employer within your career or you become involved with another group such as a religion or recreational group.
4	**Power Struggle:** The leader of your pack does not live up to the reputation their charisma suggested and you look to other members to replace them. Roll 1D. On a roll of 1–3 the current leader keeps their position; gain a Rival. On a roll of 4–6 a new leader takes charge of the pack; gain an Ally.
5	**Success:** You are successful at a particularly difficult task and exceed all expectations. Gain CHA +1.
6	**Leadership Challenge:** The leader of your pack fails in their role and the pack looks for a new leader. Roll Leadership or CHA 10+ to become the pack's new leader. If you fail, another member is chosen and you gain a Rival.

MUSTERING OUT

Benefits are granted at the end of career service, as detailed on page 45 of the *Traveller Core Rulebook*. Vargr have access to two new mustering out benefits.

Corsair: You receive a Ruguelka corsair with 25% of the mortgage paid off on it. This corsair is identical to the one on page 236 but you must roll 1D times on the Outdated Ships Table on page 164 of the *Traveller Core Rulebook*. If you roll this benefit again, an additional 25% of the mortgage has been paid off – if you roll this benefit four times, the corsair will have no mortgage and it will be all yours!

Trader: You receive a Koerae trader with 25% of the mortgage paid off on it. This trader is identical to the one on page 228 but you must roll 1D times on the Outdated Ships Table on page 164 of the *Traveller Core Rulebook*. If you roll this benefit again, an additional 25% of the mortgage has been paid off – if you roll this benefit four times, the trader will have no mortgage and it will be all yours!



Gaining and Losing Charisma

A Vargr's CHA can change many times during the course of an adventure, as long as they are responsible for the success or failure of any given task; if a Traveller is using their initiative and making choices, the outcome of those decisions can raise or lower their CHA.

For example, a pilot who misjumps due to a damaged jump drive would not be responsible for the failure, whereas a pilot who destroys a superior vessel due to clever thinking and good piloting would be responsible for the success and therefore have a chance to increase their CHA.

Charisma Gain: Providing the Traveller is responsible for a noteworthy success where they have shown initiative or completed a task against difficult odds, can make a Difficult (10+) CHA check. If successful, they gain CHA +1.

Charisma Loss: If the Traveller is responsible for a significant failure, they make a Difficult (10+) CHA check. If they fail, they lose CHA –1.

When making these checks, it is important that the Traveller has earned the gain or deserved the loss either through their actions or decisions. Referees may also alter the task difficulty of these checks as appropriate to the significance of the outcome. For example, a Traveller who saves the pack by spotting an ambush and taking out the enemy might have an Average CHA check. A Traveller who causes their ship to collide with a mountain through complete inattention might face a Formidable CHA check.

Travellers making CHA checks of this kind can opt to use Leadership instead if the Referee deems it appropriate to the situation.

The pack mentality of the Vargr means they require leadership in order to function effectively, so anytime a pack leader loses CHA or if the leader is injured or killed, the pack will look for new leadership. The new leader will usually be the most charismatic member of the pack but individuals might join the struggle for power. If the new leadership is contested, everyone vying for the position makes an opposed CHA or Leadership check and the Traveller with the highest check wins the battle for leadership and instantly gains CHA +1.

A pack leader who is stripped of their position loses CHA –1. This reduction is in addition to the CHA loss caused by the failure itself.

CHA and SOC

When travelling to other worlds, it will be likely that Travellers with SOC will need to make CHA checks and vice versa.

Whenever this is required, simply increase the difficulty of the check by one level and use the characteristic possessed by the Traveller. So, a Traveller with the SOC characteristics called upon to make an Average (8+) CHA check, will actually make a Difficult (10+) SOC check.

X

VARGR

Vargr equipment is, for the most part, similar in form and function to human items. The main differences are found in clothing and armour where the physiological differences of the Vargr influence the design. Although clothing and armour from other races can be modified to fit Vargr, they prefer specifically made items that are naturally more comfortable.

A large amount of Vargr equipment is second hand. There is no status attached to buying new or second hand; the abundance of second hand goods from failed companies is simply part of Vargr life that creates a buyer's market. Junk dealers usually trade out of a warehouse, bulk selling to corporations, but most have an open door policy allowing anyone to browse their stock and purchase goods as required. For those looking to bulk buy second hand merchandise, finding an experienced scrounger can save the buyer a lot of money.

There is less of a second hand market for personal and domestic items such as clothes and house wares since these items are less likely to become redundant when companies fail. However, this market is still big by human standards and second hand shops that cater to the domestic market are a common sight in any Vargr settlement, ranging from small independent retailers to large megastores.

PURCHASING EQUIPMENT

Due to the rapid rise and fall of Vargr businesses, the local economy of each government and world fluctuates wildly. When purchasing equipment and services, Referees should alter the costs by up to ±15% by adding 2D-7 x 3 percent to the list price.

Travellers wishing to purchase second hand items can go direct to a junk dealer or hire the services of a scrounger. Buying direct from a second hand store or junk dealer will reduce the list cost by up to 40%, which is determined by subtracting 5D+10 percent from the modified list price; it is indeed entirely possible that brand new goods on one Vargr world are cheaper than buying the same items second hand on a different world.

A scrounger will typically find required items with a further 2D percent price reduction but will take a commission of 1D percent of the total cost of goods purchased.



ARMOUR

Personal armour is common in the Vargr Extents and not only worn by corsairs or members of the military. The high risk of attack by pirates means many traders and Travellers also don protection when passing through dangerous regions and undefended space routes.

Vargr tend to use separate pieces of armour bought, stolen or scavenged to suit their needs and comfort. Many Vargr, especially corsairs, have a mismatch of armour in a variety of materials, colours and styles. Even when Vargr armour is purchased as a complete set, it is likely to comprise many individual and disparate pieces providing protection to different parts of the body. Second-hand armour is likely to be completely mismatched as a result of junk dealers piecing together various components to make a set or the original owner simply acquiring different pieces over time.

Vargr individuals wearing helmets are less able to exert influence and charisma due to a significant amount of expressions and body language being concealed under the armour. For this reason, helmets are less common than for other races, although they are required as part of sealed suits.

Armour is as much an expression of a Vargr's personality and achievements as it is for protection and is usually customised by each individual with ornamentation and personalised symbols. This is especially true of corsairs and military personnel.

Armour Components

A number of standard components are used by Vargr as building blocks for personalised armour or warrior sets as they are collectively known.

BASE GARMENT	PROTECTION	TL	RAD	KG	COST	REQUIRED SKILL
Standard Jacket	+0	6	—	0	Cr25	None
Standard Coverall	+0	6	—	0	Cr50	None
Light Armoured Jacket	+2	7	—	2	Cr100	None
Light Armoured Coverall	+2	7	—	3	Cr150	None
Armoured Jacket	+4	9	—	4	Cr200	None
Armoured Coverall	+4	9	—	6	Cr250	None
Heavy Jacket	+6	9	—	6	Cr300	None
Heavy Coverall	+6	9	—	9	Cr350	None
Make Fireproof	+4 against fire, lasers and energy only	7	—	—	+Cr100	None
Add Reflec	+10 against lasers only	10	—	—	+Cr1500	None

BASE GARMENTS

It is not necessary to attach armour to a base garment but many Vargr do so in order to have a basic level of protection over the whole body or make it easy to get in and out of the whole suit. Base garments are made of flexible materials.

The standard base garment is a coverall, usually decorated in patterns of the user's choice. Camouflage is rare; garish designs that scream 'here I am!' are the norm. These attract as much fire as attention but are part of the Vargr way of life. Jacket-style base garments are also available, although they usually come with shoulder and arm pieces.

TORSO ARMOUR

Torso armour is generally rigid or semi-rigid. Those who put together their own armour sets often make use of standard pieces such as mesh, cloth or flak jackets, obtained as per the *Central Supply Catalogue* or *Traveller Core Rulebook*. A number of more characteristically Vargr items are also available.

Shoulder Guards (Kforzonga): Traditional shoulder guards provide minimal protection, restricted to the bones and arteries running along the top of the torso. They protect well against downward blows and might stop a bullet. Some take the form of epaulettes, others are shaped shoulder plates that extend over the very top of the arm. Standard shoulder guards are of semi-rigid ballistic materials while heavy guards are made of metal/ceramic composites.

Chest Guard (Dhinourraksa): The traditional chest guard is favoured by those who need to move fast or engage in complex tasks – it is popular with pilots and vehicle crewmembers. It takes the form of an upper-torso and shoulder guard, sometimes with a loose fringe covering part of the abdomen.

Breastplate (Dhinou): A breastplate covers the whole frontal torso with lightweight metal/ceramic armour but offers no protection from the rear. There is a subtext to someone wearing a Dhinou in combat; they trust those behind them and are not inclined to turn their unprotected backs to the enemy.

Vest (Dhoukha): The standard Vargr full-torso protection consists of a back-and-breastplate unit. Each face is usually a single unit shaped to deflect bullets and blows. A heavy version, with thicker armour over the vital organs and enhanced shoulder protection, as well as a short 'skirt' of linked plates to protect the upper legs, is available for those wanting additional protection.

Cloaks: Some torso protection (typically shoulder guards but sometimes other items) incorporate a cloak that is usually a waist-length decorative item. However, a floor-length detachable cloak of fireproof material can be added instead. This will absorb 20 points of fire or energy damage if the wearer wraps it around themselves. After 20 points are taken the cloak disintegrates and must be replaced.

TORSO ARMOUR	PROTECTION	TL	RAD	KG	COST	REQUIRED SKILL
Shoulder Guards	+2	6	—	2	Cr50	None
Heavy Shoulder Guards	+3	8	—	3	Cr125	None
Breastplate	+4	8	—	4	Cr250	None
Vest	+6	7	—	6	Cr500	None
Heavy Vest	+8	9	—	8	Cr750	None
Fireproof Cape	+20 (ablative) against fire and energy only	8	—	1	Cr250	None

LIMB ARMOUR

Limb armour is usually light, to facilitate fast and agile movement in combat. There are exceptions, however, notably among Vargr who favour a head-on close combat approach or those worried about floor-level threats. The ability to crash right through a set of spiked foot traps or even anti-personnel mines is useful when leading a charge on foot – despite Vargr not feeling comfortable with rigid footwear, they will tolerate it in combat if it keeps their feet on the end of their legs.

Bracers (Negdhazuk): The commonest form of arm protection is a set of lightweight polymer vambraces covering the lower arm, with an elbow cup and a flexible but lightly armoured gauntlet. A heavier version is available, offering greater protection at the cost of additional weight. This variant is equivalent to the arm guards found in riot armour.

Arm Guards (Dzuesgogne): A heavier full-arm guard is available, consisting of metal/ceramic upper and lower arm protectors linked by lighter flexible sections, with an elbow cup and heavy gauntlets. Links to attach to shoulder guards or a breastplate are normally included when bought new. Arm guards are a bit clumsy and impose DM-1 to all DEX-based checks when not fighting or shooting.

Arm Shield: An arm shield, sometimes called an assault shield, is a lightweight oval of polymer designed to crumble and ablate rather than pass impact to the user. An arm shield clips to an attachment on bracers or arm guards and provides additional protection from incoming fire for a short time. It provides Protection +6, reduced by one for each damage dice rolled against the user that comes up a 5 or 6. Eventually the shield will be shot away or its remains can be discarded by the user. The shield is big enough to cover the whole of the wearer's front but makes it impossible to carry out tasks requiring both hands.

Fighting Boots (Ogzkua): Fighting boots are the standard light leg protection used by many Vargr. They cover the foot and ankle, with rigid sections of hard polymer over softer material.

LIMB ARMOUR	PROTECTION	TL	RAD	KG	COST	REQUIRED SKILL
Bracers	+1	7	—	1.5	Cr50	None
Heavy Bracers	+2	8	—	2.5	Cr100	None
Arm Guards	+3	8	—	4	Cr200	None
Arm Shield	+6 (special)	9	—	3	Cr100	None
Fighting Boot	+1	6	—	1.5	Cr100	None
Charging Boot	+2	7	—	2	Cr150	None
Stomping Boot	+3	8	—	4	Cr250	None

Charging Boot (Dzouegon): Charging boots are designed to protect the whole lower leg and have additional protection for the foot and ankle. Although heavier, they are not significantly more encumbering than fighting boots.

Stomping Boot (Gvoderrsku): Stomping boots are designed for heavy assault work through obstacles or anti-personnel minefields. A very heavy armoured boot covers the lower leg, with a flexible section above the knee augmented by light plates on the front of the thigh. Stomping boots reduce movement speed by one metre and impose DM-1 on checks requiring delicate placement of the feet.

ARMOUR SETS

Although the exact design and composition of Vargr armour tends to vary considerably, it is possible to buy a complete set of armour that fits a general specification. Parts may or may not match one another, depending on their origin, and prices can also vary depending upon the quality of the equipment, its age and who it belonged to in the past. A beat-up piece of armour can sometimes have quite a history to it and be worn with pride by its owner.

Fighter Set (Kforzhazuk): The lightest fighter set is favoured by warriors who need to move fast but want some protection. It consists of a set of shoulder guards and light bracers, used by those who expect hand-to-hand combat.

Fighter Set (Kforzgong): A variant on the fighter set, this kit consists of a set of charging boots and light bracers, is favoured by scouts or those expecting to encounter ground-level hazards.

Leader-Fighter Set (Vhezkforz): Consisting of a set of shoulder guards fitted to a light ballistic cloth jacket, with an additional fireproof cloak for gravitas and protection, the fighter-leader set is favoured by many Vargr officers. Bracers or boots may be easily added.

Warrior Set (Zuurku-Azuk): The lightest of the warrior sets, this loadout consists of an armoured vest and bracers. It is used, for the most part, by pilots and vehicle crew.

Warrior Set (Zurrku-Ekdho): Consisting of a heavy vest and bracers, this warrior set is favoured by those who move in and out of vehicles on a frequent basis and by urban combat specialists.

Warrior Set (Zurrku-Oengga): Adding a set of fighting boots and an arm shield to the Zurrku-Ekdho, this set is favoured by lightly equipped assault troops or whose who prefer highly mobile hand-to hand combat.

Warrior-Leader Set (Vhezk-Zurrku): A heavy vest and bracers attached to a suitably ostentatious lightly armoured jacket, this loadout is favoured by those who hope to lead others in the thickest of the fight

Assault Set (Kungedz-Udhvarr): Although intended for the assault role, the Kungedz-Udhvarr is very light and has no chest protection. It consists of separate pieces: shoulder guards, charging boots, a light bracer on the primary hand and a heavy arm guard on the secondary, with an attached arm shield.

Assault Set (Kungedz-Dhagu): A breastplate attached to a heavy ballistic cloth coverall, with bracers and charging boots, this is a standard loadout for combat troops expecting to fight in a linear environment, such as a starship or spaceport.

Heavy Assault Set (Kungedz-Verz): A heavy armoured vest, stomping boots and arm guards all permanently attached to a fireproof heavy ballistic coverall, this assault set is used by many Vargr combat troops who cannot get away with swapping components to create something a bit more dashing.

ARMOUR SETS	PROTECTION	TL	RAD	KG	COST	REQUIRED SKILL
Fighter Set (Kforzhazuk)	+3	7	—	3	Cr80	None
Fighter Set (Kforzgong)	+3	7	—	3	Cr175	None
Leader-Fighter Set (Vhezkforz)	+3/+20 (ablative) against fire and energy only	8	—	3	Cr275	None
Warrior Set (Zuurku-Azuk)	+6	7	—	9	Cr450	None
Warrior Set (Zurrku-Ekdho)	+9	8	—	12	Cr700	None
Warrior Set (Zurrku-Oengga)	+7 (+6 special for arm shield)	9	—	12	Cr850	None
Warrior-Leader Set (Vhezk-Zurrku)	+8	9	—	12	Cr600, more for classier jackets	None
Assault Set (Kungedz-Udhvarr)	+4 (+6 special for arm shield)	9	—	6	Cr250	None
Assault Set (Kungedz-Dhagu)	+8	9	—	6	Cr600	None
Heavy Assault Set (Kungedz-Verz)	+12 (+4 vs fire, energy and lasers)	9	—	12	Cr1500	None



A11/58231

VARGR VACC SUIT

Vargr vacc suits are much like their human counterparts but specifically tailored to the physiological needs of the Vargr. This vacc suit provides basic life support functions for up to six hours. TL12 and TL14 versions are also available that are lighter and less cumbersome.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Vargr Vacc Suit	+5	8	20	22	Cr14000	Vacc Suit 1
	+7	12	100	14	Cr12000	Vacc Suit 0
	+9	14	175	5	Cr30000	Vacc Suit 0



A11/58231

VARGR COMBAT VACC SUIT

The threat of attack from corsairs is almost as high as the dangers of vacuum and hostile environments, making this combat variant vacc suit a popular choice for many Vargr. Combat suits are standard issue for all divisions of the navy, having the same properties as normal vacc suits but offering greater protection in combat.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Vargr Combat	+12	10	80	25	Cr22000	Vacc Suit 1
Vacc Suit	+14	14	150	16	Cr28000	Vacc Suit 1



A11/58231 VARGR COMBAT ARMOUR

Vargr combat armour is a complete armour suit primarily used by military divisions but obtained with relative ease by civilians. This combat armour offers the same functionality as the Vargr combat vacc suit but is significantly lighter and has greater protection. It comes with the TL12 electronics suite detailed on page 19 of the *Central Supply Catalogue*.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Vargr Combat Armour	+15	12	160	10	Cr90000	Vacc Suit 0



A11/58231 VARGR BATTLE DRESS

This military issue powered suit is the ultimate in Vargr combat protection and functionality. It works much like human battle dress but provides more protection at the expense of the enhancements it grants to the wearer – this battle suit provides impressive protection but fewer enhancements for its wearer. It comes with the electronics suite detailed on page 30 of the *Central Supply Catalogue*.

Armour Type	Protection	TL	Rad	STR	DEX	Slots	Kg	Cost	Required Skill
Vargr Battle Dress	+23	13	250	+3	+3	14	110	Cr220000	Vacc Suit 2
	+27	14	300	+4	+4	16	140	Cr250000	Vacc Suit 1



Options

All standard options listed on page 96 of the *Traveller Core Rulebook* and page 27 of the *Central Supply Catalogue* can be used with Vargr armour. Modifications of Vargr origin are listed here and although other races can acquire them, some will grant only Vargr Travellers their full benefits.

Audio Filter: Usually fitted into helmets, the filter also comes as a pair of earpieces. These devices filter all incoming audio to prevent very loud and high frequency sounds from damaging or disorienting the wearer. A Traveller wearing an audio filter gains DM+4 to their END check against sonic-based attacks.

MODIFICATION	TL	KG	COST
Audio Filter	8	—	Cr50

Blade Enhancements: Small blades or spikes mounted into armour are popular with corsair raiders, usually mounted to bracers or shoulder guards but can be fitted anywhere the wearer requires. These weapons can be used with the Melee (infighting) skill and deal 2D damage.

MODIFICATION	TL	KG	COST
Blade Enhancements	6	1	Cr75

Retractable Blades: These function just like standard blade enhancements but a concealed controller allows the wearer to extend and retract the blades as required.

MODIFICATION	TL	KG	COST
Retractable Blades	8	1	Cr150

AUGMENTS

Vargr opinion on the use of augments varies considerably throughout the Extents. Those of a religious nature tend to frown on Vargr augmentation, firm in the belief that the Vargr have already attained perfection or that it is blasphemous to alter the physical form given to them by the Ancients.

However, there are still many cultures that see the benefits of genetic and surgical alteration. The most notable applications are the physical and combat skill augments used by corsairs and the military. Intelligence and related augments see little use in Vargr society.

All augments listed in the *Traveller Core Rulebook* can be used by Vargr characters but availability depends on the type of augment required at the Referee's discretion.

Aural Filter: This works much like the audio filter option fitted to armour to prevent loud and high frequency sounds from harming the Traveller. A Traveller with an aural filter gains a DM+6 to END checks against sonic weaponry.

MODIFICATION	TL	KG	COST
Aural Filter	12	-	Cr15000

Tail Enhancement: The bones and muscles of the tail are enhanced to increase its strength and dexterity, allowing it to make an unarmed attack for 1D damage. Attacking with the tail still uses a significant action but the rarity of this augment will surprise most opponents (especially non-Vargr), making them unable to dodge or parry the blow in the first round.

MODIFICATION	TL	KG	COST
Tail Enhancement	10	—	Cr3000

Urzaeng Modification: This augment evolved in the Urzaeng region by Vargr with a desire to fit in and become more like their Urzaeng brethren, although other Vargr are attracted by this augment simply to be more of a physical match for Urzaeng in combat. Many worlds have outlawed this modification for a variety of reasons, usually on religious grounds.

The procedure for Urzaeng modification is long (D3 months) and painful, requiring a combination of genetic manipulation and surgery. Travellers with this augment gain the following modifications: STR +1, END +1 and INT –1. The Traveller's body also increases in size, gaining 2D+6 centimetres in height and 1D+4 kg in weight.

MODIFICATION	TL	KG	COST
Urzaeng Modification	13	—	Cr75000

ROBOTS AND DRONES

Robots and drones are not as popular among the Vargr as with most other races. This is mainly because of the importance of charisma in Vargr society; a robot has no place within a pack as it has no charisma. For this reason, someone in charge of robots does not gain the same charisma and respect as someone who commands other Vargr. Combat robots are also rare as sending machines to fight instead of Vargr shows weakness of not just the leader but the entire pack.

However, robots are used in some commercial arenas such as factories, construction, hostile environments and as drivers or pilots for non-essential work. Robots are also used in an advisory capacity but Vargr will only consult such robots in private to avoid losing the respect of their subordinates.

As a science, Vargr robotics is not particularly advanced due to the social implications of using robots or simply being involved in the robotics industry. As such, Vargr robots tend to be overpriced, badly engineered and with low intelligence. The poor quality of Vargr robotics has led to thriving criminal enterprises that steal robots from other races, particularly the Imperium.

A11/58231

TASKBOT

This general purpose robot is one of the most advanced robots of Vargr design. A broad skill set is included with this robot allowing it to perform a wide range of tasks. The taskbot is humanoid in appearance with a head design based on Vargr physiology.

ROBOT	HITS	SPEED	TL	COST
Taskbot	26	5m	12	Cr30000
SKILLS	Admin 0, Advocate 0, Art 0, Broker 0, Drive 0, Electronics 0, Mechanic 0, Medic 0, Navigation 0, Survival 0			
ATTACKS	None			
TRAITS	Armour (+4)			
PROGRAMMING	Advanced			



A11/58231

ADVISOR ROBOT

This small robot is primarily used in an advisory role by corporations and merchants; it can be consulted on all matters pertaining to bureaucracy, law and trade.

ROBOT	HITS	SPEED	TL	COST
Advisor Robot	8	3m	13	Cr125000
SKILLS	Admin 2, Advocate 2, Broker 1			
ATTACKS	None			
TRAITS	Armour (+3), Small (-2)			
PROGRAMMING	Advanced			



WEAPONS

The Vargr have a wide variety of weapons and the most common are described here. Vargr versions of human weapons also exist, differing in form but not function; Vargr characters are free to use any of the standard weapons listed in the *Traveller Core Rulebook*.

A11/58231

CLAW FIST

A spiked fist weapon that fits over the hand, is designed to look like claws and is a good example of the types of weapon favoured by corsairs for both practical and aesthetic purposes. It is a very effective close combat weapon but the claw fist must be strapped firmly to the hand and takes D3 rounds to attach or remove. The wearer also suffers DM-2 to any task that requires the use of their hand (not including combat). The claw fist can be used with the Melee (infighting) or Melee (unarmed) skill.



Weapon	TL	Range	Damage	Kg	Cost	Traits
Claw Fist	3	Melee	4D	3	Cr250	AP 5, One Use

A11/58231

SONIC PISTOL

The sonic pistol emits focussed, directed sound waves at its targets. Although extremely painful, the effects are ultimately non-lethal and the sonic pistol has found its way into the arsenal of law enforcement on some worlds.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Sonic Pistol	9	5	2D	1	Cr800	10	Cr150	Burst 2, Sonic (-2), Stun, Zero-G

New Weapon Trait: Sonic (–X)

During the pre-stellar era on Lair, opposing Vargr factions began experimenting with sonic weaponry to both stun and disorient the enemy on the battlefield using ultra high frequency sounds.

Anyone hit by a Sonic must make an END check with a DM equal to the Sonic score; if successful, the target is unaffected. However, if the target fails, for the next 1D rounds they will suffer a DM equal to the Effect of the END check to all actions.

Sonic weapons can only work where there is atmosphere and are more effective on the acute hearing of the Vargr – the effect lasts for an additional two rounds when effecting a Vargr.



A11/58231

SONIC RIFLE

More powerful than the pistol, the sonic rifle can easily affect two or more targets in close proximity and unleashes far more powerful sound waves. In assaults, the rifle is often used to supress enemies while other units move in to engage them in close combat.

Weapon	TL	Range	Damage	Kg	Cost	Magazine	Power Pack Cost	Traits
Sonic Rifle	9	25	2D	6	Cr1200	30	Cr1000	Burst 3, Sonic (-4), Stun, Zero-G

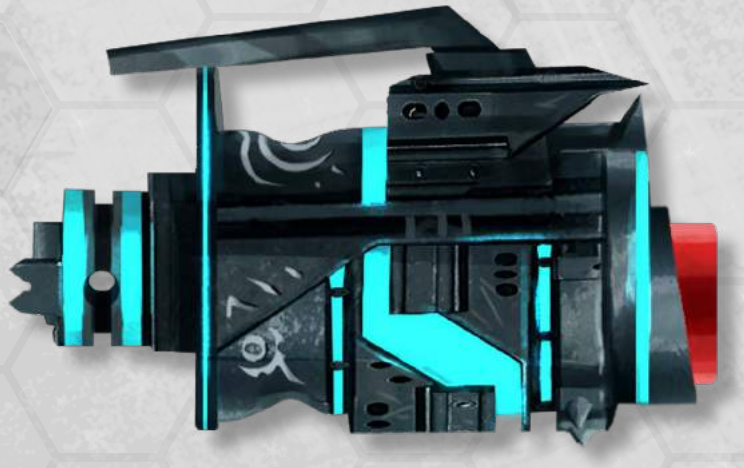


A11/58231

SONIC GRENADE

Although much weaker than the rifle or equivalent stun grenades, the sonic grenade casts its effects over a much wider area, making it perfect to disrupt rioting crowds or entire units with one throw.

Weapon	TL	Range	Damage	Kg	Cost	Traits
Sonic Grenade	9	20	2D	0.5	Cr50	Burst 12, Sonic (–0), Stun



CHAPTER - FIFTEEN

VEHICLES OF THE VARGR

Most Vargr vehicles are much like their human counterparts in ability and function but the aesthetics of the Vargr lead to much more decorative and elaborate features, with a variety of fins, spines and bright colours that look garish and tasteless to humans. Many vehicles also comprise a mismatch of components scavenged from various sources. Markings are often painted on vehicles to indicate race wins or, in the case of military vehicles, kills or pack insignia.

ARMOUR

FRONT	3
REAR	3
SIDES	3



GRAVITIC RACER

Autopilot (skill level)	—
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+0
Camouflage (Recon DM)	—
Stealth (Electronics (sensors) DM)	—

TL	10
SKILL	FLYER (GRAV)
AGILITY	+5
SPEED (CRUISE)	SUPERSONIC (SUBSONIC)
RANGE (CRUISE)	500 (750)
CREW	1
PASSENGERS	1
CARGO	—
HULL	6
SHIPPING	1.5 TONS
COST	CR658000

WEAPONS

None

EQUIPMENT

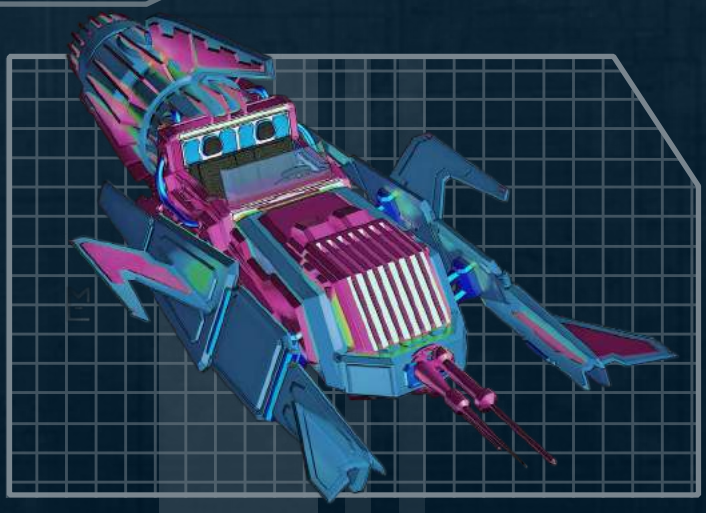
Communication System (improved), Computer/2, Control System (enhanced), Fire Extinguisher, Navigation System (improved), Sensor System (basic)

TRAITS

Open Vehicle

DESCRIPTION

Vargr might not share the same taste in design as humans but both share a love of speed and grav racing. Unlike human grav racers, Vargr designs incorporate a passenger or co-pilot seat; such is their need for companionship they like to share the racing experience with their brethren. The racer can be driven alone but the co-pilot usually serves as navigator so as to have more participation in the race.



GRAVITIC SPEEDER

TL	10
SKILL	FLYER (GRAV)
AGILITY	+3
SPEED (CRUISE)	SUBSONIC (VERY FAST)
RANGE (CRUISE)	2000 (3000)
CREW	1
PASSENGERS	1
CARGO	0.75 TONS
HULL	12
SHIPPING	3 TONS
COST	CR400000

Autopilot (skill level)	2
Communications (range)	500 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	—
Stealth (Electronics (sensors) DM)	—

WEAPONS

None

ARMOUR

FRONT	3
REAR	3
SIDES	3



EQUIPMENT

Autopilot (enhanced), Communication System (improved), Computer/2, Control System (improved), Entertainment System, Fire Extinguisher, Navigation System (improved), Sensor System (improved)

TRAITS

-

DESCRIPTION

These ubiquitous vehicles are the Vargr equivalent of the air/raft commonly found in Imperial space. The Vargr speeder is much smaller with space for only a single passenger but what it lacks in size it more than makes up for in speed.



WULFENITE G/CARRIER

Autopilot (skill level)	3
Communications (range)	1000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	—
Stealth (Electronics (sensors) DM)	–1

TL	12
SKILL	FLYER (GRAV)
AGILITY	+1
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	3000 (4500)
CREW	4
PASSENGERS	—
CARGO	4 TONS
HULL	240
SHIPPING	60 TONS
COST	MCR19.9

ARMOUR

FRONT	90
REAR	60
SIDES	75



WEAPONS

Large Turret (plasma gun-c, enhanced fire control)
Small Turret (PGMP-12,basic fire control)

EQUIPMENT

Anti-Missile System (laser), Autopilot (advanced), Communications System (advanced, encrypted, satellite uplink, tightbeam), Computer/3, Control System (enhanced), ECM (advanced), Fire Extinguisher, Hostile Environment, Life Support (short term), Navigation System (improved), Prismatic Aerosol Discharger, Sensor System (improved, hardened, increased range), Stealth (basic)

TRAITS

AFV

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Plasma Gun-A	6	2DD	—	—	AP 10	+3
PGMP-12	0.25	1DD	—	—	—	+1
Laser Anti-Missile System	0.5	1D	—	—	Auto 3	—

DESCRIPTION

A favourite of both the military and corsair raiders, the Wulfenite is a personnel carrier designed for stealth and speed. The G-Carrier is perfect for swift planetary assaults and ground support missions.



CLAWTIP PLASMA TANK

TL	12
SKILL	FLYER (GRAV)
AGILITY	+1
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	100 YEARS
CREW	4
PASSENGERS	—
CARGO	—
HULL	240
SHIPPING	60 TONS
COST	MCR33.3

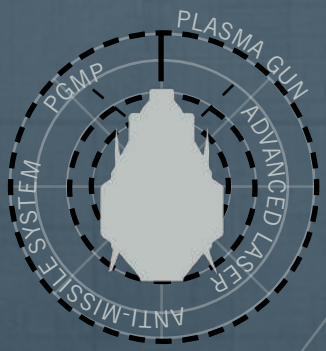
Autopilot (skill level)	3
Communications (range)	1000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	—
Stealth (Electronics (sensors) DM)	–2

WEAPONS

Large Turret (plasma gun-c, advanced fire control)
Fixed Mount (plasma missile rack, forward, enhanced fire control) x 2
Small Turret (PGMP-12, basic fire control)

ARMOUR

FRONT	180
REAR	100
SIDES	140



EQUIPMENT

Anti-Missile System (gauss), Autopilot (advanced), Communications System (advanced, encrypted, satellite uplink, tightbeam), Computer/3, Control System (enhanced), ECM (advanced), Fire Extinguisher, Fusion Plant (advanced), Hostile Environment, Life Support (short term), Navigation System (improved), Nuclear Damper, Prismatic Aerosol Discharger, Sensor System (improved, hardened, increased range), Stealth (improved)

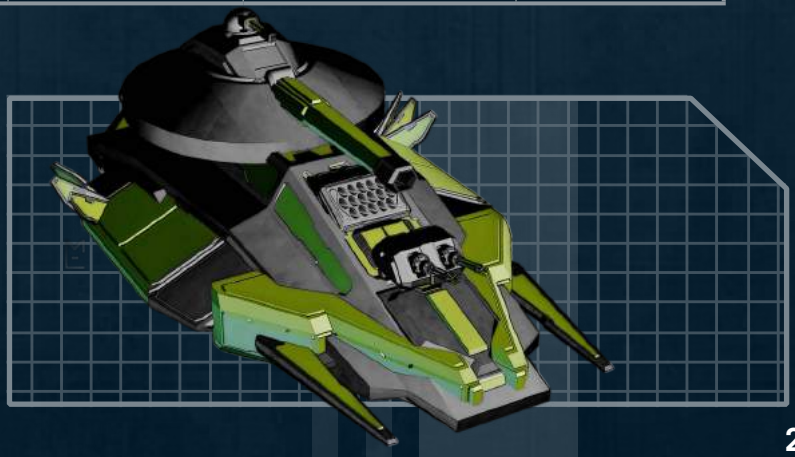
TRAITS

AFV

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Plasma Gun-C	10	2DD	—	—	AP 30	+4
Advanced Laser	1	2D	—	—	Auto 4	—
Plasma Missile Rack	50	1DD	12	Cr400000	AP 20, Auto 3, Blast 15, One Use, Smart	+3
PGMP-12	0.25	1DD	—	—	—	+1
Gauss Anti-Missile System	1	3D	300	Cr2000	Auto 6	—

DESCRIPTION

The Clawtip is an over-sized gravitic tank that has become the standard fighting vehicle of many Vargr army divisions. Armed with a variety of plasma-based weaponry the Clawtip is effective against a wide range of enemies.



LOPER GROUND CARRIER

ARMOUR

FRONT	40
REAR	40
SIDES	40



Autopilot (skill level)	1
Communications (range)	50 km
Navigation (Navigation DM)	+1
Sensors (Electronics (sensors) DM)	+0
Camouflage (Recon DM)	—
Stealth (Electronics (sensors) DM)	—

TL	7
SKILL	DRIVE (WHEEL)
AGILITY	–1
SPEED (CRUISE)	MEDIUM (SLOW)
RANGE (CRUISE)	500 (750)
CREW	1
PASSENGERS	7
CARGO	1 TON
HULL	120
SHIPPING	20 TONS
COST	CR900000

WEAPONS

None

EQUIPMENT

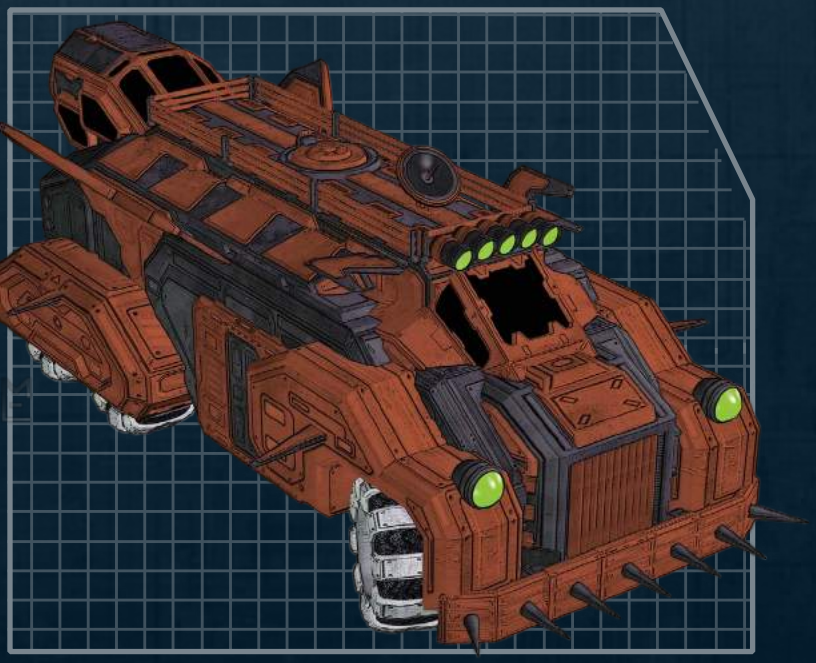
Airlock, Autopilot (improved), Bunk, Communications System (basic), Control System (improved), Fire Extinguisher, Fresher, Hostile Environment, Life Support (short term), Navigation System (basic), Sensor System (basic), Smoke Dischargery)

TRAITS

ATV

DESCRIPTION

The Loper is a large but reasonably priced vehicle suitable for both Travellers and explorers, that is both sturdy and reliable. It is large enough to carry a small Vargr pack, with cargo, to and from their destination in hostile environments and relative safety.



HIGH GUARD: VARGR

There are several customs and important facts to consider when travelling onboard Vargr ships and within the Vargr Extents.

Passage Types

Passage on Vargr ships has the same three categories as on human vessels: low, basic, middle and high passage. Travellers can be 'bumped' from a berth by another passenger with higher CHA, regardless of the class of ticket they have. This often has a chain effect of bumped passengers consequently bumping others else with lower CHA.

The Low Lottery: This custom is practiced by some Vargr captains but not by others. To determine if a ship's captain runs a lottery, roll 1D; on a 1–4 they not, a roll of 5–6 they do.

The Traveller's Aid Society: There is no Vargr institution comparable to the TAS that covers the Vargr Extents in its entirety but smaller organisations do exist that offer similar services on a smaller scale. They vary in size, standards and services on offer.

Borders: Vargr do not recognise borders and territories. Established borders are an abstract concept to most Vargr, especially corsair raiders who will think nothing of crossing borders to raid a ship, whether it is a border between Vargr governments or alien worlds.

Piracy: Piracy, hijacking, raiding and similar crimes are more frequent in Vargr space than in the Imperium. Roll on the Corsair Encounters table once per trip using the Encounter Modifiers table (modifiers are cumulative and applied to the 'tens' dice only) to determine what vessels are encountered. If a corsair band is encountered, use the Encounter Distance table on page 79 of the *Traveller Core Rulebook* to determine the range of the vessels.

Encounter Modifiers

Highport	–3
Patrolled Region	–2
Major Trade Route	+2
Minor Trade Route	+1
Border System	+1
Settled Space	+1
Empty Space	+0

Corsair Encounters

D66	Encounter
36 or less	Uneventful
41–46	Vargr Scout
51–56	Two Vargr Scouts
61–66	Vargr Corsair
71–76	Vargr Corsair and Scout
81–86	Vargr Corsair and two Scouts
91–93	Two Corsairs
94–96	Two Corsairs and two Scouts
101–103	Two Corsairs and 1D Scouts
104–106	1D Corsairs and 1D Scouts

CREWS

The Vargr pack mentality onboard a spacecraft is more significant than any other environment. The long periods of time spent in a confined space rely on pack dynamics for Vargr to function effectively as a crew. Although the typical infighting and power struggles are as prominent here as anywhere else, the camaraderie of the crew is essential to its success – mutinies are rare unless the leader constantly fails in his duties.

The hierarchies and dynamics of the pack are also more varied onboard starships. As with all packs, there is always a leader but an individual's CHA rises and falls depend on how important their role is perceived by the rest of the crew. Priorities can change according to events; for example, medics might not be considered particularly important until the crew become dependent on them for survival.

Large crews are often made up of several packs divided by roles such as flight crew, engineers and gunners. Marines and other fighting crewmen are also grouped into their own packs. Corsair crews differ slightly in that the captain usually leads the boarding unit in addition to commanding the ship.

AAKUM HEAVY FIGHTER (TYPE-S)

TL14		TONS	COST (MCr)
Hull	40 tons, Streamlined	—	2.4
	Aerofins	2	0.2
Armour	Bonded Superdense, Armour 12	3.84	2.304
M-Drive	Thrust 9	3.6	7.2
	High Burn Thruster (thrust 6)	4.8	0.96
Power Plant	Fusion (TL12), Power 60	4	4
Fuel Tanks	1 week of operation, 2 hours high burn	1	—
Bridge		3	0.5
Computer	Computer/20fib	—	7.5
Sensors	Improved	3	4.3
	Improved Signal Processing	1	4
Weapons	Fixed Mount (pulse laser) x 2	1	2.2
	Fixed Mount (PGMP-12 x 2)	1	0.042
Software	Manoeuvre/0	—	—
	Jump Control/2	—	0.2
	Fire Control/2	—	4
	Evade/1	—	1
Cargo		1	—

TOTAL: MCr 40.806

CREW

PILOT

RUNNING COSTS

MAINTENANCE COST
Cr3366/month

PURCHASE COST
MCr40.806

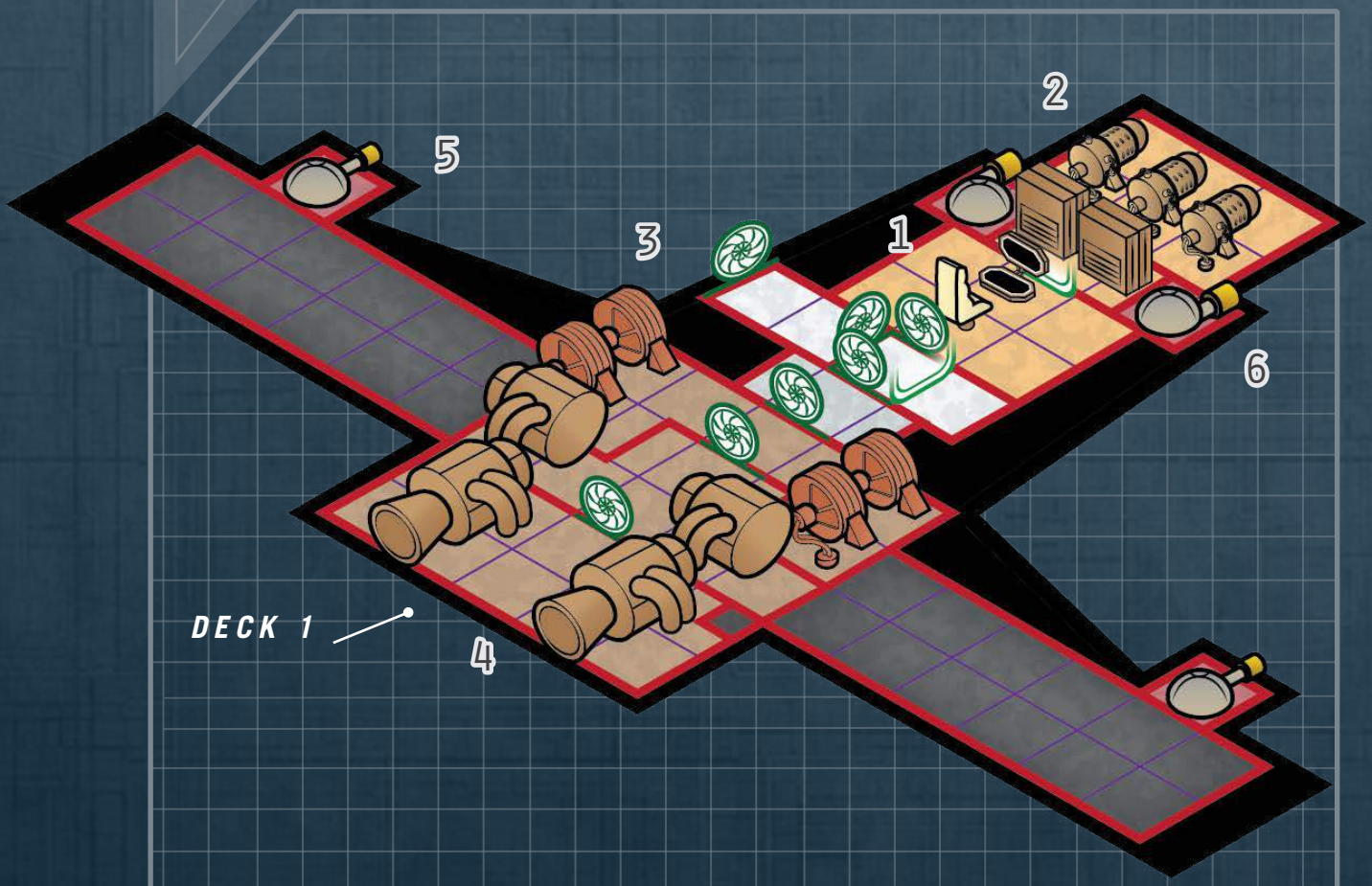
POWER REQUIREMENTS

36	8
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS
6	5
WEAPONS	SENSORS



16
HULL POINTS

The Aakum is the most common fighter craft used by Vargr military organisations and it appears in many corsair bands. It is fast enough and tough enough to battle other fighters, while carrying enough firepower to assault larger vessels with some effectiveness.



1. Bridge
2. Sensors
3. Power plant
4. M-drive
5. Firmpoints (pulse laser)
6. Fixed mounts (PGMP-12)

ISOMETRIC DECKPLAN KEY

- BUNK
- FRESHER
- WORKSTATION
- G-CHAIR
- LOW BERTH
- CRATE
- HATCH
- IRIS VALVE (WALL)
- IRIS VALVE (FOOR/CEILING)
- INTERNAL WALL
- HULL
- FUEL PROCESSOR
- POWER PLANT
- JUMP DRIVE
- MANOEUVRE DRIVE

AETIN SCOUT

(TYPE-S)

TL10		TONS	COST (MCr)
Hull	100 tons, Streamlined	—	6
Armour	Crystaliron, Armour 4	5	1.2
M-Drive	Thrust 2	2	4
J-Drive	Jump 2	10	15
Power Plant	Fusion (TL8), Power 70	7	3.5
Fuel Tanks	J-2, 4 weeks of operation	21	—
Bridge		10	0.5
Computer	Computer/10	-	0.16
Sensors	Military Grade	2	4.1
Weapons	Double Turret	1	0.5
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	—	—
	Cargo Scoop	2	0.5
	Probe Drones (10)	2	1
	Docking Space (3 tons)	4	1
	Gravitic Speeder	—	0.4
Staterooms	Standard x 2	8	1
Software	Manoeuvre/0	—	—
	Jump Control/2	—	0.2
	Library	—	—
Common Areas		5	0.5
Cargo		20	—

TOTAL: MCr 40.11

CREW

PILOT

RUNNING COSTS

MAINTENANCE COST
Cr3309/month

• • • • •

PURCHASE COST
MCr40.11

POWER REQUIREMENTS

20	20	1
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSORS
20	**2**	**1**
JUMP DRIVE	SENSORS	WEAPONS



40
HULL POINTS

Using a 100-ton hull, the Aetin scout is primarily used by the navy and corsair bands for reconnaissance and ground support duties but also lone prospectors and explorers. Much like its Imperial counterpart, the Aetin scout is a common sight in the Extents and therefore easy to maintain and repair.

The Aetin scout only requires a crew of one pilot but a gunner is carried as well if weapons are mounted in the standard double turret. Two additional crew or personnel can be carried with double occupancy if required.



1. Bridge
2. Sensors
3. Fuel processor
4. M-drive
5. J-Drive
6. Double turret
7. Docking space
8. Probe drones

KOERAE TRADER

(TYPE-S)

TL14		TONS	COST (MCr)
Hull	200 tons, Streamlined	—	12
Armour	Crystaliron, Armour 2	5	1.2
M-Drive	Thrust 2	4	8
J-Drive	Jump 2	15	22.5
Power Plant	Fusion (TL8), Power 100	10	5
Fuel Tanks	J-2, 4 weeks of operation	41	—
Bridge		10	1
Computer	Computer/5 bis	—	0.045
Sensors	Civilian Grade	1	3
Weapons	Single Turrets x 2	2	0.4
Systems	Fuel Processor (40 tons/day)	2	0.1
	Fuel Scoops	—	—
	Loading Belt	1	0.003
Staterooms	Standard x 5	20	2.5
Software	Manoeuvre/0	—	—
	Jump Control/2	—	0.2
	Library	—	—
Common Areas		8	0.8
Cargo		81	—

TOTAL: MCr 56.748

CREW

PILOT, ASTROGATOR, ENGINEER, MEDIC AND GUNNER

RUNNING COSTS

MAINTENANCE COST
Cr4682/month

PURCHASE COST
MCr4729

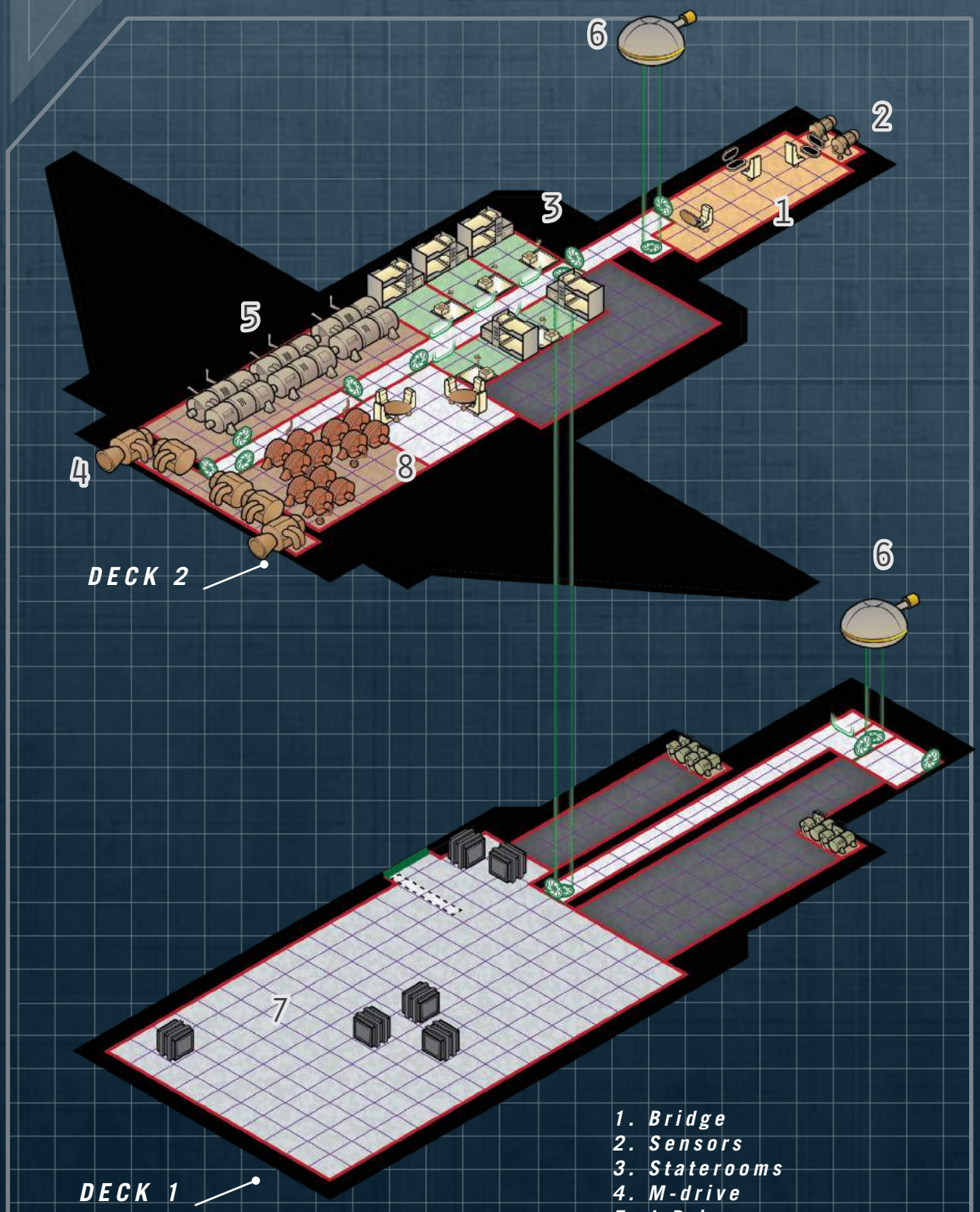
POWER REQUIREMENTS

40	40	2
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSORS
40	**1**	**2**
JUMP DRIVE	SENSORS	WEAPONS



80
HULL POINTS

This interstellar trading vessel is built on a 200-ton hull and is used extensively in the Vargr Extents. Like most Vargr ships, the Koerae is armoured to provide protection against the many corsair bands that prowl the trade lanes. While not sufficient to keep the Koerae safe in pitched battle, the thin armour is deemed enough to buy time to escape an attacker.



1. Bridge
2. Sensors
3. Staterooms
4. M-drive
5. J-Drive
6. Single turret
7. Cargo hold
8. Power plant

AVOUZ COURIER

(TYPE-S)

TL12		TONS	COST (MCr)
Hull	200 tons, Streamlined	—	12
Armour	Crystaliron, Armour 4	10	2.4
M-Drive	Thrust 3	6	12
J-Drive	Jump 3	20	30
Power Plant	Fusion (TL12), Power 180	12	12
Fuel Tanks	J-3, 8 weeks of operation	63	—
Bridge		10	1
Computer	Computer/10 bis	—	0.24
Sensors	Military Grade	2	4.1
Weapons	Single Turrets (beam laser) x 2	2	1.4
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	—	—
	Docking Space (30 tons)	33	8.25
	Ship's Boat	—	7.272
Staterooms	Standard x 4	16	2
	High x 1	6	0.8
Software	Manoeuvre/0	—	—
	Jump Control/3	—	0.3
	Library	—	—
	Fire Control/2	—	4
Common Areas		6	0.6
Cargo		11	—

TOTAL: MCr 98.512

CREW

PILOT, ASTROGATOR, ENGINEER, MEDIC AND GUNNERS X 2

RUNNING COSTS

MAINTENANCE COST
Cr8209/month

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PURCHASE COST
MCr98.512

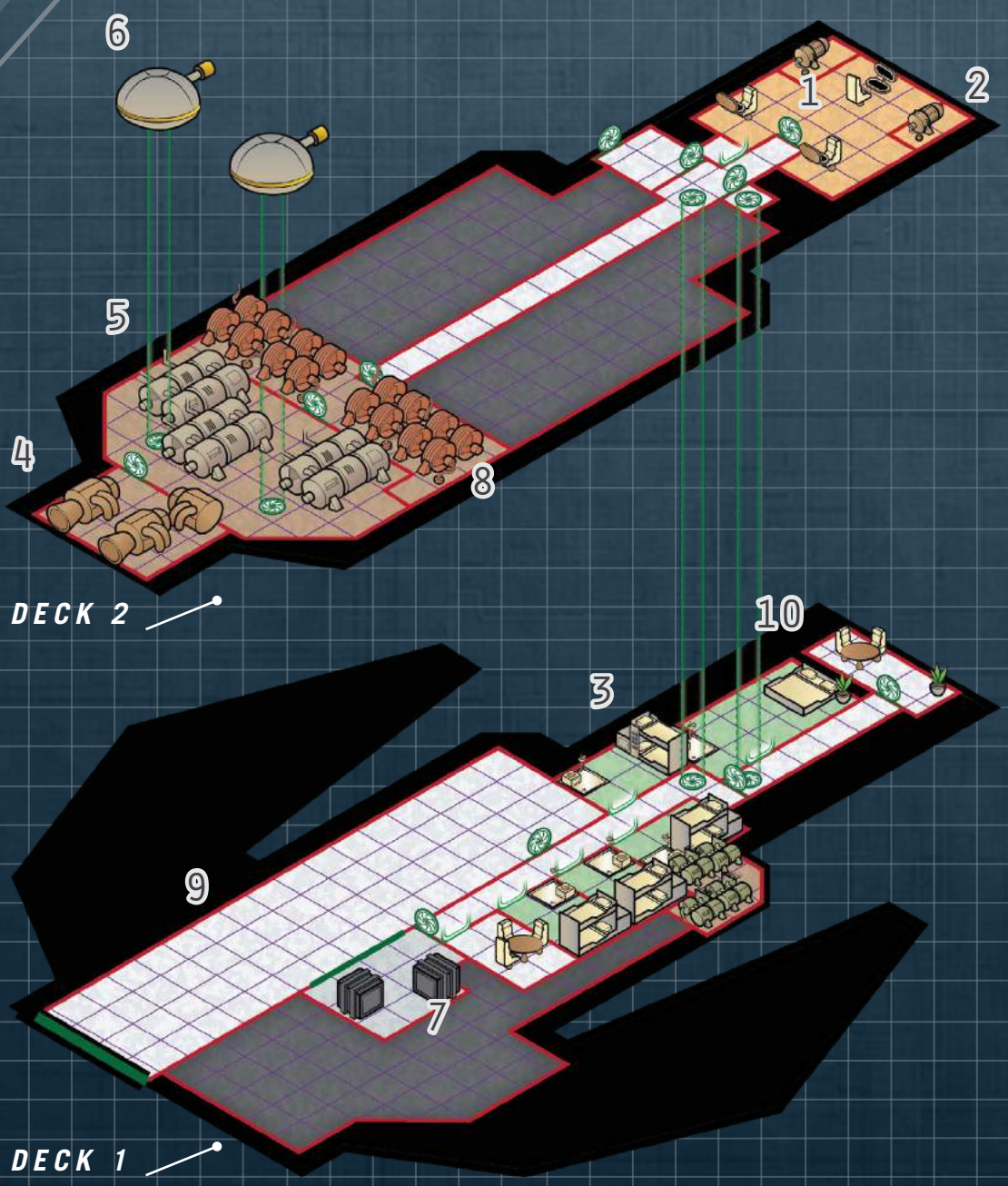
POWER REQUIREMENTS

60	40	3
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSORS
60	**2**	**10**
JUMP DRIVE	SENSORS	WEAPONS



80
HULL POINTS

Using a 200-ton hull, the Avouz courier is designed for the fast transport of emissaries and messages over interstellar distances. The courier is generally used by military and government organisations for diplomatic and intelligence purposes but its performance makes it attractive to explorers, corsairs and Travellers alike.



1. Bridge
2. Sensors
3. Staterooms
4. M-drive
5. J-Drive
6. Single turret (beam laser)
7. Cargo hold
8. Power plant
9. Docking space
10. High stateroom

RRADHI SEEKER

(TYPE-S)

TL14		TONS	COST (MCr)
Hull	200 tons, Streamlined	—	12
Armour	Crystaliron, Armour 2	5	1.2
M-Drive	Thrust 1	2	4
J-Drive	Jump 1	10	15
Power Plant	Fusion (TL8), Power 70	7	3.5
Fuel Tanks	J-1, 12 weeks of operation	23	—
Bridge		10	1
Computer	Computer/5	—	0.03
Sensors	Civilian Grade	1	3
Weapons	Single Turrets (laser drill) x 2	2	0.7
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	—	—
	Docking Space (30 tons)	33	8.25
	Ship's Boat	—	7.272
	Mining Drones (10)	20	2
Staterooms	Standard x 4	16	2
	Emergency Low Berth x 1	1	1
Software	Manoeuvre/0	—	—
	Jump Control/2	—	0.1
	Library	—	—
	Fire Control/1	—	2
Common Areas		12	1.2
Cargo		57	—

TOTAL: MCr 64.302

CREW

PILOT, ASTROGATOR, ENGINEER, AND MEDIC

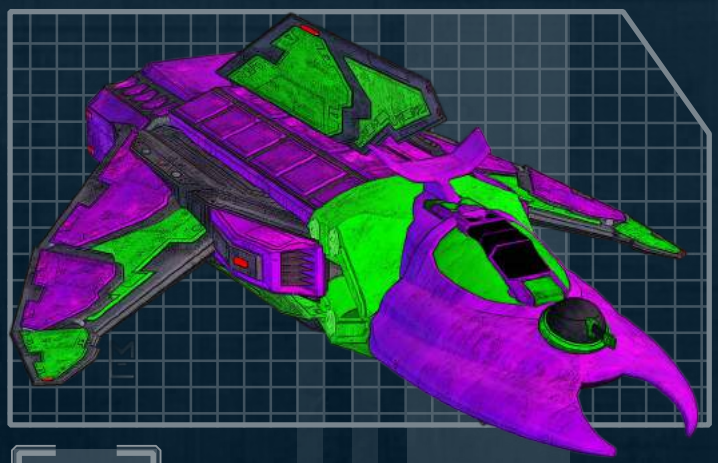
RUNNING COSTS

MAINTENANCE COST
Cr5359/month

PURCHASE COST
MCr64.302

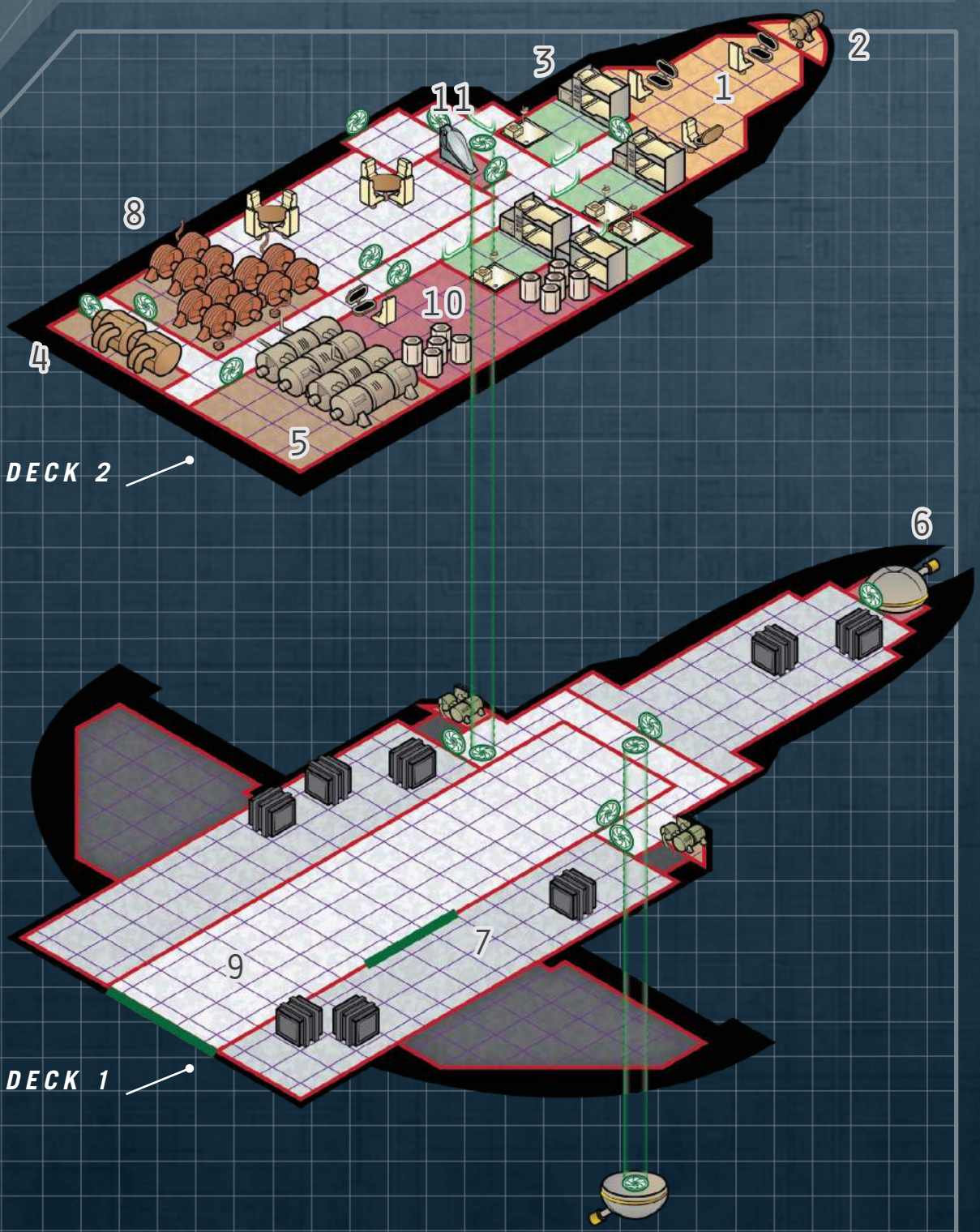
POWER REQUIREMENTS

20	40	1
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSORS
20	**1**	**10**
JUMP DRIVE	SENSORS	WEAPONS



80
HULL POINTS

The Rradhi seeker is a versatile ship designed for mining and prospecting. The normal crew consists of a pilot, navigator, engineer and medic, although some multi-skilled prospectors will attempt to fly the ship on their own. Up to four additional workers can join the crew with double occupancy if required, although care has to be taken that this does not reduce profits.



1. Bridge
2. Sensors
3. Staterooms
4. M-drive
5. J-Drive
6. Single turret (laser drill)
7. Cargo hold
8. Power plant
9. Docking space
10. Mining drones
11. Low berth

AKALVO YACHT

(TYPE-S)

TL12		TONS	COST (MCr)
Hull	300 tons, Streamlined	—	18
	Radiation Shielding	—	7.5
	Reflec	—	30
Armour	Crystaliron, Armour 2	7.5	1.8
M-Drive	Thrust 5	15	30
J-Drive	Jump 2	20	30
Power Plant	Fusion (TL12), Power 225	15	15
	Emergency Power	1.5	1.5
Fuel Tanks	J-2, 8 weeks of operation plus Pinnace	64	—
Bridge		20	1.5
Computer	Computer/10	—	0.16
Sensors	Civilian Grade	1	3
Weapons	Double Turrets (beam lasers) x 2	2	3
	Double Turret (sandcaster)	1	1
Ammunition	Sandcaster Barrel Storage (24 barrels)	2	—
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	—	—
	Docking Space (40 tons)	44	11
	Pinnace	—	8.732
	Docking Space (3 tons)	4	1
	Gravitic Speeder	—	0.4
Staterooms	Luxury x 1	10	1.5
	High x 4	24	3.2
	Standard x 6	24	3
Software	Manoeuvre/0	—	—
	Jump Control/2	—	0.2
	Library	—	—
Common Areas		36	3.6
Cargo		8	—

TOTAL: MCr 175.142

CREW

CAPTAIN, PILOT, ASTROGATOR, ENGINEERS X 2, MEDIC, STEWARDS X 2

RUNNING COSTS

MAINTENANCE COST
Cr14449/month

PURCHASE COST
MCr175.142

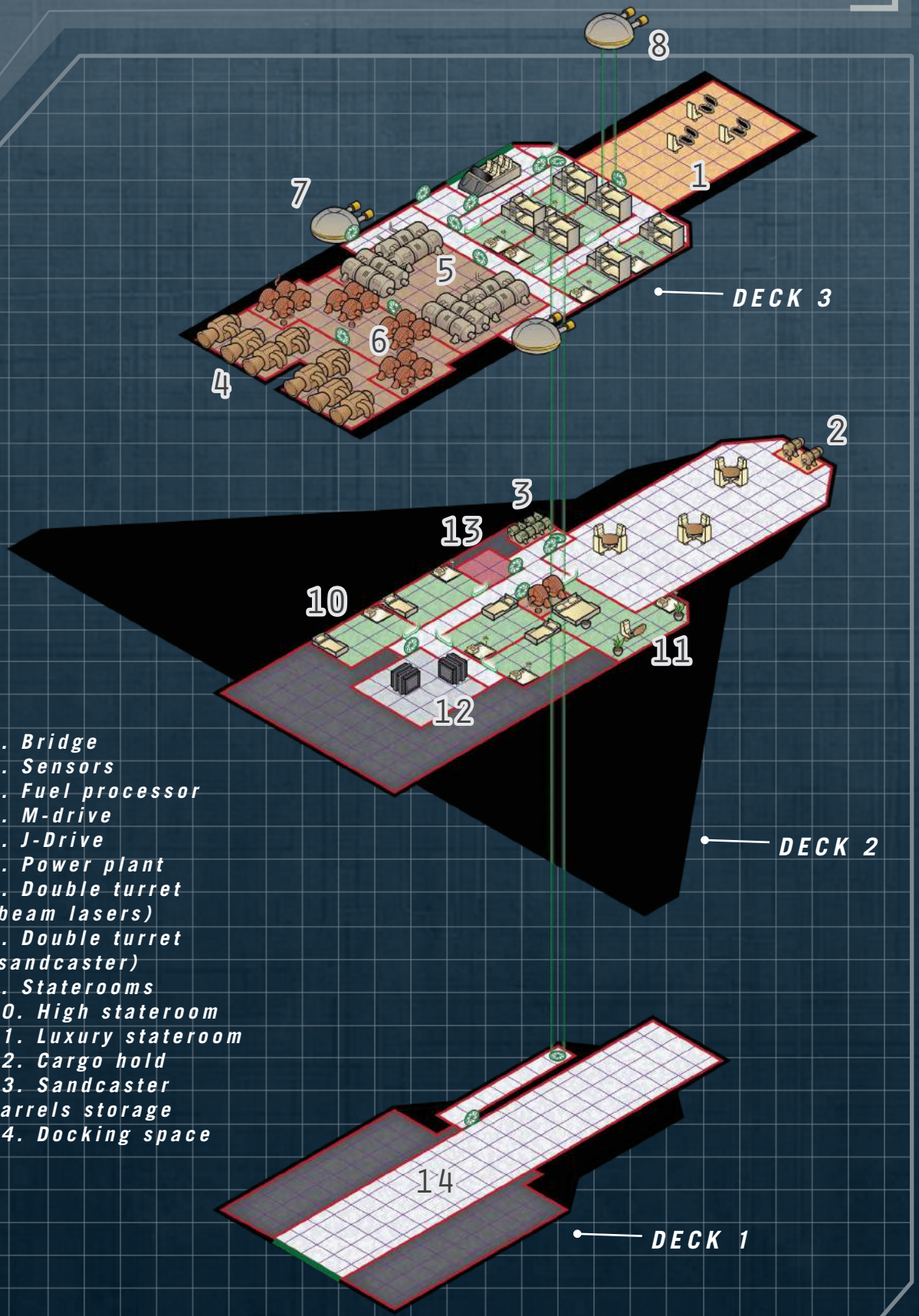
POWER REQUIREMENTS

100	60	1
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSORS
40	**1**	**20**
JUMP DRIVE	SENSORS	WEAPONS



120
HULL POINTS

The Akalvo is a luxury pleasure craft – but most certainly built for Vargr. Built for speed as much as comfort, the interior is a riot of colour and trimmings, pitched perfectly to awe lesser Vargr. To the eyes of other races, however, it appears the height of vulgarity. Akalvo yachts are sold directly to wealthy Vargr who have made their fortunes in business or raiding ventures, although the latter have been known to continue their corsair life from the bridges of these ships.


8
7
1
5
DECK 3
6
4
2
3
13
10
11
12
1. Bridge
2. Sensors
3. Fuel processor
4. M-drive
5. J-Drive
6. Power plant
7. Double turret (beam lasers)
8. Double turret (sandcaster)
9. Staterooms
10. High stateroom
11. Luxury stateroom
12. Cargo hold
13. Sandcaster barrels storage
14. Docking space
DECK 2
14
DECK 1

RUGUELKA CORSAIR

(TYPE-S)

TL12		TONS	COST (MCr)
Hull	400 tons, Streamlined	—	24
Armour	Crystaliron, Armour 6	30	7.2
M-Drive	Thrust 5	20	40
J-Drive	Jump 2	25	37.5
Power Plant	Fusion (TL12), Power 390	26	26
Fuel Tanks	J-2, 4 weeks of operation plus Modular Cutter	84	—
Bridge		20	2
Computer	Computer/10	—	2
Sensors	Military Grade	2	4.1
Weapons	Triple Turrets (pulse lasers) x 2	2	8
	Triple Turrets (missile racks) x 2	2	6.5
Ammunition	Missile Storage (48 missiles)	4	—
Systems	Fuel Processor (40 tons/day)	2	0.1
	Fuel Scoops	—	—
	Docking Space (50 tons)	55	13.75
	Modular Cutter	—	10.287
	Cargo Scoop	2	0.5
	Breaching Tubes	3	3
	Forced Linkage Apparatus	2	0.1
Staterooms	Standard x 10	40	5
	Low x 6	3	0.3
Software	Manoeuvre/0	—	—
	Jump Control/2	—	0.2
	Library	—	—
	Fire Control/2	—	4
Common Areas		9	0.9
Cargo		72	—

TOTAL: MCr 189.4

CREW

CAPTAIN, PILOT, ASTROGATOR, ENGINEER, MEDIC, GUNNERS X 4, AND BOARDERS X 10

RUNNING COSTS

MAINTENANCE COST
Cr15783/month

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PURCHASE COST
MCr189.4

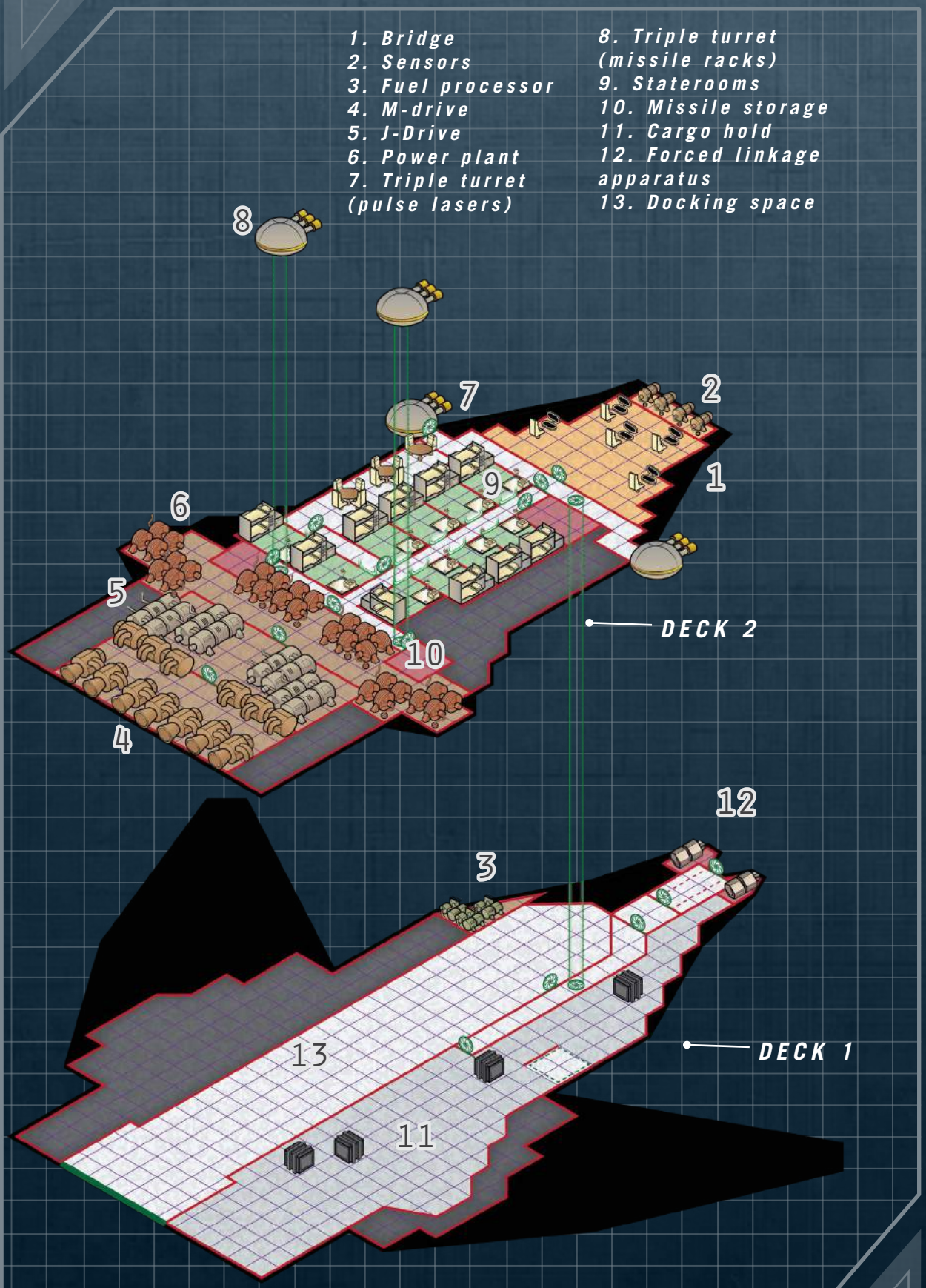
POWER REQUIREMENTS

200	80	2
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSORS
80	**2**	**28**
JUMP DRIVE	SENSORS	WEAPONS



160
HULL POINTS

Using a small but potent 400-ton hull, the Ruguelka is the raiding vessel of choice for most corsair bands. It is a common sight in Vargr space and one feared by many Travellers. Extremely fast, it is hard to escape from once an intercept course has been set and it can carry a substantial boarding party.


1. Bridge
2. Sensors
3. Fuel processor
4. M-drive
5. J-Drive
6. Power plant
7. Triple turret (pulse lasers)
8. Triple turret (missile racks)
9. Staterooms
10. Missile storage
11. Cargo hold
12. Forced linkage apparatus
13. Docking space
DECK 2
DECK 1

AEROUNKHU PACKET

(TYPE-S)

TL12		TONS	COST (MCr)
Hull	600 tons, Standard	—	30
Armour	Crystaliron, Armour 2	15	3
M-Drive	Thrust 1	6	12
J-Drive	Jump 3	50	75
Power Plant	Fusion (TL12), Power 375	25	25
Fuel Tanks	J-3, 4 weeks of operation plus Shuttle	184	—
Bridge		20	3
Computer	Computer/10bis	—	0.24
Sensors	Civilian Grade	1	3
Weapons	Single Turrets (beam laser) x 2	2	1.4
	Single Turrets (missile rack) x 2	2	1.9
	Single Turrets (sandcaster) x 2	2	0.9
Ammunition	Missile Storage (72 missiles)	6	—
	Sandcaster Barrel Storage (120 barrels)	6	—
Systems	Docking Space (95 tons)	105	26.25
	Passenger Shuttle	—	12.807
	Medical Bay	4	2
Staterooms	High x 2	12	1.6
	Standard x 21	84	10.5
	Low x 10	15	0.5
Software	Manoeuvre/0	—	—
	Jump Control/3	—	0.3
	Library	—	—
Common Areas		28	2.8
Cargo		38	—

TOTAL: MCr 190.9773

CREW

CAPTAIN, PILOT, ASTROGATOR, ENGINEERS X 2, MEDIC, AND STEWARDS X 2

RUNNING COSTS

MAINTENANCE COST
Cr15915/month

PURCHASE COST
MCr190.9773

POWER REQUIREMENTS

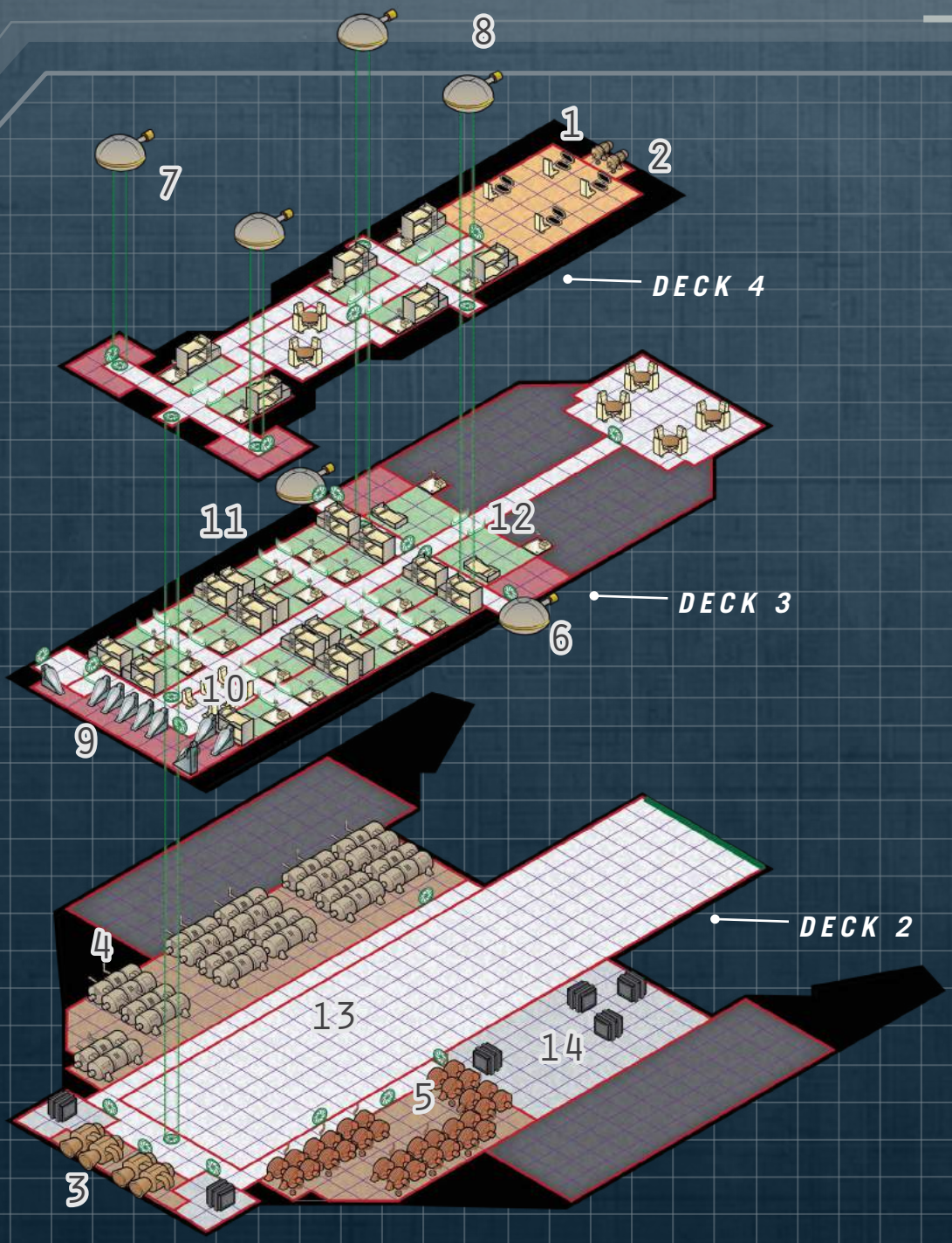
60	120	14
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	WEAPONS
180	**1**	**4**
JUMP DRIVE	SENSORS	FUEL PROCESSORS



240
HULL POINTS

This merchant vessel is designed to transport both passengers and cargo, and is well armed to defend against would-be raiders. The Aerounkhu is primarily used as a passenger liner with the cargo space allocated to luggage storage and supplies.

The Aerounkhu typically has a standard crew of eight, with many of the crew also serving as gunners in the event of corsair attack.



1. Bridge
2. Sensors
3. M-drive
4. J-Drive
5. Power plant
6. Single turret (beam lasers)
7. Single turret (missile racks)
8. Single turret (sandcasters)
9. Low Berth
10. Medical bay
11. Staterooms
12. High staterooms
13. Docking space
14. Cargo hold

LEKLUN CORVETTE

(TYPE-S)

TL14		TONS	COST (MCr)
Hull	800 tons, Streamlined	—	48
Armour	Bonded Superdense, Armour 8	51.2	30.72
M-Drive	Thrust 4	32	64
J-Drive	Jump 4	85	127.5
Power Plant	Fusion (TL12), Power 900	60	60
Fuel Tanks	J-4, 4 weeks of operation plus Heavy Fighters	328	—
Bridge	Holographic Controls	20	5
Computer	Computer/20fib	—	7.5
Sensors	Improved	3	4.3
	Enhanced Signal Processing	2	8
	Countermeasures Suite	2	4
Weapons	Triple Turrets (pulse lasers) x 6	6	24
	Triple Turrets (missile racks) x 2	2	6.5
Ammunition	Missile Storage (60 missiles)	5	—
Systems	Fuel Processor (80 tons/day)	4	0.2
	Fuel Scoops	—	—
	Docking Space (40 tons) x 2	88	22
	Aakum Heavy Fighters x 2	—	81.212
	Medical Bay	4	2
Staterooms	Standard x 12	48	6
	Barracks (12 passengers)	24	10.6
	Emergency Low Berths x 3	3	3
Software	Manoeuvre/0	—	—
	Jump Control/4	—	0.4
	Library	—	—
	Fire Control/3	—	6
	Evade/2	—	2
Common Areas		20	2
Cargo		12	—

TOTAL: MCr 514.932

CREW

CAPTAIN, PILOTS X 3, ASTROGATOR, MEDIC, ENGINEERS X 5, GUNNERS X 8, AND MARINES X 12

RUNNING COSTS

MAINTENANCE COST
Cr42911/month

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PURCHASE COST
MCr514.932

POWER REQUIREMENTS

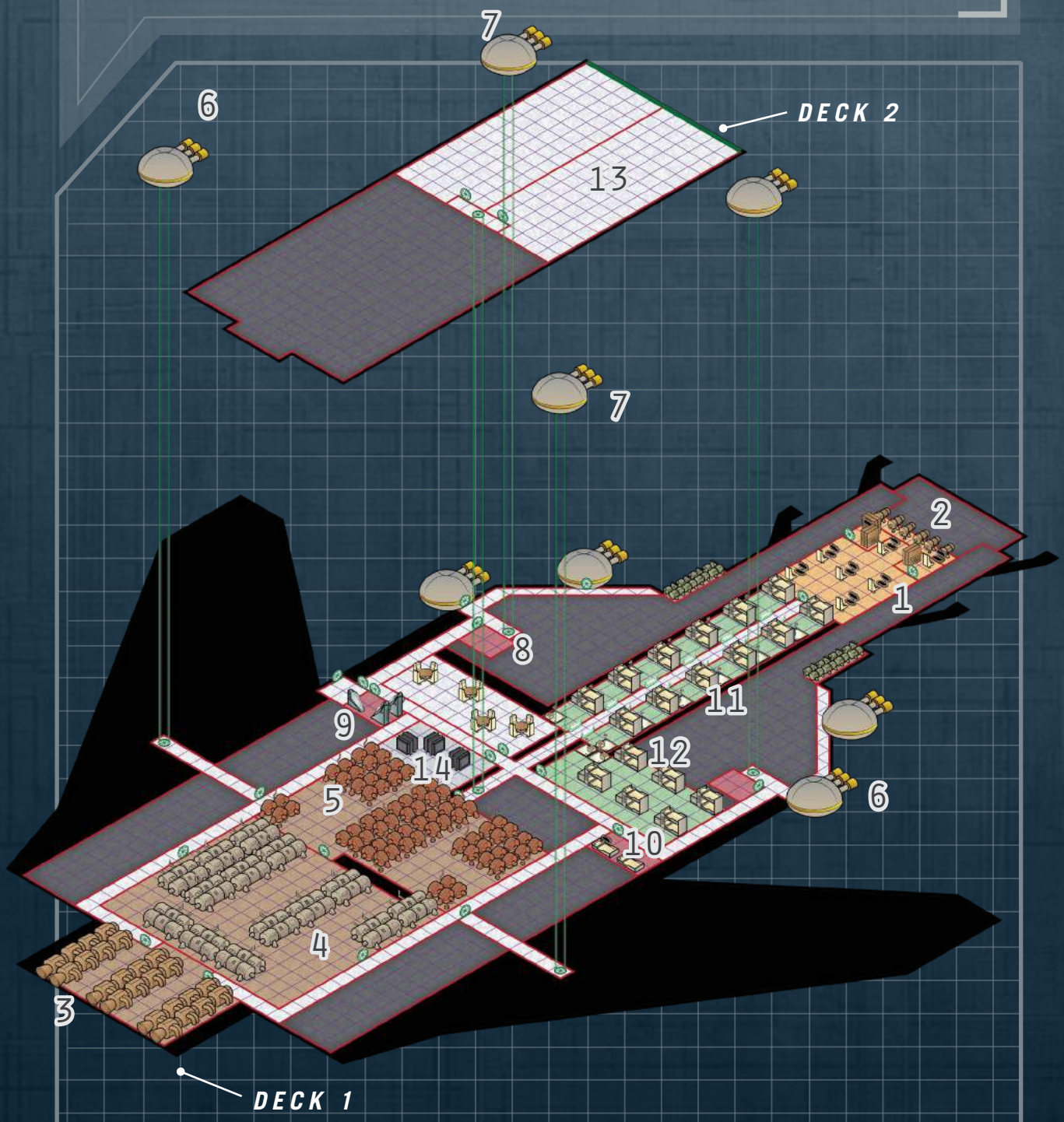
320	160	80
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	WEAPONS

320	2
JUMP DRIVE	SENSORS



320
HULL POINTS

Using an 800-ton hull, the Leklun is commonly used by Vargr military forces for patrols and fighting corsair raiders. Some variants sacrifice the fighters for a G/Carrier, allowing a larger complement of troops to be deployed in a single action. While the smallest of true warships, the Leklun is nonetheless potent enough against raider vessels and when combined into squadrons, the corvette can cause problems for larger ships.



1. Bridge
2. Sensors
3. M-drive
4. J-Drive
5. Power plant
6. Triple turret (beam lasers)
7. Triple turret (missile racks)
8. Missile Storage
9. Low Berth
10. Medical bay
11. Staterooms
12. Barracks
13. Docking space
14. Cargo hold

CHAPTER - SEVENTEEN

THE ZHODANI

The Six Major Races are considered to be the Aslan, Droyne, Hivers, K'kree, Vargr and Humaniti (merging the Vilani, Solomani and Zhodani branches of the human race into one). However, the Solomani and Vilani branches would prefer to forget their Zhodani brethren exist, as they have built their empire upon the science of the mind. In a universe where science has finally given all the ability to seek their maximum potential – to know what pursuit can allow a person to unlock all he can be – the Vilani and Solomani would prefer to not know.

The Zhodani found themselves on a world they did not come from and experienced repeated disasters to forge an interstellar empire. Along the way they have explored a path 5,000 parsecs coreward from their homeworld, drawn by an Ancient artefact to seek what lies at the end. Because of the fear the Vilani and Solomani have of psionics, the Zhodani and the Imperium have fought four wars and a fifth seems imminent.



BIRTH OF THE ZHODANI

Humans evolved on Earth – it therefore came as a great shock for explorers from Earth to travel to the stars only to find other humans not only there already but ruling vast empires such as the First Imperium. It took many centuries to establish that all the races of Humaniti originated on Terra and were spread to worlds across charted space some 300,000 years before by the mysterious Ancients.

Of all these far-flung races of Humaniti, only three developed jump drive technology on their own: the Vilani of the First Imperium, the Solomani of Earth and the Zhodani. By Imperial standards, the Zhodani are the most alien.

The Zhodani have the longest unbroken stretch of interstellar civilisation of any branch of Humaniti. Unlike the Solomani and Vilani, they did not experience a Long Night. However, they suffered their own tragedies, having faced near-extermination in their pre-history, overcoming that to achieve space flight, thrown back to another dark age, only to rise again with a unique civilisation based around the power of the mind.

Even before they reached into space, the Zhodani developed the science of psionics and integrated it into their society. The result was a culture in which people act, and also think, in a different way – and one that possessed radically different values than those of the Solomani and Vilani-dominated Third Imperium.

PHYSIOLOGY

While human in all respects, the Zhodani differ slightly in appearance from those of Solomani or Vilani ancestry. They tend to be tall and lithe, averaging close to two metres in height and massing roughly 90 kilograms. Complexions are predominantly swarthy and hair colour usually black or brown. Blond hair is uncommon but a mutation that occurred on Zhdant in the last 10,000 years made prematurely grey hair twice as common as red hair.

Zhodani have 28 relatively large teeth in contrast to the 32 possessed by Solomani and Vilani. This is not especially noticeable but does mean a brief dental examination can identify Zhodani (unless they have been surgically disguised for operations within the Imperium).

All physiological characteristics of Zhodani are the result of two factors; the original gene pool of humans who first inhabited Zhdant and minor mutations or developments that took place during the 300,000 years they lived on their new homeworld. Their height and physical build are both consequences of Zhdant's 0.85 g surface gravity.

An evolutionary adaptation allows Zhodani to digest certain proteins native to Zhdant, which are indigestible by off-world humans; eating them may result in digestive problems, allergic reactions or food poisoning. Restaurants in regions frequented by non-Zhodani humans (such as starports on the Zhodani-Imperial border) have menus that mark which foods are or are not appropriate for non-Zhodani. Likewise, caterers at official diplomatic receptions will be aware of the problem. Travellers eating elsewhere in the Consulate should exercise caution.

SOCIETY

The fact that psionics make up a major part of everyday life within the Consulate has had a profound influence on the mental and emotional makeup of its people. While they are human, their way of looking at life is quite different from most non-psionic human cultures. It has been said that psionics have made the Zhodani Consulate government the most effective, powerful and absolute tyranny in human history – and also the happiest and most stable state to live in. Both of these statements may be true.

In contrast to the patchwork quilt of planetary societies making up the Third Imperium (whose techno-feudalism is an overlay that affects interstellar politics but rarely daily life), the worlds of the Consulate possess a homogenous society that, despite minor variations for local conditions, is essentially the same from planet-to-planet across its expanse.

Zhodani society is divided into three hereditary groups.

Nobles perform all elective governmental functions. They are the only inhabitants of the Consulate allowed to vote and be elected to office. Not all Nobles work in government – some have senior military positions, manage large hereditary estates or engage in artistic pursuits. Nearly 6% of the Zhodani population are Nobles.

Intendants are the psi-trained middle class. They include most bureaucrats, business and project managers, merchant captains and officers, teachers, psychologists and doctors, police and journalists (although some Nobles may also be found in these positions). Many serve as psionic troops (technically 'commissioned specialists') or military officers. Intendants also act as personal aides to individual Nobles. They make up about 15% of the population.

Proles are the commoners of Zhodani society and the largest social class. Proles include farmers and factory workers, supervisory and junior managers, small business owners and shopkeepers, enlisted soldiers and starship crews, scientists and technicians, and common labourers. Just over 79% of the Zhodani population are Proles.

There is a huge gulf between the lower-class Proles and higher-class Intendants and Nobles. That divide lies in psionics: possession and use of psionic abilities define the upper classes. Nobles and Intendants receive training in psionics from childhood. Only a high degree of talent allows movement from the Prole to Intendant class; when a Prole child is tested and found to have high psionic strength, they are adopted into an Intendant family and raised as an Intendant. Note that children of Intendants and Nobles who have a low degree of talent still receive psionic training and inherit their parents' social status. Similarly, Intendants and Nobles who suffer a permanent loss of talent (such as from an accident) do not lose their standing.

The Zhodani have been sexually egalitarian since their dark ages, largely because of the emphasis on mental rather than physical strength. Marriage between different classes is illegal; liaisons do occur but (especially between Prole and Noble) are socially disapproved of.

SPIRITUALISM AND PHILOSOPHY

The Zhodani do not have religion for they do not acknowledge, let alone worship, any sort of supreme being, nor do they believe in an afterlife in any conventional sense. Instead, they have what some Imperial academics have termed a vaguely Buddhist/vaguely 'green' philosophy. Tavrziansh (Morality's Path) is taught in schools as fact and endorsed by the state as a component of 'proper thought'. It is governed by a small organisation, academic and secular, the Fevranzhtavrchedl' (Guardians of the Book), which every 50 years or so releases a slightly modified version of the Fevranzhtavr (the Book of Morality).

Morality's Path holds that life is a matter of duty. Duty arose with life; even the humblest creatures have and perform their duty, in an unconscious 'state of grace'. Nevertheless, even unintelligent life can fail in its duty. A plague of rodents, philosophically, indicates the rodents have forgotten their place and corrective measures would be justified.

With intelligence comes the ability to understand one's duty to all life and most especially to one's own people. Duty to race takes priority over all other duties but it is most praiseworthy to keep one's duties from coming into conflict. Zhodani can contemplate war, even genocide, to protect their people but they follow Morality's Path better if they protect other life, especially intelligent life, as well.

Duty is also the watchword of the individual. Everyone understands that they have a duty to the race; Proles do their duty in one way, Intendants and Nobles in another. Part of this duty is to recognise the duties of others and work to harmonise yours with theirs.

Death, to the Zhodani, is not a complete ending. The evil (that is, failure of duty) of the individual spirit will be lost. The good of the spirit will merge for a time with the universal energy field, the Tavrian, and then return to another Zhodani. The more dutiful the spirit, the more personality (and possibly even memory) will remain; this resembles reincarnation. An undutiful spirit diminishes in proportion to its failures. However, actual demotion on the 'chain of being' is rare. It would be a very bad Noble who returned as a Prole and a very bad Prole who returned as, for instance, an Imperial or rodent.

Dutiful spirits advance. Merit in Morality's Path, is tied with psionic power, at least as far as Zhodani spirits are concerned (Morality's Path recognises spirits and duty of other races but has little to say about them). When a Prole displays psionic power, it means they showed great devotion to duty in their previous cycles and now receives greater duties as a reward. Interestingly, this is also a sign of past devotion in the family of such a Prole. Witnessing and participating in the elevation of a spirit is a sign that the parents themselves are also worthy; by performing their duty to their talented child, they confirm their worthiness. In some later cycle, their spirits will rise as well.

The spread of psionic training in the Consulate, and gradual increase in the proportion of Nobles and Intendants, proves the Consulate as a whole is behaving well and that the Zhodani as a whole are performing their duty to all life.

Imperial scholars and political scientists feel certain that Morality's Path and its brief holy book, the Book of Morality, were not organic developments of Zhodani belief. Later versions of the book do not reflect development of philosophy but rather a more skilled presentation of the underlying message: 'Conform, be good and you might be a Noble someday.'

CUSTOMS

Zhodani society's acceptance and use of psionics strongly influences the way they think. It differs from that of the average Imperial citizen in many respects.

Extensive psionic ability among the ruling classes has permitted the Zhodani to weed out criminal personalities and potential subversives early in life and re-educate them as useful members of society. Thus, there has been practically no serious crime or dissent for thousands of years. One of the foremost values (which Imperial humans notice most quickly) is the fundamental honesty that pervades everything. Walls protect from the elements rather than from intruders. Locks are rare and most are safety devices to protect children rather than anti-theft precautions. Laws deal more with appropriate action than actual crime.

At first glance, the idea of negotiation, or bargaining, in a psionic society appears impossible. Looking deeper shows the practice is alive and well. Bargaining occurs when market pressures produce varying prices for goods and each side in the encounter tries to obtain the most advantageous price for the transaction.

Negotiators with psionics might be able to read the mind of their opponent, determine the worst acceptable offer and then offer that. Obviously, a psionic negotiator has a tremendous advantage but this model is simplistic. A

Zhodani does not approach a negotiation with thoughts of 'what can I get out of this deal' but rather 'what do I believe my work is truly worth' or 'what do I believe I deserve for my labour and skill'. Anyone reading those thoughts may still disagree and negotiate but there is no dishonesty in the process.

In any case, Zhodani view the use of psionics in such a situation as unfair, much like reading a teacher's mind for answers to test questions.

Regard for social superiors is a natural part of Zhodani society, ingrained into everyone. Of course, for true respect to persist, Nobles must earn it. Many do so in a roundabout way – their Intendants make sure they receive credit for a great many worthy activities. It is in the best interest of an Intendant to make their superior Noble look good because that Noble is responsible for their promotion and advancement.

Zhodani are largely conformists. Everyone knows the relatively narrow band of activities that all members of society understand and approve of, and everyone strives to act within that range. This extends to many areas of culture. Even the range of acceptable dress (while wide) is rarely exceeded. Interests rarely involve strange or unsuitable subjects. Too much deviation from the norm is considered an aberration and subject to re-education.

While Nobles have more freedom of thought than Proles, they are still subject to human failings. Eccentric Nobles, while rare, can and do still appear. Noble children are subject to careful psionic supervision when they are babies and pre-adolescents, so by the time they are proficient enough to possess mind-shields (usually as early adolescents) and have earned the right to mental privacy, they have been thoroughly integrated into Zhodani cultural mores.

Zhodani feel uncomfortable outside the Consulate, where 'liars and thieves are allowed to wander' and fundamental values of Zhodani society are not enforced. Moreover, as Zhodani lack racial diversity, the average Zhodani has had little experience with other types of Humaniti, who appear strange or unusual to their eyes. These two impressions tend to mingle, resulting in an instinctive distrust of anyone with non-Zhodani features.

PROLES

The aspirations of the Proles are generally limited to economic and personal goals – to succeed at whatever they do and thus win financial security and personal satisfaction. While many individuals are content to do their jobs and enjoy happy lives, Proles with more ambition may seek to excel within a discipline, be it as an artist, athlete, scientist, explorer or whatever. Alternatively, they may seek economic success, perhaps using earnings to open a small business or working hard to impress superiors to win promotion and higher salaries.

However, this ambition has a definite ceiling: Proles working within an organisation can attain junior management, supervisory or non-commissioned officer (NCO) positions that involve supervising other Proles but they will never rise to policy-making, executive, command or commissioned officer posts.

As such, the social ambition of Proles is sublimated into ambition for their children – hopes that they (or their grandchildren) will have great enough psionic power to warrant training and elevation into the Intendant class.

INTENDANTS

As with Proles, an Intendant's childhood education will result from natural aptitudes being identified and trained for a suitable and necessary career. Additionally, psionic training is an important part of an Intendant's education.

After their studies (which may include education at a local or off-world university or college), records will be sent to those Nobles or public- and private-sector organisations that express a need for new Intendants with that career path. Usually, an Intendant will have already made such contacts during their studies and there will be a job waiting. Often, there will be a number of choices, some of which may require travel and interviews. Because the Intendant's education is geared toward the career, there is rarely any difficulty finding a position.

Each Noble has one Intendant specifically assigned to them; this direct relationship provides the Noble with a capable secretary and assistant. Such positions are avidly sought after by ambitious Intendants since much of the fame and power of a strong Noble rubs off on their personal Intendant.

Other Intendants take positions within corporations or institutes, the military, professions that require psionics (including psychologists, sociologists and teachers) or as secondary personal assistants with specific duties or assignments for Nobles. The remainder of the Intendant population works for the generalised bureaucracy that allows the Consulate government to function.

Intendant ambition centres on elevation to the Noble class. One method is through participation in the Thequzdievl, the Psionic Games (see page 254), which brings psionically powerful individuals to the Noble class; perhaps 10% of Intendants are elevated to the Nobility in this way. Another is as a reward for faithful service; another 10% of Intendants achieve this, usually near the end of their careers. Some Intendants strive for such rewards, while others are reasonably happy with their existing place in society.

NOBLES

Nobles have more freedom to shape their own destiny than Intendants. From childhood, their education has a focus on psionic training and fostering proper social attitudes, with a more generalised 'classical' education on leadership, psychology and personnel management.

From the Noble's perspective, the most important skill is to be a good manager, to know which Intendants are doing a good job and which are simply time-servers, and how to motivate them. Since Intendants are also psionically trained (and thus, in many cases, their minds cannot be casually read), motivating them requires more skill than dealing with Proles whose thoughts are an open book.

There are several ranks of Nobility in Zhodani society. These do not come with hereditary government positions (which are elective) but correlate with the influence (and often wealth and estates) of a family. A member of the higher ranks of the Nobility will be expected to live up to his title; if they do so, they can benefit from its prestige and the social connections that come with it to rise far more rapidly through the military or be elected more easily to higher office.

LAW

The character of crime in the Consulate is markedly different from that of other societies. Responsibility for law enforcement is maintained by the Tavrchedl' (the Thought Police), who are as much concerned with mental health as actual deeds.

Three broad categories of crime are recognised among the Zhodani: inadvertent, incited and insane offenses. The concept of premeditated crime for personal gain is considered insane.

Inadvertent crime is an unintentional violation or infraction of the law, usually resulting from inattention or distraction. Examples include accidental violations of traffic or other regulations, failure to return borrowed materials to a lender or forgetting an appointment with a Noble. For minor cases, the punishment is a small fine, to compensate society and encourage the offender to be more thoughtful in the future. If significant damage or injury resulted, recompense to society can be substantial and extreme cases may be taken as evidence of wilful negligence requiring re-education, although such are rare.

Incited crime is an infraction of a law brought about by another. Often it results from an overreaction by an individual to an inadvertent crime or misfortune. For example, if someone responds violently to a perceived insult or injustice, this in an incited crime; Zhodani recognise that people can perform wrong actions out of anger or despair. This mitigates wrongdoing, if the crime is not unduly disproportionate to the situation but does not excuse it. The solution is re-education – often, the incited individual is seen as weak-willed or vulnerable because of a character flaw or subconscious fault. Re-education uses psychological and psionic techniques to remedy this flaw, retraining the individual to recognise similar provocations and avoid or properly handle them. Sometimes, the investigation of an incited crime will turn up an actual injustice: which will also be dealt with in as fair a manner as possible.

Those who have been outside the Consulate and have trouble behaving and thinking in a proper way when they return sometimes fall into this category.

Insane crime covers most major crimes against property or individuals, including theft, rape, premeditated assault, treason and murder. Zhodani believe that any individual who commits such a crime must be insane and sentences for insane crimes call for re-education until the insanity is cured. Sometimes the offender's personality must be rebuilt and, in rare instances, an execution will be ordered if the individual appears incurable.

Note that someone caught *thinking* about performing a crime may be arrested and judged guilty if mental examination shows there was serious intent to commit the actual deed.

JUSTICE

Technically, all Nobles are empowered to sit in judgment of any accused criminal. In practice, Nobles not trained in telepathy are expected to defer judgment until a telepath can be found.

Cases are presided over by a Noble consul from the community council of the area where the crime was committed. If there are multiple Nobles on a council

with telepathic abilities, the case will go to whichever Noble is not otherwise occupied. Some councils rotate judicial duties among themselves; others have a few Nobles that specialise in them. If a region, facility or ship is under military control, a Noble officer will handle the case.

Procedures are informal, the Noble listens to the case and considers the facts presented. In a dispute between two parties, the Noble will hear both sides and additional facts are gathered by reading the minds of those involved. If necessary, the Noble may dispatch Thought Police investigators to locate evidence, suspects or additional witnesses. A judgment is made and the decision recorded, usually sent telepathically to an Intendant clerk in the local records centre.

Crimes committed by Nobles and Intendants are treated as special cases, since a Noble of higher rank than the accused must judge them. Inadvertent crimes are handled with a warning or admonition; repeated errors might also result in the Noble or Intendant being dismissed from their present job or losing hope of further promotion.

Nobles are believed, under the law, to be incapable of incited crimes. Insane crimes reflect a breakdown in a Noble's personality (portrayed to Proles as the result of overwork and demands of responsibility). Minor violations may be let off with a warning and usually a short or lengthy enforced vacation from work: major crimes call for re-education. For the good of all, a convicted Noble is usually transferred to another location or world after re-education. Intendants are also re-educated but usually revert to Proles and have mental blocks placed in their minds to make them forget how to use their psionic talents.

Re-education

The cure for any aberrant behaviour is re-education. Psionics has made this extremely efficient and studies confirmed which educational techniques worked and how efficiently, allowing academics to plan lessons with and create examinations that confirm success. Psychologists and mental health professionals study the mind and develop mood and behaviour-altering techniques with levels of effectiveness unheard of elsewhere.

The result is excellent diagnosis and careful treatment in re-education centres. While duration of treatment will vary depending on the patient and complexity of the issues, when treatment is completed the individual re-joins society without stigma or blot. Re-education is viewed by Zhodani like a period of recovery from illness.

Proles

It is important to remember that Proles are not citizens. They are subject to the jurisdiction of the Consulate, as manifested through the local government council in the region they reside or, in the case of individuals working directly for a consular agency (such as the military), that organisation's hierarchy.

Proles are not serfs owned by a Noble family but are considered dependents of the Consulate as a whole. If a Prole wishes to change job and move to another town or planet, and can afford to pay for moving and transport, they still require permission of the local council. In practice, all this means is letting the council office know they are moving and explaining why to an Intendant bureaucrat. If they have a good reason to do so, such as an opportunity for a new, better-paying job or a region whose schools better suit the aptitudes of their children, the request will be routinely approved. If the decision seems frivolous, or not in the Prole's own best interest, the council may not grant it and the Thought Police will inquire into their mental health – why are they unhappy enough to want to change their job and move to a different location?

This is an important fact to remember; all of a Prole's major decisions are subject to the scrutiny of the Thought Police and upper classes (or superior officers, if the Prole is in the military). If their actions seem ill considered or unhealthy, the government may intervene for the Prole's own good.

Intendants and Nobles

Privacy of thought is highly respected by Intendants and Nobles as their greatest freedom; Proles have no such rights. Nobles have an almost complete right of privacy and Intendants nearly as much; in either case, it can only be breached if there is suspicion (in the case of an Intendant) or clear proof (for a Noble) that the individual is guilty of aberrant thought.

In other ways, Intendants have less freedom than Proles do. Membership of this class carries a precondition of service: Intendants are expected to be engaged in socially acceptable work under the close supervision of the Nobility. Soon after reaching adulthood an Intendant will select a career path and generally remain in that career until either retirement (with pension) or successful promotion to the Nobility. Retired Intendants have somewhat more freedom and usually end up raising a family, taking up travel or becoming involved in hobbies or personal business pursuits.

Nobles are, to a large degree, as free as any Imperial citizen. They have the right to vote or hold office and are free to travel and do as they wish, provided they obey Consular laws. Those who choose to enter military service or join a government agency will, of course, be expected to obey their superior officers.

ART

Artists have an important role in Zhodani society. Zhodani fine arts are much the same as those in the Imperium: painting, music, sculpture, theatre and literary endeavours all thrive. The Zhodani have one significant difference in the practice of their art, however.

An artist with telepathy soon learns what provokes a response. For example, a Zhodani artist learns exactly what mural to put in a dental waiting room to calm nervous patients. They know what effects specific colours have on viewers and can achieve exact (and sometimes subliminal) results through their artwork.

Because of the conformist nature of Zhodani society, most Zhodani art seems limited and unimaginative by Imperial standards. Zhodani artists are not placed under any legal restrictions or censorship, however. They simply know what is acceptable to society as a whole and remain within those limits voluntarily. Zhodani artists do not feel compelled to stretch the limits of their expression, as do many Imperial artists, and argue that their creativity is not stunted by the restrictions they work under.

DRESS

The most distinctive elements of Zhodani dress are the turbans and cloaks worn by the Nobility, along with the stylish beards male Nobles favour and the headbands worn by Intendants. However, there is much more to Zhodani dress than this.

In work roles, Zhodani wear practical clothing to fit their station and responsibilities. At other times, Zhodani prefer comfortable, loose clothing (often trousers and tunics), generally made of lighter fabrics. During appropriate holidays, Proles can wear quite outlandish colours and clothes but the Nobility tend to be more restrained. Noble fashion is intended to provoke a response of respect and deference, and no Noble would ever go out in public in anything less.

ROBOTICS

Almost every industrialised race uses robots in their factories but the vast majority are nothing more than reprogrammable machine tools that remain fixed in place. Zhodani use industrial robots but also mobile robots to a much greater degree than other major races outside of the Hivers.

The fact that robots do not have minds that can be communicated with through ordinary telepathy means that Zhodani do not try to anthropomorphise robots to the same degree as the Imperium. An Intendant or Noble need only to try to touch a robot's mind to know it is not 'alive' or see inside the machine's body with ESP to reveal its workings. Nor, in closely monitored Zhodani society, are the fears and prejudices other races have about a 'robot revolt' or 'android doubles' likely to occur – at least, not without swift treatment by the Thought Police.

Lacking biases that limit the use of mobile robots in the Imperium, it is not surprising that Zhodani make a greater use of them. However, the Zhodani preference for psionics has slowed the development of advanced Artificial Intelligence; instead, Zhodani robots are designed to receive orders from both computer inputs and psionically. As a result, they do require no great intellect. The role of robots in Zhodani society is simple; machines do repetitious or dangerous jobs, freeing Zhodani for safer or more rewarding pursuits.

THE MILITARY

Although they do not consider themselves a warrior people, the Zhodani do have a lengthy military tradition. There are three major services: the Navy, Army and Consular Guard.

In the Zhodani military, Intendants and Nobles cannot hold enlisted rank. The lowest rank held by either is that of commissioned specialist, roughly equivalent to the lowest officer grades in the Imperial military. Commissioned specialists are officers by virtue of their psionic training, however, and although they hold officer-equivalent rank, they are not in the chain of command and do not give orders (an equivalent in the Imperial military is that of doctor, who holds a commission and officer-equivalent rank but is not in the chain of command). In addition, some positions require both a specific psionic talent and command responsibilities, such as the commander of a commando groupment.

Technicians, drivers, gunners, non-commissioned officers (NCOs) and so on are Proles. The Zhodani have also long used mobile robots as part of their armed forces.

NAVAL ORGANISATION

The Consulate Navy carries out two principle duties: exploration and maintenance of the status quo. Exploration is driven by several long-range missions in the direction of the galactic core and the Navy also engages in scientific research and short-range survey operations closer to home, coordinating private and corporate research operations to cover gaps in its activities.

To maintain the status quo, the Consulate has developed a defensive perspective that accepts the need for pre-emptive strikes to shape the thinking of neighbouring states or remove a prospective threat.

The Consular Navy is tasked with obtaining space superiority during war, besieging enemy worlds and protecting interstellar trade routes within the Zhodani Consulate. It is mainly equipped at TL12–14 but a small number of TL15 ships have been produced since the Fourth Frontier War. The Consular Navy is organised into eight provincial fleets, one per province, and in peacetime is nominally managed by provincial councils. Zhodani squadrons tend to follow a similar organisation to that of the Imperium, with frontier systems defended by squadrons of battleships and cruisers and battle rider squadrons held back in reserve fleets within the Consulate.

The biggest difference between the Consular and Imperial Navy is that a good percentage of the former's ships are occupied with exploration duties, which in the Imperium would be the province of the Scout Service. Some Zhodani ships are dedicated exploration vessels packed with scientific instruments, while others serve as escorts or embark on armed reconnaissance missions. Many are tasked with supporting the core expeditions but exploration also continues in other directions, albeit at a much slower pace.

This 'warrior-explorer ethic' has a strong effect on Zhodani naval culture. Many Zhodani officers possess advanced degrees in sophontology or other scientific fields, as well as engineering and naval tactics, and senior officers will have spent a term or so serving on an exploration mission; as such, they are expected to be diplomats as well as soldiers.

ARMY AND GUARD ORGANISATION

The Zhodani Army comprises the planetary-armed fighting forces of individual worlds and subsectors within the Consulate, dealing with planetary surface actions, battles and campaigns. Where necessary, they may serve as ship's troops aboard naval vessels. The army, like the navy, has its own command structure, which parallels governmental council structure. Consular Guard units, however, are under direct authority of the Qlomdlabr, the supreme council of the Consulate.



Leader-of-five Zhof Ievrepl is a native of Sriezdazh, a high-population, mid-tech world in the Ziafrplians sector. Like many members of the Prole class he aspired to a career of honourable service to the Consulate and joined the Zhodani Consulate Combined Interstellar Forces. The selection process indicated that physically he had an aptitude for low-gravity operations whilst mentally he was inclined towards steadiness and tenacity. These were ideal characteristics for a marine, so after basic training Zhof reported aboard Mobile Training Facility *Enjosiebr*.

By the time *Enjosiebr* arrived at Cronor in the Spinward Marches, Zhof was a qualified Consular Marine. Unlike most members of his contingent, he did not transfer to a navy ship or base but was instead selected for the honour of remaining aboard as part of the Advanced Training Cadre during the next voyage of *Enjosiebr*. At the end of this voyage, Zhof joined the troops-aboard contingent of the heavy cruiser *SetIflal* with the rank of Follower and, as expected, quickly advanced to lead his squad when his Leader-of-five was promoted.

Zhof is qualified in all aspects of troops-aboard operations, including low-gravity combat, explosives and breaching equipment. His personal specialism is close combat and he holds the position of Third Instructor of Hand Weapons to his shipboard contingent. Whilst this is not a particularly noteworthy position it is a portent of things to come and Zhof hopes one day to become an instructor to the family of a noble, perhaps by way of serving as a member of the Close Guard surrounding a senior officer. The ship's Mentor-of-Aspirations team has noted this ambition and pronounced it both worthy and attainable.

PRIMARY WEAPON

The primary weapon of most Consular Marines is the Personal Energy Weapon Riebchi, generally referred to as the 'Consular carbine' by non-Zhodani observers. A standard direct-feed laser device, the Riebchi varies mainly in its inclusion of a rechargeable battery pack under the collimator tube. This permits 6–7 shots from the weapon if its backpack power supply is disconnected. The battery pack can be disconnected and used as an emergency power source for a damaged combat armour suit's life support or other light equipment.

SECONDARY WEAPON

Zhof Ievrepl is equipped for close combat with a Standardised Medium Blade Weapon Vranz, typically known as the 'Vranz pattern boarding sword' outside the Consulate. The Vranz is a straight-bladed cut-and-thrust weapon which, despite its appearance, is primarily used for thrusting actions, which give a better chance of penetrating armour. As an instructor for this weapon, Zhof has the honour of wearing a stylised image of it among his insignia.

COMBAT ARMOUR

Zhof wears standard Consulate-issue non-power-assisted combat armour. Lighter than its Imperial equivalent, Zhodani armour uses articulated plates over a resilient flexible base with multiple-redundant life support and wound-management systems. The suit provides slightly better protection against radiation and electromagnetic threats than Imperial armour, and is designed to permit maximum agility at the expense of some physical protection.

HELMET

Zhof's helmet uses the standard Consulate 'big eyes' design – as many Imperials call it – which incorporates multispectral emitters/sensors and user displays in the lower part of the 'eyes'. Although the design of the eyes is considered by some to create weak points in the helmet front, the difference from a single faceplate design is so small as to be negligible. The helmet also contains communications receptors and an independently powered communications unit. This gives a downed trooper a last chance to call for help even after suit failure, or pass along information, enemy coordinates, or a final inspiring message to his comrades.

OPERATIONS PACK

Consulate combat armour can be used without a backpack, using a small distributed power storage array, but normally one of several operations packs are carried. In addition to power for the suit and any weapons carried, a standard operations pack contains tools, a breaching charge, a thrust pistol for open-space operations and additional equipment as assigned. This usually includes one or more hand grenades, an electronic intrusion kit and similar mission-specific items.



SECURITY AND INTELLIGENCE

The Tozjabr (literally, 'the eye and the hand') is the Consulate's primary intelligence and covert operations agency. The institution is relatively young, having been established during the period of tension that led to the First Frontier War. Prior to establishment of the Tozjabr, intelligence gathering activities and special operations had been handled by various military branches and diplomatic offices, assisted by the Thought Police.

Faced with confrontation with a polity the size of the Third Imperium, the Qlomdlabr realised that treating covert operations as an adjunct to other operations was no longer practical. With the need for a dedicated covert operations and foreign intelligence organisation identified, the Qlomdlabr established the Tozjabr as a civilian body independent of all other agencies, including the Thought Police.

The Zhodani character makes finding suitable candidates for undercover agents and giving them proper training a difficult proposition, even with telepathy. The stress of making decisions and compromises alien to Zhodani culture can be considerable. Extensive counselling is given to operatives before retirement but a small number of Tozjabr agents are unable to readjust to life in the Consulate and have required re-education or, in a few cases, turned to crime or defected to foreign powers.



CHAPTER-EIGHTEEN

ZHODANI TRAVELLERS

Zhodani Travellers follow the same procedures and concepts as human Travellers, as detailed in the *Traveller Core Rulebook*. However, several changes take into account the cultural differences between Zhodani characters and other humans. Unless otherwise stated in this chapter, use all the creation and career rules described in the *Traveller Core Rulebook*.

INITIAL TRAVELLER GENERATION

Use the characteristics and traits for Zhodani Travellers shown below:

Characteristics: Zhodani roll 2D for the PSI characteristic at the start of Traveller generation. Note that there is no reduction in PSI by terms of service (as indicated in the *Traveller Core Rulebook*) for Zhodani, as they are tested before they enter a career.

Optionally, the Referee may allow PSI to be rolled using 1D+6 in order to create a greater proportion of Intendants and Nobles.

Characteristic Adjustments: In the Consulate, all children are tested for psionic potential, while children of Nobles and Intendants receive better educations than Proles.

- If a Traveller rolls PSI 9+ and SOC 9-, raise their SOC to 10.
- EDU cannot be higher than SOC, and should be lowered to the SOC value if it is greater.
- If a Traveller rolls EDU 7- and SOC 10+, increase EDU to 8.

These adjustments apply only at the start of Traveller generation. They do not apply if a Traveller's SOC changes because of career events or if PSI changes due to aging effects.

STARTING AGE

Zhodani characters begin their careers at 18 years of age. Untrained and inexperienced, they embark on a career to gain new skills and experience. Each career term lasts for four Imperial years.

Social Classification

Zhodani society has three broad social classes and SOC determines to which a Traveller belongs.

Noble: SOC 11+
Intendant: SOC 10
Prole: SOC 9-

Noble Titles

Zhodani Intendants and Nobles are identified by a suffix to their names. A new name suffix replaces the previous one when an individual rises in SOC.

SOC	Title Suffix	Translation
10	-iepr	Intendant
11	-atl	Aspirant
12	-stebr	Wellborn
13	-tlas	Highborn
14	-tlasche'	Noble Born
15	-iashav	Princely Lord

While these do not directly correlate to Imperial noble titles, Zhodani Travellers visiting the Imperium are generally accorded status and honours based on their SOC.

Psionic Training

Nobles and Intendants (not Proles) undergo standardised psionic training at an early age. As part of training, the Traveller attempts to learn the common psionic talents on the Psionic Training table by making a PSI check. The Traveller may attempt to learn the talents in any order but suffers a cumulative DM-1 per check attempted. If a Traveller learns a talent, they gain that talent at level 0.

Psionic Training

Talent	Learning DM
Awareness	+1
Clairvoyance	+3
Telekinesis	+2
Telepathy	+4
Teleportation	+0
Zhodani*	–3

* New psionic talent detailed on page 277.

If a Prole gains PSI 9+ during a career, they are elevated to Intendant (increasing their SOC to 10) and immediately undergo this same training.

The Psionic Games

Any Intendant may apply once during their lifetime to compete in the Thequzdievl, the Psionic Games, by making a PSI check. If successful, the Intendant devotes that term of service to competition in the Psionic Games instead of a career. The term still counts as a term in the Traveller's current career, except no survival or advancement checks are made, nor are skills gained from career skill tables.

Preliminary Competitions: For each psionic talent the Traveller is skilled in, make an Average (8+) check. Record the number of successes and failures.

Final Competition: Roll PSI 12+ to win the final competition, with DM+1 for each successful preliminary competition and DM-1 for each failed preliminary competition.

Awards: After the final competition, the Traveller receives PSI +1 if more preliminary competitions were successful than failed. A winner of the final competition receives PSI +2 and becomes a Noble, raising SOC to 11.

CAREERS

Zhodani careers, in general, are used in the same way as described in the *Traveller Core Rulebook*. However, there are exceptions, which are noted here.

While Zhodani share most careers with other human cultures, there are some differences. The Agent career has no corporate specialty, as corporations within the Consulate do not conduct trade wars or espionage against each other. There is no specific career for Nobles, although the Government career shares some similarities. There is no Scout career, as that is specific to the Imperium. There is no Rogue career, as that represents behaviour considered unhealthy by Zhodani society. Finally, the pervasiveness of a psionic society requires changes across all careers.

Zhodani Travellers have no penalty for changing career, as Zhodani society recognises that a new perspective on life is mentally healthy and often desirable.

The Draft

Zhodani use the following Draft table if they fail to qualify for a career.

Draft

1D	Career (speciality)
–3	Army (any)
4–5	Merchant (corporate)
6	Navy (any)

Skills

Skills are determined as normal but there is an additional skill table for all careers except Prole. Travellers may only roll on the Psionic Skills table if they have Soc 10+.

Psionic Skills: Intendants and Nobles may develop talents over time as if they were normal skills. If they receive a talent they were not trained in or failed to gain during their initial psionic training, they may attempt again to gain that talent (all previous DMs apply, including the cumulative DM-1 per previous check). If a Traveller rolls the Talent skill choice, they may increase any psionic talent already possessed.

Rare Skills: The Deception, Gambling and Streetwise skills are generally not permitted to Zhodani Travellers. Deception and Streetwise can be gained by those in the Agent (tozjabr) career, as they deal with non-Zhodani who engage in unhealthy activities. However, Gambling is unknown in Zhodani society.

Commission and Advancement

Zhodani society favours the careers of Intendants and, especially, Nobles. The following rules apply to all Zhodani Travellers.

- Nobles and Intendants automatically succeed with Advancement (Commission if appropriate) in their first term of service, unless they are draftees.
- Drafted Nobles and Intendants receive automatic Advancement (Commission if appropriate) in their second term of service.
- Nobles gain DM+1 to all Advancement rolls.
- Proles and Intendants in the Government career may not advance higher than Rank 3 (Executive).

Career Summary

Career	Specialisation	Qualification	Survival	Advancement
Agent		INT 6+		
	Tozjabr		INT 7+	INT 5+
	Thought Police		END 6+	INT 6+
Army		END 5+		
	Cavalry		DEX 7+	INT 5+
	Infantry		STR 6+	EDU 6+
	Support		END 5+	EDU 7+
Entertainer		INT 5+		
	Artist		SOC 6+	INT 6+
	Author		EDU 7+	INT 5+
	Performer		INT 5+	DEX 7+
Government		INT 8+		
	Administration		INT 7+	EDU 8+
	Diplomat		END 6+	EDU 6+
Guard		END 6+		
	Commandos		END 7+	EDU 5+
	Ground Assault		END 6+	EDU 6+
	Support		END 5+	EDU 7+
Merchant		INT 4+		
	Broker		EDU 5+	INT 7+
	Corporate		EDU 5+	INT 7+
	Free Trader		DEX 6+	INT 6+
Navy		INT 6+		
	Crew		INT 5+	EDU 7+
	Flight		DEX 7+	EDU 5+
	Technical		INT 6+	EDU 6+
Prole		INT 4+		
	Colonist		INT 7+	END 5+
	Corporate		SOC 6+	INT 6+
	Worker		END 4+	EDU 8+
Scholar		INT 6+		
	Field Researcher		END 6+	INT 6+
	Lab Scientist		EDU 4+	INT 6+
	Physician		EDU 4+	INT 8+
Outcast			None	
	Labourer	Either		STR 8+
	Trader	Either		END 8+
	Scavenger	Either		END 8+
Outlaw			STR 6+	
	Pirate	Either		END 7+
	Raider	Either		END 8+
	Thief	Either		DEX 7+
Wanderer			Rite 8+	
	Belter	Male		END 6+
	Nomad	Male		DEX 7+
	Scout	Male		END 8+

1 AGENT

Mental health professionals and intelligence operatives who work for the health of the Consulate and oppose those who would threaten it.

Qualification: INT 6+
The Traveller must have SOC 10+ to enlist.
The Traveller must have PSI 9+ to be assigned to Thought Police.

ASSIGNMENTS

Choose one of the following.

Tozjabr (intelligence): You are a Consulate intelligence operative.
Thought Police: You work with or for the civilian Thought Police.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Tozjabr	INT 7+	INT 5+
Thought Police	END 6+	INT 6+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	1000	Weapon
2	2000	Armour
3	5000	Ship Share
4	7500	EDU +1
5	10000	INT +1
6	25000	Nenj
7	50000	SOC +1

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	DEX +1	Carouse	Advocate
2	END +1	Electronics	Talent
3	INT +1	Drive	Electronics
4	Athletics	Gun Combat	Diplomat
5	Gun Combat	Investigate	Medic
6	Melee	Recon	Science
1D	**SPECIALIST: TOZJABR**	**SPECIALIST: THOUGHT POLICE**	**PSIONIC SKILLS (MIN. SOC 10)**
1	Electronics	Advocate	PSI +1
2	Deception	Investigate	Clairvoyance
3	Language	Melee	Persuade
4	Persuade	Persuade	Science (psychology)
5	Recon	Recon	Talent
6	Streetwise	Stealth	Telepathy

RANKS AND BONUSES

RANK	TOZJABR	SKILL OR BENEFIT
0	Analyst	—
1	Defender of 20	Persuade 1
2	Defender of 50	Investigate 1
3	Defender of 100	—
4	Defender of 500	Gun Combat 1
5	Defender of 1,000	—
6	Defender of 5,000	—

RANKS AND BONUSES CONT...

RANK	THOUGHT POLICE	SKILL OR BENEFIT
0	Observer	—
1	Guardian of 20	Persuade 1
2	Guardian of 50	—
3	Guardian of 100	—
4	Guardian of 500	Investigate 1
5	Guardian of 1,000	Admin 1
6	Guardian of 5,000	SOC +1

MISHAPS TABLE

1D	MISHAP
1	Severely injured in action. Roll twice on the Injury table and take the lower result.
2	An investigation goes critically wrong or leads to the top, ruining your career. Roll Advocate 8+. If successful, you may keep the Benefit roll from this term. If failed, roll on the Re-education Events table (page 274).
3	A mission goes wrong and you are held responsible for it. You may accept your fate and leave this career with an extra Benefit roll as compensation or may contest the accusation. If contested, roll Advocate 8+. If successful, you may stay in this career. If failed, roll on the Re-education Events table (page 274).
4	You suffer psychological stress and must leave this career. Roll on the Re-education Events table (page 274).
5	You are injured in an act of sabotage. Roll on the Injury table but gain a Contact in the medical field.
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career, even from a Re-education Event.
3	You are given specialist training in vehicles. Gain one level of Drive, Flyer, Pilot or Seafarer.
4	A natural disaster strikes. Roll 1D; on a 1, roll on the Injury table. Otherwise, gain one level of Survival or Medic.
5	You complete a mission for your superiors and are suitably rewarded. Gain DM+1 to one Benefit roll.
6	You establish a network of contacts. Gain D3 Contacts.
7	Life Event. Roll on the Zhodani Life Events table (page 274).
8	You are given advanced training in a specialist field. Roll EDU 8+ to gain one level in any skill already possessed.
9	You go undercover to investigate an enemy. Roll Investigate 8+. If successful, roll immediately on the Prole Events table (page 270) and make one roll on any Proles Specialist skills table. If failed, roll immediately on the Proles Mishaps table but you are not ejected from this career.
10	You are re-assigned to a desk job. Gain one level of Admin, Electronics (computers) or Electronics (comms).
11	Your superiors take an interest in your career. Gain an Ally and take DM+2 to your next Advancement roll.
12	Your efforts uncover a major conspiracy. Your next Advancement roll is automatically successful.

2 ARMY

Members of the Consulate's ground-based armed fighting forces or the ground forces of individual worlds. Zhodani soldiers fight in planetary surface actions, battles, and campaigns.

Enlistment: End 5+
If aged 30 or more, DM-2

Commission: Automatic (except draftees) if SOC 10+

ASSIGNMENTS

Choose one of the following.

Cavalry: You serve in a tank or other ground vehicle.
Infantry: You serve as a fighting man on the ground or with shipboard troops.
Support: You serve in one of the many Army support roles.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Cavalry	DEX 7+	INT 5+
Infantry	STR 6+	EDU 6+
Support	END 5+	EDU 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	2000	Weapon
2	5000	Armour
3	10000	EDU +1
4	10000	END +1
5	10000	INT +1
6	20000	Nenj
7	30000	SOC +1

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	OFFICER SKILLS (COMMISSIONED ONLY)
1	STR +1	Electronics	Electronics	Admin
2	DEX +1	Gun Combat	Engineer	Advocate
3	END +1	Heavy Weapons	Explosives	Diplomat
4	Athletics	Medic	Navigation	Leadership
5	Carouse	Melee	Talent	Electronics
6	Melee	Vacc Suit	Survival	Tactics (military)
1D	**SPECIALIST: CAVALRY**	**SPECIALIST: INFANTRY**	**SPECIALIST: SUPPORT**	**PSIONIC SKILLS (MIN. SOC 10)**
1	Drive	Athletics	Electronics	PSI +1
2	Flyer	Gun Combat	Drive	Awareness
3	Gunner	Heavy Weapons	Explosives	Persuade
4	Mechanic	Melee	Flyer	Science (psychology)
5	Recon	Recon	Mechanic	Talent
6	Electronics	Stealth	Medic	Telekinesis

RANKS AND BONUSES

RANK	ENLISTED/NCO	SKILL OR BENEFIT
0	Trooper	Gun Combat 1
1	Follower	Recon 1
2	Leader of 10	—
3	Leader of 20	Leadership 1
4	Leader of 50	—
5	Leader of 100	—
6	Leader of 1,000	—

RANKS AND BONUSES CONT...

RANK	OFFICER	SKILL OR BENEFIT
0	Waiting Officer	Gun Combat 1
1	Officer of 20	Leadership 1
2	Officer of 50	—
3	Officer of 100	Tactics (military) 1
4	Officer of 500	—
5	Officer of 1,000	—
6	Officer of 5,000	SOC +1

MISHAPS TABLE

1D	MISHAP
1	Severely injured in action. Roll twice on the Injury table and take the lower result.
2	You are involved in a disastrous campaign and barely escape off planet in a frantic and badly organised evacuation. This leaves you a long way from friendly lines and you makes D3 Contacts as you return home. Roll on the Re-education Event table (page 274).
3	You are sent to battle against insurgents and discharged because of stress or injury. Gain one level of Recon or Survival. If Soc 10+, gain an Enemy as the government buries the whole incident. If Soc 9-, roll on the Re-education Events table (page 274).
4	You discover that your commanding officer is engaged in some form of illegal activity. You can join him and gain Ally before the inevitable investigation results in discharge; roll on the Re-education Event table (page XX). Alternatively, you can cooperate with the Thought Police – you must leave the career but keep your Benefit roll from this term of service.
5	You have problems working with an officer or fellow soldier. If Soc 10+, gain that officer as a Rival as he drives you out of the Army. If Soc 9-, roll on the Re-education Event table (page 274).
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career, even from a Re-education Event.
3	You are assigned to an urbanised world torn by war. Gain one level of Stealth, Persuade or Recon.
4	You are assigned to a world with a hostile or wild environment. Gain one level of Vacc Suit, Engineer, Animals (riding or training) or Recon.
5	You are sent to Commando training. Gain one level of Vacc Suit, Heavy Weapons or Athletics (dexterity). If you have Soc 10+, you may leave this career (mustering out as normal) and then automatically qualify for the Guard career (with the same rank) next term.
6	You are thrown into a brutal ground war. Roll Gun Combat or Stealth 8+ to avoid injury; if successful, gain one level of Gun Combat, Leadership, or Tactics (military).
7	Life Event. Roll on the Zhodani Life Events table (page 274).
8	You are given advanced training in a specialist field. Roll EDU 8+ to gain one level in any skill already possessed.
9	Surrounded and outnumbered by the enemy, you hold out until relief arrives. Gain DM+2 to the next Advancement roll.
10	You are assigned to a peacekeeping role. Gain one level of Admin, Investigate or Recon.
11	Your commanding officer takes an interest in your career. Gain him as an Ally and gain DM+2 to your next Advancement roll thanks to his aid.
12	You display heroism in battle. Your next Advancement roll is automatically successful.

3 ENTERTAINER

Arts and entertainment are viewed as important for communicating, stabilising and reinforcing social structures across the Consulate.

Qualification: INT 5+

ASSIGNMENTS

Choose one of the following.

Artist: You are a sculptor, holographer or work in some other creative art.
Author: You write for a living, whether it is novels, poetry, plays, speeches, news reports or games.
Performer: You are an actor, athlete, musician or some other type of public performer.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Artist	SOC 6+	INT 6+
Author	EDU 7+	INT 5+
Performer	INT 5+	DEX 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	2000	Contact
2	5000	Two Ship Shares
3	10000	Ally
4	10000	INT +1
5	40000	EDU +1
6	40000	Nenj
7	80000	SOC +1

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	
1	STR +1	Art	Talent	
2	DEX +1	Carouse	Advocate	
3	INT +1	Diplomat	Electronics	
4	EDU +1	Persuade	Diplomat	
5	Carouse	Science	Language	
6	Stealth	Steward	Science	
1D	**SPECIALIST: ARTIST**	**SPECIALIST: AUTHOR**	**SPECIALIST: PERFORMER**	**PSIONIC SKILLS: (MIN. SOC 10)**
1	Art (holography or sculpting)	Art (writing)	Art (acting, dance or instrument)	PSI +1
2	Carouse	Electronics	Athletics (dexterity or endurance)	Clairvoyance
3	Electronics	Admin	Carouse	Persuade
4	Persuade	Investigate	Leadership	Science (psychology)
5	Science	Language	Melee	Talent
6	Profession	Recon	Stealth	Telepathy

RANKS AND BONUSES

RANK	ARTIST	SKILL OR BENEFIT
0	—	—
1	Well-known	Art
2	—	—
3	Renowned	Investigate
4	—	—
5	Famous	SOC +1
6	—	—

RANKS AND BONUSES CONT...

RANK	AUTHOR	SKILL OR BENEFIT
0	—	—
1	Well-known	Investigate
2	—	—
3	Renowned	Persuade
4	—	—
5	Famous	SOC +1
6	—	—

RANK	PERFORMER	SKILL OR BENEFIT
0	—	—
1	Well-known	DEX +1
2	—	—
3	Renowned	+1 Str
4	—	—
5	Famous	SOC +1
6	—	—

MISHAPS TABLE

1D	MISHAP
1	Injured. Roll on the Injury table.
2	Your art becomes the centre of a scandal. Gain one level of Carouse, Diplomat, or Persuade. If SOC 10+, you are forced to move to another world. Roll on the Re-education Events table (page 274) but you may remain in this career.
3	You commit a grievous breach of protocol and public opinion turns against you, ruining your career. Roll Persuade 8+. If successful, you may keep the Benefit roll from this term. If failed, roll on the Re-education Events table (page 274).
4	One of your Contacts or Allies betrays you, ending your career. That Contact or Ally becomes a Rival or Enemy. If you have no Contacts or Allies, then you are betrayed by someone else and gain a Rival or Enemy.
5	An investigation, tour, project or expedition goes wrong, stranding you far from home and ending your career. You gains D3 Contacts as they return home.
6	You are tormented by or quarrel with another Entertainer. If SOC 10+, you are forced out of the career and gain that Entertainer as a Rival. If SOC 9-, roll on the Re-education Event table (page 274).

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career, even from a Re-education Event.
3	You are invited to take part in a controversial event or exhibition. If you refuse, nothing happens. If you accept, roll Art or Persuade 8+. If successful, gain an extra Benefit roll. If you fail, roll on the Mishaps table.
4	You become a part of the celebrity circle on your world of residence. Gain one level of Carouse, Persuade or Steward.
5	One of your works is especially well received and popular, making you a minor celebrity. Gain an extra Benefit roll.
6	You gain a patron in the arts and receive DM+2 to the next Advancement roll and an Ally.
7	Life Event. Roll on the Zhodani Life Events table (page 274).
8	You receive advanced training in a specialist field. Roll EDU 8+ to gain one level in any skill already possessed.
9	You go on a tour of the sector, visiting several worlds. Gain D3 Contacts.
10	You attempt an extremely challenging task in your field. Roll Art or Persuade 8+. If successful, gain DM+2 to your next Advancement roll. If failed, suffer DM-2 to your next Advancement roll.
11	You have the opportunity to criticise or even bring down a questionable council leader on your world of residence. If you refuse and support the leader, gain DM+2 to your next Advancement roll. If you accept, gain an Enemy and roll Art or Persuade 8+. If successful, your next Advancement roll is automatically successful. If you fail, increase a skill you already possess by one level and roll on the Mishaps table.
12	You win a prestigious prize for your work. Your next Advancement roll is automatically successful.

4 GOVERNMENT

Members of the Zhodani government at a wide variety of levels, involved in making the government councils across the Consulate operate smoothly.

Qualification: INT 8+

ASSIGNMENTS

Choose one of the following.

Administrator: : You serve one of the many council governments, governing continents, worlds, subsectors, sectors, provinces or perhaps even with the Supreme Council itself.
Diplomat: You serve as a member of the Consulate diplomatic staff, either to unabsorbed worlds within the Consulate, client and neutral states around the Consulate, or even to Imperial worlds.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Administrator	INT 7+	EDU 8+
Diplomat	END 6+	EDU 6+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	10000	Weapon
2	10000	Ship Share
3	50000	Two Ship Shares
4	50000	SOC +1
5	100000	Nenj
6	100000	Courier
7	200000	SOC +1 Courier

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	DEX +1	Admin	Advocate
2	EDU +1	Broker	Electronics
3	INT +1	Electronics	Diplomat
4	Athletics	Diplomat	Language
5	Carouse	Investigate	Leadership
6	Melee	Persuade	Science
1D	**SPECIALIST: ADMINISTRATOR**	**SPECIALIST: DIPLOMAT**	**PSIONIC SKILLS (MIN. SOC 10)**
1	Admin	Advocate	PSI +1
2	Advocate	Broker	Admin
3	Broker	Diplomat	Clairvoyance
4	Diplomat	Language	Persuade
5	Leadership	Science	Science (psychology)
6	Persuade	Steward	Talent

RANKS AND BONUSES

RANK	ADMINISTRATION	SKILL OR BENEFIT
0	Assistant	—
1	Second Secretary	Admin 1
2	First Secretary	—
3	Executive	Advocate 1
4	Consul	—
5	World Consul	Leadership 1
6	High Consul	SOC +1

RANKS AND BONUSES CONT...

RANK	DIPLOMAT	SKILL OR BENEFIT
0	Assistant	—
1	Second Secretary	Admin 1
2	First Secretary	—
3	Counsellor	Advocate 1
4	Consul	—
5	Ambassador	Diplomat 1
6	High Consul	SOC +1

Proles and Intendants may not be promoted above Rank 3.

MISHAPS TABLE

1D	MISHAP
1	An error of judgement leads to a severe diplomatic incident. You are discharged from this career in disgrace. Forfeit all but one Benefit roll.
2	Diplomatic efforts to secure a peace settlement or trade deal backfire. Forego all Advancement this term but remain in the career.
3	Your posting loses its diplomatic status following the deterioration of relations between governments. Gain a Rival and leave this career.
4	Someone attempts to murder you. Roll one of PSI 8+, Melee 8+ or Recon 8+ to avoid the attempt. If failed, roll on the Injury table. If successful, you may continue in this career.
5	A foreign ambassador insults you. Roll Diplomat 8+ to avoid a diplomatic incident. If failed, roll on the Re-education Events table (page 274) and leave this career. If successful, gain an extra Benefit roll.
6	Terrorists attack your embassy. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	Your time in government service gives you a wide range of experiences. Gain one level in Animals (riding), Art or Carouse.
4	You are seconded to act as a special advisor to another career for the remainder of the term. Roll on any other Zhodani career Service Skills table for one skill and gain one cash Benefit roll from that career.
5	You inherit a gift from a grateful patron. Gain DM+1 to any one Benefit roll.
6	You become deeply involved in politics on your world of residence, becoming a player in the political intrigues of government. Gain one level in Admin, Advocate, Diplomacy or Persuade but also gain a Rival.
7	Life Event. Roll on the Zhodani Life Events table (page 274).
8	You are given advanced training in a specialist field. Roll EDU 8+ to gain one level in any skill already possessed.
9	A group of conspiring Nobles attempts to recruit you. If refused, gain the conspiracy as an Enemy. If accepted, roll Diplomat or Persuade 8+. If failed, roll on the Mishaps table as the conspiracy collapses. If successful, gain one level of Carouse, Persuade or Tactics.
10	You are recognised as building bridges between councils and other groups in Zhodani society. Gain one level of Advocate, Diplomat or Leadership.
11	You make an alliance with a powerful and charismatic Noble, who becomes an Ally. Either gain one level of Leadership or take DM+2 to your next Advancement roll thanks to his aid.
12	You excel in your role. Your next Advancement roll is automatically successful.

5 GUARD

Members of the elite Consular Guard, a psionic-only military formation representing the best armed forces chosen from throughout the Consulate.

Qualification: : END 6+
You must have SOC 10+ to enlist
You must have PSI 9+ to be assigned to the Commandos
If aged 30 or more, DM-2

Commission: All Guards are automatically commissioned.

ASSIGNMENTS

Choose one of the following.

Commandos: You serve in the famed Zhodani psionic commando units.
Ground Assault: You are dropped out of a craft in high orbit to capture planets.
Support: You serve in one of many ground support roles.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Commandos	END 7+	EDU 5+
Ground Assault	END 6+	EDU 6+
Support	END 5+	EDU 7+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	2000	Weapon
2	5000	Armour
3	5000	EDU +1
4	10000	END +1
5	20000	INT +1
6	30000	Nenj
7	40000	SOC +1

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	OFFICER SKILLS
1	STR +1	Athletics	Electronics	Admin
2	DEX +1	Gun Combat	Engineer	Advocate
3	END +1	Heavy Weapons	Explosives	Talent
4	Athletics	Tactics	Medic	Leadership
5	Carouse	Vacc Suit	Pilot	Navigation
6	Melee	Recon	Survival	Tactics
1D	**SPECIALIST: COMMANDOS**	**SPECIALIST: GROUND ASSAULT**	**SPECIALIST: SUPPORT**	**PSIONIC SKILLS (MIN. SOC 10)**
1	Vacc Suit	Vacc Suit	Electronics	PSI +1
2	Gun Combat	Flyer	Flyer	Awareness
3	Heavy Weapons	Gun Combat	Gun Combat	Persuade
4	Melee	Gunner	Heavy Weapons	Science (psychology)
5	Medic	Heavy Weapons	Mechanic	Talent
6	Talent	Athletics	Medic	Teleport

RANKS AND BONUSES

RANK	GUARD	SKILL OR BENEFIT
0	Waiting Officer/Specialist	Vacc Suit 1
1	Specialist/Officer of 20	Leadership 1
2	Specialist/Officer of 50	—
3	Specialist/Officer of 100	Tactics (military) 1
4	Specialist/Officer of 500	—
5	Officer of 1,000	—
6	Officer of 5,000	SOC +1

MISHAPS TABLE

1D	MISHAP
1	Severely injured in action. Roll twice on the Injury table and take the lower result.
2	The ship that you boarded is set to self-destruct; in the scramble to get out, soldiers are unnecessarily injured. Irrespective of the reasons or outcome, you take some of the blame. Suffer DM-2 on the next Advancement roll and gain an Enemy.
3	Your unit is dropped into an unpleasant and potentially hostile environment to battle local insurgents. Gain one level of Recon, Survival or Vacc Suit but also gain an Enemy.
4	You are ordered to take part in a mission that goes against your conscience. If accepted, you stay with the Guards but gain the lone survivor as an Enemy. If refused, roll on the Re-education Events table (page 274).
5	A mission goes wrong; you and several others are captured and mistreated by the enemy. Gain an Enemy, reduce STR and DEX by –1 each because of injuries. While discharged from the service, keep all Benefit rolls from the term.
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps Table but you are not ejected from this career.
3	You are assigned to the security staff of a space station. Increase Vacc Suit or Athletics (dexterity) by one level.
4	You are on the front lines of a planetary assault and occupation. Gain one level in Recon, Gun Combat, Leadership or Electronics (comms).
5	You are sent to Thought Police training. Gain one level of Advocate, Investigate or Persuade. If you have SOC 10+, you may leave this career (mustering out as normal) and then automatically qualifies for the Agent (thought police) career (with the same rank) in the next term.
6	You are assigned to an assault on an enemy fortress. Roll Melee or Gun Combat 8+. If successful, gain Tactics (military) or Leadership. If failed, you are injured; roll on the Injury table.
7	Life Event. Roll on the Zhodani Life Events table (page 274).
8	You are given advanced training in a specialist field. Roll EDU 8+ to gain one level in any skill already possessed.
9	You have the opportunity to volunteer for a deadly rescue mission. If refused, nothing happens. If accepted, roll Survival or END 8+. If successful, you are granted DM+2 to your next Advancement roll and gain an extra Benefit roll. If failed, roll on the Injury table.
10	A mission goes disastrously wrong due to your commander's error or incompetence but you survive. If you report your commanding officer for the failure, gain DM+2 to your next Advancement roll. If you report nothing and protect your commander, gain the commander as an Ally.
11	Your commanding officer takes an interest in your career. Either gain one level of Leadership or Tactics (military), or gain DM+2 to your next Advancement roll thanks to his aid.
12	You display heroism in battle. Your next Advancement roll is automatically successful.

6 MERCHANT

Members of commercial enterprises within the Consulate. Merchants carry cargo and passengers between the worlds of the Consulate and beyond.

Qualification: INT 4+

ASSIGNMENTS

Choose one of the following.

Broker: You work in a starport brokerage helping corporations and traders find, purchase and sell goods.
Corporate: You work on a massive cargo hauler or passenger liner owned by a corporation or megacorporation.
Free Trader: You work on one of the many independent trade ships plying the worlds of the Consulate.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Broker	EDU 5+	INT 7+
Corporate	EDU 5+	INT 7+
Free Trader	DEX 6+	INT 6+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	1000	Weapon
2	5000	Ship Share
3	10000	Two Ship Shares
4	20000	EDU +1
5	20000	INT +1
6	40000	Trader
7	40000	SOC +1, Trader

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	
1	STR +1	Broker	Admin	
2	END +1	Electronics	Advocate	
3	INT +1	Drive	Astrogation	
4	Carouse	Persuade	Electronics	
5	Gun Combat	Steward	Language	
6	Melee	Vacc Suit	Medic	
1D	**SPECIALIST: BROKER**	**SPECIALIST: CORPORATE**	**SPECIALIST: FREE TRADER**	**PSIONIC SKILLS (MIN. SOC 10)**
1	Admin	Engineer	Engineer	PSI +1
2	Advocate	Gunner	Mechanic	Admin
3	Broker	Mechanic	Pilot	Persuade
4	Diplomat	Pilot	Electronics	Clairvoyance
5	Investigate	Vacc Suit	Vacc Suit	Science (psychology)
6	Persuade	Athletics	Athletics	Talent

RANKS AND BONUSES

RANK	BROKER	SKILL OR BENEFIT
0	Assistant	—
1	Broker	Investigate 1
2	—	—
3	Experienced Broker	Broker 1
4	—	—
5	Senior Broker	Admin 1
6	—	—

RANKS AND BONUSES CONT...

RANK	CORPORATE/FREE TRADER	SKILL OR BENEFIT
0	Deck Hand	—
1	Senior Deckhand	Mechanic 1
2	Fourth Officer	—
3	Third Officer	Engineer 1
4	Second Officer	Pilot 1
5	First Officer	—
6	Captain	—

MISHAPS TABLE

1D	MISHAP
1	A war extends across your travel routes enough to disrupt shipping and you are severely injured in action. Roll twice on the Injury table and take the lower result.
2	A series of bad deals and decisions forces your employer into bankruptcy, which forces you to leave the career. By salvaging what you can, you may take a Benefit roll for this term as well as any others you are entitled to.
3	You are fined Cr1000 x 1D for poorly filed paperwork. Pay this immediately to stay in the career. If not paid, and your is Soc 9-, roll on the Re-education Events table (page 274).
4	Your ship or company faces declining fortunes. You may continue in this career but will gain no Benefit rolls for this term or the next.
5	You are asked to leave the career for business reasons and paid off with Cr1000 x 1D.
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career, even from a Re-education Event.
3	The government drafts your ship for military use. You must leave this career (mustering out as normal) but may automatically qualify for the Navy (with the same rank) in the next career term.
4	From time spent dealing with suppliers and spacers, you gain a level in any one of Animals, Engineer, Science or Profession.
5	You are put in temporary charge of the paperwork for the crew. Gain one level of Admin, Broker or Electronics (computers).
6	You expand into new territories. Gain one level of Broker, Diplomat, Profession or a Contact.
7	Life Event. Roll on the Zhodani Life Events table (page 274).
8	You are given advanced training in a specialist field. Roll EDU 8+ to gain one level in any skill already possessed.
9	A good deal ensures you are living the high life for a few years. Gain DM+1 to any one Benefit roll.
10	Your ship is chosen for elite duty on a very selective route, making it famous in one subsector. Gain an extra Benefit roll.
11	Your superiors take an interest in your career. Gain an Ally and take DM+2 to your next Advancement roll thanks to their aid.
12	Your business or ship thrives. Your next Advancement roll is automatically successful.

7 NAVY

Members of the Zhodani Consulate Navy, responsible for the protection of the frontiers and interstellar trade routes from foreign powers

Qualification: INT 6+
If age 34 or more, DM -2

Commission: Automatic (except draftees) if SOC 10+

ASSIGNMENTS

Choose one of the following.

Crew: You serve as a general crewman or officer on a warship.
Flight: You serve as the pilot of a fighter or shuttle.
Technical: You serve as a specialist technician, such as an engineer or gunner.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Crew	INT 5+	EDU 7+
Flight	DEX 7+	EDU 5+
Technical	INT 6+	EDU 6+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	1000	Weapon
2	5000	Ship Share
3	5000	Two Ship Shares
4	10000	EDU +1
5	20000	INT +1
6	50000	Nenj
7	50000	SOC +1

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	OFFICER SKILLS (COMMISSIONED ONLY)
1	STR +1	Electronics	Admin	Admin
2	DEX +1	Gun Combat	Astrogation	Diplomat
3	END +1	Gunner	Electronics	Leadership
4	INT +1	Pilot	Engineer	Melee (blade)
5	Athletics	Vacc Suit	Talent	Pilot
6	Carouse	Athletics	Science	Tactics (naval)
1D	**SPECIALIST: CREW**	**SPECIALIST: FLIGHT**	**SPECIALIST: TECHNICAL**	**PSIONIC SKILLS (MIN. SOC 10)**
1	Electronics	Astrogation	Electronics	PSI +1
2	Gun Combat	Flyer	Engineer	Awareness
3	Mechanic	Gunner	Gunner	Persuade
4	Admin	Pilot	Mechanic	Science (psychology)
5	Steward	Recon	Medic	Talent
6	Vacc Suit	Athletics	Vacc Suit	Telepathy

RANKS AND BONUSES

RANK	NCO	SKILL OR BENEFIT
0	Recruit	—
1	Trainee	Mechanic 1
2	Spacer	Vacc Suit 1
3	Section Leader	—
4	Compartment Leader	END +1
5	Deck Leader	—
6	Crew Leader	—

RANKS AND BONUSES CONT...

RANK	OFFICER	SKILL OR SKILL OR BENEFIT
0	Waiting Officer	—
1	Watch Officer	Melee (blade) 1
2	Deck Officer	Leadership 1
3	Destroyer Officer	—
4	Cruiser Officer	Tactics (naval) 1
5	Battleship Officer	SOC +1
6	Fleet Officer	SOC +1

MISHAPS TABLE

1D	MISHAP
1	Severely injured in action. Roll twice on the Injury table and take the lower result.
2	You are placed in the frozen watch (cryogenically stored on board ship) and revived improperly. Roll on the Injury table. Roll SOC 8+ to remain in this career.
3	You have problems working with an officer or fellow crewman. If SOC 10+, gain that officer as a Rival as he drives you out of the Navy. Otherwise, roll on the Re-education Event table (page 274).
4	Your ship suffers heavy damage in battle and you are injured. Roll twice on the Injury table, taking the lower result. However your actions help save the lives of several colleagues, gaining you an additional Benefit roll.
5	A serious accident occurs on your watch and you are blamed for it, despite it being the result of another crew member's negligence. If SOC 10+, suffer DM-2 to your next Advancement Roll and gain an Enemy. Otherwise, roll on the Re-education Events table (page 274).
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career, even from a Re-education Event.
3	Your vessel participates in a diplomatic mission. Gain one level in Diplomat, Recon or Steward, or gain a Contact.
4	Your vessel participates in a notable military engagement. Gain one level in Engineer, Gunner, Pilot or Electronics (sensors).
5	You are given advanced training in a specialist field. Roll EDU 8+ to gain one level in any skill you already possessed.
6	You work helping with a refit of your ship. Gain one level in Engineer, Mechanic or Science.
7	Life Event. Roll on the Zhodani Life Events table (page 274).
8	You perform a tour of border worlds. Roll SOC 8+ to gain one level in Animals, Recon or Survival, or a Contact.
9	You spend this term in the asteroid belts of a system, showing the navy's presence and deterring pirates and claim jumpers. Gain one level in Athletics (dexterity), Electronics (sensors) or Vacc Suit.
10	An explosion occurs in your section. Roll Mechanic or Engineer 8+ to help the damage control party to bring the situation under control. If failed, roll on the Injury table. If successful, gain DM+2 to your next Advancement roll.
11	Your commanding officer takes an interest in your career. Gain him as an Ally and take DM+2 to your next Advancement roll thanks to his aid.
12	You display heroism in battle, saving the whole ship. Your next Advancement roll is automatically successful.

8 PROLE

The lower classes or 'commoners' in Zhodani society, performing ordinary but satisfying jobs in the service of the Consulate.

Qualification: INT 4+
You must have SOC 9- to qualify

ASSIGNMENTS

Choose one of the following.

Colonist: You are building a new life on a recently settled world that still needs taming.
Corporate: You are a clerk or functionary in some government or civil institution.
Worker: You are a blue-collar worker on an industrial world.

Basic Training: Unlike other careers, Proles gain level 0 skills from the appropriate Specialist table instead of the Service Skills table in basic training.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Colonist	INT 7+	END 5+
Corporate	SOC 6+	INT 6+
Worker	END 4+	EDU 8+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	1000	Weapon
2	5000	Ship Share
3	10000	Two Ship Shares
4	20000	EDU +1
5	30000	INT +1
6	50000	Nenj
7	100000	SOC +1 (max. 9)

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)
1	INT +1	Drive	Admin
2	EDU +1	Electronics	Art
3	Athletics	Flyer	Broker
4	Carouse	Melee	Electronics
5	Jack-of-All-Trades	Steward	Diplomat
6	Persuade	Profession	Medic
1D	**SPECIALIST: COLONIST**	**SPECIALIST: CORPORATE**	**SPECIALIST:WORKER**
1	Electronics	Admin	Animals
2	Broker	Diplomat	Mechanic
3	Engineer	Engineer	Navigation
4	Gun Combat	Mechanic	Recon
5	Leadership	Science	Survival
6	Melee	Profession	Profession

RANKS AND BONUSES

RANK	COLONIST/CORPORATE/ WORKER	COLONIST SKILL OR BENEFIT	CORPORATE SKILL OR BENEFIT	WORKER SKILL OR BENEFIT
0	Worker	—	—	—
1	Assistant Supervisor	Survival 1	Admin 1	Profession 1
2	Supervisor	—	—	—
3	Manager	Navigation 1	Advocate 1	Mechanic 1
4	Executive	—	—	—
5	Senior Executive	—	—	—
6	Director	Gun Combat 1	SOC +1 (max. 9)	Engineer 1

MISHAPS TABLE

1D	MISHAP
1	Severely injured. Roll twice on the Injury table and take the lower result.
2	One of your co-workers develops hatred towards you, sabotaging your life. Gain an Enemy and roll on the Re-education Event table (page 274).
3	A lack of interstellar trade causes economic hardship. Lose all Benefit rolls for this term.
4	An attack or other unusual event throws your life into chaos. Roll on the Re-education Event table (page 274).
5	A family member or lover is killed in a freak accident. Lose one Ally or Contact and roll on the Re-education Event table (page 274).
6	Injured. Roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishap Table but you are not ejected from this career.
3	An investigation takes on a dangerous turn. Roll Investigate 8+ or Streetwise 8+. If you fail, roll on the Mishap Table. If you succeed, increase one of these skills by one level: Deception, Jack-of-all-Trades, Persuade or Tactics.
4	You complete a mission for your superiors and are suitably rewarded. Gain DM+1 to any one Benefit roll from this career.
5	You establish a network of contacts. Gain D3 Contacts.
6	You are given advanced training in a specialist field. Roll EDU 8+ to increase any one skill you already have by one level.
7	Life Event. Roll on the Life Events Table.
8	You go undercover to investigate an enemy. Roll Deception 8+. If you succeed, roll immediately on the Rogue or Citizen Events Table and make one roll on any Specialist skill table for that career. If you fail, roll immediately on the Rogue or Citizen Mishap Table.
9	You go above and beyond the call of duty. Gain DM+2 to your next Advancement check.
10	You are given specialist training in vehicles. Gain one of Drive 1, Flyer 1, Pilot 1 or Gunner 1.
11	You are befriended by a senior agent. Either increase Investigate by one level or DM+4 to an Advancement roll thanks to their aid.
12	Your efforts uncover a major conspiracy against your employers. You are automatically promoted.

9 SCHOLAR

Zhodani trained in technological or research sciences, conducting scientific investigations into alien or Ancient artefacts, materials and psionic phenomena, or those who practise medicine.

Qualification: INT 6+

ASSIGNMENTS

Choose one of the following.

Field Researcher: You are an explorer or field researcher, equally at home in the laboratory or the wilderness.
Lab Scientist: You are a researcher in some corporate or Consulate research institution.
Physician: You are a doctor or researcher in the life sciences.

CAREER PROGRESS

	SURVIVAL	ADVANCEMENT
Field Researcher	END 6+	INT 6+
Lab Scientist	EDU 4+	INT 6+
Physician	EDU 4+	INT 8+

MUSTERING OUT BENEFITS

1D	CASH	BENEFITS
1	5000	Scientific Equipment
2	10000	Two Ship Shares
3	20000	EDU +1
4	30000	INT +1
5	40000	Nenj
6	60000	Scout
7	100000	SOC +1, Scout

SKILLS AND TRAINING

1D	PERSONAL DEVELOPMENT	SERVICE SKILLS	ADVANCED EDUCATION (MIN. EDU 8)	
1	DEX +1	Admin	Art	
2	END +1	Electronics	Advocate	
3	INT +1	Diplomat	Electronics	
4	EDU +1	Investigate	Engineer	
5	Athletics	Medic	Language	
6	Carouse	Science	Science	
1D	**SPECIALIST: FIELD RESEARCHER**	**SPECIALIST: LAB SCIENTIST**	**SPECIALIST: PHYSICIAN**	**PSIONIC SKILLS (MIN. SOC 10)**
1	Diplomat	Admin	Animals	PSI +1
2	Investigate	Electronics	Electronics	Awareness
3	Language	Engineer	Investigate	Clairvoyance
4	Science	Investigate	Medic	Talent
5	Electronics	Science	Science	Telekinesis
6	Survival	Science	Steward	Telepathy

RANKS AND BONUSES

RANK	FIELD RESEARCHER	SKILL OR BENEFIT
0	—	—
1	—	Science 1
2	—	—
3	—	Investigate 1
4	—	—
5	—	Computers 1
6	—	—

RANKS AND BONUSES CONT...

RANK	LAB SCIENTIST	SKILL OR BENEFIT
0	—	—
1	—	Science 1
2	—	—
3	—	Investigate 1
4	—	—
5	—	Computers 1
6	—	—

RANK	PHYSICIAN	SKILL OR BENEFIT
0	—	—
1	—	Medic 1
2	—	—
3	—	Science 1
4	—	—
5	—	Science 1
6	—	—

MISHAPS TABLE

1D	MISHAP
1	Severely injured in action. Roll twice on the Injury table and take the lower result.
2	A disaster leaves several injured and others blame you, forcing you to leave the career. Roll on the Injury table twice, taking the higher result and roll on the Re-education table (page 274).
3	The planetary government interferes with your research for political reasons. If you continue with your work openly, increase any Science skill by one level. If you continue with this work secretly, increase any Science skill by one level but lose all Benefit rolls for this term. If SOC 9-, roll on the Re-education table (page 274).
4	An expedition or voyage goes wrong, leaving you stranded in the wilderness. Gain a level of Survival or Athletics. By the time you find your way home, your job is gone.
5	Your work is sabotaged by unknown parties. You may salvage what you can and give up (leave the career but retain this term's Benefit roll) or start again from scratch (not leaving the career but losing all Benefit rolls for this term).
6	You are assigned to an off-world laboratory but your ship crashes en route. Gain one level of Survival and roll END 8+. If failed, roll on the Injury table.

EVENTS TABLE

2D	EVENT
2	Disaster! Roll on the Mishaps table but you are not ejected from this career, even from a Re-education Event.
3	You are called upon to perform research that goes against your conscience. Accept and gain an extra Benefit roll, a level in each of any two Science skills and D3 Enemies or refuse and gain an Ally.
4	You are assigned to work on a secret project. Gain one level of Electronics, Engineer, Investigate, Medic or Science.
5	You win a prestigious prize for your work, garnering the praise of your peers. Gain DM+1 to any one Benefit roll.
6	You spend time on the fringes of known space. Roll Survival or Pilot 8+. If successful, gain a Contact with an an alien race and one level in any selected skill. If failed, roll on the Mishaps table.
7	Life Event. Roll on the Zhodani Life Events table (page 274).
8	You are given advanced training in a specialist field. Roll EDU 8+ to gain one level in any skill already possessed.
9	You make a breakthrough in his field. Gain DM+2 to your next Advancement roll.
10	You become entangled in a bureaucratic or legal distraction, keeping you from your work. Gain one level of Admin, Advocate, Diplomat or Persuade.
11	You work for an eccentric but brilliant Noble mentor, who becomes an Ally. Increase any one Science skill by one level and take DM+2 to your next Advancement roll thanks to his aid.
12	Your work leads to a considerable breakthrough. Your next Advancement roll is automatically successful.

Zhodani Life Events

1D	Event
2	**Sickness or Injury:** You are injured or contract a serious illness. Roll on the Injury table.
3	**Birth or Death:** Someone close to you dies, such as a friend or family member. Alternatively, someone close to you gives birth (or is born!). You are involved in some fashion (father or mother, relative, godparent, etc).
4	**End of Relationship:** A romantic relationship involving you ends. Roll 1D: On a 1–2 your partner is killed. On a 3-4 your partner leaves. On a 5–6 you leaves your partner.
5	**Improved Relationship:** A romantic relationship involving you deepens, possibly leading to marriage or some other emotional commitment.
6	**New Relationship:** You become romantically involved with an existing Ally or Contact. If you have no Contacts or Allies, gain an Ally.
7	**New Contact:** You gain a new Contact.
8	**Betrayal:** You are betrayed in some fashion by a friend or colleague. If you have any Contacts or Allies, convert one into a Rival or Enemy. Otherwise, gain a Rival or an Enemy.
9	**Travel:** You move to another world and gains DM+2 to your next Qualification roll.
10	**Good Fortune:** Something good happens to you; you come into money unexpectedly, have a lifelong dream come true, get a book published or have some other stroke of good fortune. Gain a Benefit roll in your current career.
11	**Crime:** You commit or is accused of a crime; roll SOC 8+. If failed, lose one Benefit roll and roll on the Re-education Events table below.
12	**Unusual Event:** Something unusual occurs. Roll 1D:
	1 — **Psionics:** An event affects you, granting PSI +2. If you are a Prole and this increases PSI above 8, you are elevated to the Intendant class (raising your SOC to 10) and sent to psionic training.
	2 — **Aliens:** You spend time among an alien race. Gain Language and a Contact with a member of that alien race.
	3 — **Alien artefact:** You come into possession of a curious piece of alien technology or an archaeological relic.
	4 — **Amnesia**: Something happened to you but you do not know what it was. Regardless of SOC, roll on the Re-education Events table (see table below).
	5 — **Contact with Government:** You have brief contact with the highest echelons of Consulate government. Gain one Benefit roll in your current career.
	6 — **Ancient Technology:** You have an item believed to be left behind by the Ancients. Because it interacts with you in a unique fashion, you have been allowed to keep it but both the item and you remain objects of occasional study by Consulate scientists and researchers.

RE-EDUCATION EVENTS

For Proles, re-education is an important part of proper mental health. Intendants and Nobles are only sent to re-education in more serious circumstances. There is no social stigma for re-education; it is viewed as being as necessary as surgery is for physical health. Time spent in re-education does not count as time in a career for Benefit rolls, Advancement or gaining skills; it does count for aging.

Re-education Events

1D	Event
1	Re-education requires two terms. You must enter a new career and reduce END by –1. If SOC 11+, reduce SOC by –1, to a minimum of 11.
2	Re-education requires one term. You must enter a new career and reduce END by –1. If SOC 11+, reduce SOC by –1, to a minimum of 11.
3	Re-education requires one term but you can continue this career.
4	Re-education requires less than a year and your career is not affected.
5	Fine of Cr1000 x 1D; you do not require re-education.
6	Exonerated! Receive an additional Benefit roll in your current career.

Anagathics: Use the number of terms since you started taking anagathics as a negative DM to rolls on the Re-education Events table.

MUSTERING OUT

Benefits are granted at the end of career service, as detailed on page 45 of the *Traveller Core Rulebook*. Zhodani have access to new mustering out benefits.

Courier: You receive a Yetsasl courier with 25% of the mortgage paid off on it. This courier is identical to the one on page 296 but you must roll 1D times on the Outdated Ships Table on page 164 of the *Traveller Core Rulebook*. If you roll this benefit again, an additional 25% of the mortgage has been paid off – if you roll this benefit four times, the courier will have no mortgage and it will be all yours!

Nenj: The Nenjchinzhe'driante (the Consular Legion of Merit) is a post-career recognition of valuable service to all Zhodani. Membership in the Consular Legion of Merit is egalitarian – Nobles, Intendants and Proles are all eligible for the award. Those who have won enrolment are entitled to wear the distinctive gold sash of honour that marks them as recognised elite of the Consulate.



Although it is largely honorary, members do receive concrete benefits. Zhodani citizens almost invariably grant members a 10% discount on just about everything, from meals to equipment purchases to starship passages. Sums of more than MCr1 are rarely so discounted but bank loans in these amounts are made without interest. Membership is for life and is not transferable but companions of a member may share in the benefits when they do the buying.

Scout: You receive a Ninz scout with 25% of the mortgage paid off on it. This scout is identical to the one on page 294 but you must roll 1D times on the Outdated Ships Table on page 165 of the *Traveller Core Rulebook*. If you roll this benefit again, an additional 25% of the mortgage has been paid off – if you roll this benefit four times, the scout will have no mortgage and it will be all yours!

SOC: SOC may never be increased if it would raise a Prole character's SOC above 9. An unusable SOC increase is taken as a bonus Ship Share.

Trader: You receive a Zdebr trader with 25% of the mortgage paid off on it. This trader is identical to the one on page 298 but you must roll 1D times on the Outdated Ships Table on page 164 of the *Traveller Core Rulebook*. If you roll this benefit again, an additional 25% of the mortgage has been paid off – if you roll this benefit four times, the trader will have no mortgage and it will be all yours!

Pensions

Zhodani Travellers can only receive pension payments within the Consulate. Nobles receive double the amount received.

Aging Crisis

If PSI is reduced to 0 through aging, it does not constitute an aging crisis but the Traveller loses all psionic abilities and can never regain them. Reduction of PSI through aging does not affect SOC.

Anagathics: Within the Zhodani Consulate, use of anagathics is viewed as a symptom of mental illness. Use the number of terms since the Traveller started taking anagathics as a negative DM to rolls on the Re-education Events table. Additionally, the cost of anagathics in the Consulate is considerably higher than in Imperial space. They will cost Cr200000 x 2D for each term the Traveller uses the drugs.

CHAPTER - NINETEEN

ZHODANI PSIONICS

The Zhodani have devoted millennia of study to psionic talents and the finest minds of the Consulate have examined the common psionic talents and discovered others. While these other talents are rare, they provide Zhodani Travellers with interesting ways to expand their psionic abilities.

ZHODANI

Zhodani Travellers have access to the Zhodani talent and its abilities.

Awareness of Others

The psion may perform any Awareness ability but only upon others and then only if the target is not wearing, or within, a psionic shield.

Check: As ability
Reach: As ability
PSI Cost: As ability +2

Blocking

Psions with this talent are capable of broadcasting psionic 'static' over some considerable distance, which effectively blocks the use of telepathic abilities, rendering weak telepaths powerless. While a psion maintains blocking, all psions within range (not including himself) suffer a penalty to Telepathy skill checks equal to half the blocking psion's current PSI (rounding down).

A psion entering an area being blocked in this way may make a PSI check to realise they are being blocked. The referee may make this check in secret.

Check: Average (8+) Zhodani check (1D minutes, PSI)
Reach: Long
PSI Cost: 4

Control

The psion is able to control a machine's functions, overriding fixed settings, programming routines and so forth. Machines can be switched on or off and their functions changed, as long as the device is capable of performing the instruction the psion gives to it. The Effect of the Zhodani check indicates the degree of success; lower Effects reflect a partial control over function, whilst higher effects reflect total control. Only one instruction at a time can be given to a machine.

Check: Average (8+) Zhodani check (1D x 10 minutes, PSI)
Reach: Medium
PSI Cost: 3

Empathic Healing

The psion may transfer wounds from others to himself. The PSI cost is equal to the points of damage being transferred. The physical effects of the damage take immediate effect.

Check: Average (8+) Zhodani check (1D minutes, PSI)
Reach: Personal
PSI Cost: Amount of damage transferred

Interact

The psion can sense the flow of data within a machine. This allows the psion to react more quickly and smoothly to changes in the data flow, lowering the difficulty of all Computer checks the psion attempts, making them one level easier.

Check: Average (8+) Zhodani check (1D minutes, PSI)
Reach: Close
PSI Cost: 1

Interrogate

The psion can 'communicate' psychically with a machine, determining its physical state of repair, properties, age, programming and so forth. The psion effectively reads the psychometric aura that accompanies every device in much the same way an organic aura can be read. The Effect of the Zhodani check determines the depth and extent of the information but does not provide any measure of control.

Examples of information available with Interrogate:

- Effect 0: Who made the machine, when and where.
- Effect 1: Amount of power available in batteries.
- Effect 1: State of repair/damage.
- Effect 2: Access to stored data.
- Effect 2: Specific functions.
- Effect 3: Specific hidden instructions or programming.
- Effect 4: Hidden functions.

Check: Average (8+) Zhodani check (1D minutes, PSI)
Reach: Close
PSI Cost: 2

Mimic

A psion with this ability has a mental shield, much like any skilled telepath. However, other psions attempting to probe or use other psionic abilities against the mimic must make opposed PSI checks to succeed. If this check is failed, a telepath perceives an unshielded mind having a personality fabricated by the mimic. Clairvoyants will see and/or hear images appropriate to the mimic's fabricated personality, instead of the mimic's true personality.

Psychic Transfer

The psion may transfer some or all of his PSI to another. This PSI is recovered normally.

Psychic Transfer, Psionic Strength, 1–6 seconds, Average (+0).
Costs: 1+Range (Telepathy), +1 per Psionic Strength point being transferred.

Check: Routine (6+) Zhodani check Zhodani check (1D seconds, PSI)
Reach: Medium
PSI Cost: Amount of PSI transferred +1

Teleprojection

The psion can perform any Teleportation abilities but only on others and then only if the target is not wearing, or within, a psionic shield. The teleported individual suffers the effects of relative motion or altitude as detailed on page 202 of the *Traveller Core Rulebook*.

Check: As ability
Reach: As ability
PSI Cost: As ability +2



X

ZHODANI

Zhodani equipment across Tech Levels is functionally equivalent to that available in the Imperium. Most equipment is designed at up to TL14 (with an average of TL13); some TL15 items are manufactured on Zhdant and other advanced worlds but these are generally restricted to a few elite government agencies or military units.

Zhodani can use equipment and facilities designed for other human races with little difficulty. One exception comes from Zhodani height; as they average two metres tall, low doors and ceilings can occasionally be awkward, and clothes or armour designed for other humans may require re-tailoring (add +5% to cost) in order to fit properly. Aside from trousers possibly too long in the leg, other races using Zhodani equipment may have a different; some equipment intended strictly for use by Nobles or Intendants (such as Guard combat armour or a personal vehicle) may only have psi-sensitive switches, safeties or triggers.

Firearms, other than semi-automatic slug weapons and shotguns, are generally unavailable for sale on Zhodani worlds, regardless of local Law Level, as no local market exists.

PSIONICS AND TECHNOLOGY

As a psionic culture, the Zhodani look to technology to enhance or improve their talents and abilities. While not all research has been successful, there have been two noteworthy developments. The psi-sensitive switch has been available in Zhodani space for millennia and such switches are built into all technological devices within the Consulate. The psionic interface, on the other hand, is a very recent development and remains uncommon. Because of their nature, Imperial law makes items with either modification illegal to produce or import into the Imperium.

Psi-sensitive Switch: Technological devices produced in Zhodani territory contain integral psi-sensitive controls (in addition to regular controls), which allow operation from a distance of up to 50 metres by mentally 'flicking'; telekinetic psions can double this distance. These switches are elementary on-off devices used to respond to a command by shifting from one state to the other and can be tripped by anyone psionically trained who has learned the technique. Most Zhodani starships are equipped with such switches, allowing Nobles and Intendants to operate equipment without being in physical contact with it. The cost of such a switch built into a device is negligible.

Modification	TL	Kg	Cost
Psi-sensitive Switch	7	—	—

Psionic Interface: Any weapon or technological device can be outfitted with a psionic interface. This allows a Traveller using the device or weapon to use their PSI modifier instead of their DEX modifier; this requires physical contact. A Traveller without psionic ability gains no benefit from the interface. Adding a psionic interface increases the cost of the device by 20%.

Modification	TL	Kg	Cost
Psionic Interface	14	—	+20%

Symbiosis Shielding: Devices can be shielded from the psionic control many Zhodani are capable of. Each level of shielding applies DM-1 to any Zhodani check made to assert control over the device and increases its cost by +10%.

Modification	TL	Kg	Cost
Symbiosis Shielding	13	—	+10% per DM-1

ARMOUR

Most armour is restricted to military units, or used by Thought Police personnel, and is unavailable for sale on Zhodani worlds. Protective gear for hostile environments is widely available, although most likely owned by corporations, Intendants or Nobles, rather than Proles.

Trooper model combat armour is identical in function to the TL12 combat armour found on page 98 of the *Traveller Core Rulebook*.

A11/58231

TELEPORTATION SUIT

This device can be worn as a form-hugging body-suit integrated or into a suit of armour. It rapidly cools or warms the body after teleportation, minimising damage from sudden energy gains or losses. The suit allows a Traveller to jump up to 600 metres up or down in a single teleport or up to 10 kilometres in a single hour when using successive jumps.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Teleportation Suit	+1	12	—	1	Cr50000	None



A11/58231

OFFICER COMBAT ARMOUR

This is much like combat armour Zhodani troopers use but considerably lighter, substituting carbon-tube weave for the smart plastic of the Trooper armour. This is further enhanced with a specialised computer weave and communications system, with an installed Computer/3. This runs Intellect/1 and Expert (electronics (comms)) 2 software, assisting officers with unit coordination and control on the battlefield.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Officer Combat Armour	+18	12	150	14	Cr95000	Vacc Suit 0



A11/58231 GUARDS COMBAT ARMOUR

Guards combat armour is based on the earlier officer model (including the Computer/3) but has been further improved to enhance the psionic activity of the wearer. It combines a teleportation suit with special wiring patterns that provide psionic shielding for non-telepaths. Its glove palms can be removed to expose bare hands for psionic activity requiring physical contact.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Guards Combat Armour	+19	13	160	12	Cr180000	Vacc Suit 0



A11/58231 NOBLE COMBAT ARMOUR

Nobles in the Army and Guards wear this style of combat armour; based on the combat armour of the Guards, it offers improved protection without impairing movement. Noble combat armour is most distinguished by its broad cloak, made from deep black smart fabric. The armour also incorporates vislight chameleon technology, blending it into background scenery and making it extremely difficult to detect with the naked eye or optical instruments, granting the wearer DM+4 to Stealth checks. The workmanship on Noble combat armour is of very high quality, with special attention to finish and comfort.

Armour Type	Protection	TL	Rad	Kg	Cost	Required Skill
Noble Combat Armour	+20	14	200	10	Cr200000	Vacc Suit 0



A11/58231

GUARDS BATTLE DRESS

Guards battle dress is used by commando units, as well as Nobles in lift mechanised infantry units. The battle dress electronics suite (see page 30 of the *Central Supply Catalogue*) is upgraded with a Computer/3 running available Intellect/1 and Expert (electronics (comms)) 2 programs, assisting with unit coordination and control. Additionally, it incorporates a teleportation suit, as well as the psionic shielding found on Guards combat armour.



Armour Type	Protection	TL	Rad	STR	DEX	Slots	Kg	Cost	Required Skill
Guards Battle Dress	+27	14	300	+4	+4	18	95	Cr325000	Vacc Suit 1

AUGMENTS

While augments are available in the Consulate, they are culturally frowned upon. Augments are seen as a sign of discomfort with how someone views themselves, a symptom of mental illness. However, recognising that some augments have value (particularly to compensate for injuries), they are allowed – but all augments for Proles have psi-sensitive switches built into them, so they can be shut off by Intendants or Nobles if necessary.

All augmentations listed in the *Traveller Core Rulebook* and *Central Supply Catalogue* up to TL14 are available in Zhodani space; however, requesting augmentations other than to replace lost limbs or injured functions will almost certainly result in re-education.

MEDICAL SUPPLIES

Most medicines in the *Traveller Core Rulebook* or *Central Supply Catalogue* up to TL14 are available in the Consulate. The possession or use of anagathics within the Consulate is viewed as a symptom of mental illness, even for Nobles and items like inhibitor drugs are very restricted, although the Thought Police quietly makes use of them. They are not available on the open market. However, psi-drugs are widely available in the Consulate.

ROBOTS

The Zhodani do not, as a rule, build humanoid or autonomous robots. The standard Zhodani mobile robot configuration is a legless torso containing computer, power plant and grav system. A number of arms, usually two, are attached, often with built-in tools or weapons. The robot is usually topped with a rotating head turret containing sensors and communication systems.

A11/58231

TRASHBOT

This trashbot is commonly used by the Zhodani government and nobility. Wandering around a commercial or civic area, it continually picks up waste and stores it in a receptacle carried with it. When full, the robot dumps it at a local disposal location, then returns to trash patrol. The janitorial toolkit includes a collection of tools for sweeping, dusting, polishing and vacuuming, as well as static charge dissipaters and assorted mechanical cleaning aids. This toolkit also allows the robot to instantly shred most materials fed into it. This ability makes the robot ideal for information security applications and it can be found in many Zhodani government offices.



ROBOT	HITS	SPEED	TL	COST
Trashbot	16	—	11	Cr8000
SKILLS	Profession (domestic cleaner) 2, Recon 2			
ATTACKS	None			
TRAITS	Armour (+1), Flyer (idle), Small (–1)			
PROGRAMMING	Basic (cleaning)			

A11/58231

MAINTENANCE BOT (TL12)

The maintenance bot has a cylindrical body with two arms each ending in complex tool-hands, and a small wedge-shaped head turret, and relies on its grav system for mobility. Manufactured by Chiadle, it is the most common general-purpose repair and maintenance robot used in Zhodani space. It can be seen at starports and aboard merchant or naval vessels, often negating the need for a dedicated maintenance crewman. It comes in various versions, mostly differing in the kind of tool systems used.



ROBOT	HITS	SPEED	TL	COST
Maintenance Bot	20	–	12	Cr16000
SKILLS	Maintenance 1, Recon 1			
ATTACKS	None			
TRAITS	Armour (+4), Flyer (very slow)			
PROGRAMMING	Advanced			

ZHODANI WARBOTS

The Zhodani traditionally use mobile robots as part of their armed forces. These robots are not sapient and form a cheap substitute for ordinary soldiers. Imperial propaganda paints the Zhodani use of 'death machines' as one more example of their soulless culture. The Zhodani have a different view; war is necessary but not glamorous and their soldiers' lives are too valuable to waste.

Warbots are normal parts of many Zhodani units and attached to others for special operations on a mission-by-mission basis. They are used in various ways, ranging from mass assault to mobile fire support platforms to providing security perimeters or post-battle pursuit. They are vital for clearing built-up areas, where casualties may be unacceptably high for troops. In such missions, they are normally sent to locations where clairvoyance-using psionic detachments have pinpointed enemy resistance. Against lower-tech forces, use is often made of their flight capabilities for surprise vertical envelopments.

Warbots are programmed to recognise and ignore friendly troops and are programmed with terrain maps, battle plans and threat criteria. They are all installed with transponders for battlefield 'friend or foe' recognition.

A11/58231

LIGHT WARBOT

This warbot is light enough to be carried as equipment by a Zhodani commando team – massing a total of 9kg, a skilled teleporter can even carry one with him when he teleports. A favourite tactic of Zhodani commandos is to teleport deep into enemy territory, leave several light warbots behind and then teleport back to safety while the warbots wreak havoc on an unsuspecting enemy encampment, thoroughly demoralising the enemy.

ROBOT	HITS	SPEED	TL	COST
Light Warbot	12	—	11	Cr45000
SKILLS	Gun Combat (slug) 1, Melee 0, Recon 2, Stealth 1			
ATTACKS	Submachine Gun (4D, Auto 3)			
TRAITS	Armour (+3), Flyer (high), Small (-1)			
PROGRAMMING	Advanced			



A11/58231

MEDIUM WARBOT

This design is a popular warbot model, with customised versions in use throughout the Consulate. The warbot is solid and reliable, with good intelligence (as far as Zhodani robots go). The model shown here is a basic configuration but many other variations are available, depending on the operating environment or type of mission the warbot will be called upon to perform, carrying a variety of weapons, equipment and additional armour. Warbots intended for boarding actions often swap the laser rifle for a flamethrower.

ROBOT	HITS	SPEED	TL	COST
Medium Warbot	20	—	12	Cr45000
SKILLS	Gun Combat (energy) 2, Melee 0, Recon 1, Tactics (military) 1			
ATTACKS	Claw (3D), Laser Rifle (5D+3, Zero-G)			
TRAITS	Armour (+8), Flyer (high)			
PROGRAMMING	Advanced			



A11/58231

HEAVY WARBOT

This warbot is designed to hold its own in a full frontal assault involving armoured troops with fusion and plasma weapons. Although hugely expensive, it stands up well in the most demanding battlefield situations. Besides the obvious offensive uses, it works well as a defensive warbot or forward scout, with its excellent sensors. The oblong half-dome chassis body presents a small frontal profile, thus minimising available targeting area, while the small rotating head contains the sensory and firing apparatus for the fusion weapon, allowing the main chassis body to remain behind cover while firing.

ROBOT	HITS	SPEED	TL	COST
Heavy Warbot	20	—	14	MCr2
SKILLS	Heavy Weapons (man portable) 3, Melee 0, Recon 2, Tactics (military) 1			
ATTACKS	Claw (8D), FGMP-14 (2DD, Radiation)			
TRAITS	Armour (+22), Flyer (high), Heightened Senses			
PROGRAMMING	Advanced			



CHAPTER - TWENTY ONE

VEHICLES OF THE ZHODANI

UTILITY GRAV SLED

TL	12
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	HIGH (MEDIUM)
RANGE (CRUISE)	3000 (4500)
CREW	1
PASSENGERS	1
CARGO	5 TONS
HULL	40
SHIPPING	10 TONS
COST	CR980000

Autopilot (skill level)	2
Communications (range)	1000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	—
Stealth (Electronics (sensors) DM)	—

WEAPONS

None

ARMOUR

FRONT	4
REAR	4
SIDES	4

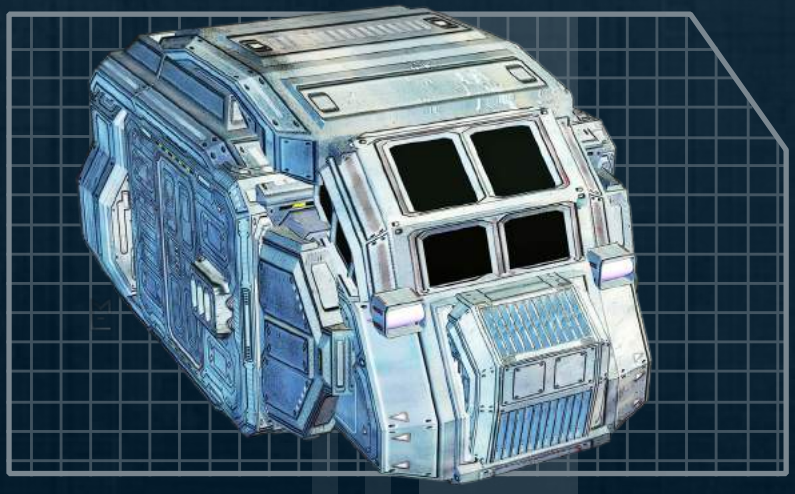


EQUIPMENT

Autopilot (enhanced), Communication System (advanced), Computer/1, Control System (improved), Entertainment System, Fire Extinguisher, Life Support (short term), Navigation System (improved), Sensor System (improved), Vacuum Protection

TRAITS

—



DESCRIPTION

This is a medium-weight grav truck used by many civilian concerns within Zhodani space, as well as the military. The grav sled is noted for its ruggedness and safety in a wide range of planetary environments. It is sealed against water and vacuum, and durable enough to withstand collisions and incidental impacts.

IMPERIOUS G-CARRIER

ARMOUR

FRONT	80
REAR	40
SIDES	60



Autopilot (skill level)	3
Communications (range)	10000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	–4
Stealth (Electronics (sensors) DM)	–4

TL	13
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	FAST (HIGH)
RANGE (CRUISE)	4000 (6000)
CREW	2
PASSENGERS	14
CARGO	0 TONS
HULL	80
SHIPPING	20 TONS
COST	MCR16.4

WEAPONS

Large Turret (fusion gun-x, advanced fire control)

EQUIPMENT

Autopilot (advanced), Camouflage (advanced), Communication System (advanced, encrypted, increased range, tightbeam), Computer/4, Control System (advanced), ECM (advanced), Fire Extinguisher, Life Support (short term), Navigation System (advanced), Sensor System (advanced), Stealth (advanced), Vacuum Protection

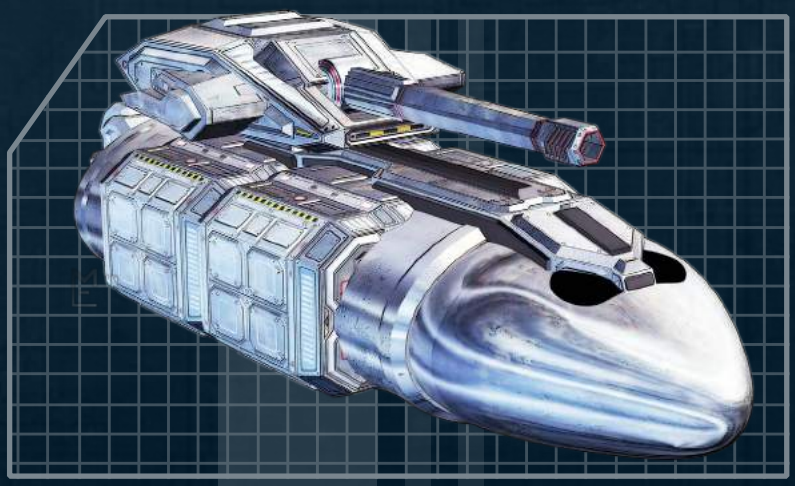
TRAITS

AFV

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Fusion Gun-X	3	3DD	—	—	AP 10, Blast 15, Radiation	+4

DESCRIPTION

The Imperious is a good example of Zhodani light vehicle design philosophy: weaponry over armour. Sensors are less powerful than those in equivalent Imperial craft, presumably because the Zhodani place more stock in psionics as a supplement to sensors, rather than vice versa.



UNITY GRAV AFV

TL	12
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	FAST (HIGH)
RANGE (CRUISE)	3000 (4500)
CREW	2
PASSENGERS	9
CARGO	0.5 TONS
HULL	60
SHIPPING	15 TONS
COST	MCR10.3

Autopilot (skill level)	3
Communications (range)	10000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	-4
Stealth (Electronics (sensors) DM)	–2

ARMOUR

FRONT	70
REAR	30
SIDES	50



WEAPONS

Small Turret (gauss cannon, advanced fire control)
Fixed Mount (tac launcher – AP, forward, enhanced fire control) x 2

EQUIPMENT

Autopilot (advanced), Camouflage (advanced), Communication System (advanced, encrypted, increased range, tightbeam), Computer/3, Control System (advanced), ECM (advanced), Fire Extinguisher, Life Support (short term), Navigation System (improved), Prismatic Aerosol Discharger, Sensor System (improved), Stealth (improved), Vacuum Protection

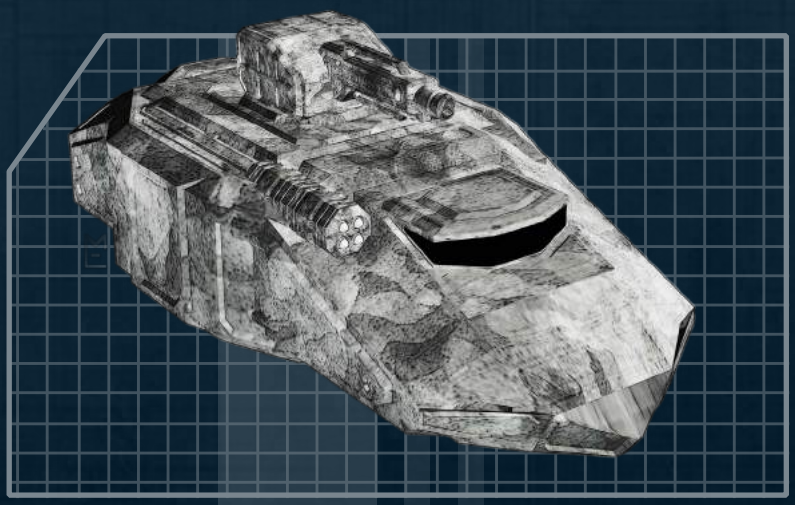
TRAITS

AFV

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Gauss Cannon	2	1DD	200	Cr1000	AP 10, Auto 3	+4
Tac Launcher (AP)	6	8D	4	Cr6000	AP 10, Smart	+3

DESCRIPTION

The standard Zhodani Army and Consular Guard infantry fighting vehicle, this is a sleek, turreted grav sled armed with a gauss cannon. Inside, it carries a pilot, commander/gunner and a nine-man infantry squad. Fast and stealthy, the Unity is capable getting its squad into position before proper opposition can be mounted.



INSIGHT SCOUT SLED

ARMOUR

FRONT	60
REAR	20
SIDES	40



Autopilot (skill level)	3
Communications (range)	10000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	–4
Stealth (Electronics (sensors) DM)	-2

TL	12
SKILL	FLYER (GRAV)
AGILITY	+5
SPEED (CRUISE)	SUBSONIC (VERY FAST)
RANGE (CRUISE)	3000 (4500)
CREW	2
PASSENGERS	0
CARGO	0.5 TONS
HULL	30
SHIPPING	7.5 TONS
COST	MCR2.85

WEAPONS

Small Turret (gauss cannon, enhanced fire control)
Fixed Mount (tac launcher – AP, forward, improved fire control)

EQUIPMENT

Autopilot (advanced), Bunks, Camouflage (advanced), Communication System (advanced, encrypted, increased range, tightbeam), Computer/3, Control System (advanced), Ejection Seats x 2, Fire Extinguisher, Life Support (short term), Navigation System (improved), Sensor System (improved, high fidelity), Stealth (improved), Vacuum Protection

TRAITS

—

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Gauss Cannon	2	1DD	200	Cr1000	AP 10, Auto 3	+3
Tac Launcher (AP)	6	8D	4	Cr6000	AP 10, Smart	+2

DESCRIPTION

This is a small, lightly armoured, high-speed military grav vehicle is employed in scouting and armed reconnaissance. Although smaller than the Unity AFV, it mounts the same weaponry of gauss cannon supplemented with a tac missile to engage other light vehicles, combined with a manoeuvrability that has been described as ‘fighter-like’.



PRINCELY LORD ATTACK SPEEDER

TL	14
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	FAST (HIGH)
RANGE (CRUISE)	3000 (4500)
CREW	3
PASSENGERS	—
CARGO	1 TON
HULL	150
SHIPPING	37.5 TONS
COST	MCR29.75

Autopilot (skill level)	3
Communications (range)	10000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	-4
Stealth (Electronics (sensors) DM)	–4

WEAPONS

Fixed Mount (aerospace defence laser, forward, advanced fire control)

ARMOUR

FRONT	110
REAR	50
SIDES	80



EQUIPMENT

Anti-missile System (advanced laser), Autopilot (advanced), Camouflage (advanced), Communication System (advanced, encrypted, increased range, tightbeam), Computer/5, Control System (advanced), ECM (advanced), Ejection Seats x 3, Fire Extinguisher, Life Support (short term), Navigation System (advanced), Prismatic Aerosol Discharger, Sensor System (advanced), Stealth (advanced), Vacuum Protection

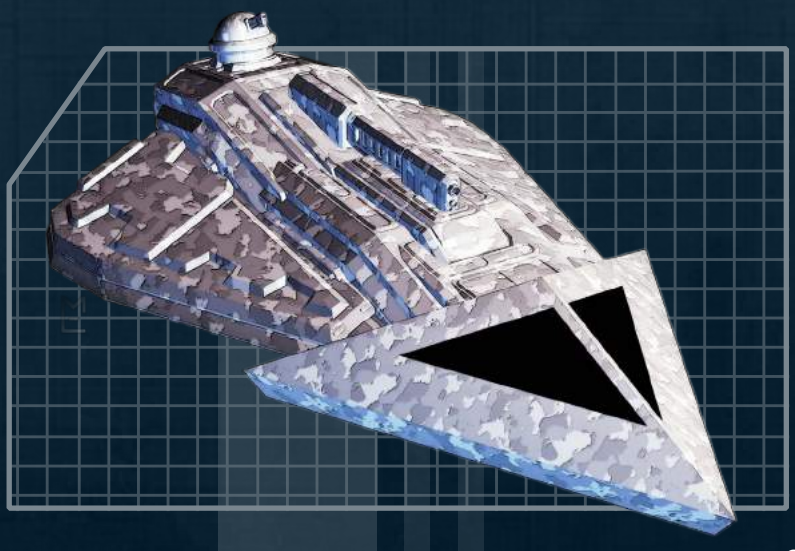
TRAITS

AFV

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Aerospace Defence Laser	120	8D	—	—	Track	+4
Advanced Laser	1	2D	—	—	Auto 4	—

DESCRIPTION

The Princely Lord Attack Speeder made its debut during the Fourth Frontier War. Despite its size, the speeder is a good example of the Zhodani military design philosophy of fast and deadly. However, the Princely Lord also has exceptionally good armour. This vehicle and its nearly identical cousin, the Silent Grasp, were responsible for more fear and panic among the Imperial populace in the Tloql sector than any other Zhodani fighting vehicle during the Fourth Frontier War.



Sidereal Defence Laser

The Zhodani Consulate deploys a vastly improved aerospace defence laser on its latest vehicles and fortifications. The Sidereal defence laser has an extended reach into orbit and, used en masse, can pose a serious threat even to warships.

Weapon	TL	Range	Damage	Tons	Cost	Magazine	Magazine Cost	Traits
Sidereal Defence Laser	13	180	2DD	12	MCr8	—	—	Track

SILENT GRASP ATTACK SPEEDER

ARMOUR

FRONT	110
REAR	80
SIDES	50



Autopilot (skill level)	3
Communications (range)	10,000 km
Navigation (Navigation DM)	+4
Sensors (Electronics (sensors) DM)	+2
Camouflage (Recon DM)	–4
Stealth (Electronics (sensors) DM)	–4

TL	14
SKILL	FLYER (GRAV)
AGILITY	+2
SPEED (CRUISE)	FAST (HIGH)
RANGE (CRUISE)	4000 (6000)
CREW	3
PASSENGERS	—
CARGO	—
HULL	150
SHIPPING	37.5 TONS
COST	MCR28.55

WEAPONS

Large Turret (fusion gun-y, twin-linked, advanced fire control)

EQUIPMENT

Anti-missile System (advanced laser), Autopilot (advanced), Camouflage (advanced), Communication System (advanced, encrypted, increased range, tightbeam), Computer/5, Control System (advanced), ECM (advanced), Ejection Seats x 3, Fire Extinguisher, Life Support (short term), Navigation System (advanced), Prismatic Aerosol Discharger, Sensor System (advanced), Stealth (advanced), Vacuum Protection

TRAITS

AFV

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Fusion Gun-Y	5	3DD+3	—	—	AP 20, Blast 20, Radiation	+4
Advanced Laser	1	2D	—	—	Auto 4	—

The Silent Grasp Attack Speeder is visually similar to the Princely Lord but faster and has less armour. In addition, the Silent Grasp mounts twin fusion guns instead of an aerospace defence laser – a shorter ranged but more deadly weapon. The Silent Grasp looks so much like a Princely Lord that the two are often confused by civilians and military observers alike. Only with careful observation using dedicated sensors or close visual contact can the two craft be distinguished.



QIKNAVRA GRAV TANK

TL	14
SKILL	FLYER (GRAV)
AGILITY	+1
SPEED (CRUISE)	FAST (HIGH)
RANGE (CRUISE)	3000 (4500)
CREW	2
PASSENGERS	—
CARGO	—
HULL	80
SHIPPING	30 TONS
COST	MCR10.8

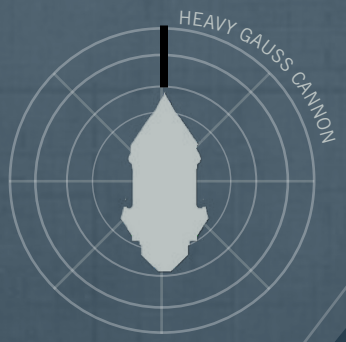
Autopilot (skill level)	2
Communications (range)	1000 km
Navigation (Navigation DM)	+2
Sensors (Electronics (sensors) DM)	+1
Camouflage (Recon DM)	–4
Stealth (Electronics (sensors) DM)	–4

WEAPONS

Large Turret (heavy gauss cannon, twin-linked, enhanced fire control)

ARMOUR

FRONT	130 (+42)
REAR	70 (+42)
SIDES	100 (+42)



EQUIPMENT

Anti-missile System (laser), Autopilot (enhanced), Bunks, Camouflage (advanced), Communication System (advanced, encrypted, tightbeam), Computer/4, Control System (enhanced), ECM (improved), Ejection Seats x 2, Electrostatic Armour, Fire Extinguisher, Life Support (short term), Navigation System (improved), Prismatic Aerosol Discharger, Sensor System (improved, sensor mast), Stealth (improved), Vacuum Protection

TRAITS

AFV

WEAPON	RANGE	DAMAGE	MAGAZINE	MAGAZINE COST	TRAITS	FIRE CONTROL
Heavy Gauss Cannon	3	2DD	60	Cr1600	AP 15, Auto 2	+3

DESCRIPTION

The Qiknavra (named after the smaller of Zhdant's continents) is one of the Consulate's latest grav tank designs. The craft is intended to be a small, relatively inexpensive, yet highly survivable vehicle on the battlefield. To date, the Imperium has been unable to determine the precise capabilities of the Qiknavra and, given its apparent ease of construction, its appearance has reignited fears of a new Frontier War.



CHAPTER-TWENTY TWO

HIGH GUARD: ZHODANI

Because the principles of physics and jump drive technology are constant throughout the universe, Zhodani starships are similar to the starships in use by other humans. The one major difference between Zhodani ships and those of other cultures is an abundance of psionic switches. Simple psionically sensitive switches are components of iris valves, automatic doors and many convenience items such as lights, temperature or environment controls and entertainment or communication devices.

CIVILIAN STARSHIPS

It is customary for commercial shipping within the Consulate to travel unarmed; many commercial designs do away with weapons entirely. Ships intended for service in border regions, beyond the frontiers or in private hands, are more frequently armed. For this reason, crews for civilian designs almost never include dedicated gunners, even if the ship is armed.

MILITARY STARSHIPS

Zhodani military starships are designed to be more general purpose in function than comparable Imperial vessels. While most Zhodani warships encountered on the frontiers are older TL13 designs, newer TL14 designs have been more common since the Fourth Frontier War.

Zhodani military starships often carry an additional crew member, a Counsellor, particularly on long voyages. While this person is generally a Thought Police member serving a term in the navy, they are responsible for the mental health of the crew and report to the captain of the ship, not the Thought Police hierarchy.





NINZ-CLASS SCOUT

(TYPE-S)

TL12		TONS	COST (MCr)
Hull	100 tons, Streamlined	—	6
Armour	Crystaliron, Armour 4	5	1.2
M-Drive	Thrust 2	2	4
J-Drive	Jump 2	10	15
Power Plant	Fusion (TL12), Power 105	7	7
Fuel Tanks	J-2, 20 weeks of operation	24	—
Bridge		10	0.5
Computer	Computer/5bis	—	0.045
Sensors	Military Grade	2	4.1
	Life Scanner	1	2
	Improved Signal Processing	1	4
Weapons	Double Turret (beam lasers)	1	1.5
Systems	Fuel Processor (20 tons/day)	1	0.05
	Fuel Scoops	—	—
	Probe Drones (10)	2	1
Staterooms	Standard x 4	16	2
Software	Manoeuvre/0	—	—
	Jump Control/2	—	0.2
	Library	—	—
Common Areas		12	1.2
Cargo		6	—

TOTAL: MCr 49.795

CREW

PILOT, ASTROGATOR, ENGINEER

RUNNING COSTS

MAINTENANCE COST
Cr3735/month

PURCHASE COST
MCr49.795

POWER REQUIREMENTS

20	20	1
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSORS
20	**4**	**9**
JUMP DRIVE	SENSORS	WEAPONS



40
HULL POINTS

A standard civilian exploratory vessel used by both commercial concerns and the Consulate Navy for frontier exploration and reconnaissance. An old and reliable design, this scout is oriented more towards survey and scientific missions and less to courier-type duties than its Imperial counterpart is. Ninz-class scouts see extensive use for supplemental surveys off the main axis of exploration within the Core Expeditions. Ships in naval service are named after former naval officers.



1. Bridge
2. Sensors
3. Power plant
4. M-drive
5. J-drive
6. Probe drones
7. Life Scanner
8. Signal processing

ISOMETRIC DECKPLAN KEY

- BUNK
- FRESHER
- WORKSTATION
- G-CHAIR
- LOW BERTH
- CRATE
- HATCH
- IRIS VALVE (WALL)
- IRIS VALVE (FOOR/CEILING)
- INTERNAL WALL
- HULL
- FUEL PROCESSOR
- POWER PLANT
- JUMP DRIVE
- MANOEUVRE DRIVE

YETSASL-CLASS COURIER

(TYPE-S)

TL12		TONS	COST (MCr)
Hull	200 tons, Streamlined	—	12
Armour	Crystaliron, Armour 4	10	2.4
M-Drive	Thrust 2	4	8
J-Drive	Jump 3	20	30
Power Plant	Fusion (TL12), Power 150	10	10
Fuel Tanks	J-3, 4 weeks of operation	61	—
Bridge		10	1
Computer	Computer/15	—	2
Sensors	Civilian Grade	1	3
Weapons	Triple Turret (beam lasers x 2, sandcaster)	1	2.25
Systems	Fuel Processor (60 tons/day)	3	0.15
	Fuel Scoops	—	—
	Docking Space (4 tons)	5	1.25
	Air/raft	—	0.25
Staterooms	High x 1	6	0.8
	Standard x 10	40	5
Software	Manoeuvre/0	—	—
	Jump Control/3	—	0.3
	Library	—	—
Common Areas		20	2
Cargo		9	—

TOTAL: MCr 80.4

CREW

PILOT, ASTROGATOR, ENGINEER

RUNNING COSTS

MAINTENANCE COST
Cr6700/month

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PURCHASE COST
MCr80.4

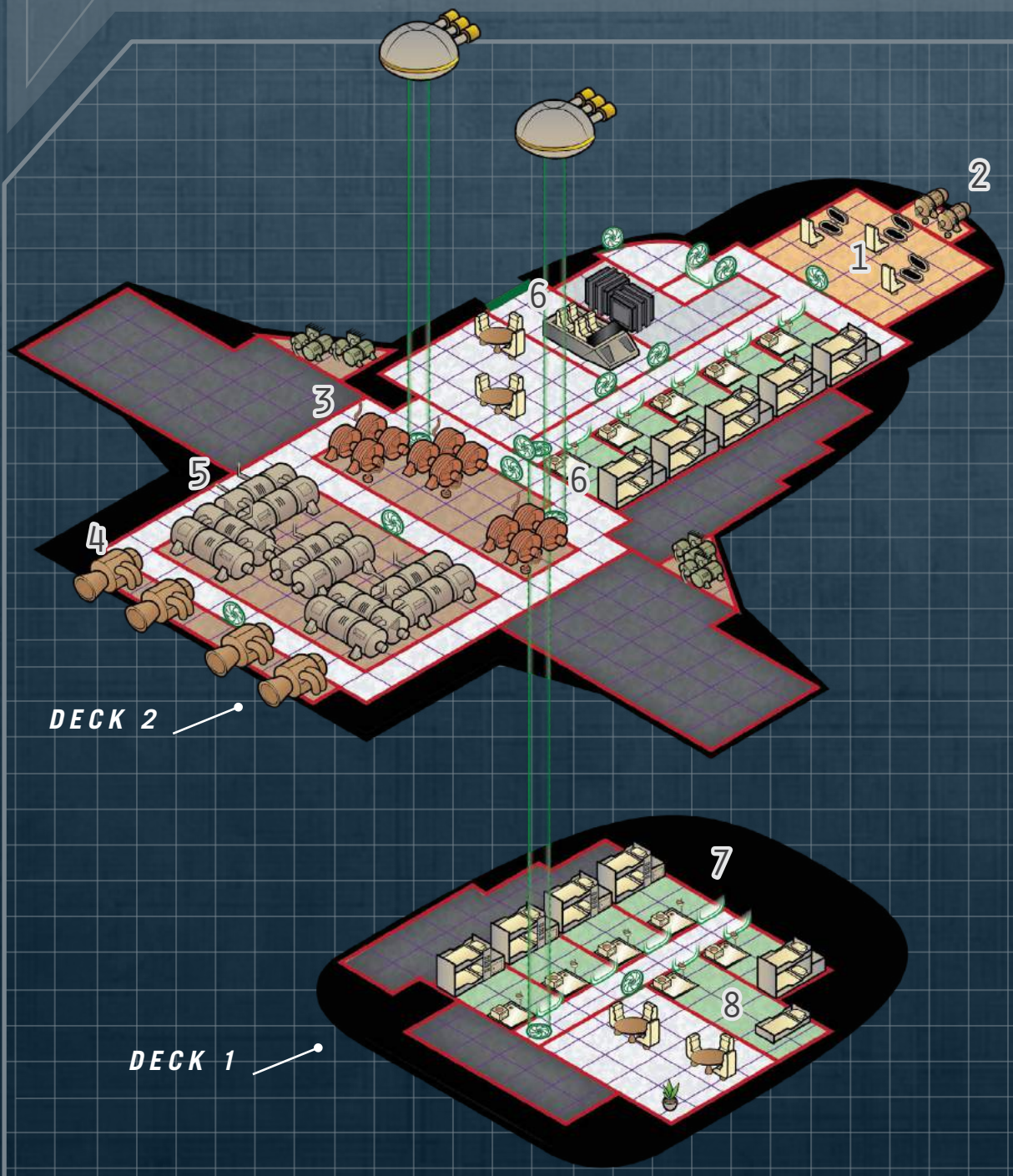
POWER REQUIREMENTS

40	40	3
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSORS
60	**1**	**9**
JUMP DRIVE	SENSORS	WEAPONS



80
HULL POINTS

The Yetsasl-class is named after a racing beast on Zhdant and individual ships often after similar creatures on other worlds. The courier design gives priority to transport of important personnel, such as government officials on diplomatic missions. The Yetsasl's role often takes it outside the Consulate and it is the Zhodani vessel most commonly encountered in the Imperium. Yetsasls are a separate design from Ninz scouts, unlike the Imperial practice of using the same hull for both scouts and couriers; a Yetsasl is larger than a Ninz and contains more extensive staterooms and fittings.



1. Bridge
2. Sensors
3. Power plant
4. M-drive
5. J-drive
6. Air/raft
7. Staterooms
8. High stateroom
9. Triple turret

ZDEBR-CLASS TRADER

(TYPE-S)

TL121		TONS	COST (MCr)
Hull	400 tons, Streamlined	—	24
Armour	Crystaliron, Armour 4	20	4.8
M-Drive	Thrust 1	4	8
J-Drive	Jump 2	25	37.5
Power Plant	Fusion (TL8), Power 150	15	7.5
Fuel Tanks	J-2, 4 weeks of operation	82	—
Bridge		20	2
Computer	Computer/10	—	0.16
Sensors	Civilian Grade	1	3
Weapons	Single Turret (pulse laser)	1	1.2
	Single Turret (sandcaster)	1	0.45
Ammunition	Sandcaster Barrel Storage (40 barrels)	2	—
Systems	Fuel Processor (80 tons/day)	4	0.2
	Fuel Scoops	—	—
	Docking Space (30 tons)	33	8.25
	Ship's Boat	—	7.272
Staterooms	Standard x 16	64	8
	Low Berths x 32	16	1.6
Software	Manoeuvre/0	—	—
	Jump Control/2	—	0.2
	Library	—	—
Common Areas		18	1.8
Cargo		94	—

TOTAL: MCr 115.932

CREW

PILOT, ASTROGATOR, MEDIC, ENGINEERS X 2, STEWARD

RUNNING COSTS

MAINTENANCE COST
Cr9661/month

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PURCHASE COST
MCr115.932

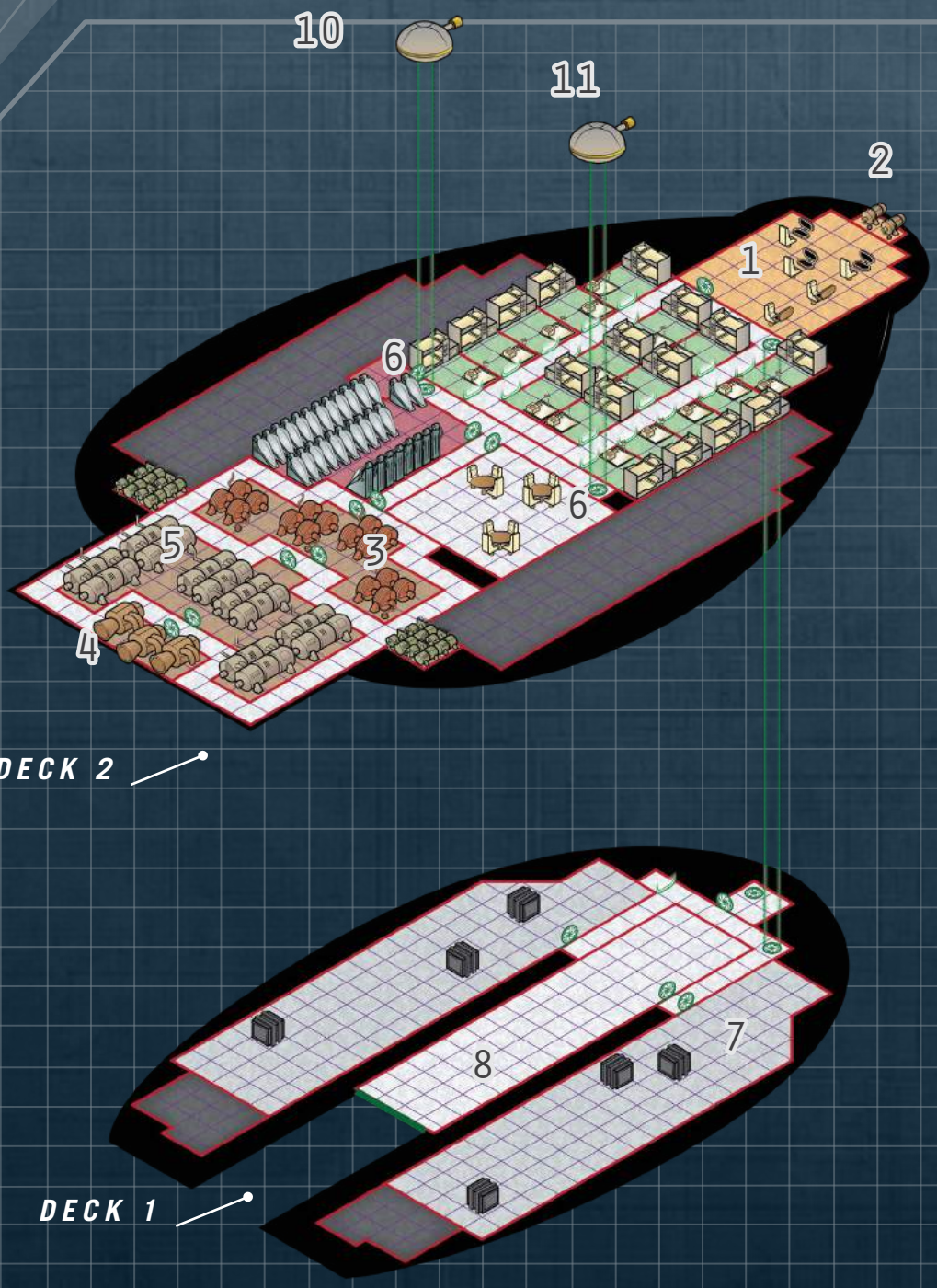
POWER REQUIREMENTS

40	80	4
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	FUEL PROCESSORS
80	**1**	**6**
JUMP DRIVE	SENSORS	WEAPONS



160
HULL POINTS

Individuals and small trading companies are the most prolific operators Zdebr-class traders and these ships are a common sight in frontier regions of the Consulate. They are more general-purpose vessels than the 400-ton subsidised merchant used in the Imperium, being closer in concept to an oversized free trader. Atypically for a Zhodani commercial vessel the Zdebr is armed, albeit lightly. Zdebr-class ships are named after historically famous seaports and caravan routes on old Zhdant.



1. Bridge
2. Sensors
3. Power plant
4. M-drive
5. J-drive
6. Low berths
7. Staterooms
8. Docking space
9. Cargo hold
10. Single turret (pulse laser)
11. Single turret (sandcaster)

SHIANJO-CLASS LINER

(TYPE-S)

TL13		TONS	COST (MCR)
Hull	900 tons, Standard	—	45
Armour	Crystaliron, Armour 4	45	9
M-Drive	Thrust 1	9	18
J-Drive	Jump 4	95	142.5
Power Plant	Fusion (TL12), Power 540	36	36
Fuel Tanks	J-4, 4 weeks of operation, plus Pinnace	365	—
Bridge		20	4.5
Computer	Computer/20	—	5
Sensors	Civilian Grade	1	3
Systems	Docking Space (40 tons)	44	11
	Pinnace	—	8.712
Staterooms	Luxury x 2	20	3
	High x 8	48	6.4
	Standard x 37	148	18.5
	Low Berths x 34	17	1.7
Software	Manoeuvre/0	—	—
	Jump Control/4	—	0.4
	Library	—	—
Common Areas		46	4.6
Cargo		6	—

TOTAL: MCR 317.312

CREW

PILOT, ASTROGATOR, MEDIC, ENGINEERS X 4, STEWARDS X 2

RUNNING COSTS

MAINTENANCE COST
Cr26443/month

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PURCHASE COST
MCr317.312

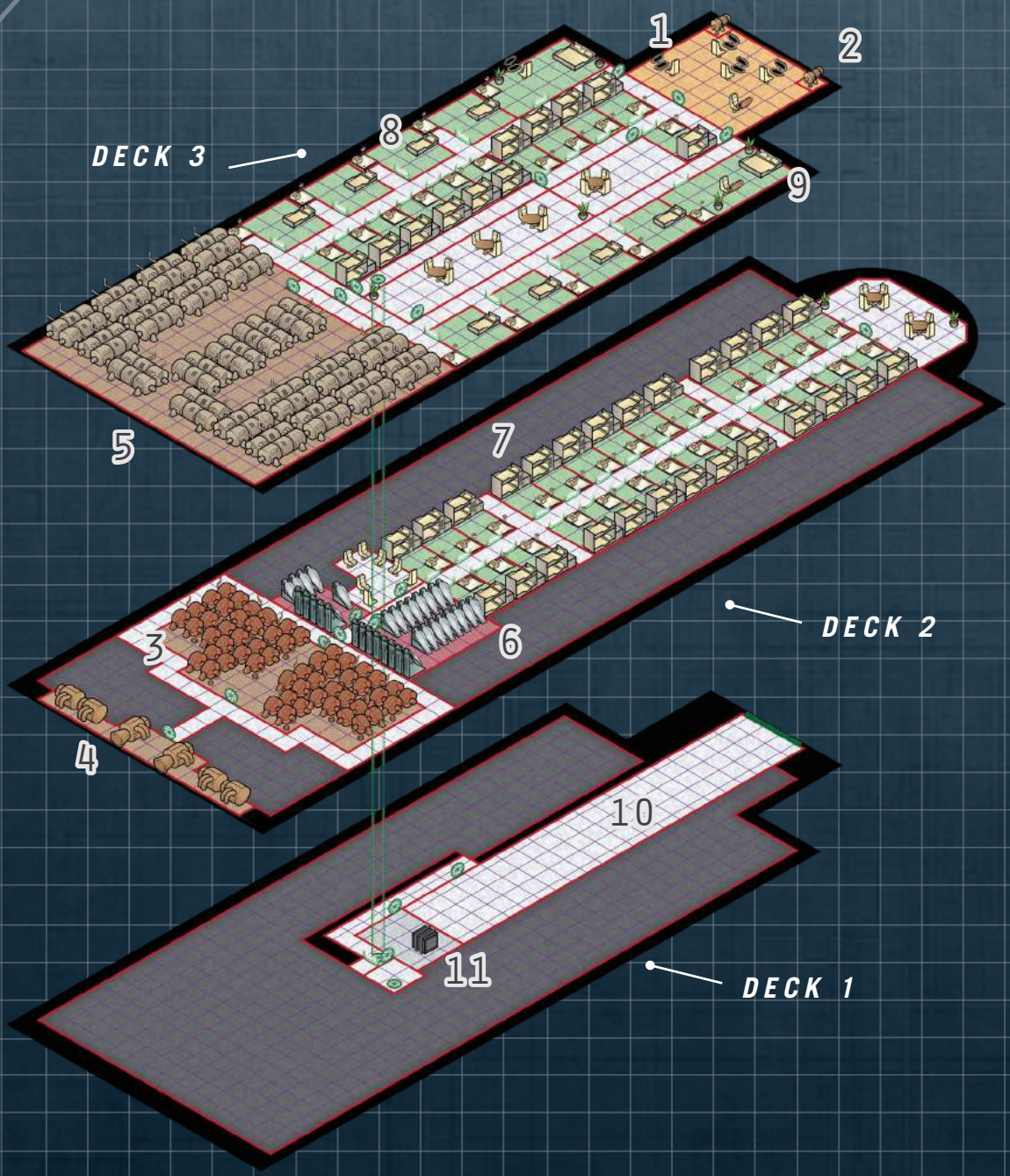
POWER REQUIREMENTS

90	180
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS
360	**1**
JUMP DRIVE	SENSORS



360
HULL POINTS

A passenger liner used in the core regions of the Consulate and along most of its main trade routes, the Shianjo ('Good Journey') has a reputation for its stylish interior design and high jump range. Nobles and Intendants typically occupy staterooms, while Proles travel in low passage unless they are servants or retainers. Commercial vessels are normally unarmed in peaceful Consulate space but in wartime this makes them easy targets for privateers and commerce raiders, forcing the Zhodani navy to provide escorts.



1. Bridge
2. Sensors
3. Power plant
4. M-drive
5. J-drive
6. Low berths
7. Staterooms
8. High staterooms
9. Luxury staterooms
10. Docking space
11. Cargo hold

DAZHIA-CLASS COUNCIL CORVETTE

PLANKWELL-CLASS

TL13		TONS	COST (MCr)
Hull	2,000 tons, Streamlined	—	120
Armour	Crystaliron, Armour 4	100	24
M-Drive	Thrust 4	80	160
J-Drive	Jump 4	205	307.5
Power Plant	Fusion (TL12), Power 2100	140	140
Fuel Tanks	J-4, 4 weeks of operation, plus Pinnace	815	—
Bridge		40	10
Computer	Computer/25	—	10
Sensors	Military Grade	2	4.1
Weapons	Triple Turrets (beam laser, missile rack, sandcaster) x 20	20	50
Ammunition	Missile Storage (360 missiles)	30	—
	Sandcaster Barrel Storage (600 barrels)	30	—
Systems	Fuel Processor (320 tons/day)	16	0.8
	Fuel Scoops	—	—
	Docking Space (200 tons)	220	55
	Yetsasl Courier	—	80.4
	Docking Space (4 tons)	5	1.25
	Air/raft	—	0.25
	Docking Space (40 tons)	44	11
	Pinnace	—	8.712
	Repair Drones	20	4
	Briefing Room	4	0.5
	Medical Bay	4	2
Staterooms	Library	4	4
	Luxury x 2	20	3
	High x 6	36	4.8
	Standard x 39	156	19.5
	Low Berths x 34	17	1.7
Software	Manoeuvre/0	—	—
	Jump Control/4	—	0.4
	Library	—	—
	Auto-Repair/1	—	5
	Fire Control/1	—	2
	Evade/1	—	1
Common Areas		22	2.2
Cargo		10	—

TOTAL: MCr 1033.112



800
HULL POINTS

CREW

CAPTAIN, PILOTS X 3, ASTROGATOR, MEDIC, ENGINEERS X 12, MAINTENANCE X 2, STEWARDS X 2, GUNNERS X 20

RUNNING COSTS

MAINTENANCE COST
Cr86093/month

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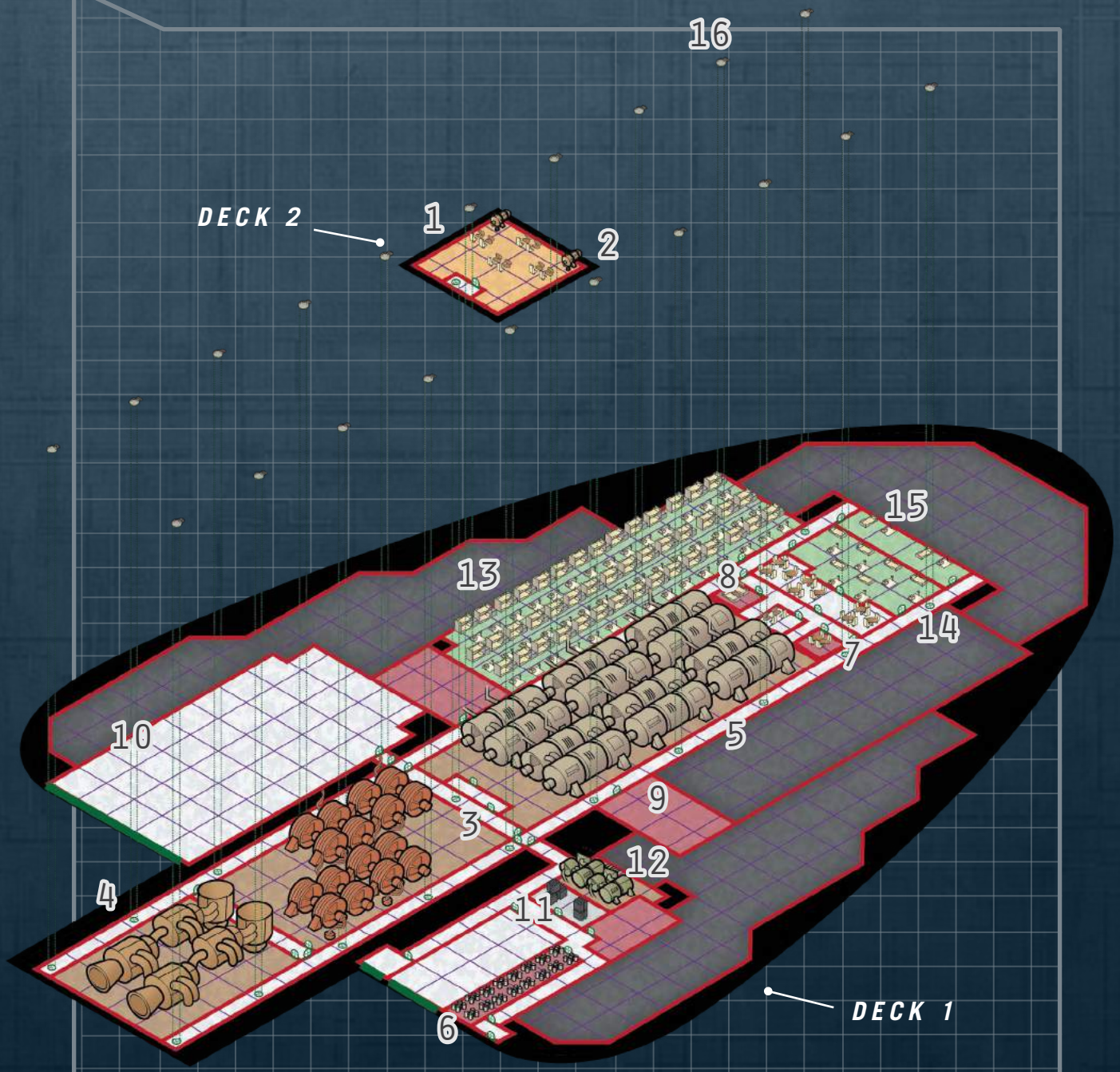
PURCHASE COST
MCr1033.112

POWER REQUIREMENTS

800	400	800	2
MANOEUVRE DRIVE	BASIC SHIP SYSTEMS	JUMP DRIVE	SENSORS

16	100
FUEL PROCESSOR	WEAPONS

Supreme council members and their agents on Consular business use these fast, highly advanced ships. Interior fittings are notably luxurious, but they are unusual as they carry a second starship internally – a 200 ton Yetsasl courier, used for side-trips or ensuring the safety of the Consul on board should the corvette come under attack.



1. Bridge
2. Sensors
3. Power plant
4. M-drive
5. J-drive
6. Repair drones
7. Briefing room
8. Med bay
9. Missile storage
10. Docking space
11. Cargo hold
12. Fuel processor
13. Staterooms
14. High staterooms
15. Luxury staterooms
16. Triple turrets