2008

THE ORIONS

BOOK OF COMMON KNOWLEDGE

A supplement for use with
STAR TREK®
THE ROLE PLAYING GAME



FASA CORPORATION

THE ORIONS: BOOK OF COMMON KNOWLEDGE

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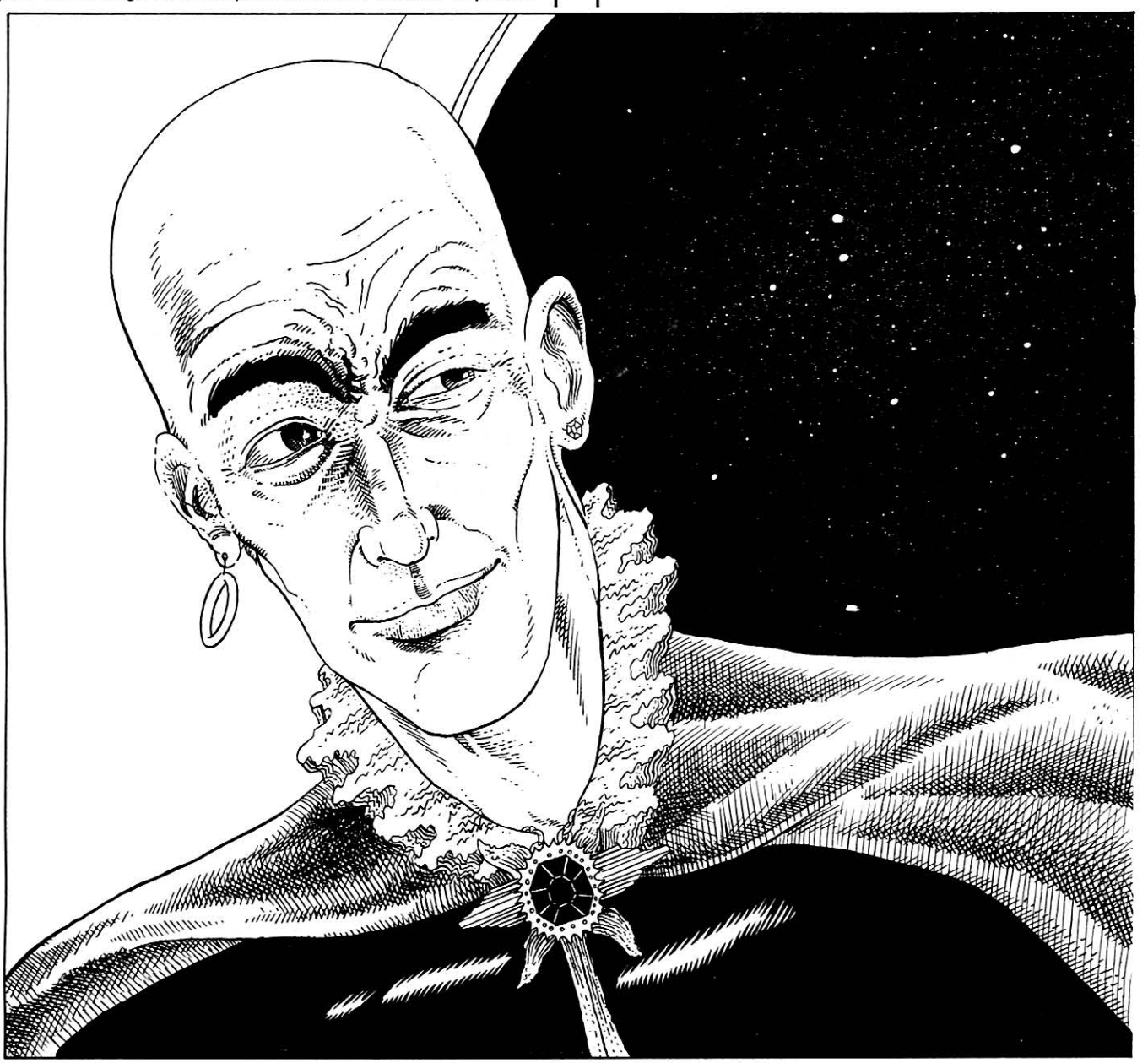
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INTRODUCTION

STAR TREK is chock-full of memorable races: the Vulcans, the Klingons, the Romulans. All are easily recognized and well-known to fans. But the Orions? Who knows anything about *them*?

Everybody knows about the Orion pirates and the Green Orion slave women, of course. Everyone knows, too, about the Orion Colonies orbiting Rigel, which is balanced precariously between the Federation and the Klingon Empire, and that their homeworld is a major starport. Although the Orions and their culture were known, they generally remained offstage, with only occasional glimpses that were both inviting and threatening. Captain Pike's hypnotic fantasy of Orion entertainment was a lavish and heady experience, and the Orions' elaborate plan to sabotage the *Enterprise*'s mission in order to protect their mining interests speak of a certain savage thoroughness. However, beyond such tantalizing fragments, there was nothing.

This supplement fills the Orion gap by providing all the information players and gamemasters might need to play Orion characters and to understand Orions and their culture. It ties the scattered **STAR TREK** references to things Orion into a coherent whole, using a little honest extrapolation. Should discrepancies crop up between this book's information and other sources, remember that the Orions are fond of contradictions, puzzles, and paradoxes, and that they tend to lie a lot. In addition, they particularly enjoy confusing strangers. So, who can really say that he knows the truth about the Orions?



THE ORION PEOPLE

PHYSICAL DESCRIPTION

As a humanoid species, Orions greatly resemble *Homo sapiens.* Males average 1.7 meters high and mass around 70 kilograms, while females average 1.5 meters and 60 kilograms. They live about 90 standard years.

The Orions' distinctive difference is their colors. Constituting about three-fifths of the Orion population, Ruddy Orions have skin tones ranging from ruddy orange to yellow to Terran Caucasian. Their skin is sensitive to strong sunlight (such as that from Rigel), which can deepen their color or cause an unsightly purple burn.

The eye colors of Ruddy Orions run from deep sea-blue to violet to an occasional black. Their hair tends to be fine and thin, particularly among the males, and ranges in color from pure white to a deep metallic blue-black. Curiously, all the colors in between are shades of gray; from silver to ash to hullmetal to charcoal. Ruddy Orions of all classes and occupations generally prefer short hair or even a shaved scalp. Many women (and not a few men) wear wigs; the more well-placed the Ruddy Orion, the more ornate and jewel-encrusted. Popular shades include deep black or pure white. Orion wig fashions are constantly changing, and new colors often turn up—some of them quite startling.

Ruddy Orions tend to be slender. Some are quite delicate, and the fat Ruddy is indeed a rarity. By Human standards, their proportions and features are pleasing, even beautiful. Judging by physical standards, it is easy to see how the Ruddies claim their racial (and social and economic) superiority.

Compared to the Ruddies, Green Orions seem coarse and base. Their skin tones range from grass-green to deep pine, and deepen very nicely in strong sunlight. Their eye colors are not as varied as the Ruddies, with black being the most common, and lighter shades of green making up the rest. Some Greens (called "erratics") have very different eye colors: blue, brown, gold, yellow, even pink and silver.

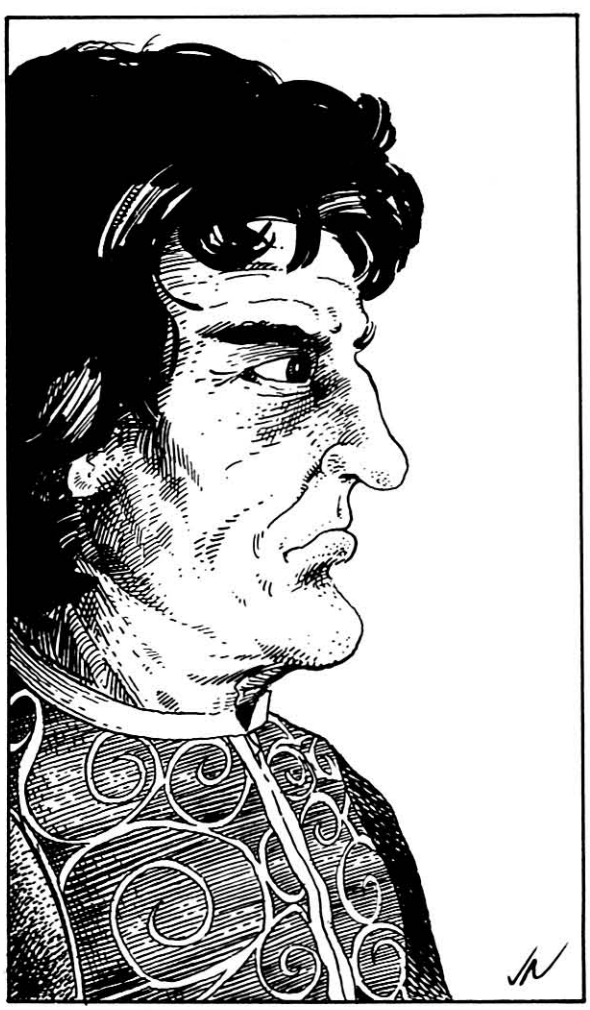
Physically, Green Orions tend to have powerful and fleshy builds. Although most are as tall as Ruddy Orions, they are generally more muscular (a result of manual labor) and more apt to be obese than slender. In addition, they differ from Ruddies in two very important ways.

First, Greens tend to be hairy. Though baldness among some older males is not uncommon, Green Orions generally have thick black hair with metallic green highlights. Body hair is common; indeed among both male and female Greens, body hair is a mark of distinction. Greens Orions hold the overall smoothness of the Ruddies in contempt. For their part, Ruddies consider body hair disgusting and no subject for polite company.

Second, Greens tend to smell. Although Ruddy Orions and the uninformed believe this is the result of insufficient hygiene, the scent is a natural function of Green Orions.Their skin is noticeably oilier and shinier than that of the Ruddies. Not unpleasant (at least to humanoid races), the scent is unnoticeable after about five minutes .

Pleasant or otherwise, the scent is definitely not innocuous. It is heavily laden with pheromones, or chemical agents, that affect the subconscious of most humanoid races. The effect is comforting, even soothing. Ten minutes among any sizable group of Greens drains tension, tranquilizing the recipient. Greens find it hard to stay angry when in a group, but any strong emotion, like rage, fear, or even desire, alters the scent. Although the chemical message does not compel others to share a particular mood, it does make them susceptible to it—one of the things that makes Green Orion slave women irresistible. Unless a humanoid is aware of the scent and its effects, he may find his emotions subtly altered. For this reason, it is hazardous to be among a group of angry, frightened, or panicky Greens; their mood is literally contagious.

Not all Orions are Greens or Ruddies. Any sizable population of Orions also has individuals of many other hues, including grey and black. No more than 1 to 3 percent of all Orions are other colors, not enough to constitute a proper third color. These other shades may be immigrants or halfbreeds. That they are rarely seen may have more to do with racial stigma and shame than shyness.



THE ORION MIND

As the Vulcans are known for logic, the Klingons for aggression, and the Romulans for stoicism, the Orions have made a name for themselves in treachery. Although they do not work at it, treachery is a side effect of their peculiar and self-centered way of looking at things.

The Orion mind is complicated because Orions think in complicated ways. There are five basic facets to their way of thinking: opportunism, egocentricity, materialism, hedonism, and barbarity. Added together, these traits make Orions maddeningly difficult to get along with, let alone understand.

Orion opportunism is legendary. If there is a profit to be made, an Orion will find it no matter how unorthodox or strange the means. Figuring chances, finding advantages, and measuring and comparing risks come naturally to them. In any given situation, an Orion will find out how either to clean up or else to get out with his skin intact.

Because of their faculty for gauging odds and their drive to win, Orions make formidable negotiators and able diplomats. From interstellar conferences to family confrontations, their politics are always multifarious and riddled with several flavors of intrigue. They are black belts of the bluff, the concealed motive, the loaded offer, and the ringer. An Orion enjoys matching wits in bargaining, and will play a complicated deal like a chess match. In fact, Orions often prolong dickering for its own sake.

If left unchecked, opportunism would make the Orions very dangerous. Fortunately, other traits balance their bargaining skill. For example, Orion egocentricity leads to overconfidence, which can be used against them. Most Orions are confident that they can get what they want, and are not shy about letting other people know. Proud of their brains, muscles, wealth, and powerful friends, they may show off just enough to trip themselves up.

Orion egocentricity is not limited to individuals. An Orion is loyal to his family, company, and any other group to which he belongs. Every Orion crewman knows his ship is the best in space, and every Orion archexecutive believes his corporation is destined for glory. Greens pride themselves on being the backbone of Orion might and the muscles of Orion civilization, while Ruddies are proud to be the nobility, brains, and rulers. Furthermore, because they are members of such a proud and puissant race, every Orion feels just a bit superior to the other peoples of space. Although this makes Orions hard to deal with, it also makes them vulnerable.

Orions and their materialism are an old cliche. If the Orions could rent the sunset, they would have three per day and schedule them before five so that they would not have to pay overtime. No other race cares so passionately about material things or puts monetary value on so many things that other races take for granted. Orion mothers really *do* sell cookies to their own children.

The reason for this is that Orions are excellent at estimating value. Material value is a universal language among Orions—the one thing upon which everyone can agree. To have a price for everything is not crass; it is a necessity, the very foundation of polite discourse and business. Orions themselves joke about the value of a particular sunset, the cost of clouds, and the dearness of dust. To an Orion, it is a comfort to rely on some standards. They are a measure of sincerity.



Of course, Orions know there is more to life than credits. A mother may sell cookies to her family, but she dispenses them with a kiss. True friends are never bought—loyalty is bound to blood, and blood alone. Although money can never replace love and devotion, Orions consider money more reliable.

Orion taste for luxury is so unfettered that it embarrasses less self-conscious races. Living as well as their means will let them, Orions spend all they make on rich clothing and jewelry, ornate furnishings and hangings, and lavish mansions and vehicles. They enjoy displays of wealth and comfort as much as they enjoy being rich and comfortable (though, of course, not everybody is). The Orions see no virtue in being, or acting, poor. Life is to be *enjoyed*, right down to the bottom of the pocket.

Orions enjoy large-scale entertainment: from street circuses to concerts, holomovies to festivals. It gives them a chance to dress up and to see and be seen in all their finery. Upper-class Orions are proud of their large and sumptuous banquets, which feature musicians, dancers, entertainment, and food from many worlds. Even the most pragmatic and hard-driven business meeting is not properly concluded until the final feast, with all participants trying to out-spectacle each other—an Orion corporation without a major Entertainment Division is unheard of. In such business gatherings, of course, the goal is more often to impress than to relax.

Even the Klingons, not known for genteel conduct, remark on the Orion's barbarism. Of all Orion characteristics, this one differentiates them the most from any other spacefaring peoples. Occasionally, a Ruddy Orion will comment that Orions are merely decadent, not barbaric at all. How could a race that plied the stars when Humans could not cross their own oceans be barbaric?

The crux may lie in the way the Orions perceive themselves. Far from disagreeing with any unflattering descriptions of themselves, they enjoy their reputation. Being secretive and treacherous has made them a lot of money and helped them conquer a lot of planets, which was all they ever wanted.

Let the Klingons vie for mastery, the Romulans seek their Great Brothers, the Federation seek the peaceful settlement of the galaxy. The Orions have no such racial purpose; they live for self-indulgence, and devil take the hindmost. The average Orion thinks it is silly to argue about racial destiny when he has a business to run. Although they may seem stagnant and purposeless, at least they thoroughly enjoy themselves.

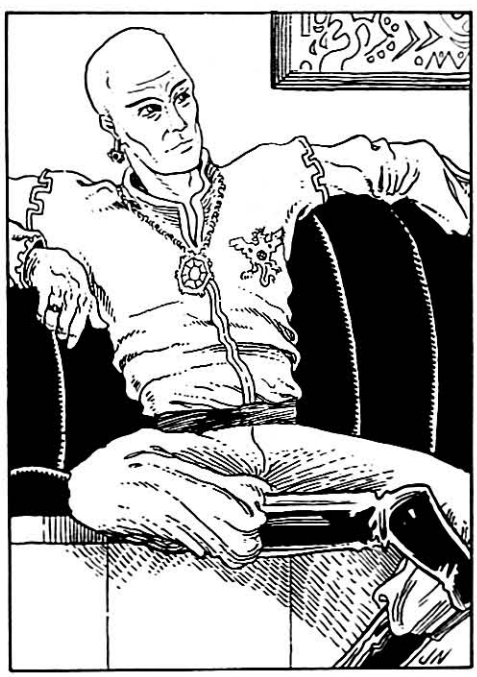
SOCIAL ORGANIZATION

The Orions have the most stratified spacefaring society in the galaxy. Besides discriminating between people on the basis of color, sex, income, family, and profession, they care greatly about class, titles, rank, and whether one's past is honorable. Between nobility and the slaves are myriad distinctions. It is better to be male instead of female, Ruddy instead of Green, rich instead of poor, a member of a large and prosperous family instead of a small, poor, or disreputable one, and it always helps to have connections.

The Ruddy race is dominant; they are the nobility, the executives, the captains of ships, the owners of plantations and factories. The Greens are the workers, the field hands, the soldiers, and slaves. Although the lines between the two are firm, they are not absolute. Many ships, particularly if considered elite, have all-Ruddy crews, and a Green with intelligence and persistence can rise to be a foreman or might even give orders to Ruddies. Ruddy Orions regard Green social climbing with disdain, but they reserve their contempt for Ruddies who become so wretched that they forfeit their social standing. Though it is not necessarily degrading to work for a Green, it is rather sordid to spend all one's time with them.

Orion society is unselfconsciously male-dominated. Men command every level of Orion life, and the line between the sexes is drawn very surely. The only place where women have any say is in their home life, and even there, it is a matter of compromise and negotiation. Though there are very few exceptions, Orion females who rise to positions of authority tend to be very good at what they do. All Orions are adept at wielding power behind the scenes, and there is no reason to believe that their women are any less effective than the men.

Respecting wealth and power, Orions particularly admire those whose vocations let them wield both: archexecutives, the eldest son of distinguished families, bankers, shipowners, and merchants. They also greatly respect the rare individual who breaks out of poverty and obscurity to gain authority and riches. Everyone dreams of doing the same thing, if he can only make that lucky break.



Space grips the Orion imagination like nothing else. For centuries, the key to wealth and power was voyaging into the unknown beyond the rim of Orion Space to find new worlds with which to trade—or to loot. Even though Orion Space has contracted and in spite of (or because of) Star Fleet persecution, Orion pirates have a mystique that everyone craves. An industrialist employing a half-million people is still flattered to be acquainted with the captain of a single small ship. There are plenty of opportunities for young men in space—even if they wind up sweeping a dock, loading crates, or dead. Orions look up to a spacer whatever his stripe.

To a great extent, Orions depend on personal leadership. They revere anyone who stands for an ideal and makes other people work toward it with him. Such leaders are rare among the Orions, who can usually find a way to undermine the strongest opponent. The man who cannot be swayed, bought, or shamed wins over even his enemies with his demonstrated virtue. Such an Orion can be trusted, and Orions work wonders for such as him. Unfortunately, such leadership is fleeting; a slip, a mistake of judgment, or a lapse of virtue crumbles the power to dust. Relying on charismatic people, the Orions have no faith in organizations or impersonal authority. When the leader goes, the Orions revert to plotting and selfish behavior until another finds the strength to lead them again.

Attempts to perpetuate power structures have been unsuccessful. Only three types of Orion organizations have any longevity, and they can only be described in gradually more imprecise terms.

THE FAMILY

The family is the basis and model for all of Orion life and certainly the oldest and most indestructible form of organization. Orion families find work for the sons, husbands and dowry for the daughters, and help for the sick. It is the last place an Orion expects to be betrayed.

The family *tahedri*, or patriarch, has a good deal to say about how the members conduct themselves. Possessing absolute authority, he decides who marries, when, to whom, and how much the dowry should be. He runs the family business, if any. Technically, the senior female—the *tabadi*—has only minimal influence, but in reality, she can wield great power. No Orion who can still speak is powerless.

A *tahedri* takes pride in the number of people he can keep happy, healthy, prosperous, and together. Those who are good at this attract alliances with other families who seek to improve their fortunes. A few carefully arranged marriages can construct networks of families with thousands of members, all interdependent and self-supporting. The strength and influence of such extended families are great; many Orion worlds are governed by a handful of ruling families whose word and name means law.

Age mostly determines hierarchy in Orion families. If a *tahedri* feels his health will not let him continue, he may appoint a new *tahedri*—typically the next-oldest, most closely related male—and retire. In some divided families, however, sons rebel against father or grandfather, and violence may be required to settle matters. Things rarely get this bad in the better families, where less-senior males may plot to get around the *tahedri's* dictates but respect his age and position. The Orion family's soundness rests on this natural order.

CORPORATIONS

Business firms of all types and sizes are a very durable form of organization among Orions. Corporations exist to make money, which all Orions enjoy, and their structure mimics and improves upon the Orion family. One man, the chief executive officer, is at the top, and a handful of proven, capable leaders in a limited hierarchy are below him. Whether they are a handful of men and one ship or a multi-planet operation with millions of employees and shareholders, Orion corporations never have more than five levels of command.

Orion corporations work because of the *rhadamanen* class: the archexecutives. More than people at desks or names on a chart, they are exceedingly gifted leaders who can inspire confidence among perhaps thousands of Orions who work for them. Such people are rare; Orion corporations actively look for them, usually among their own ranks. Archexecutives are a kind of Orion cultural heroes, the men who get things done. Even a starship captain is a specialized *rhadaman*; they wield power earned through work and respect. Like *tahedrin*, they usually succeed each other by age and seniority. Intracorporate wars are not as common as struggles between competing firms (nor as bloody), but they involve more people and use up a lot more resources—ships, planets, installations, and the like. *Radamanen* who can keep their firms in line and keep intracorporate struggle low-key and inexpensive command great authority and respect.

Orion corporations are known for their accelerated methods. Because only one man makes the important decisions, he can instantly mobilize his company to seize any opportunity. Orion shipping firms are quite profitable concerns—paradoxically, the smaller they are, the more efficient they become. However, they are more than money-making machines. For many Orions, the company is like a second family. Orion corporations take good care of their employees, offering comfortable pay and liberal vacations and valuing their employees' input. Preventing disaffection has made Orion businesses like feudal fiefs, and a large portion of their power comes from the loyalty of their employees. They often have more support, more overt signs of patriotism (flags, songs, bands, and paid festivals) than most planets. Frequently, they act as if they were sovereign, answering to no one but their archexecutives and stockholders.

GOVERNMENT

Governments are the weakest, least stable power structure of the Orions. Families take care of most social needs; corporations do the rest. Only the most unwanted and unglamorous of tasks fall to governments, including maintaining roads and sewers and keeping records. Although once they were more powerful, today even the Orion homeworld's government has to rent ships to patrol its own system.

Most Orion worlds and the vestigial nations of their home planet have elections for public posts. However, the heart of Orion government is the bureaucracy. Hidden behind the scenes, it issues permits, stamps licenses, conducts inspections, accepts bribes, and generally does whatever work is necesary to keep them in business. As even the best-run Orion planet requires professional administrators, there is bureaucracy on every Orion world.

Diplomacy used to be a sideline of Orion governments. Envoys and ambassadors were exchanged just to keep in touch and to provide more work for needy civil servants and impoverished nobility. Then came the Federation, who sought a voice in civil authority to answer their own. Out of the shadows came Orion diplomats, promising a solution if only they conducted the proper meetings. At first, the Federation did not realize that the officials and ambassadors had only their reputations and word to back them up. It was inconceivable that the bulk of Orion power rested with a few well-connected dynasties and corporations. By the time the UFP learned the true nature of Orion power and its distribution, it was too late—the pattern was already established. However, by believing in Orion diplomacy, the aliens from the Federation actually made it a ponderable force.

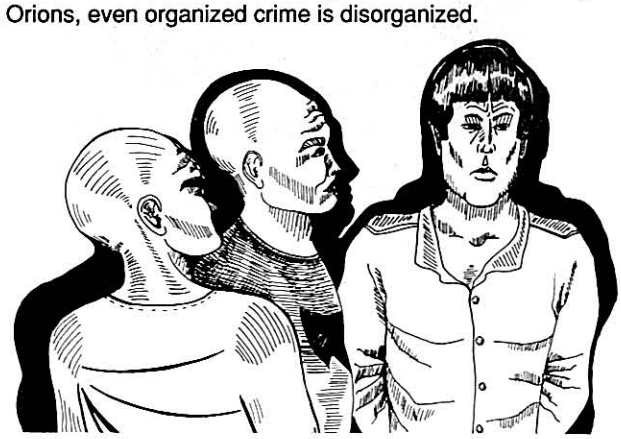
Diplomacy waxed especially powerful at Botchok, the Orion homeworld, where high-ranking Federation representatives would bring matters before the ruling council of all Orions. Centrally located in Orion Space, Botchok already had a nostalgic claim on most Orions. The arrival of Federation diplomats brought diplomats of every stripe, lobbyists, and spies.

Diplomats' power remains purely persuasive. Nevertheless, they can often persuade some powerful miscreant to accept a settlement—in credits, gold, dilithium, or other currency—from the complainant to stop the harmful activity. Although undignified and mercenary, such tactics have proven effective enough to guarantee a useful role for Orion governments for years to come.

REVENGE SOCIETY

Of all the factions, cliques, clubs, and other minor organizations, perhaps the most interesting is the *ganzu*, or revenge society. Even in Orion society, incidents sometimes occur for which there is no effective reprisal: a business deal falls through, a girlfriend is stolen, a perpetrator is known but there is no proof, or the law prohibits a wrongdoer's just reward. A wronged individual who lacks the means to make his displeasure felt contacts the local *ganzu* and pays for a suitable act of retribution. It could be as simple as a sabotaged grav car or as involved as the looting of a warehouse. Although the cost tends to be high, the results are usually worth the price. Some particularly obnoxious individuals pay off the local *ganzu* to prevent them from visiting; a *ganzu* with good notoriety can make a decent living from these alone.

Technically, the *ganzu* are illegal, but there is no way to stamp them out. Wherever Orions live, ganzu appear spontaneously. For the most part, their members are not professional criminals, but rather ordinary citizens who are inclined toward their own style of justice. Plus, it can be dangerous fun, and it makes a little money on the side—always a good thing. It is not possible to state the intentions of all *ganzu* at all times—among the Orions, even organized crime is disorganized.



SCENES FROM ORION LIFE

—Excerpted from ***Spacing to Byzantium: Travels in the Orion Colonies,*** *by E.D. Fitzgerald (Imprimerie de Sorbonne Neue, Cleanth, New Paris, Stardate 1/8201)*

I had fully expected to see the slave hovels crouching below the magnificence of mansions on the hills. Instead, I saw tidy little communities of modest dimensions, each with a park or garden close at hand. Here and there were larger and more formal parks, often (but not always) with a large and elaborate single dwelling comfortably nestled in it. The people, who were always careful to use Galacta around me, would inform me with pride that this was the home of the Glachies, five generations in space, or the Yungots, who built ten cities. I was quite surprised by their open friendliness, not just to me, but to their hidden masters. Not once did I encounter any trace of resentment, or any sign of acute poverty....

Tahedri Unlot, who insisted I call him Hugh, summoned his grav-car after lunch and took me on a short tour of his estate. From the air, his family's ancestral seat lost some of its perfect proportions, and the *Tahedri* cheerfully had his driver circle while he pointed out the various additions to the villa made since the original structure was built more than 200 standard years ago. Fire had destroyed the even-more-beautiful home built nearly 300 years before then. The *Tahedri* spoke wistfully of that lost mansion as if he had seen it himself, and remarked almost casually how the 'modern' architecture still disturbed him when aloft....

The waiter from the bistro helped me up and told me that several people had already given chase to the man who struck me. He was very solicitous, asking me back inside for some cool wine, but I resisted, shaken, and asked him to call the police. Looking surprised, he said it was likely that a guardsman would even now be joining the pursuit....

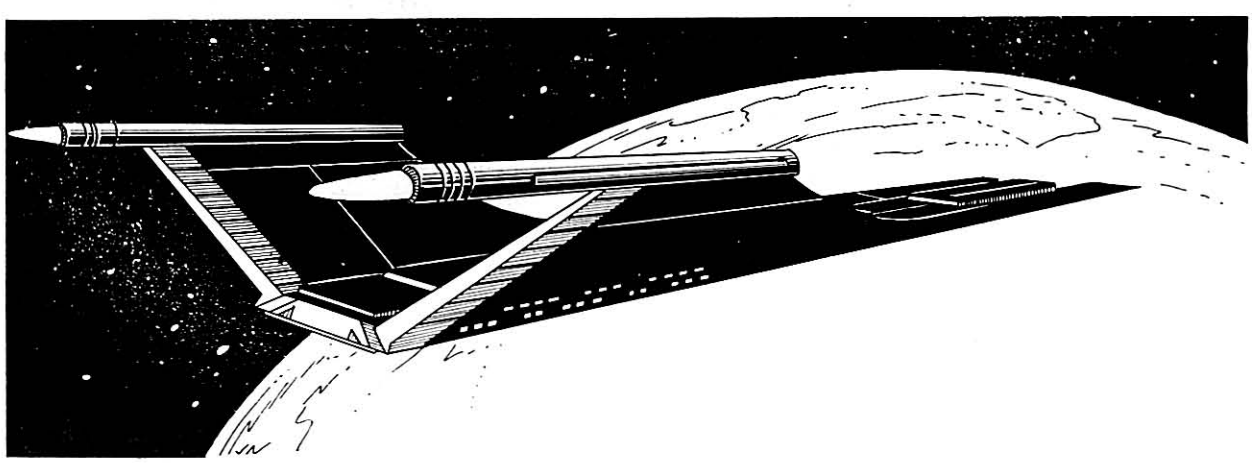
When the officer returned me my transactor and passport, I was grateful indeed, but that passed when he demanded 25 credits for the recovery of necessary documents! I was too surprised to bargain in the Orion custom—which is just as well, for he interpreted my pause as hesitation and informed me that the District Commissioner would fine me 100 credits for negotiating with an officer. And I was charged five credits for the wine as well....

I was the first to see the gray-furred stevedore fall, and cried out. The dockside guards immediately drew their weapons and ordered everyone to freeze while the ship's clerk and the customs man, masks in place, bent over him. I was startled to see the knife in the clerk's hands—horrified when he plunged it into the neck of the unconscious alien. There was a rip, and the alien's head came off to reveal a Human head under it, ghastly pale. After a hurried conference, a guard dragged the disguised man out of the loading dock. I asked the customs man what had happened, who the intruder was, and what he was doing here. He showed me the clogged nose-filters. 'Probably an inside man looking to snab a crate, or maybe less. We'll have the rest of the gang out of him by tomorrow, if he lives.' Not until we had quitted the side of the starship did my companion inform me that I had just witnessed the unloading of 75 tons of neoheroin—perfectly legal, under the regulations of the port, and no, I would not learn where it was going. I did not ask again....

That evening, I thought a great deal about those clogged nose-filters the disguised Human had worn. My host laughed off my fears. 'I *make* those things! My guarantee—you won't go blind.' It wasn't much reassurance, not with 30 dancers before me and another four hours of smoke, music, and food to enjoy without becoming neuro-intoxicated....

After a time, even the senior dancers' routines palled, and I found myself watching my host and his guests with growing interest. Did they spend so much time around such indulgences that they became immune to them? The younger men did look more glassy-eyed. At that instant, their casual remarks and idle hand-signals acquired a new importance. This was a subtle competition between the Gamashes and Flugol Corporation, not just of entertainment but of its consumption. Some kind of elaborate unspoken etiquette, continually modified, dictated how much could be drunk, how much should be smoked, where one should look and for how long, who was to applaud first, how loudly, how long....

By the end of the evening I was quite humbled. Again, I had expected Orions to be simply harnessed to their passions and customs, and had discovered—not for the first time and not for the last—that there was far more to Orions than I had realized or could anticipate.



LANGUAGES

There is only one Orion language, but it has two forms: High Orion, used by the upper classes for business and formal occasions, and Low Orion, spoken by the Greens but used informally at every level of society. Every Orion speaker has at least a passing knowledge of both forms.

The language of diplomacy and high-level negotiations, High Orion is flowery and difficult with precise rules of grammar and careful shades of meaning. Low Orion is the dockside vernacular, simpler, cruder, and more flexible. Although both use the same words, pronunciations are different. High can be musical and delicate, but Low has broader vowels and a honking sound. Those who learn the Orion tongue begin with the High form, acquiring the Low in passing. Both tend to be trickier than they first appear.

Orion is loaded with double meanings, ambiguities, and intentionally vague words, and the interpretations depend on the context. For example, there are no no single words for "yes" or "no"; any affirmation or denial is always qualified: "Yes, if" or "No, but". Though a marvellous debating language, it is nearly impossible to deliver a direct answer in Orion.

Orion is a terrific cursing language. Although Low Orion has more vile epithets and simple bad words, High Orion has a sophisticated cursing case used to deliver delicate and elaborate insults in ambiguous terms, sometimes in verse. Such exchanges are works of art, expressions of an extremely limited linguistic style, and rarely heard by non-Orions.

Orions prefer not to use their own language around offworlders. Because Orion is a language ideally suited for those who wish to conceal their meaning and intention, the language is hazardous for talks with aliens not used to such subtleties. Orions speak the language of whatever race they are dealing with to put them at ease, to lull their suspicions, and to get inside their thinking. The Orions appear courteous, but their intentions are to gain as much information as they can without disclosing any of their own.

Uninformed beings sometimes mistake the Orion language for a different language called Rigellian. A furred and tailed race who happen to live in the same star system, the Rigellians control a great deal of the insystem trade. A simplified form of their language, called Rigellian Trade Lingo, is the *lingua franca* of all the merchants who deal in the Rigel system. As simple as Orion is complex, Rigellian Trade Lingo has a large number of adjectives and adverbs tailor-made for describing cargoes, and its words each have an unmistakable, single meaning—perfect for brief dickering (time is money). It is easy to pick up, easy to use, and hard to misunderstand.

Each language has a particular province. High Orion for the ambassador's reception, Low Orion in the spaceport bar, and Trade Lingo on the docks. Of course, if non-Orions are present, their language is always spoken instead. The Orions are rarely at a lack for anyone else's words.

ORION NAMES

Orion names generally come in three parts: a first or given name, a family name, and an honorific or nickname. First names tend to be short, but members of older and prouder families are sometimes given longer names. Orions prefer names that are memorable and easy to pronounce so that they stand out from the crowd. Unless very well-known or respected, Orion family names are rarely mentioned in public. Family names identify an individual's relations, allegiances, and enemies—too much information for an Orion to reveal. Less-reputable families are reluctant to let anyone know who they are.

Orion family names tend to have open vowels and a high frequency of "k", "s", and "v" sounds. For instance, Stavirolo-schok (pronounced "Stov'-ih-roll-ose'-choke") or Koltek (pronounced "Coal-tek"). If the name hisses, snaps, and sounds a trifle nasal, it is likely Orion.

By the time he reaches adulthood, a male Orion has probably acquired at least one nickname that marks some prominent characteristic or accomplishment of his. Most of these are flattering: Tenacious, Strong, Fortunate, Unsparing, Bloody-Handed, or even Dirty. The proper Orion honorific follows the name, as in "Hubin the Burned". Sometimes (particularly if the nickname is uncomplimentary), the honorific comes first: Deacon Repto and Crazy Drelk.

An Orion is usually called by his first name and honorific plus any title he may have. Fond of titles and distinctions, particularly if earned, Orions enjoy springing them as surprises on unsuspecting enemies. Imagine the emotion of trader Vic the Brash to find that his caller is not simply his old pirate associate Donat the Unlucky, but Assistant Planetary Trade Consultant Donat—with a few thugs to settle some tax liability.



CLUROS

Orions have no concept of honor. What is the use of being honest, incorruptible, and true to ideals when survival in business depends on doing just the opposite? Still, the Orions do have *cluros*: a code of self-control and restraint that attempts to limit brutal excesses while not really altering behavior. Translated as "coolness" or "cold", *cluros* means keeping one's head even in the most devastating or infuriating circumstances and, if possible, causing one's enemies to lose theirs. (In fact, most civilized races use low-temperature analogs as metaphors for keeping calm: Humans are forevermore saying "Keep cool", Andorians advise "Let the heat drop", and even Tellarites abjure the angry to "Chill!" As they never get angry, Vulcans have no such phrase. However, when a situation becomes too convoluted and they need to return to the starting point, they must "zero".)

By the rules of *cluros,* one must always speak formally and levelly to one's opponents whether they carry briefcase or blasters. As they are harmless, the disarmed and powerless are always treated with respect and courtesy. One must not forget any details or allow distractions of any sort to interfere with one's smooth, unruffled demeanor. To lose one's temper, to shout, scream, or cry, or to use more force than necessary signals a lack of *cluros.* Greens are expected to lack *cluros*, but the Ruddy Orion who spurns *cluros* risks losing the respect of his friends, enemies, neutrals, and dependents. Worse, he elevates his opponents.

There can be great nobility in *cluros.* The shipowner shrugs after a billion credits worth of cargo vanishes without a trace. The pirate grins at enemy guns as his ship lies helpless. The *tahedri* calmly buries a son and silently plans the vaporization of his killers. Frequently, *cluros* masks a battle of wits going on beneath a surface politeness, and the victor is he who keeps the most hidden while making his opponent reveal more. Orion diplomacy uses much *cluros.*

The highest goal of *cluros* is to cause one's enemies to lose it. Being maddeningly polite and restrained in the face of provocation may infuriate a tormentor into losing control, which demonstrates his baseness to all. Lapses of this kind are rare, but attempts to cause it never stop. *Cluros* is not just a code of conduct; in the hands of the Orions, it is a very effective weapon for winning bloodless battles. It might well be the highest expression of Orion civilization.



ORIONS AND THEIR NEIGHBORS

The Orions have very particular opinions about the people with which they deal. Although they rarely voice their opinion publicly, they feel no compunction about keeping the bottom line secret either.

THE FEDERATION

Originally, the Federation was five races with tenuous trade with Rigel and useful controls on Orion pirates. Orion observers attended the First Babel Conference as members of a friendly but sovereign power. Asked to join this new alliance, the Orions came up with a 'fair and equitable' sum for their participation–ten trillion credits. Considering this a request for a bribe, the five races refused to pay.

Since then, the Federation has expanded into Orion Space like a cancer, and Star Fleet has curtailed the slave trade. Orion is now little more than a Federation protectorate, its neutrality regarded as a joke and a shield for undesirable activities. The Orions resent this deeply. Aggression is one thing, but the Federation arrogantly annexed more than a third of all Orion worlds. To the Orions, the Federation is not just an eagerly expanding assocation, it is an overbearing bunch of self-righteous, self-proclaimed do-gooders without history or respect. Orions consider the pious posturings of the Federation absurd. It does not make deals—it simply proclaims laws and sends its ships to enforce them. Although it refuses to play or even to acknowledge the Orion game, the UFP claims it respects the individual cultures it has swallowed whole.

HUMANS

If the Orions despise the Federation, they love Humans. They perceive the Human race as their soulmates: a nasty, lusty people given to violent excesses and with a history full of drama and compelling romance. Had they not been forced by circumstances to form the Federation, the Humans would probably have been the logical inheritors of the Orion free-wheeling lifestyle—plundering, exploring, and enjoying themselves immensely.

Terran cultural artifacts are enormously popular among Orions. They love Westerns, buccaneers in the Spanish Main, baseball, rock concerts, the Kledani brothers, and the Three Stooges. Terran clothing, particularly historical fashions like Western wear, have always sold well on Rigel. Orions have picked up Terran slang, especially Russian and American. Rigellian Trade Lingo has even absorbed the word "okay", which is heard on worlds a thousand parsecs from Terra.

Terra of the 23rd century is far different from the Terra that the Orions romanticize. It is a civilized world now, its violent past safely sealed in books and tapes. There are few cowboys left, and they certainly are not murdering Indians any more. Although Humans appreciate Orion friendliness, its basis makes them uncomfortable.

The Humans are partly responsible for their plight. It was the Terran ship *Marco Polo* that opened direct trade with the Orions and brought them their first taste of fast food, Levis, and Clint Eastwood movies. Commercially, the trade was a whopping success, but the grandchildren of those early merchants must put up with beings who think Godfathers and Shoguns run Terra.

Quite used to fine distinctions, Orions have no problem distinguishing between the Federation and Humans. The Federation is a heartless mob, and a Human is a living being with appetites and desires, intellect and compassion. This can get embarrassing in social situations, when an Orion forces a Human to defend the Federation's ideal while praising him for not being as gutless as the company he keeps.

To their credit, the Orions seem to be correct in their appreciation of Humans as brothers under the skin. There are many thousands of Humans in Orion employ throughout the galaxy. Actual numbers are hard to come by, but it is well known that Humans are by far the most numerous beings coexisting with the Orions. Humans seem to adapt to the Orion tradition of self-indulgence with disturbing ease.

KLINGONS

Orions do not *seem* to get along with the Klingons. Although Orion-Klingon relations are a well-kept secret, typically blunt Klingon expressions of opinion reveal a deep-seated distrust and loathing for the Orions. By Klingon standards, the Orions are clearly a *khesterex*—a dying culture good for nothing but producing slaves. The trouble is that Orions make rotten Klingon slaves. They tend to be smarter than their captors and wherever they go their noxious culture follows—and thrives.

Upon encountering the Orions in Stardate 0/72, the Klingons assigned a military governor to rule their newest conquest. Although supplanting local Orion government worked on some Orion worlds, the Klingons came out second-best on Botchok. They may have won political control from the Orions only to fall victim to Orion trade and economics. An Orion sentiment refers to this dilemma as *uktas bo urndo* or, literally, "blasters and bookkeepers". One must fall before the other—but, in the usual Orion fashion, the saying does not specify which.

Star Fleet Intelligence has revealed that the Orions still conduct trade with worlds and races within the Klingon Empire and act as a trade conduit between the Empire and the UFP. Some surprising products of the Empire turn up in Orion Space and find their way into the Federation.Though the extent of piracy there is unknown, it is suspected to be low due to fierce Klingon reprisals.

The Orions have tapped a Klingon fondness for luxury items, which the Klingons may officially deplore. However, the Orions regard trade with the Klingons as something forced upon them. Occasionally, the Orions refer to them as *Klong*, a deliberate corruption with a revealing meaning: the Wall. Orion avarice battles Klingon might in deadly competition over power, privilege, and profit.

ROMULANS

Relations between Orions and Romulans are even less understood than those with the Klingons. What little information there is comes second- and third-hand from the Triangle. Reports are conflicting; rumors of a major trade exchange follow a clash of starships, and there is no confirmation for either. Considering both races, it is possible that conflict and commerce are occurring simultaneously. The Orions are wealthy and seek trade, and the Romulans are poor and seek resources. Both have a long tradition of piracy, and both are secretive.

An unconfirmed (but probable) Orion opinion of a Romulan diplomatic mission describes the Romulans as "stuffy". The Romulans' high value on honor (for which the Orions have no use) must put a terrible strain on any such meetings. "Stuffy" is probably the mildest word Orions use for Romulans.

COLONIALS

"The Orion Colonies" or "the Rigel Colonies" are sometimes used to refer to all Orion-inhabited worlds, Botchok (the homeworld) included. To Orions, there is only Botchok and the Colonies. They are two different entities, the two halves of Orion Space, and the differences between them are profound.

To Homeworlders, the Colonies are crude and uncivilized places settled too recently to have a history, tradition, or decorum and crowded with people who have both forgotten their origins and begun to pick up foreign ways. To Colonials, Homeworlders are effete, timid, and lazy snobs. They revere old names and old customs even when they make no sense. For people who have always traded and travelled, they have a bewildering fear and disgust for those who actually do. Ungrateful, unproductive, and decadent, these people are happy to be going nowhere.

Nevertheless, Botchok and the Colonies still need each other. Botchok is the cultural center and spiritual home for all Orions—no matter if their family has not been on its surface for ten generations. Not only do the Colonials supply a large proportion of Orion trade, but they also prosper beyond the frontiers of the three occupying star powers, giving Orions encouragement and hope everywhere. In spite of their common disdain, profit and sentiment cement the two groups.

Pressure from outside governments has improved Orion commercial and cultural links while, paradoxically, worsening the differences. Trade to and from the Federation (including pirate booty) has made everybody richer, but it has given the decrepit Botchok Planetary Congress and its creature, the Orion Colonies Intelligence, an excuse to intrude upon the affairs of Colonials to "keep the peace". A good proportion of the governments' funding comes from under-the-table 'settlements' the OCI collects from both parties in a dispute. Although Colonials resent the loss of income, they put up with it because the BPC usually has the goods on them—refusing to pay has sometimes caused a Star Fleet squadron to show up at a secret base or to intercept a secure mission. To combat this threat, the Colonials have tried to threaten the BPC and to ferret out the informers in their ranks. Neither tactic has been very successful. There are an awful lot of spies in Orion Space, on Botchok, and elsewhere, and Colonials would not think of threatening the Homeworld with a fleet. Anyone who tried would earn the enmity of every Orion and an enthusiastic battle fleet from the Federation.

Therefore, a secret and bitter diplomatic war is going on between the Homeworld and the Colonies over who has the right to choose the Orion destiny. With spies at every level of Orion society, these distrustful rivals are willing to sell each other out to the highest bidder. It is a confusing morass of cliques and factions, data and misinformation, and diplomacy and espionage.

THE PRICE OF KNOWLEDGE

—by Dr. Eunice Shupman, Professor of Interstellar History, University of Mars

In sheer volume of data, Orion records are a staggeringly valuable historical resource, comprising a wide sampling of media, from music and murals to computer tapes. Yet, for all this volume, there is surprisingly little hard data. Orion historians, painters, poets, musicians, novelists, and sculptors have concentrated on presenting the viewpoint of their patrons, whether family, world, or business firm. Objectivity was never an Orion virtue, even—perhaps especially—among those entrusted with preserving the present for the future.

Falsification was not just rampant, it was the standard, though it took many forms and moods. Military or business victories were always magnified, as were enemies, lest they appear to have been too small a test of the victor's valor. Defeats were likewise minimizied, or wherever possible, ignored. In some defeats there was no losing side left to tell its story, and their records were often destroyed to prevent any contradiction with the victor's version. Despite frequent such mass erasures, Orion history springs from so many sources that balanced chronicles can still be constructed.

Of course, there are still holes in the chronology. Many historical figures from the Orion War are only partially known, their exploits eradicated in some forgotten power struggle years or centuries later. Only Nallin the Unconquerable survives in his glory, though doubtless many of his adventures in the company of this or that ancestor have been manufactured, and many are repeated with only slight changes in the annals of at least half a dozen lines. In fact, Dvoriv B'bargalah of Tellar has compiled an amusing and illuminating history of how later families have absorbed these stories from earlier, now-extinct families.[1]

For non-Orions, to study Orion history is an invitation to bankruptcy and not a little personal risk. Most Orion historians have busied themselves with sanitized versions of their race's past that contain thinly veiled attacks on the Federation and its 'underhanded' dealings with the Orions. To extract the truth from the Orions is like pulling teeth from Klingons. One must find the proper official or corporate officer and bribe him, along with any clerks or other functionaries between him and the actual records. Even then, access awaits the pleasure of the librarian, who may have received a larger payoff from someone else for individual access or to keep alien snoopers out for reasons the baffled historian may never discover.

Even when access has been granted, it never lasts long. Studies must be hurried and usually conducted without benefit of proper forensic tools to determine authenticity. Therefore, there is no guarantee that the records so painstakingly accessed are accurate—as Federation historians have learned to their grief.[2]

As time passes and more driblets and snips of Orion history come to light, perhaps a more accurate record of Orion times will emerge. Every time a major discovery surfaces, revealing that which the Orions did not wish to have known, the sources dry up and the prices climb. Because there are so many questions left unanswered, the pursuit goes on. For example, Orion technological development is an enigma. Now and again, the Orions show flashes of technology advanced beyond that of the Federation. Are these recent developments or rediscoveries of lost, perhaps alien arts? Are the Orions deliberately hiding their technological superiority, or have they degenerated to the point that they do not care for any so-called advances.

Even as the Orions try to conceal them, we will learn the answers.

NOTES

1. Dvoriv B'bargalah, *Title to the Truth: Orion Historiography and Its Ownership*, trans. Milo Thistlethwaite (Hurutam, Tellar: The Brightness Press, Stardate 2/09). Few bibliographies can be called uproarious, but this one is, now in its third complete revision.

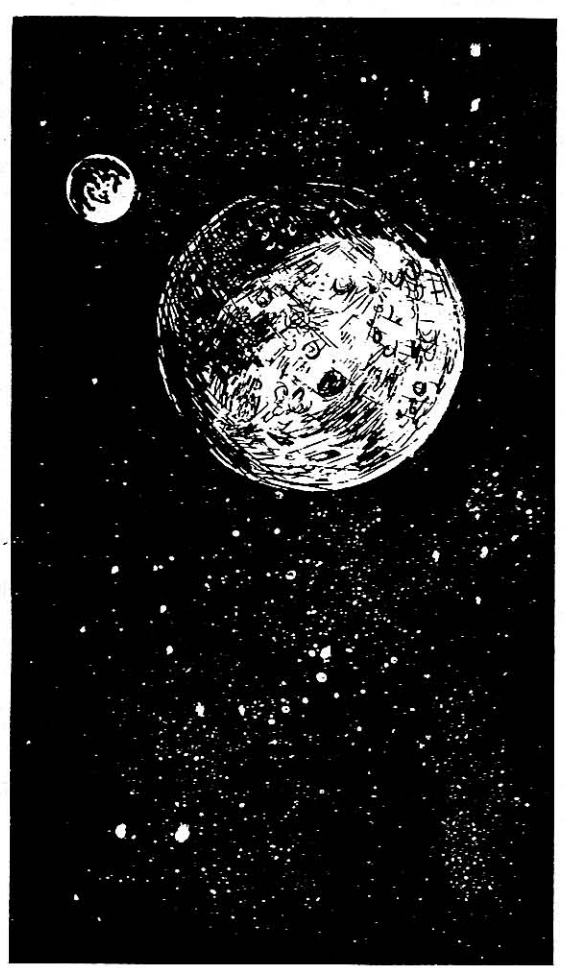
2. The well-known "Preserver hoax" is a case in point. Three unrelated but cordial Orion families made a small fortune selling counterfeit Preserver artifacts and documents to a gullible Federation scientific community. Not a few reputations were smashed in the process, but historians today have learned to be more cautious. For the complete story, read *Swindle! The Sale of Fraudulent Science* by E.B. Murray, et al. (New York, Terra: Simon and MacMillan Books, Stardate 2/14).

ANCIENT SPACEFARERS

The archives at Memory Alpha record the names of 2,493 spacefaring races known throughout history. Solid evidence for interstellar travel—identical artifacts on different planets—goes back at least 500,000 years. Traces of habitation on worlds incapable of supporting life suggest that races with star-drives existed one million standard years ago; there are indications that even then interstellar travel was old hat. The largest source of information on all these races is Rigel, where tiny fragments of nearly all these lost cultures have been found. Starfaring races with advanced civilizations now less than atoms have traded at the Rigel worlds.

The earliest known interstellar civilization for which coherent records exist is that of the world Arret. Although civil war destroyed their world half a million standard years ago, Federation scientists found and interviewed three survivors shortly before their deaths. They spoke broadly of far-flung settlements and their original humanoid natures, and suggested that the Federation races may be descendants of theirs (unlikely, based on the archaeological record).

From 500,000 to about 100,000 years ago, the historical record contains only ambiguous references to starfaring civilizations. Ancient Vulcan research on these lost civilizations is impossible now, for thier records refer to sites and structures that have been long-plundered, lost or destroyed. This is the so-called Forerunner Era, characterized chiefly by nearly complete ignorance of who these races were, what they did, or even what they looked like. In this era, archaeology slides into paleoanthropology and geology. Remains are most likely found on dead planets, and life-forms are likely to be only fossils.



Of all the species known to have existed during this time, the two most common are the Fett, or Forerunner A, and the Bursen, Forerunner B (both named after the scientists who established them as spacing peoples). A chitinous race, perhaps like lobsters, the Fett lived perhaps 200,000 years before the Bursen, whose skin imprints suggest a reptilian origin. The last Bursen may have died only 150,000 years before the present, their decline—like their origin and home world—a mystery.

From 100,000 to 40,000 years ago is the more-complete Emergent Era. Romantic novelists to the contrary, these ancient cultures contributed nothing to modern Federation civilization until long after they were dead. Though there are many gaps in the record, the Emergent Era seems to have consisted of three periods of large expansionistic races separated by three intervals of retrogression or primitivism, when major races, or at least starflight, were not present at all.

The Ena lived between 100,000 and 90,000 years ago. Although they left no physical remains, a scattering of images and the dimensions of the ruins suggest a blocky, even clumsy kind of body structure. The heart of their space nation lay on the rimward side of the Orion Arm, in what is now Klingon space, but there are reports of at least two sites in the Triangle region. After the 15,000 year First Interregnum, they were succeeded by the djKen, a race of slender near-humanoids who left numerous works of art in the tumbled ruins of their spired cities. Near Gorn space and the Romulan Neutral Zone lie most of the valuable sites, but again there is a rumor of an unexplored Triangle site. Because of their fragility, few djKen artifacts have survived intact, though the race itself ironically had a very long run on the galactic stage—fully 20,000 standard years. The Second Interregnum that followed lasted less than 10,000 years when the Querat, already a multi-world society far to coreward, began expanding. Eventually, they would come very near to the Federation homeworlds, but they left few artifacts and never visited Rigel themselves. Most archaeological evidence comes second-hand, and few actual sites have been investigated. The Querat remain the least-known ancient race, save for the Preservers.

With the decline of the Querat, the Third Interregnum began, but precisely when it began or ended is unknown. Sometime between 40,000 and 20,000 years ago, the shadowy Preservers lived. The absence of reliable data infers that the Preservers deliberately obliterated all traces of themselves in the galaxy. This puppet-master race, or group of races, is alleged to be responsible for the preponderance of humanoid races on both sides of the Orion Arm. The historical record clearly shows that at no prior time were humanoids of any species so numerous; perhaps the Preservers were paving the way for humanoid mastery of the Orion Arm. As no records exist, whether the Preservers themselves were humanoid or chose the form for other reasons cannot be determined.

During the Preserver Era, the galaxy was in a quiet period with only a handful of races in space, many of them planet-bound even though technologically advanced. If the Preservers had a sizable empire then, it met no opposition coreward or rimward of the Arm. Their influence seems to have been most pronounced around the Arm itself; they surely must have been active near Rigel, though they left no trace. What precious few of their works that have survived are still functional—and there is every indication that the Preservers intended things to be that way.

It is an interesting coincidence that, just as the Preservers vanished, the Orions first appeared.

THE RISE OF THE ORIONS

Exactly when trade began on the Rigel planets is not clear. RTA (Rigellian Trade Authority) records show cyclical profit trends going back for tens of thousands of years, but never a time when Rigel was not well-known and well-trafficked. At least 100,000 years ago, Rigel IV was in operation much as it is now, though who came there, what they traded, and from where they came are all mysteries. It is possible that the Rigel planets were in use long before their sun was kindled—though how *that* might be possible is a subject for only the most fantastic speculations.

Enough data from Rigel and other sources exists to paint a very complete picture of galactic history following the time of the Preservers. For many tens of thousands of years, including the Preserver Era, Rigel had no defense against the constant warfare of dozens of spacefaring races. Only alliances and short-lived combines claimed the system. The names changed, ruling races came and went, and blockades and battles continued with only occasional and brief pause. The Rigel system passed from hand to hand, usually a planet at a time, becoming a crazy-quilt-like mosaic of settlements that were established, destroyed, re-established, and abandoned.

Like all the rest, Botchok (Rigel VIII) had been picked over when it was only a cold-temperate wilderness. Alien narrations give no hint of any sentient life there, nor any sign that the Preservers were present. When primitive sentients first attacked a Yugai colony on Botchok, it was an astonishing discovery. Perhaps the primitives had been planted there, or perhaps they had always been there but never noticed. After exterminating the attackers and their village, the Yugai commander paid them no more heed. Nevertheless, from that encounter forward, the Orions would always be a factor in alien settlement plans. Dating their first appearance is difficult, but it can be no more than 21,000 standard years ago.

The Orions were club- and stone-wielding savages scarcely into their Neolithic Age—hardly more than a nuisance to warp-driven, laser-armed races used to combat on strange worlds. The aliens captured them, enslaved them, and taught them to tend fields, clear land, hew wood, and draw water. The surviving journals of one P'tak of the Sugg describe the labor and difficulty of capturing alive any useful numbers of future slaves and the satisfactory work they performed once broken to the routine. Although aboriginal Orions were ingenious and hardy warriors, they seemed to grasp the value of learning agriculture. There were some escapes, but there were also instances of Orions offering themselves for service, and now and again a tribe would trade slaves they themselves had captured for alien goods.

As they made such amenable slaves, they were soon taken offworld to work on other planets. One of the most poignant of all primitive Orion cave-drawings shows a spaceship landed on the plains, with bulky suited aliens capturing and carrying away sticklike natives. Such scenes were no doubt frequent, for as soon as Orions became a valuable commodity, other races besides the Sugg raided Botchok to bear away a few for their own colonies. Because trained slaves were more valuable than Orions 'on the hoof', most raids were against settlements and their slave quarters.

P'tak himself claims to have been one of the first rulers to arm his slaves against the raiders. As radical as the notion of arming slaves sounds, it became a nearly universal practice. Low-tech weapons, combined with the fear of being borne away from family, friends, and tribe made the first Orion slaves their own best protectors—particularly because the raiders could not afford to shoot valuable property in self-defense. Orions were enthusiastic fighters, particularly against slavers.

Soon, Orions everywhere were trained to defend themselves. Not all the training was for self-defense, and not every weapon given them was low-tech. Eventually, the aliens used Orions as slavers, on Botchok and elsewhere, for who should know more about catching Orions than Orions? Orion janissaries sprang up on other worlds, even in starships, and with much more destructive weapons than slug-throwers. The bloodthirsty Orions enjoyed their sport even if they did not understand its purposes or the arms they used.

THE TREATY OF KAMMZDAST

The abuses of arming Orions went on until it became clear to the dullest of races that unless limits were put on the practice, well-armed barbarians would overrun every culture within reach of Rigel. Delegates from every Orion-using race gathered at a great conference on Kammzdast from which came the Treaty of Kammzdast. Its signing, in Stardate –179/56, began what is now known as the Orion Era.

Kammzdast exceeded its need admirably. Technological transfer to the Orions was now regulated, every signatory watching the others for violations. Orions were not to be armed outside of the Rigel system, though slaves could still be lifted out for other purposes. Combat was allowed only on the unsettled worlds of Rigel, Botchok included. As a peace treaty, it stands far above the majority, for it channelled the urge to combat into less-destructive courses without harming any complying power and allowed the cultural and material enrichment of the signing worlds. However, it did so at the expense of the Orions, whose homeworld now became the only legal place to settle disputes, their people the convenient soldiery for other people's battles. Kammzdast and its modifications at the succeeding Rigel Conferences would keep a general peace for more than ten thousand years. It would also, indirectly, give the Orions the very tools they needed to end it.

It is impossible to determine exactly when the Orions began to envision a time when they would not be the playthings of technologically advanced aliens. It may not have become a recognized hope until alien schools brought new ideas and different perspectives to the primitives. Regardless, the Orions would never relax their grip on that hope, though 15,000 years of occupation and repression would pass before its fulfillment. As Dr. Thelanius Richter used to remind his students, "Orion history is a prime example of why we need a Prime Directive to protect *everybody*."

When the Orions were rounded up and disarmed, revolts became common, and not just on Botchok. The Orions resented their demotion to simple servitude. Only rigorous policing kept order, and most slave-holding races did not have the manpower to spare. Educating and preparing the Orion slaves for more responsible tasks proved to be a less-expensive and more enduring alternative. Orions were forced to learn the language and culture of each of their owning patrons, and slowly, the number of revolts decreased.

As the Orions learned more about their masters, they became more familiar with their weaknesses, racial tendencies, and blind spots. Now and again, a cabal of educated Orions would rise up against their masters, but the might of the aliens or their allies always prevailed. As yet, the Orions had had no opportunity to learn the art of government or diplomacy and were at the mercy of alien invaders who did. Orions learned the hard way that their civilization, hardly out of savagery, was no match for the starfaring aliens. Weapons were not as important as they seemed—certainly not once the fighting was over. Until the Orions mastered themselves and the arcane ways of civilization, they could never hope to dislodge the alien master races. Therefore, the revolts again faded away—another dire signal the aliens did not correctly interpret.

While the Orions collectively swallowed their pride and ceased to resist captivity, the Rigel system was finally enjoying the fruits of peace. With a more 'civilized' means of settling territorial disputes, the races now planned and built cities on the more fruitful Rigel worlds. The vast majority of holdings were on Botchok itself, for it was the source not only of Orion slaves but also of industries to serve the needs of educating Orions to be good slaves and warriors. The invaders divided the entire planet into arbitrary states—much as Terra's Europeans would subdivide the African continent millennia later. They built cities not just to live in, but to place the natives in more civilized urban surroundings where they could be controlled. Botchok became a greenhouse, or slave academy, where Orions were taught from the cradle to respect and obey their generous and powerful masters. If anything, this only fed the Orion longing for freedom and enlightened the Orions to the peculiar politics of being one thing while seeming to be another. For a people who had only recently been cavemen, it was heady education.

Using the Orions and Botchok for proxy warfare turned out to be more difficult than the framers of Kammzdast had imagined. For one thing, disputants might not have adjacent Botchoki holdings; intervening lands might belong to races unconcerned with the dispute, who might have to be placated or bribed to allow the treaty-mandated struggle to take place. In addition, when negotiating and fighting the diplomats and generals brought along their Orion translators and servants, who knew, learned, and shared more than they told their bosses.

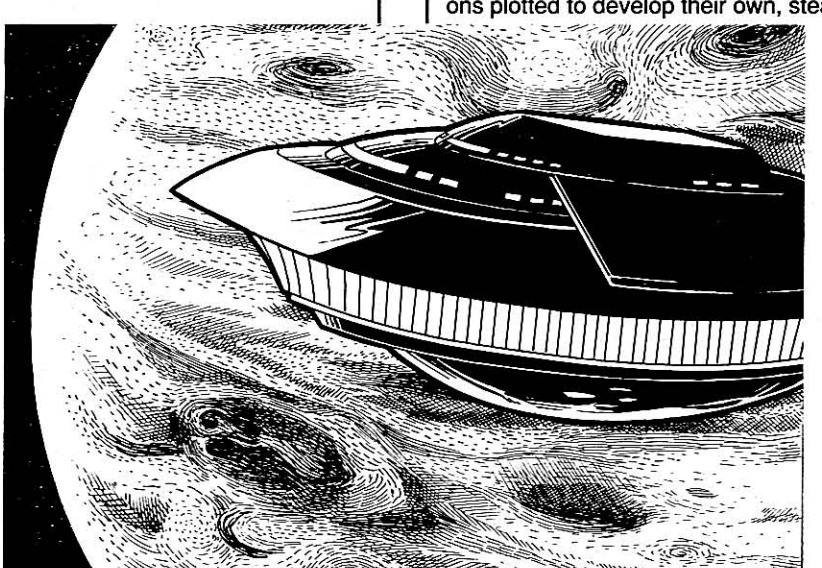
THE ATOM WAR AND THE LONG WINTER

By being trustworthy executors of their masters' will, Orions had learned that they could obtain more alien technological wisdom, fewer restraints on the education of slaves, and other little freedoms deemed vital to their cause. After four thousand years, the minor Orion bureaucrats and functionaries gained a goodly measure of what they requested, and the Orions grew more prosperous and civilized.

One of the Orion bureaucrats' successes was the gain of nuclear technology. Thousands of years of listening to alien diplomatic dickering over nuclear deterrence taught the Orions that deterrents could slow down or even stop the warfare on Botchok—a worthwhile and admirable goal. As soon as they constructed their own nuclear weapons, the Orions triumphantly delivered to their owners an ultimatum: depart the Rigel system or face annihilation.

The Orion officials should not be blamed for grossly miscalculating their alien masters' reaction. After holding secret meetings off Botchok, the alien property-holders exploded their own nuclear weapons on Botchok. Despite Botchok's importance as an involuntary keeper of the peace, a generation without it did not trouble the aliens overmuch. Kammzdast was modified to keep Orions away from nuclear technology and other harmful knowledge—not that there were many Orions left to protest. Eighty percent of Botchok's Orions would be dead before the Atom War and the Long Winter ended. The aliens had Orions off Botchok they could breed for slaves; sooner or later the planet would become habitable again and they could rebuild. There was no great interest in saving the lives of slaves bred to fight and die anyway.

Eventually, the aliens began rebuilding Botchok with Orions from elsewhere, who were not radiation-damaged or starving. If anything, these 'imported' Orions were even more outraged than the surviving Homeworlders and more determined to wrest free of careless coldblooded invaders. Compiled soon after the planet was repopulated, the Book of Tears describes the awful waste and destruction newcomers and natives were forced to clean up. Here and there are vows that Orions will never again allow themselves to be so callously manipulated. Denied advanced technical education, the Orions plotted to develop their own, steal it, or do without.



By and large, the Orions stole most of the information they subsequently acquired. To win free of the aliens, however, the Orions needed to convince every alien race that they were too much trouble to govern. This was no simple task. The limits in the Treaty of Kammzdast were firm, and had outlasted most of the original signing races as well as the Long Winter. To undo all that would take time, patience, and great feats of planning and restraint.

The adjustments of Kammzdast at the Rigel Conferences were always tiny and grudging, and those who ratified the Treaty never relinquished a whit of actual power. Even as the old races faded from the galactic scene and new ones rose to mastery, Kammzdast remained in force. To be free of it, the Orions used a very odd weapon: reliability. If they obeyed enough orders, served with enough humility, and were sufficiently selfless, then they would be trusted.

Over a very long time, the Orions did succeed. They buried their reputation as barbarians under thousands of years of loyal service to whatever race wanted to use them. Patiently, they acquired a reputation as faithful, reliable servants whose loyalty could not be stolen. Their long presence on the galactic scene made them valuable advisors and confidants; it was said that if an Orion had not seen it, it did not exist. Although their homeworld was still a battlefield, the Orions gradually instituted rules for battlefield conduct that reduced costs and casualties while preserving patron control and the thrill of actual combat.

THE ORION DAWN

Eventually, the Orions even gained the privilege of starflight. There is evidence that Orions served as loaders and watch-standers as early as ten thousand years ago—quietly, of course, and usually on large ships on out-of-the-way routes short a few crewmembers. Kammzdast had never anticipated a Stone Age race acquiring starships and did not prohibit them, but every Orion-owning race was firmly opposed to a slave race possessing the ultimate in transportation. Orions could serve as secondary crew, even as spaceport officials, but no starship crew would be wholly Orion.

The Orion Dawn legend, describing how the Orions finally acquired ships of their own, is full of romance but short on historical validity. There really were Orions named Ombrey and Maark, and they did serve as senior officers aboard freighters belonging to the Buban, but they did not learn their trade while slaves in the hold or lead a shipload of manual laborers to take over an armed trading vessel. By all accounts, the theft of the *Revenge* and the *Fate* was a well-planned operation aided by Orions at Botchok and Colonies not far from Rigel. Ombrey and Maark established hidden bases, contacted friendly Colonies, and began to capture other ships in space to build an Orion fleet. Although these ships or their crew could never return to Botchok, the Colonies sustained them in their hideouts on Avali and Ugoan and provided more crewmen and equipment for raids. All that was important was that Orions not be dependent on alien invaders for star travel—and that the aliens believe the pirates, and not the Orions they had come to trust, were behind it all.

Believe it they might have, but the restrictions against Orion starships increased, and the 42nd Rigel Conference debated about amending Kammzdast to prohibit Orion use of the warp drive. With hopes of more commerce with the Orions, certain farsighted races vetoed the move and the restraint it would put on future trade. Orion starships were soon being built and crewed for legitimate trade, though they were always open to inspection by anyone who cared to stop them. The result was greater prosperity for those owning a share of Orion shipping, especially because Orion starships were less often the victim of Orion pirates.

Orions with spacing experience were soon applying for work at the Trade Halls on Rigel IV. In just a few decades, they were in every Hall, and, in less than two centuries, they came to form the greater part of the clerical workforce—always following orders, efficiently processing the paperwork, and always in contact with the pulse of commerce into and out of the Rigel system. More than a few races were uneasy about the arrangement, but only a fool would have wished to disturb the flow of riches through Rigel.

Some three thousand years after the Atom War, the Orions took a big step toward self-rule. The 58 cultures that ruled Botchok had been quarreling more than usual, causing more than the usual amount of damage to the planet. Although aware of the cost to the planet, the powers were not willing to putting aside their differences to make repairs. At a minor parley during a truce, Orion representatives from the twelve largest Botchok nations deferentially proposed an electrifying thesis: Botchok's ecosphere was critically damaged, having never fully recovered from the Long Winter, and in a thousand years, it would fail completely. No longer would there be a Botchok to fight over or any Orions to do the fighting. Repairs would both be costly and require long-range maintenance, but the middle of a war was not the time to discuss such matters—unless the Orions themselves did something about it.

The delegates placed before their masters a detailed plan for the re-terraforming of Botchok, all done by Orion labor, at Orion cost, with existing Orion technology. All they needed was the go-ahead. The aliens agreed and went back to their own negotiations. Although a minor event to Botchok's masters, the Accord of Namazz was a vital first step for the Orions. With permission to use their technology on their own world, Orion bureaucrats began to exercise authority over their own people and help preserve their world as well. They would not do a good job—even today it requires constant tinkering—but the terraforming of Botchok was an indispensible political victory.

Eight hundred years after the Orion Dawn, nine of the most powerful civilizations near Rigel formed a mighty alliance called the Nine Worlds Confederation. Jealous of the exercise of any power within their domains, the Nine Worlds believed that the Orions had far too many prerogatives for a slave race. By regulation and appeals to law and treaty, the Nine Worlds clamped down. By subterfuge, double dealing, and their already ponderous commercial holdings, the Orions resisted, but their best efforts could not touch the legal restraints of Kammzdast. The Nine Worlds could insist on letter-perfect adherence to Treaty, and the Orions, squirm as they might, had to relinquish their quasi-legal gains.

As their ancestors had, the Nine Worlds wanted absolute control over Rigel right down to the least cargo-loader and transfer clerk. Merchant vessels entering Rigel were required to stop at least twice at Nine Worlds ports to have their cargoes and crews checked, despite the protests of the Rigellians and Orions begging for efficiency. When its enforcement of half-forgotten codes met only faint opposition, the alliance boldly moved for the killing stroke. In Stardate -20/9507, the Nine Worlds held the 187th—and last—Rigel Conference and issued a sweeping list of prohibitions removing Orions from commercial activities both in and out of Rigel.

THE ORION WAR

According to Orion propaganda, the Nine Worlds acted in reckless haste and without the careful planning that would have meant success. In fact, however, it was the Orions who panicked and precipitated their own climactic crisis. The delegates made no real secret of their deliberations on Rigel IV; they had guards aplenty and their ships were in orbit. As per protocol, they first informed the Rigellians, whose guests they were, of their agreement. No one knows who acted first—a captain of the guard hastily ordering the meeting chambers sealed, an overzealous Trade Hall scion attempting a coup, even a technician shutting down the communication system—and it did not matter. As soon as the Nine Worlds delegates announced their resolution, their links to the outside world were broken. Within minutes, Orion troops had seized the orbiting ships and prevented them from sending any warning. Orion legend has made the opening of the rebellion the fruition of centuries of plotting, though it was all quite spontaneous. Every Orion on Rigel IV who was close to the Conference understood that the time had come to act—and they acted as if they had rehearsed evey move.

Eventually, an Orion delegation, under the leadership of the then-unknown Nallin Oplate presented the Nine Worlds' diplomats with a bold counter-Ultimatum: restore Orion rights and allow the peaceful independence of all Orions or face carnage and destruction on every Nine Worlds planet until the Orions had their way. As the Conference was technically still in session, the delegates pleaded time to make a reply, which Nallin granted.

Nallin anticipated that the delegates would try to inform the Nine Worlds of the Orion rebellion. With a large contingent of Trade Hall *rhadamanen*, he journeyed to Botchok and informed the Orion governments there of the revolt. Within a month, every Orion government seized power from their alien overseers and imprisoned them. Warfare on Botchok finally ended, and for the first time, Orion troops prepared to battle in defense of their world. Nallin's diplomatic ability provided the impetus for the creation of the Botchok Planetary Congress. Contrary to legend, he was not the only one to send out the Recall of the Pirates. Rigel had no other space forces, and many Orions realized that a war for survival was imminent.

There may have been a leak in communcations or suspicion at the silence from the Rigel Conference. Regardless, a Nine Worlds battlefleet arrived at Rigel before half the Orion pirate fleet arrived, and the deceit was over. Although the Rigellians promptly ordered the fleet to leave or face permanent revocation of trading rights, the fleet ignored them and closed on Botchok. In the opening battle of what would become the Orion War, Nallin Oplate himself commanded a ship—not a true warship, but an armed frieghter, and he was *not* in command of the entire fleet. Outnumbered and outgunned, the Orions were shot to pieces. Though they continued to close ranks, they were forced to retreat, still firing, all the way back to the atmosphere of Botchok, in full view of half the people on the planet. To retreat further was impossible, and the Orion fleet would have been destroyed save for the miraculous appearance of Captain (later Admiral) Caruch the Blessed, who arrived behind the Nine Worlds' fleet with a scant 17 ships. They approached undetected and opened fire on the unscreened sterns of the largest warships, including the Nine Worlds' flagship, destroying most and pinning the remainder between two Orion forces. Only a handful of Nine Worlds' ships escaped to tell the tale.



The Orions had no closer call than this, though everywhere they faced desperate odds. The Recall took two years to complete, and the Orion War was fought initially with one-seventh the ships the Nine Worlds could muster. However, Nallin had spoken truly; Orions everywhere risked and lost their lives sabotaging the enemy's war effort. Rebellion swept the alliance's planets, occupying the greater part of the Nine Worlds ground forces—which did not help the space situation. Never able to force battle on their own terms, the Nine Worlds had to be content with innumerable raids and the attrition of their warfleets.

The signatory-successors to the Treaty of Kammzdast refused to surrender their claims and privileges easily, even with Orion pressure against them. What was a little war against the loss of Orion labor? At least war might bring the Orions to heel. Therefore, the war dragged on for 37 long years. Then, after the Battle of Rhinate devastated the largest remaining Nine Worlds' warfleet, the alliance sued for terms.

Simultaneously with the ceasefire, Nallin the Unconquerable, who had never lost a fight (though he had been in only one) issued the famous Declaration of Nallin, which proclaimed Botchok a free world, unbound by Kammzdast and unbeholden to any other people, and Orions everywhere free citizens, wards of the Botchok Planetary Congress and entitled to its protection wherever they may go. Enemies to no one, they wished only to resume, on a fair-trading basis, those relations that existed before the war. However, there remained much rebuilding before the Orions were as well off as they were before the war.

Nallin remained President of the BPC for only a few years before retiring to a world at the edge of the Outer Dark (those regions from which no ship had ever come to Rigel). He did not die in space or in combat, but lived out his days establishing a new Orion Colony—an ambition of his postponed by 40 years of circumstance. No other Orion is so revered as the Unconquerable, and he is rightly called the Father of his People.

THE NEW DAYS

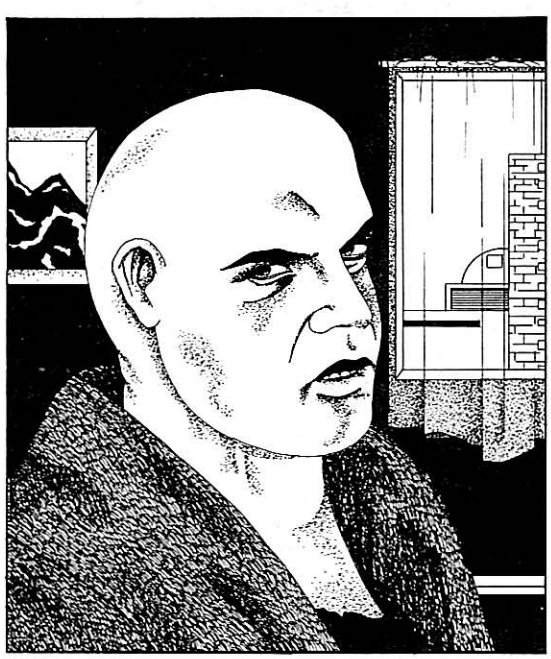
Two hundred years after the Declaration of Nallin, the historian Letan summarized the perfection of Orion civilization:

> On a thousand worlds, Orion cities and Orion markeplaces rise, holden to none. Out of Orion ports fly Orion ships laden with the commerce of a Galaxy. Orion Captains probe the Outer Dark, Orion *rhadamanen* fill Orion coffers, and Orion poets sing their praises to the stars. On all sides, Inward and Outward, Horsh to Ku'K'resh Spinward and Coreward, Uign to Payn, there is blessed peace. Prosperity lives and breathes like a Presence between the planets.

Nearly 40 years of warfare had exhausted the Arm of everything but animosity toward the Orions. For most cultures, the Nine Worlds included, the very idea of treating the Orions as equals was loathsome. Many civilization began taking steps to cut the Orions off completely.

The BPC decided that the best way to defuse the embargo of Orion trade was to conduct trade as inconspiciously as possible. Orion ships and crews visited only their own settlements, but many corporations and families hired alien ships and crews to haul for them, quietly, preserving the illusion of no Orion involvement. Not that the Orions had any goods to spare; they were as exhausted as any other race. Nevertheless, they understood that economic interdependence built strength, and thus trade had to be re-established at almost any cost. Freedom did not end the Orions' underhanded dealings with its neighbors.

As for their former masters, this peace was fraught with suspicion and mortification. To admit how much their societies rested on the Orions galled everyone. Even when the Orions were accepted as part of the natural order, they were relegated to the lower, or at least the less-visible, reaches of society. Only the nastiest, dirtiest, most drudgery-laden jobs that no one else would do were open to the Orions.



To everyone's surprise—including the Orions—Rigel was rebuilt quickly and the transition from slavery to freedom was almost painless. Few civilized worlds did not harbor an Orion settlement somewhere on it, busily restoring its economy. No one wanted to look worse off than the Orions, and so almost everyone found dodges and schemes to make use of Orion goods and services. Once the flood started, there was no stopping it, particularly as there was no real detriment to doing so. Business went on as it did before the war, right down to the use of Orion slaves—though the Orion *rhadamanen* renting them out were quick to use the term "contract laborer". In 20 years, no visible trace of the war remained; in half a century, only bittersweet memories were left in a galaxy grown much, much richer.

The sheer magnitude of the richness and energy of the newly freed Orion Colonies can scarcely be imagined today. Orion artisans and craftsmen tried to outdo each other to build larger, grander, more ornate towns, cities, and markets—the more and the faster, the better. Now that Orions could build ships, they opened dozens of yards and rapidly constructed a massive, highly advanced merchant fleet. Overnight, entire schools of design theory sprang into existence, and music, literature, and dance enjoyed a veritable explosion of talent no less great than the 'harder' disciplines. What had been folk art, gypsy culture now bloomed into hundreds of forms; from song to ballets to holovision and beyond. The Orion culture of today hearkens back to the proudest themes and traditions of this golden age—the strength, the grace, the majesty of a puissant race come into its own. Having spent ages creating an enduring, resilient civilization, the Orions were determined to enjoy the fruits of it to the fullest.

Under the loose authority of the Botchok Planetary Congress, the Orions and their trading partners enjoyed a thousand years of unparalleled luxury. Excess wealth actually became a major social problem for many races, including the Orions (though to a lesser extent). Over time, self-indulgence took its toll on the Nine Worlds and most of the other races of the Arm so that they became not merely dependent on the Orion economy, but were utterly absorbed into their way of life. Losing their culture and heritage, a few races withered away completely. Even after the contraction of Orion Space, many of these peoples would never regain their own civilization, but lived as if they were Orions and always had been. (A few of these 'swallowed' races are the non-Ruddy/non-Green element seen among Orions today.) Gradually the population of the worlds nearest Botchok became almost wholly Orion.

Thus was the pattern set for all Orion Colonies. Spaceports sprang up in Orion neighborhoods, where pure Orion was spoken when there was no one else to hear. The bazaars, cantinas, markets, and clubs greatly resembled those of Botchok, with fluted and spiralled towers, bulged onion-domes, and knurled blocks of apartments rich with balconies and riotous in colored stone and cloth hangings.

For all their fondness for space and exploration, the Orions were never a great settling people. Space was to be exploited and used. Unlike the Federation races, they had no drive to plant a seedling settlement on an uninhabited world. Unlike the Klingons or Romulans, they had no desire to force the natives to their will or to wipe them out. Orions wanted an inhabited world so that they could worm their way into the local economy and ingratiate themselves with their 'new business partners'.

Even that was slow in coming. For more than a century after the Orion War, the Orion Colonies had their hands full re-establishing themselves and building a lasting prosperity. Pirates and traders worked the Outer Dark, but they were adventurers and scarcely civilized about business; a sensible Orion stayed close to home and made his pile there. Only when population pressure began to build did Orions begin to carve new Colonies outside the known spheres.

Not every venture was successful; not every world wanted a permanent Orion Colony in its midst. Knowing this to be the case, the original Orion Colonies carefully studied their intended new Colonies to ensure maximum surivability and sent *rhadamanen* and the necessary funds to make a successful go at a new world. Colonial expansion was slow; an existing Colony might mount a colonizing effort every two or three generations. The interval could well be longer, especially if the last venture had failed.

Ahead of the slow wave of expansion rode the pirates, making things more difficult for those who followed. Behind the wave were worlds whose living standards had been markedly improved, linked by a dense web of Orion merchant shipping carrying the riches of literally hundreds of Orion Colonies. By the grace and with the permission of their hosts, clusters of Orions lived among alien populations often many times their size.

At its greatest extent, Orion Space was a full 150 parsecs in radius, covering more than half the distance from Rigel to Terra. The patterns of settlement varied widely; close to Rigel, the proportion of Orions to natives was much higher than it was toward the Outer Dark. Before the Reverse, some planets had populations fully 50 percent Orion and growing. The more typical percentage was closer to ten percent, and on the frontiers, it was often less than one percent. Regulus and Alphosa enjoyed large Orion Colonies, where beautiful cities still mirror the lost classical age of Orion architecture.

Exactly how many planets there were and what wonders they held are lost in history. Records are scanty, and the ruins are not very helpful. At least one Orion explorer ventured as far as Terra and Tellar without, alas, leaving any trace but his ship's log.



CONTRACTION AND REVERSE

Millions of words have been written on why the Reverse took place. Wealth and luxury may finally have poisoned even the Orions, making them discontented and covetous. The Colonies continued to expand, but much more slowly, as their sponsors in Rigel grew reluctant to fund such extravagant gestures. Minor differences in tariffs and trade-policy agreements escalated to full-scale corporate warfare, even near Rigel. Paying taxes to Rigel and getting little back for it, Colonies formally broke all relations with Botchok and declared independence, decreasing Botchok's revenue. Tax rebellions had little practical effect as the links between Orion worlds depended primarily on trade,which continued in spite of political disturbances. Only a small corps of nostalgic idealists minded the change, but they were prominent in Botchok's most powerful circles, and they begrudged the loss of authority sorely.

The peak of the Reverse was the time of the Three Emperors. The Botchok Planetary Congress had not been able to restore order or political supremacy using harsh laws and the threat of military force—in fact, the ineffectiveness of such measures weakend the BPC's authority even further. Then, several powerful families on Botchok revolted, seeking more power and advocating the use of extreme force to end the Colonies' petty squabbles. The revolt was successful, and the families chose a monarch to save Orion Space from its own successes. Under Boyor I, Botchok dispatched elements of the Orion Space Navy to bring disobedient worlds back within Rigel's fold. Doomed to failure, the effort just wasted lives and resources at the very heart of Orion Space and disrupted trade at Rigel.

So turbulent was this time that the usually detailed Orion records all but disapeared, and only spotty, second-hand accounts of the times survived. Lasting over 300 years, the reverse destroyed Orion wealth and made Orion expansion too costly and failure-ridden. Beset by pirates and shunned by peacable alien races, the far-flung Orion Colonies could not maintain the volume of pre-Reverse trade. Colonies began to be abandoned more often than they were replaced or reestablished. Some simply ceased to trade, and were left behind in the Outer Dark to manage as best they could.

In Stardate –7/0101, the pride and arrogance of the Three Emperers' time had gone, and a chastened BPC quietly shifted its emphasis from governing to accounting. Published semi-regulary at ten-year intervals, the Orion Registry was the BPC's successful attempt to restore economic order by listing all the remaining Orion Colonies and their population, trade preferences, and other useful business data. Although compiling the first Registry was a major task and took several lives, it proved useful and met universal acceptance. Order had been restored, and Orion decline slowed.

This Orion Indian Summer ended bloodily and unnecessarily. As Orion Space contracted, the pirates had grown in number beyond all counting. The loss of order made them bold as the loss of profitable trade made them desperate. The Registry was a godsend to them, showing them where to strike and where to avoid. They formed larger bands, regular pirate fleets, and began to raid entire Orion Colonies instead of ships. The pitiful self-defence forces the Colonies were able to raise could not guard every world—there were too many pirates, too many hiding places, and far too few men and ships to be an effective deterrent.

There was simply no stopping the massive raid of the Tellum system, though it lasted for weeks and sacked one of the most productive worlds left to the Orions. The pirate ships outnumbered the defenders, and many Colony crews mutinied to return home, as if they could defend their communities more effectively that way. When the pirates withdrew, the fear remained, and the decline resumed in earnest.

About three hundred years before the present, Orion Space had shrunk to less than its size during the New Days. Although many worlds had high Orion populations, only those core worlds closest to Rigel remained even loosely federated and cognizant of the BPC. The others had been lost, forgotten, and left to fend for themselves. Traffic at Rigel ebbed; the Outer Dark came nearer each year.

INTERSTELLAR ENCOUNTERS

In Stardate 0/1402, a new threat made a terrifying appearance to Coreward. Abandoning their Colonies, streams of Orions told of distinctive, bird-like vessels with occupants who butchered or blistered entire planets. A few years of such rampaging in the resource-poor Arm convinced the Romulans that their efforts were better spent elsewhere, but not until a scare went through every Orion world.

Then, rimward of the Orion Arm, Orion pirates clashed with another starfaring, technologically advanced, and lethal race. When they took over old Orion worlds, they ruthlessly suppressed any resistance. Methodical and cautious approaching the Orions, the Klingons were careful to let no warning slip from the worlds they had conquered. Only pirates escaped their net to tell the tales—but who would believe a pirate? By the time reliable reports seeped back to Botchok, the Klingons had subjugated numerous Orion Colonies.

As the Klingon Empire expanded toward Rigel, the Orions realized that their collective navy could not withstand the Klingon fleet. Therefore, instead of battling the Klingons, they welcomed them and the opportunity for trade with a new race. The tactic worked, and the Orion proposal thoroughly confused the Klingons. The Orions readily agreed to allow a Klingon governor on Botchok and to pay tribute to the Empire, but to the Klingons, these were hollow victories. Something was wrong—they had won too easily. Often, the governor on Botchok asked his superiors on Klinzai if the Klingons were still in charge. Anxious for more control, he increased Klingon fleet strength in Orion Space. However, the move was useless as the Orions never rebelled against their Klingon 'overlords' and always paid their tribute promptly. As the Klingons' desire for Orion trade increased, the Orions' tribute decreased until it vanished altogether.

In Stardate 0/76, the Romulans began to get the upper hand in border disputes with the Klingons. To bolster his forces, the Klingon Emperor withdrew all warships and tradeships from Orion Space over the feeble demands of the military governor there. Soon, he too was recalled, though no one took his place. As the Orions had foreseen, the Klingons realized that the value of the Orions lay in their trade and that a military presence there was totally inefficient.

Three years later, the Orions first got wind of a developing alliance to spinward. An Orion Colony vessel patrolling the Outer Dark stumbled across a lost, dilapidated trading ship maned by Garggash Dlumppheg. His refusal both to identify and to trade infuriated the Orion commander, who decided to return to Botchok and let the BPC deal with the stubborn alien. After five months, Dlumppheg left Botchok with a trade agreement with the BPC, which, though exclusive, was worthless. The independent traders from the alliance soon learned that government trade was almost nonexistent and that the powerful Orion corporations and families were the ones with which to trade.

When, on Stardate 0/8706.06, the alliance banded together as the United Federation of Planets, Orions stood with the Rigellian delegation as interested parties but non-signatories. Always looking to make a credit, the BPC had offered to join the Federation if paid ten trillion credits "in compensation", but this infuriated the five alien worlds. It was then that the Orions had their first doubt as to Federation intersets. The UFP did improve trade and cripple the pirates, but also sent a sizeable delegation to Botchok to work out treaties, agreements, and protocols for the smooth operation of the Rigel-Federation spacelanes.

As time went by, the Orions and the Federation both realized that they had wildly different assumptions about power and its allocation. To the Orions, the Federation seemed unnaturally stiff and inelastic; specific tasks were arbitrarily handled by a minister or other functionary. To the Federation officials, the Orions were the epitome of anarchy. Not only were there no set officals for important governmental tasks, the Orions frequently squabbled over who would accept the responsibility or take the credit for doing a job. Furthermore, most of the delegates to the Botchok Plantary Congress were not above using their connections beyond the BPC to force events to go their way.

The Federation embassy was forced to demand that the BPC impose some sort of order. There should be certain officers holding specific titles doing at least loosely defined work. The suggestion took the BPC by storm, and for more than a year, they happily nominated ministers for ever-tinier tasks—the Minister for Rigellian Communications, the Minister for Insurance Claims (not to be confused with the Minister for Insurance Regulation or Insurance Writing), and even a Minister for Simplifying Government. When the exasperated ambassador asked if they planned to name a Pooh-bah, the BPC promptly formed a Commission for the Nomination of a Pooh-bah and did some desultory research. Their report has been deleted from the offical record, and from that date, the number of ersatz ministers declined.

Advised of the difficulties at Rigel, the Federation began to understand how little authority the BPC actually possessed. The Federation Council advised the embassy to continue to press for the necessary treaties and to increase, if possible, the legitimacy of the Orion government. As requested, the embassy performed the task by referring all Orions who came to them to the BPC first for adjudication. Although the BPC began to learn the ways of Federation-style government, the Federation gained little but duly signed and stamped pieces of paper that went virtually unenforced.

UFP-ORION RELATIONS DETERIORATE

Federation expansion was much quicker than anyone on Botchok had anticipated—the Federation and the Romulans fought a war not 20 years after the Federation founding. Colonists and developers from the Federation were flooding into space and seizing even more worlds. When Orions did protest, they were shown the agreements the Federation held with the BPC—who naturally, began to be inundated by complaints, bribes, and threats.

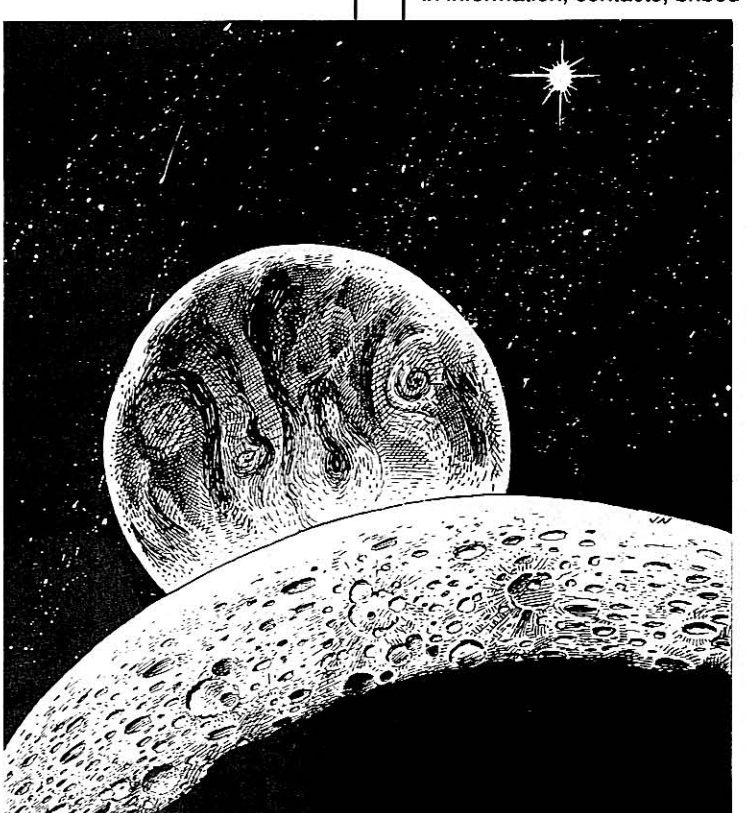
The Orions began to understand that the universe was closing in on them faster than expected. Orions living on worlds that decided to join the Federation had to adhere to UFP laws and regulations. Orions tried to move out of the way, but there were fewer and fewer places for them to go. Anti-Orion sentiment made it difficult for existing Colonies to continue doing business, and occasionally it went farther than that. An Orion fleet sought to re-establish their colony at Talna, but Human and Andorian settlers there turned them away. Although Star Fleet upheld the rights of prior inhabitants, unoccupied Orion ruins on the planet were not enough to claim those rights. The Orions seethed over that and came to a boil over Beta VI where an existing Orion colony was forced to relocate because of "chronic criminal activity."

Federation-Orion relations reached a new low on Stardate 1/3611.20, the day the infamous Ethan Report was leaked. Supposedly the product of a Federation High Commission, the report cited continuing problems of enforcing Federation laws amoung Orions and in dealing with the Botchok government and advised a policy of "containment" to reduce the influence of Orions in the Federation. The Ethan Report scandalized the Federation, but to the Orions, it was like a declaration of war. Not long after the release of the report, the Orions stepped up their trading volume with the Klingon Empire.

Perceiving that the Klingons and the Federation would soon encounter each other and come to blows, the BPC drafted the Orion Neutrality Act to preserve what little power remained to them. When Klingons first clashed with the Federation in Stardate 1/5105, the Neutrality Act went into immediate effect. Under the Act, the Orions reserved the right to trade with whomever they wished, on their terms, and requested that any race sending military vessels into or through Orion Space (definition left vague) submit an itinerary and schedule for each ship at Botchok.

The Federation Council was outraged. Botchok was a notoriously leaky place, and the ship dispositions sent to the Orions might just as well have been sent directly to Klinzhai. The alternative was cessation of all trading rights at Rigel, which no one wanted, or armed conquest of the Rigel system for the sake of trade there, an idea unthinkable by the Federation ideals. Postwar information showed that the Klingons were also displeased, though not enough to mount an invasion of a Federation-friendly world. The ready availability of data on Federation warships reimbursed them, and in any case, they could lie about their own. By the skin of their teeth, the BPC had escaped domination by either power and would continue to live free, on the edge of a knife, for the next half-century.

Between Stardate 1/5105 and the outbreak of the Four Years War, Rigel came to be a highly adventurous place, where Klingons and Federation members could meet socially. Both sides distrusted the Orions at least as much as they did each other, and both struggled to gain some kind of advantage in information, contacts, bribed officals, or number of agents.



THE FOUR YEARS WAR

Stardate 1/9301 saw a Klingon fleet of over 100 warships invading the space around Rigel. Soon, however, it became apparent that occupation of the Orion Colonies was not their goal. According to Klingon Admiral Kentin epetai-Kazu, the fleet was preparing to invade the UFP. Nevertheless, it was over a year before the fleet entered Federation space, and during the interim, the Orions entertained the Klingons lavishly. The Orion Colonies were jubilant, awaiting the war that would deplete both sides and increase trade with the combatants.

When war was declared in 1/9409, the Federation surprised the Orions by declaring that, according to treaty, the Orion Colonies could not trade with the Klingons. Faced with the choice of abandoning trade with either the Federation or the Klingons, the BPC decided to comply with the Federation's demand. The decision bankrupted several Orion corporations, and the Orions blamed the Federation, rather than the BPC, for the restriction. At this time, several Orion Colonies in the Triangle formed the Orion Frontier Mercantile Assocation, claimed independence from the BPC, and continued to trade with the Klingon Empire. Many other Colonies followed suit. The Federation/BPC agreements soon became worthless.

When the Klingons retreated before the advancing Federation forces, they spared Rigel, probably more out of twisted spite than charity. By not destroying the Orions, the Klingons made them look like Klingon allies and left the problem of how to deal with them up to the Federation. Grateful to have escaped Klingon wrath, the BPC called for a triumphant welcome for the 396 ships that came to secure Rigel. Apparently, the Orions failed to notice the Federation's irony at diligently sending their arrival time ahead, as per the Neutrality Act.

The Axanar Peace Treaty called for the removal of all Klingons "to the opposite side of Orion Space". The less-publicized Rigel Demilitarized Zone Commission gave that phrase meaning by officially setting the Orion boundaries, the region where the BPC could enforce the Orion Neutrality Act. By unilateral treaty, Orion Space was now a sphere centered on Rigel only ten parsecs in radius. All worlds falling outside of it, including those occupied primarily by Orions, were now inside Federation space.



RECENT DEVELOPMENTS

After delineating the boundaries of Orion Space, the Federation found many Orion Colonies within its borders. Some, desiring Star Fleet protection and Federation Council benevolence, chose to join the UFP as either associate or full-status members; some did not. However, all such Colonies dealt widely in Green Slaves, which the Federation could not allow to continue. Popular sentiment turned against the Orions as independent traders, corporations, and then the Council itself boycotted trade with Orions. In Stardate 2/0105, the Council passed the First Amendment to the Articles of Federation, banning the Green Slave trade outside Orion Space. Orion Colonies inside the Federation were hit hard financially, and their protests and the Federation boycott prompted the BPC to declare the Green Slave trade illegal throughout the Orion Neutrality Area. Once again, the threatened loss of Federation trade had given the UFP what it wanted. However, once again the Orions danced around Federation law. Certainly, it would take more than an upstart alliance to destroy the foundation of Orion society. Besides, unpopular BPC policy was and still is unenforcible within Orion Space.

Since that time, the Orions have not been a major problem for the Federation. There are still pirates, and, as the attack on the Babel delegates shows, there still are Orions willing to go to great lengths to protect their interests, but Rigel and its Colonies have been quiescent. As anti-Orion sentiment ebbed, the Council relaxed some of the more stringent restrictions on Orion immigration. After all, there seemed little the Orions could do to harm the much-larger Federation. The major worry has been Orion trade with the Klingons and possible infilitration of Klingon agents through Orion Space (as may have happened in the case of the Genesis affair). In accord with the Orion Neutrality Act, Star Fleet vessels may enter Orion Space by first giving notice of their arrival. Visits have become infrequent since the war, as no ship wishes to antagonize the Rigellians and hurt Federation trade.

For their own reasons, the Organians left the Orion Neutrality Area between the Klingons and the Federation which many, including the Federation Council, take to mean that the Orions are harmless. However, others have pointed out that, as the Organian motivations are not understood, such a conclusion does not necessarily follow. One may as well say that the Organians themselves do not know how to judge the Orions and left resolution of *that* riddle up to their biological juniors.

For the present, the Orions exist squarely in the middle—physically, politically, and philosophically. As they were in the beginning of their history, they are dependent upon stronger powers for their continued existence and are making the most of it. Living like this, the Orions have outlasted every other culture that has tried to conquer, subjugate, and enslave them. To the Orions, such setbacks are minor, and they have *always* risen from beneath them.

TIMELINE

c. Stardate –10,000,000/00
Rigel IV first inhabited (Muuly-Barsh projection).

c. Stardate –5,000/00
Civilization of Aret at zenith.

c. Stardate –4,000/00
Fett (Forerunner A) at zenith.

c.Stardate –2,000/00
Bursen (Forerunner B) at zenith.

c. Stardate –1,000/00 through –900/00
Ena civiliation, centered somewhere Rimward (Klingon side) of the Orion Arm, rises.
Beginning of Emergent Era.

c. Stardate –900/00 through –750/00
First Interregnum, with no major starfaring civilizations. RTA records begin.

c. Stardate –750/00 through –550/00
DjKen civilization rises beyond Romulan Neutral Zone.

c. Stardate –550/00 through –500/00
Second Interregnum. The surface of Rigel IV is totally paved over.

c. Stardate –500/00
Querat civilization to Coreward rises. No incursion into the Orion Arm. Rigel III surface-sculpting completed though; starting date unknown.

c. Stardate –430/00 through –400/00
Third Interregnum.

c. Stardate –400/00 through –200/00
Preserver Era. A largely unknown civilization to Rimward seeds worlds around the Orion Arm with humanoid life-forms then disappears.

c. Stardate –200/00 through –180/00
Third Interregnum. Orions first appear.

Stardate –179/56
Treaty of Kammzdast begins the legal transfer of technology to primitive Orions and limits the use of mercenaries. Botchok used as a proxy battlefield to allow peaceful development of the Rigel system.



Stardate –178/39
First Rigel Conference relaxes some Kammzdast restraints and gives more training and technology to the Orions.

Stardate –157/81
XIII Rigel Conference. Only two original signatory cultures still exist by this date. Orions receive more technology, and slave transport and lodgment rules are relaxed, permitting shipment to more planets. Rigel BC planets settled, but the lack of resources keeps the population low.

Stardate –143/27
XXI Rigel Conference reinforces ban on combat in Rigel system, restricts secret slave transportation, vetoes Rigellian Confederation, and grants Orions nuclear technology for use on Botchok.

Stardate –142/37 through –142/17
The Atom War and the Long Winter kill 80% percent of Botchok's population in 20 years. Proxy warfare is temporarily postponed.

Stardate –141/8901
XXII Rigel Conference lifts restrictions on slave transportation to allow repopulation of Botchok. Forced resettlement begins.

Stardate –111/43
Namazz Accord (later appended to 59th Rigel Conference) grants Orions authority to reclaim their world ecologically with their own money, labor, and technology. This marks the first public responsibility allowed them.

c. Stardate –100/00
Orions begin to smuggle technology to and from Botchok and captive colonies. Orions clandestinely begin to crew aboard alien starships.

Stardate –97/30
Re-ecologizing of Botchok finished; it will later be called the First Stage, as subsequent readjustments are made.

Stardate –74/50
Approximate date of alien report praising "loyal and hard-working Orions" for their "selfless service though in bondage". At this time, Orions were in servitude to 32 races, and had colonies on 79 planets.

Stardate –67/1207
113th Rigel Conference first admits an Orion delegation. After short debate, Orion-proposed refinements and clarifications of the proxy battle system are accepted. Orions are present at all subsequent Conferences but the last.

Stardate –55/87
First public mention of Orion starship crews on an alien insurance claim.

Stardate –43/51
Battle of Lomatin IV sees Orions in ground, air, and space combat on both sides. Botchok national governments lodge a protest over the breaking of Kammzdast, and the belligerent worlds are punished. Other powers use Orions in combat more discreetly.

Stardate –35/0811
By popular legend, the Orion Dawn begins when Ombrey and Maark steal two armed alien freighters, putting ships under sole Orion command and starting the Orion pirate tradition. They settle Rigel BC worlds the same year.

Stardate –33/17
First Orion-built and Orion-crewed ships—unarmed merchants—are launched from yards on Bema, Sharu, and Nilor colonies. (Secret pirate hulls had long since been regularly manufactured.) By this time, there is substantial Orion involvement in the Rigel IV Trading Halls.

Stardate –28/9104

144th Rigel Conference deadlocks on the Orion pirate issue. Orions pledge to police the Rigel system and to aid interstellar enforcement of space law. The offer is accepted with little debate. Cucula the Dormon speaks his famous warning, "Ten thousand years ago, they were slaves. A thousand years ago, servants. When will they be masters?" An anti-Orion pogrom is bloodily put down.

Stardate –21/1105

The Taunpymi Incident occurs, in which a minor trade dispute culminates in charges of Orion complicity with pirates. Improving Orion fortunes spark deadly envy in the Nine Worlds Confederation and others. Riots against Orions become more prevalent.

Stardate –20/9507.14

The 187th and last Rigel Conference delivers the Ultimatum of the Nine Worlds. Nallin Oplate spurns it, as Orions consolidate control of all the Trade Halls on Rigel IV and prepare for war.

Stardate –20/9508

Nallin journeys to Botchok and helps organize the Botchok Planetary Congress, discarding Treaty of Kammzdast. The Recall of the Pirates is issued.

Stardate –20/9401.03

The Battle of Botchok begins the Orion War.

Stardate –20/9401 through –20/5712

The Orion War is fought with arms, diplomacy, and economic threat. Of 58 belligerents, the Orions defeat only 13 in open warfare; the rest eventually retire and sue for terms.

Stardate –20/5602.13

The Declaration of Nallin the Unconquerable, proclaiming freedom for all Orions in space. The New Days begin, ushering the cultural and spiritual regeneration of 21.35 billion Orions on 135 planets.

Stardate –14/2310

The first new Orion Colony since the War is established in the Outer Dark at Zonvan. New Colony ventures will eventually be launched at the rate of one per year. Many worlds are colonized, abandoned, and recolonized—some as many as 18 times.

Stardate –12/7905

The Gaetano Region declares independence from Botchok, causing war with the BPC. Although the BPC hires additional fleet strength from Anor, Guilpin, and Sark Regions, lack of funds finally forces an end to combat. No formal peace is ever made, and taxes slowly cease to arrive at Botchok.

Stardate –10/3707

Orion Space is at its greatest extent. A Colony at Talna III, only 31 parsecs from Terra, is established. At this time 57.3 billion Orions live on 972 planets.

Stardate –10/0303.21

With the help of several powerful Botchok families, Botchok Planetary Congress President Boyor Ignatin assumes dictatorial powers, jails his opponents, and reorganizes Orion government. Within the year, he is crowned Boyor the Righteous and issues his Demand for Unity to all rebellious or seceded Colonies. The Fringe Wars (and the Reverse) begin.

Stardate –10/6210

Boyor is assassinated. Clan warfare and rioting spread to destroy all his line. A fearful BPC names Renat the Old as the new Orion Emperor. Succession struggles last another 16 years.



Stardate –9/5404.30

Renat creates the short-lived Orion Provincial Senate. Most Colonies refuse to send delegates to the five sparse sessions.

Stardate –9/3203.07

Renat dies, and his nephew Arnet the Thoughtful takes the throne, implementing reforms conceived by his uncle. The massacre at Votannis kills 23.1 million Orions, depopulating the entire Colony.

Stardate –8/8803.17

Arnet abdicates as part of his plan to restore the old Orion way of life. Although he disappears before nightfall, his family is rounded up and killed. The Botchok Planetary Congress restores order on Botchok and ignores the Colonies.

Stardate –7/0101

The first publication of the Orion Registry lists all Colonies and relevant economic data. Orion population is now only 31.05 billion on 507 worlds and declining.

Stardate –3/15

Orion Indian Summer heralds nearly a century of cultural rebirth and a halt to the decline. This year, the Orion population stabilizes at 20.315 billion on 213 worlds.

Stardate –2/9402.19

Indian Summer ends with the devastating pirate raid on the Tellum system led by Half-a-Man Sorris. Over 2.5 million die, including 1.5 million Orions. The Colony on Troyius is temporarily abandoned.

Stardate –1/1609.08

The Orion Registry, 73rd Edition, reports the stabilization of Orion contraction. Only 12.7 billion Orions survive on 64 worlds, most of them less than 20 parsecs from Rigel. Colonies beyond this limit, no longer in contact with Botchok, are not included.

Stardate 0/14

Estimated date of first contact with the Romulans. The entire Colony at Farx is wiped out without a trace, and Orions flee the Coreward part of the Arm.

Stardate 0/72

Estimated date of first Orion-Klingon contact. The Klingons send a military governor to Rigel, but he exerts no influence. The average Orion is totally unaware that the Colonies are 'offically' a Klingon protectorate.

Stardate 0/7610

The Klingon Emperor withdraws his fleet and governor from Botchok as conflict heats up between the Romulans and the Klingons.

Stardate 0/7907

An Orion Colony ship encounters Tellarite trader Garggash Dlumppheg. The Orion commander transports the Tellarite to Botchok.

Stardate 0/7912

Dlumppheg leaves Botchok with an exclusive government trade contract. Upon his return to Tellar, he sells BPC trade franchises to the biggest corporations on Tellar, Andor, Vulcan, and Centauran worlds.

Stardate 0/8202

The Terran trade vessel *Marco Polo* returns from Rigel laden with cargo and important news. The exclusive ties between Dlumppheg and the BPC do not apply to the much richer trading market available by dealing direct with the Orion trading families. Small independent traders conduct vast trade with large Orion corporations. Dlumppheg is sued unsuccessfuliy over 750 times in Andorian, Centauran, and Terran courts.

Stardate 0/8706.06

The Articles of Federation are signed at the First Babel Conference. Orion delegates do not sign but make a great impression as members of an older and wiser race. Trade increases with all Federation members as the first Star Fleet ships chase pirates from the routes to Rigel.

Stardate 0/9101.13

The first Federation delegation arrives at Rigel to work out amenable diplomatic and economic relations. Orion complexities and intrigues baffle them and hinder their work. The Federation begins working to give the BPC 'legitimacy'.

Stardate 1/0610 through 1/0909

The Federation-Romulan War. Although no Orion forces are involved, a great deal of war materiel is freighted through Orion worlds, and many Federation crews on leave learn the pleasures of Orion leisure.

Stardate 1/1004

The Orions leak the existence of the Federation to the Klingons. All records of these transactions are mysteriously later lost.

Stardate 1/1209.12

The Andorian-crewed Star Fleet cruiser *Thanatok* destroys the pirate enclave at Brurem. The BPC protests the murder of civilians. Although the Federation punishes the overzealous captain, similar events are subsequently hushed. Pirate raids against Andorian worlds intensify.

Stardate 1/1811.07

Orion ships seeking to re-establish the Talna III Colony are turned away by the Human and Vulcan settlers. The BPC protests to the Federation Council, only to be told that prior settlers have the right to refuse later immigrants. "Talna" becomes a symbol to those Orions convinced that the Federation means to annihilate them.

Stardate 1/2701.14

Human and Andorian settlers on Beta VI order the removal of the pre-existing Orion Colony there, claiming "chronic criminal activity and corruption". A Federation High Commission is appointed at BPC insistence, but advocates relocation of the Colony. The Orions leave without paying their bills, costing Beta VI 21.32 million credits plus the Federation-ordered costs of moving the Orions.

Stardate 1/3611.20

A secret Federation High Commission report on the Orions is leaked to the public from Botchok. The Ethan Report labels the Orions "barbarous atavisms" bent on "mastery of the Federation monetary system" through "bribery, blackmail, coercion by force up to and including piratical attacks in Federation space".

c. Stardate 1/38

Klingon-Orion trade increases markedly, following a secret, non-agression treaty purported to relieve Orion Colonies deep in Klingon space. Intelligence activity on Botchok intensifies.

Stardate 1/40

The first major wave of settlements is established in the Triangle.

Stardate 1/4112

Several Orion families open up freeports and tradeworlds, which have no regulations or tariffs to control trade. The first experiments are a huge success, with the Orion traders more than recouping their development costs by leasing commercial space and by setting up elaborate trade brokerage houses. Later experiments, however, are not as successful.

Stardate 1/4212.31

Over Orion protests, the Federation Uniform Mercantile Code (FUMC) becomes law, forcing Botchok and the Colonies to comply or face prosecution. The Rigellians successfully claim exemption on the basis of time-tested tradition.

Stardate 1/4705.18

The Federation Tribunal affirms the verdict of "guilty" in the hotly contested Duraba Corporation case. Every officer in the corporation and certain major stockholders are convicted of participation in a gigantic criminal conspiracy spanning 20 planets and involving more than 1,850 separate violations of the FUMC. The resulting anti-Federation riots on the Colonies cost 37 million credits and over 6,000 lives.

Stardate 1/5103.27

Freeloader, first and most notorious Orion freeport in the Triangle, is officially opened with the dedication of its spaceport facility. This date marks the beginning of large-scale trade operations in the region, which is soon to become the hottest and most open trade area in the known galaxy.

Stardate 1/5105.02

Klingon and Star Fleet vessels clash for the first time. The Botchok Planetary Congress issues the Orion Neutrality Act, declaring Rigel and all its Colonies unaligned with any spacefaring power and free to trade with any. All military vessels in Orion Space must inform the BPC as to their location and itineraries.

Stardate 1/51 through 1/94

Espionage activity escalates throughout Orion Space. Estimated Star Fleet Intelligence deaths for this period are in excess of 5,000. Slowed by the FUMC, Orion economic growth does not recover. Federation-Orion enmity grows.

Stardate 1/7603

Orions discover extensive dilithium deposits on Rigel XII. Mined and sold to both the Federation and the Klingons, dilithium revolutionizes interstellar travel and mililtary weapon technology.

Stardate 1/9409.29

The Four Years War between the Federation and the Klingons begins.

Stardate 1/9412

According to the Federation Uniform Mercantile Code, the Orions are forbidden to trade with the Klingons for the duration of the war. The small, Triangle-based Orion Frontier Merchants Assocation declares independence from the Botchok Planetary Congress and trades with both sides.

Stardate 1/9504

After a Klingon task force destroys an Orion merchant ship carrying dilithium to the Federation, the BPC and the OFMA resolve to destroy all dilithium on Rigel XII if either side interferes with its trade. Both sides comply.

Stardate 2/0001.11

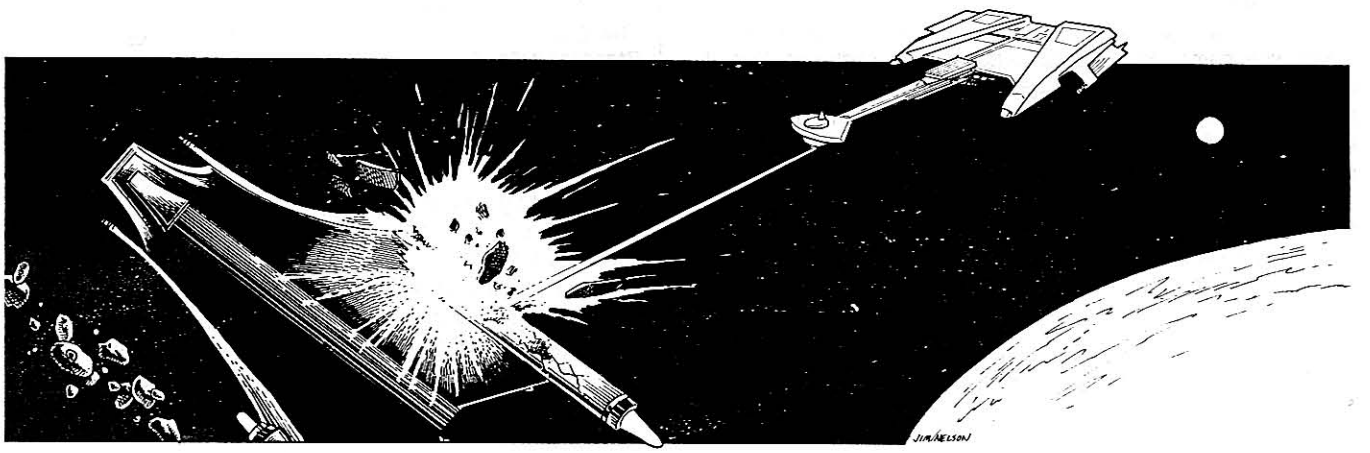
The Federation Council votes to impose sanctions against the Orions due to Green Slave trafficking. UFP members boycott trade with the Orions.

Stardate 2/0103.13

The Council endorses the boycott of Orion Colonies.

Stardate 2/0105.01

The First Amendment to the Articles of Federation bans the Green Slave trade within UFP space. Federation pressure forces the BPC to abolish slavery within Orion Space—officially. Traffic in Green Slaves continues as always within Orion Space and secretly within the UFP.



Stardate 1/9709.01

The Rigel Demilitarized Zone Commission, meeting at Star Base 27, decides the fate of the Orions after the war. Orion Space is to be severely circumscribed and the activities of Orions outside of it brought into line with Federation law.

Stardate 1/9806.13

The Axanar Peace Mission concludes, ending the Four Years War.

Stardate 1/9806.29

The Rigel Demilitarized Zone Commission lands on Botchok, where Commissioner Dzwonkowski meets with the BPC in closed session and outlines the Federation plan. The Orions capitulate, and Orion Space legally becomes a 20-parsec sphere.

Stardate 1/9807 through 1/9904

Klingon citizens required to relocate in compliance with the terms of the Treaty of Axanar are transported to their side of the newly redefined Federation/Klingon border.

Stardate 1/9808.15

Signed by Dzwonkowski and BPC President Vloun, the Orion Emigration Act goes into effect, requiring the registration of all Orions in Federation space.

Stardate 2/0801.24

The Organians impose their peace treaty on the Klingons and the Federation. The Orions are pointedly left out of it, though the Klingon frontier remains in contact with the Orion Neutrality Area.

Stardate 2/0902

Orions seeking to protect their illegal mining interests on Coridan attempt to sabotage the Babel conference. The BPC denies any involvement. Implicated in the sabotage, three Orion corporations go bankrupt, starting the Great Crash of 09. Orion trade interests are weakened in the Triangle and the Neutral Zone.

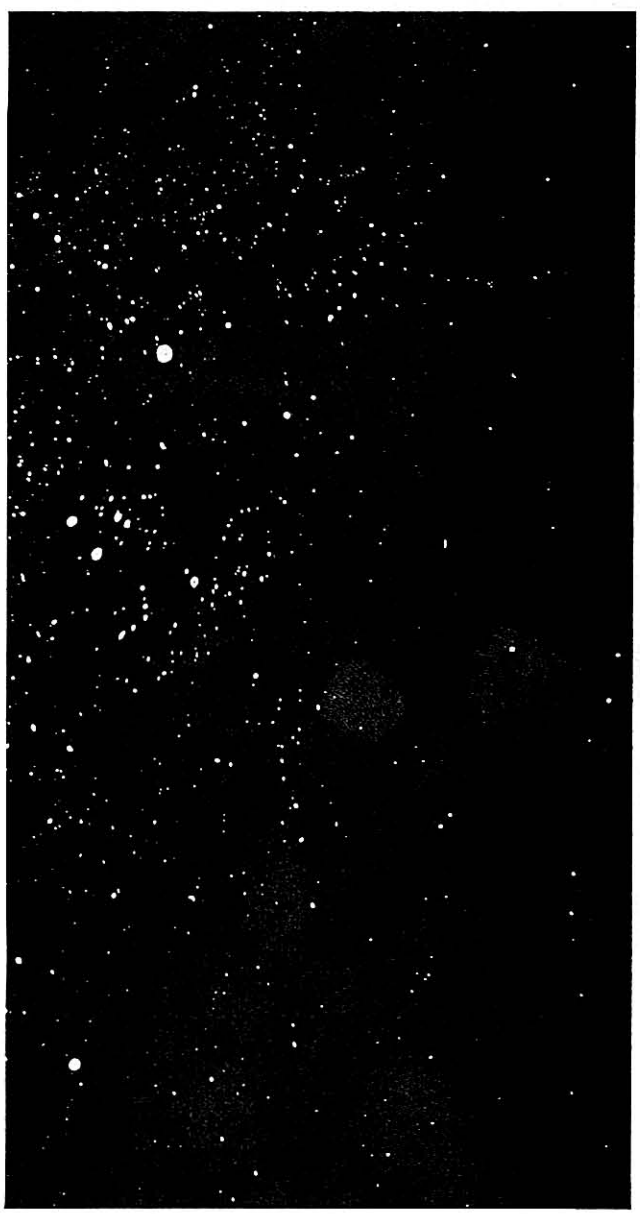
Stardate 2/1502

Star Fleet Intelligence reports possible Orion trade agreements with the Romulans in the Triangle. This year, an art object from a known Klingon servitor race appears in a gallery in San Francisco, origin obscure.

THE RIGEL SYSTEM

Astrographically, the Rigel star system resides just on the Coreward side of the Orion Arm of the galaxy, a belt of ionized hydrogen rich with large bright stars. With equal access to both sides of the Arm, the Rigel system resides almost exactly between the Federation and the Klingon Empire. Coreward lies the Triangle and beyond that the Romulans.

Actually, the Rigel system comprises three stars. Rigel A is the primary star, and Rigel B and C orbit each other a great distance from Rigel A. In a region poor in planets, Rigel has an embarrassment of riches: 14 planets, more than half of them habitable. Archaeological evidence shows that hundreds of spacefaring races have visited Rigel for tens of thousands of years, and a few have claimed it; it is prime real estate in a commanding location. The Orions originated in the Rigel system, and for more than a thousand years, it has been under their exclusive control. Although Rigel is not the sole reason for their power, it shaped them and helped them to achieve all they have.



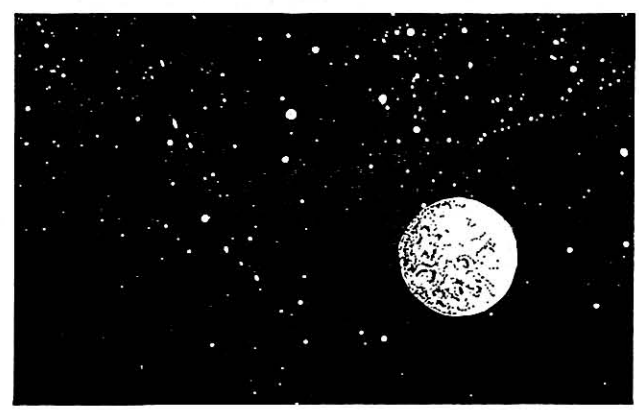
RIGEL I

WORLD LOG: TUGN

System Name:	Rigel A
Map Coordinates:	8.51S 1.27E
Number Of Class M Present:	3
Planetary Data	
Position In System:	I
Number Of Satellites:	0
Planetary Class:	J
Planetary Gravity:	0.2g
Planetary Size	
Diameter:	2,600 km
Equatorial Circumference:	8,170 km
Total Surface Area:	21,237,160 sq km
Percent Land Mass:	100%
Total Land Area:	21,237,160 sq km
Planetary Conditions	
Length Of Day:	64 days
Atmospheric Density:	N/A
General Climate:	N/A
Mineral Content	
Normal Metals:	41%
Radioactives:	07%
Gemstones:	05%
Industrial Crystals:	03%
Special Minerals:	01%
Cultural Data	
Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	GABGDFHC/ (X)

Notes:

Rigel I is an airless Class J rock with only automated mining equipment. When the Hakiel Radiation Zone (which shields the rest of the system from Rigel's lethal ionizing radiation) occasionally knocks out the cybernetic controls, volunteer engineers clad in heavy armor and with heavily shielded ships arrive on Tugn to repair the equipment. The severe magnetic disturbances in front of the Hakiel Zone can be deadly, and the environment within it is indescribably so. As the planet's mining equipment collects molten metals from the planet's surface, Rigel I is not recommended for even emergency stops.



RIGEL II

WORLD LOG: ATUGN

System Data

System Name:	Rigel A
Map Coordinates:	8.51S 1.27E
Number Of Class M Present:	3

Planetary Data

Position In System:	II
Number Of Satellites:	0
Planetary Class:	J
Planetary Gravity:	0.3g
Planetary Size:	
Diameter:	2,980 km
Equatorial Circumference:	9,368 km
Total Surface Area:	27,898,600 sq km
Percent Land Mass:	100%
Total Land Area:	27,898,600 sq km
Planetary Conditions	
Length Of Day:	17 days
Atmospheric Density:	N/A
General Climate:	N/A
Mineral Content	
Normal Metals:	46%
Radioactives:	27%
Gemstones:	02%
Industrial Crystals:	03%
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	HAGHDGH/B (D)

Notes:

A slightly cooler mining outpost, Rigel II is permanently inhabited and lies just outside a sparse and rocky asteroid belt between it and Rigel I. It is the haunt of asteroid miners and corporate drudges working the pits and shafts on the surface. Centuries of settlement have never removed the frontier atmosphere, the tumbledown, rough-and-ready towns, and the bawdy cabarets and saloons full of down-and-out spacers, burned-out miners, and tanked loaders. Rumors of a major belt strike galvanizes (and panics) the hopefuls who come and go.

Rigel II would be unremarkable except that Star Fleet vessels are allowed to monitor the Rigel System from orbit around this planet, though on highly restricted routes with strict limitations on how they may act. They may not intercept or follow ships in the system; they can only run identity checks and get an idea of Federation traffic. Ships on monitor duty here spend months doing nothing but waiting, avoiding diplomatic errors, and keeping tabs on radio traffic, ship passages, and the prominent rumors. Because of the boredom of such duty and the planet's poor R&R facilities, Rigel II has many times earned its nickname "Security's Playground".



RIGEL III

WORLD LOG: VOLUM

System Data

System Name:	Rigel A
Map Coordinates:	8.51S 1.27E
Number Of Class M Present:	3

Planetary Data

Position In System:	III
Number Of Satellites:	0
Planetary Class:	M
Planetary Gravity:	1.0g
Planetary Size	
Diameter:	13,410 km
Equatorial Circumference:	42,130 km
Total Surface Area:	564,946,610 sq km
Percent Land Mass:	34%
Total Land Area:	192,081,840 sq km
Planetary Conditions	
Length Of Day:	24 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	28%
Radioactives:	14%
Gemstones:	Trace
Industrial Crystals:	02%
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	DBDDDEF/A (A)

Notes:

Rigel III is a heartbreakingly beautiful, carefully groomed paradise. While many Class M worlds have brown deserts, blaring white polar caps, and deep blue seas, Rigel III is a tidy mosaic of literally thousands of habitats, all nestling cozily together on four continents.

The planet is also entirely privately owned. All its land, seas, airspace, and parking orbits are in the hands of families, corporations, individuals, and governments of other planets. An involved kind of concordat governs who can own what, how it may be purchased or inherited, and what may or may not be done with the property. Enforcement is by mutual consent, discreet but effective.

Aside from its natural beauty, Rigel III has no visible assets: no industry, no mining, no large-scale farming, and no habitation of more than 5,000 people. There are three land-based, semipublic spaceports used by owners and their guests exclusively. As most owners have private landing and berthing facilities, these ports are more like yacht clubs, places for formal and informal gatherings. Local space control ensures that no unauthorized vessel approaches the planet.

Not every landowner on Rigel III is Orion, and not all are reclusive. Some have allowed scientific teams from the Federation to excavate for signs of the planet's past and its previous masters. Some time in the remote past, the entire planet was reengineered into a perfect humanoid living environment—right down to the placement of seas and the atmosphere circulation patterns. From pole to pole, the seasons are gentle, and there is no harsh weather. No obvious signs of terraforming are present—quite a change from Botchok. Although the Orions claim credit, evidence suggests Rigel III was shaped many tens of thousands of years ago, before the Orions reached space. If more of the planet was open to scrutiny, scientists might discover why Rigel IV was planed flat and Rigel III carefully cultivated.

Owners of the Trade Halls on Rigel IV have estates here, as do a few other well-known groups and individuals. However, most of the residents and owners prefer to keep their holdings secret.



RIGEL IV

WORLD LOG: RIGEL IV

System Data

System Name:	Rigel A
Map Coordinates:	8.51S 1.27E
Number Of Class M Present:	3

Planetary Data

Position In System:	IV
Number Of Satellites:	0
Planetary Class:	G
Planetary Gravity:	0.9g
Planetary Size	
Diameter:	11,700 km
Equatorial Circumference:	36,760 km
Total Surface Area:	430,052,600 sq km
Percent Land Mass:	100%
Total Land Area:	430,052,600 sq km
Planetary Conditions	
Length Of Day:	21 hours
Atmospheric Density:	Thin (contaminated)
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	42%
Radioactives:	03%
Gemstones:	01%
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Rigellian
Technological/ Sociopolitical Index:	99AA96-93
Planetary Trade Profile:	Variable

Notes:

From space, Rigel IV appears not just dead, but blasted and scoured. Its surface is almost uniform steel gray, broken occasionally by garish artificial patches of red, yellow, blue, and green. The first Terran traders gave it the popular nickname it still carries: Parking Lot.

It is an appropriate name. There is no elevation on the planet more than five meters high, and the surface really consists of paved parking lots and landing areas for the thousands of starships and shuttles that arrive and depart every day. This is the most heavily trafficked world in the known galaxy; the Rigellian Trade Authority (RTA) states that 2.6 ships, bearing 6.15 millions tons of cargo, arrive or depart Rigel IV every minute.

To make it easier to land more ships, someone once planed away all the hills and valleys and eliminated any trace of life on its surface. Everything on the planet—including the Trade Halls, the underground hotels, the massive docks, unbelievable junkyards, and the glass-hard surface itself—is artificial. Even the air is mechanically recirculated and processed. Nevertheless, engine fumes and industrial pollution combine with the ever-blowing dust to make the atmosphere unbreathable.

CAPSULE HISTORY

No one really knows how long Rigel IV has been a trade center. The RTA authoritatively states that the last piece of bare ground was paved over approximately 50,000 years ago. At that time, air recirculation was already an old process.

Archaeologists have nightmares about Rigellian records. Races known only as legends or from tool fragments have left calling cards and even hotel receipts there. Some 5,439 wars have taken place on or near Rigel IV, counting revolts and mass mutinies, and now and again a junkyard produces some broken bit of ship whose makers are interstellar dust. As they have no retail value, such items are usually smelted down for other uses. How many precious artifacts suffer that fate cannot even be guessed. To avoid that problem in the future, licensed research teams are working to preserve and ship offplanet much of the unearthed material.

Incredibly, a few native species of Rigellian life still exist—perhaps 20, counting insects and the infamous sentient Rigellians. The planet's dominant race, the Rigellians are furred, bipedal, rat-like creatures with snouts, pointed ears, small but perceptive eyes, and long prehensile tails. Rigellians walk upright, but stooped on too-short legs. A buzzing inflection to most vowels and a lack of labial sounds like ("b", "m", "v", and "p") characterizes their speech. In fact, they prefer to stay out of sight. Although the total number of Rigellians is unknown, it is estimated at no more than a million or so.

Archaeologists and anthropologists would love to answer "the Rigellian Question". The Rigellian language has obviously been adapted to its present use from some older tongue. The peculiar speech, gait, and appearance of the Rigellians bespeak a race scarcely removed from the animal. All the evidence suggests that the Rigellians were created from lower stock—by whom and for what purpose is not known. More disturbing, the Rigellians do not seem a bioengineered species as much as an artificially accelerated one. For all that is known, they may well be (as the popular legend has it) the evolved house pets of whatever race paved Rigel IV.

There is more to the Rigellian Question. The three suns of Rigel are blue-white stars—very young by astronomical standards, being scarcely more than 100,000 standard years old. However, the planets of Rigel are obviously far older. Drillings on Rigel IV have returned samples some 8.8 billion years old. Either the planets were moved to their present orbits, or else the Rigel suns were synthetically created to replace the dead original star. Or, there is some other, stranger expanation.

The Rigellians might have the answer, but they are not talking. Although probes of the suns might reveal more, the Orions absolutely refuse to allow such nonsense and seem utterly uninterested in the whole matter. Therefore, the most baffling problem of Federation astrophysics—and perhaps the secret of what may be the largest artifact of the Preservers—goes enigmatically unanswered.

BUSINESS

"Doing it Rigel" has come to mean doing something ordinary in the most complicated and unnecessarily convoluted way. The phrase has its inspiration from the age-old way traders have had to conduct their business at Rigel IV.

Rigel Space Control first hails an incoming vessel, then asks the historic 60 Questions on ship, cargo, crew, originating point, and some rather bizzare particulars, likely included because of some half-forgotten disaster in the dim past. Once in orbit around Rigel IV, the ship must accept the Inspection Party, in robes and full regalia, who conduct purification rites and do a very thorough and practical examination of everything from ship's papers to crew quarters before issuing (after a quaint ceremony) the Certificate of Performance. Rigel IV is now open to the crew—but woe betide the ship that angers the Inspection Party or fails to adhere to their arcane rigamarole. At best, such a ship and crew will have to undergo an even more complicated and intrusive Purification before being inspected again; at worst, a ship will be ordered out of system immediately, forbidden to trade on Rigel IV again.

Ships or their shuttles are directed to land at the Port of P'nam—perhaps once a real place, but in effect it means anywhere on Rigel IV that Rigel Space Control directs. More rituals attend the unloading of cargo, the granting of liberty to the crew, and even the connecting of water, power, and sewer lines to the ship—conducted under the stern gaze of the Sutler and his retinue. (All the officials are Orions, but not all are Ruddy.) Ship's officers empowered to conduct negotiations do so at one of the massive Trade Halls that dot the surface, each presided over by a venerable Orion family or group of families. Although there are many traditions here too, the atmosphere is more relaxed and businesslike. If a cargo has made it this far, it may be traded directly for goods of surpassing value at fire-sale prices.

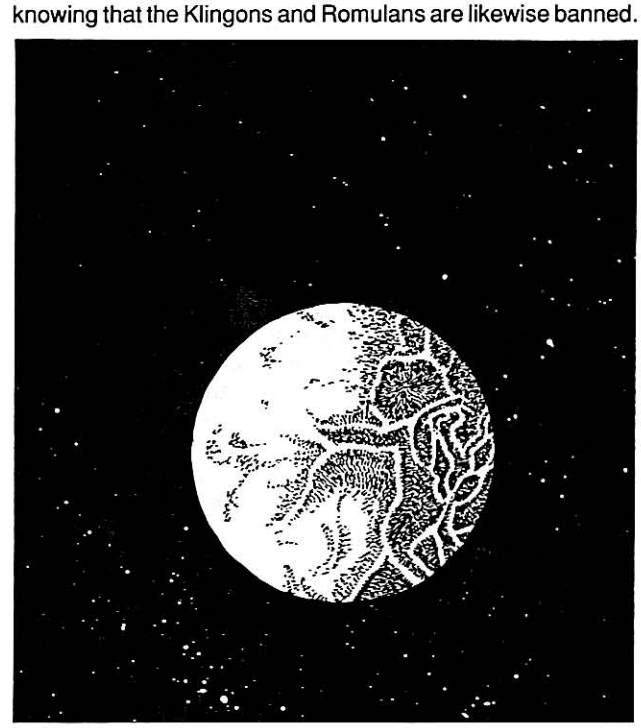
The Rigel IV market is nearly exclusively exotics—things not often found on the interstellar trading lanes. For example, a small, spiny race who keep their world's location secret arrive now and again laden with hundreds of tons of high-quality diamonds. Rigel IV is the place to take cargoes for which no known market may exist. Valuable or common, useless or prized, it makes no difference—there may be someone on Rigel IV who is seeking just such a commodity and willing to pay a premium for it. The first Terran ship to the planet brought metals and electronics and made a killing. The second ship found a second fascinating thing about Rigel IV: the market may suddenly, unpredictably, close on a previous sure thing and open up on another. The cargo that earns 50 times it cost one trip may be worthless the next, and something else not even considered valuable may be demanded at ridiculously high prices. Supposedly, a Vulcan ship once could not unload their atomically pure neutronium (usually a good seller), but made a profit when they sold every trace of soft drinks aboard. Rigel IV is a place to *get* things.

Even with computerized marketing, arranging trades would be impossible without the experience and knowledge of the Trade Halls and their staffs. For a reasonable fee, a Hall will post a cargo on the planet-wide Net and search—for another reasonable fee—for a cargo to take back. Finding the value in an exotic with an untranslatable name takes a great deal of skill and information. The Trade Halls charge accordingly for how hard they have to look. As they charge only for successful searches, they tend not to give up until the cost of the quest threatens to overwhelm the value of the commodity. A number of the more-experienced merchants will use their own contacts on Rigel IV and pay relatively little for that hard-to-find load.

Fluctuations of value and cycles of glut and lack in any trade item are only two of the hazards connected with Rigel IV. Another is cost; the berthing fees and other attendant expenses are three to five times as much as at any Federation world. Because of the many races, goods, worries, and problems, the average length of a ship's stay on Rigel IV is 12.6 standard hours. In that time, a merchant may be bombarded with more sights, sounds, requests, demands, entreaties, and deals than a ground-pounding merchant might find in a lifetime. The difference between fortune and ruin may be less than five minutes. Timing is critical, and the next stall in the offport bazaar may contain just the thing that makes the trip. Trade and see—and hope. Old Rigel hands know that intuition is just as reliable as marketing reports.

Rigel business does not stop with the Trade Halls. Like any other Orion world, the underground settlements of Rigel IV teem with all the other sorts of Orion commerce—from the noisy open-stall bazaars to lavish corporate offices. Although rent is not cheap, the cash flow is fantastic. In addition, there are the bars, spacers' dives, and less-reputable joints where the cargoes that the Trade Halls would not handle get exchanged. Though Rigel IV teems with private police forces, there are not enough to keep some unfortunate trader from winding up knifed in a back alley. High prices keep the lowlifes out, but effective criminal elements cope quite handily doing high-risk freight, cash conversions of questionable goods, and some lucrative short-term loans.

For the Federation, Rigel IV trade is a two-edged sword. Perhaps a third of the planet's regular traders are from Federation worlds, and the commerce is vital to the entire Federation. However, too many things are traded that Star Fleet wishes were not, like alien animals and plants, high technology, drugs and other dangerous substances. By interplanetary agreements, the entire Rigel system is neutral, and the trade world of Rigel IV a protected administered enclave. Star Fleet cannot exercise any authority over it—not even to make an official visit. All warships are prohibited from approaching the planet on pain of exclusion from future trade. The Federation has agreed to uphold this neutrality and is consoled only by knowing that the Klingons and Romulans are likewise banned.



RIGEL V

WORLD LOG: V'GELN

System Data

System Name:	Rigel A
Map Coordinates:	8.51S 1.27E
Number Of Class M Present:	3

Planetary Data

Position In System:	V
Number Of Satellites:	1
Planetary Class:	G
Planetary Gravity:	1.2g
Planetary Size	
Diameter:	15,600 km
Equatorial Circumference:	49,010 km
Total Surface Area:	764,537,960 sq km
Percent Land Mass:	100%
Total Land Area:	764,537,960 sq km
Planetary Conditions	
Length Of Day:	28 hours
Atmospheric Density:	Thin
General Climate:	Desert
Mineral Content	
Normal Metals:	39%
Radioactives:	16%
Gemstones:	05%
Industrial Crystals:	Trace
Special Minerals:	02%

Cultural Data

Dominant Life Form:	V'gelnians
Technological/ Sociopolitical Index:	345423-22
Planetary Trade Profile:	AAAAAA/D (E)

Notes:

Sometimes called V'geln, Rigel V is the classic Class G desert world with dunes, buttes, sand, heat, thin air, and precious little water. Like Rigel VI, it has no intrinsic value, though people may visit it with advanced water-reclamation gear. Water and plant life exist only at the poles, which suggests that once the world was more habitable than it is now. Nevertheless, the planet is inhabited by the reclusive desert nomads of Rigel V, who live in laboriously constructed habitats in the occasional rock outcroppings and migrate to avoid the seasonal dust storms that sweep the planet twice a year.

How the nomads manage to survive on so little has fascinated scientists for centuries. For all this study, they remain uncontaminated and aloof, contemptuous of outsiders. They live as sparely as the desert; they have no compunctions about abandoning their weak or unfit, or about disposing of the hapless, helpless traveller who makes the mistake of asking their aid. Those who cannot exist in the desert on their own are worse than a burden; they are unclean and unfit to survive.

In appearance, the nomads are very striking: tall, slender humanoids, usually wearing dust-colored hoods, robes, and masks. Their ears and eyebrows are elongated and pointed, through neither the Vulcan nor the Romulan tongue is similar to their language. As they are a cold-bloodedly vicious, primitive, and unforgiving people, only experienced contact teams should attempt to approach them. Some scientists have theorized that the nomads are the descendants of "weed-outs" from the Preservers. Or, they could be a lost Vulcan or Romulan colony's survivors, a living relic of prehistoric times.

RIGEL VI

WORLD LOG: SIRK

System Data

System Name:	Rigel A
Map Coordinates:	8.51S 1.27E
Number Of Class M Present:	3

Planetary Data

Position In System:	VI
Number Of Satellites:	2
Planetary Class:	K
Planetary Gravity:	0.6g
Planetary Size	
Diameter:	7,800 km
Equatorial Circumference:	24,500 km
Total Surface Area:	191,134,490 sq km
Percent Land Mass:	100%
Total Land Area:	191,134,490 sq km
Planetary Conditions	
Length Of Day:	28 hours
Atmospheric Density:	Tenuous
General Climate:	Desert
Mineral Content	
Normal Metals:	06%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data Uninhabited

Notes:

Rigel VI is an interesting nothing. A Class K world with no resources, it does have a brilliant ring system and two small moons. From a distance, its cratered pink surface and thick yellowish rings are very beautiful. However, the planet is useless, containing little air, less water, and no extractable minerals. In a system full of better planets, it has been left uninhabited, save for an archaeological team or two. At one time, anti-piracy forces were based on its surface, but now only holes in the ground remain. The rings make orbital maneuvering hazardous.



RIGEL VII

WORLD LOG: AULIA

System Data

System Name:	Rigel A
Map Coordinates:	8.51S 1.27E
Number Of Class M Present:	3

Planetary Data

Position In System:	VII
Number Of Satellites:	1
Planetary Class:	M
Planetary Gravity:	1.0g
Planetary Size	
Diameter:	12,580 km
Equatorial Circumference:	39,520 km
Total Surface Area:	497,177,120 sq km
Percent Land Mass:	29%
Total Land Area:	144,181,360 sq km
Planetary Conditions	
Length Of Day:	27 hours
Atmospheric Density:	Terrestrial
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	42%
Radioactives:	14%
Gemstones:	11%
Industrial Crystals:	07%
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Kalar
Technological/ Sociopolitical Index:	111220-13
Planetary Trade Profile:	BDEEDFF/B (E)

Notes:

On Rigel VII (Aulia), the adventurous traveller will be amply rewarded for his audacity. Aulia is a Class M planet of great natural beauty and nearly pristine wilderness. Its single moon (Golia) is so close that it literally fills the sky of Aulia, making its rugged cratered and fissured surface clearly visible and almost close enough to touch. Few spectacles are quite as soul-stirring as this stupendous moon rolling across the sky. Terra's famous Moon, subject of so much verse and song, is only half a degree wide seen from Terra's surface. Golia subtends 30 degrees—a colossal celestial object difficult to imagine. A thumbnail can hide the Moon; two hands at arm's length would not blot out Golia.



Even in full daylight, the moon is visible. At night, the bright side easily lights the landscape, and, if Golia is half-full or less, the blue-lit dark side, craters and all, is visible. Eclipses are common and frequent—and sometimes long. Depending on the position of the moon and sun, a full half-day may be twilit, or the disk of Golia at night may be blotted out almost totally. Daylong eclipses of the sun and total eclipses of the moon are unusual but not rare. Together, the slow progression of moon, sun, and planet make an awe-inspiring ballet not easily forgotten.

The romance of the planet runs deeper even than this. Orions have tried many times to colonize Rigel VII, and every attempt has failed. The reason is glaringly obvious: the moon raises huge tides. The difference between low and high water is never less than 150 meters and is often more. Because of the irregular coastlines and the shapes of the oceans, much of the shores are subject to unbelievable deluges at least twice a day. The rotation of the planet and the swift passage of the moon make the tides maddeningly irregular. There are times when high water marks occur less than two hours apart and when low water may last a day or more. Tidal bores sweep up narrow straits as solid walls of water 50 meters high, fast as a ground car.

Life on the planet is lush and plentiful, useful not only for food but for medicinal compounds. As colonists have discovered time and again, the difficulty is the harvest. The expense for harvesting ships and mooring towers has proved prohibitive for the amount of plants and animals recovered—not that it has not been tried.

The danger does not stop with the sea. There is a native humanoid species here called the Kalar, who live in a primitive and savage kind of civilization. They have towns, some agriculture, and a strong sense of territoriality, and their most advanced weapons are the sword, spear, and catapult. Though there are perhaps only 100,000 or so across the entire planet, they average over 2.5 meters in height, weigh over 150 kilos, and understand the ways of their planet surpassingly well. Most are mariners as well, able to cross the tumultuous oceans on monstrous-yet-light ships built long, narrow, and shallow-bottomed. Their hatred of aliens is total; there has never been a successful contact with them, and every meeting ends in bloodshed. The Kalar battle-frenzy makes them difficult to stop with non-lethal weapons.

Scattered over Aulia are the ruins of at least four separate colonization attempts by the Orions—castles and fortresses, mining and logging camps, fishing towers and spaceports. Even the humble villages of plantation workers have succumbed to the xenophobic natives. Where the sea does not reach, the Kalar do, and both have been unforgiving. Each time the Orions reached the cost/return break-even point, they pragmatically cut their losses and fled. At present, they have no interest in trying again.

Someone else has taken over trying to colonize Aulia. Humans have begun to re-occupy some of the larger and sturdier fortresses and castles with an eye to turning them into exclusive and expensive resorts, complete with air tours of the ruins and excursions to the seashore. The experiment is too new to tell if it will succeed, but it may be that the fifth time is the charm. Three corporations have already petitioned Rigel Space Control for permission to establish proper port and approach facilities.

RIGEL VIII

WORLD LOG: BOTCHOK

System Data

System Name:	Rigel A
Map Coordinates:	8.51S 1.27E
Number Of Class M Present:	3

Planetary Data

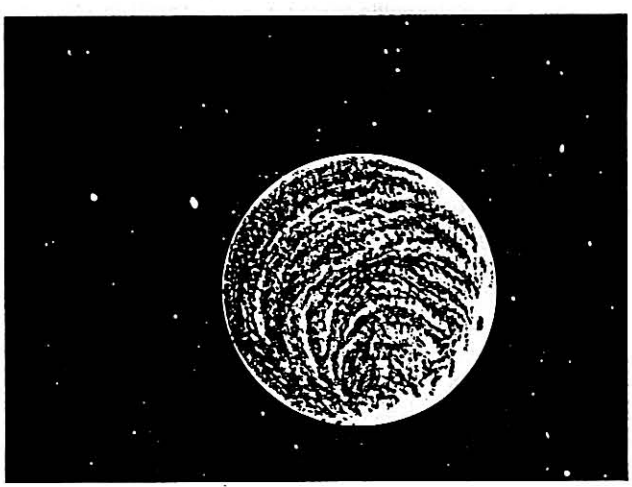
Position In System:	VIII
Number Of Satellites:	2
Planetary Class:	M
Planetary Gravity:	1.0g
Planetary Size	
Diameter:	14,020 km
Equatorial Circumference:	44,050 km
Total Surface Area:	617,512,690 sq km
Percent Land Mass:	41%
Total Land Area:	253,180,200 sq km
Planetary Conditions	
Length Of Day:	28 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	14%
Radioactives:	02%
Gemstones:	01%
Industrial Crystals:	02%
Special Minerals:	05%

Cultural Data

Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	EEEEEEE/A (A)

Notes:

"Prince of planets," said the poet Huwald. "Festering stinkpot," ran the report of a nameless Klingon spy. "Reputed superbase of Orion pirates. Approach with extreme prejudice," states the original Federation scouting report. The Orion homeworld, Botchok, is all of this and more.



PHYSICAL DESCRIPTION

With gravity of 1.0g, a surface 59.2 percent water, a warm and dry temperate climate (average temperature 19.2° Celsius), and twin moons, Botchok is a rather pleasant Class M world. Its 5.6 billion people live comfortably in the many well-managed cities and semi-dispersed agricultural communities scattered over the globe. Manicured to an exquisite perfection, Botchok is almost completely free of any hazardous plants or animals, diseases, or inclement weather.

Nevertheless, Botchok's climate and a surprising amount of its ecology are artificially maintained at a staggering cost. Centuries ago, the planet was terraformed with inferior technology and more zeal than care, and ever since, the Orions have been kept busy correcting numerous oversights and natural imbalances. Perhaps only five percent of all life-forms on the planet—including Orions and microbes—are native; the rest have been imported or altered. As nearly all its natural resources have been depleted, Botchok must import even timber and oil to supplement its own meager stocks, most of which are salvaged or recycled. More than any other world it depends on offworld imports. If for any reason those imports were cut, the biosphere management system would fail within days and, in less than a year, Botchok would become a half-frozen, lifeless wasteland.

Botchok produces no goods or raw materials to pay for the imports it lavishly consumes. Primary exports are information and cultural artifacts, including books, tapes, entertainment (live and canned), and expertise. A large portion of its population are authors, artists, entertainers, or specialists, whose earnings are a large portion of the planet's total income. A liberal tax policy encourages such people to immigrate from other worlds, and various local governments even offer package deals to would-be lucrative residents.

The cultural and spiritual center of Orion civilization, Botchok is crowded with shrines, monuments, statuary, memorial parks, museums, temples, and other fragments of 20,000 years of history. Perhaps three billion tourists a year come to enjoy them and the countless festivals, celebrations, services, remembrances, and tours attendant to them. Many journey on business to the sumptuous convention centers and hotels (many with casinos).

CAPSULE HISTORY

The earliest cave drawings on Botchok show figures from floating ships hunting down and carrying off Orions. There has never been a time when the Orions were free of interplanetary visitors, most of which having fixed ideas about the use of Orions.

From the beginning of their history, the Orions were faced with a hard choice: serve the pleasure of technologically advanced aliens or die in revolt. To their credit, the Orions found a third way. Although any resistance was crushed, they could defy their rulers in small, crafty ways, such as stealing equipment and selling and buying favors. From the time of the Aaine to the final decay of the Miln, the Orions may have been helpless, but they managed to beg, borrow, and steal the technology needed to make them equals with their oppressors.

Nevertheless, the aliens almost destroyed Botchok. Any disputes among the aliens were settled through battles on Botchok, using Orion troops, farmland, and cities. Occasionally (due to concern for useful livestock), the aliens would rebuild the areas of Botchok they ravaged. Although warfare was not continuous, it was frequently devastating. Nuclear weapons were once used in a brief, holocaustic frenzy, ushering in the Long Winter of 20 years' duration and killing four-fifths of Botchok's population. The Rigel Agreement prohibited such excesses in the future, but the Orions had already learned their lesson. They would never allow such a catastrophe again.

Originally, the nations of Botchok were convenient parcels for the aliens. Different alien factions controlled the Orions in their region and used them as pawns against each other. Then, approximately two thousand standard years ago, Nallin Oplate the Unconquered bound these nations together, and the Orion people refused to allow their alien visitors to use their arsenals or themselves for non-Botchok wars. They chose their time carefully. The alien powers could not agree on what to do, nor could they individually muster the force to subdue the Orions. Botchok was free.

POLITICAL DESCRIPTION

Of all the Orion governments, only the ancient Orion nation-states retain their original power and independence. Delegates from the Big Four—Kulian, Mazak, Tipot, and Yuin—control the Botchok Planetary Congress and the Orion Colonies Intelligence. The nations of Botchok have few disputes, and time has blurred distinctions between their forms of government. Mostly they disagree on matters concerning the BPC itself and its role regarding the Colonies.

The BPC pretty much has its hands full with the Federation on one side and the Klingons on the other. In addition, it also negotiates with each Orion Colony, corporation, and family. Of course, dealing with the Federation's unswerving devotion to law and principles and the Klingon Empire's likewise unswerving dedication to violence does not keep the BPC from continuing to butt into disputes that have nothing to do with it.

Before the Federation sought a formal Orion government, the BPC was only a minor political entity; even the expansion of the Romulan and Klingon Empires did not stir them. However, the Federation's desire to talk struck a responsive chord in the Orions of Botchok. It worked a minor revolution and rekindled interest in making Orion Space an equal to the others oppressing it.The BPC has gained a new respectability and authority and seems willing to involve itself in all the little schemes and plots in every corner of Orion Space.

A recent Star Fleet Intelligence report estimates that the BPC's budget would fund 19,000 OCI agents. A comparable study discloses that five times that number of spies are pursuing their trade on Botchok. The Federation will not release the report because it claims the numbers are "grossly miscalculated". Like every facet of Orion politics, the truth remains elusive.

RIGEL IX, X, AND XI

WORLD LOG: T'AP

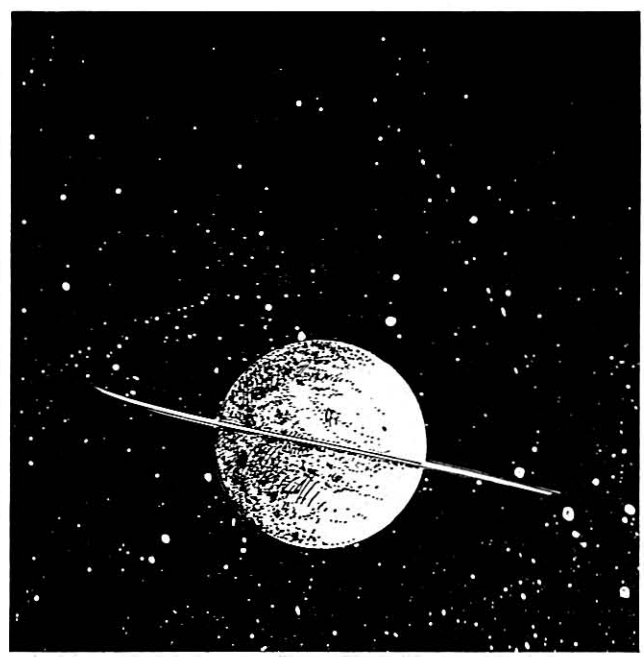
System Data

System Name:	Rigel A
Map Coordinates:	8.51S 1.27E
Number Of Class M Present:	3

Planetary Data

Position In System:	IX
Number Of Satellites:	8
Planetary Class:	B
Planetary Gravity:	2.2g
Planetary Size	
Diameter:	41,730 km
Equatorial Circumference:	131,100 km
Total Surface Area:	5,470,803,000 sq km
Percent Land Mass:	N/A
Total Land Area:	N/A
Planetary Conditions	
Length Of Day:	12 hours
Atmospheric Density:	N/A
General Climate:	N/A
Mineral Content	
Normal Metals:	17%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data Unihabited



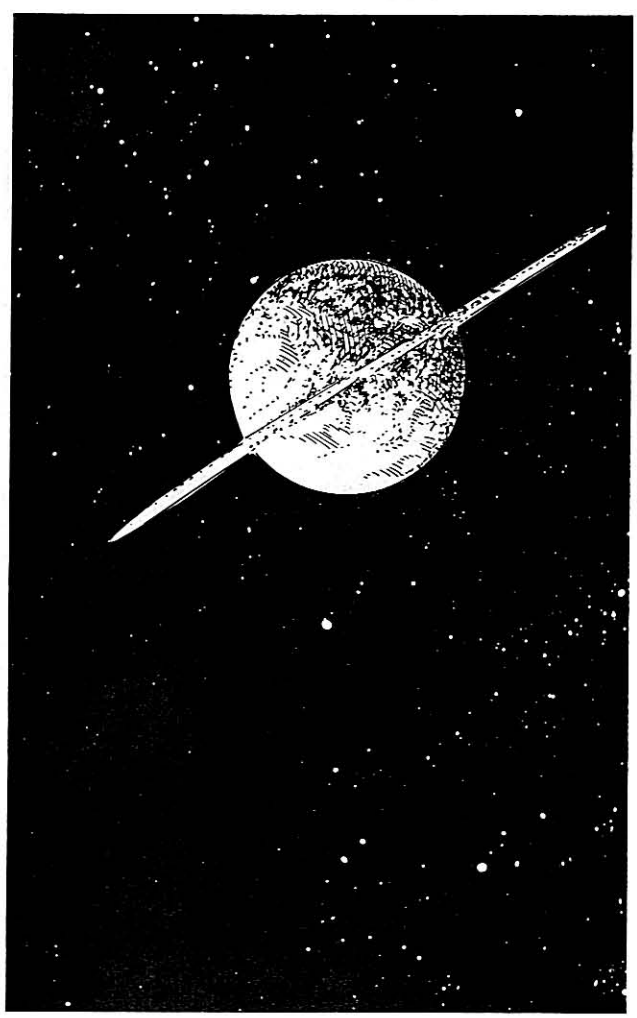
WORLD LOG: ONOT

System Data

System Name:	Rigel A
Map Coordinates:	8.51S 1.27E
Number Of Class M Present:	3

Planetary Data

Position In System:	X
Number Of Satellites:	17
Planetary Class:	A
Planetary Gravity:	3.7g
Planetary Size	
Diameter:	62,940 km
Equatorial Circumference:	197,730 km
Total Surface Area:	12,443,238,000 sq km
Percent Land Mass:	N/A
Total Land Area:	N/A
Planetary Conditions	
Length Of Day:	10 hours
Atmospheric Density:	N/A
General Climate:	N/A
Mineral Content	
Normal Metals:	21%
Radioactives:	05%
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	Uninhabited



WORLD LOG: PLIU

System Data

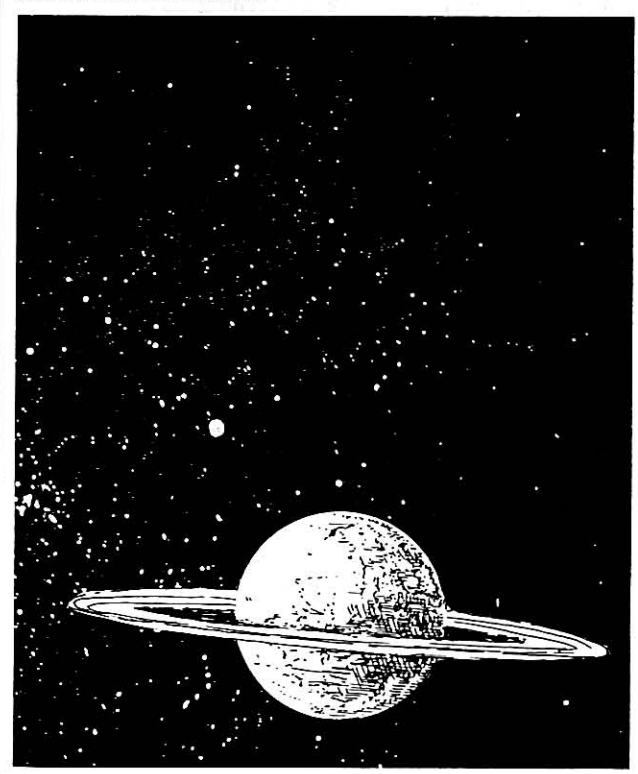
System Name:	Rigel A
Map Coordinates:	8.51S 1.27E
Number Of Class M Present:	3

Planetary Data

Position In System:	XI
Number Of Satellites:	12
Planetary Class:	B
Planetary Gravity:	2.5g
Planetary Size	
Diameter:	52,630 km
Equatorial Circumference:	165,340 km
Total Surface Area:	8,701,844,200 sq km
Percent Land Mass:	N/A
Total Land Area:	N/A
Planetary Conditions	
Length Of Day:	15 hours
Atmospheric Density:	N/A
General Climate:	N/A
Mineral Content	
Normal Metals:	31%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace
Cultural Data	Uninhabited

Notes:

Rigel has three gas giant planets: Rigels IX, X, and XI. All are visually spectacular with rings and swarms of moons. Located on many of these moons are automated mining facilities. Although the largest moons support mining towns, these are so tiny and dreary that they make even Rigel II look glamorous. All properties on the moons are corporate-owned, and access is restricted.



RIGEL XII

WORLD LOG: EGESSEMINE

System Data

System Name:	Rigel A
Map Coordinates:	8.51S 1.27E
Number Of Class M Present:	3

Planetary Data

Position In System:	XII
Number Of Satellites:	0
Planetary Class:	G
Planetary Gravity:	1.1g
Planetary Size	
Diameter:	14,300 km
Equatorial Circumference:	44,920 km
Total Surface Area:	642,424,260 sq km
Percent Land Mass:	100%
Total Land Area:	642,424,260 sq km
Planetary Conditions	
Length Of Day:	22 hours
Atmospheric Density:	Thin
General Climate:	Desert
Mineral Content	
Normal Metals:	46%
Radioactives:	29%
Gemstones:	17%
Industrial Crystals:	30%
Special Minerals:	08%

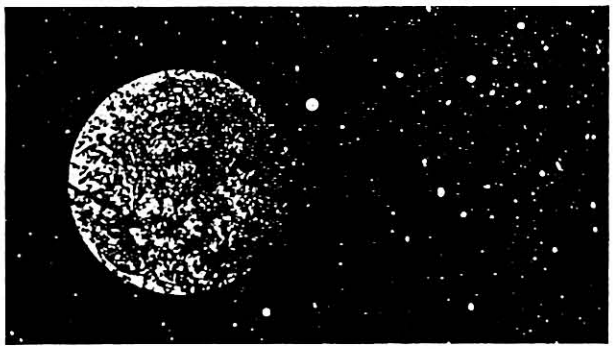
Cultural Data

Dominant Life Form:	Human
Technological/ Sociopolitical Index:	999994-98
Planetary Trade Profile:	EABFBEF/D (X)

Notes:

At the edge of Rigel A's planetary system is a world of some little interest and speculation. A Class G desert world, Rigel XII should not be habitable at all as it lies so far from its sun, but its surface temperature never drops below minus -50° Celsius, apparently maintained by internal heat. The world may actually be Class E, with exploitable mineral resources, but the Botchok Planetary Congress refuses to allow any Star Fleet vessel near it, claiming it is necessary for Rigel system defense. The only settlement on the planet is a dilithium mining camp with a population of six—all of them Human. Exactly what their purpose is or what else they may be mining has never been disclosed.

Beyond the edge of Rigel A's twelve-planet system lie spotty asteroid fields. They are only minor navigational nuisances, with no value, and pirates are not known to lurk behind them.



RIGEL BC-1 AND BC-II

WORLD LOG: AVALI

System Data

System Name:	Rigel BC
Map Coordinates:	8.51S 1.27E
Number Of Class M Present:	2

Planetary Data

Position In System:	I
Number Of Satellites:	1
Planetary Class:	M
Planetary Gravity:	1.0g
Planetary Size	
Diameter:	12,850 km
Equatorial Circumference:	40,370 km
Total Surface Area:	518,747,610 sq km
Percent Land Mass:	81%
Total Land Area:	420,185,560 sq km
Planetary Conditions	
Length Of Day:	17 hours
Atmospheric Density:	Thin
General Climate:	Desert
Mineral Content	
Normal Metals:	42%
Radioactives:	19%
Gemstones:	07%
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	EBCECDF/A (C)



WORLD LOG: UGOAN

System Data

System Name:	Rigel BC
Map Coordinates:	8.51S 1.27E
Number Of Class M Present:	2

Planetary Data

Position In System:	II
Number Of Satellites:	0
Planetary Class:	M
Planetary Gravity:	0.9g
Planetary Size	
Diameter:	11,700 km
Equatorial Circumference:	36,760 km
Total Surface Area:	430,052,600 sq km
Percent Land Mass:	67%
Total Land Area:	288,135,240 sq km
Planetary Conditions	
Length Of Day:	27 hours
Atmospheric Density:	Terrestrial
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	37%
Radioactives:	10%
Gemstones:	05%
Industrial Crystals:	Trace
Special Minerals:	Trace

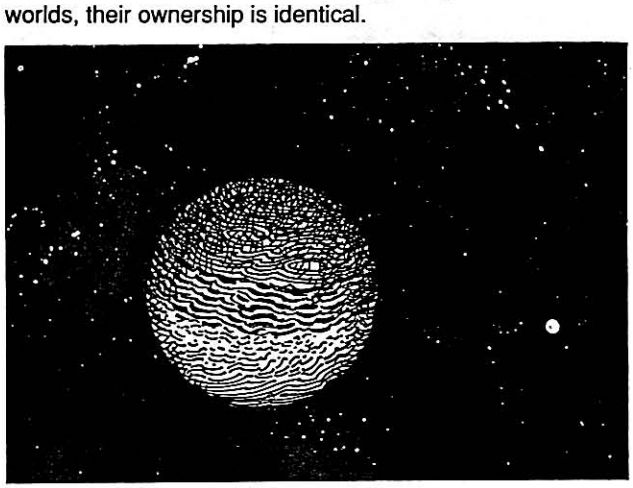
Cultural Data

Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	DBBDBDE/A (B)

Notes:

Beyond the orbits of Rigel A's twelve planets lies the double-star system of Rigel BC, which has two Class M, inhabited, and disreputable planets. These are the Pirate Planets of Rigel.

Lying closest to Rigel BC, Avali has a hot, desertlike climate that gives way to swamps and jungle on the coasts and rivers. All major habitations are in the highlands and usually far from water. Ugoan has an alpine climate with snow on elevations above 1,500 meters, heavy evergreen forests, and forbidding tundra near its large polar caps. Habitations here tend to lie in the lowlands or on the foothills. Although they are two dissimilar worlds, their ownership is identical.



All the Rigel BC system is privately owned—land, water, airspace, even open space out to system's edge. Like Rigel III, the majority of the surface is unindustrialized, rural, and picturesque, with scattered settlements and the occasional large manor house. The owners prefer to keep their privacy, but most of their names are well-known, at least to the Orions. Perversely, both planets have a thriving and profitable tourist industry. Millions of visitors come every year to take in the natural beauty of the land and admire the lands, docks, and (if they are lucky) the ships of the landowners—who are reputedly the Pirate Kings of Orion.

Public information states that shipowners, trader families, and old noble lines from Botchok have lived and operated from here for millennia. Having grown rich and respectable, they indulge their vanity by allowing visitors to catch a glimpse of their opulence. The population of both worlds is nearly exclusively Orion as are the bulk of the tourists, who come seeking a peek at the pirates, but see only neatly manicured estates, lush palaces and villas, and the occasional landing pad, sometimes occupied by a swank shuttle. There are exhibits of the earliest settlements, complete with squalid plastic huts, actors portraying the ragged but proud inhabitants, and of course the simulated slave auction complete with audience participation. These last draw large crowds seeking a feel for the heroic Orion past as well as a glimpse of its present glory.

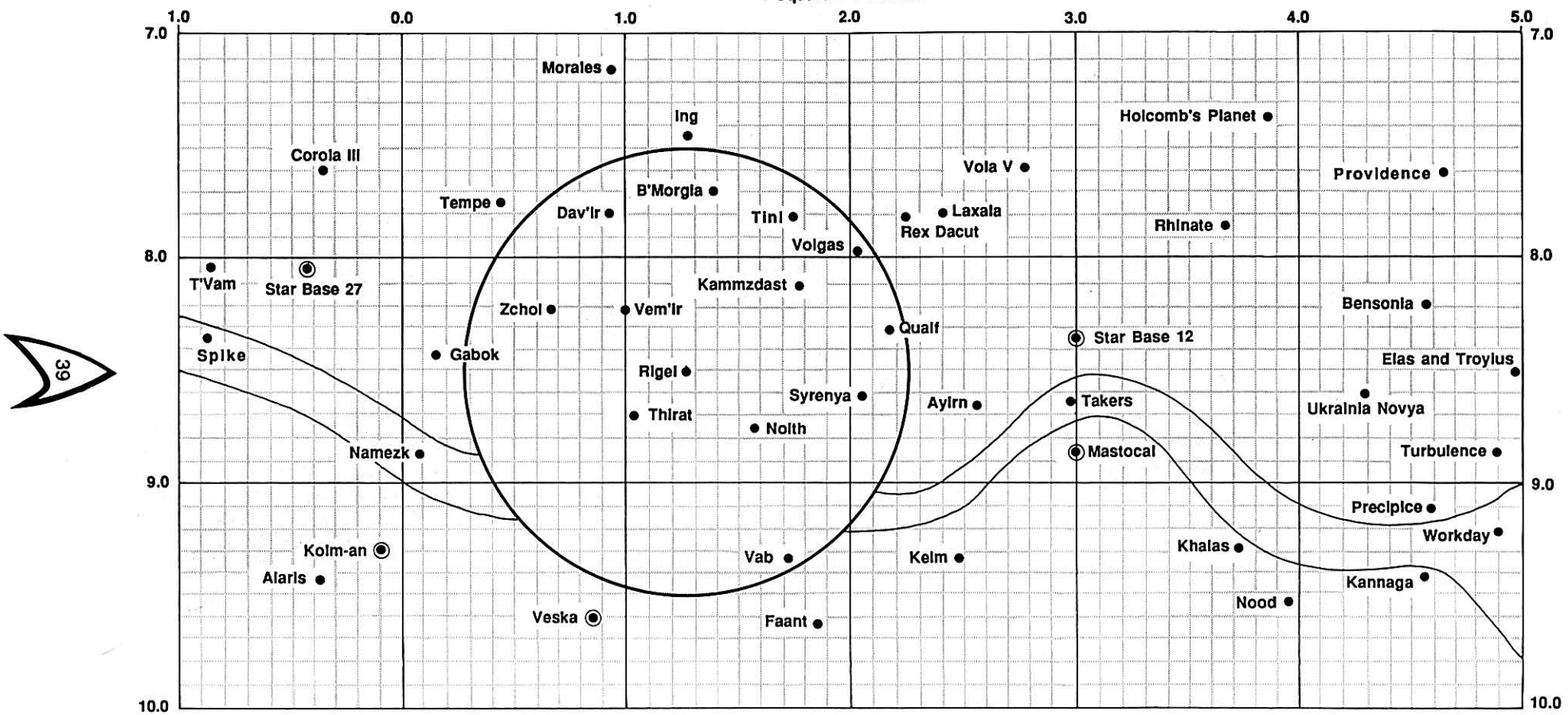
Avali and Ugoan were first settled by Orion pirates who preyed on the insystem traffic and needed a safe base of operations far from their beleaguered homeworld. For centuries, they lived a precarious existence. Piracy is always chancy, and now and again an alien task force would come to Rigel BC and attempt to mop them up. Every time their settlements were smashed, however, the pirates always crept down from the mountains or out of the swamps and built them up again. When the Orions seized their own system from the invaders and extended their dominion to Avali and Ugoan, Orion military might made it impossible for the pirates to remain where they were, and they left for deeper space, unknown worlds, and newer bases. For a time, the Orion Space Navy used Avali and Ugoan only as remote bases, and more peaceful and permanent civilian settlements began. Gradually, the residential status on Avali and Ugoan scaled upwards, and the wealthy inhabitants began buying everything around the planets that could be bought—including the obsolete military bases. The tourist trade was well-established by the time the pirates returned.

Modern-day Orion pirates are not as desperate or obvious as they used to be. Only after many years of quiet relocation did it became apparent that most property owners in Rigel BC were families of pirate lineage, whose holdings were generally secret and always distant in space, who had a great deal of money, and who were cordial only with one another. Rich and aloof, this new class of pirate-landowners had established themselves as gentleman planters and genteel squires. Here are no spacer's bars or hard-eyed men lounging around grimy spaceports.

Visitors to Avali and Ugoan frequently remark on the world's peacefulness. The most efficient police forces money can buy ensure that the tourists are not frightened off and that the landowners' privacy is not compromised. When it occurs, the occasional incident is quietly handled beyond the public's view. No one knows what happens to trespassers; no one dares ask.

ORION COLONIES

1 Square = 1 Parsec





ORION COLONIES

Orion Space—or, more properly, the Orion Neutrality Area—nestles in a cusp between the Federation and the Klingon Empire like a pearl in its bed. Both inside and outside this space lie over a hundred Orion colonies, many of which were Orion for generations before invasion, occupation, and partition. Although each Colony has endured hardships, most still maintain at least one purely Orion settlement.

THE UNITED FEDERATION OF PLANETS

No other frontier in the Federation is as active or as volatile as the Orion Space border. Federation-Rigel trade is heavy, the Orion population large and restive, and Orion raiders often leak across their boundary into Federation space. Star Fleet's hands are full in this region, and the Botchok Planetary Congress forbids Star Fleet vessels from looking at the traffic between the Colonies and the Klingon Empire. Star Bases 12 and 27 are in effect cut off from each other. As long as they file an itinerary, do not power their weapons, and make no unauthorized scans, Star Fleet ships may penetrate Orion Space if they wish.





WORLD LOG: AYIRN

System Data

System Name:	Symbokovech
Map Coordinates:	8.66S 2.58E
Number Of Class M Present:	1

Planetary Data

Position In System:	III
Number Of Satellites:	1
Planetary Class:	M
Gravity:	0.5g
Size	
Diameter:	7,500 km
Equatorial Circumference:	23,560 km
Total Surface Area:	176,714,580 sq km
Percent Land Mass:	38%
Total Land Area:	67,151,540 sq km
Planetary Conditions	
Length Of Day:	18 hours
Atmospheric Density:	Thin
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	43%
Radioactives:	17%
Gemstones:	Trace
Industrial Crystals:	06%
Special Minerals:	Trace

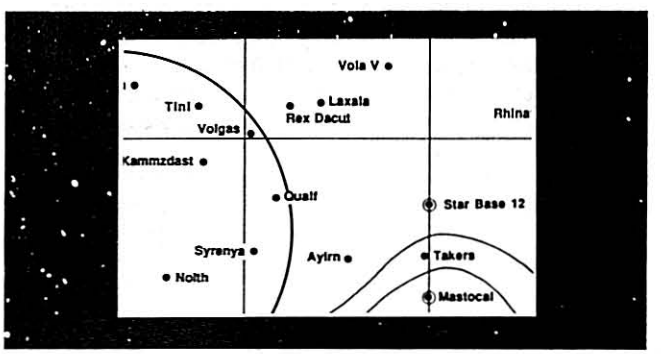
Cultural Data

Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	CBCDBCD/A (B)

Notes:

Ayirn is a double rarity—a Federation member world with a purely Orion administration and an Orion world with firm loyalty to the Federation, despite its proximity to the Empire and Orion Space. As the premiere world in the so-called Spinward Horn of Federation space, Ayirn is a priceless strategic possession. The six Voltab brothers and their extensive families seem capable of keeping this tidy, orderly and productive world stable and peaceful.

There is one fly in the ointment. According to certain Federation documents, there is a trade in arms from Ayirn to anti-Klingon resistance movements on other Orion Colonies in Klingon space. As this part of the neutral zone is not under Organian jurisdiction, this would make Ayirn a likely target for a Klingon preemptive raid. Aside from one mild diplomatic protest, the Klingons themselves have ignored the problem.



WORLD LOG: BENSONIA

System Data

System Name:	Votannis
Map Coordinates:	8.20S 4.58E
Number Of Class M Present:	2

Planetary Data

Position In System:	IV
Number Of Satellites:	1
Planetary Class:	M
Planetary Gravity:	1.3g
Planetary Size	
Diameter:	16,900 km
Equatorial Circumference:	53,090 km
TotalSurfaceArea:	897,221,000 sq km
Percent Land Mass:	31%
TotalLandArea:	278,138,510 sq km
Planetary Conditions	
Length Of Day:	29 hours
Atmospheric Density:	Thick
General Climate:	Cool Temperate

Mineral Content

Normal Metals:	37%
Radioactives:	08%
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	03%

Cultural Data

Dominant Life Form:	Human
Technological/ Sociopolitical Index:	999564-77
Planetary Trade Profile:	CCEEBDE/D (D)

Notes:

About 98 percent of Bensonia's population is Human, with Orions making up the remainder. The Orions sold this world to the Benson Development Corporation, whose founder, Luther G. Benson, paid 7,000,000 credits to Mighty Golenz and his family. The deal was struck Stardate 1/2706, and there has not been a problem since. Bensonia is a rare example of Federation settlement on Orion terms.

Bensonia has another claim to fame. Once it was the thriving Orion Colony of Votannis and home to the race of Trunes, who had risen to their high level of civilization under Orion tutelage. A thousand years ago, in the darkest days of the Reverse, a horrible civil war erupted, causing over 40 million deaths; only a handful of Orions survived. Because only small, primitive slug-throwers wreaked this devastation, the war left behind largely intact ruins. Alhough plundered several times since the war, the ruins of Bensonia are an important source of information on Orions at the height of their power.

The exploration fees, equipment rentals, tourist guides, and hostels surrounding these ruins net a respectable income, most of which goes into preserving the ruins and defending them against a later generation of 'culture poachers'. Bensonia is also blessed with excellent starport facilities, which Star Fleet built during the Romulan War when the planet was an important rear staging area.

Most settlers favor opening of the system's third planet, Hodunk, to insystem colonization, not so much because they need the space but to keep the 'riff-raff' from taking over that world. The Federation's decision on this point is still pending.

WORLD LOG: COROLA III

System Data

System Name:	Corola
Map Coordinates:	7.62S 0.35W
Number Of Class M Present:	0

Planetary Data

Position In System:	III
Number Of Satellites:	2
Planetary Class:	G
Planetary Gravity:	0.3g
Planetary Size	
Diameter:	3,900 km
Equatorial Circumference:	12,250 km
Total Surface Area:	477,836,220 sq km
Percent Land Mass:	100%
Total Land Area:	477,836,220 sq km
Planetary Conditions	
Length Of Day:	24 hours
Atmospheric Density:	Thin
General Climate:	Desert

Mineral Content

Normal Metals:	12%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	03%
Special Minerals:	Trace

Cultural Data

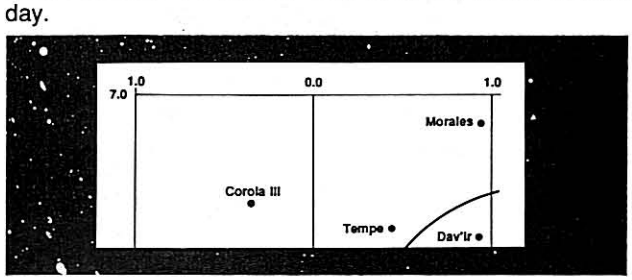
Dominant Life Form:	Mixed
Technological/ Sociopolitical Index:	CLASSIFIED
Planetary Trade Profile:	PROHIBITED

Notes:

During the Four Years War, this world's tiny Orion population fled before a Klingon Task Force and have never returned. Since then, Star Fleet has converted Corola III into a subsidiary base for Star Base 27. There is at least one world like this one near every Star Base, particularly those on sensitive frontiers, to keep all Star Fleet's eggs out of one basket in case of attack.

Orion rumor has it that behind the base's innocuous exterior is one of the Federation's most secret, most heavily guarded maximum-security prisons, intended to hold the hardest, most intractable Orion pirates taken alive. Supposedly, psychological reconditioning experiments are conducted here to make the prisoner-patients into 'useful', 'normal' Orions.

Star Fleet vessels must go through channels on Star Base 27 first to approach the planet, and no civilian vessels are allowed into the system at all. An excellent search-and-rescue facility ensures that any travellers stranded in or near the system are picked up quickly and kept in a small surface installation until a courier can ferry them out, usually within a day.



WORLD LOG: ELAS

System Data

System Name:	Tellun
Map Coordinates:	8.58S 4.98E
Number Of Class M Present:	2

Planetary Data

Position In System:	II
Number Of Satellites:	1
Planetary Class:	M
Planetary Gravity:	1.1g
Planetary Size	
Diameter:	12,260 km
Equatorial Circumference:	38,520 km
Total Surface Area:	472,205,240 sq km
Percent Land Mass:	84%
Total Land Area:	396,652,400 sq km
Planetary Conditions	
Length Of Day:	30 hours.
Atmospheric Density:	Thin
General Climate:	Desert
Mineral Content	
Normal Metals:	41%
Radioactives:	03%
Gemstones:	Trace
Industrial Crystals:	10%
Special Minerals:	02%

Cultural Data

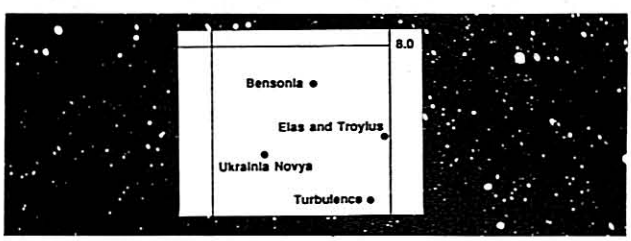
Dominant Life Form:	Elasian
Technological/ Sociopolitical Index:	666330-35
Planetary Trade Profile:	FDEFDGH/B (C)

Notes:

Home to a socially primitive but technologically advanced race, Elas has marginal value but for the huge quantities of local *radans* (known more widely as dilithium crystals) that literally lie on the surface. So great is the quantity that the Federation has resisted immediate exploitation for fear of unbalancing the galactic market. The strongly independent natives may have had something to do with that decision as well.

Elas has been warring with its neighbor Troyius for centuries, using low-tech spacecraft, lasers, and crude atomic weapons. Diplomats and historians are still sorting out the full story. A Federation-inspired truce and the marriage of the Dohlman of Elas to the Prefect-King of Troyius may yet cement these two worlds together.

Elas's recent admission into the Federation has curbed Klingon presence in the system, though some factions of the Council of Lords are in favor of alliance with the Klingons. Merchants are warned that they must obey both Elasian *and* Federation mercantile law or suffer possible prosecution for smuggling or customs violations. This is one of the few worlds where it pays to go armed in public; in fact, armament seems to be a normal part of local garb. All who choose to imitate local custom do so at their own risk; the natives are all good shots.



WORLD LOG: GABOK

System Data

System Name:	Bletayil
Map Coordinates:	8.425S 0.16E
Number Of Class M Present:	1

Planetary Data

Position In System:	I
Number Of Satellites:	0
Planetary Class:	M
Planetary Gravity:	1.4g
Planetary Size	
Diameter:	18,000 km
Equatorial Circumference:	56,550 km
Total Surface Area:	1,017,900,000sq km
Percent Land Mass:	30%
Total Land Area:	305,370,000 sq km
Surface Conditions	
Length Of Day:	29 hours
Atmospheric Density:	Thick
General Climate:	Variable
Mineral Content	
Normal Metals:	01%
Radioactives:	13%
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	322211-22
Planetary Trade Profile:	HGBHHHA/D (E)

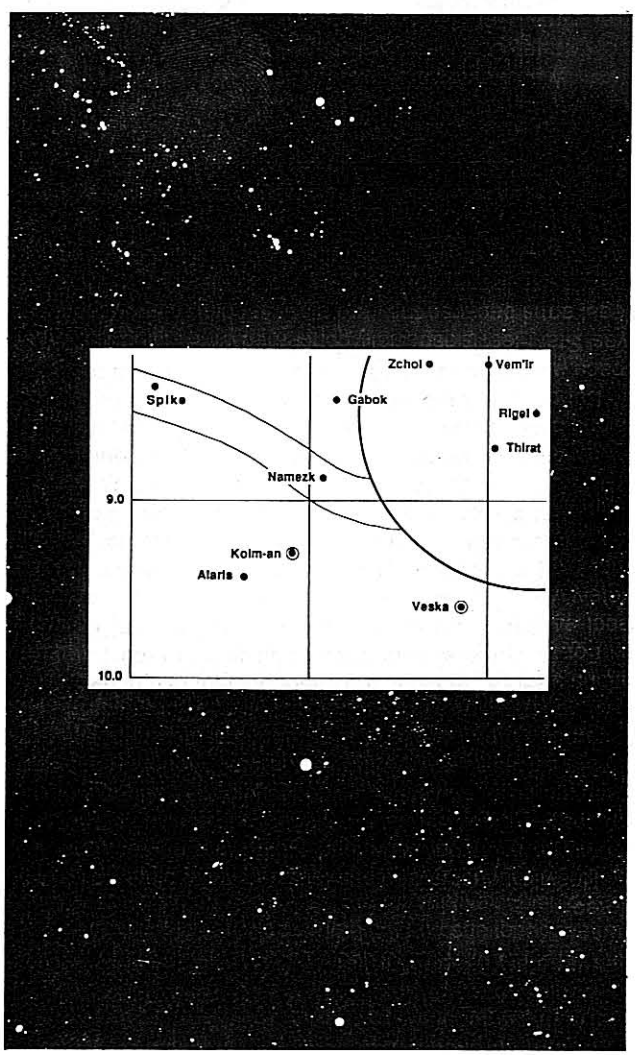
Notes:

Gabok's orbit has a staggering five percent eccentricity—50,000 times that of Terra—producing climatic extremes that are hellish. The temperature varies from summer highs of over 130° to -60° Celsius in winter. As the atmosphere has a high carbon dioxide percentage, winter snowfalls of dry ice are common. When the temperature dips low enough, air fogs and collects in low places, like the many meteor craters. Spring and fall bring sudden, catastrophic rainfalls and blizzards. The only native life is a lichen that has learned to live *inside* the pores of seemingly solid rock. As if this were not enough, asteroidal debris (perhaps the result of a primordial planetary collision) clogs the entire system, forming thick and irregular bands around Gabok. At night, the near-constant rain of meteors is breathtaking, but sizable impacts are not a daily but an *hourly* occurrence; cratering is quite common.

Unbelievably, Gabok is inhabited. The natives are all Orions, members of a peculiar political or perhaps religious affiliation known as the Earthly Brothers, the Human Supremists, or the Pinkers. They maintain that Humans are the natural, if not divinely appointed, successors to the Orions and that Humans have every right to invade and take over Orion worlds. An embarrassment to both Orions and the Federation, these Orions have been given this planet to keep them secluded and quiet. Here, far from everything, the million or so Pinkers can safely rant to each other about how they are performing a valuable service, holding a world safe from the Klingons while terraforming it for later Human occupation.

Actually, the Pinkers are too divided along obscure points of doctrine to cooperate in producing a workable government, let alone organize the terraforming of Gabok. As only a handful of Pinkers bother with hydroponic farming or mining, Gabok is utterly dependent on Federation aid for survival. Should Star Fleet decide not to send food, clothing, and sheltering materials, the entire population would likely be dead within six months.

Star Fleet crews have an appropriate nickname for Gabok—"Barbed Wire".



WORLD LOG: HODUNK

System Data

System Name:	Votannis
Map Coordinates:	8.20S 4.58E
Number Of Class M Present:	2

Planetary Data

Position In System:	III
Number Of Satellites:	1
Planetary Class:	M
Planetary Gravity:	1.1g
Size	
Diameter:	14,300 km
Equatorial Circumference:	44,920 km
Total Surface Area:	642,424,260 sq km
Percent Land Mass:	21%
Total Land Area:	134,909,090 sq km
Surface Conditions	
Length Of Day:	21 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
Mineral Content	
Normal Metals:	18%
Radioactives:	07%
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Selm
Technological/ Sociopolitical Index:	000010-00(estimated)
Planetary Trade Profile:	None

Notes:

While performing a routine survey of Hodunk, the USS *Kitty Hawk* discovered an intelligent race of cetaceans living in the planet's oceans. Superficially resembling Terran porpoises, the Selm have developed an advanced language and civilization without creating a single artifact. To discover just how advanced is the task of the 15-man Federation science team there.

As the Selm automatically received the protection of the Prime Directive, the Bensonians were informed that they could not settle Hodunk. However, the Bensonians came anyway. The scientific research party on Hodunk duly filed a protest with the Federation Council, where the matter now sits. By the scientists' own admission, the Bensonian colonists are not affecting the Selm, as the settlement is inland and uses no ocean resources at all.

In the meantime, the race that is being so lavishly protected seems unconcerned with the activities of the surface dwellers. The Selm language is complex and depends on a wide range of water-transmitted sounds. Universal translators do not allow conversation above the level of a crude pidgin, which has not intrigued the Selm enough to converse with the scientists. Like Terrestrial porpoises, they are friendly and playful, but they are too busy to bother with beings who seem only semi-intelligent. Under these disheartening conditions, research continues doggedly forward.

WORLD LOG: HOLCOMB'S PLANET

System Data

System Name:	Dilyut
Map Coordinates:	7.48S 3.88E
Number Of Class M Present:	1

Planetary Data

Position In System:	V
Number Of Satellites:	2
Planetary Class:	M
Planetary Gravity:	1.0g
Planetary Size	
Diameter:	13,000 km
Equatorial Circumference:	40,840 km
Total Surface Area:	530,929,130 sq km
Percent Land Mass:	27%
Total Land Area:	143,350,860 sq km
Planetary Conditions	
Length Of Day:	25 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	41%
Radioactives:	15%
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Mixed
Technological/ Sociopolitical Index:	889464-87
Planetary Trade Profile:	BDEACEG/E (E)

Notes:

The Romulan massacre at Farx must have badly frightened the Orions on this planet, because they abandoned their beautiful world soon afterward. The Romulans never came, but itinerant spacer Harry Holcomb did, in Stardate 1/9304, and registered his claim on the eve of the Four Years War. One-man claims on entire worlds are easy to make but hard to keep, especially since this particular world, as Holcomb discovered, was a valuable source of pharmaceuticals. However, because of the war, his claim was never superceded or even challenged.

In Stardate 2/0410, Holcomb returned with his family and settlers and soon became a wealthy man. When a few Orion families petitioned the Federation for a settlement permit on the planet, he graciously championed their cause. Since then, Holcomb's Planet has been a model of Human-Orion cooperation, no doubt helped by Holcomb family rule. Harry Holcomb has since retired from planetary administration, but he still runs the number-one sportsfishing fleet out of the seaport capital of Orlando. His four sons share civilian authority equally, with an attentive ear to the problems and concerns of the minority Orion community. Not too many years ago, Holcomb's wife and daughter purchased Holcomb Pharmaceuticals, one of the planet's top five corporations (along with Holcomb Construction and Excavation, Holcomb Mining, and Holcomb Computers) and are netting a healthy twelve million credit profits.

Many Orions, including several off the planet, regard the Holcombs as heroes, for they have achieved the Orion ideal of beginning with nothing and rising to the top. Some consider Harry Holcomb a *rhadaman anthus*—or, roughly, "prince of executives". Although the Holcombs are publicly embarrassed about this, Harry Holcomb often wears a baseball cap with "*rhadaman anthus*" on it when he is fishing far out at sea.

WORLD LOG: ING

System Data

System Name:	Sattenik
Map Coordinates:	7.47S 1.29E
Number Of Class M Present:	0

Planetary Data

Position In System:	I
Number Of Satellites:	0
Planetary Class:	E
Planetary Gravity:	1.2g
Planetary Size	
Diameter:	15,600 km
Equatorial Circumference:	49,000 km
Total Surface Area:	764,537,960 sq km
Percent Land Mass:	71%
Total Land Area:	542,821,950 sq km
Surface Conditions	
Length Of Day:	26 hours
Atmospheric Density:	Terrestrial
General Climate:	Desert
Mineral Content	
Normal Metals:	27%
Radioactives:	10%
Gemstones:	10%
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

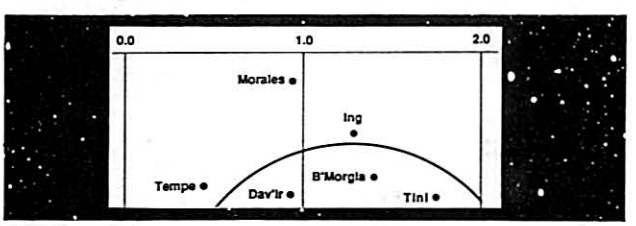
Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999783-74
Planetary Trade Profile:	ECEFABC/C (D)

Notes:

Heavily industrialized and thus very valuable, Ing lies only about one light-year, less than a third of a parsec, from the boundary of Orion Space. In a planet-wide election, 80 percent of the planet's population decided to join the Federation—the remainder retreated into the wilderness. Hidden across this Federation member world are hundreds of communities of Orion rebels who have managed to infiltrate Federation installations and bomb, burn, and terrorize the inhabitants.

For five years, Star Fleet has attempted to clean out the rebel encampments, but it has yet to eradicate them completely. Although the BPC has officially disavowed the rebels, it has expressed unofficial support for their cause. The Federation would prefer that Ing became an independent world, but the majority of the population is happy belonging to the UFP. Star Fleet continues to send marines there to mount counter-offensives, while the rebels continue to stage sporadic campaigns of sabotage and subversion.

Supplies are doubtless reaching the rebels from Orion Space and independent traders attracted by cheap radioactives. Star Fleet is especially concerned with halting the flow of illegal arms because they are also reaching nearby Morales. The destabilization of Morales would damage Federation interests in this region, something that Star Fleet is committed to preventing.



WORLD LOG: LAXALA

System Data

System Name:	Lexe
Map Coordinates:	7.80S 2.40E
Number Of Class M Present:	0

Planetary Data

Position In System:	IV
Number Of Satellites:	0
Planetary Class:	L
Planetary Gravity:	0.8g
Planetary Size	
Diameter:	10,400 km
Equatorial Circumference:	32,670 km
Total Surface Area:	339,794,650 sq km
Percent Land Mass:	100%
Total Land Area:	339,794,650 sq km
Planetary Conditions	
Length Of Day:	25 hours
Atmospheric Density:	Thin
General Climate:	Arctic
Mineral Content	
Normal Metals:	33%
Radioactives:	03%
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	03%

Cultural Data

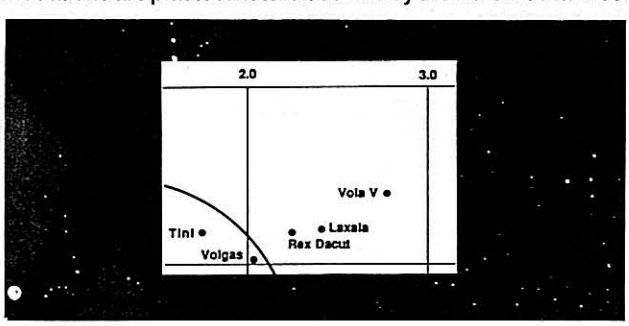
Dominant Life Form:	Mixed
Technological/ Sociopolitical Index:	999683-96
Planetary Trade Profile:	GACFDEE/A (X)

Notes:

Three planets and eleven moons are being mined in this system, a veritable mineral treasure house. Long a rich Orion possession, it was abandoned by all but supervisory personnel before the Four Years War. In the drive toward the Klingon Empire, Star Fleet Marines landed here and stayed to the end of the war. The system thus passed directly into Federation hands, and private Federation interests bought the planet and re-opened the mines.

Besides the mines, the world of Laxala itself holds a rare archaeological treasure: well-preserved remnants of an ancient race. Unearthing, examining, and classifying these remains occupies one Federation and one private university research team full-time. They are frequently at odds with the miners over prospective research sites which happen to lie over promising ore beds. Not all the disputes are ended amicably.

Aside from the great mechanized loading docks and orbital facilities, landing arrangements throughout the system are primitive indeed. Unless they are miners attached to the Laxala Mining Combine, visitors are cautioned that the best accommodations are plasteel huts left behind by the wartime Marines.



WORLD LOG: MORALES

System Data

System Name:	Sergane
Map Coordinates:	7.26S 0.93E
Number Of Class M Present:	1

Planetary Data

Position In System:	III
Number Of Satellites:	1
Planetary Class:	M
Planetary Gravity:	1.4 G
Planetary Size	
Diameter:	18,000 km
Equatorial Circumference:	56,549 km
Total Surface Area:	1,017,882,000 sq km
Percent Land Mass:	21%
Total Land Area:	213,755,220 sq km
Planetary Conditions	
Length Of Day:	26 hours
Atmospheric Density:	Thick
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	33%
Radioactives:	Trace
Gemstones:	08%
Industrial Crystals:	04%
Special Minerals:	03%

Cultural Data

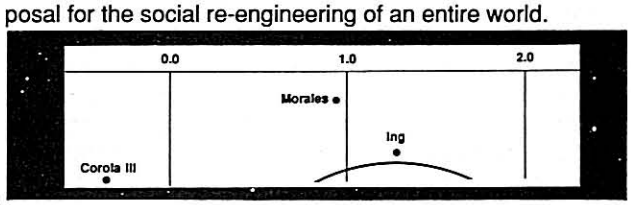
Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	CEFDBCE/A (B)

Notes:

Morales was originally the home of a relatively advanced race known as the Morali. Little is known about this race, except that they looked rather humanoid and may have been in existence prior to the Orion War.

During the Four Years War, Star Fleet discovered that the Orions had driven the Morali into the planet's jungles and wastelands, where they soon forgot their culture and language and began to live like animals. According to some reports, the Orions even hunted the Morali. Outraged, the Federation slapped a military government on the planet, charged with administering the planet and its 350,000,000 inhabitants until a more humane government could take over. This has yet to happen; the Federation continues to run the planet as a military possession to protect the rights of the Morali.

If anything, the situation on Morales has gotten worse. With the relaxation of limits on Orion emigration, a large number of Orions have moved there. What began as a semi-agrarian planet has become a world of sprawling, misshapen cities and high unemployment—which is not helped by the influx of perhaps 5,000 illegal Orion immigrants arriving per year. The administration of Commodore Milton Ashe has been unable to do more than slow the process of deterioration. A Federation Security Council report concedes that they have no option but to continue the occupation until the situation either stabliizes, gets much worse, or somebody comes up with a better proposal for the social re-engineering of an entire world.



WORLD LOG: PROVIDENCE

System Data

System Name:	Providence
Map Coordinates:	7.61S 4.66E
Number Of Class M Present:	1

Planetary Data

Position In System:	III
Number Of Satellites:	0
Planetary Class:	M
Planetary Gravity:	0.8g
Planetary Size	
Diameter:	3,000 km
Equatorial Circumference:	9,425 km
Total Surface Area:	28,274,330 sq km
Percent Land Mass:	74%
Total Land Area:	20,923,000 sq km
Planetary Conditions	
Length Of Day:	31 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	09%
Radioactives:	10%
Gemstones:	10%
Industrial Crystals:	Trace
Special Minerals:	Trace

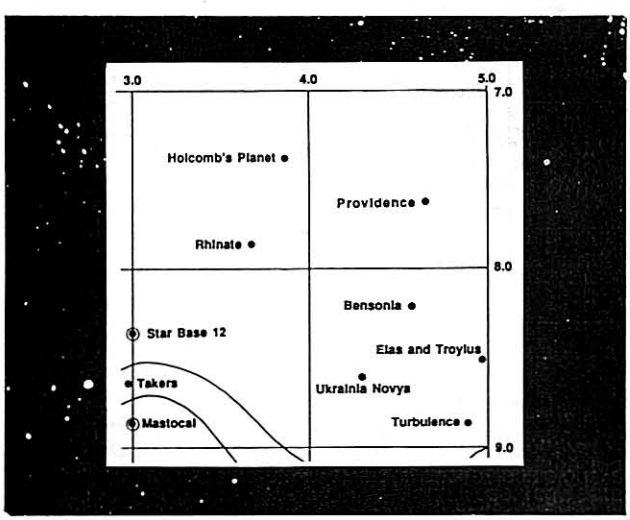
Cultural Data

Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	EBEAEHD/D (X)

Notes:

This is a most unusual planet. If it is indeed artificial, it has been put together too well to show any seams. It appears to be an open-air terraforming research lab—a planet where experiments in shifting mountains, redirecting river courses, and changing atmospheric circulation patterns can pave the way for similar projects on a larger scale. Although the Orions claim to have built the world, those that live here do little more than tinker with some of its features. Perhaps whatever race terraformed the amazing world of Rigel III created this planet too.

The Federation's Providence Planetform Research Team, 24 strong, is doing a little tinkering of its own, but even the Orion equipment left behind is a puzzle. A very nice planet to visit, aside from a horizon only a disconcerting half-kilometer away.



WORLD LOG: REX DACUT

System Data

System Name:	Firaz
Map Coordinates:	7.81S 2.24E
Number Of Class M Present:	1

Planetary Data

Position In System:	III
Number Of Satellites:	2
Planetary Gravity:	0.9g
Planetary Size	
Diameter:	11,700 km
Equatorial Circumference:	36,760 km
Total Surface Area:	430,052,100 sq km
Percent Land Mass:	23%
Total Land Mass:	98,912,100 sq km
Planetary Conditions	
Length Of Day:	23 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
Mineral Content	
Normal Metals:	28%
Radioactives:	16%
Gemstones:	09%
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

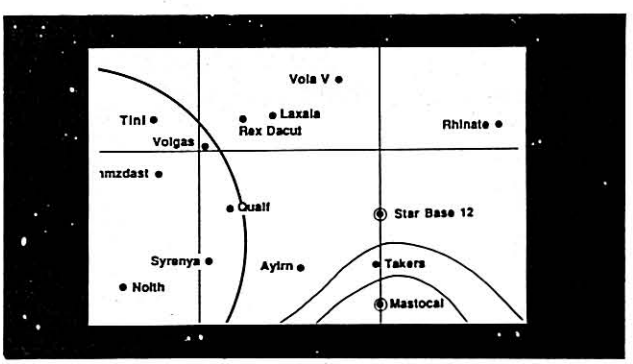
Uninhabited

Notes:

Site of a major space battle in the Four Years War, Rex Dacut has an extremely hot and harsh jungle climate that has thwarted most of the survey missions sent here.

The problem may not be just the climate. According to records, at least four Klingon ships are known to have entered the system, but none were seen leaving. The first postwar orbital survey tentatively identified two crash sites that could have been Klingon ships or their command pods, but found no trace of survivors. Since that time, at least three landing parties have attempted to explore the surface, but each one was lost without a trace. In some cases, contact was lost so abruptly that sensor telemetry *and* voice transmissions ceased at the same instant.

Star Fleet has duly placed a beacon marking Rex Dacut a prohibited system, unlawful to approach for any reason—including emergency landings. In spite of this, at least once a year Star Fleet receives a report of a ship lost somewhere in the vicinity of Rex Dacut. Such ships probably contain prospectors who wish to reap the planet's rich woods, petroleum, and medicinal plants described in Orion records. Apparently, these opportunists do not bother to examine Star Fleet records, which note that one landing party lost contact with their ship *15 minutes* after beamdown.



WORLD LOG: RHINATE

System Data

System Name:	Vitabon
Map Coordinates:	7.85S 3.69E
Number Of Class M Present:	0

Planetary Data

Position In System:	III
Number Of Satellites:	0
Planetary Class:	J
Planetary Gravity:	1.1g
Planetary Size	
Diameter:	4,000 km
Equatorial Circumference:	12,566 km
Total Surface Area:	50,264,000 sq km
Percent Land Mass:	100%
Total Land Area:	50,264,000 sq km

Planetary Conditions

Length Of Day:	16 hours
Atmospheric Density:	N/A
General Climate:	N/A
Mineral Content	
Normal Metals:	42%
Radioactives:	02%
Gemstones:	10%
Industrial Crystals:	Trace
Special Minerals:	04%

Cultural Data

Dominant Life Form:	Mixed
Technological/ Sociopolitical Index:	999653-56
Planetary Trade Profile:	HADFAEF/C (C)

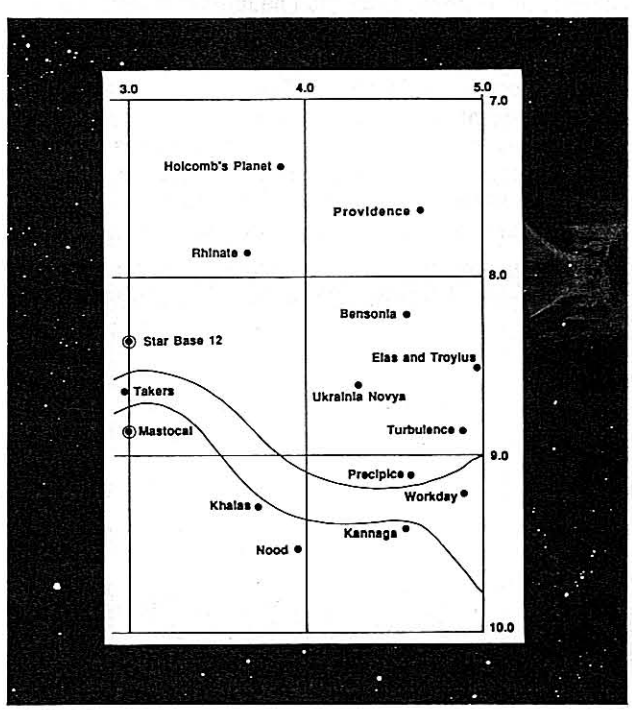
Notes:

A Class J planet, Rhinate is airless and lifeless. A long time ago, it was a larger, perhaps habitable and inhabited world. Then, half a million years ago, it was scoured clean of its atmosphere, its water, even its crust—and all its life, if any. What remains is the nickel-iron mantle, marked by parallel grooves that seemed scored by some titanic instrument. Though useless for life, it is perfect as the site for a fortress in space. Some ancient and forgotten race built the first installations, which subsequent tenants have enlarged, modernized, and improved. Even during the Orion War, its mines and shipyards were considered second to none.

Superadmiral Goluscz assembled the remnants of the Nine Worlds Confederation warfleet at Rhinate in a last attempt to win back the initiative from Orion forces. The arrival of the massed Orion fleets under Grand-Admiral Finit the Iron-Handed surprised them there, and the Battle of Rhinate inflicted great losses on both sides. However, this time the Orions could afford them and the Nine Worlds could not. Goluscz capitulated and sued for peace on behalf of all the Nine Worlds, ending the Orion War.

The Orions used Rhinate as an Orion Space Navy base for centuries. Gradually, as the Space Navy declined, it was transformed into a mammoth industrial park—even before the Reverse it had become largely abandoned and derelict. Pirates, including the infamous Half-a-Man Sooris briefly used the planet as a base. After the publication of the first Orion Registry, corporations returned here to develop the planet's resources.

Rhinate was one of the few worlds whose population stood firm against the Romulan panic, and its population actually increased due to the flood of homeless refugees (doubtless a stainless-steel roof ten kilometers thick made them feel safe). During the Four Years War, it became a refitting yard, and today is a secondary base site in support of Star Base 12. Under the leadership of the well-liked Benthine the Patient, the Otram family keeps the planet orderly.



WORLD LOG: RONTELM

System Data

System Name:	Aladso
Map Coordinates:	8.34S 3.00E
Number Of Class M Present:	1

Planetary Data

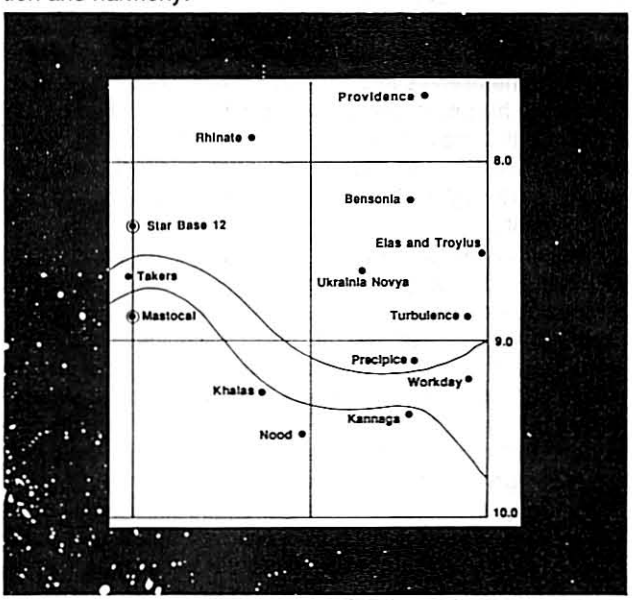
Position In System:	III
Number Of Satellites:	1
Planetary Class:	M
Planetary Gravity:	
Planetary Size	
Diameter:	13,000 km
Equatorial Circumference:	40,840 km
Total Surface Area:	530,929,130 sq km
Percent Land Mass:	61%
Total Land Area:	323,866,760 sq km
Planetary Conditions	
Length Of Day:	16 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
Mineral Content	
Normal Metals:	26%
Radioactives:	12%
Gemstones:	Trace
Industrial Crystals:	04%
Special Minerals:	02%

Cultural Data

Dominant Life Form:	Mixed
Technological/ Sociopolitical Index:	999994-97
Planetary Trade Profile:	DDBCABD/A (C)

Notes:

Built on Rontelm after the Four Years War, Star Base 12 supports 39,000 Star Fleet personnel and well over 150,000 civilian employees, two-thirds of them Orion. The mines on the third, fourth, and fifth worlds and the moons of the outer planets feed the factories that make Star Base 12 self-supporting, and the agriculture on Rontelm feeds not only the base but all the Star Fleet vessels that call here. Star Base 12 is home to the 12th, 42nd and 91st Strategic Forces, plus various anti-pirate forces whose numbers are classified. Despite occasional unrest, Rontelm is a showplace for Orion-Federation cooperation and harmony.



WORLD LOG: TABULON

System Data

System Name:	Tir Kapov
Map Coordinates:	8.03S 0.42W
Number Of Class M Present:	1

Planetary Data

Position In System:	II
Number Of Satellites:	1
Planetary Class:	M
Planetary Gravity:	1.1g
Planetary Size	
Diameter:	14,300 km
Equatorial Circumference:	44,920 km
Total Surface Area:	642,424,260 sq km
Percent Land Mass:	63%
Total Land Area:	404,727,280 sq km
Planetary Conditions	
Length Of Day:	28 hours
Atmospheric Density:	Terrestrial
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	25%
Radioactives:	10%
Gemstones:	07%
Industrial Crystals:	Trace
Special Minerals:	Trace

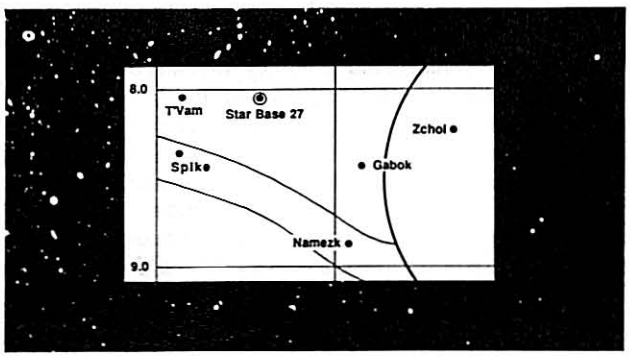
Cultural Data

Dominant Life Form:	Mixed
Technological/ Sociopolitical Index:	999994-97
Planetary Trade Profile:	EEEFCDE/A (C)

Notes:

When Star Fleet decided to build a new base along the Klingon Neutral Zone, it arranged to purchase this sparsely settled, cool planet. The owners, the Heilen family, happily and profitably sold all title to the world—and only then, to Star Fleet's surprise and concern, did they find that they had also purchased the work contracts of all the inhabitants, making Star Fleet a planetary slave-owner. While Star Fleet figured out a legal way to free the population, the 'property' was quickly placed on the Federation payroll and put to work building the base.

Today, Tabulon is home to the largest forces assembled on any single Federation frontier, a logistical and administrative center without peer. Based here are the 14th, 72nd, 29th, and Fighting First Strategic Forces, as well as the 3rd and 7th Marine divisions and the Rigel Sector Materiel Command. It is also the reputed home of the clandestine, elite anti-pirate force that is rumored to operate on both sides of the Neutral Zone. Although Star Fleet denies its existence, the Orions say otherwise.



WORLD LOG: TEMPE

System Data

System Name:	Khoosin
Map Coordinates:	7.74S 0.43E
Number Of Class M Present:	1

Planetary Data

Position In System:	II
Number Of Satellites:	2
Planetary Class:	M
Planetary Gravity:	1.4g
Planetary Size	
Diameter:	18,000 km
Equatorial Circumference:	56,550 km
Total Surface Area:	1,017,875,900 sq km
Percent Land Mass:	10%
Total Land Area:	101,787,590 sq km
Planetary Conditions	
Length Of Day:	24 hours
Atmospheric Density:	Terrestrial
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	15%
Radioactives:	03%
Gemstones:	02%
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Tempean
Technological/ Sociopolitical Index:	566741-64
Planetary Trade Profile:	ABCDDEG/C (D)

Notes:

Under the vague red ball of Khoosin lie the cold productive oceans of Tempe, world of storms. Tempe is a quiet backwater teeming with fish, whales and other marine life that is harvested by the inhabitants. There is little else on the world—no industry or mines, too little land and too rough a climate for normal farming—and so the economy is dependent on exports of seafood, marine plants, and a few minerals extracted from the sea. Aside from the constant fluctuations on interstellar markets, events that shook the galaxy have rarely caused a ripple here. Life remained basically unchanged through the Orion War, the Reverse, and the Four Years War. When Star Fleet finally came to Tempe, it found the natives unconcerned about galactic politics or who claimed their planet, as long as they could live as their grandfathers lived. To the Tempeans, the Federation was just another fishbuyer.

Tempe is a major food exporter to Star Base 27 and many Federation colonies in the sector. New industries, including fertilizer and petroleum production, have brought new prosperity and a measure of Federation technicians and settlers here. The loose coterie of governing families has quite cordially and innocuously accepted them into the Tempean way of life.

Tempe is a veritable music factory, with an output of sheet music and recordings far in excess of many more heavily settled worlds. Ancient sea chanteys, doleful symphonic works, even modern popular tunes pour out of Tempe's Orions like they will never stop. Some are clearly ancient Orion music, but most are simply the expressions of Tempe's unique civilization, arising from the soul of the people. Tempean music and musicians are becoming known even to the core worlds of the Federation, and rare is the starship that does not carry the music of Tempe as entertainment—or as trade goods.

WORLD LOG: TROYIUS

System Data

System Name:	Tellun
Map Coordinates:	8.58S 4.98E
Number Of Class M Present:	2

Planetary Data

Position In System:	V
Number Of Satellites:	2
Planetary Class:	M
Planetary Gravity:	0.9g
Planetary Size	
Diameter:	18,200 km
Equatorial Circumference:	57,180 km
Total Surface Area:	1,040,676,000 sq km
Percent Land Mass:	35%
Total Land Area:	364,236,600 sq km
Planetary Conditions	
Length Of Day:	22.75 hours
Atmospheric Density:	Thin
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	12%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	15%
Special Minerals:	10%

Cultural Data

Dominant Life Form:	Troyian
Technological/ Sociopolitical Index:	668877-75
Planetary Trade Profile:	ABCBCCB/D (C)

Notes:

Troyius is a cool but comfortably lush world, home to a race very similar to the Elasians but somewhat more advanced. An associate member of the Federation, Troyius is committed to improving its interstellar merchant fleet. Although their crews are inexperienced, they are still dedicated and enthusiastic. Centuries of war between Troyius and Elas have recently ended, the pact being sealed by marriage between the hypnotically beautiful Dohlman of Elas and the Prefect-King of Troyius, Cosalthan II. The two monarchs now rule both worlds jointly.

Looking at the modern spaceport at the capital of Troilus, it is hard to believe that interstellar trade and Federation contact began only 20 years ago. Although their Colony here boasts many lovely cities, the Orions have never been able to ingratiate themselves into Troyian society since Half-a-Man Sooris and his pirate fleet sacked Troyius. Under Federation influence, this world has flowered and prospered as never before. In the huge Interplanetary Bazaar, its dilithium may be purchased (though in limited quantities strictly controlled by the government).

Recent changes in local law now discourage the carrying of weapons—whether guns or blades—in public. However, persons pay for the privilege of bearing arms, and the class of nobility is not restricted at all. As the tourist guides state, there exists a class of knights-errant among the nobility, but visitors should not expect to find armored figures on noble chargers. Although these *actone* are expected to act legally and to halt any criminal activity that they see, they are more concerned with tending their estates than with acting as impromptu police or taking up the cause of some wronged unfortunate. The Tribunal warns would-be petitioners that it will prosecute anyone seeking to hire an *acton* under false pretenses or through improper promises.

WORLD LOG: T'VAM

System Data

System Name:	Gunarp
Map Coordinates:	8.02S 0.84W
Number Of Class M Present:	0

Planetary Data

Position In System:	II
Number Of Satellites:	0
Planetary Class:	F
Planetary Gravity:	0.9g
Planetary Size	
Diameter:	11,080 km
Equatorial Circumference:	34,810 km
Total Surface Area:	385,682,010 sq km
Percent Land Mass:	25%
Total Land Area:	96,420,502 sq km
Planetary Conditions	
Length Of Day:	30 hours
Atmospheric Density:	Thick
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	35%
Radioactives:	07%
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	02%

Cultural Data

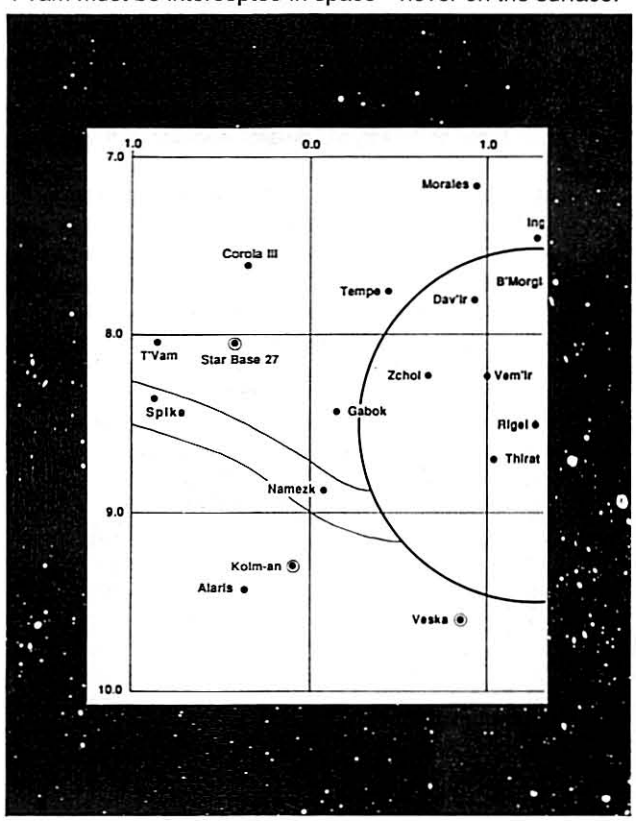
Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	677752-70
Planetary Trade Profile:	BCDACDE/B (E)

Notes:

T'vam was a minor, almost forgotten Orion Colony until the Four Years War. As their forces retreated toward their Empire, the Klingons garrisoned and fortified the planet, which was taken in Stardate 1/9708 by Task Force Thonat. The population of 2,000 readily elected to join the Federation—even though this meant that Federation colonists would soon come to settle their pristine, nearly empty planet.

Then, three entire UFP settlements failed—the first two, almost 30,000 people, died to the last man. The third, accompanied by a Star Fleet cruiser and research party, found out why. In spring, nearly all the planet's flowering plants release violently hallocinogenic pollen. Depending on the recipient's race, breathing the pollen can cause nausea and disorientation (sometimes permanent), severe mood alteration, impairment of higher reasoning, hallucinations, or (in at least 10 percent of the cases) a violent homicidal mania. Well over half those so afflicted stayed violent and murderous even after being removed from the environment. Decontamination and psychological reconditioning has helped some of the sufferers. By gruesome natural selection, the only Orions left on the planet are those who are unaffected by the pollen—save for some slight incidence of bizarre hay-fever.

Star Fleet labels this world prohibited; only the authorized research team or people with clearance may touch its surface. Nevertheless, these provisions have not stopped the lucrative illegal drug manufacturing that is going on right under Star Fleet's noses. Somebody, probably with native help, is extracting the extremely dangerous chemicals from the local plants and shipping it to the criminal underworlds of at least a hundred planets. The profits must be astronomical and the demand unslacking. As fast as Star Fleet obliterates one smuggling ring, another—or two—springs up to take its place. A Federation Security Council document specifies that, because of the danger to personnel, all smuggler traffic from or to T'vam must be intercepted in space—never on the surface.



WORLD LOG: UKRAINIA NOVYA

System Data

System Name:	Dagem
Map Coordinates:	8.60S 4.30E
Number Of Class M Present:	1

Planetary Data

Position In System:	II
Number Of Satellites:	2
Planetaray Class:	M
Planetary Gravity:	1.1g
Planetary Size	
Diameter:	14,300 km
Equatorial Circumference:	44,920 km
Total Surface Area:	642,424,250 sq km
Percent Land Mass:	36%
Total Land Area:	231,272,730 sq km
Planetary Conditions	
Length Of Day:	26 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	47%
Radioactives:	23%
Gemstones:	08%
Industrial Crystals:	Trace
Special Minerals:	Trace

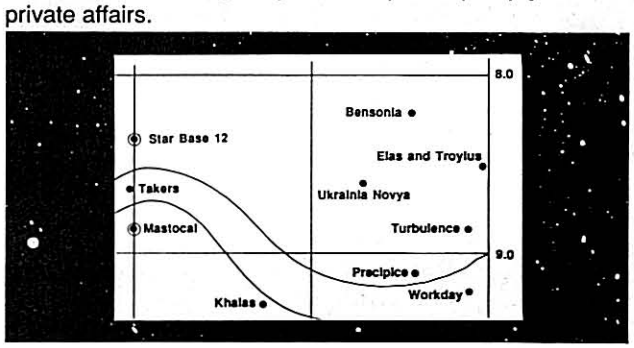
Cultural Data

Dominant Life Form:	Human
Technological/ Sociopolitical Index:	999884-74
Planetary Trade Profile:	AABECDE/B (C)

Notes:

The Orions abandoned this world during the Romulan scare and never resettled it. In Stardate 1/8107, a large fleet of colonization ships from Terra reached Ukrainia Novya and planted a large agriculturally oriented colony here, one of the largest and most successful Human settlements so far from the Federation core. The colonists are almost exclusively Russian and Eastern-European peoples, and their heritage is strikingly reflected in their architecture, music, popular culture, languages.

Ukrainia Novya is reputed to be a transfrontier pipeline. A large (though unknown) amount of its bounty enters the Triangle—possibly for shipment to either the Romulans or the Klingons (though there is no proof of this). Certain objects of known Klingon manufacture (not, thankfully, weapons) have been traced back as far as this planet—but if this is the work of individual traders, then there is technically nothing Star Fleet can do about it. The close-mouthed Korda family, who run the planet on a surprisingly Orion pattern, insist that their world is above reproach, and greatly resent any attempt to pry into their private affairs.



WORLD LOG: VOLA V

System Data

System Name:	Vola
Map Coordinates:	7.60S 2.78E
Number Of Class M Present:	0

Planetary Data

Position In System:	V
Number Of Satellites:	0
Planetary Class:	N
Planetary Gravity:	1.0g
Planetary Size	
Diameter:	12,870 km
Equatorial Circumference:	40,430 km
Total Surface Area:	520,363,640
Percent Land Mass:	0.00003%
Total Land Area:	156 sq km
Planetary Conditions	
Length Of Day:	24 hours
Atmospheric Density:	Terrestrial
General Climate:	Arctic
Mineral Content	
Normal Metals:	13%
Radioactives:	02%
Gemstones:	Trace
Industrial Crystals:	07%
Special Minerals:	02%

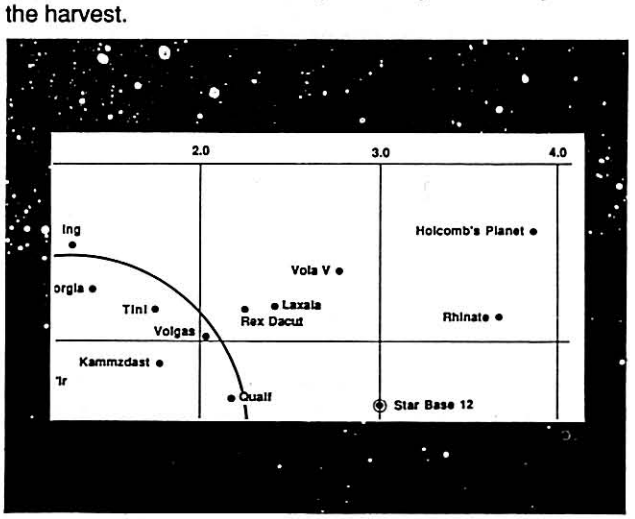
Cultural Data

Dominant Life Form:	Mixed
Technological/ Sociopolitical Index:	589683-98
Planetary Trade Profile:	AAEBDEG/B (X)

Notes:

This former Orion ag-world is the site of a battle in the Four Years War. Cold, swept by frequent and vast storms laden with snow and occasional rain, it was a rich source of food collected by enormous semi-submerged factory-cities that travelled from harvest-field to harvest-field under their own power. After capturing the planet during the war, the Klingons ordered the Orions to evacuate. Outraged, they did—but not before they sank their cities in the ocean deeps.

Federation settlers here have only recently begun to farm the oceans. The larger and better-equipped Orion facilities lie thousands of fathoms deep in ice-cold water, almost impossible to salvage (the smallest were 600 meters across, and the largest were over 15 kilometers). Ironically, Orions buy most of the harvest.



THE KLINGON EMPIRE

Data on Orion worlds held by the Klingons is scanty. Some worlds have been quarantined because their wealth is also a dangerous lure to the unprincipled, unscrupulous, luxury-loving elements in Klingon society. Selected governors and rigorously tested staffs are the only Klingons permitted to live there.

WORLD LOG: ALARIS

System Data

System Name:	Koranischat
Map Coordinates:	9.42S 0.37W
Number Of Class M Present:	1

Planetary Data

Position In System:	IV
Number Of Satellites:	1
Planetary Class:	M
Planetary Gravity:	1.2g
Planetary Size	
Diameter:	15,600 km
Equatorial Circumference:	49,010 km
Total Surface Area:	764,537,960 sq km
Percent Land Mass:	50%
Total Land Area:	382,268,980 sq km
Planetary Conditions	
Length Of Day:	17 hours
Atmospheric Density:	Thick
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	37%
Radioactives:	08%
Gemstones:	12%
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Klingon
Technological/ Sociopolitical Index:	999794-75
Planetary Trade Profile:	BDEBCDF/C (D)

Notes:

Metallic sulphides in the native plant life give Alaris vegetation a red tinge. From orbit, the effect would be striking if clouds did not constantly obscure the surface. Alaris is very like the Klingon homeworld of Klinzhai: overcast, damp, and mostly warm. A small number of Orions still live here, but cumulative toxicity from the environment is slowly cutting them down. The Klingons are importing other, more endurable servitors and are themselves immigrating in large numbers. Alaris is an invaluable source of rare drugs and exotic, expensive foodstuffs. An Imperial Transporteer is said to have offices here with the exlusive task of shipping food and pharmaceuticals back for the Emperor's household's own use.

Star Fleet Intelligence has been trying for years to help the Orions of Alaris throw off the Klingon yoke, but now only 30.8% of the population is Orion and not in any shape to revolt. Although Star Fleet Intelligence pays very well for any cargoes of drugs and foods from Alaris, opportunistic traders are warned that this is a Klingon world and legally off-limits to Federation traders. If a ship runs into difficulty there, the Federation will send no help of any kind. One might find help from the local Orions, but they could just collect the reward for turning in criminals against the Empire and leave it at that.

WORLD LOG: FAANT

System Data

System Name:	Kintir
Map Coordinates:	9.62S 1.84E
Number Of Class M Present:	1

Planetary Data

Position In System:	II
Number Of Satellites:	3
Planetary Class:	M
Planetary Gravity:	0.9g
Planetary Size	
Diameter:	11,700 km
Equatorial Circumference:	36,760 km
Total Surface Area:	430,052,600 sq km
Percent Land Mass:	47%
Total Land Area:	202,124,720 sq km
Planetary Conditions	
Length Of Day:	24 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	Trace
Radioactives:	24%
Gemstones:	06%
Industrial Crystals:	Trace
Special Minerals:	Trace

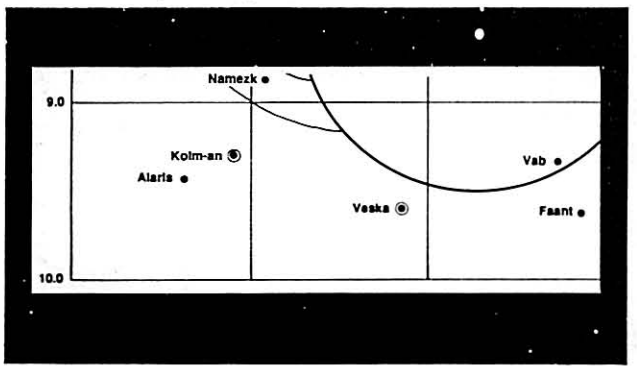
Cultural Data

Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	AFCDDFG/A (B)

Notes:

Faant is a Klingon agricultural world that is wet, steamy, and ideal for Klingon food crops. Supposedly, it is also being groomed as a backup base in case of war. Orion traders come here a good deal, and they describe the planet as damp, overcrowded, gloomy, and utterly without interest—in short, a Klingon paradise. The civilian governor, Anthor, seems preoccupied with policing the sizable Orion Colony of 1.2 million that lies within the capital city of Korlath. Klingon Admiral Kazh epetai-Zulor, a Four Years War veteran and head of the Resources Marshalling Command for his sector, has restricted the size, tonnage, and type of Orion cargoes to keep the Orions under control. There is little rancor between the races at present, but the future is uncertain.

The humanoid natives, known as Faantines, 2.2 meters tall, slimy-skinned, with bifurcate jawless mouths and no readable expression on their hideous faces, do the bulk of the farming for the Klingons. Readily obedient, they are said to revere the Klingons as gods.



WORLD LOG: KELM

System Data

System Name:	Zemica
Map Coordinates:	9.32S 2.50E
Number Of Class M Present:	0

Planetary Data

Position In System:	I
Number Of Satellites:	0
Planetary Class:	K
Planetary Gravity:	0.4g
Planetary Size	
Diameter:	5,200 km
Equatorial Circumference:	16,340 km
Total Surface Area:	84,948,661 sq km
Percent Land Mass:	100%
Total Land Area:	84,948,661 sq km
Planetary Conditions	
Length Of Day:	24 hours
Atmospheric Density:	N/A
General Climate:	N/A
Mineral Content	
Normal Metals:	45%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	11%
Special Minerals:	Trace

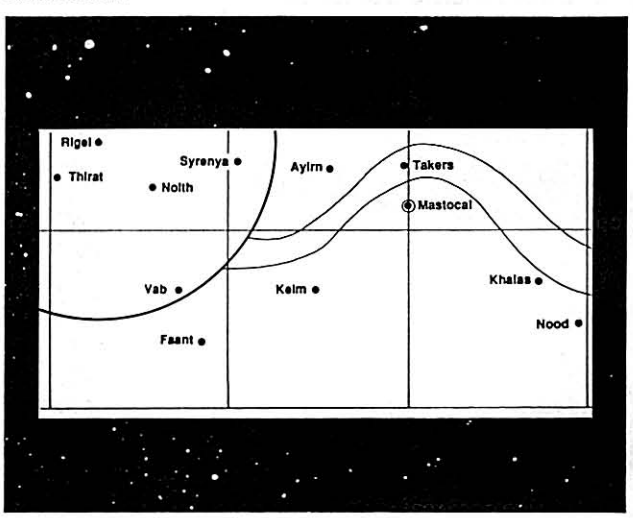
Cultural Data

Dominant Life Form:	Klingon
Technological/ Sociopolitical Index:	999794-75
Planetary Trade Profile:	HEFGDGH/C (D)

Notes:

This Class K world is the only planet in the region even marginally suitable to use as a base against pirates and smugglers. Grim, cheerless, and bleak, Klem is a blistered world that will never be more than passable as a habitat. Military governor Karab zantai-Velai apparently has a reputable linename, but some obscure scandal has forced him to be posted here. By all reports, Karab is hopelessly corrupt and worthless as an administrator.

Kelm is the headquarters of the Klingon 4th Frontier Force, which spends most of their time on patrol, as far from Kelm as possible. Rumor says that Kelm is a dead-end for losers of the Great Game; no ranking officer assigned here has ever been called back.



WORLD LOG: KHALAS

System Data

System Name:	Aberriz
Map Coordinates:	9.28S 3.74E
Number Of Class M Present:	1

Planetary Data

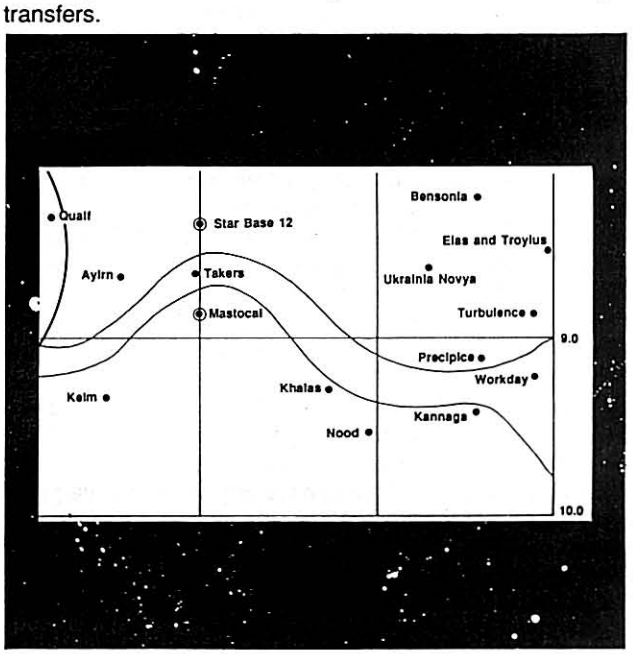
Position In System:	III
Number Of Satellites:	4
Planetary Class:	M
Planetary Gravity:	1.2g
Planetary Size	
Diameter:	15,600 km
Equatorial Circumference:	49,010 km
Total Surface Area:	764,537,960 sq km
Percent Land Mass:	41%
Total Land Area:	313,460,560 sq km
Planetary Conditions	
Length Of Day:	26 hours
Atmospheric Density:	Thick
General Climate:	Tropical
Mineral Content	
Normal Metals:	22%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Klingon
Technological/ Sociopolitical Index:	999794-75
Planetary Trade Profile:	CCCBBDE/A (B)

Notes:

Once a minor Orion possession, Khalas is now a significant Klingon R&R post and border monitoring station, technically commanded by Klingon Admiral Khour zantai-Laggal but equally a possession of the Orion Balun family. Although treated as a place for Klingon undesirables, the planet may be a front for Klingon Diplomatic Corps operatives. Star Fleet Intelligence personnel sometimes call Khalas "Checkpoint Charlie", a back door used by both sides for semi-legal transfers.



WORLD LOG: KOLM-AN

System Data

System Name:	Karregheni
Map Coordinates:	9.30S 0.10W
Number Of Class M Present:	1

Planetary Data

Position In System:	III
Number Of Satellites:	3
Planetary Class:	M
Planetary Gravity:	1.0g
Planetary Size	
Diameter:	10,060 km
Equatorial Circumference:	31,600 km
Total Surface Area:	317,940,470 sq km
Percent Land Mass:	24%
Total Land Area:	76,305,712 sq km
Planetary Conditions	
Length Of Day:	26 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	17%
Radioactives:	Trace
Gemstones:	07%
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Klingon
Technological/ Sociopolitical Index:	999794-75
Planetary Trade Profile:	BADDBCE/B (C)

Notes:

The control nexus for the Klingon invasion of Federation space in the Four Years War and the site of the war's last great battle, Kolm-an was not, as many think, an ancient Klingon base. Prior to the war, it was a peaceable Orion world with a primarily agrarian populace and a small ruling garrison. The records of the ruling Thentak family say that Kolm-an (then known as Kolmana) served as a base for Orion pirates until the Klingons chased them away.

Kolm-an's suitability for a major base convinced the Klingon Emperor to build a facility there in approximately Stardate 1/87, but he later diverted construction funds toward building up the invasion force poised against the Federation. Almost by accident, Kolm-an was selected as the forward marshalling area and coordinating communications center, and its defenses were neglected in favor of warehouses, administrative offices, and communications apparatus. As a forward command post, it directed fleets into Federation space very efficiently. A great deal of Klingon success in the early days of the war was the result of the decision to use Kolm-an as an administrative, not purely military, installation.

However, the decision came back to haunt the Klingons when Klingon Admiral Komex betrayed Kolm-an's location and importance. As the base was not fortified as other bases had been, it was utterly overrun and wrecked. Had the Federation decided to pursue the Klingons further, there was little the Empire could do to mount any organized defense against them.

Judging from subspace radio intercepts and scout probes, the Klingons have never attempted to rebuild Kolm-an, though a small garrison remains among the ruins.

WORLD LOG: MASTOCAL

System Data

System Name:	Sigma Kinna
Map Coordinates:	8.87S 3.00E
Number Of Class M Present:	1

Planetary Data

Position In System:	IX
Number Of Satellites:	2
Planetary Class:	M
Planetary Gravity:	1.2g
Planetary Size	
Diameter:	15,600 km
Equatorial Circumference:	48,000 km
Total Surface Area:	612,000,000 sq km
Percent Land Mass:	31%
Total Land Area:	189,720,000 sq km
Planetary Conditions	
Length Of Day:	21 hours
Atmospheric Density:	Thick
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	33%
Radioactives:	10%
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace

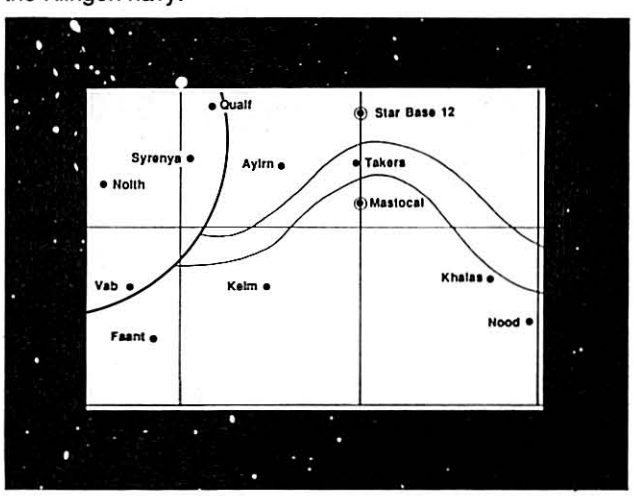
Cultural Data

Dominant Life Form:	Klingon
Technological/ Sociopolitical Index:	999794-75
Planetary Trade Profile:	ECEDDDE/B (B)

Notes:

At the time of its completion in Stardate 2/0109, Mastocal was the largest Klingon naval base yet built. From here, the Klingons intended to extend their influence into Federation space, using Mastocal as their base of operations. The Organians interfered with their plans, putting a halt to the intended war. The Empire is still building up Mastocal, however, sure that one day they will find a way around the Organians into the Federation.

Mastocal is essentially one large planet-wide base. There are training facilities, planetside and orbital repair facilities, R&R facilities, and manufacturing plants for smaller weapons and tools of war. No shipbuilding facilities are maintained here, although extensive repairs can be made to any size vessel in the Klingon navy.



WORLD LOG: NOOD

System Data

System Name: Kedgellan
Map Coordinates: 9.51S 3.98E
Number Of Class M Present: 1

Planetary Data

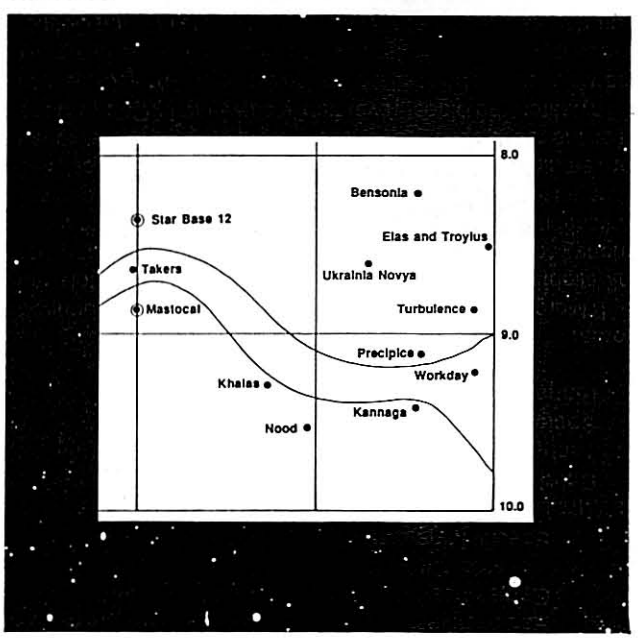
Position In System: III
Number Of Satellites: 0
Planetary Class: M
Planetary Gravity: 0.8g
Planetary Size
Diameter: 10,400 km
Equatorial Circumference: 32,670 km
Total Surface Area: 339,794,650 sq km
Percent Land Mass: 80%
Total Land Area: 271,835,720 sq km
Planetary Conditions
Length Of Day: 25 hours
Atmospheric Density: Very Thin
General Climate: Cool Temperate
Mineral Content
Normal Metals: 16%
Radioactives: Trace
Gemstones: Trace
Industrial Crystals: 02%
Special Minerals: Trace

Cultural Data

Dominant Life Form: Klingon
Technological/ Sociopolitical Index: 999794-75
Planetary Trade Profile: ECFFCEF/A (C)

Notes:

A token garrison occupies Nood, an unremarkable world deep within Klingon space. Actual civil authority is in the hands of the Flagine Corporation, itself only a minor trading-and-holding company. However, although Nood is more than ten parsecs beyond the Neutral Zone, it still receives regular shipping from Orion Space. Flagine can offer one of the most secure smuggling routes between Orion and deeper Klingon space—for those who can meet the price *and* their strict standards.



WORLD LOG: VESKA

System Data

System Name: Klathind
Map Coordinates: 9.60S 0.83E
Number Of Class M Present: 0

Planetary Data

Position In System: IV
Number Of Satellites: 2
Planetary Class: N
Planetary Gravity: 1.1g
Planetary Size
Diameter: 14,300 km
Equatorial Circumference: 44,920 km
Total Surface Area: 642,424,260 sq km
Percent Land Mass: 07%
Total Land Area: 44,969,698 sq km
Planetary Conditions
Length Of Day: 22 hours
Atmospheric Density: Thick
General Climate: Cool Temperate
Mineral Content
Normal Metals: 31%
Radioactives: Trace
Gemstones: 08%
Industrial Crystals: 02%
Special Minerals: Trace

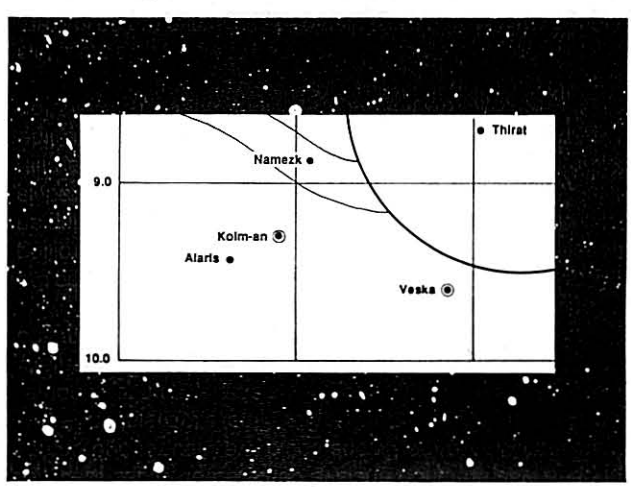
Cultural Data

Dominant Life Form: Klingon
Technological/ Sociopolitical Index: 999794-75
Planetary Trade Profile: DDHEBCE/C (D)

Notes:

The greatest Klingon base on the Federation frontier, Veska is rightly called "the Klingon Gibraltar". The Klingon forces stationed here have been ordered to halt all Federation and Orion incursion into Klingon space and to punish a few.

Veska is not an obvious choice for a superbase; the largest landmass on this pelagic planet is only 350 by 120 kilometers and semi-tropical. However, Klingons find the climate ideal—not too warm, humid, small, and easily controlled. Seafarming provides the bulk of the food for the base and its ships. Although the military deployment here varies, between five and seven Klingon strategic forces are usually here at any one time. Admiral Klithis epetai-Horon commands this force, known variously as the Third Frontier Naval Division, the Federation Fighters, and *Tolum E'Dras*—the "Orion Wall".



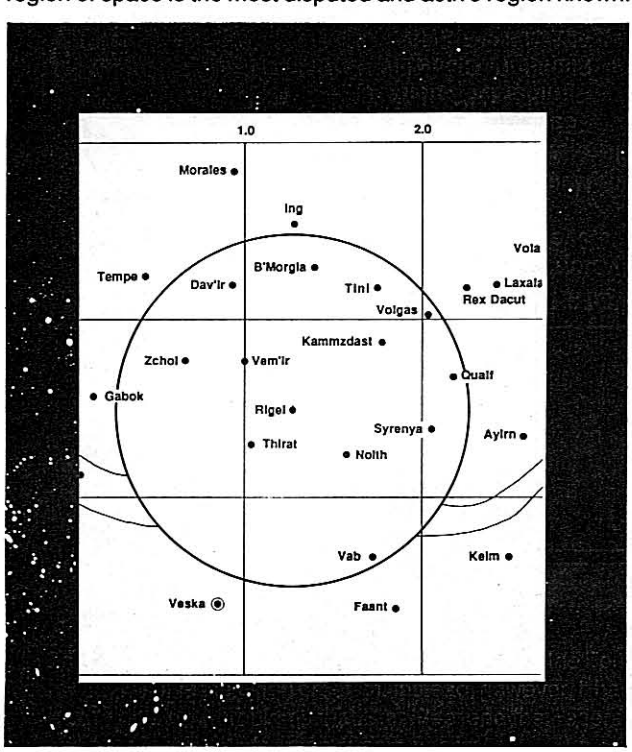
ORION SPACE

Orion Space is a legal fiction created at the end of the Four Years War to solve the Orion problem. Instead, however, it has fostered whole new problems that Star Fleet and the Federation will be dealing with for many years to come.

Originally, the idea of penning up the Orions was a kind of mutually protective one. In place of a myriad of Orion worlds claiming degrees of loyalty to Botchok and scorning Federation laws under their own Neutrality Act, there would be a clearly defined region where the Orions could live as they pleased. Federation Council records note that at one time a region roughly 40 by 80 parsecs was considered adequate room. However, the free passage of invading Klingon warships through Orion Space hardened the Federation's mood. Created to neutralize the Orions and to prevent their ever becoming a Klingon vassal state, the Orion Demilitarized Zone Commission wrestled with several possible solutions. The mildest was making the entire Orion Arm a demilitarized zone under the authority of the Orions; the harshest, full-scale occupation of Rigel and all Colonies. The solution they finally proposed was an Orion enclave centered on Rigel, a sort of 'reservation' where the Orions could live, neutral and unmolested, and the border would be Star Fleet's to maintain. A ten-parsec sphere would give the Orions ample room for a homeland, preserve the integrity of the border, and coincidentally give the Federation suzerainty over 80 percent of the Arm and the Colonies.

The Federation has since paid for its mistake. Allowing the Orions their neutrality has proved incompatible with patrolling the Neutral Zone, which runs *through* Orion Space. Marking an artificial barrier in space, Star Fleet has ruefully discovered, is not the same as keeping it inviolate. The Orions and a still-undetermined number of Klingon vessels slip over the line regularly to perform nefarious missions deep in Federation space.

Therefore, in spite of the hard lines drawn on the map, this region of space is the most disputed and active region known.



WORLD LOG: B'MORGIA

System Data

System Name:	Olio
Map Coordinates:	7.70S 1.40E
Number Of Class M Present:	1

Planetary Data

Position In System:	III
Number Of Satellites:	3
Planetary Class:	M
Planetary Gravity:	1.3g
Planetary Size	
Diameter:	16,900 km
Equatorial Circumference:	53,090 km
Total Surface Area:	897,270,240 sq km
Percent Land Mass:	56%
Total Land Area:	502,471,330 sq km
Planetary Conditions	
Length Of Day:	26 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	34%
Radioactives:	10%
Gemstones:	Trace
Industrial Crystals:	03%
Special Minerals:	Trace

Cultural Data

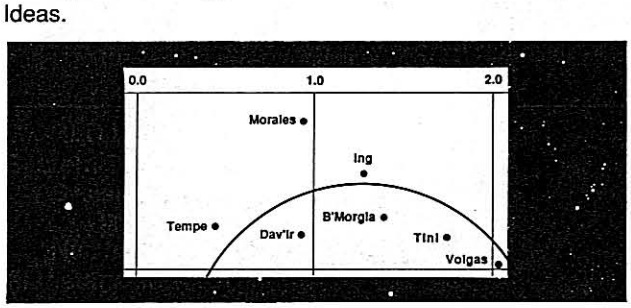
Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	DDEDBCD/A (A)

Notes:

B'Morgia ("The Big B" or "The Perfect World") has required only slight modification to make it nearly ideal. Even before the Orions, colonization and invasion had produced a polyglot civilization, a hodgepodge of races very different from each other yet living in relative harmony. Only traces of this civilization remain, relics of the late-Reverse genocidal war that killed off all the races but the Orions. B'Morgia is home to the House of Thylaster, the oldest royal family surviving in Orion Space and which traces back all the way to Emperor Arnet. Under the leadership of King Holencas the Just, B'Morgia is rightly regarded as one of the most steadfast planets in Orion Space.

B'Morgia's trade volume compares favorably with Rigel's, and doubtless it is growing because there are fewer restrictions here. The king tolerates a host of small dissident political groups, including the strident Orion Freedom League that wishes to kick all the 'invaders' out and re-establish the Orion Golden Age of unfettered trade and piracy.

With its hundreds of universities and its copious history, B'Morgia is an Orion cultural center second only to Rigel. Small wonder that Nolos, the capital and home to the Royal B'Morgian University, is also known as the Orion Capital of Ideas.



WORLD LOG: DAV'IR

System Data

System Name:	Toolian
Map Coordinates:	7.81S 0.93E
Number Of Class M Present:	1

Planetary Data

Position In System:	IV
Number Of Satellites:	4
Planetary Class:	M
Planetary Gravity:	1.0g
Planetary Size	
Diameter:	13,210 km
Equatorial Circumference:	41,500 km
Total Surface Area:	548,220,780 sq km
Percent Land Mass:	92%
Total Land Area:	504,363,110 sq km
Planetary Conditions	
Length Of Day:	28 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
Mineral Content	
Normal Metals:	33%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	05%
Special Minerals:	Trace

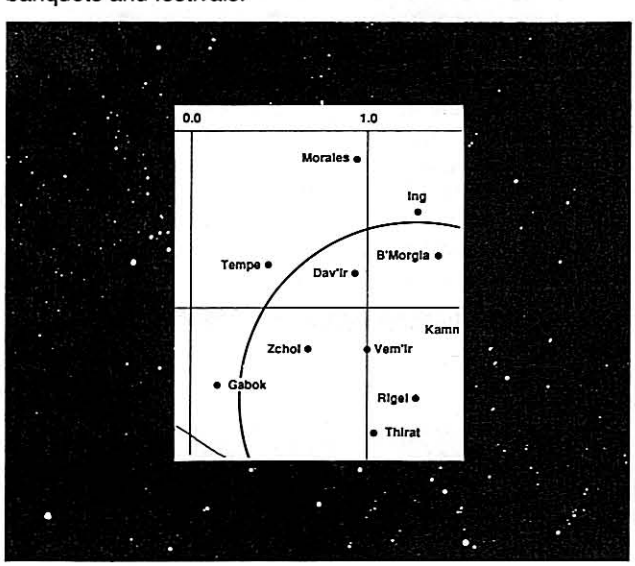
Cultural Data

Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	BEFECDF/A (B)

Notes:

Dav'ir is a thriving agricultural world where over half of the land is used for farming. Only a few cities dot the landscape, and most residents live in small villages surrounded by vast fields of crops.

In the huge estates live land barons from two Orion families, the Bilat and the Cholifir. Their corporations rule Dav'ir jointly, but not agreeably; intercorporate rivalry is intense and just short of open warfare. Both have torched fields, assassinated *rhadamanen,* and hired pirates to seize the other's shipments. Despite these tactics, both families have shown remarkable *cluros,* treating each other civilly and inviting each other to their banquets and festivals.



WORLD LOG: KAMMZDAST

System Data

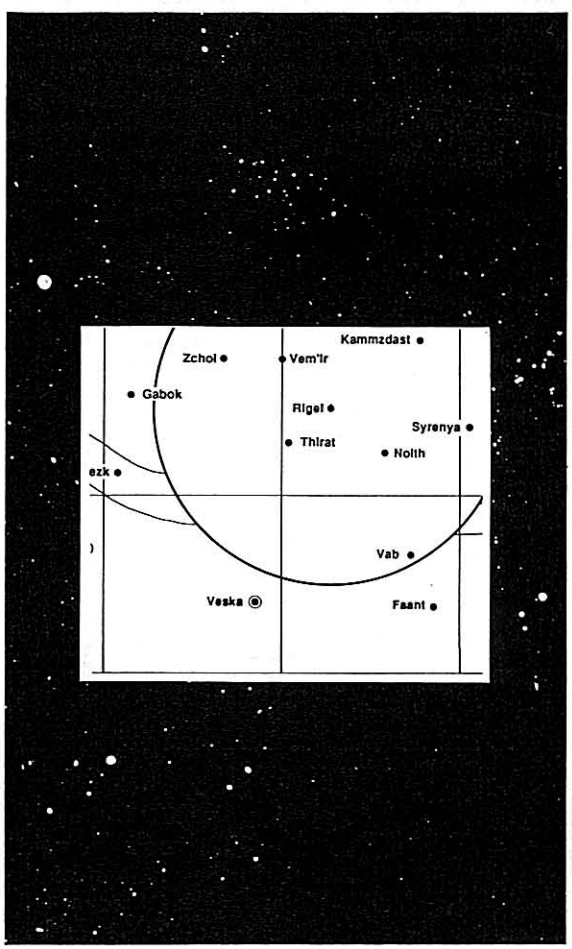
System Name:	Skondard
Map Coordinates:	8.15S 17.8E
Number Of Class M Present:	0

Planetary Data

Position In System:	II
Number Of Satellites:	0
Planetary Class:	J
Planetary Gravity:	1.1g
Planetary Size	
Diameter:	3,400 km
Equatorial Circumference:	10,680 km
Total Surface Area:	36,316,810 sq km
Percent Land Mass:	100%
Total Land Area:	36,316,810 sq km
Planetary Conditions	
Length Of Day:	40 hours
Atmospheric Density:	N/A
General Climate:	N/A
Mineral Content	
Normal Metals:	03%
Radioactives:	Trace
Gemstones:	Trace
Industrial Crystals:	13%
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	GGGGDFG/A (E)

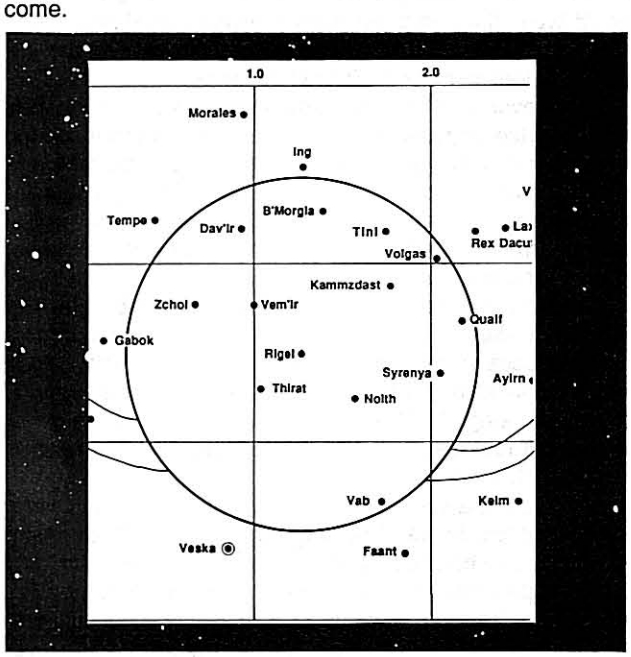


Notes:

This is where the ancient Treaty of Kammzdast was signed to regulate Orion slavery. Though airless and waterless, Kammzdast is extensively tunneled to a depth of 500 kilometers—less a planet than an enormous space station. Perhaps, in fact, it once was a battle station or fortified world; certainly its life-support still works.

Its history before the Treaty of Kammzdast is obscure, but without doubt it was a strategic fortress less battled-over than swapped in diplomatic maneuvers. After the Treaty and the cessation of general welfare, Kammzdast became a diplomatic meeting site. Orion slaves once mined the other planets in the system, but the mines have long since been depleted. Since the Orion War, Kammzdast has been used variously as a weapons cache and repair yard, a corporate and diplomatic meeting site, and an industrial park (which it is at present). The Botchok Planetary Congress owns and operates the rental concession here, leasing space, machinery, power, and utilities to quite a number of industrial customers. However, the bulk of the planet and its orbit are used as a marshalling yard for the Orion Space Navy, which uses it as their major outworld base. Annual naval exercises are held in the system, but by most accounts, the manuevers are a convenient excuse for officers to get away from their usual duties, play at war, and enjoy the nightly round of parties in the opulent hostelries. Needless to say, maneuvers are very popular, and there is much competition among the lower commissioned ranks for a berth.

The Kammzdast Museum of Orion Civilization here commemorates the spread of the Orions throughout space, from Kammzdast to Orion Dawn to Reverse to the Four Years War, and it is worth the trip just to see how the Orions perceive their own history. The museum is huge—there are no less than 26 square kilometers of exhibit space, and easily twice that in administration, restoration ships, and storage. The Museum Guidebook states that a cursory tour of the galleries takes 79 hours without breaks, food, or sleep. Curator Abnel Isolio welcomes all visitors from whatever quarter of the galaxy they come.



WORLD LOG: NOLTH

System Data

System Name:	Halat
Map Coordinates:	8.75S 1.56E
Number Of Class M Present:	1

Planetary Data

Position In System:	IV
Number Of Satellites:	1
Planetary Class:	M
Planetary Gravity:	1.0g
Planetary Size	
Diameter:	11,650 km
Equatorial Circumference:	36,600 km
Total Surface Area:	426,384,790 sq km
Percent Land Mass:	73%
Total Land Area:	311,260,890 sq km
Planetary Conditions	
Length Of Day:	20 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	14%
Radioactives:	26%
Gemstones:	02%
Industrial Crystals:	Trace
Special Minerals:	07%

Cultural Data

Dominant Life Form:	Orion
Technical/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	DCBEBBC/A (A)

Notes:

Like Syrenra, Nolth has had a peaceful history. The infamous Rigellian fever killed off the Hathine, the dominant native race and founding member of the Nine Worlds Confederation, but their many beautiful cities remained intact. With the help of refugees from the Outer Dark, Nolth rebuilt itself quickly and experienced a unique rebirth of Orion culture. According to the Orion Registry, a staggering total of 325 major families and their households and retainers live here in comparative peace, making this the most quiescent of Orion Colonies. It is governed by an elected planetary council, which elects the planet's ruling Judge. Fyash Motin the Fat has been Judge now for 32 standard years.

Nolth does a bustling trade, including Federation and Klingon merchants in its clientele. Some entrepreneurs have funded trading expeditions as far as the Triangle, and perhaps even beyond. The planet's most famous product is Nolth wool, grown from mutant sheep-like creatures bred to monstrous size; they are typically from 15 to 20 meters long and mass over 25 tons. In addition, Nolth also does a bustling business in pharmaceuticals and medicinal products. Various anonymous sources fund the development of new drugs.

Reportedly, an anti-aging drug has been secretly developed on Nolth. The entire drug industry is under extremely tight security, and so the truth of this single report cannot be verified. Star Fleet Intelligence is certain that Nolth produces many addictive substances that find their way into Federation markets, but it cannot prove it, halt it, or even trace the distribution network.

WORLD LOG: QUALF

System Data

System Name:	Qualf
Map Coordinates:	8.34S 2.19E
Number Of Class M Present:	1

Planetary Data

Position In System:	III
Number Of Satellites:	4
Planetary Class:	M
Planetary Gravity:	1.2g
Planetary Size	
Diameter:	15,600 km
Equatorial Circumference:	49,010 km
Total Surface Area:	764,537,960 sq km
Percent Land Mass:	21%
Total Land Area:	160,552,970 sq km
Planetary Conditions	
Length Of Day:	24 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	38%
Radioactives:	17%
Gemstones:	09%
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant LIfe Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	DBCDCDE/A (A)

Notes:

Qualf used to be a serene and pleasant world. Happy, industrious, heavily populated (at 3.4 billion people, it was second only to Botchok), Qualf seems to have known little war since the coming of the Orions. Pirates never troubled it, and refugees from the Outer Dark and from Romulan and Klingon invasions never ruffled its planetary calm.

However, after the Four Years War, things took a turn for the worse. The Rigel Demilitarized Zone Commission designated Qualf as the final resettlement site for all relocated Orions from Sector Two—a total of 1.4 *billion* refugees. This crush forced a crisis on the four-family coalition governing the planet. For the duration of the crisis, they appointed Vintlel Sotars as dictator, empowered to use any means at his disposal to provide for all citizens and to maintain public order. Since Stardate 1/9904, Sotars has been in power and has earned himself a new sobriquet—the Harsh. Through alliances with minor families and certain political elements, he has cemented himself in power and neutralized all opposition.

A pro-Federation ruler, Vintlel the Harsh promotes the heavy trade between his world, Ayirn, and Star Base 12. The strong local resistance movement, *Oromente Qualfn* (Qualf Liberation Force), has strong Klingon backing, up to and including arms. Clashes between government troops and insurgents have grown bloodier and more frequent. The situation has distressed the Federation, but as Qualf is an Orion world, it can do nothing. Nashi Dolun the Young, the unofficial *Oromente Qualfn* leader, has been gaining allies for his movement from all quarters. Visitors are duly warned that Qualf is a powderkeg ready to blow.

WORLD LOG: SYRENYA

System Data

System Name:	Adonolo
Map Coordinates:	8.62S 2.06E
Number Of Class M Present:	1

Planetary Data

Position In System:	IV
Number Of Satellites:	3
Planetary Class:	M
Planetary Gravity:	1.0g
Planetary Size	
Diameter:	10,270 km
Equatorial Circumference:	32,260 km
Total Surface Area:	331,352,880 sq km
Percent Land Mass:	32%
Total Land Area:	106,032,920 sq km
Planetary Conditions	
Length Of Day:	27 hours
Atmospheric Density:	Terrestrial
General Climate:	Tropical
Mineral Content	
Normal Metals:	04%
Radioactives:	21%
Gemstones:	12%
Industrial Crystals:	Trace
Special Minerals:	03%

Cultural Data

Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	EFBDCDE/A (A)

Notes:

Some 15,000 years ago, the Pergue race attempted to make Syrenya habitable but utterly failed. Syrenya has an axial tilt of 31.2 degrees and a hot, blue-white Type B7 sun. In summer, the stone plains were a blistering 100° Celsius; in winter, they plunged to -100° C. Only bacteria and lichens could live in the carbon dioxide atmosphere. Delighted when the Orions managed to terraform Botchok, the Pergue imported Orions to make the planet habitable.

To convert the CO_2 into breathable air, the Orions imported an ocean. Ice from asteroids and waste worlds was transported at unthinkable cost and hurled into the winter atmosphere to warm it. Ammonia ice was added to lend sufficient nitrogen for life processes. The impacts pulverized much of the rocky surface, making it possible to seed it with moss, microbes, worms, and such to form honest soil.

After a thousand years, the world became habitable. The air changed from carbon dioxide to balanced oxygen, nitrogen, and the oceans evened out the temperatures. The Orions planted here also thrived. The process reached a self-stabilizing plateau stage 7,100 years ago, making Syrenya the oldest completely recorded case of terraforming known. (The records for Botchok are fragmentary.)

At present, a very hardy population of 900 million Orions calls Syrenya home. The original Syrenya Development Company that handled the terraforming is still here, and is in fact the principal governing power. Ten powerful families control the shares of the company and ensure a smooth, well-functioning society. Although the terraforming has never needed major readjustments, the world is still harsh. When Orions speak of being "proud as a Syrenyan", they mean that they have truly earned their pride.

WORLD LOG: THIRAT

System Data

System Name: Yuhso
Map Coordinates: 8.70S 1.04E
Number Of Class M Present: 1

Planetary Data

Position In System: II
Number Of Satellites: 0
Planetary Class: M
Planetary Gravity: 1.7g
Planetary Size
Diameter: 22,800 km
Equatorial Circumference: 71,630 km
Total Surface Area: 1,633,125,400 sq km
Percent Land Mass: 25%
Total Land Area: 408,281,350 sq km
Planetary Conditions
Length Of Day: 19 hours
Atmospheric Density: Thick
General Climate: Tropical
Mineral Content
Normal Metals: 28%
Radioactives: Trace
Gemstones: 09%
Industrial Crystals: Trace
Special Minerals: Trace

Cultural Data

Dominant Life Form: Orion
Technological/ Sociopolitical Index: 999974-74
Planetary Trade Profile: EDFDCDF/A (B)

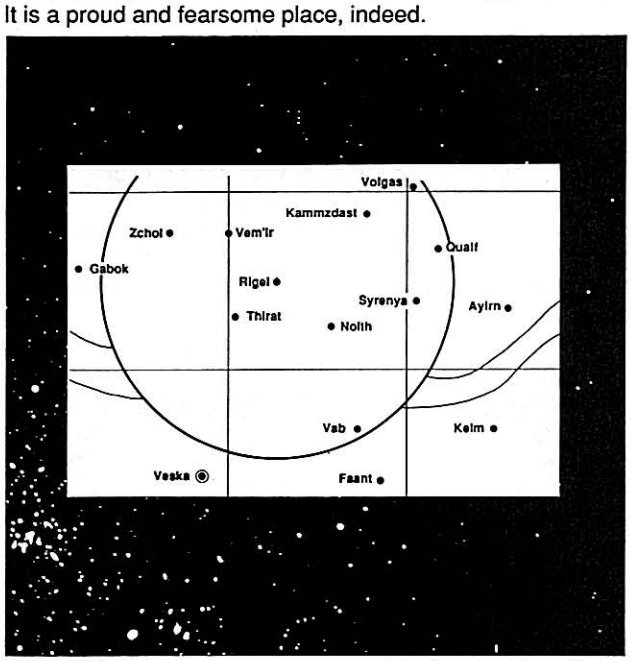
Notes

From space, Thirat is a very inviting blue-green world, but on its surface, life is extremely rigorous. The gravity is a whopping 1.7 times Terran normal, the average temperature fluctuates between 25° and 50° Celsius, and the humidity is always at least 60 percent. The surface is mostly swamp and jungle, which are infested with snakes, vicious insects, dangerous plants, and powerful beasts. The world's economy depends on the jungle for lumber, chemical, paints, drugs, fibers, petroleum, and a host of minor products. Cities—271 of them—dot the landscape under the forest cover. Most transport is by air as there are no roads and few open, cultivated areas. From a glance, it would be impossible to tell that 1.7 billion Orions live here.

Even today, ruins are being found in the jungle of ancient attempts at exploitation. Only gradually did the Orions learn to live with their harsh environment and not try to defeat it. The survivors of those slaves and their descendants are a hardy and canny breed, stronger than the norm and wise in the ways of jungle survival. For their strength, shrewdness, and sheer refusal to die when more sensible people would, Thiratins have been used and prized as mercenaries for centuries.

Thirat has a strong tradition of self-reliance. All citizens are skilled in either the martial arts or weaponry, and dueling is perfectly legal. If insulted before witnesses, a native of any social standing may challenge the offender, alien or not, to a duel. Even the ruling families—the Teish, Nomab, Sohola, and Emark—are not immune. Although they may run the Thirat Group (the loose confederation of industries that forms the de facto government), they understand very well that law and order on Thirat is a matter of protocol and individual politeness. One does not give orders here; one makes suggestions. The quaintness of this social order would bring many more tourists but for the high mortality rate among nonbusiness visitors. Thiratins are not known for their tolerance of outsiders. Once, a much-respected Klingon captain was killed here in a duel. There was no retaliation.

Thirat refused to accept Orion refugees after the Four Years War, and both Botchok and the Federation respected its decision. Besides, those Orions who had been slated to move there rebelled rather than be forced to live among the Thiratin. It is a proud and fearsome place, indeed.



WORLD LOG: TINI

System Data

System Name:	Refniai
Map Coordinates:	7.81S 1.75E
Number Of Class M Present:	0

Planetary Data

Position In System:	II
Number Of Satellites:	0
Planetary Class:	G
Planetary Gravity:	0.9g
Planetary Size	
Diameter:	11,730 km
Equatorial Circumference:	36,850 km
Total Surface Area:	432,260,830 sq km
Percent Land Mass:	100%
Total Land Area:	432,260,830 sq km
Planetary Conditions	
Length Of Day:	26 hours
Atmospheric Density:	Thin
General Climate:	Desert
Mineral Content	
Normal Metals:	19%
Radioactives:	15%
Gemstones:	Trace
Industrial Crystals:	06%
Special Minerals:	05%

Cultural Data

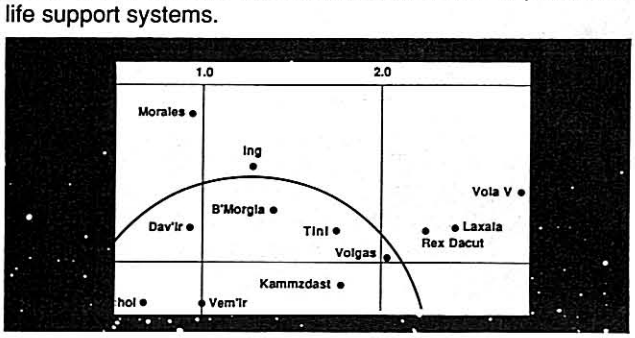
Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	FCCEDEF/B (A)

Notes:

Under two red suns lies the desert world of Tini, the Orion Vulcan. Its original inhabitants were the slender, 2.5-meter tall Miln, whose race was the last to resist the Orions in the Orion War. The Orions never bothered to conquer them, but left them in their delicate lace-crystal cities while they burrowed underground. They never concluded a peace and never had any real trade with them, but legend says that the Miln still live in their half-ruined cities.

The Orions prefer to run their mines from underground cities, or *plounla*. Across the planet are no less than 5,922 such *plounla*, each with their own ruling family and housing a population of more than one billion. Evaporator farms encircling each *pounla* are surprisingly effective at feeding this sizable population; almost every year, their production goes up.

This rigorous planet was chosen to be the primary resettlement site for refugees from Sector Four after the Four Years War. Many failed to adjust and had to move elsewhere. The only successful group came from Vola V, an all-water world, because they had also lived in large warrens and depended on life support systems.



WORLD LOG: VAB

System Data

System Name:	Vab 7791
Map Coordinates:	9.34S 1.72E
Number Of Class M Present:	0

Planetary Data

Position In System:	I
Number Of Satellites:	1
Planetary Class:	G
Planetary Gravity:	0.5g
Planetary Size	
Diameter:	6,510 km
Equatorial Circumference:	20,450 km
Total Surface Area:	133,141,000 sq km
Percent Land Mass:	100%
Total Land Area:	133,141,000 sq km
Planetary Conditions	
Length Of Day:	29 hours
Atmospheric Density:	Thin
General Climate:	Desert
Mineral Content	
Normal Metals:	27%
Radioactives:	10%
Gemstones:	Trace
Industrial Crystals:	08%
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	GBCGDFH/A (C)

Notes:

Located inside a dust cloud, Vab is an unattractive place by any standard. Its orbit carries it right between its twin suns: one yellow, one white. Even when not washed in constant daylight, its surface is continually bombarded by many types of radiation. With no agriculture and precious few resources, Vab is valuable only because it supports the nearest major port facilities to boundary with Klingon space. Like those on many other worlds, its underground structures were constructed in the distant past by peoples now completely unknown. In the Orion War, the Orions fought a huge battle for it and then abandoned it. Vab saw little use until the Reverse, when a few daring pirates risked the 'slot run' between the suns to base themselves here and to raid Orion and Klingon worlds recklessly. During the Four Years War, a Klingon task force demolished portions of the facilites, but the pirates remained.

Vab's value was realized only when the Orion Demilitarized Zone Commission presented the Botchok Planetary Congress with their plan for the Orion Neutrality Area. The Orion Space Navy instantly mobilized to seize Vab and to prepare it for future operations. Ostensibly, Vab is now a major base of the Orion Space Navy, but it seems that pirates also use it as a resupply point and transfer point for cargoes bound for both sides of the frontier. This is the most blatant example of BPC-Orion pirate complicity, and yet the Federation can do nothing. Star Fleet cannot approach it without risking war with the Klingons, the Orions, or both.

By all reports, Vab is a hellhole, needing constant maintenance to keep the inadequate tunnels and landing bays in operating condition. Unless a ship is underground, radiation is a major threat to it and its crew. Crowded, filthy, inadequately funded and dangerous, it is the least favorite duty in the Orion Space Navy. No wonder that rumors speak of friction between Navy officers and pirates on the base.

WORLD LOG: VEM'IR

System Data

System Name:	Tyolo
Map Coordinates:	8.23S 1.00E
Number Of Class M Present:	1

Planetary Data

Position In System:	IV
Number Of Satellites:	3
Planetary Class:	M
Planetary Gravity:	1.1g
Planetary Size	
Diameter:	14,330 km
Equatorial Circumference:	45,020 km
Total Surface Area:	645,122,570 sq km
Percent Land Mass:	70%
Total Land Area:	451,585,790 sq km
Planetary Conditions	
Length Of Day:	27 hours
Atmospheric Density:	Terrestrial
General Climate:	Desert
Mineral Content	
Normal Metals:	40%
Radioactives:	19%
Gemstones:	20%
Industrial Crystals:	02%
Special Minerals:	05%

Cultural Data

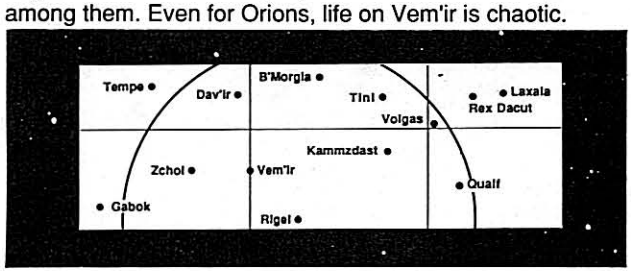
Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	GABFDGH/B (A)

Notes:

The environment of Vem'ir is ideal for mining, its major industry. Surface works (the shaft elevators, tipplers, smelters, and refineries) surround the graceful cities rising above the plains and rolling hills. This planet is the home of the Calids, who, though in decline even before the Orion War, survived the Reverse. When commerce declined during those dark times, the Orion population declined to emigrate. By the time of the First Orion Registry, the planet was back to full production.

Since the Four Years War, production has skyrocketed. Vem'ir is now the largest and most important mining planet left to the Orions, and its population of over 2 billion are all employed in mining or minding the mines. One glance at its blast pits is enough to understand why this world is known as the Feet of Orion Industry—everything stands on it.

A cumbersome, overburdened, and maddeningly slow bureaucracy governs Vem'ir. The shadowy, almost anonymous Vem'ir Executive Council meets once a year and sees no one personally, no matter how pressing the business. In usual Orion fashion, corporations would bypass this apparatus, but this is not practical. From single-holers to interstellar combines, no less than 1,424 firms do business on Vem'ir, far too large a number to allow proper coordination or cooperation among them. Even for Orions, life on Vem'ir is chaotic.



WORLD LOG:VOLGAS

System Data

System Name:	Hagmi
Map Coordinates:	7.98S 2.04E
Number Of Class M Present:	0

Planetary Data

Position In System:	IV
Number Of Satellites:	4
Planetary Class:	N
Planetary Gravity:	1.0g
Planetary Size	
Diameter:	13,740 km
Equatorial Circumference:	43,170 km
Total Surface Area:	593,093,720 sq km
Percent Land Mass:	06%
Total Land Area:	35,585,620 sq km
Planetary Conditions	
Length Of Day:	20 hours
Atmospheric Density:	Terrestrial
General Climate:	Warm Temperate
Mineral Content	
Normal Metals:	07%
Radioactives:	24%
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	04%

Cultural Data

Dominant Life Form:	Orion/Psyll
Technological/ Sociopolitical Index:	999974-77
Planetary Trade Profile:	AEDBCDE/B (A)

Notes:

A Class N pelagic agro world, Volgas is an anomaly in Orion Space. Though it has its prominent families (the Wal, the Ofish, and the Tumbel) and planet-wide corporations (Volgas Food and Transport), its government is a pure democracy, with a Congress, a President, and a World Court. Its anchored *poden,* or cities-on-stilts, have mayor-managers, chosen from the citizenry by popular vote. Even VF&T treads lightly around them.

Volgas is unique in Orion Space for another reason. It is the home to another sentient race, the cetacean Psyll, who are the result of genetic modification by a lost race known as the Shapers. The idea seems to have been the creation of an effective sea-farming labor force, and the Orions are reaping the benefits. Volgas' 2.2 billion Orions and at least twice that number of Psyll live in a close and happy partnership.The embarrassing extent to which Orion culture has been compromised here bothers most non-Volgasan Orions. However, the Orions here could care less; they shun outsiders as much as they themselves are shunned.

Rumor has it that at the bottom of the world ocean lie several wrecks of lost spaceships, some from the Four Years War but most incomparably older. The locals, Psyll and Orions alike, are unconcerned about them and remarkably incurious. Although they do not mind outsiders diving for them, they are not inclined to help any of them discover what secrets wait at the bottom of the sea. Observers say that the Psyll are the ones who discourage such prying, but none have ever answered why the race should care about depths that they, as air-breathers, cannot reach on their own anyway.

WORLD LOG: ZCHOL

System Data

System Name:	Sidianial
Map Coordinates:	8.23S 0.67E
Number Of Class M Present:	1

Planetary Data

Position In System:	IV
Number Of Satellites:	0
Planetary Class:	M
Planetary Gravity:	1.0g
Planetary Size	
Diameter:	14,370 km
Equatorial Circumference:	45,140 km
Total Surface Area:	648,729,120 sq km
Percent Land Mass:	30%
Total Land Area:	194,618,730 sq m
Planetary Conditions	
Length Of Day:	23 hours
Atmospheric Density:	Terrestrial
General Climate:	Cool Temperate
Mineral Content	
Normal Metals:	42%
Radioactives:	23%
Gemstones:	15%
Industrial Crystals:	09%
Special Minerals:	05%

Cultural Data

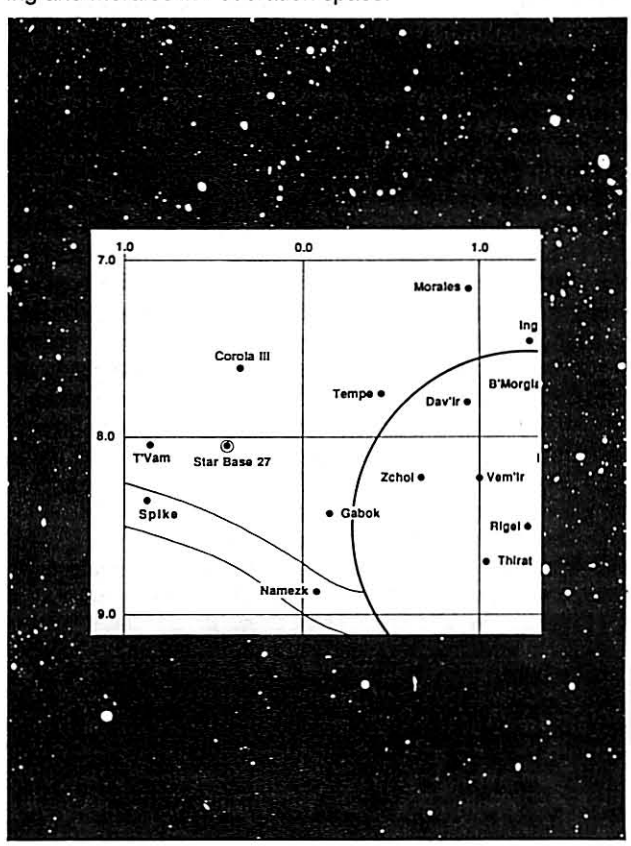
Dominant Life Form:	Orion
Technological/ Sociopolitical Index:	999974-74
Planetary Trade Profile:	DDCDCCE/A (A)

Notes:

Zchol has been the ancestral home to no less than five major spacefaring races, all but the first being invaders and conquerors of this pleasant planet. The Athan first brought in limited numbers of Orions, who stayed and multiplied throughout domination by the Athan, the Shani, and the Kezt of the Nine Worlds Confederation. During the Orion War, this world suffered heavy fighting, known afterwards as the Agony of Zchol. Lengthy rebuilding and the glory of the New Days never did erase all the scars. When the Reverse came, the multiracial population was decimated and forced to flee in the century-long Purge.

Strangely, as the Purge continued and trade ceased, Zchol's own fortunes improved. Without outside interference, the Orions could develop their world's resources, and they turned their attentions inward to cure their sickness. By Stardate 1/94, Zchol was a model Colony, its 3.1 billion people living in peace and prosperity under a Planetary Congress modelled on Botchok's. Then the border closed, resettlement began, and Zchol's golden days were over. Almost 2 billion refugees resettled on Zchol, bringing with them their rivalries, political differences, intrigues, and arms and clamoring for aid, relief, and revenge. Under the steady hammering of demands, the Zchol Planetary Congress dissolved. Power now rests in the hands of 22 major families or political factions, battling each other with words and occasional random violence for this or that city or region.

Although the planet remains rich, its fortunes are impossible to predict or to improve. A great deal of its import volume now consists of arms, a matter of great concern to both the BPC and the Federation. There are many groups on Zchol dedicated to one or another political idea and who are not above taking the struggle to somebody else's planet. Star Fleet is particularly worried about a leak of arms and radical politics to Ing and Morales in Federation space.



The Orions seem to have been the only winner of the Organian Conflict. With Klingon and Federation expansion into the Neutral Zone curbed (though not stopped), Orion ships almost have a free reign to establish Colonies and to exploit the wealth of the many planets in the Zone.

WORLD LOG: NAMEZK

System Data

System Name: Cevrinc
Map Coordinates: 8.88S 0.07E
Number Of Class M Present: 1

Planetary Data

Position In System: III
Number Of Satellites: 2
Planetary Class: M
Planetary Gravity: 1.0g
Planetary Size
Diameter: 12,940 km
Equatorial Circumference: 40,650 km
Total Surface Area: 526,039,570 sq km
Percent Land Mass: 56%
Total Land Area: 294,582,150 sq km
Planetary Conditions
Length Of Day: 29 hours
Atmospheric Density: Thin
General Climate: Cool Temperate
Mineral Content
Normal Metals: 27%
Radioactives: 10%
Gemstones: Trace
Industrial Crystals: Trace
Special Minerals: Trace

Cultural Data

Dominant Life Form: Orion
Technological/ Sociopolitical Index: 999974-74
Planetary Trade Profile: DCEDBCD/A (B)

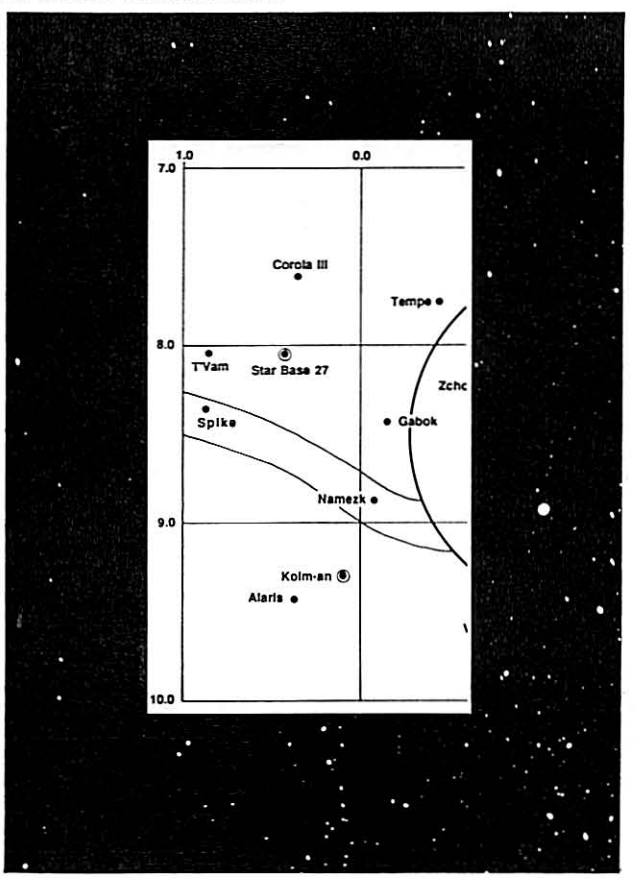
Notes:

While pursuing the defeated Klingon forces, Star Fleet ships made contact with this Orion Colony. The destroyer *USS Patton*, detached to make a fuller survey, made first contact with the inhabitants. Namezk was happy to trade with the Federation, and gladly provided valuable information on the movement of Klingon ships towards Kolm-an. Namezk had suffered very little damage from Klingon occupation, and its inhabitants were eager to return to full production, especially if the Federation were willing to open regular trading channels to them.

Technically, Namezk is a republic with an elected planetary congress very like Botchok's. The original race, the Bilini, once held the Orions in slavery, but their civilization has since declined. Those few Bilini not living among the Orions dwell in preserves, protected by law—a fact that makes Namezk dear to Federation hearts. The planet trades with the Klingons, the Federation, and the Orion Colonies in roughly equal proportions—the model of busy neutrality and a happy gateway for spies going in every direction. Namezk also does a brisk business in high-tech goods going from the Federation to the Empire, no doubt highly profitable but damaging to Federation interests.

Recently, Star Fleet Intelligence tried to swing popular opinion on Namezk away from the Klingons by flooding the local market with cheap Klingon disruptors. No one bothered to consider the obvious Orion response, which was, of course, to re-sell the weapons—to Klingon space, Federation space, and other Orions, causing unrest everywhere but the intended planet.

Namezk is now a planet *very* carefully watched. "The Last Free Orion World" is in fact nothing of the sort—simply a convenient front behind which everyone practices their particular favorite forms of deceit.



WORLD LOG: SPIKE

System Data

System Name: Spikal
Map Coordinates: 8.34S 0.87W
Number Of Class M Present: 1

Planetary Data

Position In System: II
Number Of Satellites: 1
Planetary Class: M
Planetary Gravity: 1.0g
Planetary Size
Diameter: 13,470 km
Equatorial Circumference: 42,320 km
Total Surface Area: 570,013,380 sq km
Percent Land Mass: 34%
Total Land Area: 193,804,540 sq km
Planetary Conditions
Length Of Day: 28 hours
Atmospheric Density: Terrestrial
General Climate: Warm Temperate
Mineral Content
Normal Metals: 27%
Radioactives: 07%
Gemstones: Trace
Industrial Crystals: Trace
Special Minerals: Trace

Cultural Data

Dominant Life Form: Orion
Technological/ Sociopolitical Index: 999974-74
Planetary Trade Profile: BDFCBCD/C (A)

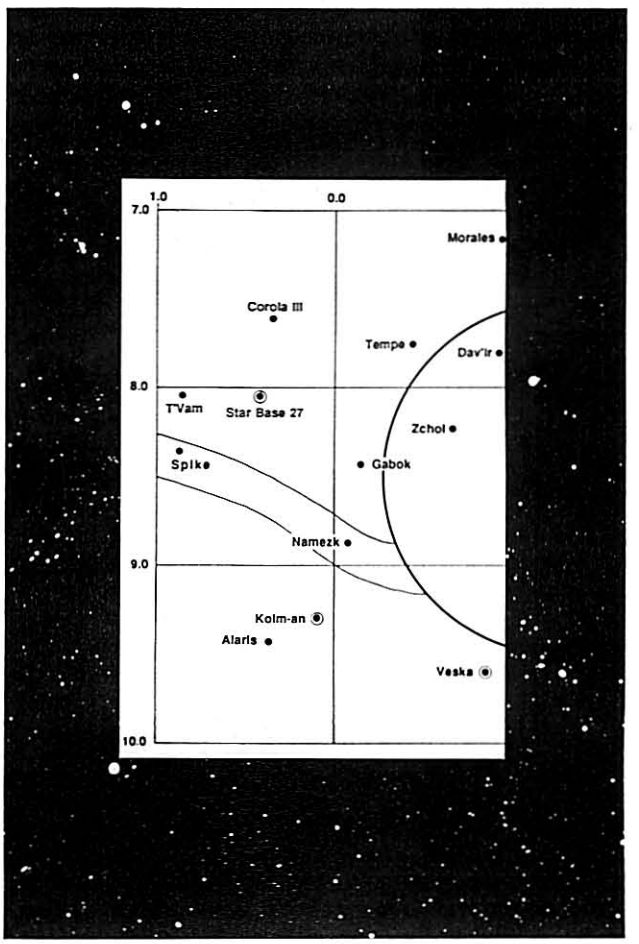
Notes:

Like Namezk, Spike was a world unknown to the Federation until the Four Years War. Although Star Fleet vessels missed it on the drive to Kolm-an, a major Federation force stumbled across the planet on its return. Admiral Trenton Reynolds dispatched a contact team, but the natives snubbed them and bluntly told Reynolds and his 300-ship force to leave at once. A bemused Reynolds withdrew his fleet and left the system to the diplomats—a practical decision as much as a polite gesture. The Spikans allowed the ambassador to land and welcomed a few traders, so long as they were not too obnoxious.

Officially, the planet follows this policy because Overlord Mentain the Strong wishes it. As far as Federation anthropologists can determine, Spike is a closed world because of the Reverse, when a frightened local populace ceased all commerce and blasted all ships that tried to force their way into the system. For a thousand years, they kept their world closed, save for the occasional lost trader or explorer in an unarmed ship. Gradually, they resumed trade, but the prohibition against armed vessels remained.

Traders and any others who travel to Spike are warned that Star Fleet cannot intercede on their behalf. Violators of local law may find themselves in prison for a long time while waiting for the consulate to negotiate an exile.

Spike has a Space Navy totalling 33 ships, mostly small and obsolete and quaintly armed. However, they are manned by efficient, capable, and hostile crews who spend a great deal of time practicing. Even the Klingons have learned to respect this Lilliputian fleet; gram for gram, the Spikans can match any Klingon for pure ferocity.



WORLD LOG: TAKERS

System Data

System Name: Tithadi
Map Coordinates: 8.63S 2.98E
Number Of Class M Present: 0

Planetary Data

Position In System: II
Number Of Satellites: 0
Planetary Class: L
Planetary Gravity: 0.8g
Planetary Size
Diameter: 10,420 km
Equatorial Circumference: 32,740 km
Total Surface Area: 341,102,800 sq km
Percent Land Mass: 100%
Total Land Area: 341,102,800 sq km
Planetary Conditions
Length Of Day: 24 hours
Atmospheric Density: Thin
General Climate: Arctic
Mineral Content
Normal Metals: 35%
Radioactives: 12%
Gemstones: 09%
Industrial Crystals: 03%
Special Minerals: Trace

Cultural Data

Dominant Life Form: Orion
Technological/ Sociopolitical Index: 999974-74
Planetary Trade Profile: FDEFBCC/A (C)

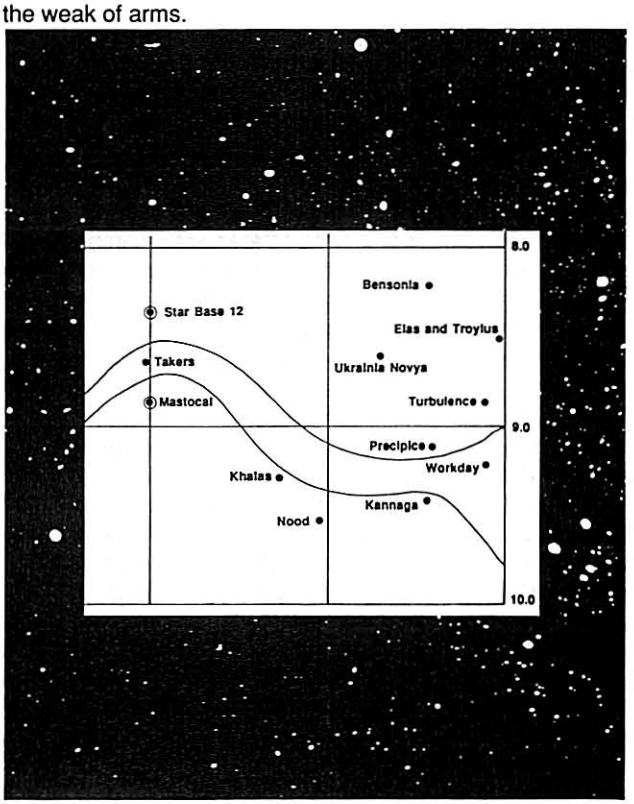
Notes:

Once Class M before its sun cooled, Takers was a minor outpost and emergency way station for civilian and military craft alike after the Orion War. Its many preceding tenants have tunnelled under the surface until it became well-honeycombed. Several cities and an entire starport exist entirely underground, with hardly a sign showing on the surface. It is not a rich world, and, even before the Reverse, it may have been completely evacuated. The sun of Takers is a red dwarf, hard to spot unless at close range. In the welter of bright suns in the Orion Arm, the star is next to invisible. Small wonder, then, that pirates found it and made it into a major base.

For centuries, Takers was a pirate starport of mythical proportions. Half-a-Man Sooris walked its subterranean streets—some legends say he discovered it, some say he died there, some say he was last seen alive there before his Last Voyage. Other famous pirates, including Dormanis the One-Handed, Ishar of the Jewel, and the Only Froun, have called Takers home and brought in fabulous treasures now long spent or well hidden. In sheer volume of raider traffic, Takers must rank as the most active pirate base known to history. There never was, or could be, a den of more foul or vicious creatures.

Pure accident happened to place Takers squarely in the Neutral Zone—safe from accidental exposure and with a guaranteed safe route to the Triangle and back to Orion Space. An ideal state, except that Takers is squarely between the Klingon base at Mastocal and Star Base 12. The two major powers could not have done better had they planned to cut Takers off deliberately.

Profits no longer roll in so lustily at the ancient base. It is still large and still the home to many dozens of ships, but there is more squabbling and struggles for power and privilege now that wealth is at a premium. Stolen goods are still sold here in vast auctions, and the old-style slave market here may be the only one to deal in non-Orions. Filthy, decadent, and drunk with its own history, Takers is not a place for the weak of heart—or the weak of arms.



THE SLAVE LIFE

As the Orions began their civilization in slavery, it should hardly be surprising that they continued the practice into modern times. Orion slavery is a subtle and complex thing, filled with rights and duties incumbent on both master and slave, and not as absolute as some writers have made it seem. For example, the term for "slave" in Orion (*dubi*), is only a diminutive form of the word for "contractor" (*dubyal*). To the Orions, slaves are only a kind of contracted labor—not wholesale ownership of one living being by another. In practice, however, the difference is not appreciable.

Only Greens are slaves. By custom stronger than law, Ruddy Orions never lapse into slavery, either voluntary or enforced. Men as well as women may be enslaved—or may enslave themselves. Most Greens experience slavery at least once. Slavery may last a lifetime, a slave may be given his freedom, or he may actually buy himself—and turn around, and re-enslave himself again! Of all Orion institutions, slavery is the most complex, mystifying, and important. The Federation has tried to eradicate the practice with only limited success.

Orion slaves comprise a large portion of the total Orion labor pool. They work the fields, operate the basic industrial machines, handle domestic chores, and perform an astonishing amount of hand-done work, whether in fine machinery or tending animals. In exchange for their labor, they receive food, shelter, a modicum of clothing, and some of them even collect an allowance. Except for the very lowest and unskilled of laborers, discipline is light—there are no whips, chains, or any other signs of their low status. To the Orions, slavery is not a state of oppression, but a rational and even honorable way of life.

Although there is no such thing as a typical Orion slave, an average unskilled and uneducated Green Orion might enter slavery as early as age ten or twelve. His parents make the arrangements for the sale, which is, surprisingly enough, completely voluntary on their parts. In fact, shopping for the right master is very important to the future slave's parents, as their child's education and eventual livelihood depend on that first owner. The larger and finer estates are swamped by a continuous stream of petitions begging the family to take a child into their service. In any year, only a few can be accepted, and the rest are turned away to accept lesser houses and names. The entire process greatly resembles that of a school entrance.

Once accepted into service, a slave is given a place in the household and a simple job (often more than one), and he is tested and questioned to find any aptitude. He then enters training to develop this aptitude and to become valuable and disciplined. The range of slave education is quite wide, running from simple bookkeeping to sophisticated technical training and even, for a few, the skills needed to become a starship crewman. Once a slave has trained and demonstrated some degree of competency at his intended job, he is often resold, at a substantial markup, to an owner with a need for his skills. Most large Ruddy households make a tiny amount by taking, training, and reselling bright and promising Green youngsters. Some seem to be veritable slave factories, with a yearly output in the hundreds of people.

Once trained, a slave is pretty much set for life in his job. Depending on his specialty, he may work for one master or many, a handful of years or a lifetime. An individual may become free in one of three ways: preselected date, self-purchase, or manumission.

By agreement with his master, an Orion slave may be set free after a number of years in service. Such agreements are usually specific to a particular master. If the slave is sold before the term expires, the slave may appeal to a tribunal for his freedom. In most instances, it seems the slave-holder must compel his charge into accepting freedom on the given date.

Self-purchase is the usual and respected means of ending slavery. Over the course of his career, a slave will accumulate a respectable sum of money from allowances, favors, and transactions on the side. Eventually, a slave acquires enough to purchase himself from the master. A startling proportion of slaves, well over a third, sell themselves into slavery again—typically, to get into a better line of work and receive the free training. Some may resell themselves as many as five or six times over a normal lifetime.

Manumission has two faces. A slave may be legally released at any time, but it is often a mark of disgrace. Unsatisfactory performance, overt criminality, or any other disreputable charge, usually prompts the slaveowner to discharge the wrongdoer. On the other hand, meritorious service or some extraordinary feat may free a slave, who retains all his money and bears away this prestigious honor. There is no middle ground; Orion slaves are given their freedom gratis only for being exceptionally good or exceptionally bad.

An Orion slave actually has it pretty cushy. Training, housing, and food are all free. There is the company of fellow slaves, male and female, a lack of worry about the future (but not always), constant employment, and a small, irregular but untaxed bankroll for the prudent and careful. Forged over the millennia, Orion slave law grants them rights and avenues of redress against unjust or harsh masters and permits them to hold certain kinds of property (though not land), to marry, to have children (who are always born free and the parents get to keep the money from selling the child) and to inherit and pass down their goods. All in all, it sounds rather ideal.

Nevertheless, it is still slavery. Bound Orions are not property, but they are definitely not free men. Their work must conform to particular standards, during set hours, at certain locations, and even when they are not working they can expect to be under someone's eye—actual or remote. They are not the social equals of free Orions, or even other Greens. On top of that, Orion slaves are denied even the security of lifelong work and care; they can be kicked out on their own or blackballed as an unsatisfactory worker. They can grow old enough to draw a termination date in their contract without enough money to retire on or years left to take up a new skill. Orion slavery is not an admirable condition.

Fortunately, only Orions seem to be slaves. Despite frequent rumors and scandals, non-Orion slaves are found nowhere in Federation or Orion Space. The Orions do not export slaves to races who are not used to slavery.

THOSE GREEN ANIMAL WOMEN

If the public knows anything about Orion slavery, it is that the Orions keep stunningly beautiful and alluring Green women for their distraction and amusement. They are often called "animal" slave women for their reputed violence and notorious effect on humanoid males of almost any species—their charms, it is said, cannot be resisted.

It is all romantic space claptrap. Animal slave women are only a class of Green women slaves who have been trained extensively as courtesans, like Terra's own geishas. They are no more animals than are any other Green Orions. As dancers, musicians, artists, conversationalists, they provide entertainment of a very high order.

Orion standards of beauty and grace are not as refined as those of most Federation races. To the discerning critical Federation eye, the Green slave women are coarse and almost brutally sensual. This is not a handicap for them—on the contrary, it is the better part of their charm. In their scanty costumes, typically laden with jewelry, barefoot, with their hair loose and wild, they cut a very barbaric figure even among their own people. Everything about them—the way they move and dance, the distance they maintain between themselves and their audience, their air of smoldering, barely restrained passion, even their very scent—is fraught with mesmerizing power. They are indeed very compelling creatures.

Their function in Orion society is strictly utilitarian and *very* deliberately ambiguous. Non-Orions who see them during Orion functions are simultaneously being paid a high compliment and presented with an extraordinarily powerful distraction. Their appearance signals the Orion host's belief that his guests are equal to not only resisting but enjoying the spectacle. At the same time, those guests are being tested for their own strength of will and self-possession. An all-out Orion banquet lavishly uses strong drink, exotic food, and even more exotic smokes; by the time the Orion slave women appear, even the strongest beings may be suffering a touch of neuro-intoxication, a systemic disorder brought on by multiple chemical exposure. Although the symptoms vary, the result is a general lessening of mental and emotional stability—sometimes called zombification. Under chemical overloads, the higher brain functions cease, and the sufferer enters a vaguely trance-like state. A neuro-intoxicated being, fighting for possession of his faculties, might be put over the edge by the Green Orion slave women. Even females of other humanoid races are prone to such overloading, though not to the same degree that males are.



By general report, neuro-intoxicated persons are more suggestible to outside influences and do not always recall events after the fact. Many commercial deals have doubtless been readjusted while a businessman was incapacitated by Orion hospitality. After all, the Orions are renowned for being sharp dealers, as well as hard partiers.

In spite of their prominence in Orion life, there are more questions about the Green Orion slave women than answers. Obviously, they are very highly trained, but by whom? Are they sequestered in training cloisters away from all other slaves, or are they kept on the same estates as ordinary Green slaves? How are they chosen? Perhaps at a certain age, they settle down to produce and train another generation of Orion courtesans. Having purchased their freedom, some may leave their service for a more normal life. One must wonder, however, just what sort of normal life a former courtesan could have. The rumors may be correct—Green Orion slave women are kept so far removed from mainstream Orion life that they could well become (if they are not already) a separate subspecies.

THE SLAVE TRADE

Wherever Orions are found, there are slaves. This has been a constant since before Federation times, and war and conquest have not altered it. In spite of everything done to control it, the trade in Orion slaves continued all through history, until the end of the Four Years War.

By Stardate 1/9901, Federation trading firms had firmly entrenched themselves on the rich worlds surrounding the Orion Neutrality Area. No longer as dependent on Orion trade, UFP members boycotted Orion ports to show their displeasure of Orion slavery. The First Amendment to the Articles of Federation banned slave trade outside Orion Space, and, pressured by the boycott, the Botchok Planetary Congress officially outlawed the practice.

All this was well and good, but it takes a lot more than legislation to force Orions to surrender one of their most treasured customs. If a piece of paper would regain Federation trade, the Orions thought, then by all means sign it and get on with business. Naturally, resuming business included the continued—though less conspicuous—use of slaves.

Star Fleet has its hands full trying to enforce the Federation's and the Orions' own law. Orion slave-carrying vessels are neither foul, crowded, nor easily identified; usually, they are perfectly respectable transports with all the right papers, a smiling and cooperative crew, and the proper license to permit the transplantation of perhaps hundreds of 'perfectly free' Orions. Under the Orion Registry Act, a Star Fleet captain has no authority to detain any such properly documented vessel; most do not even try to stop them.

The situation on Orion-occupied worlds is even worse. Any non-Orion can find Greens working for room, board, and perhaps a banked sum to be credited back to relatives in Orion Space—but no slaves. Computer records, foremen, and the 'workers' themselves all agree: no slavery here.

PIRATES OF ORION

Pirating is an old and established way of life to the Orions. Pirates were the first Orion spacemen and the saviors of Botchok in the Orion War. Though their depredations slowed colonial growth, it was not enough to dull their luster. During Rigel's New Days, Orion pirates lived beyond the sphere of the Colonies, plundering the ships of unknown races beyond and selling the booty to worlds in the Orion interior. Though a little hazardous, it was a comfortable way of life and perfectly respectable.

The Reverse ended all that. When Colonies fell, the pirates were deprived of their support, and their forward camps became isolated. Most moved into Orion Space and took legitimate jobs, but those remaining banded together to form large pirate fleets. The huge planetary raids that marked the end of the Reverse capped off their descent from respectability—what little was left to them.

The pirates of those days were mostly a sorry lot. Likely as not, they were men without prospects, family, or future and with precious little to lose. They stole for survival more than they stole for profit, as the goods they sold on miserable tradeworlds brought only a fraction of their value—usually they sought food, clothing, tools, and spare parts. So-called pirate kings who gathered covens of captains and ships were many and usually short-lived, their riches always coveted by someone a little smarter, a little crueler, and a little faster on the draw.

Nevertheless, when most Orions were reduced to mean subsistence, pirates seemed the kings of space, free to go where and when they wanted and answering to no man but their own inscrutable law. Though their work was low and dangerous, it was no worse than what most people had to endure throughout their working lives, and it held the promise of a lucky haul just around the corner. Orion pirates never went out of business. Ships, captains, and recruits were always available (though never very plentiful—maybe one in 20 lasted even ten years), and there were always those merchants and fanciers willing to loan seed money to collect a handsome percentage of the take. Although piracy might be a chancy business, it paid.

The Romulans were not tempting to the pirates—quite the opposite. Poor and not very technologically advanced, the Romulans shipped mostly raw materials or half-finished basic goods, valuable to the Romulans but not to any market the Orions could hope to reach. Worse, the Romulans were also pirates. Soon after capturing a rich haul near the Star Empire, the plunder-laden Orion ship would disappear. Furthermore, Romulans were utterly intolerant of aliens and destroyed them without compunction or mercy. An Orion pirate vessel was the first to discover that the Orion Colony at Farx had been destroyed, and only the great skill of the crew and captain saved them from death at the hands of the Romulan task force there. Orions retreated before them wholesale, and the pirates followed suit.

When the Klingons began to impinge on Orion Space, it was the pirates who first met them. Invariably coming off second-best to the larger, better-armed Klingon ships, the pirates soon learned to keep clear of the warships in favor of Klingon merchant vessels visiting already conquered worlds. The Imperial Navy labored mightily to keep their trader ships inviolate and spared no effort to seek and smash all pirate bases, but it was a losing effort. The Klingon Empire was rich, and its shipping too tempting not to be pillaged.

When the Federation races began to expand near to Orion pirate enclaves, they came with a great wealth of goods and hardly any armament at all. Rich and innocent, they openly traded with Colonies near to them and distributed maps to their principal worlds. In particular, Humans and Andorians were fond of planting new settlements far from their homeworlds, lengthening their trade routes and increasing their vulnerability. The Orion pirates had a field day on the supply ships and traders that blundered their way. Of course, as their identity as Orions was inviolate, the pirates took pains to ensure no one ever lived to betray their identity.

The creation of Star Fleet Command put a definite crimp in pirate operations. With its centralized command and support structures, Star Fleet was very effective in patrolling areas at risk. Because many of the early crews included Andorians, encounters with pirates tended to be short, sharp, and fatal. Star Fleet's standing orders were to engage all pirates, seek out their bases, and destroy them.

Because the total Federation merchant tonnage increased every year, piracy remained profitable. In addition, as long as the Orion Colonies existed and the take increased, the pirates hung on—sometimes going so far as to base themselves on Colonies under some legitimate prextext. This practice has never died out, and unwary traders in lonely stretches of space may still find Orion pirates quite some distance from Rigel. Star Fleet has discovered that some pirates have mobile base facilities and may appear anywhere without warning.

As settlement increased, however, pirates fled the more densely populated regions. Too many people and ships means secrecy is harder to maintain, mobile facilities or no. As a matter of course, the pirates have gradually retreated from the core of Federation space, and away from the major trade lanes between Rigel and the Federation's major worlds.

During the Four Years War, pirates profited handsomely by turning smuggler or mercenary, but the greatest boon they received was the creation of the Neutral Zone. In the space between two expansionistic powers, the Orions pirates have found a paradoxically safe haven and can venture forth on either side to plunder merchants, freighters, and the occasional small outpost. Even Star Fleet and Klingon warships are not safe from them. In most cases, it is impossible to tell whether pirates or the enemy were the culprits.

As Federation settlement along the frontier has increased, the Klingons seem to have struck a diabolical arrangement with the pirates. In exchange for Federation ships and cargoes, pirates receive immunity from Klingon reprisal and even safe havens and base facilities within Klingon space. Although the Federation has protested strongly, the Klingons profess no knowledge of such arrangements. As neutrals, of course, the Orions have the right to trade anything with anybody—without saying how or from where it came.

OPERATING METHODS

The popular image of the Orion pirate is a boozy, swaggering thug in outlandish dress, armed to the teeth with stolen and modified weapons, looting ships and planets at random, and taking young female captives for fantastic ransoms or hefty prices on the slave block. Virtually all of this image is wrong.

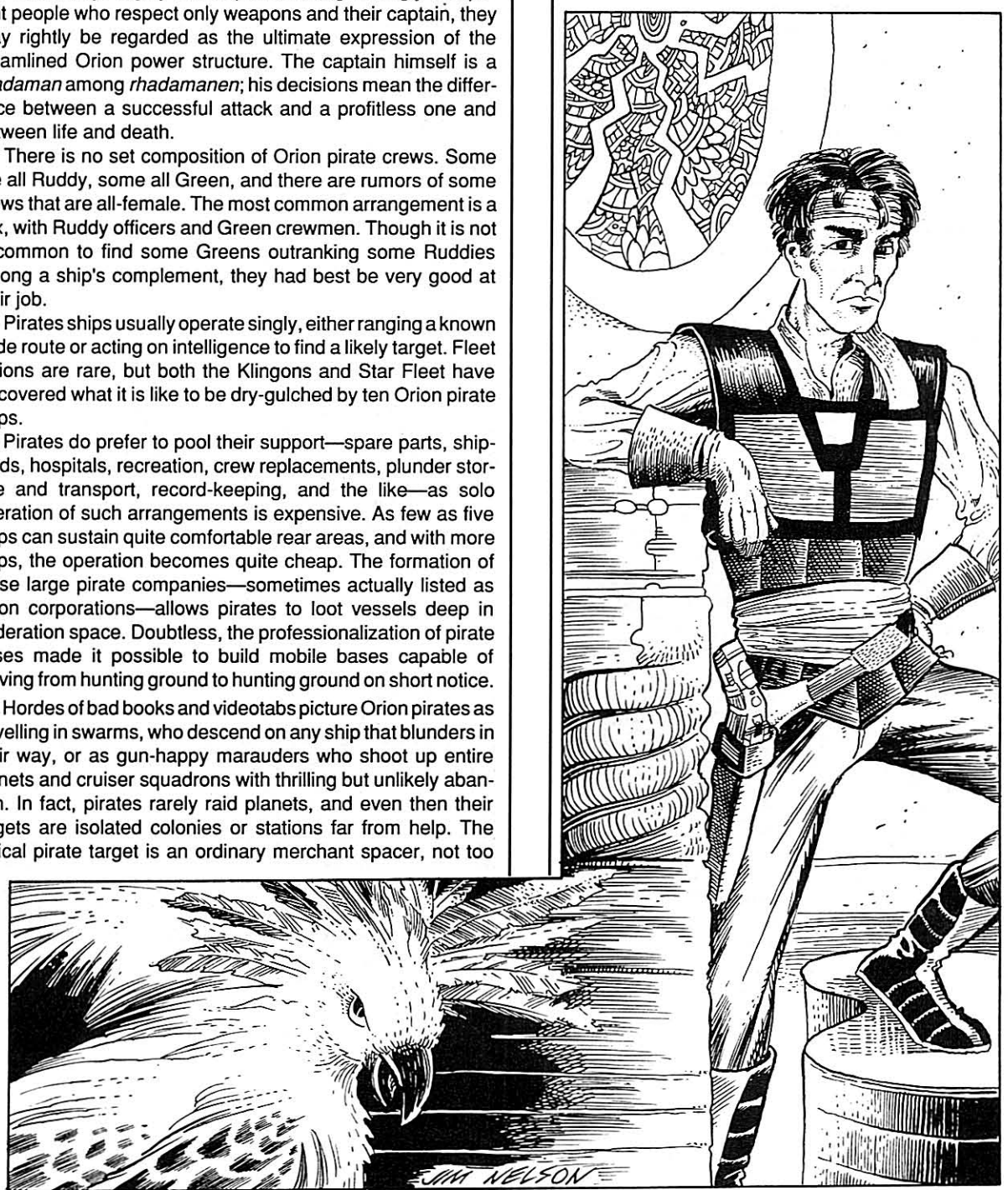
First and foremost, Orion pirates are businessmen and professionals. Highly trained and motivated, they are in space to make money, and they do not tolerate those who cannot take the discipline and responsibility. Though not supermen, like any elite combat force they put a high value on reliability and self-sufficiency. Highly interdependent, frighteningly competent people who respect only weapons and their captain, they may rightly be regarded as the ultimate expression of the steamlined Orion power structure. The captain himself is a *rhadaman* among *rhadamanen*; his decisions mean the difference between a successful attack and a profitless one and between life and death.

There is no set composition of Orion pirate crews. Some are all Ruddy, some all Green, and there are rumors of some crews that are all-female. The most common arrangement is a mix, with Ruddy officers and Green crewmen. Though it is not uncommon to find some Greens outranking some Ruddies among a ship's complement, they had best be very good at their job.

Pirates ships usually operate singly, either ranging a known trade route or acting on intelligence to find a likely target. Fleet actions are rare, but both the Klingons and Star Fleet have discovered what it is like to be dry-gulched by ten Orion pirate ships.

Pirates do prefer to pool their support—spare parts, shipyards, hospitals, recreation, crew replacements, plunder storage and transport, record-keeping, and the like—as solo operation of such arrangements is expensive. As few as five ships can sustain quite comfortable rear areas, and with more ships, the operation becomes quite cheap. The formation of these large pirate companies—sometimes actually listed as Orion corporations—allows pirates to loot vessels deep in Federation space. Doubtless, the professionalization of pirate bases made it possible to build mobile bases capable of moving from hunting ground to hunting ground on short notice.

Hordes of bad books and videotabs picture Orion pirates as travelling in swarms, who descend on any ship that blunders in their way, or as gun-happy marauders who shoot up entire planets and cruiser squadrons with thrilling but unlikely abandon. In fact, pirates rarely raid planets, and even then their targets are isolated colonies or stations far from help. The typical pirate target is an ordinary merchant spacer, not too large or too small, and not well-armed. The accepted tactic is to make a sudden, dramatic appearance, fire a warning shot or two to force surrender, and make a swift boarding via transporters or airlock. (Contrary to the swashbuckler epic, they do not ride out from behind convenient asteroids, but intercept a detected ship at high speed—it is just as effective, just not as dramatic.) Pirates generally prefer cargoes that are small, light, valuable, and not easily traced, but few things fit all the requirements. In fact, pirates have been known to execute perfect attacks and then take nothing, if there was nothing they felt worth taking.



Pirates avoid combat as much as possible; it tends to be hard on ship and crew, not to mention the booty. Rather than choosing their targets idly, pirates have agents scan ship manifests and port departure lists or even sneak aboard likely prospects to determine if it is worth assaulting. If they lack such data, they will work a trade lane leading away from rich planets. As trolling for targets tends to attract the notice of Star Fleet, however, pirates without hard information have to keep moving. Pirate vessels tend to be small, fast, well-armed (particularly in the forward arc), and possess better-than-average shields. Their job is to intimidate, dominate, steal, and flee—as quickly and efficiently as possible.

Resisting pirates is not a good idea. Nonresisting, compliant crews that give up their cargoes quietly and quickly are left unmolested. Ships that fight—and lose—will be lucky to have only their armament destroyed. Crews that fight after boarding get particularly frightful treatment; a pirate captain usually lets his crew choose the punishment—typically something colorful, painful, and deadly.

Orion pirates do not especially mind being captured by Star Fleet. Though they lose their ship and face imprisonment, readjustment, or both, at least they remain alive. Eventually—almost immediately after readjustment— they may go back to their homeworlds and start over. However, some Star Fleet captains, not all of them Andorian, have very poor records for capturing live pirates. It seems that every marauder they encounter fights to the bitter end.

Occasionally, Orion pirates take captives (almost always Orion executives or their families) guaranteed to bring a large and fast ransom for safe return. So far as is known, none have been comely Federation females, nor have any been sold into slavery—trashy romances to the contrary.



ORION TRADERS AND BUSINESSMEN

"There are three kinds of people I don't want to face while making a deal," trader Carter Winston said. "Vulcan bankers, Tellarite lawyers, or anybody Orion."

To call Orion merchants and businessmen sharp is a gross understatement. Business is the Orion way of life; everything they do is geared toward making money, and they enjoy the making almost as much as the having. Any Orion—Ruddy or Green, male or female—understands the primacy of business and the things it can bring: comfort, authority, respect, and cash.

Uninformed people (and even those who should know better) expect Orions to cheat, lie, and steal to get their way. This is no more true for Orions than for any other trading race—getting caught, of course, would ruin one's reputation. Orion traders pride themselves on the care and consideration they show every one of their customers or clients, even if they expect to annihilate them later. In fact, Orions have a reputation for lavish, even opulent ways of doing business; they put great effort into ensuring that their clients are comfortable, at ease, and happy. It is a matter of pride among Orions to live well and to let other people know it. By lavishly showing off, Orions are showing their cordiality and hinting broadly at their past successes. "See how well I've done? Think what I could do for *you*!" All this emphasis on pleasure and entertainment tends to make many races very uncomfortable; "businesslike" is not the word that comes to mind when describing such practices.

The Orions' adaptability makes them business geniuses. Not only are they careful to speak the language of their prospective clients, but they also learn the right customs along with the proper form of address. If costume and hairstyle count, they must be appropriate to the occasion, too. The same goes for all the smaller details, right down to the imperceptible and unconscious ones. Mastery of these fine points makes Orions as similar to their business opponents as possible and keeps them on top of their profession.

When dealing with Vulcans, for example, Orions are quiet, calm, reserved, and very well-informed. With Tellarites, they are direct and voluble, but willing to lose an argument to win a sale. When trading with Andorians, they are cool and calculating but not actually hostile—combat has no place in business. And with Humans, Orions are friendly, outgoing, interested, and eager—just what a prospect wants to see.

Insincerity is a common charge againt Orions. They acquire some superficial traits of a culture and forget them as soon as they have served their purpose. Nevertheless, they regard their own culture, decadence and all, as the only civilization fit for them. Despite all the hundreds of cultures Orions have absorbed or learned to imitate, Orion culture is almost hermetically sealed—its forms have not varied for centuries. Even the great impact of Terran culture seems to be a fad for the young and the impressionable.

Between the prowess of their businessmen and their tradition of hard work for low wages, Orions would be running the galaxy if it were not for one additional thing. Unless restricted by contract provisions, Orions tend to take the cheapest, most direct route to accomplishing their ends—right over (or through) local laws. This 'lawlessness' has little to do with their contempt for non-Orions. It is entirely a matter of practicality, and Orions are perfectly able and willing to obey all the laws required of them—if they are paid enough. Because of this attitude, Orions tend to make up a disproportionately large number of the criminal class, particularly in the larger racketeering operations like smuggling, protection, gambling, and the like. In turn, Orions in business are distrusted and shunned. There is no way of knowing just how deep one may be getting when dealing with Orions. It may be best just to avoid them altogether.

Avoidance is not always possible—or even desirable. For all their disadvantages, Orions remain the best choice for certain kinds of operations: the cheap, the quick, and the dirty. Those who disparage such low dealings get a standard answer from the Orions: they did not force anybody to do a thing. They just found a need and filled it, as they always do. It is just business.



TRADITION AND STYLE

Mendacious and greedy as the Orions seem, they are also rightfully known as the most colorful people with which to deal. As they see it, business is the process of making people happy by doing things for them. It does not matter if happiness lies in importing cheap illegal drugs, supplying slave labor, or smuggling arms through hostile space. The idea remains the same—keep the customer happy.

When they are concluding a first deal or contacting a new prospect, Orions are careful to conform exactly with the particular non-Orion way of doing business. Their attention to detail is total, for the tiniest slip could introduce suspicion or fear of the unknown—as well as reveal how well the deception is proceeding. Orion traders are careful to learn all they can about a client's likes, dislikes, preferences, prejudices, and weak points, so that they may play to them to maximum effect. Many people are uneasy at the thought of being sweetly seduced by Orion businessmen, but the purpose is to discover just what that particular prospect wants and how he wants it done.

Over time, as Orion and non-Orion become more comfortable with each other, a transformation occurs. Discussions still occur in the non-Orion tongue, and the proper forms are still used but more and more elements of Orion culture and business practice creep in. Meetings will conclude with a banquet, complete with musicians and dancers. If trappings have been austere, sumptuous and colorful ones will begin to appear—draperies, lamps, less-severe furniture looking suspiciously like loungers or couches. Traders have complained that this shifting of the initiative to the Orions puts them under pressure, and perhaps this is intentional. When Orions speak of these additions, they always stress that it is a lowering of the Orion guard—to let a non-Orion see just what an Orion thinks is comfortable, right, and proper for business.

Gradually, as a non-Orion becomes more accustomed to the Orion way of doing business, he begins to perceive how well the Orions understand and use the small, almost unconscious clues and body language that all intelligent beings are constantly making. As they let their guard down, Orions let their guests see just how much there is to read and to conceal.

In time, anyone who spends much time with Orions finds that a constant, subtle interchange in ambiguous code is going on. Words are only a small part of the code; the tone, the way the head and hands are held, the degree of importance given (or yielded) to a subject—virtually everything has a meaning. Once acquired, the habit of studying others for clues to their disposition is impossible to lose. Although this habit can be valuable in trade negotiations, such a talent becomes unbearable around friends and family. Once they have become used to Orion company, many traders find even their oldest and most comfortable relationships suddenly strained by what they now see. No wonder that traders who spend most of their time around Orions rarely have normal contacts with non-Orions, even of their own species.

ORION SHIPS

BORROWED DESIGNS

The first Orion starships were stolen from other races. Even the first Orion-built ships used designs 'borrowed' from a few captured or well-studied models. Originally, they were rather crude copies, but time and practice gave Orion shipbuilders the expertise to duplicate alien ships almost exactly. Trial and error soon modified these designs to make them more suitable for Orion purposes—shields were strengthened, weapons were increased, and hulls were enlarged. Some pirates used ships noticeably different from the parent design in order to spread confusion and to hide their identity.

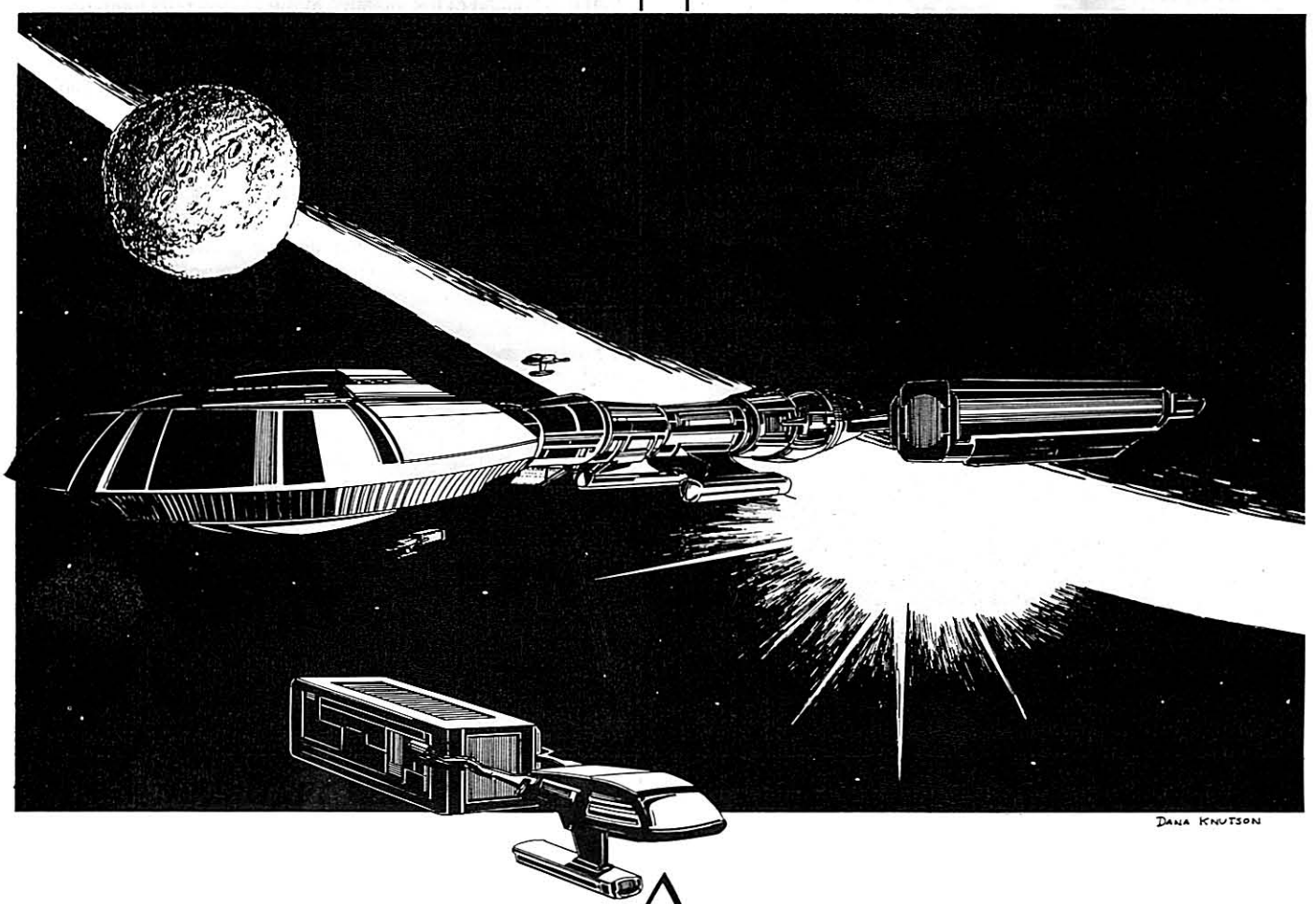
An original Orion starship design, new from the keel up, was not laid down until long after the Orion War. Even then, Orion vessels still tended to mimic those of others, as if the naval architects were afraid to deviate from standard practice. In fact, the Orions never really became known for any exceptional design features. Their ships tended to be drab and utilitarian, stark footballs of tritanium, spheres and cylinders on stalks and unimaginative wedges.

The only distinguishing feature of Orion vessels was their tendency to be elaborately, almost grotesquely decorated. Quite common on some vessels were unnecessary fins, complicated geometric patterns engraved into the hull, or bolted-on masts, arches, antennas with no real function. The idea may have been to intimidate pirates—it did not work.

In the last 500 years or so, the Orions returned to copying the designs of other races. (Few Romulan vessels were so copied, probably from lack of opportunity.) They were quite useful to pirates, who could sneak up on their prey in the guise of a harmless freighter or explorer. The practice is alive and well today; in fact, the bulk of Orion vesels are of alien design. Some are so precisely mimicked that sensors cannot detect the difference; ship's papers must be examined or the serial numbers run against the manufacturer's records. Quite a few innocent ship purchasers have been surprised to find that their 'used' starship is actually a new Orion copy.

For all their attention to detail, Orion-made copied ships are not built with the same quality as the originals. Wherever they can get away with it, the Orions substitute cheaper materials, less-exacting manufacturing processes, and even substandard parts. Continual repairs in space and frequent overhauls in the shipyard plague the crews of such vessels.

Unsubstantiated reports claim that some wealthy Orions to Coreward have copied Romulan vessels from intercepted Federation intelligence reports and have been using them to explore those regions between the Romulan Neutral Zone and the uncertain borders of Gorn space. There are few Star Fleet vessels so deep in space, past Star Base 18, to verify the story.



NATIVE DESIGNS

At the height of their power, the Orions had the records and technical accomplishments of scores of civilizations, some of them several millennia old. For example, the Orions had transcended the impulse engine, using sublight paragravitic drives to accelerate ships from orbit to lightspeed—technology the Federation has not yet discovered. However, much of this advanced technology was lost during the Reverse, with the destruction of records and ships. Some has survived in crashed hulks, forgotten tapes and books, the odd time capsule, and lost monuments. Eventually, most of it will be recovered or rediscovered independently—or, at least in the case of the transwarp engine, surpassed.

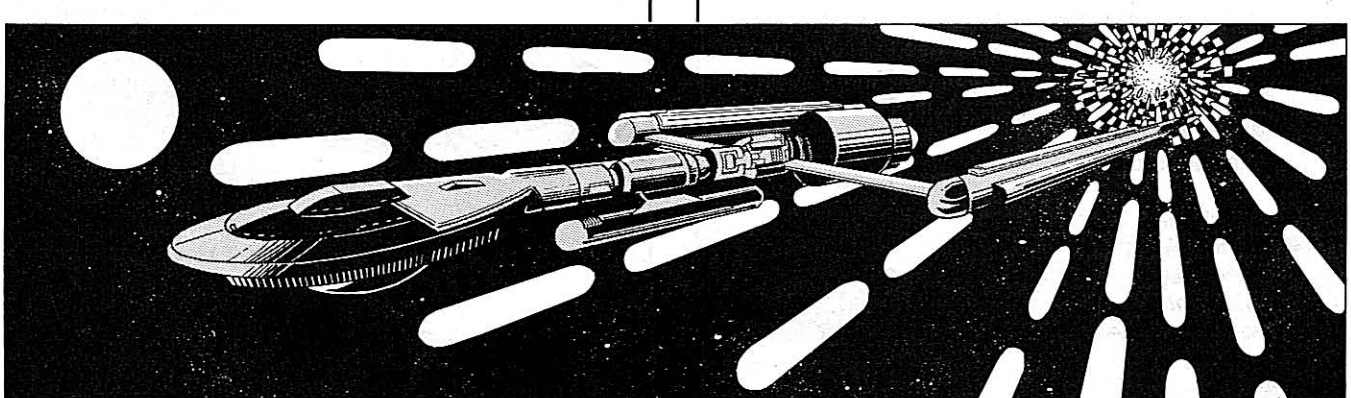
Some of this technology still exists. The ancient formulae and computations used to determine the configuration of all components are exceedingly precise and comprehensive. Such-and-such a speed with this kind of cargo generates thermal stress beyond the norm—so there are interco to be placed at these calculated locations. At high speed, a design of this type encounters gravitic instability, which is balanced by the placement of its engines and the curve of the hull. Hundreds of years of starfaring experience went into the creation of these algorithms—most of which, alas, are not applicable to Federation vessels, as they were derived for the precise dimensions and capabilities of native Orion designs. These designs require a high degree of construction quality and component reliability, which are scarce around Orion shipyards. Maintenance is a particular problem, boosting the operating costs of such vessels.

The laws of warp dynamics are myriad but inflexible; a push in one direction necessitates a pull in another. To achieve high performance, Orion designs must be built to accomodate the propulsion curve to the exclusion of all other concerns—the hull must be this shape, the conduits must run according to this model of symmetry—and the result is a ship that has little, if any, margin of error. Exceeding the performance standards (as Star Fleet and Klingon vessels do frequently) is dangerous with Orion vessels. A tight turn compromises its engineering symmetry, and a high speed produces new realms of stress that the ship cannot handle. Orions wealthy enough to commission the construction of such a vessel are not wealthy enough to keep replacing the mistakes of past captains. Therefore, the use of native Orion vessels is limited, and only the best and most trusted crews and officers are allowed to serve on them.

Efficient small warships are easier to build than efficient large ones. Not only does the margin of error increase with size, but Orion design superiority evaporates once the size of the ship exceeds Class V. The engineering guidelines that make a Class II vessel fast, rakish, and murderous make a Class VII slow, peevish, and spidery. There is no Orion vessel of sufficient size or power to best any front-line warship of the Federation, the Klingons, or the Romulans in one-on-one combat.

A number of archeological engineers who have gained access to highly secret Orion design parameters claim that the Orions once had such technology for large, highly efficient warships and that there is a remote chance that the right formulae and algorithms could come to light some day. Star Fleet Intelligence closely monitors Orion shipyards that are capable of building a Class VII or larger ship for any signs of outsize construction.

The following two vessels are among the most popular native Orion designs, but hardly the only ones. There are freighters, liners, the famous "Rigel yachts", the fast couriers and packets, the rare corvettes and frigates of museum vintage, and, of course, the galaxy-choking swarm of pirate vessels. Regardless of what cheap novels say, there are no such things as Orion slave ships, and only two of the three-kilometer-wide colonial transports are known to survive, both as orbital museums. For further information, refer to **The Orion Ship Recognition Manual.**



WANDERER CLASS V BLOCKADE RUNNER

Construction Data:

Model Number—	A
Date Entering Service—	2/1701
Number Constructed—	Approx. 100

Hull Data:

Superstructure Points—	21
Damage Chart—	B
Size	
Length—	195 m
Width—	66 m
Height—	19 m
Weight—	48,325 mt
Cargo	
Cargo Units—	180
Cargo Capacity—	9,000 mt
Landing Capability—	none

Equipment Data:

Control Computer Type—	M1
Transporters—	
standard 6-person—	2
cargo—	1
small—	2
large—	1

Other Data:

Crew—	102
Passengers—	10
Shuttlecraft—	2

Engines And Power Data:

Total Power Units Available—	37
Movement Point Ratio—	2/1
Warp Engine Type—	OWA-2
Number—	2
Power Units Available—	17
Stress Charts—	G/F
Maximum Safe Cruising Speed—	Warp 6
Emergency Speed—	Warp 8
Impulse Engine Type—	OIB-3
Power Units Available—	3

Weapons And Firing Data:

Beam Weapon Type—	OD-4 disruptor
Number—	4
Firing Arcs—	2f/p/s, 2a/p/s
Firing Chart—	T
Maximum Power—	6
Damage Modifiers—	
+2	(1-18)
Missile Weapon Type—	FP-1
Number—	4
Firing Arcs—	2f, 2a
Firing Chart—	L
Power To Arm—	1
Damage—	10

Shields Data:

Deflector Shield Type—	OSJ
Shield point Ratio—	1/4
Maximum Shield Power—	8

Combat Efficiency:

D—	148.0
WDF—	38.2

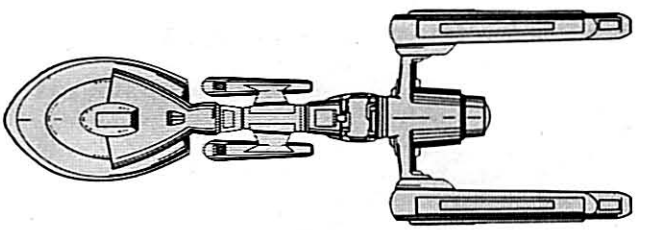
Notes:

Nothing symbolizes Orion space power more than this sleek and powerful vessel, often called "the Orion *D-7*". A relatively new design, the *Wanderer* owes much to Human starships, particularly in the use of an oval main hull where the bridge, sensors, computer, and most of the crew quarters are located. The engineering section, contained in a swelling 'abdomen', also contains the compact shuttlecraft bay (two eight-man shuttlecraft are carried in snug bays and can be launched simutaneously) and a powerful tractor beam capable of towing vessels up to twice the mass of the *Wanderer*.

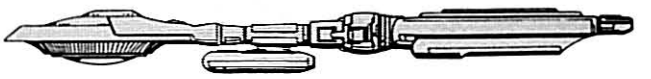
The most striking feature of this ship is its outrigger weapons pods, carried at the waist of the narrow hull. Not only are these pods convenient for mounting heavy and dangerous weapons, but they are also easier to access for repair or to jettison in case of explosion, fire, or leakage. So far, the heaviest weaponry carried by a *Wanderer* has been four disruptors and no less than four Federation photon torpedoes. With some modifications (such as reducing the ship's shields), even heavier arms could be carried.

Although the *Wanderer* has often been termed nothing more than a pirate's mount, a number of Federation concerns have purchased *Wanderers* (despite the heavy import duties) because the ship is suitable for certain tasks. As a salvage and rescue vehicle, it has few peers, especially because sensor pods possessing marvelous range and sensitivity can replace the weapons pod. For the same reason, they perform planetary survey work well, particularly in unmapped regions or near uncertain borders where its great speed may ensure the survival of the mission.

The *Wanderer* is an example of a good, sturdy, versatile Orion starship. Star Fleet calls every vessel with a high speed and a small payload no larger than Class V a "blockade runner". This term describes a goodly portion of Orion starship designs, regardless of their actual function. For example, notice the differences between the *Wanderer* and the *Lightning*, which Star Fleet rates as the same type of ship.







LIGHTNING CLASS IV BLOCKADE RUNNER

Construction Data:

Model Number—	B-6
Date Entering Service—	Unknown
Number Constructed—	Approx. 50

Hull Data:

Superstructure Points—	16
Damage Chart—	C
Size	
Length—	100 m
Width—	33 m
Height—	32 m
Weight—	39,930 mt
Cargo	
Cargo Units—	40
Cargo Capacity—	2,000 mt
Landing Capability—	none

Equipment Data:

Control Computer Type—	MK-IV
Transporters—	
standard 8-person—	2
cargo—	1
small—	2
large—	1

Other Data:

Crew—	23
Passengers—	10
Shuttlecraft—	2

Engines And Power Data:

Total Power Units Available—	33
Movement Point Ratio—	3/1
Warp Engine Type—	OWA-1
Number—	2
Power Units Available—	15
Stress Charts—	G/F
Maximum Safe Cruising Speed—	Warp 8
Emergency Speed—	Warp 10
Impulse Engine Type—	OIB-3
Power Units Available—	3

Weapons And Firing Data:

Beam Weapon Type—	OD-3 Disruptor
Number—	6
Firing Arcs—	3f/p/s1p,1s,1a
Firing Chart—	R
Maximum Power—	4
Damage Modifiers—	
+1	(1-16)

Shields Data:

Deflector Shield Type—	OSF
Shield Point Ratio—	1/3
Maximum Shield Power—	6

Combat Efficiency:

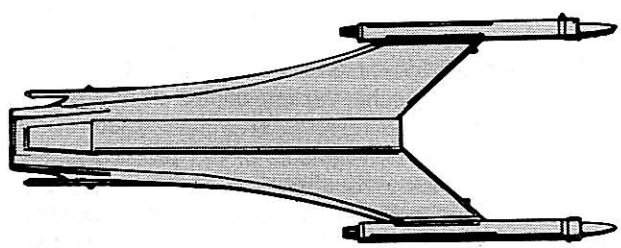
D—	81.4
WDF—	18.0

Notes:

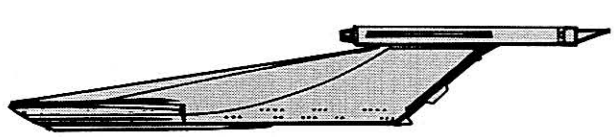
For a Class IV vessel, the *Lightning* seems exceptionally well-armed with its six disruptors, half of them mounted for forward fire. This is no ordinary merchant vessel—though, with its crew of only 23, it is also a paltry excuse for a pirate vessel.

The *Lightning* is a courier, a light, fast ship intended to carry small valuable cargoes, blasting out of its path any opposition it cannot outrun. Though it bears a superficial resemblance to many similar vessels of the Orions, the *Lightning* is more recent than the *Wanderer*, having been designed during the tumult of the Four Years War. Designed to pour its heart out in speed, this ship has shields so paltry and a hull so strong that it makes no difference whether shields are up or not. Many Orion captains put their trust in speed and live to tell how both dorsals were holed and still they got away.

Equipped with fail-safe navigation systems, permitting accurate guidance even if the main sensors are shot away, and crewed by diehards who get paid only if they live to deliver the goods, *Lightnings* are exceptionally good at getting where they are supposed to go.







ORION EQUIPMENT

'BORROWED' TECHNOLOGY

The Orions have a natural inclination for stealing the good ideas of others and putting them to good, practical, and profitable use. Learned from the beginning of their history, this irritable trait continues because it is a successful survival skill, neccessary for the continuation of Orion civilization.

Just as the Orions copied ancient ship designs to produce their own, they also mimic virtually all kinds of other technologies they encounter. The terraforming skills they employed on Botchok were learned from others whose names are forgotten. They never developed the warp drive, but copied it from older spacefarers. The same for antigravs, antimatter manipulation—in short, everything.

In a practical, industrial sense, the Orions are technologically no better off than their neighbors. In the grand tradition of imitating their business associates, their products are annoyingly, depressingly similar to goods Federation visitors could pick up closer to home. Of course, they tend to be cheaper, as the Orions cut a lot of corners and do not worry about durability or paying someone for their patents. The influx of cheap Orion goods into the Federation is a growing and aggravating problem, and Star Fleet has neither the time nor the ships to check every merchant vessel leaving an Orion world.

One of the unexpected benefits of this practice is the bleed-over of Klingon technology into Federation space. Every kind of manufactured item with any kind of profit possibility sooner or later gets counterfeited in an Orion factory, including a great deal of Klingon body armor and Klingon hand disruptors.

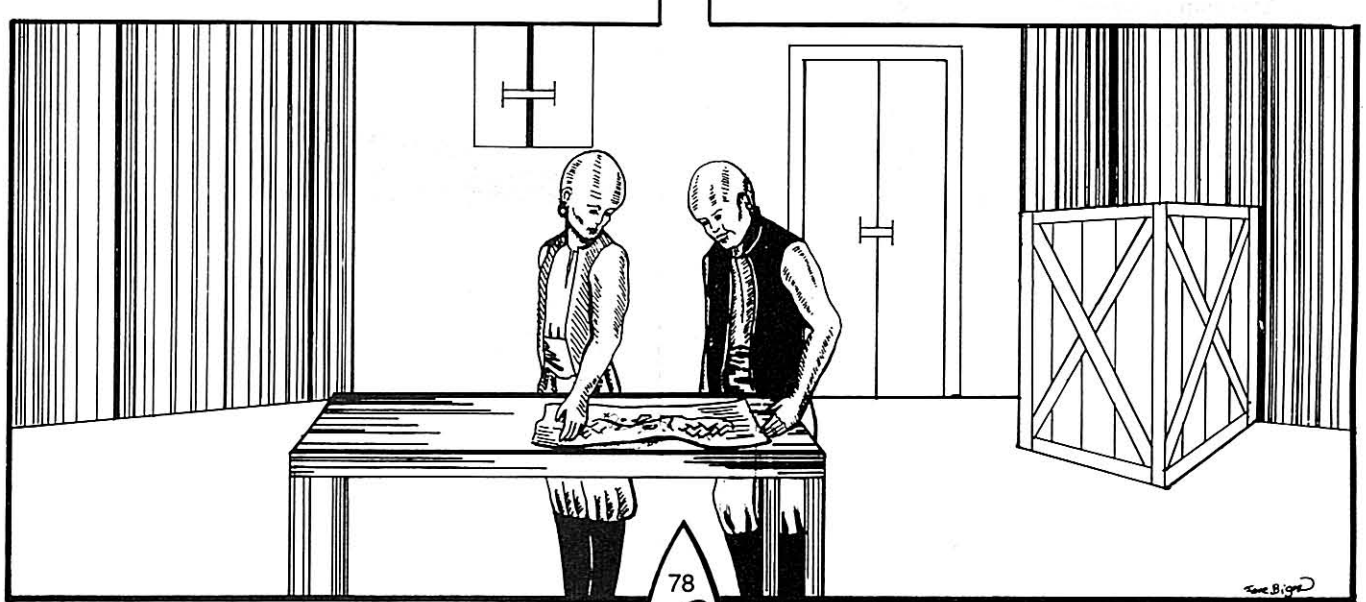
Naturally, Orions are also marketing unreliable copies of Federation goods on worlds in Klingon space and the Neutral Zone between them—perhaps even in Romulan space. Does this shoddy merchandise hurt the Orions or the Federation more? What are the Klingons and Romulans learning from these goods? After all, a clumsily copied transtator is still a transtator.

NATIVE TECHNOLOGY

Four characteristics usually mark an object or process as being native Orion: small size, high efficiency, a simple design, and extreme scarcity. To which many people add remarkable uselessness.

Federation members consider much Orion technology to be wonderfully curious. Fountains that play music as its water falls, holographic tapestries with figures that move, and living carpets that grow and even smell like meadows. An object in a private Orion museum has the curious property of polishing almost any surface at which it is pointed—soft plastics are easier and more quickly polished than granite, but supposedly, the object will do the same even to newly forged neutronium. It can be held in one hand and emits no detectable radiation; it has apparently never depleted its source of energy. In a ruin on one planet (jealously guarded by the present ruling family) is an antigravity platform like a table, which cannot be moved. The force needed to pull it free of whatever holds it in place would destroy it. The Orions tend to guard these treasures carefully as only a few examples of such luxuries exist.

Such objects are museum pieces, valuable for research if for nothing else. Not all old native Orion technology is like this; a great portion of it is still in use, but in only a narrow range of applications. For instance, Orion aircars all use Federation antigravity units—but there exists Orion antigravity furniture that uses extraordinarily tiny lift units that cannot be examined without destroying the mechanism. Somewhere, somebody is still manufacturing these things and selling them only to Orions. Starships the Orions painstakingly copy from Federation or Klingon examples slavishly duplicate the sick bays, but the galleys and all their equipment are unmistakably Orion. There are stoves that cook without heat or radiation, knives that do not cut living flesh, simple gadgets capable of taking raw ingredients and producing complete meals with the touch of a button. All of it is nice, but expensive and almost never available to non-Orions. As a wit has said, "If you want to see the future of Orion, go to Federation laboratories. If you want to see the past glory of Orion, go to the kitchen."



It is not just a joke. The best surviving examples of native Orion technology, and those still being produced, all have to do with personal comfort or self-indulgence. There are no ancient Orion weapons, but there are dustless floors; no metals better than Federation tritanium, but luminescent paste jewelry that never fades; no native heavy construction equipment, but exquisite holo-movies and ancient books that produce their own light for reading.

There is no doubt the Orions have lost much since the Reverse. One of the reasons funding for archaeological expeditions to Orion ruins has never slacked is the small but steady trickle of ancient arts that can be recovered. A lot of the Federation's android and communications technology derives from such planets. Unfortunately, weather, time, brigands, and art smugglers (who cut up ruins for some wealthy purchaser desiring a piece of history on his mantle) have destroyed all but a handful of fragments of what was.

One of the major reasons for so much present-day wastage is the persistent rumor that there are actual functioning Orion machines lying at the bottom of ruins. Hordes of eager fortune hunters have descended on the first Orion ruins they can find, blasting their way into every vault and hidden tunnel looking for a magic Feinberger. Blasting, cutting, and crumbling ancient structures have destroyed the records carved into the walls. Even when there is no actual writing, the layouts of ancient Orion ruins or the way they were cut into stone tell much about the builders and their works. Their destruction is the destruction of future knowledge.

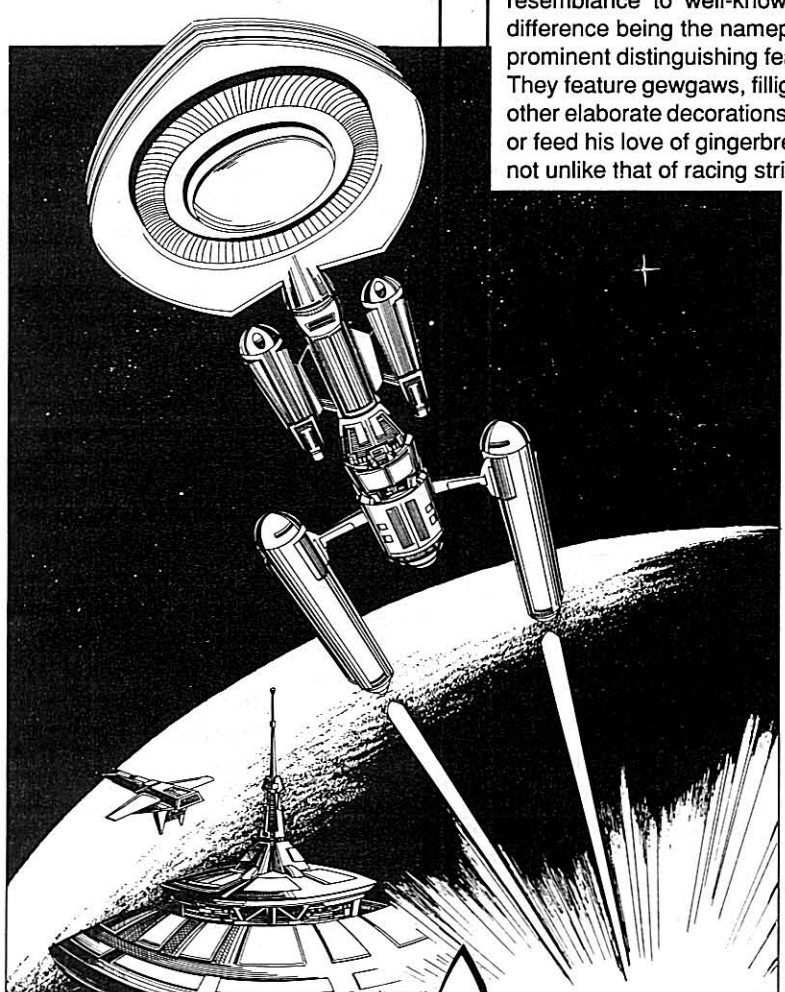
TECHNOLOGICAL UNRELIABILITY

When they are paid well, Orions are capable of producing excellent works. Some Orion counterfeit goods are virtual duplicates of the originals. The irony is that the vast majority of the Orions' customers want only cheap duplicates of expensive products, so that they can sell them for more and make a larger profit.

It is a good deal cheaper and more profitable to 'knock-off' substandard copies of more prestigious goods, to substitute inferior parts on more complex merchandise, or to fake technically demanding pieces of work to look as if they were done right. It startles people to learn that the 'craftsmen' who perform such frauds are only slightly less expensive than honest specialists. There are far more bunko artists among Orions, and, illogical as it seems, their skills are more in demand. Except for a handful of products (most of which they hoard for themselves), the Orions are known as producers of shoddy and nearly worthless trade goods, whose major value is extremely low cost with a high-priced look.

Because the quality of Orion products is negotiable, the customer cannot expect a long or useful service life from anything Orion. If only shabby furniture and lighting fixtures were involved, this would be only an annoyance. However, the Orions manufacture counterfeit life-support systems, antigrav transportation systems, and spacecraft. When they fail, many people may die as a result.

Obviously Orion products are renowned for their close resemblance to well-known Federation makes—the major difference being the nameplate. However, there is one other prominent distinguishing feature: Orion products are 'fussier'. They feature gewgaws, filligrees, stylish but useless trim, and other elaborate decorations, intended to catch the buyer's eye or feed his love of gingerbreading. On the whole, the effect is not unlike that of racing stripes on a food processor.



ORION CHARACTER DATA SHEET

Name _____ Age: _____

Socioeconomic Class/Die Roll: _____ Sex: _____

Handicap: _____ Race: _____

Specialty: _____

Rank: _____ Position: _____ Credits On Account: _____

Ship: _____

STR	END	INT	DEX	CHA	LUC	PSI
INACT SAVE 20	UNC THRESH 5	MAX OP END	CURR OP END	TO-HIT, MOD	TO-HIT, HTH	TO-HIT,_____
WOUND HEAL RATE	FATIGUE HEAL RATE				BARE-HAND DAMAGE___	DAMAGE____

	Basic Training	Specialty Training	Command School	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	Term 7	Term 8	Term 9	Term 10
Grey Orion													
Lodubyal													
Naval Recruit													
Naval Academy													
Explorer School													
Other _____													
Other _____													
Term Length (years)													

SKILL LIST

Administration _____
*Artistic Expression_____ _____
Bribery _____
Carousing _____
Commun. Systems Operation _____
Commun. Systems Technology _____
Computer Operation _____
Computer Technology _____
Damage Control Procedures _____
Deflector Shield Operation _____
Deflector Shield Technology _____
Electronics Technology _____
Environmental Suit Operation _____
Forgery _____
*Gaming _____ _____
Instruction _____
*Language_____ _____
_____ _____
_____ _____
Leadership _____
*Life Sciences_____ _____
_____ _____
_____ _____
Life Support Syst. Technology _____
***Marksmanship, Archaic** _____ _____
Marksmanship, Modern _____
Mechanical Engineering _____
*Medical Sciences_____ _____
General Medicine_____ _____
_____ _____
Negotiation/Diplomacy _____
***Personal Combat, Armed**_____ _____
Personal Combat, Unarmed _____
Personal Weapons Technology _____
*Physical Sciences_____ _____
_____ _____
_____ _____
*Planetary Sciences_____ _____
_____ _____
_____ _____
*Planetary Survival_____ _____
_____ _____
_____ _____
Security Procedures _____
Shuttlecraft Pilot _____
Shuttlecraft System Technology _____
Small Equip. System Operation _____
Small Equip. System Technology _____
Small Unit Tactics _____
Small Vessel Engineering _____
Small Vessel Pilot _____
*Social Sciences_____ _____
_____ _____
Orion Cult./Hist. _____
Orion Law _____
*Space Sciences_____ _____
Astronomy _____
_____ _____
*Sports_____ _____
Starship Combat Strat./Tactics _____
Starship Helm Operation _____
Starship Sensors _____
Starship Weaponry Operation _____
Starship Weaponry Technology _____
Streetwise _____
Trade and Commerce _____
Transporter Operation Proc. _____
Transporter System Technology _____
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THE ORIONS

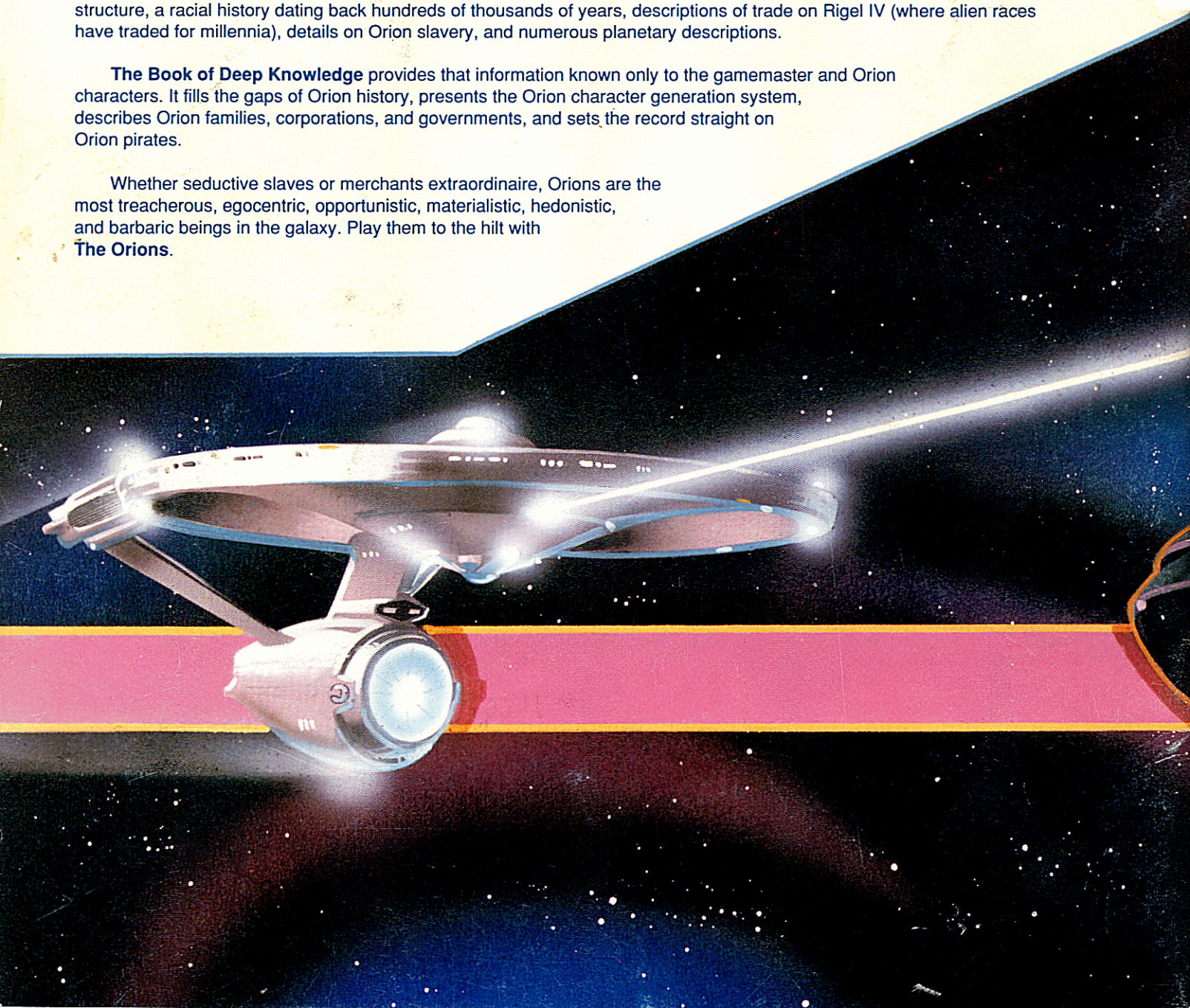
BOOK OF COMMON KNOWLEDGE

"THERE ARE THREE KINDS OF PEOPLE I DON'T WANT TO FACE WHILE MAKING A DEAL," MASTER TRADER CARTER WINSTON ONCE SAID. "VULCAN BANKERS, TELLARITE LAWYERS, OR ANYBODY ORION."

The Orions supplement for ***STAR TREK:* The Role Playing Game** consists of two books. **The Book of Common Knowledge** contains information that is known to Federation, Klingon, and Romulan characters. Inside are the Orions' social structure, a racial history dating back hundreds of thousands of years, descriptions of trade on Rigel IV (where alien races have traded for millennia), details on Orion slavery, and numerous planetary descriptions.

The Book of Deep Knowledge provides that information known only to the gamemaster and Orion characters. It fills the gaps of Orion history, presents the Orion character generation system, describes Orion families, corporations, and governments, and sets the record straight on Orion pirates.

Whether seductive slaves or merchants extraordinaire, Orions are the most treacherous, egocentric, opportunistic, materialistic, hedonistic, and barbaric beings in the galaxy. Play them to the hilt with **The Orions**.



2008

THE ORIONS

BOOK OF DEEP KNOWLEDGE

A supplement for use with
STAR TREK®
THE ROLE PLAYING GAME



FASA CORPORATION

THE ORIONS: BOOK OF DEEP KNOWLEDGE

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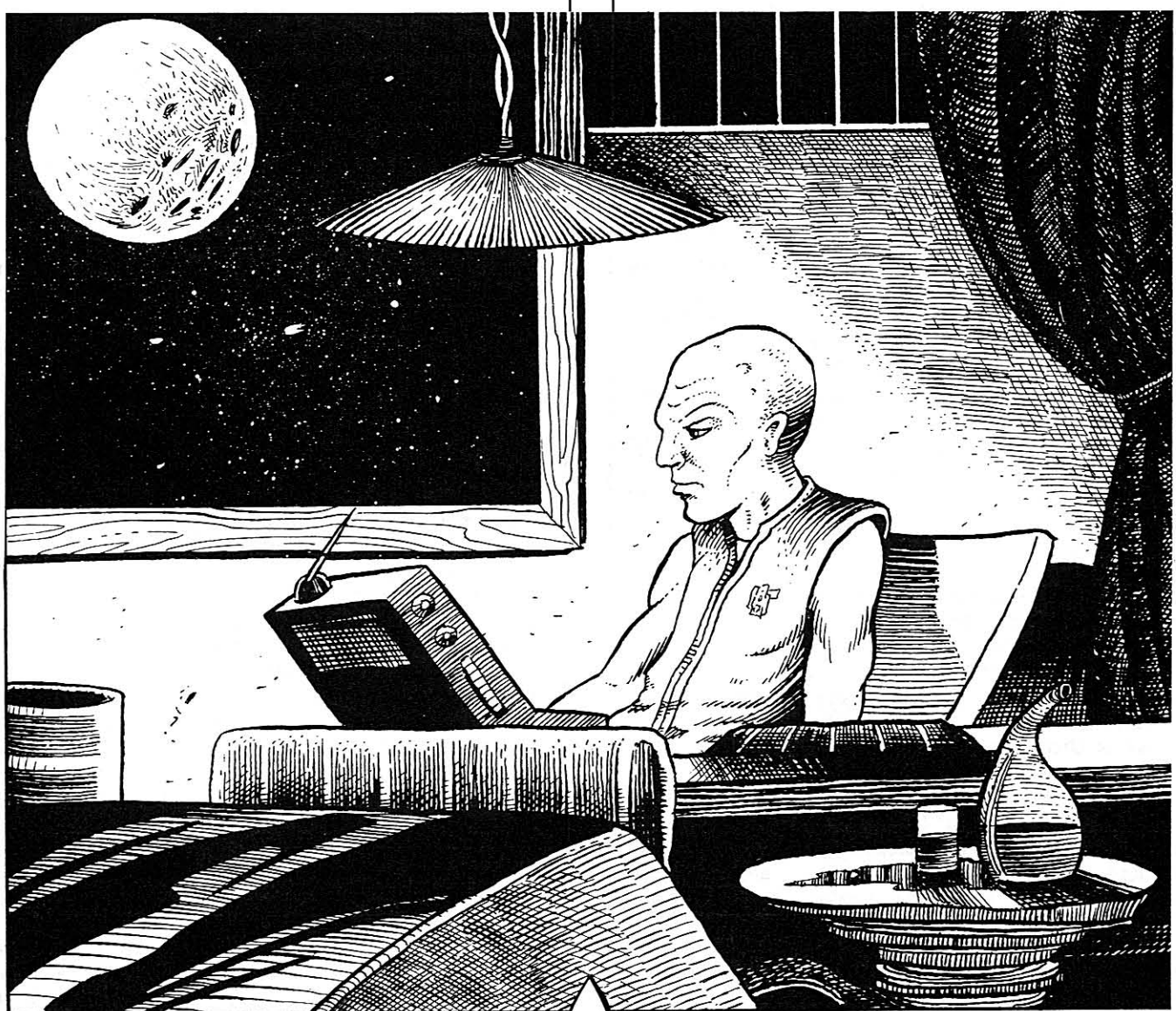
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INTRODUCTION

Intended for the gamemaster's eyes only, the **Book of Deep Knowledge** contains the character generation system and rules for experience and acquiring skills for Orion characters. In addition, it provides more specific or different information than that provided in the **Book of Common Knowledge** about Orion life and motives. The information in the **Book of Common Knowledge** is that which is known to people at large; **Deep Knowledge** expands on particular points about which the Orions have kept quiet or are actively concealing. Even other Orions (particularly Greens) do not know some of these matters, and those in the know give a high priority to keeping them secret. The gamemaster should keep this in mind and be very selective about what he lets player characters know. After all, Orions will take desperate measures to ensure that their secrets remain secret.

Also contained in this book are insights for both players and gamemasters on the psychology of Orions, enabling them to roleplay their characters as complete and individual entities. Some people erroneously tend to see Orions simply as Klingons with checkbooks. However, all of an Orion's drives and motives revolve around efficiency. By contrast, Klingons pursue their internal struggles, which they call their Great Game, to achieve power. As a people, the Orions do not have the internal strength or the drive that powers the great Klingon Empire, but man for man (or woman for man), they are more ruthless, competent, and adept at staying alive and coming out on top.

Of course, there are peoples—particularly non-Orion player characters—who do not understand this. That is perfectly all right; Orions would not feel compelled to clear up any misunderstanding. Knowledge is indeed power to the Orions, and somebody else's misconception is a tool that can be used against them. The gamemaster should keep this in mind before imparting any information from the **Book of Deep Knowledge**.



ORIONS AS NPCs

Whether Star Fleet, merchant, Klingon, or Romulan, any ***STAR TREK:* The Role Playing Game** campaign can be enlivened by adding a few Orions to stir things up. They can be found anywhere in the *STAR TREK* universe, though there are places where they certainly would not be expected. For example, there are no Orion Colonies within the Romulan Star Empire, because of the scare following the destruction of their Colony at Farx. However, perhaps there are scattered guerrilla bands on some of the conquered worlds. Perhaps the Romulans spared a Colony or two as a research preserve or a slave world, sealed off from the rest of the galaxy. A thaw has been rumored in Orion-Romulan relations, possibly as a result of tentative trade in the Triangle; there could be Orion merchants as well as renegade pirates operating in the Star Empire.

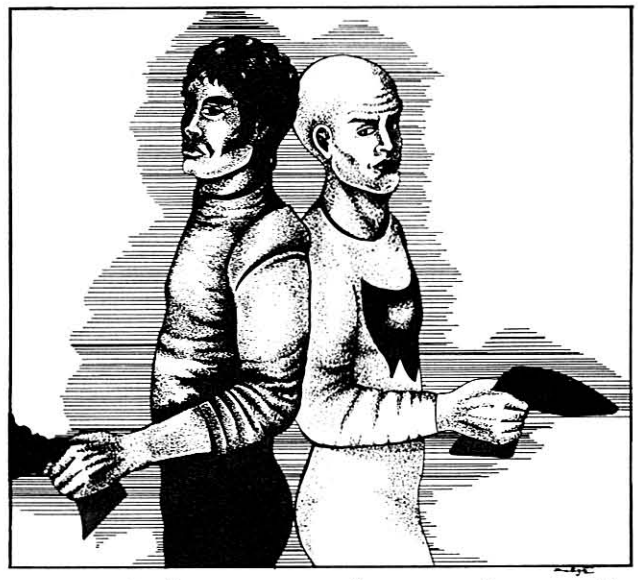
How deeply Orion Colonies may be found in Klingon space is anybody's guess. They are certainly deep in the Federation, up to Argelius, and they are slowly spreading. Some worlds have very strict controls on any resident Orions, which, of course, the Orions try to evade. Overzealous Star Fleet captains are warned: the Orions are very good at obeying the letter of the law while evading its spirit. There may be no legal reason to bag them short of catching them in the act—which should not be easy.

Some of the likeliest kinds of encounters are listed below. Gamemasters are encouraged to twist them as the mood strikes. Remember, predictability is not an Orion trait.

PIRATES

It is *very* difficult to catch Orion pirates in the act of looting a ship. As a game scenario, it would be excruciatingly boring for everyone except hopeless gun-bunnies. Wily and professional, Orion pirates are good at striking where they are not expected. It should be all but impossible for a Star Fleet ship, or a Klingon or Romulan one for that matter, to find them simply by barging around their patrol area. To track down pirates, officers must examine and analyze their pattern and compare the types of cargo they steal with cargoes sold on various worlds (which may be far from the site of the theft). Perhaps Orions on nearby worlds know their names, or perhaps they will lie. Or, unpredictably, there may be an old enemy of the pirates all too willing to tell what he knows to Star Fleet—for a price. Enemies of this type tend not to live long; after informing on a pirate, a respected source may suddenly, inexplicably, clam up or turn up somewhere dead. Tracking down pirates is a mystery game with incomplete information, lucky guesses, wild intuitions, and many red herrings. By the time the player characters find the pirates, they should want to strangle them because their search was so frustrating.

The gamemaster should make sure that NPC pirates are individuals, with particular (if not peculiar!) wants, needs, and drives. Perhaps the pirate captain has a pipeline to someone who buys dilithium at premium prices, and so besides stripping a ship of all its goods, he rips off their dilithium and leaves them helpless in space. Maybe a revolution somewhere needs ships, and so the pirates strand the crew on a nearby world, with or without food,



water, or air. If someone needing a specific cargo hires more than one pirate ship, blowing away one pirate may not stop the robberies. It may become necessary to track down this hidden purchaser to stop the raids. Few things confound Star Fleet characters more than leaving the pirates alone to track down some shadowy fence or behind-the-scenes fat cat.

Do not neglect the irrational. Neither profit nor the acquisition of goods may be the pirate's motive. It is possible that pirates are stealing goods to *deprive* someone of their use; for example, to intercept arms shipments to a hostile planetary government. Moreover, pirates are perfectly capable of waging war among themselves. There can even be times when pirates cooperate with legal authority to neutralize a common danger or simply to wipe out a rival. Although Star Fleet is less susceptible to this than the Klingons, it is just as likely to get burned.

Pirates do not bother much with planets—small outposts generally do not have much loot, and populated worlds are generally too well-defended. There are rare exceptions, particularly if the object is not theft but destruction, punishment, or simply a demonstration of force. Note that such demonstrations need not take place near the center of pirate operations.

For the ambitious officer (or daring and suicidal mercenary), the only decent target worth taking on is a pirate base. Finding it will be a major problem, as it is usually well-hidden and in uncharted or disputed space, such as near Klingon and Romulan space or out where the Gorns claim their worlds. Or it could be hidden in the teeming masses of a populous planet, preferably with a large Orion Colony where the Orions are heavily armed and protective of friends. Alternatively, it could even be a large warp-driven space station or a fleet of service vessels. A frontal assault on such a thing would be foolhardy, unless the base were left undefended (not at all likely). Sneaky characters may try to infliltrate the base by a ruse, but they risk detection, capture, torture, and death. Having their warship near at hand may not help. Pirates are fully capable of trading a hostage for their own safety, and making such a deal with pirates can wreck more than one promising Star Fleet career.

MERCHANTS

Every Orion is a merchant, wheeling and dealing with the best of them. Trying to create adventure situations about them can be a baffling task, too open-ended and too often producing Harry Mudd in green skin. Implementing Orion merchants into a game is a matter of recognizing that the situations will be different depending on whether the player characters are Star Fleet, civilians, Klingons, or Romulans.

Star Fleet characters facing civilian Orions will have to penetrate a dark and alien world, where things are not always as they seem. To ferret out the smugglers of a certain commodity, player characters may have to trace connections, question purchasers and sellers, take down ship registries, and gauge the flow of illicit commerce. Corporations themselves cannot be arrested or tried in court, but certain individuals in them can be. It is possible that the people at the top really were *not* involved in the scheme.

Whether built around a family or along more traditional lines, Orion corporations sometimes have the wealth and power of a totalitarian civilization. Enormous power is in the hands of a privileged few or a single being, bound by no law but that of might. They have troops, ships, and aims that may be a little too greedy—the forcible takeover of another world (or at least its major industries), the control of a spacelane (perhaps aided by pirates paid to loot certain ships), or the destruction of competitors by sabotage, scandal, or brute force. An Orion merchant or merchant company may ask Star Fleet to help against corporate attack, if it finds itself overmatched, but it will certainly want to hide the fact from other Orions.

Orion merchants encountering Klingons or Romulans follow the same lines, with the exception that the Orions will play one faction off against another. (They are also capable of turning the Federation against either the Klingons or the Romulans—or another Orion interest, civilian or official.) Gamemasters should beware of the kamikaze corporation—the Orion company that blows the whistle on a rival and is itself destroyed in the course of the action. Such things occur rarely in the Orion world of business, and there will always be people in the organization who will do their best to keep their jobs—up to and including taking over the company through a coup d'etat.

In the Triangle, on the borders, and with unscrupulous people everywhere, there will be smuggling of weapons, drugs, art objects, jewelry, and every other high-cost, low-volume commodity. It is almost impossible to halt the traffic to or cut off either its production or the market for it, but there may be a falling-out between supplier and distributor. The Klingons decide to squeeze more profits out of their Orion contacts, or the Orions put the heat on a minor Klingon governor for a larger stake of his operations. This ruckus could draw attention through something as minor as the murder of a lower-echelon spy or as major as political unrest throughout a world.

Although wary of the Orions, Romulans are vulnerable because of their poverty. If a needed commodity supplied by Orions has a sudden price increase or if the supply is reduced for any reason, the Romulan reaction is nearly always armed intervention—which the Orions resist, strongly, every time. In addition, there are the usual problems of dealing with the Orions, who have no sense of honor.

Against the merchants and traders of the Federation or the Triangle, Orion merchants are a powerful threat. Even if they have only a single ship, Orion merchants will have to be out-thought and out-fought if the player characters are to have a profit at all. An Orion firm may hire a ship to operate a trade route for it. Such work could be perfectly legitimate and make the player characters a little money with no other effect. However, the characters may have to sell high-tech goods to natives on a prohibited planet or export a cheap and possibly dangerous commodity. Merchants working for a legitimate firm may suddenly be told to handle a not-so-legal maneuver (smuggling, illegal contact, even the transport of illegal persons) if they want to keep their jobs.

Orions are not always the ones to initiate the illegal deals. If player characters wish to get into sordid business, doubtless they can find an Orion contact with a friend of a friend who has a cousin who works for somebody who can get them started. Of course, once they are shown the ropes, they may find it difficult to switch jobs, particularly if they are successful. On the other hand, if they are not very good or goof up an important mission, they may find themselves the targets of a hired hit-man.

There is the possiblity that the player characters work for a decent Orion employer in an ordinary legal pursuit, and then another company gains control of the business, catching the player characters in the crossfire. For that matter, merchant prince player characters might hire Orion ships and traders to handle their goods, then get sucked into intrigues and dangers the player characters never thought possible. Even without Orions as employees, there remain the peculiarities of dealing with Orions on their own turf—in the bazaars, the freeports, on the tradeworlds, or simply in the exchange of an Orion Colony.

For the truly ambitious gamemaster and equally pugnacious merchant crew, there is the trip to Rigel IV. There is no such thing as a typical trip to the Rigel Trading Planet; a trip can be highly profitable, devastating, or nothing but exhausting. The player characters may meet strange new races and hear wild rumors. They could find themselves recruited by desperate adventurers or impounded by the Rigellian authorities for no reason at all. Standard trading rules do not apply on Rigel IV; any sort of encounter may occur here with anyone. A gamemaster has absolute control over the player characters there and what they encounter. In that sense, it is equally dangerous for the gamemaster to let the campaign wind up there. "Do not ask for whom the dice roll; they roll for thee."



SLAVES

The institution of Orion slavery is deep, ancient, and very different from any Terran equivalent. It carries little or no moral stigma either to be a slave or to own them—though properly speaking, Orion slaves are more like employees under an all-encompassing contract. The Orions balance the work that a slave does and the care that he receives.

In any campaign featuring Orions, there are few opportunities for slaves to be movers and shakers, yet the institution is so universal and so deeply rooted in the culture that gamemasters need to understand it on its own terms. It is the foundation on which all Orion works—physical, financial, and even philosophical—are built. There is no institution, no business, no government, and no household save the most wretched that does not have slaves.

Non-Orions view slaves with varying degrees of horror, pity, and even disgust. To most Federation races, slavery is an archaic form of bondage or a primitive answer to labor shortage problems. The Romulans regard anyone who has lost their freedom (or worse, given it up voluntarily) as animals. Not surprisingly, Klingons regard free Orions as weak, as their 'servitors' are impudent, insolent, and members of the same race—utterly contemptible.

In game terms, slavery makes little practical difference. Orion slaves do not suffer under the lash, and they do not long for freedom—quite the opposite. Being someone's slave means being cared for and given work, and they may not be counted on to hate their *etadubran* ("contract-holders" or the "obligated"). Slaves are merely the slobs with jobs.

The one difference is entertainment slaves, which the Orions significantly term *lodubyaln* ("life contractors"). Although they are commonly called Green Orion slave women, not all Green women slaves are *lodubyaln.* In fact, the majority of them perform ordinary household work or engage in simple industrial and custodial tasks. A small minority, *lodubyaln* are pampered, sheltered, kept in secrecy, and not often seen by non-Orions. The gamemaster should think of them not as courtesans and playthings, but as people whose job it is to be courtesans and playthings. Though they are the high elite of slaves, their work is particularly and personally difficult, demanding, and often demeaning. In contrast to other Orion slaves, *lodubyaln* resent their status and long for more from life. They are brighter and more driven than other slaves, but the gamemaster must remember that the goals they seek are purely Orion. They wish for freedom, but only to exercise power, to produce their own wealth, and to become themselves the owners of slaves. (It is a high ideal of all Orions to be so successful that they can care for others.) A whole raft of Orion slaves in revolt will cause less trouble than that created by one *lodubyal*, if she can find a way to use the player characters to further her own ends. For more information on them, refer to the **Green Slave Women** in the **Orion Character Generation** chapter.



ORION CHARACTER GENERATION

CHOOSING A RACE

Visible Orion society consists of two major colors and a host of *muni* ("blends") of many other shades. According to the **Book of Common Knowledge**, there are many small minorities of half-breeds. In fact, the Orions do not tolerate the mixing of the races. Interbreeding is possible but difficult, and both Green and Ruddy despise halfbreeds, whose lifespans are generally measured only in months. The parents can likewise expect to be cut down by mobs, troops, or police. A few mixed couples survive with their offspring on worlds where there are no other Orions, but they are isolated and not really a part of Orion culture anymore. The odd coloration of halfbreeds gives them away every time.

However, there *is* a third major color never seen in public or acknowledged as a separate racial identity. These are the Greys, and their position in Orion society is lower even than slaves. If their existence were generally known, they would be living proof of Orion barbarism. At one time, they occupied a social niche higher than the Greens, and equal to the Ruddies themselves, but long ago they were cast down from their high place and forced to live as little better than trained animals. Hidden from sight, they are nonetheless vital to Orion life, and their breed has become indispensable to the very system that keeps them down.

Players can generate characters belonging to any of the three races. The choice they make will drastically affect the positions and authority they will possess in a game—not to mention their skills and skill ratings. Each color has particular weaknesses and strengths, and gamemasters should take advantage of this to provide variety to the Orion campaign. Certainly there is plenty of drama in just getting the characters in touch with each other. Not only can they be of different social standings, but they also will have different personal aims and will have to wheedle, harass, and bargain with their fellow Orion player characters to fulfill these goals. Remember that cooperation can almost always be bought.

RUDDIES

The majority of the Orion population, Ruddy Orions comprise 60 percent of all Orions on every planet. There are variations depending on location; agro worlds need fewer Ruddies and more Greens to run the farms, while a small or new Colony venture will likely be thoroughly Ruddy. Most players will probably want to run Ruddy Orion characters, because they are usually the ones in charge and giving orders. On the other hand, Ruddies generally do not fight, as they can send their menials, and players may find this a disadvantage. However, Ruddies are definitely not cowards, and they do have a tradition of individual combat (at least with one's social equals) to settle disputes.

GREENS

Although only 35 percent of the total Orion population, Green Orions do a disproportionate amount of the work. Not only stronger, they are also more charismatic than Ruddies due to their pheromones (which makes them seem chummier) and have coarser manners (which makes them less repectful of rank and titles). They are the troops, the muscle-men, the heavies usually found in a fight or on a binge. Boisterous players who roleplay Green Orion characters will get all the fighting they want. While Green Orions can attain social respectability, they are still inferior to Ruddies, and are generally subject to their discipline—something that Ruddy Orion player characters should keep in mind when playing with Green Orion player characters.

GREYS

Grey Orions are not seen in public or discussed for a couple of good reasons. First, other Orions consider them disgusting, unwholesome, and unworthy of being alive. They are kept under wraps, usually deep underground or hidden in life-support chambers, because of their deformities and disabilities. Some have twisted limbs; some are missing limbs entirely. Some cannot stand light; others are sensitive to the slightest amount of dust. This is not how they were originally, but other Orions have made them this way. Without constant and expensive care, most would soon die exposed to air, light, food, or water.

Grey Orions are slighter, smaller humanoid beings as slender as the Ruddies but shorter. Of course, their most striking characteristic is their color, which ranges from light grey to charcoal. In the rare instance that Greys are exposed to sunlight, their skin acquires a deep metallic hue, like the fender of a taxi. Their eyes and hair run to similar shades and will usually match the individual's color. Complementing their satanic appearance are straight, stiff hair and their large, naturally yellow teeth. Add an induced disability or two and they are enough to frighten even a hardened spacehand.

Grey Orions are kept because they possess talents that no other Orions do. They are good with machines and understand the higher mathematics and physics needed to design and build them. Besides neutralizing the myriad booby-traps on captured computer systems, spacecraft, air-cars, and residences, Greys also serve as librarians of all types, as they run the computers and the memory banks. They can be invaluable resources in negotiations and while planning strategy. Because their own needs require it, they also guard the remaining store of Orion medical lore. Of all Orions, they are the only people to pursue knowledge for its own sake.

Of course, Greys return the scorn shown them, but they are content with showering small insults, petty delays, and annoyances upon their masters, called *Utan*, instead of openly rebelling. They are dependent on the outer Orion world for materials and wealth, which a vindictive *Uta* would withhold for punishment's sake. With only sporadic, easy work to do, Greys lead a life of leisure, where their most

pressing needs are relieving boredom, tinkering with machines, and communicating with other *guldin*, or sealed quarters designed for Greys. Sometimes, they play murderous games with other Greys, feeding them false data or sabotaging their projects at a distance because of minute differences of opinion or out of some inconsequential personal disagreement. In their hermetically sealed environments, *every* minor irritation is a major offense, and in the computer systems, the databanks, and the commlines, a strange but also very Orion kind of power struggle will occur for reasons even Green and Ruddy children would think ridiculous.

Players who take the role of Greys are opting for a very different kind of role-playing experience. Technically more adept than either Ruddies or Greens, they are also physically much weaker and will have to accept a randomly rolled handicap. Their numbers in the Orion population are miniscule—no more than five percent of all Orions—and they are only found in large, permanent settlements. When they have to be transported (which is often for the need for their skills is great) their cumbersome life-support facilities and air-, water-, and food-recycling machinery must also be transported at someone's considerable expense.

HALFBREED

All told, there are probably no more than 50-odd Orion halfbreeds throughout the galaxy. Unless disguised, they can never venture to any Orion Colony without risking their lives. Greens will rend them limb from limb in a furious riot, and Ruddies will shoot them down like vermin. They may or may not speak the Orion language, they will not know much about Orion culture, and they will not have any family connections at all. However, exceptions might include more-kindly-than-sensible grandparents, relatives who need a halfbreed as a shill in some scheme, and prominent families seeking to hide the scandal. Their culture will be confusing and draw them in different directions, and the danger of discovery and death will always be present.

Ruddy-Greens are the obvious kind of halfbreeds, but Ruddy-Grey and Green-Grey may also exist. Whether any of these two kinds exist is purely speculative. Biologically, such a thing is possible, but survival is not at all probable. Any such hybrid offspring is probably going to need intensive medical care just to survive birth—and that care is only available inside a *guldin*. A pregnant non-Grey Orion who enters such a place would never be allowed out again.

While a halfbreed's attributes are up for grabs, his skin coloration is not. He possesses spots or zebra-like stripes of both his parents' colors, instantly recognizable. All Green halfbreeds have the distinctive cloying body odor of their race.

Gamemasters are warned against allowing too many halfbreed Orions in their campaigns. One is certainly enough for several adventures.

GENERATING ATTRIBUTE SCORES

Create attribute scores for Orions according to the method in **Trader Captains and Merchant Princes, Second Edition**. Roll 4D10 and add 30 for the characters' STR, END, INT, DEX, and CHA scores. For LUC and PSI, roll 1D100. Then, apply the racial modifiers in the following table.

RACIAL DIE MODIFIERS TABLE

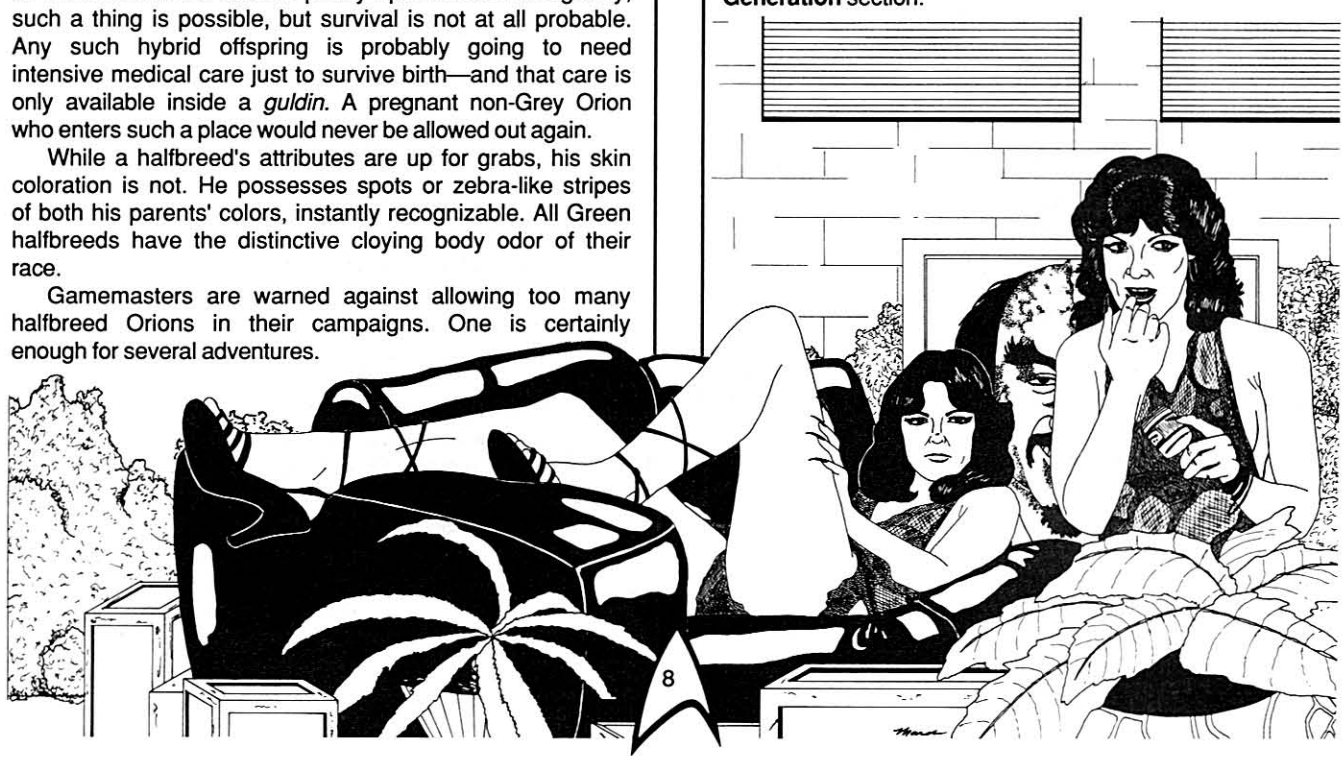
	STR	END	INT	DEX	CHA	LUC	PSI
Ruddy Orions	+10	–	–	--	-10	-25	-30
Green Orions	+15	+10	-10	–	+20	-25	-40
Grey Orions	-20	-20	+20	+10	-20	-25	-25

Now the player determines the number of bonus points that he may add to his character's attribute scores. Roll 1D100, divide the result by 2, and round down. The resulting number of bonus points may be applied to any attribute scores except PSI. In addition, no more than 30 points may be added to one attribute, and no attribute score may be adjusted to more than 99 by using bonus points.

Players who wish to take a wild leap into the unknown and do not mind being a hunted animal may create a halfbreed. Roll all attribute scores on 4D10 + 40. There are *no* bonus points for such characters. For each attribute on the Racial Die Modifiers Table, roll 1D100. If the result is 01–50, the character applies the modifier for the first color, reading from the top of the chart down. If the result is 51–00, the other color modifier applies. It is quite possible that they will inherit the bad traits of *both* races, with no compensation.

The **Book of Deep Knowledge** has no provisions for educating halfbreed characters, as culturally, they are not considered Orion. They will have to find their education and careers elsewhere.

At this point in character development, players creating Grey Orion characters should go to the **Grey Orion Generation** section, and players creating Green Orion slave women (*Iodubyaln*) should go to the **Green Slave Woman Generation** section.



BACKGROUND SKILLS

To determine the number of Background Skills for a Ruddy or Green Orion, divide his INT scores by 10, and round down. Choose the skills from the three tables below and roll 1D10 for the skill rating. A skill may be chosen more than once, and the die rolls added together, within the following limits. Note that if the player wishes to create a Green slave woman character, he should ignore this section and proceed to the **Green Slave Woman Generation** section.

Ruddy Orion characters must first take both a Personal Development *and* an Education skill before they may choose a Combat skill. If he desires another Combat skill, again he must first take a Personal Development and an Education skill.

Green Orion characters must choose a Personal Development skill before they choose a Combat skill. Before they may acquire an Education skill, Green Orions must first have a Personal Development or Combat skill. If they choose not to acquire any Education skills, that is fine; no one said Greens were schoolmongers.

BACKGROUND SKILL TABLE

PERSONAL DEVELOPMENT SKILL TABLE
- *Artistic Expression
- Carousing
- Communication Systems Operation
- Communication Systems Technology
- Electronics Technology
- *Gaming
- *Language
- Leadership
- Mechanical Engineering
- Negotiation/Diplomacy
- *Planetary Survival
- Sports, Swimming and Diving
- Streetwise
- Trade and Commerce
- *Trivia
- Value Estimation
- *Vehicle Operation

EDUCATION SKILL TABLE
- Administration
- Computer Operation
- Computer Technology
- Instruction
- *Language
- *Life Sciences
- *Physical Sciences
- *Planetary Sciences
- *Social Sciences
- *Space Sciences

COMBAT SKILL TABLE
- *Marksmanship, Archaic
- Marksmanship, Modern
- *Personal Combat, Armed
- Personal Combat, Unarmed
- Personal Weapons Technology
- Small Unit Tactics

FAMILY STATUS

As Orions make many fine distinctions in status, the Socioeconomic Table provides the standing of a character's family in comparison to others. A character's socioeconomic class determines the development of his skills.

For each Orion character created, roll 1D100 and consult the Socioeconomic Class Table below. Record the die roll *and* the result; they will affect later character development. Basically, the higher the roll, the higher the skill ratings in the character's Background Skills. No rating may be reduced to less than 01.

Greens may not have a socioeconomic class higher than 90. If a Green player character rolls a higher number, the player must roll again. Gamemasters are free to modify this rule in extraordinary situations by lowering the limit to 80 or raising it to 95.

Greys, Halfbreeds, and Green Orion slave women (*Iodubyaln*) are presumed to be off the socioeconomic scale completely.

RESULTS

Ruling Family

The character is in direct line to inherit at least some of his family's great authority, wealth, corporation, or planet. He receives considerable bonuses in Background Skills, but gamemasters should keep in mind that there are always those who want to assassinate or dominate such a character and use his position. Being a member of a ruling family does *not* mean a character automatically has his own wealth or power.

Prominent and Influential Family

The character comes from a family that has considerable power and status, though it must bow to the ruling families' authority. A character from such a family may feel pressured to excel and raise up his family's authority. In game terms, Background Skill bonuses are not as great as for ruling family characters.

Prosperous and Respected Family

Not quite out of the running for authority but not as driven toward it, this family is doing very well financially. It has a voice in matters beyond its immediate control, and is more or less content with that. Background Skill bonuses are not as great as for those of the higher classes.

Comfortably Well-To-Do Family

The character's family is more than reasonably prosperous but not particularly powerful. Background Skill bonuses are fewer.

Upper, Solid, and Lower Middle Class Families

Not wealthy, not weeping, these families provide no bonuses to Background Skills. The vast majority of all Orions fall into these categories.

Up-And-Coming Poor

A character from such a family receives no bonuses or penalties to Background Skills.

Struggling Poor

The character's family is not really doing well at all, whatever its line of work. Powerless and hardly hanging onto its own, it cannot educate the characters well, hence the Background Skills subtractions.

SOCIOECONOMIC CLASS TABLE

Die Roll	Socioeconomic Class	Description	Skill Modifier
00–98	10	Ruling Family	+ 10 to all Background Skills
97–92	9	Prominent and Influential Family	+ 5 to all Background Skills
91–83	8	Prosperous and Respected Family	+ 5 to three Background Skills
82–71	7	Comfortably Well-To-Do Family	+ 5 to one Background Skill
70–56	7	Upper Middle Class Family	No Modifier
55–36	6	Solid Middle Class Family	No Modifier
35–21	6	Lower Middle Class Family	No Modifier
20–11	5	Up-And-Coming Poor	No Modifier
10–06	4	Struggling Poor	– 5 from any one Background Skill
05–04	3	Desperate Poor	– 5 from three Background Skills
03–02	2	The Stricken	– 5 from all Background Skills
01	1	Slime	No Background Skills allowed

Desperate Poor

The family of the character is on the verge of dissolution. Subtractions from Background Skills are substantial.

The Stricken

In a culture that rewards wealth and abhors poverty, this family has lost the war. It has no resources to draw upon and no better-off relations or even friends who can or will help. The character must suffer paralyzing penalties to Background Skills. To compensate, a character whose family is stricken receives these skills after other reductions:

Personal Combat, Knife	10
Streetwise	20

Slime

Orion families who sink to this depth are very few. A family in name only, they are on the bottom fringe of Orion society with no resources, money, relations, or friends, and they bear the weight of an entire culture's scorn. A character from such dregs is completely on his own, and probably desires only to get as far away from his family as possible. *No* Background Skills are allowed except the following:

Negotiation/Diplomacy	10
Personal Combat, Knife	10
Personal Combat, Unarmed	10
Streetwise	20

SPACE TRAINING

The spacing professions are the most coveted and hallowed occupations among Orions. Pirate, Space Navy officer, stargoing merchant, the actual type of work is not as important as long as it is in space. Most Orion player characters will be spacers. Though it matters little to the Orions, the player characters should end up with a career suitable for the gamemaster's campaign.

At the top of the scale are the Explorers, the elite of the elite. Not quite pirates but not just merchants either, Explorers are those Orion spacers tied to no timetable or base, but wander where they will—usually in space belonging to someone else. They are the purest kind of opportunists, scouting out worlds for legal and illegal trading ventures, looking for cheap sources of valuable commodities, knocking off the occasional defenseless merchantman if nothing else presents itself, and supplying high-tech machinery to low-tech worlds. Of course, this latter business runs counter to the Federation's Prime Directive, and in the Klingon Empire, such activity is punishable by death. It is a short life but a merry one for Explorers. As it has been for centuries, the trick is knowing when to quit when they are ahead.

Orion traders are more than mere merchants. Though more cautious than Explorers, they tend to have more money and authority. They may even employ Explorers.

The Orion Space Navy is a peculiar institution with a peculiar purpose. The Star Fleet of the Orions, the OSN has similar goals of protecting commerce, defending the borders, and showing the flag at home and abroad. Unlike Star Fleet, the OSN is a minor and relatively unimportant instrument of policy for the Botchok Planetary Congress. For example, it lacks even permanent ships of its own, relying on rented or leased vessels for its needs. Even its manpower is variable, and leased crews are quite common. Nevertheless, the Orion Space Navy has tradition going for it. Though neglected, with suspicious and unfriendly powers surrounding Orion Space, the Space Navy enjoys a respectability and prestige that no other group of spacers have—a long, illustrious history and snazzy uniforms for its officers. It may not have the firepower of the Klingons, Romulans, or the Federation, but its commanders know how to *think* like smugglers and pirates, and it can find them when no one else can.

Although player characters must begin their campaign as one type of spacer, they have a wide selection of fields of specialization within those groups. As time goes on, the players may wish to leave behind their initial choice and become another spacer group. That is fine—*Starship Helm Operation* is the same whether the Helmsman be pirate or Space Navy subaltern. However, the gamemaster will have to devise a way for the campaign to shift its direction. He may be better off simply laying the problem before the player characters and having them sort it out. After all, if they want to stop being pirates and join the Space Navy, they should find a way to make people forget or forgive their past sins. Once they change careers, they do not receive their new occupations's skills.

TRADERS

Ruddy and Green Orion characters may opt to receive merchant training from the Federation. Use the rules in **Trader Captains and Merchant Princes, Second Edition** and start Orion characters on their chosen advancement lane. Unlike Federation characters, Ruddy and Green Orions may enter any advancement lane they wish, as their background education is sufficient to allow them to enter the best Federation merchant academy. Follow the character generation process in TCMP2 from choosing the advancement lane to determining years of trading experience.

In addition to the modifiers listed on page 21 of TCMP2, Orion characters will also use the following modifiers to their years of trading experience. A Green Orion will have to work much longer to become a ship captain, and a privileged Orion can shorten his years served by calling in favors from his family's friends.

HELM/NAVIGATION MODIFIERS TABLE

Race	Socioeconomic Group									
	10	9	8	7	6	5	4	3	2	1
Ruddy	–3	–2	–2	–1	0	+1	+1	+2	+3	+4
Green	N/A	N/A	+1	+2	+2	+2	+3	+3	+4	+5

FINANCIAL/CLERICAL MODIFIERS TABLE

Race	Socioeconomic Group									
	10	9	8	7	6	5	4	3	2	1
Ruddy	–2	–1	–1	0	0	0	+1	+2	+3	+4
Green	N/A	N/A	+2	+2	+3	+3	+4	+4	+5	+5

ENGINEERING MODIFIERS TABLE

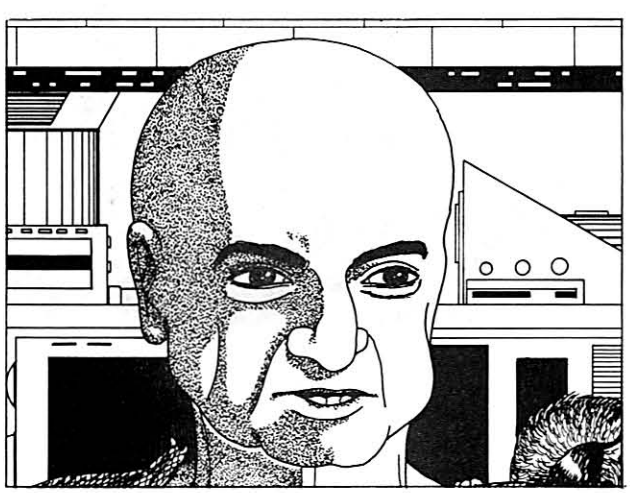
Race	Socioeconomic Group									
	10	9	8	7	6	5	4	3	2	1
Ruddy	+3	+2	+2	+1	+1	0	0	–1	–2	–3
Green	N/A	N/A	–2	–1	0	0	–1	–1	–1	0

SECURITY MODIFIERS TABLE

Race	Socioeconomic Group									
	10	9	8	7	6	5	4	3	2	1
Ruddy	+5	+4	+3	+3	+2	+2	+1	+1	0	–1
Green	N/A	N/A	–3	–2	–1	–1	0	0	0	+1

COMMUNICATONS/TECHNICAL MODIFIERS TABLE

Race	Socioeconomic Group									
	10	9	8	7	6	5	4	3	2	1
Ruddy	+4	+3	+2	+2	+1	0	0	–1	–2	0
Green	N/A	N/A	-2	–1	0	0	+1	+2	+3	+4



EXPLORERS

Orion Explorers have the widest variety of skills. However, they also have a tough entrance roll. To train to be an Explorer, a character must roll 50 or less on 1D100, applying the following modifiers to the roll.

EXPLORER ENTRANCE MODIFIERS TABLE

INT	70+	–15
INT	60–69	–10
INT	50 or less	+15
LUC	70+	–15
LUC	55–69	–5
LUC	50 or less	+20
CHA	70+	–10
CHA	50–69	–5
Skill Rating of 20+ in any Combat Skill or *Leadership*		–10 for each

Explorer Basic Training

Player characters who make their entrance rolls begin Explorer Basic Training (EBT) at the age of 18. Although called basic training, EBT is more like a boarding school. While taking this long, tough curriculum, students talk, eat, and sleep trade. This cuts down on an Orion's play time, but most feel it is worthwhile in order to achieve the glory and prestige of an Explorer.

The curriculum takes fours years to complete. At the end of this time, the character receives the following skills.

BASIC TRAINING SKILL LIST

Damage Control Procedures	20
Environmental Suit Operation	25
*Gaming (any *two*)	30 total
*Language	20 total
Leadership	15
Marksmanship, Modern	20
Medical Science	
General Science, Orion	10
Negotiation/Diplomacy	20
Personal Combat, Unarmed	20
Personal Combat, Knife	10
Personal Weapons Technology	10
*Planetary Survival, any *two*	15 total
Security Procedures	10
Shuttlecraft Pilot	10
Small Unit Tactics	05
Social Sciences	
Orion Culture/History	10
Orion Law	10
Streetwise	15
Trade and Commerce	30
Value Estimation	20
Zero-G Operations	10

Outside Electives

In addition to the above skills, the character also can learn some skills on his own. In Explorer Basic Training, as in all Orion organizations, anyone with the right connections can learn anything. The character may learn or improve the number of skills equal to his INT score divided by 10 (rounded down) plus two. Roll 1D10 to determine the skill ratings for these skills. Players may choose a skill more than once.

Fields of Specialization

Upon graduating from EBT, Explorers must choose a field of specialization, either Helm/Navigation, Engineering, Communications, Weapons/Defense, Guards, Medical, Science, Financial/Clerical, or Espionage. After choosing his specialization, the player character adds the skills and skill ratings listed under his specialization table. Helm/Navigation, Communications, Weapons/Defense, Medical, and Financial/Clerical curriculums take two and a half years to complete, the Guards curriculum takes two years, both Engineering and Science take three and a half years, and Espionage takes four years. Players may add the Specialties points to any skills on their characters' Specialty Training Table.

Green Orion characters with a socioeconomic class of 1 cannot enter the Helm/Navigation, Weapons/Defense, Science, Financial/Clerical, or Espionage specialty. Greens with a socioeconomic class of 2 cannot enter the Helm/Navigation specialty. Ruddy Orion characters with a socioeconomic class of 1 cannot enter the Weapons/Defense specialty. Ruddies with a socioeconomic class of 9 cannot enter the Medical specialty, and those with a socioeconomic class of 10 cannot enter either the Medical or the Guards specialty.



EXPLORER SPECIALTY TRAINING TABLES

Helm/Navigation Curriculum

Computer Operation	10
Computer Technology	10
Damage Control Procedures	10
Deflector Shield Technology	10
Shuttlecraft Pilot	10
Shuttlecraft Systems Technology	10
Small Vessel Pilot	20
Space Sciences	
Astrogation	20
Any *two* others	10 each
Starship Combat Strategy/Tactics	20
Starship Helm Operation	20
Starship Sensors	10
Warp Drive Technology	10
Specialties	30 total

Engineering Curriculum

Communication Systems Technology	10
Computer Operation	10
Computer Technology	20
Damage Control Procedures	10
Deflector Shield Technology	10
Electronics Technology	15
Environmental Suit Operation	10
Instruction	10
Life Support Systems Technology	20
Mechanical Engineering	15
Personal Weapons Technology	10
Shuttlecraft Systems Technology	20
Small Equipment Systems Operation	20
Small Equipment Systems Technology	20
Space Sciences, Astronautics	20
Starship Sensors	10
Starship Weaponry Technology	10
Transporter Operation Procedures	10
Transporter Systems Technology	10
Warp Drive Technology	15
Specialties	30 total

Communications Curriculum

Administration	10
Communication Systems Operation	20
Communication Systems Technology	20
Computer Operation	10
Computer Technology	10
Damage Control Procedures	10
Electronics Technology	10
Environmental Suit Operation	10
*Language, any *three*	20 each
Negotiation/Diplomacy	10
Security Procedures	10
Specialties	30 total

Weapons/Defense Curriculum

Computer Operation	20
Computer Technology	15
Damage Control Procedures	15
Deflector Shield Technology	20
Electronics Technology	20
Instruction	10
Starship Combat Strategy/Tactics	20
Starship Sensors	20
Starship Weaponry Operation	20
Starship Weaponry Technology	20
Zero-G Operations	10
Specialties	30 total

Guards Curriculum

Environmental Suit Operation	10
Damage Control Procedures	10
Marksmanship, Modern	20
Personal Combat, Knife	10
Personal Combat, Unarmed	20
Personal Weapons Technology	10
*Planetary Survival, any *two*	10 each
Security Procedures	10
Small Unit Tactics	10
Specialties	30 total

Medical Curriculum

Computer Operation	10
Instruction	10
Leadership	10
*Life Sciences, any *three*	40 total
Life Support Systems Technology	05
*Medical Sciences	
General Medicine, Orion	40
Others	45 total
Physical Science, Chemistry	15
Small Equipment Systems Operation	15
Specialties	30 total

Science Curriculum

Computer Operation	20
Computer Technology	10
Electronics Technology	20
Damage Control Procedures	10
*Gaming	15
Instruction	10
*Language, any *two*	20 each
Physical Sciences	
Computer Science	15
Mathematics	15
Starship Sensors	20
Any Science (except Medical or Social)	One at 35 Two at 20 each Three at 10 each

Financial/Clerical Curriculum

Administration	40
Computer Operation	25
*Gaming	20
Instruction	15
*Language, any *two*	15 each
Negotiation/Diplomacy	20
Small Equipment Systems Operation	10
Streetwise	20
Trade and Commerce	30
Value Estimation	20
Specialties	30 total

Espionage Curriculum

Bribery	20
Communication Systems Operation	10
Communication Systems Technology	10
Computer Operation	10
Computer Technology	10
Electronics Technology	10
*Language, any *three*	15 each
Marksmanship, Modern	20
Medical Sciences	
General Medicine, Orion	15
Negotiation/Diplomacy	15
Personal Combat, Knife	20
Personal Combat, Unarmed	30
Personal Weapons Technology	10
*Planetary Survival	10
Security Procedures	20
Small Equipment Systems Operation	10
Small Equipment Systems Technology	10
Social Sciences	30 total
Streetwise	20
Surveillance	20
Specialties	30 total

Outside Electives

Player characters also learn and improve other skills while studying their fields of specialization. The number of skills equals the characters INT score divided by ten (rounded down), and players may improve any skill they wish. Add 1D10 to the character's skill ratings in these skills. If desired, a skill may be chosen more than once.

ORION SPACE NAVY

In most respects (including pay), the duties of the Orion Space Navy greatly resemble those of Star Fleet Command. Although legally restricted to the boundaries of Orion Space, the OSN frequently ventures into the Neutral Zone and the Triangle. It protects the commerce within these areas but cannot enter the Federation, even in pursuit of a fleeing pirate, without first notifying Star Fleet. Technically allied with Star Fleet, the OSN never fully cooperates with them. As their borders are protected from without and incursions of hostile spacecraft into Orion Space are rare, the OSN has little to do but practice maneuvers and attend lavish social functions. Under these conditions, officers find it easy to keep their blindingly white uniforms spotless.

Player characters may join the Navy as either a recruit or an officer candidate at the age of 18.

Recruits

As the military arm of the Botchok Planetary Congress is desperate for servicemen, player characters wishing to serve as recruits need make no rolls to enter.

Basic Training

For one year of basic training, the character receives the following skills.

RECRUIT BASIC TRAINING SKILLS	
Computer Operation	10
Environmental Suit Operation	10
Marksmanship, Modern	10
Personal Combat, Knife	10
Personal Combat, Unarmed	10
Personal Weapons Technology	10
*Planetary Survival	10
Zero-G Operations	10

Outside Electives

Characters also spend their time acquiring skills of their own choosing. Players may select any four skills and roll 1D10 for the ratings in those skills. If desired, a skill may be chosen more than once.

After finishing their one year of basic training, recruits immediately enter service. Although required to serve at least four years, bribes and well-placed connections may decrease this service time (gamemaster's discretion).

Officers School

Instead of joining the Orion Space Navy as recruits, player characters of sufficiently high birth and indifferent ambition may try to become an OSN Officer.The officers of the OSN tend to be of two types, with a smattering of in-betweens. Either they are the lesser sons of prominent and wealthy families spending their years wearing a pretty uniform and pretending to be military men, or they are closet militarists seeking a way out of the trap into which the Space Navy, indeed all Orions, have fallen. The social butterflies seem to have the upper hand, but the BPC retains true military minds in strategic positions where they might be needed. Despite the stories, the OSN is neither completely corrupt nor wholly incompetent.

To attend the Orion Space Naval Academy, the prospective candidate must roll 40 or less on 1D100, applying the following modifiers to the roll. In addition, if the player character is Female, add 20 to the roll.

ACADEMY ENTRANCE MODIFIERS TABLE	
Die Roll	**Socioeconomic Modifier**
00–98	Automatic entrance
97–92	-58
91–83	-45
82–71	-30
70–56	-20
55–36	No modifier
35–21	+10
20–11	+20
10–06	+30
05–04	+35
03–02	+38
01	Automatic rejection

Basic Training

Officer-candidates spend four years in Orion Space Naval Academy basic training. At the end of this time, they acquire the following skills.

Administration	10
Carousing	20
Environmental Suit Operation	10
*Gaming, any *two*	20 each
*Language, any *three*	20 each
Leadership	20
Marksmanship, Modern	20
Negotiation/Diplomacy	10
Personal Combat, Sword	15
Personal Combat, Unarmed	10
Personal Weapons Technology	05
*Planetary Survival, any	10
Small Unit Tactics	10
Social Sciences	
Orion Culture/History	20
Orion Law	20
Political Science	10
Space Sciences	
Astrogation	10
Astronomy	10
Starship Combat Strategy/Tactics	10
Streetwise	10
Zero-G Operations	10

Outside Electives

Besides gaining the previous skills in basic training, player characters also pursue a number of their own interests. They may study any kind of skill they desire. To determine the number of skills a character may learn or improve, divide his INT score by 10, round down, and add 5. For these skills, the player rolls 1D10 to determine the skill ratings. Once again, the player may improve a skill more than once.

Fields of Specialization

OSN personnel must gain specialty training in one of the following fields: Helm/Navigation, Engineering, Communications, Weapons/Defense, Medical, Science, Financial/Clerical, or Diplomacy. However, the OSN course load is easier than that of the Explorers. After choosing his specialization, the player character attends that school and receives the skills and skill ratings listed under his specialization table. Helm/Navigation, Communications, Weapons/Defense, Medical, and Financial/Clerical training take two years, and Engineering, Science, and Diplomacy training take two and a half years. Players may add the specialties points to any skill(s) on their characters' Specialty Training Table.

Green Orion characters with a socioeconomic class of 1 cannot enter the Helm/Navigation, Weapons/Defense, Science, Financial/Clerical, or Diplomacy specialty. Greens with a socioeconomic class of 2 cannot enter either the Helm/Navigation or Diplomacy specialty, and Ruddies with a socioeconomic class of 1 cannot enter the Weapons/Defense specialty. Ruddies with a socioeconomic class of 9 or 10 cannot enter the Medical specialty.

NAVAL OFFICER SPECIALTY TRAINING TABLES

Helm/Navigation Curriculum

Computer Operation	10
Damage Control Procedures	10
Shuttlecraft Pilot	10
Small Vessel Pilot	20
Space Sciences	
Astrogation	20
Any *two* others	10 each
Starship Combat Strategy/Tactics	20
Starship Helm Operation	20
Starship Sensors	10
Specialties	10 total

Engineering Curriculum

Communication Systems Technology	10
Computer Operation	10
Computer Technology	10
Damage Control Procedures	10
Deflector Shield Technology	10
Electronics Technology	10
Life Support Systems Technology	10
Mechanical Engineering	15
Personal Weapons Technology	05
Shuttlecraft Systems Technology	10
Small Equipment Systems Operation	10
Small Equipment Systems Technology	10
Space Sciences, Astronautics	20
Starship Weaponry Technology	10
Transporter Operation Procedures	10
Transporter Systems Technology	10
Warp Drive Technology	10
Specialties	10 total

Communications Curriculum

Bribery	10
Communication Systems Operations	20
Communication Systems Technology	20
Computer Operation	10
Computer Technology	10
Damage Control Procedures	10
*Language, any *three*	20 each
Negotiation/Diplomacy	10
Specialties	10 total

Weapons/Defense Curriculum

Computer Operation	10
Computer Technology	10
Damage Control Procedures	15
Deflector Shield Technology	15
Electronics Technology	10
Starship Combat Strategy/Tactics	20
Starship Sensors	10
Starship Weaponry Operation	20
Starship Weaponry Technology	20
Zero-G Operations	10
Specialties	10 total

Medical Curriculum

Computer Operation	10
*Life Sciences, any *three*	30 total
Life Support Systems Technology	05
*Medical Sciences	
General Medicine, Orion	40
Others	35 total
Physical Science, Chemistry	15
Small Equipment Systems Operation	15
Specialties	10 total

Science Curriculum

Computer Operation	10
Computer Technology	10
Electronics Technology	10
*Gaming	10
Physical Sciences	
Computer Science	10
Mathematics	10
Starship Sensors	20
Any Science (except Medical or Social)	
One at	35
Two at	20 each
Three at	10 each
Specialties	10 total

Financial/Clerical Curriculum

Administration	25
Computer Operation	15
*Gaming	20
*Language, any *two*	15 each
Negotiation/Diplomacy	20
Small Equipment Systems Operation	10
Streetwise	20
Trade and Commerce	30
Value Estimation	20
Specialties	10 total

Diplomacy Curriculum

Administration	10
Bribery	10
*Language, any three	20 each
Medical Science	
Psychology, any race	20
Negotiation/Diplomacy	40
Social Sciences	
Political Science	20
Any *two* others	20 each
Trade and Commerce	10
Value Estimation	20
Specialties	10

In Diplomacy school, the character is being groomed to advance Orion policy through negotiation, compromise, and political maneuver. Diplomats mediate between corporations and powerful families at least as often as they negotiate between the Colonies and the Federation, the Klingon Empire, or the Romulans. Diplomats tend to be more peaceful and reasonable people than most spacers. Lasting for two and a half years, this advanced training is intended to impart useful negotiating skills to those who have not been schooled from birth in politics.

Outside Electives

Although player characters in the OSN learn less skills than those in Explorer School, they do have more time to pursue hobbies and electives. To find the number of skills that the player may improve, divide the character's INT score by 10, round down, and add three. Players may improve any skills they wish. Roll 1D10 to find the number of rating points acquired in the skill. If desired, a skill may be chosen more than once.

COMMAND SCHOOL

Either because an Orion shows much promise or has gained much useful experience, he may be tapped for advanced training in a less-physical but more grueling occupation. The training could come from a corporate sponsor or from a planetary or even local government and could take the form of rigorous schooling or in-the-field, hands-on experience. Sometimes, it is a form of reward for a long and effective career, and sometimes, it is just a rather elaborate way of getting someone out of the way by kicking them upstairs.

In Command School, the character learns the ways of leadership and control in multifaceted Orion society. Possession of these skills does *not* give a character higher rank or status, they merely give the character a fighting chance to survive in higher levels of authority. Command School lasts for two years.

COMMAND SCHOOL SKILLS	
Administration	20
Bribery	15
Leadership	30
Medical Science, Psychology, any race	20
Negotiation/Diplomacy	30
Starship Combat Strategy/Tactics	30
Trade and Commerce	15
Value Estimation	15

Advanced Training

While attending Command School, a player character may also take advanced training in any skill previously acquired. The number of skills that may be improved equals the character's INT score divided by ten, rounded down. The player may choose a skill more than once. Roll 1D10 to determine the number of skill rating points to be added to the character's present rating.

CAREER ADVANCEMENT

Once a character has been generated, a player may wish to start that character in a campaign only after time and experience have 'seasoned' him, adding to his skill ratings. A gamemaster might also wish to begin play with some characters older and presumably wiser than others.

Like Star Fleet officers, Orion player characters serving with the Explorers and the Orion Space Navy must determine the number of terms served between graduation and the beginning of the campaign. Then, the player must calculate the length of each term and must determine which skills are advanced. This information helps bring a character to life, and players should elaborate on this information as much as possible.

Number of Terms

To determine the character's number of terms served, roll 1D10, divide by two, and round down. If the result is 0, make it 1. Then, modify the number of terms by the following tables.

MODIFIERS TO NUMBER OF TERMS SERVED		
For Attributes		
INT	60+	–1
LUC	60+	–1
LUC	40 or less	+1
For Sex		
Female		+1
For Destined Position, Cumulative		
Archcaptain		+3
Captain		+2
First Officer		+2
Department Head		+1
For Destined Officer Rank		
Fleet Admiral		+6
Admiral		+5
Rear Admiral		+4
Commodore		+3
Captain		+2
Commander		+1
Lieutenant Commander		+1
First Lieutenant		No Modifier
Lieutenant		No Modifier
Ensign		–1
For Destined Enlisted Rank		
Master Chief Petty Officer		+5
Senior or 1st Chief Petty Officer		+3
Chief Petty Officer		+2
Spaceman, First Class		+1
Spaceman		+1
Recruit		No Modifier
Boot		No Modifier
Punk Boot		–1



For Socioeconomic Class

Helm/Navigation Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	–3	–2	–2	–1	0	+1	+1	+2	+2	+3
Green	N/A	N/A	0	+1	+1	+2	+3	+4	P	P

Engineering Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	+3	+2	+2	+1	0	–1	–1	–1	–2	–1
Green	N/A	N/A	0	–1	–1	–2	–2	–2	+1	+4

Communications Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	+4	+3	+2	+2	+1	0	0	–1	–2	0
Green	N	N	–2	–1	0	0	+1	+2	+3	+4

Weapons/Defense Specialty

Race	Socioeconomic Class								
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**
	1								
Ruddy	–2	–3	–3	–2	–1	0	0	0	+1	P
Green	N/A	N/A	–1	0	0	+1	+2	+3	+4	P

Guards Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	P	+4	+3	+3	+2	+2	+1	+1	0	–1
Green	N/A	N/A	–3	–2	–1	–1	0	0	0	+1

Medical Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	P	P	+3	+2	+1	+1	+2	+2	+2	+2
Green	N/A	N/A	–2	–1	0	0	+1	+1	+1	+2

Science Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	+2	+1	+1	0	0	0	+1	+2	+3	+4
Green	N/A	N/A	0	0	0	+1	+2	+3	+4	P

Financial/Clerical Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	–1	–1	0	0	0	0	0	+1	+1	+4
Green	N/A	N/A	–1	0	0	+1	+1	+2	+2	P

Espionage Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	–3	–2	–2	–1	0	0	+1	+1	+2	+3
Green	N/A	N/A	0	+1	+2	+3	+3	+4	+4	P

Diplomacy Specialty

Race	Socioeconomic Class									
	10	**9**	**8**	**7**	**6**	**5**	**4**	**3**	**2**	**1**
Ruddy	–2	–2	–1	–1	–1	0	0	+1	+2	+2
Green	N/A	N/A	0	0	+1	+1	+2	+2	P	P

Key

P: A character with this socioeconomic class cannot study this specialty.

Length of Term

Each term lasts from one to five years. To find the term length, roll 1D10, divide by two, and round down. A character must spend at least one year in a term.

Skill Improvement

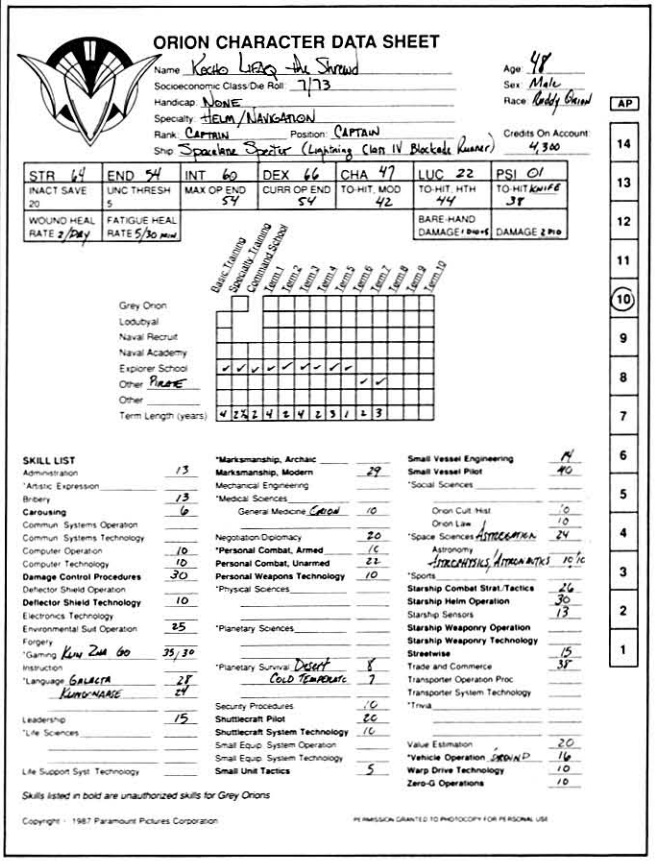
For each year of service, a character may increase his rating in one skill. Total the number of years served to determine the number of skills that may be improved. Players may choose *any* skill (including those that the character has not yet acquired), and a skill may be chosen as many times as desired. For each skill chosen, increase the skill rating by 1D10 points.

CHARACTER AGING

The critical age for both Ruddy and Green Orions is 60. For every 10 full years over that, the player character must make Saving Rolls against his STR, END, DEX, and INT scores. If a roll fails, roll 1D10 and *reduce* the attribute by that amount.

Should the character miss the INT Saving Roll, the character has begun to *lose* skill rating points due to failing mental abilities. For every point of INT score reduction, the player must reduce one skill by 1D10, beginning with the skill with the highest rating and working down. Although these skills are not lost any faster than any others, the loss of them reflects the greater impact of age on the character.

Should any attribute of a Ruddy Orion fall below 25 (35 for a Green), that character has succumbed to age. Gamemasters may roll 1D10 for the number of years before death overtakes the character.



ORION CHARACTER DATA SHEET

Name: Kocko Lizzo the Shrewd
Socioeconomic Class/Die Roll: 7/73
Handicap: NONE
Specialty: HELM/NAVIGATION
Rank: CAPTAIN Position: CAPTAIN
Ship: Spacelane Specter (Lightning Class IV Blockade Runner)
Age: 48
Sex: Male
Race: Ruddy Green
Credits On Account: 4,300

STR 64	END 54	INT 60	DEX 66	CHA 47	LUC 22	PSI 01
INACT SAVE 20	UNC THRESH 5	MAX OP END 54	CURR OP END 54	TO-HIT, MOD 42	TO-HIT, HTH 44	TO HIT knife 38
WOUND HEAL RATE 2/Day	FATIGUE HEAL RATE 5/30 min				BARE-HAND DAMAGE +0 to +5	DAMAGE 2 pts

Basic Training / Specialty Training / Command School / Term 1 / Term 2 / Term 3 / Term 4 / Term 5 / Term 6 / Term 7 / Term 8 / Term 9 / Term 10

Grey Orion
Lodubyal
Naval Recruit
Naval Academy
Explorer School
Other PIRATE
Other
Term Length (years): 4 2½ 2 4 2 4 2 3 1 2 3

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

SKILL LIST

Administration	13	*Marksmanship, Archaic		Small Vessel Engineering	14
*Artistic Expression		**Marksmanship, Modern**	29	**Small Vessel Pilot**	40
Bribery	13	Mechanical Engineering		*Social Sciences	
Carousing	6	*Medical Sciences			
Commun. Systems Operation		General Medicine Cetaci	10	Orion Cult. Hist	10
Commun. Systems Technology				Orion Law	10
Computer Operation	10	Negotiation/Diplomacy	20	*Space Sciences Astrogation	24
Computer Technology	10	***Personal Combat, Armed**	16	Astronomy Astrophysics, Astrolinguistics	10/10
Damage Control Procedures	30	**Personal Combat, Unarmed**	22	*Sports	
Deflector Shield Operation		**Personal Weapons Technology**	10	**Starship Combat Strat./Tactics**	26
Deflector Shield Technology	10	*Physical Sciences		**Starship Helm Operation**	30
Electronics Technology				Starship Sensors	13
Environmental Suit Operation	25			**Starship Weaponry Operation**	
Forgery		*Planetary Sciences		**Starship Weaponry Technology**	
*Gaming Kun Zan Go	35/30			**Streetwise**	15
Instruction				Trade and Commerce	38
*Language Galacta	28	*Planetary Survival Desert	8	Transporter Operation Proc	
Klingonese	24	Cold Temperate	7	Transporter System Technology	
		Security Procedures	10	*Trivia	
Leadership	15	**Shuttlecraft Pilot**	20		
*Life Sciences		**Shuttlecraft System Technology**	10		
		Small Equip. System Operation		Value Estimation	20
		Small Equip. System Technology		***Vehicle Operation** Ground	16
Life Support Syst. Technology		**Small Unit Tactics**	5	**Warp Drive Technology**	10
				Zero-G Operations	10

Skills listed in bold are unauthorized skills for Grey Orions

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GREY ORION GENERATION

Because they understand machines and preside over all of Orion knowledge, Greys may go into careers not normally open to other Orions. It is a unique advantage, but it is balanced by a unique disadvantage. Thanks to genetic tampering, all Grey Orions suffer from inherited disabilities of varying severity. These handicaps stifle the acquisition of background skills, and profoundly affect the Grey's career choices.

HANDICAPS

Gamemasters should remember that Greys are consummate tool-users and machine-handlers. If there is a mechanical way around a problem, they will find it. For example, there is no reason why a blind Grey cannot be a doctor. He may need special instruments for examinations and may have trouble performing surgery, but he may still acquire medical knowledge and use such things as sonar and sight-to-touch computerized translators, making him all but indistinguishable from a sighted physician. Players and gamemasters should use their creativity to provide solutions. No problem is insurmountable.

GREY ORION HANDICAP TABLE

Die Roll (1D100) Result

01 Asthma: Character's lungs are weak and prone to congestion. END score is *halved*, rounded up. Avoid all exertion.

02 Dust sensitivity: The character must breathe filtered air at all times, either in a sealed environment or using a mask. If not, make a Saving Roll against one-half the character's END score, rounded down, or suffer respiratory arrest.

03 Humidity sensitivity: As for Dust Sensitivity (02), but the character cannot tolerate air that is too dry or too wet.

04 Heat sensitivity: The character must be below a specific temperature to avoid heat exhaustion. If not, make a Saving Roll against one-half the character's END score, rounded up. Failure means character will fall unconscious in 1D10 minutes unless the proper temperature is restored.

05 Cold sensitivity: As for Heat Sensitivity (04), but the character must stay above a certain temperature or suffer hypothermia. Save against one-half the END score, rounded up, or the character loses consciousness in 1D10 minutes.

06 Food allergies: The character can eat only a specially prepared diet free of antagonistic chemicals. Eating the wrong foods can cause poisoning, respiratory difficulties, abdominal pain, nausea, and other unpleasant effects up to and including death.

07 Skin allergy (Natural substances): The character must avoid wool, cotton, feathers, or any other such unprocessed material or else suffer skin eruptions, respiratory difficulties, or both.

08 Skin allergy (Synthetic substances): The character must avoid processed materials and textiles, as well as plastics in almost any form or else suffer skin eruptions, respiratory difficulties, or both. Airborne chemicals can produce the same drastic results.

09 Skin allergy (Plants): As for Natural Substances (07), but specifically for growing or recently cut life.

10 Skin allergy (Animals): As for Natural Substances (07), but more specifically for the pelts, loose hairs, or even the tanned hides of animals.

11 Skin allergy (People): As for Natural Substances (07), but more specifically for the touch or sometimes just the presence of other Orions or even other humanoid aliens.

12 Mild skin eruptions: The character suffers from mysterious, random outbreaks of unsightly and often itchy blotches, pimples, or pustules on his exposed skin.

13 Severe skin eruptions: The character suffers from occasional painful and hideous outbreaks of blisters, coarse skin, peeling, and raw exposed flesh where the skin has come off entirely.

14 Skin ulcers: As Severe Skin Eruptions (13), but marks are permanent.

15 Uncontrollable facial twitching: Sometimes more severe when the character is under stress, this twitching distorts his features but does not normally interfere with speaking.

16 Palsy: Character suffers from uncontrollable, but mild, trembling. Reduce DEX score by one-fourth, rounded up, to reflect the loss of fine control.

17 Severe palsy: The character shakes like a leaf all the time, even when asleep. Reduce END score by one-fourth and DEX score by half, both rounded up. The character may not run or do anything strenuous.

18 Myasthenia gravis: The character suffers from chronic muscle weakness that occasionally gets much worse. Reduce STR score by one-third, rounded up.There is a ten percent chance per day that STR will drop temporarily to one-tenth this value. If STR falls below 10 the character is bedridden, unable even to roll over. This condition may persist for several days or even weeks.

19 Spastic paralysis: The character suffers from a constant state of muscular contraction that twists his limbs and hands into almost immobile positions. Reduce both STR and DEX scores by three-fourths, rounded up. The character cannot walk or even stand without aid. Unless cared for by machines or people, the character cannot perform even the simplest tasks.

20 Dwarfism: The character never reaches the stature of a normal adult, but matures abnormally short. This result encompasses both true dwarfism (normal torso, small arms and legs) and midgets (small all over). Reduce both STR and END scores by one-half, rounded up. The character is roughly half the size of a full-sized adult.

21 Giantism: The character may be well over 125 percent the size and bulk of a normal adult. *Increase* STR score by one quarter, rounded down. Reduce DEX score by one-tenth, rounded up. The critical age for a character afflicted with giantism is 50, as unchecked growth places a great strain on the organism.

22 Osteoporosis: The character suffers from an insidious disease that weakens the structure of his bones. Whenever this character suffers 10 or more points of damage, at least one bone has been broken somewhere in his body. Double the normal time it takes to heal. The character may never carry anything heavier than one-fourth his STR in kilos. A greater weight requires a Saving Roll against his STR score minus one for every kilogram over the limit. Failure breaks at least one bone and forces the character to drop his burden.

23 **Ossification:** Rough deposits of bone-like material collect in the character's joints, reducing their mobility and causing great pain. This condition worsens over time, eventually immobilizing the character. For every year of age over 18, reduce the character's DEX score by one. When performing any strenuous physical activity, the character must make a Saving Roll against his DEX, or the pain forces him to stop.

24 **Mild arthritis:** The character's joints are getting cranky and old, regardless of the character's age. Make a Saving Roll against the character's DEX score. If the roll fails, reduce the DEX score by 5. This roll is performed only once.

25 **Moderate arthritis:** As for Mild Arthritis (24), but if the roll fails, reduce DEX score by 10.

26 **Severe arthritis:** Treat as Ossification (23). In time, the character's hands will become twisted immobile claws, next to useless.

27 **Light-sensitive eyes:** The character suffers no ill effects from artificial lighting or darkness, but 1D10 hours of direct sunlight force him to to rest his eyes for an hour, preferably in darkness.

28 **Light-sensitive skin:** Character has a built-in sun allergy. If exposed to direct sunlight for an hour or more, the character's skin burns, turning a startling shade of paperbag brown. Longer exposure produces a more severe burn; one hour does 10 points of damage, the second 20, the third 40, and so on. Hospital care will be necessary for exposure of two hours or more. If CURR OP END falls to zero or less due to sun damage, the character dies of sunburn.

29 **Distorted vision:** The character has a kind of astigmatism and cannot see clearly at any range. Retinax V and other ocular compounds do not work well on Orions, and Grey Orions tend to be allergic to them anyway.

30 **Nearsightedness:** The character cannot see things more than a few meters away. Severity is up to the gamemaster, and lenses are the usual cure.

31 **Farsightedness:** The character cannot see things clearly *unless* they are at least a few meters away. Severity is up to the gamemaster.

32 **Red-green colorblindness:** The character is unable to distinguish between the colors red and green; they appear to be the same. The character may run into problems dealing with non-Grey Orions.

33 **Blue-green colorblindness:**The character cannot distinguish between green and blue-colored objects.

34 **Yellow-orange colorblindness:** The character cannot distinguish between these two colors.

35 **Complete colorblindness:** The character sees all colors as shades of grey.

36 **Night blindness:** The character cannot see well in dim light. When the lights go out, this character is blind.

37 **Day blindness:** The character can see only in dim light. In bright light, even bright artificial light, he must shield his eyes, which may suffer internal burns from normal light. Sunglasses, even indoors, are necessary protection.

38 **Blindness:** Whether progressive or sudden, the character can no longer see. The condition is permanent and irreversible.

39 **Tinnitus:** The character constantly hears ringing in his ears. Although the character can tune out the noise, he cannot hear very well. When he tries to listen harder, he becomes aware again of the maddening sounds in his head.

40 **Impaired hearing:** Characters who suffer from this are partially deaf. They can hear most sounds, but may have difficulty understanding voices. Shouting at them does not help. They may have to make a Saving Roll against their INT score to hear correctly.

41 **Impaired balance:** Something is wrong with the character's inner-ear mechanisms. If he is sitting or standing still, there is no problem. However, if he has to walk, run, climb, or jump, he must save against one-fourth his DEX score, rounded up, or else become dizzy and lose his balance. Zero-G operations are not handicapped.

42 **Total deafness:** The character can hear only loud sounds faintly, but he can feel vibrations in water, air, or through the floor. In some cases, speech is also affected, resulting in slurred or unclear speech and requiring the listener to save against his INT score to understand.

43 **Constant itching:** The character's skin is acutely sensitive and itches for the slightest cause or no cause at all. Although not continuous, when the condition does occur, it can drive everything else out of a character's mind. At such times, reduce the character's INT score by one-fourth and DEX score by one-half, rounded up, to reflect the distraction.

44 **Touch-sensitivity:** The character's skin is acutely sensitive to any light touch, which the character perceives as pain. They may find even the lightest clothing too difficult to wear. Treat as for constant itching when required. The sufferer is *not* troubled by pressure or any touch that is firm.

45 **Pressure-sensitivity:** Any pressure on any part of the character's body, including simply sitting, causes pain. Light touches are not enough to trigger the reaction, but a handshake is uncomfortable, and hugs cannot be withstood.

46 **Insensitivity to burns:** The character cannot feel heat. If he encounters hot metal, liquid, or flame, he does not feel himself getting burned. Extreme cold can also burn him without causing pain. Of course, the danger is that he will not jump back when burned, and so he will suffer more damage.

47 **Insensitivity to cuts:** The character's skin is largely without sensation, and he cannot feel minor punctures, abrasions, scrapes, or cuts. As deeper injuries involve deeper nerves, they will cause pain. Unless the character is very careful, he will constantly be hurting himself without noticing it, possibly causing permanent damage.

48 **Insensitivity to bruises:** The character cannot feel pain from blows or constant pressure. When taking physical damage from a blunt weapon (clubs, stoves, furniture, and so on), the character's UNC THRESH becomes -20. A character whose CURR OP END falls to -20 from such damage does not become unconscious; he dies. Medical care is needed to keep him alive if the damage leaves his CURR OP END between 5 and –20.

49 **Insensitivity to pain:** The character is totally free of all pain. The provisions for all the above insensitivities (46–48) apply, and in addition, the character's END score drops one point every year due to cumulative, unavoidable damage acquired from normal bumps and scrapes.

50 Total numbness: The character is free from pain, and suffers all the consequences of the previous insensitivities (46-49). In addition, the character cannot feel any light touch or pressure. He can move normally, but can feel nothing at all. Therefore, he will suffer an END loss of *two* points a year, unless he can make a Saving Roll against one-half his INT score, rounded up. If successful, he loses only one point.

51 Premature aging: The character's Critical Age is now equal to 20 + 1D10 years (instead of 40), and he will suffer the progressive loss of attribute score points from that age, not ten years afterward. In addition, he begins to *look* old with thinning, hair and wrinkled, saggy skin.

52 Epilepsy: The character suffers from random seizures. Although they leave no permanent damage, these seizures render the character unconscious for roughly an hour. Often there is no warning to these seizures, which may occur at any time. Stress does not induce seizures; they are on their own timetable.

53 Severe epilepsy: In addition to falling unconscious at random times, the character also suffers convulsions that may cause damage to himself. Seizures last 1D10 minutes, and the character may take from 1D10 to 2D10 points of damage, depending on whether he hits any objects. Afterward, he will sleep deeply for 1D10 hours. Stress does not affect the occurrence of seizures in any way.



54 Stress convulsions: Although like Severe Epilepsy (53), these convulsions are triggered *only* by stressful situations—gamemaster's option as to saving rolls. In addition to suffering all Severe Epilepsy (53) results, the gamemaster must roll 1D100; on a roll of 00, the character must immediately attack, with bare hands or any weapon, the nearest character, friendly or not, and cannot break off the attack. If there are no characters present, the sufferer vandalizes whatever room he is in. For the duration of such seizures, *increase* the character's STR and END scores by one-half, rounded down. Such seizures last only 1D10 minutes, followed by 1D10 hours of deep sleep. He may or may not remember what he has done.

55 No sense of smell: The character cannot smell or taste a thing, or suffers 'shadow scents' that make steak taste like sand or cardboard like caviar. On top of that, they cannot detect the leak of invisible gases, and so have no warning of them. On the plus side, such Greys are not affected by Green Orions' pheromones. Greens who deal with the afflicted character suffer a loss of 20 points from their own CHA score.

56 Oversensitivity of smell: The character's senses of taste and smell are hyperdeveloped. Although this allows him to be adept at detecting minute scents and distinguishing between them, it also exposes him to the full effect of any offensive odor or taste. These have no great effect on such characters, but sufferers generally prefer to wear special filter masks to keep from being overwhelmed. Most Greys so afflicted are lean because eating is a taxing experience. They cannot tolerate unfiltered Greens at all.

57 Immune deficiency: The character has no natural defense against microbes. Unless his air, water, and food is sterilized, he will catch all sorts of painful diseases. He cannot pass these illnesses on to others, but he will suffer their full effects and may even die from them. Without unflagging medical aid, nearly any infection he contracts can kill him.

58 Cardiac weakness: To all appearances, the character is unaffected, but if he exerts himself or gets unduly excited, he must make a Saving Roll against his END score. If he fails, he must sit or lie down and take it easy for a while. A character may force himself to go on in spite of the pain, but he is in danger of just dropping dead. The gamemaster must decide how long the character can ignore the warning before either the pain stops him or he keels over.

59 Mild digestive disorder: The character has a weak stomach, suffers gas, or cannot digest some kinds of foods.

60 Severe digestive disorder: Unable to digest most foods, the character lives on a special diet. The result is much like that for Food Allergies (06), but poisoning is guaranteed if the character ingests the wrong foods. In some cases, even water may be difficult to absorb. Afflicted characters will need supplemental injections regularly to avoid poisoning or permanent damage to internal organs.

61 Constant abdominal pain: This handicap has no specific cause but a poignant and constant result. The character has difficulty eating or drinking anything, and nausea may immediately follow. Exertion of any kind is too painful to ignore. Other than being a little skinny, the sufferer is apparently normal.

62 Cystic fibrosis: The character's lungs constantly fill with fluid and must be drained at least once a day or the character will suffocate. In addition, the character is more susceptible to infections, particularly of the lungs and respiratory tract. Reduce END score by one-fourth, rounded up. Any great exertion will cause a coughing fit that immobilizes the character indefinitely and may cause 1D10 points of damage (gamemaster's option).

63 Hormonal immaturity: The character's body has not grown up and never will. They appear to be oversized children, with rounded features, baby fat on body and limbs, and no body hair. Their voices remain childlike, and, though their minds are not affected, they may behave like children.

64 Chronic depression: The character suffers an emotional disorder that occasionally causes him to be extremely depressed, even despondent, with no apparent cause. An onset may last for days and saps the character's will to act. He must make a Saving Roll against his INT score or become unable to either complete any long or involved task or face another sentient being. One other character may add one-tenth his CHA score, rounded down, to the afflicted character's roll. The player character may attempt such a roll once per day. Extreme shock or urgency will temporarily overcome the effects of this disorder, allowing the character to function in an emergency, but he may or may not break out of his depression. Drugs have some value, but not a lot.

65 Manic-depression: When the character is not suffering from Chronic Depression (64), he is as irrationally happy and energetic as he was depressed and lethargic. Characters in the grip of a mania may work around the clock on one project, which they will not let alone until they have completed it perfectly. Affected characters cycle from one extreme to the other. The length of such cycles varies greatly and is affected by the character's success or failure at a job, the presence or absence of friends, or any normal emotional reaction. Sometimes, there are periods of normalcy between the swings. Mania exhausts a character, leaving him vulnerable to depression. Drugs can help either mood extreme, but there are no compounds that can eliminate the cycle completely.

66 Euphoria: The character suffers occasional bouts of unwarranted, unexpected happiness. Unlike mania, which tends to be task-oriented, euphoria simply keeps a character from experiencing sadness. While in the grip of this emotional disorder, he tends to act quite drunk.

67 Anxiety: A character with this emotional disorder cannot overcome feelings of dread toward everything, including facing strangers, talking to a group, trying to learn a new skill, and confronting the unknown. The character must save against his INT score or be unable to act at all. Periods of anxiety come and go at random.

68 Paranoia: Paranoia causes a character to feel that he is being watched, judged, or plotted against. A sufferer will concoct and believe the wildest schemes to explain odd coincidences. There are no drugs that help this condition. The other characters should watch paranoid characters closely—which may precipitate a crisis itself.

69 Narcolepsy: The character tends to fall asleep at the most inappropriate (or at least oddest) times. Attacks of narcolepsy resemble those of Epilepsy (52), except that they are triggered by specific things—fear, anxiety, amusement, excitement, or some other powerful feeling. An afflicted character must save against one-half his INT score, rounded down, to keep from dropping off. Fortunately, only one type of feeling brings on attacks in any one individual—for instance, a character might have to avoid anything funny because laughter causes him to fall asleep. Although attacks are generally short, a character will sleep 1D10 hours unless wakened by another character.

70 Severe water retention: The character's body retains most of its moisture. Such characters appear bloated or fat, but their bodies have no tone or firmness. Worse, any exertion causes them to sweat profusely, usually with a sour, unpleasant odor, and makes them desperately thirsty. Active characters do not suffer damage if they do not drink something, but they lose one-fourth of their INT score, rounded up, until they do drink.

71 Obesity: The character suffers from an abnormal weight gain, with or without a corresponding increase in appetite, and becomes quite fat. DEX, END, and CHA scores are all reduced by one-fourth, rounded up. If the character's STR score is 40 or less, it is reduced by one-fourth, rounded up; if it is 41 or greater, it is *increased* by one-fourth, rounded up. (Fat is hard to carry around, but some people paradoxically get more exercise that way.)

72 Skeletonization: The character suffers from an inability to gain weight, becoming extremely thin and bony no matter how much he eats. STR and END scores are reduced by one-half, rounded up, but STR may never fall below 10.

73 Neurofibromatosis: Also known as the Elephant Man's disease, this affliction causes tumors to grow throughout the character's body. Mobility is affected as for Ossification (23), and the character's DEX, CHA, and STR scores lose 1D10 points a year. When *both* STR and DEX reach zero, the character dies. This condition may render a character hideous, but does not affect the mind or emotions and causes little pain.

74 Plated skin: This condition renders the character's skin into a coarse pattern of hornlike plates, very like the skin of an alligator. All parts of the body not covered by hair, including the face, hands, and feet, are affected, and the victim's hair will fall out as the platelets gradually advance. Reduce DEX score by one-tenth, rounded up, and reduce CHA score by one-half, rounded up. All attacks against the character must subtract 5 points of damage due to the armor-like effect of the skin.

75 Too few fingers or toes: Roll 1D10 to determine the number of fingers and toes the character has. (On a roll of 10, roll again.) Divide them equally between both hands or feet, or as evenly as possible. What fingers and toes the character has tend to be larger and stronger than the normal number. Reduce DEX score by 10 if the character has 6 fingers or less.

76 Too many fingers or toes: Roll 1D10, divide by 2 and round down to determine the number of additional fingers for *each* hand or toes for *each* foot. Increase DEX score by 5 if the character has more than seven fingers per hand.

77 One hand missing or deformed: Whatever may be left of a hand (right or left is gamemaster's choice) is nonfunctional. Reduce DEX score by 10.

78 Both hands missing or deformed: Character has only nonfunctional stumps. DEX score may not be higher than 10, but prosthetics may be fitted to preserve an existing DEX.

79 One arm missing or deformed: The character's arm (right or left is gamemaster's choice) is nonfunctional. Reduce DEX score by 15.

80 Both arms missing or deformed: Character can neither handle nor operate *any* apparatus. Prosthetics may be fitted but the resulting DEX score can never be more than *half* the character's original DEX, rounded up.

81 One foot missing or deformed: The character walks with a limp and may not be able to run (gamemaster's option). A prosthetic can eliminate the problem.

82 Both feet missing or deformed: The character may not walk unless fitted with prosthetics. Walking will then be normal, but running requires a DEX Saving Roll to keep from stumbling.

83 One leg missing or deformed: Character cannot walk or run without a prosthetic. Any remaining leg must first be removed. While running, DEX is reduced by 15, and the character must make a DEX Saving Roll to keep from stumbling.

84 Both legs missing or deformed: As for One Leg Missing or Deformed (83), but prosthetics for both legs must be fitted.

85 Hunchback: The character's spine bulges upwards from just behind the neck, constricting the chest and making it difficult to breathe. Reduce CHA score by one-fourth, rounded down. If he exerts himself, the character must make a Saving Roll against one-half his END score, rounded up, to keep from getting winded.

86 Hydrocephalous: The character suffers from an enlarged and possibly asymmetrical head. Intelligence is *not* affected, but the CHA score is reduced by 10 because of the character's strange and fearful appearance.

87 Eye missing or displaced: Roll 1D10 to determine the distance in centimeters that an eye is displaced from its customary location. Alternatively, the eye may not be there at all; the other eye may be in a normal position or displaced. [Gamemaster's option: Roll 1D10. On a result of 10, *both* eyes are displaced.] Reduce DEX score by 15.

88 Ear missing or displaced: Place as for a Displaced Eye (87), but the displaced ear will look like a kind of hole in the character's head. Same option as above for both ears. Reduce DEX by 15.

89 Mouth missing or displaced: Roll 1D10. On a result of 10, the character has been born without a mouth. He must be fed through tubes and cannot speak at all. On any other result, displace the mouth as for Displaced Eye (87). Reduce CHA score by three-fourths, rounded down.

90 Nose missing or displaced: Treat as a Displaced Mouth (89). If the character's nose is missing, he also loses the senses of both taste and smell (*see* 55). He can still eat and talk, but he sounds strange. Reduce CHA score by 10.

91 Baldness: The character has no body hair at all, not even eyebrows. Reduce CHA score by 10.

92 Hairiness: The character has an overabundance of hair, which can be either a kind of down or coarse and thick and extends onto the face and hands. Both males and females may be affected equally. Reduce CHA score by 10.

93 Odd coloration: The character is not grey, or at least not uniformly. They can be Ruddy or Green in shade, some other unusual color, or even striped or spotted like a Halfbreed. Reduce CHA score by 10.

94–95 Roll twice: Roll on this table twice. In no case may a character suffer from more than *six* handicap rolls.

96–97 Roll three times: Roll on this table three times. In no case may a character suffer more than *six* handicap rolls.

98–99 Roll four times: Roll on this table four times. In no case may a character suffer more than *six* handicap rolls.

00 Normal: The character may not reach this result after first rolling a number between 94 and 99. If 00 is the character's first roll on this table, the character suffers from no handicap at all. Some perverse throw of the genetic dice has spared him from the doom meted out to the Greys. The character may want to feign a handicap just to escape notice from non-Greys.

BACKGROUND SKILLS

There is not much that Grey Orions cannot learn, as time is so heavy on their hands and knowledge is supposed to be their job. Nevertheless, a curious sort of longing for more normal pursuits (preferably active ones) still lives in them even if they are not physically capable of performing them.

To determine the number of Background Skills for a Grey Orion, divide his INT score by 10 and round down. For each skill, the character receives a skill rating of 1D10. The player must choose at least two Technical skills for each Normal skill, and he may add no more than three rolls to any one skill. This does not include divisions within a skill—a character may roll three times for both *Medical Science, General Medicine* and *Medical Science, Surgery*. However, no more than two *Trivia* skills of *any* type may be chosen. It is up to the gamemaster to determine which skills a Grey Orion character may not gain due to his handicap.

TECHNICAL SKILL TABLE

Administration
*Artistic Expression
Communication Systems Operation
Communication Systems Technology
Computer Operation
Computer Technology
Electronics Technology
*Gaming
*Language
*Life Sciences
Life Support Systems Technology
Mechanical Engineering
*Medical Sciences
*Physical Sciences
*Planetary Sciences
Small Equipment Systems Operation
Small Equipment Systems Technology
*Social Sciences
*Space Sciences
*Trivia

NORMAL SKILLS TABLE

Environmental Suit Operation
Instruction
Negotiation/Diplomacy
Security Procedures
*Sports
Starship Sensors
Transporter Operation Procedures
Transporter Systems Technology

FIELDS OF SPECIALIZATIONS

At age 14, Grey Orions are deemed mature enough to master the skills for their captive professions. A Grey Orion character *must* choose one of the following fields of skills. If the character's INT is 80 or higher, he may choose two fields; if it is 90 or higher, he may be chose three fields. Choosing more than one field is voluntary; a character, whatever his intelligence, may not be forced to learn more. Computer Operation takes one and a half years, Computer Technology and Electronics Technology take two years, Engineering takes three years, Science and Medical take three and a half years, and both Finance and Protocol take four years.

Some curriculums offer a choice of skills to the player character. Before choosing these skills, however, the player should refer to the **Unauthorized Skills** section to determine which skills he may not select. (These skills can be acquired after choosing curriculum skills.)

Computer Operation Curriculum

Administration	20
Computer Operation	40
Computer Technology	20
Electronics Technology	10
Mechanical Engineering	10
Physical Sciences	
Computer Science	30
Mathematics	25
Physics	10

Computer Technology Curriculum

Administration	10
Computer Operation	20
Computer Technology	40
Electronics Technology	30
Mechanical Engineering	20
Physical Sciences	
Computer Science	40
Mathematics	20
Physics 20	
Small Equipment Systems Operation	20
Small Equipment Systems Technology	15

Electronics Curriculum

Administration	10
Computer Operation	20
Computer Technology	20
Electronics Technology	40
Physical Sciences	
Computer Science	20
Mathematics	20
Physics	20
Small Equipment Systems Operation	40
Small Equipment Systems Technology	40

Engineering Curriculum

Communication Systems Operation	15
Computer Operation	40
Environmental Suit Operation	20
Life Support Systems Technology	30
Physical Sciences	
Any *two*	20 each
Any *two*	10 each
Small Equipment Systems Operation	25
Any Technology or Engineering skill	
one at	40
two at	30 each
three at	20 each

Finance Curriculum

Administration	40
Communication Systems Operation	25
Computer Operation	25
Environmental Suit Operation	30
*Gaming	20
*Language, any *four*	20 each
Leadership	10
Negotiation/Diplomacy	30
Physical Science, Mathematics	40
Social Sciences	
Economics	30
*Law, any *two*	30 each
*Orion Culture/History	30
Orion Law	40
*Racial Culture/History, any *two*	20 each

Science Curriculum

Administration	10
Computer Operation	30
Computer Technology	20
Electronics Technology	10
Instruction	20
*Language, any *four*	20 each
Life Support Systems Technology	20
Sciences (any except Medical or Social)	
two at	40 each
three at	30 each
three at	20 each
Small Equipment Systems Operation	10
Small Equipment Systems Technology	10
Starship Sensors	20

Medical Curriculum

Administration	20
Computer Operation	20
Environmental Suit Operation	20
Instruction	20
Leadership	10
Life Sciences, any *five*	20 each
Life Support Systems Technology	20
Medical Sciences	
General Medicine, Orion	50
Other specialties two at	30 each
three at	20 each
Negotiation/Diplomacy	20
Physical Science, Chemistry	20
Small Equipment Systems Operation	15

Protocol Curriculum

Administration	40
Communication Systems Operation	30
Communication Systems Technology	10
Computer Operation	20
Environmental Suit Operation	20
*Gaming, any *two*	25 each
Instruction	20
*Language, any *five*	40 each
Leadership	10
Negotiation/Diplomacy	40
Security Procedures	20
*Trivia, any *two*	20 each

UNAUTHORIZED SKILLS

Greys are prohibited from acquiring certain skills deemed dangerous for them to know. Nevertheless, simulators, computer aids, and the privacy of their sealed environments allow Greys to pick up certain unauthorized skills—within limits. Simulations cannot bring the full flavor of actual experience, and the Greys' physical problems often hamper learning.

By the time they finish training in the *guldin* (sealed life-support capsules in the bowels of an estate, office complex, or starship), Greys have also learned forbidden knowledge and prohibited activites. Players may choose such skills from the tables below. Note that a player may not choose the following skills as electives in his character's curriculum.

FORBIDDEN KNOWLEDGE SKILL LIST

Damage Control Procedures
Deflector Shield Technology
Shuttlecraft Pilot
Shuttlecraft Systems Technology
Small Unit Tactics
Starship Combat Strategy/Tactics
Starship Helm Operation
Starship Weaponry Operation
Starship Weaponry Technology
Warp Drive Technology
*Vehicle Operation

PROHIBITED ACTIVITIES SKILL LIST

Carousing
*Marksmanship, Archaic
Marksmanship, Modern
*Personal Combat, Armed
Personal Combat, Unarmed
Personal Weapons Technology
*Planetary Survival
Small Vessel Pilot
Streetwise
Zero-G Operation

Each Grey Orion character divides his INT score by ten, rounding down. The result is the total number of unauthorized skills that the character may acquire. No Forbidden Knowledge skill rating may ever be greater than the character's skill rating in *Computer Operation*. No Prohibited Activity skill rating may ever be higher than the character's STR, DEX, or END score—whichever is *lowest*.

CAREER ADVANCEMENT

Grey Orions live their entire lives under the control of other Orions, doing what they are told to do and amusing themselves when they are not. They have a lot of time to sit, think, and study, and, because they are usually confined to *guldin*, their privacy is only occasionally monitored for unauthorized activity. Therefore, they learn skills faster than most Orions, but in a more restricted direction.

Players may advance their characters to any desired age and level of competency simply by adding terms and attendant skill rolls. Because Greys can develop close relationships with other Greys and may get together to plot against their owners, *Utan* (or "Masters") swap Greys among themselves much as Terra's baseball players are traded.

Each player should roll 1D10, divide by two, and round down to determine the number of terms that his character has served prior to the start of play. This is an arbitrary starting point; players are quite free to run younger characters or more experienced characters. Each term served lasts for 1D10 divided by two years (rounded down) , and represents the time spent in a different work environment under a particular *Uta*.

For every year of service, a Grey Orion can improve two skills already learned by 1D10. Only *one* Unauthorized Skill may be improved in this manner (opportunities to practice *Streetwise* are not that common in a tank). The *guldi* where they labor may be in the sub-basement of a villa, a secure section of an office tower, or the bowels of a *Chariot* Class cruiser; it hardly matters. What *does* matter is whether the duty is easy or hard, the companionship good or a morass of petty personal grudges. Work environment affects the character's number and type of skills gained as follows.

MODIFIERS TO SKILL IMPROVEMENT

Die Roll (1D10)	Work and Study Environment
10	**Optimum:** For each year of service, the character may improve one additional skill, which could be unauthorized and/or not already known. A Grey's paradise.
9	**Excellent:** The character may improve one additional skill per year, but the skill must be already known and authorized.
8–7	**Pretty good:** The character may improve one additional skill per term, but the skill must be already known and authorized.
6–4	**So-so:** No modifications.
3	**Poor:** One skill roll per term is subtracted from the total number of rolls.
2	**Horrible:** One skill roll per term is subtracted from the total number of rolls, and one Unauthorized Skill must be decreased by 1D10 points during this term.
1	**Abysmal:** The character can improve only one skill per year, and the skill must be authorized. Welcome to the pits.

CHARACTER AGING

Unlike other Orions, Greys begin to show signs of physical deterioration at the age of 40. For every 10 full years lived past 40, a player must subtract 1D10 from his character's STR, DEX, END, CHA, and INT scores. Genetically weakened at birth, Grey Orions also age more catastrophically than other Orions. After calculating the reduction in attributes, the player must make a Saving Roll against the highest attribute remaining to his character. If the roll fails, the character has reached such a state of decrepitude that he is in immediate danger of dying. For such a character, the player must make a Saving Roll against the END score every year; failure means that the character dies immediately. At the gamemaster's option, a particularly difficult physical effort (running uphill while carrying a load, going without a breather mask if the character's handicap calls for one) may require a Saving Roll against the END score with appropriate modifiers. Failure means death, perhaps preceded by a short coma or other warning.

GREEN SLAVE WOMAN GENERATION

When non-Orions use the expression "Green slave women", they are referring to what the Orions call *lodubyaln*—the sinuous, senuous, animal-like, half-naked creatures glimpsed at Orion entertainments. "Like women," some say, " but more so."

Lodubyaln are not a separate sub-species. Neither are they in any way genetically modified, surgically altered, or doped with Venus drugs. They are simply a highly trained caste of female slaves educated from earliest childhood to be dancers, singers, musicians, storytellers, and professional listeners that are a delight to look upon, paradise to hear, and a comfort to talk to. Theirs is the *only* loyalty that Orions buy and sell with perfect trust, and it is one of the pillars of their civilization.

Some *lodubyaln* spend their short working career (few remain past the age of 40) looking foward to the time when some dashing Green will purchase her contract and make her his wife. Some save up their tips and scarce side earnings and buy themselves out, returning to a more normal life. Some take what they have learned from their masters and use it to make themselves wealthy. By some standards, the *lodubyaln* are the lowest of all Orions—scarcely above the Greys. However, if a *lodubyal* wishes to take a chance, she may rise to become a businesswoman or the captain of a starship. All it takes is determination and a thirst for hard work.

TRAINING

Unlike other Orions, *lodubyaln* receive no Background Skills. At the age of five, they are placed in the care of senior or retired *lodubyal* for proper training. Most *lodubyaln* are the product of *fesin*—literally, "hutches", or training houses devoted entirely to the crafts of the life-contractor. Here they acquire the skills necessary for their work. As *lodubyaln* are apart from Orion society, they do not receive a socioeconomic class.

LODUBYAL SKILLS	
Artistic Expression, Dance	50
Artistic Expression, Instrument	40
Artistic Expression, Singing	40
Carousing	40
*Gaming	30
Instruction	10
Negotiation/Diplomacy	40
Personal Combat, Knife	30
Personal Combat, Unarmed	30
Streetwise	20
Trade and Commerce	30
Value Estimation	40
Green Slave Woman Attritute Bonus	
CHA	+20

At the end of her training (which lasts for nine years), a *lodubyal* contracts out to her master's household. All things considered, the life of a *lodubyal* is not particularly horrible. Provided with all the necessities of life (and quite a few of the luxuries as well), she is concerned only with pleasing her contract-holder. She must keep herself attractive and healthy, perform at entertainments, and never hint that she has any sort of life apart from entertaining.

The hardest task any *lodubyal* must perform is to give her unswerving love, loyalty, and devotion to her contract-holder regardless of her personal feelings. This goes directly against Orion instinct for self-maximization. Luxury and self-indulgence is often not enough to keep a *lodubyal* in her work any longer than she must.

SKILL IMPROVEMENT

Unlike other Orion characters, *lodubyaln* have little choice over which skills they are going to learn. They also have little control over how long it takes to leave their career.

Roll 1D10 to determine the number of years the *lodubyal* character spends in service to one contract-holder. Repeat the process until the character has accumulated at least 21 years of service. For each term, the character rolls 1D10 and consults the table below. Under normal circumstances, a *lodubyal* improves one skill by 1D10 per year of service, but a good or a bad contract-holder can make a great deal of difference. There is no correlation between the wealth of a contract-holder and whether service under him is pleasant or onerous.

MODIFIERS TO SKILL IMPROVEMENT

Die Roll (1D10)	Service
10	**Superb:** For each year of service, the character improves or gains *any* two skills.
9	**Excellent:** During this term, the character improves or gains *any* two extra skills.
8–7	**Pretty good:** During this term, the characters improves or gains *any* one extra skill.
6–4	**So-so:** No modifications.
3	**Unpleasant:** During this term, the character loses one skill improvement from her total.
2	**Awful:** During this term, the character loses two skill improvements from her total.
1	**Horrible:** During this term, the character loses three skill improvements from her total.

After 21 years of service, a *lodubyal* may buy her contract and either enter another field of endeavor, retreat peacefully into domestic life as wife and mother, or become supervisor of a *fesin*. The choice is purely voluntary.

SAVINGS

In theory, a *lodubyal* goes through life without a single possession, not even her jewelry. In reality, however, connections, friends, and generous masters (and perhaps suitors) may provide her with a small nest egg of cash, precious metals, gemstones, and other small valuables. After all, how else can she buy her own contract or cope with free life?

For each term of a *lodubyal*'s service, roll 1D10, divide by two, and multiply by 1000 to calculate the amount of credits that the character has saved. It is hidden away until the time comes to purchase the contract. Usually it is enough; sometimes it is not.

Upon retirement, this nest egg stops growing; the character may use the remainder as she sees fit, but if she wants to save money she must go to work or depend on her husband, if any.

CONTRACT VALUE CALCULATIONS

At or after age 35, a *Iodubyal* may purchase her own contract. At the end of her last term, the character must roll on the Contract Disposition Table below.

CONTRACT DISPOSITION TABLE

Die Roll (1D10)	Result
10–8	Contract holder dissolves contract. The character may stay in service to the end of the term or may leave at age 35. She does *not* have to purchase her contract.
7–4	Contract holder offers to sell the contract to the *Iodubyal* at current market rates. The character may leave at 35 or stay to the end of the term.
3–1	Contract holder offers to sell the contract to the *Iodubyal* at current market rates at the end of the term. The character must remain in service to the end of that time *or* pay a 25 percent penalty for early withdrawal.

Although the value of the contract varies according to the individual and her age, a contract's base value equals 3D10 + 4 multiplied by 1,000. Modify this number according to the Age/Value Multiplier Table below, multiplying the base value times the percentage shown.

AGE/VALUE MULTIPLIER TABLE

Age	Multiplier
35	100%
36	105%
37	110%
38	115%
39	120%
40	125%
41	120%
42	115%
43	110%
44	105%
45	100%
46	95%
47	90%
48	85%
49	80%
50	75%

Few *Iodubyaln* remain in service past the age of 50. At any rate, their contracts do not decrease in value past that point.

TRANSITION

Retired *Iodubyaln* have three options: marriage (which effectively ends their character generation), freelancing as a *Lodubyal Ot* (or executive in charge of a group of *Iodubyaln*), or career shift into an entirely different field.

A married character is presumed to have found the Green man of her dreams or someone like him, and has settled into peaceful domestic life. She may improve only one skill by 1D10 for every *two* years thereafter. Her husband may or may not allow her to go on into another career.

A freelancing character works as a supervisor or trainer of *Iodubyaln*. She gains skills just as if she were still in service. In addition, though she must roll on the Modifiers to Skill Improvement Table, she may quit any job with Horrible conditions after a year on the job. The length of terms is determined normally, but she saves money at *twice* the rate of a *Iodubyal*.

Lodubyaln who have retired, honorably or not, are not restricted in their choice of a second career. Their status as former slaves does not inhibit them. In fact, there is a mystique about retired *Iodubyaln*; they have heard and seen so much that they cannot talk about, ever. It is not unusual for former masters of a *Iodubyal* to fear her appearance in business or in space. Some even risk everything they possess to eliminate her and the danger she *might* represent.

A character who chooses to go into another career may do so just as if the character were a normal Green female, including any and all requisite entry rolls. Roll 1D100, divide by two, and round *up* to determine her socioeconomic class. While training in her new profession, the player character may not add skill ratings (earned in Basic Training or Specialty Training) to her skill ratings in previously learned skills (though she may add outside electives skill rating points to previously learned skills). She may only raise her skill ratings in such skills to the ratings listed on the training tables.

CHARACTER AGING

A *Iodubyaln* ages like a normal Green Orion, with one difference. For every ten full years over her critical age of 60, reduce her CHA score by 2D10. Maintaining beauty has its cost, though it is postponed. Her CHA score may never fall below 20, should she live so long.



Unashamedly a mishmash, Orion history is protected by sloppy scholarship. Nonetheless, the Orions (or some of their historians) know some rather unpleasant facts about their past that they would rather no one ever knew. By and large, the accounts in the **Book of Common Knowledge** are correct, save for a few additional matters concealed from public view.

Finding these facts is almost impossible. It would require stumbling across complete and accurate historical records, discovering an intact archaeological site that survived the turmoils of several difficult ages, or some lengthy and elaborate piecing-together of small bits and snippets of rumor, hearsay, and report. They will almost never enter a game; they are included here only to complete the picture of the Orions.

ORION ORIGINS

Thousands of years of tumult have all but erased any traces of Orion prehistory. Here and there ancient copies of still more ancient books cite the pre-Atom War historian Nowat and his lost work, *The Origin of People*. Supposedly, Nowat had access to other (now lost) manuscripts that discussed a non-native origin for the Orions, who may have been planted on Botchok by aliens. The trail is old and unreliable; from the same age comes data inferring that the gods once lived on Botchok, but fought a war, changed their ways, and left to keep other worlds from their folly. Is Botchok the original home of the Preservers?

The Rigellians have kept their records from everyone, including the Orions. Legends speak of faithful Orion servants being taken into the bowels of Rigel IV to meet some ancient wizened elder or a so-called Rigellian Master kept alive over the millennia by rigorous life support or suspended in a computer matrix. The wisdom imparted in these encounters includes good solid Orion advice ("Keep money, but do not keep it dear", and "Save your friends as you would save your profits") and science-fiction gobbledygook about the true origins of the Rigellians, the Orions, and the Orion system. Such legends proclaim that Rigel is actually an immensely ancient and powerful life-form and the Orions were created in the form of the Rigellian Masters to take their place as masters of the Arm. A great deal of these fables resemble or distort tenets of various Orion religions.

The Rigellians know perfectly well who the Orions are, who the Preservers were, what happened to their sun, and who created their race and when. More than a million years ago, a race known as the Masters ruled the Arm when Rigel was bright, hot, and white. Rigel IV was their home and Rigel III their garden and agricultural world. Their civilization was mightier than any other, and they crushed lesser ones out of existence. They sought to preserve as much of their civilization as possible, not so much to benefit other races, but to leave an enduring mark on the galaxy.

Rigel IV became a kind of interplanetary spare-parts pool for their projects, which were mighty indeed. Rigel III was reclaimed from wasteland, and Rigel VII and VIII were seeded with life. In a grand display of excess, the sun itself was refueled with unthinkable quantities of hydrogen,



making the inner worlds tropical and rejuvenating the tired outer worlds. The Masters took a promising race of near-humanoid creatures (the Rigellians) and gave them an upright posture, an adequate braincase, and the capacity for speech so that they could inherit the entire show. Knowing that their time was limited, the Masters had to make sure that someone survived them.

Before the Masters finally died out, an exhausted and debilitated race, they left many monuments, recordings, books, and films about their purposes—nearly all of which the Rigellians have dug up, removed, or simply disintegrated. The Rigellians have not acted from spite. At the core of their civilization is a strong sense of humility, which the Masters offended deeply. Although there is nothing they can do about the sun, or Rigel III, they have done their best to ensure that no one follows the Masters' bad example of making cosmic changes for the sake of self-aggrandizement. In the millions of years of their civilization, the Rigellians have never been comfortable with the changes they were forced to accept, intelligence and language included. They remain hybrids, living testimonials to the triumph of pride over purpose and dignity.

The Rigellians have worked their own wonders in the course of obliterating those of the Masters. They made Rigel IV a crossroads of the galaxy, a place where knowledge and civilization passed with trade goods. They established the rules for land use on Rigel III so well that they survived even the rise of the Orions. Simply by being invisible, they have made a lasting impression on hundreds of races for their longevity, their wisdom, and their restraint.

GROWTH INTO EMPIRE

Although the histories never mention Grey Orions at all, their technical skills placed them above the Ruddies and their managerial skills. In the race to develop the Orion race, the Greys led the way.

At one time, the Greys comprised nearly 20 percent of all Orions. They were much like other Orions, though weaker than the Greens and smarter than the Ruddies. For manual labor, aliens employed Greens with Ruddy overseers. When technical expertise was demanded, however, the Greys became more important (though they worked under Ruddy overseers, as they had a nasty tendency toward insubordination). Greys would often wander from their assigned tasks and dabble in forbidden learning.

The alien races controlling the Rigel system thus created a hierarchy of Orions. On top were the Ruddies, the most tractable and reasonable of Orions, who interpreted the orders of the possessor races. The Greys handled the machines, crunched the numbers, and did all the other mind- and figure-intensive work, while the Greens hauled cargo, constructed buildings, and went into combat against each other. As Orion society developed its own patterns of slaveholding, Greens were placed under contracts to either Ruddies or Greys, and, while those two races could contract with each other for equal services, neither was subservient to the other.

In the century following the Declaration of Nallin, the Orions forged the laws, rules, customs, and regulations that were to guide their society now that freedom had been won. This was the great Era of Lawbringing, when the rights of the enslaved were guaranteed, the conduct of their masters were regulated, and Orion society was structured to last forever. Indeed, it lasted thousands of years before it had to be changed—and even then, only one major adjustment had to be made.



THE REVERSE

Ten thousand years of Orion civilization produced a fantastically developed and complicated society with thousands of variations on the structure of Orion life. Green Orion slavery was its unshakable backbone, but that backbone supported not one but two supreme cultures, those of the Ruddies and the Greys. While the two races got along and found a use for each others' talents, Orion civilization grew and prospered. When they ceased to cooperate, the empire they had built crumbled away.

The diversity of Orion life made it possible for entire Colonies of Greys and Ruddies to exist without any contact with each other. Although there were not many of these, they were still a symptom of a deeper disease. Why, they wondered, do we have to share with the others and why do we need them? Ruddy/Grey cooperation began to break down, and minor racial friction escalated into cause for war.

The breakdown in Ruddy/Grey relations was not the sole cause of the Reverse. Greens were already restive in their lowly place, especially since the flowering of Orion civilization had made enormous wealth available to the other races. Unrest and civil disorder began to appear more frequently, from the lowest levels of Orion society to the middle classes. The vast size of Orion holdings made effective government difficult, and local complacency and indifference allowed small uprisings to disrupt worldwide order. At the top of this mess were the two supreme races, polarized, inclined to confrontation, and not terribly concerned about other, 'lesser' problems like the collapse of their civilization. For both, it was a costly mistake, but for the Greys, it was their ruin.

The Greys believed strongly in a technocratic society, run by engineers, scientists, and scholars. They were little concerned with social problems and tried to solve them by inventive technology and hare-brained visionary theories. Faced with the Reverse, their response was typical: study the phenomena, develop working hypotheses, experiment with solutions on a small scale, and then study the results.

The Ruddies had restricted themselves to what might be termed crisis management—playing fire-brigade while the galaxy was burning down. Pragmatic, unimaginative, and arrogant, they may have been brutal and as ineffective as the Greys in handling the Reverse, but they were better suited to survival in a shrinking universe. Worlds might go up in flames, the ruling classes might be exterminated in revolutions, but the remaining Ruddies clubbed, shot, and tortured rebels to keep the core of their culture alive.

The Greys depended on a stable society to maintain their power and position. When that society collapsed, they had nothing on which to fall back. Without operating factories, open universities, and unrestricted trade routes, their technocracy contained just so many impractical theories. Increasingly, they hired Ruddies as administrators, police commanders, and military chiefs. As time passed and the Reverse continued, power became a matter of who held the guns—and the Greys had given those to the Ruddies.

Actual records on the final Dispossession of the Greys are rare. There were few Ruddy historians in such perilous times and Grey historians and their works were ruthlessly searched out and eliminated. Shortly before the abdication of Arnet the Thoughtful, the fall of a planet's government had established a pattern. At the first hint of serious trouble, the ruling Greys would turn to Ruddies, local or imported, to handle the matter. As things invariably worsened, the Greys demanded results, and the hired Ruddies began to occupy Grey holdings out of "military necessity" or as "temporary measures". After a time, they made no excuses at all—they simply seized by force whatever they wished.

As Greys nearer to Rigel heard about the fate of more distant Colonials, they panicked and sold off their holdings, sometimes going into hiding. Ruddies on perfectly intact worlds had no trouble seizing the industries, lands, and slaves of Grey rulers. By the time of the Orion Registry, Greys had ceased to own any kind of property or wield any kind of power. Even where they had not ruled, Greys came to be despised as the cause of the Reverse. The feeling was deep and pervasive; even some Greys considered their race the source of universal disorder. There were numerous mass killings; entire planetary populations of Greys were destroyed in awful, bloody purges.

Though most Grey Orions were dead or refugees, still worse was to befall the race. Their history was about to be slain with them.

FATE OF THE GREYS

Much machinery and technology had been neglected and forgotten in the Reverse. As peace crept fearfully back over the Orion Colonies, Ruddies found themselves in need of technically adept staff to help them restore shattered industries and worlds. Thus did they turn to the tiny populations of Grey Orions, who continued to demonstrate their technological and mathematical expertise. Such an advantage could not long stay exclusive; by theft and purchase, pirate raid and complicated business deals, *guldin* of Grey Orions slowly spread throughout Orion space.

How the Greys came to be traded like property after their near-extermination in the Reverse is a compelling but little-understood story. Some groups of Greys were sheltered by Ruddy friends; some were hostages who could work to earn their freedom; some, forced to plead for mercy from the mob, received permanent enslavement. However, the Greys were never classed as slaves or contracted workers of any kind. They were more like the spoils of war, except that they were living and breathing people. The mystery is how so many survived in so many locations. Almost as soon as they fell into captivity, they must have made themselves valuable as technological adepts, and the Ruddies became dependent on them.

The Ruddies knew that given the proper tools, the Greys would not long stay subservient. Therefore, the Ruddies began a long and painful course to neutralize any future threat from the Greys. What eventually resulted from generations of experimentation was nothing less than the nearly complete destruction of *all* pre-Reverse history relating to Greys. That involved not just destroying ancient records, but hunting down every later writing or recording that mentioned the idea of Greys as anything but high-tech playthings of the rich. The surviving Greys themselves, and all their computers and other records, were also 'cleansed' of such offending material.

At the same time, the Ruddies sought ways to make the Greys powerless without reducing their usefulness. It was not enough to keep them imprisoned, and addiction to drugs not only made Greys less effective, but also made the Ruddies dependent on whoever supplied the drugs. Then, some Ruddy finally hit upon genetic surgery to produce random weaknesses and deformities in Greys, which would reduce their usefulness by only a bit but make them utterly dependent on the outside world for help. Once implemented, the weakening of the Greys was perpetual, irreversible, and without cost. Unfortunately, to ensure that the Greys could not reverse their genetic damage, a vast amount of precious medical knowledge was purged from all databanks. The loss has caused a great deal of unnecessary suffering



among the Orions, whose medical knowledge lags far behind that of the Federation and other, newer races.

The Greys themselves have not been passive victims. Over the course of centuries, the Ruddies have been murderously effective in stamping out all traces of Grey history, but they left the minds of the Greys intact, and this has allowed them to keep a kind of history among themselves. Almost as soon as they open their eyes, nearly every Grey Orion is charged to memorize thoroughly one long-lost book of Grey Orion history, which an older member of the *guldin* recites to him. Floating through the Greys are several hundred books, most in several different 'editions' and in more than one place. There are practical histories, biographies, accounts of the Greys before and since the Treaty of Kammzdast, and works of varying antiquity right up into the Reverse.

Histories written after the Reverse tend to be short, graphic, and personal, but a few have nonetheless been absorbed into the Greys' canon as well—proof of the crime of the Ruddies. Since Orion contact with the Federation, the Greys have become bold enough to record their books on permanent computer records in the form of complicated codes. The Ruddies themselves have forgotten that the Greys once had a history, and it has not occurred to them to police their Greys for such illicit recordings. Any permanent recording of Grey history is well-guarded indeed and near someone who is charged to destroy it at the first sign of Ruddy suspicion.

TIMELINE

Stardate –10,000,000/00

Rigel III and IV are inhabited by the Shour, an advanced space-faring race. In the subsequent 10,000,000 years, these worlds will produce three more native civilizations and be occupied by countless others.

Stardate –1,000,000/00 through –15,000/00

The Masters become the fourth native civilized race to rise on Rigel IV. An early understanding of philosophy and science allows them the strength to build a massive empire in the Orion Arm, which endures for over a million years. They perform many experiments on life-forms and civilizations.

Stardate –12,500/00

The Masters finish the extensive terraforming of Rigel III, while preserving Rigel IV as a workyard and kind of memorial.

Stardate –11,500/00

The Masters complete the cleaning and refueling of Rigel A. The helium core is fished out, with difficulty, and its material used for other projects—most notably the planets around Rigel B and C, both an experiment of the Masters in stellar kindling. The planets turn out so well the Masters get another powerful idea for memorializing themselves.

Stardate –10,000/00

On Rigel VII and Rigel VIII, the Masters plant new and promising life-forms, which, in a million years or so, evolve into intelligent, starfaring, and reverent species that will acknowledge the long-dead Masters as gods. As the Masters' civilization was dying and their people simply dwindling away, they did a poor job genetically manipulating the Bodas, an intelligent species kept for pets. The resulting race would bear the stamp of shoddy workmanship in their shambling gait, harsh speech, and (according to the Masters' standards) imperfect reasoning and faulty moral sense. Shortly afterwards, the Masters disappear.

c. Stardate –9,900/00

The accelerated Bodas, now calling themselves Rigellians, come to a complete understanding of themselves, the dead Masters, and their works. Their sun is unstable and will eventually go nova, destroying the entire system. The entire race is plagued by muscle and bone problems caused by their hasty manipulation, which, owing to the deliberate policy of the Masters, cannot be corrected. Moreover, the Masters have left them the custody of thousands of kilometers of archive shelves, crammed with billions of pages of documents, tons of computer tapes and tabs, and mounds of models, monuments, plaques, and other marks of dubious achievement and self-congratulation. Finding the idea of preserving their memory abhorrent, the Rigellions destroy most of it. As a way of making amends and redeeming their own consciences, they open Rigel to all races for trade and development.

Stardate –9,700/00

The Rigelllians sponsor a number of cooperative ventures to educate other races, to correct the damages of the Masters in other star systems, and to regulate trade. Of all of them, only the Rigel Trade Authority does not fail. The Rigellians learn that they cannot teach entire alien cultures to avoid attractive mistakes, no matter how noble their intentions.

Stardate –9,500/00

The Rigellians withdraw from public view and content themselves with occasional 'corrective measures' applied from afar to cure the galaxy's most visible and obnoxious ills.

c. Stardate –5,000/00

The highly advanced civilization of Arret, whose people had also thought themselves as powerful as gods, destroys itself in world-devastating war. The Rigellians have nothing to do with this, but they are pleasantly surprised at this brutal event, which restores their faith in justice. By this time, the Rigellians have become complacent and cynical, involving themselves less and less with alien races.

Stardate –1,500/00

Rigel A begins to show signs of instability. The alarmed Rigellians delve into their past to rediscover the technology used by the Masters to rejuvenate their sun. They succeed in draining Rigel of its helium ash and replenishing its hydrogen atmosphere. Rigel may burn another million years without tampering.

Stardate –520/00

After hundreds of thousands of years of indifferent struggle, the ecosphere of Rigel IV finally dies. No plant, animal, or microbe remains on the surface. The Rigellians simply glaze over the lifeless ground and use it for parking space for more trading vessels. Artificial life-support has already been working for nearly a million years already.

c. Stardate –400/00

Like thousands of other races before them, the Preservers come to trade at Rigel. They begin with small volume, swell to a flood of ships, and then fade away, like thousands of other races before them.

Stardate –350/00

The Rigellians learn of the preponderance of humanoid races on both sides of the Arm. Still they do not suspect the truth.

Stadate –192/7307.15

A wandering Glath starship captain named Muark Tan brings to Rigel IV evidence of sentient humanoid life on Rigel VIII, including photographs, tools, weapons, clothing, and three live specimens. It is already too late to undo the tampering, as the value of Orion slaves was already making itself felt on the open market. Of all the races the Orions have known, the Rigellians never dealt in the sale of Orion slaves. The thought of the fortune the Rigellians passed up has always inspired deep reverential awe in the Orions.

Stardate –179/56

The Treaty of Kammzdast is signed. The Rigellians sign in order to preserve peace in the Rigel system.

Stardate –142/3709.12

The Atom War on Botchok. Somchuk Nhat the Far-Sighted, a Grey Orion, calls the war an example of the failure of diplomacy to handle technological questions. The rebuilding of Botchok sees many Greys rise to high positions in business and government.

Stardate –125/29

'Working groups' of Grey Orions are secretly lifted from Botchok to provide technological expertise on other planets. In less than a thousand years, their use (though against the Treaty) will become widespread.

Stardate –111/43

A contingent of both Grey and Ruddy Orions propose the Namazz Accord to the Kammzdast signatories. In the altered version of this event, the name of only one Grey Orion, Dufen Maads, has been preserved, and he is referred to as a Ruddy. No mention is made of any other Greys, though they did the bulk of the work in planning the re-ecologizing of Botchok.

Stardate –110/50

For a few days, the Rigellians detain a Grey Orion, Talduk Sik, part of a technical working group about to go outsystem. He is the first Orion that the Rigellians have studied, and he is carefully interviewed and questioned. The occasion becomes almost mystical for the Orions, particularly the Greys. To this day, some still think of the Rigellians as their Makers. For their part, the Rigellians think of the occasion as the first time they began to feel forebodings about the Orions.

Stardate –104/8603

The Greys of the Colony on Sharu, aided by Ruddy managers and Green workers, divert a portion of the planet's industrial capacity to their own purposes without being detected. The textiles, calculators, and jewelry they produce is tiny and economically unimportant, but it is the first time Orions produce goods for their own benefit on an alien world.

Stardate –101/91

Grey navigators and computer watchmen are first used as crew aboard alien ships. Within a century, Ruddies will also be used as starship crew, earning a reputation for reliability. In less than 500 years, Orions will serve on most alien merchant vessels.

Stardate –99/0109

The Orion Alliance is forged in secret on Botchok, and the news is passed by word of mouth to every Colony. The Alliance, whose membership is purely Ruddy and Grey, declares that every Colony and every Orion must master the alien technologies they find, with the ultimate aim of liberating Botchok and overthrowing the Treaty of Kammzdast. The Grey Orion Chairman, Klendal Hanok the Liberator, warns that victory will come only after many patient generations and so subtly that hardly anyone will notice.

Stardate –98/2210

The Bema revolt. Over 50,000 Greens and lower-class Ruddies stage an uprising protesting thier working conditions, which becomes a demand to liberate all Orions everywhere and release the homeworld. Julin Hyrax the Brave volunteers his greys—all 3,000 of them—to the Magistrate of Bema to stop the revolt. Distrustful of any Orion, the Magistrate refuses. Julin leads his Greys, unarmed, against the revolutionary army and demands their surrender. The army slaughters Julin's Greys; only 22 survive the butchery. The Kammzdast signatories remember the gesture as a sea-change in Orion behavior, and for a while, the Orions revere Julin as a martyr to a better future. This revolt becomes the last Orion revolt for 5,700 years.

Stardate –98/25 through –35/08

The Era of Good Feeling. The Orions laboriously build for themselves a reputation for loyalty, honesty, and trustworthiness—a deception of the baldest kind. In this period, Orions gained rights to own their own enclaves and industry and to serve on alien starships.

Stardate –35/0811

The Orion Dawn. The Orion's far-flung network of secret supply stations and repair yards allows them to steal two armed merchant ships. Through the Rigellians had complete information on the theft, they profess ignorance to the Kammzdast Signatories who dare ask their aid. The Rigellians subtly use their influence to bring more Orion's into the Trade Halls. In less than 50 years, the Orion pirates have 200 merchant vessels.

Stardate –28/9104

The alliance meets on Botchok in an emergency session to discuss the Pirate Question. The Greys, most of them Colonials, think piracy is hurting the cause of independence and should be curtailed. Foreseeing the impossibility of a gradual transition, the Ruddies contend that a strong space navy will eventually be indispensable and should be built now. This is the offical origin of the split between the Gradualists and the Militarists.

Stardate –20/9401 through –20/5712

The Orions battle 58 other races in the Orion War.

Stardate –20/6104

With the end of the Orion War in sight, the Botchok Planetary Congress debates the form of social organization they will adopt afterward. Tamos Draman the Half-Sighted argues eloquently for a hierarchy in which the Greys are slightly higher than the Ruddies. Eventually the BPC produces the Codex Orion, a compendium of the laws of society, in which Greys and Ruddies are equals.

Stardate –20/56 through –10/03

A thousand years of nearly uninterrupted peace. growth, and prosperity also prepares the Orions, unknowingly, for the Reverse that will wreck their culture. Social differences become wider and more rigid. Colonies of Greys without any Ruddies, and of Ruddies without a single Grey, start to appear in odd corners of Orion Space.

Stardate –12/79 through –12/67

Weakening centralized government at Botchok coincides with growing strength in the outlying regions of Orion Space. All 15 of the outermost regions effectively secede from the Botchok Planetary Congress. Government becomes chaotic, and social conditions worsen throughout Orion Space.

Stardate –10/03 through –8/88

The short-lived Orion Empire attempts to restore order by forcibly reuniting all regions in the Fringe Wars. The effort impoverishes Botchok and accelerates the disintegration of Orion society by giving arms to the poor and powerless. Many Grey Orion Ruling families are wiped out on the most distant planets, the first victims of the Dispossession. Before it is finished, 90 percent of all Grey Orions will be dead, and the rest go into hiding.

Stardate –8/205

A special meeting of the Botchok Planetary Congress and Colonial representatives (all Ruddies) meet in an extraordinary session at Kammzdast. They officially revise the Codex Orion to remove any mention of Greys and authorize the destruction of all historical material that pertains to them.

Stardate –7/0101

First publication of the Orion Registry and the end of the Reverse.

Stardate –3/15

The Orion Indian Summer rekindles interest in both employing Greys and re-occupying lost and abandoned Colonies. Over the next century and a half, Ruddies attempt several methods to control Greys before settling on genetic mutilation.

Stardate 0/1410.21

An Orion freebooter encounters the Romulan fleet destroying Farx and flees under fire.

Stardate 0/1411 through 0/1612

Orions evacuate eleven worlds in the immediate vicinity of Romulan space. While their populations embark on giant colony vessels, two of these worlds are assaulted and loss of life is heavy. The attackers never acknowledge any communication or pay any attention to offers of ransom.

Stardate 0/7202.10

In the first contact between the two races, an Orion pirate duels with a Klingon light cruiser and loses.

Stardate 0/7203

Deciding that discretion is the better part of valor, BPC president Balon the Devious welcomes the Klingon fleet approaching Rigel. What the Orions have not gained by arms, they will soon gain by pandering to the Klingon's weakness for luxuries.

Stardate 0/7610

President Balon convinces the Klingon Emperor to withdraw with his fleets to combat the Romulans.

Stardate 0/79

The Orions first discover the existence of a growing alliance to spinward when they stumble across the Tellarite trader Garggash Dlumppheg.

Stardate 0/8706.06

Orion and Rigellian representatives observe the singing of the Articles of Federation.

Stardate 0/9003

The Star Fleet vessel *USS Atmos* intercepts an Orion personnel transport, the *Larc.* The Ruddy captain becomes the first Orion to be charged with slavery. Through an informer, the BPC discovers that the Grey *guldin* aboard the transport managed to sneak a missive to the *Atmos,* apparently in a bid for freedom. Fortunately, the captain vaporized all the Greys to prevent their capture or interrogation. The BPC considers it a harrowing but isolated incident.

Stardate 0/9101.13

The Federation's ambassadorial delegation arrives at Botchok and produces an immediate sensation. Publicly, they are very popular, but the BPC receives an unpleasant shock when it intercepts the delegation's dispatches and learns that it is considered "quaint, disorganized, and of unknown political importance in spite of their claims". Lieutenant Kathleen Wenzel becomes the first Federation member to meet Rigellions on Rigel IV.

Stardate 1/1208

An Orion Explorer fleet sent to the Romulan Star Empire to open trade and diplomatic relations fails to return.



Stardate 1/5105

The Botchok Planetary Congress passes the Orion Neutrality Act, intended to increase trade at the cost of heightened border tensions with the Federation.

Stardate 1/54

Botchok is flooded with complaints from nearly every Colony as the Federation clamp down on illegal traffic to and from neutral Orion worlds in Federation space. Between this time and the Four Years War, the Orions fight to keep open the strangled conduits of Orion trade and culture. This year alone over 200 Orion pirate vessels are intercepted and either destroyed or captured in battle.

Stardate 1/6908

The Parallelogram Affair causes a scandal throughout the Colonies. A *guldin* of Greys is caught relaying sensitive Orion and Klingon information to the Romulans and the Federation. The Greys refuse to talk and are eliminated. A young Federation couple, suspects in the spy ring, are apprehended on their way out of the Rigel system. They are never seen again.

Stardate 1/8104

The Bartunu system, with a combined gross planetary product of over 7.3 million credits, petitions the Federation to join. The Botchok Planetary Congress, the Hjulah, Faktim, U'taliis and Prochem families, and a consortium of business firms led by The Star Group, Inc., combine their efforts to sabotage the secession, unsuccessfully.

Stardate 1/9301.04

Klingon Admiral epetai-Kazu leads his task force into Rigel system without warning. The Orion Space Navy does not resist, though scattered units attack and are summarily destroyed. Federation ships at Rigel are seized, but there are fewer than expected. The Rigellians were not caught unprepared.

Stardate 1/9409 through 1/9806

The Federation and the Klingons fight in the Four Years War.

Stardate 1/9504

The Laxala Incident. A Klingon task force intercepts a shipment of Dilithium bound for the Federation world of Alphosa, and the Orion captain destroys his own ship. Emboldened by this audacity, the BPC issues the Sacred Cargoes act, specifying that Orion merchant fleets are to be hands-off to both sides. The Orions profit greatly by this, saving their worlds and their economies from collapse, as does the Federation, badly in need of Dilithium and other scarce war materials.

Stardate 1/98

The Year of Horror. As the Klingons retreat, they leave Orion worlds in shambles, their industry ruined, ecologies damaged, leadership slain of worse, and their people starved, shot, and demoralized. Federation forces of occupation seize control of the industries and civil government, and war crimes trials begin against Orion leaders for aiding the Klingon war effort.

Stardate 1/9804.10

The Night of Empty Hands. As the Klingon forces prepare to leave Rigel, untouched, a frenzy seizes the population and widespread rioting breaks out against the Klingons. Only two luckless Klingons are slain, the remainder having secretly re-embarked on transports a week before. Collaborators, real or imagined, are dragged from their beds and lynched. Morning finds over 12,000 Orions the victims of mob violence.

Stardate 1/9804.16

Orion Space Navy Admiral Namtac the Tardy reports that all Klingons and their vessels have departed Rigel space, and Star Fleet forces have bypassed the system in pursuit. A Space Navy squadron is ordered to intrecept the Star Fleet ships with the news that Rigel is free and that the Federation forces are welcome.

Stardate 1/9805

The squadron fails to return or reply to signals, and tension on Botchok mounts. The young scion of the House of Liktor, Arthas the Bold, appears on Botchok, having run through the Federation lines in his modified courier. His own world of Hartha has been subjected to degrading restrictions on business and trade, backed by force of arms that no Orion world can withstand. Alarmed and uncertain, the BPC imprisons Arthas and his crew to keep them quiet.

Stardate 1/9806

Rumors arrive of battles beyond the Klingon frontiers, the destruction of all Klingon war fleets, the looting of peaceful Orion planets, secret Klingon super-weapons, and a thousand other wild claims. Refugees flee in ernest, and defence committees spring up in every estate and town.

Stardate 1/9806.29

Federation Admiral Brazeau arrives in the Rigel system with the Eighth Fleet, sealing off the system and landing troops to seize the spaceport and the communication centers. The Rigel Demilitarized Zone Commission demands that the Orions accept the Federation plan to limit their territory to strict borders. A riot breaks out in the Congress, and before it ends, two members are slain. Under protest and by a bare majority, the Botchok Planetary Congress accepts the Federation terms.

Stardate 2/0105.01

Bowing to UFP pressure, the BPC abolishes Green Slavery within Orion space. However, the slave traffic continues unabated within the colonies.

Stardate 2/0602

The BPC begins to send agents deep into Federation space, even to Terra, to anticipate future Federation moves in their direction. The pressure of Federation settlers on their borders cannot be denied.

Stardate 2/0801.24

The Organians impose their Peace Treaty, ending hostilities between the Federation and the Klingon Empire. The Rigellians check their older records and then enter into a heated but pointless debate with the Organians.

Stardate 2/0902

The Babel Incident causes severe repercussions on Orion worlds. Trade with the Federation declines, bankrupting three Orion corporations.

Stardate 2/1107

The Lafaq family in the Triangle sends a successful trade mission to the Romulans at H'lass, but a permanent agreement remains elusive. The Romulans want guaranteed delivery and the Lafaqs want a secure price. The size of the Romulan market continues to attract Orions to the Triangle.

Stardate 2/1606

Incoming BPC president Refner Gyron the Sly inaugurates a new policy of quid pro quo neutrality between the three great powers of nearby space. While collecting all the intelligence it can on each of its neighbors, the Orions will trade favorable knowledge and trading-partner status for certain trade concessions. In the following years, this policy wins more trade for worlds in Klingon space, a limited-delivery contract and battle protocol from the Romulans, and a whole slew of small advantages and dispensations from the Federation. The first Human colony planted within Orion Space is quitely closed down and ushered out within two months of its illegal and unannounced arrival.

Stardate 2/2106

Although the Federation is still expanding into former Orion worlds, reestablished Orion Colonies and increased Federation trade have increased the profits of Orion industries without heightening Federation tensions. The Klingons have proven tolerant of trade so long as their governors and staff are not corrupted by easy living, and the direct trade to Klinzhai has proven an unexpected boon. In spite of unfortunate confrontations between pirates and border fleet, the Romulans have become more approachable, and the trade curve is slowly inching upwards. In a speech celebrating his fifth year in power, BPC president Refner declares that the policy of aggressive neutrality has proven itself and will continue.

CONFUSION AS A WAY OF LIFE

Most people believe that in Orion society, everybody lies to everybody else, everybody's out for Number One, and everybody stabs everybody else in the back at the earliest opportunity. However, although the pace of Orion life is quick, unsettling, frequently tumultuous, and often filled with twists of fortune, it is neither random nor solely the product of selfishness. The Orions follow standards of conduct, aims toward which they strive and ideals they wish to uphold.

No civilization can exist as a mass of uncoordinated and uncooperating individuals, and the Orions are no exception. Their feel for compromise, negotiation, and political give and take is exceedingly fine, and exercised many times a day. Sometimes, the results look strange, as when a respectable world levies a tax on the pirates operating out of that system. When arrangements change (and they always do), new agreements take their place to reflect the new reality. The Orions are not anarchists—in fact, they regard a business contract as a precious and therefore secure thing, not to be broken lightly. They simply constantly rearrange their limits and obligations to one another.

One overriding principle sits atop the Orion ethical pyramid: value must be given for value received. Not all Orion contracts concern an exchange of money. However, Orions recognize that everything has a cost in blood, time, effort, or reputation. This principle is *never* overlooked, though it can often be flavored by other motives.

There is a vast spectrum of responsibility in Orion society, a range in which the need to take care of others balances the need to be cared for. At one end is the family, whose care for the individual is more or less total, and whose demands for loyalty are equally absolute. At the other end is the completely impersonal state, where responsibilities and loyalties both are almost nonexistent. No one is willing to go to war or to die so that a group of bureaucrats can stay in office. In practice, there is no Orion family that does not need to deal with or care for anyone else. Neither is there any Orion government so utterly self-serving and useless that it continues despite ignoring its constituents. There is only the vast area in between, and all Orion organizations face the never-ending task of determining just how much loyalty to give for how much in return.

Sorted out, Orion business makes sense from the board room to the street corner. Generally speaking, individual responsibilities are loose and light when dealing with large organizations, such as a mega-corporation or a government. Tight and absolute responsibilities, binding an individual to a duty and providing the maximum reward, are the domain of small organizations, such as families and individuals with a great understanding of each other.

GOVERNMENTS

Orions show little interest in purely civil governments because they usually have little authority over the conduct of individuals, corporations, or families. Governments are for cleaning streets, maintaining spaceports, and hauling away garbage—necessary activities that pay too little for an Orion to bother with. Where they *do* pay, a quick and clever Orion will soon set up an industry and charge a premium from the needy users.

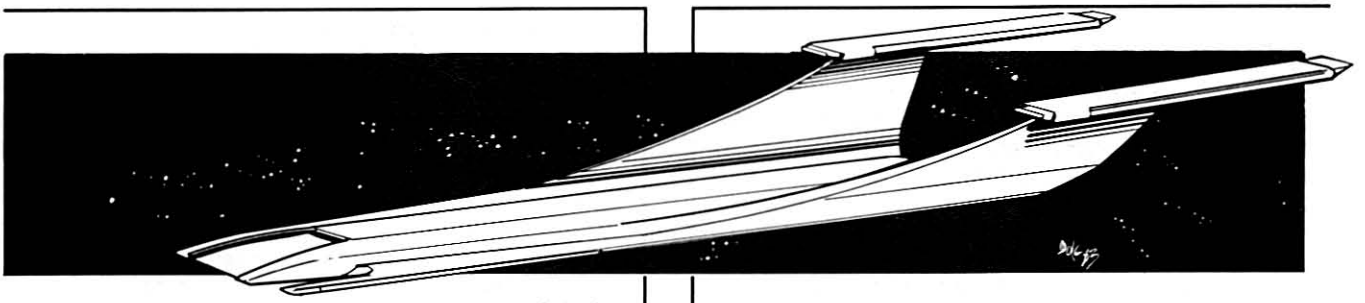
To the Orions, it hardly matters whether a government claims counties or planets—they do not wield any power there. The older forms of government, the nation-states of Botchok, continue because no one has ever found a reason for them not to. They endure, but they are pitiable, weak things.



BOTCHOK

On Botchok, there are still independent nations, which bicker and bargain in sessions of the Botchok Planetary Congress. Accidents of fate have conspired to make the BPC the supreme voice of civilian authority among the Orion Colonies. It has an ancient history and a central location and is very close to the Rigel Trading Planet and Rigel's numerous habitable worlds. In addition, when the Federation sought a civilian authority with which to deal, it chose them.

Funding for the BPC comes from whatever its member nations wish to give to it. If BPC decisions in the preceding fiscal year have displeased a state, the money may simply be cut off. Its decisions regarding the people of Botchok are often merely "advisory opinions" with ineffectual penalties and censures against non-compliance.



The BPC does have authority through its Orion Colonies Intelligence and its relations with other major starfaring powers. The OCI uses disinformation whenever it can, aided by its own or intercepted intelligence reporting. With the proper phrasing, the same news item can serve any purpose. Of course, two can play this game, and sometimes false reports are fed to the OCI from various sources either to manipulate the BPC or to trace the flow of information through a spy or two. Although the OCI keeps close watch on its sources and its stories and never acts on only one source of data, it is not immune to this kind of deceit. Diplomacy among the Orions can be a hair-raising experience. People literally get killed for telling the wrong kind of lies.

Next to the OCI in power is the BPC's other major public arm, the Orion Space Navy. Militarily, the Orions are no match for any of their three powerful neighbors. The BPC knows this and does not waste a great deal of money on ships or training. Run like an officer's social club, the OSN supplies snazzy uniforms and schedules recreational 'strategic exercises'. It rents its ships from major shipowners on Rigel, often renting their crews as well but placing a few of its own officers to give the vessel the proper military feel. Sometimes, the OSN secretly penetrates the space of its neighbors to collect information and to transport OCI agents to certain sensitive worlds. Such operations may involve shooting—and the OSN officers in charge know that they must conquer or die. In the name of secrecy, uncounted hundreds of ships and thousands of men have vaporized themselves rather than let themselves be captured. Although every mission sent into Federation space is essentially a suicide mission, there is a long waiting list of volunteers, for it offers the chance to meet a Star Fleet vessel on its own terms. Victory or death, and no OSN volunteer ever doubts that victory will be his.

Not just a collection of sandbagging, the Orion Space Navy also contains a hardcore cadre of intensely dedicated officers and spirited enlisted men that the BPC relies on for daring and bravery. Unfortunately, like military men everywhere, they much prefer the open clash of arms to skulking about. Opportunities for open conflict are extremely limited; a squadron may bring the occasional truculent Klingon to bay or vaporize the infrequent Romulan pirate. Unlike the Klingons and Romulans, the Federation is careful not to intrude on Orion Space without proper authorization. Because the OSN's hardcore cadre prefers open warfare to the BPC's present policy, even if it threatens Orion Space with invasion, certain of these individuals are 'volunteered' to lead a mission out of Orion Space and suffer an attrition rate higher than normal.

Where other planetwide civil governments still rule (mostly on Colonies close to Rigel), they follow the Botchok mold—publicly divisive, ineffective, scheming, and manipulative. Their greatest authority is not among their constituents but among each other and the more powerful corporations and families.

CORPORATIONS

The primary purpose of any corporation is to make money. In pursuit of this goal, a high number of Orion corporations have acquired so much property and employ so many people that they determine the economic well-being of entire planets—almost by accident becoming a government. Their policies, pay rates, product lines, and even their health-care benefits profoundly affect affairs far beyond their holdings, and the Chief Executive Officers and Board of Directors must consider this in every major decision.

Frankly, this is a nuisance. The pursuit of profit often has little to do with maintaining the welfare of a community, but corporations of a certain size must reach a balance between the two (or at least some kind of working arrangement). Size equals power, and power equals responsibility. Therefore, a company cannot simply close an inefficient plant and throw the employees out of work; it must spend money to modernize the facility, change the operation, re-educate the workers, and support them and their families while the industrial base is being 'adjusted'.

If adjustment is neither easy nor possible, a corporation will sell the world to the highest bidder. The planets that suffer this fate are mostly agricultural worlds, worlds that depend on only one kind of industry, and especially mining worlds. If a planet produces more than one kind of product, they are less likely to be dumped by struggling firms.

Orion companies are usually careful to ensure that their planets are well-run and their employee/citizens happy. For one thing, it is a mark of Orion ostentation to take good care of one's people; the better they live, the better the corporation looks. For another, even though operating governmental services is a nuisance and a bother, it does provide a certain amount of power in delicate political manipulation. For purposes that have nothing to do with making a profit, Orion corporations may force their holdings into unknown or unprofitable activities, shut down or speed up production, close factories, import outside labor, or do almost anything else to pursue an obscure goal. No company-owned world may be certain that it is not being manipulated in this way, and smaller holdings are always more subject to deformation and hardship than are larger ones.

Centuries of wheeling and dealing have placed control of most industries and resources in the hands of only a few corporations or families. However, changing fortunes, the rise of gifted and ruthless individuals, a bad decision, or even the failure to make a decision can topple any of them. In addition, there are corporate power struggles with calamitous ends. What begins as friendly negotiation can end up as armed invasion and the occupation of offices, plants, farms, and mines.

FAMILIES

In the ancient times of the New Days, the willful and well-equipped sons of the powerful would go into space with a handful of settlers and a few tons of cargo, find a new world, and plant an Orion Colony there. His family would control that Colony, regulate the input of settlers to make sure some other house was not trying to displace them, and guard the well-being of its people. To this day, most of the farthest-flung Colonies are the property of a single family, whose subjects know them by name and love them intensely. Surrounded by aliens, Orions take comfort in the close bond between them and the ruling *tahedri*.

The term "family" covers a universe of meanings. Some Orion worlds have royalty—kings, earls, dukes, and barons. More often, there are only unofficial titles. Nicknames and honorifics, like Lord Gundin, Boss Agachi, or even The Juruh, carry a lot of weight, especially because any prominent individual has likely been brought up in the public eye, and people know the name and how he came by it.

Orion families have one great advantage over civil governments and corporations—they are infinitely flexible and intensely personal. Although Orions place little faith in institutions and laws, they respect and admire individuals with authority. In nearly every Orion family is an individual whose personality can rally the people under him and make them work to a desired end.

Upon the *tahedrin*'s death, the eldest son inherits the leadership of the clan. Where families are larger, the *tahedrin* may choose a successor from among his descendants. The successor need not be male, young, or even one individual. It may not be possible to replace a respected leader from within the family, and a less-capable relative may lose control over the same people who would have followed his predecessor to ruin. Nearly every new Orion leader throws out his predecessor's mold like old office furniture and begins to carve out a new course.

A novelist once said that all happy families are alike in their happiness, and all unhappy ones find a different way to be unhappy. Any Orion family that has had to struggle to keep itself together over the generations knows that the opposite is true. Keeping a family together means struggle, compromise, and endless adjustments worked out under the understanding that none of it must reach the outside worlds. This process is never the same, never ends, and always changes.



THE PRIMACY OF BUSINESS

If there is anything constant about Orions, it is the basic theme that someone cannot get something for nothing. Nevertheless, there is a growing tendency for Orions to trade value for intangibles that have nothing to do with making money. Indeed, Orions are fond of misleading each other and non-Orions as to their true motives. When Orions are not seeking to maximize their wealth and power, there often is no telling what is going through their heads.

Besides the profit motive, there are three categories of Orion motivation. It is quite possible for an Orion to pretend he does not have an ulterior motive when in fact he *does*, but such Machiavellian convolutions are left to the whim of individual gamemasters.

LOYALTY

Orions are the last of the rugged individualists, but they do respect and admire their few able and capable leaders. Pirates are prepared to die at the order of a respected captain. Workers and slaves will labor unselfishly if they believe in the man leading the Colony, factory, farm, mine, or ship. That Orions will ignore personal gain for the sake of a leader boggles the minds of non-Orions.

Precisely because Orions are individualists, they find strong leaders irresistible. Rather than surrendering any of their individualism to such people, they are compelled to see a larger goal, a much greater profit to be made, or a better future for everyone. They will submerge a good deal of their personal ambition for such a person and his ideal.

Such loyalty is neither total nor permanent. No Orion (save for *lodubyaln*) will utterly surrender his own personal feelings, and there is no such thing as a faultless, perfect leader. Too many mistakes or too little gained will cause an Orion to stop working for the cause.

Sometimes it pays an Orion to conceal his boss, as that information alone is enough to disclose a damaging or sensitive motive. Wearing livery or uniforms is not common and Orions do not ask an individual's affiliation, family, or employer. Even if asked, Orions are under no more compulsion than other races to tell the truth.

Assuming a well-known or powerful name has a high price tag. The more visible and powerful families and corporations will extract a heavy penalty from imposters should they catch them. The more visible the name, the more extreme the penalty. People who are happily attached to their leaders do not like being mocked, and their leaders are quick to protect the privilege of the name.

REVENGE

Lacking a sense of honor and revering the keeping of one's cool (*cluros*) above other codes of conduct, the Orions do not seem to have much need for revenge. In practice, Orion business creates bedlam, wounds feelings, and destroys reputations. Like other victims, Orions too wish to answer to insults, whether intentional or not.

What distinguishes Orion revenge is the extreme cool Orions display. They will never reveal their injury or its source because that would alert the intended victim(s) of their impending fate. Orions go to enormous lengths to hide the depth of their loss, grief, or rage, even to the extent of befriending the hated organization or individual. *Cluros* is an invaluable aid to concealing bitterness and postponing retribution to the final, sweetest possible moment.

The classic tale of Orion revenge is the story of the Lady Katam, who married the youngest of the three sons of Lord Benara. When the father parceled out his lands to his sons before retiring, the Lady Katam persuaded her husband that he was being slighted while his brothers were plotting against him and laughing behind his back. Outraged, the youngest brother began a bitter war for the succession. The youngest brother was killed when the older sons besieged his palace, and the middle brother then took the youngest's lands, palace, and Lady Katam as his bride. Although he intended to share his late brother's estates equally with his brother, the Lady Katam told him that the possessions were his by right of conquest and that the eldest brother would take them all if he showed any weakness. At the same time, the Lady Katam was secretly visiting the eldest brother and informing him of the middle brother's intrigues to keep the lands. In grim despair, the eldest brother built up his armies and gathered his own allies to forestall any overt move.

For five years, the brothers armed and held guarded talks, but did not come to any agreement. The disputed lands were neglected, and their productivity dropped. Other powerful families gathered to one side or the other, or sometimes both, hoping to improve their own fortune in any conflict. Finally, at their father's abandoned palace, the brothers agreed to meet and decide an equitable agreement between them. Both, unknown to the other, brought their own troops and those of their closest allies. Then, lured out of the palace on a ruse, the middle brother rode into a trap set by his brother's allies and was slain. His retainers raised the alarm, and all the armies rose up and fought. Many families seized land belonging to the brothers. Soon, the palace was in flames, and battle filled the land from horizon to horizon. The eldest brother and his retinue, clad in armor with drawn weapons, confronted the Lady Katam in her chambers, where she was kneeling unarmed.

She told them that it had been 20 years since her father had been murdered by the Lord Benara and his lands and family scattered to the Lord's retainers. She had sworn she would not die until she had brought the House of Benara to an end. "It doesn't matter what you do to me," she said, and simply continued to kneel.

The eldest brother beheaded her with one blow of his sword. Then, he and his retainers left the burning palace to join the battle, and that was the end of the House of Benara.

SPITE

Even the rigidly logical Vulcans are no more efficient and practical than Orions. Everything gained must be for a purpose: enrichment, the sake of a *tahedrin* or archexecutive, or revenge. The idea that someone may work and sacrifice to produce nothing at all goes directly against Orion thinking. It is an almost incomprehensible concept—but not an unknown one.

"Spite" has no one-word equivalent in the Orion language. Orions can readily conceive, however, of a type of revenge that would require someone to work toward a reward they did not really want in order to deceive an enemy into doing something they did not wish to do. Such a payoff is clear.

Of course, it is easy for an Orion to rationalize doing something to drive his rivals and competitors crazy trying to figure out what he is up to. It might even deprive *them* of a profit, a very sweet possibility. It is this possibility that allows many Orions to do such a contrary thing. Spite has a kind of giddy attraction to itself for that reason, being the absolutely last possible reason any Orion could have for doing anything. Also, it is possible for an Orion to lead another to believe that he is doing something for nothing, but all the while misleading the other in order to rob him blind, to serve his masters, to wreak vengeance on him, or simply to drive him crazy.

Sometimes, for the Orions, explaining spite *is* spite.



Orions have the perfect temperament to be pirates. They are brash, self-aggrandizing, eager for wealth, and perfectly willing to break their backs for a tantalizing, seizable opportunity passing within their reach. In addition, they happen to be perfectly placed, galactographically, to make the most of their piratical impulses. A crime committed against the vessels of one starfaring power may not be a crime to any of the others, and a pirate under pursuit may flee to one of the other two powers and guarantee that, even if he should not escape, he can place his pursuer in mortal danger himself. For these reasons, Orion Space and the Triangle are virtual pirate playgrounds. Explorers are notorious for opening new worlds the way their ancient forebears did—by ripping off the commerce of an unsuspecting unknown world.

Actual pirate operations have been covered in the **Book of Common Knowlege**. This section exists to supply the gamemaster with some guidelines, inspiration, and background for conducting a pirate campaign.

PIRATE ECONOMICS

The Orions are the last people to claim that robbing space vessels is a profitable operation. In fact, it is one of the most uncertain and *un*profitable of all occupations. Misjudging a ship's defenses can kill a crew and getting caught by an armed warship is almost certain death. Occasional pirates are not as skilled as those who dedicate all their time to the work, but traders and military forces soon come to recognize professionals on sight. Piracy is a peculiar kind of marginal work. The profit is only half the draw; the other half is the fun and the fame.

BOOTY AS PROFIT

About a sixth of all cargoes taken by pirates are not resold. Such goods are usually either rare luxuries or bare necessities. Explorers who hit strange freighters are interested primarily in odd and choice delights either for themselves, their basemates, or their patron. Such items, whether foodstuffs, wine, art objects, or jewelry, are either too pretty to sell or too unique to be safely unloaded.

By far, most taken-but-not-resold loot consists of anonymous spare parts, food, water, fuel, dilithium crystals, and the like. Explorers are fond of 'foraging' aliens in lieu of returning to base for supplies, but all pirates keep their eyes open for usable equipment. The more desperate kinds of pirates do little more than raid for necessities, but their numbers are small.

BOOTY AS TRADE GOODS

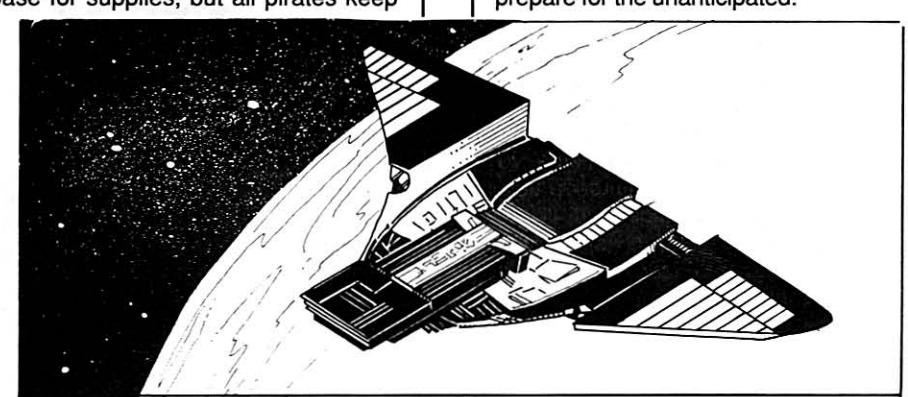
The higher proportion of cargoes lost to pirates are ultimately resold in Orion or neutral markets for credits, gold, dilithium, radioactives, or other small, valuable commodities that may be transported from planet to planet without leaving a telltale trail or taking up a lot of cargo space. Pirates rarely take cargoes at random, and organized bands out of a single base have 'shopping lists' of particular ships and cargoes for plundering. Such cargoes may have been ordered from a particular buyer who does not wish to pay full price or deal through normal, legitimate channels. A speculating pirate may be anticipating a demand or stockpiling against an expected dry spell. The pirates are expected to get the requested swag and bring it back to base, where they are paid according to prearranged percentage.

Pirates do not get the full value of the cargoes they take. The people who resell them have to take a percentage, and the buyers would not handle stolen material unless it was substantially cheaper than market price. The ultimate market value of a stolen cargo is about 50 percent of the price that a similar, unstolen cargo would fetch on the open market, and of that amount, the pirates may get about a third.

Small wonder that quite a few pirates work on their own, in spite of the uncertainty of repair and shifts in the market (not to mention the chance of encountering a warship). Freelancers might get to keep up to 35 percent of the cost of the goods taken. Of course, the drawback is that this amount must pay for crew replacements, repairs, the other normal costs of starship operation, and operating reserve to get them through the lean and bad times.

RISKS AND COSTS

Every act of piracy puts crew, ship, and captain on the line. Rarely does everything work out right, but the vessel that cannot rise above minor equipment failures and occasional disputes with the crew (not to mention unplanned surprises on board their victim) is just not going to make it in piracy. Everyone who tries to rob another vessel in space had better expect the unexpected and prepare for the unanticipated.



Managing a criminal enterprise that depends on high technology and violence is tricky. There can be no room for those who forget their orders when weapons come out and start blasting (combat tends to consume both people and machinery). Operating costs are high and unpredictable, and they may exceed the value of any cargo. Every operation is a potential total loss—which is why the single most important factor to success is the ability of the captain.

The captain has the arduous task of simultaneously guiding a raid and calculating its costs in men and equipment. Where the cargo is known and the value calculable, this is easy, but for many pirates, the nature of the cargo may be known only generally. Based on expenses and the tactical situation, the captain must decide whether a strike can or needs to be completed. Experience is often the captain's only guide. If his guess was wrong, he must retreat, knowing (as the crew knows) that a cost has been paid that will not be recovered.

Independents worry about failed attacks more than contractors do. This sometimes makes them cautious, sometimes makes them reckless, but always interferes with judgement and threatens the success of an operation. Small wonder that successful independents are a much-sought-after commodity—or that unsuccessful ones have a high mortality rate.

PIRATE TACTICS

SHIPS IN SPACE

There are only two times to attack a vessel: when it is in open space (far from help) or when it is at sublight velocity (approaching or leaving a planet). A ship at warp speed is hard to detect, hard to overhaul, hard to intercept, but if found and caught (and weaker than the pirates), it generally surrenders rather than risk destruction. However a pirate approaches a vessel, it had better be prepared to fight a stern action, as nearly every vessel will try to run away before it fights.

Ships at sublight velocity within a star system are more vulnerable but may be much nearer help. Ships slowing down for orbit are ideal targets. With landfall looming before them, a crew will not be watching behind them, and a pirate may close to boarding range before it is detected. With drives already shut down and without maneuvering room, a ship becomes easy plucking.

A pirate never wishes to exchange fire, which tends to eat armor and damage valuable cargo. The best tactic is to appear suddenly, close and bristling with guns, to intimidate the victim. Out in space, this means either to sneak up from the stern or to make an oblique and rapid approach with weapons charged and shields up. Better navigators may actually be able to position the ship in front of an intended victim—much scarier but also much harder to do.

Near a planet, an armed approach or the sudden display of a ship's weapons may be counter-productive, especially if there are planetside, orbital, or warship defenses close to hand. Then, the best approach is unnoticed and unannounced, or a deception to allow the pirate within beaming range of the victim. As soon as possible, a team must transport aboard the targeted ship to cut off the shields, permitting a much larger force to board swiftly and overpower the crew.

Tactics at close range are highly inventive and unpredictable. If a victim puts up shields before a boarding party is away, then a pirate must decide whether to break off, announce his intention and open fire, or just open fire without further ado. At low speeds, ramming might not only upset and unnerve the victim, but also may damage the shield mechanisms, permitting beam-in.

However, once the ship is approached and boarded, disengagement poses an often overlooked problem. A cowed crew need not stay cowed once the pirates are gone, and pirates are as vulnerable as anyone else to fire up the stern. First and foremost, communications should be smashed as completely as possible to prevent the crew from alerting the authorites. Weapons should be disabled by destroying the fire directional control computer, but remember that many ships mount weapons that have independent fire control. A common mistake many pirates make is to shatter the defensive shield mechanisms and let the fear of a reprisal shot forestall their firing weapons. Such tactics are just not effective. Trashing the shields or any other large and complicated mechanism takes too long and produces too many technical problems. Smashing bridge navigational displays, however, takes little time or effort, yet paralyzes a vessel and hinders their reporting its true position.

Pirates escape in open space by leaving in a random direction to prevent giving away a critical bearing. Evasive actions are not necessary, unless pursuit is already within sensor range. Near a planet, the options are not as open. There is always the possibility of putting the planet between the pirate and the victim. They skim the atmosphere to mislead the victim and any pursuit into thinking that the pirates are going to land on the planet. Going to warp speed while in atmosphere can be hair-raising but very effective in throwing off a search.

Once away from the victim, space should be clear of all hostile communications and sensor scans before a vessel points its nose toward home. It is a good idea to travel by a circular route with an ever-changing bearing to confuse sensors trying to track the ship.

Unless there is a pressing strategic reason, like a direct order from an acknowledged higher authority, a pirate vessel should never engage any vessel of higher speed or greater armament, or a warship of any size. Even the least such vessel will get away if they cannot cripple their attacker and will report the incident in full detail. Even if destroyed, they can still send word to higher authority. Friends and relatives of the victims mark such pirate ships for *special* attention.

OUTPOSTS IN SPACE

Some space stations, provisioning points, and other outposts in space or on smaller asteroids offer certain advantages to a pirate. First, they cannot run away. Second, they often contain more suitable booty to carry away. For example, a great many asteroid mining installations fall into this category, as do merchant waystations and deep-space manufacturing installations.

However, most stations carry adequate weaponry to deal with brigands, reliable communications gear to call for help, and usually a known and listed position with whatever power controls their space. A pirate raid that does not produce swift and complete capitulation is guaranteed to be bloody or impossible. Pirates do not often attack outposts, because of the difficulties of direct assault and the lack of information regarding their cargo.

Without the option of flight, outpost personnel can be counted on to fight with any weapons they possess and to send out a distress signal calling for help. Their sensors reach farther than those belonging to most ships, and any approach will bring a challenge, whether the ship is armed or not. Even with maximum-speed approach and deceleration, a pirate cannot overwhelm the defenses before a call for help goes out.

The only way to attack such an outpost is by making a perfectly normal, unarmed approach and to dock there. When docked, a pirate vessel is invulnerable to any station-mounted weapons and has successfully boarded without firing a shot.

Seizure of the outpost can then proceed as with any vessel. Defenders may put up concerted resistance, particularly if the complement of the outpost exceeds the attacker's force. Knowledge of the outpost's layout is invaluable to enable the pirates to cut communications and seize any center of security or command and control.

Instead of taking over the entire station, a pirate may take over only a loading dock and warehouse area for as long as it takes to load the booty. This option is especially valid if layout information is incomplete or lacking. If properly done, a limited raid may achieve complete surprise and prevent the outpost from knowing it has been robbed until after the pirate flees. It depends on the proximity of cargo to the dock, the number of guards and their alertness, and whether or not the pirates can disguise their purpose long enough to make good their escape. Otherwise, they may have to make a fighting withdrawal, with the chance for losses running exceptionally high.

RUSES AND FALSE FLAGS

Pirates often find it convenient to give out false names and identification when making raids, particularly when approaching an installation. These efforts may be no more sophisticated than disabling the automatic transponder and changing the paint job. Sometimes, a transponder is modified to give out the name of another ship with a listed history, or one whose loss is not yet known.

Many pirates experienced in attacking outposts prefer to use captured ships for the initial approach. A ship with a known name and recognizable profile can be discarded after the raid, and sent in a random direction by autopilot to confuse pursuit. The major disadvantage to using captured merchant ships is their vulnerability. If pirates must flee under fire, merchant shields may not protect them. This is why captured ships are rarely used in ship-to-ship actions.

More elaborate ruses, including ships with simulated damage, have a better chance against ships than against suspicious outposts. One of the Orions' more fiendish ruses is to simulate a ship stricken by pirates and helpless to a second assault. Variations on this theme include hitting one ship and then hanging around to hit the next one that comes down the spacelane (risky if any kind of patrol is in the area), planting a fake disabled ship with explosives, tractor beams, or other hazards to entrap any investigating vessel, and playing dead next to a real or false victim in hopes of making another ship think that both ships have exhausted each other in combat.

The reputed faked distress signal is a creation of romantic fiction writers. Merchants on tight schedules frequently ignore distress signals. In addition, distress signals are more likely to bring a warship to investigate or (ironically) other pirates seeking to make an easy score against a damaged ship.

Much more common are disguised 'official' transmissions of various types—faked buoys, bogus navigational markers, ersatz storm warnings, as well as plain old-fashioned open voice communications, sometimes with synthesized voices and background sounds. They need not be fancy to produce results. The numbers of vessels that will stop when told to is a pleasantly large one. Sometimes, it is all in the tone of voice.

In deep space, where the space lanes are wide and the chance of finding a particular vessel very small, pirates using fake merchant identification can chat with a merchant vessel and thus get the vessel's precise bearing, speed, and distance. With this information, a future intercept course can be plotted with great accuracy. Instead of using one ship and circling back to make intercept, some pirates employ a small scouter vessel that obtains the needed information, and relays it to a lurking corsair for immediate action.

FLEET ACTIONS

When pirates act in concert, the effect can be devastating. Only well-organized bands of pirates under a central coordinator may contemplate staging such an operation.

Fleet actions are most commonly used against a warship, listening posts, and other military targets. Complications dealing with how the booty is split up are thus avoided, and it is a great deal easier to unite pirates around a common threat. Obnoxious starship captains with dangerous anti-pirate inclinations are the usual recipients of a fleet action, but resupply stations for anti-piracy task forces may be struck to deprive the drive of momentum to protect an actual pirate base somewhere in the vicinity. Of course, the danger is in gauging the will of the major power so assaulted. If the operation smashes the base or ship but causes the owner to rebuild it and send in *more* ships, men, and materiel, all this effort will be for naught.

Orion pirate fleets attacked planets during the Reverse, but they were more accidents of circumstance and opportunity than any effort of leadership. The fleets of Half-A-Man Sooris swelled as he went from planet to planet, looting and pillaging, until the largest pirate fleet in history fell on Troyius and all but wiped civilization from its surface. After that, there were no more targets of comparable size anywhere, and the fleets melted away to seek other, easier opportunities.

As pirate fleets are becoming more common, the three major powers have sometimes sent task forces into the space of others disguised as pirates. They wreak havoc against bases for local or strategic advantage, and the government blames the Orions for it. The effects have been harsh on all concerned, but the Orion pirates have been taking the brunt of it. The Federation itself is not immune to these tactics. If such bogus pirate fleets continue to operate in and adjacent to Orion Space, there will be more pirate fleet raids against military operations. The results of such an escalation no one can foresee.

PRISONERS AND RANSOM

Orion pirates prefer not to take captives; somebody has to guard, feed, and take care of them from the time they are taken until they are either killed, freed, or ransomed to somebody who wants them back. As a purely commercial venture, taking prisoners is a losing proposition, and not widely practiced.

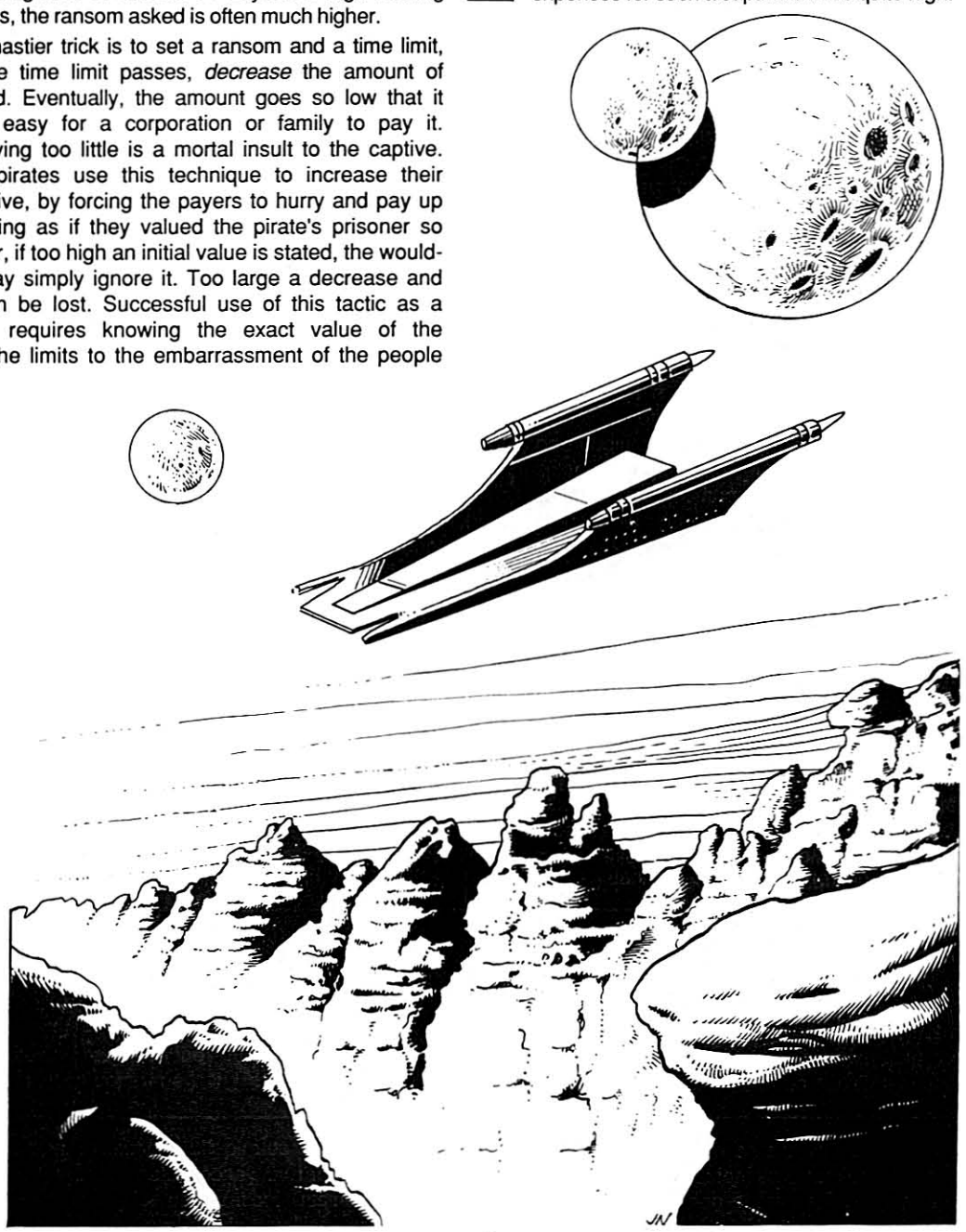
There are some exceptions. If pirates take a known personage alive, they can make money by ransoming him or her back to their family or corporation. Businessmen—*rhadamanen* in particular—and their families are ideal targets. Unless under strange circumstances, Orions will not take a captive of another race or enslave them, wild news reports to the contrary.

When pirates inform their prisoner's relatives or corporation of the ransom demand, they set a price on the captive and a time limit. If the ransom is not paid on time, either the price increases by between a quarter and half or the pirates exterminate the prisoner. Extermination is rare, as Orions hate to destroy profits, but they must show that they mean business. Ransoms are never less than the cost of boarding the captive—around 20 credits a day for a minimum holding time of at least 90 days. For high-ranking archexecutives, the ransom asked is often much higher.

An even nastier trick is to set a ransom and a time limit, and when the time limit passes, *decrease* the amount of ransom asked. Eventually, the amount goes so low that it will be very easy for a corporation or family to pay it. However, paying too little is a mortal insult to the captive. Sometimes, pirates use this technique to increase their take per captive, by forcing the payers to hurry and pay up to avoid looking as if they valued the pirate's prisoner so little. However, if too high an initial value is stated, the would-be payers may simply ignore it. Too large a decrease and the effect can be lost. Successful use of this tactic as a moneymaker requires knowing the exact value of the captive and the limits to the embarrassment of the people paying.

Orion pirates are careful with their captives and will not mistreat them. If for any reason a captive cannot be ransomed off, Orion pirates are likely to strand the captive on a strange world. Killing innocent people for a financial error fills other Orions with horror, and other pirates might set a bounty on the offending pirates just to make sure such people are hunted down and killed for the barbarians they are.

Occasionally, a pirate may take captives for other, more personal reasons. If the cargo happens to include *lodubyaln*, they may be taken and sold like normal cargo—their contracts pass by right of conquest. For political reasons, Orion pirates may even take prisoners of other races. This is extremely delicate and is usually dictated by a higher authority than a ship captain; the expenses for such a captive can be quite high.



Through the BPC and the Orion Colonies Intelligence, the Orions are playing a delicate series of games with all the powers in contact with them. Their security and continued independent existence depends on their keeping the three powers delicately, mutually balanced. Should one gain any advantage over the other two, the result would be the absorption of Rigel and Orion Space and war with the other two powers. Regardless of who wins such a conflict, the Orions would undoubtedly be among the losers. Their civilization, ancient and resilient, would not survive a three-cornered war with themselves in the middle of it.

Legally, the term "Orion Colonies" refers only to those worlds within the 20 parsec sphere around Rigel, established by treaty at the end of the Four Years War. However, the Klingons use the term to describe *all* Orion worlds in Federation space—their own, of course, are no longer Orion. The Romulans emulate this practice, a blatant progaganda move. Significantly, however, most Federation citizens do not make a distinction between the Orion Neutrality Area and Orion-inhabited Federation worlds. This careless terminology foreshadows an unpleasant future. Restrictive laws and regulations have not stopped the slow spread of Orions outside their delimited sphere—or even touched Orions living on Federation worlds.

THE FEDERATION

As far as the Federation is concerned, the Orions have used their neutrality as a shield. Originally, they hid their relations with the Klingons, who used the opportunity to prepare their warfleets. Now they use it as screen to smuggle Federation goods into Klingon space and to hide Orion and Klingon buccaneers who raid Federation space. Their culture, with its crass devotion to sensual pleasures and reliance on treachery, is hardly less a threat than Klingon invasion. For now, Star Fleet vessels patrol the Federation/Orion border to reduce the likelihood of Klingon infiltration, and quotas and laws curtail the penetration of Orion culture into the Federation.

A creation of Federation trade policy, Orion freeports were to be protected enclaves exempt from duties, taxes, and licensing fees, and granted certain exemptions from the Federation Uniform Mercantile Code (FUMC) spelled out in their authorizing agreements. The idea was to promote trade and help struggling industry in certain 'distressed' areas that needed a push to get them going. Some freeports (most notably, the trade planet Freeloader) have become thriving centers of commerce. However, the vast majority have not and remain poor, largely undeveloped, and rely on heavy trader volume, starport use fees, and a bevy of minor service industries to stay afloat financially. Until their conditions improve, their protected status and misery must continue. Instead of helping economically marginal areas, the policy has created cesspools of vice and crime deep in the Federation, where almost anything is legal and even the most notorious criminals and pirates can walk unmolested. Star Fleet cannot act against these places (the "ghettoes of the Federation", as the Botchok Planetary Congress calls them) except to clean up around the edges. Their populations naturally resent the fate accidentally meted out to them. For some time into the future, the Federation must cope with these clusters of hostile Orions deep within their space.

To the Orions, the Federation is simultaneously their greatest threat and greatest hope. Trade with their mighty neighbors has made the Orions rich, but the wave of settlement threatens to crush their civilization completely. If Orion Space is kept whole and inviolable, then perhaps the Federation's expansion will break and flow around it as a log parts a stream. Whatever happens after that—even another and more devastating war—will leave the Orions no worse off than they are now, and with the tools and resources to help whoever wins—or loses—to recover.

THE KLINGONS

The Klingons have no official use for the Orions at all. Orions make only indifferent *kuve*, or servitors, and, while they can provide military information on the Federation and a wide range of useful products for the Empire, they are also a source of uncontrolled pirate activity, an information leak of unknown size, and a provider of consumer goods that can corrupt the most steadfast of administrations. Rigel is a good transfer point for agents and information, and Orion Space a useful passageway into Federation territory, but Klingon experience shows that conquest of their homeworld is strategically unwise. The Empire gets what it wants from them without expending the troops and personnel to garrison their worlds and without antagonizing the Federation, who might go to war to take it back. Orions deep in Klingon space provide many useful products and services; they may as well be *kuve*.

The Klingon drive for military power and the Orions' drive for economic power are vying for control of Orion Colonies both inside and outside the Klingon Empire. If they wished, the Klingons could overwhelm the meager resources of the Orions in months. To prevent this, the Orions have ruthlessly exploited every material longing the Klingons have, making themselves useful without the need for conquest. Not foolish enough to destroy the wealth of the Orions, which may be put to Klingon uses, the Klingons have learned that there is a direct relationship between the amount of control and the amount of corruption among their officials on Orion worlds.

Both sides continually probe the other for weaknesses. As things stand now, the Klingons have not dislodged large numbers of Orions, and they have allowed a large portion of the luxury trade to survive and even to grow. The Orions are careful to trade their gathered information only for things of equally long-lived value, such as trade contracts. Most importantly, the Klingons must be kept concerned with the Federation and not with the Orion frontier. With luck, the Klingons may never launch an invasion of Orion Space again.

THE ROMULANS

The Romulans apply a simple rule to all peoples they encounter: confine and use them if they are useful and exterminate them if they are not. The utility of the Orions has yet to be proved, but they are not easy to extinguish. Hemmed in by the Klingons and the Federation, the Orions are considered only a third-rate threat.

With the opening of the Triangle, however, the Romulans have begun to reconsider the place of the Orions in the scheme of things. Obviously, the Triangle is a zone of contention, but not for military forces. To gain the many things that the Orions can provide, the Romulans must get used to commercial rather than armed competition. They find it hard to accept that trade may be beneficial to both sides without degrading either because they believe that an advantage passed to a foe is one they could be enjoying themselves.

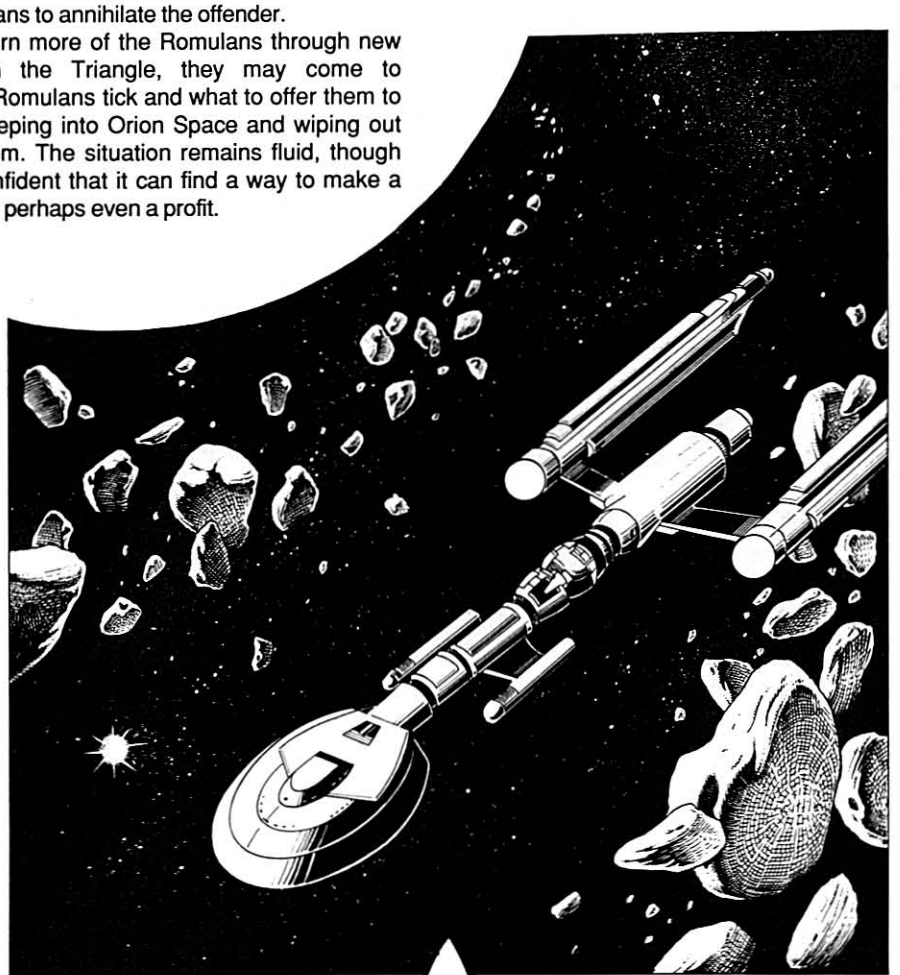
For their part, the Orions find the Romulans' single-minded expansionism for quasi-religious reasons ludicrous. If it were not for the distance between their peoples, the Orions realize, their nebulous relations with the Romulans would be their gravest problem. The Star Empire is too new, the records too scattered or patchy to allow the Orions to understand them. Everything from single scouts to well-equipped trade missions have gone to learn more of the Romulans and how they deal with people, but the results have been disappointingly erratic. So great is the difference between their cultures that even the highly adaptable Orions can give accidental offense—and it takes little offense for the Romulans to annihilate the offender.

As the Orions learn more of the Romulans through new commercial links in the Triangle, they may come to understand how the Romulans tick and what to offer them to keep them from sweeping into Orion Space and wiping out every last one of them. The situation remains fluid, though the BPC remains confident that it can find a way to make a permanent peace and perhaps even a profit.

THE TRIANGLE

Once this region was only dead space, a last refuge of the Orions, whose trade networks had collapsed. When the Romulans appeared, the Orions depopulated the region in a panic. However, concerned with the presence of the Federation and uncertain of its strength, the Romulans did not chance placing colonies in the path of a possible invader. When the value of the worlds of the Triangle was 'discovered', all four starfaring powers entered it at the same time. The Triangle is more than just the place where three expanding frontiers come into contact; it is also the one place where the Orions are on an equal footing, commercially *and* militarily, with their neighbors.

No single authority controls the Triangle—not even the Orions, who maintain a neutral corridor to it from Orion Space. The Lifaq family and their planets in the Orion Frontier Mercantile Association sit directly astride this route. Though not the most powerful of Orion families, the Lifaq are becoming a powerful voice in the Triangle. Beyond them, the BPC has no effective control, though the ships of the Orion Space Navy do make appearances to defend Orion interests in every corner of the Triangle. Politically, it is a wasteland, even by Orion standards, without any cohesion beyond the loose organizations of planets for commercial or military purposes. Freeports abound here, and the most notorious are those belonging to the Orions. The planet Freeloader may be the most popular trading center in the Triangle and even rivals Rigel IV.



Guilty of all sorts of deviltry, Orions have motives as convoluted as a gamemaster can devise. They are a shadowy, unknowable, conniving, wandering, and itinerant people of a lost heritage. Like the great merchants of ancient Venice and Genoa, they are founts of commercial wealth seeking crossroads to the worlds.

The Orions can also be player characters, adventuring where they will in the Federation, Romulan Star Empire, Klingon Empire, or the Triangle. Players can be captains of Orion Explorer ships, merchants working out of Rigel, or officers aboard an Orion Space Navy vessel. They could even be slaves working to earn their contracts, *Iodubyaln* playing power-brokers behind the scenes, or a *guldin* of Greys deep in the cybernetic bowels of Orion cities or starships. The possibilities are not really endless, but they are limited only by what a gamemaster's imagination can devise.

SINGLE-SHIP CREWS

A bunch of dudes in a ship going from planet to planet and living off such odd jobs as ripping off banks, blowing up industrial barons, and hauling cargo for hire is the accepted way new gaming groups start out in a game universe. They also can get terribly limited because a gamemaster may get into a rut with only a few adventure types. Game supplements like **The Orions** may be able to inspire a gamemaster with the odd suggestion or strange concept buried in it here and there. One likely starting point is the pirate crew, with a small ship and a few bloodthirsty player characters looking for ships to beat up. However, this can be a high-mortality campaign, not suited for everyone. Players who wish to be slavers should read the section on life-contractors and understand what kind of people Green Orion slave women really are. Inexperienced slave dealers might find their cargo not at all what they expected.

The Orions are not bound by any constraints—no Prime Directive, no code of interstellar law, no rigid sense of honor. However, they cannot bear going broke, which can be a powerful motivator. Orions in single ships bound only by a contract are used for an awful lot of dirty work. From prospecting unknown planets to searching for lost war hulks, the single-ship Orion crew can get into a great deal of interesting trouble.

The ship need not be civilian. The Orion Space Navy gets a good many odd and dangerous assignments and has to cope with many incompetents in its own ranks. A crew that becomes too wealthy or too notorious to continue with their old way of life may be inspired to try something different—perhaps a business to run, or steady work in the employ of someone willing to exchange security for their labors.

FAMILY PLANETS

A uniquely Orion form of campaign is one centered on characters who are all members of a particular family, powerful or weak, with the tools to establish an empire or hard-pressed to preserve a dynasty. They may all be siblings or cousins, or they could be an older generation watching over a younger. Their resources might not be much larger than those available to the crew of one starship, but at least they have each other—and perhaps a dream of greatness. Their resources could be a duchy or even an entire planet, with thousands of people behind them and billions to call their own—and others just like them scheming to get it all away from them.

Few families are as good and kind to one another as the Waltons. A campaign built around a family should emphasize the differences between the people involved. Do they rule by charisma or force? Are they like the Ewings, the Colbys, or the Harkonnens? A family campaign that fosters competition between the players will need constant outside crises to handle, distracting everyone from their private concerns. Another branch of the family or another equally powerful clan will doubtless be in cutthroat competition with the players' family.

A family need not begin with everything well. The survivors of some catastrophe, even a murderous attack by raiders or competitors, can unite the player characters to find the means to avenge their losses and their dead. Along the way, they find undreamed-of riches as well as other foes. Stranded on a planet, cast into prison, or abandoned in space, they may have nothing but their own wits and a few paltry tools to restore their lost greatness.

A family grown too large and crowded may drop some of its younger or less-important scions to fend for themselves, with or without proper financing. They will have to make a go of it by muscling into another business or perhaps by trying to cut off the rest of the family at the ankles by competing with them in the same business.

Families tend to have a sense of unity no less strong than the crew of a ship, complete with rituals, history, legend, and perhaps the odd reputedly cursed heirloom. In their past, they likely have a revered or hated ancestor, whose memory they cherish and example they follow, or whose bad decisions or bad choice of opponents they must live with even now.

Family-based campaigns also have the advantage of a past. For the right group, it can inspire players to create a family coat of arms, old country mansions, lost legacies, and the occasional black sheep whose troubles require constant attention.

CORPORATE MIGHT

The word "corporation" conjures up images of miles of desks, piles of gloomy paper, and drones stacked behind them in the same uniform. Role-playing a corporate employee tends to sound like an exruciatingly boring way to spend time.

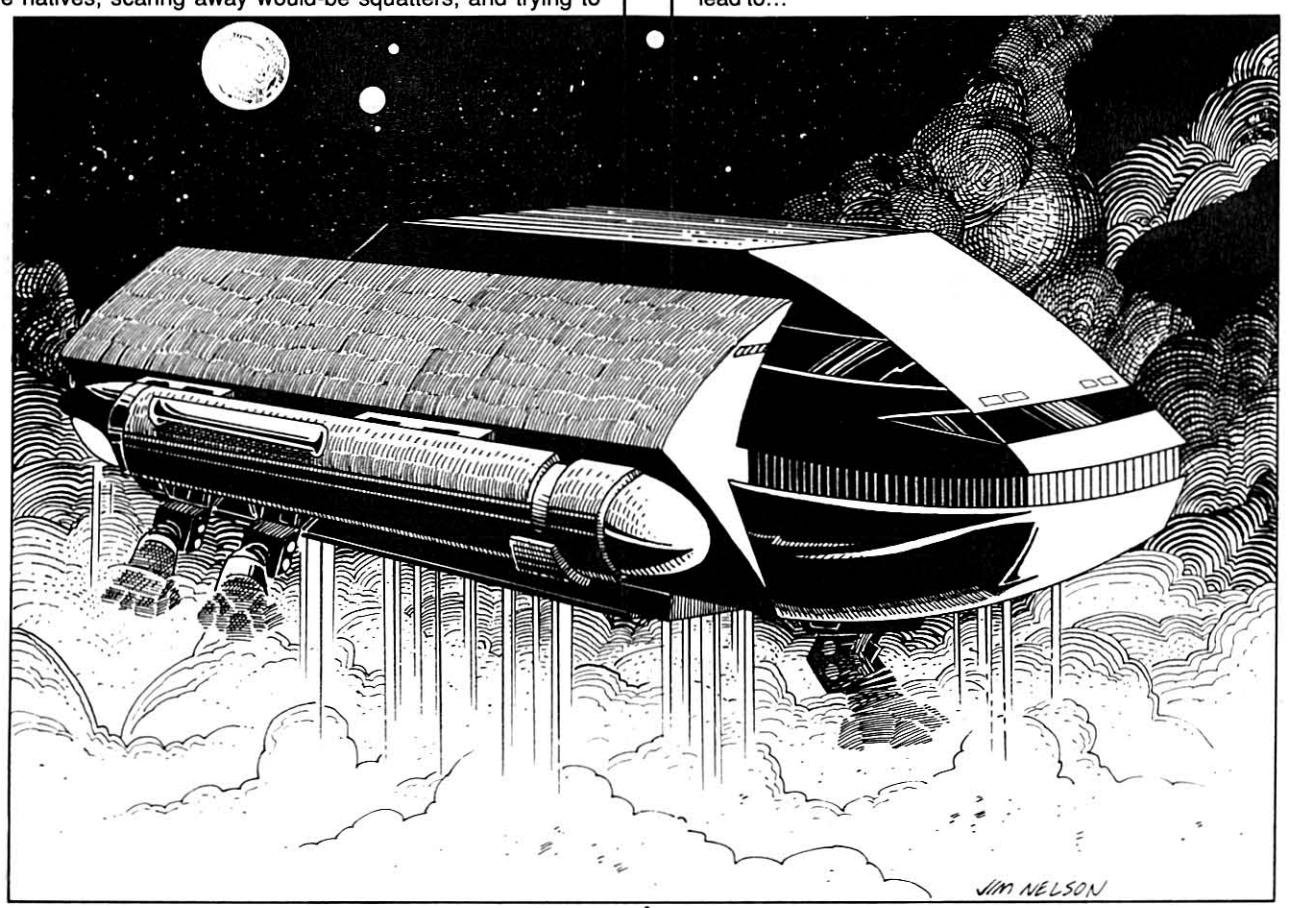
Corporate Orions do not sit behind desks. They are troubleshooters, investigating corruption behind the scenes. They are the people sent to a far planet to see why the mines are not producing, why the crops would not come in, or why every third ship is just vanishing in space. The bosses of a corporation that smuggles guns or other contraband to proscribed planets or one that is fraught with ruthless competition (like dilithium, gem or radioactive mining) do not lead quiet lives. Like the single-ship crew (which they may have been at one point), they face new and odd challenges that require drastic and dire action. Like the family campaign (which they may also be), they have a past, a world or holding to keep, and a sense of togetherness—if only because somebody wants all their hides.

Larger corporations, whose *rhadamanen* command vast amounts of personnel, ships, and money, may have equally great trials. Powerful corporations or a major starfaring power may plague the player characters' corporation, forcing them to respond appropriately—perhaps by constructing and leading an avenging warfleet. With an entire planet to hold, protect, explore, settle, and exploit, a corporate campaign could get rather involved in pacifying the natives, scaring away would-be squatters, and trying to hire people who will continue to be loyal even when they are not paid. The player characters may be charged with making a trade world or freeport into a paying venture.

Players in a corporate campaign need not be the top dogs. Hapless employees are sent to handle this or that annoying problem the people in management want handled. Such a group may be large or important enough to rate their own *guldin* of Greys—who may have different ideas how to proceed. (Daring gamemasters may even experiment with the closed and cryptic world of Greys, locked away in their tanks and pods with their computers and surrounded by hostile, distrustful Ruddies and Greens who treat them as little more than extensions of the machines they tend.)

A corporate campaign requires a gamemaster to specify just how much power a group has, what it can call on, where its limits lie, and who is giving the orders. There is a strong resemblance between this kind of campaign and a Star Fleet campaign; the difference, however, is that the Star Fleet characters must do good, preserve law and order, and uphold the Prime Directive and the tradition of the Academy, and the corporate campaign does not. Whatever works works, and if it takes supplying the iron-fisted Klingon military governor with enough liquor and dancing girls to make him forget about that silly old trade limit, well, it is only business.

They could even put together a plan to topple the old leadership and install themselves at the top. For that, however, the characters should work awhile. These are only suggestions for *beginning* an Orion campaign. Where it may lead to...



ORION CHARACTER GENERATION FORM

Follow Circled Numbers

ATTRIBUTES 1

INITIAL ROLL (A)

Die Roll: As Below
Modifiers: As Below

INITIAL DIE ROLLS

Attribute	Roll
STR	4D10 + 30
END	4D10 + 30
INT	4D10 + 30
DEX	4D10 + 30
CHA	4D10 + 30
LUC	1D100

RACIAL DIE MODIFIERS TABLE

	STR	END	INT	DEX	CHA	LUC	PSI
Ruddy Orions	+10	–	–	–	–10	–25	–30
Green Orions	+15	+10	–10	–	+20	–25	–40
Grey Orions	–20	20	+20	+10	–20	–25	–25

BONUS POINTS (B)

Die Roll: 1D100/2, Round Down
Choice: Any But PSI
Restrictions:
No more than 30 in one attribute
No attribute more than 100

BACKGROUND SKILLS 2

Number: INT/10, Round Down
Rating: 1D100
Choice:
Ruddy characters must first take both a Personal Development and an Education skill before they may choose a Combat Skill.
Green Characters must choose a Personal Development skill before choosing a Combat skill, and must choose a Personal Development or Combat skill before choosing an Education skill.

BACKGROUND SKILL TABLE

PERSONAL DEVELOPMENT SKILL TABLE
*Artistic Expression
Carousing
Communication Systems Operation
Communication Systems Technology
Electronics Technology
*Gaming
*Language
Leadership
Mechanical Engineering
Negotiation/Diplomacy
*Planetary Survival
Sports, Swimming and Diving
Streetwise
Trade and Commerce
*Trivia
Value Estimation
*Vehicle Operation

EDUCATION SKILL TABLE
Administration
Computer Operation
Computer Technology
Instruction
*Language
*Life Sciences
*Physical Sciences
*Planetary Sciences
*Social Sciences
*Space Sciences

COMBAT SKILL TABLE
*Marksmanship, Archaic
Marksmanship, Modern
*Personal Combat, Armed
Personal Combat, Unarmed
Personal Weapons Technology
Small Unit Tactics

EXPLORER TRAINING 4

ENTRANCE ROLL (A)

Die Roll: 1D100
Modifiers: As Below

EXPLORER ACCEPTANCE TABLE

Die Roll	Result
01-50	Character Accepted
51-100	Character Rejected

EXPLORER ENTRANCE MODIFIERS TABLE

INT	70+	–15
INT	60–69	–10
INT	50 or less	+15
LUC	70+	–15
LUC	55–69	–5
LUC	50 or less	+20
CHA	70+	–10
CHA	50–69	–5
Skill Rating of 20+ in any Combat Skill or *Leadership*		–10 each

BASIC TRAINING SKILLS (B)

Number: As Below
Rating: As Below
Choice: All

BASIC TRAINING SKILL LIST

Damage Control Procedures	20
Environmental Suit Operation	25
*Gaming (any two)	30 total
*Language	20 total
Leadership	15
Marksmanship, Modern	20
Medical Science	
General Science, Orion	10
Negotiation/Diplomacy	20
Personal Combat, Unarmed	20
Personal Combat, Knife	10
Personal Weapons Technology	10
*Planetary Survival, any two	15 total
Security Procedures	10
Shuttlecraft Pilot	10
Small Unit Tactics	05
Social Sciences	
Orion Culture/History	10
Orion Law	10
Streetwise	15
Trade and Commerce	30
Value Estimation	20
Zero-G Operations	10

OUTSIDE ELECTIVES (C)

Number: INT/10, Round Down
Rating: 1D10
Choice: Any

SPECIALTY TRAINING (D)

Number: See Opposite Page
Rating: See Opposite PageSee Opposite Page
Choice: All From One Specialty
Restrictions:
Green Orions characters with a socioeconomic class of 1 cannot enter the Helm/Navigation, Weapons/Defense, Science, Financial/Clerical, or Espionage specialties. Greens with a socioeconomic class of 2 cannot enter the Helm/Navigation specialty. Ruddy Orion characters with a socioeconomic class of 1 cannot enter the Weapons/Defense specialty. Ruddies with a socioeconomic class of 9 cannot enter the Medical specialty, and those with a socioeconomic call of 10 cannot enter either the medical or the Guards specialty.

OUTSIDE ELECTIVES (E)

Number: INT/10, Round Down
Rating: 1D10
Choice: Any

SPACE NAVY RECRUIT TRAINING 5

BASIC TRAINING SKILLS (A)

Number: As Below
Rating: As Below
Choice: As Below

RECRUIT BASIC TRAINING SKILLS

Computer Operation	10
Environmental Suit Operation	10
Marksmanship, Modern	10
Personal Combat, Knife	10
Personal Combat, Unarmed	10
Personal Weapons Technology	10
*Planetary Survival	10
Zero-G Operations	10

OUTSIDE ELECTIVES (B)

Number: 4
Rating: 1D10
Choice: Any

SPACE NAVY OFFICER TRAINING 6

ENTRANCE ROLL (A)

Die Roll: 1D100
Modifiers: As Below
Female characters add 20.

OFFICER ACCEPTANCE TABLE

Die Roll	Result
1-40	Character Accepted
41-100	Character Rejected

ACADEMY ENTRANCE MODIFIERS TABLE

Die Roll	Socioeconomic Modifier
00–98	Automatic entrance
97–92	–58
91–83	–45
82–71	–30
70–56	–20
55–36	No modifier
35–21	+10
20–11	+20
10–06	+30
05–04	+35
03–02	+38
01	Automatic rejection

BASIC TRAINING SKILLS (B)

Number: As Below
Rating: As Below
Choice: All

BASIC TRAINING SKILL LIST

Administration	10
Carousing	20
Environmental Suit Operation	10
*Gaming, any *two*	20 each
*Language, any *three*	20 each
Leadership	20
Marksmanship, Modern	20
Negotiation/Diplomacy	10
Personal Combat, Sword	15
Personal Combat, Unarmed	10
Personal Weapons Technology	05
*Planetary Survival, any	10
Small Unit Tactics	10
Social Sciences	
Orion Culture/History	20
Orion Law	20
Political Science	10
Space Sciences	
Astrogation	10
Astronomy	10
Starship Combat Strategy/Tactics	10
Streetwise	10
Zero-G Operations	10

OUTSIDE ELECTIVES (C)

Number: INT/10 + 55
Rating: 1D10
Choice: Any

SPECIALTY TRAINING (D)

Number: See Opposite Page
Rating: See Opposite Page
Choice: All From One Specialty
Restrictions:
Green Orions with a socioeconomic class of 1 cannot enter the Helm/Navigation, Weapons/Defense, Science, Financial/Clerical, or Diplomacy specialty. Greens with a socioeconomic class of 2 cannot enter either the Helm/Navigation or Diplomacy specialty, and Ruddies with a socioeconomic class of 1 cannot enter the Weapons/Defense specialty. Ruddies with a socioeconomic class of 9 or 10 cannot enter the Medical specialty.

OUTSIDE ELECTIVES (E)

Number: INT/10+3
Rating: 1D10
Choice: Any

FAMILY STATUS 9

Die Roll: 1D100
Modifiers: None
Restrictions:
Green characters may not have a socioeconomic class higher than 90.

SOCIOECONOMIC CLASS TABLE

Die Roll	Socioeconomic Class	Description	Skill Modifier
00–98	10	Ruling Family	+ 10 to all Background Skills
97–92	9	Prominent and Influential Family	+ 5 to all Background Skills
91–83	8	Prosperous and Respected Family	+ 5 to three Background Skills
82–71	7	Comfortably Well-To-Do Family	+ 5 to one Background Skill
70–56	7	Upper Middle Class Family	No Modifier
55–36	6	Solid Middle Class Family	No Modifier
35–21	6	Lower Middle Class Family	No Modifier
20–11	5	Up-And-Coming Poor	No Modifier
10–06	4	Struggling Poor	– 5 from any one Background Skill
05–04	3	Desperate Poor	– 5 from three Background Skills
03–02	2	The Stricken	– 5 from all Background Skills, but gains Personal Combat, Knife 10, Streetwise 20
01	1	Slime	No Background Skills allowed, but gains Negotiation/Diplomacy 10, Personal Combat, Knife 10, Personal Combat, Unarmed 10

COMMAND SCHOOL 7

CURRICULUM SKILLS (A)

Number: As Below
Rating: As Below
Choice: All

COMMAND SCHOOL SKILLS

Administration	20
Bribery	15
Leadership	30
Medical Science, Psychology, any race	20
Negotiation/Diplomacy	30
Starship Combat Strategy/Tactics	30
Trade and Commerce	15
Value Estimation	15

ADVANCED TRAINING (B)

Number: INT/10, Round Down
Rating: 1D10
Choice: Any

CAREER ADVANCEMENT 8

NUMBER OF TERMS SERVED A (A)

Die Roll: 1D10/2, Round Down
If Result is 0 make it 1
Modifiers: As Below

MODIFIERS TO NUMBER OF TERMS SERVED

For Attributes	
INT 60+	–1
LUC 60+	–1
LUC 40 or less	+1
For Sex	
Female	+1
For Destined Position, Cumulative	
Archcaptain	+3
Captain	+2
First Officer	+2
Department Head	+1
For Destined Officer Rank	
Fleet Admiral	+6
Admiral	+5
Rear Admiral	+4
Commodore	+3
Captain	+2
Commander	+1
Lieutenant Commander	+1
First Lieutenant	No Modifier
Lieutenant	No Modifier
Ensign	–1
For Destined Enlisted Rank	
Master Chief Petty Officer	+5
Senior or 1st Chief Petty Officer	+3
Chief Petty Officer	+2
Spaceman, First Class	+1
Spaceman	+1
Recruit	No Modifier
Boot	No Modifier
Punk Boot	–1

For Socioeconomic Class

Helm/Navigation Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	–3	–2	–2	–1	0	+1	+1	+2	+2	+3
Green	N/A	N/A	0	+1	+1	+2	+3	+4	P	P

Engineering Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	+3	+2	+2	+1	0	–1	–1	–1	–2	–1
Green	N/A	N/A	0	–1	–1	–2	–2	–2	+1	+4

Communications Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	+4	+3	+2	+2	+1	0	0	–1	–2	0
Green	N	N	–2	–1	0	0	+1	+2	+3	+4

Weapons/Defense Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	–2	–3	–3	–2	–1	0	0	0	+1	P
Green	N/A	N/A	–1	0	0	+1	+2	+3	+4	P

Guards Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	P	+4	+3	+3	+2	+2	+1	+1	0	–1
Green	N/A	N/A	–3	–2	–1	–1	0	0	0	+1

Medical Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	P	P	+3	+2	+1	+1	+2	+2	+2	+2
Green	N/A	N/A	–2	–1	0	0	+1	+1	+1	+2

Science Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	+2	+1	+1	0	0	0	+1	+2	+3	+4
Green	N/A	N/A	0	0	0	+1	+2	+3	+4	P

Financial/Clerical Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	–1	–1	0	0	0	0	0	+1	+1	+4
Green	N/A	N/A	–1	0	0	+1	+1	+2	+2	P

Espionage Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	–3	–2	–2	–1	0	0	+1	+1	+2	+3
Green	N/A	N/A	0	+1	+2	+3	+3	+4	+4	P

Diplomacy Specialty

Race	Socioeconomic Class									
	10	9	8	7	6	5	4	3	2	1
Ruddy	–2	–2	–1	–1	–1	0	0	+1	+2	+2
Green	N/A	N/A	0	0	+1	+1	+2	+2	P	P

Key
P: A character with this socioeconomic class cannot study this specialty.

LENGTH OF TERM (B)

Die Roll: 1D10/2, Round Down
Modifiers: None

SKILL IMPROVEMENT (C)

Number: 1 skill per each year of service
Rating: 1D10
Choice: Any

CHARCTER AGE 10

Age when entering Basic Training	18
Modifiers	
Explorer Training	
Basic Training	4
Specialized Training	
Espionage	4
Engineering and Science	3 1/2
Guards	2
Others	2 1/2
Space Navy Recruit Training	
Basic Training	1
Space Navy Officer Training	
Basic Training	4
Specialized Training	
Engineering, Science, and Diplomacy	2 1/2

EXPLORER SPECIALTY TRAINING TABLES

Helm/Navigation Curriculum

Computer Operation	10
Computer Technology	10
Damage Control Procedures	10
Deflector Shield Technology	10
Shuttlecraft Pilot	10
Shuttlecraft Systems Technology	10
Small Vessel Pilot	20
Space Sciences	
Astrogation	20
Any *two* others	10 each
Starship Combat Strategy/Tactics	20
Starship Helm Operation	20
Starship Sensors	10
Warp Drive Technology	10
Specialties	30 total

Engineering Curriculum

Communication Systems Technology	10
Computer Operation	10
Computer Technology	20
Damage Control Procedures	10
Deflector Shield Technology	10
Electronics Technology	15
Environmental Suit Operation	10
Instruction	10
Life Support Systems Technology	20
Mechanical Engineering	15
Personal Weapons Technology	10
Shuttlecraft Systems Technology	20
Small Equipment Systems Operation	20
Small Equipment Systems Technology	20
Space Sciences, Astronautics	20
Starship Sensors	10
Starship Weaponry Technology	10
Transporter Operation Procedures	10
Transporter Systems Technology	10
Warp Drive Technology	15
Specialties	30 total

Communications Curriculum

Administration	10
Communication Systems Operation	20
Communication Systems Technology	20
Computer Operation	10
Computer Technology	10
Damage Control Procedures	10
Electronics Technology	10
Environmental Suit Operation	10
*Language, any *three*	20 each
Negotiation/Diplomacy	10
Security Procedures	10
Specialties	30 total

Weapons/Defense Curriculum

Computer Operation	20
Computer Technology	15
Damage Control Procedures	15
Deflector Shield Technology	20
Electronics Technology	20
Instruction	10
Starship Combat Strategy/Tactics	20
Starship Sensors	20
Starship Weaponry Operation	20
Starship Weaponry Technology	20
Zero-G Operations	10
Specialties	30 total

Guards Curriculum

Environmental Suit Operation	10
Damage Control Procedures	10
Marksmanship, Modern	20
Personal Combat, Knife	10
Personal Combat, Unarmed	20
Personal Weapons Technology	10
*Planetary Survival, any *two*	10 each
Security Procedures	10
Small Unit Tactics	10
Specialties	30 total

Medical Curriculum

Computer Operation	10
Instruction	10
Leadership	10
*Life Sciences, any *three*	40 total
Life Support Systems Technology	05
*Medical Sciences	
General Medicine, Orion	40
Others	45 total
Physical Science, Chemistry	15
Small Equipment Systems Operation	15
Specialties	30 total

Science Curriculum

Computer Operation	20
Computer Technology	10
Electronics Technology	20
Damage Control Procedures	10
*Gaming	15
Instruction	10
*Language, any *two*	20 each
Physical Sciences	
Computer Science	15
Mathematics	15
Starship Sensors	20
Any Science (except Medical or Social)	One at 35
	Two at 20 each
	Three at 10 each

Financial/Clerical Curriculum

Administration	40
Computer Operation	25
*Gaming	20
Instruction	15
*Language, any *two*	15 each
Negotiation/Diplomacy	20
Small Equipment Systems Operation	10
Streetwise	20
Trade and Commerce	30
Value Estimation	20
Specialties	30 total

Espionage Curriculum

Bribery	20
Communication Systems Operation	10
Communication Systems Technology	10
Computer Operation	10
Computer Technology	10
Electronics Technology	10
*Language, any *three*	15 each
Marksmanship, Modern	20
Medical Sciences	
General Medicine, Orion	15
Negotiation/Diplomacy	15
Personal Combat, Knife	20
Personal Combat, Unarmed	30
Personal Weapons Technology	10
*Planetary Survival	10
Security Procedures	20
Small Equipment Systems Operation	10
Small Equipment Systems Technology	10
Social Sciences	30 total
Streetwise	20
Surveillance	20
Specialties	30 total

NAVAL OFFICER SPECIALTY TRAINING TABLES

Helm/Navigation Curriculum

Computer Operation	10
Damage Control Procedures	10
Shuttlecraft Pilot	10
Small Vessel Pilot	20
Space Sciences	
Astrogation	20
Any *two* others	10 each
Starship Combat Strategy/Tactics	20
Starship Helm Operation	20
Starship Sensors	10
Specialties	10 total

Engineering Curriculum

Communication Systems Technology	10
Computer Operation	10
Computer Technology	10
Damage Control Procedures	10
Deflector Shield Technology	10
Electronics Technology	10
Life Support Systems Technology	10
Mechanical Engineering	15
Personal Weapons Technology	05
Shuttlecraft Systems Technology	10
Small Equipment Systems Operation	10
Small Equipment Systems Technology	10
Space Sciences, Astronautics	20
Starship Weaponry Technology	10
Transporter Operation Procedures	10
Transporter Systems Technology	10
Warp Drive Technology	10
Specialties	10 total

Communications Curriculum

Bribery	10
Communication Systems Operations	20
Communication Systems Technology	20
Computer Operation	10
Computer Technology	10
Damage Control Procedures	10
*Language, any *three*	20 each
Negotiation/Diplomacy	10
Specialties	10 total

Weapons/Defense Curriculum

Computer Operation	10
Computer Technology	10
Damage Control Procedures	15
Deflector Shield Technology	15
Electronics Technology	10
Starship Combat Strategy/Tactics	20
Starship Sensors	10
Starship Weaponry Operation	20
Starship Weaponry Technology	20
Zero-G Operations	10
Specialties	10 total

Medical Curriculum

Computer Operation	10
*Life Sciences, any *three*	30 total
Life Support Systems Technology	05
*Medical Sciences	
General Medicine, Orion	40
Others	35 total
Physical Science, Chemistry	15
Small Equipment Systems Operation	15
Specialties	10 total

Science Curriculum

Computer Operation	10
Computer Technology	10
Electronics Technology	10
*Gaming	10
Physical Sciences	
Computer Science	10
Mathematics	10
Starship Sensors	20
Any Science (except Medical or Social)	
One at	35
Two at	20 each
Three at	10 each
Specialties	10 total

Financial/Clerical Curriculum

Administration	25
Computer Operation	15
*Gaming	20
*Language, any *two*	15 each
Negotiation/Diplomacy	20
Small Equipment Systems Operation	10
Streetwise	20
Trade and Commerce	30
Value Estimation	20
Specialties	10 total

Diplomacy Curriculum

Administration	10
Bribery	10
*Language, any three	20 each
Medical Science	
Psychology, any race	20
Negotiation/Diplomacy	40
Social Sciences	
Political Science	20
Any *two* others	20 each
Trade and Commerce	10
Value Estimation	20
Specialties	10

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ORION CHARACTER DATA SHEET

Name _____ Age: _____

Socioeconomic Class/Die Roll: _____ Sex: _____

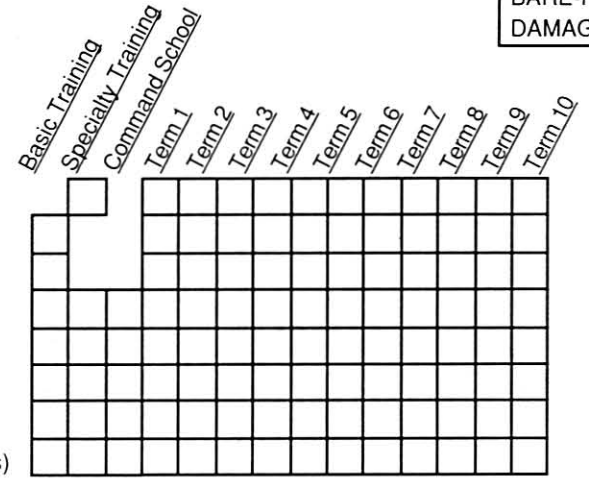
Handicap: _____ Race: _____

Specialty: _____

Rank: _____ Position: _____ Credits On Account: _____

Ship: _____

STR	END	INT	DEX	CHA	LUC	PSI
INACT SAVE 20	UNC THRESH 5	MAX OP END	CURR OP END	TO-HIT, MOD	TO-HIT, HTH	TO-HIT, _____
WOUND HEAL RATE	FATIGUE HEAL RATE				BARE-HAND DAMAGE___	DAMAGE____



AP

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

SKILL LIST

Administration _____
*Artistic Expression_____ _____
Bribery _____
Carousing _____
Commun. Systems Operation _____
Commun. Systems Technology _____
Computer Operation _____
Computer Technology _____
Damage Control Procedures _____
Deflector Shield Operation _____
Deflector Shield Technology _____
Electronics Technology _____
Environmental Suit Operation _____
Forgery _____
*Gaming _____ _____
Instruction _____
*Language_____ _____
_____ _____
_____ _____
Leadership _____
*Life Sciences_____ _____
_____ _____
_____ _____
Life Support Syst. Technology _____

***Marksmanship, Archaic** _____ _____
Marksmanship, Modern _____
Mechanical Engineering _____
*Medical Sciences_____ _____
General Medicine_____ _____
_____ _____
Negotiation/Diplomacy _____
***Personal Combat, Armed**_____ _____
Personal Combat, Unarmed _____
Personal Weapons Technology _____
*Physical Sciences_____ _____
_____ _____
_____ _____
*Planetary Sciences_____ _____
_____ _____
_____ _____
*Planetary Survival_____ _____
_____ _____
_____ _____
Security Procedures _____
Shuttlecraft Pilot _____
Shuttlecraft System Technology _____
Small Equip. System Operation _____
Small Equip. System Technology _____
Small Unit Tactics _____

Small Vessel Engineering _____
Small Vessel Pilot _____
*Social Sciences_____ _____
_____ _____
Orion Cult./Hist. _____
Orion Law _____
*Space Sciences_____ _____
Astronomy _____
_____ _____
*Sports_____ _____
Starship Combat Strat./Tactics _____
Starship Helm Operation _____
Starship Sensors _____
Starship Weaponry Operation _____
Starship Weaponry Technology _____
Streetwise _____
Trade and Commerce _____
Transporter Operation Proc. _____
Transporter System Technology _____
*Trivia_____ _____
_____ _____
_____ _____
Value Estimation _____
***Vehicle Operation**_____ _____
Warp Drive Technology _____
Zero-G Operations _____

Skills listed in bold are unauthorized skills for Grey Orions

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THE ORIONS

BOOK OF DEEP KNOWLEDGE



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