

THE THIRD IMPERIUM.

Alien Module 4: Zhodani



TRAVELLER

THE THIRD IMPERIUM

Alien Module 4: Zhodani

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INTRODUCTION

In the *Original Traveller Universe*, the Zhodani are one of several races to have independently discovered jump drive technology. These races are commonly referred to as the Six Major Races and some groups define these races as the most powerful and dominant species within Charted Space. The Six Major Races are generally considered to be the Aslan, the Droyne, the Hivers, the K'kree, the Vargr and Humaniti (if the reader merges the Vilani, Solomani and Zhodani branches of the human race into one).

But the Solomani and the Vilani branches would prefer to forget their Zhodani brethren exist – because they have built their empire on the science of the mind. In a universe where science has finally given all the ability to seek their maximum potential – to know what pursuit can allow a person to unlock all he can be – the Vilani and Solomani would prefer to not know.

The Zhodani, the third major race of Humaniti, are the subject of this *Traveller* supplement. With this book, the Zhodani can be incorporated into any and all aspects of *Traveller*. Whether the Zhodani are to be used as Player Characters, Non-Player Characters, patrons, opponents or just as a backdrop against which adventures may take place, this supplement provides Referees and Players with sufficient information to deal with the Zhodani, both as individual characters and as a complete society.

The *Traveller Core Rulebook* deals with characters as humans within an Imperial society, which is fairly comprehensible to most players. Outside that society, aliens are different in culture as well as physiology and a careful presentation of what shapes an alien's character is necessary if players are to interact with, or role-play, those aliens.

Traveller players can find any number of activities that include or deal with the Zhodani, whether inside the Consulate or beyond its borders. The Zhodani Consulate (the area of space dominated by the Zhodani) is located

spinward and coreward of the Imperium. This supplement also details Ziafrplians sector, a Zhodani and Vargr controlled sector located spinward and coreward of the Spinward Marches.

The Zhodani found themselves on a world they did not come from and experienced repeated disasters to forge an interstellar empire. Along the way they have explored a path 5,000 parsecs coreward from their homeworld, drawn by an Ancient artefact to seek what lies at the end. But because of the fear the Vilani and Solomani have of psionics, the Zhodani and the Imperium have fought four wars and observers see little chance for peace ahead.





ZHODANI CHARACTERS

Zhodani character generation follows the same procedures and concepts as for regular human characters in the *Traveller Core Rulebook*. However, several changes take into account the cultural differences between Zhodani characters and other humans.

For Player Characters, new players should focus on Nobles and Intendants; Zhodani Proles should be reserved for players with more experience in role-playing Zhodani characters.

INITIAL CHARACTER GENERATION

For Zhodani characters, seven characteristics are generated randomly. The first six – Strength (Str), Dexterity (Dex), Endurance (End), Intelligence (Int), Education (Edu) and Social Standing (Soc) – are identical to the standard human attributes and are determined in the normal manner. The seventh, Psionic Strength (or Psi), is addressed in the Psionics rules (starting on page 152 of the *Traveller Core Rulebook*). Psionic Strength is recorded in the same way as a skill, so a character might have listed Psi-6 or Psi-11.

Characteristics initially will range from 2 to 12; they may rise as high as 15, or may be reduced to 1 during character generation. Note that there is no reduction in Psionic Strength by terms of service (as indicated in the *Traveller Core Rulebook*) for Zhodani characters, as they are tested before they enter a career.

Because Nobles (Zhobrdievl) and Intendants (Dlenchiepr) are more interesting as Player Characters than Proles (Zhant'ad), the Referee may institute (before character creation) rule changes to help make characters Intendants or Nobles. One way is to make Psi 1d6+6 instead of 2d6, to increase the chance of becoming an Intendant or Noble.

Characteristic Adjustment

Zhodani society has certain customs and restraints that will affect some characters through changes in their Characteristics.

In the Zhodani Consulate, all children are tested for psionic potential. The result is that Proles with high Psionic Strength are elevated to Intendant rank. If the

character has Psi 9+ and Soc 9–, the character's Social Standing is raised to 10.

On the other hand, children of Nobles and Intendants receive better educations than Proles do. In this case, the effect is that initial Education cannot be higher than initial Social Standing. If Education is higher than Social Standing initially, lower Education to be equal to Social Standing. If Soc 10+ and Edu 7–, increase Education to 8.

These adjustments apply only at the start of character generation. They do not apply if a character's Socials Standing changes because of career events, or if a character's Psionic Strength changes due to aging effects.

Social Classification

Zhodani society has three broad social classes. Social Standing determines to which of these classes an individual belongs: Nobles have Soc 11+, Intendants have Soc 10 and Proles have Soc 9–. The player should determine and note the character's social class (Prole, Intendant or Noble) after making the Characteristic adjustments.

Starting Age

Zhodani characters begin their careers at 18 standard years of age (about 24 Zhodani years). At this point, as untrained and inexperienced Zhodani, they embark on a career to gain skills and experience. Careers are resolved by terms of service, which are four standard years (a little over five Zhodani years) each.

Gender

Women are as likely as men to possess psionic talents. As psionics became more prevalent, any cultural bias regarding gender disappeared. Those careers that regard physical ability as more important (Army and Guards) tend to attract more men than women but women can easily enter those careers and excel. Zhodani society would regard gender bias as a mental illness to be treated rather than a perspective to be tolerated.

Naming and Titles

Proles take a family name from either their mother or father. Some families follow different traditions and so



Zhodani Noble Titles

Zhodani Intendants and Nobles are identified by a suffix to their names. A new name suffix replaces the previous one when an individual rises in Social Standing.

Social Standing	Title Suffix	Zhodani Origin	Anglic Translation
10	-iepr	Dlenchiepr	'intendant'
11	-atl	Pranatl	'aspirant'
12	-stebr	Jdistebr	'wellborn'
13	-tlas	Viestlas	'highborn'
14	-tlasche'	Zhobrtlasche'	'noble born'
15	-iashav	Preblshienchiashav	'princely born'

While these do not directly correlate to Imperial noble titles, Zhodani characters visiting the Imperium are generally accorded status and honours based on their Social Standing.

inheritance can be traced through either the father or mother. A Prole character has a child's name which is used until adulthood, at which point the individual selects his or her own personal name.

Intendants and Nobles have only one name with a suffix, which indicates Social Standing. The Zhodani Noble Titles table explains the suffixes.

Ranks (such as military ranks) are stated before a name.

Psionic Training

Nobles and Intendants undergo standardised Psionic Training at an early age. As part of training, the character may attempt to learn any of the common psionic talents on the Psionic Training table by making a Psionic Strength check. He may attempt the talents in any order but suffers a -1 DM per check attempted. If a character learns a talent, he gains that talent at level 0.

If a Prole gains Psi 9+ during character generation (usually through an event), they are elevated to Intendant (increasing their Social Standing to 10) and immediately undergo this same training.

The Psionic Games

Any Intendant may apply once during his or her lifetime to compete in the Thequzdievl (Psionic Games) by making a Psionic Strength check. If successful, the individual devotes that term of service to competition in the Thequzdievl instead of to career matters. The term still counts as a term in the character's current career,

Talent	Learning DM
Awareness	+1
Blocking*	-2
Clairvoyance	+3
Empathic Healing*	-1
Healing*	-2
Machine Symbiosis*	-1
Mimic*	-2
Psychic Transfer*	-1
Telekinesis	+2
Telepathy	+4
Teleportation	+0
Teleprojection*	-3
Per previous talent acquisition check	-1

*New psionic talent detailed in the Zhodani Psionics chapter.

except the character does not make survival or advancement checks, or gain skills from the career skill tables. Characters should be permitted

to apply to compete in the Thequzdievl only during character generation.

Preliminary Competitions: For each psionic talent the character is skilled in, make a Psi 8+ check. Record the number of successes and failures.

Final Competition: Make a Psi 12+ check, DM +1 for each successful preliminary competition and -1 for each failed preliminary competition.

Awards: After the final competition, a character receives +1 Psi if more preliminary competitions were successful than failed. A winner of the final competition instead receives +2 Psi and becomes a Noble, raising their Social Standing to 11.

CAREERS

The following career types are general careers representative of Zhodani society. To simplify things, each term of service is four standard Imperial years, which is slightly more than five Zhodani years.

While Zhodani share most careers with other human cultures, there are some differences. The Agent career has no corporate specialty, as corporations within the Consulate do not conduct trade wars or espionage against each other. There is no specific career for Nobles, although the Government career shares some similarities. There is no Scout career, as that is specific to the Imperium. There is no Rogue career, as that represents behaviour largely considered unhealthy by



Careers from Other Traveller Books

It is very rare for Zhodani to leave the Consulate and take an active part in other societies and cultures. Zhodani who leave the Consulate permanently are usually considered outlaws and renegades. Many careers (including the Psion career) in the Traveller Core Rulebook are not appropriate for Zhodani characters.

Zhodani society. Finally, the pervasiveness of a psionic society requires some changes across all careers.

Qualification

Once a career has been selected, the character must attempt to qualify for that career. If this check is failed,

then the character cannot enter their chosen career this term; they must either submit to the Draft or enter play. Remember that Intendants and Nobles may not enter the Proles career.

DRAFT

1d6	Career (speciality)
1–3	Army (any)
4–5	Merchants (corporate)
6	Navy (any)

Zhodani characters have no penalty for career changes, as Zhodani society recognises that a new perspective on life is mentally healthy and often desirable. Further, characters may return to a career previously left, provided they spent at least one term in a different career or from a Re-education Event.

CAREER SUMMARY TABLE

Careers	Specialisation	Qualification	Survival	Advancement
Agent		Int 6+		
	Tozjabr		Int 7+	Int 5+
	Tavrchedl'		End 6+	Int 6+
Army		End 5+		
	Cavalry		Dex 7+	Int 5+
	Infantry		Str 6+	Edu 6+
	Support		End 5+	Edu 7+
Entertainer		Int 5+		
	Artist		Soc 6+	Int 6+
	Author		Edu 7+	Int 5+
	Performer		Int 5+	Dex 7+
Government		Int 8+		
	Administration		Int 4+	Edu 8+
	Diplomat		End 6+	Edu 6+
Guards		End 6+		
	Commandos		End 7+	Edu 5+
	Ground Assault		End 6+	Edu 6+
	Support		End 5+	Edu 7+
Merchants		Int 4+		
	Broker		Edu 5+	Int 7+
	Corporate		Edu 5+	Int 7+
	Free Trader		Dex 6+	Int 6+
Navy		Int 6+		
	Crew		Int 5+	Edu 7+
	Flight		Dex 7+	Edu 5+
	Technical		Int 6+	Edu 6+
Proles		Int 4+		
	Colonist		Int 7+	End 5+
	Corporate		Soc 6+	Int 6+
	Worker		End 4+	Edu 8+
Scholar		Int 6+		
	Field Researcher		End 6+	Int 6+
	Lab Scientist		Edu 4+	Int 8+
	Physician		Edu 4+	Int 8+



Draftees are not eligible for Advancement during their first term of service; they become eligible during the second or subsequent terms of service.

Skills

For Zhodani characters, skills are determined as normal but there is an additional skill table for all careers but Proles, the Psionic Skills table. Characters may only roll on this table if they have Soc 10+.

Psionic Skills: Intendants and Nobles may develop their talents over time just as if they were normal skills. If they receive a talent they were not trained in or failed to gain during their initial psionic training, they may attempt again to gain that talent (all previous DMs apply, including the cumulative -1 DM per previous talent check). If a character receives the Talent skill choice, they may increase any psionic talent they already possess.

Rare Skills: The skills Deception, Gambling and Streetwise are generally not permitted to Zhodani characters. Deception and Streetwise can be gained by Tozjabr characters, as they need to deal with non-Zhodani who engage in such unhealthy activities. However, Gambling is unknown in Zhodani society.

New Options for Core Skills

An examination of the core skills and how they apply to a society based on common psionic training and usage reveals additional common checks for those skills, which should be applied.

Carousing: While Carousing is the art of having fun and socialising, the art can be used by those skilled in it to determine another person's intentions by his posture and bearing alone.

Determine someone else's general intentions: Intelligence, 5 minutes, Difficult (-2). This task is one level more difficult if the target is a stranger.

Social Skills: Social skills should vary in effect across cultures and species. Such tasks (at the discretion of the Referee) are one level more difficult if the target is a member of a different culture of the same race (such as Zhodani and Imperials) and two levels more difficult if the target is a member of an alien race (such as Zhodani and Vargr).

Commission and Advancement

Nobles and Intendants automatically receive Advancement (Commission if appropriate) in their first

term of service, except for draftees: drafted Nobles and Intendants automatically receive Advancement (Commission if appropriate) in their second term of service. Additionally, Nobles gain a DM +1 to all Advancement rolls.

Proles and Intendants in the Government career may not be advanced higher than rank 3 (Executive).

Mustering Out

Zhodani characters receive mustering out benefits at the end of their career service. Most benefits are identical to those on pages 34 and 35 of the *Traveller Core Rulebook*. The differences are noted here.

Armour: Battle Dress may not be selected for this benefit.

Characteristic Increases: Social Standing may never be increased if this would raise a Prole character's Social Standing above 9. No Characteristic may be increased beyond 15. Unusable Social Standing increases become bonus Ship Shares.

Courier: The character receives five ship shares towards the use of a Yetsasl-class courier, or two ship shares toward the use of any other Zhodani vessel.

Nenj: The Nenjchinzhe'driante (in Anglic, the Consular Legion of Merit) is a post-career recognition of valuable service to all Zhodani. Membership in the Nenjchinzhe'driante is egalitarian – Nobles, Intendants and Proles are all eligible for the award. Those who have won enrolment are entitled to wear the distinctive gold sash of honour that marks them as recognised elite of the Consulate.

Though it is largely honorary, members do receive concrete benefits. Zhodani citizens almost invariably grant members a 10% discount on just about everything, from meals to equipment purchases to starship passages. Sums of more than Cr1,000,000 are rarely so discounted but bank loans in these amounts are made without interest. Membership is for life and is not transferable but companions of a member may share in the benefits when he or she does the buying.

Scout: The character receives five ship shares towards the use of a Ninz-class scout, or two ship shares toward the use of any other Zhodani vessel. As there is no Scout Service in the Zhodani Consulate, the character covers all costs.

Ship Shares: Each ship share reduces the cost of a ship by 1% but applied to Zhodani ships rather than the designs in the *Traveller Core Rulebook*.



Trader: The character receives five ship shares towards the use of a Zdebr-class trader, or two ship shares toward the use of any other Zhodani vessel.

Weapon: Weapons allowed under this benefit never include plasma or fusion weapons or light support weaponry.

RETIREMENT PAY

Zhodani characters receive retirement pay according to the rules on page 36 of the *Traveller Core Rulebook*, except they can only collect pay within the Consulate and Nobles receive double the stated amount.

Aging

While Zhodani characters use the standard rules for Aging (on page 36 of the *Traveller Core Rulebook*), the effects are different, reflecting their divergent evolutionary and cultural path. Note that for Aging, Psionic Strength is considered a mental characteristic.

AGING

2d6	Physical Effects of Aging	Mental Effects of Aging
–6	Reduce three physical Characteristics by 2.	Reduce one mental Characteristic by 2, reduce two mental Characteristics by 1.
–5	Reduce three physical Characteristics by 2.	Reduce three mental Characteristics by 1.
–4	Reduce two physical Characteristics by 2, reduce one physical Characteristic by 1.	Reduce two mental Characteristics by 1.
–3	Reduce one physical Characteristic by 2, reduce two physical Characteristics by 1.	Reduce one mental Characteristic by 1.
–2	Reduce three physical Characteristics by 1.	No effect
–1	Reduce two physical Characteristics by 1.	No effect
0	Reduce one physical Characteristic by 1.	No effect
1+	No effect	No effect

Aging Crisis: If Psionic Strength is reduced to 0 through aging, it does not constitute an aging crisis but the character loses all psionic ability and can never regain it. Reduction of Psionic Strength through Aging does not reduce Social Standing.

Anagathics: Within the Zhodani Consulate, use of anagathics is viewed as a symptom of mental illness. Use the number of terms since the character started taking anagathics as a negative DM to rolls on the Re-education Events table.

Additionally, the cost of anagathics in the Consulate is considerably higher than in Imperial space. Such drugs cost 2d6×2,500 Credits for each term that the character uses the drugs.

Zhodani Life Events

Life events for Zhodani are similar to those of other humans but the cultural emphasis on psionics alters some events. Treat a second occurrence of 'Unusual Event' as no event.

Re-education Events

For Proles, re-education is an important part of proper mental health. Intendants and Nobles are only sent to re-education in more serious circumstances. In most cases there is no social stigma for re-education; it is viewed as being as necessary as surgery is for physical health. Characters may be sent to this table by various events. Time spent in re-education does not count as time in a career for Benefit rolls, Advancement, or gaining skills; it does count for aging.

RE-EDUCATION EVENTS

1d6	Event
1	Re-education requires two terms. The character must enter a new career and reduces Endurance by 1. If Soc 10+, reduce Social Standing by 1 (minimum 10 if Intendant, 11 if Noble).
2	Re-education requires one term. The character must enter a new career, and reduces Endurance by 1. If Soc 10+, reduce Social Standing by 1 (minimum 10 if Intendant, 11 if Noble).
3	Re-education requires one term but the character can continue his career.
4	Re-education requires less than a year and the character's career is not affected.
5	Fine of 1d6 x Cr. 1,000; the character does not require re-education.
6	Exonerated! Receive an additional Benefit roll in the current career.

Anagathics: Use the number of terms since the character started taking anagathics as a negative DM to rolls on the Re-education Events table.



LIFE EVENTS

2d6	Event
2	Sickness or Injury: The character is injured or contracts a serious illness. Roll on the Injury table (Traveller Core Rulebook page 37).
3	Birth or Death: Someone close to the character dies, such as a friend or family member. Alternatively, someone close to the character gives birth (or is born!). The character is involved in some fashion (a relative or similar relationship).
4	End of Relationship: A romantic relationship involving the character ends. Roll 1d6: On a 1–2 the character's partner is killed. On a 3–4 the character's partner leaves. On a 5–6 the character leaves the partner.
5	Improved Relationship: A romantic relationship involving the character deepens, possibly leading to marriage or some other emotional commitment.
6	New Relationship: The character becomes romantically involved with an existing Ally or Contact. If the character has no Contacts or Allies, gain an Ally. If the relationship is with a Contact, the Contact becomes an Ally.
7	New Contact: The character gains a new Contact.
8	Betrayal: The character is betrayed in some fashion by a friend or colleague. If the character has any Contacts or Allies, convert a Contact into a Enemy or an Ally into a Rival. Otherwise, gain an Enemy.
9	Travel: The character moves to another world and gains a +2 DM to their next Qualification roll.
10	Good Fortune: Something good happens to the character; he comes into money unexpectedly, has a lifelong dream come true, gets a book published or has some other stroke of good fortune. Gain a Benefit roll in the current career.
11	Crime: The character commits or is accused of a crime; roll Soc 8+. If failed, lose one Benefit roll and roll on the Re-education Events table (see Page 7).
12	Unusual Event: Something unusual occurs. Roll 1d6: <ol style="list-style-type: none">1 Psionics: An event affects the character, who receives +2 Psi (max 12). If the character is a Prole and this increases Psionic Strength above 8, the character is elevated to the Intendant class (raising their Social Standing to 10) and is sent to psionic training.2 Aliens: The character spends time among an alien race. Gain Language and a Contact with a member of that alien race.3 Alien artefact: The character comes into possession of a curious piece of alien technology or an archaeological relic.4 Amnesia: Something happened to the character but they do not know what it was. Regardless of Social Standing, roll on the Re-education Events table (see page 7)5 Contact with government: The character has brief contact with the highest echelons of Consulate government. Gain one Benefit roll in the current career.6 Ancient technology: The character has an item believed to be left behind by the Ancients. Because it interacts with the character in a unique fashion, he has been allowed to keep it but the item and character both remain objects of occasional study by Consulate scientists and researchers.



AGENT

Mental health professionals and intelligence operatives who work for the health of the Consulate and oppose those who would threaten it.

Qualification: Int 6+

The character must have Soc 10+ to enlist.

The character must have Psi 9+ to be assigned to Tavrchedl'.

Assignments: Choose one of the following:

- Tozjabr (intelligence): The character was a Consulate intelligence operative.
- Tavrchedl' (thought police): The character worked with or for the civilian Thought Police.

CAREER PROGRESS

	Survival	Advancement
Tozjabr	Int 7+	Int 5+
Tavrchedl'	End 6+	Int 6+

Nobles gain a +1 DM to all Advancement rolls.



SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Carouse	Advocate
2	+1 End	Computers	Comms
3	+1 Int	Drive (any)	Computers
4	Athletics (any)	Gun Combat (any)	Diplomat
5	Gun Combat (any)	Investigate	Medic
6	Melee (any)	Recon	Science (any)
1d6	Specialist: Tozjabr	Specialist: Tavrchedl'	Psionic Skills (Minimum Soc 10)
1	Comms	Advocate	+1 Psi
2	Deception	Investigate	Clairvoyance
3	Language (any)	Melee (any)	Persuade
4	Persuade	Persuade	Science (Psychology)
5	Recon	Recon	Talent
6	Streetwise	Stealth	Telepathy

MISHAPS

1d6	Mishap
1	Severely injured in action. Roll twice on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>) and take the lower result.
2	An investigation goes critically wrong or leads to the top, ruining the character's career. Roll Advocate 8+. If successful, he may keep the Benefit roll from this term. If failed, roll on the Re-education Events table (page 7).
3	A mission goes wrong and the character is held responsible for it. The character may accept his fate and leave this career with an extra Benefit roll as compensation or may contest the accusation. If contested, roll Advocate 8+. If successful, the character may stay in this career. If failed, roll on the Re-education Events table (page 7).
4	The character suffers psychological stress and must leave this career. Roll on the Re-education Events table (page 7).
5	The character is injured in an act of sabotage. Roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>) but gain a Contact in the medical field.
6	Injured. Roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>).



EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but the character is not ejected from this career, even from a Re-education Event.
3	The character is given specialist training in vehicles. Gain one level of Drive (any), Flyer (any), Pilot (any) or Seafarer (any).
4	A natural disaster strikes. Roll 1d6; on a 1, roll on the Injury table. Otherwise, gain one level of Survival or Medic.
5	The character completes a mission for his superiors and is suitably rewarded. Gain a +1 DM to any one Benefit roll.
6	The character establishes a network of contacts. Gain 1d3 Contacts.
7	Life Event. Roll on the Zhodani Life Events table (page 8).
8	The character is given advanced training in a specialist field. Roll Edu 8+ to gain one level in any skill already possessed.
9	The character goes undercover to investigate an enemy. Roll Investigate 8+. If successful, roll immediately on the Proles Events table and make one roll on any Proles Specialist skill. If failed, roll immediately on the Proles Mishaps table but the character is not ejected from this career.
10	The character is re-assigned to a desk job. Gain one level of Admin, Computers, or Comms.
11	The character's superiors take an interest in his career. Gain an Ally and take a +2 DM to the next Advancement roll.
12	The character's efforts uncover a major conspiracy. The next Advancement roll is automatically successful.

RANKS AND SKILLS

Rank	Tozjabr	Skill or Benefit	Tavrchedl'	Skill or Benefit
0	Analyst		Observer	
1	Defender of 20	Persuade 1	Guardian of 20	Persuade 1
2	Defender of 50	Investigate 1	Guardian of 50	
3	Defender of 100		Guardian of 100	
4	Defender of 500	Gun Combat (any) 1	Guardian of 500	Investigate 1
5	Defender of 1,000		Guardian of 1,000	Admin 1
6	Defender of 5,000		Guardian of 5,000	+1 Soc

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	1,000	Weapon
2	2,000	Armour
3	5,000	Ship Share
4	7,500	+1 Edu
5	10,000	+1 Int
6	25,000	Nenj
7	50,000	+1 Soc



ARMY

Members of the Consulate's ground-based armed fighting forces or of the ground forces of individual worlds. Zhodani soldiers deal with planetary surface actions, battles and campaigns.

Enlistment: End 5+
If age 30 or more, -2 DM.

Commission: Automatic (except draftees), must be Soc 10+.

Assignments: Choose one of the following:

- Cavalry: The character served in a tank or other ground vehicle.
- Infantry: The character served as a fighting man on the ground or as shipboard troops.
- Support: The character served in one of many Army support roles.

CAREER PROGRESS

	Survival	Advancement
Cavalry	Dex 7+	Int 5+
Infantry	Str 6+	Edu 6+
Support	End 5+	Edu 7+

Nobles gain a +1 DM to all Advancement rolls.

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	2,000	Weapon
2	5,000	Armour
3	10,000	+1 Edu
4	10,000	+1 End
5	10,000	+1 Int
6	20,000	Nenj
7	30,000	+1 Soc



SKILLS AND TRAINING

	Personal		Advanced Education	
1d6	Development	Service Skills	(Minimum Edu 8)	Officer Skills (Commissioned only)
1	+1 Str	Comms	Computers	Admin
2	+1 Dex	Gun Combat (any)	Engineer (any)	Advocate
3	+1 End	Heavy Weapons (any)	Explosives	Diplomat
4	Athletics (any)	Medic (any)	Navigation	Leadership
5	Carouse	Melee (any)	Sensors	Remote Operations
6	Melee (any)	Vacc Suit	Survival	Tactics (military)
1d6	Specialist: Cavalry	Specialist: Infantry	Specialist: Support	Psionic Skills (Minimum Soc 10)
1	Drive (any)	Athletics (any)	Comms	+1 Psi
2	Flyer (any)	Gun Combat (any)	Drive (any)	Awareness
3	Gunner (any)	Heavy Weapons (any)	Explosives	Persuade
4	Mechanic	Melee (any)	Flyer (any)	Science (Psychology)
5	Recon	Recon	Mechanic	Talent
6	Sensors	Zero-G	Medic	Telekinesis



MISHAPS

1d6	Mishap
1	Severely injured in action. Roll twice on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>) and take the lower result.
2	The character is involved in a disastrous campaign and barely escapes off planet in a frantic and badly organised evacuation. This leaves him a long way from friendly lines and he makes 1d3 Contacts as he returns home. Roll on the Re-education Event table (page 7).
3	The character is sent to an Unabsorbed or Forbidden world to battle against insurgents. He is discharged because of stress or injury. Gain one level of Recon or Survival. If Soc 10+, gain an Enemy as the government buries the whole incident. If Soc 9–, roll on the Re-education Events table (page 7).
4	The character discovers that his commanding officer is engaged in some form of illegal activity. He can join him and gain him as an Ally before the inevitable investigation results in discharge; roll on the Re-education Event table (page 7). Alternatively, he can cooperate with the Thought Police – the character must leave the career anyway but keeps his Benefit roll from this term of service.
5	The character has problems working with an officer or fellow soldier. If Soc 10+, gain that officer as a Rival as he drives the character out of the Army. If Soc 9–, roll on the Re-education Event table (page 7).
6	Injured. Roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>).

EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but the character is not ejected from this career, even from a Re-education Event.
3	The character is assigned to an urbanised world torn by war. Gain one level of Stealth, Persuade or Recon.
4	The character is assigned to a world with a hostile or wild environment. Gain one level of Vacc Suit, Engineer (any), Animals (riding or training) or Recon.
5	The character is sent to Commando training. Gain one level of Battle Dress, Heavy Weapons (any) or Zero-G. If the character has Soc 10+, he may leave this career (mustering out as normal) but then automatically qualifies for the Guard (with the same rank) for the next career term, if he fulfils the enlistment requirements.
6	The character is thrown into a brutal ground war. Roll Gun Combat or Stealth 8+ to avoid injury; if successful, gain one level of Gun Combat (any), Leadership or Tactics (military).
7	Life Event. Roll on the Zhodani Life Events table (page 8).
8	The character is given advanced training in a specialist field. Roll Edu 8+ to gain one level in any skill already possessed.
9	Surrounded and outnumbered by the enemy, the character holds out until relief arrives. Gain a +2 DM to the next Advancement roll.
10	The character is assigned to a peacekeeping role. Gain one level of Admin, Investigate or Recon.
11	The character's commanding officer takes an interest in his career. Gain him as an Ally and take a +2 DM to the next Advancement roll thanks to his aid.
12	The character displays heroism in battle. The next Advancement roll is automatically successful.

RANKS AND SKILLS

Rank	NCO	Skill or Benefit	Officer	Skill or Benefit
0	Trooper	Gun Combat (slug rifle or energy rifle) 1	Waiting Officer	Gun Combat (slug rifle or energy rifle) 1
1	Follower	Recon 1	Officer of 20	Leadership 1
2	Leader of 10		Officer of 50	
3	Leader of 20	Leadership 1	Officer of 100	Tactics (military) 1
4	Leader of 50		Officer of 500	
5	Leader of 100		Officer of 1,000	
6	Leader of 1,000		Officer of 5,000	+1 Soc



ENTERTAINER

Arts and entertainment are viewed as important for communicating, stabilising and reinforcing social structures across the Consulate.

Qualification: Int 5+

Assignments: Choose one of the following:

- **Artist:** The character is a sculptor, holographer or works in some other creative art.
- **Author:** The character writes for a living, whether it is novels, poetry, plays, speeches, news reports or games.
- **Performer:** The character is an actor, athlete, musician or some other type of public performer.

CAREER PROGRESS

	Survival	Advancement
Artist	Soc 6+	Int 6+
Author	Edu 7+	Int 5+
Performer	Int 5+	Dex 7+

Nobles gain a +1 DM to all Advancement rolls.

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	2,000	Contact
2	5,000	Two Ship Shares
3	10,000	Ally
4	10,000	+1 Int
5	40,000	+1 Edu
6	40,000	Nenj
7	80,000	+1 Soc

SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Art (any)	Admin
2	+1 Dex	Carouse	Advocate
3	+1 Int	Diplomat	Computers
4	+1 Edu	Persuade	Diplomat
5	Carouse	Social Science (any)	Language (any)
6	Stealth	Steward	Science (any)

1d6	Specialist: Artist	Specialist: Author	Specialist: Performer	Psionic Skills (Minimum Soc 10)
1	Art (holography)	Art (writing)	Art (acting, dance or instrument)	+1 Psi
2	Carouse	Comms	Athletics (co-ordination or endurance)	Clairvoyance
3	Computer	Computer	Carouse	Persuade
4	Persuade	Investigate	Leadership	Science (Psychology)
5	Science (any)	Language (any)	Melee (any)	Talent
6	Trade (any)	Recon	Stealth	Telepathy





MISHAPS

1d6	Mishap
1	Injured. Roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>).
2	The character's art becomes the centre of some scandal. Gain one level of Carouse, Diplomat, or Persuade. If Soc 10+, the character is forced to move to another world. Roll on the Re-education Events table (page 7) but the character may remain in this career.
3	The character commits a grievous breach of protocol and public opinion turns against him, ruining his career. Roll Persuade 8+. If successful, the character may keep the Benefit roll from this term. If failed, roll on the Re-education Events table (page 7).
4	One of the character's Contacts or Allies betrays them, ending their career. That Contact becomes an enemy or the Ally becomes a Rival. If the character has no Contacts or Allies, then they are betrayed by someone else and still gain a Rival or Enemy.
5	An investigation, tour, project or expedition goes wrong, stranding the character far from home and ending their career. The character gains 1d3 Contacts as they return home.
6	The character is tormented by or quarrels with another Entertainer. If Soc 10+, the character is forced out of the career and gains that Entertainer as a Rival. If Soc 9–, roll on the Re-education Event table (page 7).

EVENTS

2d6	Events
2	Disaster! Roll on the Mishaps table but the character is not ejected from this career, even from a Re-education Event.
3	The character is invited to take part in a controversial event or exhibition. If refused, nothing happens. If accepted, roll Art or Persuade 8+. If successful, gain an extra Benefit roll. If failed, roll on the Mishaps table.
4	The character becomes a part of the celebrity circles on his world of residence. Gain one level of Carouse, Persuade, or Steward.
5	One of the character's works is especially well received and popular, making him a minor celebrity. Gain an extra Benefit roll.
6	The character gains a patron in the arts. Gain a +2 DM to the next Advancement roll and an Ally.
7	Life Event. Roll on the Zhodani Life Events table (page 8).
8	The character receives advanced training in a specialist field. Roll Edu 8+ to gain one level in any skill already possessed.
9	The character goes on a tour of the sector, visiting several worlds. Gain 1d3 Contacts.
10	The character attempts an extremely challenging task in his field. Roll Art or Persuade 8+. If successful, gain a +2 DM to the next Advancement roll. If failed, suffer a –2 DM to the next Advancement roll.
11	The character has the opportunity to criticise or even bring down a questionable council leader on his world of residence. If refused and the character supports the leader, gain a +2 DM to the next Advancement roll. If accepted, gain an Enemy and roll Art or Persuade 8+. If successful, the next Advancement roll is automatically successful. If failed, roll on the Mishaps table.
12	The character wins a prestigious prize for his work. The next Advancement roll is automatically successful.

RANKS AND SKILLS

Rank	Artist	Skill or Benefit	Author	Skill or Benefit	Performer	Skill or Benefit
0						
1	Well-known	Art (any)	Well-known	Investigate	Well-known	+1 Dex
2						
3	Renown	Investigate	Renown	Persuade	Renown	+1 Str
4						
5	Famous	+1 Soc	Famous	+1 Soc	Famous	+1 Soc
6						

GOVERNMENT

Members of the Zhodani government at a wide variety of levels, involved in making the various government councils across the Consulate operate smoothly.

Qualification: Int 8+

Assignments: Choose one of the following:

- **Administrator:** The character served one of the many council governments, governing continents, worlds, subsectors, sectors, provinces or perhaps even with the Supreme Council itself.
- **Diplomat:** The character served as a member of the Consulate diplomatic staff, either to unabsorbed worlds within the Consulate, client and neutral states around the Consulate, or perhaps even to Imperial worlds.

CAREER PROGRESS

	Survival	Advancement
Administrator	Int 4+	Edu 8+
Diplomat	End 6+	Edu 6+

Nobles gain a +1 DM to all Advancement rolls.



SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Admin	Advocate
2	+1 Edu	Broker	Computers
3	+1 Int	Comms	Diplomat
4	Athletics (any)	Diplomat	Language (any)
5	Carouse	Investigate	Leadership
6	Melee (any)	Persuade	Social Science (any)
1d6	Specialist: Administrator	Specialist: Diplomat	Psionic Skills (Minimum Soc 10)
1	Admin	Advocate	+1 Psi
2	Advocate	Broker	Admin
3	Broker	Diplomat	Clairvoyance
4	Diplomat	Language (any)	Persuade
5	Leadership	Social Science (any)	Science (Psychology)
6	Persuade	Steward	Talent

MISHAPS

1d6	Mishap
1	An error of judgement leads to a severe diplomatic incident. The character is discharged from this career in disgrace. Forfeit all but one Benefit rolls.
2	Diplomatic efforts to secure a peace settlement or a trade deal backfires. Forego all Advancement this term but remain in the career.
3	The character's posting loses its diplomatic status following the deterioration of relations between governments. Gain a Rival and leave this career.
4	Someone attempts to murder the character. Roll one of Psi 8+, Melee (any) 8+, or Recon 8+ to avoid the attempt. If failed, roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>). If successful, the character may continue in this career.
5	A foreign ambassador insults the character. Roll Diplomat 8+ to avoid a diplomatic incident. If failed, roll on the Re-education Events table (page 7) and leave this career. If successful, gain an extra Benefit roll.
6	Terrorists attack the character's embassy. Roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>).



EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but the character is not ejected from this career, even from a Re-education Event.
3	The character's time in government service gives him a wide range of experiences. Gain one level in Animals (riding), Art (any) or Carouse.
4	The character is seconded to act as a special advisor to another career for the remainder of the term. Roll on any of the other Zhodani career Service Skills tables for one skill and gain one cash Benefit roll from that same career.
5	The character inherits a gift from a grateful patron. Gain a +1 DM to any one Benefit roll.
6	The character becomes deeply involved in politics on his world of residence, becoming a player in the political intrigues of government. Gain one level in Admin, Advocate, Diplomacy or Persuade but also gain a Rival.
7	Life Event. Roll on the Zhodani Life Events table (page 8).
8	The character is given advanced training in a specialist field. Roll Edu 8+ to gain one level in any skill already possessed.
9	A group of conspiring Nobles attempts to recruit the character. If refused, gain the conspiracy as an Enemy. If accepted, roll Diplomat or Persuade 8+. If failed, roll on the Mishaps table as the conspiracy collapses. If successful, gain one level of Carouse, Persuade or Tactics (any).
10	The character is recognised as building bridges between councils and other groups in Zhodani society. Gain one level of Advocate, Diplomat or Leadership.
11	The character makes an alliance with a powerful and charismatic Noble, who becomes an Ally. Either gain one level of Leadership or take a +2 DM to the next Advancement roll thanks to his aid.
12	The character excels in his role. The next Advancement roll is automatically successful.

RANKS AND SKILLS

Rank	Administration	Administration Skill or Benefit	Diplomat	Diplomat Skill or Benefit
0	Assistant		Assistant	
1	Second Secretary	Admin 1	Second Secretary	Admin 1
2	First Secretary		First Secretary	
3	Executive	Advocate 1	Counsellor	Advocate 1
4	Consul		Consul	
5	World Consul	Leadership 1	Ambassador	Diplomat 1
6	High Consul	+1 Soc	High Consul	+1 Soc

Proles and Intendants in the Government career may not be promoted above rank 3.

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	10,000	Weapon
2	10,000	Ship Share
3	50,000	Two Ship Shares
4	50,000	+1 Soc
5	100,000	Nenj
6	100,000	Courier
7	200,000	+1 Soc, Courier



GUARDS

Members of the elite Consular Guard, a psionic-only military formation representing the best armed forces chosen from throughout the Consulate.

Enlistment: End 6+

The character must have Soc10+ to enlist.

The character must have Psi 9+ to be assigned to Commandos.

If age 30 or more, -2 DM.

Commission: All Guards are considered commissioned.

Assignments: Choose one of the following:

- **Commandos:** The character served in the famed Zhodani psionic commando units.
- **Ground Assault:** The character dropped out of a craft in high orbit to capture planets.
- **Support:** The character served in one of many ground support roles.

CAREER PROGRESS

	Survival	Advancement
Commandos	End 7+	Edu 5+
Ground Assault	End 6+	Edu 6+
Support	End 5+	Edu 7+

Nobles gain a +1 DM to all Advancement rolls.



SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer Skills
1	+1 Str	Athletics (any)	Computers	Admin
2	+1 Dex	Gun Combat (any)	Engineer (any)	Advocate
3	+1 End	Heavy Weapons (any)	Explosives	Battle Dress
4	Athletics (any)	Tactics (any)	Medic	Leadership
5	Carouse	Vacc Suit	Pilot (any)	Navigation
6	Melee (any)	Zero-G	Survival	Tactics (any)
		Specialist: Ground Assault	Specialist: Support	Psionic Skills (Minimum Soc 10)
1d6	Specialist: Commandos	Assault	Specialist: Support	Psionic Skills (Minimum Soc 10)
1	Battle Dress	Battle Dress	Comms	+1 Psi
2	Gun Combat (any)	Flyer (any)	Flyer (any)	Awareness
3	Heavy Weapons (any)	Gun Combat (any)	Gun Combat (any)	Persuade
4	Melee (any)	Gunner (any)	Heavy Weapons (any)	Science (Psychology)
5	Medic	Heavy Weapons (any)	Mechanic	Talent
6	Zero-G	Zero-G	Medic	Teleport



MISHAPS

1d6	Mishap
1	Severely injured in action. Roll twice on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>) and take the lower result.
2	The ship that the character boarded is set to self-destruct; in the scramble to get out, men are unnecessarily injured. Irrespective of the reasons or outcome, the character takes some of the blame. Suffer a –2 DM on the next Advancement roll and gain an Enemy.
3	The character's unit is dropped into an unpleasant and potentially hostile environment to battle against local insurgents. Gain one level of Recon, Survival or Vacc Suit but also gain an Enemy.
4	The character is ordered to take part in a mission that goes against his conscience. If accepted, the character stays with the Guards but gains the lone survivor as an Enemy. If refused, roll on the Re-education Events table (page 7).
5	A mission goes wrong; the character and several others are captured and mistreated by the enemy. Gain an Enemy, reduce Strength and Dexterity by one each because of injuries. While discharged from the service, keep all Benefit rolls from the term.
6	Injured. Roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>).

EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps Table but the character is not ejected from this career, even from a Re-education Event.
3	The character is assigned to the security staff of a space station. Increase Vacc Suit or Zero-G by one level.
4	The character is on the front lines of a planetary assault and occupation. Gain one level in Recon, Gun Combat (any), Leadership or Comms.
5	The character is sent to Thought Police training. Gain one level of Advocate, Investigate or Persuade. If the character has Soc 10+, he may leave this career (mustering out as normal) but then automatically qualifies for the Tavrchedl' (with the same rank) for the next career term.
6	The character is assigned to an assault on an enemy fortress. Roll Melee (any) or Gun Combat (any) 8+. If successful, gain Tactics (military) or Leadership. If failed, the character is injured; roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>).
7	Life Event. Roll on the Zhodani Life Events table (page 8).
8	The character is given advanced training in a specialist field. Roll Edu 8+ to gain one level in any skill already possessed.
9	The character has the opportunity to volunteer for a deadly rescue mission. If refused, nothing happens. If accepted, roll Survival or End 8+. If successful, the character is granted a +2 DM to the next Advancement roll and gains an extra Benefit roll. If failed, roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>).
10	A mission goes disastrously wrong due to the character's commander's error or incompetence but the character survives. If the character reports his commanding officer for the failure, then gain a +2 DM to the next Advancement roll. If the character reports nothing and protects his commander, gain the commander as an Ally.
11	The character's commanding officer takes an interest in his career. Either gain one level of Leadership or Tactics (military), or take a +2 DM to the next Advancement roll thanks to his aid.
12	The character displays heroism in battle. The next Advancement roll is automatically successful.

RANKS AND SKILLS

Rank	Officer	Skill or Benefit
0	Waiting Officer/Specialist	Battle Dress 1
1	Specialist/Officer of 20	Leadership 1
2	Specialist/Officer of 50	
3	Specialist/Officer of 100	Tactics (military) 1
4	Specialist/Officer of 500	
5	Officer of 1,000	
6	Officer of 5,000	+1 Soc

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	2,000	Weapon
2	5,000	Armour
3	5,000	+1 Edu
4	10,000	+1 End
5	20,000	+1 Int
6	30,000	Nenj
7	40,000	+1 Soc

Guard psionic troops are considered "commissioned specialists," not officers.

MERCHANTS

Members of various commercial enterprises within the Consulate. Merchants carry cargo and passengers between the worlds of the Consulate and even beyond the Consulate.

Qualification: Int 4+

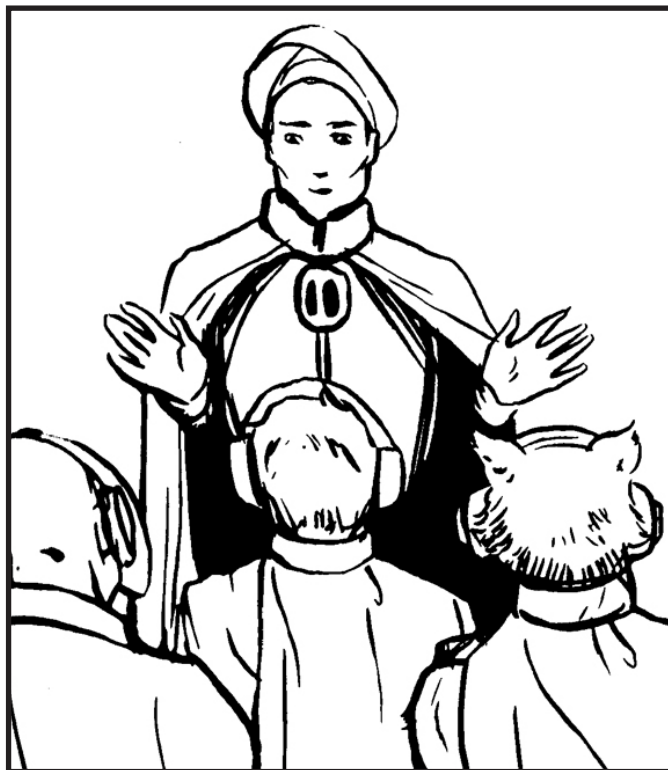
Assignments: Choose one of the following:

- **Broker:** The character worked in a starport brokerage helping corporations and traders find, purchase and sell goods.
- **Corporate:** The character worked on a massive cargo hauler or passenger liner owned by a corporation or even a megacorporation.
- **Free Trader:** The character worked on one of the many independent trade ships working across the worlds of the Consulate.

CAREER PROGRESS

	Survival	Advancement
Broker	Edu 5+	Int 7+
Corporate	Edu 5+	Int 7+
Free Trader	Dex 6+	Int 6+

Nobles gain a +1 DM to all Advancement rolls.



SKILLS AND TRAINING

	Personal		Advanced Education	
1d6	Development	Service Skills	(Minimum Edu 8)	
1	+1 Str	Broker	Admin	
2	+1 End	Comms	Advocate	
3	+1 Int	Drive (any)	Astrogation	
4	Carouse	Persuade	Computers	
5	Gun Combat (any)	Steward	Language (any)	
6	Melee (any)	Vacc Suit	Medic	
1d6	Specialist: Broker	Specialist: Corporate	Specialist: Free Trader	Psionic Skills (Minimum Soc 10)
1	Admin	Engineer (any)	Engineer (any)	+1 Psi
2	Advocate	Gunner (any)	Mechanic	Admin
3	Broker	Mechanic	Pilot (any)	Persuade
4	Diplomat	Pilot (any)	Sensors	Clairvoyance
5	Investigate	Vacc Suit	Vacc Suit	Science (Psychology)
6	Persuade	Zero-G	Zero-G	Talent

MISHAPS

1d6	Mishap
1	A war extends across the character's travel routes enough to disrupt shipping and he is severely injured in action. Roll twice on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>) and take the lower result.
2	A series of bad deals and decisions forces the character's employer into bankruptcy, which forces the character to leave the career. By salvaging what he can, the character may take a Benefit roll for this term as well as any others he is entitled to.
3	The character is fined 1d6 x 1,000 Credits for poorly filed paperwork. Pay this immediately to stay in the career. If not paid, and Soc 9-, roll on the Re-education Events table (page 8).
4	The character's ship or company faces declining fortunes. The character may continue in this career but will gain no Benefit rolls for this term and the next.
5	The character is asked to leave the career for business reasons and is paid off with 1d6 x 1,000 Credits.
6	Injured. Roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>).



EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but the character is not ejected from this career, even from a Re-education Event.
3	The government drafts the character's ship or corporation for military use. He must leave this career (mustering out as normal) but then automatically qualifies for the Navy (with the same rank) for the next career term.
4	From time spent dealing with suppliers and spacers, gain a level in any one of these skills: Animals (any), Engineer (any), Social Science (any) or Trade (any).
5	The character is put in temporary charge of the paperwork for the crew. Gain one level of Admin, Broker or Computers.
6	The character expands into new territories. Gain one level of Broker, Diplomat, Trade (any) or a Contact.
7	Life Event. Roll on the Zhodani Life Events table (page 8).
8	The character is given advanced training in a specialist field. Roll Edu 8+ to gain one level in any skill already possessed.
9	A good deal ensures the character is living the high life for a few years. Gain a +1 DM to any one Benefit roll.
10	The character's ship is chosen for elite duty on a very selective route, making it famous in one subsector. Gain an extra Benefit roll.
11	The character's superiors take an interest in his career. Gain an Ally and take a +2 DM to the next Advancement roll thanks to their aid.
12	The character's business or ship thrives. The next Advancement roll is automatically successful.

RANKS AND SKILLS

Rank	Broker	Skill or Benefit	Corporate/ Free Trader	Skill or Benefit
0	Assistant		Deck Hand	
1	Broker	Investigate 1	Senior Deckhand	Mechanic 1
2			Fourth Officer	
3	Experienced Broker	Broker 1	Third Officer	Engineer (any) 1
4			Second Officer	Pilot (any) 1
5	Senior Broker	Admin 1	First Officer	
6			Captain	

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	1,000	Weapon
2	5,000	Ship Share
3	10,000	Two Ship Shares
4	20,000	+1 Edu
5	20,000	+1 Int
6	40,000	Nenj
7	40,000	+1 Soc, Trader

NAVY

Members of the Zhodani Consulate Navy, responsible for the protection of the frontiers and interstellar trade routes from foreign powers.

Qualification: Int 6+

If age 34 or more, -2 DM.

Commission: Automatic (except draftees), must be Soc 10+.

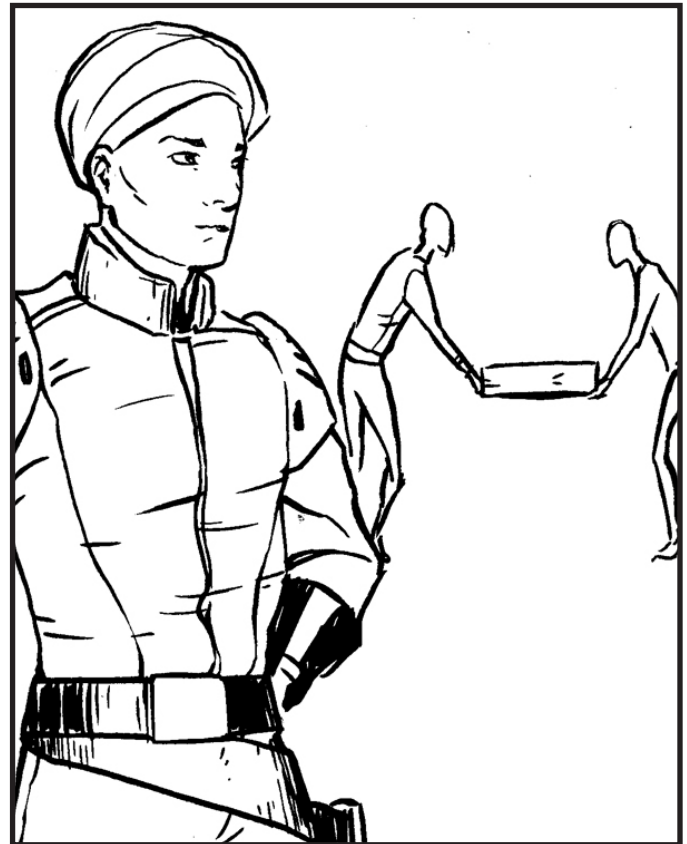
Assignments: Choose one of the following:

- **Crew:** The character served as a general crewman or officer on a warship.
- **Flight:** The character served as the pilot of a fighter or shuttle.
- **Technical:** The character served as a specialist technician, such as an engineer or gunner.

CAREER PROGRESS

	Survival	Advancement
Crew	Int 5+	Edu 7+
Flight	Dex 7+	Edu 5+
Technical	Int 6+	Edu 6+

Nobles gain a +1 DM to all Advancement rolls.



SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	Officer Skills (Commissioned only)
1	+1 Str	Comms	Admin	Admin
2	+1 Dex	Gun Combat (any)	Astrogation	Diplomat
3	+1 End	Gunner (any)	Computers	Leadership
4	+1 Int	Pilot (any)	Engineer (any)	Melee (blade)
5	Athletics (any)	Vacc Suit	Remote Operations	Pilot (any)
6	Carouse	Zero-G	Science (any)	Tactics (naval)
1d6	Specialist: Crew	Specialist: Flight	Specialist: Technical	Psionic Skills (Minimum Soc 10)
1	Comms	Astrogation	Computers	+1 Psi
2	Gun Combat (any)	Flyer (any)	Engineer (any)	Awareness
3	Mechanic	Gunner (any)	Gunner (any)	Persuade
4	Sensors	Pilot (any)	Mechanic	Science (Psychology)
5	Steward	Recon	Medic	Talent
6	Vacc Suit	Zero-G	Sensors	Telepathy



MISHAPS

1d6	Mishap
1	Severely injured in action (This is the same as a result of 2 on the Injury table). Alternatively, roll twice on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>) and take the lower result.
2	Placed in the frozen watch (cryogenically stored on board ship) and revived improperly. Roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>). Roll Soc 8+ to remain in this career.
3	The character has problems working with an officer or fellow crewman. If Soc 10+, gain that officer as a Rival as he drives the character out of the Navy. If Soc 9–, roll on the Re-education Event table (page 7).
4	The character's ship suffers heavy damage in battle and he is injured. Roll twice on the Injury table, taking the lower result. However the character's actions help save the lives of several colleagues, gaining an additional Benefit roll.
5	A serious accident occurs on the character's watch and he is blamed for it, even though it is the result of another crew member's negligence. If Soc 10+, suffer a –2 DM to the next Advancement Roll and gain an Enemy. If Soc 9–, roll on the Re-education Events table (page 7).
6	Injured. Roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>).

EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but the character is not ejected from this career, even from a Re-education Event.
3	The character's vessel participates in a diplomatic mission. Gain one level in Diplomat, Recon or Steward, or gain a Contact.
4	The character's vessel participates in a notable military engagement. Gain one level in Engineer (any), Gunnery (any), Pilot (any) or Sensors.
5	The character is given advanced training in a specialist field. Roll Edu 8+ to gain one level in any skill already possessed.
6	The character works helping with a refit of his ship. Gain one level in Engineer (any), Mechanic or Science (any).
7	Life Event. Roll on the Zhodani Life Events table (page 8).
8	The character performs a tour of border worlds. Roll Soc 8+ to gain one level in Animals (any), Recon or Survival, or a Contact.
9	The character spends this term in the asteroid belts of a system, showing the navy's presence and deterring pirates and claim jumpers. Gain one level in Sensors, Vacc Suit or Zero-G.
10	An explosion occurs in the character's section. Roll Mechanic or Engineer (any) 8+ to help the damage control party to bring the situation under control. If failed, roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>). If successful, gain a +2 DM to the next Advancement roll.
11	The character's commanding officer takes an interest in his career. Gain him as an Ally and take a +2 DM to the next Advancement roll thanks to his aid.
12	The character displays heroism in battle, saving the whole ship. The next Advancement roll is automatically successful.

RANKS AND SKILLS

Rank	NCO	Skill or Benefit	Officer	Skill or Benefit
0	Recruit		Waiting Officer	
1	Trainee	Mechanic 1	Watch Officer	Melee (blade) 1
2	Spacer	Vacc Suit 1	Deck Officer	Leadership 1
3	Section Leader		Destroyer Officer	
4	Compartment Leader	+1 End	Cruiser Officer	Tactics (naval) 1
5	Deck Leader		Battleship Officer	+1 Soc
6	Crew Leader		Fleet Officer	+1 Soc

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	1,000	Weapon
2	5,000	Ship Share
3	5,000	Two Ship Shares
4	10,000	+1 Edu
5	20,000	+1 Int
6	50,000	Nenj
7	50,000	+1 Soc

PROLES

The lower classes or ‘commoners’ in Zhodani society, performing ordinary but satisfying jobs in the service of the Consulate.

Qualification: Qualification is automatic if the character has Soc 9-.

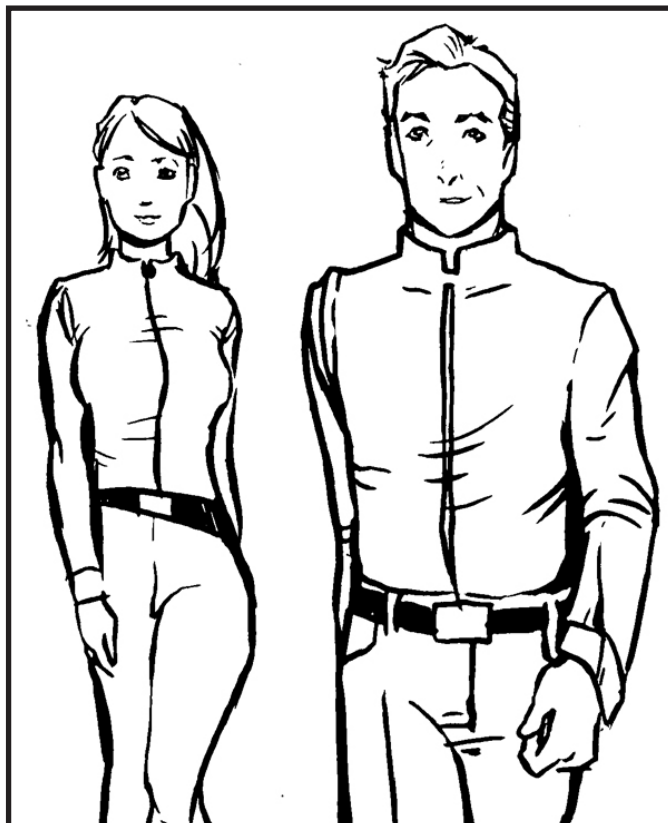
Assignments: Choose one of the following:

- **Colonist:** The character is building a new life on a recently settled world that still needs taming.
- **Corporate:** The character is a clerk or functionary in some government or civil institution.
- **Worker:** The character is a blue-collar worker on an industrial world.

Basic Training: Unlike other careers, Proles gain level 0 skills from the appropriate Specialist table instead of the Service Skills table in basic training.

CAREER PROGRESS

	Survival	Advancement
Colonist	Int 7+	End 5+
Corporate	Soc 6+	Int 6+
Worker	End 4+	Edu 8+



SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Int	Drive (any)	Admin
2	+1 Edu	Engineer (electronics)	Art (any)
3	Athletics (any)	Flyer (any)	Broker
4	Carouse	Melee (any)	Computers
5	Jack of All Trades	Steward	Diplomat
6	Persuade	Trade (any)	Medic
1d6	Specialist: Colonist	Specialist: Corporate	Specialist: Worker
1	Comms	Admin	Animals (any)
2	Broker	Diplomat	Mechanic
3	Engineer (any)	Engineer (any)	Navigation
4	Gun Combat (any)	Mechanic	Recon
5	Leadership	Science (any)	Survival
6	Melee (any)	Trade (any)	Trade (any)

MISHAPS

1d6	Mishap
1	Severely injured. Roll twice on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>) and take the lower result.
2	One of the character's co-workers develops hatred towards him, sabotaging his life. Gain an Enemy and roll on the Re-education Event table (page 7).
3	A lack of interstellar trade causes economic hardship. Lose all Benefit rolls for this term.
4	An attack or other unusual event throws the character's life into chaos. Roll on the Re-education Event table (page 7).
5	A family member or lover is killed in a freak accident. Lose one Ally or Contact and roll on the Re-education Event table (page 7).
6	Injured. Roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>).



EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but the character is not ejected from this career, even from a Re-education Event.
3	Changes in the character's job give him a wide range of experiences. Gain one level in Jack of All Trades.
4	A natural disaster strikes. Roll one of Str 8+, Dex 8+ or End 8+. If failed, roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>). If successful, gain one level of Survival or Medic.
5	The character spends time maintaining and using heavy vehicles, either as part of his job or as a hobby. Gain one level of Drive (any), Engineer (any), Flyer (any) or Mechanic.
6	The character's business expands, or his corporation grows, or the colony thrives. Gain a +1 DM to any one Benefit roll.
7	Life Event. Roll on the Zhodani Life Events table (page 8).
8	The character is given advanced training in a specialist field. Roll Edu 8+ to gain one level in any skill already possessed.
9	The character is rewarded for his diligence. Gain a +2 DM to the next Advancement roll.
10	The character gains experience in a technical field as a computer operator or surveyor. Gain one level of Comms, Computers, Engineer (any) or Sensors.
11	The character befriends a Noble in his colony or corporation. Gain an Ally and take a +2 DM to the next Advancement roll thanks to their aid.
12	The character rises to a position of responsibility. The next Advancement roll is automatically successful.

RANKS AND SKILLS

Rank	Colonist/Corporate/Worker	Colonist Skill or Benefit	Corporate Skill or Benefit	Worker Skill or Benefit
0	Worker			
1	Assistant Supervisor	Survival 1	Admin 1	Trade (any) 1
2	Supervisor			
3	Manager	Navigation 1	Advocate 1	Mechanic 1
4	Executive			
5	Senior Executive			
6	Director	Gun Combat (any) 1	+1 Soc (max 9)	Engineer (any) 1

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	1,000	Weapon
2	5,000	Ship Share
3	10,000	Two Ship Shares
4	20,000	+1 Edu
5	30,000	+1 Int
6	50,000	Nenj
7	100,000	+1 Soc (max 9)



SCHOLAR

Zhodani trained in technological or research sciences, conducting scientific investigations into alien or Ancient artefacts, materials, situations and psionic phenomena, or who practise medicine.

Qualification: Int 6+

Assignments: Choose one of the following:

- **Field Researcher:** The character was an explorer or field researcher, equally at home in the laboratory or the wilderness.
- **Lab Scientist:** The character was a researcher in some corporate or Consulate research institution.
- **Physician:** The character was a doctor or researcher in the life sciences.

CAREER PROGRESS

	Survival	Advancement
Field Researcher	End 6+	Int 6+
Lab Scientist	Edu 4+	Int 8+
Physician	Edu 4+	Int 8+

Nobles gain a +1 DM to all Advancement rolls.

MUSTERING-OUT BENEFITS

1d6	Cash	Other Benefits
1	5,000	Scientific Equipment
2	10,000	Two Ship Shares
3	20,000	+1 Edu
4	30,000	+1 Int
5	40,000	Nenj
6	60,000	Scout
7	100,000	+1 Soc, Scout



SKILLS AND TRAINING

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)	
1	+1 Dex	Admin	Art (any)	
2	+1 End	Computers	Advocate	
3	+1 Int	Diplomat	Computers	
4	+1 Edu	Investigate	Engineer (any)	
5	Athletics (any)	Medic	Language (any)	
6	Carouse	Science (any)	Science (any)	
1d6	Specialist: Field Researcher	Specialist: Lab Scientist	Specialist: Physician	Psionic Skills (Minimum Soc 10)
1	Diplomat	Admin	Animals (any)	+1 Psi
2	Investigate	Computers	Computers	Awareness
3	Language (any)	Engineer (any)	Investigate	Clairvoyance
4	Science (any)	Investigate	Medic	Talent
5	Sensors	Science (any)	Science (any)	Telekinesis
6	Survival	Sensors	Steward	Telepathy



MISHAPS

1d6	Mishap
1	Severely injured in action (This is the same as a result of 2 on the Injury table). Alternatively, roll twice on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>) and take the lower result.
2	A disaster leaves several injured and others blame the character, forcing him to leave the career. Roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>) twice, taking the higher result and roll on the Re-education table (page 7).
3	The planetary government interferes with the character's research for political reasons. If he continues with his work openly, increase any Science skill by one level, but gains a rival in government. If he continues with his work secretly, increase any Science skill by one level but lose all Benefit rolls for this term. If Soc 9–, roll on the Re-education table (page 7).
4	An expedition or voyage goes wrong, leaving the character stranded in the wilderness. Gain a level of Survival or Athletics (any). By the time he finds his way home, his job is gone.
5	The character's work is sabotaged by unknown parties. He may salvage what he can and give up (leave the career but retain this term's Benefit roll) or start again from scratch (not leaving the career but losing all Benefit rolls from this term).
6	The character is assigned to an off-world laboratory but his ship crashes <i>en route</i> . Gain one level of Survival and roll End 8+. If failed, roll on the Injury table (page 37 of the <i>Traveller Core Rulebook</i>).

EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but the character is not ejected from this career, even from a Re-education Event.
3	The character is called upon to perform research that goes against his conscience. Accept and gain an extra Benefit roll, a level in each of any two Science (any) skills and 1d3 Enemies, or refuse and gain an Ally.
4	The character is assigned to work on a secret project. Gain one level of Computers, Engineer (any), Investigate, Medic or Science (any).
5	The character wins a prestigious prize for his work, garnering the praise of his peers. Gain a +1 to any one Benefit roll.
6	The character spends much time on the fringes of known space. Roll Survival or Pilot 8+. If successful, gain a Contact with in an alien race and one level in any selected skill. If failed, roll on the Mishaps table.
7	Life Event. Roll on the Zhodani Life Events table (page 8).
8	The character is given advanced training in a specialist field. Roll Edu 8+ to gain one level in any skill already possessed.
9	The character makes a breakthrough in his field. Gain a +2 DM to the next Advancement roll.
10	The character becomes entangled in a bureaucratic or legal distraction, keeping him from his work. Gain one level of Admin, Advocate, Diplomat or Persuade.
11	The character works for an eccentric but brilliant Noble mentor, who becomes an Ally. Increase any one Science (any) skill by one level and take a +2 DM to the next Advancement roll thanks to his aid.
12	The character's work leads to a considerable breakthrough. The next Advancement roll is automatically successful.

RANKS AND SKILLS

Rank	Field Researcher	Skill or Benefit	Lab Scientist	Skill or Benefit	Physician	Skill or Benefit
0						
1		Social Science (any) 1		Physical Science (any) 1		Medic 1
2						
3		Investigate 1		Investigate 1		Life Science 1
4						
5		Computers 1		Computers 1		Social Science (any) 1
6						

Psionics

The Zhodani have devoted millennia of study to psionic talents. The finest minds of the Consulate have examined the common psionic talents and discovered others. While these other special talents are rare, they also provide Zhodani psionic characters to expand their psionic abilities.

All of the rules regarding Psionics in the *Traveller Core Rulebook* still apply and the common talents presented there remain unchanged. This chapter presents additional talents for Zhodani psions to study and train in.

Special Psionic Talents

Talent	Learning DM
Blocking	-2
Empathic Healing	-1
Healing	-2
Machine Symbiosis	-1
Mimic	-2
Psychic Transfer	-1
Teleprojection	-3

Blocking

Psions with this rare talent are capable of broadcasting psionic 'static' over some considerable distance, which effectively blocks the use of other psionic talents, rendering weak psions powerless. While a psion maintains *blocking*, all psions within range (not including himself) suffer a penalty to their psionic skill checks equal to half the *blocking* psion's current Psionic Strength (round fractions up).

A psion entering an area that is being *blocked* in this way may make an unpenalised Psionic Strength check to realise they are being *blocked*. This has no cost and the Referee may make this check in secret on behalf of the *blocked* psion.

Blocking, Psionic Strength, 1-6 minutes, Average (+0).
Costs: 1+Range (Teleportation).

Empathic Healing

The character may transfer wounds – only in their entirety – from others to himself. The difficulty level for the transfer

check is equal to the points of damage. The psion heals normally, although very rapidly; if the character has the Awareness talent, he may then use Regeneration to heal the damage that has been transferred to himself. The physical effects of the damage take an immediate toll and, if a Characteristic reaches zero, the psion is affected as per the damage rules found in the *Traveller Core Rulebook*.

Empathic Healing, Psionic Strength, 10-60 seconds, difficulty based on damage.
Costs: Amount healed+Range (Telekinesis).

Healing

The character may perform any of the powers listed under the Awareness talent but only on others. All power details are as the Awareness talent.

Costs: As Awareness+Range (Telekinesis).

Machine Symbiosis

The Machine Symbiosis talent allows psions to interact with machines. If a machine has no Psionic Interface, a psion may still attempt to use Machine Symbiosis with the machine but at a standard -2 DM. Machines that are fitted with a Psionic Interface (available at TL 14+) offer no such resistance. When dealing with self-aware machines (such as sentient computers or robots), this talent is used in the same way as Telepathy with an organic sentient being.

Symbiosis Shielding is also available, which can reduce the effectiveness of the Interact, Interrogate and Control powers of this talent (at TL 13+).

INTERACT

The psion can sense the flow of data within a machine. This allows the psion to react more quickly and smoothly to changes in the data flow, lowering the difficulty rating of all Computer checks that the psion is doing, making them one level easier.

Machine Symbiosis, Psionic Strength, 1-6 Minutes, Average (+0 but with modifiers for shielding, if present).
Costs: 1 (0 if the machine has a Psionic Interface).



INTERROGATE

The psion can 'communicate' psychically with a machine, determining its physical state of repair, properties, age, programming and so forth. The psion effectively reads the psychometric aura that accompanies every device in much the same way that an organic aura can be read (although machines have no specific aura). The Effect of the Machine Symbiosis roll determines the depth and extent of the information but it does not provide any measure of control.

An example of information available through the Interrogate talent:

Who made the machine, when and where.

Specific functions.

Hidden functions.

Specific/hidden instructions or programming.

Access to stored data.

State of repair/damage.

Amount of power available in batteries.

Machine Symbiosis, Psionic Strength, 1-6 Minutes, Average (+0 but with modifiers for shielding, if present).

Costs: 2.

CONTROL

The psion is able to control a machine's functions, overriding fixed settings, programming routines and so forth. Machines can be switched on or off and their functions changed, as long as the device is capable of performing the instruction the psion gives to it. The Effect of the Machine Symbiosis roll indicates the degree of success of the attempt to control the machine; lower Effects reflect a partial control over function, whilst higher effects reflect total control of it. Only one instruction at a time can be given to a machine.

Machine Symbiosis, Psionic Strength, 10-60 Minutes, Average (+0 but with modifiers for shielding, if present).

Costs: 3.

Mimic

A psion with this talent has a mental shield, much like any skilled telepath. However, other psions attempting to probe or use other psionic talents against the mimic must make opposed checks to succeed. If failed, telepaths perceive an unshielded mind having a personality fabricated by the mimic. Clairvoyants will see and/or hear images appropriate to the mimic's fabricated personality, instead of the mimic's true personality.

Costs: None.

Psychic Transfer

The psion may transfer some or all of his Psionic Strength to another character. Points lost in the transfer are recovered normally.

Psychic Transfer, Psionic Strength, 1-6 seconds, Average (+0).

Costs: 1+Range (Telepathy), +1 per Psionic Strength point being transferred.

Teleprojection

The psion can perform any of the powers listed for the Teleportation talent but only on others and then only if the target is not wearing, or within, a psionic shield. Costs are the same as for Teleportation, with an additional cost for the range between the psion and the intended target. The teleported individual suffers the effects of relative motion or altitude as per normal.

Cost: Range (between psion and target)+Teleportation talent cost+Range.

THE ZHODANI RACE

Humans evolved on Earth – Terra – over the past several million years. It therefore came as a great shock for the explorers from Earth to travel to the stars only to find other Humans not only there already but also ruling vast empires such as the First Imperium. It took many centuries to establish that all the races of Humaniti originated on Terra and were spread to worlds across charted space some 300,000 years ago by the mysterious Ancients.

Of all these far-flung races of Humaniti, only three developed jump drive technology on their own: the Vilani of the First Imperium, the Solomani of Earth and the Zhodani. By Imperial standards, the Zhodani are the most alien.

The Zhodani have the longest unbroken stretch of interstellar civilisation of any Human major race. Unlike the Solomani and Vilani, they did not experience a Long Night. However, the Zhodani have suffered their own tragedies in the past, having faced near-extinction in their pre-history, overcoming that to achieve space flight, then thrown back to another dark age, only to rise again with a unique civilisation based around the powers of the mind.

Even before they reached into space, the Zhodani began to develop the science of psionics and integrated it into their society. The result was a culture in which people act, and also think, in a different way than any other spacefaring Human race – and one that possessed radically different values than those of the Solomani and Vilani-dominated Third Imperium.

TIMEKEEPING

In any *Traveller* game, Referees and players will find a need to keep track of the passage of time. The Imperial measurements are the accepted *Traveller* method but the

Zhodani have their own units of measuring time based on their homeworld and culture.

Imperial Standards: The Imperial Calendar has a 'standard' year of 365 'standard' days. Often days are grouped into 52 seven-day weeks for convenience. A 'standard' day has 24 'standard' hours. Common timekeeping devices track standard hours, minutes and seconds.

Zhodani Standards: The rotational period of the Zhodani homeworld of Zhdant is the basis of timekeeping. This period, the *zhdanstial* (day), is 27.02 standard hours. The Timekeeping table shows the basic Zhodani units of time, their value in the next lower Zhodani unit and their Imperial equivalents. Referees and players are encouraged to adopt Zhodani timekeeping where appropriate for role-playing.

SEASONS

The chten has six *shidr* (or seasons), each being 40 *zhdanstial* long. Four *zhdanzhdanstial* (or holidays) separate the *shidr*. In modern usage, *shidr* function as months, although certain weather characterisations remain attached to the words. The weather that characterises each season is typical of the middle latitudes of the western Dleqiats continent on Zhdant. The six *shidr* are:

- *Atrint* ('raining'), associated with spring rains and the planting of crops.
- *Vrienstial* ('heat'), the often stagnant, hot summer season.
- *Atchafser* ('waning'), a period when the hot summer weather becomes temperate.
- *Ataniebl* ('harvest'), the autumn season to harvest mature crops.
- *Atshtiavl* ('chill'), the freezing winter.
- *Atpaipr* ('thaw'), the melting of winter ice and frozen ground.

TIMEKEEPING

Period	Equivalent	Translation	Imperial
<i>atlthequzdij</i>	3 thequzdij	'triple olympiad'	2476.76 days
<i>thequzdij</i>	3 chten	'olympiad'	825.2 days
<i>chten</i>	244 <i>zhdanstial</i>	Zhodani year	274.7 days
<i>shidr</i>	40 <i>zhdanstial</i>	Zhodani season	45 days
<i>zhdanstial</i>	—	Zhodani day	1.1258 days

Every third chten has one additional *zhdanstial*; every third thequzdij has another additional *zhdanstial*.



THE HOLIDAYS

The inter-season *zhdanzhdanstial* have their origins in early Zhodani farm festivals and religious holidays, some dating back many thousands of years. On most worlds they are civic holidays and are celebrated with considerable pomp and ceremony.

Dranzhrin ('sunbright') is the Zhodani New Year and takes place between Atpair and Atrint. It is the vernal equinox, the point when days and nights are of equal length.

Viepchaklstial ('moonday') was originally a religious holiday associated with the worship of Viepchakl, the god resident in Zhdant's large moon. It is now a festival of wild abandon held between Atrint and Vrienstia.

Dranzhrinatch ('sunflight') is the autumnal equinox, when days and nights are of equal length. It is a melancholy time for the commemoration of the dead, taking place between Vrienstia and Atchafser.

Kazdievlstia ('completion of harvest') is a traditional harvest festival held between Ataniebl and Atshtia.

Thequzastia ('olympiad day') is a special holiday inserted between Atshtia and Atpair every third year. This is also the day for announcing council election results and winners of the *Thequzdievl* ('psionic games'). Every third olympiad adds *Atthequzastia* ('triple olympiad day') immediately after. Its function is to synchronise the calendar (like a leap year) but it also extends the olympiad celebration.

EXPRESSING DATES

Day numbering (from 1 to 40) is seasonal. Zhodani date format is Olympiad.Year Season/Day; a holiday name replaces season/day if necessary. The equivalent to 001-1105 is 3467.2 Atrint/14.

PHYSIOLOGY

While Human in all respects, the Zhodani differ slightly in appearance from Humans of Solomani or Vilani ancestry. They tend to be tall and lithe, averaging close to two metres in height and massing roughly 90 kilograms. Complexions are predominantly swarthy and hair colour is usually black or brown. Blond hair is uncommon but a mutation that occurred on Zhdant in the last 10,000 years made prematurely grey hair twice as common as red hair.

Zhodani have 28 relatively large teeth in contrast to the 32 teeth possessed by Solomani and Vilani. This is not especially noticeable but it does mean a brief dental examination can identify Zhodani (unless they have been surgically disguised for operations within the Imperium).

All the physiological characteristics of Zhodani are the result of two factors: the original gene pool of the Humans who first inhabited Zhdant and minor mutations or developments that have taken place during the 300,000 years they have lived on their planet. Their height and physical build are both consequences of Zhdant's 0.85G surface gravity. Environmental factors, which selected specific traits during their evolution on Zhdant, have also shaped their basic complexion.

The original Zhodani came from a rather limited stock. The Ancients brought a fairly small number of Humans to Zhdant, mostly from the same small area on Terra. Coupled with a lower rate of environmental induced mutation (less solar radiation from Zhdant's K0V star) and a social reluctance to intermarry with other Human races, modern Zhodani do not have the wide range of racial characteristics (colouring, height and so on) that characterises the Imperial population.

Lifespan

Zhodani have the same intrinsic lifespan as Solomani and many other human races. While Zhodani measure maturity by mental, rather than physical, characteristics, this still results in adulthood at 24 chten (approximately 18 standard years), an expectation of a high quality of life through to the late 70s and a maximum lifespan of around 160 chten (approximately 120 standard years). Note that Zhodani do age somewhat differently than other Humans with regard to mental characteristics. The Aging table (page 7) reflects these differences.

Diet

An evolutionary adaptation allows Zhodani to digest certain proteins native to Zhdant, which are indigestible by off-world Humans. A minority of popular Zhodani foodstuffs and meat animals are not digestible by other Human races; eating them may result in digestive problems, allergic reactions or food poisoning.

Restaurants and food shops in regions frequented by non-Zhodani Humans (for example, in starports on the Zhodani-Imperial border) will have menus or labels that mark which foods are or are not appropriate for non-Zhodani. Likewise, caterers at official diplomatic receptions will be aware of the problem. Travellers eating elsewhere in the Consulate should exercise caution.

SOCIETY

The fact that psionics makes up a major part of everyday life within the Consulate has had a profound influence on the mental and emotional makeup of its people. While they are Human, their way of looking at life is quite different from most non-psionic Human cultures. It has been



said that psionics have made the Zhodani Consulate government the most effective, powerful and absolute tyranny in Human history – and the happiest and most stable state to live in. Both of these statements are true.

In contrast to the patchwork quilt of planetary societies making up the Third Imperium (whose techno-feudalism is an overlay that affects interstellar politics but rarely daily life), the worlds of the Zhodani Consulate possess a homogenous society that, despite minor variations for local conditions, is essentially the same from planet-to-planet across its expanse.

Zhodani society is divided into three hereditary groups:

Zhobrdievl (Nobles) perform all elective governmental functions. They are the only inhabitants of the Zhodani Consulate allowed to vote and be elected to government office. Not all Nobles work in government – some have senior military positions, manage large hereditary estates or engage in artistic pursuits. Nearly 6% of the Zhodani population are Nobles.

Dlenchiepr (Intendants) are a psi-trained middle class. They include most bureaucrats, business and project management, merchant captains and officers, teachers, psychologists and doctors, police and journalists (though some Nobles may also be found in these positions). Many serve as psionic troops (technically ‘commissioned specialists’) or military officers. Intendants also act as personal aides to individual Nobles. They make up about 15% of the population.

Zhant’ad (Proles) are the commoners of Zhodani society and the largest social class. Proles include farmers and factory workers, supervisory and junior managers, small business owners and shopkeepers, enlisted soldiers and starship crews, scientists and technicians, and common labourers. Just over 79% of the Zhodani population are Proles.

There is a huge gulf between the lower-class Proles and the higher-class Intendants and Nobles. That divide is psionics: their possession and use of psionic abilities define the upper classes. Nobles and Intendants receive training in psionics from childhood. Only Psi 9+ allows movement from the Prole to the Intendant class; when a Prole child is tested and found to have such a high Psionic Strength, they are adopted into an Intendant family and raised as an Intendant. Note that children of Intendants and Nobles who have Psi 9– still receive psionic training and inherit their parents’ Social Standing. Similarly, Intendants and Nobles who suffer a permanent decrease in their Psionic Strength (such as, from an accident) do not lose their Social Standing.

SEX, LOVE AND MARRIAGE

The Zhodani have been sexually egalitarian since their dark ages, largely because of the emphasis on mental rather than physical strength. Marriage between different classes is illegal; liaisons do occur but (especially Prole/Noble) are socially disapproved of (any children that result are born into the mother’s caste, though of course children of Proles who test high for Psionic Strength become Intendants).

Intendant birth rates tend to be low because of a strong focus on career over family: Nobles stop after only one or two children, because estates normally go only to the eldest child and it is bad form to leave too many younger sons or daughters lacking such an inheritance. In fact, without the influx from the other classes, the Noble class would decline.

Spiritual and Philosophical Beliefs

The Zhodani do not have a ‘religion’, for they do not acknowledge, let alone worship, any sort of Supreme Being, nor do they believe in an afterlife in the conventional sense. The ancient Zhodani worship of the moon god *Viepchakl* had fallen by the wayside as early as the industrial revolution and had disappeared entirely by the ‘Second Dark Age’ that saw the rise of the psionic Nobility. Around –6623 on Zhdant there appeared what some Imperial academics have termed a vaguely Buddhist, vaguely ‘green’ philosophy, *Tavrziانش* (‘morality’s path’), which is taught in the schools as fact and endorsed by the state as a component of ‘proper thought’. It is governed by a small organization, academic and secular, the *Fevranzhtavrchedl* (‘guardians of the book’), which every 50 years or so releases a slightly modified version of the ‘holy book’, the *Fevranzhtavr* (‘the book of morality’).

Tavrziانش holds that life is a matter of duty. Duty arose with life; even the humblest creatures have and perform their duty, in an unconscious ‘state of grace’. Nevertheless, even unintelligent life can fail in its duty. A plague of rodents, philosophically, indicates that the rodents have forgotten their place and corrective measures would be justified.

With intelligence comes the ability to understand one’s duty to all life and most especially to one’s race. Duty to the race takes priority over all other duties but it is most praiseworthy to keep one’s duties from coming into conflict. Hence the delicacy with which the Zhodani contacted, befriended and incorporated the Addaxur. The Zhodani can contemplate war, and even genocide, to protect their race but they follow *Tavrziانش* better if they protect other life, especially intelligent life, as well.



Duty is also the watchword of the individual. Everyone understands that they have a duty to the race; Proles do their duty in one way, Intendants and Nobles in another. Part of duty is to recognise the duties of others and work to harmonise yours with theirs.

Death, to the Zhodani, is not a complete ending. The 'evil' (that is, failure of duty) of the individual spirit will be lost. The 'good' of the spirit will merge for a time with the universal energy field, the *Tavrian*, and then return to another member of the race. The more dutiful the spirit, the more personality (and possibly even memory) will remain; this resembles reincarnation. An undutiful spirit diminishes in proportion to its failures. However, actual demotion on the 'chain of being' is rare. It would be a very bad Noble who returned as a Prole and a very bad Prole who returned as, for instance, an Imperial or a rodent.

However, dutiful spirits do advance. Merit in Tavrziash, is tied up with psionic power, at least as far as Zhodani spirits are concerned (Tavrziash recognises the spirits and duty of other races but has little to say about them). When a Prole displays psionic power, it means he showed great devotion to duty in his previous cycles and now receives greater duties as a reward. Interestingly, this is also a sign of past devotion in the *family* of such a Prole. Witnessing and participating in the elevation of a spirit is a sign that the parents themselves are also worthy; by performing their duty to their talented child, they confirm their worthiness. In some later cycle, their spirits will rise as well.

The gradual spread of psionic training in the Consulate, and the gradual increase in the proportion of Nobles and Intendants, proves that the Consulate as a whole is behaving well and that the race as a whole is performing its duty to all life.

Eventually, holds Tavrziash philosophy, worthy spirits will move on to ... what? *Flietavrian*, or 'union with Tavrian' is presented as a merger with the universal energy field, with a retention of personality and memories of the spirit's good (dutiful) behaviour in all cycles. Tavrziash speculates, but does not positively teach, that some of the Ancients may have already reached that state; who, after all, can know? On the other hand, the rubble of the Ancients' civilisation makes it clear that some among them cared nothing for their duty.

Imperial scholars and political scientists feel quite certain that Tavrziash and its brief 'holy book', *Fevranzhtavr*, were not 'organic' developments of Zhodani belief. They seem too well tailored to foster compliance with the norms of the Consulate. Direct research on the question

has been difficult but evidence is strong: *Fevranzhtavr* appears in the historical record quite abruptly in -6623, with no precursor movement or writings of any kind. The earliest copies of *Fevranzhtavr* are very similar in content but not as 'polished'. Later versions do not reflect a development of philosophy but rather a more skilled presentation of the underlying message: 'Conform, be good, and you might be a Noble someday.'

ZHODANI AND OTHER RELIGIONS

It is illegal to teach alternate philosophies or religions to Zhodani in the Consulate. The *Tavrchedl'* or Thought Police will visit offenders (and any converts they have made). Visitors, client races and so forth are nominally free to practice their own beliefs but not to proselytise ... and on human-populated worlds taken over by the Zhodani, other religions are subtly but firmly discouraged.

Of course, wide varieties of belief systems are available to Zhodani who travel outside the Consulate. Despite the best efforts of the *Tavrchedl'*, some Zhodani find Tavrziash to be unsatisfying once they have encountered an alternative. The very notion of a Supreme Being is unfamiliar to Zhodani raised in Tavrziash, the idea of a personal afterlife is strange and laughable. Yet some Zhodani stay to hear more and inevitably some convert.

Of course, the convert knows that his next encounter with the *Tavrchedl'* will lead to the loss of his new belief and possibly danger to his teachers. Some accept this: others run. In fact, religious conversion is the chief source of Zhodani renegades, as religion offers an 'end run' around the normally firm Zhodani cultural norms. Both the Imperium and the *Tavrchedl'* are keenly aware of this.

CUSTOMS

Zhodani society's acceptance and use of psionics strongly influences the way they think. It differs from that of the average Imperial citizen in many respects.

Honesty

Extensive psionic ability among the ruling classes has permitted the Zhodani to weed out criminal personalities and potential subversives early in life, in order to re-educate them as useful members of society. Thus, there has been practically no serious crime or dissent for thousands of years. One of the foremost values (which Imperial Humans notice most quickly) is the fundamental honesty that pervades everything. Walls protect from the elements rather than from intruders. Locks are rare and most are safety devices to protect children rather than anti-theft precautions. Laws deal more with appropriate action than with crime.



Negotiation

At first glance, the idea of negotiation, or bargaining, in a psionic society appears impossible. Looking deeper shows the practice is alive and well. Bargaining occurs when market pressures produce varying prices for goods and each side in the encounter tries to obtain the most advantageous price for the transaction.

Negotiators with psionics might be able to read the mind of their opponent, determine the worst offer he will accept and then offer that. Obviously, a psionic negotiator has a tremendous advantage but this model is simplistic. A Zhodani does not approach a negotiation with thoughts of 'what can I get out of this deal', but 'what do I believe my work is truly worth' or 'what do I believe I deserve for my labour and skill'. Anyone reading those thoughts may still disagree and negotiate but there is no dishonesty in the process.

In any case, Zhodani view the use of psionics in such a situation as unfair, much like reading a teacher's mind for answers to test questions.

Respect

Regard for social superiors is a natural part of Zhodani society, ingrained into everyone in the schools and the community. Of course, for true respect to persist, Nobles must earn it. Many do so in a roundabout way: their Intendants make sure they receive credit for a great many worthy activities.

The hard-working Intendant class does almost everything in the name of the Nobility. Nobles receive credit for a great many efforts and deeds, some of which they are personally responsible for but many more of which are handled by Intendants with little or no supervision. It is in the best interest of an Intendant to make his superior Noble look good because that Noble is responsible for his promotion and advancement. Nevertheless, the credit accorded the Nobles helps ensure that they are perceived as hard working and worthy of their positions.

Conformity

Zhodani are largely conformists. Everyone knows the relatively narrow band of activities that all members of society understand and approve of, and everyone strives to act within that range. This extends to many areas of Zhodani culture. Even the range of acceptable dress (while wide) is rarely exceeded. Interests rarely involve strange or unsuitable subjects. Too much deviation from the norm is considered an aberration and subject to re-education.

While Nobles have more freedom of thought than Proles, they are still subject to human failings. Eccentric Nobles,

while rare, can and do still occur. Noble children are subject to careful psionic supervision when they are babies and pre-adolescents, thus by the time they are proficient enough to possess mind-shields (usually as early adolescents) and have earned the right to mental privacy, they have been thoroughly integrated into Zhodani cultural mores.

Racism and Intolerance

Zhodani feel uncomfortable in most places outside the Consulate, where 'liars and thieves are allowed to wander around loose' and the fundamental values of Zhodani society are not enforced. Moreover, as Zhodani lack racial diversity, the average Zhodani has had little experience with other types of Humaniti, who appear strange or unusual to their eyes. These two impressions tend to mingle, resulting in an instinctive distrust of anyone with non-Zhodani features.

While Zhodani are by no means xenophobic, they take time to trust strangers. Zhodani settling on worlds with indigenous Human peoples have been reluctant to intermarry with them, which reinforces this. On the other hand, any Human who looks outwardly Zhodani (tall, lithe, swarthy complexion, dark or grey hair) is instinctively welcomed as a friend; even if the Zhodani know the person is a foreign citizen, they are more likely to warm to him. Later experience will shape future attitudes, of course.

Intendants and Nobles, because of their wider experience, are not entirely averse to working with foreigners, especially if those individuals agree to a telepathic scan to check their motivations.

Ambition and Education

Rather than individuals seeking to find themselves, Zhodani society attempts to actively direct individuals to the most productive and satisfying pursuit available.

Psionics allow Zhodani educators to help nearly all members of society to see their own potential and determine the paths they can take toward its realisation at an early age. These techniques help each person understand his needs and motivations and find a place where ability and aptitude can contribute most to personal well-being and the community as a whole.

Individual ambition is accepted as part of Zhodani society in all areas except one – crossing the huge social gap from Prole to Intendant. Achieving this requires one criterion only: a high level of psionic power. With it advancement is certain, while without it going from common Prole to Intendant or Noble status is impossible and going from Intendant to Noble is extremely difficult.



Note that because inheritance of Psionic Strength is not predictable, it is possible for two Prole parents with low power to have a highly psionic child.

PROLES

The aspirations of the Proles are generally limited to economic and personal goals – to succeed at whatever job they do and thus win financial security and personal satisfaction. While many individuals are content to do their jobs and enjoy happy lives, those Proles with more ambition may seek to excel within a discipline, whether it is as an artist, athlete, scientist, explorer or whatever. Alternatively, they may seek economic success, perhaps using earnings to open a small business or working hard to impress superiors and win promotion and higher salaries.

However, this ambition has a definite ceiling: Proles working within an organisation can attain junior management, supervisory or non-commissioned officer (NCO) positions that involve supervising other Proles but they will never rise to hold policy-making, executive, command or commissioned officer posts.

As such, the social ambition of Proles is sublimated into ambition for their children – hopes that they (or their grandchildren) will have a high enough psionic power to warrant training and elevation into the Intendant class.

INTENDANTS

As with Proles, an Intendant's childhood education will result from natural aptitudes being identified and trained for a suitable and necessary career. Additionally, psionic training is an important part of an Intendant's education.

After his studies (which may include education at a local or off-world university or college), his records will be sent to those individual Nobles or public- or private-sector organisations that express a need for new Intendants with that particular career path. Usually, an Intendant or his family will have already made such contacts during his studies and there will be a job waiting for him – perhaps a local Noble that his family has traditionally served. Often, there will be a number of different choices, some of which may require travel and interviews. Because the Intendant's education is geared toward a career, there is almost never any difficulty finding a position.

Each Noble has one Intendant specifically assigned to him; this direct relationship provides the Noble with a capable secretary and assistant. Such positions are avidly sought after by ambitious Intendants since most of the fame and power of a strong Noble rubs off on his personal Intendant.

Other Intendants take positions within corporations or institutes, with the military, with professions that require psionics (psychologists, sociologists, teachers) or as secondary personal assistants with specific duties or assignments for Nobles. The remainder of the Intendant population works for the generalised bureaucracy that helps the Zhodani government function.

Intendant social ambition centres on elevation to the Noble class. One method is through participation in the Thequzdjevl, which brings psionically powerful individuals to the Noble class: perhaps 10% of Intendants are elevated to the Nobility in this way. Another is as a reward for faithful service in later life; another 10% of Intendants achieve this, usually near the end of their careers. Some Intendants strive for such rewards; others are reasonably happy with their existing place in society.

NOBLES

Nobles have more freedom to shape their own destiny than Intendants. From childhood, their education concentrates on psionic training and fostering proper social attitudes. They are given a more generalised 'classical' education with emphasis on leadership, psychology and personnel management, although they may choose to specialise in certain fields from their teenage years onward.

From the Noble's perspective, the most important skill is to be a good manager, to know which Intendants are doing a good job and which are simply time-servers, and how to best motivate them. Unjustified praise will lead to sloppy work; on the other hand, being seldom recognised for their achievements can lead to their becoming disillusioned. Since Intendants are also psionically trained (and thus, in many cases, their minds cannot be casually read), motivating them requires more skill than dealing with Proles whose thoughts are an open book.

Some Nobles will inherit family businesses or large estates. By custom, the majority of any inheritance goes to the firstborn Noble, though this does vary between families. If the family owns a large corporation or the like, the heir may take a position within it as a junior executive, captain of a merchant vessel or the like, and eventually expect to inherit it. Those Nobles who are not direct heirs typically enter politics at the local level, go into military service as a junior officer or if they have exceptional aptitude in such areas, may take up an academic career. Nobles may change careers. For example, one who ran a successful corporation or had served with distinction in the military may choose to retire and enter politics.

There are several different ranks of Nobility in Zhodani society. These do not come with hereditary government



positions (which are elective) but do correlate with the influence (and often wealth and estates) of a family. A member of the higher ranks of the Nobility will be expected to live up to his title; if he does so, he can benefit from its prestige and the social connections that come with it to rise far more rapidly through the military or be elected more easily to higher office.

Ambitious Nobles can aim at achieving election to high political office or becoming senior officials in government agencies or high-ranking officers in the military. If they do so with distinction, they will often be recognised by the Zhodani state and rewarded with higher Noble titles, if they did not already possess them. Other Nobles turn their attention to other areas: exploration, research or even commerce... although high Nobles are more likely to own a business, relegating its operation to Intendants, than to actually manage it.

GOVERNMENT

The Zhodani have the distinction of being governed by the oldest and most stable Human interstellar state still extant.

The *Driantia Zhdantia* is a representative democracy with a strictly limited franchise (in practice, an oligarchy). Citizenship (and voting rights) is restricted to the Nobility. Proles and Intendants cannot vote, although plebiscites and other mechanisms enable them to express opinions.

Government is based around a hierarchy of councils that extend from local communities to the *Qlomdlabr* (the Supreme Council of the Zhodani). On average, each higher council oversees the affairs of anywhere from three to a dozen or more lower councils. This continues all the way up the ladder, from a local town council to world councils to the *Qlomdlabr*.

Councils consist of elected representatives called consuls. A council's membership is typically sufficient to supervise the lower councils under it, although the Zhodani consider the ideal size of a council to be 10 members. A council uses consensus (majority vote is used only if consensus clearly cannot be obtained) to make executive decisions appropriate to their level of government and budget. Each council, when it approves an order, implements it through its Intendant administrative staff and the staff of various government agencies under its jurisdiction. Intendants are often the source of recommendations to the council; they are equally often the individuals who see that the order is carried out.

Consuls serve for an Olympiad (about 2.26 standard years). At the end of an olympiad, each council will elect

two of its members to serve on the next higher council; the remainder leave office, often moving horizontally to appointments in government agencies or projects rather than returning to the private sector. At the lowest community council level, elections are held by popular vote of Nobles resident in that district. Consuls thus follow an 'up or out' progression through the rungs of the government ladder, with those who stay in office gaining experience and prestige. It is possible, though rare, to go back and run for community office again. The progress vaguely resembles the election of Consuls in the Roman Republic of ancient Terra, hence the Anglic translation of the government's name as 'the Consulate'.

Local Government

Community councils represent small municipalities or larger rural areas. A typical council has 10 members who represent some 2,800 Nobles and oversee around 50,000 Proles and Intendants. Non-Nobles do not vote but a council is expected to listen to their concerns and act in a paternal fashion to ensure their well-being. Regular plebiscites are held on community issues. Community councils can also receive petitions and lobbyists from individual Proles (though this is rare) or, far more often, from their Intendants and Noble patrons acting on behalf of themselves, businesses or other special interests.

Community councils handle education, local infrastructure such as roads, hospitals and public utilities, the maintenance of public order and mental health, and municipal tax collection. Consuls will generally work to implement specific goals during their tenure, such as improving local crop harvests, improving transportation networks or ensuring economic growth.

Planetary Government

Consuls elected from local councils are presumed to continue to represent their original community's interests but as they rise to higher and higher councils, are expected to distance themselves from local pressures and issues, broadening their perspectives to serve the greater good of the larger constituency.

The number of council layers on a given world depends on its population – there are usually between one and six intermediate councils before the World Council. As one community council usually exists for every 50,000 people, the 'ideal' structure on a modest population world with 10 million inhabitants would be about 200 community councils, 40 city or district councils, eight regional councils and one world council. On the other hand, in a tiny mining colony with only 20,000 people, the community council would be its world council. In some cases, worlds with very small populations are



actually 'colonial' territories governed by a consul sent from a neighbouring world: this prevents the next level of government from being too unwieldy.

Interstellar Government

Subsectors, sectors and provinces (groups of sectors) have their own councils. At world or lower level councils, consuls take office almost immediately after being elected. At the higher levels, a year or more may be spent just travelling to the world where the council meets. The accepted convention is that a consul serves until his replacement arrives.

The Qlomdlabr

The ultimate ruling authority of the Zhodani Consulate is the Qlomdlabr – the Supreme Council of the Zhodani. Unlike the other councils, where newly elected members replace those promoted upward, the Supreme Council consists of two groups: the Standing Council (composed of conventionally elected members) and the Senior Members (composed automatically of all former members of the Standing Council).

Members of the Standing Council are responsible for overseeing various projects and programs of the Qlomdlabr. In reality, this means overseeing those portions of the Consulate bureaucracy responsible for those functions at higher levels, setting key policies and then passing those down to provincial, subsector or even world councils for implementation. Functions such as administration of the Consulate military forces, particularly the Consular Guard, or diplomacy with other interstellar polities require direct Qlomdlabr oversight and a larger body of Nobles, Intendants and even Proles serving as bureaucrats. As a general rule, if an issue can be handed down to a lower council, it will be. However, if that issue becomes important enough, the Qlomdlabr can take responsibility back from a lower council and handle it directly.

For example, the Standing Council would select and approve a new Ambassador to the Imperium, since all Ambassadors from the Consulate serve as representatives of the Qlomdlabr. The Ambassador would have been reviewed and approved by those members of the Standing Council responsible for external diplomatic activities but before coming to their attention would have been reviewed along with other candidates by the supporting diplomatic bureaucracy. That same bureaucracy will determine the Ambassador's staff (subject to the Ambassador's approval), budget and will support his activities during service.

Senior Members are an advisory body: they provide experience and advice to the Standing Council. They

do not have to attend every meeting and are often offered specific projects to oversee to completion. This is especially useful for lengthy programs, such as an important research project, the economic development of a particular subsector or the planning of a core expedition, where great authority and someone who can maintain a single vision and steady hand over the long term is vital for its success.

Senior members may also suggest new programs for the Standing Council to undertake and, if accepted, may be placed in charge of them. Much of the political manoeuvring in the Qlomdlabr is of an 'I will support your pet program if you support mine' nature. However, in theory at least, it is all geared toward serving and protecting the best interests of the Consulate as a whole.

Government Revenue and Services

The Zhodani Consulate maintains itself through a variety of taxes on goods and services. Each council has the authority to levy a tax on gross income to support services like roads, hospitals, fire-fighting or the Tavrchedl' and at higher levels, starports and the military. A corps of Intendants administers the tax laws, auditing records and levying taxes. Basic public utilities (energy supply, air or environmental maintenance companies, computer network providers and so on) tend to be state-owned and provide the government with income.

An interesting note is that starports on worlds are usually administered and responsible to the subsector council rather than the world council of the world where the starport is located. The arrangement is somewhat analogous to the Imperium's 'extrality line' arrangement in Imperial starports, although law enforcement on both sides in Zhodani space is the Tavrchedl'.

THE ZHODANI HOMEWORLD

The Zhodani homeworld of Zhdant (Zhdant 2719) lies far spinward of the Imperium, in the centre of the Consulate. It is located within *Jadlapriants* province, Zhdant sector and Qaval subsector.

Zhdant orbits Pliebr, a solitary K0V star that is smaller and dimmer than Sol. Luminosity is 0.42. Radius is 0.908 of Sol. Mass is 0.811 of Sol. Zhdant orbits Pliebr at 0.769 AU (orbit number 2) with a period of 275.2 standard days. It rotates on its axis once every 27.02 standard hours.

WORLD DATA

Zhdant is 9,620 kilometres in diameter and has a thin atmosphere. Over 40 percent of the world is covered by water, primarily in two seas which divide the world into a large and a small continent. Polar icecaps are minimal, amounting to about two percent of the world's surface.



Neither the planet's axial tilt of 18 degrees nor its orbital eccentricity of 0.05 are sufficient to cause any extreme variations in temperature or climate. Seasonal variations are similar to most habitable worlds. In the extreme northern and southern latitudes, temperatures can reach lows of -40°C in winter and range as high as 40°C in summer. The average worldwide temperate is 18°C .

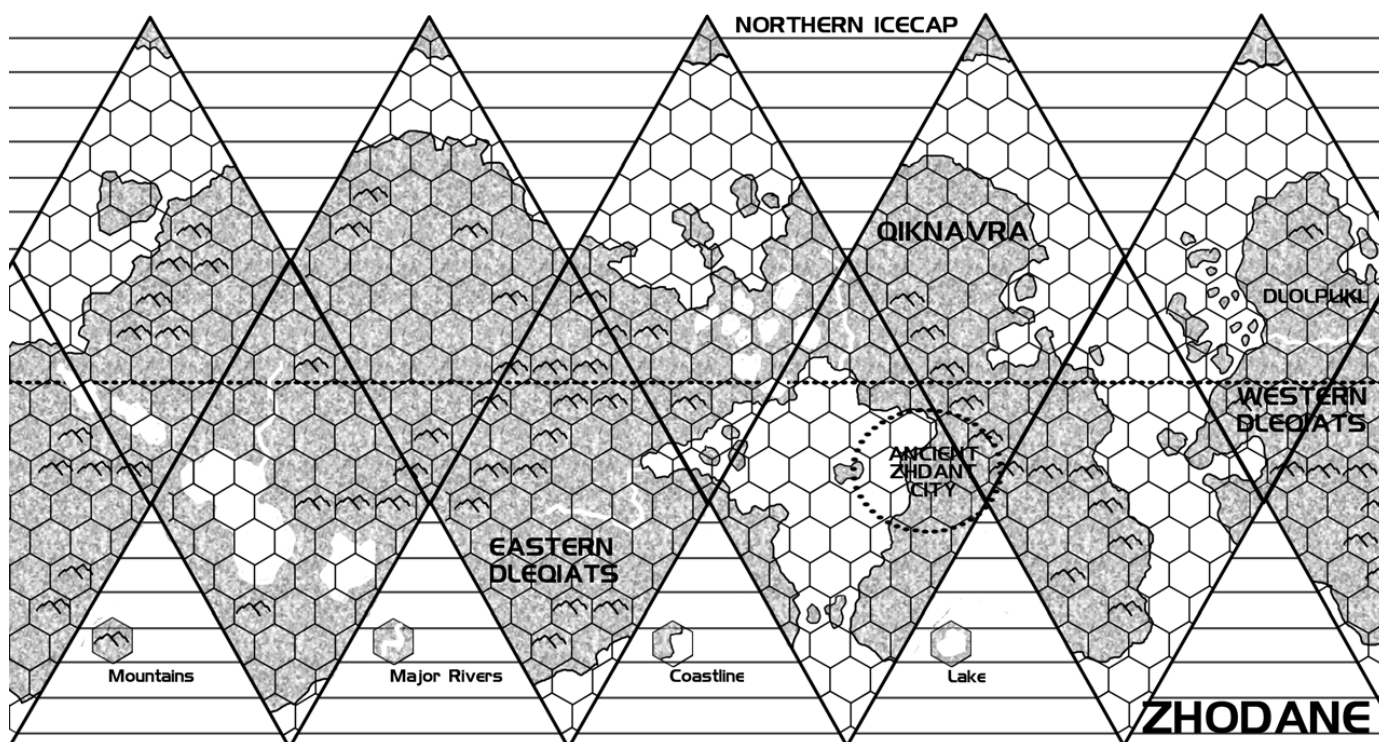
Zhdant has two continents: the extensive *Dleqiats* and the smaller *Qiknavra*. Dleqiats covers almost 40 percent of the globe and is divided naturally into three regions: western Dleqiats, the Dleqiats Desert and eastern Dleqiats. Of the three, the west is the oldest and most settled, with a few cities more than 18,000 years old. The largest city is the seacoast metropolis of *Dloiprikl*, which is also the site of the Hall of Consuls, where the *Qlomdlabr* meets in session. Dloiprikl is a beautiful city with some buildings dating back to pre-industrial times. Its air of antiquity, excellent museums, ancient religious shrines and vibrant cultural life attract visitors from across the Consulate and even a trickle of adventurous non-Zhodani tourists and academics from the Vargr Extents, Imperium and even the Solomani Rim. Eastern Dleqiats, rich in minerals and soil, was settled in earnest only after the invention of the railway and the laying of track across the desert. The desert itself remains undeveloped, except for the arable land along the northern shore.

Qiknavra is a much smaller subcontinent (about 10 percent of Zhdant) with thick jungles at the equator and mixed broad plains and forests in the temperate regions. The *Shivvajdatl* ('mountains of moonlight') stretches from the north to the south through the centre of the continent. A stretch of the western shore of Qiknavra was originally the site of ancient Zhdant City; destroyed in the Final Wars, its ruins have been excavated and explored by the Zhodani for centuries and the process continues as new techniques are developed. Also of archaeological interest are a number of Qiknavaran cities founded not by Humans but by Chirpers (degenerate Droyne). Nearly all these cities have long since been occupied and rebuilt by Humans in the 8,000 years since the Chirper extinction but a few remnants of Chirper architecture (designed for a winged race) remain, giving the region a unique flavour.

Social Data: Zhdant's population is a mere 83 million. More than 90 percent are racial Zhodani; the non-Zhodani population is primarily Addaxur. Zhdant is governed directly by the *Qlomdlabr*, the Supreme Council of the Zhodani, elected from the Nobility throughout the Consulate.

VIEPCHAKL

Zhdant has one natural satellite, a large, tidally locked moon with a very thin atmosphere and no water. Viepchakl





orbits Zhdant with a period of 40.7 local days at a distance of 379,500 kilometres. The moon dominates the night sky over Zhdant. Natural coloration makes it a reddish pink with dark shadows across its face. Windblown dust storms rage across it from time-to-time, a phenomenon visible from Zhdant and long seen as portending future events. Viepchakl has a number of Ancient sites, including a partly ruined city with an extensive subterranean complex and a huge crater left by an Ancient weapon. This site is under Naval and Consular Guard protection, although a few of its tunnels have been made into a museum accessible to tourists. The moon is largely unspoiled, with the only other installations on its surface being a naval base and an archaeological institute.

OTHER PLANETS IN THE ZHDANT SYSTEM

Both orbits inward of Zhdant are occupied by small, airless worlds of no special value.

Adrabsish: The innermost 'hot rock ball' world in the Zhdant system is tidally locked to the star Pliebr. Some mining is still carried out on the innermost planet, taking advantage of natural smelting processes due to Pliebr's heat. Robots do most of the mining and fewer than 100 people live there.

Pliantshotl: This bare rock has never been exploited for minerals, though it served as a Zhodani Army hostile environment training area in the remote past. A stand-by military base (currently unused) is located on the planet.

There are three occupied orbits beyond Zhdant. The fifth orbit is empty.

Dlemstiats Tsiaqr: This is Zhdant's asteroid belt. Mining is the major industry here; the mineral-rich belt has still not been played out despite thousands of years of exploitation. The belt also provides hulls for some large asteroid-based ships.

Brovlekal: The system's only gas giant. Three large satellites and six small ones orbit it: they are home to traffic-control installations and large naval system defence bases.

Emkachdraf: A small airless ice ball. There is a minor system defence outpost on the surface, largely manned by robots.

LAW

The character of crime in the Consulate is markedly different from that of other Human societies. Responsibility for law enforcement is maintained by the Tavrchedl', who

are as much concerned with people's mental health as with actual deeds.

Three broad categories of crime are recognised among the Zhodani: inadvertent, incited and insane offenses. The concept of premeditated crime for personal gain fits under the insane heading.

Inadvertent crime is an unintentional violation or infraction of the law. It results from inattention or distraction. Examples include accidental violations of traffic or other regulations, failure to return borrowed materials to a lender, forgetting an appointment with a Noble or causing an accident because you forgot to maintain your vehicle. For minor cases, the usual punishment is a small fine, to compensate society and encourage the offender to be thoughtful in the future. If significant damage or injury resulted, the recompense to society can be substantial and repeated or extreme cases may be taken as evidence of wilful negligence requiring re-education, though such are rare.

Incited crime is an infraction of a law brought about by another. Often it results from an overreaction by an individual to an inadvertent crime or misfortune. For example, if someone responds violently to a perceived insult or injustice, this is an incited crime. The Zhodani recognise that people can perform wrong actions out of anger, despair or the like; this mitigates wrongdoing, if the crime is not unduly disproportionate to the situation, but does not excuse it. The solution is re-education: often, the incited individual is seen as weak-willed, vulnerable to being incited to crime because of a character flaw or subconscious fault. Re-education uses psychological and psionic techniques to remedy the flaw, retraining the individual to recognise similar provocations and avoid or properly handle them. Sometimes, the investigation of an incited crime will turn up an actual injustice: if so, that will also be dealt with in as fair a manner as possible.

Those who have been outside the Consulate and have trouble behaving and thinking in a proper way when they return sometimes fall into this category.

Insane crime is a general heading for most major crimes against property or individuals, including theft for personal gain, rape, premeditated assault, treason or murder. The general concept is that any individual who commits such a crime must be insane. Sentences for insane crimes call for re-education until the insanity is cured. Sometimes the offender's personality must be largely rebuilt. In rare instances, an execution will be ordered if the individual appears incurable.



Note that someone who is caught thinking about performing a crime may be arrested and judged guilty if mental examination shows that there was serious intent to commit the actual deed.

Justice

Technically all Nobles are empowered to sit in judgment of any accused criminal. In practice, Nobles who do not possess telepathy are expected to refuse to judge a case and defer judgment until a telepath can be found to handle it.

Cases are generally presided over by a Noble consul from the community council in the area where the crime was committed or the legal dispute took place. If there are multiple Nobles on a council with telepathic abilities, the case will go to whichever Noble is not otherwise occupied. Some councils rotate judicial duties among themselves; others have a few Nobles that specialise in them. If a region, facility or ship is under military control, one of the Noble officers will handle the case.

Procedures are informal: the Noble listens to the basic case and considers the facts presented. In a dispute between two parties, the Noble will hear both sides. Additional facts are gathered by reading the minds of those involved. If necessary, the Noble may dispatch Tavrchedl' investigators to locate evidence, suspects or additional witnesses. A judgment is made and the decision recorded, usually being sent telepathically to an Intendant clerk in the local records centre.

Crimes committed by Nobles and Intendants are seen as special cases, since a Noble of higher rank than the accused must judge them. Inadvertent crimes are handled with a warning or admonition; repeated errors might also result in the Noble or Intendant being dismissed from their present job or losing hope of further promotion.

Nobles are believed, under the law, to be incapable of incited crimes. Insane crimes reflect a breakdown in a Noble's personality (commonly portrayed to the Proles as a result of overwork and the demands of responsibility). Minor violations may be let off with a warning and usually a short or lengthy enforced vacation from work: major crimes call for re-education. For the good of all concerned, a convicted Noble is usually transferred to another location or world after re-education. Intendants are also re-educated but usually lose their Intendant status (reverting to Proles) and have mental blocks placed in their minds to make them forget how to use their psionic talents.

RE-EDUCATION

The cure for any aberrant behaviour is re-education. Psionics has made this extremely efficient. Long ago, psionics made studies possible that confirmed which educational techniques worked and how efficiently. They allowed academics to plan out lessons with far greater efficiency and create tests and examinations that confirm the learning has taken place. Psychologists and mental health professionals were able to study the mind and develop mood and behaviour-altering techniques with levels of effectiveness unheard of elsewhere.

The result is excellent diagnosis and careful treatment in re-education centres. While duration of treatment will vary depending on the patient and the complexity of the issues, when treatment is completed, the individual normally rejoins society without any stigma or blot on his record. The period of re-education is viewed by Zhodani society like a period of recovery from illness.

Rights and Responsibility

So exactly what rights and freedoms do the different classes have in Zhodani society and under Consular law?

PROLES

It is important to remember that Proles are not citizens. They are subject to the jurisdiction of the Consulate, as manifested through the local government council in the region they reside or, in the case of individuals working directly for a consular agency (such as the military), that organisation's hierarchy.

Proles are not serfs owned by a Noble family but they are considered dependents of the Consulate as a whole. If a Prole wishes to change his job and move to another town or another planet, and can afford to pay for moving and transport, he still requires the permission of the local council. In practice, all this means is letting the council office know he is moving and explaining why to an Intendant bureaucrat. If he has a good reason to do so, such as an opportunity for a new, better-paying job or a region whose schools better suit the aptitudes of his children, the request will be routinely approved. If his decision seems frivolous, or not in his own best interest, the council may not grant it and the Tavrchedl' will inquire into the person's mental health – why is he unhappy enough to want to change his job and move to a different location?

This is an important fact to remember: all of a Prole's major decisions are subject to the scrutiny of the Tavrchedl' and the upper classes (or superior officers, if the Prole is in the



military). If his actions seem ill considered or unhealthy, the government may intervene for the Prole's own good.

INTENDANTS AND NOBLES

Privacy of thought is highly respected by Intendants and Nobles as their greatest freedom; Proles have no such rights. Nobles have an almost complete right of privacy and Intendants nearly as much; in either case, it can only be breached if there is suspicion (in the case of an Intendant) or clear proof (for a Noble) that the individual is guilty of aberrant thought.

In other ways, Intendants have less freedom than Proles do. Membership in this class carries a precondition of service: Intendants are expected to be engaged in socially acceptable work under the close supervision of the Nobility (at least until their retirement). Soon after reaching adulthood an Intendant will select a career path and will generally remain in that career until either retirement (and a pension) or successful promotion to the Nobility. Retired Intendants have somewhat more freedom and usually end up raising a family, taking up travel or becoming involved in hobbies or personal business pursuits.

Nobles are, to a large degree, as free as any Imperial citizen is. They have the right to vote or hold office, and are free to travel and do as they wish provided they obey Consular laws. Those who choose to enter military service or join a government agency will, of course, be expected to obey their superior officers.

SOCIAL SERVICES

Most 'social services' of other cultures and societies are handled by the Tavrchedl' in Zhodani society. A Prole family barely surviving on the poverty line (or worse) is not given government social benefits. In the Consulate, the Tavrchedl' would investigate the underlying causes of the situation, provide mental health treatment where needed to assist the adults in conforming or understanding their role, and insure that the children are cared for and trained.

The difference is a change in perspective – the Zhodani recognise that normal people can go through temporary crises in their lives, so financial and health assistance are investments in that person's future. Bringing a responsible parent back home to continue being a responsible parent is a strong example to children that when they go through such problems in life, they are never alone.

CULTURE

Outsiders often expect Zhodani society to be stagnant and moribund. However, while conservative, Zhodani culture demonstrates a wide variety of differences across the Consulate. Conformity does not mean sameness and certainly Zhodani designers and artists are not discouraged from creating new forms and styles.

Art

Artists have an important role in Zhodani society. Zhodani fine arts are much the same as those in the Imperium: painting, music, sculpture, theatre and literary endeavours all thrive. The Zhodani have one significant difference in the practice of their art, however.

An artist with telepathy soon learns what provokes a given response and can pass this information along to others. For example, a Zhodani artist learns exactly what mural to put in a dental waiting room to calm nervous patients. They know what effects specific colours have on the majority of viewers and can achieve exact (and sometimes subliminal) results by their artwork.

Because of the conformist nature of Zhodani society, most Zhodani art seems limited and unimaginative by Imperial standards. Zhodani artists are not placed under any legal restrictions or censorship, however. They simply know what is acceptable to society as a whole and remain within those limits voluntarily. Zhodani artists do not feel compelled to stretch the limits of their expression, as do many Imperial artists and will argue that their creativity is not stunted by the restrictions they work under.

Architecture

As psionic Nobility took control, architectural forms changed from a functional form to an imposing form. Architects with telepathic talents learned how to build structures that conveyed emotions to those entering or spending time inside them. For example, hospitals are built to comfort those spending time there, rather than built as a cold, sterile environment. By the same token, government buildings were designed to demonstrate the vitality and strength of the institutions working therein. Business institutions and megacorporations take the same considerations with their construction plans.

So it is with private homes; Prole homes, whether they are high-tech arcologies on long-settled worlds or wilderness settlements on new colonies, are intended to give their residents a sense of belonging and satisfaction. Noble homes, on the other hand, might vary widely depending on the desire of the Noble owner or builder.



There is one form of architecture that has very different elements – the Qiknavrats school. This form of architecture evokes the ancient forms of the Qiknavrats, with designs more suited to flying humanoid reptiles rather than Humans – but the Zhodani continue to develop it using modern materials. The surviving ancient structures on Zhdant continue to be preserved where possible and carefully rebuilt where needed, even though today those cities are filled with Humans.

Dress

The most distinctive elements of Zhodani dress are the turbans and cloaks worn by the Nobility, along with the stylish beards male Nobles favour and the headbands worn by Intendants. However, there is much more to Zhodani dress than this.

In work roles, all Zhodani wear practical clothing, to fit their station and responsibilities. At other times, Zhodani prefer comfortable, loose clothing (often trousers and tunics), generally made of lighter fabrics. During appropriate holidays (especially Viepchaklstial), Proles can wear quite outlandish colours and clothes but the Nobility tend to be more restrained. Zhodani Noble fashion is intended to provoke a response of respect and deference, and no Noble would ever go out in public in anything less.

In combat gear, Zhodani prefer form-fitting armour rather than bulky armour. Uniforms tend to be based around environment or vacc suits, or combat armour. Note that Noble armours always tend to favour forms that derive from ancient Qiknavrat armours (from the Chirper empires of Zhdant's historic past), particularly in the helmet designs.

Humour

The Zhodani sense of humour is different from the Imperial norm in some ways. In general, the Zhodani laugh as an expression of delight or in reaction to a pleasant surprise. Zhodani have little in the way of nervous laughter or laughter in reaction to another's misfortune. Zhodani appreciate wit, especially plays on words (puns). Jokes that work on many levels and multilingual puns are especially appreciated.

Mildly self-deprecating humour is considered a sign of good mental health, as everyone is expected to exercise humility. The Zhodani feel it takes a certain degree of self-confidence to make fun of oneself, up to a point. Taken to excess, however, such humour is viewed as an indicator of potential mental instability. Good-natured jests as an indication of friendship, romantic attraction or camaraderie are acceptable, if they are received jovially and reciprocated in kind. Gallows humour intended to

raise spirits and divert attention from impending disaster is tolerated but not especially encouraged.

The Zhodani have little appreciation for slapstick comedy. The notion of laughing at another's pain or misfortune strikes the average Zhodani as perverse and the idea of laughing at another's embarrassment makes them uneasy. Watching a man slip on a banana peel and fall down does not strike them as funny. Watching a man being hit in the face by a cream pie is viewed as mildly humorous if the victim is clearly not physically injured and laughs afterward. They can see humour in certain situational incongruities (a waiter in a restaurant uncovering a tray to reveal a carefully cooked boot and so on).

Shock comedy (obscenities, vulgarisms) is a complete mystery to the Zhodani. The notion that simply mentioning perfectly natural bodily functions is funny is not something they understand easily. The practical joke is also foreign to Zhodani society. Most such jokes involve some form of humiliation or insult (albeit minor ones) and Zhodani do not consider such things productive or socially acceptable.

Recreation

It is widely held within the Imperium that the Zhodani are humourless automatons incapable of having fun but this is not true. Sports and games are encouraged because of their health benefits. Zhodani children play simple games similar to those of the children of the Imperium, including versions of tag, blind-man's bluff, hide-and-seek and so forth, providing exercise and diversion.

As Zhodani get older, they are introduced to various team games and individual physical competitions such as races, to instil a sense of teamwork as well as provide exercise. Psionic skills are used in some games but others are purely tests of physical skill.

Adult sports tend to be less team-oriented and stress physical skills as well as psionic ones (the Thequzdievl are not the only competitions in Zhodani culture, merely the best known). In many sports, psionic skills are prohibited, as the competitions are intended as comparisons of physical abilities alone. Cheating is almost unknown, of course, and would be detected almost immediately anyway.

Robotics

Almost every industrialised race uses industrial robots in their factories but the vast majority of these are nothing more than reprogrammable machine tools that remain fixed in their factories. The Zhodani use industrial robots



Zhodani Megacorporations

Megacorporations doing business within the Consulate include:

Chiadle

Chiadle is a major heavy industry combine, noted for its rugged farm and factory machinery and industrial, maintenance and repair robots. *Chiadle* also makes many utility vehicles and armoured personnel carriers used by the Zhodani Army and Consular Guard. *Chiadle* equipment has been exported to some Vargr states and neutral worlds. The company has significant holdings in the Kronor subsector of Tloql sector.

Ibr Ajklia Driachobl

An electronics and consumer products giant, *Ibr Ajklia Driachobl* (IAD) is best known for its quality computer software, making everything from computer operating systems to starship navigation programs. Some IAD software (chiefly translation programs) is even marketed within the Imperium and Vargr Extents.

Priantqlovrr Drafr

Priantqlovrr Drafr dominates transport and passenger service within the border province of Iadr Nsobl, with a homeport at Kronor (0304 Tloql); its name means 'Military Star Shipping'. It is owned by a Noble family but enjoys a permanent military subsidy as a reserve arm of the Consulate Navy. Its ships are armed and can be called up or requisitioned by the Navy when needed.

Tanzhrtl Zofrtia

Tanzhrtl Zofrtia is one of the largest manufacturers of civilian starships within the Consulate. Their passenger vessels are noted for the excellent attention to internal ergonomics. A ride on one of their liners is always a pleasant experience. Their gigs and pinnaces have been used by the navy but only recently has the company started manufacturing warships.

Tliazhashal

The largest Zhodani defence contractor, *Tliazhashal* manufactures starships, grav vehicles, robots, military electronics, energy weapons and scientific instruments. *Tliazhashal* Shipyards are the major military shipbuilder in the Consulate. They have been very busy of late replacing losses from the Fourth Frontier War.

Tliazhashal does not construct civilian merchantmen but does build scout and survey vessels, and sell many prospecting and lab ship vessels to belters, universities and research firms.

They also own and operate a small fleet of survey and scientific vessels. The Zhodani Consulate has no equivalent to the Imperial Scout Service and as such privatises many of those functions not directly related to the navy. *Tliazhashal*'s Survey Division performs, under Consular contract, routine astrographical surveys throughout Zhodani and neighbouring space. *Tliazhashal* is also the major provider of equipment and civilian personnel for the Zhodani Core Expeditions.

Vestabl-Makarin

Vestabl-Makarin's name indicates a wish to claim descent from the original Makarin combine (founded circa -2800) that was involved in the first contacts with Vargr traders. Actually the company itself is considerably younger, dating only to 743, but was incorporated on Shtia'ial (1504 Ziafrplians), the same world as the original Makarin combine and views itself as its successor. In 992 it merged with *Vestabl* (owners of the largest fleet of ore carriers in Zhodani space) to form the present combine.

Vestabl-Makarin operates subsidised merchants with Consulate-wide interests but is best known for dominating trade along the Zhodani-Vargr borders, especially with Briakqra' sector. Unusually for a Zhodani corporation, many of its ships are armed.



but they also use mobile robots to a consistently greater degree than do other major races outside of the Hivers.

The fact that robots do not have minds that can be communicated with through ordinary telepathy means that Zhodani do not try to anthropomorphise robots to the same degree that Humans in the Imperium do. An Intendant or Noble need only to try to touch a robot's mind to know it is not 'alive' or see inside the machine's body with ESP to reveal what makes it tick. Nor, in closely monitored Zhodani society, are the fears and prejudices that other races have about a 'robot revolt' or 'android doubles' likely to occur – at least, not without swift treatment by the *Tavrchedl'*.

Lacking the biases that limit the use of mobile robots in the Imperium, it is not surprising that the Zhodani make a greater use of robots. Even so, the Zhodani preference for psionics has slowed the development of advanced Artificial Intelligence. Instead, all Zhodani robots are designed to receive orders from regular computer inputs and psionically – and as a result, do not need any great intellect. The role of robots in Zhodani society is simple: machines do repetitious or dangerous jobs, freeing Zhodani for safer or more rewarding pursuits.

CORPORATIONS

The Zhodani economy is a blend of feudalism, capitalism and state socialism. Individuals are free to own property and make money. They can choose their career but will typically be steered toward a particular field based on early testing and aptitudes. It is considered anti-social not to work if able. Individuals may quit a job but doing so because of unhappiness, as opposed to because a new opportunity has opened up, is seen as anti-social and may result in a visit from the *Tavrchedl'* and re-education.

Small family businesses are owned and operated by Proles but often a local Noble has a part-interest in them as well. Generally, a Prole will approach a local Noble with a business proposal and if it seems reasonable, the Noble will provide a certain degree of capital and use his influence to assist with permits, contracts and so forth. In exchange, the Noble gets part-interest in the company. This is not considered 'favouritism' – anyone can approach a Noble; the profits from a successful business are seen as benefiting everyone. Alternatively, a Prole might instead use a financial institution or try to gain sponsorship from a larger corporation.

Corporations of planetary or subsector size are often owned directly by a particular Noble or, more often, a Noble

family; they may also be run by a large financial holding company that represents the interests of stockholders, most of which are individual Nobles or Intendants seeking diversified investments for their income.

Single Noble families dominate a few megacorporations but the majority are controlled by holding companies representing numerous interests. In many cases, the Zhodani Consulate is one of these interests, with part of the company being government-directed (and that portion of the profits going to support the government). This is especially true of defence contractors and companies working as public service providers. In general, Zhodani industry is much more 'nationalised' than that of the Imperium, with the government having a stronger administrative and financial role in it.

THE MILITARY

Though they do not consider themselves a warrior people, the Zhodani do have a lengthy military tradition. There are three major services: the Navy, the Army and the Consular Guard.

In the Zhodani military, Intendants and Nobles cannot hold enlisted rank. The lowest rank held by either is that of commissioned specialist, roughly equivalent to the lowest officer grade in the Imperial military. Commissioned specialists are officers by virtue of their psionic training, however, and though they hold officer-equivalent rank, they are not in the chain of command and do not give orders (an example in the Imperial military is that of doctor, who holds a commission and officer-equivalent rank but is not in the chain of command). In addition, some positions require both a specific psionic talent and command responsibilities, such as the commander of a commando groupment. It should be noted that not all officers in the Zhodani military have useful psionic talents. Of course, the technicians, drivers, gunners, non-commissioned officers (NCOs) and so on are Proles.

The Zhodani have long used mobile robots as part of their armed forces.

Naval Organisation

The Consulate Navy carries out two principle duties: exploration and maintenance of the status quo. Exploration is driven by several long-range missions in the direction of the galactic core undertaken at the direct order of the *Qlomdlabr*. The Navy also engages in scientific research and short-range survey operations closer to home, and coordinates private and corporate research and survey operations to cover gaps in its activities.



In regards to maintaining the status quo, the Consulate has developed a defensive perspective that accepts the need for occasional pre-emptive strikes to shape the thinking of a neighbouring state or to remove a prospective threat.

Like the navies of the Imperium, the Zhodani Navy operates at three levels, here termed Consular, Regional and System.

THE CONSULAR NAVY

This is the interstellar space navy tasked with obtaining space superiority during war, besieging enemy worlds and protecting interstellar trade routes within the Zhodani Consulate. It is mainly equipped at TL12–14 but a small number of TL15 ships have been produced since the Fourth Frontier War.

The Consular Navy is organised into eight provincial fleets, one per province, and in peacetime is nominally managed by provincial councils. Zhodani squadrons tend to follow a similar organisation to that of the Imperium. In general, frontier systems are defended by squadrons of battleships and cruisers, with battle rider squadrons held back in reserve fleets within the Consulate.

The biggest difference between the Consular Navy and the Imperial Navy is that a good percentage of the former's ships (12% but only 5% of total tonnage) are occupied with exploration duties, which in the Imperium would be the province of the Scouts. Some Zhodani ships are dedicated exploration vessels packed with scientific instruments, while others are simply serving as escorts or on armed reconnaissance missions. Many are tasked with supporting the Zhodani core expeditions but exploration also continues in other directions, albeit at a much slower pace.

This 'warrior-explorer ethic' has a strong effect on Zhodani naval culture. Many Zhodani officers possess advanced degrees in sophontology or other scientific fields as well as engineering or naval tactics and senior officers will have spent a term or so serving on an exploration mission; as such, they are expected to be ready to be diplomats as well as soldiers when necessary.

REGIONAL NAVIES

Regional navies operate the jump-capable warships that are raised by individual subsectors and under the control of the subsector councils. In peacetime, each regional navy is responsible for patrolling space within its subsector's borders, especially near worlds that lack the Technology Level, population or wealth to support a system navy. In Iadr Nsobl and Shtochiadr provinces,

the regional navies are relatively well equipped and experienced, due to constant operations against Vargr corsairs, Imperial forces and squabbling client states. In the other provinces, they are generally neglected and under-equipped and mainly serve a 'coast guard' role; rescuing ships that have misjumped into frontier worlds, ferrying disaster relief teams about and performing courier missions. In times of war, the regional navies are placed under Consular Navy command.

SYSTEM NAVIES

These are the planetary defence and system patrol squadrons maintained by local world councils. They are primarily composed of non-jump capable vessels; these are normally system defence boats, often with defence satellites and orbital fortresses in border subsectors. Unlike the Imperium, the Zhodani Consulate does not permit system navies to possess jump-capable warships (although client states may).

NAVAL TACTICS

At every level, the Zhodani Navy makes extensive use of fighters and other small craft. This provides an easily mobile, quickly constructed force, which can be utilised in a myriad of roles in its three levels. At a more practical level, the Navy can quickly replace such Consulate fleet losses from the regional or system navies. Additionally, the Navy sees this as providing more force projection in frontier sectors at peacetime. Others would argue that it comes back to a basic Zhodani combat design philosophy preferring weaponry over armour.

While the Zhodani Navy does not use psionic talents in special formations like the Army and Guard's commando groupments, it has found some success in using telepaths as fleet or squadron directors, conveying battle information and tactical orders to ship captains or small craft pilots. At the small craft level, this allows the pilots to make use of the tactical skills of the directing telepath.

Army and Guard Organisation

The Zhodani Army comprises the planetary-armed fighting forces of the individual worlds and subsectors within the Consulate. They deal with planetary surface actions, battles and campaigns. Where necessary, they may serve as ship's troops aboard naval vessels. The Army, like the Navy, have their own command structure, which parallels the governmental council structure. Zhodani Consular Guard units, however, are under direct Qlomdlabr authority, ordered across the Consulate as circumstances require.

While both groups make use of conventional formations that match the Imperium, the formation which makes the



Zhodani unique is the Commando Groupment (roughly equivalent to a battalion). The significant number of such units in Guard formations, and the fact that all Guard members have psionic training, gives any Imperial military planner a number of unique nightmare scenarios to consider.

COMMANDO GROUPMENT

Zhodani commando forces are considered by some experts to be the most dangerous troops opposing the Imperium. Because of their psionic nature and training, commandoes cause disruption and morale deterioration greatly out of proportion to their actual numbers.

In Consular Guard formations, one commando groupment is part of each lift infantry regiment and mechanised infantry regiment of those respective divisions and of the grav tank regiment of the lift mechanised division. Two commando groupments are part of each ground assault regiment of a ground assault division and one commando groupment is attached directly to each lift infantry and lift mechanised division. Three groupments are attached directly to a Consular Guard corps as part of the corps troops. In the regular army formations, one commando groupment is attached to each corps.

Unlike other Zhodani units, which have only a small detachment of psionic interrogation specialists attached to each battalion headquarters, most of the personnel in a commando groupment are required to have a specific psionic talent, depending on their assigned role. There are some clairvoyance, telekinesis and telepathy specialists but the bulk of the unit will be made up of teleport specialists. The teleport talents are all of Psi 9+. All psionic talents in the Zhodani armed forces are issued doses of Double psi-drug to enhance their abilities.

The principal difficulty of most commando operations lies with inserting the commando force behind the enemy lines in close proximity to its target. Unit clairvoyants scout out locations for teleports to insure safety and increase the chances of success. A commando groupment will seldom make more than two teleport jumps per day and never more than three. Distances travelled rarely exceed very distant range (5 to 50 kilometres), because of the disorientation involved and the effects of energy and momentum differences.

Zhodani commandos are equipped to the highest possible standard, because only a limited amount of equipment can be carried in a teleportation. The combatants are all equipped with Guards Battle Dress and grav belts and armed with PGMP-13s. In jump

commando units, all personnel are issued jump capsules when expected action may require them. One member of each group is armed with a FGMP-14 as a support weapon. Individually-carried tac missiles are issued to combatants according to the demands of the individual tactical situation. Teleporting commandos often carry light warbots with them, to provide additional support and for cover in case of retreat. Occasionally, a unit may be armed with other weapons (grenades, gauss rifles and so on), or support units such as artillery may be temporarily attached for special missions. Support personnel in commando units are equipped with combat armour and armed with gauss rifles.

In long-range penetration situations, where teleport disorientation is to be expected, commandos jump to previously reconnoitered safe areas (such as small clearings in woods) where they can recover from teleport and then move out against their objective. In short range teleports, commandos are sometimes inserted directly onto the battlefield and open fire almost immediately. In this regard, they are often used in retrograde operations to disrupt an enemy advance, being inserted immediately behind advancing enemy spearheads to ambush follow-up forces or even attack spearhead forces from behind.

Another problem encountered in commando operations is that of recovering the troops after the mission is conducted. Zhodani commandos usually accomplish this by teleportation also. While the best defence against commando raids is to mine or carefully watch every possible assembly point, a task which is almost impossible, considerable success has been had deterring teleports by stringing webbing or netting in unoccupied areas prone to such raids.

LIFT INFANTRY BATTALION

The lift infantry battalion is one of the most common ground formations of the Zhodani military. In Consular Guard formations, two lift infantry battalions are found in the lift infantry regiments and lift mechanised regiments of those respective divisions. One lift infantry battalion is assigned to the tank regiment of a Guard lift mechanised division. In the regular army formations, there are three lift infantry battalions in the lift infantry regiments of a lift infantry division, two in the lift mechanised regiments of a lift mechanised division or lift cavalry division, two in the grav tank regiment of a grav tank division and one in the grav tank regiment of a lift cavalry division.

With few exceptions, all lift infantry battalions in a lift infantry division are equipped with combat armour and armed with 4mm TL 12 gauss rifles and 40 mm RAM



grenades. Each squad of a rifle company has one PGMP-14 as a support weapon. Individually-carried tac missiles are issued as the tactical situation may warrant.

Lift infantry battalions in grav tank, mechanised infantry and lift cavalry regiments are equipped with battle dress and armed with PGMP-13s, using FGMP-14s as the squad support weapon. Plans to equip all lift infantry with battle dress are in progress. Medium or larger warbots are generally attached at the corps level but may be assigned to battalions as required by the battlefield situation.

Zhodani doctrine for the employment of lift infantry is almost identical to Imperial doctrine and only the use of the psionic detachment will be dealt with here. The scramblers (specialists with telekinetic talent) of the assault teams are most often used in conjunction with attacks on enemy fortified positions that, for one reason or another, cannot be neutralised by firepower. Immediately prior to the infantry assault on the position, scramblers will disrupt the defence by telekinetically pulling pins on grenades, squeezing triggers on defender's weapons, activating safeties on guns and so forth. Troops experienced in combat with Zhodani troops are accustomed to such tactics and take steps to minimise the effects. Fortified positions are generally provided with grenade sumps and troops are careful to either keep weapons pointed out of embrasures or unloaded. Nevertheless, the actual scrambler assault will clearly mark the position to non-psionic assault troops and suppress the defender's ability to fire for several seconds. Properly exploited, this is often a critical advantage for the attackers.

SECURITY AND INTELLIGENCE

The *Tozjabr* (literally, 'the eye and the hand') is the Consulate's primary intelligence and covert operations agency. The institution is relatively 'young', having been established during the period of tension that led up to the First Frontier War. Prior to the establishment of the *Tozjabr*, intelligence gathering activities and special operations had been handled by various military branches, diplomatic offices and assisted by the Tavrchedl'.

Faced with a confrontation with a polity the size of the Third Imperium, the Qlomdlabr realised that treating covert operations as an adjunct to other operations was no longer practical. With the need for a dedicated covert operations and foreign intelligence organisation identified, the Qlomdlabr established the *Tozjabr* as a civilian body independent of all other agencies, including the Tavrchedl'.

The Zhodani character makes finding suitable candidates for undercover agents and giving them proper training a difficult proposition, even with telepathy. The stress of making decisions and compromises alien to Zhodani culture can be considerable. Extensive counselling is given to operatives before retirement but a small number of *Tozjabr* agents are unable to readjust to life in the Consulate and have required re-education or, in a few cases, have turned to crime or defected to foreign powers.

Tozjabr Operations

The new *Tozjabr* was formed to participate in the First Frontier War but lacking experience, had relatively minimal impact, being essentially an appendage of Zhodani naval intelligence despite the original wishes of its founders.

Tozjabr operations became bolder during the long period of tension leading up to the Third Frontier War, when it was largely responsible for the covert funding of a number of psionic institutes throughout Tloql sector (and even beyond). Some of these institutes became schools for turning border world or Imperial citizens into Zhodani agents.

Since the Second Frontier War, one of the major concerns of the *Tozjabr* has been activities in the Vargr Extents. These are aimed at propping up friendly governments (such as the 40th Squadron or the Thirz Empire) and, in some cases, weakening unfriendly ones. On the simplest level, these involve gathering intelligence to determine the stability and intentions of ostensible allies and cultivating a web of Vargr agents. Sometimes more direct measures are involved, such as providing covert sponsorship to various groups whose charisma and prestige would be weakened if it were known that non-Vargr arms or funds were flowing toward them.

In 1042 the *Tozjabr* attempted its most audacious operation to date. The Lightning-class cruiser *Vermillion Stance*, flagship of the Imperium's 208th Fleet in the Five Sisters subsector, was retired from active service in 1040, it and its consorts being replaced by several ships of newer classes. Transferred to the Scouts, it underwent refit and refurbishment for 16 months at Mora and then was returned to the Five Sisters subsector in preparation for a long-range penetration into the client states to spinward. The mission included large-scale use of the ship's on-board libraries and labs to enhance local technology as 'a gift from the Emperor'.

The *Tozjabr* acquired the itinerary of the ship from agents within the Imperium and arranged a surprise for



the ship in the Garconne system of Steblenzh sector (Vanguard Reaches). When it arrived, all went normally until the reception of the Garconne government on the quarterdeck. The Zhodani had procured a variety of data acquisition modules, which were actually warbots in disguise. Programmed to act clumsily, they gave the impression of the Garconne's wanting to appear very advanced, while obviously having more show than substance. These modules were shipped to the cruiser to acquire much of the technological data being given away. The ruse worked – each group of modules wandered in selected areas of the ship, accompanied by Tozjabr agents surgically altered to prevent detection. The takeover was set for four minutes to midnight (midnight exactly being too obvious). Had it not been for a curious fuel deck ensign who saw through a warbot's disguise, the plan would have worked perfectly. As it was, the fate of the *Vermillion Stance* was unknown to the Imperium for years, with details only surfacing after a prisoner exchange following the Fourth Frontier War.

Capitalising on their successes in Steblenzh and surrounding sectors, the Tozjabr constructed a dummy organisation known as SORAG (in Anglic, 'Study and Operations Recording Activities Group'). SORAG monitors events in the various Imperial and Zhodani client states in the sectors rimward of the Consulate, allowing them to stay ahead of Imperial diplomatic and economic missions in that region. This false front organisation is believed to have been directly responsible for destabilising pro-Imperial governments and pushing worlds into the Zhodani bloc.

Since the Fourth Frontier War, and with the approval of the Qlomdlabr, substantial naval and Consular Guard assets have been placed under Tozjabr direction. Rumours persist of the construction of secret Zhodani bases in remote systems of Tloql and Briakqra' sectors. Certainly the Tozjabr has directed a major effort to support the expansion of the Ine Givar movement in Imperial space (often channelling funding and weapons through the Sword Worlds). The Tozjabr knows that a final reckoning is coming with the Third Imperium and intends to give the Consulate every advantage it can in that clash.

LANGUAGE

The Zhodani speak the same standardised language throughout the Consulate, *Zdetl*, which was adopted during the 300th Olympiad, around -6060. As the Consulate has remained a homogenous entity since the early spacefaring period, only a few dialects exist. They tend to arise from the terminology used

by specialised professions rather than planetary or regional linguistic drift.

Some words in *Zdetl* have been included in this book but others will likely be needed in the course of any adventures involving Zhodani, especially for personal and world names. Words in *Zdetl*, as in English, have definite letter frequencies and syllable patterns. *Zdetl* syllables are formed from up to three elements: an initial consonant sound, a vowel sound and a final consonant sound. The following tables show the various sounds and their relative frequencies. The number in parenthesis shows the total of the relative frequencies: thus initial consonant 'B' occurs an average of three times in 127 and the vowel 'I' eight times in 31.

Initial Consonants (127)

Sound	Freq	Pronunciation
B	3	<i>bat</i>
BL	2	<i>blood</i>
BR	3	<i>bring</i>
CH	3	<i>chain</i>
CHT	7	<i>which type</i>
D	6	<i>doll</i>
DL	4	<i>paddle</i>
DR	3	<i>drain</i>
F	3	<i>fool</i>
FL	2	<i>flood</i>
FR	2	<i>fry</i>
J	4	<i>joy</i>
JD	3	<i>charged</i>
K	3	<i>kid</i>
KL	1	<i>heckle</i>
KR	1	<i>cracker</i>
L	2	<i>long</i>
M	1	<i>moor</i>
N	5	<i>new</i>
P	4	<i>poor</i>
PL	4	<i>play</i>
PR	2	<i>prey</i>
Q	1	like <i>king</i>
QL	1	like <i>cling</i>
QR	1	like <i>crown</i>
R	3	<i>run</i>
S	4	<i>sun</i>
SH	4	<i>shield</i>
SHT	4	<i>lshtar</i>
ST	4	<i>store</i>
T	3	<i>town</i>
TL	6	<i>Tlaloc</i> (Aztec)
TS	2	<i>cats</i>
V	3	<i>vine</i>
VL	1	<i>Vland</i>
VR	1	<i>vroom</i>
Y	2	<i>yellow</i>
Z	3	<i>zebra</i>
ZD	6	<i>mazda</i>
ZH	4	<i>measure</i>
ZHD	6	<i>zh + d</i>



Vowels (31)

Sound	Freq	Pronunciation
A	7	lock
E	8	get
I	5	kit
IA	4	yank
IE	4	layer
O	2	go
R	1	Przemysl (Polish)

Final Consonants (122)

Sound	Freq	Pronunciation
B	1	crab
BL	4	able
BR	4	labour
CH	3	which
D	2	had
DL	4	paddle
DR	4	bladder
F	3	cliff
FL	3	waffle
FR	3	afraid
J	2	age
K	1	pike
KL	2	heckle
KR	1	cracker
L	7	doll
M	1	dam
N	1	can
NCH	4	branch
NJ	3	ninja
NS	3	cans
NSH	4	n + sh
NT	2	cant
NTS	2	cants
NZ	3	n + z
NZH	4	n + zh
P	1	cap
PL	4	apple
PR	4	prey
Q	1	like king
QL	1	like cling
QR	1	like crown
R	3	red
SH	4	wish
T	2	lit
TS	4	lifts
TL	5	Tlaloc (Aztec)
V	3	have
VL	2	Vland
VR	3	vroom
Z	5	zebra
ZH	4	measure
'	4	glottal stop

Generating Zhodani Words

The word generation table allows the use of dice to determine Zdetl words. Sound frequencies in the table are approximate. The table uses two dice, each of a different colour to differentiate between the row and column of a given table. Word generation involves three steps: determining word length, determining syllable types and determining syllable components.

Word Length: Words may be almost any length, although words of more than six syllables are rare. Word length can be produced by rolling 1d6 to get the number of syllables (to speed generation, the Referee can treat any word of three or more syllables as only three). Alternatively, the player or Referee can specify word length.

Syllable Type: For each syllable in a word, generate the type of syllable. The *basic* table is used for initial syllables and for those occurring after a syllable of type VC or CVC. The *alternate* table is used for syllables that occur after type V or CV syllables.

BASIC SYLLABLE STRUCTURE

	1	2	3	4	5	6
1	V	V	V	CV	CV	CV
2	VC	VC	VC	VC	VC	VC
3	VC	VC	VC	CVC	CVC	CVC
4	CVC	CVC	CVC	CVC	CVC	CVC
5	CVC	CVC	CVC	CVC	CVC	CVC
6	CVC	CVC	CVC	CVC	CVC	CVC

ALTERNATE SYLLABLE STRUCTURE

	1	2	3	4	5	6
1	V	V	V	V	V	V
2	CV	CV	CV	CV	CV	CV
3	VC	VC	VC	VC	VC	VC
4	CVC	CVC	CVC	CVC	CVC	CVC
5	CVC	CVC	CVC	CVC	CVC	CVC
6	CVC	CVC	CVC	CVC	CVC	CVC

Syllable Components: The component consonants and vowels for a syllable are determined from the remaining tables. By inspection of the syllable type, the correct column is determined (initial consonant, vowel or final consonant). Roll one die to determine which table in the column is used, followed by two dice to determine the specific vowel or consonant to be used.

Sometimes the table dictates two consonant clusters in succession (a final consonant followed immediately by an initial consonant); some such combinations are



unpronounceable even for the Zhodani and should be truncated to just the initial consonant. Such combinations include any combination of two consecutive three-letter consonant clusters. The sequence RRR is truncated to R.

INITIAL CONSONANT TABLE 1

	1	2	3	4	5	6
1	b	b	b	b	b	bl
2	bl	bl	br	br	br	br
3	br	ch	ch	ch	ch	ch
4	cht	cht	cht	cht	cht	cht
5	cht	cht	cht	cht	cht	cht
6	d	d	d	d	d	d

INITIAL CONSONANT TABLE 2

	1	2	3	4	5	6
1	d	d	d	d	dl	dl
2	dl	dl	dl	dl	dl	dr
3	dr	dr	dr	dr	f	f
4	f	f	f	fl	fl	fl
5	fr	fr	fr	j	j	j
6	j	j	j	j	jd	jd

INITIAL CONSONANT TABLE 3

	1	2	3	4	5	6
1	jd	jd	jd	k	k	k
2	k	k	kl	kl	kr	kr
3	l	l	l	m	m	n
4	n	n	n	n	n	n
5	n	n	p	p	p	p
6	p	p	p	pl	pl	pl

INITIAL CONSONANT TABLE 4

	1	2	3	4	5	6
1	pl	pl	pl	pl	pr	pr
2	pr	q	q	ql	ql	qr
3	qr	r	r	r	r	r
4	s	s	s	s	s	s
5	s	sh	sh	sh	sh	sh
6	sh	sh	sht	sht	sht	sht

INITIAL CONSONANT TABLE 5

	1	2	3	4	5	6
1	sht	sht	sht	st	st	st
2	st	st	st	st	t	t
3	t	t	t	tl	tl	tl
4	tl	tl	tl	tl	tl	tl
5	tl	ts	ts	ts	v	v
6	v	v	v	vl	vl	vr

INITIAL CONSONANT TABLE 6

	1	2	3	4	5	6
1	vr	y	y	y	z	z
2	z	z	z	zd	zd	zd
3	zd	zd	zd	zd	zd	zd
4	zd	zh	zh	zh	zh	zh
5	zh	zh	zhd	zhd	zhd	zhd
6	zhd	zhd	zhd	zhd	zhd	zhd

VOWEL TABLE 1

	1	2	3	4	5	6
1	a	a	a	a	a	a
2	a	a	a	a	a	a
3	a	a	a	a	a	a
4	a	a	a	a	a	a
5	a	a	a	a	a	a
6	a	a	a	a	a	a

VOWEL TABLE 2

	1	2	3	4	5	6
1	a	a	a	a	a	a
2	a	a	a	a	a	a
3	a	e	e	e	e	e
4	e	e	e	e	e	e
5	e	e	e	e	e	e
6	e	e	e	e	e	e

VOWEL TABLE 3

	1	2	3	4	5	6
1	e	e	e	e	e	e
2	e	e	e	e	e	e
3	e	e	e	e	e	e
4	e	e	e	e	e	e
5	e	e	e	e	e	e
6	e	e	i	i	i	i

VOWEL TABLE 4

	1	2	3	4	5	6
1	i	i	i	i	i	i
2	i	i	i	i	i	i
3	i	i	i	i	i	i
4	i	i	i	i	i	i
5	i	i	i	i	i	i
6	i	ia	ia	ia	ia	ia

VOWEL TABLE 5

	1	2	3	4	5	6
1	ia	ia	ia	ia	ia	ia
2	ia	ia	ia	ia	ia	ia
3	ia	ia	ia	ia	ia	ia
4	ia	ia	ia	ia	ia	ie
5	ie	ie	ie	ie	ie	ie
6	ie	ie	ie	ie	ie	ie



VOWEL TABLE 6

	1	2	3	4	5	6
1	ie	ie	ie	ie	ie	ie
2	ie	ie	ie	ie	ie	ie
3	ie	ie	ie	o	o	o
4	o	o	o	o	o	o
5	o	o	o	o	o	r
6	r	r	r	r	r	r

FINAL CONSONANT TABLE 1

	1	2	3	4	5	6
1	b	b	bl	bl	bl	bl
2	bl	bl	bl	br	br	br
3	br	br	br	br	ch	ch
4	ch	ch	ch	d	d	d
5	d	dl	dl	dl	dl	dl
6	dl	dl	dr	dr	dr	dr

FINAL CONSONANT TABLE 2

	1	2	3	4	5	6
1	dr	dr	dr	f	f	f
2	f	f	fl	fl	fl	fl
3	fl	fr	fr	fr	fr	fr
4	j	j	j	j	k	k
5	kl	kl	kl	kl	kr	kr
6	l	l	l	l	l	l

FINAL CONSONANT TABLE 3

	1	2	3	4	5	6
1	l	l	l	l	l	l
2	m	m	n	n	nch	nch
3	nch	nch	nch	nch	nch	nj
4	nj	nj	nj	nj	ns	ns
5	ns	ns	ns	nsh	nsh	nsh
6	nsh	nsh	nsh	nsh	nt	nt

FINAL CONSONANT TABLE 4

	1	2	3	4	5	6
1	nt	nt	nts	nts	nts	nts
2	nz	nz	nz	nz	nz	nzh
3	nzh	nzh	nzh	nzh	nzh	nzh
4	p	p	pl	pl	pl	pl
5	pl	pl	pl	pr	pr	pr
6	pr	pr	pr	pr	q	q

FINAL CONSONANT TABLE 5

	1	2	3	4	5	6
1	ql	ql	qr	qr	r	r
2	r	r	r	sh	sh	sh
3	sh	sh	sh	sh	t	t
4	t	t	ts	ts	ts	ts
5	ts	ts	ts	tl	tl	tl
6	tl	tl	tl	tl	tl	tl

FINAL CONSONANT TABLE 6

	1	2	3	4	5	6
1	v	v	v	v	v	vl
2	vl	vl	vl	vr	vr	vr
3	vr	vr	z	z	z	z
4	z	z	z	z	z	zh
5	zh	zh	zh	zh	zh	zh
6	'	'	'	'	'	'

Word Generation Example: The Referee needs to name a new Zhodani NPC. He throws 1d6 (rolling 2) to get the name length: two syllables. He then rolls 2d6 on the basic table (6, 4) to find the initial syllable type: CVC. Since the first syllable is type CVC, he must roll 2d6 on the basic table again for the second syllable type (rolling 3, 4) and gets VC.

For the syllable CVC, each component must be determined. Rolling 1d6 (4) followed by 2d6 (1, 5) for the initial consonant produces pr. For the vowel, rolling again and getting 2 followed by 6, 3 produces e. For the final consonant, rolling 3 followed by 2, 5 produces nch. The initial syllable is prech.

Next, each component must be determined for the syllable VC. Rolling for the vowel 3 followed by 6, 5 gives i; rolling 4 followed by 3, 1 for the final consonant produces nzh. The Zhodani name, then, is Prenchinzh. In accordance with the rule for Zhodani names, we would then add a suffix to indicate the character's status. If he were an Intendant, for example, the -iepr suffix would be added, giving Prenchinzhiepr.

Zhodani Names

Proles have two names – a personal and family name. Each has a child's name that is used until age 18, at which point the individual selects a personal name for



use in adulthood. Both are drawn from a wide variety of traditional names. The family name may be taken from either mother or father; different families trace lineage through paternal or maternal lines. Family names are numerous, most originating in place names (town, estate or planet) or occupation (farmer, baker, mechanic, radioman) although the original significance may be lost. Use the word generation system but add a suffix like *-qaf* ('from', as in *Dliant Jdiprzhdilqaf*, or *Dliant* from *Jdiprzhdil*, a large estate on Zhdant) and *-nad* ('-er', as in *Tliaqrnad*, or miller, from *Tliaqre* ['to grind grain']).

Intendants follow the same scheme as Proles but suffix *-iepr* after their personal name. Thus if *Dliant Jdiprzhdilqaf* had a high Psionic Strength, his name as an Intendant would be *Dliantiepr*.

Nobles have one name with a suffix which indicates title, as shown in the table below.

There are actually several suffixes for Social Standing 15, *-iashav* is simply the most common. If *Dliant Jdiprzhdilqaf* was promoted first to the Intendant class as *Dliantiepr* and then raised to Social Standing 11 as a Noble, his name would become *Dliantatl*.

Sample names:

Prole: *Qenzh Chtilnats, Shtelke Dliatsevqaf, Plevianeqr Stonjinad*.

Intendant: *Tliabzhdiliepr, Dlenjiashfriapqaf, Plitsiepr Fezdepniajnad, Dle'yazheiepr, Prenchinzhqaf*.

Noble: *Detspreflatl, Jrvatsistebr, Chipldlastlas, Stezfialtlasche*.

Deliberately using a short form of a Zhodani's name ('*Tlia*' for *Tliabzhdiliepr*) implies a close romantic relationship. Unless such exists, doing so in public, especially with a Noble, is one way to be arrested for re-education.

Converting Anglic Names to Zdetl

There is a method for converting Anglic names to Zdetl equivalents. This can be useful for when the Referee is pressed to come up with a name or can be used to convert real-world names to Zdetl.

First, drop all starting and final vowels. For example, Robert Eaglestone (the inventor of this method) would become *Robert Gleston*.

Second, combine repeated consonants. For example, Marc Miller (the creator of *Traveller*) would become *Marc Miler*.

Third, apply vowel rules as shown here. Continuing our examples, Marc Miler becomes *Merc Molar* and Robert Gleston would become *Riebart Glastien*.

Original Anglic	Becomes Zdetl
a	e
ae	i
au	ia
e	a
ea	e
eo	a
i	o
ie	e
o	ie
u	o
ue	e
final y	q (or drop)
other y	e (or drop)

Fourth, apply non-final consonant rules as shown. In this step, *Merc Molar* becomes *Zedlm Zoklar* and *Riebart Glastien* becomes *Dliestart Jdakien*.

Social Standing	Title Suffix	Zhodani Origin	Anglic Translation
10	<i>-iepr</i>	<i>Dlenchiepr</i>	'intendant'
11	<i>-atl</i>	<i>Pranatl</i>	'aspirant'
12	<i>-stebr</i>	<i>Jdistebr</i>	'wellborn'
13	<i>-tlas</i>	<i>Viestlas</i>	'highborn'
14	<i>-tlasche</i>	<i>Zhobrtlasche</i>	'noble born'
15	<i>-iashav</i>	<i>Preblshienchiashav</i>	'princely born'



Original Anglic	Becomes Zdetl
b	st
br	dr
c	m
ch(r)	qr
d	zd
f	sht
fr	q
g	zhd
gl	jd
h	sh (or drop)
j	n
k	f
l	kl
lt	ql
m	z
n	d
nd	y or v
p	tl
ph	l
q	fl
r	dl
rn	v
rt	cht
s	ch
sh	pl
sm	vl
st	k
t	br
te(r)	kr
th(l)	fr
th(r)	j
v	p
w	vr
x	(drop)
z	z

Fifth, apply final consonant rules as shown. Now, Zedlm Zoklar becomes *Zedlm Zoklam* and Dliestart Jdakien becomes *Dliestants Jdakieqr*.

Sixth, edit any occurrences of four or more consonants together by dropping extraneous consonants to fit the Zdetl language rules. Neither *Zedlm Zoklam* or *Dliestants Jdakieqr* have any problems here.

Seventh, where multiple consonants do not fit the rules, add a vowel to fix. For example, the 'dlm' in Zedlm needs to be separated. We select 'E' (it is the most common vowel) and this changes Zedlm Zoklam to *Zedlem Zoklam*.

If Zedlem becomes an Intendant, his name would be *Zedlemiepr* and if he were Noble, and had a Social Standing of 15, his name would be *Zedlemiashav*.

Original Anglic	Becomes Zdetl
b	z
br	dr
c	m
ch(r)	qr
cy	nj
d	n or tl
f	sh
fr	q
g	zh
gl	jd
h	sh (or drop)
j	n
k	f
l	l
ld	nsh
lt	ql
m	z
n	qr
nd	v
(r)ns	zh
(i)on	'
p	tl
ph	l
q	fl
r	m
rd(s)	br
rk	nt
rn	v
rt	nts
s	r
sh	kr
sm	vl
st	kl
t	j
te(r)	kr
th	f
th(l)	fr
th(r)	j
v	dl
w	vr
wn	k
x	(drop)
y	q
z	z



GLOSSARY

Abradlnad: The Zhodani equivalent to the Imperial credit.

Abrr: Literally, 'surprise'.

Abrstia: The abrstia is an analogue of Terran chickens but with fibrous feathers, which can be woven into cloth and is known from fossil records and genetic studies to be a native Zhdant life form.

Achte': Literally, 'to be suspicious' or 'to have a suspicion'.

Adr: Literally, 'grasp'.

Adrabsish: Pliebr's innermost satellite in the Zhdant system (orbit 0).

Adre': Literally, 'to grasp' or 'to grab'. The use assumes that some force is involved.

Adrnad: Literally, 'grasper' or 'a person who grasps'. Has come to apply to hoarders and miserly individuals.

Adrtletlvra: Literally, 'silent grasp'. Used as the name of a Zhodani attack speeder.

Alekre': Literally, 'to favour'.

Ataniebl: Literally, 'harvest', the season on Zhdant to harvest mature crops.

Atchafser: Literally, 'waning', the season on Zhdant when the hot summer weather becomes temperate.

Atkazdievl: Literally, 'the first psionic games'. Used to refer to the beginning of the Zhodani calendar.

Atlthequzdij: A triple olympiad, or cycle of three Zhodani olympiads, containing 2,200 zhdanstial, equivalent to 2,476.76 standard days.

Atlthequziashtial: Literally, 'triple olympiad day', is a holiday added immediately after every third olympiad.

Atpaipr: Literally, 'thaw', the season on Zhdant of melting of winter ice and thawing of frozen ground.

Atrint: Literally, 'raining', the season on Zhdant associated with spring rains and the planting of crops.

Atshtiavl: Literally 'chill', the freezing winter season on Zhdant.

Baz: Literally, 'barbarian', Often used in a derogatory fashion to mean Imperials.

Bazi: Literally, 'last'.

Briepl: Literally, 'condemn'.

Brne': Literally, 'to assemble', or 'to gather together'.

Brovlekal: Pliebr's fifth satellite, a gas giant in the Zhdant system (orbit 4).

Chak: Literally, 'falsehood' or 'no', depending on the context.

Chedle': Literally, 'to guard'.

Chiadle: Zhodani megacorporation known for farm and factory machinery, robots and vehicles.

Chiakrzi: Literally, 'sandstorm'.

Chinzhe': Literally, 'to merit'. or 'to surpass a standard'. Often used implying morality.

Choqabr: Literally, 'sister'.

Chten: Zhodani year, containing 244 zhdanstial, equivalent to 274.7 standard days. Every third chten has one additional zhdanstial.

Chtierabl: Consulate province consisting solely of Chtierabl sector, 250 parsecs coreward of Zhdant.

Dazhia: Literally, 'enterprise'. The Dazhia-class 2,000-ton council cruiser is often assigned to Qlomdlabr members or their agents for special missions.

Divl Iadliavr: Literally, 'Stellar farers'. Official name for the Fifth Core Expedition.

Dizh: Literally, 'council'.

Diziyanatl: A famous Army lift infantry commander from the Second Frontier War; name of a Zhodani Grav AFV.

Dlabre': Literally, 'to be related by function or purpose'.

Dlemstiats Tsiaqr: The asteroid belt in the Zhdant system (orbit 3).

Dlenchiepr: Literally, 'Intendant'. Character with Social Standing of 10.

Dleqiats: Larger of Zhdant's two continents, where prehistoric development of the Zhodani took place.

Dleqiatsz: A native of Dleqiats.

Dlolprikl: Ancient Zhodani city on Zhdant which served as the capital of the Viepchakliashtie Empire and in modern times is the capital of the Consulate.

Dore': Literally, 'to decree'.

Draits: Literally, 'to land safely' or 'to arrive safely'.

Dranzhrin: Literally, 'sunbright'. Dranzhrin is the Zhodani New Year and as a holiday falls between Atpaipr and Atrint.

Dranzhrinatch: Literally, 'sunflight'. Dranzhrinatch is a melancholy time for the commemoration of the dead, taking place between Vrienstial and Atchafser.

Dranzinqabr: The Zhodani development company that developed a working prototype of the jump drive.

Driant: Literally, 'one who represents'. The Zhodani title for a council member, often translated 'Consul'.

Driantia: Literally, 'government led by representatives'.

Driantia Zhdantia: The Zdetl name for the Zhodani Consulate.



Driejabr: Literally, 'brother'.

Dzagtlas: The combined plagues which devastated Zhodani civilisation and left the Qiknavrats and Viepchaklts extinct.

Dzhajak: A large carrion-eating flying creature native to Zhdant.

Echtovr: Literally, 'ambitious'.

Emkachdraf: Pliebr's sixth satellite, a small airless world in the Zhdant system (orbit 6).

Erdriad Erdriap: Literally, 'controller of controllers'. The Ancient artefact that controls the settings of the *Erdriap Chensh*.

Erdriap Chensh: Literally, 'controller of wills'. The Ancient artefact that devastated the central subsectors of Zdiedeiant sector in the -5200s.

Evadutrats: Unofficial term for the Chirpers found on Evaduts Brem (1909 Ziafrplians).

Fevranzhtavr: Literally, 'the book of morality,' the 'holy book', which governs the Tavrziansh philosophy.

Fevranzhtavrchedl': Literally, 'guardians of the book', the small academic and secular organisation, which governs the content of the Fevranzhtavr.

Fevranzhvlastavr: Literally, 'the book of superior morality'. Revised version of the *Fevranzhtavr* used by the religious dictatorship on Batlpat (1326 Ziafrplians).

Fienzhtshtiavl: Literally, 'yonder, chilling thought'. Phenomenon discovered by the Seventh Core Expedition.

Flietavrian: The goal of *Tavrziansh*, union with *Tavrian*, the universal energy field.

Fronzh: Literally, 'to lay waste'.

Fronzhatlvr: Literally, 'wasteland'. Refers to all territory coreward of the Consulate proper and includes the provinces of Obrefripl, Chtierabl and Vlanchiets Qlom.

labrensh: Consulate province, which includes Zdiedeiant and Stiatlchepr sectors.

ladr: Literally, 'following'. Also used to translate the galactic direction of 'trailing'.

ladr Nsobl: Consulate province, which contains the Zhodani portions of Yiklerzdanzh, Afachtiabr (Far Frontiers), Iakr (Foreven), Briakqra' (Gvurrdon), Tloql (Spinward Marches) and all of Ziafrplians sector.

lavchieql: Name of a class of Zhodani G-Carrier.

Ibr Ajklia Driachobl: Zhodani megacorporation known for computers and software.

Ichfench: Zdetl term for the Ancients as a race or culture, explicitly separate from modern Droyne and Chirpers.

lebr: Literally, 'conquest'. Official name for the Third Core Expedition.

lvr: Literally, 'land'.

Jadlapriants: Consulate province, which includes the Zhdant and Tienspevnekr sectors. Jadlapriants includes both Zhdant (2719 Zhdant) and Addax (2214 Tienspevnekr), along with the rest of the Addaxur Reservation.

Jadse': Literally, 'to carry a message'.

Jdatl: Literally, 'range' or 'extents', as in mountain ranges or forest extents.

Jdattle': Literally, 'to extend', 'to range across' or 'to wander'.

Jdie': Literally, 'to be born'.

Jdiprzhdil: A large Noble estate on Zhdant.

Jdistebr: Literally, 'wellborn'. Character with Social Standing of 12.

Jiavr: Literally, 'benefit'.

Kaz: Literally, 'to civilise' but can simply infer the opposite of *baz*.

Kazdievlstial: Literally, 'harvest', is a traditional harvest festival held between Ataniebl and Atshtiavl.

Kia: Name of a common class of 50-ton heavy fighter in the Consular Navy.

Kiatl: Literally, 'attack'.

Kredl: The kredl is an analogue of Terran cattle native to Zhdant.

Lienj: Literally, 'wind'.

Lienjshiaflaa: Class of 600-ton patrol corvettes.

Makarín: A trading combine that operated in the trailing frontiers of the Zhodani Consulate between -2800 and -1800.

Meqlemianz: Consulate province, which includes the Zhodani portions of Tsadra, Eiaplial and Sidiadl sectors.

Nenjchinze'driante: Highest honour bestowed by the Consulate on its citizens. Often translated into Anglic as the 'Consular Legion of Merit'.

Ninz: An old and reliable class of 100-ton scout ships.

Noql: The noql is an amphibious crawler raised in dammed streams but is known to not be native to Zhdant.

Obrefripl: Consulate province, which contains the scattered worlds between the provinces of labrensh and Chtierabl.

Otre': Literally, 'to be peaceful' or 'at peace'.

Paipr: Literally, 'thaw'.

Pliantshotl: Pliebr's second satellite (orbit 1) in the Zhdant system.

Pliebr: Solitary K0V star that Zhdant orbits.

Pradrnad: Literally, 'psion trained in the Telekinesis talent'.

Pranatl: Literally, 'aspirant'. Character with Social Standing of 11.

Preblshienchiashav: Literally, 'princely born'. Character with Social Standing of 15. Used as the name of a Zhodani attack speeder.



Preql: Literally, 'city'. Used as a standalone or a suffix.

Preqlianz: Literally, 'area'. Often translated in Anglic as provinces, *preqlianz* are intermediate governments between the sector councils and the *Qlomdlabr* on Zhdant and are kept roughly equal in population.

Priantqlovr Drafr: Literally, 'military shipping'. Zhodani megacorporation responsible for interstellar transport and passenger service.

Qadre'idr: Literally, 'forceful reach'. Name of a stellar main that extends from Kronor (0304 Tloql) to the spinward edge of Ziafrplians sector.

Qaval: Subsector (H) in Zhdant sector in which Zhdant (Zhdant 2719) is located. Often misspelled 'Gaval' by Imperials.

Qaz: Literally, 'enforce'.

Qiets: Literally, 'be swift'.

Qiknavra: Smaller of Zhdant's two continents. Used as the name for a modern class of Zhodani grav tank.

Qiknavrats: Literally, 'people of Qiknavra'. The Droyne/Chirper race that dominated Qiknavra during Zhodani pre-history, until the *Dzagtlas* made them extinct.

Qlomdlabr: The Supreme Council of the Zhodani Consulate, the highest council in the Zhodani government, which meets on Zhdant.

Qlomdriant: Literally, 'ruling councillor'. Often used as a title for the supreme executive of a world.

Qlome': Literally, 'to rule'.

Rans: Literally, 'hate'.

Rid: Literally, 'to sing' or 'singing'.

Rint: Literally, 'rain'.

Rotletsatl: Literally, 'journey'. Official name for the First Core Expedition.

Shianjo: Literally, 'good journey'. An 800-ton liner used in the core regions of the Consulate.

Shidr: One of six Zhodani seasons, containing 40 zhdanstial, equivalent to 45 standard days.

Shiv: Literally, 'moon'. Used generically for any moon, as opposed to *Viepchakl*, Zhdant's moon.

Shivva: Literally, 'moonlight'. Name of a class of 600-ton patrol frigates.

Shivvajdatl: Literally, 'mountains of moonlight'. A dominant mountain range on the continent of Qiknavra on Zhdant.

Shtefrabr: Literally, 'father'.

Shtiavl: Literally, 'chill'.

Shtochiadr: Consulate province, which includes Itvikiastaf sector and the Zhodani portion of Tlabrieish sector.

Stebre: Literally, 'to be superior'.

Stedlas: Name of a common class of 400-ton system defence boat.

Stial: Literally, 'day'.

Tanzhrtl Zofrtia: Zhodani megacorporation known for the design and manufacture of civilian starships.

Tavr: Literally, 'morality'.

Tavrchedl': Literally, 'thought police', the organisation that combines law enforcement and mental health care in Zhodani society.

Tavrian: The 'universal energy field' from which Tavrziash teaches all spirits come.

Tavrziash: Literally, 'morality's path', the state-supported philosophy taught across the Consulate.

Thequzastial: Literally, 'olympiad day', which is a special holiday inserted between Atshtiavl and Atpair every third year.

Thequzdievl: The Psionic Games.

Thequzdij: An olympiad, or cycle of three Zhodani years, containing 733 zhdanstial, equivalent to 825.2 standard days. Every third thequzdij has an additional zhdanstial.

Tlatl: Literally, 'throwing blade'. Name of a 10-ton light anti-shipping missile fighter.

Tletl: Literally, 'be silent'.

Tletlkizhia: Name of a class of 600-ton escort.

Tlevl: Literally, 'cruiser'.

Tliaqre': Literally, 'to grind grain'.

Tliaqrnad: Literally, 'one who grinds grain'. Often translated to Anglic as 'miller'. A common prole family name.

Tliazhashal: This Zhodani megacorporation is the Consulate's largest defence contractor and major military starship builder.

Tlorafvrile: Literally, 'returning journey'. Official name for the Second Core Expedition.

Toliak: An Ancient artefact, which projected a three-dimensional starmap of space between Zhdant and the galactic core.

Tozjabr: Literally, 'the eye and the hand', The Consulate's primary intelligence and covert operations agency.

Vae': Literally, 'to shine'. Often used as a suffix to modify other words.

Vestabl-Makarín: Zhodani megacorporation involved in interface trade with the Vargr Extents.

Viaj: Literally, 'truth' or 'yes'.

Viepchakl: Single natural satellite of Zhdant.

Viepchakliashtie: Literally, 'moon-worshipping', as from the Viepchakliashtie Empire.

Viepchaklpreql: The Ancient city built on Viepchakl and destroyed in the Final War.



Viepchaklstial: Literally, 'moonday', a festival of wild abandon held between Atrint and Vrienstial.

Viepchaklts: Literally, 'people of Viepchakl'. The Droyne/Chirper race which lived on Viepchakl until the *Dzagtlas* made them extinct.

Viestlas: Literally, 'highborn'. Character with Social Standing of 13.

Vlanchiets Qlom: Consulate province, which encompasses all Zhodani claimed territory coreward of Chtierabl province.

Vlastchedl': Literally, 'superior guardians'. Official name for the psionically powerful religious oligarchy on Batlpat (1326 Ziafrplians).

Vlasteabr: Literally, 'superior', from *Homo vlasteabr*, 'superior man'.

Vlastiansh: Literally, 'superior path'. Official name for the philosophy followed by the religious dictatorship on Batlpat (1326 Ziafrplians).

Vlezhd: Literally, 'star'.

Vlezhdatl: Literally, 'star lord'. Name of a class of 2,000-ton frontier cruisers.

Vlezhdets: Literally, 'star prince'. A 30-ton medium fighter carried aboard *Vlezhdatl*-class frontier cruisers.

Vlezjaq: A winged predator native to Dleqiats' eastern desert on Zhdant, which vaguely resembles a cross between a Terran bat and a scorpion.

Vrien: Literally, 'hot'.

Vrienstial: Literally 'heat', the often stagnant, hot summer season.

Yetsasl: A racing beast from Zhdant.

Yonchobo: A slow but reliable draft animal from Zhdant that has adapted well on many worlds in the Consulate.

Zar: Literally, 'trek'.

Zdeabr: A common 400-ton trader.

Zdetl: Standardised language used throughout the Zhodani Consulate.

Zhant'ad: Literally, 'workers of the land'. All characters of Social Standing 9 or less; Proles.

Zhdanstial: Literally, 'day on Zhdant'. Equivalent to 27.02 standard hours, or 1.1258 standard days.

Zhdant: Zhodani homeworld, in Pliebr's second orbit, and also the sector in which the Zhodani homeworld is located.

Zhdantpreql: The Ancient city built on the Qiknavra continent and destroyed during the Final War.

Zhdanzhdanstial: Refers to any of the six Zhodani holidays.

Zhdatl: Literally, 'learning', from *Homo zhdatl*, 'learning man'.

Zhdeshtede: Literally, 'consularists'. Official name for the Sixth Core Expedition.

Zhdiblivilts: Literally, 'final conquest of the frontier'. Official name for the Fourth Core Expedition.

Zhdits: Name of a relatively unsuccessful class of 400-ton destroyer escorts.

Zhdotlas: Literally, 'supreme', from *Homo zhdotlas*, 'supreme man'.

Zhobrdievl: Literally, 'raised to nobility'. All characters with a Social Standing of 11 or higher; Nobles.

Zhobrtlasche': Literally, 'noble born'. Character with Social Standing of 14.

Zhodanizar: Literally, 'Zhodani trek'. Official name for the Seventh Core Expedition.

Ziefrabr: Literally, 'mother'.

Zjipyli: A small animal native to Zhdant with the ability to change its colour and, to some extent, its shape.



HISTORY

Despite the support of psionics in their work, Zhodani archaeologists and historians have been forced to reconstruct many details of their culture's prehistory. Further research on the numerous tragedies faced by the Zhodani over the millennia help to give us a new perspective on their past.

ANCIENT HISTORY

About 300,000 years ago, a fleet of Ancient starships arrived in the Zhdant system, carrying Ancients, Droyne and primitive Humans. The fleet stayed for a couple of years constructing two colonies and then left, never to return to Zhdant. The Ancients constructed their first settlement on Viepchakl, Zhdant's tide-locked moon. Then they turned to construct a series of bases along the western coast of Qiknavra (the smaller of Zhdant's two continents), with towering skyscrapers in the western mountain ranges and undersea domed cities offshore, all linked by an extensive grav-based transportation network.

Over the next century, the Viepchakl and Qiknavra bases grew into cities, each eventually having a population of perhaps 50,000 Droyne. Each was the centre of a vibrant economy. They traded goods and services with each other and constructed orbital stations and other bases. They sent missions into the asteroid belt where they captured planetoids and brought them back to serve as space stations and sources of mineral wealth.

Zhdantpreql, the name Zhodani archaeologists have given to the planetary metropolis on the Qiknavra coast, was the centre of extensive agricultural and industrial activities. Vast acreages were cultivated, megatons of minerals were mined and heavy industries were established. Many of the Ancients' activities left marks that remain today: for example, a great open-pit copper mine scars the western edge of the Qiknavra mountain range and toxic waste dumps dating back to this period have been found across the Qiknavra coastal region.

Not all Ancient activities were explicable – without context, some seem strange or even senseless. The Ancients dug curving trenches in Zhdant's seabed and then filled them with material quarried from elsewhere on the planet. They sliced off mountaintops, lifted them 20 metres into the air and filled in the gaps with artificial stone. They built

reinforced steel buildings and left them empty but sealed against entry.

Instead of using robots as servants, as they were known to have done on other worlds, the Ancients brought with them Terran Humans. It is unknown whether they were physically removed from Earth itself or were grown from ova and sperm banks taken from a prior sampling of Earth populations; either was well within the Ancients' capabilities. In any case, the Humans were bred on Zhdant until their population was nearly half a million strong. The exact role Humans played in Zhdantpreql's society remains unclear but evidence suggests they were both pets and servants.

Viepchaklpreql, the name given to the city built on Viepchakl, also experienced extensive developments. The city's foundations burrowed kilometres beneath the lunar crust. Its towers climbed 10 kilometres into the sky. The denizens of the city constructed numerous identical buildings, perhaps residential in nature, and a vast tunnel network that carried services to them. As with Zhdantpreql, the Ancients also performed activities whose exact purpose remains unknown. They bored arrow-straight roads right through solid rock faces with the precision of a laser, only to stop after encountering fissures a few metres deep. Caches of desert sands were carefully sorted into stockpiles based on colour or grain size. There is no evidence, however, that *Viepchaklpreql* ever housed or bred Humans, or imported them from Zhdantpreql.

On other worlds, individual Ancient sites are always different and the two cities reflected this feature in almost every aspect. However, they did have one single feature in common: in both cities, road intersections were marked by a stone stanchion topped with a polished crystal octahedron. Archaeologists differ in their interpretation of this feature's significance – some believe them to be a decoration, others see them as having served a practical purpose, perhaps as signposts or for traffic direction.

THE FINAL WAR

Evidence from across Charted Space has revealed that the Ancients destroyed one another in a devastating war that began around –300000 and lasted some 2,000 years. Zhdant was spared until quite late in the Final



War. Radioactive dating shows some 500 megatons worth of nuclear weapons fell on the planet and lunar base, circa -299700. Zhdantpreql was almost totally destroyed: structures were flattened, mechanisms wrecked, landscape crushed and burned. The asteroid station was blasted out of orbit, crashing into the ocean, burying its remains in the sea floor. In addition to the world-wide devastation, the asteroid impact and the nuclear detonations combined to create a nuclear winter, triggering a 20,000-year ice age.

Viepchaklpreql was also struck hard. Here the destruction was more precise but just as complete. The city towers were sliced off level with the ground, shattering where they fell. The centre of the city became one enormous crater kilometres across, although the attack left no radioactive contamination.

The attacking strike fleet had done their work well but even in the face of the destruction, some survivors remained alive on Zhdant, both Human and Droyne. Perhaps one-tenth of the population, about 50,000 Humans and 10,000 Droyne remained alive. Fearing further attacks, they fled from the radiation-scarred city, scattering into the forests and jungles. The Droyne survivors were too scattered and too shocked by the devastation to rebuild successfully. The more numerous Humans, used to following the orders of their masters, had neither the knowledge nor the skills to do so. The result was a rapid slide into barbarism.

PRIMITIVE ZHDANT

The ice age that followed the Final War created a set of ice bridges connecting Qiknavra with Dleqiats (the larger of Zhdant's two continents). Over these natural highways, the surviving Humans of Zhdant journeyed, seeking better lands, perhaps retaining memories of the lost utopia of Zhdantpreql.

Some 20,000 years after the Final War, the glaciers began to recede. Nomadic hunter-gatherers ranged over the larger continent, following herd-beasts. They slowly developed primitive technologies: stone tools, huts, fishing. By -250000, a primitive Human race the Zhodani call *Zhdatl* (*Homo zhdatl*, 'learning man') had established itself in the northern mid-latitudes of Dleqiats. Shortly thereafter, a rival race, *Vlastebr* (*Homo vlastebr*, 'superior man') emerged in the southern regions of the same continent.

Around -200000, the two distinct Human races contacted each other, leading to both clashes and inter-mixing. The original races were gradually supplanted and replaced over

the next 120,000 years by a hybrid race, *Zhdotlas* (*Homo zhdotlas*, 'supreme man') as sophisticated language and social culture evolved despite the impediment of a second ice age. The next step came in -40000, when Zhdotlas began the first herding of animals, followed by their deliberate breeding. By -30000, Zhdotlas had created several domestic breeds: *kredl* (an analogue of Terran cattle), *abrstia* (an analogue of Terran chickens but with fibrous feathers that can be woven into cloth) and *noql* (an amphibious crawler raised in dammed streams). On the heels of animal herding came agriculture, the raising of grains and even the planting of orchards. By -24000, Zhdotlas was well established as a farmer and had created a growing culture.

Because Humaniti originally evolved on a different world, most of Zhdant's animals and plants are indigestible by normal Humans. However, an evolutionary adaptation developed among the surviving Humans allowing them to digest some native proteins and thus some of the native life. Trial and error over the millennia showed which plants and animals were edible and which were not. In addition, the agricultural projects of Zhdantpreql had produced large numbers of livestock and crops, which naturally propagated throughout the environment after the Final War. Some of these plants and animals displaced local forms and became widespread. The *abrstia* is known from fossil records and genetic studies to be a native Zhdant life form, whereas the *noql* is not native to Zhdant and may be native to another world or engineered by the Ancients.

PRIMITIVE CHIRPERS IN QIKNAVRA

While Humans developed in Dleqiats, the few surviving Ancients in Qiknavra remained on that continent. The devastation of the war was enough to blast them back to the Stone Age. Without their technological marvels, they were even more helpless than the Humans but some did manage to survive.

The Ancients were Droyne, a race of winged reptiles whose society was based around a caste system. Those who fled the devastation of the Final War lost the traditions that established and maintained castes, and became Chirpers – casteless Droyne, a phenomenon observed on many other worlds where Droyne survived the Final War.

It took 50,000 years but the Chirpers eventually regained agriculture and within 100,000 years had created two large empires: one in the southern mountain ranges, the other in the northern lowlands of Qiknavra. At that point, however, both empires ceased to develop past



the working of bronze; the Chirpers had little interest in any government (or invention) that provided more than the necessities needed for a reasonably comfortable agrarian existence.

They did, however, retain the Droyne's natural psionic abilities. Psionic talents provided limited transportation through teleportation and communications over distance through telepathy. The Chirpers' ability to maintain empires of considerable size and stability was largely the result of their psionic talents.

THE VIEPCHAKLIASHTIE EMPIRE

The first major Human empire on Zhdant had its origin in the agricultural communities on the western coastal plains of Dleqiats. These lowlands were fertile, rich areas well suited to farming. Over the course of several centuries, their population grew and the land under cultivation expanded.

As farmers, they had a natural interest in the seasons and along the coast, they made the connection between the ocean tides and the lunar phases of Viepchakl overhead. A priesthood capable of predicting seasons and tides grew up and over the course of the centuries established a religion of Viepchakl worship. As their influence waxed, Viepchakl's power grew, replacing the older sun god Pliebr as the most powerful member of the regional pantheon. The priesthood became a highly organised institution and their religion both a motive and binding force for an expanding state.

By -18000 the Viepchakliashtie Empire ('moon-worshipping') had gained sovereignty over coastal strips for 500 kilometres north and south and influenced the coast for another 1,000 kilometres in each direction. Its control over the working of iron gave it dominance over its competitors. The art of war, needed to maintain the strength of the Empire against nomadic tribes or raiders, was further developed. Mathematics, originally for computing tides, was raised and refined as a science. A proud capital city, Dlolprikl, arose astride a major river flowing from the interior of the continent. It would grow to a population of a million people, serving as the centre of trade and commerce for other cities, the hub of a busy transport network necessary to keep its teeming population fed.

The Viepchakliashtie Empire reached its height about -17000, when it established total control over the archipelago of some 200 islands within 2,000 kilometres of Dlolprikl. Around -16500, rivalry among factions of the

Viepchakl priesthood split the Empire into various coastal and offshore states, which fell rapidly into decline.

THE DISCOVERY OF QIKNAVRA

The small successor states to the Viepchakliashtie Empire at first maintained their individual priesthoods, each with a slightly different doctrine from the others. Soon doctrinal questions were being settled as much by the sword and arrow as by scholarly dispute and many priesthoods established military orders to defend territory, convert the heathen, maintain a deterrent force and keep the common folk in line. Gradually, many priesthoods and orders became hereditary and priest-warriors slowly evolved into a secular feudal nobility. By -13000, feudalism had taken hold in force and swept the many small nations of north-western Dleqiats. This rise of a noble class helped perpetuate a pattern of wars and entangling alliances that characterised the next 3,000 years of Zhodani history.

Toward the end of that period, the value of science began to be recognised, largely through the idle pursuits of the noble classes. By -9000, it had become stylish for younger sons and daughters to follow scientific pursuits and for the nobility to act as patrons for expeditions of discovery. The key period can be pinpointed to a span of 100 years: -8590 to -8490. In -8590, the printing press was invented (movable type followed in -8530). In -8550, an ocean expedition discovered the continent of Qiknavra. In -8540 explorers in Qiknavra contacted the civilisation that ruled portions of that continent: the Chirpers. The Zhodani named them Qiknavrats, 'people of Qiknavra'.

Trade began with the two Qiknavrat empires, with exotic goods from the new continent flowing back into Dleqiats. Not long after, the many regions of Qiknavra not settled by the static Qiknavrat empires were opened for colonisation and exploitation. Zhodani migrated there in large numbers in search of land and wealth. It was soon discovered that the Qiknavrats had psionic powers and within 10 years, a few Humans proved able to learn these same arts as well. Some Qiknavrats were taken back to Dleqiats and served as teachers for this new science.

INDUSTRIAL REVOLUTION

Psionics became an important factor in social and cultural development over the next two centuries and rapidly spread through both the old and new continents. It was discovered that certain people had innate talents for different kinds of psionic ability and these



could be improved by early training. Other individuals were inspired by the feats that psionics could perform and attempted to match or duplicate them through science and technology. The need for better and faster intercontinental communications helped spur these developments. Technological improvements to wagons, ships, signal devices and printing were all spurred by attempts to equal the effect of psionics. By -8300, Zhdant was undergoing an industrial revolution.

This revolution produced railroads, which opened eastern Dleqiats to a wave of settlement similar to that which had swept Qiknavra some 200 years before. The expansion led to vast farming and ranching concerns on the Dleqiats plains, expanding coastal shipping and mining in the mountain ranges.

Through much of this expansion, the feudal nobility of the many small states of western Dleqiats continued to maintain their power, providing the money to found towns in the east, claiming the new territories in their own names, enforcing their laws and collecting taxes. Eventually, high taxes and the problems of a too-distant administration led to colonial revolts in Qiknavra and eastern Dleqiats, which formed an alliance against the old countries.

The strife resulted in war after war from -8200 to -8000. New advances in technology were pressed into military service, as aircraft, jets, rockets, plastics, food preservation techniques, radio and submersibles were rapidly developed. By -8000, the warring countries finally agreed to disagree: eastern Dleqiats and Qiknavra were now established as representative democracies (Qiknavra being a multiracial Human/Qiknavrats state) while western Dleqiats kept its feudal system, albeit in a slightly weakened form, with a stronger central government.

In the period of uneasy peace that began in -8000, all three nations turned their attention to space. Teleports to orbit had been attempted before but proved catastrophic due to energy and momentum problems. Technology was determined to be the answer.

EXPLORATION OF VIEPCHAKL

In -7980, the first orbital flights were made by the air force of eastern Dleqiats, followed quickly by flights from Qiknavra. Ten years later, Zhdant's orbit was full of artificial satellites, although western Dleqiats lagged behind in rocket technology, only putting up its first satellite in -7951. Eastern Dleqiats mounted the first

Zhodani expedition to Viepchakl in -7959, a somewhat controversial event that possessed both religious and scientific significance. The expedition was successful and a permanent moon base was established in -7950.

In some ways, the exploration of Viepchakl hearkened back to that of Qiknavra: there were Chirpers already there. These Chirpers, soon dubbed Viepchaklts ('people of the moon') were the remnants of the Droyne who had inhabited Viepchaklpreql. Some hundreds of Chirpers had survived the Final War in those segments of the extensive underground tunnels that had escaped destruction. Some stayed in cold sleep for thousands of years, while others simply wandered the tunnels, tending hydroponic farming installations or eating from automated food producers.

Initially it was Human astronauts from eastern Dleqiats that contacted the Viepchaklts but within a year Qiknavra had launched its own expedition, one which included Chirpers.

The Chirpers from each world met in friendship in the depths of ruined Viepchaklpreql. Within a few days, Chirpers fell ill and began dying. Reacting quickly, the Zhodani determined that the cause was a bacteriological weapon lying dormant since the Final War. The Viepchaklts carried an agent specific to the Qiknavrats: the Qiknavrats carried an agent specific to the Viepchaklts. Apparently, biological agents specific to each type of Droyne were drop-launched during the Final War but each went to the wrong world. Although an immediate quarantine was ordered, the plague was already rampaging through the Viepchaklts and biological samples from Viepchakl had already been sent months before to Zhdant, so it was only a matter of time before the plague spread to the Qiknavrat population.

The anti-Qiknavrats plague also affected Humans, albeit more slowly. On Viepchakl, most Humans died within weeks. Within a year, Humans on Zhdant were feeling the plague's first effects. Within two years, one-third of all Humans on Zhdant were dead. In a decade, the Human population was reduced by two-thirds and both groups of Chirpers were extinct.

The *Dzagtlas* (as the plague and its effects were called) erased most of the gains of the preceding centuries. Zhdant's democracies collapsed as vast areas of the plains of eastern Dleqiats were abandoned, as were the Human settlements in Qiknavra. Cities were emptied as attention turned to survival. By -7940, Zhdant had entered a second Dark Age.



EMBRACING PSIONICS

Through the thousand years of the Second Dark Age, the population of Zhdant slowly recovered. Strides in medicine over the years reduced the plague to just another serious illness. Some knowledge was lost but enough was retained to allow advances in science once they were needed.

The lessons of history were not ignored either. The nobles of western Dleqiats instituted limited democratic principles while retaining most power for themselves. By -6800, the nobles of western Dleqiats were firmly in charge, not only of their own countries but also of the newly established colonies and expanding territories in eastern Dleqiats and in Qiknavra.

From its earliest time, the noble classes had held the right to raise a limited number of lower-ranked individuals to the next higher noble rank. It was also possible to raise non-nobles to noble rank. Abuses of this power had created an overabundance of nobles as well as dissent among the commoners. Several revolts had to be put down with great force but the basic problem remained. At the same time, psionically trained nobles had gained the upper hand over technologically oriented nobles and looked to maintain their superiority.

The first *Thequzdievl* (Psionic Games) were held in Dlolprikl in -6738. Initially the games were poorly organised and attended but they did give common-born participants an opportunity to win a place in the nobility. However, successive games were held every three local years and by -6650 they had become an established institution.

The psionic nobles' plan resolved many problems. Firstly, it defused the problem of favouritism in granting new noble titles (now *Thequzdievl* winners entered the ranks of the nobility along with hereditary nobles and those elevated for service). Secondly, it also increased the ranks of the psionic nobles and guaranteed that they would have the majority in any struggle against technologically oriented nobles. Finally, it established an event for the public that entertained them and defused any latent jealousy or fear; it made psionics part of public life. From this point in Zhodani history, Nobility became inseparably associated with psionic ability.

Parallel to these developments was the expansion of the *Tavrziansh* ('Morality's Path') movement. The *Fevranzhtavr* ('Book of Morality') was released in -6623 and ultimately became taught in schools across Zhdant. While the philosophy itself is discussed elsewhere, the

appearance of the *Fevranzhtavr* and the spread of its teachings occur alongside the rise of the *Thequzdievl* as an institution on Zhdant.

EXPANSION INTO SPACE

At the same time that psionics developed and expanded in Zhodani society, mundane technology could not be ignored. During the Second Dark Age and the rise of psionics, some scientific knowledge had been lost but enough was retained to allow advances in science to continue, although at a more conservative pace. Technology was accessible to the entire population, providing many of the same benefits that psionics could. The psionic nobles realised that they had to support its development; it provided jobs, an expanding economy and a better quality of life for everyone, which would assure that the psionic nobles remained in power.

The rebirth continued and accelerated. Eastern Dleqiats was again settled. A transcontinental railroad was laid, in many places on the same roadbed that had crossed the continent more than 1,000 years before. Qiknavra was resettled and the ancient cities rebuilt. Expeditions were mounted in hopes of finding any enclaves of surviving Chirpers but it was fruitless: they were confirmed to be extinct. Humanity was alone on Zhdant.

By -6400, the Zhodani had reacquired space travel and with suitable precautions returned to the Vlepchakl. Sadly, no surviving Chirpers were discovered there either. Planetary missions followed, with several colonies in the asteroid belt and outer planets established by -6200.

FORMATION OF THE CONSULATE

The lure of the stars was as great as the lure of the planets. Between -6200 and -5415, some 50 interstellar missions were mounted with slower-than-light vessels. Colonies were established in six star systems within four parsecs and trade in scientific information and highly valuable or novel goods was carried on. Over a 50 year period, sublight ships travelled established routes, calling at each colony and returning to Zhdant. Exploratory missions went farther out, often on 20 or 30 year expeditions. However, during all their explorations, no intelligent races were encountered. The universe seemed to be empty except for the Zhodani.

Stresses between factions of Nobles rose as the Zhodani expanded. At the forefront were the unresolved differences between psionic and non-psionic Nobles. One generation of Nobles might have a powerful psionic Noble, where the next generation might produce very weak psionic



Nobles. Powerful Intendants might serve a much weaker psionic Noble, causing further fracture. Other factions might focus on trade, technology or exploration, leading to direct competition between factions. Attempts were made to bring the opposing factions together peacefully; this began the practice of Nobles meeting as councils to resolve differences. Ultimately, these councils would send representatives to meet with other councils' representatives. In -5823, a union of all Zhodani was established as the Zhodani Consulate, formalising a *de facto* union of councils, which had existed for some time and establishing the *Qlomdlabr* (the Supreme Council of the Zhodani) over all other councils.

Then, in -5415, a breakthrough changed everything. *Dranzingabr*, a development company working on a fusion power source in the asteroid belt, chanced on the principles of the jump drive and produced a working prototype. Within 10 years, the Zhodani Consulate was operating a fleet of jump ships and exploring space within 50 parsecs. With jump drive technology, the Zhodani

could see a truer picture of the universe. Just beyond their previous limits were systems harbouring intelligent life, although still at a rather low technological level. On other worlds, exotic native life provided improved drugs, flavours and fibres. Minerals from new worlds helped shape better structures, better vehicles and better communications.

EXPANSION AND CONTACT

The expansion of the Zhodani exposed stresses within their society at the highest levels and the discovery of the jump drive made things worse. The *Qlomdlabr* became factionalised, with disagreements breaking out into limited warfare between various Nobles and their allies. Only after the destruction caused by the Erdriap Chensh, did a much sobered and unified *Qlomdlabr* compromise and begin working to repair the devastation.

In -5120, only 30 years after the halt of the effects of the Erdriap Chensh, Zhodani explorers discovered the

The Erdriap Chensh

The *Erdriap Erdriap* ('controller of controllers') was discovered by Zhodani explorers in -5341, in the Iadvada system (0302 Zhdant), floating in space orbiting a moon. The Erdriap is a single 35,000 ton piece of rock veined with a variety of minerals, riddled with tunnels. The *Qlomdlabr* ordered the Erdriap to be brought to Zhdant but its size (approximately that of a battleship of that era) and other priorities meant it was recorded and forgotten.

Qrekrsha (1929 Zdiiedeiant) sits on the edge of the great Zhdant Abyss. Initial exploration in the -5400s found nothing of interest but in -5326 a survey team found a massive, mountain-sized amorphous blob of vitreous stone embedded in the ruins of an Ancient city. Eventually similarities between the Erdriap and the vitreous stone were reported and, after discussions, the *Qlomdlabr* agreed to have them brought together for study. The Erdriap arrived in the Qrekrsha system in -5274 and researchers began earnestly working to find out what the two did.

The mountain object, eventually called the *Erdriap Chensh* ('controller of wills'), was theorised to be able to control the wills of Humans over a vast area of space, elevating or reducing their motivations and direction. This information was kept secret and buried as the Consulate began to collapse under its stresses.

When fighting did break out, the faction in control of the Qrekrsha system reviewed the two artefacts and, after ensuring their people were safely nearby, they activated the Erdriap Chensh in -5248, intending to benefit their own people and their allies. In fact, the artefact was set for the reverse effect. The field expanded at the speed of light, first within the Qrekrsha system itself, then to the worlds around it, within a 30 parsec radius. The Consulate watched with horror as all Humans within the area stopped caring about themselves or anything else, eventually starving to death. The zone lasted for centuries, leaving a massive barren zone within the Consulate. The warring factions quickly dropped their fighting, recognising that urgency needed to be given to saving populations. In fact, no one knew how long it would continue to expand, so many plans were set in motion. There was great relief when the effect finally stopped progressing in -5150.

The two artefacts are now kept sectors apart and under direct *Qlomdlabr* control. Even after six millennia, the zone has a much smaller population than the rest of the Consulate and the Qrekrsha system remains Forbidden.



The Addaxur

The Addaxur are an intelligent race of six-legged carnivores from the high-gravity world of Addax (A9D4744-D, 2214 Tienspevnekr). While they are smaller than Humans, averaging 60 centimetres tall when on six legs, they are capable of reaching their full length of 140 centimetres when stretching up on only two legs. An average Addaxur weighs less than 80 kilograms.

Being similar to a 'six-legged armadillo' (a description of the race made by Imperial diplomats), an Addaxur can be physically surprising to someone who has not dealt with them before. They have no 'head'; their brain is inside the torso, well protected from predators. The limbs shuffle food to the mouth at the front and their visual, auditory and olfactory senses are located there as well. An even bigger surprise comes when it is realised that each leg can be an arm and each hand is also a foot. While Addaxur are most comfortable walking on six legs, they can still walk on four and can move slowly on two; the most agile Addaxur can manoeuvre on a single leg. This allows them to twist and turn to look, smell and hear better.

Addaxur can learn to speak Zhodani fairly easily and it is commonly taught to all Addaxur as part of their education. Humans have some difficulty speaking more than simple Addax words and often use computer assistance to produce more difficult or complex sounds.

The Addaxur are pack-oriented and similar to the Vargr, using Charisma rather than Social Standing in relation to each other. However, unlike Vargr, most Addaxur are uncomfortable in leadership positions – they lead as events demand and then seek to return to anonymity. Addaxur do not seek to lead the pack, the pack pushes one of its members to lead. As Addaxur also have a strong respect for the most experienced pack members, often they will be the first to suggest a leader. Elder Addaxur take the responsibility of selecting leaders from the pack very seriously.

Packs can grow quite sizable and occasionally families (and groups of families) move from one pack to another, or form a new pack. Whilst little is known as to the cause for these changes, what is known is that a new pack must not be dependent on another pack, it must be self-sufficient for resources. This means that new Addaxur colonies are not formed until ample preparations have been made, thus the colonisation models for Zhodani and Addaxur settlement are very similar.

Since Addaxur are native to a high-gravity, high-pressure atmosphere world, Humans on Addax live in special compounds, often grav-supported structures in the higher levels of the atmosphere. In the same way, Addaxur prefer special compounds on Human worlds, which are usually gravitic structures to allow them to adjust the gravity to be more comfortable. Addaxur can adapt to both atmospheric pressure and oxygen levels to a limited extent, by adjusting their metabolism. However, this process becomes very uncomfortable for the Addaxur; it feels much like choking does to a Human.

The Addaxur have settled on many worlds across the Consulate and are the most significant minor race in Zhodani space. Notably, they have not settled on worlds outside the Consulate and it is very rare that an individual Addaxur will travel outside of it either. As Addaxur grow older, many individuals return to the Addaxur reservation in Tienspevnekr sector, if it will not disrupt their family or pack.

The development of psionics among the Addaxur came as a surprise to the Zhodani in -4832. Groups of Addaxur had visited Zhdant for over two centuries, leading to a small population permanently living there. One of the permanent residents took to studying how the children of Nobles and Intendants were given psionic instruction and began practicing the various techniques (over a 10 year period), eventually discovering how to perform them. The Addaxur are considerably more comfortable learning through experience, rather than reading instructions, listening to lectures or watching demonstrations. In fact, psionics appear to occur in Addaxur with the same frequency as Humans.



The Addaxur are a pacifist race, believing that deliberately causing death disrupts the progress of the universe. However, they will defend themselves, along with their friends and allies, when threatened. They consider blackmail and betrayal to be related to deliberate causing of death and individuals will sacrifice themselves if it will prevent others from being threatened. For example, if an individual Addaxur is in a hostage situation, and sees a way to save others at the cost of their own life, they will earnestly pursue that course of action. Much like the Zhodani, Addaxur see individuals who do not behave in expected ways as mentally unhealthy. In the past, such individuals were outcast from their packs and Addaxur society as a whole. Today they are aided psionically to adjust to society, not unlike Zhodani re-education techniques.

The historical, philosophical and psychological similarities between the Addaxur and the Zhodani have contributed to making them an integral part of the Consulate. As colleagues, they are intensely loyal, often pushing a surprised young Zhodani colleague to lead. They can use psionics (with effort) and fully participate in Zhodani government. However, while not wanting to be in charge of events, they have a surprising amount of influence on decisions because of who they choose to guide and support to make those decisions.

ADDAXUR CHARACTERS

Addaxur have notable (+2) Endurance and weak (-2) Education. Addaxur may take the Army, Entertainer, Government, Merchants, Navy, Proles and Scholar careers. If they take the Army, Government or Navy, they serve only within the Addaxur Reservation. When interacting with non-Addaxur, they select a Zhodani personal name (without the Prole family name and without an Intendant or Noble suffix unless in Government) to use.





The Core Expeditions

The Imperium, and most other cultures around it, have their hands full exploring and exploiting the systems within or near their own territories. The Zhodani, however, have been driven by unusual circumstances to explore the route to the galactic core.

In -4218, archaeologists used a combination of clairvoyance and new sensor technology to find previously hidden chambers nearly a mile beneath the ruins of Zhdantpreql. Teleportation was used to reach these chambers, where the archaeological team found certain surviving artefacts. These included the *Toliak*, a small device that could project a three-dimensional starmap, one which extended along a corridor 30 parsecs in diameter and more than 8,000 parsecs long, aimed from Zhdant in the direction of the galactic core.

Initial investigation of the Toliak map showed it to be accurate, even to details on stellar spectra, gas giants and worlds. The artefact also proved to be a powerful psionic focus. Most psionically talented individuals found the device to produce an undefined and unexplained sense of hilarity (possibly caused by differences between Human and Ancient brains). A very few, less than one in 10,000, found that the device produced clear, readable impressions, usually of ships and star patterns along the route of the map.

For more than 200 years, the images remained unexplained. Then in -4074, the Zhodani heavy cruiser *Lienjqiets* ('Swift Wind') misjumped and was assumed lost; 40 years later, it returned to Consulate space. It had spent 38 years on a primitive TL3 world, fabricating an important component of its jump drive. The story of its exploits, while interesting, would have been filed as inconsequential and ignored but for one significant fact. A psionic researcher had used the Toliak decades before the cruiser had misjumped and his vision had been recorded. This recording was now proven as fact since it displayed a ship (now identifiable as the *Lienjqiets*) appearing within a star system (identifiable as within the coreward corridor) and arriving on a world that was unmistakably the world that the *Lienjqiets* had been stranded on.

The Toliak was transformed from a museum piece to a state secret overnight, to be used and examined only under very strictly controlled circumstances. All of the visions or premonitions it triggered were carefully recorded and analysed.

The Qlomdlabr was faced with a dilemma. The Toliak clearly could foretell the future, at least in limited circumstances. It had also been proven as a reliable map of the star systems coreward (at least by expeditions that had reached the first 100 parsecs of the route). They could ignore the Toliak, hiding it away in the archives and never investigating its potential. Alternatively, they could analyse its map and use its potential to expand coreward.

They chose to use the Toliak. To date, seven major core expeditions have been mounted to travel the route so revealed. There have also been hundreds of minor expeditions investigating systems off the main route, or even beyond the map's data.

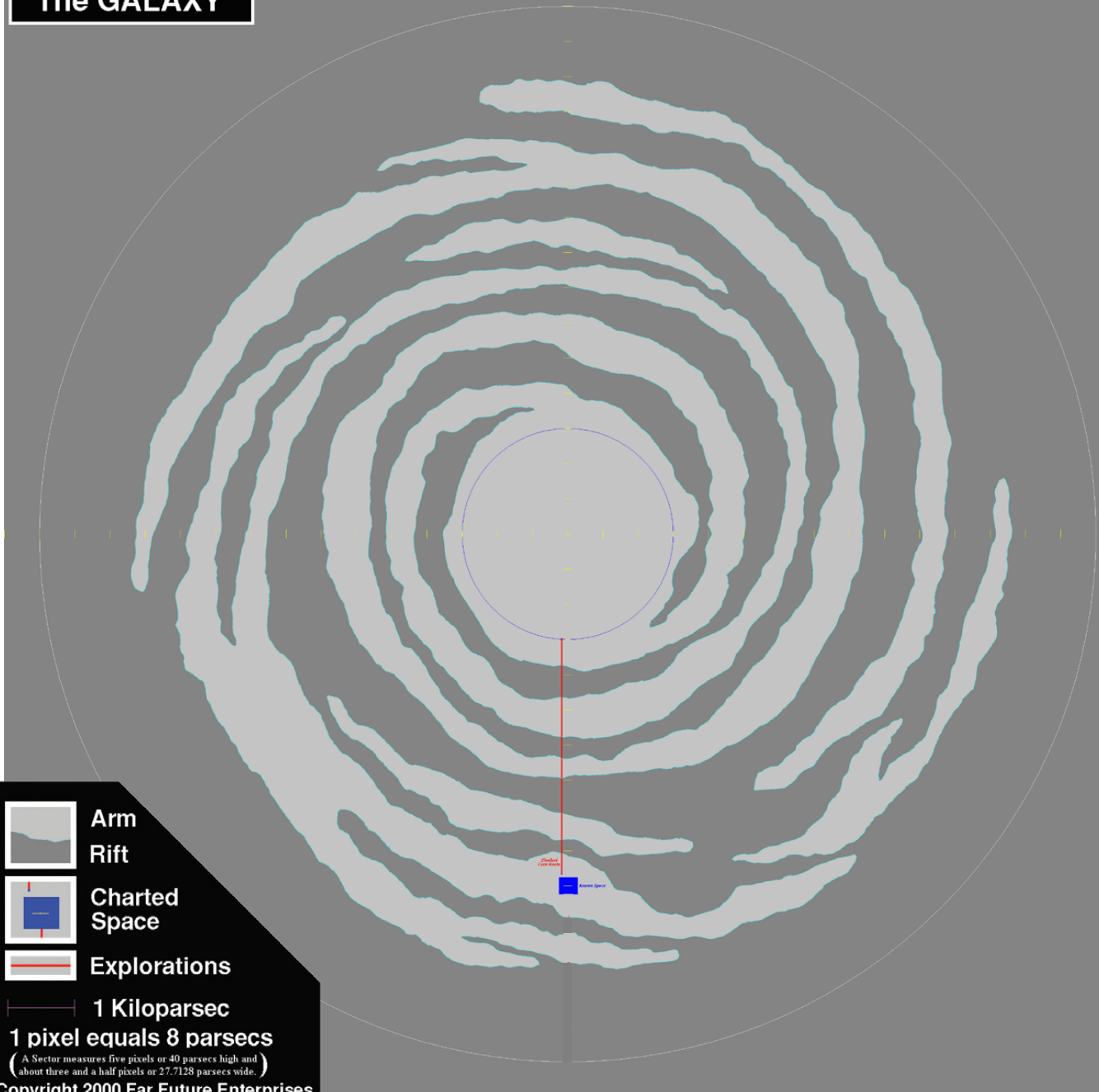
Expedition	Zhodani Name (Anglic Translation)	Imperial Year	Distance from Zhdant (parsecs)
1	<i>Rotletsatl</i> ('Journey')	-4000	400
2	<i>Tlorafvrile</i> ('Returning Journey')	-3400	600
3	<i>Iebr</i> ('Conquest')	-2300	1,500
4	<i>Zhdiblivlits</i> ('Final Conquest of the Frontier')	-1860	2,000
5	<i>Divl Iadliavr</i> ('Spacefarers')	-1130	3,000
6	<i>Zhdeshtede</i> ('Consularists')	-90	3,500
7	<i>Zhodanizar</i> ('Zhodani Trek')	750	5,000



The Third Expedition met armed resistance – a xenophobic minor race controlling seven systems (at TL 10 but without jump drive) reacted violently when the Zhodani arrived. The Zhodani were prepared, as the Toliak's images had included space battles. The xenophobes' resistance was crushed and their worlds bypassed.

The most recent major expedition was the *Zhodanizar*, which commenced 355 years ago, in 750. The Qlomdlabr is currently planning the Eighth Expedition – but meanwhile, numerous smaller expeditions are underway, exploring unknown space to either side of the main corridor.

The GALAXY





Addaxur, an intelligent species of six-legged carnivores from a world located about 40 parsecs from Zhdant. This minor race had established their own interstellar empire of 37 systems (albeit only a few heavily settled) with communications maintained by sublight ships. The Zhodani observed the fringes of their empire for about 10 years before making open contact. The Addaxur were less advanced than the Zhodani, lacking jump drive technology and being late TL8 at the time of contact. Carefully planned overtures established friendly relations. Ultimately, their empire was incorporated into the Consulate but the Addaxur were allowed to retain sovereignty over their 10 most heavily settled worlds.

The tragedy of the Erdriap Chensh combined with the discovery of the Addaxur rejuvenated Zhodani society, igniting a 4,500 year period of expansion. Expansion and production made for a better standard of living. Worlds were explored, colonies established, new industries created. Long-term expeditions were mounted (and are still ongoing) to explore well beyond their borders: to the galactic core, to other spiral arms and even to the edges of the galaxy.

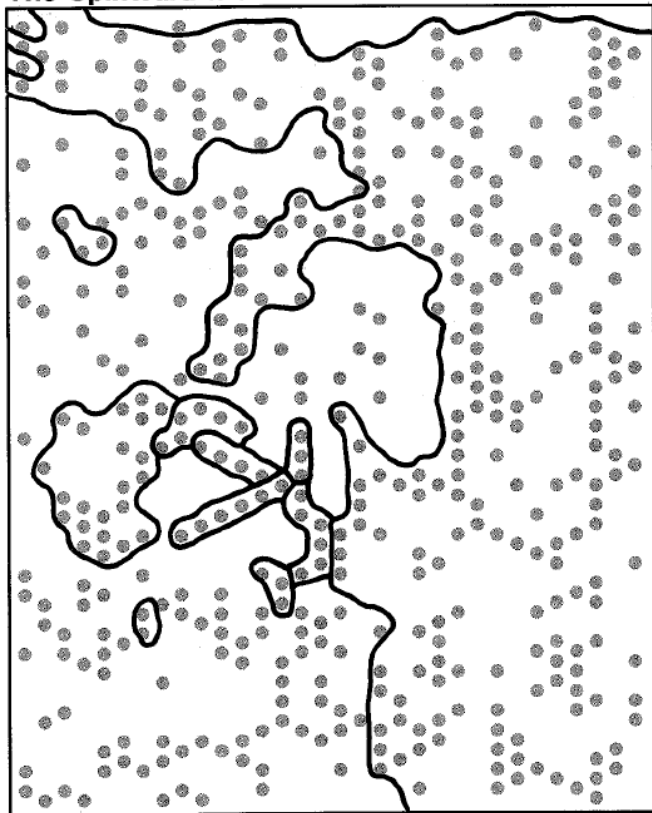
Zhodani traders travelled beyond the frontiers of the Consulate. They encountered other species: they met

Vargr in Briakqra' sector in -2800 (accidentally giving them more advanced jump technology) and traded with the Vilani in Provence and Corridor sectors around -2000. By circa -1000, the Consulate had reached its present size but trading expeditions continued. They encountered Imperial traders in 50 and in 460 began mercantile relations with the Aslan of the Trojan Reach.

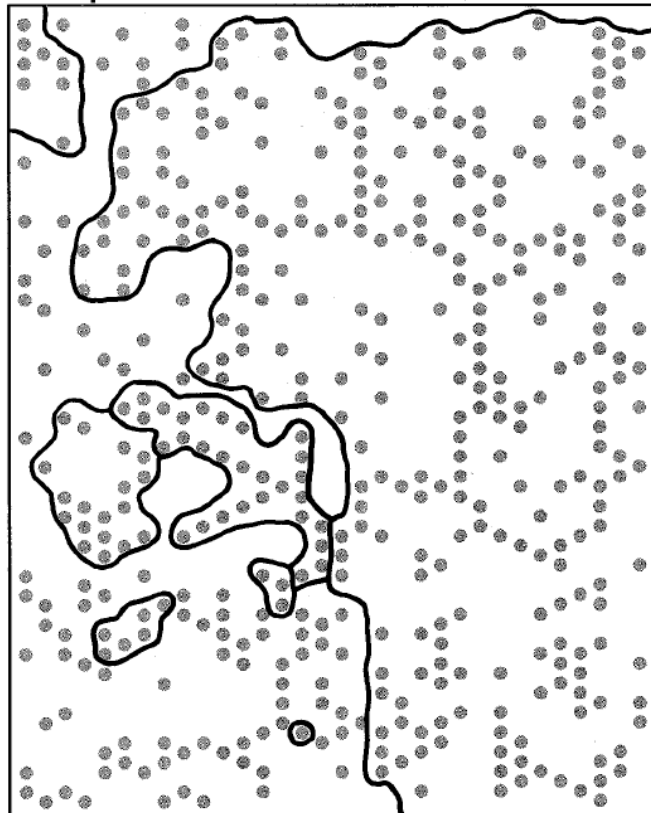
THE IMPERIUM AND THE FRONTIER WARS

The Consulate first came into solid contact with the expanding Third Imperium around 550. Imperial colonists and colonising projects found empty worlds in and around the Zhodani frontiers and began settling them. These groups were unaware of the long-standing Zhodani policy forbidding small colonies, as they are unable to provide the necessary infrastructure for the proper mental health of their citizens, and began placing settlements on, what were to them, unclaimed worlds. The Zhodani were more than startled by these numerous invasions and responded, igniting the First Frontier War (589 to 604). The Zhodani soon rallied to their side many of the Vargr of the neighbouring Briakqra' sector, thus forming the First Outworld Coalition. Their initial attack caught the

The Spinward Marches Eve of 1FW 589



The Spinward Marches End of 1FW 604





Imperium largely unprepared, quickly expelling Imperial settlements from Iakr and Briakqra' sectors. Ultimately, the 15 years of the First Frontier War were to engulf all eight of the coreward subsectors of Tloql sector.

The continued fighting was characterised by destructive raids against high-population Imperial worlds in Tloql sector by the Outworld forces. However, the crushing defeat of such an incursion at Zivije (2812 Tloql) crippled the Zhodani war effort, though at a tremendous cost to the fleet of Grand Admiral Olav hault-Plankwell, the Imperial commander. The negotiated armistice left the Zhodani in control of the Kronor subsector in Tloql but established extensive Imperial claims elsewhere in the sector and was acclaimed an Imperial victory.

THE SECOND FRONTIER WAR

The Zhodani licked their wounds and spent the next dozen years integrating their new worlds and rebuilding their navy. The Imperium did neither; rather than consolidating his victory, hault-Plankwell launched an expedition against the Imperial Core, seizing the Iridium Throne.

This ignited a series of Civil Wars within the Imperium. Seeing their chance, the Zhodani formed the Second

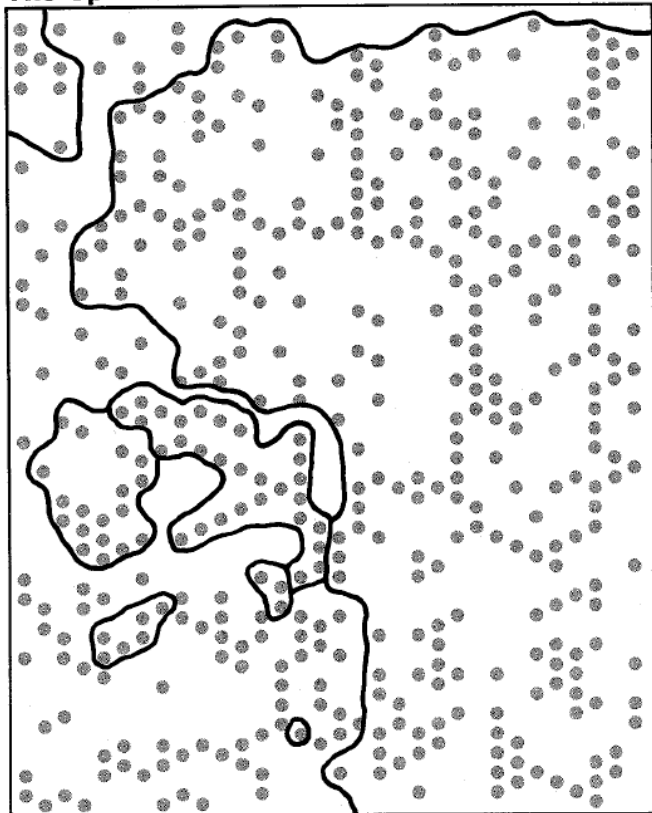
Outworld Coalition and renewed their attack in the Second Frontier War (615 to 620). However, after a long holding action, the Imperium assembled large forces and forced a stalemate. The Imperial Admiral on the spot, Arbellatra Alkhalikoi (later Empress Arbellatra), ceded more territory. This won a shaky peace that lasted nearly 350 years.

The Zhodani regarded the outcome of the Second Frontier War as a mitigated success since Imperial expansion was halted. Immediate Zhodani territorial ambitions were largely satisfied by the gains of the Second Frontier War and their efforts in Tloql sector became primarily focused on integrating new territory and populations.

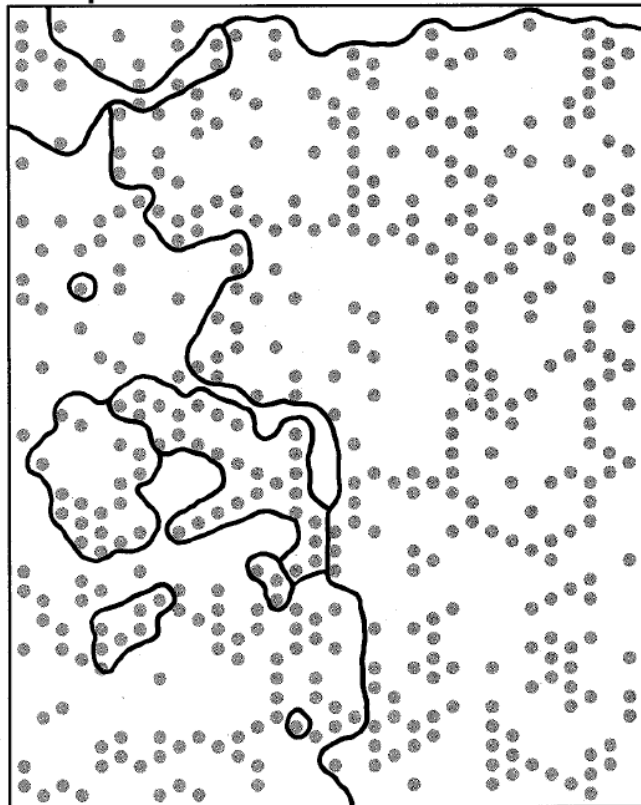
THE LONG PEACE

There had always been Nobles, within the Qlomdlabr, who saw exploration and economic development as more valuable than conquest. After the Second Frontier War, these Nobles were joined by others who hoped to extend Zhodani values toward other Human cultures. These Nobles had noticed the growth of the Psionics Institutes within the Imperium and saw them as seeds that might eventually sprout and blossom into the beginning of a 'mature civilisation'.

The Spinward Marches Eve of 2FW 615



The Spinward Marches End of 2FW 622





In addition, the end of the Civil Wars in the Imperium and the rise of innovations like the X-boat system suggested that, possibly, the Imperium was moving toward a more stable, centrally directed state, similar to the Consulate. Perhaps in that environment, psionics would spread and flourish.

Therefore, after the victory of the Second Frontier War, these Nobles argued against further war with the Imperium, believing such actions simply reinforced the idea that psions were the enemy. They were joined by other Nobles who felt interstellar war at the level of the First and Second Frontier Wars placed undue strain on the Zhodani economy and society and acclimatised too many Proles to both violence and foreign institutions. On a more practical level, the Navy was busy with the mammoth logistical effort leading to the Seventh Core Expedition and did not want anything to divert attention from this endeavor. They got their way – for the next two and a half centuries, a few incidents aside, peace prevailed.

The Imperium, too, was tired of war. During the period 650 to 750, memories of the last war had faded and cultural exchanges flourished. Many Zhodani academics toured the Imperium and *vice versa* (writing socio-

political studies that have rarely been equalled since, due to their first-hand sources). This cooperation extended to many psionic institutes; in some regions, it was actually accepted to have a visiting Zhodani adept, or to go to the Consulate for advanced training.

No Peace Between Us

Around 770, the long peace began to crumble. First, the Zhodani policy of engagement was predicated on the assumption that the Imperials would eventually adopt Zhodani views. Many Nobles did not wish to wait for the lengthy changes necessary within the Imperium and instead attempted to influence uncommitted border worlds and client states all along the frontier. Likewise, local interests within the Imperium saw these worlds as fair game for commercial and economic exploitation, and raised fears that they would fall into the hands of the Zhodani.

Within Tloql sector, several neutral worlds in Querion and Jewell subsectors were torn between native, pro-Zhodani and pro-Imperial factions. Both interstellar states offered aid and assistance to their respective clients. The Zhodani Consulate provided funds to support psionic institutes in the fervent hope that such worlds would evolve into more

The Unique Chirpers of Zhdant

There is one massive problem with Zhodani pre-history – the Chirpers. On worlds where Droyne could not maintain the ability to develop castes, they regressed to Chirpers. Chirpers are around 25 kilograms in mass and live in small groups subsisting on fruits and berries, and the occasional small animal, and although sentient, they are of low intelligence. On Zhdant, the Qiknavrats are significantly larger and forged two empires that traded with the Zhodani after contact was established. Qiknavrats even served as psionic teachers for the Zhodani. All of this led the Zhodani to treat Chirper and Droyne populations with some awe when discovered during exploration, even when that reaction was not returned.

The scientific and social exchanges of the period of peace between the Second and Third Frontier Wars gave Zhodani researchers access to Imperial studies on Chirper worlds in the Imperium. The wealth of data that was available gave energy to new research and Zhodani scientists were stunned by the results.

In 1008, a team of scientists reported to the Qlomdlabr that Qiknavrats were genetically neither Droyne nor Chirper but something different. They could prove that Viepchaklts were definitely the same Chirpers found throughout Charted Space but Qiknavrats were not. In fact, the scientists presented two theories.

The first theory was that Qiknavrats represented a genetically-enhanced Droyne, possibly based on the Ancients. The second, and more uncomfortable theory, was that the Qiknavrats were a Human-Droyne chimera – a deliberate mixing of Human and Droyne genetics. The second theory was supported by the fact that the anti-Qiknavrats plague caused the Human Dieback and that the two 'Chirper' populations were immune to the plagues that were dropped on their respective populations during the Final War. This also indicated that the attacker was aware of the genetic differences between the two populations.

Research continues into both theories, controlled and managed at the highest levels of Consulate government.



Zhodani-like societies. When fledgling pro-psionic parties did achieve power, they lent Tavrchedl' advisors to help them retain it. In general, the Imperium took a more arms-length approach but Imperial megacorporations often provided arms, equipment and mercenaries to prop up pro-Imperial governments and, sometimes, to overthrow those who took a pro-Zhodani line.

In this tense situation, war nearly erupted in 792 over an incident on Attica/Querion in Tloql sector. An election brought a Zhodani-leaning government to power but on its heels came allegations of telepathic 'influencing' of the electorate. Revelations that the new President's husband had taught in a Zhodani-funded psionic institute led to violent anti-government riots. After security police refused to leave their barracks and anti-psionic rioters took over some cities, the panicked government

accepted a Zhodani Consulate offer to send troops to 'restore order'. The Imperium objected and an Imperial naval squadron was sent to blockade Attica and prevent the Zhodani troopships' arrival. Sector fleets mobilised and diplomats on both sides scrambled to prevent war. In the event, the Zhodani blinked, the Guard never arrived and Attica's government fell. War was averted, but these tensions remained.

These situations undoubtedly contributed to what would happen next. From 800 to 826, all across the Imperium, simmering anti-psionic prejudice boiled over into an organised pogrom against psionics. Psionic institutes were shut down, destroyed or forced underground and many psions were killed, imprisoned, lobotomised or driven into hiding or exile. In Tloql sector, where thoughts of the Zhodani influence had kept the issue

The Chilling Thought

While there had been odd reports and strange occurrences along the Core Route over the history of the project, nothing prepared the Qlomdlabr for the reports from the Seventh Core Expedition. They immediately tasked a subcommittee with reviewing all reports and restricted the release of all information from the expedition without being reviewed first.

Less than 400 parsecs down the route, the expedition received reports of turmoil on settled worlds coreward along the expedition's path. When lead elements arrived in the Prinjobliedl sector in 753, they were forced to assist various worlds suffering from a variety of perplexing problems. Recognising that this required major mental health resources, the expedition commander dispatched a fast squadron back to the Consulate for assistance. The problem escalated in 760, when expedition ships refuelling in a system suddenly experienced similar issues on board their vessels.

Whatever was happening, it was striking at the very heart of Zhodani culture. Individuals with strong psionic talents would suddenly go insane, Proles would suddenly realise they were furiously unhappy, Nobles and Intendants would turn on each other and no one knew what to do about it or even how to deal with the effects. The result on most worlds was anarchy and bloodshed.

The expedition commander divided her force, leaving the slower and mostly civilian ships behind while continuing on towards the mission goal. When the relief force arrived, it began to collate the data, while starting a review of the mental health of all settled worlds in Vlanchiets Qlom province (all Zhodani-settled territory coreward of Chtierabl sector). They discovered that a band of settled worlds along the route had all experienced similar effects. What was also odd was the returning data from the Seventh Core Expedition as it proceeded coreward, reporting that the problems disappeared about 2,000 parsecs coreward along the route. Much worse was the data indicating that whatever this phenomenon was, it was travelling backwards along the route towards Zhdant at the rate of approximately one parsec a year. Thus it could be estimated that sometime in 1183, this phenomenon would strike Zhdant, ripping apart the very heart of the Consulate. This 'effect' was named the *Fienzhtshtiavl* (literally, 'Yonder chilling thought').

To prevent panic, the Qlomdlabr chose to suppress this information and use the resources remaining for the expeditions to evacuate Nobles in the path. Qlomdlabr-approved researchers worked to find a way to identify and detect the phenomenon, to ensure the safety of rescue efforts and to support continued study of the effect. As of 1105, the Fienzhtshtiavl extends halfway across Viajlefliez, Bleblqansh, Driasera, Dalchie Jdatl, Chit Botshti, Anzsidiadl and Zheranzanj sectors, continuing its rimward march unabated.



near the surface, anti-psionic activities reached a fever pitch on some worlds, while on a few others, pro-psionic and anti-psionic mobs fought in open conflict. A few thousand psionic refugees even fled into the Zhodani Consulate: these were accepted and typically settled on undeveloped worlds.

The PsionicsSuppressions had a chilling effect on the Zhodani Consulate. The already ragged hopes of the pacifist Nobles were torn to shreds. The entire Zhodani culture was shocked at the Imperial actions. The citizens of the Imperium were exposed as barbarians who had rejected the greatest gift that science could give them. There could be no peace.

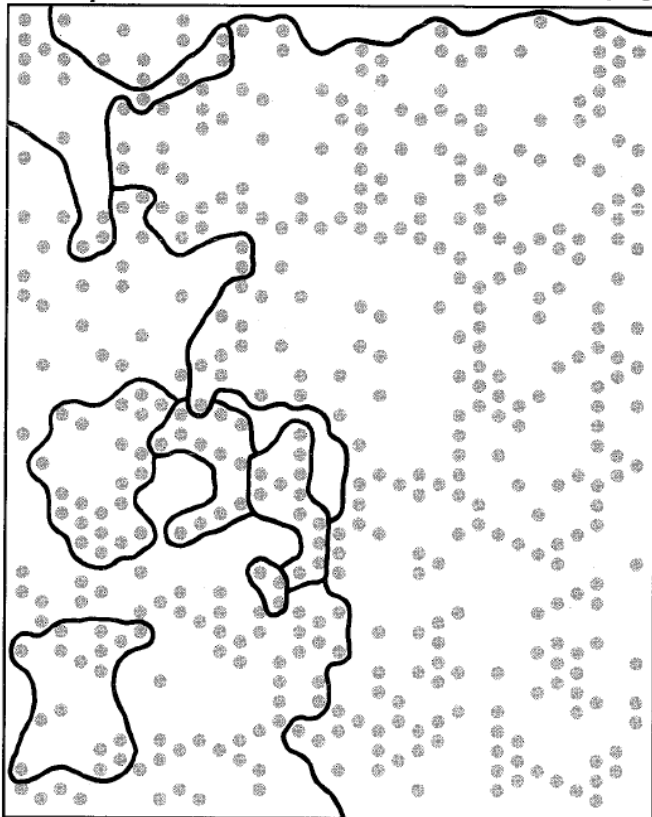
THE THIRD FRONTIER WAR

The First and Second Frontier Wars were fought primarily for territorial reasons and in response to direct provocation. The Third Frontier War was different. The Zhodani had long recognised that the Imperium was of a higher average technology level and its greater size could 'out-produce' the Zhodani within a few centuries, and soon after that, economic imperatives would lead to new expansion that would push the Imperium into Zhodani territory. The Consulate planned the Third Frontier War in a deliberate effort to upset this situation.

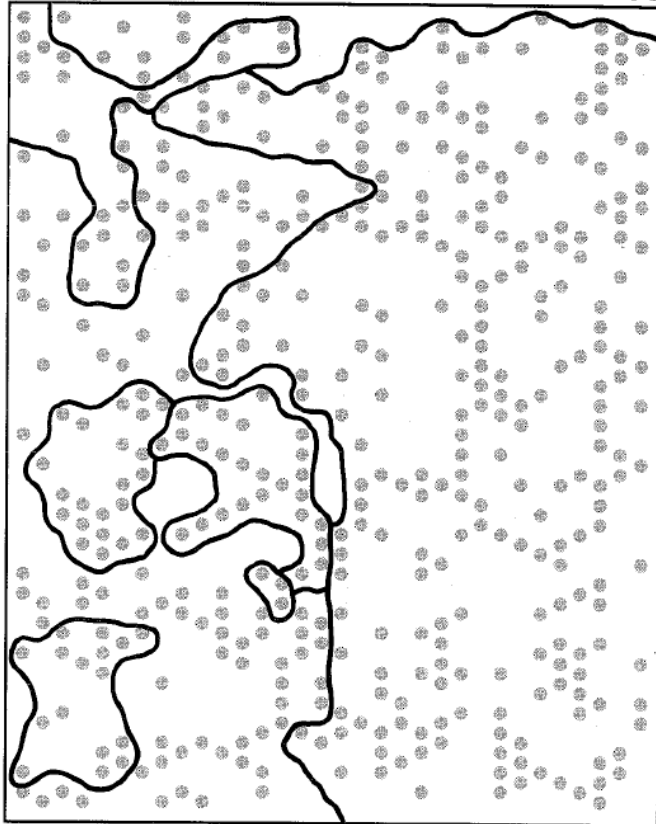
The century leading up to the Third Frontier War was preceded by numerous skirmishes. Even so, many in the Zhodani government favoured a simple policy of containment rather than outright war and even after the Psionics Suppressions, many believed that 'avoiding contamination' was a better road to take. Nevertheless, the view gradually grew that a new war was inevitable and, if so, the Consulate had better strike first, rather than being caught by surprise as the Imperium was in the First Frontier War. By 960, the military had begun serious planning, even as the war party attempted to align support for the effort. In the end, they achieved support for a strictly limited war effort.

The Third Frontier War (979 to 986) was characterised more by commerce raiding and hit-and-run strikes than by great planetary sieges. Unwilling to escalate the war (and make the large-scale commitment that would have required), the Imperium retaliated in kind. The result was severe disruption of commercial activities within Tloql sector. The Zhodani, with their state-controlled economy, were willing to accept these losses, as was the Imperial leadership. The people of the Imperial worlds in Tloql sector were not. The result was growing anti-Imperial sentiment on the part of the sector's commercial interests and nobility, and criticism of the war effort.

The Spinward Marches Eve of 3FW 979



The Spinward Marches End of 3FW 986





Facing growing demands to either escalate the war by actually invading the Zhodani Consulate (which was an unacceptable commitment of force, given the then state of tensions on the Solomani Rim) or back down, then Emperor Styryx agreed to an armistice, with territorial adjustments heavily favouring the Zhodani.

More important from a Zhodani perspective was the political fallout from the war. Criticisms of Imperial handling of the crisis led to the Emperor's abdication. His successors, not wishing to be put in the same position, reinforced the Imperial fleets within Tloql sector. The taxes required to maintain these forces, combined with the chilling effect that the threat of any later Zhodani invasions imposed, effectively served as a brake on future Imperial expansion within the border region.

THE FUTURE

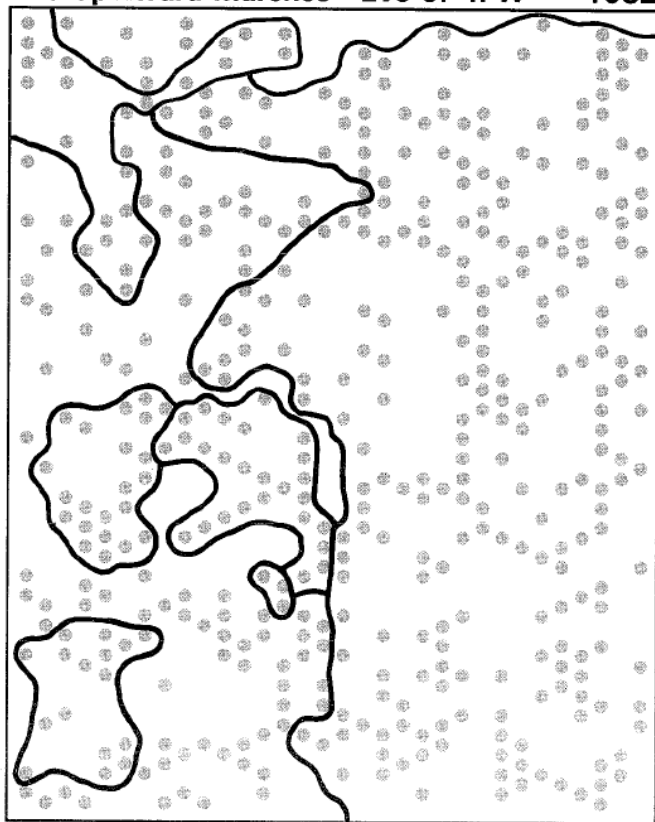
The success of the Third Frontier War strengthened the hand of the anti-Imperial faction in Consular politics. It had also led to the rise of a new group of Nobles who believed that under the correct stimuli, the Imperium itself might be vulnerable. On the other hand, the Qlomdlabr was very mindful of the threat posed to the whole Consulate by the Fienzhatshtiavl.

These two groups were brought together by a report submitted to the Qlomdlabr in 1049. Analysis of the Fienzhatshtiavl indicated that it had similarities with millennia-old data from the activation of the Erdriap Chensh. This report erupted into a massive debate within the Qlomdlabr, revealing to the entire council information that had for millennia been kept secret to all but a few.

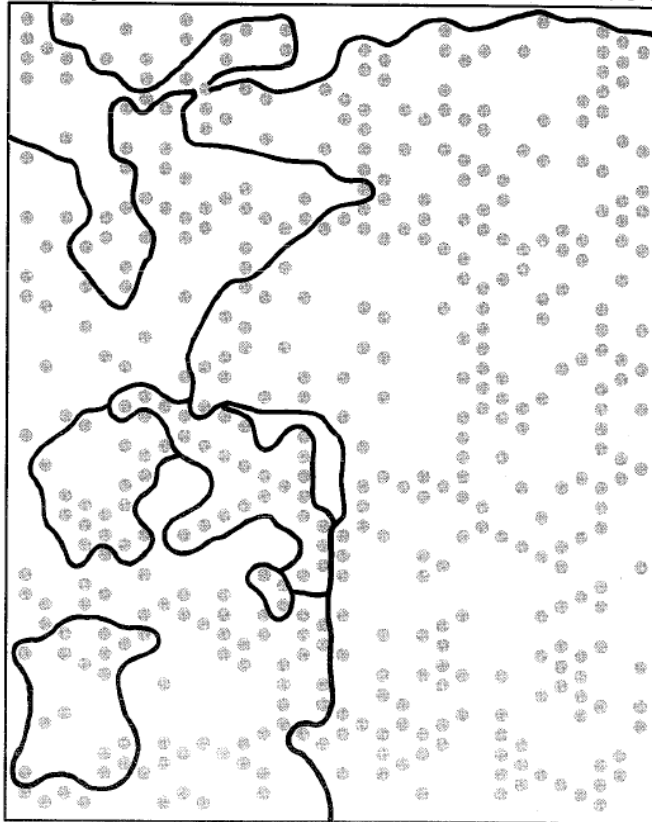
Ultimately, researchers concluded that if the Erdriap Chensh were reactivated with the right settings, it could minimise or nullify the effects of the Fienzhatshtiavl. However, the single use of the Erdriap Chensh had affected only part of the Consulate and that part was now the least populated. Despair and panic are emotions not familiar to Zhodani but many members of the Qlomdlabr were overwhelmed by both.

The Fourth Frontier War, or 'False War' (1082 to 1084) was triggered by a border incident and was fought by reflex: it ended in an armistice even before the Qlomdlabr could receive news of the war and send orders to the front. However, Tozjabr operatives deep in Imperial territory on Rhylanor (2716 Tloql) to observe Imperial fleet movements, made a shocking discovery during the war ... there was a second Erdriap Chensh – on Rhylanor. More interesting was the fact that the complex appeared from observation

The Spinward Marches Eve of 4FW 1082



The Spinward Marches End of 4FW 1084





to be significantly larger than the original but the Erdriap Erdriap already in Zhodani hands should still be able to control the function of the Erdriap Chensh on Rhylanor.

Some Nobles argued for seizing this opportunity to lay waste to Imperial territories for centuries but cooler heads prevailed. If this Erdriap Chensh was large enough, then the two together might help save the Consulate. But for that to happen, Rhylanor had to be in Zhodani hands. The accidental deaths of two members of the Qlomdlabr

standing committee in 1096 led to a sudden realignment of forces within the council, with a majority favouring action against the Imperium to seize Rhylanor. Long-planned military and covert operations by the Tozjabr and the Zhodani Navy were approved to act as soon as necessary resources could be made available.

The decision for the final conflict with the Imperium has been made. On that gamble precariously rests the future of the Zhodani culture.

The Zhodani Timeline

The following table shows several key events in the history of the Zhodani (with Zhodani and Imperial dates).

Zhodani	Imperial	Event
-130,538	-302000	Ancients arrive at Zhdant with Humans.
-129,654	-300000	Extensive development of Qiknavra by Ancients.
-129,521	-299700	Final War results in devastation of Zhdant; nuclear winter, beginning of First Ice Age.
-120,811	-280000	First Ice Age ends.
-118,601	-275000	Human nomadic hunter-gatherers range over Dleqiats.
-111,969	-260000	Huts, fishing developed.
-107,548	-250000	<i>Homo zhdatl</i> emerges on northern Dleqiats. <i>Qiknavrats</i> rediscover agriculture.
-103,127	-240000	<i>Homo vlastebr</i> emerges on southern Dleqiats.
-85,443	-200000	Human races clash; mixing creates <i>Homo zhdotlas</i> .
-63,337	-150000	Qiknavrats establish two large but static empires on Qiknavra.
-41,232	-100000	Second Ice Age begins.
-32,389	-80000	Second Ice Age ends.
-14,705	-40000	Animal herding and breeding.
-10,284	-30000	Special domesticated breeds emerge.
-7631.3	-24000	Human development of agriculture and domesticated grains.
-4979.1	-18000	Iron Age; <i>Viepchakliashtie</i> Empire founded.
-4536.3	-17000	<i>Viepchakliashtie</i> Empire at its peak.
-3652.3	-15000	<i>Viepchakliashtie</i> Empire collapses; beginning of the First Dark Age.
-2768.2	-13000	Rise of noble classes and feudalism.
-1000.1	-9000	End of First Dark Age; encouragement of science and exploration.
-818.3	-8590	Invention of the printing press.
-801.1	-8550	Ocean trade leads to discovery of Qiknavra.
-796.3	-8540	First Zhodani contact with <i>Qiknavrats</i> .
-792.1	-8530	Invention of movable type.
-778.3	-8500	Discovery of elementary psionic techniques.
-690.2	-8300	Industrial revolution.
-646.2	-8200	Warfare between Dleqiats and Qiknavra.
-557.3	-8000	Uneasy peace.
-549.1	-7980	First space exploration.
-539.3	-7959	First expedition to Viepchakl.
-535.3	-7950	Viepchakl base; discovery of <i>Viepchaklts</i> (chirpers).
-535.2	-7949	First <i>Qiknavrats</i> - <i>Viepchaklts</i> meeting; beginning of the <i>Dzagtlas</i> .
-534.3	-7948	<i>Qiknavrats</i> - <i>Viepchaklts</i> extinction.
-533.2	-7945	Plague spreads to Zhdant; height of the <i>Dzagtlas</i> .



Zhodani	Imperial	Event
-531.2	-7940	<i>Dzagtlas</i> results in Second Dark Age.
-27.2	-6800	End of Second Dark Age; ascendance of psionics.
1.1	-6738	First <i>Thequzdievl</i> ; beginning of current Zhodani calendar.
50.3	-6623	The <i>Fevranzhtavr</i> appears in the historical record.
149.2	-6400	Restart of space exploration.
193.2	-6300	First planetary missions.
237.3	-6200	Planetary colonies established.
300.1	-6059	Zhodani language standardised.
326.1	-6000	First sublight interstellar flights explore Qaval subsector.
404.2	-5823	Consulate established.
584.3	-5415	Jump drive discovered.
715.2	-5120	Contact with Addaxur.
768.2	-5000	Outward expansion into surrounding sectors.
856.3	-4800	Zhodani Consulate adopts policy of absorbing human minor races in adjacent sectors.
1114.1	-4218	Discovery of the Toliak.
1195.2	-4034	Starmap Projector's effectiveness proved.
1207.3	-4006	First Core Expedition sets out.
1741.1	-2800	First contact with the Vargr.
2094.3	-2000	First contact with Vilani traders.
2448.2	-1200	Consulate achieves TL12 (but mostly TL8-11).
2536.3	-1000	Consulate reaches present size.
2849.3	-292	Zhodani trade expedition contacts the Sword Worlds.
2896.1	-187	Zhodani trade expedition contacts the Darrians.
2978.3	0	Foundation of the Third Imperium.
3001.1	50	First contact with Imperial traders in Tloql sector.
3005.2	60	Imperial colonisation of Tloql sector begins.
3089.2	250	Imperial expansion in Tloql sector begins pushing out Zhodani settlements.
3182.3	461	First contact with the Aslan.
3199.3	500	Imperial explorations into Zhodani territory; Consulate is TL13 (but mostly TL10-12).
3226.2	560	Establishment of the <i>Tozjabr</i> .
3239.2	589	First Frontier War begins.
3245.3	604	First Frontier War ends.
3250.3	615	Second Frontier War begins.
3253.1	620	Second Frontier War ends.
3310.2	750	Seventh Core Expedition launched.
3311.3	753	First symptoms of <i>Fienzhatshitiavl</i> discovered.
3332.2	800	Psionic suppressions in Imperium begin.
3344.1	826	Psionic suppressions in Imperium completed.
3411.3	979	Third Frontier War begins.
3414.3	986	Third Frontier War ends.
3421.1	1000	Consulate attains TL 14 (but mostly TL11-13).
3439.2	1042	<i>Tozjabr</i> seize the Vermillion Stance in Steblenzh sector.
3457.1	1082	Fourth Frontier War (False War) begins.
3458.1	1084	Fourth Frontier War (False War) ends.
3465.3	1101	Planning for Eighth Core Expedition begins.
3467.2	1105	Present Day.
3487.2	1150	Scheduled departure of Eighth Core Expedition.



EQUIPMENT

Zhodani equipment across Tech Levels is functionally equivalent to that available in the Imperium. Most Zhodani equipment is designed at up to TL14 (with an average TL13); some TL15 items are manufactured on Zhdant and other advanced worlds but these are generally restricted to a few elite government agencies or military units.

Zhodani can use equipment and facilities designed for other Human races with little difficulty. One exception is the Zhodani height: as they average two metres tall, low doors and ceilings can occasionally be awkward and clothes or armour designed for ordinary Humans may require re-tailoring (+5% or so to cost) in order to fit properly. Aside from trousers possibly too long in the leg, other races using Zhodani equipment may have another difficulty: some equipment intended strictly for use by Nobles or Intendants (such as Guards combat armour or a personal vehicle) may only have psi-sensitive switches, safeties or triggers.

Guns and beam weapons other than semi-automatic rifles and shotguns, and items intended for covert operations or criminal activities, are generally unavailable for sale on Zhodani worlds, regardless of the local Law Level, as no local market for such would exist.

Currency

The parallel to the Imperial credit in Zhodani space is the *Abradlnad*, usually abbreviated 'Ab'. While values between the Imperium and the Consulate may vary widely over time, the credit and the *abradlnad* are roughly equivalent. For simplicity, all values listed here are in credits.

Psionics and Technology

As a psionic culture, the Zhodani have looked to technology to enhance or improve their talents and abilities. While not all research has been successful, there have been two noteworthy developments. The psi-sensitive switch has been available in Zhodani space for millennia. As a rule, such switches are built into all technological devices in the Consulate. The psionic interface, on the other hand, is a very recent development and remains uncommon. Because of their nature, Imperial law makes items with either modification illegal to produce or import into the Imperium.

Psi-Sensitive Switch (TL 7): Technological devices produced in Zhodani territory (especially recorders, communicators and sensors) contain integral psi-sensitive controls (in addition to regular controls), which allow operation from a distance (up to 50 metres) by 'flicking'; telekinetic psions may use their talent to increase the distance. These switches are elementary on-off devices used to respond to a command by shifting from one state to the other; they can be tripped by anyone psionically trained who has learned the technique. Many starships are equipped with such switches, which allow Nobles and Intendants to operate equipment without being in physical contact with it. The cost of such a switch built into a device is negligible.

Psionic Shield (TL 12): Any armour incorporating a helmet or hood can be outfitted with a psionic shield, blocking Telepathy. Unlike the Telepathy power *shield*, a technological psionic shield is invulnerable to *assault* and blocks *send thoughts*. It cannot be lowered without removing the helmet or hood containing the shield. Cr. 40,000.

Non-Zhodani wearing of psionic shield helmets is tolerated for foreign diplomatic personnel. Others must obtain a permit from local authorities. This would be a +0 DM situation with a Check response (page 174 of the *Traveller Core Rulebook*).

Buildings, vehicles, and other equipment can also be psionically shielded, but this is much more costly, increasing the cost by 10%.

Symbiosis Shielding (TL 13): Devices can be shielded from the Interrogate or Control powers of the Machine Symbiosis psionic talent. Each level of shielding applies a -1 DM to the Psion's Machine Symbiosis skill roll and increases the machine's cost by 2%.

Psionic Interface (TL 14): Any weapon or technological device can be outfitted with a Psionic Interface. A character using a device with a psionic interface can use his Psionic Strength DM instead of his Dexterity DM when using the weapon or device; a character without psionic ability gains no benefit from the interface. Psions with the Machine Symbiosis talent bypass the machine's innate resistance when using a Psionic Interface. The character



must either touch the device or use Telekinesis to interact with it at range. Adding a Psionic Interface increases the cost of the device by 20%.

ARMOUR

Most armour is restricted to military units or use by *Tavrchedl'* personnel and is unavailable for sale on Zhodani worlds. Protective gear for hostile environments is widely available, although most likely owned by corporations, Intendants or Nobles rather than Proles.

Teleportation Suit (TL 12): This device can be integrated into a suit of armour or worn as a form-hugging body-suit. It rapidly cools or warms the body after a teleport, minimising the damage from sudden energy gains or losses. The suit costs Cr. 50,000 and allows a character to jump up to 600 metres up or down in a single teleport,

or up to 10 kilometres in a single hour when using successive jumps.

Combat Armour

One of the more distinctive pieces of Consulate military equipment is the ever-present Zhodani-style combat armour. The combat armour's distinct clamshell helmet (which splits down the centre to open) appearance deliberately evokes images of Qiknavrats early Imperial armour and headgear.

The two-piece clamshell helmet has a seam through the middle of the faceplate and top of the skull which allows it to be opened, with each half then resting on a shoulder. A quick-release at the throat can completely remove the helmet in an emergency. Combat armour is the standard combat uniform of about half of all Zhodani army personnel and most Zhodani ship's troops.





Trooper Combat Armour (TL11): The trooper model combat armour is the TL 11 combat armour from the *Traveller Core Rulebook* (page 88). Combat armour protects from hard vacuum in the same way as a vacc suit and provides life support for six hours.

Officer Combat Armour (TL 12): This is much like trooper combat armour but considerably lighter, substituting carbon-tube weave for the smart plastic of the Trooper armour. This is further enhanced with a specialised computer weave and communications system. The computer runs Intellect/1 and Expert (Comms) 2, assisting officers with unit coordination and control in battlefield situations.

Guards Combat Armour (TL 13): Guards combat armour is based on the earlier officer model (including the computer weave and communications system) but has been further improved to enhance the psionic activity of the wearer. It rapidly cools or warms the body after

a teleport, minimising damage from sudden energy gains or losses. This allows a character to jump up to 600 metres, up or down, in a single teleport, or up to 10 kilometres in a single hour when using successive jumps. Special wiring patterns within the armour can be switched on to provide psionic shielding; and switched off to avoid interference with psionic activity. Special glove palms can be removed to expose bare hands for psionic activity requiring physical contact.

Noble Combat Armour (TL 14): Zhodani Nobles in the Army and Guards wear Noble combat armour. Based on the guards combat armour, it offers vastly improved protection without impairing movement. Noble combat armour is most distinguished by its broad cloak, made from deep black smart fabric. The armour also incorporates visilight chameleon technology, blending the armour into the background and making it extremely difficult to detect with the naked eye or optical instruments, which gives the wearer a +4 DM to Stealth rolls. The workmanship



on Noble combat armour is also of very high quality, with special attention to quality of the finish and comfort.

Battle Dress

Zhodani battle dress is modelled after their combat armour, incorporating the same clamshell helmet and body style into powered armour.

Trooper Battle Dress (TL 13): Trooper battle dress is functionally identical to TL 13 battle dress in the *Traveller Core Rulebook* (page 88). Trooper battle dress is issued to Zhodani mechanised lift infantry soldiers and jump troops, as well as some navy ship's troops.

Guards Battle Dress (TL 14): Guards battle dress is used by commando units and Noble officers in lift mechanised infantry units. While functionally identical to the TL 14 battle dress in the *Traveller Core Rulebook* (page 88), there are some enhancements. The Computer/3 has available Intellect/1 and Expert (Comms) 2 programs, to assist officers with unit coordination and control in battlefield situations, much like the Guards Combat Armour. Additionally, it incorporates the psionic enhancing improvements of Noble Combat Armour. This includes rapidly cooling or warming the body after a teleport, minimising damage from sudden energy gains or losses. It also allows a character to jump up to 600 metres, up or down, in a single teleport, or up to 10 kilometres in a single hour when using successive jumps. Finally, special wiring patterns within the armour can be switched on to provide psionic shielding; and switched off to avoid interference with psionic activity.

Options

All standard options listed in the *Traveller Core Rulebook* (page 88) may be used with Zhodani armour.

Grav Assist (TL 12): This upgrade can be added to combat armour or battle dress only and adds the functionality of a grav belt to the armour at the cost of Cr. 110,000. The internal battery can operate for a maximum of four hours before needing to be recharged.

AUGMENTS

While augments are available in the Zhodani Consulate, they are culturally frowned on. Augments are seen as a sign of discomfort with how a person views himself, a symptom of mental illness. However, recognising that some augments have value (particularly to compensate for injuries), they are allowed – but all augments for Proles have psi-sensitive switches in them, so that they can be shut off by Intendants or Nobles if necessary.

All the augmentations listed in the *Traveller Core Rulebook* are available in Zhodani space; however, requesting augmentations other than to replaced lost limbs or injured functions will almost certainly result in re-education.

MEDICAL SUPPLIES

Most medicines in the *Traveller Core Rulebook* or *Central Supply Catalogue* up to TL 14 are available in the Zhodani Consulate at the listed price. The possession or use of anagathics within the Consulate is viewed as a symptom of mental illness, even for Nobles. Similarly, items like inhibitor drug are very restricted, although the *Tavrchedl'* does quietly make use of them. They are not available on the open market. However, psi-enhancing drugs are widely available in the Consulate.

Psi-Drugs (TL 8+): These drugs restore Psionic Strength if taken when the character has already spent Psionic

Armour Type	Protection	Required Skill	Cost (Cr.)	Mass (kg)
Trooper Combat Armour (TL 11)	12	Vacc Suit 0	200,000	18
Officer Combat Armour (TL 12)	14	Vacc Suit 0	320,000	10
Guards Combat Armour (TL 13)	14	Vacc Suit 0	370,000	10
Noble Combat Armour (TL 14)	16	Vacc Suit 0	700,000	6
Trooper Battle Dress (TL 13)	16	Battle Dress 1	2,000,000	26 (6.5)*
Guards Battle Dress (TL 14)	18	Battle Dress 1	3,600,000	13 (3)*

*As powered armour, battle dress largely supports its own weight. The mass in brackets is the effective mass to the wearer while the suit is powered up and turned on. The actual mass of the suit is the normal value.



Strength points, or temporarily increase the character's Psionic Strength if taken when he is at full Psionic Strength.

Drug	TL	Psionic Strength Restored	Psionic Strength Boosted	Cost (Cr.)
Standard	8	3	2	1,000
Double	9	6	4	4,000
Special	10	9	6	10,000

A character who takes more than one dose of Standard or Double Psi-Drug, or a single dose of the Special drug must make an Endurance check, with a -1 DM per dose of psi-drug taken in the last week (not including the one just taken). If the check is failed the character falls ill with a serious fever, suffering 3d6 damage and permanently reducing his Psionic Strength by one.

Inhibitor Drug (TL 11): Psionic inhibitors dampen the brain's ability to generate psychic effects. A character who takes (or, more often, is forcibly injected with) an inhibitor drug suffers a -4 DM to all Psionic Strength checks and cannot regain Psionic Strength points. Each hour the character may make an Endurance check to throw off the effects of the drug with a +1 DM for every previous check. Inhibitor drugs have no effect on non-psionic individuals. Inhibitor drug is illegal within the Consulate but occasionally the *Tavrchedl'* makes use of it for extreme cases. When available, it costs Cr. 8,000 per dose.

Anagathics (TL 15): These drugs are illegal within the Consulate but some Nobles and Intendants try to get them anyway. They cost 3,000 Credits per dose when available. Otherwise, they are the same as described on page 94 of the *Traveller Core Rulebook*.

ROBOTS AND DRONES

Zhodani robots are usually TL8 to TL14 designs (depending on the planet where they are built). The most advanced models are warbots used by the military. These are typically TL14, with a few TL15 models entering service with Consular Guard units.

The Zhodani do not, as a rule, build humanoid or autonomous robots. The standard Zhodani mobile robot configuration

is a legless torso containing a computer, power plant and grav system. A number of arms, usually two but sometimes one, three or more, are attached. Often they have built-in tools or weapons. The robot is usually topped with a rotating head turret containing sensors and communication systems. This basic outline may vary somewhat but it is common throughout the Consulate.

All robots in this book were designed according to the rules in *Book 9: Robot*. As a result, there are some differences between these designs and the robot and drone designs appearing in the *Traveller Core Rulebook*.

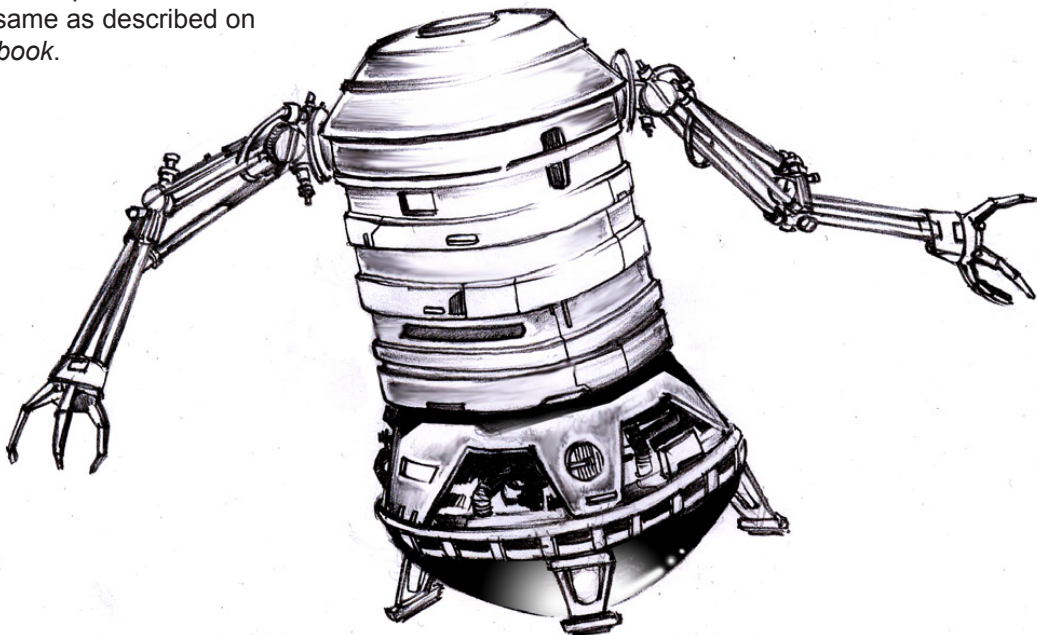
SERVICE ROBOTS

Trashbot (TL 11): This trashbot is commonly used by the Zhodani government and nobility. Wandering around an office, it continually picks up waste and stores it in a trash receptacle that it carries with it. When full, the robot dumps it at a local disposal location, then returns to its trash patrol. The janitorial toolkit includes a collection of tools for sweeping, dusting, polishing and vacuuming, as well as static charge dissipaters and assorted mechanical cleaning aids. This toolkit allows the robot to instantly shred any material fed into it. This ability makes the robot ideal for information security applications and it can be found in many Zhodani government offices.

Characteristics: Str 8 (+0), Dex 8 (+0), Hull 4 (+2), Structure 3, Int 1 (-2), Edu 0 (-3), Soc 0 (-3).

Skills: Steward 0.

Body: Size 3 sealed long frame + size 1 sealed unit frame, size 2 arms x2.





Armour: 3.

Input/Output: Basic optics, advanced optics, basic vocoder, encoder.

Integral Systems: Grav floater, janitorial toolkit.

Computer: Parallel 3GHz CPU, TL 10 memory stick, inhibitor.

Software: CA 1, AV 2.

Maintenance Bot (TL12): The maintenance bot has a cylindrical body, two arms each ending in complex tool-hands and a small wedge-shaped head turret, and relies on its grav system for mobility. Manufactured by Chiadle, it is the most common general-purpose repair and maintenance robot used in Zhodani space. It can be seen at starports and aboard merchant or naval vessels, often negating the need for a dedicated maintenance crewman. It comes in various versions, mostly differing in the kind of tool systems used. Zhodani military forces also use the maintenance bot with no modification.

Characteristics: Str 8 (+0), Dex 8 (+0), Hull 4 (+2), Structure 3, Int 1 (–2), Edu 0 (–3), Soc 0 (–3).

Skills: Engineer (electronics) 1, Engineer (life support) 1, Mechanic 1.

Body: Size 3 sealed long frame + size 2 sealed unit frame, size 2 arms x2.

Armour: 3.

Input/Output: Basic optics, advanced optics, infrared vision, low-light, basic vocoder, encoder.

Integral Systems: Grav floater, engineer (electronics) toolkit, engineer (life support) toolkit, mechanical toolkit.

Computer: Parallel 3GHz CPU, TL 10 memory stick x2, inhibitor, radiation hardened (PF 70).

Software: CA 1, AV 2.

Zhodani Warbots

The Zhodani traditionally use mobile robots as part of their armed forces. These robots are not sapient but are a cheap substitute for ordinary soldiers. They are typically used in conjunction with sapient troops to provide additional firepower, or for strategic reasons.

Imperial propaganda paints the Zhodani use of 'death machines' as one more example of their soulless culture. The Zhodani have a different view. War is necessary, but not glamorous, and their soldiers' lives are too valuable to waste.

Trashbot			Slots	Mass (kg)	Cost (Cr.)
Frame	Size 1 sealed unit frame	+1 Hull, +1 Structure	(2)	1	110
	Size 3 sealed long frame	Armour 3, Hull 3, Structure 2	(10)	120	5,500
Arms	Size 2 arms x2	Str 8, Dex 8	4	2	2,000
Communication	Basic optics, advanced optics, basic vocoder, encoder		3.5	2	6,100
Computer	Parallel, 3 GHz, inhibitor	TL 10 memory stick	0.6	1	1,800
Software	CA 1 (10 GB, 1 GHz), AV 2 (50 GB, 3 GHz), Steward 0 (100 GB, CA 1+)		0	0	14,000
Integral Systems	Grav floater (40 kph), janitorial toolkit		2	12	2,250
Total Mass and Cost			10.1	138	31,760

Maintenance Bot			Slots	Mass (kg)	Cost (Cr.)
Frame	Size 2 sealed unit frame	+1 Hull, +1 Structure	(4)	7	550
	size 3 sealed long frame	Armour 3, Hull 3, Structure 2	(10)	120	5,500
Arms	Size 2 arms x2	Str 8, Dex 8	4	2	2,000
Communication	Basic optics, advanced optics, infrared vision, low-light basic vocoder, encoder		5.5	5	7,100
Computer	Parallel, 3 GHz, inhibitor radiation hardened (PF 70)	TL 10 memory stick x2	0.7	1	6,500
Software	CA 1 (10 GB, 1 GHz), AV 2 (50 GB, 3 GHz), Engineer 0 (electronics) 1 (500 GB, CA 1+) Engineer (life support) 1 (500 GB, CA 1+) Mechanic 1 (500 GB, CA 1+)		0	0	44,000
Integral Systems	Grav floater (40 kph), engineer (electronics) toolkit engineer (life support) toolkit, mechanical toolkit		2	36	5,250
Total Mass and Cost			12.2	171	70,900



Warbots are normal parts of many Zhodani units and are attached to others for special operations on a mission-by-mission basis. They are used in various ways, ranging from mass assault to mobile fire support platform to providing security perimeters or post-battle pursuit. They are vital for clearing built-up areas, where casualties may be unacceptably high for troops; in such missions, they are normally sent to locations where Clairvoyance-using psionic detachments have pinpointed enemy resistance. Against lower-TL forces, use is often made of their flight capabilities for surprise vertical envelopments.

Warbots are programmed to recognise and ignore friendly troops either through pattern recognition (for example, 'that is Zhodani combat armour, that is a Zhodani tank ...') or sometimes other means. They are usually programmed with this information, along with terrain maps, battle plans and threat criteria (such as 'attack enemy battledress troops, then other infantry'). They are all installed with transponders for battlefield 'friend or foe' recognition.

Zhodani find warbots highly useful in certain non-combat situations. For example, if the Consulate wishes to keep the peace in a riot-torn city, use of troops to patrol the streets simply provides more targets for snipers, leading to an escalation of violence. For such exposed roles, warbots are the best choice – they are better armoured, highly intimidating and discourage retaliation. An insurgent may be willing to trade his life for a Zhodani soldier; would he do the same for a chunk of electronics that the Consulate can well afford to lose?

Light Warbot (TL 12): This warbot is light enough to be carried as equipment by a Zhodani commando team. In fact, a skilled teleporter can carry one with him when he teleports. A favourite tactic of Zhodani commandos is to teleport deep into enemy territory, leave several behind and then teleport back to safety while the warbots wreak havoc on an unsuspecting enemy encampment, demoralising the enemy.

Characteristics: Str 8 (+0), Dex 8 (+0), Hull 3 (+1), Structure 2, Int 1 (–2), Edu 0 (–3), Soc 0 (–3).

Skills: Flyer (grav) 1, Gun Combat (slug pistol) 1.

Body: Size 2 sealed long frame + size 2 sealed unit frame.

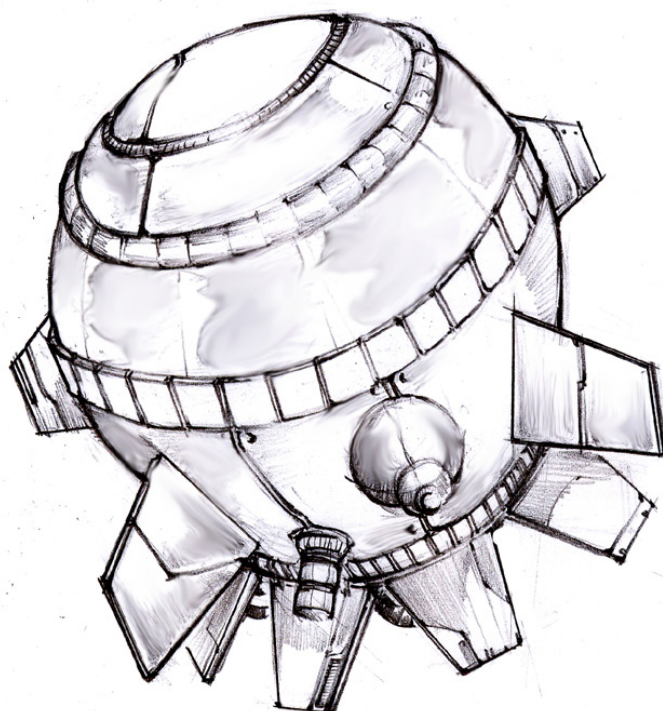
Armour: 5.

Input/Output: Basic optics, advanced optics, basic vocoder, encoder, radio transceiver (distant, 5 km).

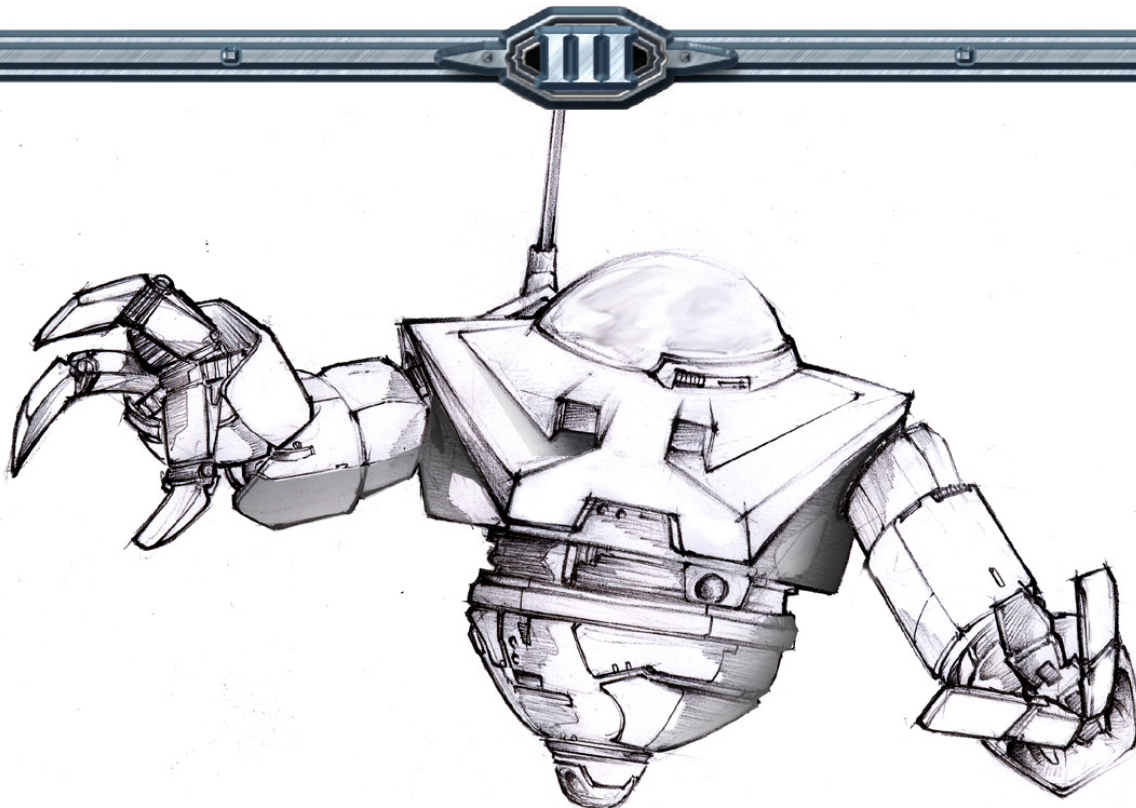
Integral Systems: Grav belt, friend or foe HUD, body pistol.

Computer: Parallel 3GHz CPU, TL 10 memory stick x2, inhibitor, radiation hardened (PF 70).

Software: CA 1, AV 2.



Light Warbot			Slots	Mass (kg)	Cost (Cr.)
Frame	Size 2 sealed unit frame	+1 Hull, +1 Structure	(4)	7	550
	Size 2 sealed long frame	Armour 1, Hull 2, Structure 1	(6)	15	3,300
Armour	Construction armour	+4 Armour	0	2	193
Weapon	Body pistol (3d6–3), 3 mag	Str 8, Dex 8	3	1	1,500
Communication	Basic optics, advanced optics, basic vocoder, encoder radio transceiver (distant, 5 km)		4.5	3	6,700
Computer	Parallel, 3 GHz, inhibitor	TL 10 memory stick x2	0.7	1	2,500
Software	CA 1 (10 GB, 1 GHz), AV 2 (50 GB, 3 GHz), Gun Combat (slug pistol) 1 (500 GB, CA 1+) Flyer (grav) 1 (500 GB, CA 1+)		0	0	32,000
Integral Systems	Grav belt (300 kph), friend or foe HUD		1.8	10	114,000
Total Mass and Cost			10	39	160,743



Medium Warbot (TL 12): This design is a popular warbot model, with customised versions in use throughout the Zhodani Consulate. The warbot is solid and reliable, with a good intelligence (as far as Zhodani robots go). The model shown here is a basic configuration but many other variations are available, depending on the operating environment or type of mission the warbot will be called upon to perform.

Characteristics: Str 8 (+0), Dex 8 (+0), Hull 5 (+2), Structure 5, Int 2 (-2), Edu 0 (-3), Soc 0 (-3).

Skills: Flyer (grav) 1, Gun Combat (energy rifle) 1, Tactics (military) 1.

Body: Size 4 sealed long frame + size 1 sealed unit frame, size 2 arms x2.

Armour: 12.

Input/Output: Basic optics, advanced optics, basic vocoder, encoder, radio transceiver (very distant, 50 km).

Gadgets/Integral Systems: Circuit protection, grav belt, friend or foe HUD, TL 11 laser rifle.

Computer: Parallel 3GHz CPU, TL 10 memory stick x2, inhibitor, radiation hardened (PF 70).

Software: CA 2, AV 2.

Medium Warbot			Slots	Mass (kg)	Cost (Cr.)
Frame	Size 1 sealed unit frame	Hull +1, Structure +1	(2)	1	110
Frame	Size 4 sealed long frame	Armour 6, Hull 4, Structure 4	(16)	600	11,000
Armour	Hazard armour	+6 Armour	0	300	1,667
Arms	Size 2 arms x2	Str 8, Dex 8	4	2	2,000
Weapon	Laser Rifle (TL 11), 5d6+3	Str 8, Dex 8	3	6	17,000
Communication	Basic optics, advanced optics, basic vocoder, encoder radio transceiver (very distant, 50 km)		4.5	3	6,850
Computer	Parallel, 3 GHz, inhibitor radiation hardened (PF 70)	TL 10 memory stick x2	0.7	1	6,500
Gadgets	Circuit protection		3	3	8,000
Software	CA 2 (50 GB, 1 GHz), AV 2 (50 GB, 3 GHz), Gun Combat (energy rifle) 1 (500 GB, CA 1+) Tactics (military) 1 (500 GB, CA 1+) Flyer (grav) 1 (500 GB, CA 1+)		0	0	41,000
Integral Systems	Grav belt (300 kph), friend or foe HUD		2	10	114,000
Total Mass and Cost			17.2	926	208,127



Heavy Warbot (TL 14): This heavy warbot is designed to hold its own in a full frontal assault involving armoured troops with fusion and plasma weapons. Even though it is expensive, it stands up well in the most demanding battlefield situations. Besides the obvious offensive uses, it works well as a defensive warbot or a forward scout, with its excellent sensors. The oblong half-dome chassis body presents a small frontal profile, thus minimizing the available target area to the enemy. The small rotating head contains the targeting and firing apparatus for the fusion weapon, allowing the main chassis body to remain under cover while firing.

Characteristics: Str 16/12 (+3/+2), Dex 10/8 (+1/+0), Hull 8 (+3), Structure 6, Int 2 (-2), Edu 0 (-3), Soc 0 (-3).

Skills: Flyer (grav) 1, Heavy Weapons (man portable artillery) 1, Recon 1, Tactics (military) 1.

Body: Size 5 sealed long frame + size 2 sealed unit frame, size 4 arms x2.

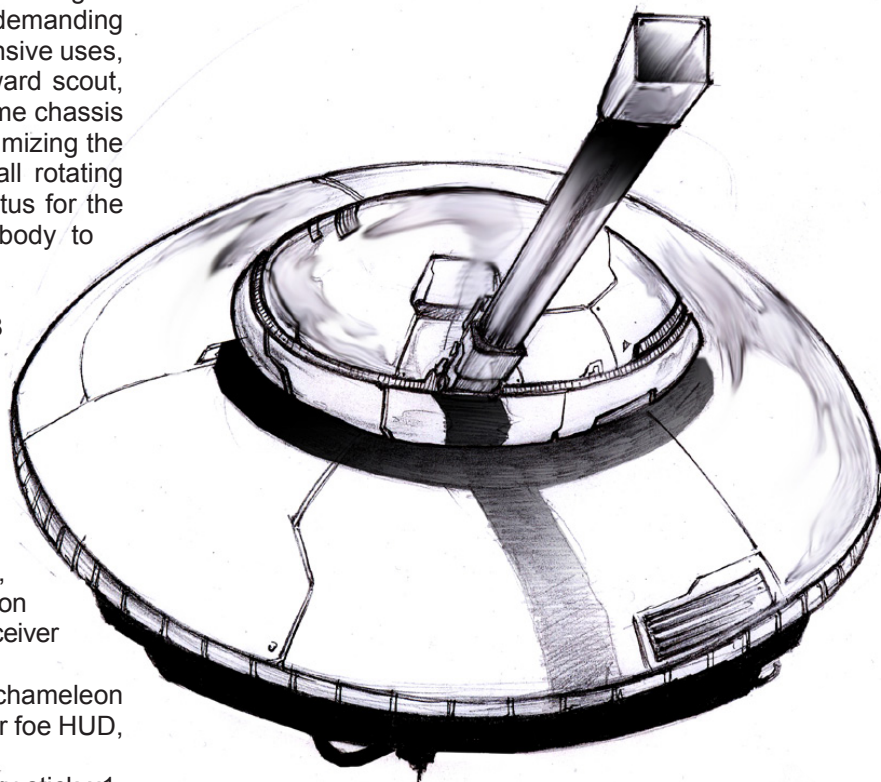
Armour: 18.

Input/Output: Basic optics, advanced optics, infrared vision, low-light, audio sensor, radiation sensor, basic vocoder, encoder, radio transceiver (regional, 500 km).

Gadgets/Integral Systems: Auto-repair, chameleon cover (IR), circuit protection, grav belt, friend or foe HUD, TL 14 FGMP, inertial GPS.

Computer: Parallel 3GHz CPU, TL 13 memory stick x1, inhibitor, radiation hardened (PF 70).

Software: CA 2, AV 3.



Heavy Warbot			Slots	Mass (kg)	Cost (Cr.)
Frame	Size 2 sealed unit frame	Hull +1, Structure +1	(4)	7	550
Frame	Size 5 sealed long frame	Armour 10, Hull 7, Structure 5	(32)	3,000	50,000
Armour	Combat armour	+8 Armour	0	2,255	25,275
Arms	Size 4 retracting arms x2	Str 16, Dex 8	12	30	7,000
Weapon	TL 14 FGMP, 16d6	Str 12, Dex 10	5	14	102,000
Communication	Basic optics, advanced optics, infrared vision, low-light, audio sensor, radiation sensor, basic vocoder, encoder, radio transceiver (regional, 500 km)		8.5	8.5	2,450
Computer	Parallel, 3 GHz, inhibitor radiation hardened (PF 70)	TL 13 memory stick x1	0.6	1	6,100
Gadgets	Auto-repair, chameleon cover (IR), circuit protection, inertial GPS		7	7	29,000
Software	CA 2 (50 GB, 1 GHz), AV 3 (50 GB, 3 GHz), Flyer (grav) 1 (500 GB, CA 1+) Heavy Weapons (man portable artillery) 1 (500 GB, CA 1+) Recon 1 (500 GB, CA 1+) Tactics (military) 1 (500 GB, CA 1+)		0	0	41,000
Integral Systems	Grav belt (300 kph), friend or foe HUD		2	10	114,000
Total Mass and Cost			35.1	5332.5	377.375



VEHICLES

All of the designs presented here have been designed according to the rules presented in *Supplement 5: Civilian Vehicles* and *Supplement 6: Military Vehicles*.

Civilian Vehicles

Yonchobo Utility Grav Sled (TL12): This is a medium-weight 'grav truck' used by many civilian concerns within Zhodani space, as well as by the Zhodani military. The *Yonchobo* grav sled is noted for its ruggedness and safety in a wide range of planetary conditions. It is sealed against water and vacuum and is durable enough to withstand likely collisions and incidental impacts. The *Yonchobo* Utility Grav Sled is named after a slow but reliable draft animal from Zhdant that has adapted well on many worlds in the Consulate.

YONCHOBO UTILITY GRAV SLED (TL 12)		M ³	Mass (kg)	Cost (Cr.)
Hull	100 M ³ , Standard configuration, Superdense, Rugged, Sealed	—	17,250	1,312,500
—	Hull: 55 Structure: 60	—	—	—
Drive System	Grav	5	750	2,500,000
Power Plant	Nuclear Fusion-12, Power output: 384, Fuel Consumption: 16 per hour	16	2,400	240,000
Fuel	800 litres (50 hours operation)	0.8	800	—
Armour	Superdense 35 (60/30/30/30/30/30)	2	18,000	100,000
Sensors	Comprehensive Long Range, Compact (9 km +2 DM)	1.5	2	10,000
Communications	Radio 1,000 km (TL 7)	2	15	5,000
Environmental	Life Support, Improved	2	500	250,000
Equipment	Improved Controls	—	—	25,000
	Airflow Device	—	87	10,000
Crew	2 (driver, commander)	—	—	—
Operating Stations	2	2.5	250	—
Passengers	0	—	—	—
Cargo	5.05 dTons	68.2	6,820	—
Agility	+2 DM	—	—	—
Speed	Cruise: 246 kph Top: 328 kph	—	—	—
Total	—	100	46,874	4,452,500



Military Vehicles

Iavchieql G-Carrier (TL 12): The Iavchieql G-carrier is a good example of Zhodani light vehicle design philosophy: weaponry is preferred over armour. Also, sensors are less powerful than those in equivalent Imperial craft – presumably because the Zhodani place more stock in psionics as a supplement to sensors.

IAVCHIEQL G-CARRIER (TL12)		M³	Mass (kg)	Cost (Cr.)
Hull	80 M ³ (base 100), Super Sloped configuration, Superdense, Rugged, Sealed, Stealth Coating	—	17,250	2,460,938
—	Hull: 55 Structure: 60	—	—	—
Drive System	Grav	5	750	2,500,000
Power Plant	Nuclear Fusion–12 Power output: 528 Fuel Consumption: 22 per hour	22	3,300	330,000
Fuel	1,100 litres (50 hours operation)	1.1	1,100	—
Armour	Superdense 36 (80/36/36/22/22/22)	2.2	19,800	110,000
Weapons	Fusion X Gun (dorsal internal traversing, TL 10 stabilisation) Ammunition: N/A	9.9	4,125	6,750,000
Laser Sensor	TL 12 (+5 DM)	0.1	0	3,000
Decoys	Multispectral Smoke Discharger (6 uses)	0.5	0	2,000
	Anti-Laser Aerosol (6 uses)	0.5	0	500
Sensors	Advanced Long Range, Compact (50 km +3 DM)	4.5	2.5	20,000
Communications	Radio 1,000 km (TL 7)	2	15	5,000
	Laser 100 km (TL 8)	10	10	12,000
Environmental	Life Support, Improved	2	500	250,000
Equipment	Airflow Device	—	87	10,000
	Improved Controls			25,000
Crew	2 (driver, commander/gunner)	—	—	—
Operating Stations	2	2.5	250	—
Passengers	14	14	1,400	—
Cargo	0.29 dTons	3.9	390	—
Agility	+2 DM	—	—	—
Speed	Cruise: 336 kph Top: 448 kph	—	—	—
Total		80.2	48,979.5	12,478,438



Diziyanat/ Grav AFV (TL12): The standard Zhodani Army and Consular Guard infantry fighting vehicle, this is a sleek, turreted grav sled armed with a light gauss cannon, which carries a pilot, commander/gunner and a nine-man infantry squad. The *Diziyanat/* is named for a famous Army lift infantry commander from the Second Frontier War.

DIZIYANAT/ GRAV ARMoured FIGHTING VEHICLE (TL12)		M ³	Mass (kg)	Cost (Cr.)
Hull	81 M ³ (90 base), Sloped configuration, Superdense, Rugged, Sealed, Stealth Coating	—	15,525	1,771,875
—	Hull: 48 Structure: 55	—	—	—
Drive System	Grav	4.5	675	2,250,000
Power Plant	Nuclear Fusion-12 Power output: 720 Fuel Consumption: 30 per hour	30	4,500	450,000
Fuel	1,500 litres (50 hours operation)	1.5	1,500	—
Armour	Superdense 50 (90/50/50/36/36/36)	2.7	24,300	135,000
Weapons	VFR Gauss Gun (dorsal pop-up traversing, TL 10 stabilisation) Ammunition: 20 attacks	4.76	2868.75	562,500
	1 × Light Tac Missile (Anti-Armour) (dorsal pop-up traversing) Ammunition: 6 attacks	1.8	94	9,000
Laser Sensor	TL 12 (+5 DM)	0.1	0	3,000
Decoys	Multispectral Smoke Discharger (6 uses)	0.5	0	2,000
	Anti-Laser Aerosol (6 uses)	0.5	0	500
Sensors	Advanced Long Range, Compact (50 km +3 DM)	4.5	2.5	20,000
Communications	Radio 1,000 km (TL 7)	2	15	5,000
	Laser 100 km (TL 8)	10	10	12,000
Environmental	Life Support, Improved	2	500	250,000
Equipment	Airflow Device	—	87	10,000
	Improved Controls			25,000
Crew	2 (driver, commander/gunner)	—	—	—
Operating Stations	2	2.5	250	—
Passengers	12	12	1,200	—
Cargo	0.12 dTons	1.62	162	—
Agility	+2 DM	—	—	—
Speed	Cruise: 419 kph Top: 558 kph	—	—	—
Total		80.98	51,689.25	5,505,875



Vlezjaq Scout Sled (TL12): A small, lightly armoured, high-speed military grav vehicle usually employed for scouting and armed reconnaissance. It is armed with a light gauss cannon. The *Vlezjaq* is named after a winged predator native to Zhdant's eastern desert that vaguely resembles a cross between a Terran bat and a scorpion.

VLEZJQA SCOUT SLED (TL12)		M³	Mass (kg)	Cost (Cr.)
Hull	50 M³, Standard configuration, Superdense, Rugged, Sealed, Stealth Coating	—	8,625	820,313
—	Hull: 26 Structure: 31	—	—	—
Drive System	Grav	2.5	375	1,250,000
Power Plant	Nuclear Fusion-12 Power output: 480 Fuel Consumption: 20 per hour	20	3,000	300,000
Fuel	1,000 litres (50 hours operation)	1	1,000	—
Armour	Superdense 35 (80/26/26/26/26)	1	9,000	50,000
Weapons	VFR Gauss Gun (dorsal internal traversing, TL 10 stabilisation) Ammunition: 20 attacks	4.1	2,662.5	450,000
	1 × Light Tac Missile (Anti-Armour) (dorsal internal traversing) Ammunition: 6 attacks	1.725	92	7,200
Laser Sensor	TL 12 (+5 DM)	0.1	0	3,000
Decoys	Multispectral Smoke Discharger (6 uses)	0.5	0	2,000
	Anti-Laser Aerosol (6 uses)	0.5	0	500
Sensors	Advanced, Extended Range, Compact (15 km +3 DM)	3	1.875	8,000
Communications	Radio 1,000 km (TL 7)	2	15	5,000
	Laser 100 km (TL 8)	10	10	12,000
Environmental	Life Support, Improved	1	250	125,000
Equipment	Improved Controls	0	0	12,500
—	Airflow Device	0	44	5,000
Crew	2 (driver, commander/gunner)	—	—	—
Operating Stations	2	2.5	250	—
Cargo	0.01 dTons	0.075	7.5	—
Agility	+2 DM	—	—	—
Speed	Cruise: 569 kph Top: 758 kph	—	—	—
Total		50	25,332.88	3,051,013



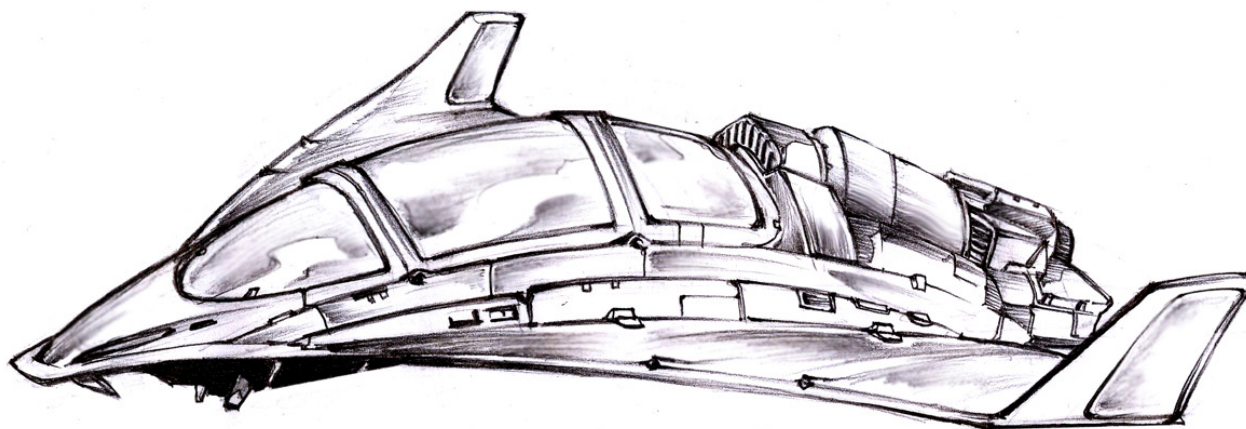
Preblshienchiashav Attack Speeder (TL 14): The Preblshienchiashav ('Princely Born') Attack Speeder made its debut during the Fourth Frontier War. The speeder is a good example of Zhodani military craft design philosophy: fast and deadly. In addition, the Preblshienchiashav has exceptionally good armour. This vehicle and its nearly identical cousin the *Adrtletlvra* were responsible for more fear and panic among the Imperial populace in Tloql sector than any other Zhodani fighting vehicle during the Fourth Frontier War.

PREBLSHIENCHIASHAV ATTACK SPEEDER (TL14)		M ³	Mass (kg)	Cost (Cr.)
Hull	50 M ³ , Super Streamlined configuration, Bonded Superdense, Sealed, Stealth coating	—	10,000	1,875,000
—	Hull: 36 Structure: 39	—	—	—
Drive System	Grav	2.5	375	1,250,000
Power Plant	Nuclear Fusion-12 Power output: 552 Fuel Consumption: 23 per hour	23	3,450	345,000
Fuel	575 litres (25 hours operation)	0.575	575	—
Armour	Bonded Superdense 56	0.5	6,000	50,000
Weapons	Aerospace Defence Laser (front internal fixed, TL 10 stabilisation)	7.7	9,075	9,000,000
Laser Sensor	TL 13 (+6 DM)	0.1	—	3,500
Decoys	Chaff Dispenser (6 uses)	0.25	0	600
	Flare Launcher (6 uses)	0.25	0	400
Sensors	Excellent Long Range, Compact (100 km +4 DM)	7.5	3	40,000
Communications	Radio 1,000 km (TL 7)	3	30	5,000
Environmental	Life Support, Improved	1	250	125,000
Equipment	Improved Controls	—	—	12,500
—	Airflow Device	—	50	5,000
Crew	1 (pilot/gunner)	—	—	—
Operating Stations	2	2.5	250	—
Cargo	0.15 dTons	2.125	212.5	—
Agility	+2 DM	—	—	—
Speed	Cruise: 492 kph Top: 656 kph	—	—	—
Total		50	30,255.5	12,712,000



Adrtletlvra Attack Speeder (TL 14): The *Adrtletlvra* ('Silent Grasp') Attack Speeder is visually similar to the *Preblshienchiashav* but is faster and has less armour. In addition, the *Adrtletlvra* mounts a fusion gun instead of an aerospace defence laser – a shorter range but more deadly weapon. The *Adrtletlvra* looks so much like a *Preblshienchiashav* that the two are often confused by civilians and military observers alike. Only with sensitive high-tech sensors or close visual contact can the two craft be distinguished.

ARDTLETLVRA ATTACK SPEEDER (TL14)		M ³	Mass (kg)	Cost (Cr.)
Hull	50 M ³ , Super Streamlined configuration, Bonded Superdense, Sealed, Stealth coating	—	10,000	1,875,000
—	Hull: 37.5 Structure: 37.5	—	—	—
Drive System	Grav	2.5	375	1,250,000
Power Plant	Nuclear Fusion-12 Power output: 384 Fuel Consumption: 16 per hour	18	2,700	270,000
Fuel	300 litres (18.75 hours operation)	0.3	300	—
Armour	Bonded Superdense 24	0.5	6,000	50,000
Weapons	Fusion Z Gun (front internal fixed, TL 10 stabilisation)	6.6	3,300	12,000,000
Laser Sensor	TL 13 (+6 DM)	0.1		3,500
Decoys	Chaff Dispenser (6 uses)	0.25	0	600
	Flare Launcher (6 uses)	0.25	0	400
Sensors	Excellent Very Long Range, Compact (500 km +4 DM)	15	6	160,000
Communications	Radio 1,000 km (TL 7)	3	30	5,000
Environmental	Life Support, Improved	1	250	125,000
Equipment	Improved Controls	0	0	12,500
—	Airflow Device	0	50	5,000
Crew	2	—	—	—
Operating Stations	2	2.5	250	—
Cargo	0.07 dTons	0.64	64	—
Agility	+2 DM	—	—	—
Speed	Cruise: 697 kph Top: 928 kph	—	—	—
Total		50	23,346	15,757,000





Qiknavra Grav Tank (TL 14): The Qiknavra (named after the smaller of Zhdant's continents) is one of the Consulate's newest grav tank designs. The craft is intended to be an inexpensive, yet highly survivable vehicle on the battlefield. To date, the Zhodani have kept the complete vehicle details a secret from the Imperium. The statistics given are known only by the Zhodani.

QIKNAVRA GRAV TANK (TL14)		M ³	Mass (kg)	Cost (Cr.)
Hull	100 M ³ , Standard configuration, Bonded Superdense, Rugged, Sealed, Reflec coating	—	23,000	3,281,250
—	Hull: 82.5 Structure: 90	—	—	—
Drive System	Grav	5	750	2,500,000
Power Plant	Nuclear Fusion—12 Power output: 1392 Fuel Consumption: 58 litres per hour	58	8,700	870,000
Fuel	2,900 litres (50 hours operation)	2.9	2,900	—
Armour	Bonded Superdense 72 (122/80/80/50/50/50) (+5 vs. Lasers)	3	36,000	300,000
Weapons	Aerospace Defence Laser (dorsal internal traversing, TL 10 stabilisation)	11.55	11,343.75	13,500,000
—	VRF Gauss Gun (dorsal internal traversing, TL 10 stabilisation) Ammunition: 10 attacks	3.3	2,062.5	450,000
—	VRF Gauss Gun (dorsal internal traversing, TL 10 stabilisation) Ammunition: 10 attacks	3.3	2,062.5	450,000
Laser Sensor	TL 13 (+6 DM)	0.1	0	3,500
Decoys	Anti-Laser Aerosol (6 uses)	0.5	0	500
	Multispectral Smoke Discharger (6 uses)	0.5	0	2,000
Sensors	Advanced, Extended Range, Compact (15 km +3 DM)	3	1,875	8,000
Communications	Radio 1,000km (TL 7)	2	15	5,000
Environmental	Life Support, Improved	2	500	250,000
Equipment	Airflow Device	—	115	10,000
	Excellent Controls	1	230	100,000
Crew	2 (driver, commander/gunner)	—	—	—
Operating Stations	2	2.5	250	—
Cargo	0.03 dTons	1.35	135	—
Agility	+3 DM	—	—	—
Speed	Cruise: 418 kph Top: 557 kph	—	—	—
Total		100	88,065.63	21,730,250



SPACECRAFT

Because the principles of physics and jump drive technology are constant in the universe, Zhodani starships are similar to the starships in use by other Human races.

INTERSTELLAR TRAVEL

The various aspects of interplanetary and interstellar travel are largely unchanged. However, there are a few differences in Zhodani space.

ENCOUNTERS

Ship encounters in Consulate space are generally peaceful, with unlawful activities such as piracy being extremely rare. The standard Starship Encounter Table (on page 139 of the *Traveller Core Rulebook*) is used for encounters in Zhodani space, with piracy encounters treated as merchant ships or ignored. Military vessels will routinely check the identity of ships and undertake a routine boarding for confirmation about half the time. Such boardings also allow *Tavrchedl'* agents to check the mental health and attitudes of crewmembers.

STOWAWAYS

Stowaways are rare; simple procedures provide for a quick sweep of ships before leaving a starport to catch accidental boarding by well-wishers or stowaways, to catch boarding by animals such as rats and to ensure no one is in the wrong place during transit.

THE LOW LOTTERY

There is no such custom (as detailed on page 142 of the *Traveller Core Rulebook*) in Zhodani space.

NENJCHINZHE'DRIANTE

Zhodani characters enrolled in the *Nenjchinzhe'driante* (a mustering-out benefit) may receive a 10% discount on passage costs (from page 142 of the *Traveller Core Rulebook*), besides other benefits of membership

For most starship purchases the standard rules apply but characters enrolled in the *Nenjchinzhe'* receive a very special bonus. Bank financing is free (see Mortgage or Debts, page 137 of the *Traveller Core Rulebook*), without interest or other charges, to members. Members have 25, rather than 40, years, to complete payment, with the character making 300 equal monthly payments, each 1/300th of the purchase price.

HIJACKING

Hijacking starships is always a risky business (page 143 of the *Traveller Core Rulebook*) and the fact that

a good percentage of Zhodani citizens could perceive a potential hijacker's intent before an attempt is made, makes this a very infrequent event. Even though non-psionic, some Proles can read body language and other non-verbal clues and understand the intentions before the act. Most attempted hijackings in Zhodani space are violent assaults by passengers of subject races within the Consulate.

The effect of this in the game is similar to Security software. If there are no psionic crew members (a rarity), then the difficulty is simply Average (DM +0). If there are psionic crew members, then the difficulty becomes Formidable (DM -6).

SKIPPING AND PIRACY

Skipping (page 138 of the *Traveller Core Rulebook*) does not arise in Zhodani space. As with hijacking, piracy is so infrequent that it should be a special encounter for the Referee, rather than left up to an encounter table.

Control Systems

The one major difference between Zhodani ships and those of other cultures is an abundance of psionic switches. Simple psionically sensitive switches are components of iris valves, simple automatic doors, and many convenience items such as lights, temperature or environment controls, and entertainment or communication devices. Anyone trained in Telepathy can activate the switches with a successful Telepathy check (no Psi points are expended).

STARSHIPS

All of the designs in this book have been created using the rules in *Book 2: High Guard*, including both starships and small craft. As a result, there are some differences between these and similar designs from the *Traveller Core Rulebook*. All the designs here are common within the Consulate and would be eligible for the standard design discount (page 105 of the *Traveller Core Rulebook*).

Civilian Starships

It is customary for commercial shipping within the Consulate to travel unarmed; many commercial designs do away with weapons entirely. Ships intended for service in border regions, beyond the frontiers or in private hands, are more frequently armed. For this reason, normal crews for civilian designs never include gunners, even if the ship in question is armed.



NINZ-CLASS SCOUT

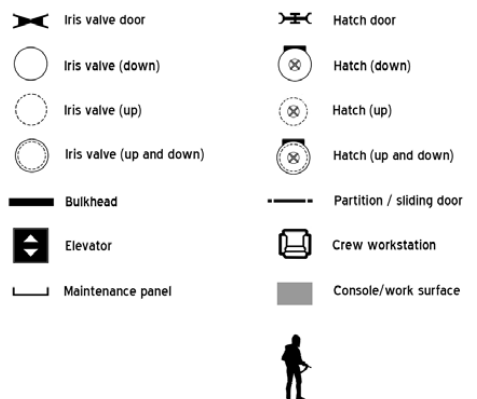
A standard civilian exploratory vessel used by both commercial concerns and the Consulate Navy for frontier exploration and reconnaissance. An old and reliable design, the Ninz is oriented more towards survey and scientific missions and less to courier-type duties than its Imperial counterpart. Ninz-class Scouts see extensive use for supplemental surveys off the main axis of exploration with the Core Expeditions. Ships in naval service are named after former naval officers.

Normal crew for the Ninz-class Scout is the pilot, astrogator, engineer and gunner.

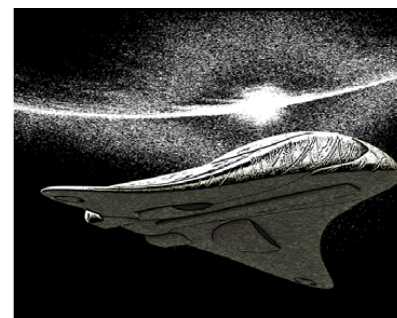
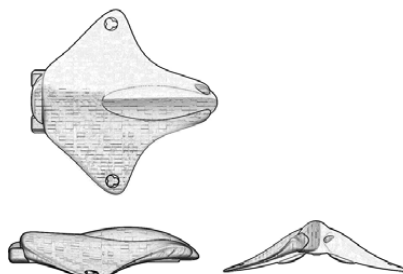
Ninz-class Scout			Tons	Cost (MCr.)
Hull	TL11	Hull 2	—	2.2
	Streamlined	Structure 2	—	—
Armour	Crystaliron	4 points	5	0.4
Jump Drive	A	Jump 2	10	10
Manoeuvre Drive	A	Thrust 2	2	4
Power Plant	A	Rating 2	4	8
Bridge	Standard		10	0.5
Computer	Model/1bis	Rating 5 (10 for Jump Control)	—	0.045
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1	Double turret (beam laser x2)	1	2.5
Fuel	One Jump-2	20 weeks of operation	40	—
Cargo			7	—
4 Staterooms			16	2
Extras	Ship's Locker		—	—
Carried Craft	Probe Drones (5)		1	0.5
External Options	Fuel Scoops		—	—
	Fuel Processors	All fuel in one day	2	0.1
Software	Manoeuvre/0		—	—
	Jump Control/2	Rating 10	—	0.2
	Library/0		—	—
Maintenance Cost (monthly)			—	0.003
Life Support Cost (monthly)			—	0.008
Total Tonnage & Cost			100	28.301



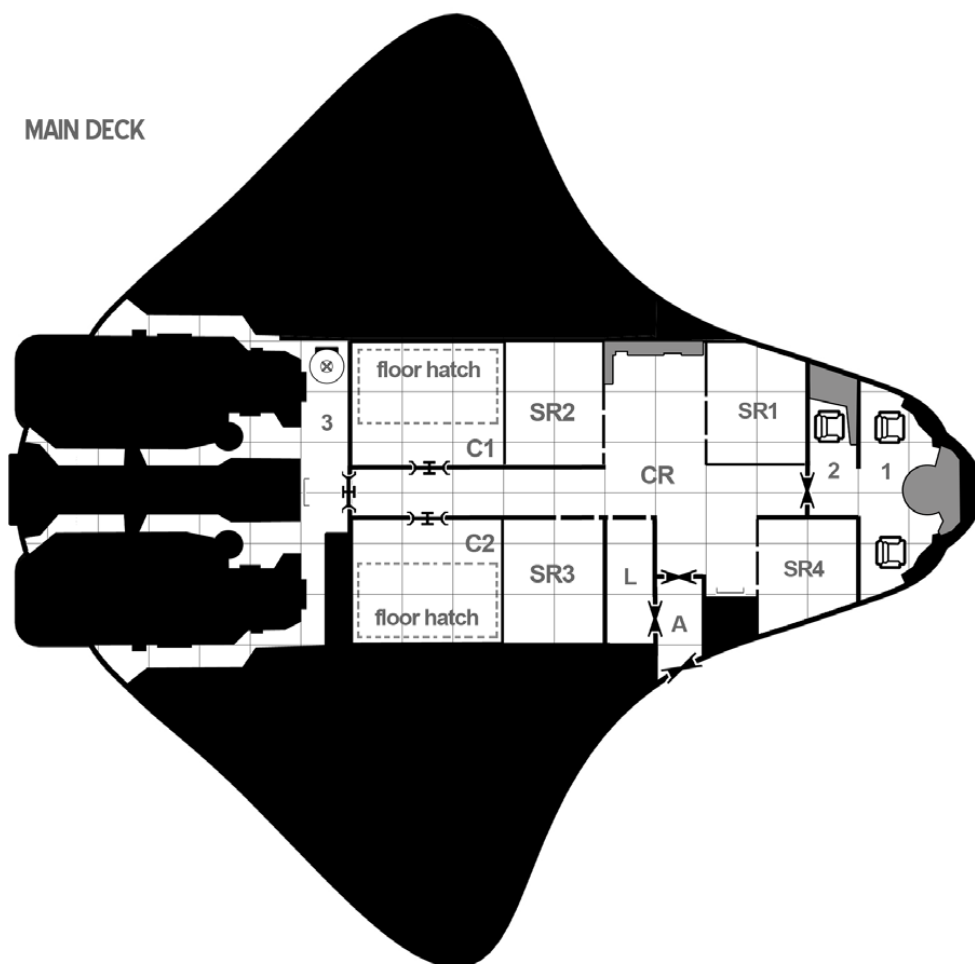
DECK LEGEND



0 3 6 9 metres



MAIN DECK



Deck Key

- 1. Bridge
- 2. Gunnery Station
- 3. Engine Bay
- SL. State Rooms
- C. Cargo Bay
- A. Air lock
- L. Ship's Locker



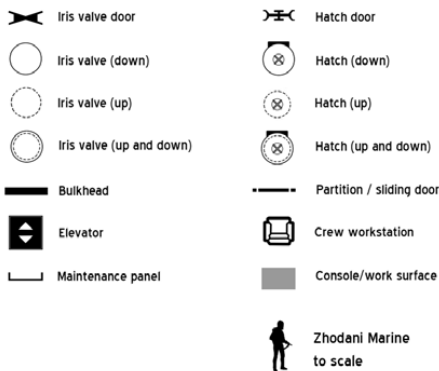
YETSASL-CLASS COURIER

The Yetsasl is named after a racing beast on Zhdant and its sister ships after similar creatures on other worlds. The courier design gives priority to transport of important personnel. For example, government officials commonly use such couriers for diplomatic purposes. The Yetsasl's role often takes it outside the Consulate and it is the Zhodani vessel most commonly encountered in the Imperium. Yetsasls are a separate design from Ninz scouts, unlike the Imperial practice of using the same hull for both scouts and couriers. A Yetsasl is larger than a Ninz and contains more and better passenger staterooms and fittings.

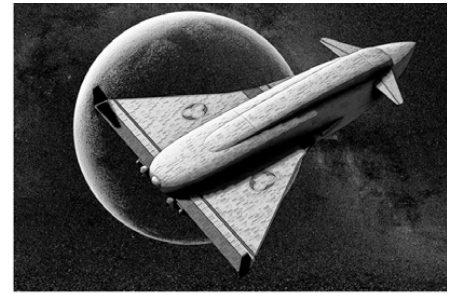
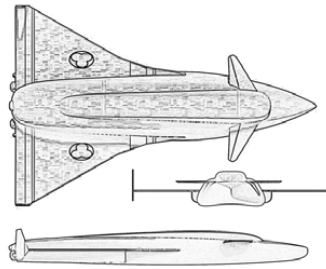
Normal crew for the Yetsasl-class Courier is the pilot, astrogator, engineer, and gunner.

Yetsasl-class Courier			Tons	Cost (MCr.)
Hull	TL12	Hull 4	—	8.8
	Streamlined	Structure 4	—	—
Armour	Crystaliron	4 points	10	1.6
Jump Drive	C	Jump 3	20	30
Manoeuvre Drive	B	Thrust 2	3	8
Power Plant	C	Rating 3	10	24
Bridge	Standard		10	1
Computer	Model/3	Rating 15	—	2
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hardpoint #1	Triple turret (beam laser x2/sandcaster)	1	3.250
		carries 20 sandcaster barrels	1	0.01
Fuel	One Jump-3	4 weeks of operation	72	—
Cargo			20	—
11 Staterooms			44	5.5
Extras	Ship's Locker		—	—
Carried Craft	1 Air/Raft		4	0.275
External Options	Fuel Scoops		—	—
	Fuel Processors	All fuel in one day	4	0.2
Software	Manoeuvre/0		—	—
	Jump Control/3	Rating 15	—	0.3
	Library/0		—	—
Maintenance Cost (monthly)			—	0.0064
Life Support Cost (monthly)			—	0.022
Total Tonnage & Cost			200	76.478

DECK LEGEND

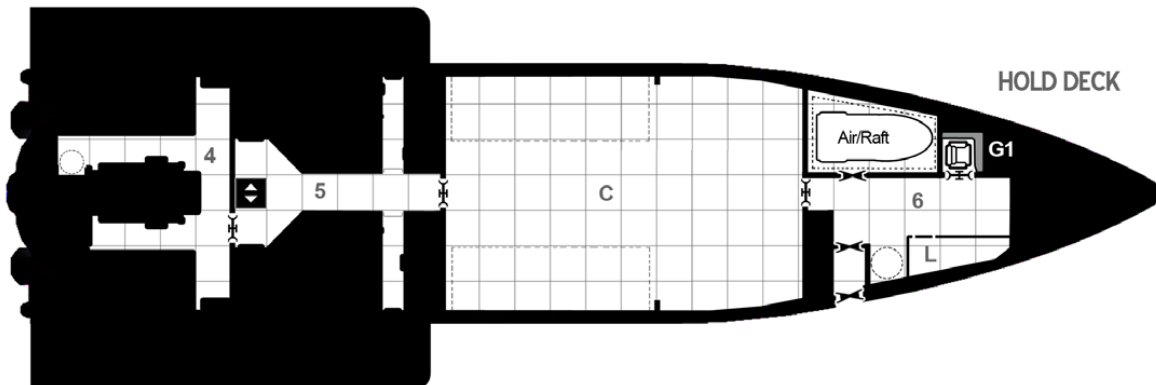
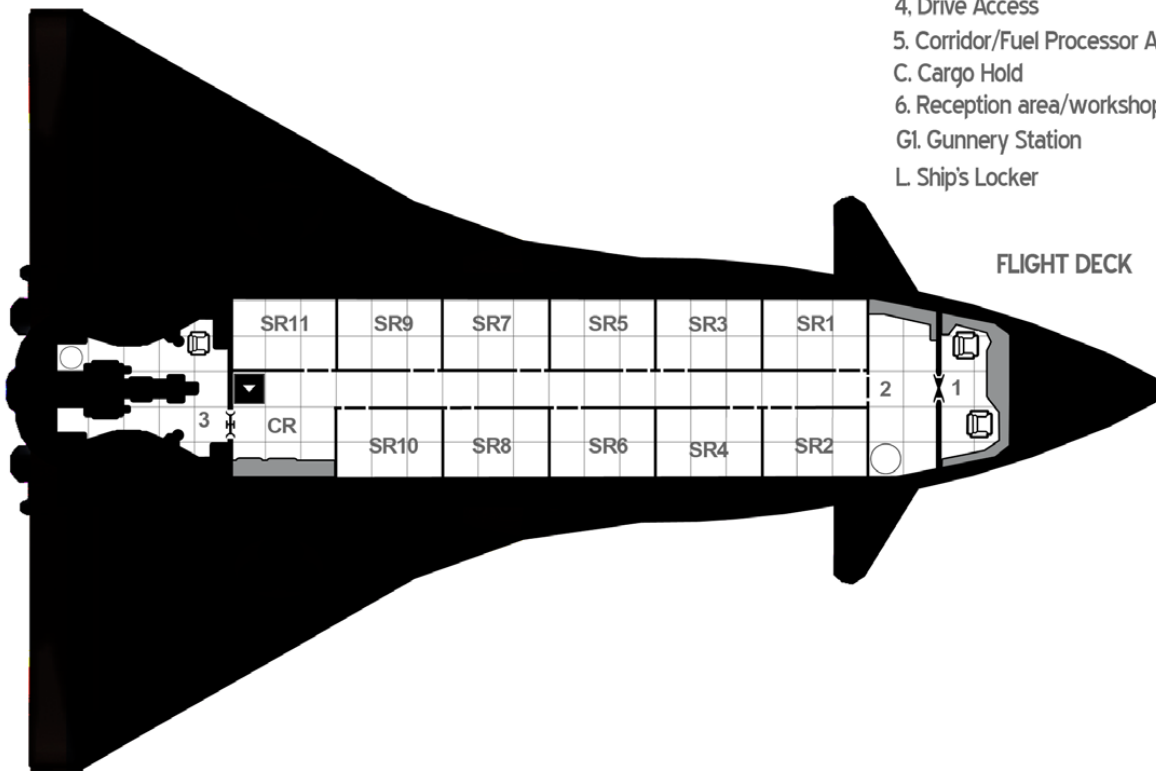


0 3 6 9 metres



Deck Key

1. Bridge
2. Operations Deck
- SR. Staterooms
- CR. Common room/Galley
3. Engineering Bay
4. Drive Access
5. Corridor/Fuel Processor Access
- C. Cargo Hold
6. Reception area/workshop
- G1. Gunnery Station
- L. Ship's Locker



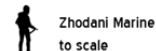


ZDEBR-CLASS TRADER

Individuals and small trading companies own and operate Zdebr-class traders. They are a common sight in frontier regions of the Consulate, such as Ziafrplians and Tloql sectors. They are more general-purpose vessels than the 400-ton subsidised merchant used in the Imperium, being closer in actual concept to an oversized free trader. Atypically for a Zhodani commercial vessel the Zdebr class is armed, albeit lightly by Imperial standards. Zdebr-class ships are named after historically famous seaports and caravan routes on old Zhdant.

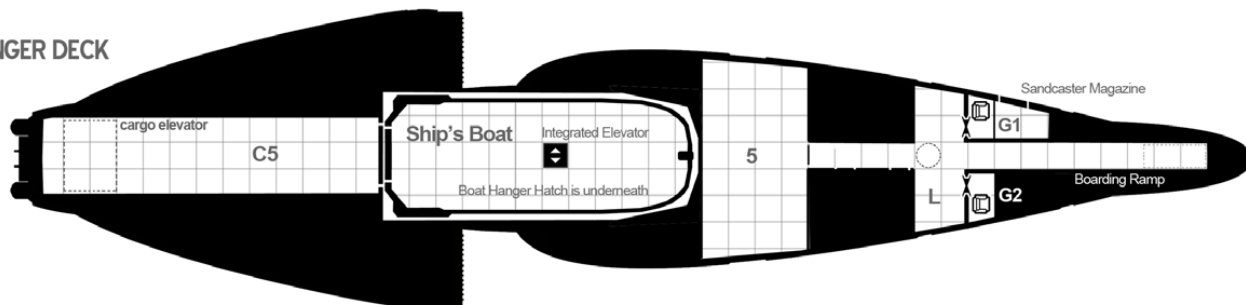
Normal crew for the Zdebr-class Trader is a pilot, astrogator, engineer, medic and steward.

Zdebr-class Trader			Tons	Cost (MCr.)
Hull	TL11	Hull 8	—	17.6
	Streamlined	Structure 8	—	—
Armour	Crystaliron	4 points	20	3.2
Jump Drive	D	Jump 2	25	40
Manoeuvre Drive	B	Thrust 1	3	8
Power Plant	D	Rating 2	13	32
Bridge	Standard		20	2
Computer	Model/2	Rating 10	—	0.16
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hardpoint #1	Single turret (pulse laser)	1	0.7
	Hardpoint #2	Single turret (sandcaster)	1	0.45
Ammunition'		carries 20 sandcaster barrels	1	0.01
Fuel	One Jump-2	4 weeks of operation	96	—
Cargo			104	—
16 Staterooms			64	8
32 Low Berths			16	1.6
Extras	Ship's Locker		—	—
Carried Craft	1 Ship's Boat		30	17.829
External Options	Fuel Scoops		—	—
	Fuel Processors	All fuel in one day	5	0.25
Software	Manoeuvre/0		—	—
	Jump Control/2	Rating 10	—	0.2
	Library/0		—	—
Maintenance Cost (monthly)			—	0.0099
Life Support Cost (monthly)			—	0.035
Total Tonnage & Cost			400	118.844



- 1. Bridge
- 2. Operations Deck
- SR. Staterooms
- CR. Common room/Galley
- 3. Port Engineering Bay
- 4. Drive Access
- 5. Low Berth Bay
- C. Cargo Bays
- G1. Gunnery Station (Sandcaster)
- G2. Gunnery Station (Pulse Laser)
- L. Ship's Locker
- A. Airlock

HOLD DECK





SHIANJO-CLASS LINER

A passenger liner used in the core regions of the Consulate and along most of its main trade routes. The Shianjo class ('good journey') have a reputation for their stylish interior design and high jump speed (for a merchant). Nobles and Intendants typically occupy staterooms, while Proles usually travel in low passage, unless they are servants or retainers. These vessels are normally unarmed in peaceful Zhodani space but in wartime this makes them easy targets for privateers and commerce raiders, forcing the Zhodani navy to use convoys and provide escorts.

Normal crew for the Shianjo-class Liner is the pilot, astrogator, engineer, medic and steward.

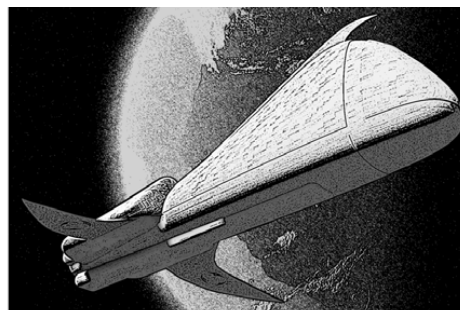
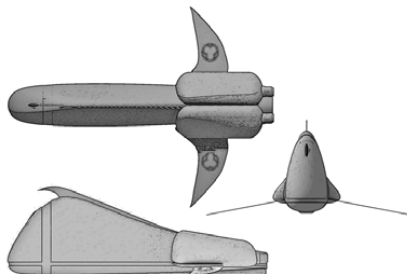
Shianjo-class Liner			Tons	Cost (MCr.)
Hull	TL13	Hull 17	—	88
	Standard	Structure 18	—	—
Armour	Crystaliron	4 points	40	16
Jump Drive	N	Jump 4	70	130
Manoeuvre Drive	D	Thrust 1	7	16
Power Plant	N	Rating 4	40	104
Bridge	Standard		20	4
Computer	Model/4	Rating 20	—	5
Electronics	Basic Civilian	DM -2	1	0.05
Fuel	One Jump-4	4 weeks of operation	372	—
Cargo			43	—
37 Staterooms			148	18.5
34 Low Berths			17	1.7
Extras	Ship's Locker		—	—
	2 Luxuries		2	0.2
Carried Craft	1 Pinnacle		40	20.111
Software	Manoeuvre/0		—	—
	Jump Control/4	Rating 20	—	0.4
	Library/0		—	—
Maintenance Cost (monthly)			—	0.303
Life Support Cost (monthly)			—	0.077
Total Tonnage & Cost			800	363.565



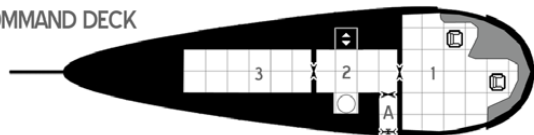
DECK LEGEND

- Iris valve door
- Iris valve (down)
- Iris valve (up)
- Iris valve (up and down)
- Bulkhead
- Elevator
- Maintenance panel
- Hatch door
- Hatch (down)
- Hatch (up)
- Hatch (up and down)
- Partition / sliding door
- Crew workstation
- Console/work surface
- Zhodani Marine to scale

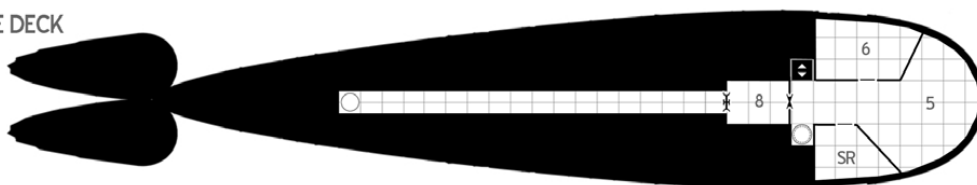
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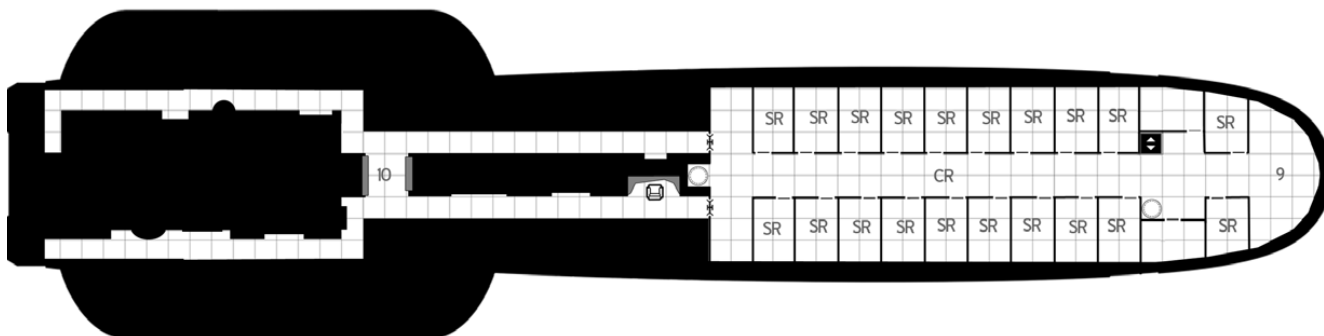
COMMAND DECK



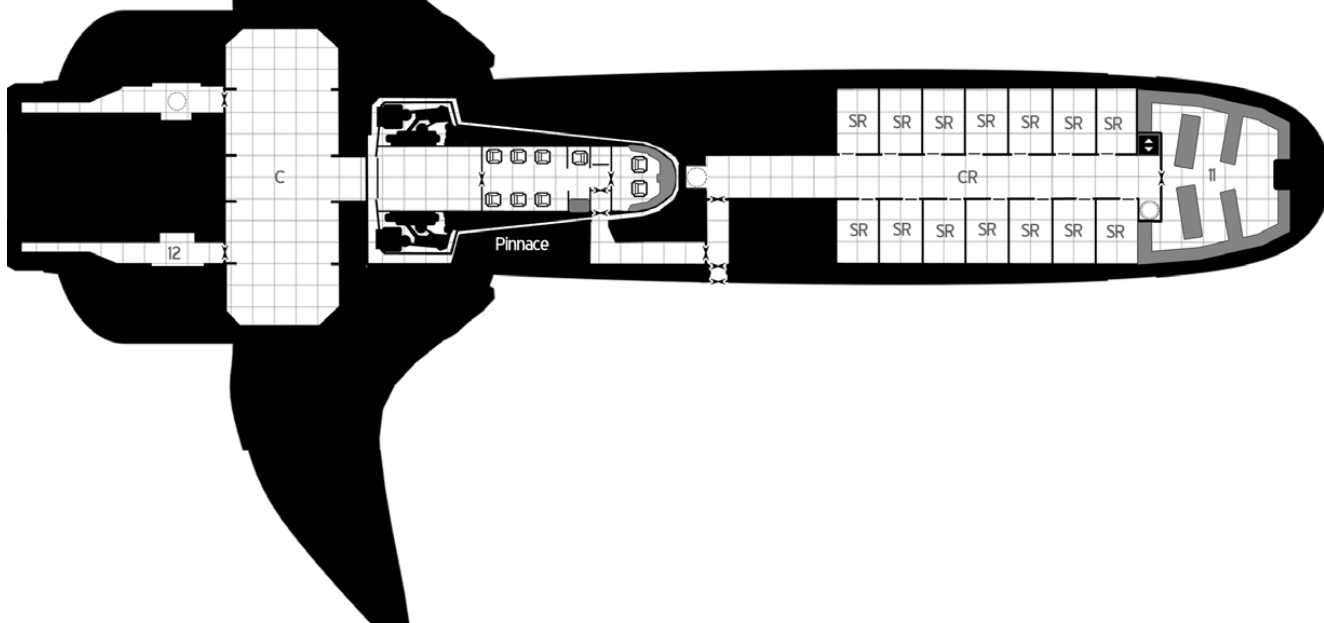
LOUNGE DECK



MAIN DECK



HANGER DECK



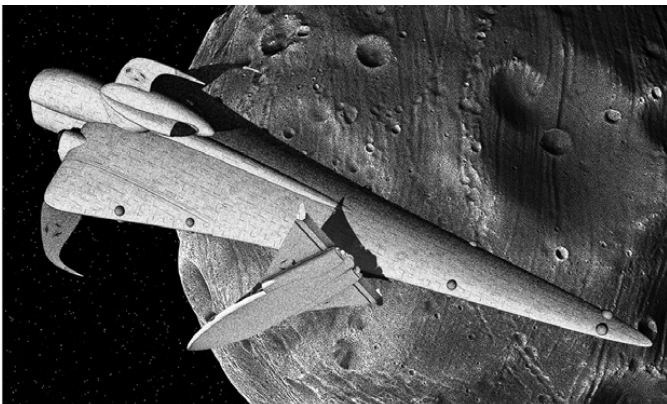
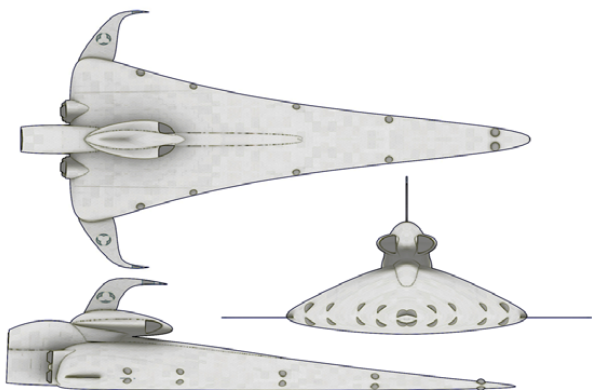


DAZHIA-CLASS COUNCIL CRUISER

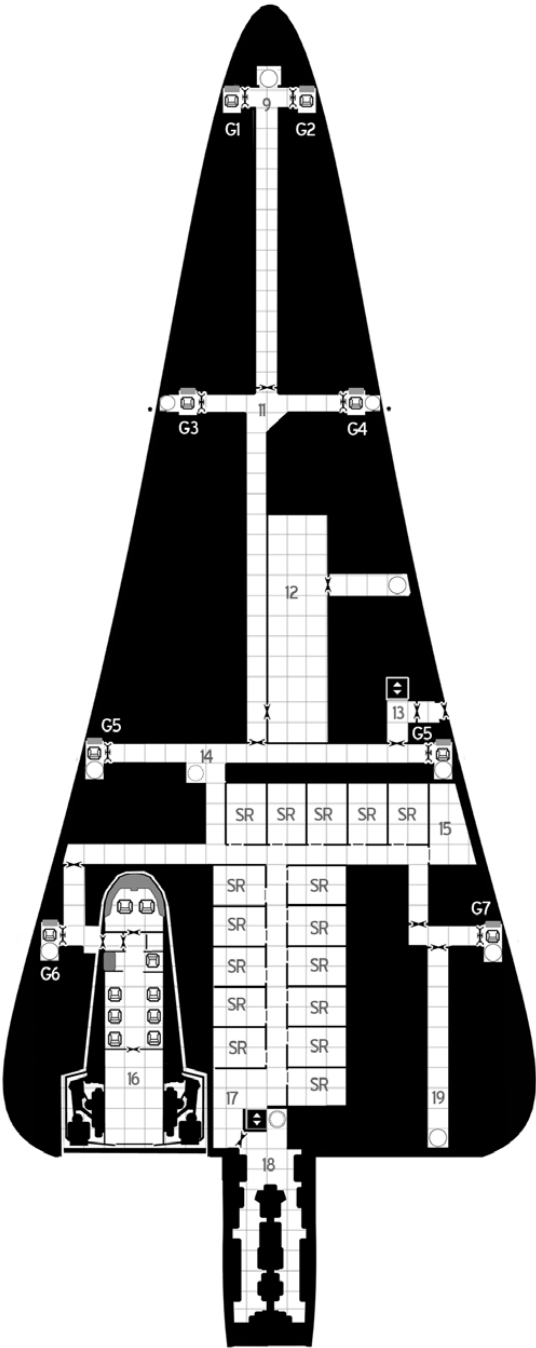
Qlomdlabr members or their agents on Consular business use these fast, highly advanced ships. Interior fittings are notably luxurious. They are unusual in carrying a second starship internally – a jump-3 courier useful for side-trips or for ensuring the safety of the Consul.

Normal crew for the Dazhia-class Council Cruiser is the captain, pilot, astrogator, 3 engineers, medic and 20 gunners.

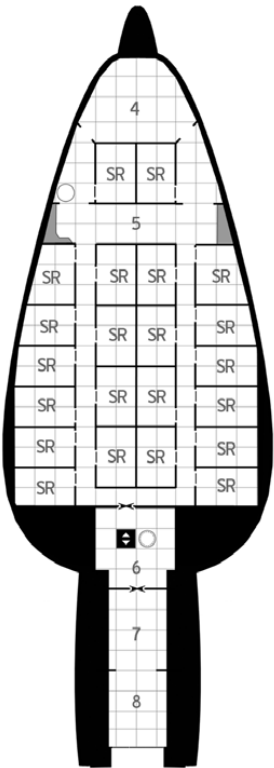
Dazhia-class Council Cruiser			Tons	Cost (MCr.)
Hull	TL13	Hull 44	—	242
	Streamlined	Structure 45	—	—
Armour	Crystaliron	4 points	100	40
Jump Drive	U	Jump 4	100	190
Manoeuvre Drive	U	Thrust 4	37	76
Power Plant	U	Rating 4	58	152
Bridge	Standard		40	10
Computer	Model/6	Rating 30	—	20
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1-20	Triple Turret (beam laser/ missile/sandcaster)	20	60
		carries 360 sandcaster barrels	18	0.18
		carries 360 basic missiles	30	0.45
Fuel	One Jump-4	4 weeks of operation	876	—
Cargo			203	—
39 Staterooms			156	19.5
34 Low Berths			17	1.7
Extras	Ship's Locker		—	—
	5 Luxuries		5	0.5
	2 Briefing Room		8	1
	1 Library		4	4
Carried Craft	1 Air/Raft		4	0.275
	1 Pinnacle		40	20.111
	1 <i>Yetsas</i> -class Courier	Standard hangar	260	98.585
External Options	Fuel Scoops		—	—
	Fuel Processors	All fuel in 2 days	22	1.1
Software	Manoeuvre/0		—	—
	Jump Control/4	Rating 20	—	0.4
	Fire Control/1	Rating 5	—	2
	Evade/1	Rating 10	—	1
	Auto-Repair/1	Rating 10	—	5
	Library/0		—	—
Maintenance Cost (monthly)			—	0.071
Life Support Cost (monthly)			—	0.081
Total Tonnage & Cost			2,000	852.121



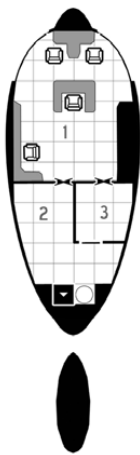
MAIN DECK



HABITATION DECK

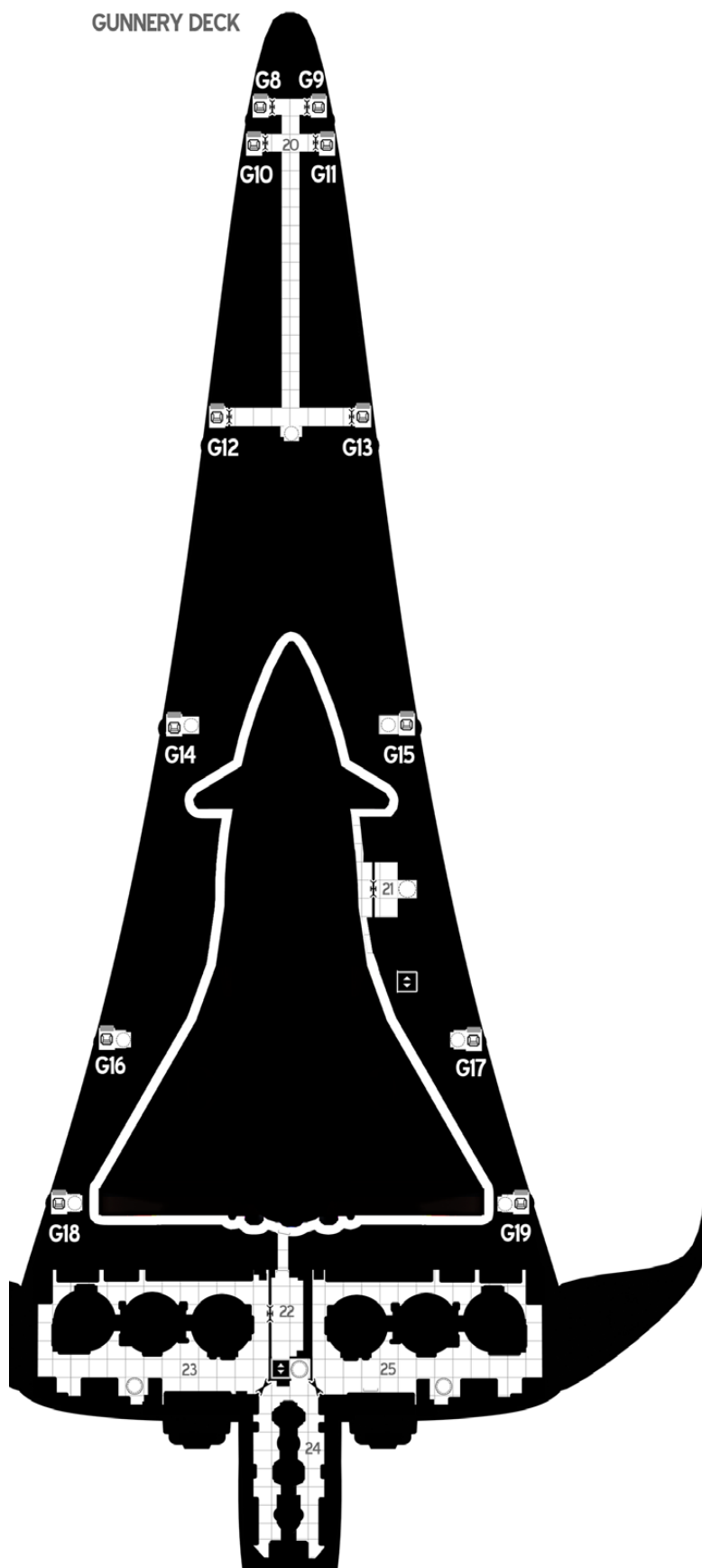


COMMAND DECK

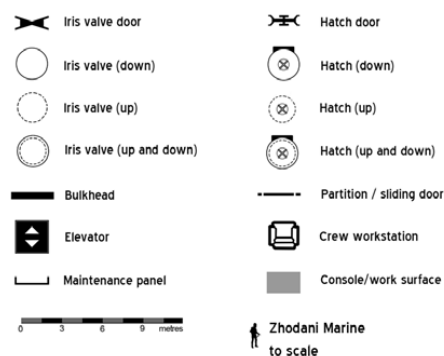




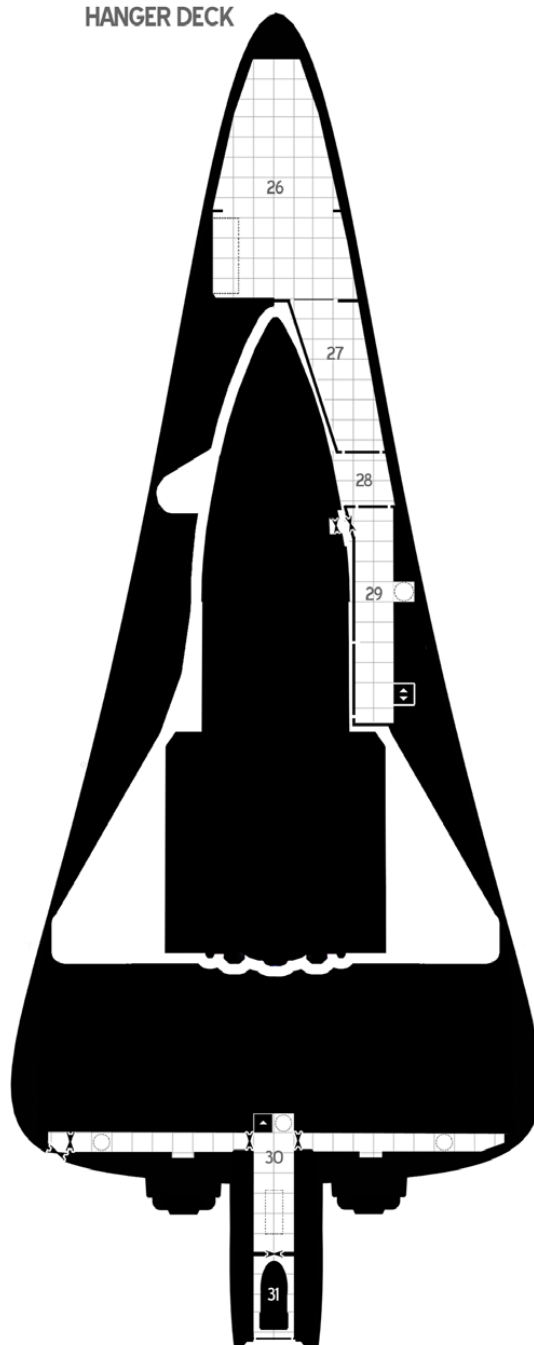
GUNNERY DECK



DECK LEGEND



HANGER DECK





Military Starships

Zhodani military starships are designed to be more general purpose than comparable Imperial vessels. While most Zhodani warships encountered on the frontiers are the older TL13 designs presented here, the newer TL14 designs have been more common since the Fourth Frontier War.

Zhodani military starships often carry an additional crew member, a Counsellor, particularly on long voyages. While this person is generally a *Tavrchedl'* member serving a term in the Navy, they are responsible for the mental health of the crew and report to the captain of the ship, not to the *Tavrchedl'* hierarchy.

TLATL-CLASS MISSILE FIGHTER

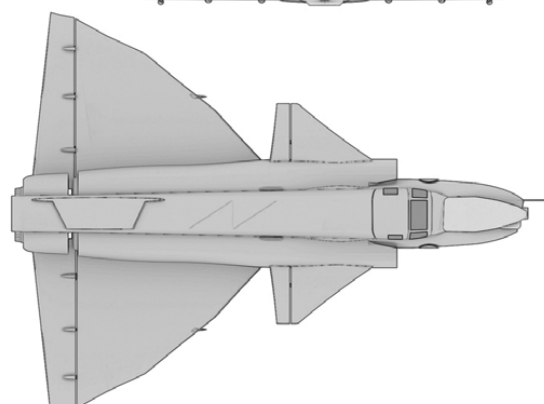
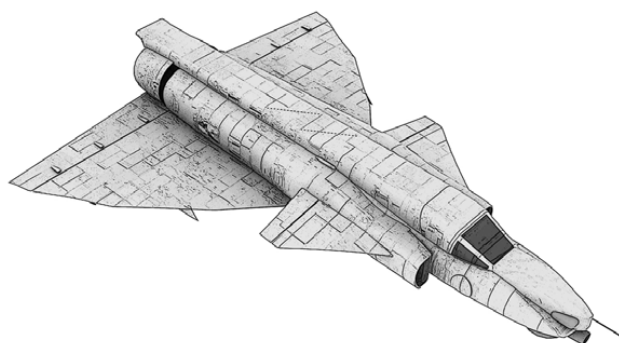
The Tlatl ('throwing blade') is a light anti-shipping fighter originally designed to be carried aboard Shivva-class patrol frigates. Because of its size and cost, it has become very common in the light fighter role along the borders.

Tlatl-class Missile Fighter			Tons	Cost (MCr.)
Hull-S1	TL13	Hull 0	—	1.1
	Streamlined	Structure 1	—	—
Armour	Crystaliron	8 points	1	1.76
Manoeuvre Drive	sC	Thrust 6	1.5	3
Power Plant	sC	Rating 6	1.8	4
Bridge	Cockpit for 1		1.5	0.05
Computer	Model/2	Rating 10	—	0.16
Electronics	Basic Civilian	DM -2	1	0.05
Weapons	Hardpoint #1	Triple turret (missile rack-13 (resilient, easy to repair) x3)	1	3.25
		Carries 12 smart missiles	1	0.03
Fuel		One day operation	0.1	—
Cargo			0.1	—
External Options	Fuel Scoops		—	—
	Airlock		1	0.2
Software	Manoeuvre/0		—	—
	Library/0		—	—
Total Tonnage & Cost			10	12.213

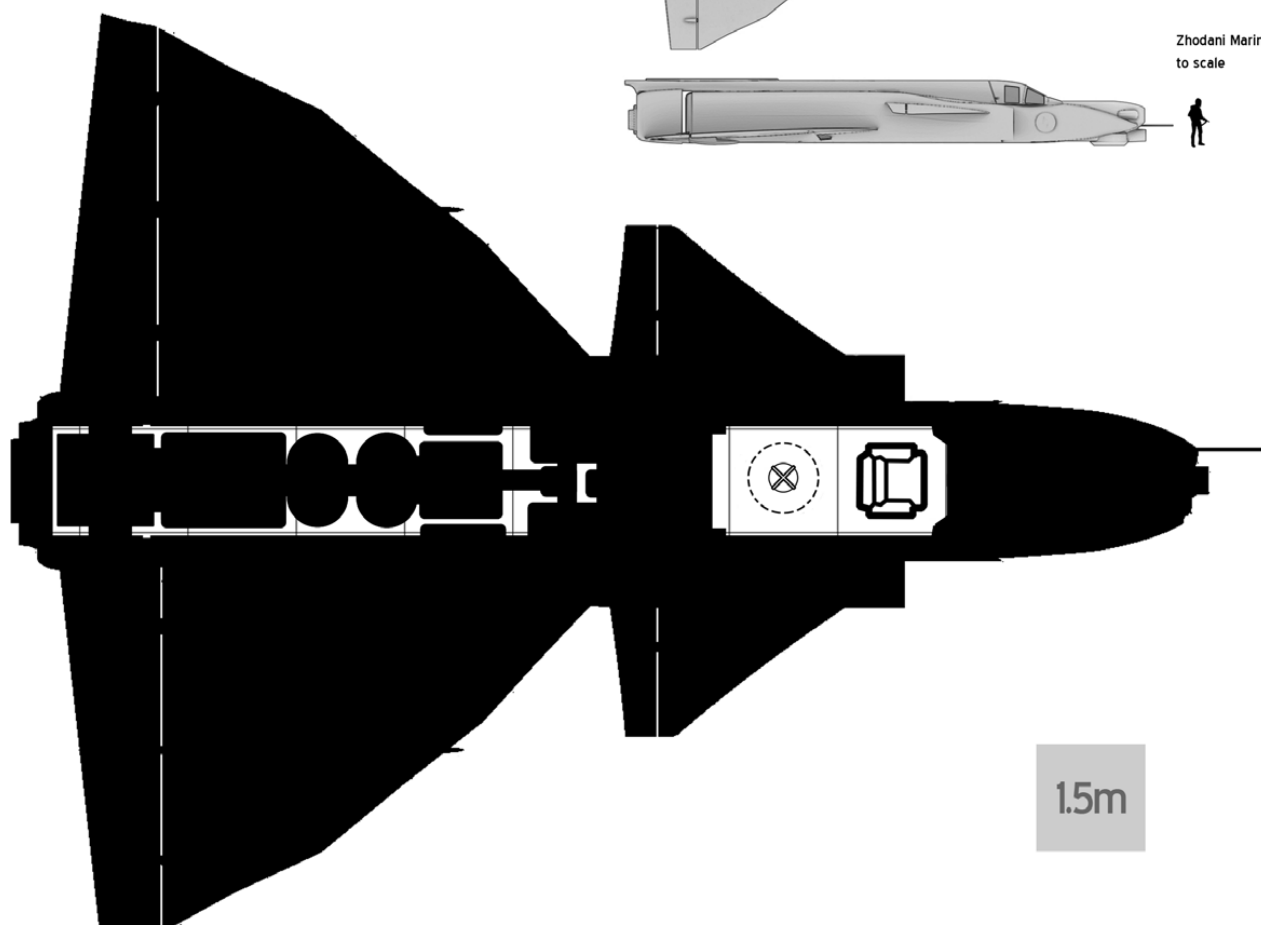


DECK LEGEND

	Iris valve door		Hatch door
	Iris valve (down)		Hatch (down)
	Iris valve (up)		Hatch (up)
	Iris valve (up and down)		Hatch (up and down)
	Bulkhead		Partition / sliding door
	Elevator		Crew workstation
	Maintenance panel		Console/work surface



Zhodani Marine
to scale



1.5m



VLEZHDETS-CLASS PARTICLE FIGHTER

The Vlezhdets ('star prince') is a medium fighter carried aboard Vlezhdatl-class frontier cruisers.

Vlezhdets-class Particle Fighter			Tons	Cost (MCr.)
Hull-S3	TL14	Hull 0	—	1.43
	Streamlined	Structure 1	—	—
	Aerofins		1.5	0.15
Armour	Bonded Superdense	12 points	3	3.432
Manoeuvre Drive	sR	Thrust 10	11	22
Power Plant	sR	Rating 10	7.5	16
Bridge	Cockpit for 1		1.5	0.15
Computer	Model/3	Rating 15	—	2
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1	Double turret (particle beam-14 (resilient, easy to repair) x2)	1	8.5
Fuel		1 week of operation	1.25	—
Cargo			0.25	—
External Options	Fuel Scoops		—	—
	Airlock		1	0.2
Software	Manoeuvre/0		—	—
	Library/0		—	—
Total Tonnage & Cost			30	49.376

KIA-CLASS HEAVY FIGHTER

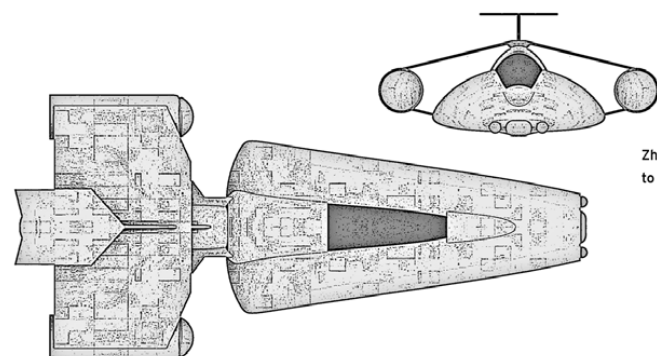
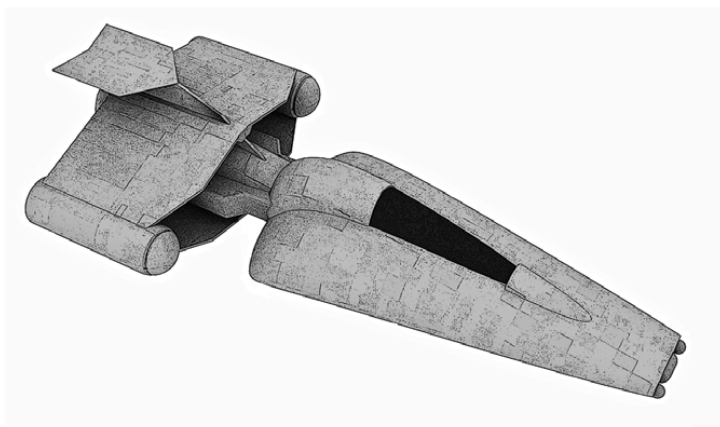
A common sight in the Consular Navy, the Kia heavy fighter is a potent weapon against enemy fighters. When deployed in squadron strength, they can attack and overwhelm system defence boats and destroyer escorts.

Kia-class Heavy Fighter			Tons	Cost (MCr.)
Hull-S3	TL14	Hull 0	—	1.65
	Streamlined	Structure 1	—	—
	Aerofins		1.5	0.15
Armour	Bonded Superdense	12 points	5	3.96
Manoeuvre Drive	sY	Thrust 9	18	36
Power Plant	sY	Rating 9	11.7	30
Bridge	Control cabin for 2		6	0.25
Computer	Model/4	Rating 20	—	5
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1	Triple turret (particle beam-14 x2/ missile rack-14 (resilient, easy to repair))	1	9.25
		carries 6 smart missiles	0.5	0.015
Fuel		2 weeks of operation	2.5	—
Cargo			0.8	—
External Options	Fuel Scoops		—	—
	Airlock		1	0.2
Software	Manoeuvre/0		—	—
	Library/0		—	—
Total Tonnage & Cost			50	78.714

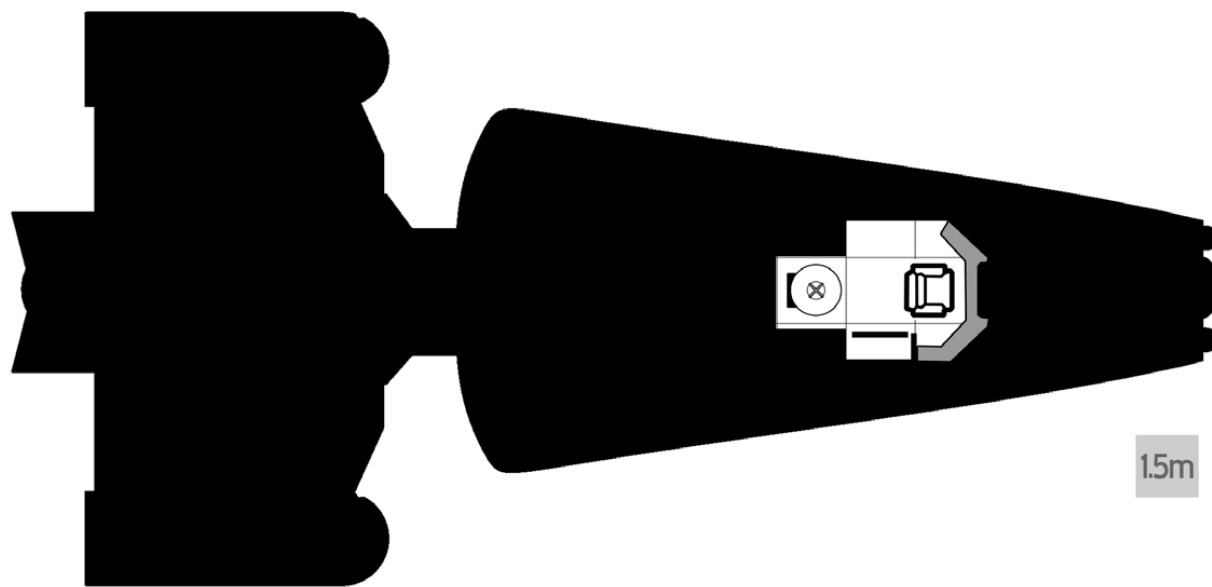


DECK LEGEND

	Iris valve door		Hatch door
	Iris valve (down)		Hatch (down)
	Iris valve (up)		Hatch (up)
	Iris valve (up and down)		Hatch (up and down)
	Bulkhead		Partition / sliding door
	Elevator		Crew workstation
	Maintenance panel		Console/work surface



Zhodani Marine
to scale

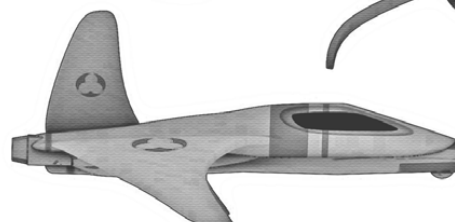
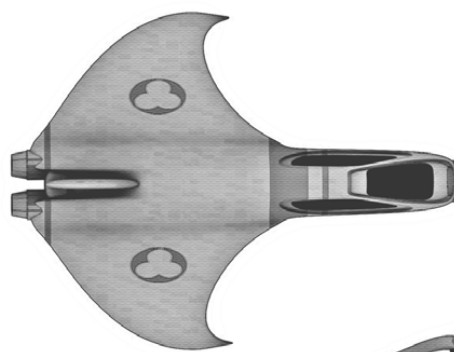
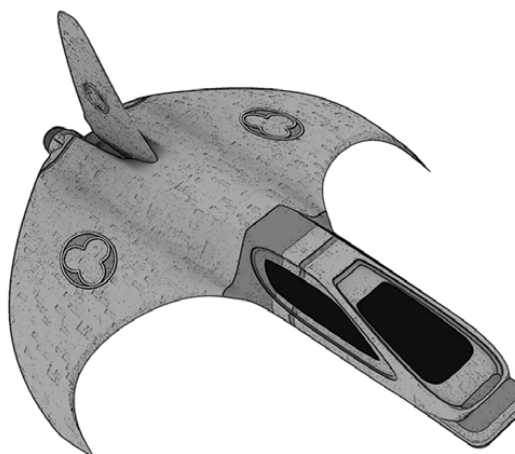


VLEZHDETS-CLASS PARTICLE FIGHTER

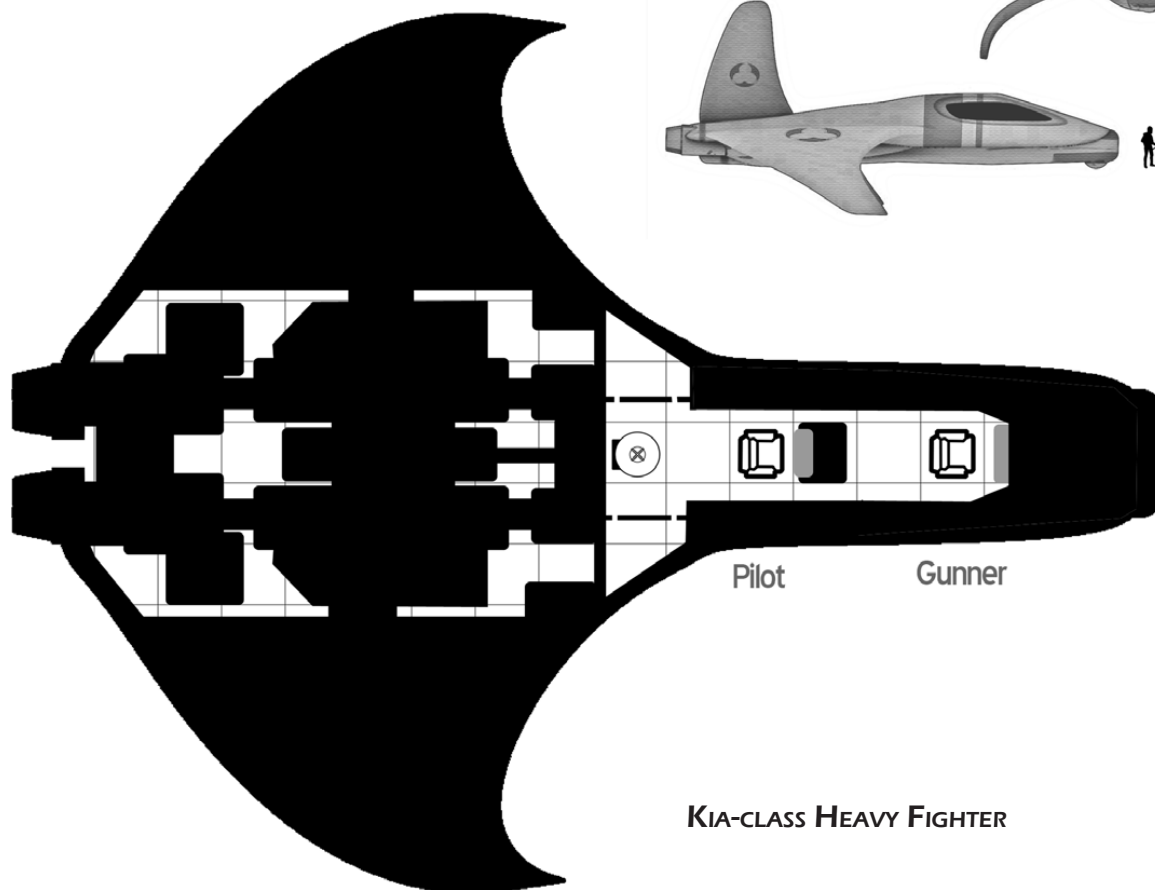


DECK LEGEND

	Iris valve door		Hatch door
	Iris valve (down)		Hatch (down)
	Iris valve (up)		Hatch (up)
	Iris valve (up and down)		Hatch (up and down)
	Bulkhead		Partition / sliding door
	Elevator		Crew workstation
	Maintenance panel		Console/work surface



Zhodani Marine
to scale



KIA-CLASS HEAVY FIGHTER



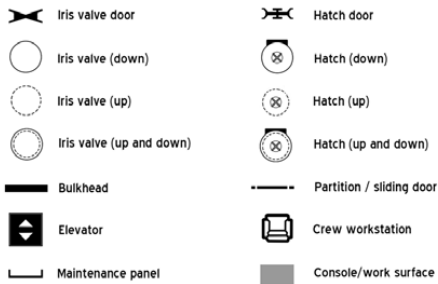
ZHDITS-CLASS DESTROYER ESCORT

The Zhdits-class Destroyer Escort is an outdated Zhodani design based on a failed tactical concept. The Zhdits was designed to work in an offensive role in concert with destroyers. This proved to be wishful thinking, as many Zhdits-class ships were lost in combat during the Fourth Frontier War. Lacking armour, they were easy targets for Imperial fighters and SDBs. Since the escorts could not effectively screen the destroyers, they proved more of a liability than an asset in battle. Today, the Zhodani tend to deploy them in small patrol squadrons along non-Imperial borders.

Normal crew for the Zhdits-class Destroyer Escort includes the captain, executive officer, 3 pilots, astrologator, 3 engineers, medic and 4 gunners.

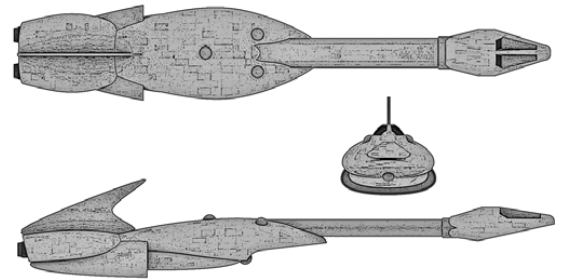
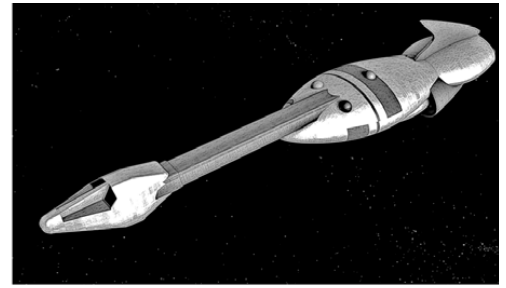
Zhdits-class Destroyer Escort			Tons	Cost (MCr.)
Hull	TL13	Hull 13	—	19.36
	Streamlined	Structure 9	40	—
Jump Drive	F-13	Jump 3	33.25	66
Manoeuvre Drive	M-13	Thrust 6	17.25	96
Power Plant	M	Rating 6	37	96
Bridge	Standard		20	2
Computer	Model/5fib	Rating 25	—	15
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1-4	Triple Turret (beam laser-13 (resilient, easy to repair) x3)	4	28
Fuel	One Jump-2	4 weeks of operation	168	—
Cargo			26.5	—
11 Staterooms		Double occupancy	44	5.5
Extras	Ship's Locker		—	
External Options	Fuel Scoops		—	
	Fuel Processors	All fuel in one day	8	0.4
Software	Manoeuvre/0		—	
	Jump Control/3	Rating 15	—	0.3
	Fire Control/1	Rating 5	—	2
	Evade/1	Rating 10	—	1
	Auto-Repair/1	Rating 10	—	5
	Library/0		—	—
Maintenance Cost (monthly)			—	0.0253
Life Support Cost (monthly)			—	0.022
Total Tonnage & Cost			400	303.804

DECK LEGEND

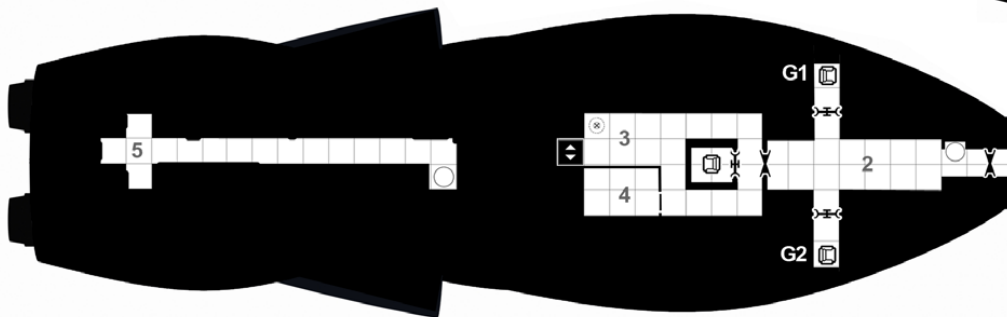


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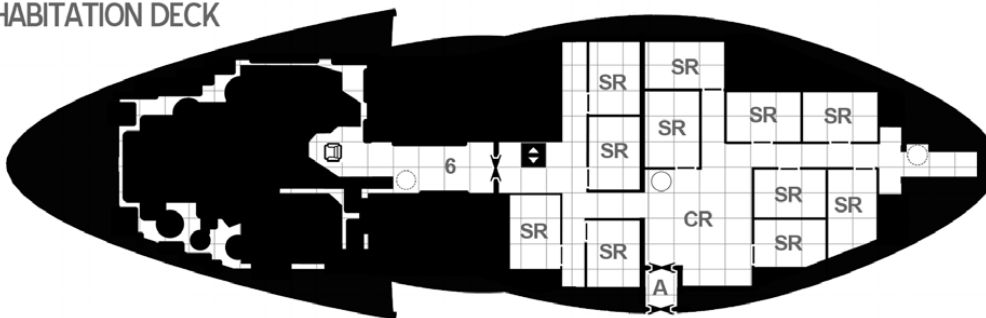
Zhodani Marine
to scale



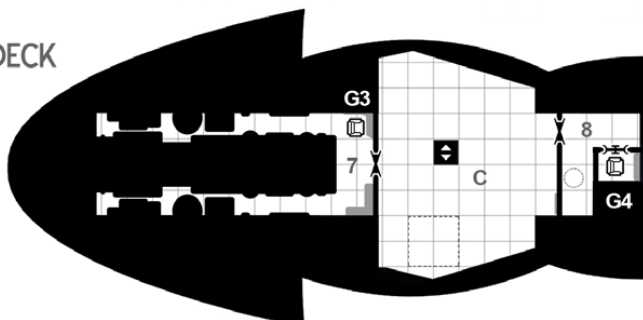
COMMAND DECK



HABITATION DECK



HOLD DECK





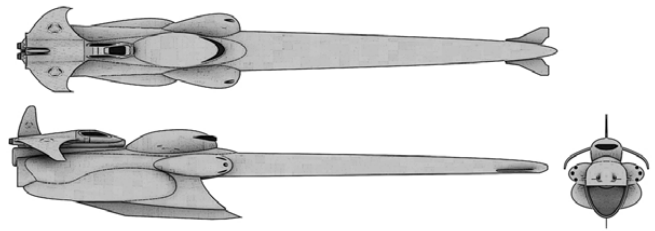
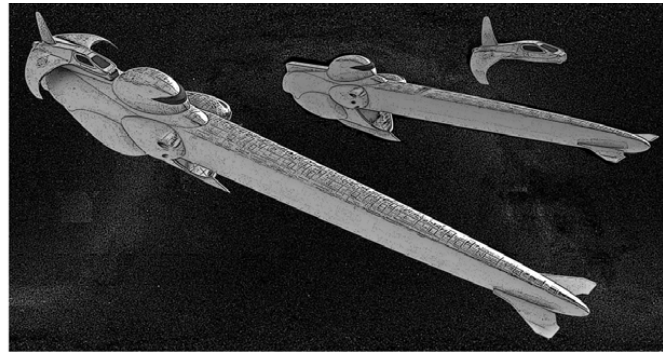
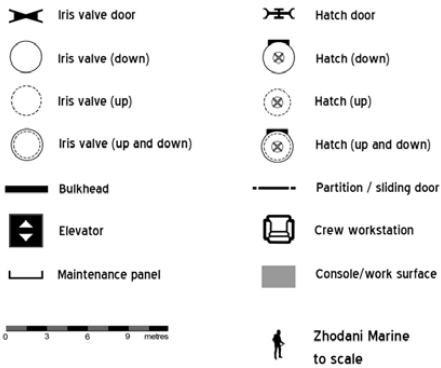
STEDLAS-CLASS SYSTEM DEFENCE BOAT

The needle-shaped Stedlas-class system defence boat is an important part of the Zhodani defence network. Stedlas SDB deployment is limited to economic or strategic systems due to their expense. Well-armoured and armed for its class, the Stedlas is an excellent fighting ship. The Kia-class heavy fighter connects to the Stedlas via docking clamp and the ratings given are for the combination.

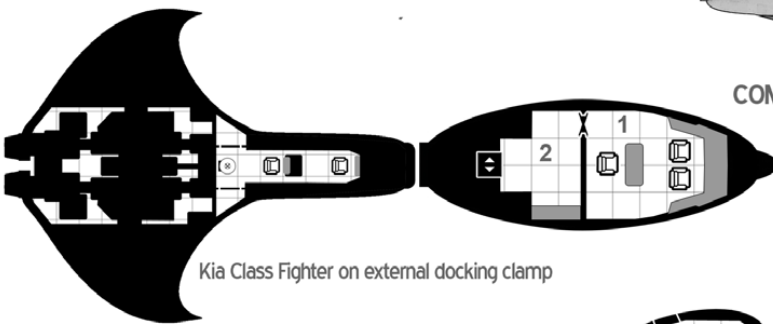
Normal crew for the Stedlas-class SDB is the captain, 3 pilots (1 for the Kia-class heavy fighter), 2 engineers, medic and 4 gunners. The full staterooms allow for some comfort for the crew while remaining on station for a long period of time.

Stedlas-class System Defence Boat			Tons	Cost (MCr.)
Hull	TL14	Hull 15	—	22
	Streamlined	Structure 12	60	—
	Aerofins		20	2
Armour	Bonded Superdense	14 points	48	19.2
Manoeuvre Drive	M-14	Thrust 6	17.25	96
Power Plant	M	Rating 6	37	96
Bridge	Standard	Hardened, Holographic controls	20	3
Computer	Model/5fib	Rating 25	—	15
Electronics	Advanced	DM +1	3	2
Weapons	Hardpoint #1-2	Particle Beam Barbette-14 (resilient, easy to repair)	10	32
	Hardpoint #3-4	Triple turret (Missile rack-14 (resilient, easy to repair) x3)	2	11
Ammunition		84 smart missiles	7	0.21
Fuel		4 weeks of operation	48	—
Cargo			24.75	—
11 Staterooms			44	5.5
Extras	Ship's Locker		—	—
Carried Craft	1 Kia-class heavy fighter		50	87.475
External Options	Fuel Scoops		—	—
	Fuel Processors	All fuel in 2 days	2	0.1
	1 5-ton Docking Clamp		5	1
Software	Manoeuvre/0		—	—
	Fire Control/1	Rating 5	—	2
	Evade/1	Rating 10	—	1
	Auto-Repair/1	Rating 10	—	5
	Library/0		—	—
Maintenance Cost (monthly)			—	0.03
Life Support Cost (monthly)			—	0.022
Total Tonnage & Cost			400	360.248

DECK LEGEND

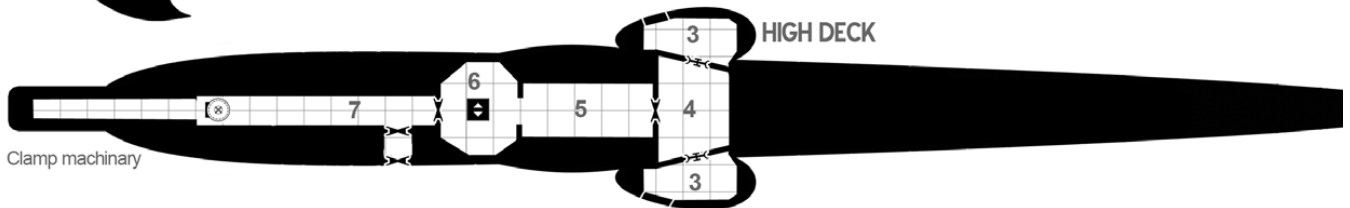


COMMAND DECK



Kia Class Fighter on external docking clamp

HIGH DECK

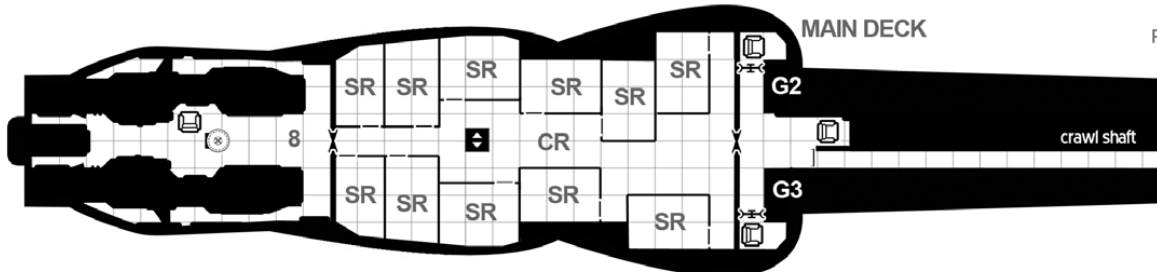


Clamp machinery



crawl shaft

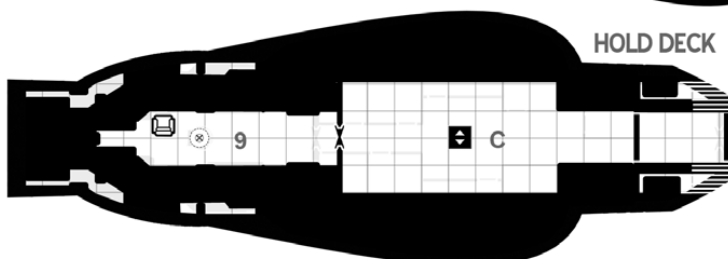
MAIN DECK



Particle Beam Barbette

crawl shaft

HOLD DECK



Cargo Airlock



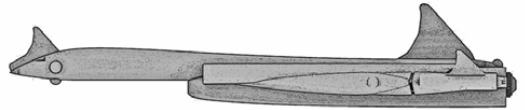
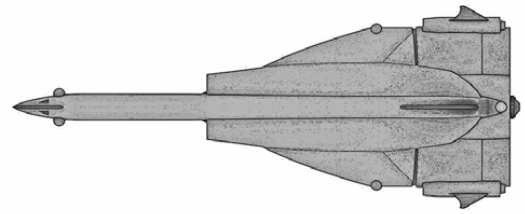
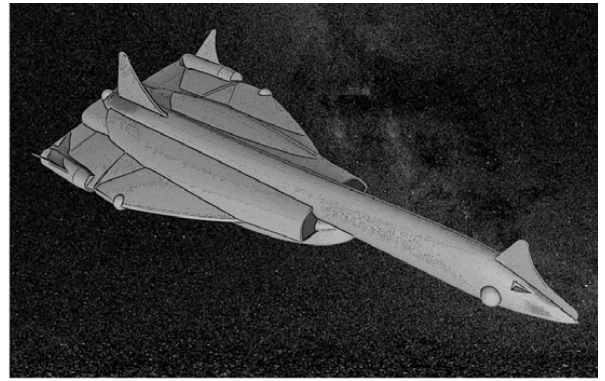
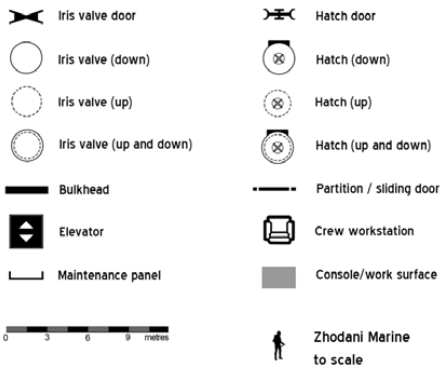
Tletlkizhia-class Escort

The Tletlkizhia-class Escort is an older military vessel employed in patrol and commerce protection roles along the Zhodani-Imperial frontier.

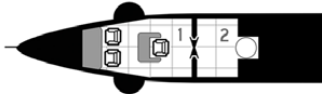
Normal crew for the Tletlkizhia-class Escort is the captain, 3 pilots (two for the Tlatl-class missile fighters), navigator, 3 engineers, medic and six gunners. Additionally, a squad (9 plus officer) of ship's troops are often assigned depending on the mission.

Tletlkizhia-class Escort			Tons	Cost (MCr.)
Hull	TL13	Hull 13	—	58.08
	Streamlined	Structure 14	—	—
	Aerofins		30	3
Armour	Crystaliron	4 points	30	9.6
Jump Drive	J-13	Jump 3	47.5	99
Manoeuvre Drive	Q-13	Thrust 5	21.75	12
Power Plant	Q	Rating 5	46	12
Bridge	Standard		20	3
Computer	Model/3	Rating 15	—	2
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1-3	Triple Turret (beam laser-13 (resilient, easy to repair) x3)	3	21
	Hardpoint #4-5	Triple Turret (missile rack-13 (resilient, easy to repair) x2)	2	11
	Hardpoint #6	Triple Turret (sandcaster-13 (resilient, easy to repair) x3)	1	2.5
Ammunition		carries 60 sandcaster barrels	3	0.03
		carries 120 smart missiles	10	0.3
Fuel	One Jump-3	4 weeks of operation	240	—
Cargo			11.75	—
21 Staterooms		Double occupancy	84	10.5
Extras	Ship's Locker		—	—
	1 Armoury		2	0.5
Carried Craft	2 Tlatl-class missile fighters		20	27.2
	1 Launch		20	13.569
External Options	Fuel Scoops		—	—
	Fuel Processors	All fuel in 2 days	6	0.3
Software	Manoeuvre/0		—	—
	Jump Control/3	Rating 15	—	0.3
	Fire Control/1	Rating 5	—	2
	Evade/1	Rating 10	—	1
	Auto-Repair/1	Rating 10	—	5
	Library/0		—	—
Maintenance Cost (monthly)			—	0.0383
Life Support Cost (monthly)			—	0.042
Total Tonnage & Cost			600	459.494

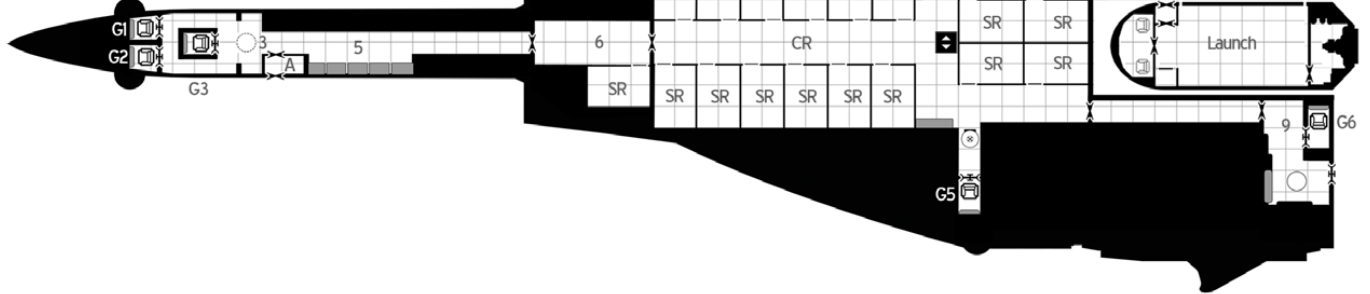
DECK LEGEND



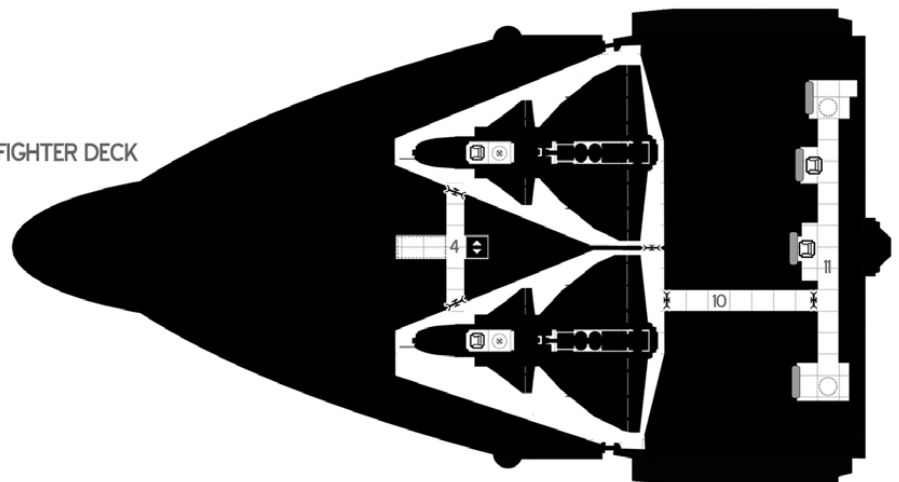
BRIDGE DECK



MAIN DECK



FIGHTER DECK





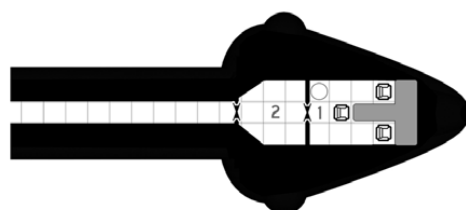
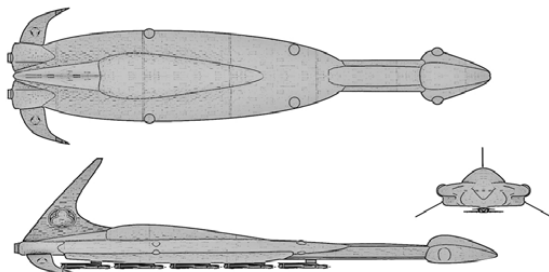
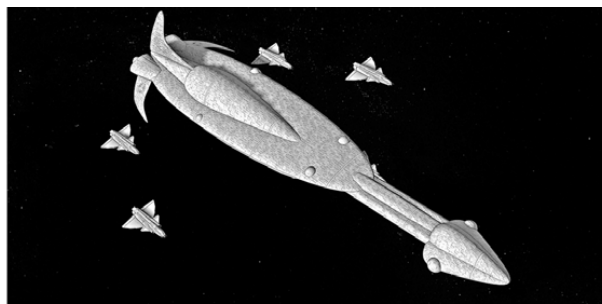
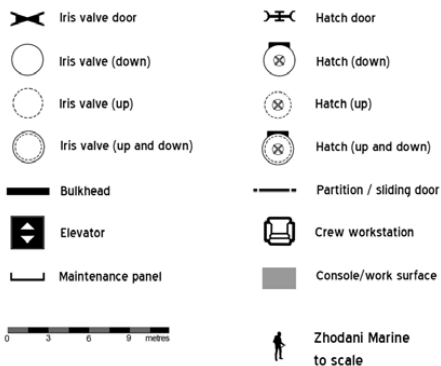
LIENJSHIAFLAA-CLASS PATROL CORVETTE

The Lienjshiaflaa-class patrol corvette represents a compromise in a navy known for not making compromises. Losses in the Fourth Frontier War in small ship classes created a need for such ships at a time when TL14 shipyards in the Consulate were focusing on other work. The Lienjshiaflaa-class uses older components, with the idea that this design would operate alongside other classes and not alone. It has proven quick to build but remains largely untested in full combat situations.

Normal crew for the Lienjshiaflaa-class Patrol Corvette include the captain, 6 pilots (including 5 for the fighters), navigator, 3 engineers, medic and six gunners.

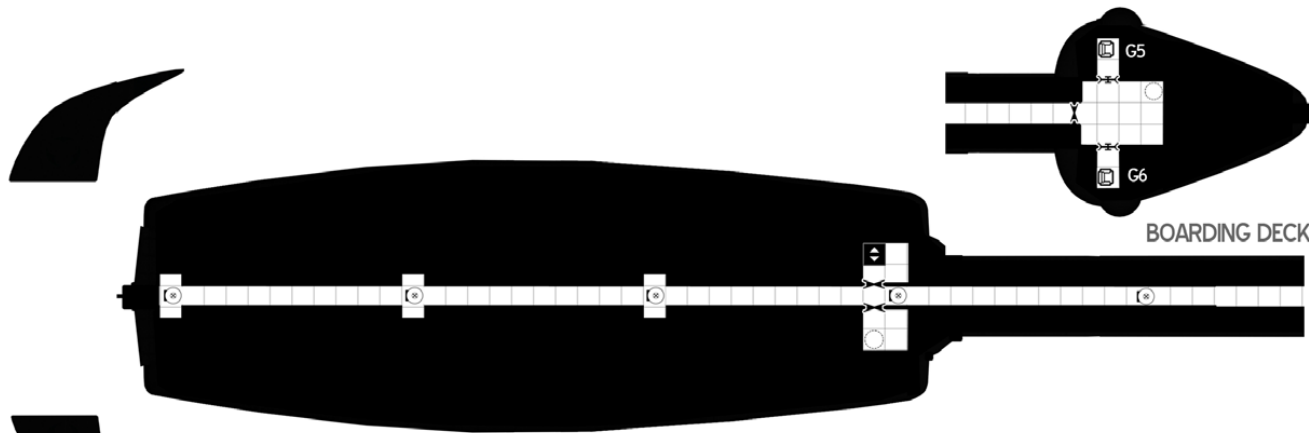
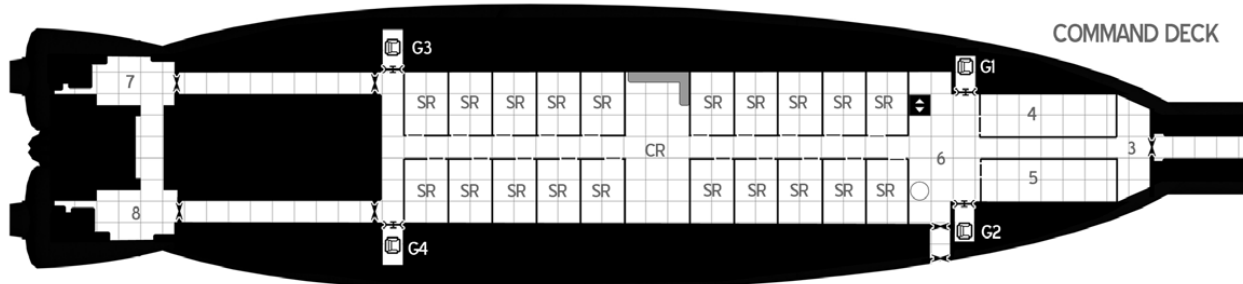
Lienjshiaflaa-class Patrol Corvette			Tons	Cost (MCr.)
Hull	TL13	Hull 13	—	58.08
	Streamlined	Structure 14	—	—
Jump Drive	M-13	Jump 4	65	120
Manoeuvre Drive	M-13	Thrust 4	17.25	96
Power Plant	M	Rating 4	37	96
Bridge	Standard		20	3
Computer	Model/4fib	Rating 20	—	7.5
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1-3	Triple Turret (missile rack-13 (resilient, easy to repair) x2)	3	16.5
	Hardpoint #4-5	Triple Turret (sandcaster-13 (resilient, easy to repair) x3)	2	5
	Hardpoint #6	Triple Turret (beam laser-13 (resilient, easy to repair) x3)	1	7
Ammunition		carries 30 sandcaster barrels	1.5	0.015
		carries 60 smart missiles	5	0.15
Fuel	One Jump-3	4 weeks of operation	288	—
Cargo			11.25	—
20 Staterooms		Double occupancy	80	10
Extras	Ship's Locker		—	—
Carried Craft	5 Tlatl-class missile fighters		50	68
External Options	Fuel Scoops		—	—
	Fuel Processors	All fuel in 2 days	7	0.35
	5 1-ton Docking Clamp		10	5
Software	Manoeuvre/0		—	—
	Jump Control/4	Rating 20	—	0.4
	Fire Control/1	Rating 5	—	2
	Evade/1	Rating 10	—	1
	Auto-Repair/1	Rating 10	—	5
	Library/0		—	—
Maintenance Cost (monthly)			—	0.0376
Life Support Cost (monthly)			—	0.04
Total Tonnage & Cost			600	451.647

DECK LEGEND

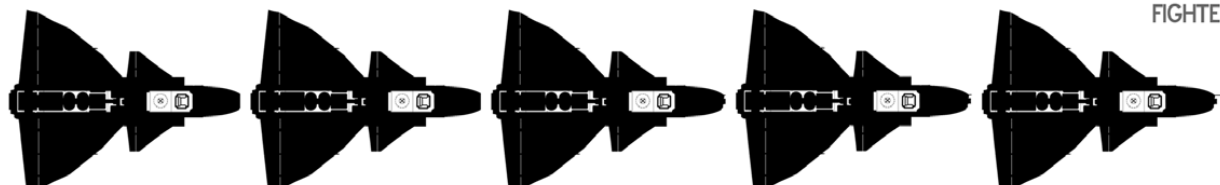


MAIN DECK

COMMAND DECK



FIGHTER RACK





SHIVVA-CLASS PATROL FRIGATE

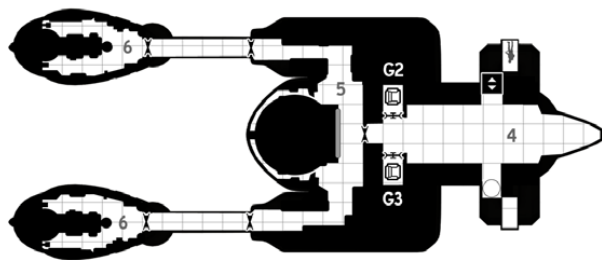
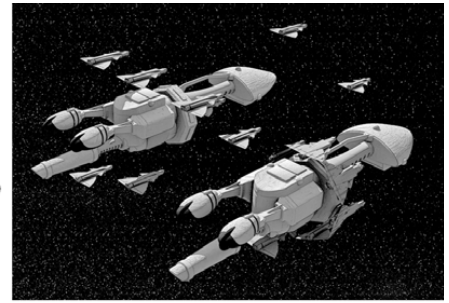
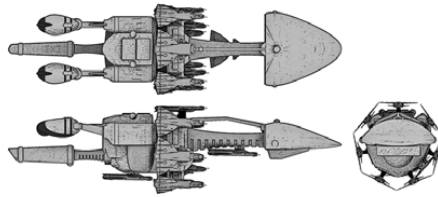
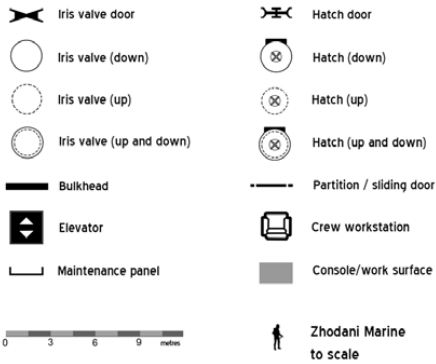
A design used throughout the Consulate and sold to client states, the Shivva ('Moonlight') is one of the most frequently encountered types deployed on or beyond the Consulate's frontier districts. It is unusual for a small escort-sized warship to be unarmoured, unstreamlined and slow. Instead, it is a 'pocket carrier' for a small fighter squadron. The Shivva-class fills various independent picket, communications and patrol duties, often well beyond Zhodani borders. The Tlatl missile fighter squadron lets it patrol a large area without the Shivva leaving behind any craft it may be escorting.

Shivva-class Patrol Frigates are named after words based on light (-va = light, thus Shivva = moonlight), such as *Alekrva*, *Brnava*, *Doruva*, *Jadsva*, *Jirtova*, *Loyhva*, *Meilrva*, *Shivva* and *Uturva*.

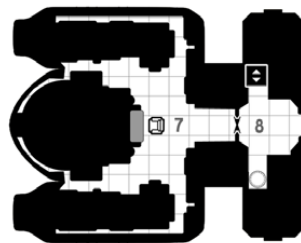
Normal crew for the Shivva-class includes the captain, 12 pilots (including fighter pilots), astrogator, 2 engineers, medic and six gunners.

Shivva-class Patrol Frigate			Tons	Cost (MCr.)
Hull	TL 13	Hull 13	—	47.52
	Streamlined	Structure 14	—	—
Jump Drive	J-13	Jump 3	47.5	99
Manoeuvre Drive	F-13	Thrust 2	8.25	48
Power Plant	J	Rating 3	28	72
Bridge	Standard		20	3
Computer	Model/6fib	Rating 30	—	30
Electronics	Basic Military	DM +0	2	1
Weapons	Hardpoint #1-3	Triple Turret (beam laser-13 (resilient, easy to repair) x3)	3	21
	Hardpoint #4-5	Triple Turret (missile rack-13 (resilient, easy to repair) x2)	2	11
	Hardpoint #6	Triple Turret (sandcaster-13 (resilient, easy to repair) x3)	1	2.5
Ammunition		carries 100 sandcaster barrels	5	0.05
		carries 240 smart missiles	20	0.6
Fuel	One Jump-3	4 weeks of operation	216	—
Cargo			20.25	—
14 Staterooms		Double occupancy	56	7
Extras	1 Ship's Locker			
Carried Craft	10 Tlatl-class missile fighters		100	136
	1 Cutter	only carries fuel module	50	19.458
External Options	Fuel Processors	All fuel in one day	11	0.55
	10 1-ton Docking Clamps		10	5
Software	Manoeuvre/0		—	—
	Jump Control/3	Rating 15	—	0.3
	Fire Control/1	Rating 5	—	2
	Evade/1	Rating 10	—	1
	Auto-Repair/1	Rating 10	—	5
	Library/0		—	—
Maintenance Cost (monthly)			—	0.0384
Life Support Cost (monthly)			—	0.028
Total Tonnage & Cost			600	460.195

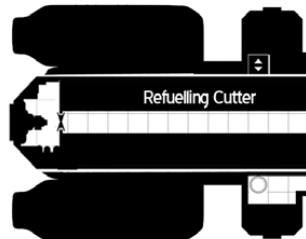
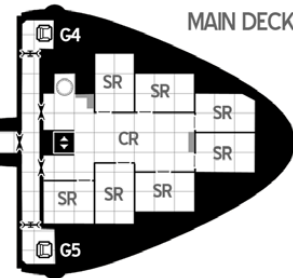
DECK LEGEND



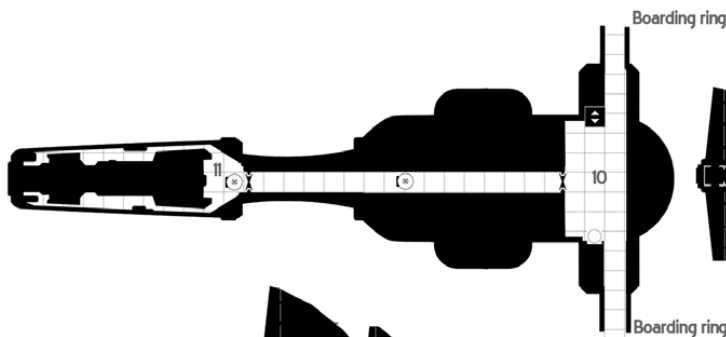
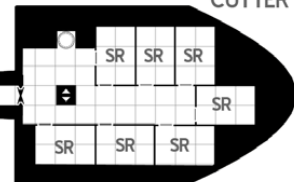
COMMAND DECK



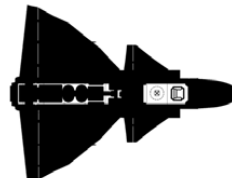
MAIN DECK



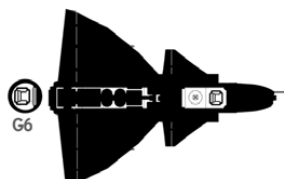
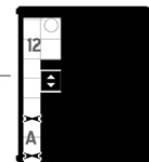
CUTTER DECK



Boarding ring



BOARDING DECK



Grav plates allow crew to walk a looped passageway to board 8 fighters that are clamped to the ring.



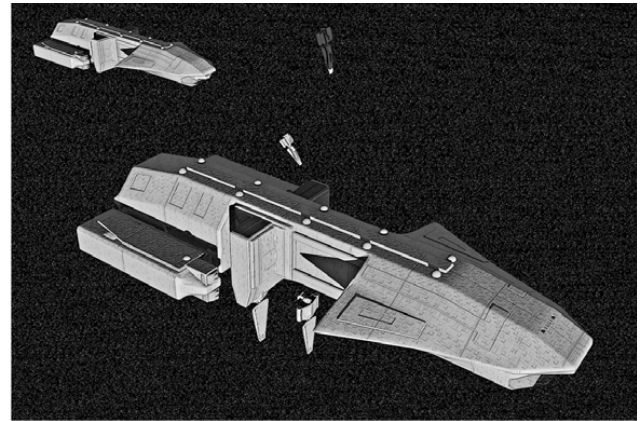
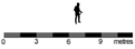
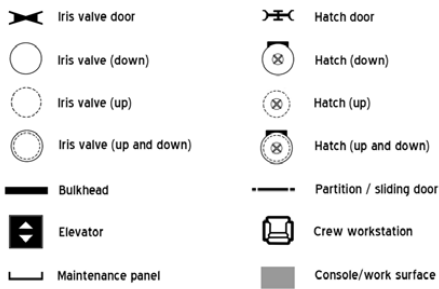
VLEZHDTL-CLASS FRONTIER CRUISER

Vlezhdatl ('star lord') class frontier cruisers are a recent addition to the Zhodani navy, first deployed on the Imperial border just before the Fourth Frontier War. They often deploy in squadrons of three, escorting convoys and auxiliaries.

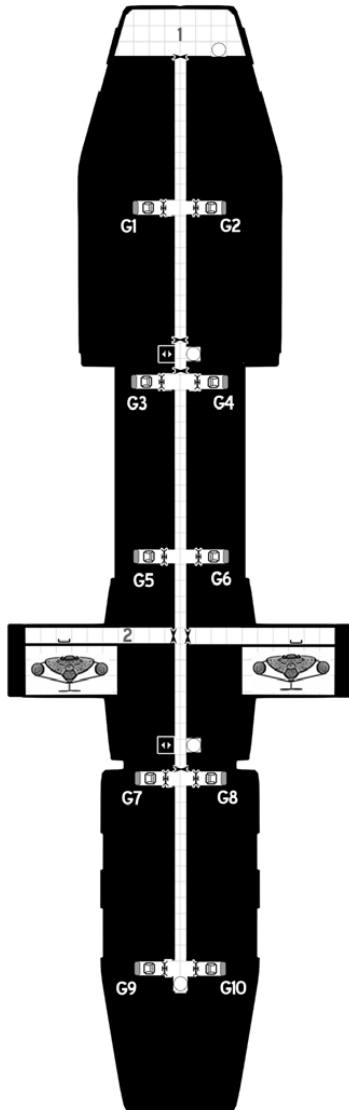
Normal crew for the Vlezhdatl-class includes the captain, executive officer, 3 pilots, navigator, 3 engineers, medic and 20 gunners. The ship also carries a section of ship's troops (2 squads of 9 plus an officer).

Vlezhdatl-class Frontier Cruiser			Tons	Cost (MCr.)
Hull	TL 14	Hull 60	300	315
	Streamlined	Structure 54	—	—
Armour	Bonded Superdense	6 points	100	100
Jump Drive	R-14	Jump 3	76.5	200
Manoeuvre Drive	U-14	Thrust 4	27.75	152
Power Plant	U	Rating 4	58	152
Bridge	Standard	Hardened, Holographic Controls	40	15
Computer	Model/5fib	Rating 25	—	15
Electronics	Advanced	DM +1	3	2
Weapons	Hardpoint #1	Heavy Particle Beam Bay-14 (resilient, easy to repair)	101	80
	Hardpoint #2-3	Missile Bank-14 x2 (resilient, easy to repair)	102	48
	Hardpoint #4-20	Triple Turret (beam laser-13 x3 (resilient, easy to repair))	17	119
Screens	Nuclear Damper-14 x1 (resilient, easy to repair)	Meson Screen-14 x1 (resilient, easy to repair)	75	125
Ammunition		carries 96 nuclear missiles	8	0.36
		carries 504 smart missiles	42	1.26
Fuel	One Jump-3	4 weeks of operation	676	—
Cargo			91.75	—
44 Staterooms			176	22
Extras	1 Ship's Locker			
	1 Armoury		2	0.5
Carried Craft	2 Vlezhdets-class particle fighters		60	109.724
External Options	Fuel Scoops		—	—
	Fuel Processors	All fuel in one day	34	1.7
	2 5-ton Docking Clamp		10	2
Software	Manoeuvre/0		—	—
	Jump Control/3	Rating 15	—	0.3
	Fire Control/1	Rating 5	—	2
	Evade/1	Rating 10	—	1
	Auto-Repair/1	Rating 10	—	5
	Library/0		—	—
Maintenance Cost (monthly)			—	0.110
Life Support Cost (monthly)			—	0.088
Total Tonnage & Cost			2000	1320.502

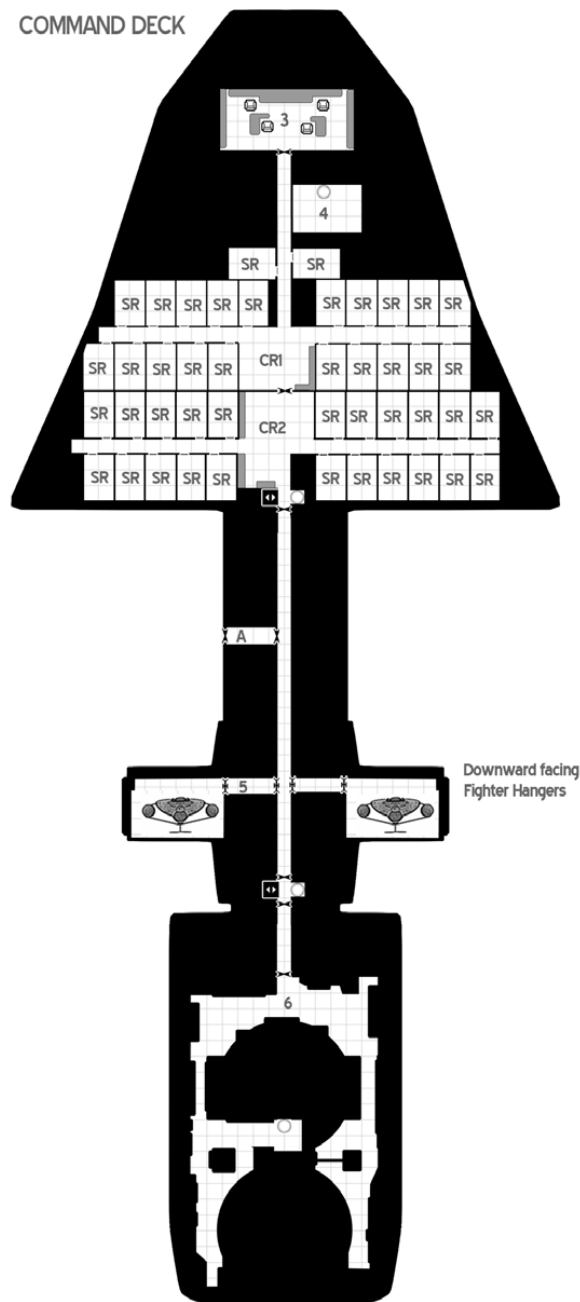
DECK LEGEND

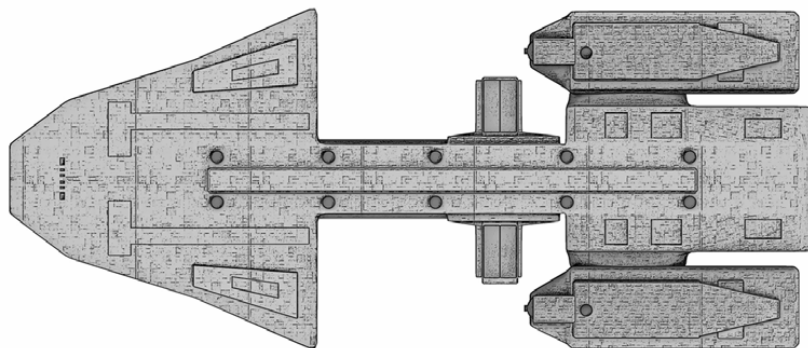
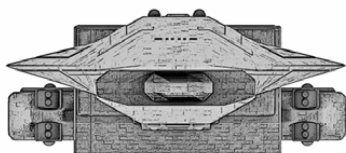


GUNNERY DECK

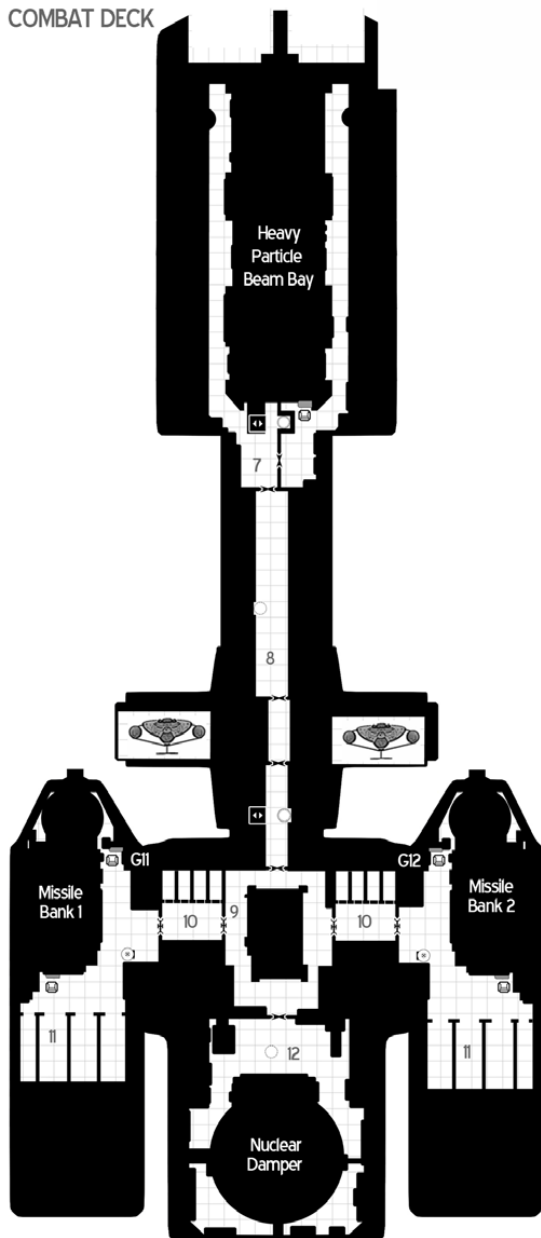


COMMAND DECK

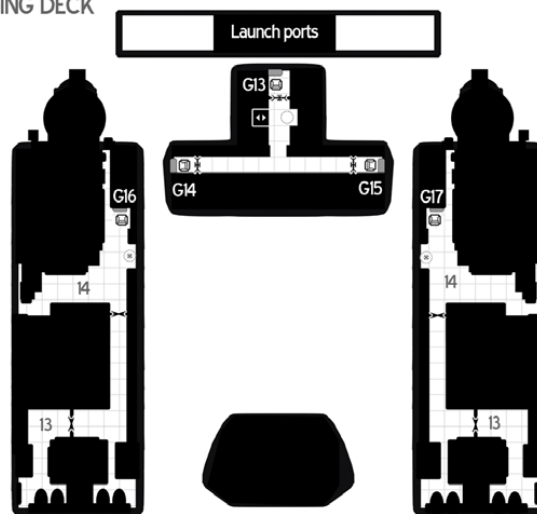




COMBAT DECK



ENGINEERING DECK



ENCOUNTERS

Encounters with Zhodani are basically the same as in the Imperium but new tables are provided for reactions and patrons.

REACTIONS

While Human, Zhodani reactions to people and situations can vary greatly from others. Referees can use the Reaction table to determine the reaction of Zhodani characters in any encounter.

Using the Reaction Table

Zhodani NPCs can have their reactions governed by the Reaction table as the situation or Referee requires. Players may also find it useful to use the Reaction table if they are new to playing Zhodani characters. To use the Reaction table, roll 2d6, apply the relevant DMs and read off the result from the Reaction table.

Reactions

2d6	Reaction
2 or less	Violent. Immediate attack.
3	Hostile. Attack on 5+.
4	Hostile. Attack on 8+.
5	Hostile. May attack.
6	Unreceptive.
7	Noncommittal.
8	Interested.
9	Intrigued.
10	Responsive.
11	Enthusiastic.
12 or more	Genuinely friendly.



Reaction Throw DMs: Character is the individual consulting the table; Encounter is the individual reacting using the table.

Reaction Table Results

When Zhodani NPCs are encountered, their reactions will dictate their activity in terms of business deals, violence, assistance, charity, cooperation and a number of other actions.

Character...	DM	Encounter...	DM	Other	DM
is Prole.	+1	is Prole.	-1	Zhodani dealing with Zhodani.	+3
is Intendant.	+2	is Intendant.	+1	Zhodani dealing with non-Zhodani.	-2
is Noble.	-1			Outside Zhodani Consulate.	-2
is <i>Tavrchedl'</i> .	+1			Forbidden world system.	-1
				World population 9+.	-1
				Both are <i>Nenjchinzhe'driante</i> .	+1



ENCOUNTERS

Encounters with Zhodani are basically run the same as Human encounters in the Imperium.

Random Traits

Roll d66 to generate random personality quirks for a Zhodani.

d66	Trait
11	Agrees with everything.
12	Always cheerful and happy.
13	Always conscious of the time.
14	Assumes the worst.
15	Confuses information and facts easily.
16	Constantly hums or whistles to self.
21	Corrects others as they speak.
22	Cracks knuckles when stressed.
23	Delays and procrastinates in crucial moments.
24	Distracted by other worries.
25	Easily confused.
26	Especially clueless and naive.
31	Extraordinarily generous.
32	Extremely pacifistic.
33	Flips hair out of the way arrogantly.
34	Frustratingly stoic.
35	Gets angered by strange things.
36	Has eccentric clothing style.
41	Has to have last word in conversation.
42	Has trouble hearing.
43	Injures themselves constantly.
44	Interrupts people.
45	Interrupts themselves.
46	Loses things all the time.
51	Nods frequently but is not listening.
52	Obsessive about being perfectly clean and neat.
53	Painfully chaste.
54	Plays annoyingly loud music.
55	Rolls their eyes when talking about other people.
56	Snorts when laughing or chuckling.
61	Stares and seldom blinks.
62	Suspicious of off-worlders.
63	Treats others like idiots.
64	Unusually attractive or ugly.
65	Uses strong perfumes or scents.
66	Whines and complains a lot.

Contacts, Allies, Rivals, Enemies and Patrons

Roll d66 to generate random individuals for an encounter in Zhodani space.

d66	Personage
11	Addaxur Traveller
12	Army Officer (Intendant)
13	Army Officer (Noble)
14	Army Soldier
15	Artist
16	Author
21	Broker
22	Colonist
23	Corporate Merchant
24	Corporate Worker
25	<i>Fevranzhavrchedl'</i> researcher (Intendant)
26	Field Researcher
31	Free Trader
32	Government Administrator (Intendant)
33	Government Administrator (Noble)
34	Government Diplomat (Noble)
35	Guards Officer (Noble)
36	Guards Specialist (Intendant)
41	Imperial Tourist
42	Industrial Worker
43	Intendant
44	Laboratory Scientist
45	Merchant Broker
46	Navigator
51	Navy Crewman
52	Navy Officer (Intendant)
53	Navy Officer (Noble)
54	Noble
55	Performer
56	Physician
61	Pilot
62	Reporter
63	Steward
64	<i>Tavrchedl'</i> Guardian (Intendant)
65	Technician
66	Undercover <i>Tozjabr</i> operative

Random Names

All Zhodani have a personal name, to which Nobles and Intendants add a suffix representing their Social Standing and proles have a family name. When the Referee needs to determine a personal name quickly, roll d66 on the appropriate chart.

**d66 Male Personal Names**

11	Achiad
12	Chastekoeqr
13	Chezed
14	Choesh
15	Defredeql
16	Dlazhdodeketl
21	Dliestants
22	Doqriekleqr
23	Leklor
24	Medliekletl
25	Mejadlor
26	Mezadlieqr
31	Miedkedabroqr
32	Nadlazoesh
33	Nemfleklor
34	Niechalar
35	Niechoesh
36	Niedefreqr
41	Nokloeqr
42	Pakler
43	Qediakloqr
44	Qrekliej
45	Qrokir
46	Qrokoeqr
51	Shedlochieqr
52	Shtiedlad
53	Stadinezogr
54	Zadastiedlesh
55	Zdedibrieqr
56	Zekleqr
61	Zeozeogr
62	Zezhedlaj
63	Zhdaviekler
64	Zhdedlichieqr
65	Zhdedreql
66	Zoklatl

d66 Female Personal Names

11	Brozief
12	Cheklezdiem
13	Debrel
14	Dliechazem
15	Dloqredlen
16	Drobrel
21	Fafrel
22	Fedlokal
23	Fozstal
24	Frazdiem
25	Kaler
26	Kladedlan
31	Klanevam
32	Klediem
33	Klevrdladiem
34	Klizestaf
35	Madlekel
36	Makledladam
41	Nadoshtam
42	Padliedom
43	Pledier
44	Plor
45	Podlor
46	Qazdadlomaf
51	Qedmar
52	Qredlar
53	Qrokielam
54	Shefram
55	Stapal
56	Stebrdlom
61	Zdiezodom
62	Zdoedlin
63	Zedlniem
64	Zeqrem
65	Zhdazhdiem
66	Zoqrshal

**d66 Prole Family Names**

11	Cheklochodleq
12	Cheodiechal
13	Davreieqaf
14	Diebrodez
15	Dlezdohd
16	Dliestodieqr
21	Dliezdadlar
22	Dliezdohddez
23	Dloqredlieqr
24	Drobreoqaf
25	Drozhdieqr
26	Friezienad
31	Jadechievr
32	Kalachieqr
33	Kliedieqaf
34	Klietlaklaqr
35	Klopadiel
36	Mezdroner
41	Nemfchieqr
42	Nieshadieqr
43	Qretleonad
44	Shedliezel
45	Shodlamekl
46	Shtiedlanaf
51	Stediecheodlar
52	Stevreklam
53	Stiezhdieqr
54	Stodlzonad
55	Vadlchieqr
56	Vrdlozhdshaf
61	Vrodliezaqr
62	Vrokloedel
63	Zdodstodl
64	Zebrodaz
65	Zedloqar
66	Zoqrakam

RANDOM ENCOUNTERS

In addition to random encounters, this section discusses differences between Zhodani encounters and their counterparts in the Imperium.

Starport Encounters

Unlike the ports in the Imperium, which are administered by the Imperium and are considered extraterritorial zones, Zhodani ports are overseen by the subsector councils the world is part of. Since law enforcement both outside the starport and in it is handled by the *Tavrchedl'*, Zhodani starports are not havens from local justice. However, the

local law level of a world generally does not apply within the starport itself. Visitors still should be careful – Zhodani justice is quick. Zhodani starports are very orderly and any violent confrontations are quickly responded to by the *Tavrchedl'*.

d66 Encounters

11	Addaxur vessel arrives or departs.
12	Alien diplomats arrive or depart.
13	Alien vessel arrives or departs.
14	Bizarre cultural performance.
15	Cargo hauler arrives or departs.
16	Consulate Navy vessel arrives or departs.
21	Courier ship arrives or departs.
22	Damaged ship makes emergency docking.
23	Engineer repairing ship.
24	Fire, dome breach or other emergency in progress.
25	Fuel leak forces an evacuation.
26	Government official investigates the characters.
31	Illegal or dangerous goods are impounded.
32	Live animals break loose from a holding pen and rampage across terminal.
33	Local merchant with cargo to transport seeks a ship.
34	Low-flying spacecraft flies overhead.
35	Maintenance robot at work.
36	Mass transit pod arrives.
41	Merchant seeks cargo transport.
42	Passenger liner arrives or departs.
43	Passenger looking for a ship.
44	Patron offers the characters a job.
45	Repair yard catches fire.
46	Reporter asks for news from offworld.
51	Robot or other servant passes characters.
52	Scout ship arrives or departs.
53	Servant robot offers to guide characters around the starport.
54	Starport is temporarily shut down for security reasons.
55	<i>Tavrchedl'</i> patrol.
56	Technician repairing starport systems.
61	Trade ship arrives or departs.
62	Trader from a distant system selling strange curios.
63	Traders from offworld haggle with local brokers.
64	Traders offer spare parts and supplies at cut-price rates.
65	Unusual alien.
66	Vargr emissary arrives or departs.



Urban Encounters

Zhodani cities are almost exactly like other Human cities, although as a rule they are cleaner and Zhodani cities on colony worlds are often planned and organised efficiently, rather than growing as sprawling random entities. Even older Zhodani cities have an organised feel to them.

d66	Encounter
11	Addaxur.
12	Artists erecting a holoprojector for a public display.
13	Bar or inn.
14	Bazaar.
15	Building under construction.
16	Curiosity shop.
21	Festival.
22	Fire, dome breach or other emergency in progress.
23	Floating platform with farmland beneath it.
24	Government official investigates the characters.
25	Intendant.
26	Large hotel.
31	Library or academic institute.
32	Low-flying spacecraft flies overhead.
33	Mass transit pod arrives.
34	Military installation.
35	News broadcast on public screens.
36	Noble.
41	Noble estate.
42	Non-Zhodani human.
43	Ornamental gardens.
44	Patron offers characters a job.
45	Characters are being followed.
46	Prospective patron.
51	Random NPC bumps into character.
52	Research facility.
53	Restaurant.
54	Robot or other servant passes characters.
55	Sports event.
56	Sudden change of weather.
61	Sudden curfew or other restriction on movement.
62	<i>Tavrchedl'</i> patrol.
63	Unusual cultural group or event.
64	Unusually empty or quiet street.
65	Vehicle accident involving characters.
66	World council official.

Rural Encounters

Zhodani rural regions are again similar to their counterparts in the Imperium but the planned feel remains. Developed and cultivated areas in Zhodani rural areas will have been selected for optimal planting and growth, and since Zhodani use robots more extensively, it is not uncommon to encounter fully automated farms on higher tech worlds.

d66	Encounter
11	Agricultural robots.
12	Crop fields.
13	Crop sprayer drone flies overhead.
14	Damaged agricultural robot being repaired.
15	Difficult terrain.
16	Equipment being maintained.
21	Experimental farm.
22	Farmer heading to city to sell his produce.
23	Hunting party.
24	Impassable terrain.
25	Injured farmer or wanderer.
26	Large automated farm.
31	Livestock being herded for transport.
32	Livestock being tended.
33	Livestock being transported.
34	Local landing field.
35	Major earth tremor.
36	Mass transit line.
41	Military facility.
42	Mobile caravan.
43	Noble estate.
44	Patron offers the character a job.
45	Proles resting from labour.
46	Proles working hard.
51	Remote infrastructure complex.
52	Research facility.
53	Ruined structure.
54	Rural spaceport.
55	Intendant scientist making analysis.
56	<i>Tavrchedl'</i> patrol.
61	Small community.
62	Small farm.
63	Sudden change in weather.
64	Telecommunications black spot.
65	Travelling merchant caravan.
66	Wild animal.



Sample Zhodani Patrons

The patrons listed here will employ both Zhodani and non-Zhodani characters.

LIEUTENANT CHIZHILIEPR, NAVAL LOGISTICS OFFICER

Requirements: Starship

Rewards: Cr. 10,000 plus Cr. 2,000 per ton

Player's Information: Because of a dearth of military transports being available in Ziafrplians sector, the Consular Navy has had serious problems with cargoes making it to their final destinations. The local starport has a number of naval cargoes that need to get moved on and Lieutenant Chizhilepr has been ordered to ship them out on any available ship with space.

Luckily for everyone involved, the characters' ship has 20 tons of available cargo space and Lieutenant Chizhilepr has 20 tons of refurbished manoeuvre drive parts, so he offers Cr. 10,000 now and a voucher to be signed on delivery for Cr. 40,000 more. Once all parties have agreed, he turns over the Cr. 10,000, the delivery voucher for payment and the manifest, then arranges for the cargo to be delivered to their ship. There is no rush, so the characters can arrange to carry other cargoes as needed for a profitable trip.

Referee's Information: Lieutenant Chizhilepr is a naval telepath and should be onboard a frontier cruiser in another sector right now. But he has not seen those orders and is stuck here until he receives them. In the meantime, someone has to handle cargo for the navy and the Lieutenant is it.

What he is not aware of is that military transport is not the only problem the Consular Navy has at the moment. Some of the cargo manifests are incorrect as well. The Lieutenant only knows what is on the manifest and that is what he is paying for. The cargo manifest given to the players says refurbished manoeuvre drive parts but the voucher is for delivery of the cargo tracking number and the characters will get paid regardless of their cargo.

Of course, naval cargoes have all sorts of official seals and any of them getting broken is going to probably interfere significantly with payment.

1–2: The characters loaded 20 tons of refurbished manoeuvre drive part, and that is what they deliver. The clerk at the destination is not sure what he is supposed do with them but he does accept the voucher and pay the Cr. 40,000.

3–4: The characters start to smell something odd a day into jump and it is coming from the cargo bay. Apparently 20

tons of live *noql* food needs to be kept at a cold temperature. If the characters break the seals, they will find that the food has been dead for about 24 hours before they accepted delivery. After being dead five days, if the characters have not figured out a way to keep the smell out of the air recycling system, everyone on board should make an Endurance check to avoid being ill. Those who fail need 24 hours of rest away from the smell and suffer a –2 DM to all Endurance checks until they are rested. At their destination, the clerk will refuse delivery of any of the one-ton containers if the seals are broken but he will pay for the sealed ones – even with the smell – regardless of the fact that he has no idea why someone shipped them 20 tons of dead *noql* food.

5–6: When loaded, the containers turn out to be cages. Despite what the manifest reads, there are 15 tons of live *abrstia* and five tons of *abrstia* food. If the cage food and water containers are maintained throughout the jump, the *abrstia* are fine. If the *abrstia* are not fed or watered for 36 hours, they start dying (see smell effects for 3–4). No matter what shape the cages are in, as long as the *abrstia* are alive when they arrive the clerk will be thrilled, accept the voucher, pay the Cr. 40,000 and an additional Cr. 10,000 for the emergency delivery (that is what his computer says).

DIBUSHEMIASHAV, MEMBER OF THE QLOMDLABR

Requirements: Science, Survival

Rewards: Cr. 10,000, plus Cr. 1,000 per day and a Cr. 40,000 budget for equipment.

Player's Information: Dibushemiashav is a member of the Standing Committee of the *Qlomdlabr* and has been tasked with reviewing underexplored worlds in Ziafrplians sector for mountain ranges – specifically looking for formations similar to those found on Rhylanor (2716 Tloql) or Qrekrsha (1929 Zdiiedeiant), in the sparse hopes of finding an Ancient site similar to the *Erdriap Chensh*. This is more difficult than the Terran notion of searching through a pile of straw to find a sewing needle but the *Qlomdlabr* has ordered it and Dibushemiashav understands all of the ramifications.

Dibushemiashav has the *Kakdadim Dazhia* 2,000-ton council cruiser and an experienced crew. What she does not have are a lot of survey parties, so she is recruiting teams to explore mountain ranges for the parameters she gives them and if they find something similar, she will send for a full team of *Qlomdlabr*-approved specialists to examine the site. She is offering access to Consular equipment (Cr. 40,000 worth), as well as a stipend during the survey.

Referee's Information: This search is taking place all over the Consulate and various members of the *Qlomdlabr*



are taking a wide variety of steps to manage these searches in the desperate hope of finding a way out of the upcoming war with the Imperium. Dibushemiashav's plan involves placing the characters on the *Kakdadim Dazhia*, responsible to the captain, and travelling around Dintzhdevr subsector, with the ship doing orbital scans and then sending the party down to promising mountain ranges for a closer look. There are no such locations in the subsector (although there could be unidentified Ancient sites, there is no *Erdriap Chensh*) but the Zhodani do not know that and the *Qlomdlabr* wants confirmation regardless of what is already known.

1–2: Everything is as it seems. The crew of the *Kakdadim Dazhia* does not know the reasons behind these searches but they do understand that the *Qlomdlabr* takes it extremely seriously. The captain is very loyal to Dibushemiashav but will do all that is needed to keep his ship in order. The characters are honoured guests but not superior to the crew and he will let the characters know that. However, he will do what he can to save the characters if they run into problems. The Referee will have to review the worlds of Dintzhdevr subsector and make preparations for each survey.

3–4: As for 1, Dibushemiashav takes this seriously but the captain and crew of the *Kakdadim Dazhia* do not understand the need for these activities. They have their orders, and will carry them out, but the characters will find themselves 'on their own' for much of the on-world survey activity.

5–6: As for 3, except that Dibushemiashav does not take this seriously – she is an active member of the pro-war faction in the *Qlomdlabr*. The equipment provided to the characters is not well-cared for and the Referee should take this into account during play. If there are too many problems, Dibushemiashav will use that excuse to end the expedition.

CHTAZIAFRTLASCHE', MEMBER OF THE BIEIAZHANZ WORLD COUNCIL

Requirements: None

Rewards: Cr. 3,000 per week.

Player's Information: Chtaziafrtlasche' is in need of a group to escort her and her Intendant assistant Kedlenzhiepr as she travels around Ziafrplians sector. She will be using common merchant carriers that provide high passage for herself and middle passages for her assistant and her escorts. She expects no trouble but these are dangerous times.

Referee's Information: Chtaziafrtlasche' is a brilliant and beautiful young Noble in her late 20s, already with

a seat on her world council and expected to rise to take her father's place on the Dlazdiaz Shtiaklbo subsector council in the future. However, she is completely infatuated with her mentor and teacher Kedlenzhiepr, in whose care her father placed her at birth. Now in his late 50s, Kedlenzhiepr has no idea that the brilliant charge he has cared and taught for most of his adult life is about to turn his universe upside down.

The Referee should implement her plan slowly, so the first few stops get the players used to a routine: Important Noble from another subsector visits world, several meetings with other Nobles (dinners, planning sessions and so on) and then jump to another important world.

1–2: As they travel about the sector, Chtaziafrtlasche' will begin to make it clear to Kedlenzhiepr that she wants their relationship to change. She is very aware of the ramifications but as long as he maintains his silence, everything will be fine – until she wants to have children. However, once Kedlenzhiepr is secure in their new relationship, they can return to Bieiazhanz (1526 Ziafrplians).

3: As for 1, except that Kedlenzhiepr is horrified at the change in Chtaziafrtlasche' and will attempt to leave the group after the following jump. Chtaziafrtlasche' will insist on following and will double the players' weekly pay for the pursuit. If they catch up with Kedlenzhiepr, she will make one last attempt to seduce and win him back.

4–5: As for 1, except Chtaziafrtlasche' wants a family now and recognises that this means she cannot return to Bieiazhanz. She changes her travel plans to head towards an important world in the Thirz Empire, away from her father.

6: As for 1, except that Kedlenzhiepr decides that he must turn her over to the *Tavrchedl'*. However, she is a much more powerful telepath than he and knows of his intention to betray her, let alone what re-education would mean. She will 'accidentally' leave him on a convenient world (she will not physically hurt him) and travel with her escorts towards an important world in the Thirz Empire. Of course, *Tavrchedl'* pursuit will follow.

KHEGUKUNIEPR, FEVRANZHTAVRCHEDL' RESEARCHER

Requirements: Starship capable of carrying a high passage passenger.

Rewards: Always buys high passage for himself

Player's Information: Khegukuniepr is looking for a merchant to take passage on, as long as the ship stays within the Consulate. Khegukuniepr spends the time aboard studying the crew and passengers, as part of



his work on considering the preparation of revisions for the *Fevranzhtavr*. He takes this work very seriously, as he believes that the guide to *Tavrziانش* is very much a living book, needing to take into account the needs of the Zhodani at the current time.

Khegukuniepr will not reveal much of his past, except to admit that he has spent years contemplating the *Fevranzhtavr* but his myriad of skills hint that he has many other experiences. He is very likeable and, if treated well, will continue to purchase passage on the same ship, as long as it continues to remain in the Consulate.

Referee's Information: Khegukuniepr has no weapons in his possessions, which consist mostly of clothing and various older editions of the *Fevranzhtavr*. However, if the need arises, he can use almost any weapon and will fight to protect those he considers his companions. He will not use his telepathic powers unless he absolutely must.

1–2: All is as it seems. Khegukuniepr will serve as part counsellor, part confidant, and really is using what he learns about people in his travels to prepare proposals for making some adjustments in the next revision of the *Fevranzhtavr*.

3: Khegukuniepr is in reality a student of the *Fevranzhvlastavr*, from Batlpat (1326 Ziafrplians). He seeks to open *Vlastiansh* so that the superior path is accessible to others in the Consulate who seek it. He also collects older editions of the *Fevranzhtavr* to see if some older phrasings are more in line with the superior morality.

4: Khegukuniepr actually is a member of the sector *Tavrchedl'*, using this method to study the mental health of travellers in the Consulate. If his companions have problems with *Tavrchedl'* and he knows the situation really is not a major problem, he will intercede on their behalf while also making sure he is not revealed.

5: Khegukuniepr is actually an undercover *Tozjabr* operative, using *Tavrziانش* as a cover. His real mission is to identify foreign agents posing as travellers and eliminate them.

6. Khegukuniepr is actually a surgically altered, psionic Imperial agent. His mission is to gain information on Consular Navy movements in Ziafrplians sector and he uses this method to gain confidences and observe naval patrols and personnel in various starports.

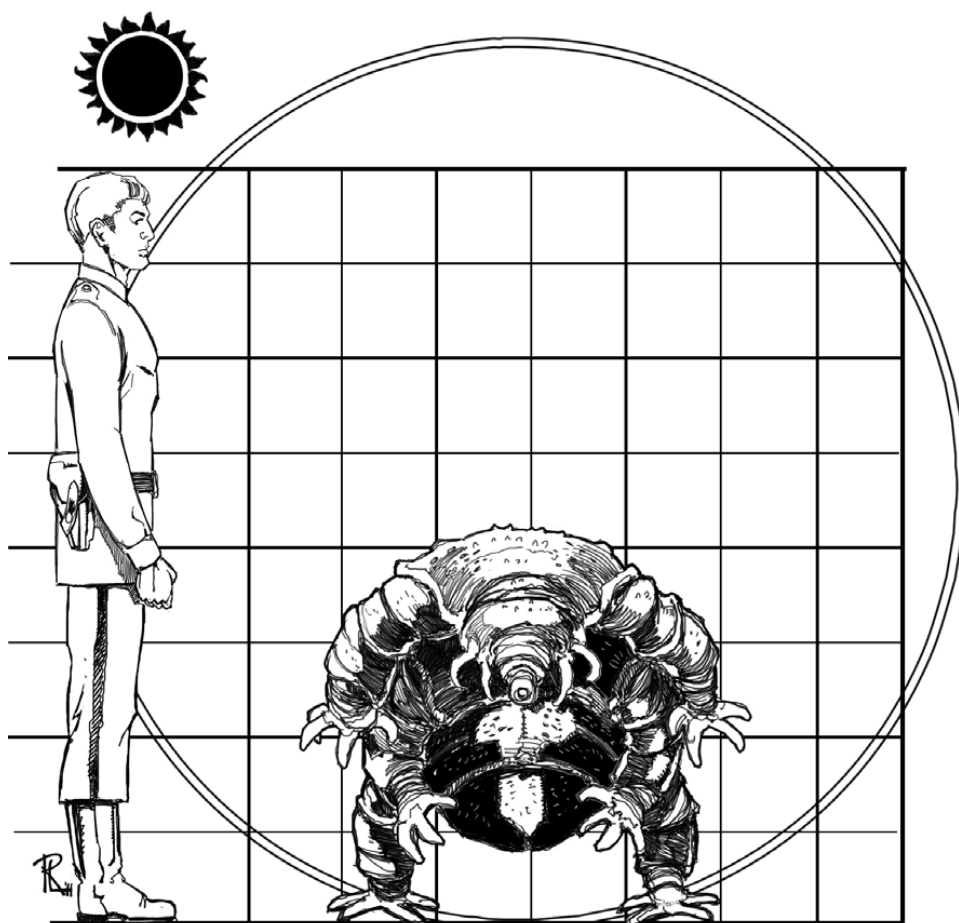
ZOKLEQR, ADDAXUR TRADER

Requirements: Astrogator, Engineer, Pilot

Rewards: Double crew salaries

Player's Information: Zokleqr has a problem; due to an illness, his crew must remain on the current world for a season but he needs to get his cargo to the nearest Addaxur colony as quickly as possible. He has already made arrangements for the care of his crew but now must see to getting a new crew for his ship. He will pay double the normal salary for crew positions for his old but well cared for 400-ton Zdebr-class trader.

En route to the closest Addaxur colony, he will minimise wait times in system. While he will still pick up cargoes if they are going to the right worlds, he will not accept cargoes that take him off that path.





Referee's Information: 50 tons of the cargo bay is filled with containers headed for the colony. Zokleqr spends quite a bit of time checking the containers but does not want anyone seeing what is in them. They are not marked as standard Zhodani shipping containers but do have the proper certifications and the manifest simply marks them as 'Addaxur goods'.

1–2: Zokleqr is bringing in 50 tons of rare Addaxur materials from Addax itself. While that would not require much secrecy, Zokleqr is celebrating many successes and will surprise the colony with the items he has brought to them.

3–4: Zokleqr is working on a project to get Addaxur plant forms to grow on colony worlds and is transporting 50 tons of Addax topsoil. He is desperately trying to preserve

the native lifeforms that would live in that soil and is terribly worried about maintaining the right pressure and temperature for the containers. If anyone tries to open a container and is not careful, the soil in that container will be ruined.

5–6: Zokleqr is assisting the *Tozjabr* with an operation to identify Imperial agents active in Ziafrplians sector, by shipping strange materials across the sector to see if anyone pays too much attention. In fact, Zokleqr has gained the attention of Imperial operatives, who successfully exposed most of his crew to an exhausting, but not fatal, disease. Now the agent is a passenger on the trader and intends to find out what is in those containers! The Referee will need to determine the flow of events.

ANIMALS

The Zhodani regularly bring animals from Zhdant to colonial worlds. In earlier times this could happen by accident, so some animals have spread across Zhodani space, which are less desirable than the *abrstia*, *kredl* and *noql*.

Name	Type	Habitat	Str	Dex	End	Int	Instinct	Pack
<i>Abrstia</i>	Grazer (Herbivore)	Plains Walker	2	6	2	0	6	12
Melee (teeth) 1, Survival 1 Teeth (1d6), Armour 0. <i>Abrstia</i> are an analogue of Terran chickens but with fibrous feathers, which can be woven into cloth. They react to anything falling to the ground as food, so one can be easily injured falling in an <i>abrstia</i> pen. They can use their wings to hop, so they can be difficult to grab.								
<i>Dzhayak</i>	Carrion-Eater (Scavenger)	Desert	6	8	8	0	10	4
Athletics (endurance) 1, Melee (claws) 1, Recon 1, Survival 1 Teeth (1d6), Claws (2d6), Armour 0. <i>Dzhayak</i> are a large flying carrion eater, which is native to the Dleqiats Desert on Zhdant. Comparisons have been made to the Terran vulture but the <i>Dzhayak</i> is considerably larger and more dangerous. Much like Terran vultures, they will attack sick or wounded creatures.								
<i>Kredl</i>	Grazer (Herbivore)	Plains Walker	12	6	16	0	8	10
Athletics (endurance) 1, Melee (horns) 2, Recon 1 Horns (2d6), Armour 2. <i>Kredl</i> are an analogue of Terran cattle. They acclimatise to humans well but new people or odd smells can cause them to get very agitated. In the wild, packs are young males and females, led by a dominant old female who is easily as strong as a male and older males live apart from packs.								
<i>Liajad</i>	Gatherer (omnivore)	Prairie Walker	1	6	1	1	12	6
Melee (teeth) 1, Recon 1, Stealth 1, Survival 1, Zero-G 1 Teeth (1d6), Armour 0. The <i>Liajad</i> is not native to Zhodani space but can be found almost everywhere. Both Zhodani and Addaxur find the little creatures comforting as pets, and while they prefer insects and berries, they can eat almost anything. Imperial biologists have discovered that the <i>Liajad</i> is actually a Solomani genetically engineered breed of Terran hedgehogs, originally intended as a pet adapted to Zero-G, known as 'DuFortier's Arboreal Hedgehog' but was relatively unsuccessful and forgotten. How it arrived in Zhodani space, much less gained its popularity, remains a mystery.								



<i>Noql</i>	Intermittent (Herbivore)	Swamp Walker	3	8	4	0	10	8
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Athletics (endurance) 1, Recon 1, Survival 1
no weapon or armour

Noql are amphibious crawlers, which have been raised by Zhodani in dammed streams since ancient times. Fossil records do not show the *Noql* before 300,000 years ago, so the Ancients brought it to Zhdant but it is unknown if it was engineered by them or brought from another world.

<i>Vlezjaq</i>	Hunter (Carnivore)	Desert Flyer	12	12	10	0	12	4
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Athletics (endurance) 1, Melee (teeth) 1, Recon 1, Survival 1
Teeth (2d6), Armour 0.

The *Velzjaq* is a winged predator native to Dleqiats' eastern desert on Zhdant, which vaguely resembles a cross between a Terran bat and a scorpion.

<i>Yonchobo</i>	Intermittent (Herbivore)	Hill Walker	20	10	18	0	14	8
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Athletics (strength) 1, Melee (teeth) 1, Recon 1, Survival 1
Teeth (2d6), Armour 0.

The *Yonchobo* is a slow but reliable draft animal from Zhdant that has adapted well on many worlds in the Consulate.

<i>Zjipyli</i>	Intimidator (Scavenger)	Swamp Walker	4	8	6	0	8	8
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Athletics (strength) 1, Melee (teeth) 1, Recon 1, Persuade 1
Teeth (1d6), Armour 0.

The *Zjipyli* is an unusual animal native to Zhdant's swamps. Packs of *Zjipyli* will intimidate other animals into abandoning their kills by changing colour or shape. This can also be used defensively or if *Zjipyli* are startled. If not disturbed they begin the day a fairly dark colour and grow lighter during the day. They also possess air bladders, which can be very suddenly expanded making the *Zjipyli* appear larger than normal.

Sample Zhodani NPCs

The characters listed are designed to be generic and support various randomly encountered individuals (guards, soldiers, low-level administrators and so on) throughout the Consulate.

Character	Career Path	Str	Dex	End	Int	Edu	Soc
<i>Tavrchedl'</i> Guardian 1	Agent (<i>Tavrchedl'</i>) 2	7	10	6	9	10	10
Psi-9, Advocate 0, Carouse 0, Comms 0, Computers 0, Drive 0, Gun Combat 0, Investigate 1, Medic 0, Melee 0, Persuade 1, Recon 1, Telepathy 1 TL 12 Stunner (3d6 stun), Stunstick (1d6+2d6 stun), TL 8 Flak Jacket (6), TL 10 Comm							
<i>Tavrchedl'</i> Guardian 2	Agent (<i>Tavrchedl'</i>) 3	8	10	10	10	8	10
Psi-9, Advocate 0, Carouse 1, Comms 0, Computers 0, Drive 0, Gun Combat (energy pistol) 1, Investigate 1, Medic 0, Melee 0, Persuade 2, Recon 1, Telepathy 1 TL 12 Stunner (3d6 stun), Stunstick (1d6+2d6 stun), TL 8 Flak Jacket (6), TL 10 Comm							
<i>Tavrchedl'</i> Commander	Agent (<i>Tavrchedl'</i>) 4	7	9	7	10	11	10
Psi-10, Advocate 0, Carouse 2, Comms 0, Computers 0, Drive 0, Gun Combat (energy pistol) 1, Investigate 2, Medic 0, Melee 0, Persuade 2, Recon 1, Telepathy 2 TL 12 Stunner (3d6 stun), Stunstick (1d6+2d6 stun), TL 8 Flak Jacket (6), TL 10 Comm							
<i>Tozjabr</i> Defender	Agent (<i>Tozjabr</i>) 5	7	11	9	11	10	10
Psi-11, Admin 0, Art 0, Comms 0, Carouse 2, Compute r 1, Deception 1, Drive 0, Gun Combat (energy pistol) 1, Investigate 2, Language (Anglic) 1, Persuade 2, Recon 0, Telepathy 2, Teleport 1 TL 11 Laser Pistol (3d6+3), TL 8 Flak Jacket (6), TL 12 Radio Transceiver							



Army Recruit	Army (infantry) 1	7	6	8	8	8	7
Athletics (endurance) 1, Comms 0, Computers 0, Drive 0, Gun Combat (slug rifle) 1, Heavy Weapons 0, Medic 0, Melee 0, Vacc Suit 0							
TL 11 Trooper Combat Armour (12), TL 12 Gauss Rifle (4d6 AP, auto 4), TL 12 Radio Transceiver							
Average Soldier	Army (infantry) 2	8	7	9	8	8	7
Athletics (endurance) 1, Comms 0, Computers 0, Drive 0, Gun Combat (slug rifle) 2, Heavy Weapons 0, Medic 1, Melee 0, Recon 1, Vacc Suit 0							
TL 11 Trooper Combat Armour (12), TL 12 Gauss Rifle (4d6 AP, auto 4), TL 12 Radio Transceiver							
Veteran Soldier	Army (infantry) 3	9	8	7	8	8	8
Athletics (endurance) 1, Comms 1, Computers 0, Drive 0, Gun Combat (slug rifle) 2, Heavy Weapons 0, Leadership 1, Medic 1, Melee 0, Recon 2, Vacc Suit 0							
TL 11 Trooper Combat Armour (12), TL 12 Gauss Rifle (4d6 AP, auto 4), TL 12 Radio Transceiver							
Experienced Soldier	Army (infantry) 5	7	7	9	9	9	8
Athletics (endurance) 1, Comms 1, Computers 0, Drive (wheeled) 1, Gun Combat (slug rifle) 2, Heavy Weapons 0, Leadership 2, Medic 1, Melee 0, Recon 2, Vacc Suit 0							
TL 11 Trooper Combat Armour (12), TL 12 Gauss Rifle (4d6 AP, auto 4), TL 12 Radio Transceiver							
Junior Army Officer	Army (infantry) 2	7	6	8	9	9	10
Psi-9, Athletics (endurance) 1, Comms 0, Computers 1, Drive 0, Gun Combat (slug rifle) 1, Heavy Weapons 0, Leadership 1, Medic 0, Melee 0, Telepathy 1, Vacc Suit 0							
TL 12 Officer Combat Armour (14), TL 12 Gauss Rifle (4d6 AP, auto 4), TL 12 Radio Transceiver							
Senior Army Officer	Army (infantry) 5	6	7	8	9	10	11
Psi-9, Athletics (endurance) 1, Comms 1, Computers 1, Drive 0, Gun Combat (slug rifle) 2, Heavy Weapons 0, Leadership 2, Medic 1, Melee 0, Tactics (military) 2, Telepathy 1, Vacc Suit 0							
TL 14 Noble Combat Armour (16), TL 12 Gauss Rifle (4d6 AP, auto 4), TL 12 Radio Transceiver							
Journalist	Entertainer (author) 2	6	8	7	9	10	8
Art (writing) 2, Carouse 1, Admin 0, Advocate 0, Computer 0, Diplomat 0, Investigate 1, Persuade 1, Social Science 0, Steward 0							
TL 10 Hand Computer/2 (Security/1), TL 10 Comm							
Young Noble	Government (administrator) 1	5	7	7	7	9	13
Psi-7, Admin 1, Advocate 0, Broker 0, Carouse 0, Clairvoyance 0, Comm 0, Computer 0, Diplomat 0, Investigate 0, Persuade 1, Telepathy 0							
TL 10 Hand Computer/2 (Security/1), TL 10 Comm							
Consul	Government (diplomat) 5	6	6	8	10	13	14
Psi-9, Admin 2, Advocate 1, Broker 0, Carouse 0, Clairvoyance 1, Comms 0, Computers 0, Diplomat 3, Investigate 2, Language (Anglic) 1, Persuade 2, Telepathy 1							
TL 13 Hand Computer/4 (Security/3), TL 10 Cloth Armour (5), TL 10 Comm							
Guard Recruit	Guard (commandos) 1	7	8	8	8	9	10
Psi-9, Athletics 0, Battle Dress 1, Comms 0, Computers 0, Drive 0, Gun Combat 0, Heavy Weapons (man portable artillery) 1, Tactics 0, Teleport 1, Vacc Suit 0, Zero-G 0							
TL 14 Guards Battle Dress (18), PGMP-13 (12d6, auto 4), TL 12 Grav Belt, TL 13 Radio Transceiver.							
Average Guard	Guard (commandos) 2	8	7	7	8	9	10
Psi-10, Athletics 0, Battle Dress 1, Comms 0, Computers 0, Drive 0, Gun Combat 0, Heavy Weapons (man portable artillery) 1, Leadership 1, Tactics 0, Telekinesis 0, Teleport 1, Vacc Suit 1, Zero-G 1							
TL 14 Guards Battle Dress (18), PGMP-13 (12d6, auto 4), TL 12 Grav Belt, TL 13 Radio Transceiver							
Veteran Guard	Guard (commandos) 3	7	7	7	9	9	10
Psi-10, Athletics 0, Battle Dress 1, Comms 1, Computers 0, Drive 0, Gun Combat 0, Heavy Weapons (man portable artillery) 2, Leadership 1, Medic 1, Tactics (military) 1, Telekinesis 0, Teleport 1, Vacc Suit 1, Zero-G 1							
TL 14 Guards Battle Dress (18), PGMP-13 (12d6, auto 4), TL 12 Grav Belt, TL 13 Radio Transceiver							



Experienced Guard	Guard (commandos) 5	7	9	8	8	9	10
Psi-11, Athletics 0, Battle Dress 1, Comms 1, Computers 0, Drive 0, Gun Combat (slug rifle) 1, Heavy Weapons (man portable artillery) 1, Leadership 2, Medic 1, Tactics (military) 2, Telekinesis 0, Teleport 2, Vacc Suit 1, Zero-G 1							
TL 14 Guards Battle Dress (18), PGMP-13 (12d6, auto 4), TL 12 Grav Belt, TL 13 Radio Transceiver							
Merchant Engineer	Merchant (free trader) 3	7	5	7	8	9	7
Admin 0, Broker 0, Comms 0, Computers 1, Drive 0, Engineer (M-drive) 1, Engineer (J-drive) 2, Language 0, Medic 0, Mechanic 1, Persuade 0, Sensors 1, Steward 0, Vacc Suit 1							
TL 10 Hand Computer/2 (Security/1), TL 8 Flak Jacket (6), TL 10 Comm							
Navy Crewman	Navy (crew) 1	7	7	8	7	8	7
Comms 0, Computers 1, Drive 0, Gun Combat 0, Gunner 0, Engineer 0, Mechanic 1, Medic 0, Pilot 0, Vacc Suit 1, Zero-G 0							
TL 12 Vacc Suit (6), Mechanical Toolkit, TL 10 Comm							
Experienced Technician	Navy (technical) 3	6	9	7	10	11	8
Carouse 1, Comms 0, Computers 1, Drive 0, Gun Combat 0, Gunner 0, Engineer (electronics) 1, Mechanic 2, Medic 0, Pilot 0, Remote Operations 1, Sensors 1, Vacc Suit 2, Zero-G 0							
TL 12 Vacc Suit (6), Mechanical Toolkit, TL 10 Comm							
Flight Officer	Navy (flight) 3	7	9	7	8	9	10
Psi-9, Carouse 0, Comms 1, Computers 0, Engineer 0, Gun Combat 0, Gunner (turrets) 2, Medic 0, Pilot (small craft) 2, Telepathy 1, Vacc Suit 1, Zero-G 1							
TL 12 Vacc Suit (6), Snub Pistol (3d6-3), TL 10 Comm							
Prole Director	Prole (corporate) 6	4	6	7	9	8	9
Admin 3, Broker 1, Advocate 1, Carouse 1, Comms 0, Computers 1, Dipomat 1, Drive 0, Engineer (life support) 1, Flyer 0, Language (Anglic) 1, Melee 0, Science (physics) 2, Steward 1, Trade 1							
TL 13 Hand Computer/4 (Security/3), TL 10 Cloth Armour (5), TL 10 Comm							
Prole Labourer	Prole (worker) 2	8	6	7	6	5	5
Athletics (strength) 1, Carouse 1, Computers 0, Drive 0, Engineer 0, Flyer 0, Melee 0, Persuade 1, Steward 0, Trade (civil engineering) 1							
Doctor	Scholar (physician) 3	5	8	4	10	13	8
Admin 0, Advocate 0, Carouse 1, Comms 0, Computers 1, Diplomat 0, Investigate 0, Language 0, Medic 3, Science (biology) 1							
TL 10 Hand Computer/2 (Security/1), Scientific Equipment, TL 10 Comm							
Scientist	Scholar (field researcher) 3	4	8	6	11	13	12
Psi-8, Admin 1, Advocate 0, Carouse 0, Comms 0, Computers 1, Diplomat 1, Investigate 1, Language (Anglic) 1, Medic 0, Science (archaeology) 3, Science (xenology) 1							
TL 10 Hand Computer/2 (Security/1), Scientific Equipment, TL 10 Comm							



WORLDS

The Zhodani give the name *Driantia Zhdantia* to their interstellar community. The name is commonly translated in Anglic as Zhodani Consulate but literally means 'government by the elected leaders of the Zhodani'. The Consulate consists of about 6,500 systems spread through more than 175 subsectors and includes worlds colonised by the Zhodani themselves as well as non-Zhodani worlds that are administered by the Consulate.

The Consulate is located spinward and coreward of the Imperium. Over 70 percent of its worlds lie within 100 parsecs of Zhdant, the Zhodani homeworld. The territory of the Consulate is a reasonably compact area: the Zhodani have expanded (with the exception of the core expeditions) in all directions at roughly the same rate and this is reflected in the size and shape of the Consulate.

WORLDS

Zhodani worlds are much like other Human worlds. The physical details remain consistent and the process for creating worlds is the same as detailed in the *Traveller Core Rulebook*. However, due to the differences in Zhodani society, population, governments, law levels, bases and trade codes are different.

Population

The pattern of Zhodani colonisation differs from other Human societies. The Consulate does not allow the creation of small colonies (under 10,000 population), because of the lack of infrastructure required to support proper mental health facilities (including a *Tavrchedl'* presence). Therefore, any worlds generated with a population of less than 10,000 should have no population. Even Zhodani corporate-owned worlds must adhere to this rule. The Consulate has many empty worlds as a result of this policy.

Sometimes a Zhodani colony runs into difficulties and the population drops below the 10,000 minimum. Then the Consulate must decide whether to send more colonists to raise the population, or to remove the remaining colonists and terminate the colonisation project.

Government

Zhodani worlds in the core sectors are, officially, representative democracies. More pragmatic Imperial classifiers will describe them as oligarchies, democracies or bureaucracies depending on the degree of responsiveness of the local nobility and the Intendant bureaucracy to the Prole majority.

Law Level

As noted in the *Traveller Core Rulebook*, a planet's law level is used to determine the characters' interactions with the law.

Psionic Shields: Non-Zhodani wearing of psionic shield helmets is tolerated for foreign diplomatic personnel. Others must obtain a permit from local authorities. This would be a +0 DM situation with a Check response (page 174 of the *Traveller Core Rulebook*).

Tech Level

Most Zhodani worlds are TL8-14, averaging TL12-13. Any TL result greater than 14 should be reduced to 14.

Bases and Postal Routes

The Zhodani do not have an X-boat system. Naval bases are directly linked using fast jump-4 couriers that also carry government mail. If a gap of greater than jump-4 exists between naval bases, one or more relay stations (operated by the Zhodani Navy) are established to facilitate ship movements. The Consulate also contracts with private companies to maintain postal routes, which follow the same routes. The equivalent of X-boat lines on Zhodani subsector maps are thus known as Zhodani Postal Routes.

Naval bases and depots exist on important or threatened worlds throughout the Consulate, usually with an Army or Consular Guard detachment for ground security. The equivalent of scout bases are simply naval bases that are oriented more toward supporting surveyor exploration operations.



Travel Codes

The Zhodani have a system parallel to the Amber and Red zones used by the Imperium:

Unabsorbed Worlds (equivalent to Amber zones) are claimed and governed by the Consulate but not absorbed into the mainstream of Zhodani culture. Psionic training is normally unavailable and, possibly, not tolerated locally. Long-range programs to bring the world into the Zhodani mainstream may be underway. Zhodani covert agents and programs are in place. Often stresses resulting from this lead to local guerrilla activity, requiring action by the *Tavrchedl'* or the Army. In some worlds, a psionic ruling class may be partially established but still fragile and under attack from subversive elements. Foreign agents may also be attempting to stir up anti-Zhodani resistance on these worlds. An unabsorbed world is not usually permitted to maintain armed forces (other than police) and its citizens are generally not permitted off-world without Consular permission. If Nobles exist, they do not take an active part in subsector or higher councils.

If they heed travel advisories, off-world Zhodani may visit and trade may be encouraged (to show the benefits of incorporation into the Consulate) but such activities are regulated to prevent unplanned socio-economic disruption. Non-Zhodani may be allowed, or not, depending on the situation. An Imperial sociologist is more likely to be welcome on a world that is a model of integration than one on which Consular Guard troops and warbots are sweeping the countryside for local insurgents.

Reservation Worlds belong to friendly minor races that have signed binding treaties with the Consulate and remain Unabsorbed. Essentially, they are permanently unabsorbed worlds; little or no effort is being made to bring them into Zhodani society. Their citizens can usually trade and travel within the Consulate.

Forbidden Worlds (similar to Imperial red zones) have access prohibited by the Consulate government. Typically these worlds are military training grounds or planetary bombardment test ranges, Ancient sites, sources of rare or valuable resources, and secret Consular research stations. Where a forbidden world exists, the entire system is off-limits and usually patrolled by between one and six warships and garrisoned by a contingent of troops.

A world with a government of 0, 7 or 13+, or a TL of 7 or less, should be considered for Unabsorbed status. Forbidden worlds should be determined by the Referee.

PROVINCES

The Zhodani Consulate is divided into eight *preqlianz* (provinces), which serve as administrative districts. Provinces are an intermediate level between the sector council and the supreme council on Zhdant. Each province is roughly equal in population.

Jadlapriants

Jadlapriants is the oldest established province and includes Zhdant and Tienstepvnekr sectors. Jadlapriants includes both Zhdant (2719 Zhdant) and Addax (2214 Tienstepvnekr), along with the rest of the Addaxur Reservation. Zhodani from Jadlapriants have a reputation for being a little staid in their outlooks. There are almost no unabsorbed worlds in this region.

Iadr Nsobl

This turbulent rimward province includes the Zhodani portions of Yiklerzdanzh, Afachtiair (Far Frontiers), Iakr (Foreven), Briakqra' (Gvurrdon), Tloql (Spinward Marches) and all of Ziafrplians sector. It borders both the Imperium and the Vargr Extents, along with the various Human-dominated settled sectors spinward of the Imperium. Iadr Nsobl has been actively involved in wars and military conflicts with the Imperium as well as struggles involving various client states in neighbouring sectors. Zhodani from Iadr Nsobl have a reputation for being a bit more adventurous and self-reliant, though the average non-Zhodani would find it hard to notice.

Meqlemianz

The Consulate's spinward frontier, Meqlemianz province includes the Zhodani portions of Tsadra, Eiaplial and Sidiadl sectors. It is relatively well developed, with a high level of industrialisation and colonisation and a larger than usual percentage of Nobles directly involved in commerce. Relatively few native intelligent species arose in this region, so the worlds here were easily absorbed and the border is quite peaceful.

Iabrensh

Iabrensh includes the coreward sectors of Zdiiedeiant and Stiatlchepr. This province is a major centre of ship construction in support of the core expeditions but has a lower population and fewer colonised worlds than other provinces. The region is the farthest from the Imperium: few non-Zhodani traders or travellers are familiar with it.

Shtochiadr

This province (coreward and trailing of Zhdant) encompasses Itvikiastaf and part of Tlabrieish sectors. Trade activity with the Vargr is the major focus of the



Stinj Tianz	Bliardlie	Zhiensh	Savria	Datsatl	Ianshaplzdier	Zhiaqrqiats
Viajlefliez	Bleblqansh	Driasera	Dalchie Jdatl	Chit Botshti	Anzsidiadl (Ghoekhnael)	Zheranzenj (Ksinanirz)
Brieplanz	Sidiadl	Zdiedeiant	Stiatlchepr	Itvikiastal	Tlabrieish	Tazhdapl (Dhuerorrg)
Pliabriebl	Eiapliat	Zhdant	Tienspevnekr	Ziafrplians	Briakqra' (Gvurrdor)	Dravr (Tuglikki)
Tsadra Davr	Tsadra	Yiklerzdanzh	Afachtiabr	Iakr	Tloql (Spireward Marches)	Nieklsdia (Deneb)
Chiepl Zhez	Shiants (Astron)	Chtedrdia (Fulani)	Steblenzh (Vanguard Reaches)	Zhdiakltlatl (Beyond)	Idrfianta (Trojan Reach)	Bransakral (Rett Sector)

**ZHODANI
CONSULATE**

IMPERIUM

ASLAN



region, which makes parts of Shtochiadr something of a wild-and-woolly frontier. Zhodani megacorporations based here specialise in the production of Vargr-oriented high-tech equipment for sale in the adjacent Vargr states to trailing.

Obrefripl

This province includes occasional worlds and groups of worlds (up to subsector-sized clusters) scattered between Zdiedeiant sector and Chtierabl sector along the path of the core expeditions. Obrefripl is still relatively sparsely settled and represents a region that is undergoing internal colonial development. Many of the worlds here are unabsorbed.

Chtierabl

A single sector-sized province located 250 parsecs coreward of Zhdant. Chtierabl is well-established and over 800 years old but it still has a strong 'colonial' character.

Vlanchiets Qlom

This encompasses all settled or claimed Zhodani coreward territory beyond Chtierabl sector – approximately 30 subsector and partial subsector-sized areas reaching 600 parsecs toward the core. Portions of Vlanchiets Qlom province are as much as 50 years away from Zhdant at Jump-4, including a string of expeditionary bases that extend 5,000 parsecs coreward. Ships servicing this route make extensive use of low passage and robots. This is the Consulate's true frontier region with many worlds unabsorbed, reservations or only recently colonised, and settlement here attracts only the most adventurous spirit.

CONTACT WITH OTHER RACES

The Consulate is roughly at its limits of growth; until its overall Tech Level can increase (through industrial development and research), further expansion of its borders would strain interior communications without providing great amounts of additional benefit. Instead, long-term attention is being directed toward the galactic core.

To trailing of the Consulate are the Imperium and the Vargr Extents. Expansion toward the Vargr Extents slowed after Vargr settlements were encountered but extensive trade and diplomatic activity continues. The original settlements in Tloql (the Spinward Marches) were minor and were driven out by Imperial expansion between 200 and 500. Conflict between the Zhodani and

the Imperials has since produced some fluctuation along the Imperial border as Frontier Wars have been fought over the last 600 years.

Rimward of the Consulate are numerous small Human states and, further Rimward, the Great Rift. Through Yiklerzdanzh, Afachtiabr (Far Frontiers), Iakr (Foreven), Chtedrdia (Fulani) and Steblenzh (Vanguard Reaches) sectors, Zhodani expansion encountered a variety of Human and non-Human cultures, many of them long-standing and well established. Some of these, especially various Human minor races, have been enticed into accepting Zhodani ways, with most of them absorbed into the Consulate. Others have remained client states of the Consulate. A few have resisted the Zhodani, accepting Imperial aid or depending on their own resources. These areas are prime regions of conflict between the Zhodani and the Imperium.

No large non-Zhodani states exist on its spinward border. Rather, it marks the regions where the Zhodani Consulate has reached the end of suitable worlds or systems within acceptable distances of supporting industrial bases. Some development and expansion continues at a slow pace but is hampered by the diversion of resources to core expeditions and the fact that much of the Consulate has a lower average TL than that of the Imperium, which limits the availability of high-jump communication vessels.

The Zhodani Consulate is an insular government; its territory contains the vast majority of all racial Zhodani, while non-Zhodani make up only a small fraction of its citizens. The Consulate has little need or desire to expand beyond its present boundaries and it recognises that its neighbours may want to expand into Zhodani territory. The Zhodani long ago reached the practical size limit for their empire and they are satisfied with their territory. Moreover, the Zhodani know of the potential problems involved in absorbing non-Zhodani into their culture, so they avoid it whenever possible. They also see little gain in governing conquered worlds.

In five centuries of conflict with the Imperium, the Zhodani gained a reputation for belligerence, strategic sense and perfidy. They launched every war with a surprise attack. In every case, they waited until they had the advantage and then used it. The Zhodani Consulate has long been committed to the defence of its territory with careful, long-range plans that work to constantly inhibit or discourage any offensive action against it, even if that requires disruptive pre-emptive strikes.



The Coreward Border and the Core Expeditions

This huge area represents the Zhodani potential for future expansion. The Zhodani word for the region to coreward (including the provinces of Obrefripl, Chtierabl and Vlanchiets Qlom), *Fronzhatlivr*, is often translated as 'wasteland'. The Zhodani have found fewer habitable planets and minor races across most of the region. Nevertheless, Zhodani scientific curiosity has driven coreward expansion.

The actual reasons are a Consular secret. Officially, this type of focused exploration is said to be beneficial to Zhodani society, providing a steady stream of new discoveries and economic opportunities, as well as an outlet for non-conformist individuals, without causing the societal strain that a more constant non-linear expansion of the Consulate might involve.

Over the years, many Zhodani in senior government and military and scientific positions have learned there is more to it. An enigmatic map (the *Toliak*, or 'starmap artefact') was discovered in an Ancient archaeological site, which (partially) showed a route to the galactic core and this has convinced the Zhodani to expand in this particular direction. This much is also suspected by Imperial intelligence services (and prompted their 'Longbow' surveillance project). That the map was also a psionic artefact showing real-time, and precognitive visions that remained for many centuries, is a deep secret known only to the *Qlomdlabr* and an extremely select clique of scientists, intelligence agents and military officers.

Since approximately -4000, the Consulate has mounted seven core expeditions. The latest was launched in 750 and took 50 years for the round trip, including approximately 10 years of exploration and research. The Zhodani have now explored a narrow corridor reaching

some 5,000 parsecs from Zhdant and have established a string of bases from which further expeditions can be sent out.

The expeditions, relatively unknown outside of the Zhodani Consulate, have been a source of basic research information, sophontological data (as new races and cultures were discovered along the route) and even rare or previously unknown minerals and pharmaceuticals. The Zhodani have also discovered a number of Ancient sites along the path of the expedition, which have yielded certain materials and technologies that are still being studied.

Settlements have been established all along the route (collectively, the Obrefripl, Chtierabl and Vlanchiets Qlom provinces) to maintain communications with the Consulate and keep the corridor open between major expeditions. Such worlds also exploit valuable mineral deposits, research the strange and novel life forms encountered, and provide maintenance and repairs for ships passing in each direction.

Small expeditions (too many to count) have ventured far beyond the area that the major fleet-sized core expeditions have covered. They have travelled laterally to explore new worlds that are beyond the areas shown on the Ancient's star map projector. They have also ventured further coreward, some as far as 1,000 parsecs. Their reconnaissance helps clear the way for each additional core expedition.

To the Imperium, the Zhodani often seem staid. The Zhodani quietly shake their heads. The Imperium is hemmed within its borders and its Scout service appears to spend much of its time maintaining internal communications and surveys, 'making sure the stars stay put'. In contrast, the Zhodani are engaged in an epic venture beyond known space, to worlds Humaniti has never seen.



ZIAFRPLIANS SECTOR

The Ziafrplians sector is dominated by the Zhodani Consulate. The remainder consists of worlds lying close to the Vargr Extents that the Zhodani did not claim when expanding into the sector. These are now held within the Thirz Empire, a close Vargr ally of the Consulate. Because of the relationship between the Thirz Empire and the Zhodani Consulate, Ziafrplians is not like other Vargr sectors. The Vargr call it Usingou sector and aggressive Vargr pirates know to avoid it.

HISTORICAL PERSPECTIVE

The Zhodani have had a presence in Ziafrplians sector for over 6,000 Imperial standard years. If Zhodani exploration and settlement patterns had followed those of the Vilani or Solomani, Ziafrplians would be a teeming, long colonised sector. However, the Consulate's trailing expansion came as the *Qlomdlabr* began to set new guidelines for colonisation – focusing on the mental health of the colonists and ensuring that those settlements were selected would be permanent ones. As a result, many worlds were open for Vargr expansion without conflict and many worlds remain unsettled or underdeveloped even today.

The Ancients

The Zhodani have gathered, perhaps, more knowledge about the Ancients than any other major race outside of the Droyne and they recognise that their knowledge is minimal. Zhodani scientists agree that the Ancients reached the height of their power 300,000 years ago and that their disappearance coincided with a fair amount of damage to this region of space, including Zhdant itself. There are many asteroid belts and devastated worlds dating from that period, which testify to this. The most likely explanation is that they fought each other, or someone else, to mutual destruction.

The Ancients are responsible for transplanting many species, including Humans to Zhdant. They may have terraformed worlds or seeded them with life, and are probably responsible for the presence of Terran plants and animals on worlds only now being charted by humans.

Various Ancient devices and sites have been found. These devices vary from the horrifically powerful *Erdriap Chensh* to the *Toliak* starmap. Ever since the

devastation of the original *Chensh*, the Consulate insists that all Zhodani (including Nobles) surrender such items to the Consulate. The Zhodani Consulate believes that while the Ancients may be gone, they have left enough behind to warrant being very careful about any discovered artefacts.

All of that being stated, none of the eight identified Ancient sites in Ziafrplians sector have ever revealed more than impressive ruins. What tasks the Ancients sought to accomplish in Ziafrplians sector remains a mystery.

The Vargr

When first contact between the Zhodani and the Vargr occurred (in adjacent Briakqra' sector) in the -2800s, the Consulate made sure that the various Vargr states encountered understood that the Zhodani would be no pushover and incidents would result in retaliation. So Vargr expansion into Ziafrplians came slowly; after all, there were other worlds elsewhere that were more inviting. What problems did occur were solved quickly through Zhodani force and when Vargr settlements came, the Zhodani sent diplomats, merchants and *Tavrchedl'* agents. These methods were intended to introduce small cultural changes, which over time resulted in a very different Vargr culture than in many sectors dominated by them.

Vargr are pack creatures whose culture and civilisation are based around the concept of individuals with 'Charisma'; that is, Alpha individuals. Vargr will give their loyalty to charismatic individuals and thus gain reflected glory but a leader who loses face may find himself without followers rather quickly. Traditional Vargr society tends to be somewhat more fluid and turbulent than human civilisation, though Vargr are capable of deep loyalty to an individual or ideal that has earned it.

Vargr in Ziafrplians sector are somewhat different from traditional Vargr, as they have absorbed many qualities from Zhodani culture. Vargr here seem less drawn to the fluid and turbulent society of their brethren, finding stability and peace to be appreciated as well. Certainly they are drawn to charismatic leaders but psionics continues to gain ground within the Thirz Empire and the Thirz ruling house is respected both for its charisma and its psionic talents.



The Vargr in this sector have come to see the Zhodani as teachers and allies, and look at the chaos of Vargr worlds and states elsewhere with trepidation. The Vargr of Ziafrplians are learning that peace and stability are goals worthy of a charismatic hero. It is also true that their lessons are not over.

The Zhodani

As the Zhodani entered Ziafrplians sector, they settled only a few worlds, largely along the spinward edge of the sector. Eventually they spread across the rimward edge also, supporting the exploration into Iakr and Tloql sectors. The bulk of Zhodani settlements in Ziafrplians sector have actually been established in the last 1,000 years, since the arrival of the Third Imperium to Tloql sector.

Development is much more significant in the trailing portion of the sector, along the Qadre'idr Main ('forceful reach'), which stretches from O'staz (0128) along the spinward edge of Ziafrplians, to Kronor (0304 Tloql). Additionally, a significant level of trade follows a route from the heart of the Consulate to O'staz (0128), through the central portion of the sector to the provincial capital of Fitl (2331) and then into both Briakqra' and Iakr sectors.

While the Vargr certainly found large parts of the sector open for settlement, the Consulate has maintained the borders in Ziafrplians for millennia and the Vargr have learned the hard way that those borders are unlikely to change. The Zhodani have mixed feelings toward the Vargr; on the one hand these races have had good trade relations since the first Vargr settled here during the Second Vargr Diaspora but on the other hand the Zhodani have been victim to numerous corsair raids and border skirmishes.

POLITIES OF ZIAFRPLIANS SECTOR

For over 200 years, Ziafrplians has been divided between two powers – the Zhodani Consulate and the Thirz Empire.

The Thirz Empire

Even before the Thirz Empire (*Thirz Uerra*) seized power in 889, there was a strong Zhodani influence on many of its worlds. Psionic training was already more commonplace than on Vargr worlds elsewhere. Today, psionic institutes are established on most high-population worlds within the Empire.

The Empire is governed at various levels by councils of Nobles (based on charisma, not psionic strength), who

are elected for staggered three year terms. However, the leaders of each council are chosen by the Emperor, who may remove them at any time and select another member of the council as its leader. In extreme situations, such as natural disasters or civil wars, the Emperor may actually send a governor to lead a specific council but that is rare. The Empire has a core fleet of capital ships and a well-trained cadre of elite soldiers but is dependent on Noble musters of non-capital ships and ground forces to bolster the military in wartime. Most corsairs within the Empire serve a specific Noble or house, rather than being an independent force.

The Thirz Empire maintains a group of undercover psionic operatives (the *Ourrghkso*) who are taught how to blend in with the citizens, using their abilities and skills to detect unhappy citizens and potential dissidents. Citizens of the Thirz Empire enjoy a lot of benefits and personal liberties and understand that to maintain these freedoms uprisings must be prevented for the good of the larger pack. The Thirz Empire has a number of secret facilities where charismatic mentors train the psionic agents.

Although the government is often lacking in strong leadership, it maintains healthy trade agreements with the Zhodani and most Vargr merchants lead wealthy lives. This is the main strength of the Thirz Empire and Vargr corporations here tend to be more successful and longer lasting due to the presence of the Zhodani and their stable economy.

One open and obvious result of the Zhodani alliance has been the creation of the *Oruelean*, or Imperial Guard. This group of Vargr psions (allegedly trained by Zhodani *Tozjabr* operatives, who also are alleged to train the ruling family) serve as bodyguards for the Thirz ruling family, trouble-shooters for the Emperor and, some claim, spies and assassins against their enemies. What is known for sure is that since its creation in 1016, no assassination plot against the Thirz ruling family has been successful.

The Zhodani Consulate

The Zhodani Consulate is definitely the dominant power in Ziafrplians sector but thanks to centuries of careful planning and patience, the relationship between the Thirz Empire and the Zhodani is close and relatively stable. There are occasional misunderstandings but in general the Zhodani and the Thirz work very well together.

The unique nature of the Thirz Empire and its relationship with the Consulate has done much to suppress corsair actions against both nations. The Zhodani see their alliance with the Thirz ruling house as being stronger than



any past alliance with the Vargr and Zhodani diplomats often work together with Thirz emissaries to ensure that nothing threatens that alliance.

Ziafrplians sector lies within the Iadr Nsobl province of the Consulate. Given the other borders that the Iadr Nsobl provincial council has to deal with (the Imperium, various client states, aggressive Vargr and so on), they are very grateful that Ziafrplians remains quiet. Everyone knows that another war with the Imperium is just a matter of time, so, while fleet assets are reduced in Ziafrplians sector, there are plenty of visiting Vargr delegations and if anyone is bored, occasional delegations from the *Qlomdlabr* visit for various matters.

The Ziafrplians sector council is hoping that the subsector councils can handle their own issues, while they provide funds for the current naval build-up. All of which makes the recent request from the *Qlomdlabr*, that surveys of mountain ranges in the sector are carried out, so frustrating.

OTHER INTELLIGENT SPECIES

While there are a small set of worlds that originated from Imperial colonies in the rimward part of the sector, the only major races in Ziafrplians sector to worry about are the Zhodani, the Vargr and the Droyne.

Droyne

The Droyne are something of an oddity. They have enclaves scattered all across Charted Space. Some are stone age primitives while others possess advanced starships mounting fearsome weaponry. Vaguely humanoid with both reptilian and bird-like features, the Droyne are divided into six castes. Members of different castes have considerably different physical and mental characteristics depending upon their role in Droyne society.

Because of their genetic relationship to the Chirpers who once shared Zhdant with the Zhodani, Zhodani leaders hoped to build a relationship with them similar to that remembered with the *Qiknavrats* of Zhdant's past. However, the Droyne have proven to be enigmatic, preferring to keep to themselves on their worlds, unless some unknown task sends them to some remote outpost of the Consulate or beyond. The *Qlomdlabr* has decreed that the Droyne be allowed to do what they will and so they remain part of the Consulate, yet distinctly separate from it.

Within the Zhodani Consulate, Droyne are respected for their psionics and the few Zhodani who succeed in convincing a Droyne psion to accept them as a student are greatly in demand if they prove successful. Even the

lowliest Droyne drone is regarded as a member of the Intendant class in Zhodani society, so Droyne travellers and groups can be found in even remote locations within the Consulate on various tasks. While the Droyne never explain their actions, at least in a way that makes any sense, their trade ships visit many ports in the Consulate and even outside it.

There is one Droyne world in Ziafrplians sector, Tetayask (1839). It is a fully incorporated world in the Consulate; its world council sends representatives to the sector council and one of its leaders currently holds a seat on the Iadr Nsobl provincial council. To the Zhodani, the Droyne of Tetayask are very much a part of the Consulate. But there remain moments when no non-Droyne understands their motivations or actions.

Minor Races

There are a handful of minor sentient races in Ziafrplians sector, all limited to a single world, and most having pre-industrial or even stone-age levels of technology. These few minor races are naturally occurring species, all of which remain on their homeworlds, never experiencing the universe away from their native homes.

Then there are the Addaxur. The Addaxur were the first starfaring race (albeit sublight) encountered by the Zhodani. Radically different from Humaniti, and very different from the Chirpers of Zhdant's ancient past, these carnivores were peacefully brought into the Consulate and then discovered their potential for psionics. As a result, the Addaxur have, over the millennia, come to fill that role some imagine the *Qiknavrats* might have filled had they survived – they are very much the second race of the Consulate. While their homeworld is in Tienpsnevkr sector, Addaxur colonies and outposts are scattered across the Consulate, including several in Ziafrplians sector, and Addaxur merchants are active in most Consulate markets. However, the Addaxur will only rarely leave the Consulate and even then most of them return quickly.

Chirpers (named for the calls they emit) are another minor race that can be encountered in various areas, though for different reasons. They are small and reclusive humanoids that exhibit some bird-like physical characteristics. The Zhodani were surprised to find that these 'almost non-sentients' were identical to the *Viepchaklts* of Zhdant's moon. Many Zhodani researchers have studied them and recognise that Chirpers are in fact very clever but not interested in the usual trappings of civilisation. Chirpers are an oddity in that they seem to be endemic to many worlds all across Charted Space yet they have no technology or any sign of having ever possessed it. In Ziafrplians sector active studies continue on the Chirper population of Evaduts Brem (1909).



Ziafrplians Timeline of Major Events

Date (Imperial)	Event
-5000	Zhodani begin active exploration of Ziafrplians sector.
-4800	Zhodani begin settlement of selected worlds in Ziafrplians sector.
-2800	First Zhodani contact with Vargr in Briakqra' sector.
-2800	The Zhodani trading combine Makarin begins operations on Shtia'ial (1504), ultimately expanding throughout the trailing frontiers of the Zhodani Consulate.
-1800	The Zhodani trading combine Makarin ceases operations.
-1400	Batlpat (1326) established as the first Zhodani colony in Dlazdiaz Shtiaklbo subsector.
-1347	Chirpers discovered on Evaduts Brem (1909).
-1000	Zhodani Consulate reaches present size.
-620	The Iadr Nsobl provincial council completes construction of an orbiting observatory in the Defridlie (0329) system to monitor the progress of the 'Sielienzhia' minor race.
-375	The Consulate Navy establishes a naval base in the Chechedrsta (0715) system to monitor the Vargr.
-250	The <i>Vlastchedl'</i> restore order on Batlpat (1326) after a severe drought, forcing all Nobles, Intendants and Proles to follow the <i>Vlastiansh</i> . After investigation, Batlpat is declared Unabsorbed.
290	Flanstsie (1021) colonised, using development plans to take advantage of the world's volcanic activity.
379	The regional governments on Plenchzdiepr (1703) agree to rotate representation in the Atla subsector council rather than form a world council.
443	The Ziafrplians sector council restricts the authority of the <i>Qlomdriant</i> of Mipsakint (2102).
662	Riensch (2801) reaches its zenith as a mining world.
678	The massive starliner <i>Tsalish</i> disappears in Zhdensh subsector and is declared lost. The survivors colonise Yedrvrakl (0312).
730	Tlanshelen (1607) settled by Intendants from Shtia'ial (1504), without Nobles or Proles.
743	The 'new' Makarin Combine opens for business on Shtia'ial (1504).
820	Iadr Nsobl provincial council settles psionic refugees from the Imperium on Sheklzdibr (0809).
889	Thirz Empire established on Zuts Asgning (0411 Briakqra').
897	The Dovre' (1711) world council collapses and is replaced by representatives selected by sports competitions.
925	Sheklzdibr (0809) is declared a Forbidden world by the Qlomdlabr after the world council eliminates the Prole class by extending psionic training to all world citizens regardless of class.
950	Sheklzdibr (0809) is redesignated as Unabsorbed by the Qlomdlabr.
992	The Makarin Combine on Shtia'ial (1504) merges with Vestabl to form the Vestabl-Makarin megacorporation.
997	The Consulate Navy discovers the lost colony on Yedrvrakl (0312) during exercises.
1013	The sixth Thirz Emperor is assassinated; beginning of the Thirz Civil War.
1016	Aztanguella Thir ends the Thirz Civil War, becoming Emperor; the <i>Oruelean</i> is founded.
1021	Nobles of Asepvedl subsector appeal to the Qlomdlabr to be attached to Shtochiadr province.
1030	The Tliefl Lentapr (0325) world council establishes a mining colony on Stieipr (0422).
1040	Eiao (1920) is occupied by the Thirz Empire after attacks cause the collapse of several environment domes.
1044	The <i>Laskarpan</i> is captured by the Arknaeredz corsair band, leading to their defeat and absorption into the Dashakhin-Arknaeredz shipping line.
1055	The last of the Thirz occupation forces on Eiao (1920) leave.
1063	The Ziafrplians sector council declares Shipebr (0125) Forbidden after a plague outbreak.
1065	Ighksigoug (2011) appeals to the Thirz Empire for assistance.
1074	Flanstsie (1021) is devastated by a series of volcanoes and earthquakes, leading to social chaos.
1082	An Intendant-led insurgency attacks the starport on Ivlzhdenzh (0340), leading to the world being declared Forbidden.



Date (Imperial)	Event
1083	Ventenstebr reunifies Flanstsie (1021) as world dictator, disrupting existing Nobles and councils.
1084	Contact restrictions are removed on the low-tech Aetszi culture on Idrzh (0806).
1087	Manipulations by the Diazhiensh subsector council result in a short but vicious civil war on Ipliadl (0205).
1091	Ziafrplians sector council recognises Ventenstebr as dictator of Flanstsie (1021), after appeals from displaced Nobles for his removal, and raise him to Vententlasche'.
1098	New local government installed on Ighksigoug (2011) with Thirz Empire support.
1099	Thirz occupation forces return to Eiao (1920) after attacks devastate the world's power generation systems.
1101	Zhodani and Thirz Empire forces eliminate the Vargr corsair band on Thuengaela (2705).
1103	Thirz occupation forces arrive on Dziradz (3217) after a 10 year civil war.
1105	Present day.

CORPORATIONS

All of the Zhodani megacorporations have operations in Ziafrplians sector, largely focusing on industry, mining or trade with the Vargr. However, Vestabl-Makarin was founded on Shtia'ial (1504) and it is involved in many activities within the sector. Additionally, there are many Vargr and Zhodani corporations that have risen to take advantage of the many opportunities here.

Dashakhin-Arknaeredz

Dashakhin-Arknaeredz is a Zhodani-Vargr shipping line with an unusual history. Gilakar Dashakhin was a successful Prole merchant working out of Plenchzdiepr (1703) in Atla subsector and had worked his way up to having three free traders working the subsector. In 1044, a Vargr corsair band hijacked the *Laskarpan*, capturing his wife and son in the attack. Gilakar and his other two traders made their way to Dongang (2509) and succeeded in taking back the ship and rescuing his family. In the process, a number of members of the Arknaeredz corsairs were impressed with Gilakar and the remaining corsairs joined his 'band'. The company builds ships in Zhodani space, arms them in Vargr space and uses mixed crews in small trade ships to transport cargoes to worlds that corporate merchants would never travel to.

Status: Vargr-Zhodani Interface Line

Home Port: Plenchzdiepr (1703)/Dongang (2509)

Territory: Coreward half of Ziafrplians sector

Eong Irel

Eong Irel is a Vargr shipping line that has been able to gain a significant portion of shipping along the Zhodani-Vargr trade routes in the rimward portion of Ziafrplians sector. Rather than fight the established and powerful Zhodani megacorporations for the action, they actually work with them, using the megacorporations for shipments too large for Eong Irel ships to handle. In exchange, both Priantqlovrr Drafr and Vestabl-Makarin use Eong Irel for

smaller shipments along the lesser routes. In addition, all three companies cooperate in anti-piracy activities, which really means the occasional rogue Vargr corsair raid.

Status: Vargr Interface Line

Home Port: Koghagtog (2818)

Territory: Rimward half of Ziafrplians sector

Gansirurkhur

Gansirurkhur is the biggest private financial consortium in Ziafrplians sector, built on top of over 2,000 years of investments. Gansirurkhur originated as an investment consortium for Proles, allowing several wealthy Proles to use their assets jointly as a corporation, and grew into a major financial player in the sector. It has deliberately kept its activities limited to the Zhodani portion of Ziafrplians sector, yet since the 1050s it has begun financial plays in the Thirz Empire, although only with solid Vargr corporations like Irilueznalo.

Status: Zhodani Sector-Wide Corporation

Home Port: Fitl (2331)

Territory: Ziafrplians sector

Irilueznalo

Irilueznalo is a growing corporation within the Thirz Empire, based on submarine mineral extraction. In the past, the company has been content to work with Vargr governments within the Thirz Empire to negotiate licences to undersea mineral wealth in exchange for a percentage of the take. Their recent acquisition of Ninuz (2210) in Atla subsector represents two changes in direction for the corporation, both in working outside various world governments and outside the Thirz Empire.

Status: Vargr Subsector-Wide Corporation

Home Port: Khekhgzakgvog (2315)

Territory: Thirz Empire



Stinj Tianz	Bliardlie	Zhiensh	Savria	Datsatl	lanshaplzdier	Zhiaqrqiats
Viajlefliez	Bleblqansh	Driasera	Dalchie Jdatl	Chit Botshti	Anzsidiadl (Ghoekhnael)	Zheranzenj (Ksinanirz)
Brieplanz	Sidiadl	Zdiedeiant	Stiatlchepr	Itvikiastal	Tlabrieish	Tazhdapl (Dhuerorrg)
Pliabriebl	Eiaplial	Zhdant	Tienspevnekr	Ziafrplians	Briakqra' (Gvurrdor)	Dravr (Tuglikki)
Tsadra Davr	Tsadra	Yiklerzdanzh	Afachtiabr	lacr	Tloql (Spireward Marches)	Nieklsdia (Deneb)
Chiepl Zhez	Shiants (Astron)	Chtedrdia (Fulani)	Steblenzh (Vanguard Reaches)	Zhdiakltlatl (Beyond)	Idrfianta (Trojan Reach)	Bransakral (Rett Sector)

**ZHODANI
CONSULATE**

IMPERIUM

ASLAN



Suekloukhkna

Suekloukhkna is the largest courier service within the Thirz Empire and is based on the capital, operating much like the Imperium's X-boat network but on a smaller scale. The corporation has extensive communication routes within the Empire with less frequent communications to Zhodani worlds. The latter are used primarily for diplomatic communiqués.

Status: Vargr Sector-Wide Corporation

Home Port: Uthgvoe (0512 Briakqra')

Territory: Thirz Empire

Vekbafia

Vekbafia has become quite successful in providing support to new colonies – from their beginnings to self-sufficiency. Whether it requires site evaluations, world surveys or power generators on a growing colony, Vekbafia has solutions for the wide variety of the problems a new Zhodani colony will face.

Status: Zhodani Sector-Wide Corporation

Home Port: Devliensh (0701)

Territory: Zhodani Consulate

Base Codes

C = Vargr Corsair Base

G = Vargr Naval Base

H = Vargr Naval/Corsair Base

X = Zhodani Relay Station

Y = Zhodani Naval Depot

Z = Zhodani Naval Base

Trade Codes

An = Ancient Site

Cw = Chirper World

Dw = Droyne World

O:#### = For captive governments, location of owner or occupying government

V# = 10x#% of Population is Vargr

X# = 10x#% of Population is Addaxur

Z# = 10x#% of Population is Zhodani

Political Codes

Va = Vargr Independent

Vp = *Thirz Uerra* (Thirz Empire)

Zh = *Driantia Zhdantia* (Zhodani Consulate)

Sector Map

A = Diazhiensh

B = Abishiaz

C = Atla

D = Asepvedl (Eknoen)

E = Zhdensh

F = Keditlye

G = Etszdili (Uksarrfaek)

H = Tekli (Khonga)

I = Anshniepr Lenzh

J = Dlazdiaz Shtiaklbo

K = Tliaqlvie (Svetoun)

L = Ianshepl (Rollgagdae)

M = Ashemiepr Lenzh

N = Dintzhdevr

O = Iavdeiev

P = Zdiadlevepra

Stiatlchepr	Itvikiastaf				Tlabrieish (Knoellighz)
Tienspevnekr	Diazhiensh	Abishiaz	Atla	Asepvedl (Eknoen)	Briakqra' (Gvurrdon)
	Zhdensh	Keditlye	Etszdili (Uksarrfaek)	Tekli (Khonga)	
	Anshniepr Lenzh	Dlazdiaz Shtiaklbo	Tliaqlvie (Svetoun)	Ianshepl (Rollgagdae)	
	Ashemiepr Lenzh	Dintzhdevr	Iavdeiev	Zdiadlevepra	
Afachtiahr (Far Frontiers)	Iakr (Foreven)				Tloql (Spinward Marches)



DIAZHIENSH SUBSECTOR

The Diazhiensh subsector council has proven, in the last century, to be largely dominated by the Nobles trying to convince the sector and provincial councils that Sheklzdibr (0809) should return to Forbidden status. However, since the debacle on Ipliadl (0205) was proven to be caused by the machinations of the subsector council, the sector council is taking a much greater interest in events in Diazhiensh subsector.

0205 Ipliadl E541ACD-8

Until 1087, Ipliadl was a major trading partner of the neighbouring worlds, with enough wealth and internal strength to peacefully resist absorption into the Consulate. Before the Fourth Frontier War broke out, the subsector council had approved a plan to accelerate bringing Ipliadl more into the Consulate but something went very wrong. In 1087, the world council broke down over renewed economic discussions with the Consulate, igniting a short but vicious civil war that devastated the starport and left Ipliadl in desperate circumstances. The current reconstruction government is composed of charismatic individuals who convinced enough of the factions to halt the fighting before even more damage was done, which would leave Ipliadl at the mercy of the Consulate for survival. Strong anti-Zhodani and pro-Zhodani feelings run deep but most people are simply sick and tired of the fighting and suspicious of anyone who remains partisan.

0701 Devliensh A529754-E

Devliensh's very thin atmosphere has been a limiting factor in its development and provincial council planners have been working for centuries to improve its environment. Imperial visitors have joked about Devliensh being a 'giant ski resort' and it certainly is a frozen world. However, the balancing act between staying a frozen world and becoming a water world means centuries of work. The ultimate goal is to thicken the atmosphere and planners predict that the first signs of success should occur within the next century.

0806 Idrzh E664664-2

This dry but pleasant world was on the Forbidden list until 1084, in order to protect the low-tech Aetszi culture, which developed after a colonial expedition was stranded here over 1,000 years before. When first contacted, the

Aetszi culture exhibited some anti-psionic traits and the *Tavrchedl'* recommended long term efforts to bring the Aetszi culture more in line with Zhodani culture. By 1084, the world had been brought over to Zhodani society and it was decided to allow further contact, even as a new generation of Aetszi leaders were being trained on Ilsenja Siakr (0403) to interact with an interstellar society. The subsector council has hopes of Idrzh developing into an agricultural breadbasket in the centuries ahead.

0809 Sheklzdibr B585A88-A

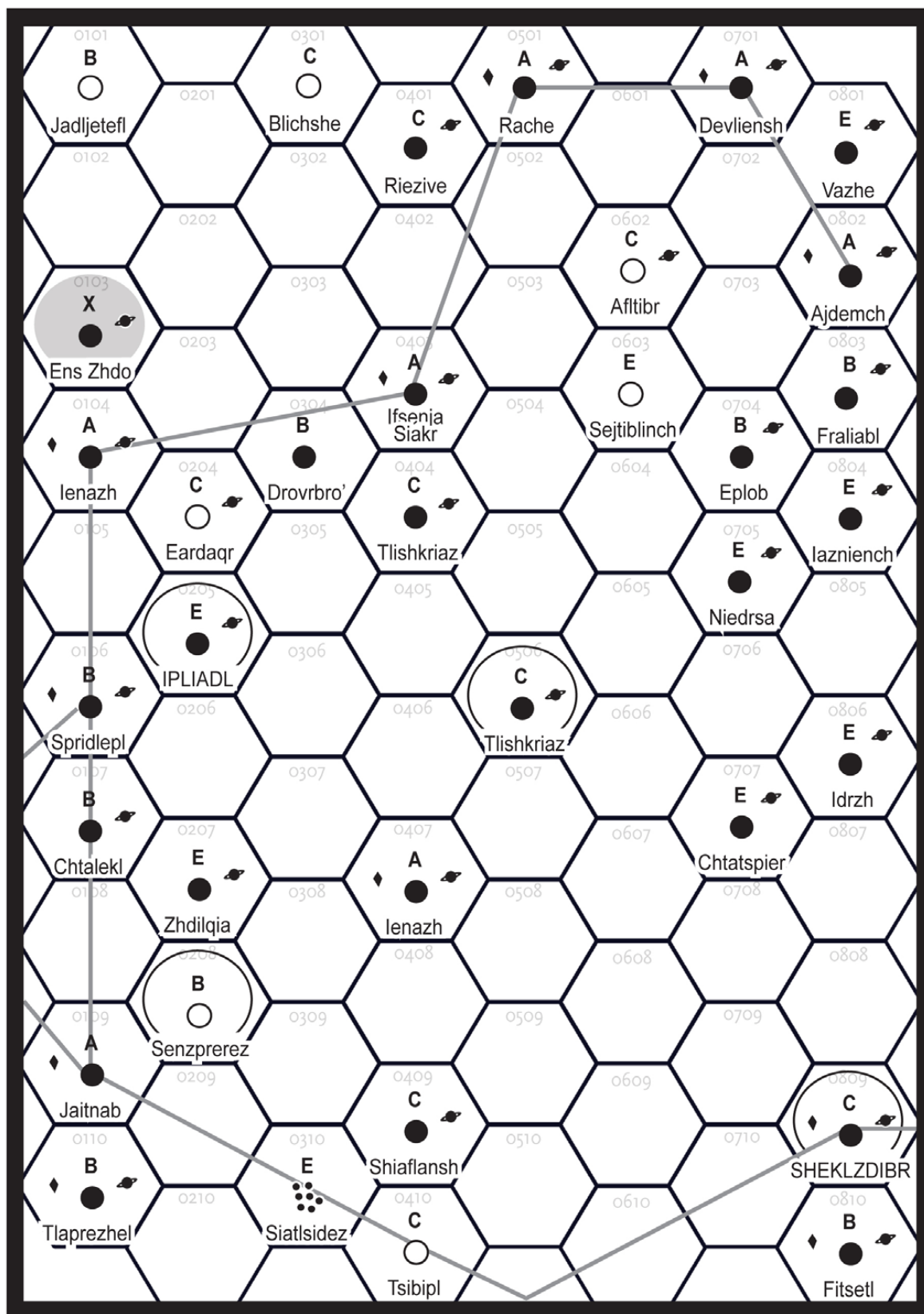
Sheklzdibr is an unusual world in this subsector. It was a small colony largely based on air-conditioned arcologies in the late 700s. During the PsionicSuppressions in the Imperium, the provincial council chose Sheklzdibr for settling refugees arriving from the Imperium, with environmental technology and construction assistance from the Consulate. Unfortunately, on Sheklzdibr the psionic refugees and their families did not easily accept Zhodani customs but spread their unique views across the colony. In 925, the Sheklzdibr world council voted to convert all Proles into Intendants by extending psionic training to all regardless of Social Standing. This forced the Consulate to halt all further environmental technology transfers to the world (and declared it Forbidden for 25 years) but Sheklzdibr has found its own path.

The *Tavrchedl'* still intently monitors the world but the *Qlomdlabr* has permitted the world to continue on its own, even opening it up for trade with the Consulate. Given the nature of what lies ahead for the Consulate, some Consulate leaders see Sheklzdibr's experiment as one possible solution; others decry it as exposing a larger proportion of the population to the danger. Certainly the world's economic power is impressive and some Iadr Nsobl provincial council leaders would like to remove the limitations and incorporate Sheklzdibr fully into the Consulate.

The dense atmosphere and the surface heat have also held Sheklzdibr back but in 1015 they began a project to try to reverse some of the world's greenhouse issues. However, even the most optimistic scientist estimates that they have at least another century of work ahead before changes start showing any potential for success. That could change if the ban on technology transfers were lifted.



Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Jadljetefl	0101	B200425-B		Ni Va		Zh	
Ens Zhdo	0103	X568732-2		Ag Ga Lt Ri	Forbidden	Zh	G
Ienazh	0104	A534743-9	Z			Zh	G
Spridlepl	0106	B535840-9	Z			Zh	G
Chtalekl	0107	B552635-9		Ni Po		Zh	G
Jaitnab	0109	A543475-A	Z	Ni Po		Zh	G
Tlaprezhel	0110	B4377B6-8				Zh	G
Eardaqr	0204	C3106B9-8		Na Ni		Zh	G
IPLIADL	0205	E541ACD-8		Hi In Po	Unabsorbed	Zh	G
Zhdilqia	0207	E656000-0		Ba Ga Lt		Zh	G
Senzprezez	0208	B7A4689-8		Fi Ni	Unabsorbed	Zh	
Blichshe	0301	C201776-8		Ic Na Va		Zh	G
Drovrbro'	0304	B879665-7		Ni		Zh	G
Siatlsidez	0310	E0007AB-8		As Na Va		Zh	G
Riezive	0401	C899514-8		Ni		Zh	G
Ifsenja Siakr	0403	A677532-D	Z	Ag Ga Ht Ni	Capital	Zh	G
Tlishkriaz	0404	C545867-8		Ga		Zh	G
Ababl	0407	D593524-5		Lt Ni		Zh	G
Shiaflansh	0409	C581675-7		Ni Ri		Zh	G
Tsibipl	0410	C9A4720-8		Fi		Zh	
Rache	0501	A551799-9	Z	Po		Zh	G
Iaftrliets	0506	D554447-7		Ga Ni	Unabsorbed	Zh	G
Aftibr	0602	C310645-8		Na Ni		Zh	G
Sejtiblinch	0603	E550000-0		Ba De Lt Po		Zh	
Devliensh	0701	A529754-E	Z	Ht		Zh	G
Vritli	0702	E100000-0		Ba Lt Va		Zh	G
Eplob	0704	B428533-D		Ht Ni		Zh	G
Niedrsa	0705	E542000-0		Ba Lt Po		Zh	G
Chtatspier	0707	E749000-0		Ba Lt		Zh	G
Vazhe	0801	E100000-0		Ba Lt Va		Zh	G
Ajdemch	0802	A574687-C	Z	Ag Ga Ht Ni		Zh	G
Frailabl	0803	B664579-B		Ag Ga Ni		Zh	G
Iazniench	0804	E5868BC-2		Ga Lt Ri		Zh	G
Idrzh	0806	E664664-2		Ag Ga Lt Ni Ri O:0701		Zh	G
SHEKLZDIBR	0809	B585A88-A	Z	Ga Hi	Unabsorbed	Zh	G
Fitsetl	0810	C3008CD-9		Na Va		Zh	G





ABISHIAZ SUBSECTOR

The Abishiaz subsector council meets on Shtia'ial (1504) and has a reputation for leaving things alone. Abishiaz is a backwater subsector and Nobles here would prefer to let things be than develop dramatic plans for improvement.

0909 Vomchiazhetl B535778-8

Vomchiazhetl was a successful colony world but in 648, the Nobility failed to put together a working world council. The existing regional councils were very cooperative but over two olympiads could not get a world council elected. Finally, in 653, the regional councils petitioned the Abishiaz subsector council to allow them to work as is, recognising that until they could elect a world council, they would not be represented at the subsector level. The subsector council agreed, hoping this was a temporary setback, but that arrangement has now been in place for over 450 standard years.

1004 Sobrsiel C547556-6

This mid-tech agricultural world is organised somewhat differently from other worlds. Rather than the world council being elected by members of smaller regional or town councils, the world council members are elected by service councils – the Water Management council, the Seed council, the Transportation council, the Market council and a few others – all of these submit representatives for election to the world council. A complex set of contracts covers how the various service councils interact with the others and Nobles head each organisation. Under all of that, the world's many farms are basically family operations that are interdependent with all of the world's service councils.

1406 Chenchoz C584788-8

Chenchoz is a major supplier of food, wood, paper, rope, rubber, medicines, lubricants and early-tech biofuels for the surrounding subsector and for the Consulate Navy. The seas are small and scattered, so water is plentiful and the climate is mild in most places but there is plenty of land for crops and forests. The world council has strict laws in place to protect its biosphere, as well as carefully planned birth rates, immigration and emigration. The

biggest problem Chenchoz has is the number of young people who feel it is constricted and boring, so there is a steady flow off-world, especially to the Consulate Navy. This is balanced by older folk, both born here and from other worlds, coming to settle down to a more peaceful and leisurely life in middle age. There is also a roaring tourist trade, mostly families and older people, although some big game fishing and mountaineering 'adventure tourism' options are popular with thrill seekers.

1504 Shtia'ial A783988-D

In addition to being the seat for the Abishiaz subsector council, Shtia'ial is also the homeport for Vestabl-Makarin and the original homeport for the old Makarin combine. Shtia'ial economically dominates the subsector as well as the whole Shtia'ial Main, which also extends across the central part of Atla subsector. Despite the financial and merchant activity, Shtia'ial's Nobility has a reputation for being very conservative.

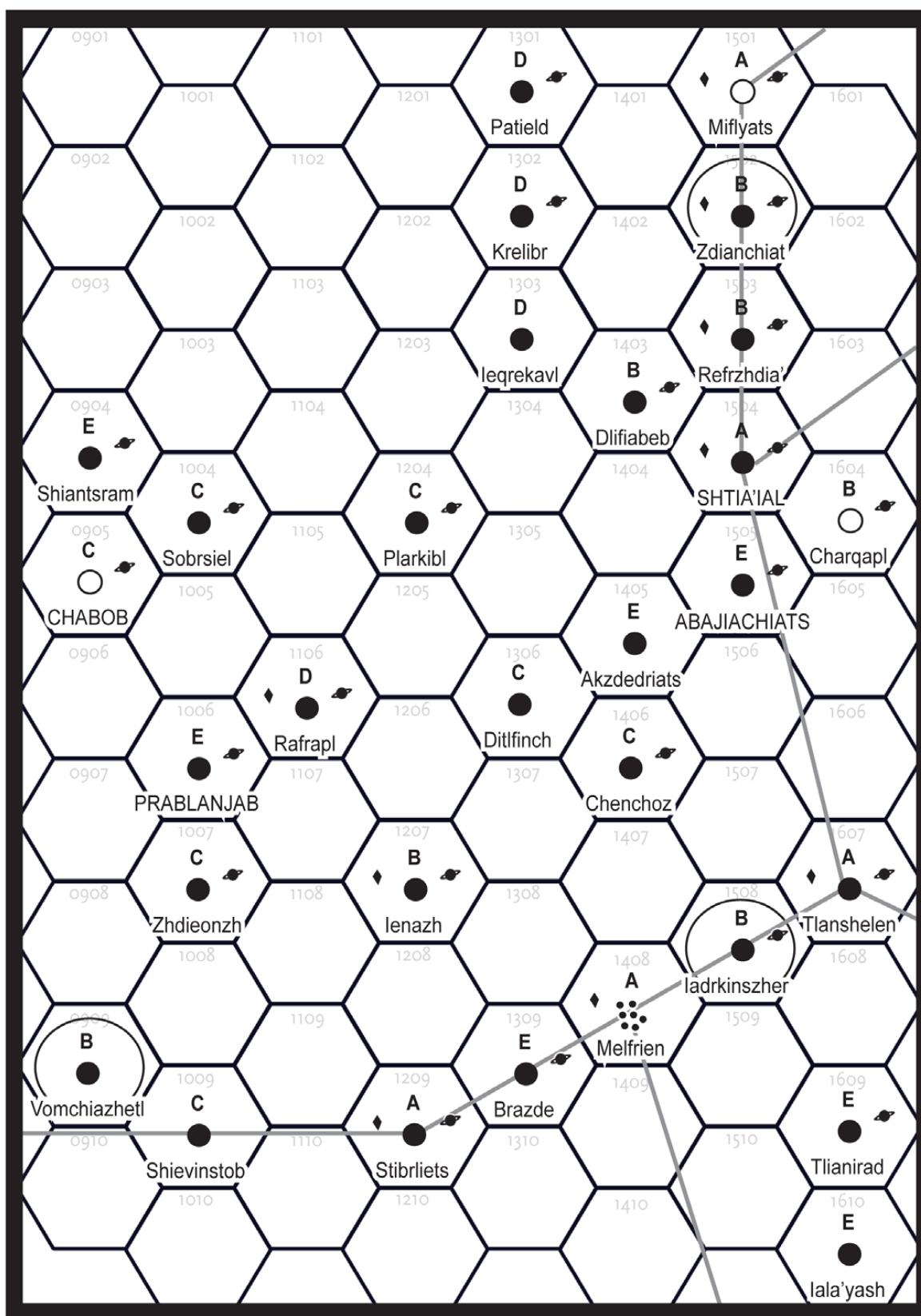
1607 Tlanshelen A64A500-C

Tlanshelen is a water world with settlements scattered across the world's many atolls, originally founded by a group of Intendants in the 730s who wanted to drop out of the stress of life on Shtia'ial (1504), the subsector capital. The one rule they agreed to at the time was that all colonists must come strictly from the Intendant class. There are no Prole families on Tlanshelen and those Intendants who have become Nobles respectfully do not exercise their status while on world. There has been a push in the last 20 years to form a world government – the most popular proposal is a participating democracy – but that represents the very thing the founders wanted to leave behind.

A *Tavrchedl'* investigation of Tlanshelen in 755 resulted in three retired Intendants from the *Tavrchedl'* moving their families here and their descendants informally serve in that role on Tlanshelen today. In the last hundred years several families have turned their atolls into resorts for offworlders and that has resulted in a major increase in visitors, including occasional members of the subsector council. Residents and visitors all agree that there is no reason to change anything on Tlanshelen.



Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Shiantsram	0904	E764676-6		Ag Ga Ni Ri		Zh	G
CHABOB	0905	CAC6AA8-B		Fi Hi		Zh	G
Vomchiazhetl	0909	B535778-8			Unabsorbed	Zh	G
Sobrsiel	1004	C547556-6		Ag Ga Ni		Zh	G
PRABLANJAB	1006	E552985-6		Hi Po		Zh	G
Zhdieonzh	1007	C967477-6		Ga Ni		Zh	G
Shievinstob	1009	C879400-8		Ni		Zh	G
Rafrapl	1106	D8547A7-5		Ag Ga Lt		Zh	G
Plarkibl	1204	C434588-B		Ni		Zh	G
Sienjenz	1207	B570430-A		De Ni		Zh	G
Stibriets	1209	AA7A535-B	Z	Ni Wa		Zh	G
Patield	1301	D646647-5		Ag Ga Lt Ni		Zh	G
Krelibr	1302	D597643-6		Ag Ga Ni		Zh	G
Ieqrekavl	1303	D694783-5		Ag Ga Lt		Zh	
Ditlfinch	1306	C571464-9		Ni O:1504		Zh	G
Brazde	1309	E200000-0		Ba Lt Va		Zh	G
Dlifiabeb	1403	B54248B-A		Ni Po		Zh	G
Akzdedriats	1405	E89A533-5		Lt Ni Wa		Zh	G
Chenchoz	1406	C584788-8		Ag Ga Ri		Zh	G
Melfrien	1408	A000843-B	Z	As Na Va		Zh	G
Miflyats	1501	A540627-D	Z	De Ht Ni Po		Zh	G
Zdianchiat	1502	B100643-C	Z	Ht Na Ni Va	Unabsorbed	Zh	G
Refrzhdia'	1503	B5427A8-A	Z	Po		Zh	G
SHTIA'IAL	1504	A783988-D	Z	Hi Ht X2	Capital	Zh	G
ABAJIACHIATS	1505	E739AA8-A		Hi		Zh	G
Iadrkinszher	1508	B6A5566-9		Fi Ni O:1408		Zh	G
Charqapl	1604	B200553-A		Ni Va		Zh	G
Tianshelen	1607	A64A500-C	Z	Ht Ni Wa	Unabsorbed	Zh	G
Tlianirad	1609	EAAA000-0		Ba Fi Lt Wa		Zh	G
Iala'yash	1610	E9A4000-0		Ba Fi Lt		Zh	





ATLA SUBSECTOR

Atla subsector would be another backwater but the presence of the Chirper world Evaduts Brem (1909) means that there is a permanent *Qlomdlabr* presence in this subsector.

1703 Plenchzdiepr A65A779-C

In addition to being the seat of the Atla subsector council, Plenchzdiepr is balkanised, a rarity for a Consulate world. Plenchzdiepr has three effective regional governments and rather than forming a world council over them, they agreed in 379 that each government would hold the representation in the subsector council for an olympiad, after which it would pass to one of the other governments. This system has held up remarkably well over the centuries.

1909 Evaduts Brem C65756B-5

Evaduts Brem would have been just another low tech, low population colony world of the Zhodani, if it were not for the Chirper colony discovered here in -1347. Since that discovery, all human settlements on the continent inhabited by the Chirpers have been removed and Consulate scientists have come here to visit the 'Evadutrats'. While there is nothing unusual about the Chirpers of Evaduts Brem, they still stir quite an interest from the Zhodani. No ancient site has ever been discovered on the world, so the question of how they arrived on Evaduts Brem has not been answered.

2102 Mipsakint C1009CB-D

Mipsakint was an early colony in this subsector and its survival and success are largely due to the efforts of its ruling family, who have come to view the world as a fief. Thanks to their successes, they have not been challenged in over 700 years but because they refuse to allow the election of a world council to govern, instead installing a family member as *Qlomdriant* (translated as 'High Councillor'). Because of their popularity as rulers, this world has remained Unabsorbed. In the early 400s, Mipsakint began sending advisors to the lower tech worlds around it, ostensibly to assist them in technology development but in reality turning them into fiefs of

Mipsakint. The sector council ended that arrangement and the Consulate Navy established a base in the Mipsakint system to keep an eye on events.

2210 Ninuz B64A310-C

Ninuz was, until 1080, a low population corsair base whose pack was in over its head. In that year the Consulate and the Thirz decided to remind corsairs what happens to such groups that run afoul of both the Zhodani and the Empire, and eliminated the base, leaving the world abandoned.

In 1085, an Irilueznalo survey team identified some interesting finds; this led to the corporation making agreements with both the Thirz Empire and the Zhodani Consulate for its purchase. No one outside Irilueznalo knows what those finds were but several groups have made serious attempts to find out. These attempts continue to interfere with Irilueznalo's work on the world, which has been directed, so far, at construction for a full corporate colony. In 1103, a significant portion of the water port facility was destroyed in an explosion that Irilueznalo claimed was sabotage. It is expected that Irilueznalo will complete its first stage of construction by 1108 and at that point will likely triple the world's current population. Irilueznalo is recruiting both Vargr and Zhodani technical and security personnel for the work on high-tech worlds throughout the sector.

2305 Plaplyensh C873535-7

Plaplyensh is a complicated world with an equally complicated ecosystem. Plaplyensh itself orbits an M2V star, which has an M7V companion, all of which lie in the far orbit of an F2V star. On top of that, the tides and temperature ranges on Plaplyensh are affected by the proximity of the M7V companion star. While there are no large plants or animals, the plants and animals that have evolved on Plaplyensh represent the same complications – many complex venoms and anti-venoms between species, protective armour plates on both plants and animals, which incorporate toxic pollutants from the environment, and numerous symbiotic relationships across the gamut of species.



Name	Location	Statistics	Base	Trade Codes	Zone	Polity	Gas Giants
Plenchzdiepr	1703	A65A779-C	Z	Ht Wa	Capital	Zh	G
Ezdo	1704	B542742-7		Po		Zh	G
Zdenzchach	1705	B529830-8				Zh	G
Brezh	1706	C64A766-7		Wa O:1604		Zh	G
Drietlqliata	1803	A7B6676-A		Fi Ni		Zh	G
Tletl Niabl	1804	C7B2436-9		Fi Ni		Zh	
Qlierqliejez	1904	E550000-0		Ba De Lt Po		Zh	G
Praqia	1905	X7476A9-3		Ag Ga Lt Ni	Forbidden	Zh	
Niedrsedl	1908	B565424-A	Z	Ga Ni		Zh	G
Evaduts Brem	1909	C65756B-5		Ag Ga Lt Ni Cw Z2 O:Zh	Reservation	Zh	G
Piablzda	2002	E76769A-6		Ag Ga Ni Ri		Zh	G
Aviadrpi	2004	D999455-9		Ni		Zh	G
Brkralifl	2005	C758694-7		Ag Ga Ni		Zh	G
Jifreste	2009	B687534-B		Ag Ga Ni		Zh	G
Bezdeplie	2101	C649896-9				Zh	G
MIPRSAKINT	2102	C1009CB-D	Z	Hi Ht In Na Va	Unabsorbed	Zh	G
Qrins	2103	E655437-5		Ga Lt Ni		Zh	G
Prevzdi	2106	C522665-7		Na Ni Po O:2102		Zh	G
Zhdieprivl	2107	E7A3000-0		Ba Fi Lt		Zh	G
Fliaqzdaint	2205	C551775-5		Lt Po		Zh	G
Gvoutsaedhgaz	2209	B753555-8	C	Ni Po		Va	G
Ninuz	2210	B64A310-C		Ht Lo Wa		Va	G
Plaplyensh	2305	C873535-7		Ni	Unabsorbed	Zh	G
Palavl	2306	E564422-7		Ga Ni		Zh	G
Pleteplish	2401	C669694-5		Lt Ni Ri		Zh	G
Nizhvrebnov	2404	B754720-8	Z	Ag Ga An		Zh	G
Dlatsviel	2405	C510446-8		Ni		Zh	



ASEPVEDL SUBSECTOR

The Zhodani do not have a capital in this subsector. The Nobles here send their representatives to councils on Plenchzdiepr (1703) and are unhappy about it. They appealed in 1021 to be attached to the Shtochiadr provincial council but the *Qlomdlabr* ultimately rejected this request. However, the 1101 actions against Vargr corsairs on Thuengaela (2705) were strongly supported by the Iadr Nsobl provincial council, so for now the Nobles are quiet.

2705 Thuengaela B000265-A

This Vargr dominated system was home to a substantial Corsair base until 1101, when a joint operation between the Thirz and the Zhodani destroyed it and occupied the asteroid belt. Zhodani forces left shortly thereafter but the Thirz Empire has kept occupying forces and patrols in the system.

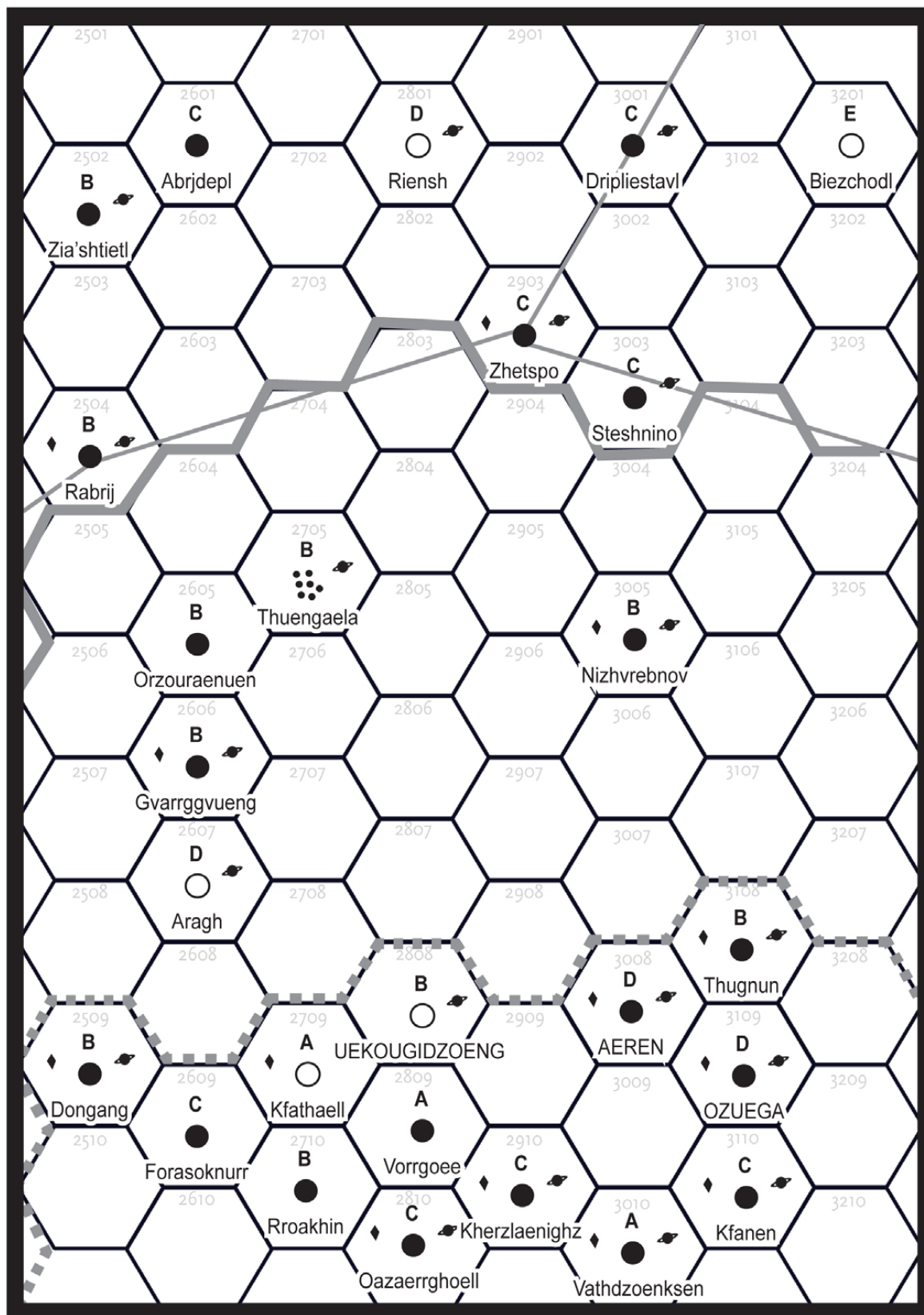
2709 Kfathaell A100778-D

The Vargr on this world have a most unusual arrangement. The arcologies and underground habitats are all independent and the subsector capital has its own habitat independent from the others that it administers, and it also administers the transportation and information networks between the various habitats.

2801 Riensh D420451-7

At its height in the 600s, Riensh had a class B starport and the mineral wealth pouring out of the world was tracked by the Ziafrplians sector council. But by the late 700s the mineral wealth was gone, much of the population as well and the sector council long forgotten. Today what families remain often live in the shell of former boom towns, working for governmental structures better suited to the world as it was 400 years ago.

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Zia'shtietl	2502	B435875-A				Zh	G
Rabrij	2504	B4316A5-B	Z	Na Ni Po		Zh	G
Dongang	2509	B729557-D	H	Ht Ni		Vp	G
Abrijdepl	2601	C884475-6		Ga Ni		Zh	
Orzouraenuen	2605	B87778A-6		Ag Ga		Va	G
Gvarrgvueng	2606	B7926BA-7	C	Ni		Va	G
Aragh	2607	D43087A-6		De Na Po		Va	G
Forasoknurr	2609	C543554-7		Ni Po		Vp	
Thuengaela	2705	B000265-A		As Lo Va O:Vp		Va	G
Kfathaell	2709	A100778-D	H	Ht Va	Capital	Vp	G
Rroakhin	2710	B547577-8	G	Ag Ga Ni		Vp	G
Riensh	2801	D420451-7		De Ni Po		Zh	G
UEKOUgidzoeng	2808	B5409DE-9		De Hi In Po		Vp	G
Vorrgoe	2809	A647553-A	G	Ag Ga Ni		Vp	
Oazaerrghoell	2810	C546888-5		Ga Lt		Vp	
Zhetspo	2903	C622879-8	Z	Na Po		Zh	G
Kherzlaenighz	2910	C868756-5		Ag Ga Lt Ri		Vp	G
Dripliestavl	3001	C437554-A		Ni		Zh	G
Steshnino	3003	C5498CB-8				Zh	G
Ksokhuen	3005	B665100-8	C	Ga Lo		Va	G
AEREN	3008	D6569BC-4		Ga Hi Lt		Vp	G
Vathdzoenksen	3010	A764200-B	G	Ga Lo		Vp	G
Thugnun	3108	B539311-9		Lo		Vp	G
OZUEGA	3109	D97AABB-A		Hi In Wa		Vp	
Kfanen	3110	C593531-5		Lt Ni		Vp	G
Biezchodl	3201	E6A3000-0		Ba Fl Lt		Zh	





ZHDENSH SUBSECTOR

The Zhdensh subsector council is currently dealing with world government issues. Both Tladqle (0414) and Kazhdet (0520) have no effective world government and Frezhietzed (0114) is transitioning from being Unabsorbed to joining the Consulate, so that world is temporarily being governed by the subsector council.

0312 Yedrvrakl E310788-8

This barren, rocky gas giant moon was the site of a horrific disaster in 678, when the massive starliner *Tsalish* lost its manoeuvre drive during refuelling, possibly due to sabotage, and crashed into the moon (rather than fall into the gas giant), killing thousands instantly. The survivors, among which were a significant number of *Tsalish*'s engineering crew, worked to scavenge enough tools, bits of material and, most importantly, energy sources to scratch together a sealable habitat in the soft regolith before their air supplies expired. They also managed to keep the surviving low berths running.

By 778, a century after *Draits* (literally, 'the Landing'), an expanding colony of rugged survivors occupied the moon, especially the area around a large ice-cap at the southern pole, which was the main source of water. The rest of the Consulate was unaware of the settlement, which proved disastrous in 802 when a small comet, which could have been detected by a higher tech facility or shipping traffic, clipped the southern pole while falling into the gravity well of the gas giant. The colony's major water supply and its central settlement were vaporised. The survivors once again picked up the pieces, prospected for what water

they could find and eventually managed to build robot space probes to collect water from the gas giant's rings. In 997, while on exercises in the system, the Zhodani Navy was startled when hailed on the Consulate emergency channel in very clear Zdetl.

Yedrvrakl now welcomes travellers with open arms, although pilots should expect a lot of good-natured teasing, particularly about their landing skills. The world is a source of minerals, ruggedly reliable mid-tech survival gear and equally rugged and reliable technicians, engineers and adventurers. As part of a boosting project, work has begun on a new starport and the sector council is embarking on serious discussions about constructing a relay station on Yedrvrakl.

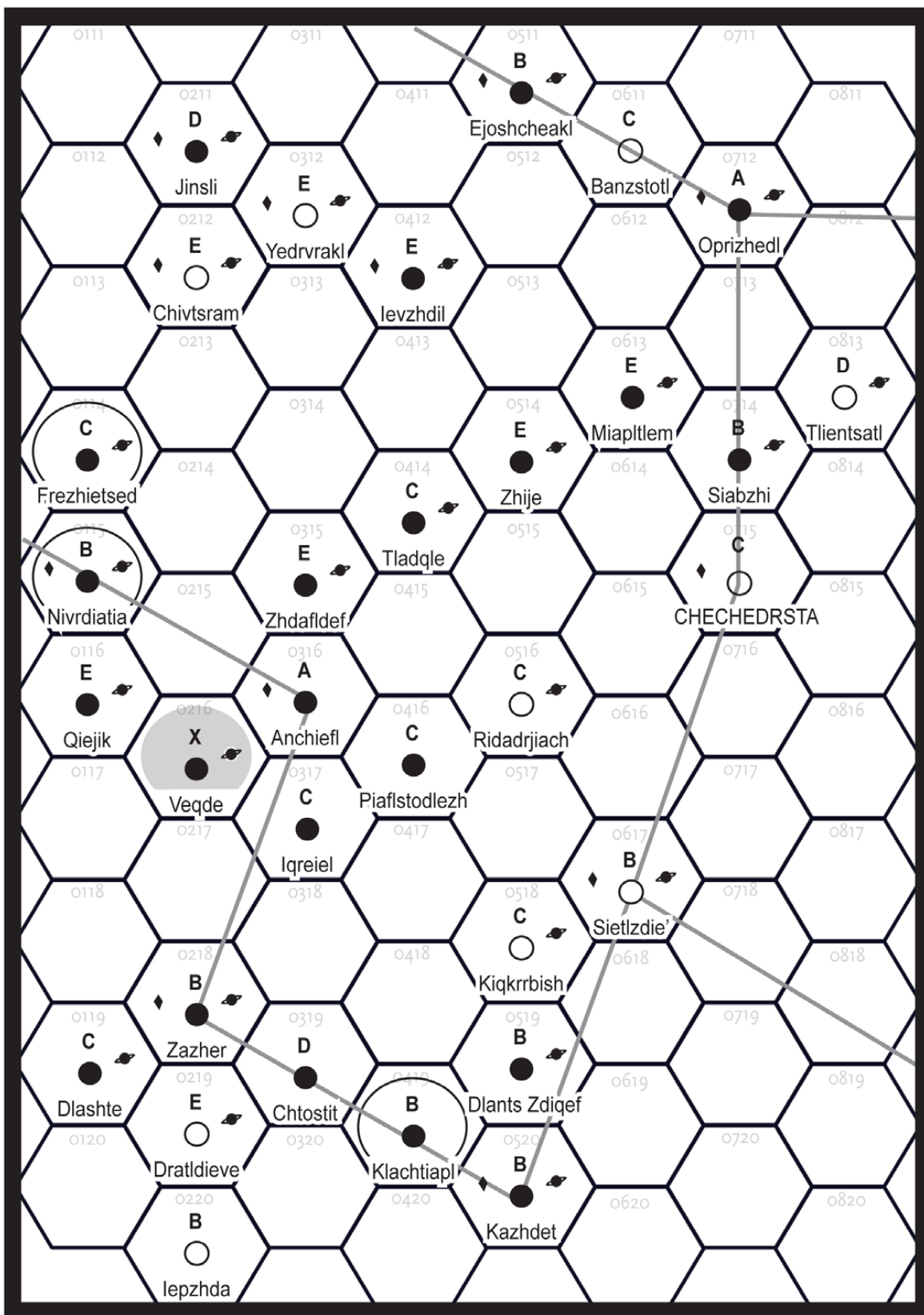
0715 Chechedrsta C501AB6-B

Chechedrsta started as a naval base watching the Vargr almost 1,500 years ago. Then in 482 the locals made the first of a series of discoveries locked away in the ice of their world – a decent enough amount of minerals but a wealth of organics. Between researchers, explorers and wealth seekers, the drive was on to unlock Chechedrsta's frozen secrets.

Scientific opinion on Chechedrsta's past – did it have an atmosphere and more water – remains divided but Chechedrsta is on its way to developing into an industrial powerhouse. The sector council has already approved plans for building a new starport and while that might be 20 years in the future, new discoveries are rumoured to have found more wealth even deeper inside Chechedrsta's icebox.



Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Frezhietsed	0114	C783663-5		Lt Ni Ri O:0316	Unabsorbed	Zh	G
Nivrdiatia	0115	B789410-8	X	Ni	Unabsorbed	Zh	G
Qiejik	0116	E774427-5		Ga Lt Ni		Zh	G
Dlashte	0119	C543510-8		Ni Po		Zh	G
Jinsli	0211	D556541-7		Ag Ga Ni		Zh	G
Chivtsram	0212	E201000-0		Ba Ic Lt Va		Zh	
Veqde	0216	X577855-3		Ga Lt	Forbidden	Zh	G
Zazher	0218	B886452-A	Z	Ga Ni		Zh	G
Dratldieve	0219	E100000-0		Ba Lt Va		Zh	G
Iepzhda	0220	B51089A-8		Na		Zh	
Yedrvrakl	0312	E310788-8		Na		Zh	G
Zhdafldef	0315	E573744-5		Lt		Zh	G
Anchiefl	0316	A776445-C	Z	Ga Ht Ni	Capital	Zh	
Igreiel	0317	C581542-7		Ni		Zh	G
Chtostit	0319	D565433-7		Ga Ni		Zh	
Ievzhdil	0412	E436000-0		Ba Lt		Zh	
Tladqle	0414	C67A500-C		Ht Ni Wa		Zh	G
Piaflstodlezh	0416	C572425-9		Ni		Zh	
Klachtiafl	0419	B435588-9		Ni	Unabsorbed	Zh	G
Ejoshcheakl	0511	B434424-B	Z	Ni		Zh	G
Zhije	0514	E435000-0		Ba Lt		Zh	G
Ridadrjiach	0516	C560635-5		De Lt Ni Ri		Zh	G
Kiqkrbish	0518	C560777-9		De Ri		Zh	G
Dlants Zdiqef	0519	B573444-A		Ni		Zh	G
Kazhdet	0520	B737500-A	Z	Ni		Zh	G
Banzstotl	0611	C7A7663-8		Fl Ni		Zh	
Miapltlem	0613	E543000-0		Ba Lt Po		Zh	G
Sietlzdie'	0617	B300442-C	Z	Ht Ni Va		Zh	G
Oprizhedl	0712	A6455A9-9	Z	Ag Ga Ni		Zh	G
Siabzhi	0714	B565869-9		Ga Ri		Zh	G
CHECHEDRSTA	0715	C501AB6-B	Z	Hi Ic In Na Va		Zh	
Tlientsatl	0813	D540538-7		De Ni Po		Zh	G





KEDITLYE SUBSECTOR

Keditlye subsector is somewhat isolated from the main trade routes of the sector, geographically, so many of its worlds remain underdeveloped. In the middle of this backwater is the Consulate Naval Depot at Zhidnianj (0918). The disparity is not lost on the Nobles of the Keditlye subsector council but sector and provincial resources are needed elsewhere.

0918 Zhidnianj A553669-E

Zhidnianj's entire system is controlled by the Consulate Navy and the population represents the families of all the personnel dedicated to making that Depot work. Trade is encouraged but, due to the distance from established routes, remains low and local starport activity is dwarfed by the naval activities in the system.

1020 Fiachi'chr B666697-8

Fiachi'chr is a pastoral paradise, carefully maintained with strict population and environmental controls. The world government has evolved from a more centralised oligarchy of land-holding Nobility as the population and Tech Level rose. The Nobles needed increasing assistance to help manage the various tasks of administration, until they evolved into hereditary Ministers of Departments, figureheads with no real power in the government. Their Intendant underlings, the Executives,

and the most successful Proles at the First Secretary level, wield the real power on Fiachi'chr today. Their representatives to the subsector council are well coached and very comfortable with the advice given to them by their always present Intendants.

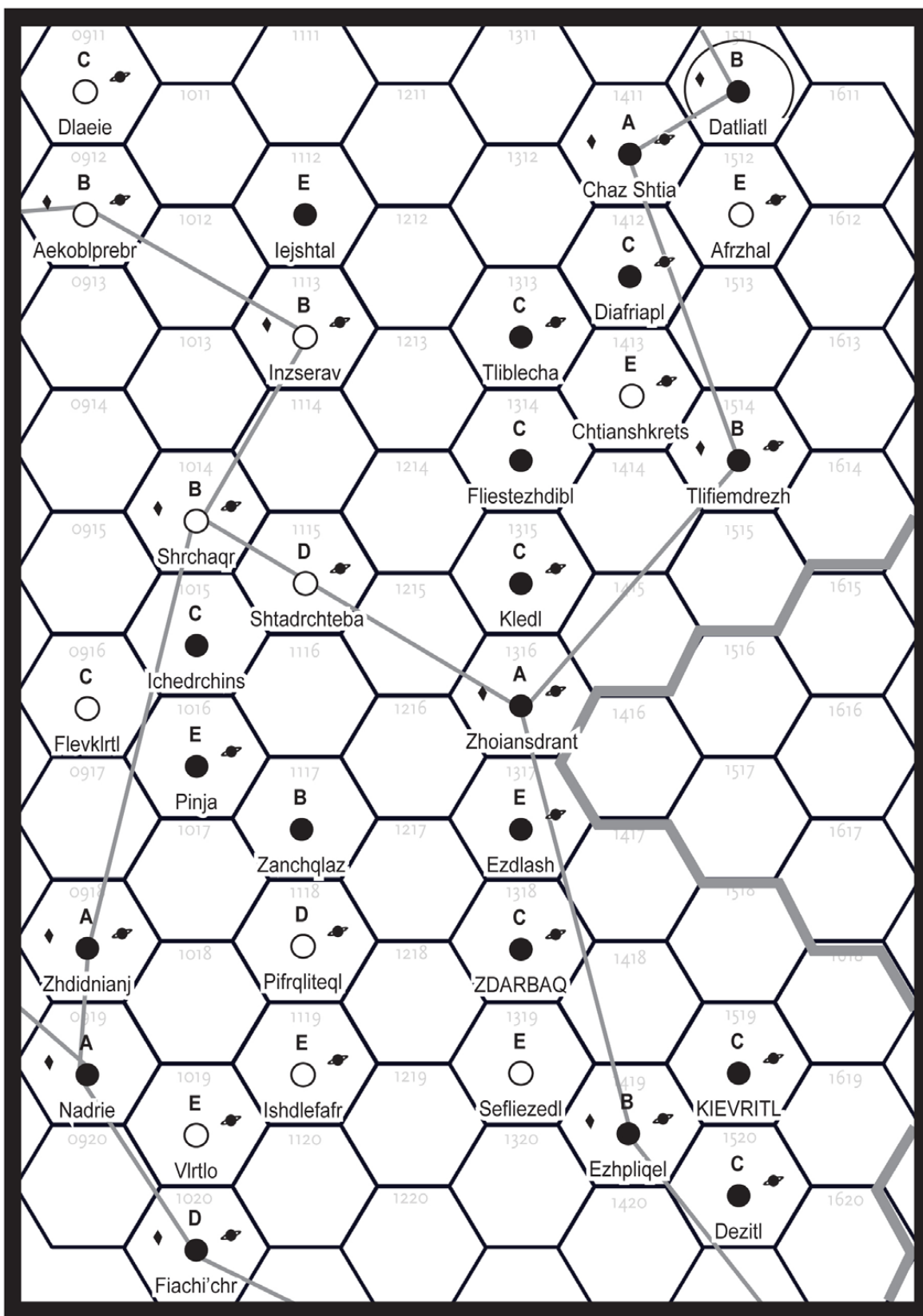
1112 Iejsthal E778400-6

When this colony was established in 611, its Nobles made the deliberate choice to eschew technology. The *Tavrchedl'* insisted that Iejsthal remain open to visitors and verifications, and allow those who would be healthier elsewhere to freely emigrate. The result is a world 400 years later, which has very little population growth and most of the technology is located around the starport, and mainly aimed at providing adequate medical and mental health facilities.

1519 Kievritl C6329CB-7

Kievritl is a rough, harsh world populated by rough, harsh Proles. Three times in the last 50 years the Proles have turned to violence – not against their Nobles but against each other. While most Proles are peaceful, the mining, transportation and naval base workers find themselves in violent opposition to each other and street gangs allied with those factions cause constant turmoil. The answer the *Tavrchedl'* and Nobility have come up with is strict, oppressive laws to keep everyone in line and busy. All of which makes Kievritl very explosive.

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Dlaeie	0911	C6A17BA-8		FI		Zh	G
Aekoblprebr	0912	B8B5555-9	Z	FI Ni		Zh	G
Flevklrtl	0916	C9B488A-9		FI		Zh	G
Zhidnianj	0918	A553669-E	Y	Ht Ni Po O:Zh	Naval Depot	Zh	G
Nadrie	0919	A543631-B	Z	Ni Po		Zh	
Shrchaqr	1014	B560530-C	Z	De Ht Ni		Zh	G
Ichedrchins	1015	C759441-9		Ni		Zh	G
Pinja	1016	E663424-7		Ni		Zh	G
Virtlo	1019	E540563-5		De Lt Ni Po		Zh	G
Fiachi'chr	1020	B666697-8	Z	Ag Ga Ni Ri		Zh	G
Iejsthal	1112	E778400-6		Ga Ni		Zh	
Inzserav	1113	B310686-8	Z	Na Ni		Zh	G
Shtadrchteba	1115	D430545-6		De Ni Po		Zh	G
Zanchqlaz	1117	B66647A-8		Ga Ni		Zh	
Pifrgliteql	1118	D311764-8		Ic Na		Zh	G
Ishdlefafr	1119	E410000-0		Ba Lt		Zh	G
Tliblecha	1313	C436465-7		Ni		Zh	G
Fliestezhdibl	1314	C553695-6		Ni Po		Zh	G
Kledl	1315	C542578-9		Ni Po An		Zh	G
Zhoiansdrant	1316	AA76766-C	Z	Ag Ga Ht	Capital	Zh	G
Ezdlash	1317	E665432-6		Ga Ni		Zh	G
ZDARBAQ	1318	C658987-7		Ga Hi		Zh	G
Sefliezedl	1319	E310000-0		Ba Lt		Zh	
Chaz Shtia	1411	A686554-C	Z	Ag Ga Ht Ni		Zh	G
Diafriapl	1412	C435524-7		Ni		Zh	G
Chtianshkrets	1413	E7A3000-0		Ba FI Lt		Zh	G
Ezhpliqel	1419	B662414-7	Z	Ni		Zh	G
Datliatl	1511	B686350-8	Z	Ga Lo	Unabsorbed	Zh	
Afrzhal	1512	E580000-0		Ba De Lt		Zh	G
Tlifiemdrezh	1514	B543656-7	Z	Ni Po		Zh	G
KIEVRITL	1519	C6329CB-7		Hi Na Po		Zh	G
Dezitl	1520	C575756-9		Ag Ga		Zh	





ETSZDILI SUBSECTOR

The sparse Khoullghukh Void makes travel and trade between the Vargr worlds to trailing and the Zhodani worlds to spinward difficult. Despite the isolated nature of astrography in this subsector, the Thirz Empire maintains significant military resources in the area, to support the two humanitarian occupations, Eiao (1920) and Ighksigoug (2011). The Zhodani and the Thirz hope to see the situation on Eiao stabilise, as it would allow full development of the Jump-3 route across the Void from Fevlpian (1621) to Vouthourroel (2014).

1711 Dovre' EAB7575-9

Dovre' is a miserable world with a fascinating natural cave system, large enough to hold small cities, and some rare but very useful medicinal organics, which grow in those caves. As Dovre' was settled, the cave cities were designed with life support and population sizes that would maintain self-sufficiency. In fact, many cave cities have evolved to provide specific services or industries, providing true self-sufficiency to Dovre' as a whole.

The Nobles of Dovre' found sports competitions to be a welcome respite for the Proles and when the original colony council collapsed in 897, they somewhat jokingly declared that the new world council would be decided by a multi-sports tournament during the next olympiad. That arrangement, with some refinement, remains in place – the winning cave city during each olympiad elects the world's representatives to the Keditlye subsector council for the following olympiad. While the Proles may sometimes claim they elect the world's representatives (because of their sports victories), the Nobles have decided that anything that keeps order on a hellworld like Dovre' does not need to be fixed.

1920 Eiao A300563-B

Eiao was occupied by the Thirz Empire in 1040, after fighting between two different packs caused the collapse of some of the environment domes. The occupation force left in 1055 and the new world government was successful in keeping order for over 40 years. Unfortunately, in 1099, a series of attacks devastated Eiao's power generation systems, which brought back the Thirz Empire, via a humanitarian rescue mission.

2011 Ighksigoug E8B596A-9

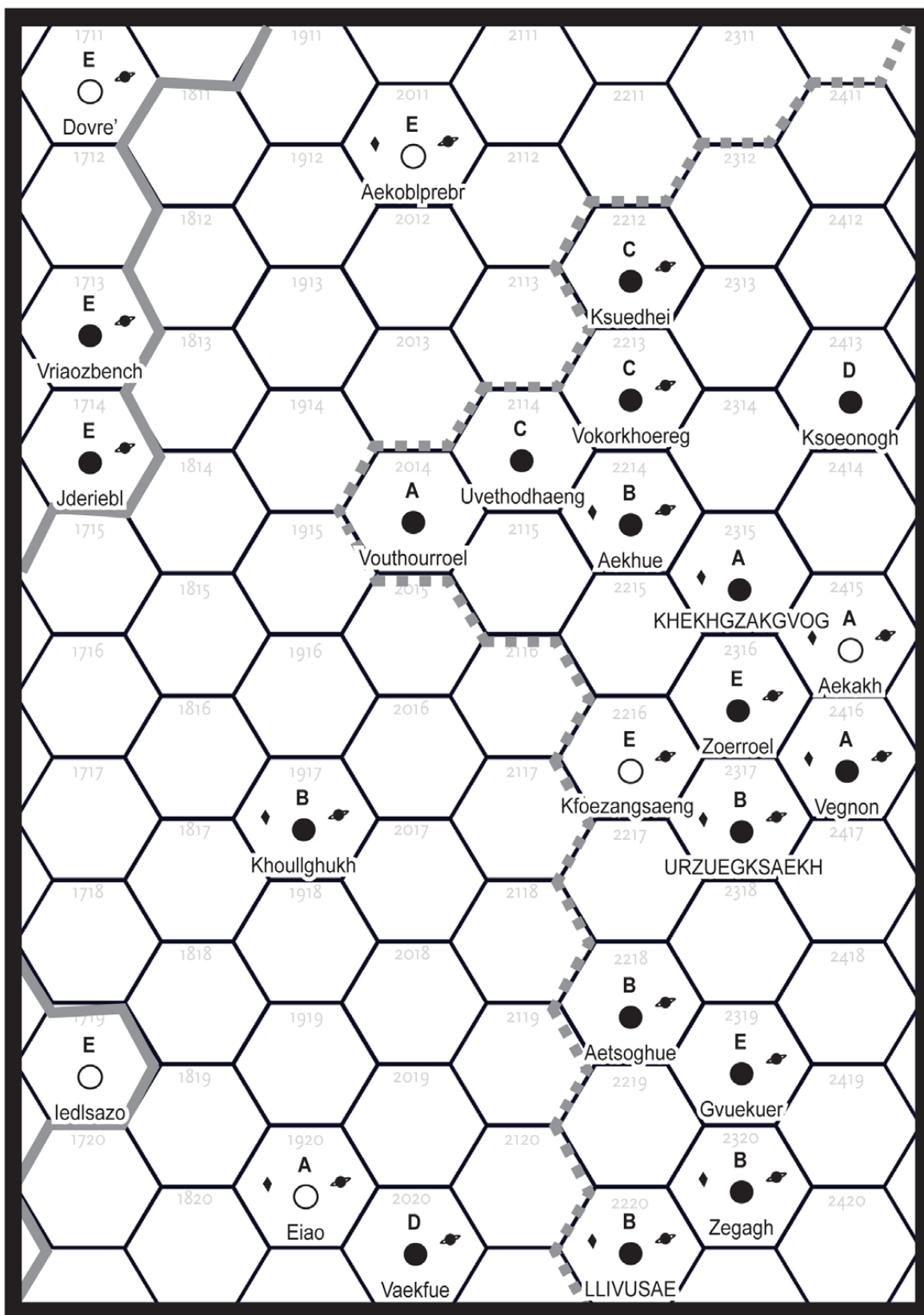
The hostile environment of this high population world requires that most habitations are underground and well protected. Because of life support problems in the past, multiple redundant facilities are scattered throughout the various complexes, to insure that no complex has a single point of failure for its life support systems. The pro-psionic government on Ighksigoug appealed to the Thirz Empire 40 years ago for assistance and advisors were sent to support the government. When the government collapsed during riots in the 1070s, the Thirz advisors were charismatic enough to enjoy some support and they brought in soldiers to assist in securing the life support facilities and restoring order. A new local government was installed in 1098 and, by treaty, the last Thirz Empire advisors and soldiers should leave in 1108.

2216 Kfoezangsaeng EAD5546-5

The Vargr settlements on this world are in the highlands on the main continent, where the pressure is bearable. The natives claim to have come here in the 800s, after being on the losing side of a violent upheaval on Llivusae (2220). However, the government on Llivusae has no recollection of such an event.



Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Dovre'	1711	EAB7575-9		FI Ni		Zh	G
Vriaozbench	1713	E423000-0		Ba Lt Po		Zh	G
Jderiebl	1714	E77A000-0		Ba Lt Wa		Zh	G
Iedlsazo	1719	E310000-0		Ba Lt		Zh	
Khoulghukh	1917	B539547-B	G	Ni		Va	G
Eiao	1920	A300563-B	G	Ni Va O:Vp		Va	G
IGHKSIGOUG	2011	E8B596A-9	C	FI Hi O:Vp		Va	G
Vouthouroel	2014	A765650-9		Ag Ga Ni Ri		Vp	G
Vaekfue	2020	D567688-3		Ag Ga Lt Ni Ri		Va	G
Uvethodhaeng	2114	C561496-9	C	Ni		Vp	
Ksuedhei	2212	C687576-9		Ag Ga Ni		Vp	G
Vokorkhoereg	2213	C87A7CC-6		Wa		Vp	G
Aekhue	2214	B78A579-A	G	Ni Wa		Vp	G
Kfoezangsaeng	2216	EAD5546-5		FI Ni		Vp	G
Aetsoghue	2218	B557320-A		Ga Lo		Vp	G
LLIVUSAE	2220	B5679AA-8		Ga Hi		Vp	G
KHEKHGZAKGVOG	2315	A526A76-D	H	Hi Ht In	Capital	Vp	
Zoerroeel	2316	E533448-6		Ni Po		Vp	G
URZUEGKSAEKH	2317	B96AA75-D	G	Hi Ht Wa		Vp	G
Gvuekuer	2319	E889546-6		Ni		Vp	G
Zegagh	2320	B436779-C	C	Ht		Vp	G
Ksoeonogh	2413	D4317AC-6		Na Po		Vp	
Aekakh	2415	A512300-D	G	Ht lc Lo		Vp	G
Vegnon	2416	A436664-D	H	Ht Ni		Vp	G





TEKLI SUBSECTOR

Tekli subsector is the backbone of Thirz loyalty in Ziafrplians sector and the worlds of Gaeksakhugh (2816), Koghagtog (2818) and Ksoenokhlun (2916) are the heart of that support.

2816 Gaeksakhugh B858776-A

Gaeksakhugh is one of the breadbasket worlds of the Thirz Empire and has been well-rewarded for its loyalty to the ruling family. It is expected that the starport will be expanded sometime in the next decade.

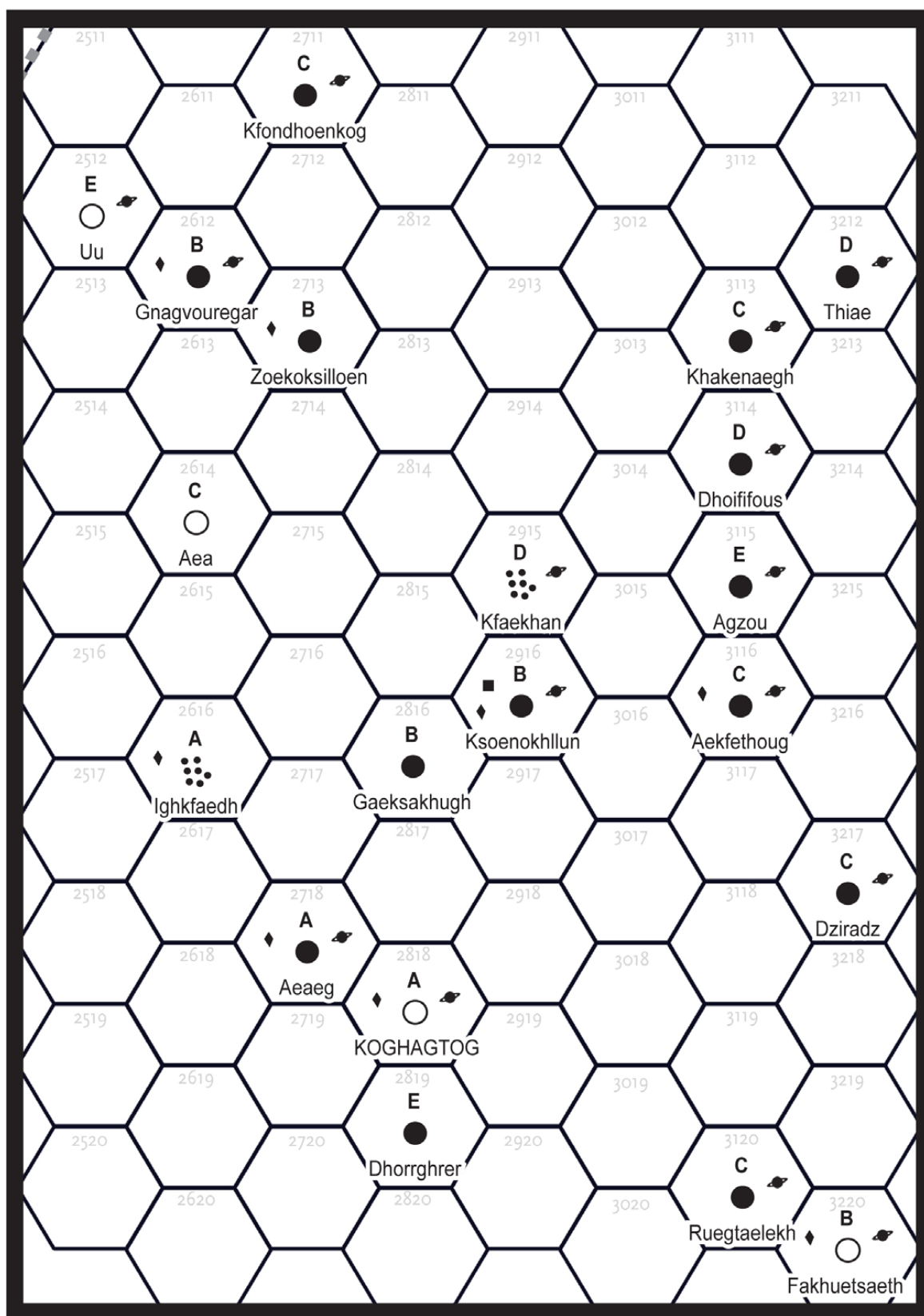
3217 Dziradz C54456B-6

Dziradz is recovering from a 10 year civil war between factions of farmers and city dwellers, and is currently

under occupation by Thirz Empire forces working to stabilise the world situation as well as insure that food and medicine shortages are resolved. Until that happens, government forces are working to disarm both sides and ensure that food and medicine arrive at their intended destinations.

Unfortunately, the farmers continue to be resentful of the cities and unwilling to send food to them; the cities are not happy having to distribute the imported food and medicine to the countryside. Most observers agree that Dziradz is likely to be under occupation for a long time and any governor sent by the Emperor is not likely to enjoy their appointment.

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Uu	2512	E310000-0		Ba Lt		Vp	G
Gnagvouregar	2612	B575647-9	G	Ag Ga Ni		Vp	G
Aea	2614	C6A249A-8		FI Ni		Vp	
Ighkfaedh	2616	A000454-D	G	As Ht Ni Va		Vp	
Kfondhoenkog	2711	C554346-7		Ga Lo		Vp	G
Zoekoksilloen	2713	B438430-A	G	Ni		Vp	
Aeaeg	2718	A99A567-B	G	Ni Wa O:2818		Vp	G
Gaeksakhugh	2816	B858776-A		Ag Ga		Vp	G
KOGHAGTOG	2818	AAB7975-C	H	FI Hi Ht	Capital	Vp	G
Dhorgrhrer	2819	E98A223-7		Lo Wa		Vp	
Kfaekhan	2915	D000875-8		As Na Va		Vp	G
Ksoenokhlun	2916	B557872-9	H	Ga		Vp	G
Khakenaegh	3113	C53A789-7		Wa		Vp	G
Dhoififous	3114	D423698-8		Na Ni Po		Vp	G
Agzou	3115	E799640-5		Lt Ni		Vp	G
Aekfethoug	3116	C438320-8	G	Lo An		Vp	G
Ruegtaelekh	3120	C591775-5		Lt		Vp	G
Thiae	3212	D889774-4		Lt Ri		Vp	G
Dziradz	3217	C54456B-6		Ag Ga Ni O:Vp		Vp	G
Fakhuetsaeth	3220	B9B5100-9	G	FI Lo		Vp	G





ANSHNIEPR LENZH SUBSECTOR

Anshniepr Lenzh has more Forbidden worlds than any other subsector in the sector. While Shipebr (0125) is Forbidden due to the plague breakout in 1063, and Defridlie (0329) remains Forbidden to protect the local minor race, the others are Forbidden to allow these regressed colonies more time to develop before being introduced to the interstellar mainstream.

0125 Shipebr X42369A-7

Shipebr has been Forbidden since 1063, when a plague broke out. It does not kill its victims but causes them extreme pain and can cause psionic victims to hallucinate and use their talents in unpredictable and dangerous ways. As a result, psionic training has been stopped on this world. Offworld scientists study the disease from orbital stations (such as the old Highport), supporting the local scientists in the hope of finding a cure. Unmanned drones and robots allow for sharing biologicals, medicines and data.

0128 O'staz A000624-D

In addition to being the subsector capital, O'staz is the entry point along the main trade route from Zhdant towards the Vagr extents and the Third Imperium. O'staz also sits along the spinward edge of the Qadre'idr Main, which dominates the trailing subsectors of Ziafrplians. The O'staz belt has been a hub of activity for over 5,000 years but the

Nobles of O'staz followed the example of Zhdant, limiting control and development in the system by dividing it into Noble estates. As a result, the population in the belt has remained low and the belt has not yet played out.

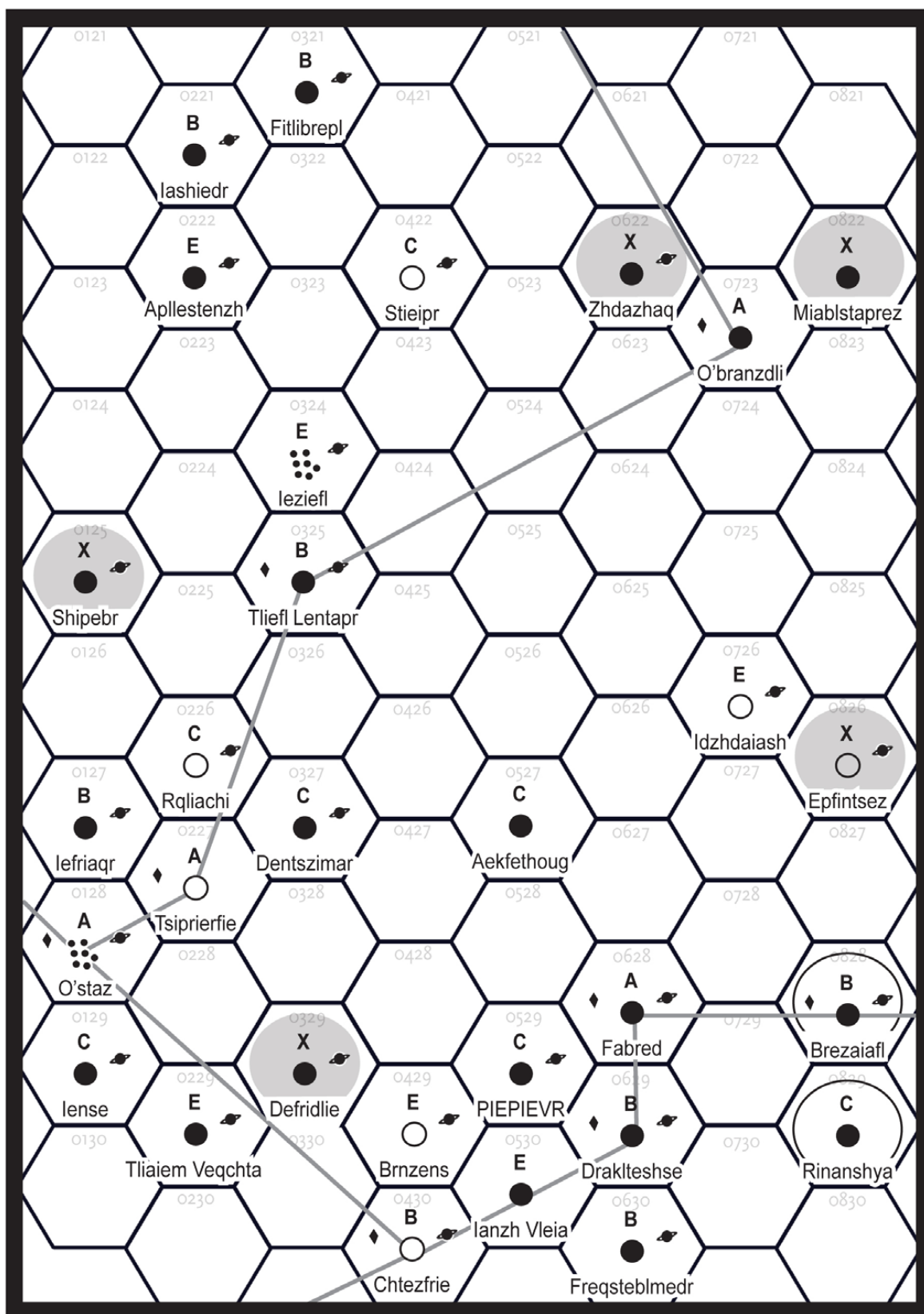
0329 Defridlie X595338-3

The original orbiting observatory was built in -620 by the Iadr Nsobl provincial council to monitor Defridlie's native race (named by the Zhodani scientists the 'Sielienzhia') and guide their development. Defridlie's low population, government and law level represents the Zhodani observation staff. While Humans describe Defridlie's atmosphere 'like breathing hot pea soup', the natives certainly do not seem to suffer. However, the environment does create many challenges for the observation staff.

0422 Stieipr C550565-9

While initial surveys found little of interest on Stieipr, detailed surveys in the 1020s indicated that strip mining and deep drilling could yield significant finds. The world council on Tliefl Lentapr (0325) proposed to setup a mining colony and this has proven very successful. While some of the work is quite hard, even Proles on Stieipr have found wealth within their reach and Tliefl Lentapr has agreed to open recruitment of colonists to talented and skilled Proles from across the sector. If all continues as planned, Stieipr will become self-governing around 1130.

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Shipebr	0125	X42369A-7		Na Ni Po	Forbidden	Zh	G
Iefriaqr	0127	B758655-7		Ag Ga Ni		Zh	G
O'staz	0128	A000624-D	Z	As Ht Na Ni Va	Capital	Zh	G
Iense	0129	C571679-9		Ni		Zh	G
Iashiedr	0221	B878857-7		Ga		Zh	G
Apllestenzh	0222	E423000-0		Ba Lt Po		Zh	G
Rqliachi	0226	C4105A9-8		Ni		Zh	G
Tsiprierfie	0227	A510437-B	Z	Ni		Zh	G
Tliaiem Veqchta	0229	E535466-6		Ni O:0128		Zh	G
Fitlibrepl	0321	B526630-8		Ni		Zh	G
Ieziefl	0324	E000000-0		As Ba Lt Va		Zh	G
Tliefl Lentapr	0325	B564632-9	Z	Ag Ga Ni Ri		Zh	G
Dentszimar	0327	C887784-4		Ag Ga Lt Ri		Zh	G
Defridlie	0329	X595338-3		Ga Lo Lt	Forbidden	Zh	G
Stieipr	0422	C550565-9		De Ni Po O:0325		Zh	G
Brnzens	0429	E100000-0		Ba Lt Va		Zh	G
Chtezfrie	0430	B550542-9	Z	De Ni Po		Zh	G
Iliefle	0527	C52668A-7		Ni		Zh	
PIEPIEVR	0529	C5769CC-8		Ga Hi In	Unabsorbed	Zh	G
Ianzh Vleia	0530	E542000-0		Ba Lt Po		Zh	G
Zhdazhaq	0622	X97A775-4		Lt Wa	Forbidden	Zh	G
Fabred	0628	A541779-9	Z	Po		Zh	G
Draklteshse	0629	B548884-A	Z	Ga		Zh	G
Freqstebmedr	0630	B541644-A		Ni Po		Zh	G
O'branzdli	0723	A52778D-9	Z			Zh	G
Idzhdaish	0726	E400000-0		Ba Lt Va		Zh	G
Miablstaprez	0822	X774775-4		Ag Ga Lt	Forbidden	Zh	
Epintsez	0826	X42088C-5		De Lt Na Po	Forbidden	Zh	G
Brezaiafl	0828	B55547B-8	Z	Ga Ni	Unabsorbed	Zh	G
Rinanshya	0829	C435689-6		Ni An	Unabsorbed	Zh	





DLAZDIAZ SHTIAKLBO SUBSECTOR

The Nobles of the Dlazdiaz Shtiaklbo subsector council often joke that they are the asylum of the Consulate. That Friebeblinz (1629) houses a secure facility for the *Tavrchedl'* would be enough for most jokes. But occasional representatives from the *Vlastchedl'* on Batlpat (1326) annually remind the council members 'when the day of destruction comes, those who listened but did not heed' will pay for their failings. The subsector council has tried for centuries to have Batlpat declared Forbidden but apparently random prophetic utterances are not enough of a concern for the provincial council or even the *Qlomdlabr*. A further humiliation came after investigations of the treatment of Nobles on Flanstsie (1021) during the 1074 disaster, which resulted in the Dictator's elevation by the Ziafrplians sector council.

1021 Flanstsie E5409A9-8

Flanstsie was a volcanic time bomb that scientists and Nobles did not fully understand until it exploded. The world was volcanically active when colonised in 290 and the plans for colonisation used that volcanism to support industry, mineral development and so on. What was not realised was the level of hyper-volcanism that was occurring on Flanstsie, or that the thin atmosphere and lack of oceans would exacerbate the problem. Scientists had hundreds of years to get to grips with the situation but in 1074 a series of volcanoes and earthquakes devastated the world and destroyed their starport, leading to complete social chaos.

In the middle of this situation, Ventenstebr, a Noble who was originally an assistant councillor for water reclamation, pulled together Intendants and Nobles from councils across the world to prevent the disaster from getting worse and over a decade pulled Flanstsie back from the brink. To the horror of the world's Nobility, he broke the existing council system to accomplish things by convincing Intendants and Proles, who then realised that serving a Noble with a plan was better than dying with a Noble who did not have one. Today, Vententlasche (as he became known after his elevation by the sector council) is recognised as the *Qlomdriant*, or absolute dictator of Flanstsie. He has developed long term plans to improve the situation on Flanstsie and the various councils across Flanstsie that resisted his efforts have been dissolved. Millions believe he is personally responsible for saving their lives – and they are probably right.

1326 Batlpat A6859DE-B

Many Zhodani sociologists believe Batlpat is a world gone insane. Batlpat was the first Zhodani colony in

the subsector and was founded at least 2,500 years ago. However, in –258 there was a severe drought that brought significant upheavals to the world. The situation was saved by a group of Nobles and Intendants who introduced a new series of moral teachings, the *Fevranzhvlastavr* ('the book of superior morality'), based on revisions to the *Fevranzhvlastavr*. They proclaimed the world to be following the *Vlastiansh* ('superior path') and only those with proven psionic ability could be *Vlastchedl'* ('superior guardians'). The class distinctions between Noble, Indentant and Prole, based on psionic training, were discarded and only those with Psi 9+ could be *Vlastchedl'*, who govern the world for the less gifted, but happy, populace.

Despite the very high law level, the government has survived and Batlpat is envied for its internal strength. The brutal law level is used against its own; corrupt *Vlastchedl'* are publicly executed after being stripped of their psionic talents and forced to confess their failings. Before 500, family members of corrupt *Vlastchedl'* were executed with the guilty to preserve the purity of the superior path. Today, these relatives are simply stripped of their possessions.

Interestingly, the *Fevranzhvlastavr* refers to a time when the Consulate will turn to the *Vlastiansh* for salvation and also alludes to messages from the *Toliak*, which members of the *Vlastchedl'* should not even be aware of. As a result, a group of scholars from the *Qlomdlabr* have arrived on Batlpat to seek further enlightenment regarding the superior path.

1525 Flostiej B432500-D

This colony remains Unabsorbed due to the world's Nobles agreeing not to form a world council in 687. The sector council halted arrivals of new colonists while the situation was worked out but the Nobility found that they could get along without a world government. The Nobles cooperate on a family and clan basis, and local Proles and Intendants serve the various Noble clans. Since 1050, various Nobles have attempted to get the subsector council to recognise the local clan structure as Flostiej's world government. Two *Tavrchedl'* reviews of the world have found that the society is healthy and the subsector council is content to leave Flostiej as it is.

1629 Friebeblinz X402563-7

This inhospitable world serves as the mental health centre of last resort, a place where untreatable patients are sent to be studied, where they cannot hurt innocents or be a threat to society. As such, access is tightly controlled by *Tavrchedl'* personnel and arriving ships are directed to

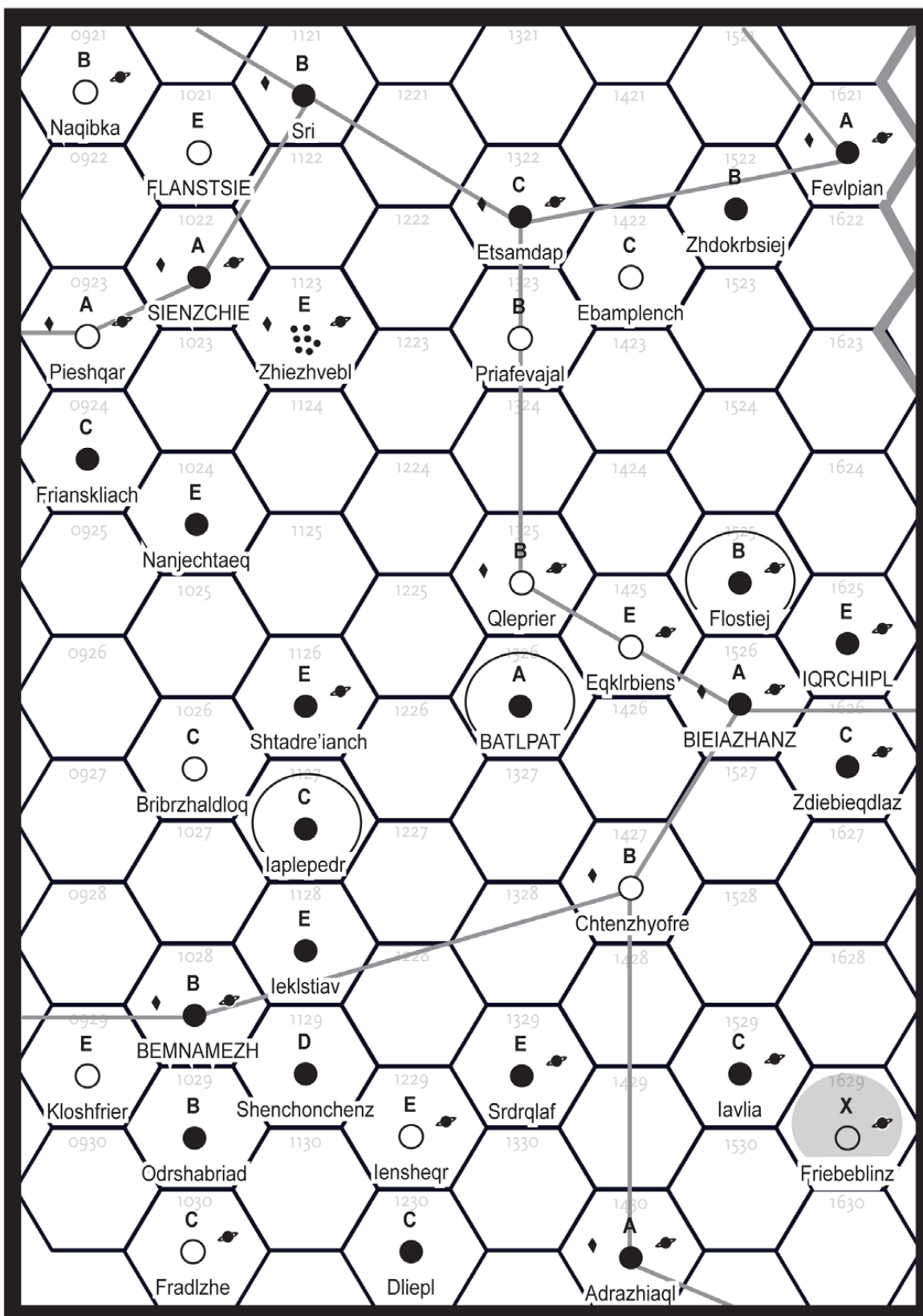


the gas giant or boarded by *Tavrchedl'* agents for security checks.

The main facility is near the southern pole and uses electrolysis to release oxygen from the ice. Most food for the centre is grown in hydroponic farms. The world was originally chosen to allow for experiments in low gravity

care but that was not successful. Significant expenditures were made to install artificial gravity stations in the 930s. A series of orbital stations were built in the 980s as a training facility for *Tavrchedl'* recruits from across the sector. Preparations have begun for a complete refit of all *Tavrchedl'* facilities in the system in the next 20 years, in line with the latest developments in patient care.

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giant
Naqibka	0921	B8A3437-8		FI Ni		Zh	G
Pieshqar	0923	A6B4576-C	Z	FI Ht Ni		Zh	G
Frianskliach	0924	C572520-5		Lt Ni		Zh	
Kloshfrier	0929	E430000-0		Ba De Lt Po		Zh	G
FLANSTSIE	1021	E5409A9-8		De Hi In Po		Zh	
SIENZCHIE	1022	A8969BE-A	Z	Ga Hi In		Zh	G
Nanjechtaeq	1024	E544000-0		Ba Ga Lt		Zh	
Bibrzhaldloq	1026	C430446-B		De Ni Po		Zh	G
BEMNAMEZH	1028	B544977-9	X	Ga Hi In		Zh	G
Odrshabriad	1029	B665584-7		Ag Ga Ni		Zh	G
Fradlzhe	1030	C4208AE-8		De Na Po		Zh	G
Sri	1121	BA8A544-B	Z	Ni Wa		Zh	
Zhiezhevbl	1123	E000000-0		As Ba Lt Va		Zh	G
Shtadre'ianch	1126	E65877A-4		Ag Ga Lt		Zh	G
Iaplepedr	1127	C624534-9		Ni	Unabsorbed	Zh	
Ieklstiv	1128	E427746-7				Zh	
Shenchonchenz	1129	D9587A8-2		Ag Ga Lt		Zh	
Iensheqr	1229	E100845-8		Na Va		Zh	G
Dliepl	1230	C522659-A		Na Ni Po		Zh	
Etsamdap	1322	C58489A-8	X	Ga Ri		Zh	G
Priafevajal	1323	B560642-6		De Ni Ri		Zh	G
Qleprier	1325	B8B8569-9	X	FI Ni O:1526		Zh	G
BATLPAT	1326	A6859DE-B		Ga Hi	Unabsorbed	Zh	
Srdrlaf	1329	E556544-7		Ag Ga Ni		Zh	G
Ebamplench	1422	C7A2678-8		FI Ni		Zh	G
Eqklrbiens	1425	E7B3000-0		Ba FI Lt		Zh	G
Chtenzhyofre	1427	B100667-B	Z	Na Ni Va O:1430		Zh	
Adrazhiaql	1430	A585655-C	Z	Ag Ga Ht Ni Ri		Zh	G
Zhdokrbsiej	1522	B54887C-7		Ga		Zh	
Flostiej	1525	B432500-D		Ht Ni Po	Unabsorbed	Zh	G
BIEIAZHANZ	1526	A552942-A	Z	Hi Po	Capital	Zh	G
Iavlia	1529	C665536-8		Ag Ga Ni		Zh	G
Fevlpian	1621	A786774-9	Z	Ag Ga Ri X1 An		Zh	G
IQRCHIPL	1625	E9569A5-4		Ga Hi Lt		Zh	G
Zdiebieqdlaz	1626	C97A76A-A		Wa		Zh	G
Friebeblinz	1629	X402563-7		Ic Ni Va Rs O:Zh	Forbidden	Zh	G





TLIAQLVIE SUBSECTOR

The astrology of Ziafrplians sector divides Tliaqlvie subsector into three parts – one part Zhodani, one part Thirz, with independent Vargr worlds in the gap. While interface trade between the Zhodani and Vargr is significant, especially through Kaghzouraek (2026), the most significant trade route follows the Divre Main from Batlpat (1326) in Dlazdiaz Shtiaklbo subsector to Alepzdibia (2130) and ultimately to the provincial capital of Fitl (2331).

1824 Pleplidlat B68697A-A

While Pleplidlat started as a strong agricultural colony, it became a victim of its own excesses. As the population grew, so did the number of Nobles. Unfortunately, as different opinions rose on decisions for the world's future, the Nobles of Pleplidlat found that they could not agree on which plans to follow. Debate became argument, then argument turned to economic contest, then minor sabotage in the name of the greater good and finally deliberate violence in 1100. The Nobles of Pleplidlat chose to fight a war of small skirmishes and sudden strikes, of assassinations and demolitions, all over ideologies.

The Tliaqlvie subsector council acted quickly to broker a peace but the embittered followers of the various ideologies cling hard and fast to their positions, with no solution in sight. The Addaxur colony, caught in the middle, now finds itself holding the world's representation in the subsector council and is watching as the various local Noble factions plan the collapse of what was once a beautiful model of development.

1827 Stazdovare C572746-6

The evolution of government on Stazdovare is unique. The early mining colonists developed a meticulous fair water rights allocation policy. This was not just because of the tainted atmosphere and lack of water on the planet but also because the close proximity of the two stars in this system means water is even scarce in space. As the

colony developed, the same sharing policies came to dominate other sectors of the colony, in particular power distribution and governing responsibilities. Despite the relatively low technology on the world, Stazdovare is recognised across the sector for its mining expertise and processing methods.

2026 Kaghzouraek A737310-A

Kaghzouraek exists solely due to the Khoeldzaeng corsair band, which saw an opportunity to make legitimate money by providing a service. The several hundred residents are employed to run the starport and provide services to shipping that crosses between the Consulate and the Thirz Empire. The corsair band also provides security for the starport and all shipping stopping at Kaghzouraek. While the berthing fees are slightly higher than on worlds in the Consulate or the Empire, the fact that the Khoeldzaeng do not charge any protection fees makes Kaghzouraek worth the stop. Providing high-tech repairs and even refits in neutral space provides even more incentive to travellers.

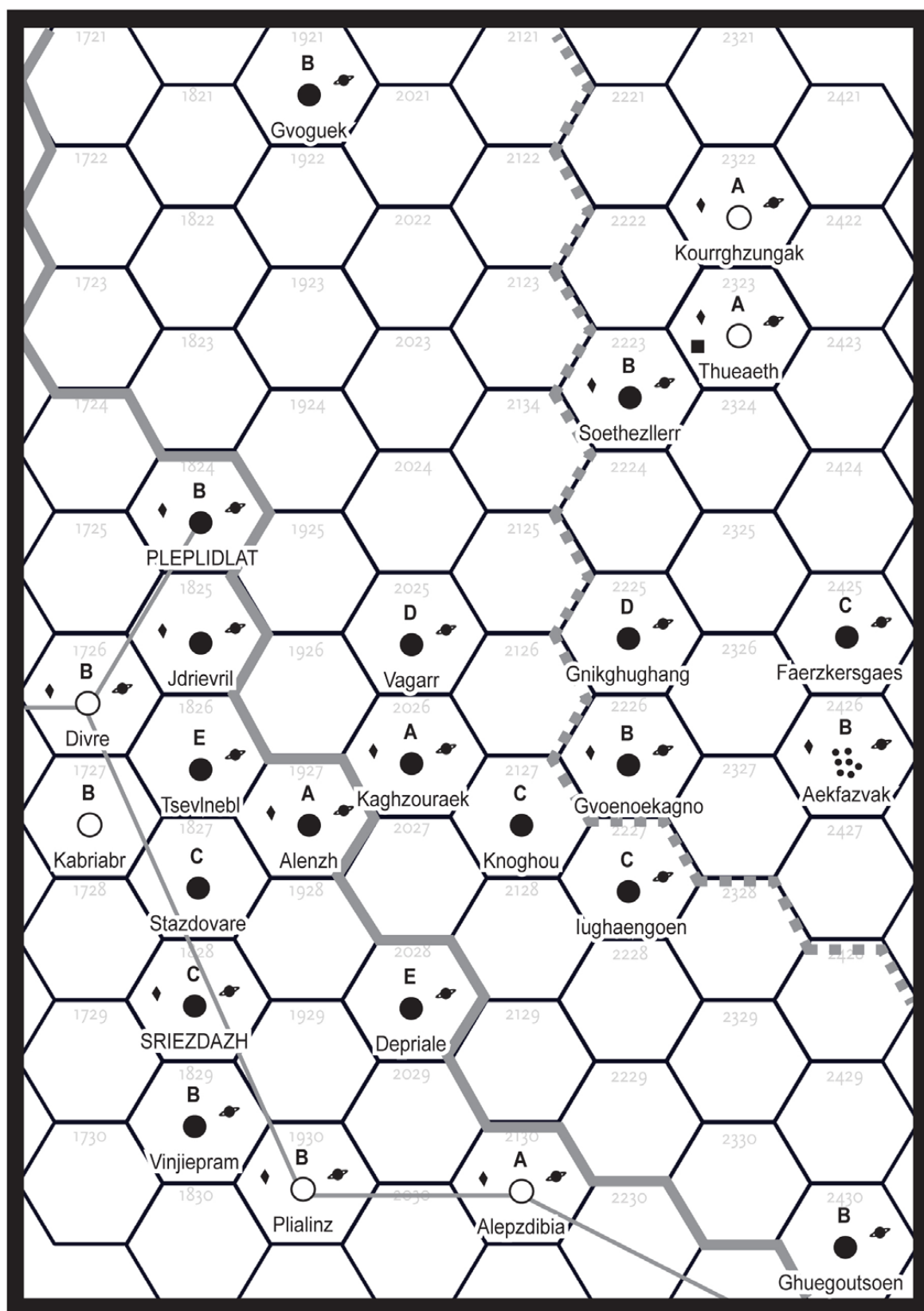
The population on Kaghzouraek has grown significantly in the past two decades, as Vargr are attracted to the stability provided by the Khoeldzaeng. Permanent residents are required to swear loyalty to the Kaghzouraek but, because of the income from the starport, taxes are very low. The Khoeldzaeng have had offers from corporations to buy into the starport business but have rejected all of them, preferring to remain independent.

2028 Depriale E898000-0

This world is the cause of many Zhodani-Vargr grievances. If the Zhodani are not going to colonise a garden world, the Vargr would like to and have made several attempts. However, the Consulate Navy actively patrols the system to eliminate squatting attempts. The Tliaqlvie subsector council would like to colonise the world but attempts to recruit enough colonists to start a colony so close to independent Vargr worlds have failed.



Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Divre	1726	B310533-B	X	Ni		Zh	G
Kabriabr	1727	B300873-A		Na Va		Zh	
PLEPLIDLAT	1824	B68697A-A	Z	Ga Hi X1		Zh	G
Jdrievril	1825	C774453-6		Ga Ni		Zh	G
Tsevlnebl	1826	E528000-0		Ba Lt		Zh	G
Stazdovare	1827	C572746-6				Zh	
SRIEZDAZH	1828	C6749CC-6	X	Ga Hi In		Zh	G
Vinjiepram	1829	B57A520-9		Ni Wa		Zh	G
Gvoguek	1921	B86A879-9		Ri Wa		Va	G
Alenzh	1927	E436000-0		Ba Lt		Zh	G
Plialinz	1930	BAC5400-A	Z	Fl Ni		Zh	G
Vagarr	2025	D696475-5		Ga Lt Ni		Va	G
Kaghzouraek	2026	A737310-A	C	Lo		Va	G
Depriale	2028	E898000-0		Ba Ga Lt		Zh	G
Knoghou	2127	C545649-5		Ag Ga Lt Ni		Va	
Alepzdibia	2130	A6A2742-C	Z	Fl Ht	Capital	Zh	G
Soethezllerr	2223	B647115-7	G	Ga Lo		Vp	G
Gnikghughang	2225	D632876-7		Na Po		Vp	G
Gvoenoekagno	2226	B77487C-7	G	Ga		Vp	G
Iughaengoen	2227	C554449-9		Ga Ni		Va	G
Kourrhgzungak	2322	A311244-B	G	Ic Lo		Vp	G
Thueaeth	2323	A301638-D	H	Ht Ic Na Ni Va	Capital	Vp	G
Faerzkersgaes	2425	C78A752-7		Ri Wa		Vp	G
Aekfazvak	2426	B000347-A	G	As Lo Va An		Vp	G
Ghuegoutsoen	2430	B548424-8		Ga Ni		Va	G





IAN SHEPL SUBSECTOR

Ianshepl is only weakly tied to the Thirz Empire and observers have noted that it would be very easy for a large chunk of the subsector to break away from the Empire. Others have noted that because of the light settlement of most of these worlds, the Empire would hardly notice. The breadbasket world of Alloers (2525) and the industrial world of Ugul (2825) are the only notable worlds in the subsector.

2626 Khoezoun X651785-0

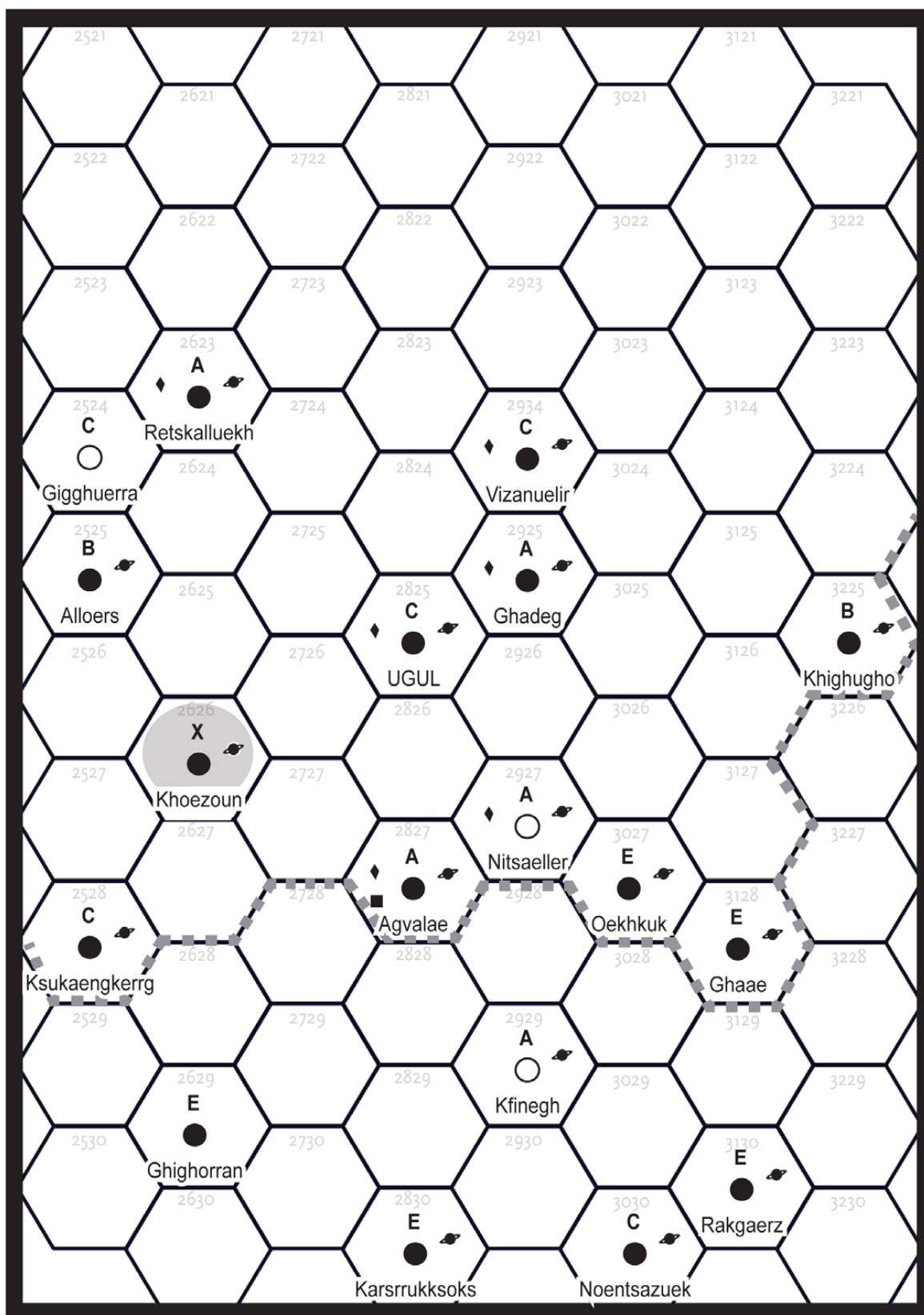
Khoezoun is home to the only minor race in Ziafrplians sector within the Thirz Empire. While the fate of some minor races within Vargr territories might be unfortunate, the hot climate and the thin atmosphere make the world less than desirable to both Humans and Vargr. As a

result, joint Zhodani and Thirz research teams monitor the development of the natives, who are approximately in the stage of Late Bronze Age technologically.

3130 Rakgaerz E988584-3

The bureaucracy on Rakgaerz is remarkably efficient. Annual exams allow the government to guide young Vargr through their education, with the highest scoring graduates being offered positions within the government. Further exams every four years are required to remain in government, with the lowest 10 percent of scores at every government level being dismissed to force turnover of staff. The government remains small, focusing on agriculture, health, justice and transportation needs, and the chairmanship rotates through those leaders. Offers from the Thirz Empire have been put to a vote, but repeatedly returned defeated by the populace.

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Gigghuerra	2524	C5A4596-8		FI Ni		Vp	G
Alloers	2525	B544789-6		Ag Ga		Vp	G
Ksukaengkerrg	2528	C626675-7		Ni		Vp	G
Retskalluekh	2623	A585655-9	C	Ag Ga Ni Ri An		Vp	G
Khoezoun	2626	X651785-0		Lt Po	Red	Vp	G
Ghighorran	2629	E544464-5		Ga Lt Ni		Va	
UGUL	2825	C875978-9	G	Ga Hi In		Vp	G
Agvalae	2827	A77A696-B	H	Ni Wa	Capital	Vp	G
Karsrrukksoks	2830	E73A544-9		Ni Wa		Va	G
Vizanuelir	2924	C885244-5	G	Ga Lo Lt		Vp	G
Ghadeg	2925	A533457-B	G	Ni Po		Vp	G
Nitsaeller	2927	A5A0410-A	G	De Ni		Vp	G
Kfinegh	2929	A100245-C		Ht Lo Va		Va	G
Oekhkuk	3027	E431512-6		Ni Po		Vp	G
Noentsazuek	3030	C526100-9		Lo		Va	G
Ghaae	3128	E759300-5		Lo Lt		Vp	G
Rakgaerz	3130	E988584-3		Ag Ga Lt Ni		Va	G
Khighugho	3225	B554523-8		Ag Ga Ni		Vp	G





ASHEMIEPR LENZH SUBSECTOR

Ashemiepr Lenzh subsector is split into two main parts. The rimward portion of the subsector is dominated by the lanqrafiadr Main, which includes two worlds in Tienspevnekr sector and connects to worlds in lakr sector as well. The worlds in the coreward portion of the subsector are part of the Qadre'idr Main, which means that the trade and development priorities of the two portions are very different. The Ashemiepr Lenzh subsector council is dominated by the rimward worlds, which continues to cause some unrest among the less developed coreward portion of the subsector. Several proposals have been made for constructing relay stations to connect the two but none have been adopted by the subsector council.

0138 Tiorsedlie X4207A8-5

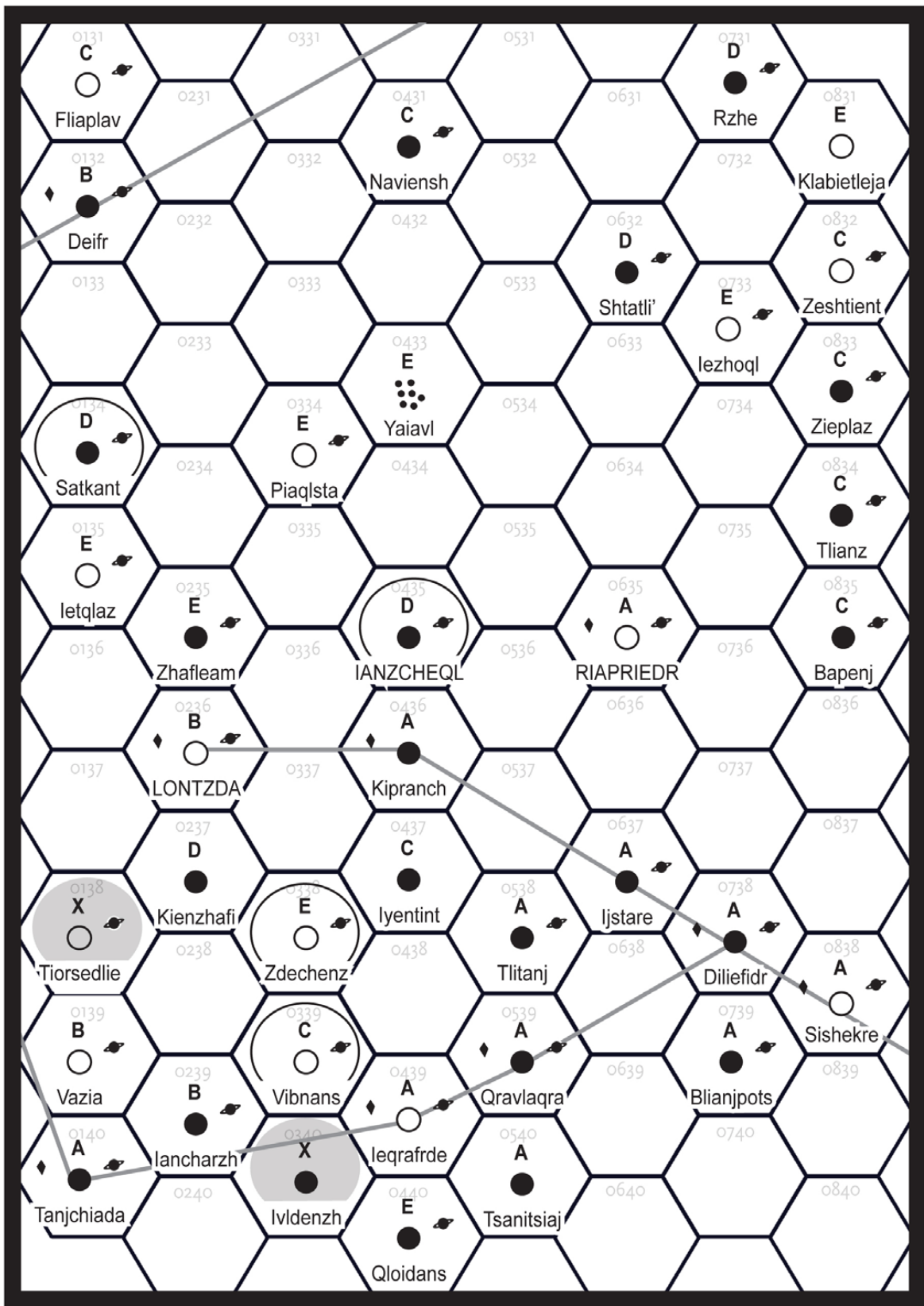
The minor race on Tiorsedlie has been protected for 2,500 years, with Zhodani scientists monitoring its progress. Over the past decade, Tiorsedlie has been unified by a

charismatic dictatorship and many are hoping that the new government will be more amenable to offworld contact.

0340 Ivlzhdenzh X69177C-5

Reforms were long-planned on Ivlzhdenzh (particularly those involving water access) but the local bureaucracy kept coming up with reasons for postponing implementations and identifying new issues that required study ... until local rebels, led by Intendants, attacked the starport in 1082. The *Tavrchedl'* immediately responded but as things continued to get out of hand (Noble-led Proles committed atrocities against populations considered friendly to the insurgents), forces were needed elsewhere for the Fourth Frontier War. Since then, other urgent issues faced by the Consulate have had priority and the subsector council is not sure which faction would be healthier to support (incompetent Nobles or rebellious Intendants), so the insurgency has continued and Ivlzhdenzh therefore has been declared Forbidden.

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Fliaplav	0131	C20088A-8		Na Va		Zh	G
Deifr	0132	B597774-9	Z	Ag Ga		Zh	G
Satkant	0134	D788853-7		Ga Ri	Unabsorbed	Zh	G
Ietqlaz	0135	E511000-0		Ba Ic Lt		Zh	G
Tiorsedlie	0138	X4207A8-5		De Lt Na Po	Forbidden	Zh	G
Vazia	0139	B310553-A		Ni		Zh	G
Tanjchiada	0140	A675653-B	Z	Ag Ga Ni		Zh	G
Zhafleam	0235	E433000-0		Ba Lt Po		Zh	G
LONTZDA	0236	B420997-B	Z	De Hi In Na Po		Zh	G
Kienzhafi	0237	D95A424-5		Lt Ni Wa		Zh	
Iancharzh	0239	B866730-8		Ag Ga Ri		Zh	G
Piaqlsta	0334	E8A4000-0		Ba Fl Lt		Zh	G
Zdechenz	0338	E77A573-7		Ni Wa	Unabsorbed	Zh	G
Vibnans	0339	C31068A-9		Na Ni	Unabsorbed	Zh	G
Ivlzhdenzh	0340	X69177C-5		Lt	Forbidden	Zh	
Naviensh	0431	C98A654-B		Ni Ri Wa		Zh	G
Yaiavl	0433	E000000-0		As Ba Lt Va		Zh	
IANZCHEQL	0435	D9C5ACC-A		Fl Hi	Unabsorbed	Zh	G
Kipranch	0436	A858547-A	Z	Ag Ga Ni		Zh	
Iyentint	0437	C969400-A		Ni		Zh	
Ieqrafrde	0439	A400443-C	Z	Ht Ni Va		Zh	G
Qloidans	0440	E435000-0		Ba Lt		Zh	G
Tlitanj	0538	D656666-2		Ag Ga Lt Ni O:0539		Zh	G
Qravlaqra	0539	B546787-9	Z	Ag Ga		Zh	G
Tsanitsiaj	0540	B847461-7		Ga Ni O:0539		Zh	
Shtatli'	0632	D54469A-5		Ag Ga Lt Ni		Zh	G
RIAPRIEDR	0635	DAE5A89-8		Fl Hi		Zh	G
Ijstare	0637	B8A3798-8		Fl		Zh	G
Rzhe	0731	D5526B7-6		Ni Po		Zh	G
Iezhoql	0733	E31048C-8		Ni		Zh	G
Diliefidr	0738	A759753-D	Z	Ht	Capital	Zh	G
Blianjpots	0739	A528666-B		Ni O:0738		Zh	G
Klabietleja	0831	E420000-0		Ba De Lt Po		Zh	
Zeshtient	0832	C310441-8		Ni		Zh	G
Zieplaz	0833	C434554-C		Ht Ni		Zh	G
Tlianz	0834	C545415-8		Ga Ni		Zh	G
Bapenj	0835	C549788-5		Lt		Zh	G
Sishekre	0838	B5A089B-8	Z	De		Zh	G





DINTZHDEV SUBSECTOR

The differences between the Dintzhdevr and Ashemiepr Lenzh subsector councils could not be more drastic. The Dintzhdevr council has similar problems, given that the bulk of the subsector's worlds are on separate branches of the Qadre'idr Main. However, significant investment has been made in encouraging trade links between those branches and the scattered worlds in the rest of the subsector.

1040 Chiaqlneqr C688400-8

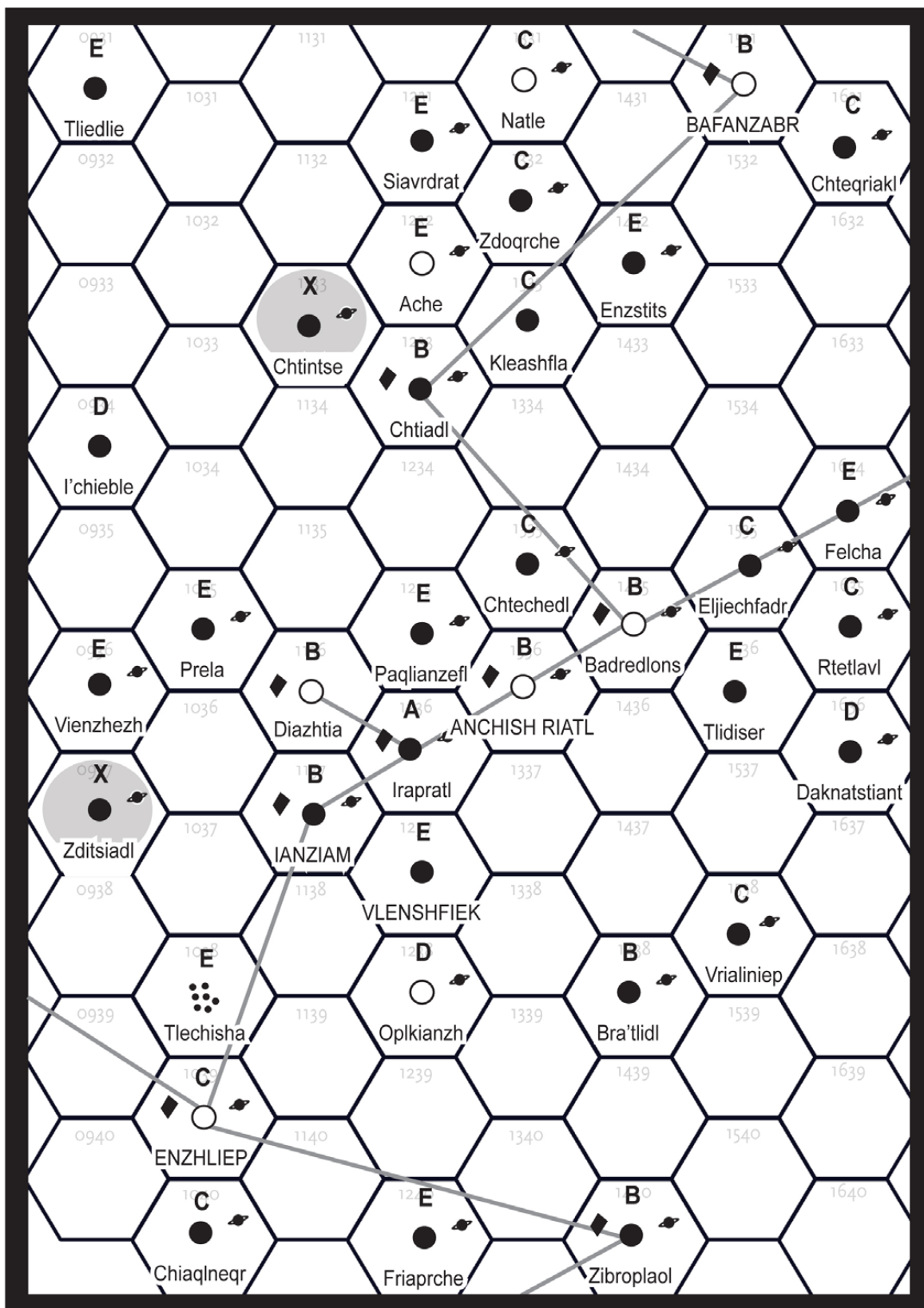
This small colony world is currently holding its first elections for a world council. The world is a pleasant one that was reserved for careful colonisation to ensure no biological catastrophes. Studies of the biosphere were sufficiently advanced by 1092 that settlement could begin. A small town, the nucleus of a future capital city, sits beside a gleaming modern starport sufficient to serve a population a thousand times larger. Carefully laid out transport networks link small farms and larger ranches, with expansion proceeding at a deliberate pace and

planned every step of the way. While the lack of formal government at present means there is no true law level, planning and environmental regulations and practices are equivalent of Law Level 11 (B), as all settlers so far have been chosen partly for their strict commitment to keeping the world's natural advantages intact.

1636 Daknatstiant D777788-5

Daknatstiant is a pastoral paradise – except for the pesky taint in the air. Approximately 10% of locals and 75% of visitors have allergic reactions to a family of airborne virus-like forms that are vital to the respiration-transpiration cycles of the (tasty and useful) local life. These viruses are exhaled by animals and taken into plants where they catalyse photosynthesis. They are then transpired back into the air and animals breathe them in, where they help keep the lungs/gills/breathing sacs healthy. The viruses gain energy and moisture from their hosts. Most locals have inherited immunity but virus mutation means that there are always some problems for some people. While normally mild, the worst reactions can lead to anaphylactic shock and death.

Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Tliedlie	0931	E436587-6		Ni		Zh	G
I'chieble	0934	D875423-6		Ga Ni		Zh	
Vienzhez	0936	E573576-5		Lt Ni		Zh	G
Zditsiadl	0937	X552300-2		Lo Lt Po	Forbidden	Zh	G
Prela	1035	E689000-0		Ba Lt		Zh	G
Tlechisha	1038	E000000-0		As Ba Lt Va		Zh	
ENZHLIEP	1039	C8C9AB9-A	X	FI Hi		Zh	G
Chiaqlneqr	1040	C688400-8		Ga Ni		Zh	G
Chtintse	1133	X555655-1		Ag Ga Lt Ni	Forbidden	Zh	G
Diazhtia	1136	B43078B-8	Z	De Na Po		Zh	
IANZIAM	1137	B575997-C	Z	Ga Ht In		Zh	G
Siavdrat	1231	E432000-0		Ba Lt Po		Zh	G
Ache	1232	E310000-0		Ba Lt		Zh	G
Chtiadl	1233	B526410-B	Z	Ni		Zh	G
Paqlianzeff	1235	E100000-0		Ba Lt Va		Zh	G
Irapratl	1236	A541655-D	Z	Ht Ni Po	Capital	Zh	G
VLENSHFIEK	1237	E56798A-5		Ga Hi Lt		Zh	
Oplkianzh	1238	D430567-8		De Ni Po O:1137		Zh	G
Friaprche	1240	E9D4000-0		Ba FI Lt		Zh	G
Natle	1331	C200443-8		Ni Va		Zh	G
Zdoqrche	1332	C75849D-7		Ga Ni		Zh	G
Kleashfla	1333	C88A855-7		Ri Wa		Zh	
Chtchedl	1335	C543422-8		Ni Po		Zh	G
ANCHISH RIATL	1336	B4039CB-B	Z	Hi Ic In Na Va		Zh	G
Enzstits	1432	E578400-8		Ga Ni		Zh	G
Badredlons	1435	B550413-B	Z	De Ni Po		Zh	G
Bra'tlidl	1438	C300420-8		Ni Va		Zh	G
Zibroplaol	1440	B54768C-6	Z	Ag Ga Ni		Zh	G
BAFANZABR	1531	B3129CC-9	Z	Hi Ic In Na		Zh	
Eljiefchfadr	1535	C424430-9		Ni		Zh	G
Tlidiser	1536	E758000-0		Ba Ga Lt		Zh	
Vrialiniepr	1538	C435433-B		Ni		Zh	G
Chteqriakl	1631	C678736-5		Ag Ga Lt		Zh	G
Felcha	1634	E746000-0		Ba Ga Lt		Zh	G
Rtetlavl	1635	C769452-A		Ni		Zh	G
Daknatstiant	1636	D777788-5		Ag Ga Lt		Zh	G





LAVDEIEV SUBSECTOR

lavdeiev subsector contains 34 worlds, all within the borders of the Zhodani Consulate. All but three worlds of the subsector are part of the Qadre'idr Main. Commerce and travel along the main keep the Consulate worlds in lakr and Tloql sectors well supplied and secure. The lavdeiev subsector council meets on Achiatlie (2135) but the ladr Nsobl provincial council meets on Fitl (2331).

1839 Tetayask A4368C7-E

Tetayask is a rare high technology, high population Droyne world, with a traditional ruling leadership caste, which has supported an alliance with the Zhodani for millennia. The ruling council sends representatives to the subsector council on Fitl (2331) and twice in the history of the alliance, one of those representatives has been elected to the ladr Nsobl provincial council but not in over a millennium, until 1098. Observers have noted that the shipyards at Tetayask are much busier than they have been in centuries.

1935 Tsoniab E000000-0

The rocky Tsoniab belt has been settled several times by belters, always sure that there must be something worthwhile if they can just keep looking for long enough. They are always wrong and even the scraps they leave behind are soon gathered up by scavengers, so the belt is not worth anyone's effort in visiting. However, this makes it a perfect place for clandestine activities – the few pirates and smugglers in Zhodani space often lie low here, Imperial agents exchange info with contacts, attracting *Tozjabr* interest, dissidents hide here hoping to catch a ride out with a smuggler or Imperial agent, and so on. At times the belt is buzzing with activity but usually it is empty or simply has a single Zhodani patrol ship checking to make sure nothing is going on.

2337 lavenchdal C878674-9

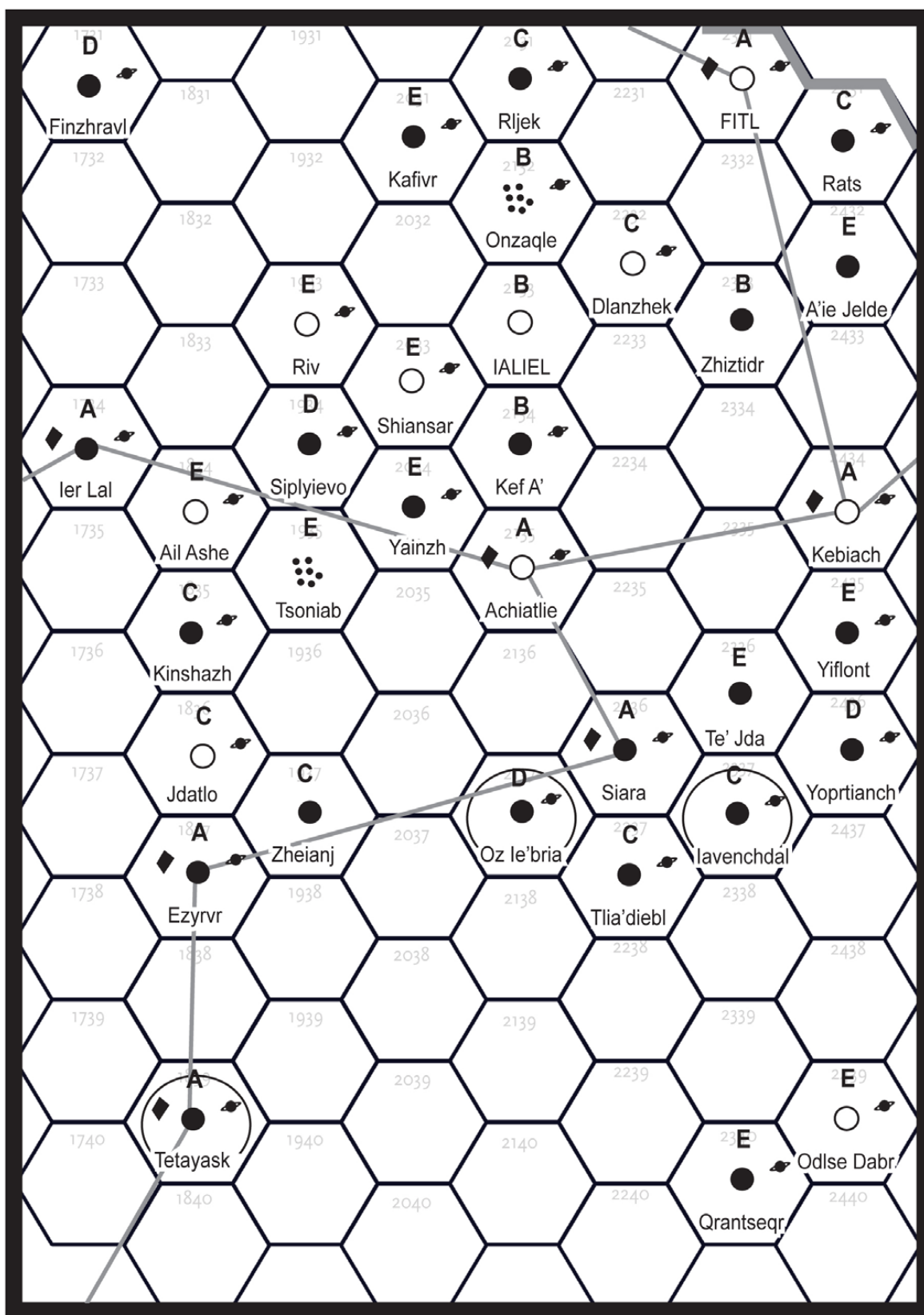
lavenchdal was founded by colonists from Imperial worlds in Tloql sector in 570. Because 'Faraway', as it became known, was organised by private concerns rather than as an official Imperial colony, the colonists were allowed to keep to their separate groups and the resulting governments were based on their worlds of origin, rather than having a single world government. After the Zhodani occupied the world at the start of the First Frontier War, the Imperial presence set off debates in the Ziafrplians sector council, ladr Nsobl provincial council and in the *Qlomdlabr* as to what should be done with them. It was eventually decided to keep the colonial governments intact, introduce the *Tavrchedl'* as a starport security force administered by the lavdeiev subsector council and support the world's psionic institute. Over time, elements of Zhodani culture were introduced and children with high psionic potential were given 'scholarships' to train offworld at Achiatlie (2135). While the various national governments have not accepted psionic leadership, psions are accepted world-wide and the lavdeiev subsector council is pleased with lavenchdal's development.

2431 Rats C89A542-7

Most of the Imperial colonists on this water world accepted transport back to the Imperium after the First Frontier War. A stubborn small group of colonists remained and have assimilated into Zhodani culture peacefully. The world name betrays its Imperial origins and is both a comment on the world (it looks beautiful from space but the heat and humidity are uncomfortable on the surface) and on the common Terran brown rat, which was originally brought as a pet but quickly escaped into the wild to become the world's dominant land animal.



Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Finzhravl	1731	D523562-7		Ni Po O:1734		Zh	G
Ier Lal	1734	A989434-C	Z	Ht Ni		Zh	G
Ail Ashe	1834	E310000-0		Ba Lt		Zh	G
Kinshazh	1835	C67945A-7		Ni		Zh	G
Jdatlo	1836	C200657-A		Na Ni Va		Zh	G
Ezyrvr	1837	A553830-8	X	Po		Zh	G
Tetayask	1839	A4368C7-E	Z	Ht An Dw	Reservation	Zh	G
Riv	1933	E540488-7		De Ni Po		Zh	G
Siplyievo	1934	D671521-5		Lt Ni		Zh	G
Tsoniab	1935	E000000-0		As Ba Lt Va		Zh	G
Zheianj	1937	C6578BE-4		Ga Lt		Zh	
Kafivr	2031	E5846BA-2		Ag Ga Lt Ni Ri		Zh	G
Shiansar	2033	E310000-0		Ba Lt		Zh	G
Yainzh	2034	E591000-0		Ba Lt		Zh	G
Rljek	2131	C424563-B		Ni O:2331		Zh	G
Onzaqle	2132	B000458-B		As Ni Va		Zh	G
IALIEL	2133	B7A2965-C		FI Hi Ht O:2331		Zh	
Kef A'	2134	B668400-8		Ga Ni		Zh	G
Achiatlie	2135	A7A2635-D	Z	FI Ht Ni	Capital	Zh	G
Oz le'bria	2137	D799610-5		Lt Ni	Unabsorbed	Zh	G
Dlanzhek	2232	C420676-8		De Na Ni Po		Zh	G
Siara	2236	A436434-E	Z	Ht Ni		Zh	G
Tlia'diebl	2237	C423644-7		Na Ni Po		Zh	G
FITL	2331	A7A2AA7-E	Z	FI Hi Ht	Provincial Capital	Zh	G
Zhiztidr	2333	B544657-7		Ag Ga Ni		Zh	
Te' Jda	2336	E571000-0		Ba Lt		Zh	
Iavenchdal	2337	C878674-9		Ag Ga Ni	Unabsorbed	Zh	G
Grantseqr	2340	E567400-7		Ga Ni		Zh	G
Rats	2431	C89A542-7		Ni Wa		Zh	G
A'ie Jelde	2432	E696596-5		Ag Ga Lt Ni		Zh	
Kebiach	2434	A310630-D	Z	Ht Na Ni		Zh	G
Yiflont	2435	E5847AD-2		Ag Ga Lt Ri		Zh	G
Yoprtianch	2436	D797564-5		Ag Ga Lt Ni O:2434		Zh	G
Odlse Dabr	2439	E300000-0		Ba Lt Va		Zh	G





ZDIADLEVEPRA SUBSECTOR

Zdiadlevepra subsector contains 40 worlds, 27 of which are settled by the Consulate, nine of which are claimed by the Consulate and the remaining four are independent Vargr worlds sandwiched between the Consulate and the Thirz Empire. Zdiadlevepra subsector is the anchor for much of the commerce the Consulate carries on with the Imperium and its neighbours. Most active extra-Consular trading companies have facilities here; many, in fact, started here.

2631 Ongaeghz E749563-6

Ongaeghz was always a world no one really cared about and when the various nations on Ongaeghz started fighting amongst themselves in the 1080s, no one was really interested – until the factions brought the world to the brink of destruction. At that point the Sekhgo corsair band stepped in and seized Ongaeghz; none of the factions had enough strength left to fight the corsairs and enough residents were interested in ending the fighting that the corsairs had no opposition. Even the Zhodani neighbours have left the corsairs alone, since they have given Ongaeghz the best administration it has seen in decades.

2740 Lanse Sho' BA7A435-B

The Imperial colony of 'Land's Ho' was overrun at the start of the First Frontier War and by the end of the Second Frontier War, most of the original colonists had returned to the Imperium. However, some members of the occupation force liked the world and petitioned the Zdiadlevepra subsector council to recolonise the world. The locals encourage young adults to emigrate to other Consulate worlds to find work and many find a place in the Consulate military.

2931 Ogz B544674-A

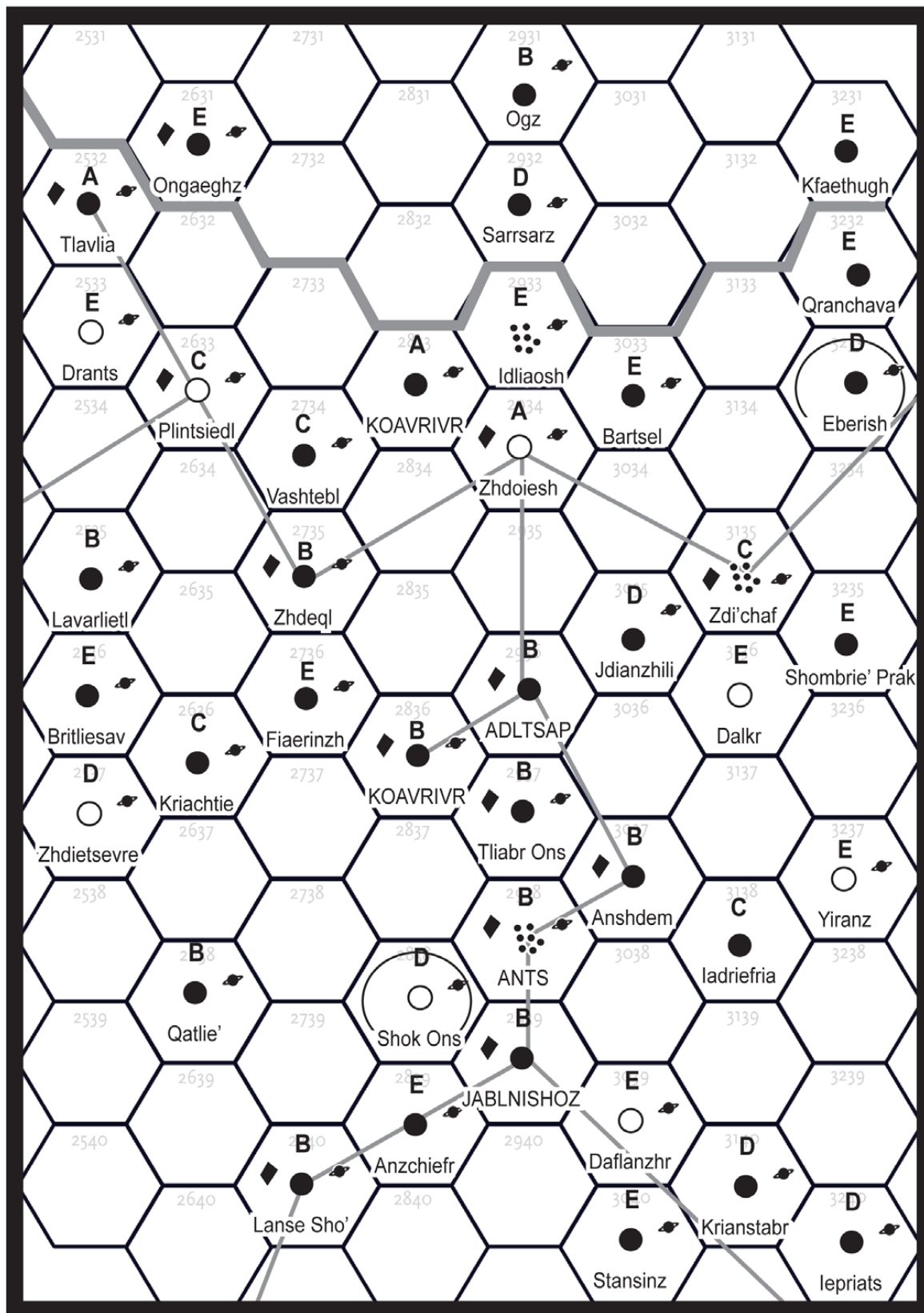
The Zhodani Consulate is using this world as both a listening post and a long-term cultural experiment in the mixing of Zhodani and Vargr cultures. While not within the Consulate itself, Ogz is considered an Unabsorbed world for the purpose of Consular travellers and traders.

3233 Eberish D78579A-5

Eberish was declared Unabsorbed in 1034, having suffered from 'excessive exposure to Imperial ideals', to quote one *Tavrchedl'* report. How this came about, and what is being done about it, are questions that the Nobles of the Iadr Nsobl provincial council feel have not been answered to their satisfaction.



Name	Location	Statistics	Base	Trade Codes	Travel Code	Polity	Gas Giants
Tlavlía	2532	A79589D-9	Z	Ga		Zh	G
Drants	2533	E310000-0		Ba Lt		Zh	G
Lavarlietl	2535	B426410-9		Ni		Zh	G
Britliesav	2536	E795000-0		Ba Ga Lt		Zh	G
Zhdietsevre	2537	D9B4620-9		Fl Ni		Zh	G
Ongaeghz	2631	E749563-6	C	Ni O:C		Va	G
Plintsiedl	2633	CAC5759-A	X	Fl		Zh	G
Kriachtie	2636	C585654-5		Ag Ga Lt Ni Ri		Zh	G
Qatlie'	2638	B889411-9		Ni		Zh	G
Vashtekl	2734	C595658-9		Ag Ga Ni		Zh	G
Zhdeql	2735	B99869D-A	Z	Ag Ga Ni		Zh	G
Fiaerinz	2736	E536000-0		Ba Lt		Zh	G
Lanse Sho'	2740	BA7A435-B	Z	Ni Wa		Zh	G
Dadetlal	2833	A656797-9		Ag Ga		Zh	G
KOAVRIVR	2836	B8859BE-B	Z	Ga Hi X1		Zh	G
Shok Ons	2838	D8C4761-9		Fl O:2836	Unabsorbed	Zh	G
Anzchiefr	2839	E596778-6		Ag Ga		Zh	G
Ogz	2931	B544674-A		Ag Ga Ni Z1		Va	G
Sarsarz	2932	D436874-6				Va	G
Idliaosh	2933	E000000-0		As Ba Lt Va		Zh	G
Zhdoiesh	2934	A200632-D	Z	Ht Na Ni Va	Capital	Zh	G
ADLTAP	2936	B526986-C	Z	Hi Ht In		Zh	
Tliabr Ons	2937	B79A443-9		Ni Wa		Zh	G
ANTS	2938	B0009BD-C	Z	As Hi Ht In Na Va		Zh	G
JABLNISSHOZ	2939	B595AAC-C	Z	Ga Hi Ht In		Zh	
Bartsel	3033	E549554-9		Ni An		Zh	G
Jdianzhili	3035	D655445-7		Ga Ni		Zh	G
Anshdem	3037	B768465-B	Z	Ga Ni		Zh	
Daflanzhr	3039	E540000-0		Ba De Lt Po		Zh	G
Stansinz	3040	E666000-0		Ba Ga Lt		Zh	G
Zdi'chaf	3135	C000441-C	X	As Ht Ni Va		Zh	G
Dalkr	3136	EAA6000-0		Ba Fl Lt		Zh	G
Iadriefria	3138	C542420-6		Ni Po		Zh	
Krianstahr	3140	D726634-7		Ni		Zh	G
Kfaethugh	3231	E584645-5		Ag Ga Lt Ni Ri		Va	
Qranchava	3232	E896000-0		Ba Ga Lt		Zh	
Eberish	3233	D78579A-5		Ag Ga Lt Ri	Unabsorbed	Zh	G
Shombrie' Prak	3235	E573000-0		Ba Lt		Zh	
Yiranz	3237	E300578-8		Ni Va		Zh	G
Iepriats	3240	D886698-5		Ag Ga Lt Ni Ri		Zh	G





ADVENTURING IN ZIAFRPLIANS SECTOR

PLAYERS! THIS SECTION IS FOR THE REFEREE ONLY

The default setting for *Traveller* games is the Spinward Marches, which serves as a good starting point for most adventures. The Imperium and the Consulate directly confront each other in the Marches; there is enough law and civilisation to keep the players on their toes but not so much that they are limited or feel restricted in what they can do.

Ziafrplians sector is dominated by two interstellar states, both of which use psionics to maintain order and both have a reason to preserve the peace. Players may easily find their freedom and actions very limited, compared to the Marches, or other previously published regions of Charted Space: Gvurrdon, Trojan Reach or Reft sectors. While the few independent Vargr worlds will have their own laws, which will often be applied in a haphazard fashion, the Thirz Empire takes laws and legal issues seriously, although that will vary from world-to-world. Certainly the Zhodani Consulate takes laws very seriously and the *Tavrchedl'* take enforcement even more so. Remember that in Zhodani space, starports are no longer a haven for problems planetside – Zhodani starport authorities turn planetary lawbreakers over to the *Tavrchedl'* without any hesitation.

That being said, there are many opportunities for adventure in Ziafrplians. Players simply need to be patient and conscious of legal issues, and if their characters are not psionic, very careful as well.

Corsair Raiding

Corsair campaigns are detailed in *Alien Module 2: Vargr*. Corsair campaigns based in Ziafrplians sector are somewhat different from such campaigns elsewhere. Players can be part of one of the established corsair bands

previously detailed in this chapter or they could form a new band, rivalling one of the aforementioned groups.

All corsair bands in Ziafrplians are small and the frequency of raids is low but the successful ones operate legitimately, having been recognised by the Thirz Empire, the Zhodani Consulate or both. The Thirz Empire requires corsair bands based within the Empire to swear fealty to the Thirz Emperor, and the Thirz Empire tolerates fighting between various corsair bands so long as its worlds and interests are not harmed. On the other hand, the nature of Vargr politics being what it is, having a rival band declared outlaw can mean its destruction, so all corsairs tread carefully in Thirz space.

Within the Consulate, the Zhodani tolerate no corsair operations and if a Zhodani world is the target of a raid, the Consulate Navy will work very patiently to ensure that the corsair band responsible is hunted down and eliminated. If corsair bands impact Zhodani trade, the Consulate will first request action by the Thirz Empire and then intervene to teach a permanent lesson. Such intervention is rarely needed, as diplomatic requests from the Zhodani for action against corsairs are given a very high priority.

The Thought Police

The Zhodani *Tavrchedl'* are not just a law enforcement agency but also assist with mental health and societal health concerns. A campaign based on characters who are members of the *Tavrchedl'* would not just be concerned with disaffected Zhodani, potential rebels and even Imperial agents, but the health of the communities they work in.

In the Thirz Empire, the *Ourrghkso* play a similar role but, as the organisation and structure are smaller, resources are less available, so agents are generally sent as needed or to monitor hot worlds with a history of problems. *Ourrghkso* campaigns are less concerned about the health of the community than in maintaining the authority of the Emperor and identifying groups plotting to overthrow Imperial rule. In the Thirz Empire, the Referee



can more easily develop plots that can make characters question their loyalties, ethics and motives.

Councillar Troubleshooters

In Ziafrplians sector, there are five levels of government councils operating. Campaigns based on a group of characters working for one of the many councils can vary widely in scope and action.

Characters working for a world council might find themselves completing world or system surveys, responding to natural disasters or accidents. An entire campaign could be devoted to one specific world and its troubles and turmoils. The advantage of this type of campaign is that the Referee can focus on that single world, without a lot of interference or involvement from offworld.

Characters could work for a subsector council, focused on resolving individual issues. The subsector capital might serve as a base of operations and the characters have a ship assigned to them by the council, who gives them missions that span across the subsector. While a subsector may not seem like a lot to handle, multiple worlds can be difficult for first time Referees and, while limited, there will be interactions from outside the subsector, from either the sector or Consulate level. The characters may

occasionally come across situations where the subsector council is at cross-purposes with the Ziafrplians sector council or even the Iadr Nsobl provincial council.

Characters could work for the Ziafrplians sector council, sent to various trouble spots across the sector to analyse problems, report on situations and recommend or implement various solutions. This campaign can be very exciting, spanning the entire sector – but the Referee will need to keep track of events and characters across multiple worlds. Additionally, at this level, there will certainly be problems between the goals of the various subsector councils and that of the Ziafrplians sector council, not to mention activities of the Iadr Nsobl provincial council or even the *Qlomdlabr*.

The Referee might be interested in a campaign set in Ziafrplians sector, with the characters working for the Iadr Nsobl provincial council or the *Qlomdlabr*. At this level, characters often are not aware of the big picture, as both of those councils are focused on a bigger picture than the characters' specific missions. Such a campaign will certainly have, as a backdrop, the growing tensions between the Imperium and the Consulate, with a focus on identifying potential Ancient sites on unsurveyed mountain ranges across the sector or other elements of planning for a potential Fifth Frontier War.



CAMPAIGNS

This chapter discusses methods and ideas for using the Zhodani race in your *Traveller* games and is intended primarily for the Referee, although players of Zhodani characters may also wish to refer to the Roleplaying Zhodani section. Whether Referees wish to include a single Zhodani character in their games or run a campaign in the very heart of the Consulate, there are certain factors that should be taken into consideration.

ZHODANI IN THE GAME

Remember that Zhodani are Human. This means they have the same emotions and ambitions as any other Human. Where things become different is the Zhodani acceptance of psionic talents, which has altered their mindset in ways other Humans cannot easily understand. The Zhodani social, legal and even financial systems are structured around that acceptance. For example, Zhodani technology and equipment are completely identical with that available in the Imperium – except for ‘flickering’. When dealing with the Zhodani, Referees need to convey that sense of familiarity and then present the exception.

Because the Zhodani have had thousands of years to weed out criminal and disruptive elements from their society, a fundamental honesty is assumed by everyone in society. Locks are intended as safety devices rather than to prevent theft. Walls and structures are built for protection against the elements rather than to keep out the neighbours. However, non-Zhodani who attempt to take advantage of such situations will quickly find the *Tavrchedl'* out in force against them. Zhodani Nobles take their responsibility for the happiness of their Proles very seriously.

Of course, the likelihood of such events happening is low. Most Zhodani are uncomfortable around non-Zhodani Humans. The average Zhodani has little experience with other Humans or other sophonts. Humans who outwardly appear like Zhodani (tall, lithe, swarthy complexion, dark or gray hair) are accepted. But other Humans are strange or unusual to the Zhodani and will be distrusted. All Zhodani know that ‘liars and thieves are allowed to wander loose’ outside the Consulate and different-looking Humans will be assumed as such. In fact, non-Human aliens are often more accepted (like the Addaxur) than non-Zhodani Humans, simply because the Zhodani can see they are different.

ROLEPLAYING ZHODANI

As a Zhodani, you know that your culture is stronger and more stable than any other. From birth, you have been trained and educated to achieve your ultimate potential. This is all possible because your people have embraced the science of the mind, psionics. In your society, those individuals who seem to never fit in, never find their place in society, never seem content – they are given the assistance needed to find their way. There are no forgotten or misplaced individuals in Zhodani society.

You are surrounded by cultures that do not understand you. What they see as freedoms you recognise as paid for by ignoring the undesirable elements in their society. Too many sophonts often grow to adulthood without ever receiving the help they need to properly adjust to society and make the greatest possible contribution to the common good (and to themselves, by doing so). Criminal behaviours grow and fester in their mind... greed, acquisitiveness, violence, hatred, prejudice... and come to dominate their behaviour. In Zhodani society that energy, which otherwise might be channelled into criminal pursuits, is instead directed to the benefit of all. Somehow these cultures pride themselves on cutting so many individuals off from the help they need, from the lives they could and should have, and reject the greatest gift science has to give Humanity.

Proles

Some are born with the gift of psionic ability and to them falls the burden of social responsibility. You respect that burden and those who bear it. You were tested mentally and physically to identify what career you could achieve your fullest potential in and have been trained in the skills necessary to be successful in that career. You also take comfort that in those moments when you question yourself or your ability to achieve your potential, help to overcome your fears or pressures is available simply by asking. Finally, while you recognise that you will never become an Intendant or Noble, your children have that possibility and your personal success can improve their potential.

Intendants

You were either born to Intendant parents, or identified in testing as having psionic potential, and raised by Intendant parents. Either way, you were trained in the



use of psionics and guided to a career that made the best use of your mental and physical potentials. You respect the Nobles who mentor and lead you, and recognise that your task is to put their direction into actual practice. Your successes are their successes and the more they achieve because of you, the more successful your promotion and advancement is. Your greatest goal is gaining Noble rank, which is possible through your own efforts in *Thequzdievl* (the Psionic Games), or through promotion as a reward for success at the end of your career.

Nobles

You were born to Noble parents, or gained such status through victory in *Thequzdievl* (the Psionic Games), or after a career of achievement as an Intendant. Regardless of how you gained your Noble rank, you are responsible for leading Zhodani society. Perhaps not in government councils, perhaps not in government service – there are many paths for a leader to walk. Whichever path chosen, you know you are responsible for seeing that the Proles in your care are happy and satisfied in doing their duty, and those Intendants responsible to you are sufficiently motivated to be successful. The freedom of privacy and choice in your life is gained only by acceptance of your responsibilities to your society. While Noble rank in and of itself is deserving of respect, you also know that only those who perform their responsibilities successfully have earned such respect.

PRESENTING THE ZHODANI

There are several ways to present the Zhodani in a campaign, with some of the more common approaches detailed here. Referees are encouraged to select one approach and stick to it throughout most of the campaign, as it helps to illustrate the direction and conformity of the Zhodani.

Zhodani as Allies

Despite the tension between the Zhodani and Imperial Humans, it is possible for the two sides to work together towards a cooperative goal. After all, Esalin (1004 Tloql) fell to the Zhodani during the Fourth Frontier War and yet in 1098 it was agreed to have a joint Imperial/Zhodani administration of the world. For the Zhodani, to cooperate requires the logical filling of a need. For example, the value of Esalin as an agricultural world outweighed the practice of introducing Zhodani cultural values to a conquered Human population.

Emphasise: Unknown motives, standoffishness, hidden secrets.

Inspiration: Vulcans from *Star Trek* (especially in the *Enterprise* era).

Zhodani as Mercenaries

While rare outside the Consulate, it is common within the Zhodani Consulate for corporations to cover military functions when the Consulate military is unable to fill the need. Such units are generally equipped to minimal Consulate standards but adhere to all Zhodani military rules and regulations. Zhodani mercenary units never include Zhodani commandoes but this is not common knowledge. Zhodani mercenary units will not work at cross purposes to Consulate needs in any situation. When they are encountered outside the Consulate, they will not break their contract unless it conflicts with Consulate policy.

Emphasise: Combat effectiveness, loyal to Consulate, committed to contracts.

Inspiration: The Dorsai from the *Childe Cycle* series by Gordon R. Dickson.

Zhodani as Mysterious Others

The Zhodani mindset can be difficult to comprehend and it is not uncommon for other Human races to view the Consulate as a mind-controlling tyranny. The Zhodani openly admit that members of their own race who are unable to conform to their social norms are subjected to mind-ripping controls under the guise of re-education. Even when the Zhodani and other races are trying to communicate honestly, such interactions often lead to conflict or confusion.

Emphasise: Conformity and the needs of society over the individual.

Inspiration: The Psi Corps from *Babylon 5*.

Zhodani as Threats

The Zhodani have fought four wars with the Imperium and even though relations are currently peaceful, tensions remain high. The first three wars started with surprise attacks by the Consulate on Imperial worlds and the fourth war was an accident. When the time best suits them, they will strike – they see diplomacy only as a tool to put their opponent at ease before the next attack.

Emphasise: Surprise attacks.

Inspiration: Haven from the *Honor Harrington* series by David Weber.

Zhodani as Enemies

The Zhodani are preparing for another war! Already their fleets gather deep in the Consulate, massing for the surprise attack. Their spies are disrupting our worlds, causing them to revolt. They plan to turn our people into mindless slaves!



Emphasise: Tyrannical mind control and the constant danger of attack.

Inspiration: The mule from the *Foundation* series by Isaac Asimov.

ZHODANI CAMPAIGNS

Justifying a campaign with a mixed group of Imperials and Zhodani can be difficult, particularly with tensions between the two groups so high. However, it is relatively simple to run an all-Zhodani campaign. This allows the Referee to highlight the unique elements of Zhodani culture and society. It is also possible to run a more standard *Traveller* game 'flavoured' with Zhodani culture, simply by casting the Player Characters as non-Zhodani traders in or around Zhodani space.

Traders

The traditional Traveller 'free trader' campaign revolves around a small, barely profitable starship with the characters as its crew, searching for ways to pay off their mortgage. Zhodani characters fit well into this style of play but there are some changes. For example, a Zhodani crew will not turn to illegal activities to pay the bills, so the Referee will need to focus more on interesting patrons to drive the campaign. Another possibility is a crew of non-Zhodani characters who are trading along the Zhodani border, with events (and credits) taking them into Zhodani space, to give them an experience with a very alien Human culture. For trading campaigns in Ziafrplians sector, the main trade route along the Qadre'idr Main can provide many opportunities for profit and adventure.

Military

Many players do not find a rigid command structure enjoyable for a role-playing game. However, if they do, there are numerous possibilities for adventure in Zhodani space. The players might be members of the Consular Navy, the regional navies responsible to the various subsector councils or perhaps one of Ziafrplians's world system navies.

In the current time of increased tension between the Zhodani and the Imperium, the Consular Navy has been forced to reduce the number of ships on frontier patrol. A lone Zhodani patrol ship might find itself caught up in a Vargr corsair raid, forced to play diplomat to a Thizr patrol or even more complicated matters. Regional navies are finding that they are expected to handle many of the routine activities the Consular Navy performed in various subsectors. System navies have been asked to assist the various regional navies on an unprecedented level.

While Ziafrplians sector is not on the frontline of a future war with the Imperium, the personnel of the various Zhodani navies know that war is coming. The orders sent from the various councils for reviewing world data across the sector are in preparation for the upcoming war effort.

Explorers

The Consular Navy has thousands of years of data regarding Ziafrplians sector. Despite that, as the systems were initially scanned and discarded as empty, now the Consulate finds itself searching for a needle in a haystack.

While the *Qlomdlabr* tries desperately to keep the urgency secret, they have sent orders to provincial and sector councils and through them to subsector councils, calling for updated data on all systems throughout the sector, even in Vargr territories. World councils have additional instructions, calling for new mineral searches on mountain ranges throughout the sector.

Because of the magnitude of these orders, there is no way the Consular Navy could handle the requests, even if it was a top priority. Instead, councils are turning to corporations and freelancers. There are plenty of opportunities for a group of adventurers to become involved in these activities. Even if a team does not find a great new discovery, there are enough undiscovered natural dangers to give a Referee and players a lot of excitement.

While the Eighth Core Expedition is scheduled for the future, preparatory work for it has already started. Whether supported by the Consular Navy or various Zhodani corporations, exploring worlds far away from the Consulate can allow a Referee to use elements from *Traveller's* Charted Space setting in a very unfamiliar environment.

Politics

Although Zhodani society is based upon trust and respect, there is still scope for rivalry among Intendants and Nobles within the Consular structure. Navigating through the layers of council structures to implement or change a higher council's plan can provide many adventures based on interpersonal exchanges. Of more drama are political negotiations between the Consulate or Zhodani corporations and non-Zhodani governments. Being part of a delegation from either side can provide many adventures whether the characters are the inscrutable Zhodani or the suspicious non-Zhodani.

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This book is packed with information for both players and referees. New rules for careers allow players to create their own Zhodani characters, which are then well served by technology and ships designed by and for the Zhodani. Chapters are devoted to playing a Zhodani and how their society and culture are structured, complete with how they handle psionics. Finally, we have also included a complete new sector to explore, meshing seamlessly with the Spinward Marches.

To use this supplement, a Referee will require the *Traveller Core Rulebook*

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