

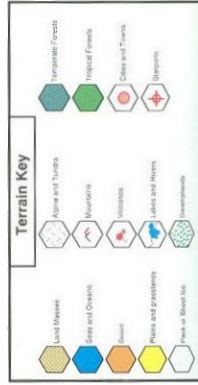
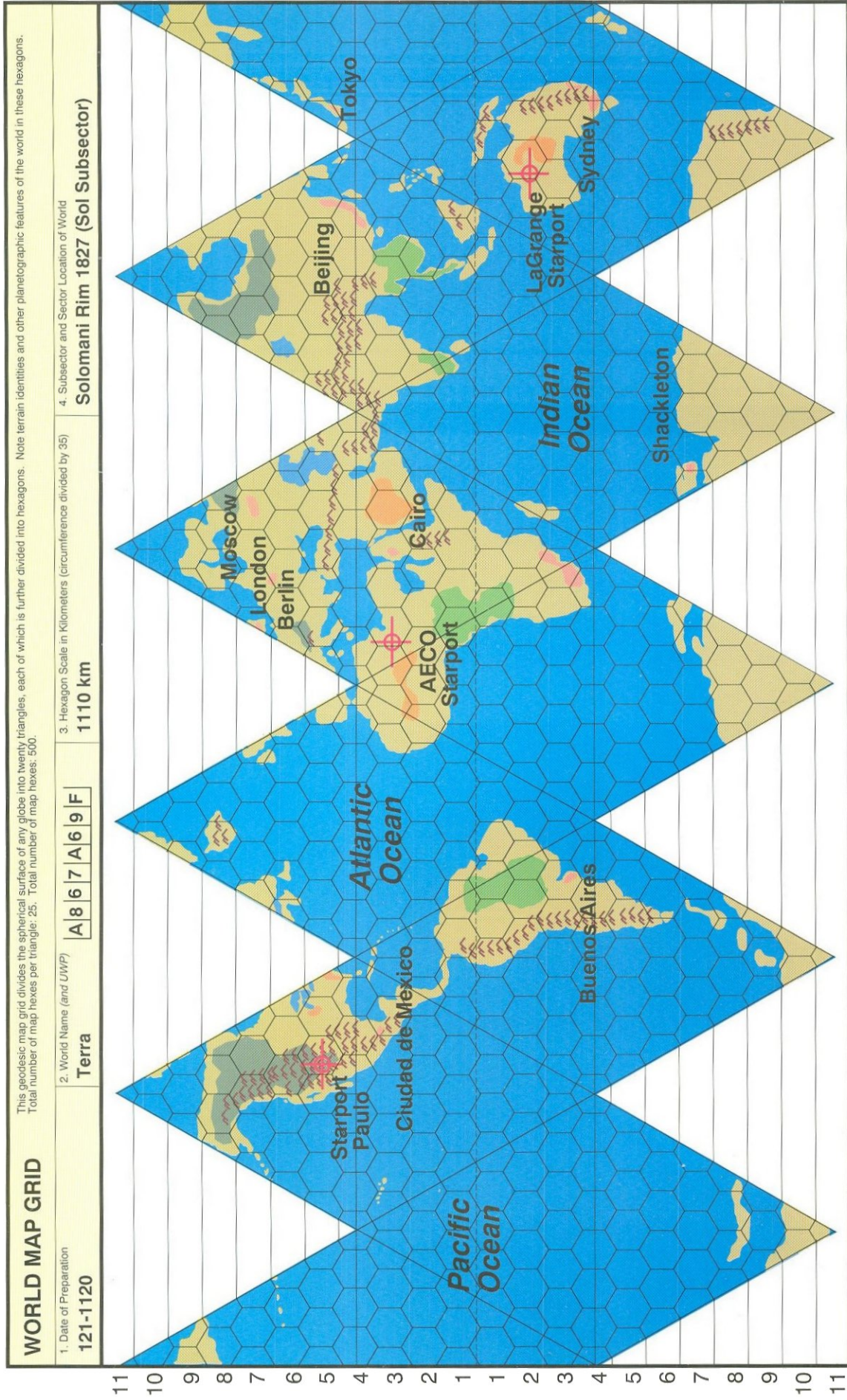
SOLOMANI & ASLAN



THE RIMWARD RACES



Digest Group Publications



Solomani And Aslan: The Rimward Races

THE MEGATRAVELLER ALIEN, VOLUME 2

The Solomani. Left behind when the Ancients took humans to the stars, these people came from humble beginnings. In the days of the Rule of Man and now with the Solomani Confederation, they are the rulers of humaniti's largest star empire.

The Aslan. A proud race whose warrior's nature is tempered with strict discipline. Belittled by some for their rumored theft of jump drive — no one can deny their prowess in controlling thousands of star systems.

Solomani and Aslan is the second volume of the *MegaTraveller Alien* series, which expands upon and adds to previously published material. More than just a revision of Classic Traveller's alien modules, this book provides new information, giving both old and new players fresh perspectives on two of Traveller's alien races.

What exactly does this book contain? It follows the format first set in *Vilani and Vargr*, the series' previous volume. With this book — as with its predecessor — our goal is to:

- Present the core material for each race from the viewpoint of members of that race explaining themselves to Imperial citizens. This makes the section more fun to read, while it also helps referees and players to understand the aliens from the "inside."

- Follow up each race's own "biased" section with an "unbiased" section for the referee. This section takes an objective approach, highlighting the "true story" and adding secrets for the referee's eyes only.

- Give accurate and official details of these beings' physical features and anatomy. For non-human races, *anatomically correct* drawings of adults (each sex) and a child, shown standing with a typical human, complement the text.

- Provide specific, detailed star maps of each race's region of charted space. Some maps give precise positions for individual systems, while others emphasize cultural, linguistic, or political factors.

- Include extensive information about each race's homeworld and home system. Detailed world maps and stats (in the format of *World Builder's Handbook*) add to the verbal descriptions.

- Show the unique appearance of each race's technology, fashion, and architecture. Each race has a visual "fingerprint" to make identification easy.

- Look inside alien starships, using the combination of deck plans and cutaway views introduced in *Starship Operator's Manual*.

- Provide examples of vehicles and robots for each race, following the formats of *101 Vehicles* and *Robots and Cyborgs*.

- Give each race unique strengths that make it a valuable addition to *your* game. Since aliens are harder to roleplay than humans, they need advantages that make playing them worthwhile.

ABOUT THIS SERIES

Just as with *Vilani and Vargr*, we hope that this material adds to your *MegaTraveller* campaign. This book contains the latest information on the Solomani and Aslan, along with advice to players and referees on how to work characters of these races into the game.

Although we have deliberately tried to keep new material consistent with that previously published, minor updates have been made for the sake of added realism and playability.

The information contained within supersedes the prior works from which it was drawn.

Other titles in this series include:

- *Vilani and Vargr: The Coreward Races* (volume 1)
- *Zhodani and Droyne: The Psionic Races* (volume 3)
- *K'kree and Hlver: The Exotic Races* (volume 4)
- *Humans and Nonhumans: The Minor Races* (volume 5)

ADDITIONAL MATERIALS

Additional materials that you should use with this book include six-sided dice, pens, pencils, notebook paper, hex grid or square grid graph paper, and colored markers.

CREDITS

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THE SOLOMANI

The following look at the Solomani comes from Sons of Earth: A Study of the Solomani People. This monumental work, written by Professor Albirto Majuan of Inerria/Aldebaran, was first published in 5589 AD (1071 Imperial) to commemorate the Confederation's bicentennial.

Professor Majuan wanted his work to form the foundation of an all-inclusive Solomani encyclopedia, something to rival the Argushiigi Admegulasha Bilanidin of the Vilani. Although his dream was never realized, Sons of Earth has never been replaced as the foremost overview of Solomani culture and history for foreign students. Poreme Goroya is the latest of several authors to update Majuan's famous work.

Among all other humans, the Solomani stand apart. The ancestors of all other human races were taken from Terra three hundred millennia ago by the long-vanished race known as the Ancients. Only we evolved from savagery to civilization on humaniti's one, true homeworld.

When the Ancients took humans to the stars, they scattered them across charted space. At the outset, those distant settlements had small populations. From their limited gene pools came people showing little variation of physique. Isolation from other humans restricted the diversity of their cultures. Thus, in most of these communities, the entire population shared a common language, culture, and appearance.

Terra was different. There, the large number of remaining humans enjoyed a much richer genetic and cultural heritage. Those early Terrans waged war, migrated, and interbred for thousands upon thousands of years. The result was a wild mixture of characteristics unequalled by any other human race.

Even today, we remain conscious of these differences — differences which, when considered rationally, should be unimportant. Although we pride ourselves on being Solomani, our diversity has time and again proven itself a source of friction.

SOLOMANI PHYSIOLOGY

Clearly, there is no such thing as a "typical" Solomani citizen. However, a few basic facts can still be given.

Height and Weight: Solomani males average 1.8 meters in height and 75 kilograms in mass. Females are generally shorter and lighter of build. Their height approaches 1.7 meters; their mass, 70 kilograms.

Appearance: Even genetically pure Solomani — that is, those with undiluted Terran bloodlines — exhibit a wide range of physical features. Our skin color varies from black and brown through red and yellow to white, embracing all shades between. Our eye color is frequently brown, blue, or green. Hair color can be black, blond, brown, red, or white, with the hair itself either straight or curly.

Diet: We are thoroughly omnivorous, with no inherent preference for one type of food over another. Our diets vary chiefly by custom and personal taste, not biology. They commonly encompass a wide range of animals and plants.

Rest: Our optimum day is 24 hours long, made of three eight-hour periods: one for work, one for rest and recreation, and one for sleep. We can adapt to any time cycle from 20 to 30 hours in length without great difficulty. If a world's rotation period falls outside this range, most of us will simply ignore it, imposing our own artificial divisions of time.

Reproduction: Solomani females bear live children after a nine-month gestation period. Single births are most common, although multiple births—usually twins—are also fairly common. Many different family structures are accepted throughout Solomani space, but nearly all make some provision for the care of children.

Senses: We enjoy the five senses of sight, hearing, touch, smell, and taste common to most humans. These faculties are not particularly acute in comparison to those of other races, but they are better balanced in sensitivity.

Anatomy: Our physiology defines the human norm. Our basic blood types include A, B, O, M, N, and Z, with types A, B, and O predominating.

Lifespan: Normally, the Solomani lifespan averages 75 years. Environmental conditions, especially on low-tech

worlds, can easily reduce this figure; medical science can greatly extend it. A Confederation-wide program of vaccination and genetic screening has done much to limit the threat of disease. Rejuvenation techniques and anagathic regimens promise to lengthen our lives even further.

GENEERED SOLOMANI

Genetic engineering, or *geneering*, has made sweeping changes to the Solomani form. GenAssist (the Confederation Ministry of Genetics) and other similar organizations, have modified human genes for toxic atmospheres, extremes of gravity and temperature, and specific utilitarian functions.

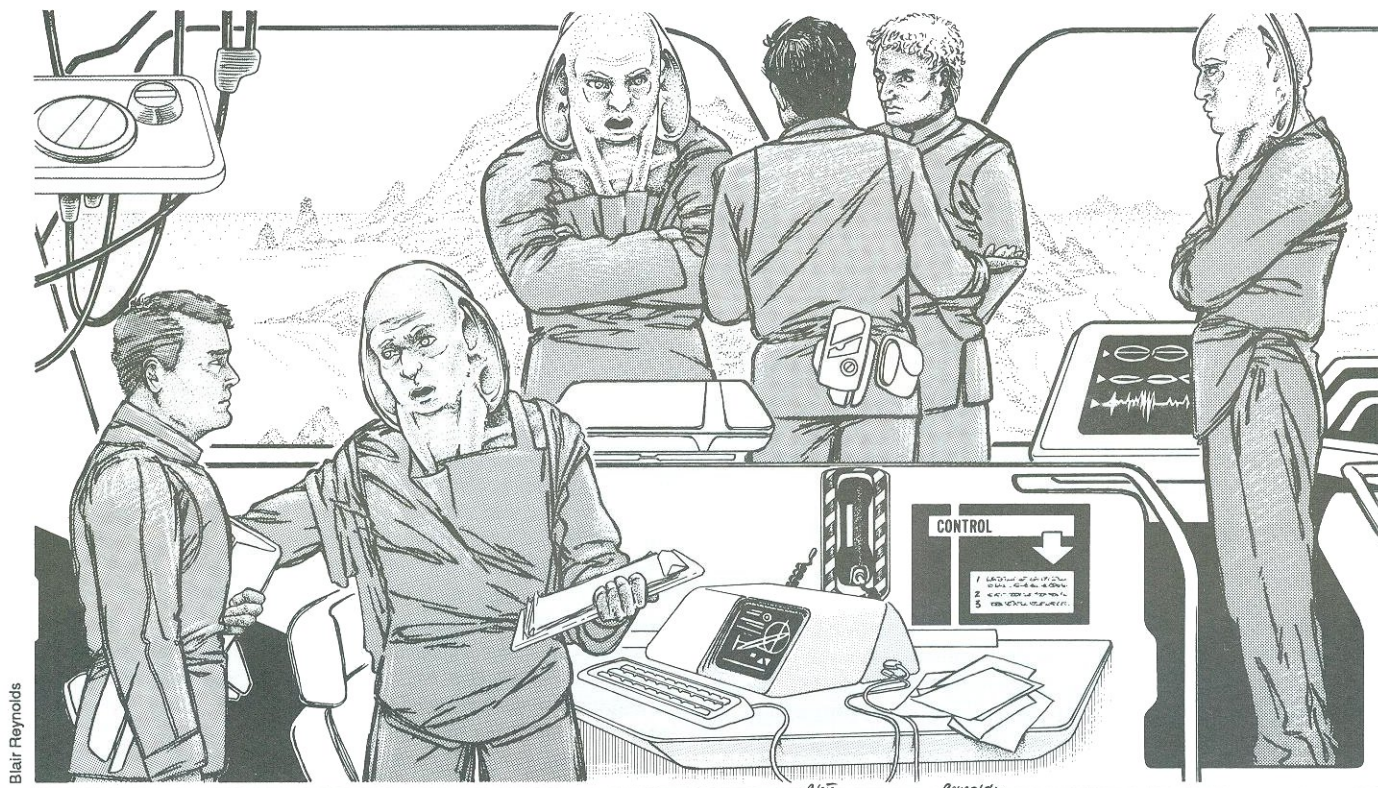
Consider the following geneered Solomani subspecies.

Iziri: Iziri (2918 Ustral Quadrant D989567-6) is a stormy, dense-aired, oceanic world settled as a low-tech Confederation colony. Frequent solar flares preclude radio communication, prompting the Ministry of Genetics to geneer the colonists.

Iziri speech and hearing extend into the subsonic range. Although this method is slow, the Iziri can communicate over distances of many kilometers by voice alone. Sentries relay messages from islet to islet across the great Andun Archipelago.

Wuans: In the Wuan Technology Association of Magyar, rudimentary geneering was performed to standardize the population's various genotypes. Careful genetic screening, reproductive planning, and follow-up training insure that correct characteristics breed true in each generation.

Wuans of the Worker genotype, for instance, possess increased stamina and singlemindedness. Wuan Executives, in contrast, enjoy a lengthened lifespan, enhanced memory, and keen analytical ability.



PSYCHOLOGY

True Solomani are rare outside the Confederation. Yet many humans find our attitudes familiar. This is only fitting, as all human thought and action has its roots with the people of Terra.

INDEPENDENCE

Our love of independence is our most distinctive trait, and it affects our lives on many levels.

Fundamentally, we idealize self-reliance. Our cultural heroes, for example, typically solve their problems without seeking outside help.

Tales of such heroes teach our children the value of resourcefulness. Our schools teach them to consider unfamiliar and untried ideas as viable solutions to problems. Rather than sticking with old and tested methods — a course the Vilani followed to decadence and decay — we embrace ingenuity and inventiveness.

In some cases, independence manifests itself as nonconformity. Each Solomani carries with him his own internal code of values. The Party's efforts to unify the Confederation's disparate cultures continue to bear little lasting fruit. Most of us are simply unwilling to be forced into a social mold of another's design.

Our independence also reflects itself in our love of challenge. Risktaking, whether physical or mental, has long been a hallmark of Solomani behavior. We crave new experiences, and many of us are struck by the desire to travel and explore. Rather than accept the mundane security of the corporate environment, many of us choose to make a free-lance living, sidestepping the rigorous economic regulation of the Party. Boldness, resilience, and courage all form additional facets of our self-reliant mindset.

Far above the personal scale, political tyranny and the suppression of thought grate on our consciences. Dictatorship and oppression blacken many pages of our history, yet popular uprisings calling for independence grace those same pages. The typical Vilani citizen accepts political and mercantile authority without question. In contrast, we see such powers as servants of the individual. If they overstep the bounds of their authority, the individual has the right — even the responsibility — to challenge them.

IDENTITY

"Who am I? Where do I belong?" These simple questions engage the minds of all true Solomani. Each of us searches for his relation to his fellows, to life, and to the universe. And as an added complication, the answers seem to change over time.

Why this unending quest for personal identity? Some suggest the answer lies back home on Terra. In the early days of our people, the multitude of social groupings forced individuals to take sides. They had to choose, or identify themselves, with one group as opposed to another. No individual, no matter how self-reliant, could survive for long without social contact.

This realization seems to have carried over into modern times. Although the Solomani hold personal independence dear, the need remains for some sense of belonging, some concept of membership in a greater whole. The ideal Solomani, then, adheres to a creed, upholds a cause, or claims loyalty to an organization or state, all while striving to maintain his independence.

We seek our concepts of identity from many sources. One is religion. Early Terran philosophers imagined that religion would decline in a technological society. Our experience has proven that not to be the case. In fact, the opposite has

occurred, and religion has blossomed. Most Solomani have never lost touch with life's spiritual aspect, and in the teachings of our many creeds, they, too, have found a place for themselves in the universe.

Another source of identity comes from promoting a cause. Within an area as large as the Confederation, the number of worthy causes is beyond number. In many areas, environmental issues are of great concern — in fact, environmentalism is integral to the Solomani mind. Other causes, many involving issues of human or sophont rights, also give our people chances to define themselves.

And like beings throughout space, we often choose to identify ourselves with a government or corporation. While we may take independent action, we do so in a way that supports the policies of the state or the business. At times, our identity is challenged, when the policies we follow change. Do we then withdraw our support? Do we instead

compromise ourselves? Many Party members have been forced to ask these difficult questions.

RESPONSIBILITY

Perhaps the hardest trait for us to learn as a people has been responsibility. We have always been daring, even from those distant days when our pre-human ancestors hunted great beasts on the African plains of Terra. We have always fought for our survival, unwilling to concede the slightest victory to the universe. But foresight did not automatically accompany these traits. It had to be learned, and in our case, it had to be learned the hard way.

For millennia, our early Terran ancestors lived with their thoughts fixed upon the present. Regret about the past did not plague them; neither did anxiety about the future. Life came one day at a time, and that was sufficient for the common man. A few preached the merits of planning and responsible living, but only a comparable few heard their warnings. The majority ignored their predictions and blithely steered their world toward destruction.

The anticipated crisis finally came in the century before starflight. Mismanagement of resources had gravely damaged the Terran environment. Species were driven to extinction on a daily basis. The Terrans themselves stood at the brink of global nuclear war. With multiple means of annihilation at their disposal, many Solomani saw only disaster looming in the future.

Fortunately, those doomsayers were wrong. Sweeping environmental changes, the discovery of jump drive, and first contact with the Vilani forced our forefathers to reevaluate their priorities. With numerous threats promising global destruction, national differences no longer seemed as important. At that crucial juncture, our ancestors came to terms with the consequences of their actions and with each other. Jointly, they accepted the responsibility for the fate of our homeworld and our people, and the Solomani conscience took a great leap forward.

Although easily ignored by the selfish or thoughtless, this concept of responsible action has not been forgotten. Whether or not we like the idea, we are all ultimately accountable for our actions, and recognition of this fact has changed us greatly.

As an example, consider our homeworld. Thirty-five centuries ago, Terra was on the verge of environmental collapse. Today, she stands a paradise, a garden in comparison with the homeworlds of the other major races. Not content to simply accept our responsibility for Terra's future, we have also made amends for our negligence in the past.

Even more importantly, we have shouldered the burden of caring for humaniti's future. Many of our distant brothers and sisters still suffer from their ancestors' removal from Terra. At whim, the Ancients twisted genes and imposed unnatural social structures. These wounds cannot go untreated. As the only humans untouched by Ancient hands, only we can heal our race from this alien taint.

Other threats confront humaniti. "Thinking" machines and genetic constructs infiltrate society, casting doubt on the very definition of humaniti. Would-be conquerors, human and alien, skirt our borders. Only the Solomani present a united front to humaniti's enemies. We are the last line of defense. This responsibility rests upon no other people, and we Solomani have met its challenge.

THE TERRAN EMPIRES

Over the centuries, the Solomani have established a number of stellar and interstellar governments. The following definitions identify those authorities.

The United Nations: Created in 1945 AD, the United Nations — or UN — began as a forum for international discussion on then-balkanized Terra. As time passed, however, looming global crises forced the rise of a global authority. Throughout the twenty-first century, the UN gradually grew to fill that role.

The United Worlds: With the founding of Terra's first transsolar colonies, the need for a central authority — this time interstellar — rose once again. In 2118 AD, the UN expanded its scope and formally changed its name to the United Worlds.

The Terran Confederation: As the UN reached out to the stars, Terran pioneers came into conflict with Vilani merchants at Barnard. This marked the beginning of the Interstellar Wars, simultaneously forcing new governmental changes. Terra and her colonies assumed a war footing, and in 2120 AD, the United Worlds became the Terran Confederation.

The Rule of Man: With victory over the Vilani First Imperium came a choice: adjoin the Vilani worlds to the Confederation or create a new government. A coup by the Terran military settled the issue, disbanding the Confederation in 2304 AD and founding the Rule of Man, the Second Imperium or so-called Ramshackle Empire.

The Old Earth Union: When the Rule of Man collapsed in 2742 AD, only a few pockets of commerce survived. One was the Terran Mercantile Community, a trade alliance between Terra and her oldest colonies. In 2828 AD, the TMC took on political duties and became the Old Earth Union.

The Solomani Autonomous Region: Political currents within the Third Imperium moved Empress Margaret I in 5222 AD to create the Solomani Autonomous Region, a nominally Imperial territory governed by Solomani.

The Solomani Confederation: The leaders of the Solomani Autonomous Region declared their independence from the Imperium in 5389 AD. The Region became the Solomani Confederation, today the largest human government in existence.

TERRA: THE SOLOMANI HOMEWORLD

The following text transcript comes from A Guidebook to Free Terra, a holopublication published in 5638 by Vanalen Travel of Pieri/Canopus. Besides providing useful information for travellers, the book also gives an insightful commentary on the changes — both political and cultural — brought about by Terra's return to Solomani control.

TERRA

Visitors to humaniti's homeworld leave with the impression that no other world could ever compare with the homeworld of our race. The scars of past disasters have healed, and today, Terra is one, great garden. We have made Africa's great northern desert, the Sahara, into a multi-million-hectare farmland, tended by skilled robotic care. Our Reforestation projects have restored the rain forests and jungles of South America, Africa, and southern Asia. We have even made the cool Siberian plains greener than at any other time in history.

Terra's current status as a global park belies its sore shape during the early days of star travel. Atmospheric pollution threatened to ruin our world's climate. Industrial smog became such a problem that we built domes to enclose several cities in North America and Europe. Thoughtless methods of agriculture turned once-fertile lands to barren flats. Extinctions reached a peak unseen in millions of years.

Yet, we accepted our responsibility, just in time to save the tottering ecology. Only the ocean level — standing 15 meters above its pre-jump height — and coastal outlines survive as reminders of the damage we once wrought by our own hands.

Terra's population of over 40 billion suggests overcrowding, but we have used several clever solutions to minimize the resulting pressures. Great undersea arcologies — some over a kilometer in height — house billions. A few even stand tall enough to tower over the waves. Gravitic habitats dot the skies, providing opulent homes for the wealthy. Immigrants continue to enlarge the Shackleton community in Antarctica, the foothold for the conquest of our homeworld's last continental frontier. And nearly a billion more call Terra's advanced orbital habitats home.

For the tens of billions remaining on Terran soil, life is still far from crowded. Sprawling megacities do exist, inhabited by hundreds or even thousands of millions. Yet we have made conscious effort to decentralize the population, to move it away from the urban centers and out into the countryside. Sophisticated global datanets and far-reaching transgrav lines insure that no citizen is isolated, no matter where they live. Thus, while billions cluster in the cities with their towering sky needles, billions more enjoy a life surrounded by majestic natural scenery.

Even aliens flock to Terra in large numbers. Imposing Aslan envoys and traders are common sights in any large city, as are freewheeling Dolphins. The exotic Hivers found Terra so much to their liking that they bought a several hundred thousand-acre tract on the eastern coast of the Australian District. They set up an enclave, both to raise their young and to distribute their cutting-edge electronic devices.

Of course, the newest "visitors" to Terra are our original residents, millions of citizens from the Solomani Confederation, returning once Terra declared its independence from the Imperium in 5389 AD. Our Confederation citizens arrived with great fanfare but little violence. The Confederation has, in fact, tread quite lightly on Terra, as we want to surpass the benevolence of Imperial rule. Terra is first and foremost a showpiece to be proud of, and we intend that it remain so.

Even within the past few years, we have taken steps toward independent government, and Terra's future as capital of the reformed Old Earth Union looks bright. Neither world nor populace has suffered badly from the change in allegiance. To the contrary, the return of Terra to our Confederation has lifted the spirits of Solomani everywhere.

LUNA

Luna has always been a favorite destination for Terran spacefarers. The site of our race's first offworld colony, the lunar community survived even through the Long Night, when Terra abandoned all her other insystem settlements.

In modern times, 8,000,000 citizens make Luna their home. The settlements concentrate around three craters: Archimedes, Copernicus, and Plato. Other, smaller settlements include the mining stations at Sinus Iridium and Montes Apeninus, the research facilities at Clavius and Farside, and the naval base at Theophilus.

The Plato community services the University of Luna, famed for its work in high energy physics and astronomy. The University supports Farside Station's work with radio astronomy and cosmic ray research, but the Farside scientists often have stronger ties to the military than their fellows.

Many of our insystem residents visit Luna purely for recreation. The moon has long been a popular vacation spot, and much of her economic support stems from tourists' spending.

THE INNER SYSTEM

Furthest in lies Mercury, a scored and cratered ball of rock baked by Sol's heat. The early astronauts who first set foot on Mercury paved the way for today's Syuki Solar Observatory, a mammoth facility housing over 10,000 people. The Observatory conducts many studies, including a watch of our star's minute instabilities.

Hostile Venus is still only partially explored, even after 35 centuries of Terran space travel. A manned expedition penetrated the planet's clouds in 2830 AD to discover evidence of long-extinct life. Subsequent exploration revealed that Venus was the site of an unfinished Ancient terraforming effort. Apparently, the Final War interrupted the project, and without outside control, the planet's unbalanced environment degraded to its present state.

A small orbital science station still studies the scattered Ancient remains onworld. While many sites and artifacts were left behind, Venus' heat and corrosive atmosphere have rendered all but a few unrecognizable.

THE OUTER SYSTEM

Terraforming began to change the red face of arid Mars 700 years ago. The planet's thickening atmosphere now sports a much higher ratio of oxygen to carbon dioxide, and we hope to see actual rain within the next century. With the return of our Solomani citizens, GenAssist has promised to speed completion of the terraforming effort.

WORLD DETAIL SHEET

1. Date of Preparation: 009-1121
2. World UWP: Terra/Sol/Solomani Rim
1827 A867A69-F

SIZE-RELATED

3. Diameter: 12,742 km
4. Density: 1.00
5. Mass: 1.00
6. Gravity: 1.00
7. Primary Mass (Star): 1.00
8. Orbit Number (Planet): 3
9. Orbital Period (Planet): 365.25 days
10. Rotation Period: 23 hrs, 56 min, 4 sec
11. Axial Tilt: 23.45°
12. Orbital Eccentricity: 0.016
13. Seismic Stress: 3
14. Asteroid Belt Zones: n/a
15. Primary Mass (Planet): n/a
16. Orbit Number (Satellite): n/a
17. Orbital Period (Satellite): n/a

ATMOSPHERE-RELATED

18. Atmosphere Composition: Standard oxy-nitrogen mix
19. Surface Pressure: 1.00 atm
20. Stellar Luminosity: 1.00
21. Orbit Factor: 374.025
22. Energy Absorption: .700
23. Greenhouse Effect: 1.10
24. Base Temperature: 15.0°C
25. Orbital Eccentricity Mod: ±0.48°C
26. Latitude Temp Effects: +21°C to -49°C
27. Axial Tilt Effects:
0.00 = hex rows 1-2
0.25 = hex row 3, summer +4°C, winter -6°C
0.50 = hex row 4, summer +7°C, winter -12°C
0.75 = hex row 5, summer +11°C, winter -18°C
1.00 = hex rows 6-11, summer +14°C, winter -23°C
28. Daytime Plus: +6°C
29. Nighttime Minus: -12°C
30. Native Life: Yes
31. Atmospheric Terraform: No
32. Greenhs Eff Terraform: No
33. Albedo Terraform: No
34. Atm/Temp/Terraform: n/a

HYDROSPHERE-RELATED

35. Hydrographic Percent: 0.71
36. Hydrosphere Comp: Liquid water
37. Nbr of Tectonic Plates: 10
38. Hydrosphere Terraform: Yes
39. Terrain Terraforming: Yes
40. Nbr of Major Continents: 3
41. Nbr of Minor Continents: 3
42. Nbr of Small Islands: 12
43. Nbr of Archipelagoes: 14
44. Notable Volcanoes: 1
45. Weather Control: Yes
46. Natural Resources: Agricultural, Ores, Radio-actives, Crystals, Compnds
47. Processed Resources: Agroprod, Metals, Non-met
48. Manufactured Goods: Parts, Durables, Consumables
49. Information: Recordings, Software, Documents

POPULATION-RELATED

50. Total Population: 42,530,000,000
51. Local Customs:
• *Unusual clothes for high social class.*

For decades, Terra's rulers have been military officers, and uniforms have been the garb of the elite. Although that may soon change, for the time being, the black and navy fatigues of the Confederation military mark Terra's leaders. High fashion follows this trend, producing designs with a military flair.

• *Fixed times for visiting others.*

Another result of long-standing military rule, obedience to the curfew laws has become institutionalized. Etiquette demands recognition of the legal times for travel and assembly.

• *Unusual holidays for certain geographic regions.*

Terra's districts try hard to preserve their ancient cultural heritage. While all feel a responsibility to maintain landmarks like the great temples of the Indian District, some go so far as to stage magnificent historical pageants. Terrans and foreigners alike gather at these events to see firsthand the glories of past civilizations.

52. Primary Cities:
Los Angeles, 12.2 billion, A starport;
Medina al-Kitaab/AECO, 4.3 billion, A starport;
LaGrange, 2.2 billion, A starport
53. Secondary Cities: 30 cities, circa 500 million, C starports
54. Tertiary Cities: 750 cities, circa 50 million, G spaceports
55. Progressiveness: Radical, Enterprising
56. Aggressiveness: Competitive, Neutral
57. Extensiveness: Harmonious, Friendly

GOVERNMENT-RELATED

58. Representative Authority: Executive/Legislative/Judicial-Several Councils
59. World Gov Description: Captive Government
60. Other Authority: n/a
61. Other Authority: n/a

LAW-RELATED

62. Religious Profile: n/a
63. Uniformity of Law: Undivided
64. Legal Profile: 9 overall
9 weapons
6 trade
8 criminal law
B civil law
9 personal freedom

TECHNOLOGY-RELATED

65. Technology Profile: FE high/low common
F energy
F computer/robotics
G communications
G medical
G environment
EEEF land, water, air, space
F persnl/hvy military
G novelty

While the Martian Restoration Project occupies the majority of Mars' 7,500,000 inhabitants, until recently, nearly a million called the Imperial Marine base on the Elysium Plateau home. When our Solomani forces retook the system at the end of 5635, the Plateau became the site of the campaign's most vicious fighting. Unlike the Rim War battle which ended in the destruction of the naval base at Deimos — moon and all — and this time the Imperials lost.

The Belt holds a special place in our history, for it was there that we discovered jump drive. Today, the Belt supports a population of roughly 2,350,000 people, mostly divided among a dozen of the larger planetoids. A sizable fraction, however — perhaps 100,000 or more — lead roving lives as independent prospectors, calling only their ships home.

One planetoid, Amor, has been hollowed out and settled by a colony of Dolphins. Amor provides the Dolphins an ideal place to pursue the arts in a comfortable environment. The Dolphins have no wish for seclusion, however, and welcome visitors — those with an interest in art may be invited to stay.

Jupiter is the king of the system's gas giants. One of its larger moons, Ganymede, houses the Kennsington Armed Forces Testing Center, a naval research lab recently reopened under Solomani control. The facility has a population of 30,000 and is closed to travellers. Another installation is the Byahnn Research Facility on Callisto. Once a Solomani weapons center, under the Imperium it studied jovian meteorology and sent probes deep into Jupiter's atmosphere. We are still debating its current disposition.

Saturn's spectacular ring system has made it a busy site for frontier refuelling. Like Jupiter, several of its moons house important installations. Icy Enceladus is home to the Huygens Astrophysical Outpost. While the actual nature of the Outpost's work remains secret, pre-Rebellion speculation revolved around antimatter containment research. Bright Rhea is streaked by icy material extruded by tectonic activity. Its Cassini Starport serves as traffic control center for the outer system.

Saturn's most interesting satellite is cloud-covered Titan. Even in pre-jump times, Titan was important. The moon became the site of a dramatic rescue attempt when the first manned expedition to land there crashed. Soon after, Titan became a prize, fought over by national and corporate forces. Today, Titan is best known as an Ancient site. Although archaeologists have announced no major finds, evidence found on Venus suggests grand discoveries await.

Uranus is a world tipped on its side. Beneath its clouds lies an ocean of superheated water, kept liquid by crushing pressure and thermal energy. A scientific station on Titania sends manned and unmanned probes into this unusual environment. Another station, this one on Umbriel, studies Uranus' unusual magnetic fields, shifted 60° out of sync with the planet's poles.

Stormy Neptune lies at our system's fringes. Swathed in blue clouds of methane, hydrogen, helium, and ammonia, encircled by icy rings, Neptune is rarely visited. The only local settlement of consequence is the Leverrier Complex on Triton. Once an important mining facility, falling output caused the Imperial Governor to shut the Complex's doors in 5636. With our liberation of Terra, the Complex may once again be opened for operation.

Until our system's recapture, a major Imperial Navy base and research lab stood in orbit above Pluto. Traffic to and from these facilities was heavy, even though civilian travel was prohibited within a 1 AU radius. No explanation for this restriction was ever given, but our Solomani Navy seems to have taken an equal interest in Pluto, and we have kept the restriction in force.

THE TERRAN STAR SYSTEM

The Terra system contains a solitary star, nine major bodies, and one planetoid belt. Notable features of the system include:

<i>Orbit</i>	<i>Name</i>	<i>UWP</i>	<i>Remarks</i>
Primary	Sol	G2 V	
1	Mercury	G30046A-E	Re
2	Venus	G8B0168-E	
3	Terra	A867A69-F	G Hi Mr
60	Luna	F20076C-F	Co Re Nv
4	Mars	F43056A-F	Co MI
5	planetoid belt	F00066B-E	Co
6	Jupiter	Small GG	size 90
2	ring system	YR00000-0	
6	Io	Y210000-0	
9	Europa	H200000-0	
15	Ganymede	F300468-F	Nv
25	Callisto	Y30016A-F	Re
7	Saturn	Small GG	size 75
2	ring system	YR00000-0	
3	Janus	YS00000-0	
3	Mimas	YS00000-0	
4	Enceladus	GS00268-F	Re
5	Tethys	YS00000-0	
6	Dione	YS00000-0	
9	Rhea	H10046B-E	
20	Titan	Y3A0168-E	
25	Hyperion	YS00000-0	
60	Iapetus	Y100000-0	
225	Phoebe	YS00000-0	
8	Uranus	Small GG	size 32
2	ring system	YR00000-0	
5	Miranda	YS00000-0	
7	Ariel	Y100000-0	
10	Umbriel	HS00269-E	
15	Titania	H100168-E	
20	Oberon	Y100000-0	
8.5	Neptune	Small GG	size 31
1	ring system	YR00000-0	
15	Triton	Y210169-E	
20	Nereid	YS00000-0	
9	Pluto	F10046C-F	Nv Re
20	Charon	YS00000-0	

THE SOLOMANI CONFEDERATION

Solomani space embraces tens of sectors and thousands of worlds. During the Rule of Man, our ancestors spread far coreward and spinward of Terra. Subsequent migrations in all directions have carried our people even farther. Yet when we think of home, we still think of the worlds around Terra — the worlds of the Solomani Confederation.

Today, the Confederation is the largest human government in existence. When the Imperium fragmented into a welter of competing states, our Navy plunged into the chaos to rescue our brothers in occupied territory. So far, we have met with great success in Magyar, Daibei, the Old Expanses, and the Solomani Rim. The recovery of these realms, long held by the Imperium, promises a bright future for all our people.

MEMBERSHIP STATUS

Outsiders often think of the Confederation as a homogeneous state, one unified in politics, culture, and population. Nothing could be farther from the truth. The very term *confederation* implies an alliance between multiple, distinct parties. Those parties fall neatly into four broad categories: member-states, independents, associates, and protectorates.

Member-states: Member-states are political or commercial groupings of multiple systems, organized under central governments. Their origins lie with the interstellar governments extant before the Charter. Although they respect the Confederation's ultimate authority in matters of general concern, they enjoy considerable autonomy in their local affairs. A prime example is the Confederation's willingness to let loyal member-states maintain their own military forces.

Independents: Like the larger member-states, independent worlds had sovereign planetary governments prior to the Charter's inception. The Charter does grant independents self-government within their own star systems, but few have the resources to actively counter Confederation law. Independent worlds are encouraged to form Home Guard militia units, but they rarely have sizable armed forces of their own.

Associates: Associate status describes those worlds colonized directly by the Confederation. All signatories to the Charter relinquished their individual rights to found new settlements. These powers now rest with the Confederation's Office of Colonization. The Office takes great pains to recruit settlers from mixed ethnic and cultural backgrounds, in order to insure that the colonies owe their loyalty directly to the Confederation. Associate-status worlds depend heavily on Confederation agencies for administration, defense, and other services.

Protectorates: Protectorate status serves as a catch-all category, embracing all worlds directly governed by the Confederation. This situation can be permanent, as exemplified by most worlds with non-Solomani populations. It can also be temporary. Civil unrest, political dissent, or natural disaster may prompt the Confederation to take control for the duration of the crisis. Whatever the exact situation, SolSec closely watches the protectorates, recognizing them as the Confederation's flashpoints.

MEMBER-STATES...

The member-states dominate the Confederation politically, economically, and culturally, for their influence exceeds that of any single system. A few of the more noteworthy member-states — many of them confederations in their own right — are detailed below.

Bootean Federation (Solomani Rim): One of Terra's first major colonization efforts, the worlds of the rich Near Bootes Cluster prospered throughout the Rule of Man. Even when the Long Night fell, the 18 worlds of the Near Bootes Union survived almost unscathed. By Dawn, the Union was a major political and economic power. When the Solomani

Autonomous Region was established, many Union officials stepped forward to take key positions in the new government. The Union became the Federation, and one of its Chairmen, Karl Scott, co-authored the Charter.

Where in earlier times the Booteans led Confederation politics, more recently they have opposed Party policy and growing SolSec power. Large segments of the Federation leadership endorse the Reform Movement, even going so far as to grant membership to the aliens of Labrys. In 5630 AD, two Booteans — Joshua Dahvin and Kathleen Ryan-Cox — became High Councilors despite right-wing efforts to block their appointment. The two have boldly spoken out in an effort to temper Party aggressiveness with typical Bootean tolerance.

Grand United States of Quesada (Aldebaran): A large member-state, the Estados Unidos Grande de Quesada is a lively republic in both the lives of the people and the political arena. The Quesadans speak fluent Spanish, with Anglic as a second language, and have a proud Hispanic heritage. Recently, the Quesadans have been plagued by an inordinate amount of political upheaval. They have seen three Grande Presidentes in as many years, and SolSec is widely believed to have had a hand in ousting them from power.

Hanuman Systems (Langere): The Hanuman Systems lie at the Confederation's trailing border. The Hanuman Systems owe their name to the local religion, an unusual mix of old Terran Hinduism and modern evolutionary theory. The Systems' inhabitants believe Hanuman — the Hindu monkey god — to be the patron deity of all primates, including humans. They have gained a widespread reputation for their frequent ceremonies and devotions.

Interestingly, the Hanuman religion intrigued Hiver merchants across the border. While Hiver culture as a whole ignores religion, many Hivers found their curiosity and need for individuality engaged. One trader nest invented a deity, Palibat, to serve as racial patron for the Hivers. Worship of Palibat spread as the Hiver merchants travelled, and the priests of Hanuman eventually saw fit to officially endorse it.

This unorthodox, jointly held creed has long helped smooth relations between our people and the Hive Federation. For this reason, it has withstood the disapproval of conservative Party officials dismayed by the cultural merger of Solomani and non-humans. Most Party members see the Hanuman-Palibat faith as beneficial, however. In addition to the thousands who visit annually as diplomats and businessmen, many more come simply as tourists.

Kostov Confederate Republic (Newworld): Known throughout the Confederation as a fierce democracy, the Kostov Konfedar Republik requires that each citizen over the age of 17 vote in the annual elections. These elections decide all important aspects of the Republik's government. A vast government bureaucracy sees to it that the results of each election are quickly tabulated and enacted.

A congress is elected each year to tend to foreign interests and insure the continuation of democratic ideals. While it often proves difficult to get an immediate decision on minor matters, special elections are held in the event of great national need. Each world in the Republik handles its democracy in a slightly different way, but the overall effect is nonetheless that of a large, modern participatory democracy.

New Slavic Solidarity (Magyar): Many of the Solidarity worlds were first settled during the Interstellar Wars by Terran emigres fleeing political unification at home. European and Russian in origin, the colonies never enjoyed official backing, and their early days saw primitive conditions and much hardship. During the Long Night, the worlds banded together to defend against piracy and raiding, preserving their shared Slavic language and culture in the process.

Presently, most of the worlds have passed from military rule, now being governed by bureaucracies and democracies. Relationships with the Confederation are strained at times, as the Solidats value their heritage of independence. The Slavs have filed protests over Confederation meddling in their internal affairs, but as yet the conflict is not heated, for the Solidats support the Confederation military as a counter to both the Hierate and Imperium.

Old Earth Union (Solomani Rim): When Solomani forces retook Terra and her neighbors, the region's exact status was in doubt. After some debate, the region's leaders applied for entry into the Confederation as a member-state. They envisioned a reborn Old Earth Union, a direct successor to the original Old Earth Union, long since fallen to the Imperium. Chances for acceptance look favorable, but the survival of a strong pro-Imperial underground in the region has delayed a final decision.

Protectorate of Cthonia (Alpha Crucis): A mutual defense and trading coalition, the Protectorate worries about its uneasy position on the Imperial border. It maintains a large, sophisticated fleet against this threat, independent of Confederation control. Although legally entitled to such a navy by the Charter, the Cthonian armada has given cause for concern to Confederation officials.

The Confederation might well intervene, if it were not for the Cthonian Navy's unique training methods. The Cthonians employ an innovative technique — "electro-psychanalysis" to the popular media — which combines psychological testing with intense study of neural activity. Using this technique, the Cthonians can single out future leaders at a very young age and recruit them into military schools. As the Protectorate has recently opened the program to other Solomani worlds, the Confederation stands more to gain by leaving the Cthonians in peace.

Reformed Dootchen Estates (Magyar): The Estates grew from a single settlement of white South Africans. Unable to accept the sharing of political power with the nation's black majority, they were offered a chance to emigrate. The would-be settlers agreed, and they divided the land of their world — Traip — into numerous agricultural estates. During the Long Night, population growth forced younger sons to look to neighboring worlds for land. At the same time, the Dootchen worlds instituted a slave system. The "inferior" populations of those raided worlds were brought back to work for the Landholders.

Today, the Dootchen Estates are a caste society. Although they treat their slaves well, the ruling Landholders own everything and everyone, including all political power. Occasionally, younger Landholder sons launch raids against the Imperium or neighboring Confederation states. Nonetheless, the Estates bask in the Confederation's favor. Their racial



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philosophies harmonize with those of the Cause, and they wholeheartedly support the Movement. The Landholders unfailingly provide military assistance to the central government, which often summons them to put down rebellions on other worlds.

Third Reformed French Confederate Republic (Aldebaran): This large state is a union of three French member-states and a number of independent worlds. Although powerful, the inefficiency of the Republic's government makes an eventual breakup a virtual certainty. If and when that happens, the region may well become a hotbed of internal strife.

That inefficiency stems not only from the region's size and diversity, but also from the collapse of the former administration. A recent coup deposed the old military governors, replacing them with a weak body of civilian ministers. Many rumors of SolSec involvement in this fiasco have surfaced. A common belief, supported by many analysts, holds that the Confederation saw the Republic's growing power as a threat.

Turin Consolidation (Alpha Crucis): The Consolidation began with a group of religious emigres who fled Terra during the Interstellar Wars. Bearing many relics and cultural icons with them, the Turin settlers never wavered in their piety. The Consolidation has long been the home of the Brotherhood of SenWencus, an ancient religious order, and the elite fighting force called the Knights of St. George.

The Brotherhood and the Knights work hand in hand in spreading their faith across human space. The Brotherhood's priests have often called on the Knights to help "convert" worlds unresponsive to the message. During the Solomani Rim War, the Knights stood among the Solomani's fiercest fighters. Absolutely committed to their cause, the Knights undergo at least five years of rigorous religious and military schooling.

Wuan Technology Association (Magyar): A loose, commercial grouping, the Wuan worlds owe their colonization to Asian corporate interests. Well supported by Korean and

Japanese funds on Terra, the Wuans specialized in manufacturing high-tech products for export. They survived the Long Night by continuing this practice, and while raiders collected tribute, they chose not to loot the Association wholesale.

During the Long Night, the Wuans began a genetic experiment. They studied, modified, and standardized human genotypes. Now, the Wuans can produce specialized humans suited for any task or environment. A visitor to Wuan factories will see long rows of identical Workers performing the same industrial task.

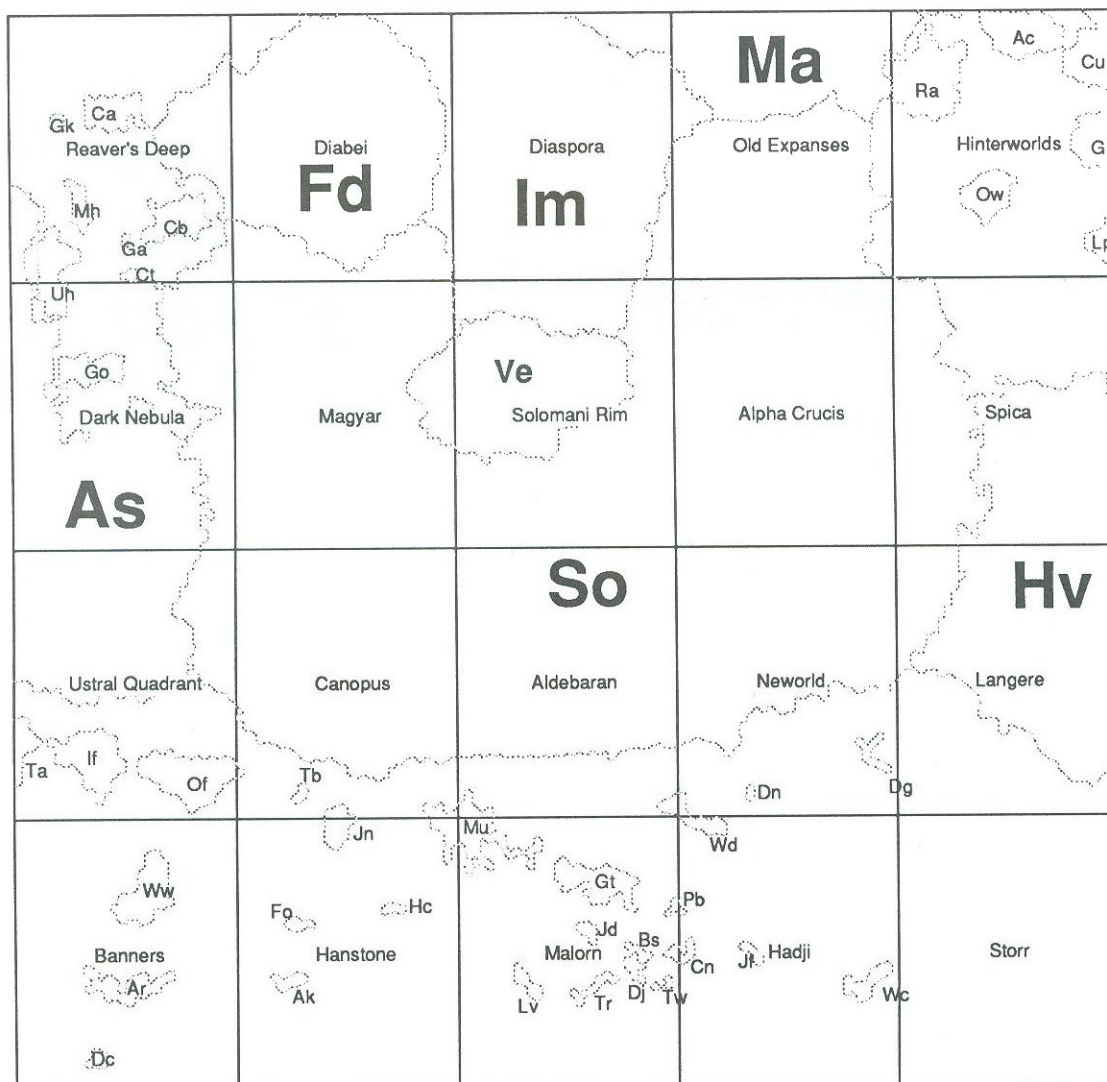
Wuan political power rests with the Executives who administer the Association's various corporations. They maintain a fleet of trading ships that travel to Daibei, Dark Nebula, and Reaver's Deep, and they own many smaller companies throughout Magyar. Lacking a standing navy, the Wuans recognize the need for the Confederation military, but they do little more than tolerate the Cause and the central government.

...AND WORLDS

Despite the power of the member-states, the Confederation's individual worlds do exert some leverage. Home, as the Confederation capital, is the obvious example, but many other worlds have made essential contributions to our lives. Three planets of recent interest are:

Home/Aldebaran (1009 Aldebaran A86699A-E): In 5520 AD, the Confederation selected Home as its capital, both for its similarity to Terra and its distance from the Imperial border. Prior to that time, Home's history was uneventful. Small Sancerist farming communities dotted the world, many of which still exist in Home's scenic outback. In contrast to the farmers' simple shelters, the Secretariat meets in mammoth chambers in Home's First City, while the High Council convenes in orbit — adjacent to and protected by a Confederation naval base.

Repository (location unknown): Repository holds a unique place in Solomani atlases. Although its existence is undisputed, its location is one of the Confederation's most



SECTOR and ALLEGIANCE KEY

Code	Allegiance	Code	Allegiance	Code	Allegiance	Code	Allegiance
Ac	Anubian Trade Coalition	Dj	Daprolix Juncture of Suns	Im	Imperium (mixed faction)	Ra	Ral Ranta
Ak	Auftei Ktaih	Dn	Demos of Nobles	Jd	Joie De Vivre	So	Solomani Confederation
Ar	Aoifu Roakh	Fd	Federation of Daibei	Jf	Jonson-Bowes Federation	Ta	Tealou Ariaoh
As	Aslan Hierate	Fo	Fteiheiel Oih	Jn	Jurisdiction of Nadon	Tb	Trita Brotherhood
Bs	Bright Star Cooperate	Ga	Galyn Assemblage	Lp	Council of Leh Perash	Tr	Toh Republic
Ca	Principality of Caledon	Gi	Gniivi	Lv	Lords of Vision	Tw	Theocracy of Weltschmerz
Cb	Carillian Assembly	Gk	Khan World League	Ma	Margaret's Stronghold	Uh	Union of Harmony
Cn	Creation of Nonpareil	Go	Gyj-nuah 'Oew	Mh	Grand Duchy of Marlheim	Ve	Vegan Autonomous District
Ct	Carter Technocracy	Gt	Great Terbah	Mu	Malorn Union	Wc	Counsel of the Wise
Cu	Cytrialin Unity	Hc	Council of Heads	Of	Oleaiy'te	Wd	Winston Democracy
Dc	Delsun Comagistrant	Hv	Hive Federation	Ow	Outcasts of the Whispering Sky	Ww	Woal Wariylr
Dg	Dienbach Gruppen	If	Iyeaao'te	Pb	Parity of Brothers		

closely guarded secrets. The reason for this lies with Repository's purpose — it serves as the Ministry of Genetics' central gene bank. Repository was built at the instruction of Genetics Minister Li Niao Kuei, who also instituted a program of Confederation-wide genetic sampling.

Sulawesi/Nanfeng (1025 Canopus D6846A6-8): Originally Indochinese, Sulawesi's inhabitants practice extensive agriculture on the world's wide, fertile plains. Culturally isolated, its natives grouped in small, rural villages, Sulawesi is ruled by a figurehead monarch, the Grand Rajah. Traditionally, government has been the province of the village headmen.

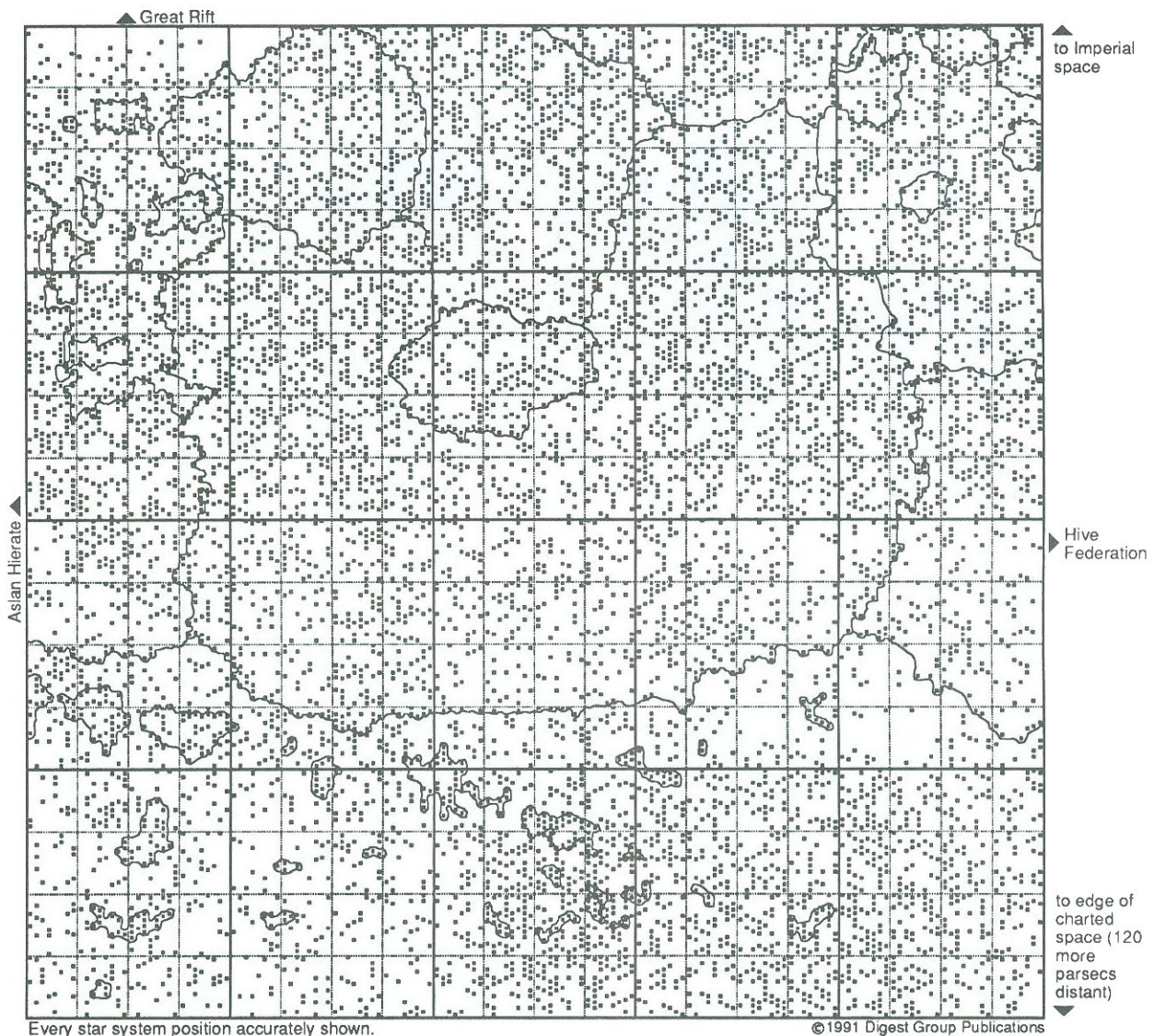
For decades, the world was content in its quiet prosperity, but the Party has recently attempted to infiltrate itself into Sulawesian life. A coup, arranged by SolSec and various business interests, deposed the rightful Rajah and replaced him with a Party lackey. Religious leaders and village headmen have denounced the new Rajah, and the Confederation has sent in pacification troops to bolster the new regime.

THE REALMS BEYOND

The Confederation also expects to gradually move into the unclaimed space on its rimward frontier. To this end, the Office of Exploration constantly sends pioneering missions beyond our borders. Although the government's attention now focuses on our new coreward acquisitions, exploration still continues at a reduced pace.

Our boldest exploration venture is the ongoing Perseus Project, which in 5568 sent 17 base ships far out toward the Perseus Arm of the galaxy — the next spiral arm beyond our Orion Spur's Sagittarian Arm. Although independently sponsored and commanded, the ships met periodically to share data.

The *Iouo* was the last ship to return in 5624, after it explored star clusters on the fringe of the Auriga Arm, almost 3,000 parsecs distant. Three of the ships have yet to return, including the largest, *Home*. None of the missing vessels have been heard from since their entry into the Perseus Arm.



Every star system position accurately shown.

The Solomani Confederation and Surrounds

CIRCA
1120

GALACTIC
DIRECTIONS



SOLOMANI SOCIETY AND CULTURE

Our society and culture are the end product of Solomani progress for millennia. Our diverse ethnic groups of Terra — molded by environment, goaded by technological advance — all merged values to produce our conglomerate culture. The basics of our culture, honored by many and opposed by many, identify Solomani populations throughout space.

THE FAMILY

The nuclear family — father, mother, and children — underpins all of our society. Many scholars have attempted to trace this arrangement back to numerous Terran cultures. Whatever its origins, the nuclear family is our primary family structure, as well as officially encouraged by the Solomani Party.

Party pressure has failed to replace local custom regarding the family in some cases, however. In some areas, especially among the older member-states, other family arrangements prevail. The ancient forms of polygamy and — more rarely — polyandry can still be found within our borders. Other, more “innovative” groupings also exist, especially on colonies, high-tech worlds, and social preserves.

Despite occasional resistance to the nuclear family organization, the Party has at least managed — in nearly all regions of the Confederation — to become a part of family life. Perhaps its greatest triumph has been the establishment of the Solomani Youth League, which gives our children a useful political awareness, perhaps even leading to a life of service for the good of the Party. The Ministry of Information supports the League's activities with many excellent educational plans. The tenets of the Solomani Party are taught to a varying degree on different worlds, but all schools in the Confederation teach at minimum a course on “The Solomani Destiny.”

SOLOMANI BUSINESS

Our Confederation's business sector enjoys a character all its own. With the exception of Transstar, the Party's transport line, megacorporations are non-existent in the Solomani Sphere. While many huge corporations do

operate over large expanses of space, they cannot be accorded true “mega” status. These firms, GenAssist foremost among them, serve particular needs and lack the true diversity of a mega-corporation.

Many Solomani corporations operate in regions incorporating several sectors, but only a few conduct business universally throughout our entire Confederation. Competitive business environments encourage the formation of rival, start-up companies to challenge any corporation that becomes too expansive. Thus, unquestioned loyalty to an employer is rare — independently-minded regional management will commonly separate from its founding company to start a new endeavor.

Additionally, many of our regional cultures prefer to consume products of a “native” manufacturer rather than those of an outsider. Therefore, our Solomani economy is characterized by many large-scale companies operating exclusively in their own regions, producing similar products and services as those in other regions.

THE CONFEDERATION GOVERNMENT

Our societies of the Solomani Sphere, having evolved under special circumstances, are unique in human occupied space. Most Solomani worlds were never part of the First Imperium, and many were never members of the Terran Confederation. The Solomani worlds survived the Long Night by forming various alliances of worlds for mutual defense and trade. Most Solomani worlds have never experienced a strong interstellar government. When the “Charter for Confederation of the Free Solomani States” was formulated in 871, two objectives were primary in the minds of our signers. Most importantly, we Solomani States sought



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to preserve our independence from the strong Imperial interstellar government. Disregarding ideological differences with the Imperium, this was the major impetus behind the founding of the Confederation. The second objective we sought was to provide for the mutual defense of the Solomani States, both from internal strife, and from external threats such as the Imperium or the Aslan.

The major representative body of our Confederation is the Secretariat. Member states or worlds of the Confederation choose their representatives by whatever means they deem appropriate. Some are freely elected, while others are appointed by dictators, monarchs, or oligarchies. Some seats in the Secretariat are hereditary positions. Worlds and states conquered by the Imperium during the Solomani Rim War are given non-voting seats until their return to our Confederation. The number of seats held by any individual world or state is determined by their economic contribution to the Confederation. The Secretariat serves mainly as a forum for discussion of issues of mutual concern.

Trade, military, and tax disputes are presented before the body of the Secretariat, which then can vote in favour of one position or another. On most occasions, the states of the Confederation will voluntarily abide by the decisions of the Secretariat, and in theory, the Confederation government cannot force compliance. The Secretariat also can make no laws interfering with the internal affairs of any member government. Over the years though, a precedent has been set regarding compliance with the decision of the Secretariat. When non-compliance with a Secretariat's decision does occur and such action becomes a threat to the security of our Confederation, the Secretary General can dispatch troops — with the approval of the Secretariat. This provision has been interpreted loosely in recent years, and is a cause for friction between local states and the central Confederation government.

The Secretariat serves other functions in addition to its legislative one. Most importantly, the Secretariat elects the Secretary General. The Secretariat can also recall the Secretary General or can overrule any High Council directive by a 75% majority vote. The Secretariat, as the representative body of the Confederation, serves as a check on the powers of the Secretary General and the High Council. The provision that no legislation can be passed by the Secretariat without a 75% majority is seen as a check of our Confederation's powers over our individual member states.

Many outside interstellar states think of our Secretary General as the most powerful person in the Solomani Confederation. This is true to an extent. While the Secretary General is elected by the Secretariat to an indefinite term, the Secretary General also holds a representative's seat in the Secretariat. This means he can be recalled from that seat by his homeworld, forcing him to step down as Secretary General.

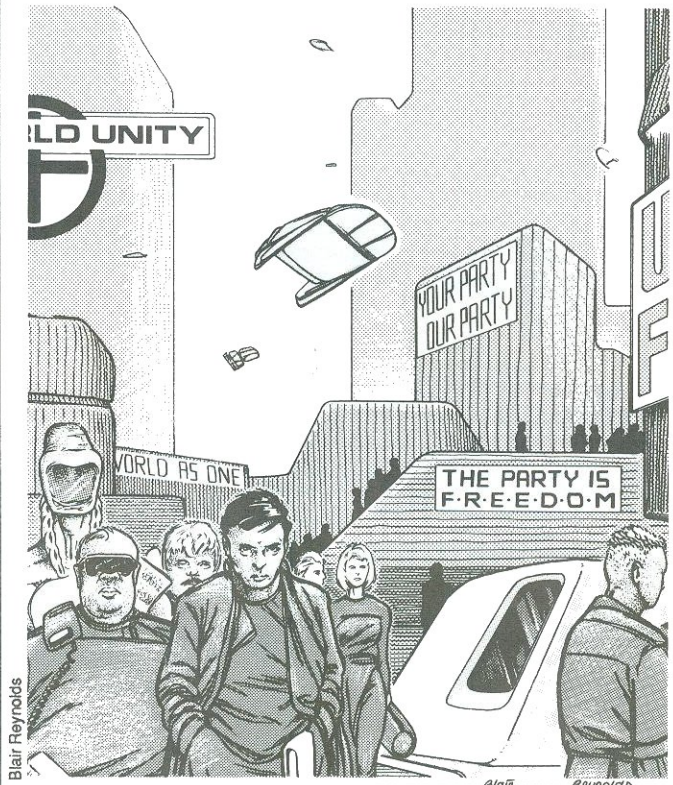
As to power and position, the Secretary General is the chief executive officer in the Solomani Confederation and the Commander-in-Chief of our military forces. The Secretary General nominates new candidates to vacant positions on the High Council and himself possesses two votes on that council. Candidates nominated to the High

Council must first be cleared by the SolSec Coordinator before taking office.

THE SOLOMANI PARTY

In the Imperium, interstellar government is managed by the Emperor and the nobility, while individual worlds are left to run their own affairs. A similar situation exists with our Confederation. The Confederation does not look the other way as the Imperium does — worlds and member-states must pay their taxes, contribute to the general defense, and not blatantly violate the doctrines of the Solomani Cause. If they treat the Confederation with respect, then the Confederation allows member-worlds and states to manage their own internal affairs.

Our central government concentrates heavily on key worlds with type A or B starports. It is on these worlds



that the results of Party assistance can be best seen. The Party standardizes interstellar trade, maintains military bases, furthers interstellar communication, and promotes prosperity throughout the Confederation. All representatives and officials of our central government are required to be Solomani Party members in good standing. The party was created to forward our great Solomani Cause — we believe that as Solomani, the original humans of Terra, we alone are best suited to govern humanity. Over the centuries since its formation, the Solomani Party has become an umbrella organization containing a great many philosophies and approaches to vital problems of our region. It is for this reason, along with our diverse and independent Solomani mind-set, that the Party has differentiated into various factions. Security agents monitor the flourishing factions to make sure they do not stray from the basics of the Solomani Cause.

SAMPLE SOLOMANI BUSINESSES

The following businesses are a representative sampling of the kinds of businesses in Solomani space.

Transstar: The largest transportation line in the Solomani Sphere and the only Solomani megacorporation, Transstar was formed as a subsidiary of the Solomani Party. Its original purpose was to foster trade and commerce between the member-states of the Confederation and to serve as a source of income for the Party itself. More recently, Transstar has expanded its operations to include finance and capital investment, making it also the Confederation's largest banking and insurance firm.

GenAssist: The Terran Confederation established GenAssist during the Interstellar Wars to promote colonization by adapting native Terran lifeforms to alien environments. Besides geneering lower lifeforms, GenAssist also participated in the uplift of over two dozen alien species, each of which is now a loyal member of the Confederation. GenAssist is also widely known for its human and animal cloning technologies. The company mass-produces humans of specific genotypes and manufactures a wide variety of androids.

Solomani Shipping: A major passenger and freight service on the Confederation trade routes of Solomani Rim sector. The corporation originally served the entire sector, but the routes in the Imperial portion of the sector are now operated by Solar Shipping. Although the two companies are split, in many respects they operate as if they are still one. Solomani Shipping operates out of the economically powerful Bootean Federation.

ConTech: Established in 713 by the noted philanthropist Wilhelm Roberto Conwell, ConTech concentrates on research into the life sciences. The company serves as a consultant to worlds seeking to repair or avoid ecological damage. ConTech has vast expertise at mixing lifeforms from different worlds to create a proper balance for a colony. ConTech is a financial and political supporter of environmentally conscious organizations throughout the Solomani Sphere.

Supported by the seemingly bottomless credit line of its founder, ConTech is also a major contributor to the Ministry of Genetics' Repository Project. This database and genetic reservoir works to preserve endangered species and biodiversity, record human and animal genotypes, and assist in the recovery of extinct lifeforms.

Argent Mining Inc: Administered from Chou (Magyar 0210), Argent Mining is a member of the Wuan Technology Association. The firm maintains mining and refining operations throughout Magyar and Dark Nebula Sectors. Occasionally, Argent employs tailored human clones or androids for operations in hostile environments or when a labor force for an important project is needed quickly.

The company's birth-labs produce humans of specific genotypes to perform as Workers, Managers, Clerks, and other functions. The clones are raised in corporate creches and receive education through deep-psych tape-study. These tapes provide a psychological structure for their recipients — the clones will only be happy doing the work they were designed to do. This guarantees a productive work force, but unfortunately, such populations are not terribly effective at responding to new circumstances.

The Solomani Party is organized as a hierarchy of committees and ruling councils, with ten cells forming a committee, ten committees forming a supervisory committee, until finally, ultimate authority is embodied in the High Council. Although party membership is automatically granted to all Solomani, many are not active in party operation. Some worlds and member-states lie in remote backwaters of the Confederation, and have only occasional contact with our central government. A few disagree with the basic principles of the Party. Some individuals feel more loyalty to their traditional, local rulers — rulers who may chose to remain inactive in the Party structure. In these cases, it is common for a specially-appointed Confederation liaison to deal with the population of the occasional indifferent world.

THE SOLOMANI MILITARY

One important consideration of our Confederation military is that in addition to being a mutual defense organization, it also has political sway in the High Council. The General of the Massed Solomani Armies and the Grand Admiral of the Solomani Fleets both sit on the Confederation High Council. This means that the military, as they should, have a say in political and foreign affairs. The bureaucracies maintained by the two military Councilors operate independently, rarely answering to any authority outside of the High Council itself. The only influence the Secretariat exerts over the military is the provision that requires approval of military appropriations by the Secretariat. In addition defending the Confederation from outside threats, our Confederation military acts to maintain domestic tranquility for the good of all. It enforces the laws, suppresses dissidents, and intervenes to restore peace when disputes between member-states or worlds threaten to damage the Confederation's interstellar economy.

THE MASSED SOLOMANI ARMIES

Despite reforms made after the Solomani Rim War, our armies of the Solomani Confederation remain loosely organized units. In theory, all Confederation planetary forces are under the command of the General of the Massed Solomani Armies. In practice though, the General directly commands those forces that are official Confederation units.

These units make up only a fraction of the Solomani armies, although they are the most elite units. Confederation units are highly trained commandoes, armored attack units, and drop troops. They are also trained for peace-keeping activities within the Confederation. These troops are recruited from many different regions, eliminating the possibility of a unit owing loyalty to a member-state rather than to the central government.

From their first days as a recruit, Confederation troops are taught to abide by Party principles. Esprit de corps is encouraged in the Confederation regiments, and to further this goal, they receive top pay and the best supplies. The uniform for the Confederation Army has been by tradition black (like outer space), and displays a minimum of decoration. Our Confederation troops make up an elite, tight-knit, highly-trained nucleus for our Massed Solomani Armies.

The majority of army units in the Confederation are provided by the member-states. Although yielding ultimate authority to the Confederation army command,

these units are owned by the autonomous, multi-world governments of the member-states. Member-state units vary from being well-trained and equipped to those that receive little military instruction. Much depends on the wealth, tech-level, and tradition of the member-state culture from which the units hail. Since uniforms and equipment are provided by the member-state, they also vary. Depending on the units' loyalty and contribution to the Confederation economy, member-states are provided with economic assistance from the Confederation government.

Another important component of our Solomani Armies is the Home Guard units. We formed the Home Guard after the Solomani Rim War as a reserve militia force. All our worlds are encouraged to raise Home Guard units, and if they will do so, the Confederation will finance said units.

The primary mission of the Home Guard is the defense of individual worlds in event of invasion; other missions handled by the Home Guard include public works, emergency labor, and local counter-guerrilla or insurrection-suppression duties. Home Guard units are composed of part-time warriors who receive surplus Confederation equipment. Home Guard units also receive monthly instruction in Party ideals, and have commanders appointed from the ranks of retired Confederation officers.

THE SOLOMANI FLEETS

The interstellar navy of our Solomani Confederation is more centrally organized than the army. There are two main reasons for this.

First, we have found the construction and maintenance of a large, effective fleet to be an incredible expense — especially given our tendency to build large ships of the line, such as carriers, battle-ships, and heavy cruisers. It is easier for member-states to have these expensive ships financed by the Confederation government, while they provide system defense boats, escorts, and destroyers as a supplement.

The second reason is the nature of our interstellar government. After centuries of experience, we have found an interstellar government operates most effectively if worlds are offered a measure of self-rule, while the central government concentrates on ruling the "space between systems." Therefore, to establish a more cohesive governmental system, our Confederation has concentrated naval forces under a central command.

We heavily train our Naval officers in both strategy and tactics and our prestigious Naval Academies recruit only the best minds. Generally, naval commanders direct their highest loyalty to the Grand Admiral, who grants them their appointments and promotions, and then next to the Confederation government. Traditionally, our Navy has enjoyed good relations with SolSec. Our navy also maintains bases in every subsector, with liaison officers appointed as advisors to the member-state fleets. The Navy receives the greater percentage of our military budget, especially in recent years when a massive build-up of the space fleet has been underway.

The Navy also handles scouting, message transmission, and mapping functions within the Confederation. A subforce within our Navy is the Confederation Marines,

► SUBJECT DATA: PENDLETON, MYADUS
 - HUMAN, MALE, CAUC.
 - 1.803 M
 - 125.304 KG
 - (NO KNOWN MODIFICATIONS)
 ► INTD BKGRD SEARCH:
 - RES- NK
 ► - PRIOR RES- 28 HILLCREST LN.
 SECTOR JF4, STRPT

- WRK ARS- NK
 - PRIOR WRK ARS- NK
 - MLTRY HSTY- (SCANN
 INDCTD POSS- IMPR
 GROUND FORCES: SP
 INTELLIGENCE
 RNT ATVTY:
 - ARRESTS- NK
 - PRIOR ARRESTS- NK

MODE 8R

69A
M157 8C

ACQUISITION

Blair Reynolds

THE HIGH COUNCIL

After the Solomani Rim War, much of the blame for the Solomani defeat was attributed to the lack of cooperation between the Secretariat's delegates. As it stood, that body failed to respond quickly to emergencies. A solution came when the Party created the High Council. A collection of experts from many fields, the Councilors were granted executive authority to issue directives and thus lead the government more efficiently.

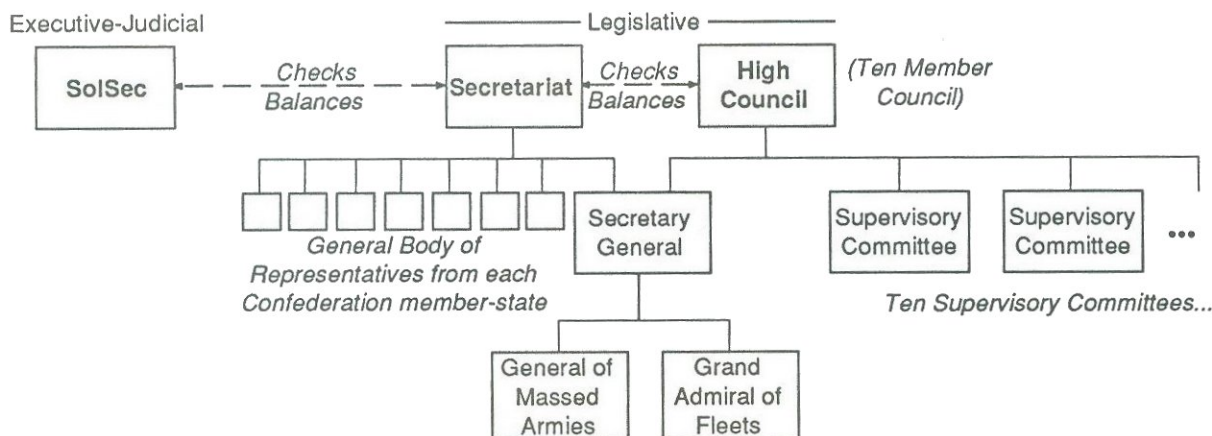
Now, the High Council — an instrument of the Solomani Party itself — stands as the Confederation's most powerful political body. Members are nominated by the Secretary General, cleared by SolSec, and ratified by Council vote. A member remains in office until death, voluntary retirement, or expulsion. In practice, members of the High Council have more authority than the Secretary General or the Secretariat.

Each High Councilor oversees a wide-reaching bureaucracy. These bureaucratic connections often work at cross-purposes. Nonetheless, most major decisions affecting the welfare of the Confederation stem from the High Council. The Councilors rank above all other Confederation citizens in both prestige and power.

The High Council has ten seats, representing the ten major ministries of the Confederation government. The seats and their current holders are:

Chairman and Secretary General: Desmond Trinoch
Minister of Genetics: Li Niao Kuei
Minister of Foreign Affairs: Keir Angurung
Minister of Economics: Joshua Dahvin
SolSec Coordinator: Enos Seyvarine
Minister of Science and Technology: Kathleen Ryan-Cox
Minister of Information: Rabin Vindyasatva
Minister of Justice: Melene Cassender Timon
Grand Admiral of the Solomani Fleets: Stavros Coronado
General of the Massed Solomani Armies: Renee Mugato

Solomani Party Structure



SOLOMANI PARTY FACTIONS

Below are the major faction groups of the Solomani Party.

Expansionist: Many corporations and member-states wish to aggressively enlarge the Solomani Sphere. Some want new colonies founded to rimward. A few want to expand into Aslan or Hiver space. Corporations want more resources and markets to exploit. This faction encourages both exploration and conquest.

Isolationist: The Isolationist faction favors limiting further expansion of the Solomani Sphere. They prefer to work instead toward further consolidation of political power and economic resources.

Pro-Imperial: The Pro-Imperials don't want war with the Imperium. They fear a war's effect on business and trade and instead want to regain Solomani worlds from the Imperium through diplomatic channels.

Anti-Imperial: The Anti-Imperials want to retake Solomani worlds from the Imperium. Some even wish to conquer the Imperium, adding its vast territory to the Confederation.

Centrist: Centrists long for greater centralization of the Confederation government. Obviously, many members of SolSec and the High Council harbor Centrist leanings. SolSec backs this view because it believes the party does its job best by governing more. Still others feel that centralization is necessary for efficient government.

States' Rights: Many of the Secretariat representatives support the States' Rights faction. Some member-states resent the growing power of the central government. A few even feel that the Charter of Confederation has been violated. Nearly all members of this faction want a return to the former loose alliance structure of the Confederation.

Reactionary: The Reactionary faction comprises the most extreme believers in the racial purity aspect of the Solomani Cause. Generally the SolSec Coordinator is reactionary, as well as some in all branches and levels of the Confederation government.

Reformist: In varying degrees, the Reformists want more rights for non-Solomani. They do not wish war with the Imperium on ideological grounds. Instead, they seek to reform the Confederation government. The Reformists are scattered thinly throughout the Party, but their numbers seem to be on the increase in recent years.

used primarily as a rapid reaction force and for boardings.

The uniforms of the highest ranking officers in the Navy are typically blue-black, while other lesser ranks wear uniforms that are a lighter shade of blue.

MERCENARY FORCES

The Solomani Sphere has always been a hot market for mercenary forces — more so than the Imperium. Because of the local autonomy and interworld individualism that exists in our Confederation, conflicts are common. Mercenary units have always been ready to respond to a call for assistance in these petty wars. On occasion, our Confederation government has even hired mercenary troops for peace-keeping activities or for boosting local troop strengths.

Some mercenary units have for years been in the service of a single member-state or of the Confederation itself. Some mercenary bands have become so powerful that they effectively rule an entire star-system. The loyalty of mercenary units usually goes to the highest bidder, many Solomani mercenaries have been known to accept contracts in Imperial space, and some have taken up the trade of piracy. Regardless of the loyalty problems, mercenary units are an important military consideration in the Solomani Confederation.

SOLOMANI SECURITY (SOLSEC)

Solomani Security, or SolSec, forms the third part of our Confederation triumvirate. Its sworn mission is "the maintenance and protection of the Solomani Cause against all enemies." SolSec accomplishes this goal by recruiting agents from the general population. Some become overt agents for SolSec. Others become sleepers, going active only when a threat to the cause becomes apparent or a specific mission demands their service.

Still other individuals are recruited as monitors. These individuals check on the political reliability of their co-workers, friends, and families. The monitors are SolSec's eyes and ears, filing reports on the political trends of the populace. Their reports sometimes lead to further surveillance or more aggressive action. We tolerate the monitors

— which is surprising to some — since they insure the principles of the Solomani cause are not misrepresented or abused. Those who spurn the ideals of the cause have reason to fear the SolSec monitors, because their ability to indict is powerful. Still, SolSec's presence encourages a refreshing openness in the activities of all.

Not surprisingly, SolSec requires a significant administration to support its myriad of field agents. Much of the administration has been automated — computers and robots eliminate a need for low-level personnel. Most of the administration's employees are analysts who study the vast amounts of data.

SolSec's continuing role in the Confederation is assured, barring sweeping political change. Because our Party automatically grants membership to all Solomani, the possibility exists that the Party could be taken over by Solomani who do not adhere to the Cause or support the Movement. Thus, SolSec acts as a Party watchdog, ensuring that the Party stays true to the ideological line of the Cause.

RELIGION

Ancient philosophers predicted that the need for religion would dissipate as technology increased and society matured. We have proved this theory wrong. Organized religion remains an influential facet of our culture. We hold a deep spiritual tradition, a belief that a greater order must underlie the chaos of a capricious and hostile universe.

The many creeds of old Terra spread to the stars with their followers. Since then, we have seen an even greater diversification of beliefs. While some of the ancient faiths survive almost unchanged, other religions have changed radically. New religions have also arisen, some sparked by alien contact, others by the demands of hostile environments, still others by social change.

Although many Solomani — especially the highly-educated and cosmopolitan — fail to take religion seriously, a spiritual consciousness still thrives. Religion remains an important part of our daily existence. Although often lacking the political power it once enjoyed, it still has emotional and intellectual appeal to the Solomani mind.

LANGUAGE

Officially, Confederation citizens speak a dialect of Galanglic. The Party encourages the use of Rim Anglic, a direct descendent of our original Anglic exported from Terra. Although the accents and phraseology of Imperial and Solomani Anglic are different, they remain mutually understandable.

Rim Anglic is spoken as a native language only on Terra and the worlds within her sphere of influence. Many other worlds were settled by Anglic speakers as long ago as the Interstellar Wars, and in the following periods of isolation, their dialects evolved to such an extent that they now comprise separate languages.

Although native to only a few Solomani worlds, Rim Anglic is also the language of the Party, the military, and interstellar commerce. This makes it a common second language for large segments of our population — especially on worlds along the trade lanes. The Confederation also endorses Rim Anglic as the main language of its associate-status colonies.

THE POLITICS OF RACE

Many Imperials and other foreigners view Solomani space as a "one-race" region. Nothing could be further from the truth. Although we dominate our region of space politically, a surprising variety of sentient life exists within Confederation borders. Consider the following summary.

Genetic Solomani are the largest single population group in the Confederation. The descendents of human colonists from Terra, they spread to the stars after the start of the Interstellar Wars. This group is truly diverse, with a wide range of ethnic and cultural groups in evidence.

Geneered Solomani are the result of DNA manipulation or eugenic breeding. In some cases, colonists were modified for life in hostile environments; in others, attempts were made to breed "improved" humans. Even today, the Ministry of Genetics experiments with human geneering, but most geneered Solomani are the result of programs instituted centuries ago.

The Confederation accords full citizenship to both genetic and geneered Solomani. Member-states and independent worlds are not always so generous — geneered Solomani are shunned in some cultures, and a few religious groups treat them as abominations.

Non-Solomani humans comprise a third large group. Some are of Vilani or well-mixed Solomani-Vilani descent. Others belong to the several minor human races found in Confederation space. Whatever the case, non-Solomani humans are limited to lower Party positions and generally do not serve in high government or military positions.

Many aliens also make their home within the Confederation. Some have been permitted self-government and colonial rights, although others have been pacified by Confederation forces. Several liberal member-states have even granted non-humans citizenship. The Confederation has not yet followed this precedent.

Another segment of the population is composed of uplifted sophonts. Our scientists have raised over twenty species to sentience through genetic manipulation and controlled breeding. Although uplifted beings have no political status, they are loyal non-citizens. Many Solomani treat them as "foster children."

Androids are accepted as Confederation citizens if their mentality originates from a Solomani model. This view is not accepted by many member-states, who refuse to grant local citizenship.

Robots that do not conclusively exhibit artificial intelligence are treated as tools or machines. They have no rights or political status.

Computers and robots that do demonstrate self-awareness and AI capabilities are eligible for limited citizenship and status. Many legal proceedings have taken place where attempts have been made to prove the sentience of a man-made construct. Very few machines in our history have been able to pass this rigorous Turing-Ogunro test, however; many of those that have are almost legendary.

PROMINENT SOLOMANI RELIGIONS

While no single faith can typify the diversity of Solomani belief, the following religions do show the variety of beliefs found among our people.

Sanctaterra: Members of this agrarian sect can be found on many worlds in Solomani space. Its adherents are fundamentalists who wish to limit the amount of technology in their lives. They typically live on readily habitable worlds with low tech levels, often in regions far from cities or starports. They oppose industrial exploitation, genetic meddling, and the creation of "intelligent" machines, seeing these acts as tampering with God's creation.

The Fount of Creation: The Fount's doctrines teach that Terra, as the human homeworld, was the Garden of Eden, where all humans lived in the presence of God. Men committed a terrible offense, and many humans were cast off the Earth. The Solomani alone were eventually offered a chance for redemption. Until such time as the minor races are saved, faithful Solomani must rule them as their guardians.

Fount of Creation teachings have found wide acceptance among the upper echelons of the Confederation military and more reactionary members of the Solomani Party.

Searchers for the One Faith: This faith holds that all Terran religions are valid, each being a different interpretation of the divine message. The Searchers have established a massive computer database, where all religious scriptures, teachings, and sayings are pooled. The Searchers hope that when all Terran belief has been assembled and analyzed, the message of the Divine Being will become evident. Searchers can be found travelling throughout Solomani space, interviewing religious leaders and amassing data.

Party opinion of the Searchers is mixed. Centrists look upon the Searcher movement with favor, thinking that a unified religious belief would help create a more cohesive society. Solomani reactionaries despise the faith because of the tolerance it shows for a variety of beliefs.

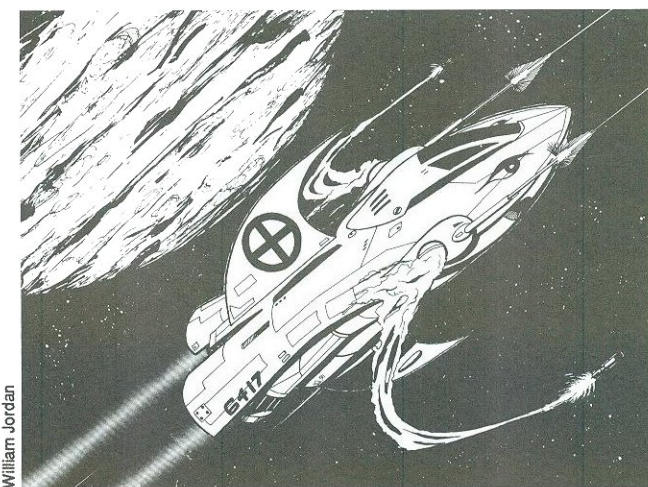
The Apostles of Clarke's Law: The Apostles trace their faith back to the Interstellar Wars, when a group of military researchers who were fleeing forced labor decided to found a colony on Oppenheimer (2138 A5909A9-E) — in Newworld Sector. The scientists dedicated their new home to the peaceful pursuit of advanced technology. Oppenheimer was sacked during the Long Night, but the scientists managed to preserve remnants of their science. Regarded with awe by the struggling population, they came to fill a priestly role.

In the centuries since, the tech-priest Apostles have absorbed much new technology, and they preach that advancements in such sciences are a way of reaffirming the Godhead within all men. They have been found proselytizing about the Sphere, bringing religiously-shrouded technology to low-tech worlds. There have been reports of Apostles being lynched on Sanctaterrists worlds, and they are in constant, violent conflict with the Society for the Sovereignty of Man over Machine (SSMM). The Apostles of Clarke's Law worship their tools and always recite prayers over them before performing any technical task.

Despite Anglic's wide reach, four out of five Confederation citizens speak another tongue as their first language. Many modern Solomani languages hail from Terra's old Hispanic, Germanic, Slavic, and Sino-Tibetan tongues. While these languages are definitely Terran in origin, few, if any, have survived in their pre-starflight form. Isolation and dispersion have gradually altered them from their common roots.

Sometimes, two or more languages have merged to form a new, hybrid tongue. Then there are cases where two distant worlds were settled by speakers of the same language, but today their dialects have changed so much as to be mutually unintelligible.

To combat this problem, Party linguists invented Primary Anglic, or Firstspeak. This simplified hybrid of Anglic and gesture can be easily learned without formal education. Firstspeak enjoys a widespread popularity



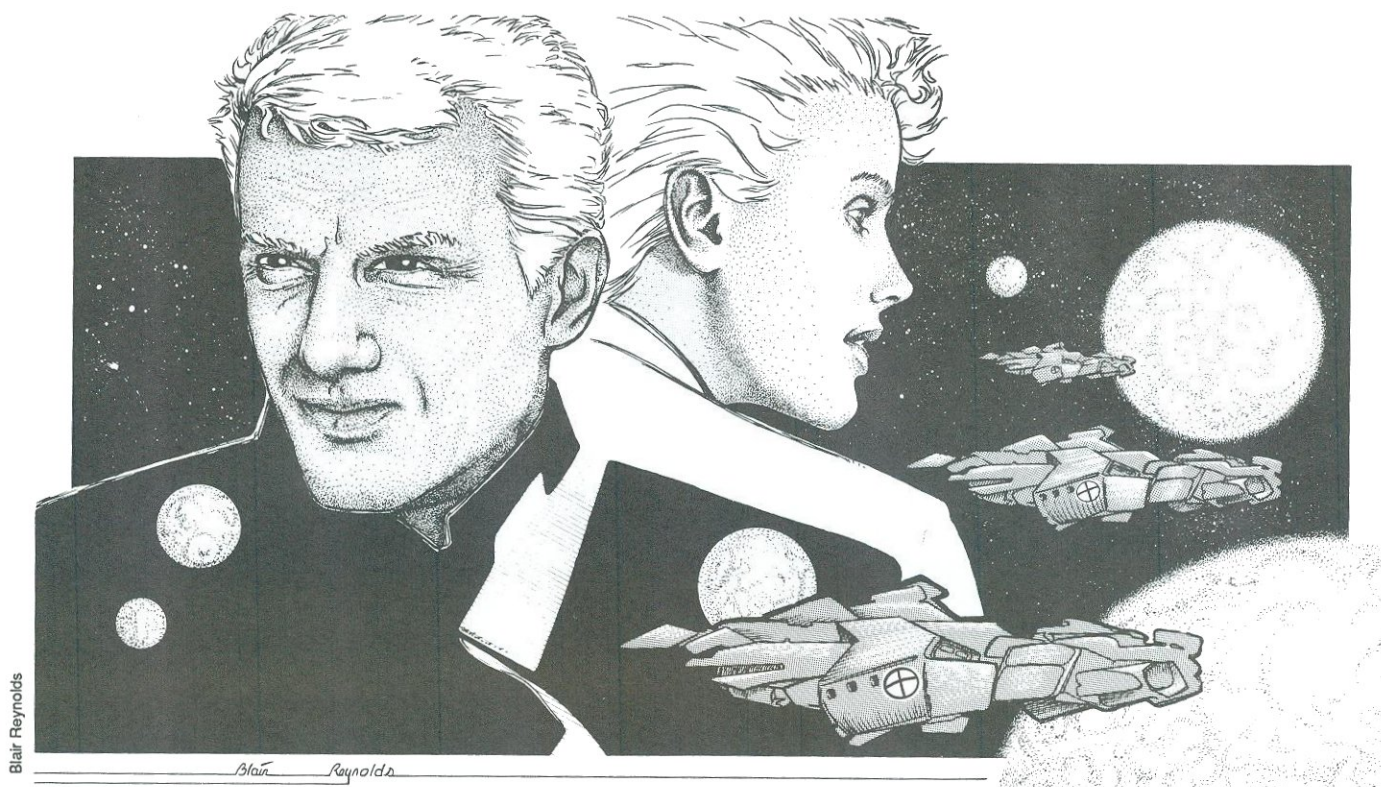
William Jordan

among interstellar merchants and port workers. It is also the language most often taught to uplifted races, and many aliens within the Confederation use it in their contacts with us.

Our names, too, mirror the broad span of Solomani culture. Some of the most common are thousands of years old, and many of us can trace the origins of our names all the way back to pre-jump Terra. Consider Rohbayr, a common given name in the Third Reformed French Confederate Republic. Rohbayr derives from the Ancient French Robert, but the modern spelling is more truly phonetic.

Names also reflect technology's influence. Lower-class Wuan Workers have names reminiscent of serial numbers — Tsiu-4552-Ay, for example. The first element serves as an informal name, while the number-and-letter designation identifies the Worker for purposes of genetic management.

THE HISTORY OF THE SOLOMANI PEOPLE



By the time our ancestors colonized Mars, we were overtaxing our planet's ecology with our carelessness. Drastic global warming — a result of atmospheric pollution — caused sweeping changes in weather patterns. In turn, these shifts prompted some countries to seek food and water by force. The peace keeping forces of the United Nations grew steadily to counter these "food wars," and in time propelled the UN into the role of a true world government.

While we humans fought each other, Terra's wildlife fought against the changing environment. Widespread climate changes, along with shrinkage of natural habitats, took a toll on Terra's animal and plant populations. Several species died out, unable to adjust to the environmental disruption.

Geographic changes were likewise significant. Unusually heavy storms wracked coastlines. The Arctic icecap all but vanished, and the western half of its Antarctic counterpart, unsupported by land, melted and fell into the sea. The face of our homeworld was never to be the same.

EARLY TERRAN COLONIZATION EFFORTS

Few realize the excitement of early Terran interstellar travel. Recent Terran history had one radical change after another — technology had advanced exponentially and we conquered our Solar System at a breathtaking pace. Although national competition was brisk for the resources of space, we knew no major wars.

Exploitation of the asteroid belt required economical drives to transport large quantities of ore. While doing research on new thruster plate design, a lab in the belt discovered jump drive in 2087. The zero-G environment of the asteroid belt was exactly what was required to see the space-rending effects of jump drive metaconductors. When the first UNSCA (United Nations Space Coordinating Agency) mission jumped for Barnard's Star, we saw ourselves on the verge of a golden age.

Our Solomani ancestors encountered aliens — *humans* — living in the Barnard system. We suddenly found ourselves sharing the cosmos with a vast, ancient empire of alien humans — the Vilani. Their empire spanned hundreds of light years. We were amazed, bewildered, and frightened.

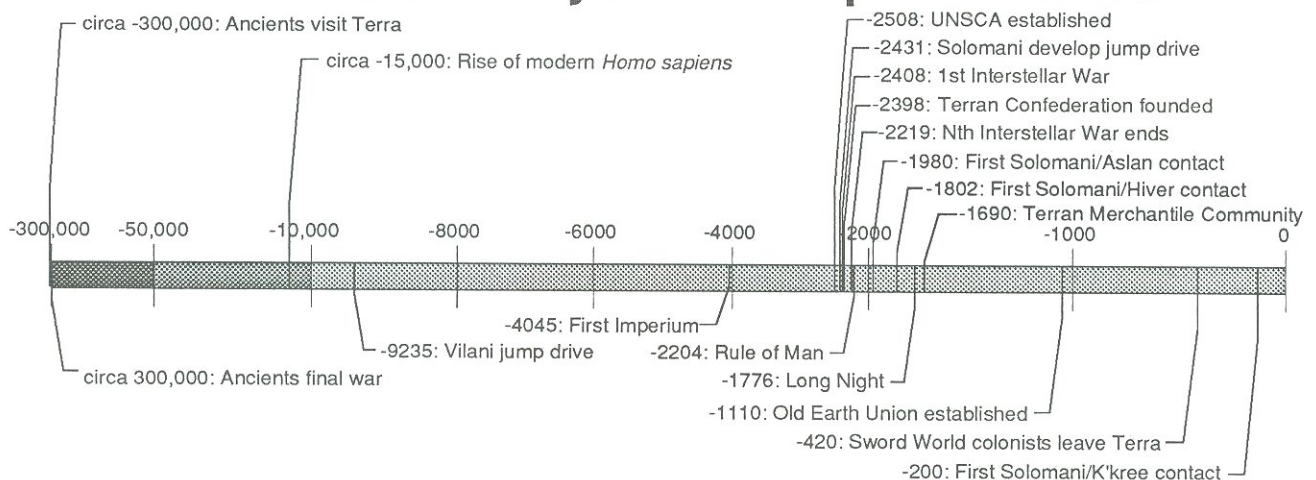
Our discovery of the vast alien Vilani Empire right in our own interstellar back yard greatly influenced our first interstellar colonies. For a while, an uneasy peace came — but it didn't last. Before long, we were engulfed in the first of a series of interstellar wars with the Vilani.

The earliest Interstellar Wars were far smaller than the War for Solomani Independence (i.e., the Solomani Rim War; Imperial nomenclature), or the present Imperial Civil War. Our star Sol lay outside the frontier fringe of the Vilani Empire — and the Vilani did not consider us a serious threat.

The Vilani dispatched few military units to wage the fight. Most engagements in the early wars were small actions between a handful of naval units. Commerce raiding by independent Terran ships was common. Planets, especially Terra itself, were little affected by the hostilities.

After forming a world government and gaining small victories, we Terrans gradually realized the size of the Vilani Empire. Our leaders saw the Vilani greatly outnumbered us in both population and resources. If we were to compete

Solomani History in Pre-Imperial Times



with the Vilani long term, we must set up new colonies in strategic locations and expand existing ones in all haste.

The UNSCA Office of Colonial Development established these new colonies and our Confederation Navy protected them with a defensible network of bases. Many colonies sought to gain populations as rapidly as possible. GenAssist, the famous Solomani genetic engineering firm, was born during these early colonization years.

GenAssist first sought to genetically alter Terran and alien lifeforms so that food supply was not a problem. Next, GenAssist sought to increase the birth and growth rates of the colonists, expanding their populations in record time. Although our ancestors were eager colonists, most sought to settle on habitable worlds. Unfortunately, most worlds were not suited for humans, but these same worlds often had the best resources for a rapidly growing interstellar civilization. Plus, we needed workers to increase our productivity.

Once again, GenAssist offered a solution. Once established on a world with a hostile environment, GenAssist set up "artificial wombs" producing thousands of infants per year. A staff of a few human and robot nurses cared for these budding populations. Others educated these new "test-tube" colonists using tapes feeding the subconscious mind. Using these techniques, we could establish a fully productive, heavily populated colony world in under twenty years.

Our ancestors settled many worlds coreward of Sol in this way. A side-effect of these so-called "tuber" colonies was their people saw themselves as Terrans only, since they lacked defined national roots.

During this first wave of emigration, our ancestors founded a second type of colony — a military one. The Vilani worlds near Terra were on the frontier of the Vilani Empire. Though the populations of these Vilani worlds were small and far from Vland, we still found the Vilani calling these places home. Some welcomed us as liberators, freeing them from the rule of self-seeking provincial governors.

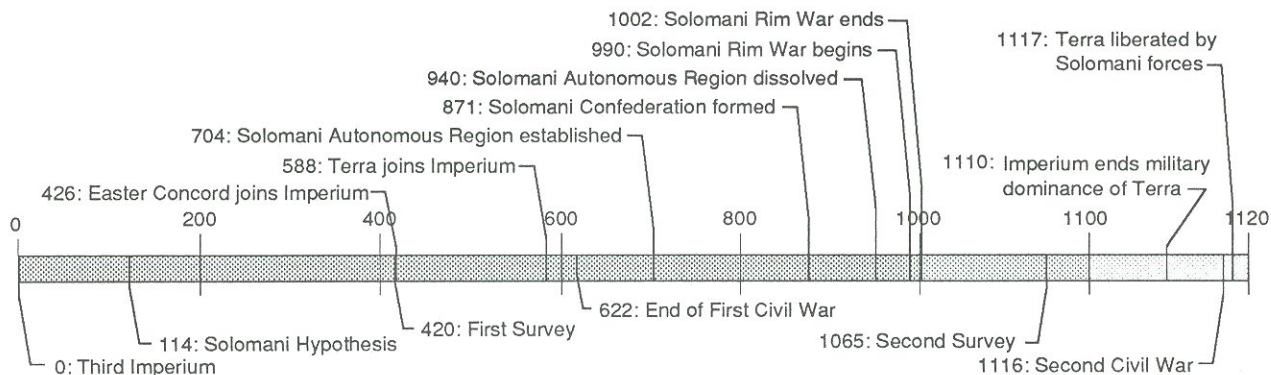
Our Confederation sought to govern these worlds justly if we were to gain access to their resources and capabilities. Plus, these worlds were a ready market for Terran goods. Our government appointed Naval officers oversee these Vilani worlds. The Vilani found it easy to substitute our military rulers for the old aristocracy that had ruled. A feudal society of sorts took shape, with our people as the ruling classes, and the Vilani natives became our worker masses. In time the cultures of both the Terrans and the Vilani merged to form unique new societies.

The major colonization thrust in those days was coreward of Sol, toward the heart of the Vilani Grand Empire. Our ancestors did not ignore star systems in other directions, however. Rimward of Sol, they found rich, habitable worlds, unoccupied by the Vilani. One such group — the Near Bootes Cluster — needed little preparation for human colonization. UNSCA sponsored settlements quickly sprang up in Near Bootes, financed by grants from wealthy industrial concerns.

Various ethnic or national groups volunteered for these early rimward colonizations. Terra admitted the rimward colonies into the General Assembly soon after their establishment. Quickly self-sufficient, the rimward colonies conducted brisk trade with our mother-world. Ancient recordings, however, show many colonists felt the Confederation favored Terra, and treated colonial interests too lightly. This "poor stepchild" attitude on the part of our ancestors' interstellar government lead the rimward colonies to define their values with an interstellar twist of their very own.

Another type of colony was the *emigres*. Some disliked the monolithic world government, fearing they would lose their cultural identity. Certain subgroups of the Palestinians and Shiites, the Sikhs, the American Indians, the Ukrainians, the Afrikaans, the Mormons, the Indochinese, the Tibetans, the Armenians, and the Lithuanians sought worlds outside both the Vilani Empire and the Terran

Solomani History in Imperial Times



Confederation. These colonists received little assistance. Many founded new colonies in the sectors Magyar, Aldebaran, and Alpha Crucis. Others travelled still farther, into Reaver's Deep, the Hinterworlds, and Iwahfuah.

The Confederation (later to be called the Old Earth Union) eventually integrated many emigres colonies. Several of the emigres colonies suffered great isolation during the Long Night. No one knows for sure how far to rimward the ancient emigres spread — merchant scouts sometimes run across lost colonies even today. Our people are surely travelling outward from Terra at rate faster than our Confederation borders are expanding. The ever-widening dispersion of the Solomani Race seems a fitting symbol of our destiny to rule the stars!

THE RULE OF MAN

The Vilani had expanded until their form of government prevented practical and effective rule. Civil wars and rebellions flared throughout the empire. Striving to create a stable, albeit inflexible society, the Vilani had reaped a stagnant one. They had outlawed or restricted exploration and scientific research. They sought to control their population via a rigid occupational caste system. Many outlying systems dominated by the Vilani yoke welcomed Terran conquest. Bordering interstellar states had stolen technology leaked out of the Empire and plundered the empire's fringes. Our ancestors from Terra gave the Vilani their long overdue death blow.

Once the Vilani succumbed to our conquering fleets, we inherited the problems facing the Empire. Our Terran military rushed to control the conquered territories. Between -2219 and -2204, our Navy dispatched more than 100,000 officers to the systems of the Vilani Empire, to rule them and to maintain order. Sometimes, even civilian merchant captains, familiar with local customs, administered conquered worlds. Many Vilani populations passively accepted us in place of their corrupt aristocracies. Our ancestors wisely left most of the Vilani bureaucracy intact to cushion the transition.

Over the next two centuries, the Terran Navy came to understand the Vilani mind. Our temperate rule gained us the respect of our conquered colony worlds. In -2204, Terra voted to administer the Vilani colonies directly from Terra, making them officially part of the Terran Confederation. Terran colony worlds had always been under represented in the Secretariat, and the rulers of the Vilani colonies resented this high-handed move by the central government.

The commander-in-chief of the Terran forces, Admiral Hiroshi Estigarribia, identified with the viewpoint of the colonies and felt the Confederation had made a grave mistake. With the overwhelming support of the Terran fleets, Estigarribia seized control of both the Confederation and the Vilani colonies. He proclaimed himself Regent of the Vilani colonies and Protector of Terra. Shortly thereafter, Estigarribia proclaimed the dawn of a new interstellar empire — the Rule of Man. The Terran Fleet Headquarters at Dingir became the military capital, while Estigarribia wisely acknowledged the bureaucratic center to be Vland.

Estigarribia used the term "Solomani" for the first time in a Vilani language address to the new Empire. Apparently, Estigarribia wanted to reassure the Vilani they had nothing to fear from Terra. Estigarribia showed great political wisdom by letting the racist term "Terran" fall into disuse, since few citizens of the new realm hailed from Terra. Estigarribia's intended meaning for the term seems to have been All Men, although some with a more Terran viewpoint saw it as meaning the Men of Sol, or Sole Men. Today, it has come to mean either humans native to the sectors around Terra, or more specifically, humans descended from ancient Terrans.

Estigarribia avoided the title of Emperor, preferring the old Terran principles of democratic government. The Vilani found this idea somewhat foreign, and they pushed for a new aristocracy government. The Vilani expected their rulers to be a hereditary caste. In the end, a feudal-military system of rule took hold in the Vilani colonies, reviving the ancient titles of Duke, Count, Baron, and so on. This approach never gained mass approval in the Terran colonies.

Upon Estigarribia's death in -2177, the Council of Noble Officers proclaimed his son *Emperor Hiroshi II*. Once Hiroshi II solidified his position as the Emperor of the Rule of Man, he transferred the government from both Vland and Dingir to Hub/Ershur — in the more centrally located Mas-silia Sector. Hub remained the capital of the Rule of Man for the next four hundred years.

Many large and powerful Terran financiers complained about the new Empire not being administered from Terra. Nevertheless, new opportunities for profit came about because of the central location of the empire's capital. We had achieved technology greater than that of the Vilani, and our interstellar society was vigorous and expanding.

Many refer to this time as the Great Terran Diaspora. Between -2170 and -2000, our Solomani ancestors opened banks and factories throughout the Rule of Man. We mined valuable natural resources and opened many new markets. Several of our Solomani brothers became partners in old Vilani businesses — and we bought out many other bankrupt and stagnant ones.

Solomani Anglic replaced Vilani as the language of inter-change. The upper classes became strongly Solomani in character. While many lower classes remained "native," the middle classes adopted a mix of both Vilani and Solomani ways.

During this mass migration of the Solomani, the terrible Plague of Duskir struck. The Vilani and other non-Terran human races had come from worlds of alien biology. The Vilani knew almost no disease, since their transplanted home-world had few harmful diseases. Non-Solomani humans across the empire were ravaged by germs we Solomani had carried harmlessly for centuries. Worlds closer to Terra suffered mass death, but the Plague even reached Vland itself. Some colonies ceased to exist.

On some worlds, the Plague of Duskir made us Solomani the majority where we had once been the minority. Finally, with the help of Solomani medical computers, the Vilani doctor Duskir created the wide-spectrum vaccine that finally brought the plague under control. Today, human stock is so intermixed that such plagues are rare.

Sadly, after its first century, the history of the Rule of Man (ROM) becomes a story of growing conflict. The ROM never adopted a formal method of choosing an Emperor. Successors who could hold the throne became the defacto choice. During succession from emperor to emperor, rampant civil unrest would erupt.

Our elimination of the Vilani caste system resulted in mass unemployment. Production dropped. World populations began to rebel against their leaders. Vargr and other races from beyond the realm raided the borders with

growing ferocity. The growing uneasiness of the financial markets rippled throughout the empire.

After struggling for three centuries, the civil unrest across the ROM intensified. Worlds disregarded the central authority in greater numbers and endorsed replacements for the throne. Between -1849 and -1776, up to a dozen individuals might be vying for the throne at any one time. Confusion grew. Finally, in -1776, the Central Treasury at Hub/Ershur refused to honor a multibillion credit issue of the branch treasury at Antares. This blow to monetary confidence crippled interstellar trade, with the Rule of Man's interstellar influence dwindling overnight. Twilight had arrived. By -1526, the last governmental body claiming to be the Rule of Man — on Sylea/Core — ceased to exist. The inky black curtain of the Long Night engulfed on the known galaxy.

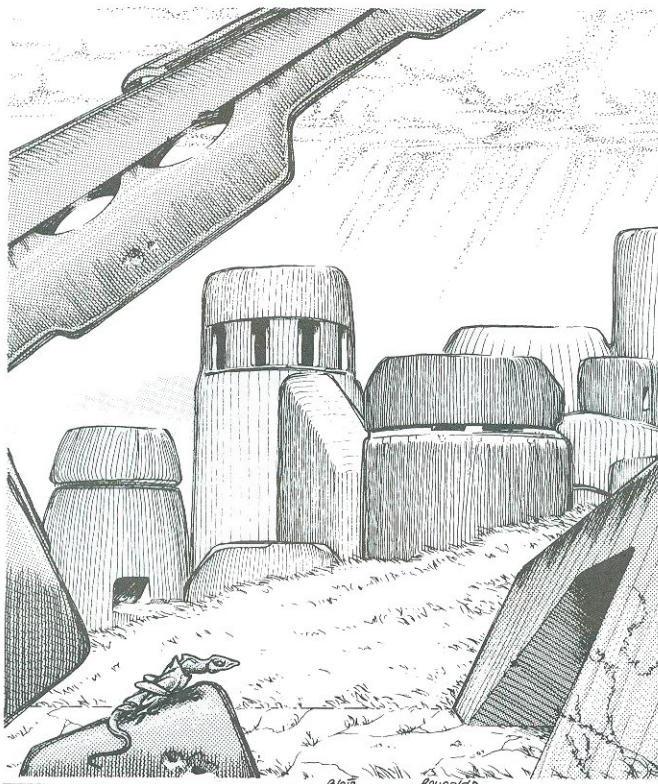
Though the Rule of Man was a brief empire, it did spread the Solomani people and our culture throughout Imperial territory. We came as conquerors, but ended up as citizens. The effects of our ancestors on Imperial space remain to this day, though the Rule of Man itself is but a distant memory.

THE LONG NIGHT

The Long Night fell less hard on the worlds closer to Terra than those of the old Vilani colonies. The Terran Confederation worlds were fortunate to have been on the fringes of the empire. They had economies that were relatively self-sufficient. When the ROM markets collapsed, severe depression came because much interstellar trade dried up. In the center of the ROM, many worlds were plundered and looted back into the stone-age by those grabbing the spoil of the fallen realm. On the coreward borders, Vargr intruded further into the empire. Other border states

seized chunks of territory. Rampant violence plagued areas that had until now been peaceful.

During the Rule of Man, original worlds of our Terran Confederation maintained a close trade association known as the Terran Mercantile Community (TMC). But in -1690 the TMC reformed into a local interstellar government. TMC ships patrolled our local space lanes, fending off pirates and renegade military units from the chaotic interior. The more adventurous of our ancestors had colonized worlds that were neither part of the old Terran Confederation nor the Rule of Man. While isolated, a few had joined into multi-world groups. The New Slavic Solidarity and the Wuan Technology Association are examples in Magyar sector, or the Turin Consolidation in Alpha Crucis sector. Little affected by the fall of the Rule of Man, these independent states continued trading with or fighting each just as they always had.



Blair Reynolds

Over the long term even our Solomani worlds suffered from the lack of interstellar travel during the Long Night. Little interstellar trade or communication went beyond sub-sector level. We became more immersed in our own local cultures and attitudes. In time, even the TMC faltered, with Terra falling back into a local trading community of worlds and reorganizing as the Old Earth Union in -1110. Other regions did the same, with the Easter Concord and the Dingir League being two prominent examples in Solomani Rim sector. Many of these trade organizations survive today as member states of the Solomani Confederation.

During this time, some of the less affected states in outlying sectors turned to plundering old Confederation worlds that had lost interstellar ship technology. Thus was born the age of the Reavers. Most of these Reavers came from Dark Nebula, Alpha Crucis, Magyar, and of course, Reaver's Deep. The Reavers' raids were devastating since they were almost always technologically superior to their victims. Sometimes the Reavers recolonized devastated worlds, preserving knowledge that would otherwise have been lost in inky blackness of the Long Night.

The Reaver era ended in -1118 upon contact with the expanding Aslan. The Aslan Border Wars resulted when the Aslan met our human societies. A long period of sporadic warfare resulted, finally ending with the Peace of Ftahair in 380. The Hierate absorbed many human worlds, and these worlds often have mixed human-Aslan populations who embrace Aslan culture. Many worlds in our own spinward Solomani Sphere have a significant Aslan population who practice Solomani culture.

RECONTACT WITH THE THIRD IMPERIUM

By -500, the Long Night was lifting in some areas of human space. Many small interstellar states existed, and they were trading on a larger scale. Several, though, were false dawns. Often a state would toy with expansion, meet opposition or apathy, and suffer financial losses. Finally Cleon I, in -30, started the successful expansion that established the Third Imperium.

With the highly-centralized government of the Sylea Federation — built upon our efficient Solomani military model, incidentally — Cleon forged an empire in the central-coreward region of human space. Our original Solomani worlds near Terra remained far beyond this new Empire, however.

The resurgent Third Imperium would have contacted the Solomani worlds sooner than it did, were it not for the the Solomani Hypothesis, published by Magis haut-Devroe in 114. No satisfactory explanation existed for the many infertile humans on many different worlds across the Imperial region. The obvious theory was that humaniti originated on a single world, apparently spread about by the ancient super race known as the Ancients. The question still remained, however — where was humaniti's home planet. Haut-Devroe, after researching many ancient Solomani research recordings, argued convincingly that Terra, the *Solomani* homeworld was original homeworld of all humans everywhere.

This hypothesis angered the Vilani-oriented upper levels of Imperial society. Early in his reign, Cleon I chose to give *all* sophonts (not just humans) full citizenship in the Imperium. Later, Solomani nobles petitioned Emperor Artemsus to incorporate Terra and her surrounding worlds into the Imperium. Emperor Artemsus declined, fearing the role Terra might play in Imperial affairs. Artemsus deliberately

THE SOLOMANI CALENDAR

Solomani timekeeping is based upon the rotation of our homeworld, Terra, and its revolution around the star Sol.

When discussing timekeeping, it is common to use the phrases "standard hour", "standard day", and "standard year." In truth, it was the rotation of Terra and its revolution around Sol that first determined the standards.

Terra rotates on its axis once every 24 hours. A year lasts 365.25 days, the time it takes for Terra to complete one revolution around Sol. Each year is divided into 12 months of roughly 30 days each. In order to keep the calendar in tune with Terra's seasons, our ancestors determined that some months should have as many as 31 days, or as few as 28. Every four years, the calendar needs adjusted. This is accomplished by the establishment of a "leap year." In this year, the shortest month, February, which normally has 28 days, is lengthened to 29 days. Early in our history, this extra day was viewed with trepidation. Some people looked on the 29th of February as a day to be feared — others considered it a day to be celebrated.

Typically, we Solomani divide our days into three 8-hour periods. Our society schedules all of its rituals around this division of days. The first period, lasting from 2400 (sometimes called "zero-hundred") to 0800, is our sleep period. Few organized activities are scheduled during this period. The hours between 0800 and 1600 make up our work day. Most government offices are open during this period, as are the majority of our businesses, banks, and brokerage houses. The last period, from 1600 to 2400, is often referred to as "the evening." This is the time for rest and recreation. Entertainment-oriented businesses make most of their money during this time.

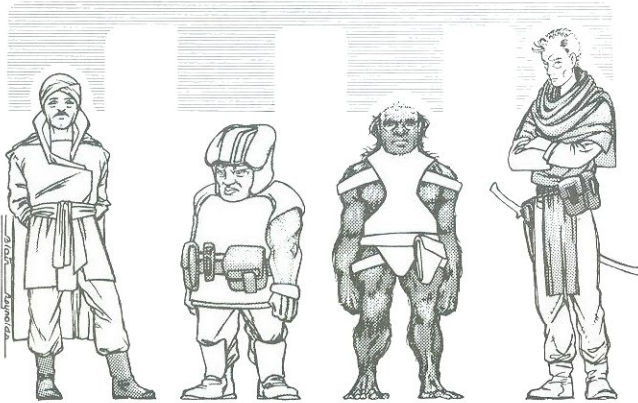
Of course, not all Solomani adhere to this schedule. Some businesses, particularly manufacturers, are in operation 24 hours a day. These enterprises usually divide their work days into three 8-hour shifts, timed to coincide with the normal pace of Solomani life.

Normally, when discussing the way a particular race keeps time, one compares their calendar with that of the Third Imperium. In this case, a comparison is unnecessary.

The Third Imperium established its calendar according to the rotation and revolution of Capital. Fortunately for us Solomani, Capital has a 24 hour rotation, and a 364.97 day revolution. The Solomani calendar and that of the Third Imperium are virtually identical. The difference in the length of the Solomani year and that of the Imperium is slight, just under 7 hours. This disparity is so slight that an extra day is added to the Imperial Calendar only every 2,000 years.

fostered areas coreward of a line from the thumb of the Great Rift to the bottom of the Delphi Rift. "The Imperium must have a better chance to stabilize before fully involving Earth," he stated early in his famous Pacification Campaigns.

Our Solomani nobles again petitioned the Empress Porfiria to send an expedition to Terra and verify or refute the claims of the Solomani Hypothesis once and for all. The Empress complied by quietly sending a small contact convoy into the Solomani Rim in 305. With this action, the Easter Concord recognized the legitimacy of the new Imperium, and petitioned to become an Imperial Client State. Easter built a chain of outposts from itself to the Imperial interior, to encourage trade between the Imperium and the Solomani Rim. Piracy remained a problem through



Zhodani

Geonee

Suerrat

Cassilldan

Diaspora Sector, but the "Starlane" offered a degree of protection to travellers. Easter's eager allegiance with the Imperium did not go unrewarded. In 365, Martin III approved Easter's petition to strengthen the Starlane. The Imperium built starports and bases along the length of the Starlane, and patrolled it with Imperial fleets. Corporate confidence in the Starlane grew.

The worlds of the Solomani Rim flourished from the new trade through the Starlane. The increased Imperial presence in Solomani Rim led to the Peace of Ftahair. For the first time in 1500 years, we Solomani could live in peace and not fear Aslan advances. More and more of our worlds saw advantages to associating with the Imperium. Some began to petition that we join the Imperium. Finally Easter was incorporated in 426 and Terra itself joined the Imperium in 588. Shortly thereafter, an official historical mission to Terra quietly verified the Solomani Hypothesis.

After Terra, the Imperium quit pursuing the worlds of the Solomani region for Imperial membership. Most worlds of Magyar, Alpha Crucis, and the regions rimward never did

join the Imperium. The Imperium had suddenly developed more more coreward concerns — the Imperial Civil War.

Many debate the causes of the Imperial Civil War. The bickering between nobles in the Moot, the lack of x-boat communication, the independent military units of the frontier aristocracy — all are cited as reasons. Our own Solomani historians see the real underlying cause of the Civil War to be a racial one.

The Vilani megacorporations sought more political power, and Vilani influence upon the Imperial Core was on the rise. The frontier aristocracy, almost exclusively Solomani, had borne the brunt of the Pacification Campaigns and the war with the Outworld Coalition. At the conclusion of the First Frontier War, in 606, Admiral Plankwell led his triumphant armada to the Core, assassinated the Empress Jacqueline I, and proclaimed himself Emperor *with the support of the Moot*. Confusion followed as a succession of claimants fought over the throne. Some were backed by the Vilani megacorporations, while others had the support of the Solomani Moot.

Finally, the Civil War ended with a Solomani triumph, when Arbellastra defeated the remnants of the Central Fleet at the conclusion of the Second Frontier War. The Moot proclaimed her Regent, and began the search for best candidate for the Imperial throne. After a fruitless search, the Moot proclaimed Arbellastra herself Empress in 629. Early in Arbellastra's reign in the mid-600s, Solomani interests were supreme at court. This remains the high point of the Solomani Movement in Imperial space.

THE SOLOMANI CONFEDERATION

Late in her reign, Arbellastra began to falter, letting Vilani arguments sway her. The Vilani convinced her the long-term stability of the Imperium depended on breaking Solomani power giving more political clout to the Vilani corporations. She quietly maneuvered Vilani into key positions, and secretly arranged for the marriage of her son, the Imperial heir, to a Vilani noblewoman. She instructed her son, Zhakirov, to incorporate the Vilani into the court's inner circle. Arbellastra kept these maneuverings quiet, hoping to maintain the support of the Solomani dominated Naval Command.

After Arbellastra's death in 666, Zhakirov inherited a smoothly running Imperium with many Vilani poised to take key positions. In 679, Zhakirov married Antiama Shiishuginsa and into the family of the powerful Vilani megacorporation Zirunkariish, Arbellastra's treachery became public.

Our Solomani worlds felt betrayed, to say the least. Relations with the Imperium deteriorated rapidly. Zhakirov's daughter, Margaret I, wisely avoided war by creating the Solomani Autonomous Region in 704. This charter allowed our Solomani worlds to rule themselves. The Imperium retained theoretical sovereignty, but most Imperial representation withdrew. Trade and technological exchange continued, so we retained the benefits of Imperial association, but avoided war. The Imperium wisely abandoned all thoughts of expansion in the Solomani Sphere.

In the 860s a new political movement in the Solomani Sphere advocated the formation of a true Solomani interstellar state. Throughout the decade, conventions met to discuss the forming such a state. A unified Solomani state would have great economic strength, could efficiently defend itself, and could maintain a separate cultural identity. The problem facing the delegates was how to get the independent Solomani states to agree on the form of central government.

Most of the member states of the Solomani Sphere had never joined the Imperium. However, the threat of interference in our affairs was all too real. In 871 the delegates finally agreed on a plan that kept member-states independent, yet spelled out a cooperative arrangement to be used when needed. Thus our Charter of the Confederation came to be.

Over the next several decades, our growing empire made it clear to the Imperium we were not going back to Imperial servitude. In the mid 900s, Empress Margaret II finally gave in to Vilani sympathizers and ordered the re-integration of the Solomani Autonomous region (our Confederation) into the Imperium. After trying flimsy negotiation and hollow diplomacy for forty-some years, in 990, we could take it no longer. Maybe the Imperium would listen to the diplomacy of open war.

THE SOLOMANI RIM WAR

The Solomani Rim War (or the War of Solomani Liberty, as we call it in the Confederation) lasted twelve years, but neither we nor the Imperials could claim complete victory. Our Confederation was not swept away as the Imperials wished, but neither was the Imperium forced to acknowledge our Confederation's legitimacy.

The initial phase of the war went well for our Solomani forces. Although the Imperium maintained sizable fleets along the border, they were inferior to the massed naval elements of our Solomani Confederation. On most fronts, we regained the border worlds lost to the Imperium over the course of the previous five decades, and even occupied some worlds which were never part of the Solomani Sphere. However, in 993, we suffered a severe setback when our invasion force aimed at Old Expanses was repulsed with heavy losses.

The period from 993 to 998 was one of stalemate. Our armed forces abandoned all plans for further expansion, deciding to rebuild and regroup while moving to a defensive footing. Interference from our Confederation's civilian leaders, however, made the rebuilding and regrouping a painful experience. Demands that every border world be fully defended meant that we could never able to assemble decisive strength at any one point during those years. No decisive blows were struck, and the initiative slowly shifted to the Imperium. By 998, the Imperial Navy had stolen strategic dominance from us.

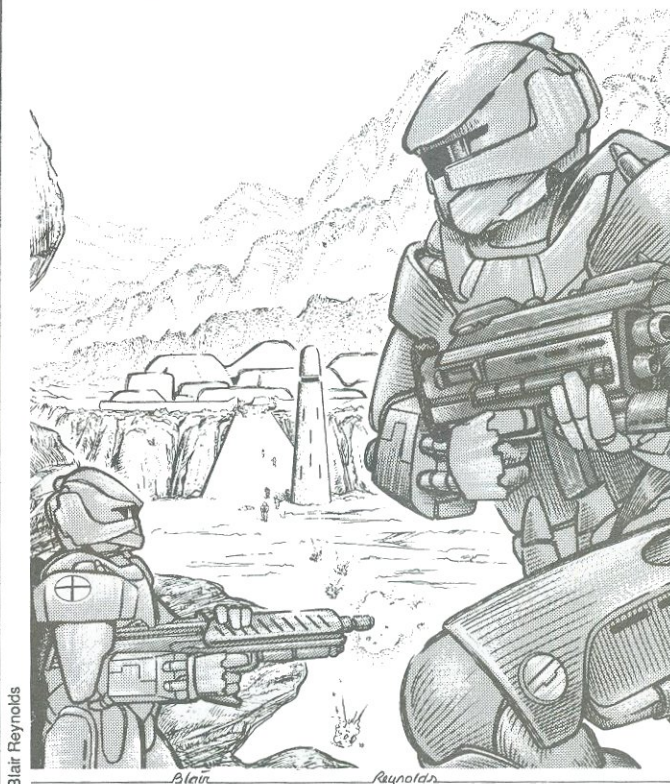
In 998, the Imperium launched their last phase of the war by starting a steady advance into the heart of our Solomani Sphere. Imperial strategy called for two attacks along parallel lines, driving deep into the Confederation and converging on Terra. Lesser task forces spread out from the main axis of attack to isolate a number of worlds, creating a huge pocket of our territory cut off from the rest of the Confederation. The Imperial High Command rightly deduced we would not leave Terra undefended, thus gambling that we would not rush to the aid of the unsupported forces in the pocket.

Although we sometime scored a tactical success against the Imperial Task force (such as the Battle of Kagukhasagan in 1002), we were unable to halt the main advances. When the Imperial fleet secured control of the Vegan District in 1001, they gained the advanced base they sought. In response, our Confederation forces embarked on a desperate gamble, consolidating our remaining forces into a single Grand Fleet under our ablest admiral, Ivan Wolfe.

Wolfe conducted extensive simulations of the dual Imperial advance. The Imperial 17th Fleet was advancing

along the line Lagash-Nusku-Agidda, towards Terra; the 1st Fleet was striking from Vega toward Dingir and our industrial and political strength. The latter advance was a slow one due to the caution of the Imperial Commander-in-chief. Wolfe caught the advanced guard of the 17th Fleet at Agidda and inflicted a major defeat. He then shifted his forces to Dingir, hoping that he could also defeat the Imperial 1st Fleet.

Wolfe misjudged the Imperial reorganization time: the 17th Fleet was able to rally its ships in a matter of weeks and effect a pursuit of Wolfe's Grand Fleet. In the Battle of Dingir (early 1002), Wolfe was caught by surprise as Imperial reinforcements turned the tide against him. The Solomani Grand Fleet was scattered and substantially destroyed in a devastating defeat. Wolfe gathered the remnants of the fleet and retreated deeper into our Solomani Sphere. Terra was left undefended.



The Imperial High Command decided that Terra would have to be invaded in order to end forever our claims of Solomani superiority. Imperial strategic planners believed the fall of Terra would completely demoralize us and prompt a collapse of the entire Confederation. They failed to take into account our worlds to the rimward of Terra which, though loyal to our Solomani Cause, were also independent enough to continue resistance despite the loss of their capital. In order to invade Terra, a sizable fraction of Imperial forces along the front were assembled into a single assault force. Among other things, this meant that the pursuit of Wolfe's fleet was called off, allowing it to regroup and reorganize. This proved to be the Imperium's major miscalculation.

Their invasion was launched in the second quarter of 1002. We had packed Terra with ground troops and planetary defenses, and our hard-fought defense lasted until nearly the end of the year. In the end, the Imperium

conquered the planet, but the Battle for Terra consumed so much of their available military resources that the Imperial High Command postponed plans for advances further into our Solomani Sphere. When it became clear that our Confederation was not going to immediately cave in, and that Wolfe's fleet remained a threat, the High Command negotiated an armistice with Wolfe and his staff.

Both our civilian governments were concerned with the strain the war had placed on our respective economies. A few of the more fervent in the Confederation demanded an immediate counter attack, and threatened to relieve Wolfe if he didn't move immediately to liberate Terra. But Wolfe, refused to squander more lives, and insisted we pick our time and place for retribution. In the end, he won out. Our Confederation informally agreed with the Imperium to extend the armistice indefinitely. We never signed a formal peace treaty — indeed, the high-handed Imperium still does not officially recognize the Confederation. The date of the armistice is taken as the date of the end of the war.

POST RIM WAR DEVELOPMENTS

Following the armistice, the Imperium had re-integrated a substantial amount of our Solomani Sphere into the Imperium (roughly 25% of the Confederation was conquered in the course of the war). The Vegan Autonomous Region was created to oversee Imperial Interests along the new border.

After the war, Ivan Wolfe was elected Secretary General of our Confederation. Despite his defeat at Dingir, Wolfe emerged from the war with an excellent reputation, due both to his military skill and to his firm stand against our prolonging the war after the armistice was offered.

During his eight years as Secretary General, Wolfe carried out a series of governmental and military reforms designed to strengthen the Confederation in the wake of the war. He established a new capital at Home. He took steps to strengthen our economy, and helped establish industrial centers to replace those lost to the Imperium. He also introduced a centralized Home Guard system to provide trained replacements and reserves for the armed forces.

Though many of us recognize Wolfe as an able statesman and a capable military leader, not all of his reforms had the effects he expected. Many of the political and economic concessions that he granted took root and promoted local industrial or political power, often at the expense of Confederation control. The Home Guard on each world encouraged factionalism; provincial views were not potentially supported by local militias. The power of the Confederation diminished even more as our worlds found they could be more independent. And even the desire to recover Terra faded as a universal rallying point for all of us Solomani.

SOLOMANI IN THE REBELLION ERA

Our people's frustration with the Imperium was at a renewed high by 1110, when ostensibly, Terra returned to Solomani control. The Imperials allowed a figurehead Solomani government to be set up on Terra, but they failed to pull out in significant numbers. Several factions on Confederation systems near Terra talked with renewed vigor of retaking our historical homeworld.

When the news of Strephon's assassination secretly reached the Solomani High Council — well ahead of civilian xboat communication — our Councilors saw their opportunity and drafted a plan for regaining territory lost in the

Solomani Rim War. Before the civilian xboat news channels carried the news of Strephon's demise, the Second War for Solomani Liberation was already at hand.

SoSec contacted agents on Imperial worlds started "spontaneous" uprisings and rebellions, sabotaging key Imperial installations. Under the guise of military maneuvers, Solomani fleets moved to the Imperial border, with member-states called up to join in the "games." The Solomani admirals received specially sealed orders with a timed computer lock. Between 037-1117 and 117-1117, elements of our Solomani forces crossed into the Imperium.

Our forces found the opposition light and disorganized. We later learned from captured Imperial vessels about their conflicting orders — many were told return to the Imperial Core to assist in the fighting there and to also quell uprisings in the nearby Imperial sectors. Some Imperial forces left for Core. Others moved to the nearby Imperial sectors. And some just stayed put, unsure what to do.

Our attacks came along three fronts. We executed a two prong envelopment maneuver through the Imperial Starlane. Our third force moved up the middle to retake Terra. The middle force met little resistance until reaching the Terran system itself. Realizing the importance of our homeworld to the Solomani cause, Imperial forces mounted a stiff defense. Unlike the Solomani Rim war, this time our forces outnumbered the Imperials. After breaking the back of the Imperial space defense, our orbital assault on Terra was easily done. Upon landing, General Secretary Desmond Trinotch issued a proclamation, stating, "For all the Solomani peoples, we liberate Terra from Imperial oppression. Dear Terra, the cradle of us all — we have come home at last!"

The forces moving up the Starlane advanced star system by star system for the next several months until they finally reached the border of Margaret's stronghold in early 1119. Margaret nimble forces blunted our advance.

As of 1121, the situation in our center through Starlane has been stalemated. The Vegan Autonomous District, has remained loyal to Lucan. Rather than risk a costly advance further toward the Imperial core, we are satisfied with the status quo.

SOLOMANI: REFEREE'S SECTION

The prior material has been presented by Solomani for a non-Solomani audience. While the authors involved — Majuan, Goroya, and others — have labored to give an objective account of their people, they have had to strike a fine balance between truth and Party doctrine.

This section fills in the gaps in their account. It tells the "story behind the story" — secret knowledge best known only to the referee. It examines the roots of the Solomani mindset, the history of the Gene War, and other little-known topics crucial to understanding the Solomani.

PHYSIOLOGY

It is true there is no such thing as a "typical" Solomani human. It is hard to tell by looking whether an individual is Solomani, Vilani, Zhodani, or any of the 100 some minor human races of charted space. Blood typing (85% accurate) and DNA genotyping (100% accurate) are the only ways to distinguish most races.

PSYCHOLOGY

The Solomani love of independence is legendary. Just as the Vargr treasure personal status and the Aslan prize personal honor, the Solomani love their freedom.

Because of this intense passion for self-reliance and self-direction, the Solomani have been able to maintain a sense of identity, despite long exposure to other cultures which would have diluted any civilization without such a strong cultural pride. On the other hand, this fierce independence has often gotten the Solomani into trouble. It has destroyed repeated attempts by the Party to forge a unified state out of a loosely connected Confederation.

It has been said that the hardest trait for a Solomani to learn is responsibility to higher authority. This is not to say that all Solomani behave in a self-seeking manner. On the contrary, most know that they must be responsible to a larger body or face the loss of their status within it.

Solomani responsibility is one of the saving graces of the race, as well as one of its failings. The belief that they must bear the shame or glory which results from their actions often makes the Solomani introspective. At the same time, once a Solomani gives his word, you can expect most to keep it if humanly possible. If he makes a mistake, he will give everything he has in an attempt to put the matter right.

SOCIETY

Here the comments are presented by section.

The Family: While it is true the family is the basic structure upon which most of Solomani society is built, the impression that their first devotion is to the family is a half-truth. The family gives a Solomani his first sense of identity, but that identity rarely extends beyond childhood.

Likewise, the claim that the Solomani Youth League was organized to allow the Party to become a part of family life is a fallacy. The founders of the League were more interested in winning young people's loyalties away from their families and towards the Solomani Party.

Solomani Business: Solomani businesses are a study in contrasts. On one hand, the sense of identity provided by employment in one of the large corporations assures a loyal work force. On the other hand, the Solomani love of independence encourages individuals to strike out on their own.

This dual nature often causes new corporations to be formed quickly and often. They operate for a few years and then fail, as their employees are seduced away by their independent nature.

The Confederation Government: The stated goals of the "Charter for Confederation of the Free Solomani States," written in 871, are entirely accurate. The original purposes of the Confederation were to preserve the independence of the member states and to provide a united defense against all threats, internal or alien. These goals remain the central concern for the Confederation today.

The Secretariat is held up by the Solomani as a model of efficiency and an example of how well the democratic process can work. Truthfully, it is not all the Solomani claim it to be. Often, decisions which need to be made quickly can take weeks or months to reach a vote. Conversely, matters which logically should require long, careful deliberation will be voted on without discussion or without paying attention to the repercussions the action may have.

The Secretary General is indeed the most powerful person in the Solomani Confederation. Given the powers assigned to his office, it is all but impossible to overturn any of his decisions or to have him recalled. By nominating new candidates to the High Council, the Secretary General is able to surround himself with a core group of councilmen who will back up his policies when necessary.

As the Commander-in-Chief of the military, he has the power to enforce his policies. In addition, his having two votes in Council matters almost always assures that his policies will be the ones confirmed by that body. In most cases, even the Coordinator of SolSec takes his cues from the Secretary General.

The Solomani Party: In many places, the Party has overextended its power, and only on high-population worlds and Confederation colonies can it claim to exercise great authority.

Though they are entitled to membership in the Party, not all Solomani take advantage of this right. Some prefer to remain loyal to their local governments. There are even local rulers who choose to remain aloof from Party politics. These rulers usually have a Party-appointed "Confederation Liaison" who ostensibly handles Confederation affairs for them.

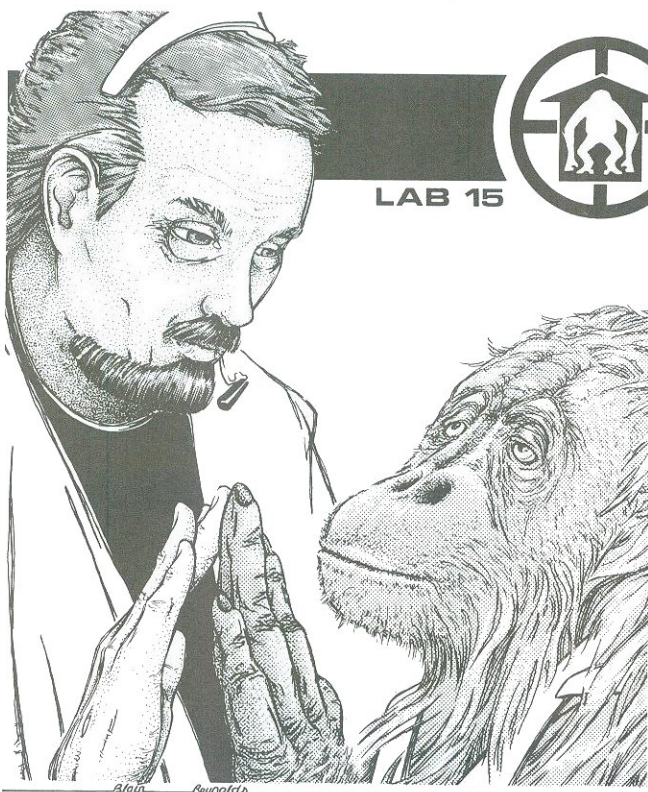
Secret Societies: The suspicious nature of Solomani society encourages the growth of secret societies. One example is the Fema Solett, a system of young women's schools located in the Solomani Rim. The requirements for passing from one year to the next are severe. A woman who finished only two out of the four years required in a Fema Solett school could look forward to marrying well or to having a good, successful career. Graduates have

married corporate presidents, nobility, politicians, etc. Yet, each alumna never forgets her ties to the school.

In truth, the Fema Solett is a semi-mystical organization drawing on beliefs and traditions rooted in early Terran myth. It grew from a small start in the mid-5400s to encompass the entire Solomani Sphere. The Fema Solett objective was simple — to assure human survival and prosperity. Although a noble goal, the organization is rather amoral. Assassination was not unheard of, if it helped assure control. The misery brought to non-humans by what the organization advocated was never a consideration.

LANGUAGE

Problems with communication and translation are more common in the Solomani Confederation than in the



Imperium. The several distinct cultural regions in Solomani space have encouraged the continued use of myriad languages. The bulk of the population in any given area — outside the immediate neighborhoods of Terra and Home — will speak only their native language fluently. At isolated starports, Pidgin Galanglic may be the only means of communication open to visitors. Translation devices and language-learning tapes are necessities in the Sphere. A individual with language skills is an important addition to any business staff or starship crew.

HISTORY

The Gene War is perhaps the best-kept secret of the Solomani Confederation. The Solomani are so ashamed of it they have essentially rewritten history to omit it, almost as if it never happened.

The Gene War

One of the darkest events in Solomani history, the Gene War had its roots in an early Terran project to engineer primates as a zero-G workforce. The discovery of artificial

gravity ended the project prematurely. While the simians' intelligence was boosted, they fell short of true sapience. With the onset of the Interstellar Wars, the small number of orangutans and gibbons involved were scattered among a handful of minor colonies.

Centuries passed, and the simian project was largely forgotten. Eventually, it caught the attention of a clique of Confederation researchers, who secretly completed the project. The Orangs and Gibbons finally achieved full sentience. The researchers had uplifted the Simians with an ulterior motive — they wanted to develop techniques to speed evolution in humans.

That small band of scientists meant well, but their goals were misrepresented, and before long, the entire Sphere was terrified of superhuman infiltration and Nazi-like domination. This fear was admittedly irrational, perhaps a reflection of each individual's baser side. The supermen were perceived as having a sinister nature.

Fear sparked a witch hunt and, finally, a war. Although the supermen acted defensively with no ambitions of conquest, events were painted differently. Once they were defeated, their bases captured, and all the "abominations of mankind" were executed, the Solomani learned the truth. But they could not admit that the supermen were completely innocent without seriously undermining their position, so they quelled discussion of the entire incident. They stopped short of exterminating the Simians, but they also deliberately ignored them from that time on.

The Solomani man on the street knows very little about the War, but he believes the lack of knowledge is for his own good. If he knows about it at all, he may comment: "The Gene War was a terrible thing and could happen again," he might reply. "But it is best forgotten. Attention in such a direction must always be discouraged or it might again lure an ambitious mind."

The Gene War helped to propel the Confederation government in the direction it has arrived at today. The war gave strength to the label of secrecy reading "In the interests of national security." Men of power later abused it increasingly for their own gain (particularly SolSec). And so, the Confederation has an oppressive and near-totalitarian government.

As the Reform Movement has grown in recent years, "freedom fighters" have made a big to-do over the truth of the Gene War. Simians have also played a major role in this affair. Although portrayed by the establishment as dangerous terrorists, and in spite of being increasingly oppressed by the government, Simians too are struggling to make the truth known.

SOLOMANI CHARACTER GENERATION

Solomani characters can easily be created using character generation procedures from the *MegaTraveller Players' Manual*. As humans — indeed, as the ancestors of *Imperial* humans — Solomani characters share many traits with their Imperial counterparts.

INITIAL CHARACTER GENERATION

Solomani share five of the six basic characteristics with other humans: Strength, Dexterity, Endurance, Intelligence, and Education. A sixth characteristic, Party Standing, replaces Social Standing for Solomani. Party Standing indicates the degree to which a Solomani character participates in the Solomani Party.

Values for these characteristics initially range from 1 to 12. Strength, Dexterity, Endurance, Intelligence, and Education are determined by throws of 2D. Party Standing is determined by a throw of 1D.

Modifications during the character generation process may raise characteristics to 15 (F). Values do not drop below 1 except in cases of aging or severe injury.

As usual, the six-place Universal Personality Profile records Solomani characteristics. Numerals record values of 0 through 9; letters A through F are values of 10 through 15.

Naming Characters: Solomani naming habits are diverse, but most Solomani have a personal name and a surname.

Character Titles: The Solomani Party recognizes no system of nobility, so for the most part, no Solomani character will have a title. A few member-states do have nobles, however. Their titles often parallel those used for Imperial characters, and they must be assigned as the referee sees fit.

HOMEWORLD

Select a homeworld for the character after you've rolled his or her six characteristics. Select a known Solomani world or generate a new one, using the homeworld generation table on page 13 of the *Player's Manual*.

CAREER TYPES

This book introduces 6 new careers for Solomani — four of them replace the standard Imperial careers in the *Players' Manual*, and two are completely new. And, other than the four replacement careers given here, all careers in the *Players' Manual* are available to Solomani characters. The six new careers are:

Navy: Members of the Confederation Navy which patrols the space between the stars. This career replaces the Imperial Navy career in the *Players' Manual*.

Marines: Members of the Confederation Marines, which are the Navy's troops. This career replaces the Imperial Marines career in the *Players' Manual*.

Army: Members of the Confederation Army, the soldiers of the Solomani realm. This career replaces the Imperial Army career in the *Players' Manual*.

SolSec: Members of Solomani Security — those who are charged with maintaining the loyalty of the population and its adherence to the principles of the Solomani cause. This career is new.

Merchants: Members of the various commercial enterprises. This career replaces the Imperial Merchant career in the *Players' Manual*.

Party: Influential or ranking members of the Solomani Party. This career is new.

ACQUIRING SKILLS AND EXPERTISE

Enlistment and the draft work for Solomani just as described in the *Players' Manual*. All careers are open except for those replaced by this book or prohibited by homeworld limitations.

Solomani enlist at age 18, except for Barbarians, who start at age 14. This is the same for other human characters. Solomani who fail their promotion roll *and* their special duty roll *and* their reenlistment roll may reenlist in a different service if they wish. This is a change from the normal restriction on Imperial characters changing careers during character generation as set forth in the *Players' Manual*.

Terms of Service: Solomani terms of service are four years in length, as normal.

Default Skills: Solomani characters receive default skills normally. Consult the listings for particular careers.

Survival: Survival is determined exactly as described in the *Players' Manual*.

Commissions, Promotions, and Special Duty: All of these throws operate in the normal manner. See the *Players' Manual* for details.

Skills and Training: Skills are received exactly as described in the *Players' Manual*.

Reenlistment: Solomani characters are generally free to muster out of their careers and enter the game at will. Remember to make a final reenlistment roll, however, to check for mandatory reenlistment.

Retirement, Mustering Out, and Retirement Pay: These aspects are handled normally.

Aging and Anagathics: Anagathics, while expensive, can counteract the effects of age. The rules for using anagathics can be found on page 16 of the *Players' Manual*. The rules are unchanged for Solomani characters.

THE SECRET REFEREE CONFERENCE

To conceal a character's possible relationships with SolSec, all Solomani characters resolve their prior career in a secret conference with the referee. This conference takes place even if the player-character (PC) has no relationships with SolSec — it keeps the other players in the dark about a SoloSec relationship. It is possible for PCs to be SolSec agents and be unaware other PCs are also SolSec agents.

Once a character's UPP characteristics are generated, the secret referee conference begins. During this conference, if the player selects SolSec, the referee then becomes involved, administering activities of the various SolSec career choices.

Referee's Prerogatives: SolSec secret agents and monitors pursuing other careers are maneuvered into appropriate positions by SolSec, with the goal being to give such agents more available power. The referee can, during the secret referee conference, assist in furthering the career of SolSec agents by enhancing their opportunities for commission and promotion. To simulate this, the referee rewards DMs for commission and promotion (+3 maximum; selected at the referee's discretion, or as the result of 1D-3).

All referee actions during the secret conference must be carefully thought out. Later analysis of the character's skills and characteristics should not allow others to see anomalies which give away a secret relationship with SolSec. It is also possible for a SolSec monitor to be a Secret Agent.

THE HOME GUARD

The reserve forces of the Solomani Confederation are called the Home Guard. Any Solomani is eligible to join the Home Guard provided he or she is *not* on active duty in the Military.

SOLOMANI CHARACTER GENERATION

BASIC SKILL ELIGIBILITY

For initial term of service	2
Per subsequent term of service	1
Upon receiving commission	1
Upon receiving promotion	1
Upon receiving special duty	1

Note: If the throw (including DMs) for commission, promotion, or special duty is 4 or greater than the required throw, then two skills are received instead of one.

MUSTER OUT BENEFITS

Per term of service	1
If rank 1 or 2	1
If rank 3 or 4	2
If rank 5 or 6	3
If enrolled in Home Guard	1

Benefits Table: DM+1 if rank 5 or 6. Also DM+1 if Jack-O-Tskill.

Cash Table: DM+1 if retired. Also DM+1 if Gambling skill or Prospecting skill.

SOLSEC

Die SolSec Assignment

- 1 Open Agent
- 2 Open Agent
- 3 Secret Agent
- 4 Secret Agent
- 5 Monitor
- 6 Monitor

Monitors and Secret Agents simply pick the career to which they are assigned. That career may also be SolSec.

SolSec Rank: SolSec agents and monitors automatically receive a SolSec rank one level higher than their rank in any other service.

Blown Cover: Each term of service, SolSec secret agents throw 10+ for their cover to be blown. If it is, the character assumes his or her SolSec rank (or rank 4, whichever is higher) and continues career resolution as a SolSec administrator.

AGING TABLE

Age	Str	Dex	End	Int	Term
34	-1(7+)	-1(6+)	-1(7+)	—	4
38	-1(7+)	-1(6+)	-1(7+)	—	5
42	-1(7+)	-1(6+)	-1(7+)	—	6
46	-1(7+)	-1(6+)	-1(7+)	—	7
50	-1(8+)	-1(7+)	-1(8+)	—	8
54	-1(8+)	-1(7+)	-1(8+)	—	9
58	-1(8+)	-1(7+)	-1(8+)	—	10
62	-1(8+)	-1(7+)	-1(8+)	—	11
66+	-2(9+)	-2(8+)	-2(9+)	-1(9+)	12

ENLISTMENT RESTRICTIONS

Navy	Pre-Stellar+
Marines	Pre-Stellar+
Army	Pre-Stellar+
SolSec	Industrial+
Merchant	Early Stellar+
Party	Industrial+

PRIOR SERVICE TABLE

	Navy	Marines	Army	SolSec	Merchant	Party
Enlistment	7+	8+	5+	Auto	7+	3+ †
DM +1 if	Int 8+	Int 9+	Dex 5+	—	Edu 8+	Edu 7+
DM +2 if	Edu 8+	Dex 9+	End 6+	—	Str 8+	Int 7+
Survival	5+	6+	5+	7+	6+	7+
DM +2 if	End 9+	Str 7+	Dex 9+	Int 10+	Int 7+	Edu 9+
Commission	9+	6+	6+	7+	5+	8+
DM +1 if	Party 5+	Party 5+	Party 5+	Int 7+	Int 6+	Party 5+
Promotion	8+	9+	7+	7+ ††	10+	8+
DM +1 if	Edu 8+	Edu 7+	Int 9+	Int 8+	Party 5+	Int 9+
Special Duty	5+	4+	6+	4+	4+	5+
Reenlist	6+	6+	6+	3+	5+	6+

† Characters may voluntarily chose the the Party career only if Party Standing is 5+. If the character ends up getting drafted, the referee can elect to draft the character into the Party, instead of the six careers typically given as draft choices in the *Players' Manual*.

†† SolSec characters who reach rank 4 may not be promoted any further until their 5th term of service.

The reenlistment roll is required even if character does not intend to reenlist: a roll of 12 exactly is mandatory reenlistment. DMs on enlistment are cumulative. All rolls are on 2D.

TABLE OF RANKS

	Navy	Marines	Army	SolSec	Merchant	Party
Rank 1	Ensign	Lieutenant	Lieutenant	Lieutenant	4th Officer	Alternate
Rank 2	Lieutenant	Captain	Captain	Captain	3rd Officer	Delegate
Rank 3	Lt Cmdr	Major	Major	Major	2nd Officer	Deputy
Rank 4	Comander	Lt Colonel	Lt Colonel	Lt Colonel	1st Officer	Commissioner
Rank 5	Captain	Colonel	Colonel	Colonel	Captain	Leader
Rank 6	Admiral	Brigadier	General	General	—	High Leader

This table indicates initial rank (rank 1) if a commission is received, and subsequent ranks (ranks 2 to 6) as promotions are received.

MUSTERING OUT TABLES

Die Roll	Benefits Table					
1	Voucher	Voucher	Voucher	Voucher	Voucher	Voucher
2	+1 Int	+2 Int	+1 Int	+2 Int	+1 Int	+2 Int
3	+2 Edu	+1 Edu	+2 Edu	+2 Edu	+2 Edu	+2 Edu
4	Weapon	Weapon	Weapon	Weapon	Voucher	Weapon
5	Voucher	Voucher	Voucher	Weapon	Weapon	Weapon
6	+1 Int	Party-6	Party-6	Voucher	+1 Int	Voucher
7	+2 Party	+1 Party	+1 Party	Starship	Starship	Starship

Characters with rank 5 or 6, Party Standing of 8+, or Jack-O-T skill may add +1 to their rolls on this table. Weapon benefits must be declared immediately, additional benefits of weapon may be declared as skill in a weapon of the type previously taken.

Die Roll	Cash Table (in credits)					
1	4,000	4,000	4,000	10,000	1,000	10,000
2	8,000	8,000	8,000	20,000	5,000	20,000
3	10,000	10,000	10,000	30,000	10,000	30,000
4	10,000	10,000	10,000	40,000	20,000	40,000
5	20,000	20,000	10,000	50,000	30,000	50,000
6	40,000	40,000	30,000	50,000	40,000	60,000
7	50,000	60,000	50,000	50,000	50,000	70,000

Amounts shown are in credits (Cr). No more than three rolls may be made on this table. Individuals of the Home Guard, or those with Gambling skill, Prospecting skill, Party Standing of 8+, or who have retired receive a DM of +1 on the cash table.

SOLOMANI CHARACTER GENERATION

1. Personal Development Table

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>SolSec</i>	<i>Merchant</i>	<i>Party</i>
1	Physical*	Physical*	Physical*	Physical*	Physical*	+1 Party
2	+1 Dex	+1 Dex	+1 Dex	+1 Dex	+1 Dex	Inborn
3	+1 End	Physical*	+1 End	Physical*	+1 End	Physical*
4	Mental*	Vice*	Vice*	Mental*	Vice*	Mental*
5	Mental*	Hand Cbt*	+1 Edu	Mental*	Mental*	+1 Edu
6	+1 Party	Mixed Cbt*	Hand Cbt*	Mixed Cbt*	Gun Cbt*	+1 Party

2. Service Skills Table

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>SolSec</i>	<i>Merchant</i>	<i>Party</i>
1	Vehicle	ATV†	ATV†	Grav Veh	Grav Veh	Vehicle*
2	Vacc Suit	Vacc Suit	Grav Veh	Space*	Vacc Suit	Vacc Suit
3	Fwd Obs	Blade Cbt*	Gun Cbt*	Technical*	Interperson*	Vice*
4	Space Cbt*	Special Cbt*	Special Cbt*	Space Tech*	Space*	Vice*
5	Space Tech*	Hand Cbt*	Technical*	Mixed Cbt*	Mixed Cbt*	Gun Cbt*
6	Gun Cbt*	Mixed Cbt*	Gun Cbt*	Vice*	Inborn*	Interperson*

3. Education Table

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>SolSec</i>	<i>Merchant</i>	<i>Party</i>
1	Vacc Suit	Vehicle*	Vehicle*	Vehicle*	Vice*	Vice*
2	Mechanical	Mechanical	Mechanical	Vice*	Economic*	Leader
3	Electronics	Electronics	Electronics	Vice*	Electronics	Interperson*
4	Space*	Tactics	Tactics	Technical*	Environ*	Technical*
5	Space Cbt*	Mixed Cbt*	Inborn*	Technical*	Space Cbt*	Leader*
6	Inborn*	Special Cbt*	Gun Cbt*	Leader	Military Med*	Academic*

4. Advanced Education Table (allowed only for characters with Education 8+)

	<i>Navy</i>	<i>Marines</i>	<i>Army</i>	<i>SolSec</i>	<i>Merchant</i>	<i>Party</i>
1	Military Med*	Military Med*	Military Med*	Economic*	Military Med*	Technical*
2	Navigation	Tactics-2	Tactics	Space*	Space*	Technical*
3	Space Tech*	Leader	Leader	Environ*	Space Tech*	Special Cbt*
4	Technical*	Technical*	Technical*	Technical*	Technical*	Technical*
5	Space*	Inborn*	Inborn*	Inborn*	Inborn*	Inborn*
6	Interperson*	Interperson*	Interperson*	Interperson*	Interperson*	Leader

*Indicates a cascade skill; must immediately select a single skill from list of cascade skills.

CASCADE SKILLS LIST

Academic: Admin, History, Linguistics, Persuasion, Science*, +1 Edu.

Aircraft: Lighter-than-air, Prop-driven, Jet-driven, Helicopter.

Blade Cbt: Small Blade†, Large Blade†, Axe†, Foil, Polearm†, or Cudgel.

Economic: Admin, Broker, Legal, Trader.

Environ: Animal Handling, Archaic Weapons, Hunting, Recon, Stealth, Survival.

Exploratory: Pilot, Sensor Op, Survey, Survival, Vacc Suit, Vehicle*.

Gun Cbt: Handgun†, Laser Weapons†, Rifleman†, Neural Weapons, Shotgun†, SMG.

Gunnery: Turret Weapons, Spinal Weapons, Screens.

Mixed Cbt: Brawling, Blade Cbt*, Gun Cbt*, +1 Str, +1 End.

Interperson: Admin, Interview, Liason, Linguistics, Steward.

Inborn: Artisan, Carousing, Instruction, Jack-O-T, Tactics, Leader.

Mental: +1 Int, +1 Edu.

Military Med: Forensic, Medical, Recon, Survival.

Physical: +1 Str, +1 Dex, +1 End.

Space: Engineering, Navigation, Pilot, Sensor Op, Ships Boat, Vacc Suit, Zero-g Environ.

Space Cbt: Fleet Tactics, Gunnery†, Sensor Op, Ship Tactics.

Space Tech: Communications, Computer, Engineering, Gravitics, Vacc Suit.

Special Cbt: Btl Drs, Cbt Eng, Cbt Rflm†, Demo, FAGny, Fwd Ob, Grav Belt, Hvy Wpns, Hi-eng Wpns†, Hi-g Env, Stealth, Survival, Zero-g Env.

Technical: Communications, Computer, Electronics, Gravitics, Robot Op, Sensor Op.

Vehicle: Aircraft*, Grav Belt, Grav Vehicle, Ships Boat, Tracked Vehicle, Watercraft*, Wheeled Vehicle.

Vice: Bribery, Disguise, Forgery, Gambling, Intrusion, Streetwise.

Watercraft: Hovercraft, Large Watercraft, Small Watercraft, Submersible.

†Indicates an included skill. Included skills are:

ATV: Includes skill in wheeled vehicle and tracked vehicle.

Axe: Includes skill in hand axe and battle axe.

Cbt Rifleman: Includes skill in carbine, rifle, assault rifle, LAG, ACR, and gauss rifle.

Early Firearms: Includes skill in hand cannon, flintlock pstl, flintlock musket, percussion pstl, percussion rvlr, percussion rifle.

Handgun: Includes skill in auto pistol, gauss pistol, revolver, body pistol, and snub pistol.

High Energy Weapons: Includes skill in all PGMP and FGMP weapons.

Large Blade: Includes skill in sword, cutlass, and broadsword.

Laser Weapons: Includes skill in laser carbine, laser rifle, and laser pistol.

Polearm: Includes skill in bayonet, spear, halberd, and pike.

Rifleman: Includes skill in carbine, rifle, and auto rifle.

Shotgun: Includes skill in shotgun and auto shotgun.

Small Blade: Includes skill in dagger and blade.

DEFAULT SKILLS

Characters receive default skills for their homeworld and careers:

Industrial	Whl Veh-0
Pre-Stellar	Whl Veh-0
Early Stellar	Computer-0
	Whl Veh-0
Average Stellar	Computer-0
	Grav Veh-0
High Stellar	Computer-0
	Grav Veh-0
Navy	Vacc Suit-0
Marines	Vacc Suit-0
Merchant	Vacc Suit-0
Party	Academic-0

RANK AND SERVICE SKILLS

Navy Captain	+1 Party
Navy Admiral	+1 Party
Marine	Cbt Rifleman-1
Marine Lieutenant	Handgun-1
Army	Cbt Rifleman-1
Army General	Interperson-1
Merchant	Space-1
Merchant 2nd Off	Exploratory-1
Merchant 1st Off	Economic-1
Party	Interpers-1
Party Leader	Leader-1

RETIREMENT AND PENSIONS

Characters may retire after 4 terms with a pension of Cr1,000 times the number of terms served. SolSec and Party receive double pensions.

Anagathics: Terms in which a character takes anagathics do not count toward retirement pay.

HOME GUARD SKILLS

<i>Die</i>	<i>Navy Hm Gd</i>	<i>Army Hm Gd</i>
1	Special Cbt*	Exploratory*
2	Vehicle*	Environ*
3	Gun Cbt*	Space Tech*
4	Technical*	Space Cbt*
5	Environ*	Technical*
6	Leader	Leader

Enlistment is automatic. SolSec, Party, and Merchant characters may join during character generation (as can any other Solomani in a non-military career type). Military characters may only join upon mustering-out.

The Home Guard has two forces: the Navy Home Guard and the Army Home Guard. The Confederation Army and Navy provide administration and budget support for the Home Guard. Army and Marine veterans join the Army Home Guard. Merchants join the Navy Home Guard. SolSec, Party members, or any other non-military career person may join either.

Training: Upon enlistment, Home Guard members throw on the Home Guard Training Table and receive the skill shown *if it is not already held*.

Rank: The Home Guard maintains ranks similar to that of the active armed forces. Home Guard rank, however, is characterized by the word *Reserve* (example: Reserve Captain).

Army, Navy, and Marine veterans who join the Home Guard transfer their military rank with them (if they have any). Home Guard members may attempt commissions and promotions by using the appropriate Army or Navy commission and promotion throws. Throw once per four years. Active and campaigning characters can acquire additional Home Guard rank even as they continue adventuring.

It is possible for an individual to be (for example) a Marine Captain and an Army Home Guard Reserve Major after some time in the Home Guard.

Home Guard members are liable for activation by the Solomani military for missions or assignments.

Retirement and Benefits: Home Guard members may quit the Guard at any time. They may retire after twenty years service and receive normal retirement pay.

Home Guard members can often find transportation, temporary lodging, or meals at active military installations.

SOLOMANI SECURITY

Solomani Security is charged with ensuring the loyalty and dedication of the population to the Solomani Cause. SolSec is independent of the military and the Party, but is dedicated to the survival and the Prosperity of each, so long as each pursues the goals of the Solomani Cause.

Enlistment is automatic upon application. SolSec, Party, and Monitors, while reporting to SolSec, must of necessity be in the mainstream of Solomani society. They pursue non-SolSec careers which are assigned by the referee during the secret referee conference. Monitors retain their monitor status even after mustering-out of a service.

Monitors have must file reports on the actions and behaviors of those around them. Reports can be filed via the local computer net, or at any Solomani starport type A, B, or C.

Monitors individually decide to declare or conceal their Monitor status. There is no formal penalty for revealing Monitor status, but some feel they are more effective by concealing their status; others feel open presence is more effective.

Blown Cover: Secret agents and sleepers may have their cover blown, inadvertently or through some necessary action or mission. When a SolSec agent's cover is blown, the individual leaves his or her current career and becomes a SolSec administrator. Current SolSec rank is assumed (or rank 4, if SolSec rank is less than rank 4). The remainder of the agent's career is resolved as a SolSec administrator.

Because Monitors are not deliberately secret agents, they do not transfer to SolSec when they are discovered.

Rank and Promotions: SolSec agents receive rank and promotions as normal. SolSec secret agents and sleepers receive secret rank in SolSec equivalent to *one level higher* than their rank in the other organization with which they serve (but not greater than rank 6). SolSec Monitor rank is primarily

honorary in nature; many Solomani use the term *Monitor Rank* to mean rank without value or authority.

THE SOLOMANI PARTY

The Solomani Party is the only political party permitted within the Solomani Confederation. Membership is restricted to Solomani humans, although non-Solomani (properly registered and certified) can become members if they agree with the principles of the Party.

Party Standing: All Solomani are technically members of the Solomani Party, but many are not active in it. Party Standing indicates the degree to which a Solomani participates in the Party.

Party Standing 4- indicates a relative lack of interest in Party matters. At the same time, it also indicates a lack of influence in the activities of the Party.

Party Standing 5+ indicates that the individual is active in the Party, attending meetings, obtaining proper certifications as to racial purity, taking and passing courses in Solomani History and Philosophy. Party Standing 5+ is the usual minimum required to allow an individual to hold Party rank, to run for public office within the Solomani Confederation, and to participate in policy-making Party activities.

Party Standing 10+ indicates that an individual has risen in his or her power in the Party and has achieved a notable degree of power and authority. Party Standing levels above 10 indicate especially prominent power and authority.

Party Standing indicates "political" power within the Solomani Party (as opposed to Party rank, which only indicates actual title). To a degree, the combination of Party Standing and Party rank together give the most complete picture of true position within the party for Party career characters.

Party Rank: Party rank indicates the level an individual has achieved within the hierarchy of the Solomani Party.

Party Standing indicates the actual power and influence an individual holds, while Party Rank is more of a title or job position. While Party Standing indicates actual "clout," an individual with a high Party rank has more opportunities within the Party to use that clout because of his or her post.

Any individual with Party Standing 5+ and a minimum Party rank 1 falls under the general term *ranking Party member* — which distinguishes him or her from those without both rank and standing.

Because Party Standing is so important, when a character receives a promotion, he or she may elect to take instead +1 Party Standing.

Party Responsibilities: Characters who pursue the Solomani Party career may serve in public office as an elected or appointed official, serve in the Solomani Party as a member of the Party hierarchy and administration, serve in the diplomatic corps of the Solomani Confederation, serve as a corporate official for one of the corporations owned and operated for the good of the Party, and serve as a public spirited citizen championing the Solomani Cause to the citizenry.

Party Privileges: Along with the responsibilities of working for the Party, members receive a great many benefits and privileges. Party members receive priority on transportation and from various services (computer, communications, banking, and so on). Ranking Party members are considered welcome and desirable guests at social events and parties. Ranking Party members are also able to use the assets of the Party (which range from concert halls to vacation homes to communications networks to starships) if they can justify the activity as being for the good of the Party.

ROLEPLAYING SOLOMANI

Giving advice on how to roleplay the Solomani might seem like telling a fish how to swim, but it's not. While the Solomani are Terran humans, they are also much more than that. The Solomani are different from their Terran ancestors. (That's us.) The entire Solomani mind-set is different than it is today. To help players who are interested in having Solomani characters, we offer the following advice on playing these familiar yet alien humans.

SOLOMANI SETTINGS

It is impossible to provide one all-encompassing description of a typical Solomani setting. Unlike homogeneous cultures like the Vilani, the Solomani are made up of widely disparate subcultures.

Whatever the location, all Solomani settings have a few things in common. There is a feeling of low-level paranoia which seems to pervade all areas of life. One will hear little open criticism of the Confederation or the Party.

Non-Solomani humans will be viewed with unease and often with suspicion, as will non-human aliens. Some Solomani have been able to overcome these prejudices, but these open-minded individuals are few, and keep their views to themselves.

SOLOMANI NON-PLAYER CHARACTERS

Solomani NPCs are a good way to introduce your players to these familiar aliens.

The Solomani believe themselves to be the *original* human race, which is superior to most other humans. Uplifted races, like the Vargr, are viewed as second-class creatures by most Solomani. The general feeling among these individuals is that God created the Solomani first, as He wanted them to be. Therefore, any attempts to improve or alter lifeforms is going against Divine planning.

Keep this attitude in mind when refereeing Solomani NPCs. Note not all Solomani are rabid in this belief, but the majority of Solomani feel this way.

Don't overlook the possible use of geneered Solomani or uplifted sophonts as NPCs. The mental, psychological, and physical differences between these individuals and other human characters will add an even more alien feel to Solomani settings and characters.

Solomani NPCs fit into the same basic categories as NPCs of other races: extras, allies, troublemakers, and patrons.

Extras: Solomani extras, like those of all other races, can be treated less as characters and more as stage dressing. They are starport workers, police officers, bartenders, and faceless

opponents, of the type commonly encountered in role-playing games. Their presence is taken for granted by the characters. Usually, contact with this class of NPC is so brief that the players never realize what race their characters have come into contact with.

Allies: Allies are more important than extras. Allies help the characters, and have more depth of personality. Whatever the part you sets for allies, treat them as real people with lives and families of their own. Allies are NPCs whom the characters can get to know and rely on.

When creating an ally, consider what the ally's feelings are about the Party and the Confederation as a whole. What is his national/ethnic origin (if any)?

Allies allow the players, and their characters, to learn more about an alien culture by interacting with a member of that culture.

Troublemakers: This is the class of NPC most frequently encountered by characters. He is the enemy they are sent to destroy, or the rival they must beat to the prize. Similar to an ally, the troublemaker is more developed than an extra.

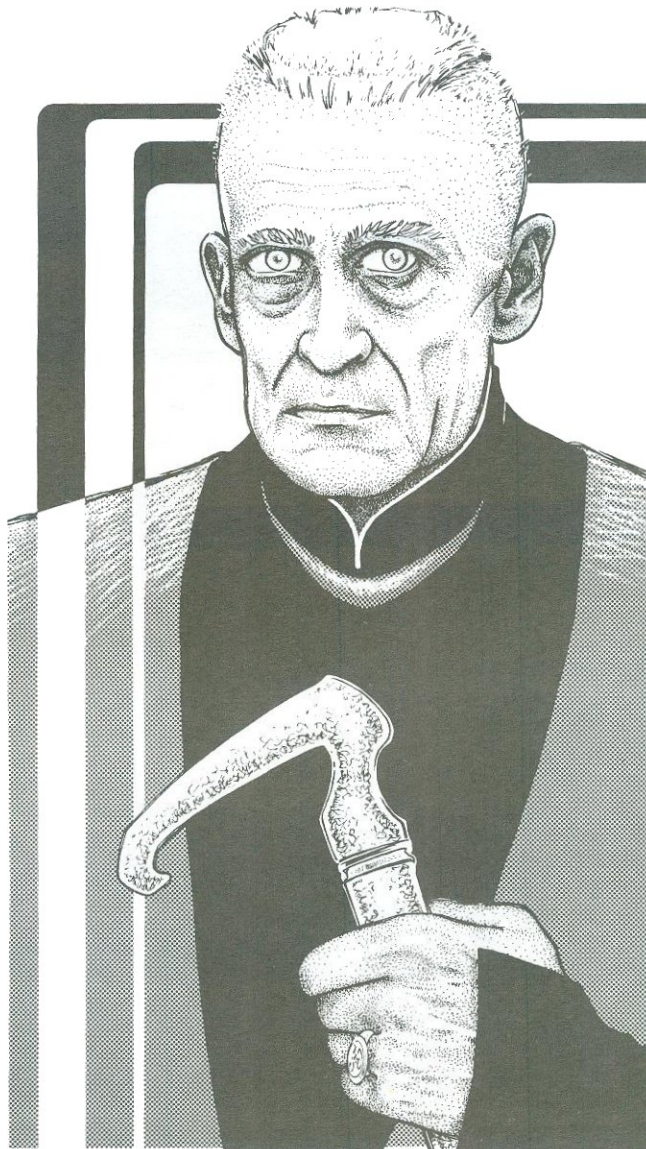
Consider the troublemaker's motivations. Why is this Solomani making trouble for the player characters? Perhaps he is a member of SolSec, and views the team's actions as contrary to Party doctrine. Maybe he sees the characters as violating Divine Law. Whatever the reason, one goal is sure — this Solomani should make an interesting opponent for the party.

Patrons: Solomani patrons, like patrons of any other race, are the ones who set the characters on a task. Unlike patrons of any other race, they seldom hire mercenaries.

The Solomani are proud of their independence. When they are forced to hire outside agents, many feel they are admitting that

they can't handle their affairs alone. For this reason, many Solomani patrons will be surly with the team they are hiring.

Often, the patron will insist that the party take him along on the mission. The patron may demand they accept his leadership, or at least consider his advice when making important decisions. Even though he may not be qualified to lead a party, or offer advice on a



Blair Reynolds

SOLOMANI ROLEPLAYING EXAMPLE ONE SAUNDERS IN ACTION

Saunders is a pure human Solomani from Alizarin (0230 A466987-C) in Solomani Rim. He is an ex-Solomani Marine working for Sternmacher Mining AG, which is a Solomani start-up rival to Argent Mining Inc. Saunders is a security specialist with some language and administrative skills.

The situation below takes place on the border between the Confederation and the Shattered Imperium, where he is serving as a security supervisor on a prospecting mission.

As he stepped from the grav van which served the prospecting team as a command post, Saunders adjusted his filter mask. Kropotkin's sulphur dioxide-laden atmosphere would have killed him in a few minutes without this mask, inconvenient or not.

Shrugging inside his bulky armor vest, Saunders turned his mind to the task at hand. One of the perimeter sensors had quit working. As he strode across the windswept landscape, he was met by one of his subordinates.

"Little late for a drive, isn't it, sir?"

"Not for you and me, Jakes. Thermal number eighteen is off-line. We're going to check it out. Wake up Davis and ur'Mala. I'd like a little company on this one."

Once the team had located the malfunctioning sensor, it was easy to see why it wasn't working. The detector head had been ripped off its moorings, and the delicate thermal receptor lenses had been smashed. This was no accident.

Saunders' suspicions were confirmed by the boom of a large bore weapon. The mercenaries scrambled for cover.

"Anybody hit?" Saunders asked.

"Davis, sir," ur'Mala replied. "He's took a load of buckshot."

Shotgun blasts boomed in rapid succession. Jakes laid down cover fire while ur'Mala dragged Davis to safety.

Suddenly, Saunders leapt to his feet and dodged through the gathering darkness. He sprinted towards the muzzle flashes.

As he ran, he leveled his weapon and pressed the trigger. Instead of a single jolting shot, the weapon belched five goutts of flame and steel. Despite the planetary ban, Saunders had modified his shotgun to fire full automatic. The rapid-fire clouds of steel flechettes tore leaves from bushes and kicked up clods of dirt.

Twice, as he closed on the enemy's hiding place, buckshot tore through the air close to his position, but his luck held.

When he reached the spot where he thought the enemy was firing from, he found no bodies. There was blood splattering the ground. An empty pressure bandage wrapper told him that the ambushers weren't ordinary claim jumpers. He'd have to be more careful in the future.

Analysis: What just happened? Lieutenant Saunders' team are using electronic sensors to maintain a secure perimeter. When one quit working, Saunders went to check it out. He didn't have to go himself, but his sense of responsibility made it impossible for him — as the leader — to stay behind. When the firefight broke out, his first concern was for his men. As their commander, he felt responsible for them.

During the battle, we see Saunders taking an unnecessary risk and charging the enemy positions. This may spring from his independent Solomani nature — however, it is more likely to be an indicator of his headstrong, impulsive personality.

The modified shotgun is a sign of Saunders' disregard for what he feels is an infringement upon his personal freedom. The ability to alter the weapon comes from the Solomani love of tinkering and trying to improve an existing product.

Seeing the empty bandage wrapper, the lieutenant infers that the ambushers had military training, making them more dangerous than ordinary bandits.

given situation, such control allows the Solomani patron to maintain some shred of his greatly prized self-reliance.

On the other hand, most Solomani patrons are scrupulously honest when dealing with employees. After all, he is responsible for the men he hires, and if they fail for lack of support, it will be his fault, and he will have to bear the blame.

SOLOMANI AS PLAYER CHARACTERS

Before allowing your players to play Solomani, introduce Solomani into the game as NPCs. This will help your group should become familiar with the prevailing traits of this quirky race before they are allowed to play them.

When your players are ready to roleplay a Solomani character, your MegaTraveller sessions are bound to become more interesting. Roleplaying a member of an alien race challenges a player's ability to separate the character from himself.

Players who desire to play a Solomani should determine the sub-group of the race to which their character belongs.

Remember that Solomani characters need not be strictly human. The Solomani are masters of genetic engineering. If your referee allows it, think about playing a Solomani geneered for a non-standard atmosphere, high or low gravity, or any other environment or purpose you and your referee agree upon.

Uplifted sophonts as characters open up an entirely new avenue for roleplaying. If your referee permits you to have such a character, you might want to try out a geneered orangutan, or other simian species. In most cases, these characters will be of lower intelligence, but of higher strength and dexterity, than their human counterparts.

Since uplifted sophonts are not permitted to be citizens of the Confederation or members of the Party, the choices of careers may be limited. Most branches of the military will be closed to characters of this type, as will the bureaucracy, the diplomatic corps, and the nobility. The roles of barbarian, belter, pirate, and rogue will almost certainly be open to uplifted sophonts.

Finally, the Solomani are capable of producing sentient androids. These are frequently granted status as citizens, but rarely given Party membership. For the most part, it is recommended that referees restrict androids to primarily experienced roleplayers.

Android, uplifted sophont, and geneered human characters must originate from homeworlds with a tech code of High Stellar.

Religion, political/ethnic background, and homeworld all play an important part in the Solomani character. While the official Solomani language is Galanglic, most Solomani speak Rim Anglic as a second language. Often, their speech is so tainted with colloquialisms and native accents that it is difficult to understand them. This is especially true on low-technology worlds and worlds settled by one ethnic group.

These factors should all be taken into consideration when generating and roleplaying a Solomani character. If they are ignored, the Solomani simply become humans in funny clothes, and a principal reason for including them as aliens in a campaign is lost.

Some latitude should be allowed in the actions of a player character. After all, the Solomani are only human! Individual variations in attitudes, responses, and beliefs are what make the Solomani different from non-Solomani human characters.

CREATING SOLOMANI ADVENTURES

As with any other race, one must ask the question, "Why is this Solomani adventuring in the first place?"

With the Solomani, the answer may be easier than for any other race. With their love of independence and almost pathological need for identity, many Solomani come down with a case of wanderlust.



Some Solomani are drawn to the freedom from restrictions that adventuring brings, especially when travelling outside the Confederation. Others revel in the identification with explorers of all worlds and times. Still others realize that trading among the stars can be profitable, especially when transporting goods to a world where they are unavailable or restricted.

When establishing adventures involving the Solomani, there are four basic ways to go. The first is to cast the Solomani as bold adventurers, truly "going where no one has gone before."

In this kind of adventure, the party need not be on the edge of charted space in order to be exploring unknown territory. With all of charted space to roam around in, referees and players often forget just how big a single world is, and how much unexplored territory might exist on a low tech world.

Then, of course, there are the scantily settled planets and moons of the rest of the star system. Even high population worlds might have portions of vast arcologies and urban complexes that have been abandoned and seldom visited. As always, the exploration possibilities are endless.

The second kind of adventure is to give the characters a mission which casts the Solomani as "villains." The referee must determine exactly why the Solomani are the bad guys. Perhaps the player characters' mission (as Imperial citizens) is to slip unnoticed into the "evil" Confederation to steal some bit of data on Solomani geneeering. In another scenario, the party might also be Solomani, trying to free an individual unjustly accused and imprisoned by SolSec.

The third type of adventure involving Solomani sets PCs of that race against NPCs from another race. Here, the scenario might call upon Solomani characters to enter the Shattered Imperium in a diplomatic mission. Perhaps the characters are the diplomats themselves, or are providing security for the ambassadors.

Instead of portraying the Solomani as aliens, you must now paint a picture of the Shattered Imperium as the "foreign" culture, while at the same time making sure your players are behaving in a proper Solomani fashion.

SOLOMANI ROLEPLAYING EXAMPLE TWO SAUNDERS AND A GENEERED HUMAN

Having seen Lieutenant Saunders in action, we now turn our attention to how the Solomani security officer performs in a non-combat situation. This event takes place roughly two weeks after the battle at the sensor array.

After the company went to all the trouble of setting up the mining site, the whole operation turned out to be a waste of time. The geologists found only traces of lanthanum, and the company cancelled the project. That didn't mean Saunders' job was over. He still had to find out who was behind the raids on the site.

Through the application of a few well-placed bribes and a couple of threats, Lieutenant Saunders found himself in a seedy bar near Kropotkin's main starport. He was to meet a man named Norro who supposedly could tell him all about the raiders.

The man was late. Saunders was beginning to think his contact wasn't going to show up. Suddenly, a short bulky man appeared at his table and dropped into a chair opposite the security officer.

"You're Saunders." It was not a question.

"That's right, pal. Who the hell are you?" There was something vaguely unsettling about the man.

"I'm Norro. I can tell you who shot up your operation."

"For a price?"

The man nodded. "For a price."

Saunders stared at the informant for a moment, trying to pin down the source of the unease he felt about Norro. He was ugly, but that had never bothered the lieutenant before. He was short — no more than 155 cm — but the man had to mass more than 90 kilos, and most of that was muscle. Saunders noticed the extreme care in Norro's movements, as though he were afraid that he might break something. Finally, the security man realized that Norro was a geneered human, built for high-gravity environments. The realization caused a faint ripple of disgust.

Saunders didn't subscribe to the belief that genetic manipulations were an outrage before the Almighty, like the Sanctaterrists did. At the same time, he wasn't entirely comfortable being in the presence of a human created for a special purpose, and grown in a collagen vat. Something about the whole concept of genetic engineering seemed odd to him.

Norro noticed Saunders' fascinated stare.

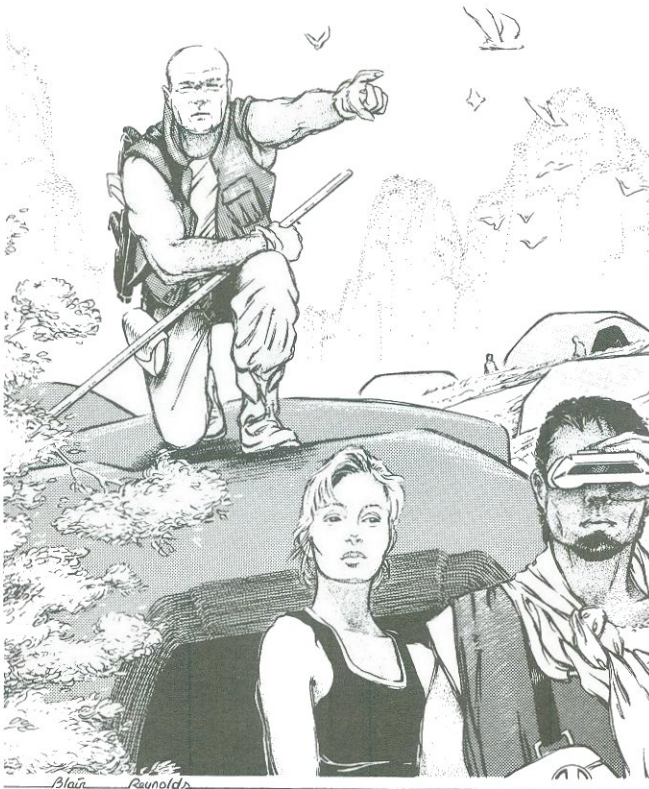
"Don't worry, mate. It ain't catching."

Shaking off the uneasy feeling, Saunders turned his mind to the business at hand.

Analysis: In this episode, Lieutenant Saunders is still trying to discharge his responsibility to Sternmacher AG. As the head of security for the prospecting operation, he feels it is his duty to track down those responsible for the attacks on the project and bring them to justice.

To this end, he has made a few discreet inquiries, paying bribes or making threats as the situation required. The result of this investigation led him to the encounter described above.

When Saunders first meets Norro, he notices something odd about the man. It takes a while for Saunders to realize that his contact is the result of geneeering. This realization causes the security officer to feel uneasy. Most Solomani are uncomfortable around genetically altered humans (a subconscious holdover from the Gene War). Since Saunders doesn't subscribe to one of the extremist religions, he merely feels a vague, uncomfortable curiosity about Norro. Had his contact been an uplifted sophont or an android, Saunders' reaction might have been even stronger.*



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The fourth scenario possible is to have a mixed party made up of both Imperial and Solomani player characters. Here, it will be necessary to establish a goal which is meaningful to characters of both cultures.

Perhaps the characters are part of a multi-national research and exploration team, sent to investigate some unexplained phenomenon. Whatever the specific mission, remember to maintain the differences between not only the NPCs of different races, but see that the PCs roleplay their characters' differences as well.

ADVICE TO PLAYERS

A great deal of advice to players has already been covered in the section on the Solomani as player characters.

Keep in mind that the Solomani are fiercely independent, prize their personal/racial identity, and struggle with their responsibility to themselves, their culture and their friends. A Solomani may not give his word or his friendship easily, but when he does, he seldom betrays that trust.

Roleplaying an alien can be difficult, but when an alien character is played successfully, it adds great enjoyment to the science-fiction flavor of any MegaTraveller campaign.

WHAT MAKES THE SOLOMANI UNIQUE?

There are no major differences between the Solomani and the rest of humaniti. Unlike the Vargr or Aslan, they are not humanoid aliens with distinctive features which set them apart from the human race. They have no special powers like the Zhodani or Droyne, and they aren't totally alien in form like the K'kree or Hivers.

What sets the Solomani apart from the general run of humaniti is their social and cultural background.

More than any other type of alien, the Solomani character can be the bold, impetuous adventurer of great literature. Curious, brave, and intelligent, the Solomani PC will often be the "Indiana Jones" of a party. Imagine an entire party of such characters, and you can

see how wild and memorable a good adventure with Solomani PCs might be!

To a degree, the Solomani Party has influenced all levels of Solomani life. Most Solomani believe in the Solomani Hypothesis — that, as the first humans, they are superior to all other branches of humaniti.

To a certain degree, the omnipresence of the Party, along with tales of SolSec's abuses of power, has left most Solomani with a trace of the low-level paranoia caused by living under an oppressive — or at least potentially oppressive — government.

Additionally, most Solomani feel a deep attachment for Terra, regardless of their homeworld. They feel that Terra was the birthplace of their race, and it must never again fall into alien hands. On this point, many Solomani are fanatics.

It is important to realize that the Solomani Confederation is not as cohesive a political system as the Third Imperium, and its many member states take great pride in their own cultures and independence. An analogy of how the Confederation operates might be the United European States of the late twentieth century.

SOLOMANI EQUIPMENT

Equipment made and used in the Solomani Sphere is solid, dependable, and fairly priced. Manufacturers are constantly searching for ways to improve their products. In most cases, Solomani goods are "user friendly." They seldom malfunction or break down, and are easy to maintain. For this reason, Solomani products are valued throughout the Shattered Imperium.

SOLOMANI CLOTHING

Styles in Solomani clothing vary from world to world. Usually, fashions within the Confederation are influenced by the ethnic heritage of the people who settled a particular world, or by the climatic conditions of the planet. For example, the colonists who settled on Phireene (2807) were predominantly descendants of Jacobite Separatists. Once the colony was established, many settlers adopted the mode of dress favored by their ancestors; jackets and treads of different, often clashing plaids. On formal occasions, kilts patterned in clan tartans are worn.

SOLOMANI MEDICINE

With the highly advanced state of the lifesciences in the Solomani Sphere, it is not surprising that the level of medical technology is higher in the Confederation than elsewhere in charted space.

Broad-spectrum antitoxins are the least of Solomani medical innovations. Currently under development are specifically geneered antibodies and brain transplant procedures.

SOLOMANI ARCHITECTURE

Solomani architecture spans an enormous range of styles and functions. Yet, in scale, in shape, in acquiescence to the needs of their occupants, the following buildings exemplify the height of Solomani building.

- One of the Seven Wonders on Terra...
- The campus of Descartes University on Home...
- The underwater arcology of geneered lake-dwellers in Langere...
- The sky-filling grav-city of Blyka on Dingr...
- The huge hollow-core asteroid habitats of Sirius.

SOLOMANI ROBOTS

Solomani attitudes toward robots vary enormously. On some worlds, robots are ubiquitous. On others, their possession — not to mention their use — is a capital offense.

In part, this dichotomy stems from the myriad Solomani systems of belief. Many religions prohibit making a machine in "man's

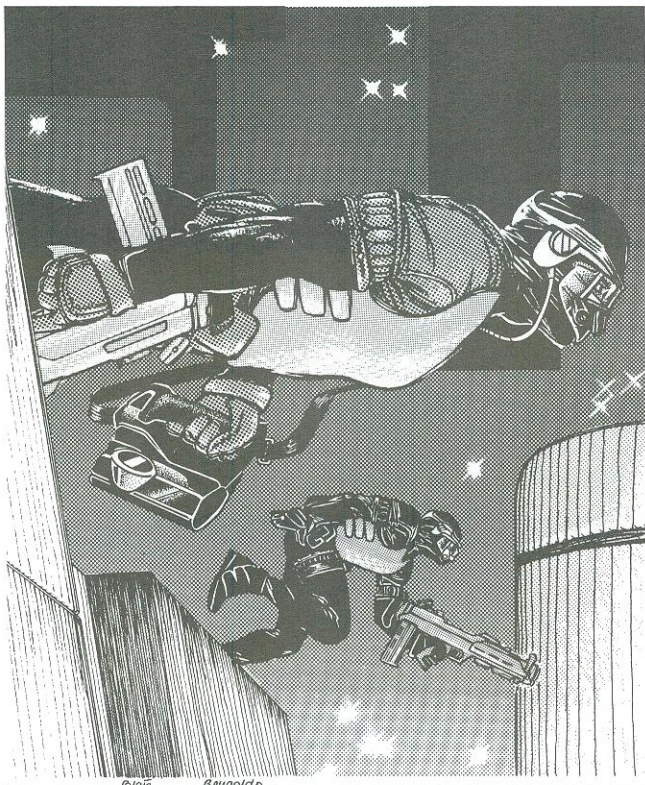
image." In other cases, use of robots violates traditional work ethics. In addition, the Society for the Sovereignty of Man over Machine and similar organizations constantly stir up public opinion against robots.

Nevertheless, Solomani robots are generally well-built.

SOLOMANI VEHICLES

Vehicles built by the Solomani are not quite up to the normal standards of the race. While they are well-built, they are lacking in performance, especially when it comes to gravitic technology. The Solomani developed gravitic technology later than most other cultures.

Starships, on the other hand, are one of the best products coming out of Solomani factories. From their beginnings, the Solomani were excellent designers of space and starfaring craft. Many times, innovative, avant-garde naval architects come up with new and



Blair Reynolds

better ship designs by adapting and improving on vessels borrowed from neighboring races.

SOLOMANI ATTITUDES TOWARD TECHNOLOGY

Solomani attitudes on technology vary widely from world to world. Most Solomani view technology as an important and useful tool. As a tool, it can be used for good or ill — depending on who's doing what with it.

Some Solomani actively avoid the use and benefits of technology. The Sanctaterrists are a prime example of this way of thinking. They believe that blind pursuit of technological advances is wrong. In their view, God created man to progress at a certain rate. Therefore, using technology to force that growth is counter to the will of God. Genetic engineering and research into artificial intelligences are especially hated and feared by those who eschew technology.

Opposing the anti-technology factions are those who worship the advanced sciences. The Apostles of Clarke's Law are one example of a techno-religious cult. In their view, the use and pursuit of technology allows a man to realize the true divinity within himself.

SOLOMANI ROLEPLAYING EXAMPLE THREE SAUNDERS AND THE SOLOMANI PARTY

The final example of how Solomani handle different situations occurs one month after the encounter with Norro, the geneered human. Here, Saunders is explaining his views on the Solomani Party to a starship crewman who is an Imperial citizen.

"You just don't understand," Saunders said, rubbing his eyes. It was clear to him that the chief engineer of the starship *Rhakshasa* wasn't getting what he was trying to explain. He expected as much from an Imperial citizen.

"The Party isn't as omnipresent as your Imperial government, and SolSec isn't anywhere near as bad as Imperial Intelligence."

"Whatever you say, friend." The impe looked unconvinced as he sipped his aoehair and soda. The strong aslan liqueur made him grimace in an odd combination of pleasure and pain.

"Look," Saunders said, trying again. "The Party doesn't stick their noses into every aspect of Solomani life. We wouldn't let them. They run the Postal Service and regulate trade. That, and maintaining the army and navy, is about all the Party gets involved in. Sure, we have to pay taxes and support the military, but you have to do that on Imperial worlds too. The difference is that we are free to run our own affairs. We don't have to answer to an Emperor. As long as we don't break the laws or violate the doctrines of the Cause, the Party pretty much leaves us alone."

"What about SolSec, Saunders?"

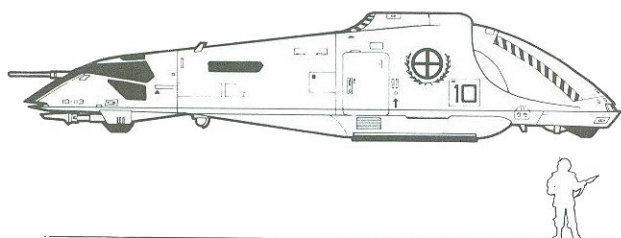
"I've heard the horror stories told about SolSec outside the Confederation, and I'm here to tell you that they aren't necessarily so. You claim that putting up with the monitors is stupid. So is allowing your government to spy on you covertly. At least we're honest about it. Everyone knows that there are monitors out there, and we accept it. It helps us remain loyal to the Cause, not because we're afraid of SolSec, but because it makes us realize how good we have it in the Confederation, and how many alien forces there are who would like to take that all away from us."

The chief took another swallow from his glass and shook his head. It was plain that Saunders was wasting his time trying to explain the Solomani system of government to a stubborn outsider.

Analysis: Whether or not Lieutenant Saunders really believes what he is saying, his speech to the Imperial citizen is not uncommon. The presence of SolSec monitors leads many Solomani citizens to recite dissertations of a similar nature. Most Solomani citizens believe that their form of government may not be perfect, but it is the best game in space. They feel, as Saunders explained, that certain freedoms must be given up to preserve the larger, more important ones. Toleration of SolSec monitors is a small price to pay to maintain the Solomani destiny.

In all likelihood, Saunders, who has travelled extensively during his military career and his job with Sternmacher, knows that there are abuses of power in the Party. He is likely to overlook and forget about such abuses, unless they violate the Solomani Hypothesis.

Rob Caswell/Matti Laakso

**TECH LEVEL 14 HOLY WIND COMBAT LANDER**

First deployed in 5632 AD, the *Holy Wind* combat lander — along with its light gravtank "cousin," *Divine Thunder* — is a popular vehicle with the Confederation Marines. With its EM masking, high speed, and computer power, the vehicle is perfect for covert personnel drops.

CraftID: Solomani *Holy Wind* Combat Lander, TL 14, Cr8,599,240

Hull: 5/12, Disp=5, Config=1AF, Armor=40G, Unloaded=64.5 tons, Loaded=65.9 tons

Power: 1/2, Fusion=60 Mw, Duration=9/27

Loco: 1/2, Std Grav, Thurst=240 tons, NOE=180 kph, CruiseAtm=1740 kph, TopAtm=2320 kph, MaxAccel=2.6 Gs

Commo: Radio=System (1,000 AU), Laser=FarOrbit (500,000 km)

Sensors: EMMask, Active EMS=Planetary (50,000 km), Passive EMS=Interplanetary (1AU), NAS Sensor=Long (250m), Headlightsx8, ActObjScan=Diff, ActObjPin=Diff, PasEngScan=Rout

Off: Hardpoints=1

	Pen/	Max	Auto	Dngr				
	Ammo	Attn	Dmg	Range	Tgts	Spc	Sig	ROF
Plasma RPA-12	0	44/5	20	VDist (5.1)	3	15	H	80

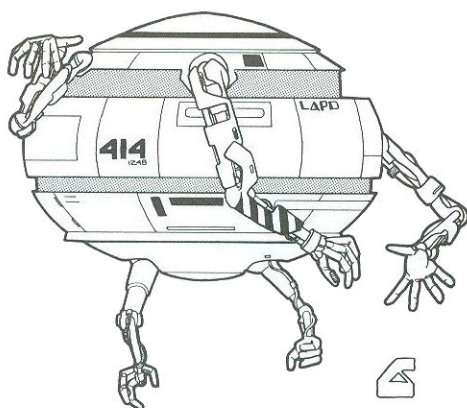
Def: None

Controls: Computer=3x2, Holodynamic Linked x12

Accomm: Crew=2 (operator/gunner, commander), Seats=Adequate x 10, Environ=basic env, basic ls, ext ls, grav plates, inertial comp

Other: Fuel=10.8 kl, Cargo=1.4 kl, ObjSize=Small, EmLevel=Faint

Rob Caswell

**TECH LEVEL 14 SAGACITYCOURTROOM ROBOT**

Panstellar's *Sagacity* is one of the Confederation's most often encountered courtroom robots, when robots are used in the courtroom. Equipped with a sensitive neural activity sensor, the *Sagacity* can often detect when an individual is lying. The use of *Sagacity* robots in the courtroom has stirred bitter controversy — many people object to the use of a robot for discerning if they are telling the truth or not.

RobotID: Solomani *Sagacity* Robot, TL 14, Cr659,550, UPP=RFx84x

Hull: 7/17, Size=100 liters, Config=5, Armor=2G, Weight=202 kg

Power: 1/2, Fuel Cells=60Kw, Duration=3/9

Loco: 1/2, LD Grav, Thrust=300kg, Speed=300 kph

Commo: None

Sensors: Basic Sensor Pkg (eyes x2, ears x2, voder), Olfactory Sensor (+ extra sensitivity), NAS/Metabolic sensor pkg, Holorecorder, Holodisplay

Off: None

Def: None

Brain: CPU=linear x24, parallel x12, synaptic x3, Storage=standard x46, FundLogic=high autonomous, FundCmd=full command, Software=Interrogation-2, Security-2, Legal-2, Weapon Handling-1

Append: VLt Arm x1, Light Arm x1, Med Arm x2, Hvy Arm x1

Other: Fuel=55 liters, ObjSize=Tiny, EmLevel=Faint

NEW GAME RULES FOR SOLOMANI

Certain rule modifications make it easier to accurately portray Solomani in a MegaTraveller game. This section presents those modifications. With the material here, you can easily and confidently incorporate Solomani into any of your MegaTraveller scenarios and campaigns.

INTERPERSONAL TASKS

Party Standing can have a significant effect on interpersonal tasks conducted in the Solomani Confederation, especially in attempts at conversation, negotiation, and interrogation. To handle this, apply the Party Standing of the participants as a confrontational task DM when Solomani are involved. Thus, for instance, the standard negotiation task becomes:

To negotiate with the aim of gaining cooperation:

Routine, Liaison, skill, Party (confrontation, uncertain)

Referee: The other unnamed skill is some skill appropriate to the negotiation (Admin, Trader, etc.).

However, in interactions with mixed groups containing both Solomani and non-Solomani, compute a "temporary" Party Standing for the non-Solomani by taking Social Standing and dividing it by 2.

In some cases, a Solomani character will need to estimate the Party Standing of another character. To do so requires this task:

To estimate party standing:

Routine, Liaison or Streetwise or Bribery, Int (uncertain)

Referee: If the result of the uncertain task is **No Truth:** Misrepresent Party Standing by 2D-7. **Some Truth:** Misrepresent Party Standing by 1D-3. **Total Truth:** Provide the correct Party Standing.

If the offending character's estimate is too low, take the defender's actual Party Standing and double it. If the offending character's estimate is too high, take the defender's actual Party Standing and halve it. When you do this, conceal the defender's true Party Standing. Just let the offensive character recognize his error on his own. Obviously, misjudging the Party Standing of another can have serious consequences.

LARGE-SCALE COMBAT

The MegaTraveller *Referee's Companion* provides rules for handling large-scale combat with multi-person units. Those rules can be used with little change. Solomani units differ from "average" Imperial forces in only in morale, organization philosophy, and strategy.

Solomani military tend to either be career minded for the higher ranks, or "just putting in their term" for the lower ranks. This is reflected in the differing morale levels of the troops.

All Solomani recruits have a morale of 2 instead of 4, Solomani regulars have a morale of 6 instead of 7, Solomani veterans have a morale level of 11 instead of 10, and Solomani elites have a morale value of 15 instead of 13.

Troop organization is generally segregated between Solomani and non-Solomani. Troops of various races are seldom mixed, even troops from other minor human races. Many of the non-human races follow troop organizations different from the norm (normal troop organization is described in the Military Organization section of the *Referee's Companion*).

The Solomani strategy in warfare focuses on "preparation." Most Solomani have a great respect for the well-prepared ambush or surprise attack — many famous battles in Solomani history opened with such an attack. A Solomani commander will do everything in their power to stack the odds in their favor and to catch their enemy at an early disadvantage.

Individual commander ingenuity is likewise prized and rewarded. The Solomani typically give their commanders a great freedom of action on the battlefield, just to foster this kind of "Johnny-on-the-spot" cleverness. However, the Solomani are quick to give disdain to commanders who misuse their freedom of action. The most distasteful kind of commander to a Solomani is the commander who fails to act at all during a critical moment — Solomani history likewise remembers such military leaders — as cowards.

PSIONICS

The Solomani attitude toward psionics prior to about 800 was one of benign neglect. Psionics as a science was not well understood, and its chief proponents seemed to be the Psionic Institutes. Since many of these institutes were at least partially funded by the Zhodani, most institutes were located in the sectors closer to the Zhodani Consulate. A few worlds in the Solomani region — among them Terra, did have prominent Psionics Institutes.

When the Psionic suppressions of 800 to 826 swept the Imperium, the Solomani Autonomous Region was still part of the Imperium. Solomani public opinion turned against psionics, the same as occurred in the Imperium.

Thus, the basic rules for locating a branch of the Psionics Institute remain in effect, with the following changes.

The throw to determine if a institute branch exists is 12+ instead of 11+, with a +1 DM if the world population is A. Only roll for worlds with a population of 9+. Worlds with a population of 8 or less do not harbor branches of the Psionic Institute.

When trying to locate a branch of the Psionics Institute in Solomani space, exceptional success must be achieved on the search task listed in the *Players' Manual*.

TRADE AND COMMERCE

Trade in the Confederation is similar to trade in the Imperial region. Individual member-states or worlds have local laws, but higher level laws govern interstellar commerce. The central government enforces these trade laws — in this case, all under the auspices of the Ministry of Economics.

SOLOMANI RULES TABLES

PATRON LIST 1

Die	Patron
11	Naval Officer
12	Army Officer
13	Marine Officer
14	Party Official
15	Starport Warden
16	Naval Officer
21	Propagandist
22	Technician
23	Surgeon
24	Writer
25	Photographer
26	Government Official
31	Party Worker
32	Army Officer
33	Professor
34	Soldier
35	Tourist
36	Naval Petty Officer
41	Naval Officer
42	Scientist
43	Prospector
44	Naval Architect
45	Speculator
46	Financier
51	Engineer
52	Broker
53	Party Leader
54	Police Officer
55	Pilot
56	Merchant
61	Imperial Tourist
62	Shipowner
63	Embezzler
64	Prospector
65	Bureaucrat
66	Diplomat

DMs on List 1:

On first die roll:

- If military related (Navy, Marines, Army), DM-1
- If space related (Merchant, Belter, Pirate), DM+1.

On second die roll:

- If Party 5+, DM-1
- If SolSec Monitor, DM+1

PATRON LIST 2

Die	Patron
11	Activist
12	Black Marketeer
13	Spy
14	Arms Dealer
15	Journalist
16	Smuggler
21	Informant
22	Assassin
23	Doctor
24	Ship Crewmember
25	Barbarian
26	Activist
31	Colonist
32	Mercenary
33	Explorer
34	Courier
35	Rumor
36	Criminal
41	Dissident
42	Terrorist
43	Reporter
44	Religious Leader
45	Monitor
46	Fugitive
51	Belter
52	Navigator
53	Psychologist
54	Professor
55	Entrepreneur
56	Researcher
61	Geneticist
62	Clerk
63	Administrator
64	Analyst
65	Corporate Officer
66	Solsec Official

DMs on List 2:

On first die roll:

- If streetwise, DM-1
 - If admin, DM+1.
- On second die roll:
- If Party career, DM-1
 - If Solsec, DM+1

RANDOM ENCOUNTERS

Die	Qty	Type	Remarks
11	1D	Mechanized Farmers	-3
12	2D	Farmers	-2
13	2D	Workers	-1
14	1D	Unruly Workers	L
15	1D	Police	LGV
16	4D	Foreign Tourists	+2
21	2D	Soldiers	+1LGA
22	2D	Police	LGAV
23	1D	Party Officials	+1GAV
24	2D	Guards	LGA
25	3D	Police	+1GAV
26	2D	Soldiers on Leave	LV
31	1D	Adventurers	+2GAV
32	2D	Party Leader	LGAV
33	2D	Hunters with Guides	+1LGV
34	2D	Local Tourists	+1
35	2D	Researchers	+3V
36	1D	Police	VG
41	1D	Traders	-1V
42	2D	Rioters	-3L
43	1D	Police	+1LGV
44	2D	Party Leader	LGAV
45	1D	Corporate Leader	LV
46	2D	Foreign Scientists	+3LV
51	1D	Merchants	+1L
52	2D	Traders	V
53	1D	Homeless People	
54	2D	Religious Group	
55	1D	Rogues	+1LGV
56	2D	Thugs	LV
61	1	Non-human	-2
62	1D	Media Crew	LV
63	1D	Starship Crew	LGA
64	Event:	Witness Arrest	
65	Event:	Demonstration	
66	Event:	Witness Racial Violence	

Note: Unless otherwise stated, each individual has a small blade weapon, no armor, and is on foot.

L: Leader present with best possible equipment for TL.

G: Has guns of proper TL.

A: Has armor of proper TL.

V: Has vehicle of proper TL (possibly riding animals).

+N, -N: Increase or decrease group's equipment TL by N. Robots may be group members if group TL is 12+.

Civilian travel is regulated by the Ministry of Information through the use of passports and travel vouchers. Either can be coded to alert authorities to watch the individual if they are deemed to be a threat or security risk. And of course, there is also SolSec, with its web of monitors and personal agenda.

Thus, trade and travel are generally free within member-states, but passes or permits are required for trade and travel between them. The liberal member-states are free to run things as they like, while the central government exercises a token amount of authority, especially with trade and transport off protectorate-status worlds.

Though the Solomani government takes a very watchful eye approach to monitoring and controlling interstellar commerce, smuggling and illegal movement are not uncommon. The Navy and the Party are stretched too thin for it to be otherwise.

Note that Party influence is most felt on key worlds (high-tech, high-pop, military bases, etc.) and those with A and B starports. The latter facilities are administered directly by the Confederation. Although licenses might be required to journey to class C, D, or E ports, the Confederation has a difficult time enforcing these regulations. Thus, travel is less restricted between frontier worlds.

Licenses for ships serve primarily as a means of enhancing government revenues. The official position holds that as the Confederation operates the major starports, patrols the starlanes, and keeps trade open on the major routes, merchants should pay for the privilege of using its facilities.

Movement is more restricted on individuals than ships. Ships typically have established trade routes, and the Confederation knows where to find them. The movement of people and ideas concern them more.

Remember, movement restrictions in the Confederation are only enforced outside member-states. The member-states typically maintain their own ports, navies, and bases; therefore, licenses should raise revenues for the individual state, not the Party.

WORLD GENERATION

Solomani worlds are quite similar to Imperial worlds. However, when generating Solomani worlds, apply a -1 DM to tech level and a +1 DM to population. The maximum tech level in the Solomani region is 15 — reduce any generated tech levels over 15 back to 15. The maximum population is still 10. Reduce a population 11 result back to a 10.

Worlds in the sectors adjacent to Solomani Rim sector use the "Clustered" column of the starport type table on page 24 of the *Referee's Manual*. All other Confederation sectors use the "Standard" column of the starport table.

This means there will be more starport A and B worlds in Solomani space, with their accompanying pluses yielding higher tech levels on those worlds. The -1 DM on tech level will push those tech levels down slightly, making the tech levels generally more uniform across Solomani space than they are in Imperial space. Also, Solomani worlds tend to be a bit more populated than Imperial worlds.

STARSHIP DESIGN

Solomani starships tend to be slightly more cramped than Imperial designs, and the Solomani mindset doesn't seem to mind the extra "closeness" this creates.

So when designing Solomani starships, you can reduce the accommodation requirements by 20% if you wish. Roughly half the Solomani designs seen in the Confederation take this reduced accommodations approach.

UPKEEP

In the basic MegaTraveller rules, Social Standing is used to compute a minimum monthly upkeep that the character must earn and spend to support their lifestyle. Since Solomani characters do not have a Social Standing per se, a different method of computing upkeep must be used.

To a degree, Party Standing implies a certain level of lifestyle, but it is not identical to Social Standing. To compute the upkeep needed by a Solomani character, use the following formula:

$$[(\text{Party Standing} + 2) + 1D] \times \text{Cr } 250$$

Thus, if a character has a Party Standing of 10, then: $10 + 2 + 1D (\text{roll } 2) \times \text{Cr } 250 = 7 \times \text{Cr } 250$, or Cr1750 of monthly upkeep.

In a pinch, this same formula can be used to determine a Solomani character's Imperial Social Standing while traveling in the Imperial region.

SOLOMANI WORDS

When inventing Solomani names, just select words from the various languages of earth. As far as frequency of the various languages, 80% of the words should be English, with the remaining 20% split between Spanish, Japanese, Russian, and Chinese. Occasional words from Hebrew, Portuguese, German, French, and any other Earth language are also in order, but they are less frequently encountered.

TRADE AND TRAVEL PASSES AND PERMITS

These licenses, passes and permits are common in the Confederation.

Class I Commerce License: Allows travel between any class A or B starport. Ship may carry any cargo not needing an SCT license (see below). Passengers may not be carried. Renewed every four years.

Class II Commerce License: As Class I, but includes class C and D starports also.

Frontier Travel Permit: Allows travel to one class E starport, specified at the time of application. Under no circumstances may any landings be made to class X starports.

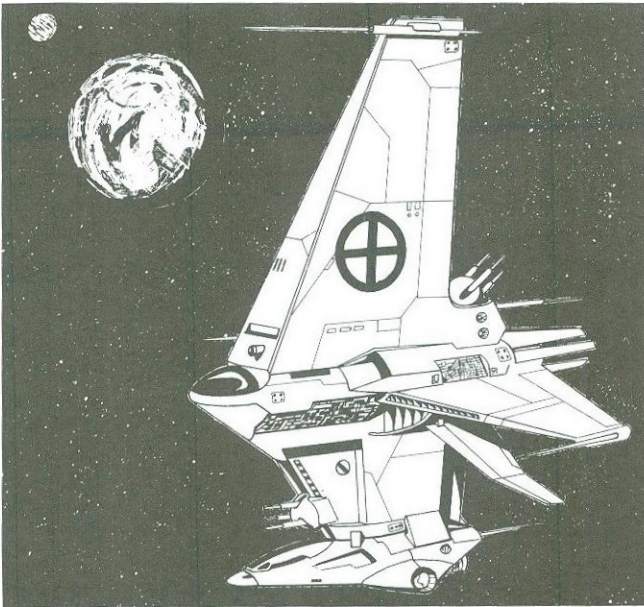
Passenger Transport License: Allows a ship to carry passengers to travelled ports. Renewed yearly.

Special Cargo Transport (SCT) License: Required to carry shipments such as weapons, animals, Party documents, etc. Certain cargos may need other permits. Renewed yearly.

Military Authorization Pass: Allows military personnel or ships to "bump" civilians for use of starport facilities. Each military branch has its own type of pass, and certain ranks may be able to use this pass to take control of the starport if an emergency situation exists.

Party Authorization Pass: Similar to a military pass, but given to Party members.

William Jordan

**SOLOMANI FLEET COURIER**

CraftID: Solomani *Marathon* Fleet Courier, Type SX, TL 14, MCr85.523

Hull: 180/450, Disp=200, Config=1SL, Armor=40G, Unloaded=1726 tons, Loaded=2043 tons

Power: 10/20, Fusion=1332 Mw, Duration=30/90

Loco: 15/30, Maneuver=3, 8/16, Jump=3, NOE=180 kph, CruiseAtm=750 kph, TopAtm=1000 kph, Agility=0

Commo: Radio=System x2, MaserComm=System

Sensors: Active EMS=FarOrbit, Passive EMS=Interstellar, Densitometer=LoPen/100m, Neutrino=10 kw, ActObjScan=Rout, ActObjPin=Rout, PasObjScan=Rout, PasObjPin=Diff, PasEngScan=Rout, PasEngPin=Rout

Off: Missiles=x04

Batt 1

Bear 1

Def: DefDM=+5

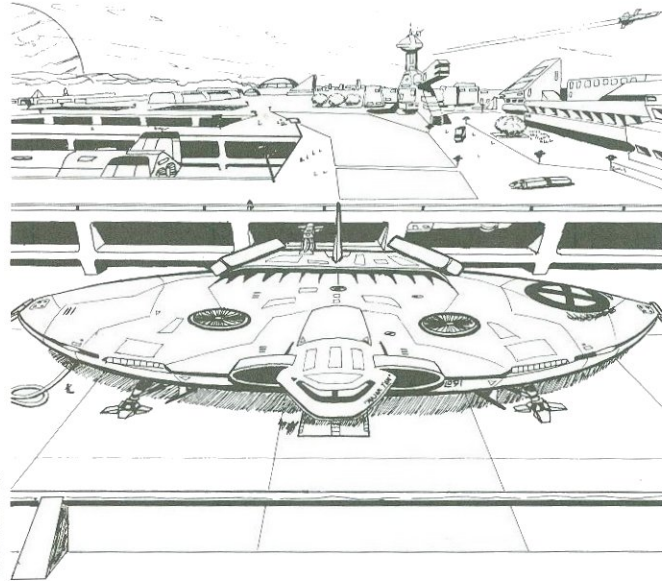
Controls: Computer=4 x3, Panel=holodynamic linked x130, Special=heads-up holodisplay, Environ=basic env, basic ls, ext ls, grav plates, inertial comp

Accomm: Crew=7 (Bridge=1, Engineer=1, Gunner=2, Flight=2, Command=1), Staterooms=7, SubCraft=launch

Other: Cargo=241 kl, Fuel=1073 kl, Scoops, ObjSize=Average, EmLevel=Moderate

The Solomani Navy uses the fleet courier to carry orders and news between task forces and their headquarters. Sol-Sec uses it to forward compiled reports to Party officials.

William Jordan

**SOLOMANI FREE TRADER**

CraftID: Solomani *Sundowner* Free Trader, Type SA, TL 14, MCr108.674

Hull: 360/900, Disp=400, Config=1SL, Armor=40G, Unloaded=2561 tons, Loaded=4611 tons

Power: 14/28, Fusion=1800 Mw, Duration=30/90

Loco: 18/36, Maneuver=2, 11/22, Jump=2, NOE=180 kph, CruiseAtm=750 kph, TopAtm=1000 kph, Agility=0

Commo: Radio=System

Sensors: Active EMS=FarOrbit, Passive EMS=Interstellar, ActObjScan=Rout, ActObjPin=Rout, PasEngScan=Rout

Off: Hardpoints=4

Def: DefDM=+3

Controls: Computer=2bis x3, Panel=holodynamic linked x286, Special=heads-up holodisplay x2, Environ=basic env, basic ls, ext ls, grav plates, inertial comp

Accomm: Crew=4 (Bridge=2, Engineer=2), Staterooms=13

Other: Cargo=1944 kl, Fuel=1530 kl, Scoops, ObjSize=Average, EmLevel=Moderate

The *Sundowner*-class free trader carries cargo and passengers between the member-states and solitary worlds of the Confederation.

Our people are the *Fteirle* — the “Aslan”, as you humans wish to call us. We have heard that many humans wish to liken us to “Lions”, a non-sentient, carnivorous race native to Terra. Though there are some vague, external similarities, make no mistake. We are not any more a terran feline than you are a *khteiryos* of our native Kusyu. We are our own people, unique in our culture, philosophies, and form.

Peaceful coexistence comes from a respect for one's *akhaoye*; the essence of what makes us who we are. And that can only come from true understanding. An understanding of our people can not be summed up in a few paragraphs. Nor can it be simply grasped by use of easy (human) analogies. We have provided you with this document to help you better understand us, by examining all the aspects of our society and our being. From how we work, to how we play. How we live, to how we die.

PHYSIOLOGY

Perhaps the best place for us to start is at the surface, with our anatomy. Like you, we Aslan also sometimes make judgements based on appearances, even if that sometimes proves ultimately unwise. The true *akhaoye* lies beneath the surface, and it is there that wisdom (and this text) will ultimately urge you to explore.

We have been shaped by our evolution, as hunters on the pre-historic plains of our homeworld, Kusyu. Our bodies formed around the need to catch the quick-moving prey on the savanna. The need for organization in hunting lead to our sentience and civilization, but the results of our hunter heritage still sheath our bones and run deep in our veins.

Let us get in to more concrete details of our bodies and our minds:

Height and Weight: Our adults average 100 kilograms in weight and stand roughly 2 meters in height. Males and females are similar in size, but males tend to be heavier in build. Aslan in general are more massive than humans.

Appearance: We Aslan are bipeds with two forearms, and we share a similar body structure and posture with humans. One difference, however, is our stance, which is digitigrade — put simply, we walk on our toes, not the whole soles of our feet. Another difference lies in the short fur that covers our bodies. Yellow, red-orange, or light brown in color, this fur covers males and females alike. Males, however, have a more pronounced mane.

Few regional or ethnic variations exist — all Aslan enjoy a fairly homogeneous appearance.

Diet: We adhere to a strictly carnivorous diet. While we do employ certain plants for spices and beverages, we find the partaking of whole fruits or vegetables distasteful. We also refuse synthesized foods, preferring fresh meat. Humans have found our floral agriculture interesting — for although it is advanced and widespread — it is conducted to feed our livestock, rather than ourselves.

Rest: Aslan operate around a 36-hour schedule, the *eak-hau*, or day, of Kusyu. We spend about a third of that time asleep, usually resting for 10 or 11 hours at a time. This rest period is essential for the body. Without sleep, we suffer a loss of physical stamina. However, lack of sleep affects us mentally less than it apparently does humans.

Reproduction: Aslan reproduce in a manner familiar to humans. Our females bear our young alive, after an average gestation period of 1 *ftahea* — approximately 10.5 human months. Births tend to be single, with twins rarely occurring; triplets are virtually unknown.

Newborn Aslan are more developed than their human counterparts. Although mostly immobile, our infants already weigh from 4 to 6 kilograms, and their senses are acute. From this point, our young continue to develop at a faster rate than human children. Reaching maturity at 16 *ftahea* (14 human years), our children undergo their rite of passage.

Senses: Our predatory ancestry has done much to hone our senses. Aslan enjoy excellent hearing; our ears are better able to precisely locate sounds, and their large size gathers sounds below human thresholds of volume. Similarly, our vision is acute, and more effective than human vision in conditions of limited light. Our sense of smell is less developed — it was of little use on the open plains of Kuysu.

Anatomy: Although we share many external similarities with humans, our internal anatomy is different. While we have many organs of similar function, their placement within the body differs from your own.

Perhaps the most obvious external anatomical difference between Aslan and humans lies in the structure of our hands. In our case, three extended fingers sit against a single, medially placed thumb, which juts out from the palm. In comparison, this design makes our hands stronger and sturdier, but less nimble than human hands.

Retractable claws tip all of our fingers, including our thumbs. Additionally, specialized dewclaws rest within a horny covering at the base of each thumb. These 6-centimeter, razor-sharp shards of bone can be used for both combat and cutting, as dictated by the needs of the situation. When not in use, they retract, but when needed, they spring forth with amazing speed. The retraction-extension process is subject to conscious control, but in times of stress, our dewclaws may extend instinctively.

Lifespan: The Aslan growth cycle seems “compressed” to humans. Newborn Aslan grow rapidly to young adulthood. Once an Aslan reaches 24 *ftahea* — 21 years in human terms — his or her strength gradually begins to decline, until they enter old age in their fifties — again, mid-forties to mid-fifties by human standards.

Typically, Aslan males live to be 70 *ftahea* old — 61 human years — while females tend to die sooner at age 67 — age 58 to humans.

PSYCHOLOGY

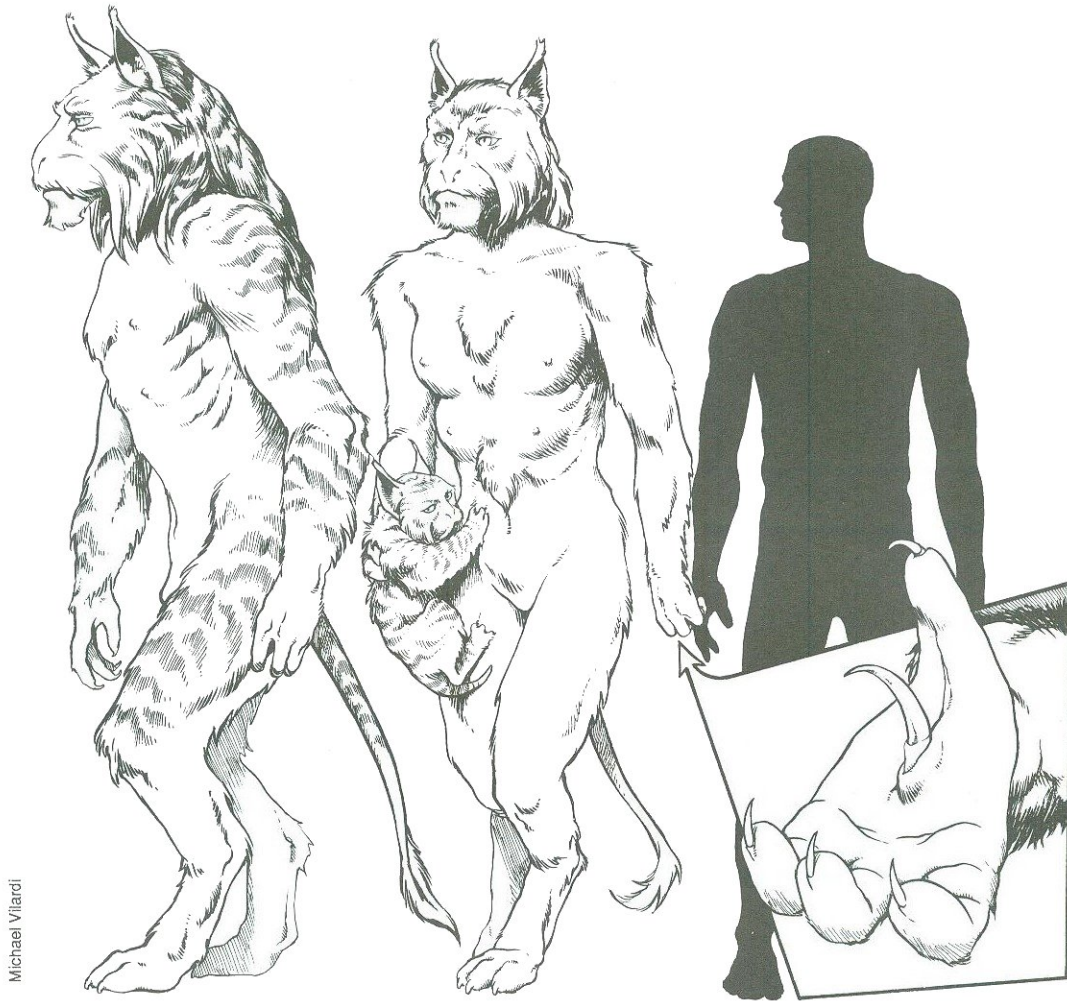
Two opposing drives characterize our people — innate aggressiveness and a love of propriety. A third trait, balance, serves as an agent to drive the other two.

AGGRESSIVENESS

Tendency toward aggression is a natural survival instinct for carnivores. Our hunter's instincts, retained into sentience, still lead to intensity and fervor in all our activities.

Yet, contrary to what humans seem to think about aggressiveness, we do not view it as a negative trait. More accurately, it acts as a sieve, restraining the milder, passive aspects of our personality while allowing the more forceful, active aspects to pass through. This sieve helps us to move more decisively toward our goals.

Our aggressiveness manifests itself in a desire to take charge, an urge to grapple a situation and force it into line. Physical action, sport, competition — all call to us on a primal



level, as they offer an opportunity to prove our mastery of self and surroundings.

Propriety: Aggressiveness and intelligence can prove a difficult combination. The looming threat of nuclear annihilation awakened us from our racial childhood, and we adopted formal rules of conduct to channel our aggression. As a result, antiquity has ingrained in us a love of propriety, a trait which we perceive as the heart and soul of our race.

Our barbarian nature no longer threatens us, since we hold proper, balanced behavior to be of utmost importance. Cowardice and temerity is not our nature, but if we worry about dealing with anything, it is the *tahiwihteakhtau*, the barbarian. Those Aslan who willingly forsake their cultural heritage alarm us, for they have given up the sense of propriety and balance that separates the intelligent Aslan from the animal-hunters on those ancient plains of Kusyu.

Some humans have thought us preoccupied with honor, with ethical values, or even with morality. They see such matters as abstract at best or impractical at worst. Humans have bizarre notions! No, these matters merit attention above all else.

Balance: To be Aslan requires understanding balance. Our ancestors were violent, treacherous, and capricious. If we are to preserve our honor — whether that of the individual, the clan, or the Aslan race as a whole — we can never ignore the traditions of openness and balance in all of life.

To maintain balance in our culture, we perpetually seek examples of proper action. We find these examples in

nature, among our ancestors, in the persons of our lords and heroes, and in the philosophy of our teachers. Daily, we meditate on the actions and words of these exemplars, so that we can impress the lessons of balance they teach upon our minds. We build shrines in which to meditate and carry relics — *ahfa* — as reminders of right and balanced thinking.

Human accounts of Aslan affairs employ a term — “honor” — as if this intangible “honor” were the reason for every Aslan thought and the endpoint of every Aslan action. In truth, *aokhaor* — the Trokh term translated as “honor” — means nothing but “spirit of strength,” a disciplined life devoted to the proper, balanced way of doing things. Honor is not what we strive for — it is what we are.

When we seek balance, we act honorably. When we speak openly and act with forthrightness, we act honorably. This is *aokhaoye*, reality, the essence of being Aslan. In contrast stand the deeds called *rukhta*: murder, abandoning a comrade in need, ruining a good reputation, running from a challenge, or letting another die to save yourself. These acts are anathema to us, and Aslan who commit such crimes do not merely transgress against honor. Aslan who commit such crimes cease to be Aslan.

KUSYU: THE ASLAN HOMEWORLD



Michael Viliardi

The name Kussyu comes from the Trokh word for “motherland” or “home,” though the term is rarely used today to refer to anything but the homeworld of the Aslan race. Kussyu’s star, Tyeyo — literally, “light of ancestry” — is similar to Sol in size and magnitude, shining a comfortable light on Kussyu, driving its weather systems, and spawning life there eons ago.

The following information on Kussyu and its star system comes from *Hallowell’s Pilot’s Manual and Interstellar Ephemeris* updated and published in 1114 by Farstar Publishing of Marlheim. Farstar is known for its comprehensive travel handbooks, detailing not only worlds of the Dark Nebula Sector, but also the worlds of other sectors in this region of space.

KUSYU

Kussyu (often spelled “Kuzu” in Galanglic) lies in the center of what we know as the Dark Nebula Sector (or *l’ahéako*, to those of the Hierate). It is the homeworld of the major race calling itself the Fteirle, which humans know as the Aslan.

The world is much like Terra in many respects, with similar mass, density, and gravity. The mean surface temperature is somewhat cooler, but the minimal axial tilt and orbital eccentricity results in a stable, year-round climate with a continuous growing season.

Kussyu’s equatorial temperatures are quite comfortable for humans. The slightly larger land surface area has resulted in greater desert and tundra regions than on the Solomani homeworld. Despite the extreme territorial nature of Kussyu’s natives, large tracts of less hospitable land have been kept as wilderness.

Kussyu’s temperate regions are characterized by broad-leaved plant life, heavily pigmented a blue-green color. This lush flora, rich in color and form, tends to give much of the planet’s surface a jungle-like feel.

Society: Of particular geosocial interest is the fact that Kussyu has no capital, *per se*. Each clan has its own *hyufteirlerye* — the word refers to a meeting place and could be translated as “city” — but there is no one city or administrative center which speaks for the entire planet. Individual cities are identified with specific clans (*huiha*), and each clan large enough to control several such cities generally has one *htahyu*, a “first place”, where judgements are made, challenges accepted, and records kept. The Aslan “Council of the Twenty-nine”, the Tlaukhu, meets periodically at agreed-upon sites in rotation.

The principal starport is Firuahfahr, an excellent class-A facility on the south coast of the continent of Tafahti. The site is perhaps the closest thing on Kussyu to an international city, since all the major clans and many of the minor ones maintain trading

and mercantile houses here, convenient to the port. The port itself is directly administered by the Tlaukhu, which maintains a legal presence within the floating complex known as the L’lhahti — the Floating Gardens.

Being a tourist attraction as much as a practical structure, the Floating Gardens is a vast, saucer-shaped building hanging 2 kilometers above the starport’s ground terminal. Housed here are certain administrative functions of the starport as well the world’s principal human enclave. Hotels, bars, shops, restaurants, and other facilities catering to humans and other non-Aslan line the gaily decorated boulevards.

Other notable places of interest on Kussyu include the cataclysms of Saukhaeeah Falls, cutting through crystal-encrusted cliffs along the upper reaches of the Tiyrl River. The isolated splendor of the mountain city of Stausye’asareeah provides a breath-taking panorama of the terrain below, while the Five Cities of Aslan legend (Ihraaohealraoa, Ekhtysakhoikhair, Hwiaoheahrih, Khtyereahlaoh, and Seaoul) on the Tafahti continent allow you to drink deeply of Aslan history and lore.

Advice for Travellers: Though the sites beyond Firuahfahr are tempting to visit, it is not a trip you should make casually. Aslan outside of Firuahfahr are generally far less tolerant of human ways. It is highly recommended that any excursions be conducted under the company of an Aslan guide. In addition, you should keep the following behavioral guidelines in mind:

• Don’t send a boy to do a woman’s work

The Aslan are sensitive to the importance of sexual roles. Males do male work (like hunting and fighting) while females do female work (administrative and technical activities). Since Aslan find it hard to distinguish between human sexes by external means, you will likely be assigned a sex based on the activities you undertake.

If you seem ambiguous about your role (say you arrange a business deal, then pilot a ship), you will confuse most Aslan. Such behavior is perceived as “unnatural”.

WORLD DETAIL SHEET

1. Date of Preparation: 351-1120
2. World UWP: Kusyu/Kilrai/Dark Nebula
1919 A8769H6-E

SIZE-RELATED

3. Diameter: 12,980 km
4. Density: 0.99
5. Mass: 1.05
6. Gravity: 1.02
7. Primary Mass (Star): 1.32 (with close companion)
8. Orbit Number (Planet): 3
9. Orbital Period (Planet): 320.02 days
10. Rotation Period: 36 hrs, 2 min, 23 sec
11. Axial Tilt: 2°
12. Orbital Eccentricity: 0.01
13. Seismic Stress: 1
14. Asteroid Belt Zones: n/a
15. Primary Mass (Planet): n/a
16. Orbit Number (Satellite): n/a
17. Orbital Period (Satellite): n/a

ATMOSPHERE-RELATED

18. Atmosphere Composition: Standard oxy-nitrogen mix with pollutant taint
19. Surface Pressure: 1.10
20. Stellar Luminosity: 0.77
21. Orbit Factor: 374.025
22. Energy Absorption: 0.732
23. Greenhouse Effect: 1.10
24. Base Temperature: 9.1°C
25. Orbital Eccentricity Mod: ±0.3°C
26. Latitude Temp Effects: +21°C to -49°C
27. Axial Tilt Effects:
0.00 = hex rows 1-8
0.25 = hex row 9, summer +0°C, winter -1°C
0.50 = hex row 10, summer +1°C, winter -1°C
0.75 = hex row 11, summer +1°C, winter -2°C
28. Daytime Plus: +8°C
29. Nighttime Minus: -17°C
30. Native Life: Yes
31. Atmospheric Terraform: No
32. Greenhs Eff Terraform: No
33. Albedo Terraform: No
34. Atm/Temp/Terraform: n/a

HYDROSPHERE-RELATED

35. Hydrographic Percent: 0.63
36. Hydrosphere Comp: Liquid water
37. Nbr of Tectonic Plates: 5
38. Hydrosphere Terraform: No
39. Terrain Terraforming: No
40. Nbr of Major Continents: 2
41. Nbr of Minor Continents: 2
42. Nbr of Small Islands: 2
43. Nbr of Archipelagoes: 7
44. Notable Volcanoes: 3
45. Weather Control: Yes
46. Natural Resources: Agricultural, Compounds
47. Processed Resources: Agroproducts, Non-Metals
48. Manufactured Goods: Durables, Consumables
49. Information: Recordings, Artforms, Software

POPULATION-RELATED

50. Total Population: 4,631,000,000
51. Local Customs: n/a
52. Primary Cities:
Firuahfahr, 900 million, A starport;
Foitya, 800 million, A starport;
Erloiryo, 600 million, C starport;
Seaoul, 400 million, A starport;
Htoi helu, 200 million, B starport
53. Secondary Cities: 22 cities, circa 50 million, C starports
54. Tertiary Cities: 79 cities, circa 5 million, G spaceports
55. Progressiveness: Conservative, Indifferent
56. Aggressiveness: Competitive, Neutral
57. Extensiveness: Harmonious, Friendly

GOVERNMENT-RELATED

58. Representative Authority: Executive/Legislative/Judicial — Ruler
59. World Gov Description: Split Control
60. Other Authority: n/a
61. Other Authority: n/a

LAW-RELATED

62. Religious Profile: n/a
63. Uniformity of Law: Undivided
64. Legal Profile: 6 overall
4 weapons
6 trade
8 criminal law
5 civil law
6 personal freedom

TECHNOLOGY-RELATED

65. Technology Profile: EE high/low common
E energy
F computer/robotics
F communications
E medical
E environment
EEEF land,water,air,space
EF persnl/hvy military
F novelty

• Do not show your teeth in public

Due to their carnivorous nature, Aslan often interpret a toothy smile as a challenge, unless that Aslan is used to dealing with humans. An unstifled yawn could have similar results.

• Do not offer a male money

This restriction also results from Aslan's gender-related activity structure. In Aslan society, it is the females who handle money. Males often don't know the first thing about about handling monetary matters. Offering money to a male may be perceived as trying to take advantage of him.

• Do not refuse a challenge

Of course it is best to *avoid* situations where a challenge is required. However, if a challenge-of-honor is given, it should be accepted. Though it is not an activity that most wish to endure, it is *usually* only to "first blood". Turning a challenge down will lead to ostracism and possibly outrage by all Aslan who view this. In outback areas, it could even lead to fatal confrontations.

• Do not trespass without leave

Though Kusyu seems possessed of large tracts of seemingly unclaimed land, it belongs to *someone* — usually a noble who regards his landhold as a measure of his wealth and status.

If you are found on an Aslan's property (by the land owner or his representatives), you are expected to deliver *ekhtaowetyu*, a formal, ritual obeisance (esteem/worship) which asks the landowner for permission to enter his territory.

Delivery of the *ekhtaowetyu* entails the following. A representative of your group (preferably male) should drop to one knee, his eyes lowered. One or both hands are extended to face level, palms up, with the thumbs (representing dewclaws) held upright. The petitioner then says: *si'yekhtaowetyu kakh-teiyatai* ("I formally request the protection granted under the terms demanded by your honor and beg your leave to enter your domains.") or, more informally: *fiya'* ("I am your vassal, sir, and obliged to you.").

Although the Aslan lord has the right to deny the request (legally, he could kill you on the spot), common courtesy generally demands that he reply: *ka'tai* ("you have my gracious consent.").

Near Orbit: Kusyu has two natural satellites, Aoshi ("Swift Spirit") and Aoka'ah ("Slow Spirit"). Both are planetoids with diameters of only about 400 kilometers. As such, they appear merely as bright stars from the surface of the planet.

There is little to interest outsiders, here. The innermost moon, Aoshi, is characterized by its multi-clan naval base, while Aoka'ah is a barren sphere. In addition, there are numerous orbital facilities, including two large habitats in what would be the inner LaGrange positions (L1 points), if the moons were more massive.

THE KUSYU PLANETARY FAMILY

There is little reason that visitors would have for wandering among the Kusyu system's nine planets, unless you are there for specific business. The system is heavily travelled by clan merchant vessels and patrol ships. A human-designed ship with an in-system destination other than Kusyu is likely to be hailed for identification and possibly (depending on the contacting clan) a boarding. Any transient wanderers casually investigating the system's worlds will be directed to return to Kusyu or leave the system.

The following is a brief overview of the system's nine planets.

THE KUSYU STAR SYSTEM

The Kusyu system embraces two stars and 9 major bodies. The system is composed of:

Orbit	Name	UWP	Remarks
Primary		Tyeyo	G4 V
Companion close	Saietaie	DA	
0	Htealas	FS002H9-D	Mi
1	Iaoau	YS00000-0	
2	Ulyei	H1001G7-E	Re
3	Kusyu	A8769H6-E	Hi In
	Aoshi	FS005H6-E	Co Mi Nv
8	Aoka'ah	HS00000-0	
15	Tresahyaiy	H7361G9-D	
4	Kawirlea	Y546000-0	
6	Iseleao	Y300000-0	
50	Ahehoi	LGG	size 180
5	Kihyalriy	G6002G4-D	Mi
6	Oaiyah	Y300000-0	
15	Huikoahae	HS001G7-E	Re
30	Tearair	YS00000-0	
45	Hkiyai	LGG	size 200
6	Aryalriy	YS00000-0	
8	Oahwao	Y200000-0	
20	Akhoaarlui	Y300000-0	
35	Iyseiai	Y200000-0	
65	Hiyuahuhro	SGG	size 30
7	Tehkuhiye	YR00000-0	
	Youfayes	Y200000-0	
1	Iehiyl	Y100000-0	
5	Kyoloi	G6A14J8-E	Mi Nv
9	Yafualoi	Y510000-0	
8			
7			

The Inner System:

• **Htealas:** A small ball of rock inhabited only for its mineral deposits, which, in recent years, have started showing signs of being depleted.

• **Iaoau:** A barren rock sphere, uninhabited and nearly unvisited for centuries because of its few exploitable resources.

• **Ulyei:** Home of the Uihaua Laboratory, a broad-ranging research facility owned by the Khaukheairl-backed Oakhowus corporation. Although permanently staffed by only 80 Aslan females, many breakthroughs have been made by its resourceful staff.

The Outer System:

• **Tresahyaiy:** With a thin atmosphere and sizable — albeit cold — oceans, warmed by undersea geothermal vents, the planet's oceans provide an environment for a diverse array of aquatic life. A small facility here, sponsored by the Faowaou clan, studies the indigenous lifeforms. One of Tresahyaiy's two moons, Kawirlea, also sports an atmosphere and an ocean, but remains undeveloped in spite of being owned.

• **Ahehoi:** A great golden-red gas giant, it has four major moons, of which two — Kihyalriy and Huikoahae — are inhabited. Larger Kihyalriy holds sizable ore veins. Smaller Huikoahae is the site of astronomical research by the Tralyaeawwi corporation, Faiekhas.

• **Hkiyai:** A gas giant even larger than Ahehoi. It is the Kusyu system's main point for wilderness refuelling. None of its varied satellites have ever proven to be valuable for anything other than scientific pursuits.

• **Hiyuahuhro:** A stormy ball of condensed hydrogen, Hiyuahuhro proudly displays a beautiful ring. Its two satellites offer an interesting series of terrain types, but little else.

• **Kyoloi:** A planet of moderate size cloaked in a dense, corrosive shroud of ammonia. Kyoloi is the hereditary landhold of the Esoeisyey' clan and maintains the system's outermost line of defense.

THE ASLAN HIERATE

Although we are a young race, our Hierate is the largest interstellar government in existence. Since we ascended to the stars in 96 Aslan, the Hierate has grown to embrace 17 sectors and 7,000 worlds.

Cultural identity rather than nationalism unites our people. Our concept of honor, the Trokh language, and the feudal ties between clans all bind our race. Thus, the Hierate is a loose confederation of independent clans, each with its own separate interests but all sharing a common culture.

GROWTH OF THE HIERATE

Kusyu, our homeworld, lies on the Hierate's trailing edge. We expanded to spinward because the trailing worlds had already been claimed by our neighbors, the Solomani. Our trailing borders changed many times, but expansion that way was never possible.

For a long time, the Great Rift also presented a barrier to coreward expansion. With so few star systems, it could only be crossed by the jump-5 route in what humans call the Rift-span Reaches. When Ktouwaaatruik crossed the Great Rift in 1185 Aslan, he opened that way to what Imperials now call the Aslan Colonies. The pace of our expansion did not finally slow for another thousand *ftahea*.

As the distance from our central worlds to the frontiers increased, the expense to send *ihatei* to find new lands also grew. Technological alternatives become acceptable and spread. While this dispelled the main thrust of our expansion, it never quelled our primal desire for land. Our frontiers still grow in localized surges, the most recent into that part of human space called the Domain of Deneb.

PATTERNS OF INFLUENCE

Each of the Tlaukhu blocs extends its influence over a particular part of the Hierate. Clan territories are so dispersed and intermixed, however, that clans rarely "control" a given region of space as humans would see it. Rather, they control their region by playing a leading role in local affairs.

Two systems exist by which we divide up the Hierate. The female-dominated corporations have adopted the standard system of sectors and subsectors so as to make navigation simpler. The male-dominated clans, however, follow a system of irregularly shaped regions defined by tradition and history. By combining these two views of the Hierate, an overall picture emerges.

THE ANCESTRAL WORLDS

This region includes the I'aheako and Iwahfuh Sectors. We colonized these areas in our first wave of settlement. Today, we revere these worlds as the cultural heart of the Hierate, according them special status.

These sectors have been shaped by the long and confrontational history we share with humans. We managed to assimilate most of the early human colonies we encountered, and to this day, many Aslan are biologically human. The natives of this region are also more tolerant of human outsiders since traders and others often visit from the nearby Solomani Confederation.

Despite regular trade, we still fought several skirmishes and small wars with the Solomani over the past 128 *ftahea*.

This tension has helped cement the politics among the region's clans. Differences are more readily set aside so as to stand against an outside threat. Yerlyaruiwo and Khauk-heairl clans share dominance over the entire region, with the former only marginally stronger. A slight bias gives Khauk-heairl dominance of the region's spinward portions, Yerlyaruiwo the trailing.

RIMWARD

This frontier area includes the rimward border areas of Heakhafaw, Etakhasoa, Aktifao, Uistilrao, and Ftahtuak Sectors and the outlying colonies. It was first settled by fiercely independent *ahriy* who separated from their clans in I'aheako Sector.

The Uiktawa clan and its vassals, Fawsteaoihair and Hweolriya, control a sphere including the frontiers of Aktifao, Uistilrao, Ftahtuak, and a few colonies rimward. Iykyasea clan extends its sphere of influence to parts of Heakhafaw and Etakhasoa Sectors and rimward. Together, with Faowaou clan to spinward, they comprise a Tlaukhu power bloc with a special interest in exploring and exploiting the frontier. These clans, however, do not conduct exploration themselves. Instead, they turn to a corporation, Layaefui, with whom they have close associations. Layaefui is headquartered in Ftahtuak, a sector among what humans call the Aslan Client States. During the Imperium's Aslan Mission (2812 to 2866 Aslan), assistance from the Imperial Scouts proved of great worth to the clusters of Aslan worlds there. Layaefui formed at this time, adopting and adapting IISS standards and procedures in conducting surveys and exploration. It expanded the full length of the frontier, selling its information and services to all. Layaefui's efforts boosted the power of these clans, even granting Faowaou major status.

CENTRAL

This region encompasses the Waroatahe, Karleaya, and Staihaia'yo Sectors, along with large portions of Heakhafaw, Etakhasoa, and Aktifao Sectors. Syoisuis clan silently dominates Staihaia'yo, the Yelsafeih Main in particular. The Tralyeaeawi and Aokhalte blocs share Karleaya, and the Eakhtiyho bloc dominates Waroatahe. Rimward, Yerlyaruiwo in Heakhafaw and Khaukheairl in Aktifao enclose the Uiktawa bloc in Etakhasoa Sector.

Notably, the stability of this region steadily changes as one travels from trailing to spinward. Staihaia'yo Sector, adjacent to the Ancestral Worlds, has always been one of the most politically stable areas in Aslan space. In contrast, Waroatahe Sector is one of the most turbulent.

SPINWARD

The Hkakhaeaw, Esai'yo, Yahehwe, and Kefiykhta Sectors, plus some outlying regions, make up the farthest spinward part of the Hierate. The Uiktawa bloc owns many systems in the Kefiykhta, Yahehwe, and Hkakhaeaw Sectors. The close Seieakh bloc also holds territories in the Esai'yo and Kefiykhta Sectors. Notably, the spinward sectors are the most recently settled areas in the Hierate.

The Uiktawa clans are heavily involved in exploration and colonization ventures, some nearly reaching the edge of our galactic arm. Long voyages have been launched here because the rimward direction is already occupied by the outlying clans, and human client states seal off the coreward reaches beyond the Rift.

The political climate is fairly calm here. Sparse population, lack of foreign threats, and reduced competition for resources bolster local peace. Among these distant areas settled by spinward expeditions, our people tend to be less competitive, content with their simple order.

COREWARD

Ftaoiyekyu, Afawahisa, Hlakhoi, Ealiyasiyw, and Aeitle Sakh Sectors, with the coreward tip reaching into Iiyoihuakh and Khtiyhkokaew, make up the coreward region of the Hierate. Many biological Aslan in this region shirk our culture, proving themselves barbarians.

The Tralyeaeawi bloc controls large parts of Ealiyasiyw and trailing Hlakhoi. The Yerlyaruwo have extensive holdings in Afawahisa and spinward Hlakhoi. The Hlaotiyoiho and Aokhalte blocs also hold power here.

The politics in this region have always been turbulent. Some of the fiercest battles of the Yerlyaruwo-Tralyeaeawi conflict were fought along the Khaelas Main and several other areas of trailing Hlakhoi and spinward Ealiyasiyw. More recent tensions can be seen in the escalating confrontation between the Tralyeaeawi and Aokhalte blocs. Much of the conflict arising in the coreward Hierate stems from rights over shared worlds.

There is a sizable population of Droyne and Chirpers in these sectors compared with other parts of the Hierate. However, neither Droyne nor Chirpers are integrated into Aslan society. Other races more commonly seen are Kray'luk, native to Afawahisa, and the Murrissi, a minor human race, both vassals of Tralyeaeawi.

THE TRANS-RIFT COLONIES

In the first thousand *ftha* of expansion, the Great Rift presented the greatest barrier to coreward expansion. Ktouwatrioikh's crossing paved the way for clans to colonize the Iiyoihuakh, Weasuirlaoa, Kyatulyare', Lerlailaii, and Hlaoirloahaurl Sectors.

The Hlyueawi clan was the first to establish its presence here, although its holdings have been recently absorbed by the rising Hlaotiyoiho. The Ikhtealyo bloc has most of its assets in the Hlaoirloahaurl Sector, trading heavily with the nearby Imperial worlds. Currently, the Aokhalte and other overpopulated clans are also streaming into this region.

The region's early history was fairly peaceful. Over many *ftha*, though, the jump-5 route became a bone of contention, with the Wahtoi-Aroa'yei War erupting in 1520 Aslan. However, both clans now suffer from their shared monopoly on the route. Although the two clans still profit, the overwhelming presence of foreign clans and *ihatei* strains their control.



Michael Villardi

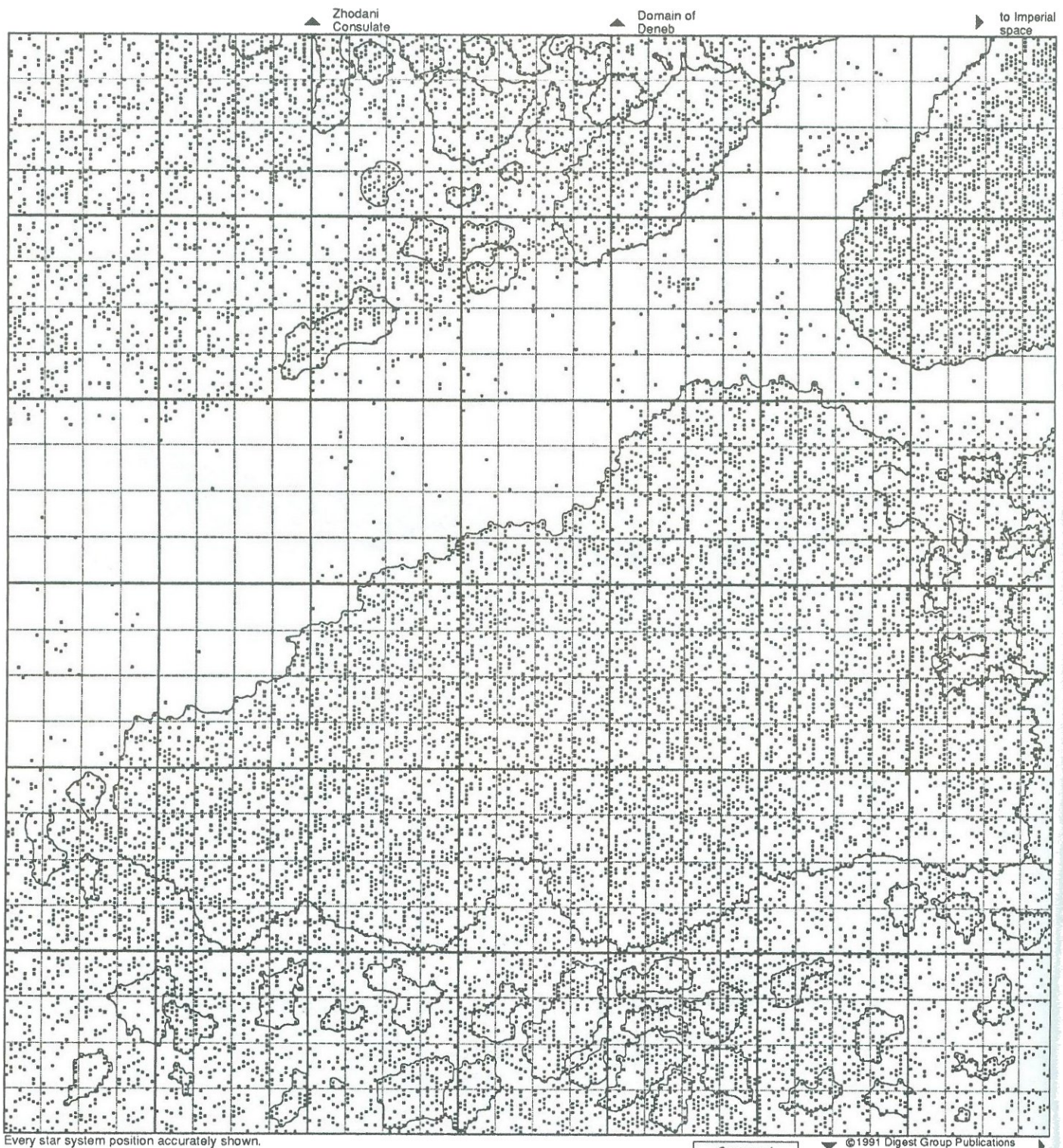
The presence of the neighboring Imperium and human client states have influenced attitudes in this area greatly. While the Ikhtealyo have always been tolerant of humans, some neighboring clans have reacted negatively, some almost with xenophobia.

THE ZODIA COLONIES

Humans settled the ten Zodian worlds in our Iwahfuaah sector not long after their initial expansion from Terra. Predominantly, they came from three Terran clans — Japan, Australia, and America. Those humans of Japan clan proved especially well-suited to our culture, and they quickly rose to become first *huweihwoweiy* — "with us in spirit" — and then rulers of Zodia clan itself.

Today, the Zodia Colonies form a thriving island of biologically human Aslan. Their communities prosper, at times proving of crucial importance to their Tralyeaeawi lords. The influence of their Terran heritage has also been felt, and their spiritual leaders have shared with our adepts to follow more fully the philosophy of *ai yourhai*.

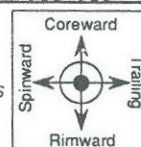
Human Name	Aslan Name	Location	UWP	Remarks
Staten	Sta'ehloi	0424	B475AL6-D T	HiIn 434 A3 F0V
Monterey	Tiwyoeaya	0426	C8798H2-9 U	924 As M9D M2D
Ventura	Qunhalyokh	0721	AA7A7N9-E	Wa 204 As F3V
Katsuto	Khaha'ei	0813	A0007LA-B	AsNa 320 A3 M9V
Fugawa	Oaheisi	0924	A95A8N8-D	Wa 204 As M0V M6D
New Sydney	Tafeilul	1015	D6636H3-7	NiRiC4 803 As G8V M6D
Okiji	Ihryire	1022	C5698N4-C	Ri 603 As F6D M3D
Yokonabe	Lohreifa'io	1422	B2758N7-D	603 As F7V M9D
Woomera	Hakawo	1823	A5827LC-E	Ri 801 A3 M0VI
Hitoku	Klutatai	1933	C2447N9-C	Ag 623 As F3D M5D M6D



The Aslan Hierate and Surrounds

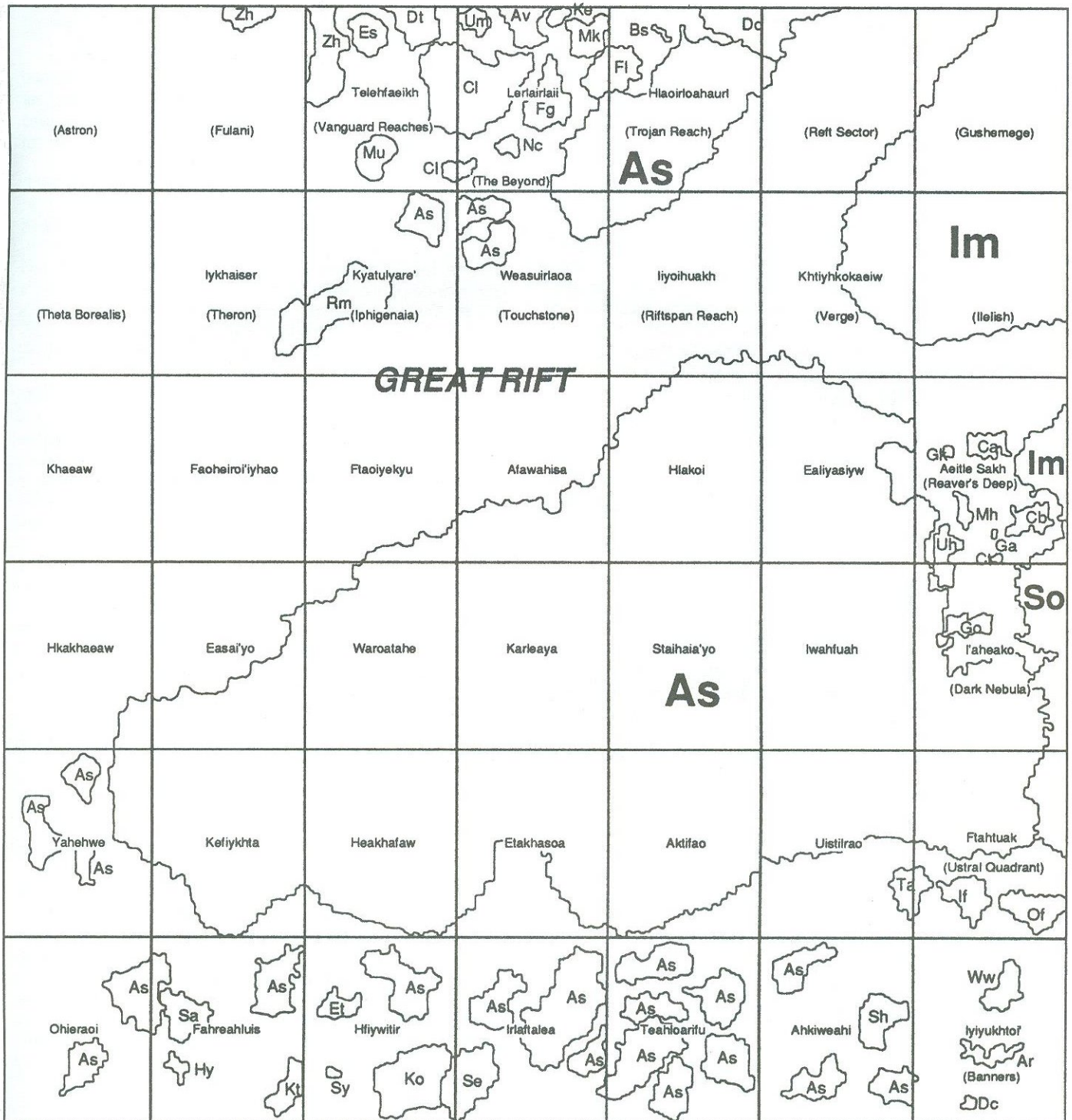
CIRCA
1120

GALACTIC
DIRECTIONS



to edge of
charted
space (120
more
parsecs
distant)

Solomani
Confederation



SECTOR and ALLEGIANCE KEY

Code Allegiance

Ar Aoiifu Roakh
 As Aslan Hierate/Colonies
 Av Avalar Consulate
 Bs Belgardian Sojourn
 Ca Principality of Caledon
 Cb Carillian Assembly
 Cl Corellian League/Colony
 Ct Carter Technocracy
 Dc Delsun Comagistrant

Code Allegiance

Dt Duchy of Trelyn
 Es Eslyat
 Et Etra
 Fg Federation of Garrone
 Fl Florian League
 Gk Khan World League
 Go Gyl-nuah 'Oew
 Hy Hreahiyouea
 If Iyeaao'te

Code Allegiance

Im Imperium (mixed factions)
 Ke Katanga Empire
 Ko Khosarillyh
 Kt Ktuo'h'oas
 Nc Nakris Confederation
 Mh Grand Duchy of Marlheim
 Mk Marrakesh Trade Association
 Mu Murian
 Of Oleaiy'te
 Rm Regency of Muirimi

Code Allegiance

Sa Sea'ai'teluariyih
 Se Steaakh'heafera
 Sh Steaakh Hlaia
 So Solomani Confederation
 Sy Steaakh Yeasaoi
 Ta Tealou Arlaoh
 Uh Union of Harmony
 Um Union of Melzirn
 Ww Woal Warlyir
 Zh Zhodani Colonies

ASLAN LIVING IN HUMAN SPACE

Aslan living outside our Hierate make up perhaps three percent of the population along the shattered Imperium's spinward borders. We Hierate Aslan typically divide our outside brethren into three classes:

- true Aslan
- other Aslan
- barbarians

True Aslan: True Aslan cling to our traditional culture. Unfortunately, some have suffered discrimination and economic stagnation, as cultural differences can make interaction with humans difficult.

Many communities of true Aslan eventually disperse, unable to survive among hordes of *tahiwihteakhtau*.

Other Aslan: Other Aslan embrace those portions of human culture necessary for effective trading relationships. These Aslan — such as the Aohalai "clan" of Medurma (2124 Dagudashaag) — have exchanged tradition for prosperity. Their communities generally do survive, some even being given favored positions in Imperial society.

For instance, a hereditary barony was conferred upon the Hkeakeko of Hkeakewoirea (2925 Gushe-mege), and the Emperor's Aslan Guard has a reputation for toughness and loyalty unparalleled by few other units in the Imperial Guard.

Barbarians: The third group has wholly abandoned our values. They now live by meaningless strictures pieced together from human values. They lack the will to assert themselves in society and frequently form a despised lower class on human worlds.

TRAVELLING HIERATE ASLAN

Naturally, Aslan from the Hierate at times visit Imperial space. We come as soldiers, traders, and researchers. The Teahleikhoi mercenary regiment — its name loosely meaning "Warriors of the Evening Star" — has found frequent employment with humans in Aeitle Sakh, or Reaver's Deep, Sector. Tyeyo Fteahrao Yorl, an Ikhtealyo-backed interface line, transports novel and valuable trade goods along the jump routes from Kusyu to the Spinward Marches. Many more corporations transact profitable business with human clients.

On the coreward side of the Rift live a number of disgraced minor clans and outcasts that fled the Hierate interior. These do not associate with legitimate Aslan communities, but they do have regular contact with humans, occasionally even preying on them as pirates.

A sizable state of outcasts once existed, the self-titled Glorious Empire of Hlaoirloahauri Sector. However, our people in the Colonies conquered the Empire and showed these *tahiwihteakhtau* a better way. The *ahriy* that could not flee today hold the lower tiers of society.

HUMANS IN ASLAN SPACE

Like Imperial space, the Hierate is home to many races beyond the Aslan majority. Even humans live within its borders. A few of these are migrants from the Imperium and Solomani Sphere, serving as vassals to our clans; others are human minor races, indigenous to the Hierate. Some are simply visitors — traders, diplomats, tourists, and businessmen whose responsibilities or objectives have carried them to our corner of charted space.

Just as minor races within Imperial space have made changes in their cultural priorities to better deal with the interstellar civilization that surrounds them, so have races within the Hierate. Those humans (and many minor races) who live within our borders have adapted to our ways, in behavior and culture. To an outsider, a human living on an Aslan world may behave so different as to seem almost non-human.

The Hierate is certainly open to human visitors. The sights of our many beautiful worlds have drawn tourists — both Human and Aslan — from sectors away. Like any civilization, we are proud of our lands and our accomplishments. Trade and business with Human-dominated governments has proven profitable for both our races. We encourage these activities.

However, the Hierate is not the Federation of Illelish or the Solomani Confederation. Our basic structure is fundamentally different. We have no central authority like you of the *Fiyfiyalr* (translates as "vassals of the one". -ed.). The demands of traveling through our space are defined by the operations of our clans and our ways. At times we are burdened with clumsy intrusions by *tahiwihteakhtau* (a demeaning term, roughly translating as "barbarians who do not understand Aslan culture". -ed.) whose actions insult our clans and create needless confusion in our starlanes.

Humans wishing to travel in the Hierate should prepare for their voyage. They should study our society. They should arrange for a guide, as most of our people are unaccustomed to the ways of outsiders and may take offense when none is intended. Compared to many outsiders, we are very sensitive about matters of honor. Insults must be challenged, and this has led to an unfortunate number of mishaps with visiting races, both human and otherwise.

An ancient proverb says "do not cross the bridge unless you understand what waits on the opposite shore". We welcome you to the bridge, but understand that this side is *our* world — and not your own.

ASLAN SOCIETY AND CULTURE

For those humans who have little practical knowledge of the Aslan race, we are seen as large, furry humanoids with a mindset similar to that of humaniti. In truth, our similarities are superficial at best.

Ask any non-Aslan to describe our race in one word, and the most frequent answer you will get is "honorable." We attach great importance to our personal honor. It binds us without exception to the higher status of family structure. From birth, we are taught that our first duty must be to our family, our pride, and our clan. Betrayal of any of these is unthinkable.

Our males are territorial in the extreme. Often, they are territorial merely for its own sake. Owning land is what gives an Aslan male his identity or self-definition. He is not necessarily interested in developing it himself — though his mate may well be — but only in the sense of position owning land gives him in the Aslan instinctual view of the universe.

Our unalterable separation of male and female is often confusing to aliens. This results in a worldview in which opposites are merely different aspects of the same concept. Male and female are one. Life and death; light and dark; fulfillment and regret. All are opposing characteristics of the same abstract. This leads us to worship no particular deity. We feel that the Supreme Force is not separate from all things, and does not guide the universe. Rather, we believe that the Supreme Force is simply the sum total of all that is within the universe. For us, the way to be in harmony with all things lies not in some spiritual ritual, but in being aware of and practicing the principals of akahoye (the spirit of all things Aslan) and aokhaor (honor). Through these teachings, we define our place in the universe.

This makes us a stoic and philosophical race. To us, all things are possible. The soul of its creator can live on in an artifact. A clan curse can be devastating. Remembering the dead allows them to live again in the minds of those who knew and loved them.

To us, the universe is still young. We have not yet become jaded by its possibilities or its impossibilities. There are many new worlds for us to settle, to which we can bring the Aslan way of life.

Let us take a look at our society and its fundamental units.

THE FAMILY

The family (ekho) is the basic unit of our society. Each ekho consists of 2 to 12 individuals under the leadership of a strong male (tao'). Other members of an individual family are the leader's wife or wives, children, and various other blood relatives of the leader. These may include unmarried brothers and sisters, aged surviving parents who no longer maintain their own separate family, and the adopted orphans of blood relatives.

The importance which we place on the family is often hard for non-Aslan to understand. We feel a responsibility to our families which is not found in many other races. Much of this feeling extends back to our racial heritage from the pouncers, when the members of one ahriy (pride) would care for all other members of that pride. Such caretaking was necessary for survival. Those instincts have passed into tradition.

THE PRIDE

Several ekho combine under one dominant family to form an ahriy, or pride. The tao' of the dominant family is also the leader (aewar) of the ahriy. The members of the other families owe him and his family their allegiance and fealty. A number of prides form a clan (huiha), with one dominant pride. Again, the prides in the clan owe their loyalty to the clan's leader (fouheh).

The fouheh is expected, in turn, to treat the members of the clan fairly. It is his responsibility to protect those who have given him their fealty, and to see that they are well provided for. The fouheh settles disputes between ahriy within his clan, and is expected to administer his holdings wisely and well.

Clans, in turn, may owe allegiance to more powerful clans, particularly where ties of blood relationship exist.

The 29 strongest clans of the Aslan race form the Tlaukhu. Many other clans owe them fealty, either directly or through allegiance to other clans.

THE CLAN

As discussed above, each clan has its own leader and its own government. Note that when the word government is applied to us Aslan, one should not infer any similarities with human concepts of what government is. Our culture is so

distinct and separate from any human culture that there are no direct parallels.

The Aslan acknowledge no central authority. We place little value on racial unity, purpose, or pride. What we do value is a fierce pride in our culture and in our way of life. The closest thing which can compare with the Aslan culture is that of the Highland Scots, or the feudal Japanese of Terra's 17th-19th centuries, although many of the similarities are superficial.

A non-Aslan who adheres to the cultural and traditional mores which we hold dear is considered closer in spirit than an Aslan who has foolishly rejected his traditions and culture.

We Aslan have no racial prejudices, although we do have certain cultural prejudices. Unless one behaves according to our codes of behavior, they will be seen as tahiwihteakhtau (a barbarian). In some cases, violations of these cultural mores will result in a challenge. Many Aslan forgive the majority of transgressions by non-Aslan, on the basis that the outsiders don't understand our culture. Still, if the insult is severe enough, offense will be taken.

The Aslan form of government is best equated with the structure of our social system. The head of the group in question settles disputes between elements of that group. A tao' adjudicates disputes between family members. Differences between families within a pride are settled by the aewar. Disputes between ahriy of a single clan are settled either by the head of that clan, or by a loyal vassal specially trained to handle such matters.

Arguments between clans are settled by means of clan wars. These are highly ritualized affairs, often taking weeks or months to arrange. Clan wars, or ourah-huiha, are fought according to a set of rules established and agreed upon by the combatants prior to the beginning of the fighting.

The actual battles are overseen by a referee or earleatrais. This male Aslan is always from a neutral clan. The appointment of an earleatrais always brings great honor to the clan to which he belongs. Even more honor can be had if the referee renders a decision which is not only fair, but allows each side in the dispute to walk away with as much pride and honor as possible.

The Tlaukhu stands at the top of the Aslan governmental and social order. This term roughly translates as counsel or counselor.

THE CLANS AND THE TLAUKHU

The following treatise on the Aslan clans is by Katana Syficia, an Imperial Scout who has spent over 40 years living among the Aslan and travelling throughout the Hierate. She has gained great insight into the Aslan way of life and has spent a lifetime trying to understand their unique clan-based culture.

Over the centuries, the 29 clans that make up the Tlaukhu have formed long-standing alliances, creating ten well-defined power blocs. Each of the major clans still remains an independent entity, with its own character and with a full voice in the Tlaukhu.

Yerlyariwo: This clan and its allies comprise the most powerful bloc in the Hierate. The death of the Yerlyariwo ambassador by the hand of the barbarian Dulinor has infuriated them, along with others outside the bloc. When the Brotherhood of Tokeaias (an assassins guild) formed to cross the Great Rift and make Dulinor pay for his great dishonor to our Aslan people, Yerlyariwo offered immediate and generous support.

Yerlyariwo philosophy pays much attention to emotional control, especially in combat. The Yerlyariwo-Tralyaeaeawi War demonstrated this talent well. While Tralyaeaeawi enjoyed many advantages during that war, Yerlyariwo frustrated and enraged that clan to the point of recklessness, which soon cost Tralyaeaeawi the war.

Yerlyariwo sees itself as the guardian of Tlaukhu honor. Its representatives and diplomats correct their counterparts from other major clans on points of conduct with little hesitation. They are usually the first to challenge more serious infractions.

Khaukheairl: Historically enemies, Yerlyariwo and Khaukheairl are still outspoken rivals, as a result of ancient disputes. Yet, the apparent enmity is merely superficial. These two actually cooperate more than any other pair of power blocs, in spite of their rhetoric. They have gone to each other's aid on a number of occasions, and frequently intermarry.

Members of Khaukheairl exhibit their status more than members of Yerlyariwo clan do. Their manors are impressively large, and their envoy ships are luxurious. Khaukheairl nobility usually insist on every formality, especially those that distinguish rank.

This clan is the leading patron of Aslan art and culture. Much as Imperial nobility might sponsor famous orchestras, theaters, art galleries, and conservatories, the nobility of Khaukheairl support equivalent Hierate institutions. Many of the most widely known artists and art treasures can be found among Khaukheairl clan.

Syoisuis: A monolithic grouping of several trillion Aslan, the Syoisuis clan maintains its power through an array of vassal clans scattered throughout the Hierate. Generally, the Syoisuis avoid alliances, keeping their own interests in the foreground.

Some human observers perceive this clan as "dark and sinister," probably because of its restrictive and secretive nature. Syoisuis favors wars of assassins, and has a mastery of intelligence and counter-intelligence unsurpassed by any other clan. However, its intelligence focuses on reconnaissance and observation. The clan excludes such methods as extortion and subterfuge — things distasteful to Aslan honor — but familiar to human covert operations.

Neither does Syoisuis protect its secrets to give itself an advantage. The secrecy is instead meant to deny its opponents an advantage by denying them information, even things that by themselves seem of no consequence. Syoisuis does not depend on secrecy in strategic planning. Should its military secrets become known, its plans would change little. To do otherwise would be "sneaky" and not befitting Aslan honor.

Tralyaeaeawi: As a matter of course, the Tralyaeaeawi strongly oppose the Yerlyariwo. This animosity dates back to a war fought between the two clans from 3077 to 3167 (614 to 693 Imperial). Although the Tralyaeaeawi were soundly defeated, they have never come to terms with continued Yerlyariwo dominance.

More humans make up the population of Tralyaeaeawi than any other Aslan clan, largely from the fealty of the human Zodia Colonies in Iwah-fuah Sector. Aside from that, Tralyaeaeawi has always been receptive to other races and even sponsors Aslan "missionaries" to raise aliens from barbarism. As a result, visitors among the Tralyaeaeawi can expect to encounter a greater variety of races than among other clans.

Tralyaeaeawi clan members generally show more tolerance. They also tend to observe fewer formalities and even engage in familiarities with inferiors, at least in private. While this has eased their relations with humans, other major clans occasionally raise objections to their attitude as inappropriate for a major clan.

Eakhtiyho: The members of the Eakhtiyho group own many starship and weapons-manufacturing concerns, not the least of which is

the megacorporation, Wyaroaer. Consequently, they are outspoken proponents of military campaigns. A great many of their members belong to mercenary organizations throughout the Hierate, most of which are owned by Wyaroaer.

Eakhtiyho leaders prefer to give gifts of weapons to those they want to honor. Typically, the gift is a fine eakhyasear (hunter's rifle) created by a renowned gunsmith, or made of metal from one of the Ancestral Worlds, or even Kussyu itself. Likewise, they value receiving weapons as gifts. Such a gift need not have great intrinsic value, if it has an interesting history. According to one account, an Aslan noble gave a starship in return for a katana sword.

Battle tactics of the Eakhtiyho favor speed and sudden strikes to catch the enemy forewarned, but unprepared.

Hlyueawi: Originally a vassal to Hrawoao clan, Hlyueawi rose to power during the Yerlyariwo-Tralyaeaeawi War. Members of Hlyueawi were renowned experts in strategy and political science, a few of whom produced classical and widely read treatises on these subjects. The clan regularly provided advisors to the rest of the Yerlyariwo bloc. But, during the growing instability of the Yerlyariwo-Tralyaeaeawi War, Hlyueawi struck out on its own.

Through clever planning, the Hlyueawi arranged the fall of Uawairlew, a major clan also of the Yerlyariwo bloc, in 3120 (652 Imperial). It took over most Uawairlew assets, and replaced that clan on the seat among the 29. Hlyueawi quickly sided with the Isoitiyro to consolidate itself, quickly gaining a respectable ranking.

Uiktawa: The Aslan clans Uiktawa, lykyasea, and Faowaou, have assets that lie on the Hierate's spinward and rimward borders. They all have a common interest in exploring and exploiting the frontiers. Consequently, these three make up a distinct power bloc within the Aslan Tlaukhu. These clans do not conduct exploration themselves — they turn to Layaefui, an Aslan corporation.

Layaefui is headquartered in Ftahtuak Sector (Ustral Quadrant), a sector among the Aslan Client States. Although it offers information and services to all interested parties, the clans of this bloc use this company almost to the exclusion of all others.

Ikhtealyo: The Ikhtealyo clan and its two associates seek peace with other major interstellar governments. Heavily involved in interface trading, the bloc would suffer greatly from the loss of extra-Hierate trade during a war with the Imperials or Solomani.

Soon after the Peace of Ftahalr in 2810 (380 Imperial), the appeal of dust spice from Romar (Spinward Marches 2140) triggered a surge of colonization across the Rift. This brought Ikhtealyo clan into the Tlaukhu, allowing its companies to trade with the maturing Domain of Deneb, and to a lesser degree the Zhodani Consulate and other neighboring human states.

Closer to Kussyu, Tierlearlyo companies trade vigorously with the Solomani. This bloc also provides Imperial systems with perhaps the best conduit of information about the Hierate.

Seieakh: A spirit of unity characterizes the Seieakh, Akatoiloh, and We'okurir. Although they hold differing opinions, these three clans typically press for increased interclan cooperation in the belief that strength comes from having a single shared purpose.

While the past holds a revered place in the hearts of all Aslan, it holds a special passion for the Seieakh, perhaps because of the distance of most of their worlds from Kussyu. Many of the Hierate's best known historians and archaeologists are members of Seieakh clan. Hera'oh, one of its many companies, is especially active in the trade of antiquities.

In war, Seieakh usually fights a battle of nerves. For instance, after declaring itself, Seieakh might wait days or months before attacking, to place strain on the opposition and break down its readiness. Many times, this has forced opponents to strike first from a weaker position.

Aokhalte: The Aokhalte, Sahao', and Ouokhoi clans are currently faced with overpopulation problems. Quickly running out of land on habitable worlds, the ihatei of this bloc have had to settle for space in places such as the interiors of asteroids. The dissatisfaction among these clans gave impetus for the new rush to colonize Imperial worlds by the Aorlakht.

Perhaps because of the overcrowding, these clans face much internal strife. Members tend to be touchy. Duels are frequent. Interfamily feuds are also common and are bloodier than among other clans.

Aokhalte are noted for their aggressiveness in battle and their willingness to risk themselves. They are known to employ suicide tactics to save desperate situations. In ground conflicts, they usually enjoy a large numerical advantage. They freely sacrifice lives in living waves in order to overwhelm and capture fortified positions.

When used to mean the council, it refers to the representatives of twenty-nine clans which meet on Kusyu. The clans which make up the Tlaukhu are the most powerful in the Aslan Hierate. Originally, the Tlaukhu was formed by an alliance of the largest and strongest Aslan clans.

Its criteria for membership ensure that only the most powerful clans will be represented. Those huihu with the largest numbers, greatest military and political strength, greatest industrial capacity, and vast land holdings are the ones that are eligible to send representatives to the Tlaukhu.

Most often, the representative is the fouheh of the clan he represents. Occasionally, the fouheh will delegate that authority to a loyal member of his own family. This individual, called a seretyerl, is empowered by his clan leader to speak for the clan as though he were the fouheh himself. Only in extremely important matters must the seretyerl confer with his fouheh before making a decision. The Peace of Ftahlr is an example of a decision requiring a clan leader's permission for his representative to vote on a matter.

Of the original 29 clans which formed the Tlaukhu, 19 clans are still members of that body. Replacement of a clan occurs due to clan wars, or when a clan falls in power and prestige to the point that it must become a vassal of another, stronger clan.

Representatives of the Tlaukhu meet continuously on Kusyu. Their responsibilities include the arbitration of disputes, settling matters which are of interest to all Aslan (not just the clans represented by the council), and otherwise interacting with one another in the interests of the individual clans. The decisions of the Tlaukhu affect even those clans which do not have a seat on the council.

Despite its function (which is similar to other forms of government by council), the Tlaukhu should not be considered a ruling body. They make no laws, own no collective bases, either scout or military, and have no power over any clan (except where one clan of the 29 has power over its vassal clans).

Each clan is an independent body, with its own laws, policies, and traditions, except when vassal to another clan. Each controls the area of space it occupies. When more than one clan occupies the same world, there is a balance of power. Each enforces the law as it sees fit. They may maintain their own bases, colonies, and space stations. The general law level listed for a planet gives some insight as to how strictly a clan or clans enforce the law.

Other clans (powerful allies, overlords, or vassals) may exert some influence on any given world. Large corporations also have a degree of influence in the decision-making process. The envoys (tloihor) of these other bodies are usually found in the local starports, where they keep tabs on their corporation's or clan's interests.

As a rule, starports are extraterritorial enclaves which are not held by any one clan. The facilities are built, maintained, and operated by an independent corporation, on land leased from the clan in whose territory the port is established. If a clan military or scout base is present in a system, it will usually be located at the main starport. The base will be wholly owned by, and under the control of, the clan. The lessors and operators of the starport will have little, if anything, to say about the conduct of base operations.

Because we do not have a central ruling body, many services which in other cultures are the province of the government are handled among Aslan by the individual clans. The construction and maintenance of roads, public works, and similar services are provided by the clan or pride occupying the area. Education of the young is the responsibility of the pride, or of the family to which they belong.

The administration of justice is a detailed process, and bears further examination.

CRIME AND PUNISHMENT

Because of the rigid code of Aslan honor, crimes are rare in the Hierate, but not unheard of. Crimes are different from discourtesies (which prompt challenges and duels), and are broken down into three broad classifications: crimes of passion, crimes with victims, and crimes of honor.

The category of crimes of passion covers any event which stems from anger or other types of provocation. These include assault (not duelling), riot, intoxication, and so forth. In this situation, the accused usually states his case before the head of the clan, pride, or family involved. The leader hears all sides of the argument and then makes his ruling. In crimes of passion, the judgment is nearly always against the defendant.

It is our belief that an individual must constantly maintain his composure. Any loss of control can result in an equal loss of honor. Punishments for this type of crime are usually light, particularly for a first offense. In most cases, a formal and elaborate apology is considered sufficient atonement, but only if the individual is genuinely sorry for what he did.

Appeals are rare, but if an individual is unhappy with the verdict, he may file a single appeal to the next higher leader. Subsequent offenses usually bring a fine, or a period of labor donated to the one who was wronged. A fine has little impact on an Aslan's self-image. Being forced to act as a servant to another is often devastating to an individual's honor and personal pride. Therefore, the first offense of this type is usually the last.

Crimes with victims include such offenses as theft, burglary, fraud, forgery, and extortion. Piracy, kidnapping, and terrorism are also crimes with victims. Most non-Aslan find it strange that premeditated murder and similar offenses do not fall under the category of crimes with victims. To the Aslan way of thinking, these violations are crimes of honor.

The current practice for dealing with crimes with victims is to appoint an impartial earleatras (referee). This referee considers all of the available evidence pertaining to the case and makes his rulings accordingly. The individuals involved in the case are permitted to make one appeal to a panel made up of the heads of the families of the accused, the victim, and the earleatras.

Punishments for this type of crime are more severe than for crimes of passion, and tend to vary between clans, particularly when a victim was injured or accidentally killed as a result of the criminal action.

In most cases, penalties call for restitution, at least, often doubled or tripled. Crimes which result in injury or accidental death sometimes call for a similar fate to befall the convicted criminal. Some more moderate clans commute the sentence to restitution, punitive damages, or forced labor.

This period of forced labor is different from that meted out as punishment for crimes of passion, for which the labor is supposed to humble the offender. In the event of a crime with a victim, the forced labor is to make restitution to the family or individual who was wronged.

In one example, a male from one clan badly injured a male of another clan during a botched burglary attempt. The earleatras ruled the criminal had to pay back what he stole and take the place of the injured Aslan until he recovered.

During this time, the two clans went to war over an entirely unrelated incident. The criminal was forced to fight against his own clan, in defense of the clan he had wronged. In most other cultures, the criminal would become an outcast. In our culture, things are different. Each side knew the individual



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was obeying the directives of the earleatrais. In fact, when his term of punishment was up, his clan welcomed him, and even congratulated him on his martial prowess.

Crimes of honor, to the Aslan mind, are the most serious of all. These include failure to observe the prescribed rituals or patterns of behavior upon which our society is built. Premeditated murder, ambush, failure to obey an earleatrai during a duel, deserting one's clan or family responsibilities, perjury, and oathbreaking are a few of such serious crimes.

In these cases, it is up to the head of the clan or pride to decide the guilt or innocence of the accused. Punishments are severe. Banishment is the least of all punishments. Mutilation, branding, forfeiture of all property, and death are also called for in crimes of honor. In reality, however, crimes of honor rarely come to trial. A duel to the death usually disposes of the accused long before a trial can be called for.

THE MILITARY

The Aslan military is, like all other aspects of our life, the responsibility of the individual clan. Each clan maintains its own army and navy. We maintain our armed forces less for defense of the Hierate than for the conduct of clan wars.

As in all other aspects of our culture, the duties of military personnel are divided up according to gender. Males occupy combat and command positions, whereas females are placed in administrative and technical support branches.

Our military is broken up into two arms, the Space Force and the Ground Force.

The Space Force perform all the duties of a navy and a scout service. Frequently, Space Force's ships act as merchant vessels. In this capacity, they carry trade goods to worlds within their clan's sphere of influence.

During times of clan wars, letters of marque and of reprisal are sometimes issued to corporate ships. These documents allow the ship holding them to attack and plunder enemy ships wherever they are found. Privateers (aofea) are rare in the Hierate despite the frequency of clan wars. The risk of

TROKH PROVERBS

The Trokh language is rife with proverbs. Deceptively simple and highly stylized, these phrases carry profound truth to the Aslan mind. Understanding their form, as well as their meaning, is a must for all those who seek to *aokhaor*—a dedicated life of correct action.

Trokh: "Eaeiheas aokhaor alroalyewahwoi'ori, khyew kyeleayaiyses."

Galanglic: "Lean honor is better than fat shame."

Literally, this sentence—in the Trokh male dialect, of course—means "lean honor is fat, but fat shame is bony." To the Aslan, "life without honor" is a contradiction in terms: life is meaningful only so long as it is strong.

Trokh: "Fou hwyarl iyw."

Galanglic: "If you want the tiger's cubs, you must go into the lair."

The ideal life of an Aslan is not contemplative, but active. How deeply this idea is ingrained into the Aslan psyche can be clearly seen by the saying's brevity—three syllables express the whole idea, with all of its ramifications. This saying directly contrasts with the Galanglic maxim, "All good things come to those who wait."

Trokh: "Firuah ftasour wui."

Galanglic: "Singing a song with flat sounds."

Trokh phonetics divides the sounds of the language into "flat" and "round" types, which describe whether or not the lips are used. For example, the vowel diphthong ea and the initial consonant kh would be flat; the vowel u and the final consonant w would be round. The point of this expression is that when all the sounds are wui' or flat, the lips can be held back, baring the teeth in a challenging grimace. The formal phrase thus signifies the ritual challenge made by one male to another.

Trokh: "I' ftyohaharl ki i' hwao, ftyohaharl ki i' hwao."

Galanglic: "Not aiming is not hunting, and aiming is not hunting."

The parallel nature of this proverb lends it to a wide variety of yoyeaokhtef representations: it can be found as a slogan adorning the starships of many ihatei. The saying means that goals are necessary in any endeavor (not aiming is not hunting), but one also needs the means to achieve one's goals (aiming is not hunting)—it is not enough just to have the goal.

Trokh: "Keisea aokhaor asaia tlefuaw firuah."

Galanglic: "So honorable that he challenges females."

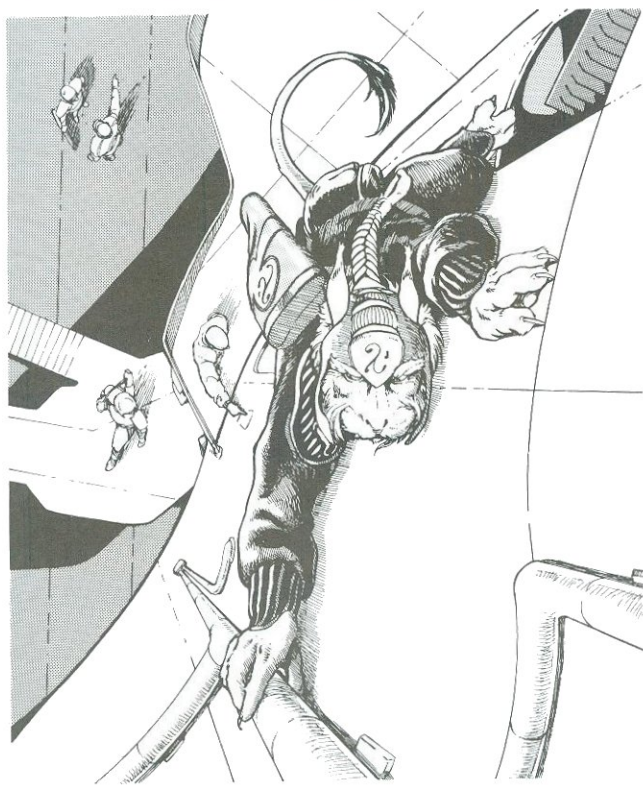
As can be suspected, this phrase is an insult. Males and females in Aslan society lead quite different lives, and particularly with the difference in language, it is easy for minor misunderstandings between the sexes to arise. In most cases, these are overlooked, but a particularly haughty male does have the option of challenging a female. (The challenge, of course, is answered by one of her close male relatives.) Needless to say, such a thin-skinned nature is not highly regarded.

losing a ship is often greater than the chance of gain from such a venture.

Our Space Forces also maintain an anti-piracy patrol, although piracy within the Hierate is far less common than it is outside our borders. We feel that piracy is a dishonorable profession.

In the regular Space Forces, upper class males serve as pilots, gunners, and commanders. Engineers, navigators, and other such positions are typically filled by females and lower class males. As always, a male captain is advised and assisted by a female executive officer.

The Ground Forces cover all aspects of Aslan military operations which do not involve space combat. Shipboard marines are members of the Ground Forces, as are those individuals who fly atmospheric aircraft. For the most part, fighting a clan war falls to the ground forces. Battles in such conflicts tend to be highly formalized affairs. The exact conditions under which the fighting will take place is arranged beforehand through the efforts of an earleatras. The earleatras meets with representatives of both sides, usually the male commander and his female exec.



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Various points of the upcoming engagement are discussed until all sides are satisfied. Only then will the battle be joined. Our honor will not allow us to engage in sneak attacks. Only formally negotiated battles are part of our clan wars. It is difficult for outsiders to understand this.

Non-Aslan, particularly the Solomani and the Imperials, seem to take a special delight in surprise attacks and ambushes. To our way of thinking, these ploys are dishonorable, and fall under the classification of crimes of honor. Once an enemy employs such shameful tactics, he is considered a criminal, and therefore unworthy of honorable treatment.

ASSASSINS

Some mercenary companies consist almost entirely of assassins (sai-iysa, literally; "claw-killer"). The term assassin

conjures, in humans, the image of a black-clad ninja scaling a wall to murder his victim by stealth, or a lone sniper crouched on a rooftop, waiting to strike his target down from a distance. With the Aslan, this is not the case.

Our pride and honor would not allow such a cowardly act. Instead, the sai-iysa are closer to the ancient Solomani archetype of the bounty hunter. An Aslan assassin will notify his victim long beforehand of the victim's impending doom. Most sai-iysa will inform their targets of the exact date the attempt will occur. Some more accomplished assassins will even tell their victim the place and hour, even the method, to be used.

Completing an assignment after giving one's intended victim such knowledge adds greatly to the personal honor of the assassin. In many cases, the sai-iysa issues a challenge which the victim must honor. To refuse the challenge of a sai-iysa is to sink to the lowest depths of cowardice.

In fact, in some clans, the memory of those killed in a duel with an assassin is held in the highest honor. It is believed that the victim was so esteemed and feared by his enemies that an assassin was required, so his foes wouldn't have to face the victim personally.

CORPORATIONS AND TRADE

Commerce and industry play a large part in Aslan society, as they do in any technological society. Corporations are the domain of female Aslan. Males might be employed by a corporation as crews of starships, mercenaries, or (for the lower class males only) as workers, but the direction and management of corporate affairs rests entirely in female hands.

Some companies may be owned by a female who has decided not to marry. Ultimately, control passes to another female who has made a similar pledge. An owner may always opt out of management if and when she decides to marry. A successor is always groomed against the possible marriage, death, or disability of the current owner. The successor is usually a close female relative of the current owner.

In other cases, corporate ownership may be clan-controlled, with the upper levels staffed by the unmarried females and wives of the clan. In such cases, marriage of an executive outside the clan results in an exchange of assets. In essence, she sells her stock in her clan's company to other executives within the company, and then buys stock in her new clan's company as a condition of her marriage.

If a large potential monetary loss is involved, simultaneous cross-marriages or other methods of equalizing the value of the exchange may be arranged or required. Marriages of this type are frequently more complex than complicated corporate mergers in human society.

A third type of corporation is the jointly-owned company, in which executives may be drawn from different clans. Clan interest in and control over such corporations is proportional to the power of its females within the corporate hierarchy. The aim is to strike a balance, and this type of company strives to place itself beyond the control of any one clan.

THE TROKH LANGUAGE

Although the Trokh language is spoken by nearly all Aslan, few non-Aslan can claim to have mastered it. Difficult to pronounce, split into gender-specific dialects, and weighty with formalisms, it causes foreign speakers to open themselves to embarrassing blunders in conversation.

The Trokh language can be traced back to Kusyu, where it developed into its present form about 4,000 years ago. Since then, Trokh has changed little. In fact, some scholars insist it has decreased in the number of words it contains and is more formalized. Whatever the case, Trokh remains almost entirely free of offshoots, local dialects, or corruptions.

ASLAN MEGACORPORATIONS

Outside the bounds of Imperial space, thirteen companies merit the status of megacorporation. Four of these are owned by Aslan.

Tlasayerlahel: The largest existing Aslan merchant company is Tlasayerlahel (the name means "Interstellar Merchants" in Trokh). Tlasayerlahel is clan-controlled: it is operated and managed by Aslan females from the Yerlyaruiwo clan. Aslan males from the clan hierarchy provide policy guidance to the company, but day-to-day management is provided by the more capable Aslan females.

Tlasayerlahel was originally established to provide transport service between worlds owned by, or subservient to, the Yerlyaruiwo clan. As the clan grew, the company grew as well, and today it provides cargo and passenger service between major worlds in all sectors of the Aslan Hierate.

Reastirlao: The number two megacorporation in Aslan space is Reastirlao, an independent corporation having grown from a small trading company that served parts of Hlakhoi Sector. During the Yerlyaruiwo-Tralyeaeawi war (3077 to 3167, 614 to 693 Imperial), Reastirlao provided transport support to Tralyeaeawi and reaped large profits. During the war, the company also established many trading bases (often displacing existing bases belonging to Yerlyaruiwo clan's Tlasayerlahel); when the war ended, Reastirlao was positioned to retain those bases and to build on the foundation they had created. By around 3403 (900 Imperial), the company had attained megacorporate status with trading bases in all of the Hierate's sectors.

Reastirlao has retained its independence by prohibiting marriage by its higher level managers. Its female managers thus cannot be influenced by the male leaders of various clans. Successful managers are rewarded with large cash settlements when they leave the company, and many of the managers pursue marriage and family after their careers with the company are over.

Besides its merchant operations, Reastirlao maintains a base of heavy industry in Hlakhoi and Ealiyasiw Sectors,

and its product mix includes starships, machine tools, and construction materials.

Wyaroaer: This corporation takes the name of a legendary weaponsmith from early in the Age of Enlightenment. The students of her students banded together to form the company, which has remained a leader in Aslan military technology ever since.

Originally cross-clan, Wyaroaer came to be wholly owned by Eakhtiyho clan in -140 Aslan (-2205 Imperial) as a result of events often repeated in romantic tales. That union eventually spread Wyaroaer into space to become the third ranking megacorporation in the Hierate. Today, Wyaroaer is the Hierate's leading arms producer, from starship spinal mounts to small arms, some of which are made for export to human space.

Wyaroaer leads in the manufacture of electronics, computers, cybernetic components, and robots. In many cases, Wyaroaer set the industrial standards for the Hierate. Most of these products are for commercial consumption rather than as war material.

Otaiokeh: The origins of this megacorporation reach back beyond the Age of Enlightenment on early Kusyu. From a corporation providing ground transportation, it became an independent interstellar line soon after Yerlyaruiwo gave jump drive to all clans in 474 (-1667 Imperial). It specialized in the mass transport of colonists and their cargo, and provided many products and services important in establishing those colonies.

As the expense of transporting ihatei to the distant frontiers increased, Otaiokeh turned to alternatives. Today, it leads the Hierate in terraforming and the construction of space habitats, arcologies, gravitic and undersea cities, and such communities in other hostile environments.

Still, Otaiokeh has not abandoned its colony transport fleet. In fact, its massive ships run a brisk business across the Great Rift under the administration of the Lakht Aorlakht.

The complexities of Trokh pronunciation hamper foreign speakers. One human "expert" wrote: "The tongue spoken by the Aslan is both attractive and repellent to the Galanglic ear, combining sonorous and melodic vowel sounds with throaty snarls and animal growls, all accompanied by a fair amount of spitting when spoken at any volume."

Proper pronunciation of vowels has often proved the most difficult aspect of the language for humans, as some are pronounced while inhaling rather than exhaling. A Trokh speaker can talk faster than a human. He doesn't need to pause for breath in the midst of his speech. Instead, the language itself paces the speaker's breathing, necessitating rapid movement of the diaphragm to change the direction of breath. Indeed, the word trokh means "belly," referring to the motion of the Aslan stomach when speaking.

Trokh is a formal language, with highly-regulated rules of expression. Novice speakers lack the option of putting together words to create more complex statements. There are so many formalisms in Trokh that the student must simply learn them all by rote, if he expects to be understood without being challenged.

Additionally, Trokh is three languages at once: a base language of shared, neutral gender terms, along with two

separate languages for males and females, each having different emphases of vocabulary. While a typical male will understand many words of the female dialect, it would be a grave dishonor for him to utter one, and vice versa.

Perhaps easier to grasp than spoken Trokh are its written forms. Many humans have come into contact with yoyeaokhtef — the ornamental designs along the edges of Aslan ships, buildings, and devices. To the Aslan eye, these are not random abstracts, but a combination of poetry, drama, and calligraphy, exciting the mind, the eye, and the ear. Yoyeaokhtef patterns are composed of multiple, blended tao-Trokh ideographs. To Aslan, the result is akin to grand opera in its combination of visual, aural, and dramatic elements.

For more basic purposes — textbooks or shopping lists, for instance — Aslan use the tleftuawairlouheei, or "female script," which denotes individual sounds with discrete symbols. A typical Aslan tank will have its control panel labeled with ornate, male-oriented yoyeaokhtef. The tank computer's software, however, will have been entered by a female technician with a keyboard configured for the female tleftuawairlouheei.

THE HISTORY OF THE ASLAN RACE

As a race, we Aslan are more aware that fighting and contention is a part of life than humans seem willing to admit. All civilized cultures will have disputes and conflict. Fortunately, we learned from our early history how numerous and terrible unrestrained conflict can be. To keep our infant race from annihilating itself, we adopted cultural checks and balances to guide us in our disagreements. Our realization of what barbarism was and what ordered society ought to be has allowed us to outgrow our immature ways and aspire to the stars.

The famed scholar Hwyoweas of clan Ikhtealyo, traces the journey of our people from its ancient beginnings. Note her words carefully, for much of what we Aslan are today has been shaped by what has happened to us in the past.

PREHISTORY

Our prehistory experts believe that the Aslan originated in the southern, coastal regions of the Tafolti continent on Kusyu. There, the highly intelligent carnivores who were our forebears flourished amid the teeming forests, putting themselves at the top of the complicated food chain of Kusyu's ancient wilderness.

This early period of Aslan evolutionary history saw two major changes in the Aslan form. First, as forest hunters, our ancestors developed our more upright stance in order to see over the underbrush in search of prey. Second, they developed manipulative hands to aid in hunting tree dwellers. Cooperative hunting probably began at this time. In climber/catcher teams, hunters in trees would shake animals off limbs into the claws of hunters below.

Simple hands at first allowed them to shake and bend branches while in trees, causing prey to fall and lie stunned. With further evolution, hands allowed our ancestors to grab an animal from a limb and kill it with the dewclaw. From this beginning, improvements of the hand, intelligence, and hand-eye coordination yielded steadily increasing rewards.

Sudden climatic changes caused the forested paradise to dwindle. Evidence indicates the process was so rapid, it forced our ancestors onto the expanding grassland plains faster than preferred for adaptation. Extinction loomed as we entered this crucial juncture in our developing history.

Fossil records indicate that developing Aslan of this stage preyed largely on grassland herd animals. At that time, these fell into either of two general types. The first consisted of fast animals, much smaller than the early Aslan. Certainly the hunters found these animals more trouble than they were worth, yielding few calories of meat for the effort involved in catching them. The second group consisting mainly of enormous grazing animals, slow moving and easily tracked, but far too large to be brought down by a single Aslan hunter.

The plains were already host to a plethora of indigenous carnivores, many of which were more than a match for the intruding Aslan. Only cooperative hunting and intelligence gave our early ancestors a slim fighting edge on the plains. Complex forms of cooperation quickly developed, improving survival, and the foundations for all of Aslan civilization and culture were born.

In its most primitive form, the Aslan *ahriy* — which you humans translate "pride" — was a simple union of several (three to eight generally) families, or *ekhos*. With a female to male ratio of three to one, an *ekho* might have several wives for a single husband, a situation that exists even today.

In the *ahriy*, the strongest male, as determined by personal combat, would be the leader of the whole pride. If combat proved fatal, the loser's females would generally become the part of the victor's *ekho*. If not accepted by the victor's other females, the unfortunate females would be turned out to join a *hieha* — a protective group of wandering females — until they could find places among other *ahriy*. Most males, however, would try to get as many wives as they could, since having a large number of skilled, hunting females in an *ekho* meant a well-fed husband — lone, unattached females often did not stay unattached for long.

Privileges of the leader's family included receiving the best parts

of kills, first choice of sleeping places, and first drink at watering holes. It was also the responsibility of the leader's female hunters to keep track of the large grazer herds and lead the way during their many migrations.

These hunters took note of the habits and patterns of their prey so as to anticipate their movements. It did not take them long to recognize the animals were very much tied to the foods they ate. Although the grasses provided a staple, the herds often travelled from one grove or patch to another to supplement their diet.

Our first step toward agriculture occurred when early Aslan started manipulating the herds by manipulating the plants they ate. We females learned to burn out the patches where we did not want herds to go. But we also scattered seeds to grow new patches in locations that made our hunting easier.

Over time, we females devised increasingly sophisticated techniques. By carefully grooming the land, we learned to control the animal migrations and better support the preferred herds. We were even able to control the birth rates in the herds and minimize the threat of disease. The use of passive techniques was especially effective on Kusyu because of its particular ecology.

Also in this time, early Aslan took up active herding, keeping their best herds on the range while the rest migrated to weather the less temperate seasons. While females learned animal husbandry, males took to riding the great beasts. Mounts proved useful in herding and hauling loads, but also in hunting down large predators and in battles against other *ahriy*. Cavalry was always an important element in our war science.

Although we learned land management quite early, true agriculture did not come until our populations were more numerous. As prime land became scarce, competition for it grew fierce. Losers in the struggles were forced into poorer territories or smaller areas. These had to expand on known techniques to make the land productive enough to support their herds. This led them directly into agriculture.

Fortunately, the spread of new methods and ideas was steady. Events regularly forced females to transfer from one *ahriy* to another, and so brought their knowledge with them.

By -9000 Aslan (roughly -10,000 Imperial) we Aslan had evolved both physically and mentally to a point where organized civilization would be inevitable.

THE FIRST AGE OF ENLIGHTENMENT

Our *leakhtefu* period, which can be translated as the First Age of Enlightenment, got off to a shaky start. More than a dozen Aslan clan communities formed on the Tafolti plains and later failed. Those early clans that did form several *ahriy* under the leadership of one dominant male brought together the innovations of hundreds of females, but at the same time forced on our males a way of life that flew in the face of their solitary, land-dominating nature.

Before this time there was no concept of a landless male, or *awkhtau*, and the vassalage of the lowest classes of males did not occur easily. This early class struggle stood as the age's chief deterrent to civilization, and only time and ferocious struggling saw the *awkhtau* become a permanent fixture of Aslan culture.

Michael Vizardi



This dawn of civilization also changed the nature of the bands of independent females wandering over the lands. These *hieha* conducted trade and brought with them news, stories, and knowledge. They were in fact the precursors to some of our oldest corporations.

The growth of the clans and their lands brought increased contact with other clans, and the basic male drive to secure land made conflict inevitable. The refined art of warfare saw its first flowering during this time. Combat, as we developed mastery of better weapons, became swift and mercifully fatal. Although population pressures were still relatively low, our ancestors grappled with each other in lengthy warring disputes that halted and in some cases reversed progress. Even without the invention of the firearm, the extensive fighting of this period was unmatched for many centuries to follow.

Kteahihurko the Wise is credited with being the first to limit the widespread disputes between the clans. Instead of going to war with the entire neighboring Ftahiluiru clan over a grudge, Kteahihurko proposed a more limited approach as a means of settlement.

Ftahiluiru, having just finished another war, was weaker at the time. Kteahihur also needed to conserve strength in the face of its many neighbors, and Kteahihur probably sensed that. Kteahihur proposed to the Ftahiluiru clan that a more limited contest was of greater honor — and if the contest was balanced, the victor would logically be the legitimate leader. Kteahihurko's proposal was seen by the Ftahiluiru clan as a keen act of honor. In the end, the Kteahihur and Ftahiluiru clans became allies and eventually dominated all their neighbors.

Others began following this example when faced with insult and unable to pay the price of a full scale war. This concept spread, and after but a few generations, became a permanent part of Aslan culture. Major wars still occurred, but limited wars, and eventually even bloodless contests, relieved society of unfortunate and senseless destruction. Thus unburdened, our society grew from these humble beginnings.

The *leakhtefu* lasted for more than 900 *ftahea*, during which time technology advanced from tech level 1 to roughly tech level 6. During all that time, no single clan gained a dominant position over all of Kusyu, though about two dozen clans controlled their distinct regions.

ROAD TO DESTRUCTION

Human scholars have a notion that as technology brings regions closer together, those regions are more easily drawn into larger conflicts. This appeared true for us as well. Trade and communication spanned the globe by the close of the *leakhtefu*. The dominant clans held powers of mass destruction never before imagined, and population pressures created crises with regularity. Serious wars became increasingly common until the whole of Kusyu was locked in a global war by -123 Aslan (-2190 Imperial). Although this First World War, which we call the *Ealya*, fortunately became a stalemate, two dominant clans emerged, each opposing the other. These were Yerlyaruiwo and Khaukheairl.

Barely two generations later, another conflict between two minor clans gradually grew into the *Tiealya*, or Second World War (-88 Aslan; -2160 Imperial). Both the Khaukheairl and Yerlyaruiwo were drawn into the conflict, again on opposite sides. This time, the two blocs loosed nuclear weapons at one another, crippling their respective economies and destabilizing the planetary ecology before the war broke into numerous lesser conflicts.

Although Yerlyaruiwo and Khaukheairl kept much of their land holdings and power, other clans outpaced them technologically. A generation after the *Tiealya*, such clans as the Ahyufirulushi were already fighting their first battles on Kusyu's moons. Yerlyaruiwo and Khaukheairl, however, were still in the early stages of developing a space capability.

Despite two world wars, the population of Kusyu still exceeded what it could support. None of the basic problems were solved. Undeterred, and almost fatalistically, we prepared ourselves for a Third World War, the *Itiealya*, which came in -18 (-2098 Imperial). By prior agreement, nuclear weapons were not used. Instead, the sides often used sophisticated technologies. Still, the *Itiealya* resolved little before the war again exhausted both sides.

TIAUKHU AND PATHFINDER

The notion of cooperation among the major clans was first proposed before the *Ealya* conflict, but was rejected — something apparently not honorable to ambitious males interested in growth for their own clans. Three huge wars later, with their clans on the brink of collapse, their economies shattered, the clans again considered the notion. But it still took nearly twenty more *ftahea* before the clans agreed that equal representation of the twenty-nine dominant clans was the only way the Tlaukhu would work.

The early Tlaukhu, founded in -2083 Imperial, was an irrisolute organization. While able to suggest solutions to problems, it had little ability to implement solutions on its own. By itself, the new Tlaukhu could not agree on solutions to the twin pressures of population and nuclear destruction, much less implement any solutions. And the Yerlyaruiwo and Khaukheairl were again moving toward conflict by 80 (-2013 Imperial).

Motions toward this new war came from frustrations unresolved by the earlier world wars. No major disputes were yet settled, and no clear victors emerged to claim honor. As both major clans again maneuvered for war, both sides firmly agreed to employ all resources, including nuclear weapons, in an all-out struggle to determine the final victor.

On the eve of the war, a Khaukheairl female, named Khisaiyayeruiarl, came to the clan leaders with the idea that *ya'uiyekh*, extinction, equates to *ya'uiya*, dishonor. An unrestrained war that ended life on Kusyu could not end in honor for any of the parties involved. There would be no remembrance of past deeds, and all

that we Aslan ever were would be dishonored. Clans that dared talk of such a war could only be held in utter contempt. The clan leaders saw the wisdom of her words, and the great catastrophe of such an unlimited war was averted.

Soon after the height of this crisis, the first human ship, the *Pathfinder*, arrived at Kusyu. It crashed at Ukhtaihelu, a plain which would have been the first battleground of the fourth world war, had it occurred. The ship's descent was detected by the two major clans, and together they met with the survivors.

The Yerlyaruwi and Khaukheairl kept the human ship a secret. The humans eventually died. However, knowledge from the wreck, coupled with the existing Aslan space technology, was enough for the two major clans to construct the Ukhtai, the first Aslan starship, in 94 (-1999 Imperial).

The *Pathfinder* was never public knowledge until human visitors stumbled upon the ship's remains in 3641 (1109 Imperial). Although some thought the clans meant to hide it as a dark secret, in truth the Yerlyaruwi and Khaukheairl never felt the *Pathfinder* incident to be important and eventually forgot it. Some claim we are thus a minor race, and dishonored ourselves by borrowing the technology we needed to get to the stars. We feel no such dishonor, and believe outsiders need only look at the scope and magnitude of our star-spanning Hierate as their answer.

BEGINNINGS OF EXPANSION

Yerlyaruwi and Khaukheairl wasted little time in sending their land-deprived sons to the stars. Soon other sons from other clans were following them out to the many star systems, transported by Yerlyaruwi and Khaukheairl starships for handsome fees.

We had our second meeting with humans in 117 (-1980 Imperial). The Awiykoheh, a Yerlyaruwi survey vessel, encountered a Terran colony ship. This was the first meeting where human society learned of our race. Hereafter, the major clans stepped up their building of naval fleets. Because humans possessed higher technology, their presence near Kusyu posed a potential threat.

Through this time, Yerlyaruwi and Khaukheairl kept a vigil for human ships. None were permitted on any of our worlds, and any foreign ships within two parsecs of Kusyu were boarded, and most were turned back. The few who were unfriendly to us were challenged to space duels. During this period, Tralyeaeawi clan developed an impressive interplanetary space vessel technology, although they could not acquire star flight technology from the Yerlyaruwi or Khaukheairl clans.

Still, out of curiosity and hope of profit, human merchants persisted, trading with crews of any craft. Tralyeaeawi clan dealt with these traders the most. With the outsider's aid, the clan bought its own first starships from the humans in 415 (-1719 Imperial). Modifying the vessels for Aslan use, the Tralyeaeawi increased its trade with humans, acquiring many new items of technology.

In 474 (-1667 Imperial), the long overdue decisive space duel erupted between the Yerlyaruwi and Khaukheairl clans. The Yerlyaruwi-Khaukheairl battle decimated the forces of both clans badly, killing the begrudged prides from both sides in the battle, ending the age old dispute once and for all. In the judgement of the Tlaukhu, both clans had acted dishonorably by delaying a settlement to their age-old dispute. Both clans had hoarded knowledge and ability, keeping it from serving the Aslan race as a whole. To regain their honor, the two clans had to relinquish all ownership of the star drive to the Tlaukhu, along with all the technical details of their respective versions of the technology.

Colonization received new vigor as the industries of Kusyu turned toward the building of new starships and shipyards. We broke from the sphere of space dominated by the Yerlyaruwi and Khaukheairl clans, only too soon finding ourselves confronting the *hisoli*, or humans.

ASLAN HONOR

This discussion on Aslan honor is by Katana Syficia, an Imperial Scout who has spent over 40 years studying Aslan culture and travelling throughout the Hierate.

To the Aslan, honor is the single most important trait an individual can have. Honor is that which determines an Aslan's sense of self-worth. Honor is such an important concept to the Aslan that they have fifteen different words for it, all of which apply to different areas within the general meaning of the word. The Trokh word for honor, as a general concept, is aokhaor. For honor applied to an individual's duty to his clan, pride, or family, the word is uiyhiyr. Hkohai is the term used to mean honor shown to an enemy.

The Aslan code of honor is complex, and difficult for a non-Aslan to understand. This code makes the following demands:

- All Aslan show the proper respect for their peers, and for those above their own station
- Once assigned a task by one's lord, complete that task or die in the attempt
- Consider a dishonor to one's family, pride, or clan, or to the leader of one of those groups an affront to the individual members of that group
- All debts, whether of gratitude or of vengeance, must be repaid.

In many ways, the Aslan code of honor is similar to that of the ancient feudal knights, or the samurai of Terra's pre-space flight era.

The Aslan sense of honor is one of the things which makes them such feared warriors, and, conversely, such dedicated parents and mates. To disobey one's commander in time of battle is a disgrace. So is abandoning a mate, a child, or a parent. Each Aslan is ingrained from birth with the belief that his first duty must be to his family. Betrayal of that duty is impossible for most Aslan to comprehend.

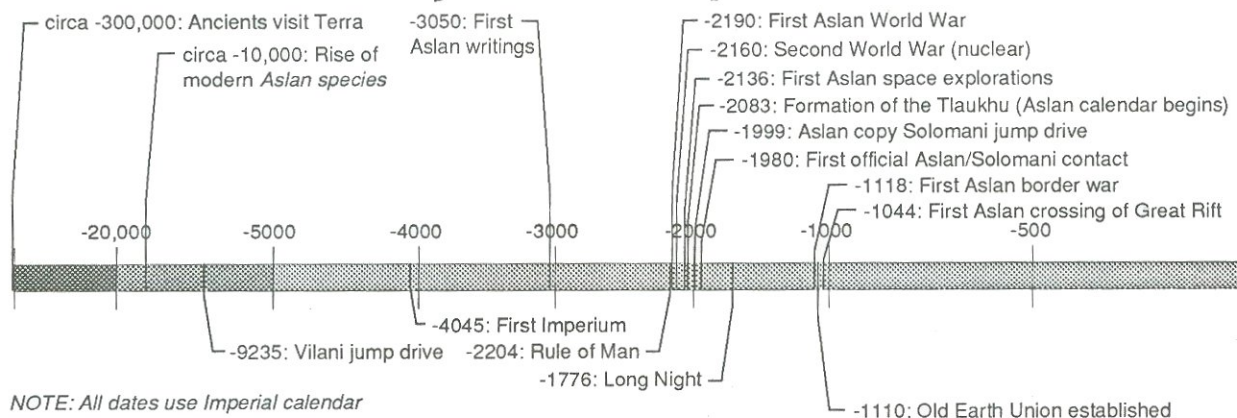
This highly-developed sense of honor sometimes makes the Aslan seem to be a touchy race. In some regards, this is true. The Aslan are very sensitive about their personal honor, and that of their group. This does not, however, make them the "ticking bombs" that some non-Aslan sources make them out to be. In many cases — haaealrai, a Trokh word which translates as discipline or balance — keeps them in check. To the Aslan, there is as *much honor* to also be gained by *avoiding an unnecessary duel* as there is in fighting one which cannot be avoided.

At times like this, the Aslan will engage in a process called *fiyrukhte* — an exchange of insults — intended to demean an opponent and goad *him* into demanding the challenge. In a way, this game of "chicken" allows the potential combatants to take the measure of their opponent's willingness to fight. In most cases where a duel is unnecessary, the Aslan who gave the insult which started the process will back down. An Aslan who wins *fiyrukhte* gains almost as much personal honor as if he had actually fought the duel. The one who backs down loses little or no honor if the duel was unnecessary — Aslan do not consider it dishonorable to avoid an unnecessary duel.

Only when the dishonor is too great for them to bear do the Aslan react with the "violence" for which they are known. Then, a challenge to duel will be forthcoming. Duels are formalized affairs. All aspects of the combat are covered in the *Ktyuikeasiyyorl* ("The Words Under Which We Die"), the "code duello" of the Aslan culture. The *Ktyuikeasiyyorl* dictates whether a duel over a slight should be fought to submission, to first blood, or to the death. It forbids cross-gender duelling, as well as certain duels within a family. The code also dictates exactly what formulates submission or a formal apology.

Since the time of the first Aslan contact with outsiders, the *Ktyuikeasiyyorl* has been amended to include guidelines for applying "The Words" to non-Aslan. Outsiders are given more leeway with respect to issuing and receiving challenges.

Aslan History in Pre-Imperial Times



SYOISUIS AGGRESSIONS

Starting around 1792 (-512 Imperial), Syoisuis clan began a campaign to subordinate the whole of Staihaia'yo Sector. Having earlier lost a struggle over Iwahfuah Sector to Khaukheairl, Syoisuis had to move its resources spinward. But rather than challenge another major clan, it instead systematically attacked and absorbed the many minor clans in region through its vassals.

Syoisuis's activities stirred much controversy in the Tlaukhu. By modern standards, Syoisuis clearly tested the limits of acceptable behavior. At the time, some said the clan was acting in a highly dishonorable fashion, "bullying" weaker clans. Others said Syoisuis was merely being prudent. The matter came to a head when Oiluhare'a arrived at Kusyu in 1853 (-455 Imperial).

Oiluhare'a was an envoy of Weferuta, a vassal clan of Syoisuis in Staihaia'yo. He well knew that many of his clan's actions were without honor, and so he left his responsibilities to speak with the independent clans. In two years of wandering Staihaia'yo, he collected evidence of blatant dishonors and cruelties committed by vassals, all ignored by Syoisuis. The independent clans then appointed him their envoy and sent him to the Tlaukhu.

In front of the Tlaukhu members, Oiluhare'a presented his evidence and demanded the Tlaukhu censure Syoisuis or be accused of condoning their dishonor. The Syoisuis representative immediately challenged Oiluhare'a to *aisaiaokheh* — a duel of honor to the death. Oiluhare'a won. The Tlaukhu issued a stern rebuke to Syoisuis and a warning to others.

Oiluhare'a killed himself the next day at the summit of Mount Aistya. Although he succeeded in his mission of honor before the Tlaukhu, he had also brought dishonor upon all the lords to whom he swore fealty, from his own clan chief to Syoisuis himself.

CULTURAL REFORM

The Hierate faced an ever-growing problem — the spread to the stars was breaking down our cultural continuity. Regional dialects of Trokh emerged even as early as 512 (-1634 Imperial). These were starting to become separate languages, many with strong alien influences. Sharp differences in customs and protocols emerged. Distant travellers found it difficult to avoid discour-

tesies, even within their own clan. Certain teachings were taught in some areas at the expense of other basic philosophies. Clans in Uistilrao Sector went so far as to form a centralized interstellar state.

To address these problems, Ekhukeai, a renowned teacher on Kusyu, built the Istoioiah, a huge meeting center in the shadow of the Tlaukhu's meeting place. She then summoned teachers from all over the Hierate and convened the Sakolusalo, or Great Conclave, in 2304 (-63 Imperial). The Conclave deliberated for 64 *ftahea*, exchanging ideas about all aspects of our culture, deciding what was and was not correct. One of its most famous decisions made the automatic passing of landholds to the eldest son standard practice. Second sons, *ihatei*, either became vassals or left in search of new lands.

Although the Great Conclave had no authority, Ekhukeai, in her wisdom, knew respect for the Conclave was power enough. One of its earliest decisions made the defense and protection of cultural standards among the most honorable of activities. Clans that did not conform to cultural standards were directed back to the more correct ways, frequently by use of force. The *Uwaralyekose*, or Cultural Purge, began in 2312 (-56 Imperial) and ended about 2432 (49 Imperial).

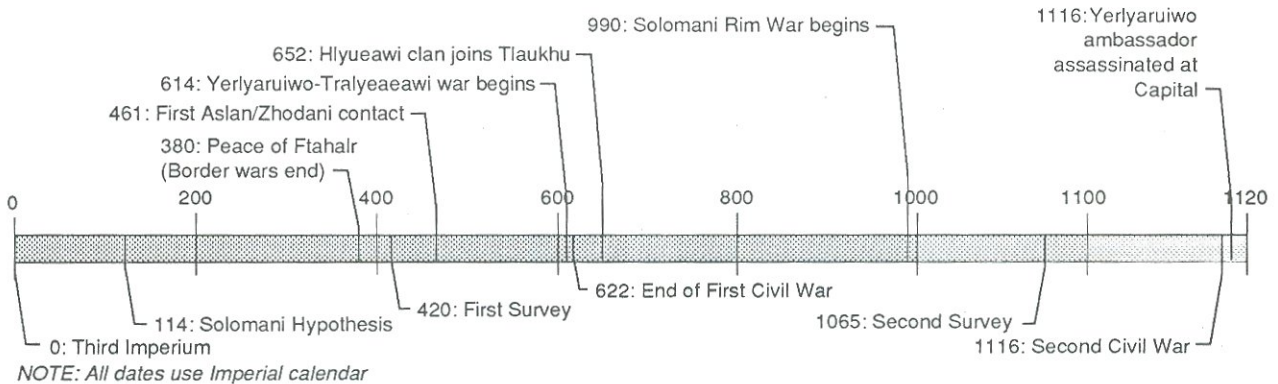
The Great Conclave concluded in 2368 (-7 Imperial) with the publishing of the Codices of Sakolusalo. These books, in total 64 volumes, defined Aslan customs, courtesies, and other aspects of our culture. Ever since, the Istoioiah has remained the meeting point for philosophers and teachers to gather and interpret the finer points of the Codices and related works.

PEACE OF FTAHALR

Border wars continued between Aslan and humans until 2618 (212 Imperial) with the signing of the Peace of Dark Nebula. This pact brought peace lasting over a hundred *ftahea*. It might have continued indefinitely, though, if not for the entry of a new ally of the Magyar states — the Old Earth Union.

Terran exploration ships and merchant cruisers began plying space spinward of Magyar, conducting operations in violation of the Treaty of Dark Nebula. Although the Old Earth Union did not

Aslan History in Imperial Times



sign the Treaty, our clans applied its benefits and restrictions to the newcomers as well. Intruding ships were warned away from the restricted regions many times. The Terrans refused to relent, and matters finally resulted in a confrontation.

In 2805 (374 Imperial), Khaukheairl patrol ships detected the *Griffin*, a 5,000-ton Terran exploration ship, in orbit around Ikhaeal (Dark Nebula 2111). The patrol ordered *Griffin* away, and when it refused, a short battle ensued after which the *Griffin* jumped outsystem. Mysteriously, *Griffin* never returned to port, and human investigators wrongly concluded we had destroyed it.

The Old Earth Union Navy retaliated by attacking our patrols. The humans attacked without prior declaration and made no distinction as to clan — all were subject to attack. This dishonor enraged clans from Kusyu to Ealiyasiyw, for it became clear the humans were fighting a war without rules.

The human newcomers were unprepared for the fury of the Hierate. Four major clans and 16 lesser ones engaged ships of the Old Earth Union and Magyar states in all-out war. Our bolder squadrons even entered the Old Earth Union to strike at targets there.

At the request of Terra, the Third Imperium sent naval fleets and teams from the Imperial Diplomatic Corps to mediate the situation. But upon learning the Old Earth Union was actually a vassal of the Third Imperium, the clans challenged the Imperium to war. The shallow apology of Emperor Martin III expressed little shame on the part of the humans, and hardly settled the dispute in the eyes of the Hierate lords.

Meeting with our envoys on Ftahair (1208 Dark Nebula), Ambassador Eugene Suukar accepted the challenge on behalf of the Imperium, observing appropriate Aslan ritual. While the envoys set the rules for combat, both sides issued a halt to the war. The war was at a low simmer.

The border between Reaver's Deep and Daibei Sectors was the middle ground. The envoys decided our objective was to capture Kafal (1539 Daibei), while the Imperium had to capture Gavza (1117 Reaver's Deep). After several valiant and honorable battles, the Imperium won the duel-war.

Ambassador Suukar received ritual apology on Ftahair in 2810 (382 Imperial). In that meeting, the representatives worked collectively to arrive at a permanent peace accord drawing on elements of the Treaty of Dark Nebula. By this treaty, the Imperium and Hierate agreed to make most of Aeitle Sakh Sector — Reaver's Deep — a buffer zone. The worlds of that region are to have no direct affiliation with either the Third Imperium or the Aslan Hierate.

Only four major clans agreed to the Peace of Ftahair, these being Yerlyaruwo, Khaukheairl, Tralyaeaeawi, and Hrawoao. However, all clans have abided by it out of respect for those four, the Imperium, and the venerated heroes of that last and most honorable war between our two peoples — the Fiyiyalr War.

IMPERIAL RELATIONS

Imperial citizens carefully followed the events of the Fiyiyalr War through their news media, and this piqued human curiosity about our race. Under advice from Eugene Suukar, Emperor Martin III ordered the Scout Service to send a goodwill mission to study our Hierate and its culture.

The Aslan Mission, as it was called, arrived at Kusyu in 2812 (382 Imperial). Sir Yaku Barroda, the commander, much impressed the lords of the Tlaukhu. A dashing individual of strong character, he earned respect everywhere he went in the Hierate. He took a human wife, Yelea, from Zodia clan, and settled on a world granted him by Uiktawako. Barroda died a warrior's death in 2866 (429 Imperial). His exploits, and those of his wife, are often recounted by Aslan and human alike, even today.

In 2894 (454 Imperial), a group of Aslan traders began carrying dustspice from Romar (Spinward Marches 2140) to the Hierate interior. This venture proved successful, and routes soon expanded to include the Zhodani — the *Istoi Hkayu* — at Chronor (0304 Spinward Marches) in 2902 (461 Imperial).

This trade also served to introduce our people to the Darrians. Aslan ihatei began offering their skills to the Darrians as settlers of disputes ("warriors" to humans) in exchange for land in 3043 (585 Imperial). Their valiant service during the First Frontier War of 3048 (589 Imperial) earned them a permanent place in Darrian

society. The Darrians have never sought to suppress our culture, and our Darrian brothers have held true to our traditional values.

THE SOLOMANI SPHERE

In 3179 (704 Imperial), Empress Margaret I created the Solomani Autonomous Region. Although few in our Hierate took notice, it allowed Solomani humans to violate the Peace of Ftahlr — a peace that applied to Imperial humans, not Solomani ones, according to the Solomani.

The region, a volume of space 50 parsecs in diameter, centered on Terra. The Empress gave the Solomani sovereign control over everything within those limits. The Sphere not only



ASLAN IN THE REBELLION ERA

With the assassination of Emperor Strephon in 3649 (1116 Imperial), tensions in the human region rose to near-war levels. Although the Rebellion was primarily a dispute among humans, the conflict involved us Aslan, too.

Dulinor dishonorably killed the one to whom he swore fealty — without warning — but he also slayed Tokeaia, the Yerlyaruiwo ambassador to the Imperium. The human archduke may not have meant to kill the ambassador. Holos smuggled to us from the palace room record show Tokeaia's courageously stepping in front of the Grand Princess to protect her.

The story of Dulinor's dishonorable duel against the unarmed and unwarned in the palace — and the honorable bravery of Ambassador Tokeaia — moved and enraged many in the Hierate. While those among Yerlyaruiwo clan clamored for an honor to be restored, political necessity stayed the *ko's* hand.

Instead, a new brotherhood emerged to honor Tokeaia and to make the barbarian Dulinor give recompense for his dishonorable approach to solving his grievances. Assisted largely by Yerlyaruiwo, the Brotherhood of Tokeaia bridged the Great Rift to send duel-assassins into Dulinor's territory, ideally to face Dulinor himself in a duel, and to show him the dishonor of his ways.

Other activities influenced by the rebellion have taken place in the Domain of Deneb. With the collapse of order in the Third Imperium, many clans questioned the validity of the Peace of Ftahlr. This was particularly important to clans troubled by overpopulation, many of whom traditionally sent their *ihatei* to the Aslan Colonies.

They saw an opportunity to claim unsettled systems in the Imperium, and to take advantage of the dynamic economy there. However, many Aslan saw the Peace of Ftahlr as prohibiting such actions even across the Rift and thus refrained from challenging the Imperium.

As the Imperium faltered, though, the temptation to extend into Imperial regions quickly grew. Some clans and corporations moved into new systems, arguing that the Peace of Ftahlr did not include the regions around the Domain of Deneb.

Other Aslan pointed out there is no human authority left that was unquestionably the one and only Third Imperium — therefore the Peace of Ftahlr was void as the human side no longer existed. None the less, the forces of Archduke Norris challenge our advances.

Disputes over the proper policy on this question have even shaken the ranks of the Tlaukhu. For *ftahea*, disputes and duels between Hlyueawi clan and the Hlaotiyoiho clan have continued. With the collapse of the Imperium, the Hlyueawi, concerned about their cross-Rift settlements, opposed the Aokhalte and other expansionist blocs. Their stance cost them greatly among the Tlaukhu. Bereft of support, the Hlyueawi were cast from their Tlaukhu seat by the Hlaotiyoiho.

The aggressive attitude of the Hlaotiyoiho has contributed to troubles between our people and humans, and their attitude has even drawn displeasure from other Tlaukhu members. Delegates fondly remember the strategy and forethought typical of the Hlyueawi — characteristics seldom shown by the upstart Hlaotiyoiho.

crossed into the buffer zone established by the Peace of Ftahlr, but also reached into the Hierate itself, almost enveloping our home Kusyu!

From that time, human political dissidents flowed from the Imperium to colonies in the buffer zone. While technically independent, most had ties to the Imperium, however circuitous they might be. Our increasing protests had no effect, and the situation worsened in 3370 (871 Imperial) when the Solomani Autonomous Region became the Solomani Confederation and turned their back on the Third Imperium.

While this eased tensions between the Imperium and our Hierate, matters grew worse for us since the Solomani regarded the limits established for the Autonomous Region as the boundaries of their new Confederation. As they grew, they began to exercise firm control over the systems in the buffer zone and provoked dishonorable incidents with our ships traversing the area.

This ended when the Solomani Rim War broke out in 3505 (990 Imperial). For a while, tensions remained low, as the Solomani rebuilt themselves after the conflict. However, recent years have seen the number of confrontations with the Confederation steadily increase as Solomani patrols dishonor Hierate space.

ASLAN GLOSSARY

As an aid to the Imperial human reader, here is a glossary of the more common Aslan Terms.

Ahfa: The personal items kept as part of one's Shrine of Heroes.

Ahryi: A pride. A structure of several families.

Ai yourhai: "Thoughts shape the way". The first precept of Aslan philosophy, which directs that by proper discipline of thoughts, an Aslan will always act in the correct manner, without forethought.

Aisai: An Aslan's dewclaw, a 10 cm, razor-sharp blade which folds like a jackknife into a horny sheath in the base of his palm. From *ai sai*, "blade-claw".

Aisalaokheh: Literally "honor beneath the blade-claw". A duel of honor, usually involving principles so deep and important that the fight must be to the death.

Akhaoye: Being, reality; essence or spirit of things Aslan.

Akhuaehrekhyeh: Rite of passage.

Akyafteirleao: Contrary to the spirit of the Aslan culture. More than "barbarian", it signifies an active anti-Aslan threat.

Alr: One.

Ao: Immortal spirit; also that-alone-which-is-real.

Aoka'ah: Slow Spirit. Kusyu's outer moon. Also, a concept — especially an ethical or spiritual idea — which is grasped.

Aohkho: Spirit-to-self. A title of respect similar to "priest" or "spiritual leader".

Aokhaor: Honor. Literally "spirit of strength", the Aslan concept describes a life dedicated to the proper and spiritually correct way of doing things.

Aoshi: Swift Spirit. The inner of Kusyu's moons. Also, a concept too swift to be grasped.

Areiaao: Sprint; Aslan period of time between *uealaao* and the *khtauaao*; approximately 15.9 standard seconds.

Arleaha: Vargr.

Ayloi: Artificial dewclaw used by humans and any non-Aslan races in order to participate in formal combat and other aspects of Aslan culture. Among Aslan, the word is often extended to mean any knife, since knives are not common weapons to these people who carry their own built-in knives.

Eaia: Inner self. Heart or spirit.

-eakh: Suffix for "world".

Eakhau: Aslan day of 16 *tekhaao*, or 36 standard hours.

Eal: Gun.

Earleatrais: Referee or judge.

Eikhoi: Dusk.

Eikhoifiruah: "Dusksong". Ritual chant celebrating an enemy's spirit sent heavenward with the honor due it.

Ekho: The Aslan family, composed of 2-12 members under a patriarchal leader.

Ekhoao: "Spiritual family". Signifies a family bonded by ideals and purpose rather than by blood. Similar to, but deeper than, the meaning in the Anglic word "congregation."

Ekhtaowetyu: Ritual obeisance requesting a landholder for permission to enter his land.

Fahr: Key. The word signifies something done to make an opening or a beginning.

Firuah: Translated "song", it represents a warrior's challenge chanted at a specific time, e.g., immediately before a ritual battle or upon receiving *khaofiy*.

Firukhte: The stylized and sometimes ritual use of insults to provoke or demean another party.

Fiy: Vassal of.

Fiya: Literally, "I am your servant, sir." Spoken as a form of submission to a landowner to beg his permission to enter his land, including a complex set of mutual obligations and responsibilities.

Fiyfiyalr: The Imperium. A literal translation would be "vassals of vassals of one", an Aslan-slanted view of the Imperial bureaucracy under the Emperor.

Fiyfiyalrya'uist: Trokh insult. Roughly translated: Imperial lackey which has soiled itself because it neither understands nor possesses personal honor.

Flyrukhte: Insults and provocation intended to demean another party. Similar to the human game of "chicken".

Ftahea: Aslan year of 212.2 eakhau; 320 standard days.

Fteirle: The Aslan people.

Hasoi: Land, specifically the landhold of an Aslan lord, reserved for him and his ahryi.

Helu: Plains or fields.

Hisol'i: Solomani.

Hlai: Two.

Hoaawli: A series of "schools" of behavior, which demand greater attention to duty and place greater demands on the individual. Usually these are associated with warrior groups and center about a secret creed or oath, known only to initiates.

Hrirohrytukhyelreah: The Ancients.

Hryeh: Four.

Hryo: Six.

Htahyu: First or pre-eminent place. A clan seat or administrative center for a single family.

Htatei: First son.

Htoi: Green.

Huiha: Clan. A collection of prides.

Hyufteirlye: Literally, "Gathering of the People". The word is commonly translated as "city" but could also refer to a market place, a convocation of clan leaders for administering judgment, or even a rioting mob.

Ihatei: Second son.

Istoiuae: Zhodani.

Iyrl: Twenty (base 8); equals 16 in base 10.

Ka'ah: Slow.

Khalifakht: Outback or wilderness terrain on Kusyu. Though apparently unused, it is generally part of a lord's landholds, or *hasoi*.

Khaofiy: Literally "submission to the stronger". The ritual apology due the victor of an Aslan duel-of-honor.

Khaulear: One hundred (base 8); equals 64 in base 10.

Kheh: Three.

Khir: Warrior.

Khoafteirleao: Aslan philosophical concept. Spiritual perfection can only be achieved through a rigorous purging of all non-Aslan influences.

Kholaya: Armor.

Khtauaao: Aslan time period of eight *areiaao*, 17.96 standard minutes.

Khte: Zero.

Khteiryos: A legendary beast with a shrewd and clever nature. Many Aslan liken humans to this creature to humans, primarily in psychology.

Khtyei: Holding, landhold.

Khu: Five.

Ko: Himself.

Koih: Seven.

Ka'tai: Literally "it is fitting". Formally: "you have my consent". Affirmative response to a request to enter a landholder's domain.

Layeau: Valley.

Lu'uifakte: Terminal-accessed information center. The Aslan equivalent of a public library, consisting of small, private cubicles with a terminal and data display. They can be set to present data in Trokh, Anglic, or any other common language.

Rukhta: Deeds without honor or redeeming value, such as assassination without formal challenge, abandoning a comrade in danger, blackening a good name, or running from a challenge.

Rukhtiywe: The act of denying one's Aslan-ness. An act of *rukhta*.

Shi: Swift.

Shifaowoi: Cooking spice favored by Aslan, frequently described by humans as a blend of cinnamon and pepper.

Si'iaktae: Literally, "under protection of the land holder". Ritual sharing of food symbolizing the landholder's responsibility to his vassals. Usually a symbolic meal with the landholder in his house, it can be as simple as the lord offering a drink of water on his land. Honor demands gracious acceptance.

ASLAN TIMEKEEPING

We base our timekeeping on the rotational period of our homeworld, Kusyu. This period, the *eakhau*, equals just over 36 human hours. The *eakhau* breaks down into 16 *tekhaao* of 137 minutes apiece. Each *tekhaao* breaks down again into 8 *khtauaao* of 17 minutes apiece. *Khtauaao* break down into 64 *areiaao* measuring 16 seconds, and again into 8 *uealaa* measuring a fraction less than 2 seconds.

Working in the opposite direction, 212.2 *eakhau* comprise the *ftahea*, the Aslan year of 320 days. This period reflects the revolution of Kusyu around Tyeyo, its star, and an *eakhau* is added every fifth *ftahea* to keep the calendar in sync. Each *eakhau* of a *ftahea* has a unique name. Humans frequently dispense with the names, simply assigning a number to each *eakhau*.

Our calendar takes as its starting point the founding of the Tlaukhu, which took place in -2083 by the Imperial calendar. Thus, the present date, 1121 Imperial, is the year 3654 by our calendar.

	Human	
Period	Equivalent*	Aslan Equivalent
uealaa	2 seconds	8 uealaa=1 areiaao
areiaao	16 seconds	64 areiaao=1 khtauaao
khtauaao	17 minutes	8 khtauaao=1 tekhaao
tekhaao	137 minutes	16 tekhaao=1 eakhau
eakhau	36 hours	212 eakhau= 1 ftahea
ftahea	320 days	(every 5th ftahea, 1 eakhau is added)

*The human equivalent is only approximate.



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Tlau: Thirty (base 8); equals 24 base 10.

Tlauftahea: "Thirty Years". In Aslan mythology, the time during which the Tlaukhu was organized. The number is actually 24 in the Aslan base 8 numeric system, and in any case probably does not refer to a literal period of time.

Tlaukhu: Also known as "The Twenty-nine". This is a council of the twenty-nine preeminent clans of Aslan society.

Tlaukhu'hai: Gathering of the Twenty-Nine.

Trokh: The Aslan language.

Tye: Literally "tiny sun"; star or stars, depending on context.

Tyao: Literally "star-spirits". Aslan heaven.

Uealaa: One aslan second, smallest commonly used unit of time; 1.988 standard seconds.

Ukhtai: Hero. The Aslan meaning pictures one who is perfectly in accord with the Aslan dictates of aokhaor and akhaoye.

Ukhtai eaiawehi: "In the Company of Heroes". The belief that an Aslan is surrounded by the "spiritual philosophies" of their ancestors.

Yae: A doorway or entrance.

Yaeatyao: "The gateway to heaven", where the star-spirits of Aslan warrior heroes and their deeds are remembered.

Ya'uiya: Dishonor. The word has been used to describe a kind of Aslan hell: "death-with-forgetting", i.e., to die and not be remembered by clan or family.

Ya'uiyekh: Literally "emptiness". Extinction.

Yerlik: Battle, especially a formal, referee-monitored contest between two parties.

Yerlikhelu: Literally battle-plains. The arranged place of meeting for a formal, referee-monitored battle.

Yoyeakhtef: A blend of Aslan artistic concepts—sometimes translated as "PDC", for poem/drama/calligraphy—as a single art form. It employs the complex Trokh cursive script, itself a demanding art form requiring a visual balance of the word shapes to convey meaning, to tell a story—usually mythic or heroic in nature—in dramatic verse. Yoyeakhtef is one of the most widespread of Aslan art forms, since it is extensively employed as decoration on Aslan ships, weapons, buildings, and personal ornamentation.

Si'khiraokhaor: The Warrior's Path of Honor. That which a warrior must do, based on his responsibilities to his clan.

Siya: Unmarried.

Sihouweliyuahryi: "Your pride calls to you." Traditional invocation by an Aslan who needs assistance, calling upon blood relatives for help.

Siyreakhaotoior: Classic Aslan literature; myths and legends of old.

Soistsea: Unknown lands.

Starl: Forty (base 8); equals 32 base 10.

Tahiwihteakhtau: Barbarians; those who lack understanding of Aslan culture.

Tai'ao: One of the air demons of ancient Aslan mythology. Sometimes pictured as guardians of heaven.

Tala: Books. The singular is *talat*. The word signifies a scroll which may be one organized section of a longer literary work consisting of several scrolls.

Taleryu: Aslan personal weapon favored by mercenaries and high-ranking nobles. It consists of a double-ended, crescent-shaped blade with a handle in the concave side designed to fit the Aslan hand. Used with broad, sweeping, slicing or slashing motions, they are sharp enough to sever fingers or hands easily. Occasionally called "meat cleavers" by humans.

Tao: Symbol-units of Trokh *yoyeakhtef*. One tao carries the meaning of a discrete word or phrase. Most often used to designate the name of an individual, clan, pride, or brotherhood.

Taro: "It comes". The philosophy of patience.

Tea: Ten (base 8); equals 8 base 10.

Tekhaao: An Aslan hour of eight *khtauaao*; 135.7 standard minutes.

Tlasoistsea: "Bounty of new lands". Sometimes used formally to describe a reward of land for valiant effort. The term denotes new lands or worlds for the taking by those upright and correct in spirit and, as such, can denote a kind of Aslan heaven.

ASLAN: REFEREE'S SECTION

The prior material was written by Aslan explaining their race to Imperial humans. In this section, we present any "behind the scenes" details the referee must know, plus correct any "untruths" the Aslan may have stated about themselves.

PHYSIOLOGY

Much like the pouncer genetic stock from which the Aslan came, they perform many of the activities which make up their day cycle during the night hours. This is not to say that the Aslan are a nocturnal race. Where a human day begins at dawn, the Aslan don't usually begin to stir until several hours after sunrise. Therefore, their circadian cycle is offset enough that roughly half of their waking hours fall during the hours of darkness.

PSYCHOLOGY

To the Aslan mind, aggressiveness is not a negative trait, as it is in human psychology. To the Aslan, aggressiveness is a useful characteristic. It allows them to accept the challenges of being, in effect, a latecomer in the interstellar community.

It should be remembered, however, that the Aslan natural aggressiveness makes them a difficult, and sometimes dangerous race to deal with. If they sense a weakness in an opponent, be it in a duel or in a business deal, they will go on the offensive, assaulting their opponent's position. Victory or defeat is not so much the issue — but a well-fought dispute is honorable to both the winner and the loser.

The complex set of rules which governs every aspect of Aslan life is said to have been established to contain the race's aggressiveness. This is only partially true. Many of their proprietary laws are holdovers from their racial origins. The pouncers, from which they evolved, have a social order which is nearly as complex as that of the Aslan themselves. By observing these cat-like creatures, one can see many Aslan customs, such as serving the leader of a group first at a banquet, or the reaction to a subordinate stepping out of bounds — all reflected in the social structure of the pouncers.

Balance is the key to keeping on the Aslan "straight and narrow." The Trokh word *haaealri* is sometimes translated into Galanglic as discipline or self-control, but given the context of the term as used in the Aslan philosophy section, the most accurate Galanglic translation is *balance*.

"Balance" refers to an equilibrium between the opposing halves of the Aslan nature. An excellent parallel to this equilibrium is the spiritual balance taught by many forms of martial arts. To the Aslan, the teachings of balance are best portrayed through discipline, right thinking, fair play, and strength of spirit.

CRIME AND PUNISHMENT

In crimes of passion, or crimes with victims, the gender of the accused is taken into account before judgement is passed. This is especially true if the crime is committed by a male and involves money. Aslan males have such a lack of experience where money is concerned that they are often acquitted where a female would be severely punished.

It should be remembered when dealing with Aslan that they treat non-Aslan on the basis of perceived, rather than biological, gender. A human male in a traditionally female job, could not hope to receive the same degree of leniency in a case involving money, as could a human female in a profession typically regarded as male by the gender-conscious Aslan.

HISTORY

Yerlyaruiwo and Khaukheairl did indeed mean to keep secret the arrival of the Terran research ship, *Pathfinder*, in -2013 Imperial. Aslan leaders knew about the prejudice that

exists in Imperial and Solomani space toward so-called "minor" races. If the Aslan suddenly came to be regarded as a minor race, they believed, their status or "honor" in interstellar politics might surely suffer.

Equally troubling, were it not for the promise of jump drive and the prospects of acquiring new worlds for their i hatei, Yerlyaruiwo and Khaukheairl would have destroyed Kusyu. Prior to 1109 Imperial, Aslan historians acknowledged this as fact. However, after 1109, historians quickly accepted the story of a Khaukheairl female having convinced the clans of the dishonor of an apocalyptic war. In truth, they could not be sure Khisaiyayeruiarl was more than a myth. But, standing by a myth seemed better than conceding that every Aslan owed his or her existence to the Solomani.

Even these facts seem minor in the face of a severely damaging secret still shared between Yerlyaruiwo and Khaukheairl. It too stems back to the time of the Terrans' arrival. When the *Pathfinder* landed on Kusyu, several clans already had space capability. The three most active were the Ahyufirulushi, Yerlyaruiwo, and Khaukheairl clans.

Ahyufirulushi was the clear leader. It had constructed the only orbital city and held both of Kusyu's moons, in addition to several bases and mining colonies scattered around the system. Although a medium-sized member of the Tlaukhu, its associated corporations were at least at tech level 8, almost a full tech level in advance of the Yerlyaruiwo and Khaukheairl.

The survivors from the *Pathfinder* told the Aslan of the many worlds that surrounded Kusyu. When the humans mentioned they did not discover jump drive until research stations were built far from suns and planets, Yerlyaruiwo and Khaukheairl clan leaders were alarmed. Ahyufirulushi had such stations, of which they spoke little. If they were near discovering jump drive, they could take the choice worlds for themselves and, with their early advantage, forever impede the Yerlyaruiwo and Khaukheairl.

In the drama that unfolded, both Yerlyaruiwo and Khaukheairl officers committed dishonors. This also forced an escalation of the war. By war's end, Ahyufirulushi had fallen as a major clan. Even its orbital city was destroyed, accompanied by the loss of thousands of innocent lives, and for nothing. As Yerlyaruiwo and Khaukheairl soon learned, Ahyufirulushi did not even have the beginnings of jump science. With its stations, the clan was simply exploring techniques and resources for the economic construction of space habitats.

Ever since then, the leaders of both major clans have carefully protected the secret of their dishonor. With honor involved, it matters not that 3,000 years have passed. Enemies of Yerlyaruiwo and Khaukheairl wanted the secret to leak out, feeling the Aslan people had covered the shame of these two leading clans long enough. The Hierate needed to be purged of this weighty secret.

With the help of strategically placed Aslan, an Imperial tourist party was allowed to "stumble" upon the great secret, and managed to escape Kusyu with the secret. Unknown to the Imperial party, they were helped to escape by Aslan who were enemies of the Yerlyaruiwo and Khaukheairl clans.

These enemies hope to see the two leading clans challenged by the other clans of the Tlaukhu, and a Hierate-wide clan war ensue. Ultimately, is their hope, the Yerlyaruiwo and Khaukheairl will suffer a devastating blow to their honor, making the way for a completely new balance of power in the Tlaukhu.

ASLAN CHARACTER GENERATION

For the most part, Aslan characters follow the basic character generation procedures from the *Players' Manual*. Differences in Aslan physiology and social structure make some exceptions to the standard rules necessary.

The greatest change comes from the separation of duties among male and female Aslan. Certain skills are taught only to Aslan of one particular gender. These character generation rules clearly designate male and female skills, and they work to limit the learning of inappropriate skills.

Other changes to the rules reflect the differences in Aslan outlook, as well as the difference in the length of the human and the Aslan lifespan.

INITIAL CHARACTER GENERATION

Six basic characteristics describe Aslan characters. They are the same six used to describe human characters: Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing.

Values for these characteristics initially range from 1 to 13. For Aslan, Strength and Endurance are determined by throws of 2D+2. Dexterity is rolled on a 2D-1 throw. Intelligence, Education, and Social Standing are rolled on unmodified 2D throws.

Modifications during the character generation process may raise characteristics to 15 (F) — 17 (H) in the case of Strength and Endurance. Values do not drop below 1 except in cases of aging or severe injury.

Use the standard six-place Universal Personality Profile format to record Aslan characteristics. Use numerals to record values of 0 through 9; use letters A through H to record values of 10 through 17.

Naming Characters: Aslan characters need names, just as human characters do. Create names from scratch, or generate them using the Aslan word generation tables.

The full details of the formal Aslan name are too complex to go into here, but most Aslan use a shortened informal name or nickname. The full name is reserved for formal settings.

Here are some sample Aslan full names.

Tlehiui	Esouearl
Tlankhu	Eiwytlil
Teauearl	Hwyoweas
Kalear	Akhwohkyal
Ktiskheao	Fesoikhta
Easokhou	Khyuryatre
Yehstahwey	Hrahraiu
Wafoua	Eteasteah
Oakhhafuh	Hruhyaou
Hleakhayes	Iroioah

The syllable *ko* at the end of an Aslan's name means *himself* and is used exclusively by the head of a clan, so care should be taken than an Aslan name ending in *ko* not be chosen — unless the character is the head of a clan (usually social level F).

Character Titles: Aslan do not have titles as such, although a high social standing may be denoted by certain parts of the individual's name (for instance, the ending *ko*, as explained above).

Gender: Since gender matters so much to an Aslan, a player must decide on the gender of their character before starting character generation. The player can either choose, or the gender can be selected randomly.

CHARACTERISTICS

For easy reference, the official definitions for the six Aslan characteristics are given below:

Strength indicates the ability to apply physical force using muscles.

Dexterity measures physical coordination and the ability to perform detailed manipulation of objects.

Endurance measures physical stamina and the ability to continue to work over time.

Intelligence corresponds to native ability to manipulate knowledge, apply logic, and arrive at conclusions. It corresponds to IQ or "raw" intelligence.

Education indicates the level of accumulated general knowledge gained in formal and informal settings.

Social Standing notes the social class and level of society from which the character (and his or her family) comes.

In addition, Aslan characters have other attributes, such as age, rank, money, skills, and possessions.

HOMEWORLD

Select a homeworld for the Aslan character after you have rolled his or her six characteristics. Select a known Aslan homeworld, such as Kusyu or some other example, or generate a new one using the Aslan homeworld generation table or the Aslan world generation rules.

The procedure for generating non-specific homeworlds is identical to that described in the *Players' Manual* on page 13. The law code and tech code columns on the Aslan homeworld generation table differ from those for human worlds, reflecting the unique nature of Aslan settlements. Simply roll 2D for each column of the table, applying DMs as instructed.

CAREER TYPES

This book introduces 18 careers suitable for Aslan.

Each career below lists certain gender and homeworld restrictions. The character must meet those restrictions, or the character cannot attempt to enroll in that career. The careers are:

Artist: One who finishes the construction of things by applying profound Aslan script. Can be male or female. Can come from any world.

Assassin: Private "law enforcer" who hires out to wronged individuals. Must be male. Must come from a world with a tech code of Indust+.

Belter: Aslan equivalent of a belter. Must be female. Must come from a world with a tech code of Early Stellar+.

Envoy: Aslan equivalent of a interclan diplomat. Must be male. Must come from a world with a tech code of Indust+ and a law of Low Law+.

Flyer: Aslan equivalent of a flyer. Must be male. Must come from a world with a tech code of Indust+, a population of Mod Pop+, and an atmosphere of Thin+.

Management: Aslan equivalent of a bureaucrat. Must be female. Must come from a world with a population of Mod Pop+ and a law code of Low Law+.

Mariner: Aslan equivalent of a sailor. Must be male. Must come from a world with a hydrographics of Wet+.

Medic: Aslan equivalent of a doctor. Must be female. Must come from a world with a tech code of Indust+.

Military: Aslan equivalent of the Army/Marines. Can be male or female, although females have a negative DM of -4 to enlist. Must come from a world with a tech code of Pre-Stellar+.

Military Officer: Aslan equivalent of higher ranking (generally non-combatant) Army/Marines. Can be male or female, although females have a negative DM of -2 to enlist. Must come from a world with a tech code of Pre-Stellar+.

Outcast: One who varies from the strict Aslan way. Can be male or female. Can come from any world.

Pirate: Aslan equivalent of a pirate. Can be male or female,

ASLAN HOMEWORLD DESCRIPTION CODES							
Star- Die port	Size	Atmos	Hydro	Population	Law Code	Tech Code	
2 A	Asteroid	Vacuum	Desert World	Low Pop	No Law	Pre-Industrial	
3 A	Small	Vacuum	Desert World	Low Pop	Low Law	Industrial	
4 A	Small	Thin	Dry World	Mod Pop	Low Law	Industrial	
5 A	Small	Thin	Dry World	Mod Pop	Low Law	Pre-Stellar	
6 A	Small	Standard	Wet World	Mod Pop	Mod Law	Pre-Stellar	
7 B	Medium	Standard	Wet World	Mod Pop	Mod Law	Early Stellar	
8 B	Medium	Standard	Wet World	High Pop	Mod Law	Early Stellar	
9 B	Medium	Dense	Wet World	High Pop	Mod Law	Avg Stellar	
10 C	Large	Dense	Wet World	High Pop	Mod Law	Avg Stellar	
11 C	Large	Exotic	Wet World	High Pop	High Law	Avg Stellar	
12 D-X	Large	Exotic	Water World	High Pop	Ext Law	High Stellar	

on D-X:

Roll 1D;

1-3=D

4-5=E

6=X

DMs:

Asteroid, -9

Small, -2

Large, +2

DMs:

Small, -2

Large, +2

DMs:

Starport A, +3

Starport B, +2

Starport C, +1

Starport X, -2

Asteroid, +1

Water World, +1

Low Pop, +2

High Pop, +1

SOME TYPICAL ASLAN HOMEWORLDS

Here are a few examples of select Aslan homeworlds, which serve to illustrate the variety that is possible.

Kusyu (Dark Nebula Sector): The homeworld of the Aslan and Hierate capital. Starport A, Large Size, Standard Atm, Wet World, Hi Pop, Mod Law, Hi Stellar.

Akhlare (Dark Nebula Sector): Most populous world in the Gerontocracy of Ormine. Starport B, Medium Size, Std Atm, Wet Hyd, Hi Pop, Mod Law, Pre-Stellar.

Hluahyahe (Ealiyasiw Sector): Yerlyaruiwo clan owned and interdicted world. Starport X, Medium Size, Vacuum Atm, Wet Hyd (Ice), Low Pop, Hi Law, Early Stellar.

Ihoio (Iwaufuah Sector): Syoisuis clan dominated world. Starport B, Medium Size, Exotic Atm, Wet Hyd, Mod Pop, Low Law, High Stellar.

UI (Dark Nebula Sector): Homeworld of the Ulane minor race. Starport A, Medium Size, Std Atm, Drt Hyd, Mod Pop, Hi Law, Pre-Stellar.

Wahtoikoeakh (Riftspan Reaches Sector): Most populous world in Riftspan Reaches Sector. Starport A, Medium Size, Std Atm, Wet Hyd, Hi Pop, Mod Law, High Stellar.

Earle (Dark Nebula Sector): Aslan world with high percentage of human population. Starport C, Medium Size, Vacuum Atm, Dry Hyd, Hi Pop, Hi Law, Early Stellar.

although females have a negative DM of -2 to enlist. Must come from a world with a tech code of Early Stellar+.

Scientist: Aslan equivalent of a scientist. Must be female. Must come from a world with a tech code of Pre-Stellar+.

Space: Aslan equivalent of the Navy/Merchants/Scouts. Can be male or female, although females have a negative DM of -4 to enlist. Must come from a world with a tech code of Early Stellar+.

Space Officer: Aslan equivalent of higher ranking (generally non-combatant) Navy/Merchants/Scouts. Can be male or female, although females have a negative DM of -2 to enlist. Must come from a world with a tech code of Early Stellar+.

Teacher: One who specializes in enforcing Aslan propriety and protocol. Must be male. Can come from any world.

Technician: One who is very good at working with the hardware/software side of society. Must be female. Must come from a world with a tech code of Indust+.

Wanderer: One who explores in hopes of finding new land-holds. Must be male. Must come from a world with a tech code of Early Stellar+.

ACQUIRING SKILLS AND EXPERTISE

Aslan begin their careers by undergoing the Aslan *rite of passage*, selecting a service, then enlisting.

Akuaeuhrekhyeh: At the age of 16 ftahea, all Aslan undergo a rite of passage: the *akuaeuhrekhyeh*. This rite tests the individual's fitness to enter society and has an impact on the service which may be selected by the character.

The actual rite is a test which examines the individual's abilities and qualities; here we simulate it with die rolls. Males and females

undergo different rites.

A male Aslan rolls 2D and compares it to each of his six characteristics. A rite of passage number is created by adding one point for each characteristic which is greater than the throw. For example, an Aslan male with a UPP of 78AC85 throws 7 for rite of passage. His rite of passage number is 4.

A female Aslan rolls 2D and compares it to INT, EDU, and SOC. A rite of passage number is created by adding two points for each characteristic which is greater than the throw.

The rite of passage number is a +DM for enlistment in most careers.

Enlistment: If enlistment is unsuccessful, the character is immediately reduced to SOC 2 and becomes an Outcast. The character may automatically enter the career of Outcast, or they may attempt to enlist in the Pirates. If the Pirate enlistment fails, the character *must* become an Outcast.

Terms of Service: Enlistment begins a term of service of eight Ftahea (seven standard Imperial years).

Default Skills: Some characters receive level-0 default skills. See the character generation tables for specifics.

Survival: Survival works as usual. See the *Players' Manual* for details. However, because of the longer Aslan term, the survival rolls for Aslan and humans are not directly comparable.

Commissions/Positions and Promotions: In the Space and Military, a commission transfers the character to the corresponding officer career. The transfer takes place when rolled — immediately begin using the new tables.

Special Duty: Special duty works as normal.

Skills and Training: Aslan characters acquire skills in each term of service, just as humans do. Commissions, promotions, and special duty all affect the number of skills received.

Note that some skill tables are only available to Aslan of a particular gender. Rolls on other tables are modified by DMs based on the character's gender. Despite these changes, the tables provide both skills and characteristic adjustments, as usual.

Because of the extra length of the Aslan term, two skills are allowed for each term of service. Careers without commission or promotion receive three skills per term of service.

A character receives an extra skill for a successful commission/promotion throw. Two extra skills (instead of one) are obtained for rolling 2 more than the required throw and *three extra skills* for rolling 4 more than the required throw.

A character receives an extra skill for a successful special duty throw. Two extra skills (instead of one) are obtained for rolling 2 more than the required throw and *three extra skills* for rolling 4 more than the required throw.

Skills are acquired as in standard MegaTraveller character generation. Initial acquisition gives a character one level in the skill; subsequent acquisitions grant additional levels.

Cascade skills must be chosen when they are acquired.

SKILL CHANGES FOR ASLAN

Aslan deal with skills primarily on a gender basis: males feel that some skills are dishonorable and beneath them — females feel that some skills are shallow or simply unsuitable.

As a result, Aslan identify some skills a common (available to both sexes), male, or female. In addition, there are a few skills that a non-Aslan would classify as rare (generally unknown or unappreciated or in Aslan society).

Sometimes an Aslan will be forced to learn a skill that is inappropriate for his or her gender — in these cases, the Aslan will keep this fact secret. For example, it is widely known that Wanderers often learn Engineering on the small ships they use; polite society ignores this impropriety. A former Wanderer will never discuss it, and never expect to be hired as an engineer.

For Aslan outside traditional Aslan communities, the acceptability of certain skills will vary.

Rare Skills: Blade combat is rare in Aslan society — the category Personal Weapons replaces it. Brawling is rare, being replaced by Dewclaw. Gambling is rare, with no Aslan replacement or equivalent. History is rare, Tradition replaces it — Tradition is a unique mix of History skill and Persuasion.

Male Skills: Male skills are indicated by an (M) suffix in the skills tables and cascade skill lists.

Female Skills: Female skills are indicated by an (F) suffix in the skills tables and cascade skill lists.

Common Skills: Any skills without a suffix are commonly available and learned by both males and females.

Specific Aslan Skills: Uniquely Aslan skills include Dewclaw, Independence, Meditation, Personal Weapons, Tolerance, and Tradition.

Dewclaw: Dewclaw skill replaces Brawling in all Aslan hand-to-hand combat tasks. The skill governs use of the specialized Aslan dewclaw in fighting situations.

Independence: Independence reflects a male Aslan's ability to deal with concepts of money — an ability traditionally relegated to female Aslan. For a male to acquire Independence skill, throw the

character's Social Standing or higher. This roll represents the disdain of financial matters most common among Aslan of high status.

Specifically, Independence skill governs the individual's ability to function without supervision in situations involving money. Lack of the skill indicates no understanding of money whatsoever. Such an individual must be looked after by a wife or companion who can pay for things and see that the character's financial needs are handled responsibly.

In play, tasks can be generated as needed to govern particular situations. Characters with little or no skill will find it difficult to realize when a price is outrageously high; more experienced characters will be harder to swindle.

Meditation: Allows a character to duplicate lesser feats of psionic Awareness skill. Meditation is used by Aslan who practice it to hone the body and mind, often in preparation for a critical event about to occur.

Treat the character's Meditation skill level as the "psionic strength of Awareness" when using this skill — see the Awareness section of the Psionics chapter in the *Players' Manual*. Aslan characters with Meditation skill cannot perform regeneration, but they can perform any other awareness task.

Personal Weapons (Cascade: Akhaeh, Cudgel, Fierah, Pole-arm): The character is skilled in the use of specific Aslan hand combat weapons.

The Aslan never did develop blade combat, instead depending on their dewclaws. What personal weapons they did develop are similar in nature to bows, polearms, clubs, and other pre-gunpowder weapons developed by humans. The New Rules section describes these uniquely Aslan weapons and their use.

Tolerance: This skill reflects the individual's ability to get along with others outside of family, pride, clan, and race. It reflects experience in

dealing with non-Aslan and ignoring lapses of propriety on their part. Non-Aslan are rarely found in the company of Aslan who lack Tolerance skill.

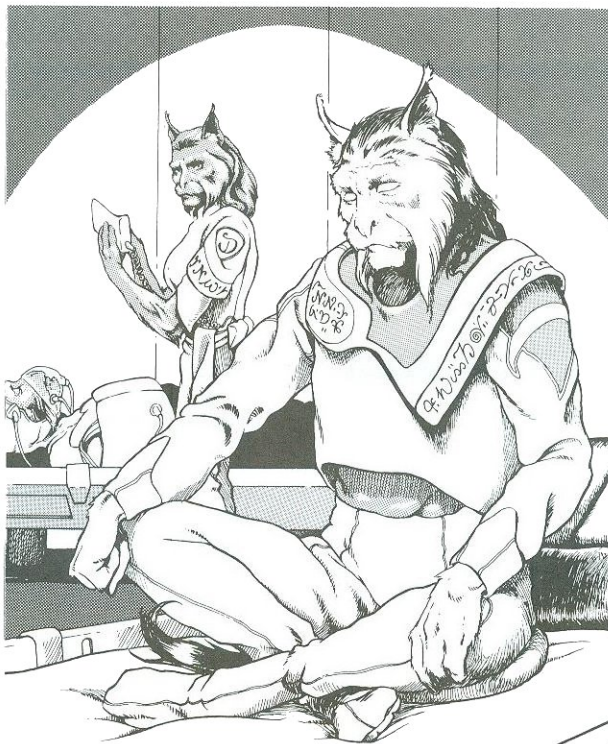
Detailed rules for the use of Tolerance skill can be found in the New Rules section.

Tradition (Also serves as: History or Persuasion minus 1 when dealing with other Aslan): Tradition skill reflects a knowledge of Aslan social convention. More specifically, it encompasses knowledge of proper behavior, fine points of honor, revered ancestors, and obscure cultural lore.

In play, Tradition skill can be used to spot minor improprieties and breaches of honorable conduct, or to determine a character's knowledge of the details of Aslan cultural history. It can also be used for various functions within duels (see the duelling rules elsewhere in this book) and as a means of persuading other Aslan.

Reenlistment: For the most part, players of Aslan characters can end the character generation process at any point, entering their characters into the game at will. However, when a player wishes to end character generation, he must still make a reenlistment roll to check for mandatory reenlistment — see below.

Reenlistment rolls can have three results. If the player wants to keep a character in a given career, he must make the stated reenlistment throw. If he fails to make the roll, the character is forced to muster out. However, a roll of 12 always forces reenlistment, even if the player wanted to end the character's service.



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Retirement: Most Aslan characters retire at the end of their fifth term unless forced to reenlist. Reenlistment is forced on a reenlistment throw of 12 exactly.

After the fifth term, if a character wishes to remain in the career for another term, apply a DM of -1 to the roll for each term past the fifth term. Thus to enter the sixth term, apply a DM of -1; the seventh term, DM-2; eighth term, DM-3, and so on.

Aslan characters do not receive retirement pay for service.

Mustering Out: Aslan characters become eligible for various benefits when they muster out. The procedures are similar to those described in the *Players' Manual*, but the benefits differ.

Note that the character's gender and Social Standing determine applicable DMs on the benefit tables. Also note that female characters may make as many rolls as desired on the cash benefit table, while the number of rolls for male characters is limited to their Independence skill level. Additionally, all cash amounts males receive are halved.

New mustering out benefits for Aslan include Independence, Tolerance, Instruments, Land, and Corporation.

The Independence benefit gives male Aslan one level of Independence skill per receipt. Note that males must roll their Social Standing or greater to actually accept the skill. If a female character receives this benefit, she may treat it as the standard Weapon benefit from the *Players' Manual*.

The Tolerance benefit grants one level of Tolerance skill.

Instruments are a benefit given to Aslan medics. Receipt allows the medic 2DxCr1,000 to spend on medical equipment.

The Land benefit grants the character ownership of a landhold. The size of the landhold equals 10 to the (Social Standing minus 8)th power, expressed in square kilometers. (For example, an Aslan with Social Standing of 12 would receive a landholding of 104 — 10,000 — square kilometers.)

The referee also must roll 1D+4; the result is the number of *ftahea* which must pass before the landhold may be claimed. Each additional receipt of the Land benefit reduces this time period by 1 *ftahea*. When this period expires, the character must return to claim his landhold. Characters with Independence-3+ can choose to continue adventuring, however. In this case a male relative is appointed to administer the land in the character's name.

The Corporation benefit gives females ownership of an operating corporation. The corporation has assets of MC4D-3 and produces net profits equal to 4% of its assets. Multiple receipts of this benefit are cumulative; they merely increase the size of the corporation.

Other benefits provide middle and low passages, cash allowances, characteristic increases, weapons, and starships. These benefits are identical to those described in the *Players' Manual*, except in the case of starship benefits.

A Courier grants the character use of a *Ktiyhui*-class courier.

An Escort gives possession of an *Ekwasiykua*-class fighting craft.

A Scout gives a *Hraye*-class scoutship.

A Seeker gives a *Kteiroa*-class prospecting vessel.

A Trader gives an *Eakhau*-class merchant ship.

In most cases, the character does not own the ship. Rather, the ship is owned by the character's clan, or by a corporation, which has granted the character use of the ship. However, Pirates who roll the Escort benefit and Belters who roll the Seeker benefit enjoy sole ownership of their vessels.

AGING AND ANAGATHICS

As stated, each full term adds 8 *ftahea* (about 7 human years) to the character's age. When an Aslan character reaches age 56 at the end of the sixth term, aging begins. Note that Aslan characters roll for characteristic loss every 2 *ftahea* (four times per term) once aging has begun. This is a change from the standard rules, as humans must roll only once per term.

Use of anagathics is rare among Aslan. Still, anagathic treatments are available per the rules on page 16 of the *Players' Manual*. However, Aslan must take anagathics every 2 *ftahea*, rather than just once per term, for noticeable effect. This adds greatly to the drugs' already exorbitant cost.

UNIQUELY ASLAN PROFESSIONS

Some unique career twists exist among Aslan.

The Assassin: To the Aslan, the assassin is a highly honorable career choice. The Aslan assassin rights major dishonors, and receives great honor in hiring himself out for a lifetime of such service. To explain the Aslan assassin in career terms a human understands, the closest parallel would be a three-way mix of priest-law enforcer-bounty hunter. The priest knows what is right conduct in society, and shows society by his example. The law enforcer sees that criminals — those who commit terrible dishonors — answer to society for their wrongs. And the bounty hunter makes a career of seeking out criminals using any means available — and reaps great reward for his efforts.

Humans view the assassin as dark and dastardly — and to the Aslan, there is a reason for that. The human assassin seeks to "pick off" the victim without the victim's knowledge, while putting himself in minimum danger. Not so with the Aslan assassin. The Aslan assassin warns his prey that he is coming, and when he arrives, he confronts the prey in person (often at great personal risk), and duels him to the death. In doing this, the Aslan assassin demonstrates great bravery and honor. It is in this "fair" contest that the dishonor will be made right, once and for all. Slaying the prey from a distance or unduly stacking the odds against his prey is not part of the Aslan assassin's approach to his profession.

Knowing one is the target of an assassin — even an honorable assassin — is enough to rattle one's nerves. The Aslan assassin will use whatever means possible to seek the face to face confrontation — at the time and place of his (the assassin's) choosing. While the assassin may specify that he is coming, he won't say *exactly* when or where. Once confronted by an assassin, the prey — if he is to regain his honor — must allow the duel to occur. To "call in the guards" or some like action that prematurely ends the one-on-one confrontation is a grave dishonor.

The honorable way to hire an assassin is to balance the contest. The more closely balanced the contest, the greater the honor of an assassination duel in the eyes of the Aslan. Thus a young and strong assassin is not sent against an old and feeble prey. An old assassin is sent to assassin-duel an old prey. If the assassin determines the contest is not a fair one (he arrives to find the otherwise strong to be sick and weak), he is duty-bound to try another time or return to the one who hired him and tell him a different assassin must be hired. Champion replacement on the part of the prey (see below) is not an honorable practice in an assassin-duel. The assassin must fight the actual prey.

Certain Aslan "sub-professions" are also common. These depend more on specific skills than a certain career.

The Champion: Aslan of great age (72 *ftahea* or beyond) or obviously impaired health cannot fairly be expected to engage in duels with younger, healthier individuals. While this responsibility usually falls to younger relatives, in some cases, none may be available. In such situations, Aslan can call on the services of a professional champion. Female champions are paid in money, while males generally receive gifts of art items or weapons. (Noble males would expect grants of land, but most feel the champion role to be beneath their dignity.) The only requirement for being a champion is a high level of Dewclaw skill.

The Adventurer: The adventurer is a member of one of the Hierate's brotherhoods, wandering space and defending the ideals of his order. He finds little direct support from the brotherhood. However, clan lords readily retain his services, see to his needs, and provide transportation for him as a point of honor. The adventurer can come from any career background, with any assortment of skills. Typically, however, he is a capable combatant with a Tradition skill of 2 or better.

ASLAN CHARACTER GENERATION

BASIC SKILL ELIGIBILITY

For initial term of service3
 Per subsequent term of service ..2
 Upon receiving commission1
 Upon receiving promotion1
 Upon receiving special duty1
Note: Artists receive three skills per term instead of 2.

If the throw (including DMs) for commission, promotion, or special duty is 2 greater than the required throw, then two skills are received instead of one; if the throw is 4 greater, then three skills are received instead of one.

MUSTER OUT BENEFITS

Per term of service2
 If rank 1, 2, or 31
 If rank 4, 5, or 62
 If Soc 9+1

Benefits Table: DM+1 if Soc 9+; DM+1 if male.

Cash Table: DM+1 if Independence-3+.

RETIREMENT

Most Aslan characters retire at the end of their fifth term unless forced to reenlist. Reenlistment is forced on a reenlistment throw of 12 exactly.

After the fifth term, if a character wishes to remain in the career for another term, apply a DM of -1 to the roll for each term past the fifth term. Thus to enter the sixth term, apply a DM of -1; the seventh term, DM-2; eighth term, DM-3, and so on.

Aslan characters do not receive retirement pay for service.

AGING TABLE

Loss (Saving Throw) End of
Age Str Dex End Int Term
 56 -1(8+) -1(8+) -1(7+) — 6
 62 -1(8+) -1(9+) -1(8+) — 7
 68 -1(9+) -1(9+) -1(9+) — 8
 74 -1(9+) -1(9+) -1(9+) — 9
 80+ -2(10+) -2(10+) -2(10+) -1(9+) 10

ENLISTMENT RESTRICTIONS

Space Early Stellar+
 Space Officer Early Stellar+
 Military Pre-Stellar+
 Military Officer Pre-Stellar+
 Management Mod Pop+
 Low Law+
 Artist Any World

PRIOR SERVICE TABLE — FEMALE

	Space	Space Officer	Military	Military Officer	Management	Artist
Enlistment	8+	10+	7+	9+	8+	9+
DM for enlistment equals rite of passage number						
Survival	7+	7+	8+	8+	7+	7+
DM +3 if	Int 8+	Int 8+	Edu 7+	Int 9+	Int 8+	Dex 8+
Commission	10+	—	9+	—	9+	—
DM +1 if	Soc 6+	—	Soc 9+	—	Edu 8+	—
Promotion	—	7+	—	7+	8+	—
DM +1 if	—	Int 8+	—	Int 9+	Int 8+	—
Special Duty	6+	4+	6+	4+	6+	4+
Reenlist	5+	6+	5+	6+	6+	4+

PRIOR SERVICE TABLE — MALE

	Space	Space Officer	Military	Military Officer	Artist
Enlistment	8+	11+	7+	10+	12+
DM for enlistment equals rite of passage number					
Survival	7+	8+	7+	8+	7+
DM +3 if	Int 7+	Int 8+	End 8+	Edu 6+	Dex 8+
Commission	11+	—	10+	—	—
DM +1 if	Soc 9+	—	Soc 9+	—	—
Promotion	—	8+	—	7+	—
DM +1 if	—	Edu 8+	—	Edu 7+	—
Special Duty	6+	4+	5+	4+	4+
Reenlist	5+	6+	4+	5+	4+

Social level 9+ is required to enlist in Space Officer and Military services; space and military characters receiving commissions are automatically advanced to social level 9. Characters cycle through this table during each term of service. The reenlistment die throw is required even if the character does not intend to reenlist (a roll of 12 exactly calls for mandatory reenlistment).

TABLE OF RANKS

	Space Officer		Military Officer		Management	Artist
	Male	Female	Male	Female		
Rank 1	Intendent	Intendent	Cadet	Cadet	Administrator	—
Rank 2	Lieutenant	Lieutenant	Lieutenant	Lieutenant	Supervisor	—
Rank 3	Senior Lt	Senior Lt	Captain	Captain	Manager	—
Rank 4	Comdnt Lt	Executive Lt	Commandant	Executive	Executive	—
Rank 5	Captain	Executive	Sr Comdnt	Sr Executive	Officer	—
Rank 6	Admiral	Chief of Staff	General	Chief of Staff	Director	—

Space and Military Officers begin with rank 1; characters in Space and Military who receive a commission receive rank 1. Management characters begin with no rank and receive rank 1 when first commissioned.

MUSTERING OUT TABLES

Benefits Table

Die Roll	Space	Space Officer	Military	Military Officer	Management	Artist
1	Low Psg	Mid Psg	Low Psg	Mid Psg	Low Psg	Low Psg
2	+1 Int	+1 Int	+1 End	+1 Int	+1 Int	+2 Int
3	+1 Edu	+2 Edu	+1 Edu	+2 Edu	+2 Edu	+2 Edu
4	Weapon	Weapon	Weapon	Weapon	Mid Psg	Weapon
5	Pers Wpn	Independ	Pers Wpn	Independ	Independ	Independ
6	Mid Psg	Mid Psg	Mid Psg	Mid Psg	Mid Psg	+1 Soc
7	+1 Soc	+1 Soc	+1 Soc	+1 Soc	Trader	Mid Psg
8	Land	Land	Land	Land	—	—

DM+1 if Soc 9+; DM+1 if male. Females receive any weapon or personal weapon skill in place of Independence. Weapon benefits must be declared immediately, additional benefits of weapon may be declared as skill in a weapon of the type previously taken.

Cash Table (in credits)

Die Roll	Space	Space Officer	Military	Military Officer	Management	Artist
1	500	1,000	500	1,000	5,000	500
2	1,000	5,000	500	1,000	5,000	1,000
3	1,000	5,000	1,000	5,000	10,000	5,000
4	5,000	10,000	1,000	5,000	20,000	10,000
5	5,000	20,000	5,000	10,000	20,000	30,000
6	10,000	50,000	5,000	20,000	40,000	70,000
7	20,000	50,000	10,000	50,000	100,000	100,000

A female may take any or all of her benefit throws on this table. A male's number of throws may not exceed his Independence skill level. Males receive half the amount shown.

ASLAN CHARACTER GENERATION

1. Personal Development Table (all characters)

	Space	Space Off	Military	Military Off	Managemnt	Artist
1	Independ	Independ	Independ	Independ	—	Independ
2	+1 Str	+1 Str	+1 Str	+1 Str	+1 Str	+1 Dex
3	+1 Dex	+1 Dex	+1 Dex	+1 Dex	+1 Dex	+1 Dex
4	Physical*	Physical*	Physical*	Physical*	Physical*	Physical*
5	Mental*	Mental*	Mental*	Mental*	Mental*	Mental*
6	Admin	Space*	Economic*	Interperson*	Economic*	Academic*

DM+1 if female, DM-1 if male. Males throw 2D for Soc+ to keep Independence result.

2. Service Skills Table (all characters)

	Space	Space Off	Military	Military Off	Managemnt	Artist
1	Space Cbt*	Space*	Gun Cbt*	Inborn*	—	Independ
2	Vacc Suit	Vacc Suit	Vehicle*	Vehicle*	Economic*	Tradition
3	Gun Cbt*	Mixed Cbt*	Mixed Cbt*	Mixed Cbt*	Trader	+1 Edu
4	Mixed Cbt*	Mixed Cbt*	Pers Wpn	Tolerance	Mixed Cbt*	Physical*1
5	Gun Cbt*	Gun Cbt*	Gun Cbt*	Blade Cbt*	Tolerance*	Inborn*
6	Interperson*	Space Tech*	Cbt Supprt*	Inborn*	Academic*	Inborn*

DM+1 on this table if female, DM-1 if male.

3. Service Skills Table (females only)

	Space	Space Off	Military	Military Off	Managemnt	Artist
1	Computer	Computer	Interperson*	Interperson*	Interperson*	Vice*
2	Mechanical	Tolerance	Mechanical	Cbt Supprt*	Vice*	Mechanical
3	Space*	Space*	Cbt Supprt*	Technical*	Economic*	+1 Dex
4	Inborn*	Inborn*	Technical*	Interperson*	Economic*	Inborn*
5	Technical*	Technical*	Technical*	Technical*	Vice*	Technical*
6	Military Med*	Military Med*	Military Med*	Military Med*	Technical*	Academic*

4. Service Skills Table (males only)

	Space	Space Off	Military	Military Off	Managemnt	Artist
1	Space Cbt*	Space Cbt*	Special Cbt*	Independ	—	Academic*
2	Vehicle*	Space*	Mixed Cbt*	Leader	—	Tradition
3	Space*	Leader	Vehicle*	Mixed Cbt*	—	+2 Dex
4	Space*	Exploratory*	Vehicle*	Tolerance	—	Technical*
5	Inborn*	Tolerance	Inborn*	Inborn*	—	Inborn*
6	Interperson*	Interperson*	Interperson*	Interperson*	—	Interperson*

*Indicates a cascade skill; must immediately select a single skill from list of cascade skills.

CASCADE SKILLS LIST

Academic: Admin(F), Linguistics, Persuasion, Science*, Tradition, +1 Edu

Aircraft: Lighter-than-air, Prop-driven, Jet-driven, Helicopter.

Animal Handling: guard/hunting beasts(M), falconry(M), equestrian, herding(F).

Cbt Support: Cbt Eng(F), Demo(F), FA Gnry(F), Fwd Ob(F), Hvy Wpns(F).

Economic: Admin(F), Broker(F), Legal(F), Independence(M), Trader(F).

Environ: Animal handling*, Personal Wpns, High-G environ, Hunting(M), Recon, Survival, Stealth(M).

Exploratory: Pilot(M), Sensor Op(F), Survey, Survival, Vacc Suit, Vehicle*.

Gun Cbt: Handgun†, Laser Weapons†, Rifles†, Neural Weapons, Shotgun†.

Gunnery: Turret Weapons(M), Spinal Weapons(M), Screens(F).

Interperson: Admin(F), Interview, Liason, Linguistics, Steward(F), Tolerance.

Inborn: Artisan, Carousing, Instruction, Jack-O-T(F), Tactics(M), Leader(M).

Mental: +1 Int, +1 Edu, Meditation.

Military Med: Forensic(F), Medical(F), Recon, Survival.

Mixed Cbt: Dewclaw, Gun Cbt*, Personal Wpn, +1 Str, +1 End.

Physical: +1 Str, +1 Dex, +1 End.

Science: Biology(F), Chemistry(F), Genetics(F), Forensic(F), Medical(F), Physics(F), Robotics(F).

Space: Engineering(F), Navigation(F), Pilot(M), Sensor Op(F), Ships Boat(M), Vacc Suit, Zero-g Environ.

Space Cbt: Fleet Tactics, Gunnery†(M), Sensor Op(F), Ship Tactics(M).

Space Tech: Communications(F), Computer(F), Engineering(F), Gravitics(F), Vacc Suit.

Special Cbt: Btl Drs(M), Cbt Rifles†(M), Grav Belt, Hi-eng Wpn†, Hi-g Env, Stealth(M), Survival, Zero-g Env.

Technical: Communications(F), Computer(F), Electronics(F), Gravitics(F), Robot Op(F), Sensor Op(F).

Vehicle: Aircraft*(M), Grav Belt, Grav Vehicle(M), Ships Boat(M), Tracked Vehicle(M), Watercraft*(M), Wheeled Vehicle.

Vice: Bribery(F), Disguise, Forgery(F), Intrusion, Streetwise.

Watercraft: Hovercraft(M), Large Watercraft(M), Small Watercraft(M), Submersible(M).

†Indicates an included skill. Included skills are:

ATV: Includes skill in wheeled vehicle and tracked vehicle.

Cbt Rifles: Includes skill in carbine, rifle, assault rifle, LAG, ACR, and gauss rifle.

Handgun: Includes skill in auto pistol, gauss pistol, revolver, body pistol, snub pistol, and SMG.

High Energy Weapons: Includes skill in all PGMP and FGMP weapons.

Laser Weapons: Includes skill in laser carbine, laser rifle, and laser pistol.

Polearm: Includes skill in bayonet, spear, halberd, and pike.

Rifles: Includes skill in carbine, rifle, and auto rifle.

Shotgun: Includes skill in shotgun and auto shotgun.

DEFAULT SKILLS

Characters receive default skills for their homeworld tech codes and careers:

Industrial Whl Veh-0

Pre-Stellar Whl Veh-0

Early Stellar Computer-0

Whl Veh-0

Average Stellar Computer-0

Grav Veh-0

High Stellar Computer-0

Grav Veh-0

Space Vacc Suit-0

RANK AND SERVICE SKILLS

Male Space Officer Leader-1

Female Space Off Admin-1

Male Military Dewclaw-1

Female Military Rifles-1

Male Military Officer Tactics-1

Female Military Off Admin-1

Management Admin-1

Male Soc 9+ Leader-1

ASLAN CHARACTER GENERATION

BASIC SKILL ELIGIBILITY

For initial term of service3
 Per subsequent term of service ...2
 Upon receiving commission1
 Upon receiving promotion1
 Upon receiving special duty1

Note: Artists receive three skills per term instead of 2.

If the throw (including DMs) for commission, promotion, or special duty is 2 greater than the required throw, then two skills are received instead of one; if the throw is 4 greater, then three skills are received instead of one.

MUSTER OUT BENEFITS

Per term of service2
 If rank 1, 2, or 31
 If rank 4, 5, or 62
 If Soc 9+1

Benefits Table: DM+1 if Soc 9+; DM+1 if male.

Cash Table: DM+1 if Independence-3+.

RETIREMENT

Most Aslan characters retire at the end of their fifth term unless forced to reenlist. Reenlistment is forced on a reenlistment throw of 12 exactly.

After the fifth term, if a character wishes to remain in the career for another term, apply a DM of -1 to the roll for each term past the fifth term. Thus to enter the sixth term, apply a DM of -1; the seventh term, DM-2; eighth term, DM-3, and so on.

Aslan characters do not receive retirement pay for service.

AGING TABLE

Loss (Saving Throw)					End of
Age	Str	Dex	End	Int	Term
56	-1(8+)	-1(8+)	-1(7+)	—	6
62	-1(8+)	-1(9+)	-1(8+)	—	7
68	-1(9+)	-1(9+)	-1(9+)	—	8
74	-1(9+)	-1(9+)	-1(9+)	—	9
80+	-2(10+)	-2(10+)	-2(10+)	-1(9+)	10

ENLISTMENT RESTRICTIONS

Pirate	Early Stellar+
Scientist	Pre-Stellar+
Envoy	Industrial+
	Low Law+
Medic	Industrial+
Flyer	Industrial+
	Mod Pop+
	Thin Atm+
Belter	Early Stellar+

PRIOR SERVICE TABLE

	<i>Pirate</i>	<i>Scientist</i>	<i>Envoy</i>	<i>Medic</i>	<i>Flyer</i>	<i>Belter</i>
Enlistment	8+	6+	11+	9+	11+	8+
DM from	None	None	RoP	RoP	RoP	None
Eligible:	Any	Female	Noble Male	Female	Male	Female
Survival	9+	5+	6+	6+	8+	9+
	Int 8+	End 9+	(Tolerance)	Int 8+	Dex 7+	(terms)
Commission	9+	—	—	—	10+	—
DM +1 if	Str 10+	—	—	—	Soc 9+	—
Promotion	8+	—	—	—	7+	—
DM +1 if	Int 8+	—	—	—	Edu 8+	—
Special Duty	6+	4+	6+	4+	6+	6+
Reenlistment	7+	5+	8+	4+	6+	6+

Character enlistment is restricted by eligibility criteria — for example, only females may become a Scientist, and only noble males (Soc 9+) may become an Envoy.

An enlistment DM from the Akhuuehrehkyeh is allowed where RoP (Rite of Passage) is shown.

The DM for survival for Envoys equals the character's Tolerance skill level. The DM for Belters equals the number of the term being served (DM+1 in term 1; DM+4 in term 4).

TABLE OF RANKS

	<i>Pirate</i>	<i>Scientist</i>	<i>Envoy</i>	<i>Medic</i>	<i>Flyer</i>	<i>Belter</i>
Rank 1	Soldier	—	—	—	Pilot	—
Rank 2	Warrior	—	—	—	Flight Cmndnt	—
Rank 3	Veteran	—	—	—	Squadron Ldr	—
Rank 4	Lieutenant	—	—	—	Wing Leader	—
Rank 5	Commndnt	—	—	—	Group Leader	—
Rank 6	—	—	—	—	Air Marshal	—

Space and Military Officers begin with rank 1; characters in Space and Military who receive a commission receive rank 1. Management and Adept characters begin with no rank and receive rank 1 when first commissioned.

MUSTERING OUT TABLES

<i>Benefits Table</i>						
Die Roll	<i>Pirate</i>	<i>Scientist</i>	<i>Envoy</i>	<i>Medic</i>	<i>Flyer</i>	<i>Belter</i>
1	Low Psg	Low Psg	—	Low Psg	Low Psg	Low Psg
2	+1 Int	Mid Psg	—	+1 Edu	+1 Edu	+1 Int
3	Weapon	Mid Psg	+1 Int	+1 Edu	Weapon	Mid Psg
4	Weapon	Weapon	+2 Edu	Weapon	Weapon	Weapon
5	Independ	Independ	Independ	Independ	Independ	Independ
6	Independ	+1 Soc	Weapon	Instruments	Mid Psg	Seeker
7	Escort	Surveyor	Courier	Mid Psg	+1 Soc	Corporatn
8	—	—	Land	Land	Land	—

DM+1 if Soc 9+; DM+1 if male. Females receive any weapon or personal weapon skill in place of Independence. Weapon benefits must be declared immediately, additional benefits of weapon may be declared as skill in a weapon of the type previously taken. Occurrences of land and corporation are cumulative.

Die Roll	<i>Cash Table (in credits)</i>					
1	5,000	1,000	0	5,000	1,000	0
2	10,000	5,000	0	10,000	5,000	0
3	20,000	5,000	0	10,000	5,000	1,000
4	20,000	10,000	5,000	10,000	5,000	10,000
5	40,000	20,000	5,000	20,000	10,000	100,000
6	70,000	40,000	10,000	40,000	20,000	100,000
7	100,000	70,000	20,000	70,000	50,000	100,000

A female may take any or all of her benefit throws on this table. A male's throws may not exceed his Independence skill level. Males receive half the amount shown.

ASLAN CHARACTER GENERATION

1. Personal Development Table (all characters)

	<i>Pirate</i>	<i>Scientist</i>	<i>Envoy</i>	<i>Medic</i>	<i>Flyer</i>	<i>Belter</i>
1	Independ	—	Independ	—	Independ	—
2	Physical*	Physical*	Mixed Cbt*	Physical*	Physical*	Physical*
3	+1 Dex	+1 Dex	+1 Dex	+1 Dex	Economic*	Physical*
4	Mixed Cbt*	Mixed Cbt*	+1 End	+1 End	Mixed Cbt*	Mixed Cbt*
5	Environ*	Mental*	Economic*	Mental*	Mental*	Mental*
6	Space*	Mental*	—	Mental*	—	Mental*

DM+1 if female, DM-1 if male. Males throw 2D for Soc+ to keep Independence result.

2. Service Skills Table (all characters)

	<i>Pirate</i>	<i>Scientist</i>	<i>Envoy</i>	<i>Medic</i>	<i>Flyer</i>	<i>Belter</i>
1	Space Cbt*	—	Mental*	—	Physical*	—
2	Mixed Cbt*	Technical*	Interperson*	Academic*	Vehicle*	Economic*
3	Vehicle*	Science*	Interperson*	Technical*	Vehicle*	Space*
4	Inborn*	Computer	Inborn*	Technical*	Inborn*	Space Tech*
5	Tolerance	Academic*	Environ*	Medical	Technical*	Technical*
6	Economic*	Vehicle*	—	Interperson*	—	Prospecting

DM+1 on this table if female, DM-1 if male.

3. Service Skills Table (all characters)

	<i>Pirate</i>	<i>Scientist</i>	<i>Envoy</i>	<i>Medic</i>	<i>Flyer</i>	<i>Belter</i>
1	Space Cbt*	—	Interperson*	—	Ship Tactics	—
2	Space Tech*	Technical*	Interperson*	Science*	Aircraft*	Economic*
3	Academic*	Science*	Tolerance	Medical	Vehicle*	Space*
4	Gun Cbt*	Science*	Tolerance	Medical	Space*	Space Tech*
5	Vice*	Technical*	Gun Cbt*	Technical*	Inborn*	Environ*
6	Vice*	Academic*	—	Academic*	—	Prospecting

DM+1 on this table if female, DM-1 if male.

4. Experience Table (all characters)

	<i>Pirate</i>	<i>Scientist</i>	<i>Envoy</i>	<i>Medic</i>	<i>Flyer</i>	<i>Belter</i>
1	Space Cbt*	—	Inborn*	—	Aircraft*	—
2	Vehicle*	Science*	Vehicle*	Academic*	Vehicle*	Mixed Cbt*
3	Technical*	Space Tech*	Mixed Cbt*	Academic*	Space*	Prospecting
4	Space*	Mental*	Interperson*	Technical*	Gun Cbt*	Vice*
5	Interperson*	Interperson*	+1 Soc	Vehicle*	Inborn*	Vehicle*
6	Inborn*	Inborn*	—	Interperson*	—	Space Tech*

DM+1 on this table if female, DM-1 if male.

*Indicates a cascade skill; must immediately select a single skill from list of cascade skills, below:

Academic: Admin(F), Linguistics, Persuasion, Science*, Tradition, +1 Edu

Aircraft: Lighter-than-air, Prop-driven, Jet-driven, Helicopter.

Animal Handling: guard/hunting beasts(M), falconry(M), equestrian, herding(F).

Cbt Support: Cbt Eng(F), Demo(F), FA Gnry(F), Fwd Ob(F), Hvy Wpns(F).

Economic: Admin(F), Broker(F), Legal(F), Independence(M), Trader(F).

Environ: Animal handling*, Personal Wpns, High-G environ, Hunting(M), Recon, Survival, Stealth(M).

Exploratory: Pilot(M), Sensor Op(F), Survey, Survival, Vacc Suit, Vehicle*.

Gun Cbt: Handgun†, Laser Weapons†, Rifles†, Neural Weapons, Shotgun†.

Gunnery: Turret Weapons(M), Spinal Weapons(M), Screens(F).

Interperson: Admin(F), Interview, Liason, Linguistics, Steward(F), Tolerance.

Inborn: Artisan, Carousing, Instruction, Jack-O-T(F), Tactics(M), Leader(M).

Mental: +1 Int, +1 Edu, Meditation.

Military Med: Forensic(F), Medical(F), Recon, Survival.

Mixed Cbt: Dewclaw, Gun Cbt*, Personal Wpn, +1 Str, +1 End.

Physical: +1 Str, +1 Dex, +1 End.

Science: Biology(F), Chemistry(F), Genetics(F), Forensic(F), Medical(F), Physics(F), Robotics(F).

Space: Engineering(F), Navigation(F), Pilot(M), Sensor Op(F), Ships Boat(M), Vacc Suit, Zero-g Environ.

Space Cbt: Fleet Tactics, Gunnery†(M), Sensor Op(F), Ship Tactics(M).

Space Tech: Communications(F), Computer(F), Engineering(F), Gravitics(F), Vacc Suit.

Special Cbt: Btl Drs(M), Cbt Rifles†(M), Grav Belt, Hi-eng Wpns†, Hi-g Env, Stealth(M), Survival, Zero-g Env.

Technical: Communications(F), Computer(F), Electronics(F), Gravitics(F), Robot Op(F), Sensor Op(F).

Vehicle: Aircraft*(M), Grav Belt, Grav Vehicle(M), Ships Boat(M), Tracked Vehicle(M), Watercraft*(M), Wheeled Vehicle.

Vice: Bribery(F), Disguise, Forgery(F), Intrusion, Streetwise.

Watercraft: Hovercraft(M), Large Watercraft(M), Small Watercraft(M), Submersible(M).

†Indicates an included skill. Included skills are:

ATV: Includes skill in wheeled vehicle and tracked vehicle.

Cbt Rifles: Includes skill in carbine, rifle, assault rifle, LAG, ACR, and gauss rifle.

Handgun: Includes skill in auto pistol, gauss pistol, revolver, body pistol, snub pistol, and SMG.

High Energy Weapons: Includes skill in all PGMP and FGMP weapons.

Laser Weapons: Includes skill in laser carbine, laser rifle, and laser pistol.

Polearm: Includes skill in bayonet, spear, halberd, and pike.

Rifles: Includes skill in carbine, rifle, and auto rifle.

Shotgun: Includes skill in shotgun and auto shotgun.

DEFAULT SKILLS

Characters receive default skills for their homeworld tech codes and careers:

Industrial Whl Veh-0

Pre-Stellar Whl Veh-0

Early Stellar Computer-0

Whl Veh-0

Average Stellar Computer-0

Grav Veh-0

High Stellar Computer-0

Grav Veh-0

RANK AND SERVICE SKILLS

Pirate Dewclaw-1

Pirate Lieutenant Pilot-1

Medic Medical-1

Envoy Tolerance-1

Flyer Aircraft-1

Flyer Wing Leader Leader-1

Scientist Technical-1

Belter Vacc Suit-1

Male Soc 9+ Leader-1

ASLAN CHARACTER GENERATION

BASIC SKILL ELIGIBILITY

For initial term of service3
 Per subsequent term of service ...2
 Upon receiving commission1
 Upon receiving promotion1
 Upon receiving special duty1
Note: Artists receive three skills per term instead of 2.

If the throw (including DMs) for commission, promotion, or special duty is 2 greater than the required throw, then two skills are received instead of one; if the throw is 4 greater, then three skills are received instead of one.

MUSTER OUT BENEFITS

Per term of service2
 If rank 1, 2, or 31
 If rank 4, 5, or 62
 If Soc 9+1

Benefits Table: DM+1 if Soc 9+; DM+1 if male.

Cash Table: DM+1 if Independence-3+.

RETIREMENT

Most Aslan characters retire at the end of their fifth term unless forced to reenlist. Reenlistment is forced on a reenlistment throw of 12 exactly.

After the fifth term, if a character wishes to remain in the career for another term, apply a DM of -1 to the roll for each term past the fifth term. Thus to enter the sixth term, apply a DM of -1; the seventh term, DM-2; eighth term, DM-3, and so on.

Aslan characters do not receive retirement pay for service.

AGING TABLE

<i>Loss (Saving Throw)</i>						<i>End of</i>
<i>Age</i>	<i>Str</i>	<i>Dex</i>	<i>End</i>	<i>Int</i>	<i>Term</i>	
56	-1(8+)	-1(8+)	-1(7+)	—	6	
62	-1(8+)	-1(9+)	-1(8+)	—	7	
68	-1(9+)	-1(9+)	-1(9+)	—	8	
74	-1(9+)	-1(9+)	-1(9+)	—	9	
80+	-2(10+)	-2(10+)	-2(10+)	-1(9+)	10	

ENLISTMENT RESTRICTIONS

Wanderer..... Early Stellar+
 Technician..... Industrial+
 Mariner..... Wet Hyd+
 Teacher..... Any World
 Assassin..... Industrial+
 Outcast..... Any World

PRIOR SERVICE TABLE

	<i>Wanderer</i>	<i>Technician</i>	<i>Mariner</i>	<i>Teacher</i>	<i>Assassin</i>	<i>Outcast</i>
Enlistment	8+	7+	11+	9+	11+	auto
DM from	RoP	RoP	RoP	RoP	RoP	None
Eligible:	Male	Female	Male	Male	Male	Any
Survival	9+	5+	8+	6+	9+	8+
DM +3 if	Int 8+	Edu 9+	End 8+	Int 8+	Int 9+	Edu 6+
Position	—	—	10+	—	—	—
DM +1 if	—	—	Int 9+	—	—	—
Promotion	—	—	8+	—	—	—
DM +1 if	—	—	Edu 8+	—	—	—
Special Duty	5+	4+	6+	4+	4+	5+
Reenlistment	5+	5+	6+	4+	6+	4+

Character enlistment is restricted by eligibility criteria — for example, only females may become a Scientist, and only noble males (Soc 9+) may become an Envoy.

An enlistment DM from the Akhuaeuhrekhyeh is allowed where RoP (Rite of Passage) is shown.

The DM for survival for Envoys equals the character's Tolerance skill level. The DM for Belters equals the number of the term being served (DM+1 in term 1; DM+4 in term 4).

TABLE OF RANKS

	<i>Wanderer</i>	<i>Technician</i>	<i>Mariner</i>	<i>Teacher</i>	<i>Assassin</i>	<i>Outcast</i>
Rank 1	—	—	Ensign	3rd Counsel	—	—
Rank 2	—	—	Lieutenant	2nd Counsel	—	—
Rank 3	—	—	Lt Comdnt	1st Counsel	—	—
Rank 4	—	—	Commandnt	Lead Counsel	—	—
Rank 5	—	—	Captain	Master	—	—
Rank 6	—	—	Admiral	Head Master	—	—

Space and Military Officers begin with rank 1; characters in Space and Military who receive a commission receive rank 1. Management and Adept characters begin with no rank and receive rank 1 when first commissioned.

MUSTERING OUT TABLES

<i>Benefits Table</i>						
<i>Die Roll</i>	<i>Wanderer</i>	<i>Technician</i>	<i>Mariner</i>	<i>Teacher</i>	<i>Assassin</i>	<i>Outcast</i>
1	—	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	Low Psg	Mid Psg	Mid Psg	+2 Edu	+1 Edu	+1 Int
3	+1 Int	+2 Edu	+1 Int	+2 Edu	Weapon	+1 Edu
4	+2 Edu	Weapon	+2 Edu	Weapon	Weapon	Weapon
5	Independ	Weapon	Independ	Independ	Independ	Independ
6	Tolerance	+1 Dex	Weapon	Tolerance	Mid Psg	+1 Soc
7	Scout	Mid Psg	Scout	+2 Soc	+1 Soc	Mid Psg
8	Land	—	Land	Land	Land	—

DM+1 if Soc 9+; DM+1 if male. Females receive any weapon or personal weapon skill in place of Independence. Weapon benefits must be declared immediately, additional benefits of weapon may be declared as skill in a weapon of the type previously taken. Occurrences of land and corporation are cumulative.

<i>Cash Table (in credits)</i>						
<i>Die Roll</i>						
1	0	1,000	1,000	1,000	500	10,000
2	0	5,000	1,000	2,000	1,000	1,000
3	0	5,000	5,000	5,000	5,000	5,000
4	2,000	10,000	5,000	10,000	10,000	5,000
5	5,000	20,000	10,000	10,000	20,000	10,000
6	10,000	40,000	20,000	30,000	50,000	20,000
7	200,000	70,000	40,000	50,000	200,000	40,000

A female may take any or all of her benefit throws on this table. A male's throws may not exceed his Independence skill level. Males receive half the amount shown.

ASLAN CHARACTER GENERATION

1. Personal Development Table (all characters)

	<i>Wanderer</i>	<i>Technician</i>	<i>Mariner</i>	<i>Teacher</i>	<i>Assassin</i>	<i>Outcast</i>
1	Independ	—	Independ	Tolerance	Independ	Independ
2	Physical*	Physical*	Mixed Cbt*	Physical*	Physical*	Physical*
3	+1 Dex	+1 Dex	+1 Dex	+1 Dex	Physical*	+1 Dex
4	Mixed Cbt*	Mixed Cbt*	+1 End	Mixed Cbt*	Mixed Cbt*	Mixed Cbt*
5	Gun Cbt*	Mental*	Vice*	Mental*	Mental*	Tolerance
6	—	Mental*	—	—	—	Inborn*

DM+1 if female, DM-1 if male. Males throw 2D for Soc+ to keep Independence result.

2. Service Skills Table (all characters)

	<i>Wanderer</i>	<i>Technician</i>	<i>Mariner</i>	<i>Teacher</i>	<i>Assassin</i>	<i>Outcast</i>
1	Independ	—	Gun Cbt*	Mental*	Independ	Mixed Cbt*
2	Vehicle*	Vehicle*	Technical*	Academic*	Mixed Cbt*	Dewclaw
3	Space Cbt*	Technical*	Fwd Obs	Tradition	Vehicle*	Vehicle*
4	Space*	Computer	Vehicle*	Mixed Cbt*	Inborn*	Gun Cbt*
5	Mixed Cbt*	Academic*	Watercraft*	Inborn*	Interperson*	Gambling
6	—	Technical*	—	—	—	Interperson*

DM+1 on this table if female, DM-1 if male.

3. Service Skills Table (all characters)

	<i>Wanderer</i>	<i>Technician</i>	<i>Mariner</i>	<i>Teacher</i>	<i>Assassin</i>	<i>Outcast</i>
1	Space*	—	Watercraft*	Mental*	Independ	Vice*
2	Vehicle*	Economic*	Technical*	Academic*	Environ*	Technical*
3	Gun Cbt*	Technical*	Technical*	Mixed Cbt*	Vehicle*	Vice*
4	Exploratory*	Inborn*	Tolerance	Tradition	Mixed Cbt*	Exploratory*
5	Interperson*	Mental*	Special Cbt*	Interperson*	Inborn*	Interperson*
6	—	Academic*	—	—	—	Inborn*

DM+1 on this table if female, DM-1 if male.

4. Experience Table (all characters)

	<i>Wanderer</i>	<i>Technician</i>	<i>Mariner</i>	<i>Teacher</i>	<i>Assassin</i>	<i>Outcast</i>
1	Space Cbt*	—	Inborn*	Mental*	Independ	Mixed Cbt*
2	Vehicle*	Technical*	Environ*	Academic*	Vehicle*	Space*
3	Technical*	Space Tech*	Mixed Cbt*	Mixed Cbt*	Space*	Interperson*
4	Environ*	Mental*	Interperson*	Tradition	Mixed Cbt*	Gun Cbt*
5	Interperson*	Interperson*	Academic*	Vehicle*	Inborn*	Dewclaw
6	—	Inborn*	—	—	—	Inborn*

DM+1 on this table if female, DM-1 if male.

DEFAULT SKILLS

Characters receive default skills for their homeworld tech codes and careers:

Industrial	Whl Veh-0
Pre-Stellar	Whl Veh-0
Early Stellar	Computer-0
	Whl Veh-0
Average Stellar	Computer-0
	Grav Veh-0
High Stellar	Computer-0
	Grav Veh-0

RANK AND SERVICE SKILLS

<i>Wanderer</i>	Pilot-1
<i>Technician</i>	Technical-1
<i>Mariner</i>	Watercraft-1
	Dewclaw-1
<i>Teacher</i>	Tradition-1
	Dewclaw-1
<i>Assassin</i>	Mixed Cbt-1
	Independ-1
<i>Male Outcast</i>	Independ-1
<i>Male Soc 9+</i>	Leader-1

*Indicates a cascade skill; must immediately select a single skill from list of cascade skills, below:

Academic: Admin(F), Linguistics, Persuasion, Science*, Tradition, +1 Edu

Aircraft: Lighter-than-air, Prop-driven, Jet-driven, Helicopter.

Animal Handling: guard/hunting beasts(M), falconry(M), equestrian, herding(F).

Cbt Support: Cbt Eng(F), Demo(F), FA Gnry(F), Fwd Ob(F), Hvy Wpns(F).

Economic: Admin(F), Broker(F), Legal(F), Independence(M), Trader(F).

Environ: Animal handling*, Personal Wpns, High-G environ, Hunting(M), Recon, Survival, Stealth(M).

Exploratory: Pilot(M), Sensor Op(F), Survey, Survival, Vacc Suit, Vehicle*.

Gun Cbt: Handgun†, Laser Weapons†, Rifles†, Neural Weapons, Shotgun†.

Gunnery: Turret Weapons(M), Spinal Weapons(M), Screens(F).

Interperson: Admin(F), Interview, Liason, Linguistics, Steward(F), Tolerance.

Inborn: Artisan, Carousing, Instruction, Jack-O-T(F), Tactics(M), Leader(M).

Mental: +1 Int, +1 Edu, Meditation.

Military Med: Forensic(F), Medical(F), Recon, Survival.

Mixed Cbt: Dewclaw, Gun Cbt*, Personal Wpn, +1 Str, +1 End.

Physical: +1 Str, +1 Dex, +1 End.

Science: Biology(F), Chemistry(F), Genetics(F), Forensic(F), Medical(F), Physics(F), Robotics(F).

Space: Engineering(F), Navigation(F), Pilot(M), Sensor Op(F), Ships Boat(M), Vacc Suit, Zero-g Environ.

Space Cbt: Fleet Tactics, Gunnery†(M), Sensor Op(F), Ship Tactics(M).

Space Tech: Communications(F), Computer(F), Engineering(F), Gravitics(F), Vacc Suit.

Special Cbt: Btl Drs(M), Cbt Rifles†(M), Grav Belt, Hi-eng Wpns†, Hi-g Env, Stealth(M), Survival, Zero-g Env.

Technical: Communications(F), Computer(F), Electronics(F), Gravitics(F), Robot Op(F), Sensor Op(F).

Vehicle: Aircraft*(M), Grav Belt, Grav Vehicle(M), Ships Boat(M), Tracked Vehicle(M), Watercraft*(M), Wheeled Vehicle.

Vice: Bribery(F), Disguise, Forgery(F), Intrusion, Streetwise.

Watercraft: Hovercraft(M), Large Watercraft(M), Small Watercraft(M), Submersible(M).

†Indicates an included skill. Included skills are:

ATV: Includes skill in wheeled vehicle and tracked vehicle.

Cbt Rifles: Includes skill in carbine, rifle, assault rifle, LAG, ACR, and gauss rifle.

Handgun: Includes skill in auto pistol, gauss pistol, revolver, body pistol, snub pistol, and SMG.

High Energy Weapons: Includes skill in all PGMP and FGMP weapons.

Laser Weapons: Includes skill in laser carbine, laser rifle, and laser pistol.

Polearm: Includes skill in bayonet, spear, halberd, and pike.

Rifles: Includes skill in carbine, rifle, and auto rifle.

Shotgun: Includes skill in shotgun and auto shotgun.

ROLEPLAYING ASLAN

We won't mislead you — the addition of aliens of any race to a role-playing game is going to increase your workload as referee. You have to learn the new rules governing their behavior. You have to understand their attitudes about many different things in order to portray them in an accurate and interesting fashion. You have to learn how they think, before you can have your NPCs react properly in any given situation. Given that it takes so much time and effort to add an alien race to a game, why should you bother introducing them into your MegaTraveller campaign?

There are a number of good reasons for having alien characters.

The best is that they add a strong element of science fiction — an element which is often lacking in games centered solely around human characters.

Aliens can add an air of mystery to your games. No matter how long the party has been in space, they will always be most familiar with the human culture into which they were born. Aliens are an unknown quantity. Humans (both players and characters in this case) are curious creatures. They have one basic question they ask from the time they are able to speak: "Why?" "Why do the Aslan place such value on their honor?" "Why are there no male Aslan brokers?" "Why are the Aslan so short-tempered with their own kind, but more tolerant when it comes to outsiders?" Adding these aliens to your campaign will give the players the chance to ask those questions of an Aslan. (Perhaps he'll even answer them without taking offense.)

Aliens provide an inexhaustible source of intriguing puzzles and delightful surprises for your gaming group.

Along with those surprises come challenges — the stuff adventures are made of. Your players may be old hands at dealing with Imperial security patrols and self-important starport officials, but put them up against a proud Aslan clan leader, who has the full support and backing of his clan, and they will have to come up with new solutions.

Remember, the Aslan react differently than humans do to the same situation. Whereas a human administrator might slough off an insult from a human character, an Aslan would take offense. He might launch himself into a long and elaborate ritual challenge, or he might snarl a complex, yet stinging, insult in return. He might even let the matter drop, muttering to himself how little the barbarians understand about honor. Your PCs won't be as cocksure of themselves with the Aslan.

If you're already convinced that the Aslan would make an interesting addition to your MegaTraveller campaign, that's great. The extra work it will involve will soon be overshadowed by your players' — and your own — increased enjoyment of the new dimension these fascinating aliens can add to your games.

So, how do you go about refereeing Aslan in MegaTraveller? Read on.

ASLAN SETTINGS

Good role-playing adventures, like good stories, have four, sometimes five, vital elements; setting, character, plot, emotion, and sometimes, theme. Setting is the most basic, and should be the most integral to the adventure. The setting is the first thing the characters will notice when they step from their starship.

If your adventure could take place as easily on Terra or Core as on Kusyu, then you are cheating your players of the richness and wonder of an alien setting. A clearly defined setting adds color and depth to an adventure, forming a backdrop against which all the action will take place. It sets the tone of the adventure, and defines its characters by world, race, and culture. Perhaps the setting will subtly color the players' actions by reminding them that they aren't on the familiar worlds of Imperial space any more.

Aslan settings should reflect the rustic nature of the race. Things are done slowly, and with proper deliberation, just as the pace in human rural communities is slower than it is in large cities. On the other hand, Aslan settings can be virtual minefields for those unfamiliar with their complex and well-defined culture. A misstep can result in a potentially fatal challenge. Buildings, with their flowing curves and stark beauty, rise as boundaries to the action.

Aslan natives stand on street corners engaging each other in polite, almost ritualized conversation. Occasionally, the breathy, hissing voices rise to angry snarls, ending in a formally phrased challenge, incongruous with the stilted cant of The Ktyuikesiyyorl.

Obviously, an Aslan setting is different from one in the human sphere, but can be just as exciting.

ASLAN AS NON-PLAYER CHARACTERS

Before you allow your players to assume the role of Aslan characters, you should familiarize them with the race through the use of Aslan non-player characters. You will be able to demonstrate, without lecturing, the overall personality of a race totally alien to most of humaniti.

As always, Aslan NPCs fall into four major categories: extras, allies, troublemakers, and patrons.

Extras: These are NPCs of no real importance. They are the bartender, the shopkeeper, and the starport laborer. Extras can also be the faceless thugs in the employ of an enemy, or the soldiers in an opposing army.

Aslan extras are just as easy to handle as extras of any other race. They just happen to be aliens. Within the Hierate, their presence will come as no surprise. But also try dropping a few Aslan NPCs into a bar scene on a



Michael Vilardi

ASLAN ROLEPLAYING EXAMPLE 1 IROIOAH DEALS WITH HUMANS

Iroioah is a male Aslan of the Seieakh Clan. He enjoys an upper middle class status, because of his rank in his clan's military. This situation takes place on Kusyu, while Iroioah is visiting kinsmen attached to his clan leader.

Iroioah stepped out of the cool darkness of the restaurant and into the heat of the midday sun. The side street was only a few blocks from the Tlaukhu, where he was to meet his brother's son after council session. He had heard that the Tlaukhu had met in a closed session today to hear a petition by some fiylfiyar (imperial citizens). What they wanted in the Hierate, only the Ancestors knew, and they weren't telling.

As he walked down the street, Iroioah forced his hands to relax, and his dewclaws slid back into their sheaths. He had dealt with thiwihtau before, and found them to be every bit as annoying and crass as the tales made them out to be. Still, it wouldn't do to walk about showing his claws, as though he were some half-mad bravo from a human rim colony.

As he continued down the street towards the Tlaukhu, Iroioah glanced about to see if anyone had noticed his unseemly display. The whole issue of the humans in the council had him worried, though he'd never admit it. Humans were barbarians. They had no concept of how things were done in the Hierate. They did things as they saw fit, with no thought for how their actions might affect others.

As he rounded a corner, he ran into one of the humans — literally. Stepping back, he looked down at the outsider, noticing the outsider's uniform with its gold collar flashes and the heavy pistol slung from one hip. Obviously, this one was a warrior, possibly even an officer.

"Pardon...me, sir," he said quietly, his mouth having difficulty in forming the strange words.

"Not sir. Ma'am."

Iroioah looked more closely at the human. True to his word, the human had all the outward signs of being a human female. The Aslan shook his shaggy head in wonder at the human culture. Didn't they know that females were too valuable as technicians and managers to risk in battle?

"Your...pardon...again, madame." Iroioah started to step past the human.

"Pardon me, khihe." The woman surprised him by getting the honorific for an unknown Aslan right. "Why did you mistake me for a man?"

Iroioah turned slowly, and looked down at the much shorter human female. He blinked a few times, trying to determine if she was genuinely curious, or trying to bait him into a round of firukhte. Her relaxed posture and the fact that her face looked friendly told him that she really wanted to know. Taking a deep breath, the Aslan thought for a moment, trying to recall the unfamiliar words of the human tongue.

"What...is your name?"

"Karen Mikelsen, lieutenant first class."

"I am Iroioah. I...thought you were...a male human, Karen Mikelsen, lieutenant first class, because...you wear...the uniform of a warrior, and you carry...a warrior's weapon. Since all...our warriors are male, I...assumed that you too...were male. In our culture, females are...technicians, navigators, brokers, and...hold other important

positions. They...may act as advisors. What is your word? ...Secutive officers?"

"Executive officers," she corrected, pronouncing the first syllable with a harsh glottal sound.

"Executive officers." He mimicked the stress she had given the first part of the word. "Thank you. We never...allow females to...engage in general combat. They are far too...valuable...for that."

"I see. So if you encountered a human male, who was a corporate executive..."

"I would treat him as female," Iroioah cut in. "Do not misunderstand. Though you are a female in a male's job, and though...because of this, I at first assumed you were a male, now I know your...correct gender, I will...treat...you that way. In the same way, I would treat your male...executive...as a male, once I knew his...true gender."

Analysis: To further understand the situation which has just unfolded, we should take a closer look at the individual events.

Iroioah had learned of the presence of the humans on Kusyu prior to the start of the scenario, probably from his brother's son who worked in the Tlaukhu. As he walks down the street, contemplating his last meeting with humans, one which was far from pleasant, he unintentionally becomes agitated. Reflexively, he tenses the muscles in his hands and fingers, which extends his dewclaws. Catching his mistake, he forces himself to relax. In most Aslan cultures, it is impolite to show one's claws in public. Often, it is taken as a challenge. Not wishing to engage in a pointless duel, Iroioah retracts his claws.

His attitude toward humans is common in the Hierate. Such opinions are formed primarily by fleeting contacts with human traders, mercenaries, or rogues, who occasionally cross the frontier. Since people like that tend to be self-interested, they give a low opinion of the human race to other cultures.

When Iroioah rounds the corner and runs into Lt. Mikelsen, he glances at her clothing before he looks at anything else. In most Aslan cultures, the relative social standing of an individual can be determined by the ornateness of his or her dress. Iroioah notices the drab, oddly-cut uniform of a human soldier. The gold flashes on her shoulder lead him to believe that she is an officer, while the pistol tells him she is a warrior.

These three factors — the uniform, the rank flashes, and the weapon — combine to give him the mistaken impression that he has run into a human male, probably one of rank. Thus, he steps back and offers an apology, out of courtesy and respect for the man's position.

When Lt. Mikelsen apprises him of his error, he reacts with as much surprise as it is seemingly to display in public, and corrects himself, apologizing for mistaking her sex as well.

When she stops him, curious about the mistake, he wonders if she is trying to goad him into a contest of insults. Her proper use of the term khihe, as well as her body language, indicates to him that she is not.

Since she is genuinely curious about the mixup, Iroioah explains the matter as best he can. He points out that her uniform and sidearm were partly responsible for his mistake, going on to explain his culture's view on the separation of gender-related tasks. •

Solomani or Imperial world. The presence of Aslan will serve to heighten the science fiction flavor of the adventure. There will be no doubt the PCs aren't in Kansas anymore.

Allies: Allies are NPCs with a little more personality. More than being "cannon-fodder" NPCs, allies are non-player characters whom the PCs can rely on for equipment, information, and assistance.

Having Aslan allies is a good thing for a predominantly non-Aslan party who want to go adventuring in the Hierate. They take a bit more work to develop than Aslan extras. It is one thing to tell the players that the starport official who approves their request for docking permits is a female Aslan. It is another thing entirely to establish the personality of a male Aslan who agrees to join the party for the balance of the adventure.

As the referee, it is up to you to decide why this alien is helping the humans. What does he hope to gain from the adventure?

Perhaps he had a bad experience with humans once, but his clan leader gave him the assignment, and honor dictates he accept. Because of this, he may be hostile to the other characters. His duty to his clan says he has to work with these barbarians, but nothing says he has to like it.

The time needed to develop an Aslan ally will be well spent. Through close contact with this NPC, the players will learn more about the Aslan culture and way of life. They will become familiar with Aslan customs. This opens the door to allowing players to take on Aslan characters.

Troublemakers: The third class of NPC is the troublemaker. This class of NPC actively seeks to hinder the party's progress, whether maliciously, in the form of an enemy, or innocently, as an Aslan who doesn't want a bunch of tahiwihtau traipsing across his pride's territory.

Like allies, troublemakers take time to design, but the area of focus is shifted away from personality and towards motivation.

ASLAN ROLEPLAYING EXAMPLE 2 IROIOAH DEFENDS HIS HONOR

This event takes place a few days after those in Example 1. Iroioah is still on Kusyu, where he encounters a member of a rival clan.

Iroioah has had a lot to think about since his first meeting with Karen Mikelson. These humans are not all the barbarians most Aslan are led to believe. Since that first chance meeting, Iroioah has spent a few hours a day with the human female, exchanging information about their respective cultures. Though she had learned a great deal too, Karen Mikelson still had a few barbaric ideas. Given time, the Aslan felt that he could succeed in instructing her in the finer points of a truly civilized society.

'Strange,' he thought as he approached the same restaurant he had eaten in the day he met the human, 'though she is of a culture totally alien to my own, I feel closer in many ways to Karen Mikelson than I do to some Aslan.'

As he stepped from the warm sunshine of the street into the cool shadows of the restaurant, he heard a deep, throaty chuckle, tinged with malice, float from a darkened corner of the room.

"Take a good look, my friends. There he is, the mighty Iroioah. Do you know that he has taken it upon himself to teach a fiyfiyairya'uist our ways?"

Iroioah stopped and turned his head, searching for the voice's owner. As his gaze swept over one booth, a stocky male Aslan, proclaimed by the colors of his garb to be a member of the Syoisuis clan, rose to meet his stare.

"Tell us, mighty Iroioah, is the human paying you to teach her the hidden knowledge? How much gold are you taking to sell out your own kind? Or maybe she is compensating you in a coin which you cannot spend."

"Teauearl speaks mighty words, but there is none to hear them." Iroioah smiled at his antagonist as though to rob his words of offense.

The barb hit home. Teauearl knew that the Trokh proverb implied that he was either a fool, a liar, or a coward. If the Seieakh wanted a firukhte, he would have it. Teauearl would see how much stomach for a fight the human-lover had.

"What? Do my ears trick me? Mighty Iroioah has deigned to speak with a Fteirle. We must feel honored, friends. Not often does our brother speak with his own. He would rather spend time with his new human family. One must not judge him too harshly. After all, he had no proper upbringing."

"Perhaps, Teauearl, I feel my time is better spent in congress with a human who has understanding, than a Fteirle who has nothing behind his words but his tongue."

"Do you call me coward, Iroioah? At least I seek no aid from filthy barbarians. I fight for myself. Think you I have no teeth behind my words? Let us see how sharp your claws are." Teauearl's control had broken before Iroioah's insinuation of both cowardice and stupidity. The Syoisuis Aslan drew himself up to his full height and shouted the words of the Ktyuikesiyyorl. "I call you to the place of khaofiy. Let him without honor fail in his courage. Let him who lives in honor find vindication."

Iroioah smiled at his rival, who stood, literally shaking with anger. Before speaking the ritual reply to a formal challenge, Iroioah took the opportunity to add another insult to those already stinging his rival.

"Your pride has unbalanced you, Teauearl. Let strength meet strength on the yerik of khaofiy. Honor to the strong. Strength to the right. When shall we meet?"

"As soon as an earleatrais can be appointed," Teauearl

snarled back. "Then we shall see who is right and who is dishonored."

Without another word, the fuming Syoisuis and his friends filed past Iroioah. None cautioned him against fleeing the duel, or boasted of the prowess of their clansman. To do so now would be an insult to both parties to the duel.

Iroioah shook his head and made his way to his table. Perhaps Karen Mikelson was right when she said that some Aslan were far too touchy, but life without honor was not worth living.

Analysis: In this example, we get a good look at the Aslan mindset regarding one's personal honor, and how easily one's self-esteem can be ruffled.

Teauearl, a member of the Syoisuis clan, believes, as do many of that family grouping, that the ways of the Aslan should remain wholly Aslan. The "secret knowledge," as he calls it, is not for teaching to outsiders.

Iroioah, on the other hand, believes that the way to peace lies in understanding. That's why he has been spending a great deal of time teaching Lt. Karen Mikelson about Aslan culture, while learning all he can about human society. His constant use of Karen Mikelson's full name comes from a common Aslan misconception. Many times, an Aslan will refer to a human by whatever name they were first introduced. The Aslan have trouble understanding the concept of first and family names, since they usually have only one name themselves.

As Teauearl begins to taunt Iroioah about his relationship with Lt. Mikelson, the Syoisuis Aslan insinuates that there is something more than a friendly exchange of information going on between the human and Iroioah. Relationships of this type are extremely rare, due to cultural biases, and they are forbidden by Aslan custom and law. By hinting that such a relationship does exist, Teauearl is saying that Iroioah is less than a true Aslan.

Iroioah responds with a formal Trokh proverb which says that Teauearl may be talking, but nobody is listening. The insinuation is that, because what he is saying is incorrect, nobody wants to hear it. Therefore, the speaker is a fool, a liar, or a coward (possibly all three), because he is intentionally speaking inaccuracies.

The reply initiates a session of firukhte, a stylized series of insults and proverbs directed at one's antagonist, aimed at either robbing him of face, or goading him into a challenge.

When Teauearl says that Iroioah had no proper upbringing, he was insulting not only his rival, but his enemy's family as well.

For an Aslan to say, as Iroioah does, that an opponent's words have no teeth (have nothing behind them but his tongue), he is saying that his enemy talks a good fight, but is afraid to back up what he says. At this point, the next words spoken by the opponent dictate whether or not there will be a duel.

If the enemy reduces the intensity of the insulting match, there will be no fight, and there will be little or no effect on his personal honor. The winner, however, will gain a great deal of of face for not backing down to an opponent. Both will gain some honor for avoiding an unnecessary duel.

If the foeman doesn't back down, a duel is inevitable. Eventually, the temper of one of the combatants will snap, and the ritual words of challenge and acceptance from the Ktyuikesiyyorl will be spoken. After that, there is nothing to be done except for finding a referee, and settling on a time and place for the duel. •

Their reasons need to be known. Why they are interfering with the party's mission is more important than who they are.

Aslan troublemakers can be more interesting than human opponents, because their motivations can be unique. An Aslan might oppose the party because he believes that contact with outsiders will pollute his race's mindset. Perhaps, the adventurers offended a clan leader so deeply that he cannot dismiss them as barbarians. A female Aslan might discover the party has access to data — perhaps the location of an Ancient site — which she wants for her corporation. Whatever the motivation, Aslan troublemakers can make surprising and complex enemies for the PCs.

Patrons: Patrons are the NPCs who hire the player characters to do a job. A patron may offer some degree of assistance, or he may leave the task strictly up to the characters. Either way, the patron sets the adventure into motion.

Ads and rumors are pretty impersonal things. A magazine article reporting the loss of an ore ship loaded with several hundred kilos of industrial-grade diamonds needs no further development. An NPC claims adjuster working for the insurance company holding the policy on that missing ship requires more work. A patron's goals must always be clearly defined. Beyond that, the details of his or her personality may be developed as the situation dictates.

Because of the unalterable differences in the Aslan mindset concerning gender roles, an Aslan patron will *almost always* be female. Male Aslan, especially the higher-class ones, often lack a sufficient understanding of money, and how it is spent to hire an adventuring party. Besides, it is a female's work to hire and fire. Male Aslan rarely do such tasks.

Working for an Aslan patron will not necessarily be like working for a human benefactor. Her goals will differ. So will her attitudes and methods of dealing with her employees. She will treat the characters according to their perceived gender. Even if the leader of the group is a biological female, she will not discuss business matters with that character. Instead, she will go to the character who handles the party's business affairs (the ship's executive officer, for example), and treat that character as a female Aslan, even if he is a biological male.

If the team was recruited at the behest of a male Aslan, he will sit in on all hiring and planning sessions, but will pay little attention to the negotiations concerning payment and so forth. When the team describes their plan of action, the female will lose interest, but the male will be all ears. He will ask sharp, pertinent questions concerning the party's methods, and will give strongly opinionated suggestions.

Aslan NPCs apply the dictates of their customs and laws to all persons, Aslan and outsider alike. The Aslan believe that their laws apply to all people, no matter what their race or origins.

Become familiar with the contents of this book before bringing the Aslan into your campaign. Stay in character as best you can. Your players will form their initial opinion of the Aslan based on your portrayal. If done well, the Aslan will come alive in a thoroughly enjoyable way.

ASLAN AS PLAYER CHARACTERS

Once your players are sufficiently familiar with the Aslan as a race, you may wish to allow one of them to adopt an Aslan player character.

When a player takes the character of an alien, the flavor of the game shifts subtly. The potential for enjoyment increases, as does the complexity and realism. So does your responsibility. Not only are you responsible for the behavior of the NPCs under your control, but you must see that the player handling the alien character stays within the social, psychological and cultural bounds of that character's race.

Even the most experienced player will at times slip out of character. At times like that, you must gently nudge him back into shape. Tactful questions like, "Is that really within the Aslan character?" are far more effective than simply telling a player that he can't do something. Suggestions — "I really think an Aslan might do it this way..." — are another way of dealing with occasional lapses of character.

It is important that aliens be roleplayed properly — aliens that behave in a truly alien fashion add a strong science fiction flavor to your games. Those that just act like funny looking humans actually detract from it. (Just consider all those bad SF movie aliens to see what we mean.)

Well-played aliens have a unique personality, shaped by their culture, beliefs, and background. They have their own goals, agendas, and priorities. It can be a lot of fun for all of the player characters, who try to ferret out their new companion's reasons for acting the way he does, while he tries to fathom the peculiarities of his new friends' personalities.

It will take some time for a well roleplayed Aslan character to teach well roleplayed non-Aslans everything they want to know about Aslan culture. And, he will be just as curious about non-Aslan as they are about him. It will take years for the characters to gain a working understanding of the Aslan culture, and just when they think they've got the race figured out, their alien friend will go and do something completely unexpected, yet totally in character for members of his peculiar race.

CREATING ASLAN ADVENTURES

When designing scenarios involving Aslan, one of the first considerations must be whether the aliens are going to be friends, neutrals, or enemies.

As friends, the Aslan may be either player- or non-player characters. If they are player characters, you must answer the question "Why is this Aslan adventuring with humans?" Perhaps he is seeking an enemy which has wronged not only his clan, but the human PCs as well. Mutual enemies make wonderful reasons for interracial parties. Maybe he is being sent along to keep an eye on the humans hired by his clan. If the Aslan is a patron, she may hire humans because the "barbarians" are not bound by the strict Aslan code of honor, and dishonorable ways are sometimes quicker. Regardless of their reasons for joining the party, Aslan characters will be loyal to their new friends, as long as their duty to their clan is not compromised.

Neutral Aslan NPCs can add a new dimension to the adventure simply because of their alien mindset. In most cases, these characters would be extras. In this capacity, they could be members of the starport staff, clan troops, or merchants. This type of Aslan NPC might be the landowner whose property the PCs have to cross to reach their goal. In this case, the team would have to learn and follow the proper Aslan ritual used when crossing another's land.

If a party is required to call upon a local clan leader, they must know how to act according to Aslan custom and law. Unless the characters are Aslan, or have an Aslan character in their group, this will likely send them scrambling for the nearest library to research proper Aslan social graces. During the course of their research, they may learn a great deal more about the race than who sits where at the dinner table, and what utensil is used for which course.

Aslan enemies are formidable indeed. They, like any other foe, can oppose the party directly, or they can be indirect obstacles. Direct opposition can come in the form of an enemy setting his troops on the party, or opposing them in council. This form of interference is blatant and easy to spot. Indirect opposition is more subtle. Enemies who engage in this form of resistance need not be the major villains of the piece. They might

ASLAN ROLEPLAYING EXAMPLE THREE IROIOAH FIGHTS A DUEL

This example of Aslan roleplaying takes place a couple of days after the scene in the restaurant. The scenario opens with the arrival of the combatants on the field of honor.

Iroioah stopped a dozen paces short of the courtyard named by the earleatras as the field of honor for his duel with Teauearl. From his vantage point, he could see Wafoua, the appointed earleatras, standing quietly at one end of the field, accompanied by a few observers.

Teauearl paced along one of the sidelines, occasionally slashing the air with his dewclaws. Iroioah could barely discern the agitation creasing his opponent's otherwise-handsome face.

Iroioah permitted himself a moment of pleasure. Though he was not late, he was not, as was the unwritten custom, early for the duel. He intentionally delayed until the exact hour, knowing that his tardiness would aggravate his opponent, causing him to lose his inner balance. Such a loss of discipline led to mistakes, and mistakes to defeat.

"What's wrong?" A voice from beside him slid between Iroioah and his contemplations. Looking around, he saw the worry on Karen Mikelson's face.

"Nothing, uakoweih," he replied, using the Trokh word for a friend from another clan. "I was just savoring a moment of victory before the fight begins."

When Teauearl saw the human in Iroioah's retinue, he began snarling at the earleatras.

"She is a tahiwihteaktau," He shouted, pointing at Karen Mikelson. "She has no business here."

Wafoua turned to face Iroioah. "He is correct, young khir. Are our rituals now for outsiders to see?"

"She may be human, earleatras, but she is a principal in this matter. She is my friend, and that friendship was dishonored by my opponent. I say she has a right to be here."

Wafoua considered for a moment. "Will you vouch for her behavior, Iroioah? Will you agree to share in her punishment if she interferes?"

"I will, earleatras."

"So be it." Wafoua turned to face the crowd assembled to watch. "Now witness this duel of honor between Teauearl of the Syoisuis and Iroioah of the Seieakh. Let the combat continue until one submits, or is rendered helpless. Combatants, ready. Fahr!"

Teauearl leapt into the ring and began circling Iroioah, who stood unmoving, except for his head, which turned to follow his opponent's movements. Occasionally, Teauearl would leap forward, making slashing feints at his foe with his extended dewclaws. Each time, Iroioah moved just enough to keep the distance between them the same.

With each false attack, it was plain that Teauearl was growing more agitated with his enemy's seeming unwillingness to fight.

Suddenly, the gap between the combatants closed. A snarling battle cry rent the quiet air of the courtyard, ending in a screech of pain. Teauearl had been a second too slow in withdrawing after a feint. That had provided the opportunity Iroioah had been looking for. He bounded after his opponent, lashing out with his claws. Teauearl managed to block Iroioah's left hand, which had flicked at his eyes. But a tearing pain across his hip and belly told the Syoisuis Aslan that his opponent had scored a telling blow. Before he could react to the injury, a hard kick struck Teauearl in the chest, driving the breath from his lungs and tumbling him to the ground.

Quicker than his mass would seem to allow, Iroioah was on his fallen antagonist. He dropped a knee onto Teauearl's chest and pressed his right dewclaw into the flesh under his opponent's chin. Iroioah's eyes blazed into Teauearl's, carrying an unspoken threat.

"Khofiy!" Teauearl cried. "Submission to the stronger. I was wrong, Iroioah. You are not polluting your race, and your family is true to the akhaoye. Your friendship with the human is not dishonorable."

"It is over," Wafoua said from the sidelines. "Khofiy has been done. Let all depart in peace."

Analysis: This scenario gives a good picture of the ritual involved in an Aslan duel of honor. Teauearl and Iroioah each used different tactics. The former elected to fight an aggressive battle. Iroioah merely defended himself, holding his attack until the right moment. In this case, the latter tactic, one favored by Iroioah's clan, paid off.

The formal apology and Iroioah's willingness to vouch for Lt. Mikelson's behavior are both part of the complex Aslan duelling code. •

simply be Aslan leaders who don't like humans, or Vargr, or K'Kree, or whatever. Enemies of this type might hold up a party's travel permits, overcharge them for fuel, or cause the party any number of minor inconveniences which all add up to one large headache.

Whatever type of enemy he is, an Aslan is not likely to back down or surrender, once his opposition has begun. To do so would result in a loss of the personal honor which the Aslan hold so dear. In most cases, once he has set himself against the party, an Aslan enemy will want to see the matter resolved, especially if it involves outsiders.

When creating adventures involving the Aslan, remember that a monolithic culture like theirs doesn't mean that every individual in it is a cardboard cutout of the racial norm. Each Aslan is different. They all have their own different personalities, goals, and interests. Some non-Aslan view them as hidebound, short-tempered aliens whose only concern is for their personal honor. Nothing could be farther from the truth.



Michael Vilardi

They are individualistic beings, devoted to their clan, their pride, and their families. They may seem cold and uncaring, but they are a passionate people, so given to outbursts of that passion that they govern their emotions through discipline. Neither are they emotionless stoics. No, to them discipline means balance — harmony between their emotions and their love of propriety.

As the referee, it is up to you, when designing Aslan adventures, to get that across to your players. The Aslan are not so locked into their traditions that they lack good judgement. While there is some degree of rigidity to the Aslan personality, it is not so inflexible that they refuse to listen to reasonable, alternate solutions. Though they will not compromise their personal honor, if they are shown a clever way of doing something, they will try it at least once.

The gender barrier is uncrossable for the Aslan, but not to the point of suicide. If faced with a choice of performing a task usually considered the province of the opposite sex, an Aslan will always opt for life. After all, one can always hunt down the

individual responsible for a loss of honor and make him pay, but death is forever. An Aslan forced to perform a task usually reserved for the other gender will simply not be very good at it. A male forced by circumstance to help repair a jumpdrive may grumble about having to do a female's work, but he'll do it to the best of his limited ability. Once the work is done, he'll seldom — if ever — talk about his forced impropriety.

Use your imagination, coupled with the information in this book, and you should have no difficulty in designing innumerable scenarios involving this unique and fascinating race.

ADVICE TO PLAYERS

Why should you want to play an Aslan character? That is the basic question facing a player considering a character of that race. Roleplaying an alien in a believable manner takes experience, flexibility, and practice. Though the Aslan are less alien than some other races, they are *far* from human.

WHAT MAKES THE ASLAN UNIQUE?

The most readily apparent differences between Aslan and humans are the physical dissimilarities. Aslan are taller and heavier than humans. Their larger build makes them stronger, gives them greater endurance, and makes them look most imposing to a human. They are, however, less graceful than most humans, particularly when manipulating small objects. This is a result of their body structure, and the presence of the dew claw. Their hearing is superior to that of a human, and their eyes are better suited to seeing at night.

This all adds up to an individual who is strong, tireless, and sharply aware of his surroundings. He is more comfortable in the dark than members of other races. In extreme situations, he can move very quickly over short distances, a trait left over from his pouncer ancestry. His dewclaws make him a deadly opponent in close combat, but he is a bit clumsy when handling unfamiliar objects.

He is proud, willful, and status-conscious. Gender presents an uncrossable barrier with regard to who does what job. An affront to his honor may bring a similar insult, or a disgusted diatribe about stupid barbarians, but don't count on it. Insults are more likely to bring on a challenge, which must be accepted unless one wishes to be branded a coward without honor. He won't challenge across gender lines, but he is likely to send one of his family around to cast down or take up the gauntlet. However, in only the most dire circumstances will an Aslan issue a challenge to or accept a challenge from one of his own family.

An Aslan strives to treat all individuals fairly and with honor, until the individual proves they are unworthy of such considerations. Once an Aslan gives his or her word, or calls someone friend, it's for life. An Aslan doesn't understand trickery or deception, preferring straightforward solutions to problems. The Aslan almost always advocate taking the direct route toward a goal, assuming the odds (in his or her estimate) are fairly balanced. Even death in a well-fought battle will bring honor, and honor is the ticket to immortality.

The Aslan male has a deep-rooted desire for land that he can call his own. Land, to him, is the best means of defining who he is. It gives him a center, and a place to call his own. Land is one of the few constant, unchanging things in a chaotic, ever-shifting universe. He is almost fanatically devoted to his family, his pride, and his clan, yet he has no concept of racial pride, loyalty, or destiny.

The Aslan believe that their laws are the only laws, and should therefore apply to all beings. Such an attitude often results in trouble. Aslan often insist that they be treated with the respect due their station in their own culture. If the Aslan has a high social status, he or she will demand to be accorded the

honors due to them. He or she will resent familiarity from most non-Aslan, particularly those of lowly standing. On the other hand, he or she will show respect to those in higher positions.

If these traits interest you, then you may wish to consider playing an Aslan player character.

ASLAN PREFERENCES

The monolithic nature of Aslan culture keeps preferences the same throughout the Hierate. Although minor regional differences do exist, they are merely variations on a single theme. Major departures from the Aslan norm signify barbarism, not innovation, in Aslan eyes.

ASLAN EQUIPMENT

Equipment made and used by the Aslan is well constructed, solid, and dependable. Many pieces, weapons in particular, have the handcrafted look so treasured by members of that race. Most Aslan crafters are female, although a few are lower class males. Thus the level of attention they lavish on tools of war (war being strictly the province of males) is surprising. Still, the quality of Aslan weapons is astonishing. All are cunningly made, blending artistic form and functional efficiency into a thing of deadly beauty.

The Aslan place great value on weapons made by famous crafters. The eakhyasear (hunter's rifle) is an excellent example of this type of weapon. They are of no better quality than a similar human-made rifle. It is the special embellishments applied by the Aslan crafters which give it its value (often as much as 1000% of the basic price). Noble males believe that it is beneath their dignity to carry a plain-looking rifle, and will always select a more ornate eakhyasear. Such rifles are passed from father to son for generations. If one is lost or stolen, the owner will go to almost any lengths to get it back.

All Aslan equipment is made with this attention to form and functionality.

For the most part, it is difficult for a human to use Aslan equipment. Given the differences in physiology, this is hardly surprising. If necessary, and if an outfit of proper size can be found, a human might be able to wear Aslan-made gear like vacc suits or body armor. It will be ill-fitting and uncomfortable, and will do little to disguise the wearer as anything other than human. Likewise, Aslan can use some human devices, but Aslan can rarely wear human gear, because of their massive body bulk.

ASLAN ARCHITECTURE

Aslan architecture has a very decorative style, with few areas left unadorned. Tasteful curves, straight lines, and wide doorways are common to all Aslan buildings. Nearly every building has some form of inscription carved, painted, or sculpted in relief on its front facing, usually above the main doorway. In an office building, the inscription may be the company's motto, or an admonition to be fair in all business deals. Schools carry wise proverbs about the value of learning, while military structures proclaim the virtue of courage and honor. Private homes are adorned with verses of special meaning to the family which resides therein. Often, there are additional inscriptions adorning other faces of the buildings. These are usually similar in form and content to those on the front of the building, but are of lesser significance to the Aslan who occupy the structure.

Inside, Aslan buildings are as functional as they are beautiful. There is little wasted space, yet the structures are not cramped or cluttered. Many furnishings serve double duty. Tables may house computer consoles, while hanging artwork may double as holoscreens. Internal walls are positioned to provide the

most aesthetically pleasing effect, while maintaining a certain air of quiet dignity. Many of these walls are movable. The size, shape, and appearance of a room can be changed to suit the needs of its occupants.

✧ All structures, be they homes, factories, or even starships, feature a Shrine of Heroes. Here, Aslan come to meditate on and gain confidence from the deeds and philosophies of their ancestors. This "ancestor worship" is the closest thing the race has to a religion.

The Shrine is a small, private room, draped in tapestries and decorated with scenes of conquest. Kept there are the family's (in the case of a household shrine) *ahfa*: heirlooms and objects of great personal significance.

ASLAN CLOTHING

The first thing one notices about Aslan clothing is its ornateness. Everything is decorated, from flak jackets and vacc suits, to bathrobes and pajamas. Unlike the Vargr tendency towards ostentatiousness, Aslan decorations are tasteful and subtle. Wide bands of gold or silver embroidery or applique work are mixed with precious and semiprecious stones, and applied to the collars, cuffs and hems of garments.

All Aslan favor loose-fitting robes. Sometimes, particularly on formal occasions, several garments of this type are worn at once, giving a bulky, layered look.

Male Aslan dress is similar to that of ancient Egypt on Terra. Close-fitting tunics, which occasionally mimic primitive forms of body armor, and short kilts make up their day-to-day apparel. Occasionally, usually for formal events, a long, wide-shouldered vest, often emblazoned with a clan device or in clan colors, will be worn over the tunic. In colder weather, baggy pants are worn in place of the kilts.

Females favor long tunics and one-piece dresses. For formal occasions, they don an overdress or tabard, usually decorated with their clan emblem or colors.

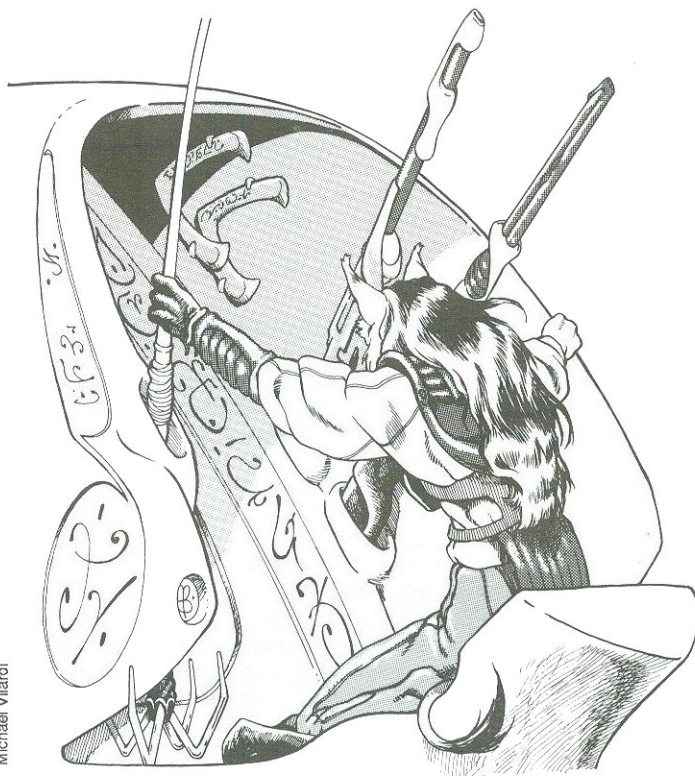
Where practical to do so, many Aslan seem to prefer going barefoot. They rely on the thick, tough pads covering the soles of their feet to protect them from injury. When necessary, the Aslan wear footgear suited to the situation. These shoes or boots are made with a good deal more space in the toes than human footgear, to accommodate the Aslan's toe claws.

In combat situations, the Aslan don practical fatigue-like garments, similar to those worn by humans. Despite their utilitarian nature, these garments boast decorations similar to those which embellish day-to-day clothing. All types of Aslan combat uniforms include boots with steel or nylon sole plates which protect the wearer's foot. Most Aslan don't like the reduced mobility caused by this insert, but few will discard either it or the boots.

Most Aslan of both sexes carry a pouch on their belt, containing their personal *ahfa* — mementoes of past times and deeds. In the event that an Aslan is unable to find a Shrine of Heroes when they choose to meditate, they can find a makeshift place of solitude and array the carried items of *ahfa* before them. The contents of one's *ahfa* are considered private — a matter not shared with others.

ASLAN ROBOTS

Robots are less common in the Hierate than they are elsewhere in charted space. Aslan pride makes it difficult for them to rely on a machine to do a job which they themselves could be doing. Only when it is unavoidable do the Aslan allow robots to substitute for a living being. The Aslan have a well-defined social order, and so-called intelligent machines have no concept of how this order works.



ASLAN VEHICLES

Over all, Aslan vehicles are similar to human vehicles, sharing common functions. Aslan vehicles look significantly different, however — they are smooth, rounded, twisted, and swirling in shape, leading more than one human observer to describe them as "soap-bubble" craft.

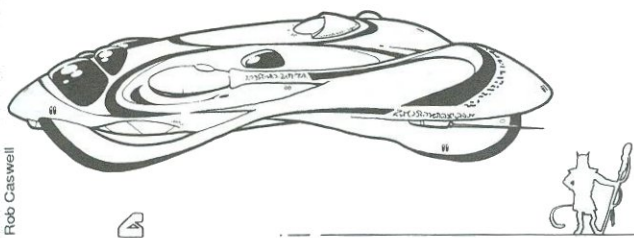
ASLAN ATTITUDES TOWARD TECHNOLOGY

The Aslan view technology as a means to an end, and nothing more. Even the technologically-minded females don't view it as an end in itself, as do humans. They have successfully managed to blend technology and art into one strand, which touches all levels of their stratified, artistically inclined society.

Attitudes on technology vary sharply with gender. Females look on technology as the best means to achieve a goal. Males, on the other hand, believe that a good technological base provides them with the tools needed to achieve their ends.

Whatever the individual's feelings about technology as a whole, it should be noted that the Aslan are reluctant to turn all aspects of their lives over to impersonal machines. Even in mass manufacturing, the use of automated factories is uncommon in the Hierate. The Aslan tend to value items made by a master craftsman. The artisan may use computer-assisted tools — but he, not the machine — designs and makes the artifact.

As noted earlier, most Aslan craftsmen are female or lower class males. Crafting is the only field of endeavor in Aslan society where a low-status male can reasonably expect to advance his class standing while doing what is a typically female job. The Aslan place such a high value on well-designed, hand-crafted items that they can often see beyond the gender bias, and honor the craftsman for what he does, and not what sex he is.



TECH LEVEL 14 SOISTSEA'G-CARRIER

The *Soistsea'*g-carrier was designed by the Aslan megacorp, Reastirlao, in 3620 (Aslan) for reconnaissance, search and rescue operations, and specialized transport. Its bubble-studded nose affords the flight crew a good view of the local environs.

The durable construction of the craft's frame and underbelly structure gives the *Soistsea'* better than usual survivability in crash situations. This characteristic has lead to the craft's informal moniker, *Ftahsoul khea Steilliyaoh* (roughly translating as "indestructible seedpod").

The craft carries an extensive array of sensors, but its simple computer requires that most intensive data analysis

jobs be transmitted elsewhere for computation. Reastirlao was in the midst of arranging a deal with Naasirka for an improved on-board computer, when trading was disrupted by events surrounding the Rebellion.

CraftID: Aslan *Soistsea'*G-Carrier, TL 14, Cr3,020,000

Hull: 9/23, Disp=10, Config=4SL, Armor=15G, Unloaded=36.8 tons, Loaded=55.7 tons

Power: 1/2, Fusion=27 Mw, Duration=45/135

Loco: 1/2, Std Grav, Thurst=100 tons, NOE=180 kph, CruiseAtm=720 kph, TopAtm=960 kph, MaxAccel=0.8 Gs

Commo: Radio=System (1,000 AU) x2, Maser=Planetary (50,000 km)

Sensors: Active EMS=Distant (5 km), Passive EMS=VDistant (50 km), Densitometer=High Pen/250m, Neutrino=10kw, NAS Sensor=Long (250m), Headlights x2, ActObjScan=Form, ActObjPin=Form, PasObjScan=Rout, PasObjPin=Rout, PasEngScan=Rout, PasEngPin=Rout

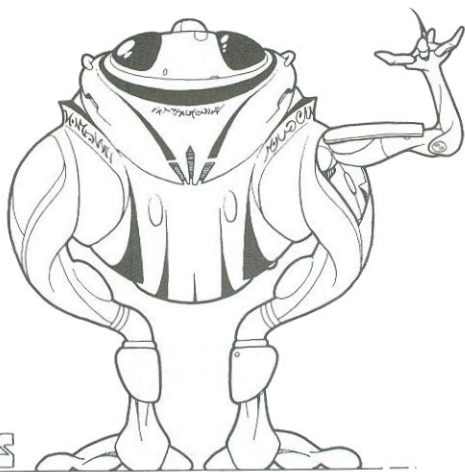
Off: Hardpoints=1

Def: None

Controls: Computer=0bis x2, Holodynamic Linked, Heads-up Display

Accomm: Crew=1 (operator), Seats=Roomy x6, Bunks=3, Environ=basic env, basic ls, ext ls, grav plates, inertial comp

Other: Fuel=32.4 kl, Cargo=16.8 kl, ObjSize=Small, EmLevel=Moderate



TECH LEVEL 14 HIKARE' ROBOT

The *Hikare'* is one of the Hierate's most sophisticated personal robots, and is a common sight on board many Aslan vessels. Intelligent and skilled, this robot can often perform a variety of essential female tasks on small ships burdened with a strictly male crew. By the same token, this robot makes an excellent partner for a wandering *ihatei*.

On ships with a more functional crew balance, *Hikare'* can often be found aiding female crew members in their duties. It is not uncommon for a female department head (be it a purser or engineer) to have her own *Hikare'* assistant.

CraftID: Aslan *Hikare'*Robot, TL 14, Cr659,550, UPP=FCxC3(M)x

Hull: 9/23, Size=100 liters, Config=5, Armor=2G, Weight=202 kg

Power: 4/7, Fusion=27 Mw, Duration=45/135

Loco: 1/2, Legs x2, Speed=30 kph

Commo: Radio=Regional (500 km)

Sensors: Basic Sensor Pkg (eyes x2, ears x2, voder), +light intensifying eyes x2, +telescopic vision x2, +passive infrared eyes x2, Olfactory Sensor

Off: Dewclaws x2

Def: None

Brain: CPU=linear x20, parallel x12, synaptic x10, Storage=synaptic x30, FundLogic=high autonomous, FundCmd=full command, Software=Engineering-2, Navigation-1, Survey-1, Electronics-1, Gravitics-1, Survival-1, Rescue-1, Medical-1, Grav Vehicle-1, Dewclaw-1

Append: Light Arm x2, Rotating Head=20%

Other: Fuel=9 liters, ObjSize=Tiny, EmLevel=Faint

NEW GAME RULES FOR ASLAN

A number of rule changes portray Aslan more accurately in the MegaTraveller environment. This section provides new rules, and adapts familiar ones, to fully integrate Aslan characters into the game.

COMBAT

The Aslan are equipped with a dangerous natural weapon, the dewclaw. In any given round, an Aslan can attack with his or her dewclaws or "bare" hands. Aslan hand attacks are treated no differently from those of humans. Dewclaw attacks have other characteristics, however: a penetration value of 2, a block value of 1, and a damage value of 2.

Aslan can also *sprint* very quickly for a brief time. In any one combat round (6 seconds), an Aslan may choose to move up to speed 3 or 4 instead of a maximum of 2, as is the norm for humans.

Several new Aslan-specific combat weapons are presented in this book — see the equipment section for details.

EQUIPMENT

Aslan hands are shaped differently from human hands, as well as being generally larger. When Aslan are forced to use human equipment, reduce their skill level on the task by one. Thus, if an Aslan is forced to use human sensor equipment and has Sensor Op-4, treat the Aslan as having Sensor Op-3 for the task.

Several Aslan-specific weapons are available to Aslan of the Hierarchy. A few are listed on the new tables pages, and described below:

Fierah (Thong): A strip of flexible material — at one time it was hide, most often today it is a synthetic material. Uses include snaring or throttling an opponent, forming a sling to throw small objects, or even tying the loose strands at the end around a weight using it as a form of flail or bolo.

Yurletya (Spear-hook): A combination of spear at one end and a 4-pronged grappling hook at the other. A favorite duelling weapon of early Aslan cultures, it is often still used for ritual or ceremonial purposes today. After any attack made with the weapon (regardless of the result), a second attack (with the other end) may be made in the *same round*. Treat an attack with the spear end as usual, and treat the grappling hook end as a cudgel.

Akhaeh (Throwing edge): A boomerang-like weapon with a sharpened edge. Usually carried in a belt sheath, it functions precisely as a boomerang. On exceptional failure, the Akhaeh failed to return to the thrower.

Khaihte (Pistol): A semi-automatic pistol similar to the Body Pistol, although rarely designed as a concealable weapon. The khaihte cartridge and magazine is common to the takhestah and the khaifealate as well.

Takhestah (Long pistol): The basic Aslan semi-automatic handgun. It is similar in nature to the human automatic pistol, but it uses a magazine with more rounds. The takhestah cartridge and magazine is common to the khaihte and the khaifealate as well.

Khaifealate (Machine pistol): The Aslan equivalent of a submachine gun. The khaifealate cartridge (but not the extra-large magazine) is common to the takhestah and the khaifealate as well.

Uealike (Carbine): Virtually identical to the human carbine, the small-caliber uealike cartridge is not compatible with any other weapons.

Takheal (Long Rifle): The basic Aslan rifle, the takheal uses a cartridge which is also compatible with the yeheal.

Yeheal (Autorifle): The Aslan automatic rifle, much like the human model. The yeheal is fed by dual magazines; when one

magazine is empty, the weapon can be reloaded with a fresh magazine while the weapon uses the other magazine. Ammunition is interchangeable with the takheal.

Eakhyasear (Hunter's rifle): The weapon most often carried by non-military Aslan who prefer a longarm. It is similar to the takheal, but is shorter, bulkier, and uses a different type of ammunition. Eakhyasears are available with special quality features that affect looks but not performance: custom engraving, swirl-grain wood stocks, precious metal plating, and so on — these features can increase the cost by up to 10 times. Noble males especially consider it beneath their dignity to carry an ordinary eakhyasear and will select a more ornate model.

Laser Weapons: The triluealike (laser carbine) and trolitakheal (laser rifle) are functionally identical to human designs, and indeed were originally based on borrowed human technology.

Devices and Accessories: Devices and other items of equipment are basically similar to human equivalents; however, weight and cost on all items should be increased by 10% for most Aslan devices. The same is true of Aslan armor.

LARGE-SCALE COMBAT

Rules for large-scale combat can be found in the MegaTraveller *Referee's Companion*. The following material covers an adjustment to those rules and describes typical Aslan troop organizations and strategies.

The rules in the *Referee's Companion* need only one change to accurately govern Aslan units — that change concerns morale and initiative. Aslan, as members of a proud, warrior race, typically have higher morale. Aslan recruits have a morale value of 6; regulars, 9; veterans, 12; and elites, 15.

However, Aslan use a different system to determine initiative. All units with morale values of 7 or less have low initiative; values of 8 to 12, average initiative; values of 13 or greater, high initiative.

Aslan military organization varies from clan to clan — enough so that there is no typical military organizational structure. The Aslan mentality, of course, places males in positions of fighting and leadership, with females being in administrative or fighting-support roles.

The unit commanders are male, assisted by a female executive. The male thus leads the troops and determines tactics, while the female oversees logistics and affects the creation of battle plans through her administrative influence. Fighting units are staffed mostly by males, while maintenance and supply units are staffed by lower-class males and females.

Aslan military strategy often frustrates humans, since the Aslan always want the fight to be an "honorable" one. The Aslan believe that getting too large of an advantage unbalances the fight, and thus dishonors the one who has the unfair advantage. There is more honor in going into the fight on equal terms with one's opponent, and then winning the fight. This proves who truly deserves the victory, since the sides were so closely matched.

Because of this outlook, Aslan almost never use a surprise attack or an ambush as a tactic. Face off battles (almost pre-scheduled competitions) are the most common. However, all tactics are viable, no matter how "unfair," when Aslan fight against barbarians.

Occasionally, entire units of mercenary-assassins will fight out a dispute for dishonored parties, especially if both sides feel they

have each been dishonored by the other. These wars of assassins, however, are far less frequent than more traditional clan wars.

LINGUISTICS

Any character can learn Trokh by designating a Linguistics skill level for that purpose. A character with Linguistics-3, for example, could know Trokh, along with two other languages. Note that it is difficult, if not impossible, for non-Aslan to speak Trokh correctly. Even human experts on the language often cannot pronounce it to Aslan satisfaction.

MORALE

It is rare for Aslan males to run from combat. In fact, nearly all Aslan have *high morale* as per the morale special rules in the *Players' Manual* on page 84. If an Aslan noble is present in the conflict, include the noble's Social Standing as a DM on the task (use the value + 5, as with any UPP characteristic).

PERCEPTION

Aslan eyesight is generally far better than that of humans when in darkness. Aslan hearing is far more sensitive as well. The Aslan sense of smell, however, is less acute than that of humans.

When setting up perception-type tasks, you will need to consider each set of circumstances individually. As a guideline, however, you can give Aslan characters advantages by making the perception task one level easier for Aslan, or by giving special advantages on exceptional success.

Thus, one task might be:

To any possible ambushers at night:

Difficult, Int (uncertain)

Referee: If the character is Aslan and rolls exceptional success, reveal your secret die roll to him, no longer making the task uncertain. Aslan characters have a better advantage with this task because of their improved senses.

PSIONICS

Aslan have less psionic potential than humans, and psionic practices are rare in the Hierate, with few psionic research establishments to be found. Psionics remain almost non-existent in the Colonies as well.

Because of the lesser psionic potential among the Aslan, the rare psionic study center that does exist often falls short in knowledge and expertise when compared to human psionic institutes.

Still, assassins are those most attracted to the use of psionics. Also, two rival clans in the Colonies do make regular use of psionics: Yeoil Kew in Hlaioirahauri (Trojan Reach), and Foahikteah in Weasuirloa (Touchstone).

Apply a -2 DM per 8 ftahea over an age of 8 ftahea when Aslan take a psionic examination. Throw 2D and apply the DM. Thus an Aslan of age 16 (when rite of passage occurs) will roll 2D-2 to determine psionic strength.

As an Aslan ages, psionic strength deteriorates dramatically. The first term after the test is taken, the psionic strength deteriorates by 1; the second term after the test, psionic strength drops by an additional 2; the third term after the test psionic strength drops by an additional 3, and so on.

Psionically talented Aslan must pay a higher psionic strength point cost to affect the minds of aliens. See the Aslan Psionics Against Other Races table for the specific costs.

REACTIONS

Aslan reactions are similar to human reactions, except any uncooperative result often means the Aslan could eventually

challenge the character to a duel if he/she persists. If the next reaction from the Aslan NPC is less than neutral (that is, any uncooperative result), then the character (or the lead character in a group) is challenged to a duel. The offended Aslan will specify the time and the place.

Ordinarily, the duel is to first blood — but if the result happens to be actively uncooperative twice in a row, the duel is *to the death*.

On rare occasions, an Aslan may resort to an immediate attack. Such attacks are a serious breach of ritual and protocol, and is a grave dishonor to the attacker. Remember, such immediate attacks are rare in Aslan society, but they sometimes occur.

To decline a challenge or refuse a duel is devastating to one's honor and is an embarrassment hard to live down. Especially for humans, the respect gained in Aslan society by engaging in a duel can be of tremendous benefit when seeking to fit into the local culture on an Aslan dominated world.

TRADE AND COMMERCE

The standard trade and commerce rules from the *Mega-Traveller Referee's Manual* can be applied with only one exception: the definition of a rich world is different to reflect Aslan culture. See the World Generation rules for details.

Remember that Broker, Trader, and Legal skills are *female skills* — which means most of the merchants in Aslan space are female.

TROKH WORD GENERATION

Since it would be difficult to go into the syntax details of the Trokh language, words and names can be randomly generated to sound like actual Trokh words. Assign any desired meaning or significance to the words you generate.

Construct words syllable by syllable. There are four types of syllables: those consisting of just a vowel (V), those beginning with a consonant (CV), those ending with a consonant (VC), and those both beginning and ending with a consonant (CVC). The ratio of these four types in Trokh is roughly 3:3:2:2 (V:CV:VC:CVC).

Trokh syllables ending with consonants cannot be followed by syllables beginning with consonants. Additionally, a single letter vowel can never be followed by the same single letter vowel; this does not apply to diphthongs, however. Thus, *aa* is an invalid combination, but *aeae* and *aeai* are permissible.

Use two different dice when rolling on the word generation table -- you need to identify a first and second die. Generating words involves three steps: determining word length, determining syllable types, and determining syllable components.

Word Length: Trokh words can be very lengthy, but their basic forms rarely exceed six syllables in length. To randomly determine the number of syllables in a Trokh word, roll 1D, or just pick a number.

Syllable Type: For each syllable, determine its type by using two dice on the Syllable Type Table. Use the table appropriate to the syllable's location in the word. The *basic table* deals with initial syllables and those following syllables ending in vowels. The *alternate table* handles syllables following syllables ending in consonants.

Syllable Components: Determine the component vowels and consonants using the remaining tables on the page. Select the column relevant to the component needed (initial consonant, vowel, or final consonant). Throw one die to select a subtable, then throw both dice to obtain a specific vowel or consonant.

WORLD GENERATION

Aslan worlds are similar to human worlds, although some changes to the world generation rules (*Referee's Manual* and *World Builder's Handbook*) are needed. The alterations necessary to create Aslan-oriented worlds are given on the next page.

Basic Mainworld Generation: Normal government codes have less meaning in Aslan space since all Aslan worlds have a feudal form of government. In human-made star catalogs, various codes have been used for Aslan worlds -- 0, 3, 5, 6, 7, 8, 9, A, B and C are all applicable. Kussyu, the Aslan homeworld, is often assigned a government type 8 in this fashion. Still, there is no intrinsic difference among the governments in Aslan space that these codes can reflect.

An alternate government coding system intended specifically for Aslan worlds gives a clear cut idea of the distribution of power in an Aslan society. When generating a basic UWP for a Aslan world, replace *Step 8 Government* with the table below. Throw two dice, one to determine the column, the other to determine the row.

ASLAN GOVERNMENT TABLE

Row Die	Column Die					
	1	2	3	4	5	6
0	G	G	G	G	G	G
1	H	J	K	L	M	N
2	H	J	K	L	M	N
3	H	J	K	L	M	N
4	H	J	K	L	M	N
5	H	J	K	L	M	N
6	H	J	K	L	M	N
7	H	H	H	H	H	H

DM (all on row die): If population 3, DM -3. If population 9, DM +2. If population A, DM +3.

Governments: Use the following codes to denote Aslan governments:

G. Small station or facility. Either operated by an off-world clan or controlled by a company (the only instance where a world is controlled by anything but a clan); population must be 3-, otherwise reroll.

H. Split control. Different parts of the world are owned by several on-world clans, an analogy to human balkanized worlds.

J. Single on-world clan control. Other small clans may also be present, but they will be dominated by the major clan.

K. Single multi-worlds clan control. The world is controlled by a single clan whose span extends over several worlds, not necessarily nearby.

L. Major clan control, the world is controlled by one of the Tlaukhu.

M. Vassal clan control, the world is controlled (but not owned) by a vassal clan in fief to a large clan.

N. Major vassal clan control. The world is controlled (but not owned) by a vassal clan in fief to one of the Tlaukhu.

Aslan law levels are generated by a 2D roll without modifications. Unlike how the code works for human worlds, Aslan law level suggests only the kind of weaponry *carried* on world. No particular penalty is extended to those carrying weaponry 2 or even 3 levels more lethal than the law level states.

The real use for law level, however, is to represent the touchiness of the local clan government. It continues to show the frequency with which authorities may be encountered, and should also be used as the basis for determining the initial reaction of any official encountered. Subtract the law level from 6; use this number as a DM in rolling the initial reaction of most officials encountered in the line of duty.

Tech level codes correspond to the equivalent human codes, but Aslan technology is somewhat more uniform through the Hierate than equivalent human-settled worlds would enjoy. Substitute *Step 10 Tech Level* with the following:

The basic tech level roll for Aslan worlds is 1D+8. This result is modified by starport and population code. If the starport is class A, raise the tech level by 3; class B, raise the tech level by 2; class

C, use the tech level unchanged; class D, lower the tech level by 1; or class E or X, lower the tech level by 2.

If the population code is 3 or less, lower the tech level by 3. (Ignore this, however, if the government code is G, small station or facility.) If the population code is 4 to 6, lower the tech level by 2; if population 7, lower the tech level by 1; if 8+ make no further alteration.

Any tech level result greater than E (14) is reduced to 14. Additionally, certain atmospheres on worlds dictate the minimum tech level as shown below.

Atmosphere 2-	TL 7
Atmosphere 3	TL 6
Atmosphere 4, 7, or 9	TL 5
Atmosphere A or B	TL 8
Atmosphere C	TL 9
Atmosphere D+	TL 6

Determining the types of bases in the system is influenced by the world's government type. For *Step 11 Bases*, substitute the following tables for Aslan worlds. All bases are maintained by individual clans and are closed except to allied clans.

TLAUKHU BASES

Govt Type	Starport Type					
	A	B	C	D	E	X
G	10+	11+	12+	—	—	—
H	7+	8+	9+	10+	—	—
J	—	—	—	—	—	—
K	—	—	—	—	—	—
L	5+	6+	7+	8+	—	8+
M	—	—	—	—	—	—
N	8+	9+	10+	11+	—	—

CLAN BASES

Govt Type	Starport Type					
	A	B	C	D	E	X
G	9+	10+	11+	—	—	—
H	6+	7+	8+	9+	—	—
J	6+	7+	8+	9+	—	9+
K	5+	6+	7+	8+	—	8+
L	—	—	—	—	—	—
M	6+	7+	8+	9+	—	—
N	7+	8+	9+	10+	—	—

Codes: Use the following codes to denote Aslan bases:

T. Tlaukhu Naval Base.

R. Clan Naval Base.

U. Tlaukhu and Clan Naval Base both present.

Tlaukhu naval bases support the operations of interstellar naval units belonging to particular clans of the Twenty-Nine.

Clan naval bases support naval operations for lesser clans, and are generally smaller and not as well-equipped.

For Aslan worlds, *Step 12 Trade Classifications*, the definition of rich worlds (Ri) differs from human worlds only in that government type is ignored. Other trade classifications stay the same.

In *Step 13 Supplemental Remarks*, eliminate Cp and Cx.

Step 17 Travel Zones works essentially the same within 25 parsecs (hexes) of the Imperial borders. The Imperial Travellers' Aid Society posts no official zones for Aslan worlds beyond 25 parsecs, although zones may still appear on star charts of remote parts of the Hierate. Aslan characters ignore travel zones -- Imperial agencies list them for the convenience of Imperial travellers.

As a rule, Aslan worlds with law levels of 11+ are automatically amber zoned. Aslan worlds with class X starports are red zoned as these are considered interdicted worlds.

ASLAN TROKH WORD TABLES

Basic _____ White Die _____

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

For initial syllables, or after CV or V

- ASLAN WORD GENERATION**
1. Determine word length (1D syllables).
 2. Determine syllable structure. Use the **Basic** syllable table if first syllable in word, or if previous syllable ended in a vowel. Otherwise, use the **Alternate** syllable table.
 3. Determine initial consonants from column 1, vowels from column 2, final consonants from column 3.

Alternate _____ White Die _____

Red Die	1	2	3	4	5	6
1	V	V	V	V	V	V
2	V	V	V	V	V	V
3	V	V	V	VC	VC	VC
4	VC	VC	VC	VC	VC	VC
5	VC	VC	VC	VC	VC	VC
6	VC	VC	VC	VC	VC	VC

For syllables after VC or CVC

INITIAL CONSONANT

1 _____ White Die _____

Red Die	1	2	3	4	5	6
1	F	F	F	F	F	F
2	F	F	F	F	F	F
3	FT	FT	FT	FT	FT	FT
4	FT	FT	FT	FT	H	H
5	H	H	H	H	H	H
6	H	H	H	H	H	H

VOWEL

1 _____ White Die _____

Red Die	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

FINAL CONSONANT

1 _____ White Die _____

Red Die	1	2	3	4	5	6
1	H	H	H	H	H	H
2	H	H	H	H	H	H
3	H	H	H	H	H	H
4	H	H	H	H	H	H
5	H	H	H	H	H	H
6	H	H	H	H	H	H

2 _____ White Die _____

Red Die	1	2	3	4	5	6
1	H	H	H	H	HF	HF
2	HF	HF	HF	HK	HK	HK
3	HK	HK	HK	HK	HK	HK
4	HK	HK	HK	HL	HL	HL
5	HL	HL	HL	HL	HL	HR
6	HR	HR	HR	HR	HR	HR

2 _____ White Die _____

Red Die	1	2	3	4	5	6
1	A	A	A	A	A	AI
2	AI	AI	AI	AI	AI	AI
3	AI	AI	AI	AI	AO	AO
4	AO	AO	AO	AO	AO	AO
5	AU	AU	AU	AU	E	E
6	E	E	E	E	E	E

2 _____ White Die _____

Red Die	1	2	3	4	5	6
1	H	H	H	H	H	H
2	H	H	H	H	KH	KH
3	KH	KH	KH	KH	KH	KH
4	KH	KH	KH	KH	KH	KH
5	KH	KH	KH	KH	L	L
6	L	L	L	L	L	L

3 _____ White Die _____

Red Die	1	2	3	4	5	6
1	HT	HT	HT	HT	HT	HT
2	HT	HT	HT	HT	HT	HT
3	HW	HW	HW	HW	HW	K
4	K	K	K	K	K	K
5	K	K	K	K	K	K
6	K	K	K	K	KH	KH

3 _____ White Die _____

Red Die	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	EA	EA	EA	EA	EA	EA
5	EA	EA	EA	EA	EA	EA
6	EA	EA	EA	EA	EA	EA

3 _____ White Die _____

Red Die	1	2	3	4	5	6
1	L	L	L	L	L	L
2	L	L	L	L	L	L
3	L	L	L	L	L	L
4	L	L	L	L	L	L
5	LR	LR	LR	LR	LR	LR
6	LR	LR	LR	LR	LR	LR

4 _____ White Die _____

Red Die	1	2	3	4	5	6
1	KH	KH	KH	KH	KH	KH
2	KH	KH	KH	KH	KH	KH
3	KH	KH	KH	KH	KH	KH
4	KHT	KHT	KHT	KHT	KHT	KHT
5	KT	KT	KT	KT	KT	KT
6	KT	KT	KT	KT	L	L

4 _____ White Die _____

Red Die	1	2	3	4	5	6
1	EA	EA	EA	EA	EA	EA
2	EI	EI	EI	EI	EI	EI
3	EI	EI	EI	EI	EI	EI
4	EI	I	I	I	I	I
5	I	I	I	I	I	I
6	I	I	I	I	I	IY

4 _____ White Die _____

Red Die	1	2	3	4	5	6
1	LR	LR	R	R	R	R
2	R	R	R	R	R	R
3	R	R	R	R	R	R
4	R	R	R	R	R	R
5	R	RL	RL	RL	RL	RL
6	RL	RL	RL	RL	RL	RL

5 _____ White Die _____

Red Die	1	2	3	4	5	6
1	L	L	L	R	R	R
2	R	R	R	R	S	S
3	S	S	S	S	S	S
4	S	S	ST	ST	ST	ST
5	ST	ST	ST	T	T	T
6	T	T	T	T	T	T

5 _____ White Die _____

Red Die	1	2	3	4	5	6
1	IY	IY	IY	IY	IY	IY
2	IY	IY	IY	IY	IY	O
3	O	O	O	O	O	O
4	O	OA	OA	OA	OA	OI
5	OI	OI	OI	OI	OI	OI
6	OI	OU	OU	OU	OU	OU

5 _____ White Die _____

Red Die	1	2	3	4	5	6
1	RL	RL	RL	RL	RL	RL
2	RL	S	S	S	S	S
3	S	S	S	S	S	S
4	S	S	S	S	S	S
5	S	S	S	S	S	S
6	S	W	W	W	W	W

6 _____ White Die _____

Red Die	1	2	3	4	5	6
1	T	T	T	T	T	T
2	T	T	T	T	T	TL
3	TL	TL	TL	TL	TR	TR
4	TR	TR	TR	W	W	W
5	W	W	W	W	W	W
6	W	W	W	W	W	W

6 _____ White Die _____

Red Die	1	2	3	4	5	6
1	U	U	U	U	UA	UA
2	UA	UA	UI	UI	UI	UI
3	YA	YA	YA	YA	YA	YA
4	YA	YA	YE	YE	YE	YE
5	YE	YE	YE	YE	YO	YO
6	YO	YO	YU	YU	YU	YU

6 _____ White Die _____

Red Die	1	2	3	4	5	6
1	W	W	W	W	W	W
2	W	W	W	W	W	W
3	W	W	W	W	W	W
4	W	W	W	W	'	'
5	'	'	'	'	'	'
6	'	'	'	'	'	'

ASLAN RULES TABLES

ASLAN NATURAL HAND-TO-HAND WEAPONS

Natural Weapons	Pen	Block	Damage
Dewclaw	2	1	2
Hands	3	0	2

Extra Point Cost:

ASLAN PSIONICS AGAINST OTHER ALIENS				
		"Normal"	"Bizarre"	
Human	Dryone	K'kree	Minor Race	Minor Race
+1	+2	+2	+2	+3

PATRON LIST 1

Die	Patron
11	Space Officer (M)
12	Noble (M)
13	Hunter
14	Starport Warden (F)
15	Ship Crewmember
16	Bureaucrat (F)
21	Tourist
22	Wanderer (M)
23	Technician (F)
24	Surgeon (F)
25	Teller of Tales
26	Photographer
31	Noble Leader (M)
32	Soldier (M)
33	Mercenary (M)
34	Soldier (M)
35	Rumor
36	Clan Member
41	Outcast
42	Prospector (F)
43	Naval Architect (F)
44	Servant
45	Financier (F)
46	Ship Crewmember
51	Broker (F)
52	Envoy
53	Teacher (M)
54	Pilot (M)
55	Merchant (F)
56	Imperial Tourist
61	Shipowner (M)
62	Military Officer (M)
63	Corporate Manager (F)
64	Navigator (F)
65	Military Officer (M)
66	Military Officer (F)

PATRON LIST 2

Die	Patron
11	Adept (F)
12	Artist
13	Clan Member
14	Arms Dealer
15	Journalist (F)
16	Assassin (M)
21	Informant
22	Noble (F)
23	Doctor (F)
24	Ship Crewmember
25	Barbarian
26	Settler
31	Administrator (F)
32	Mercenary (M)
33	Wanderer (M)
34	Courier (F)
35	Rumor
36	Outcast
41	Estate Lord (M)
42	Merchant (F)
43	Reporter (F)
44	Meditation Leader (M)
45	Teacher (M)
46	Outcast (M)
51	Belter (F)
52	Tlaukhu Lord (M)
53	Psychologist
54	Professor
55	Entrepreneur (F)
56	Researcher (F)
61	Manager (F)
62	Clerk (F)
63	Bureaucrat (F)
64	Analyst (F)
65	Corporate Officer (F)
66	Estate Manager (F)

DMs on List 1:

On first die roll:

- If space related (Space, Space Officer, Belter, Pirate), DM+1.
- If military related (Military, Military Officer), DM-1

On second die roll:

- If Envoy, DM-1
- If Teacher, DM+1

Patron Hiring Note: Aslan males do not hire. If the indicated patron is male, then either the male has a female assistant, or no monetary payment is involved (Land or honor may be offered as compensation instead).

DMs on List 2:

On first die roll:

- If Soc 7+, DM-1
- If admin, DM+1.

On second die roll:

- If Outcast, Envoy, or Wanderer, DM-1
- If Teacher, DM+1

RANDOM ENCOUNTERS

Die	Qty	Type	Remarks
11	1D	Peasants	-3
12	2D	Peasants	-2
13	2D	Workers	-1
14	1D	Outcasts	-1
15	1D	Soldiers on Leave	GA
16	1D	Noble Male with Retinue	+1L
21	2D	Soldiers	+1LGA
22	2D	Soldiers	LGAV
23	1D	Soldiers on Police Duty	+1GA
24	2D	Soldiers	LGA
25	3D	Soldiers	+1GA
26	2D	Soldiers on Patrol	LGA
31	1D	Aslan Adventurers	+2LGA
32	2D	Noble Male with Retinue	LGAV
33	2D	Noble Male with Retinue	LG
34	2D	Non-Aslan Tourists	+2
35	2D	Hunters with Guides	+1LGV
36	1D	Soldiers on Police Duty	VG
41	1D	Barbarian Fugitives	-2
42	2D	Outcast Bandits	G
43	1D	Outcasts	-1G
44	2D	Starship Crew	LGA
45	1D	Female Technicians	+1
46	2D	Outcast Brigands	LGA
51	1D	Offworld Merchants	-2GA
52	2D	Local Traders	GV
53	2D	Local Mercenary Team	GV
54	1D	Religious Group	-1
55	1D	Offworld Researchers	+1
56	2D	Soldiers on Guard Duty	A
61	1	Wanderer	GA
62	1D	Crafters	V
63	1D	Artist	
64	Event:	Witness Challenge	
65	Event:	Witness Duel	
66	Event:	Witness Teacher Correcting Youths	

Note: Unless otherwise stated, each individual has a small blade weapon, no armor, and is on foot.

L: Leader present with best possible equipment for TL.

G: Has guns of proper TL.

A: Has armor of proper TL.

V: Has vehicle of proper TL (possibly riding animals).

+N, -N: Increase or decrease group's equipment TL by N. Robots may be group members if group TL is 12+.

Interdictions are declared by individual clans, generally to benefit the owning clan in some way. Usually the intent is to reserve some local resource for the clan exclusively, to isolate a native race from interstellar society, or to exploit that race without outside interference. Unlike the Imperium, interdictions are seldom established to protect a world or race. The owning clan may maintain minimal starport facilities or a base at a class X world. These are closed to all by the owning clan.

For Aslan worlds within 25 parsecs of Imperial borders:

Green. No danger. Green travel zones are usually not stated.

Amber. Caution. Circumstances dictate caution because of local, natural, or social conditions. Non-Aslan should be especially careful.

Red. Danger. Access to the world is prohibited by an Aslan clan. The surroundings on planet may be hazardous.

As described in *Step 18 Allegiance*, Aslan worlds are assigned As as the allegiance code on sector charts. By convention, worlds with government code L, major clan control, have an allegiance code with a digit, A0-9. The digit represents the Aslan power bloc to which the major clan owning the world belongs.

Regarding travel and trade routes, the Hierate has nothing to correspond to the Imperial xboat network. Clans often establish major trade routes connecting high population worlds, or worlds with established A and B starports — or class C starports with bases — along the way. Starports facilities and services along the same route usually follow a consistent standard.

Extended System Generation: No changes are necessary for Aslan star systems.

World Builder's Handbook: Aslan worlds have significant differences from human worlds, mostly requiring omissions rather than changes.

In the *Population Related Details* section, the *Step 7 Social Outlook* tables for the Aslan world, apply an extra DM as follows.

Step 7a Progressiveness: If Aslan world, roll 1D+4 instead of 2D on the attitude table, and apply a DM+1 for action.

Step 7b Aggressiveness: If Aslan world, DM-2

Step 7c Extensiveness: If Aslan world, DM-2 for global, and DM+2 for interstellar.

Bypass altogether *Step 8 Customs* and all of the *Government Related Details* section. These apply chiefly to worlds of the Imperium where variation from world to world is the rule. The Aslan Hierate is far more monolithic. Differences do exist among Aslan worlds, but they are more subtle than can be easily handled by the tables in *World Builder's Handbook*.

ASLAN STARSHIPS AND SPACE TRAVEL

A jump takes just over 5 eakhau (or about 7 Imperial days) to complete. Aslan ships use the same technology as human ships, and either race can use ships belonging to the other with a minimum of difficulty.

Aslan have no special regard for luxury, and do not have a separate high passage ticket. All paid passages are considered middle or low. However, any Aslan of social level 9+ will receive the services of the ship's steward automatically, and the middle passage baggage allowance becomes 500 kgs. Aslan nobles always have precedence, and usually bump passengers of lesser standing.

Working passage is common within a clan; working passage is rarely available to non-clan members.

ASLAN SPACE TRAVEL CUSTOMS

The following are common practices within Aslan space.

Clan Hospitality: There is a strong clan tradition that "the clan takes care of its own." If members of a character's clan live on a particular world, these clan members will offer free food and lodging, and will often provide a middle passage ticket if they can



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be convinced the need is important enough. Outcasts are without a clan they can claim, and thus are not extended this hospitality.

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

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

SHIP OPERATION PHILOSOPHIES

The basic principles of Aslan ship design are similar to humans; however some differences in Aslan ship operations call for different crew accommodations.

Aslan crew standards vary since there is no central authority to prescribe the number and type of crew required. The details of ship operation mandate that the requirements for pilot, navigator, and engineer be the same as for humans. Pilots are almost always male; navigators and engineers are almost always female.

Stewards are not *required*. However, most properly staffed ships will carry one steward for every four noble males taking passage on the ship. If no proper steward can be provided, then they will co-opt another crew member for the duty. A well-prepared ship thus provides a steward in order to avoid losing an engineer or navigator at the wrong moment.

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

Because of the nature of Aslan society and upbringing, most ships have a male in formal command of the ship and a female who deals with many details (specifically finances) which are beneath the male's dignity. The male captain is almost always the pilot. On military ships, the female is the

captain's executive officer. On commercial ships, the female is the purser. In both cases, she may also be the navigator.

Purser: Each merchant starship engaged in commercial activity, trade, commerce, cargo transport, passenger transport, or charter activity must have a purser. Invariably, the purser will be female, and she must have a minimum of either Admin-1, Broker-1, or Trader-1 skill.

The purser is paid a salary of Cr5,000 per month.

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

ASLAN SHIP OWNERSHIP

It is very rare for an Aslan to own a starship personally. Starships are usually owned collectively by the clan, or by corporations. In most cases, it is the clan which owns the ship, with individuals assigned to operate them in the interests of the clan. In similar fashion, other ships are owned by corporations.

Aslan characters can acquire the use of a ship in several different ways — by grant from the clan, by grant from a corporation, as a mustering-out benefit, and as a boon.

Clan leaders can grant the use of a starship if the character presents a clear plan covering the advantages and disadvantages to the clan and the character. Such plans may include clan communications, trade and commerce, hatei expeditions, scientific research, planetary exploration, and clan warfare expeditions. Other reasons may also be accepted.

Corporate leaders may grant the use of a starship in much the same way as clan leaders do. Adequate reasons for use of a corporate ship include trade and commerce, cargo transport, and merchant operations.

Individuals who have received a ship as a mustering-out benefit have been granted use of a ship by their clan or their corporation for one of the appropriate reasons given above.

Ships are sometimes obtained as a boon from a clan leader. The character must first perform some great service for the clan or the leader (usually at great risk of life and limb) and as a reward is given a ship for his or her personal use. Receipt of a ship as a boon precludes the necessity of a plan for the ship's use.

An Aslan who cannot obtain a ship in normal fashion may commission a starport to build one, paying the full purchase price. Financing is rare, since it would have to be obtained from a corporation, which are often affiliated with clans; if the clan did not approve the use of the ship, they are also unlikely to approve the purchase of a ship. Financing is also obtained only as a result of a favorable reaction throw. The referee should use DMs reflecting the reasons behind the need for such a ship on both throws, as well as other DMs as required. A financing company without clan ties could eliminate this problem.

Aslan ship designs are not generally available outside Hierate space. Human ship designs are fairly common within the Hierate, and may be found in addition to the ships described here.

When an Aslan corporation grants a ship, it participates in the cost of operating it and in the revenue it generates. Each year, the corporation balances the books on the ship. All expenses are totalled (fuel, routine maintenance, life support, crew salaries, berthing costs, cargo costs, and other appropri-



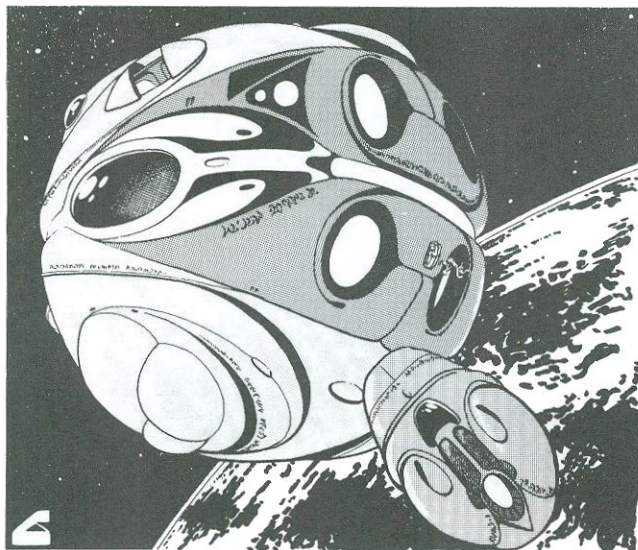
Michael Vilardi

ate expenses); to this is added 5% of the original cost of the ship. All revenues are also totalled (cargo transport receipts, passenger fares, profits from trade and speculation, charter fees, and other receipts). The two are added together to see if the ship had a profit or loss.

If the ship operated at a profit, the corporation takes 50% of the profits. The crew is awarded bonuses equal to 20% of the profit. The grantee receives the remaining 30% of the profit. It is possible for the grantee to receive both grantee profit and a portion of the crew bonus.

A clan grants a ship with less concern for immediate profit of loss since non-commercial uses do not generate money as clearly. The clan pays basic expenses for the ship, but also receives all revenues which the ship generates.

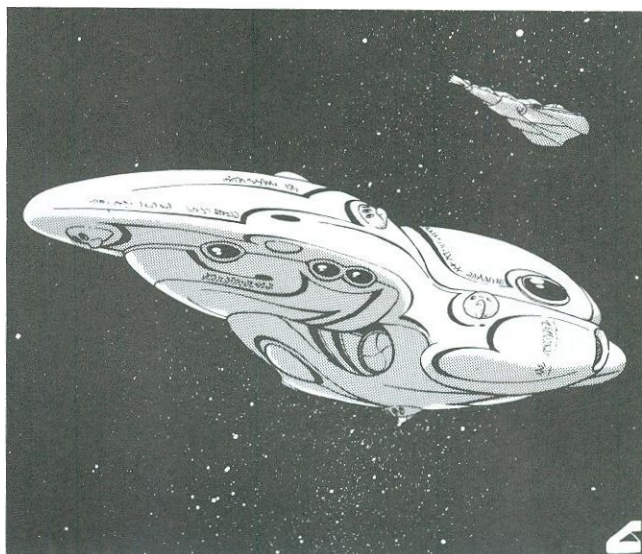
Individually owned ships are the responsibility of the owner. Ships granted as a boon are also the responsibility of the owner. Ships received as mustering-out benefits are treated as either clan or corporate grants.



ASLAN CLAN TRANSPORT

CraftID: Aslan *Khtukhao* Clan Transport, TL 14, MCr162.668
Hull: 540/1350, Disp=600, Config=3USL, Armor=40G, Unloaded=4147 tons, Loaded=5366 tons
Power: 20/40, Fusion=2700 Mw, Duration=30/90
Loco: 27/54, Maneuver=2, 17/34, Jump=2, NOE=180 kph, Agility=0
Commo: Radio=System
Sensors: Active EMS=FarOrbit, Passive EMS=Interstellar, ActObjScan=Rout, ActObjPin=Rout, PasEngScan=Rout
Off: Hardpoints=6
Def: DefDM=+5
Controls: Computer=4 x3, Panel=holodynamic linked x135, Special=heads-up holodisplay x3, Environ=basic env, basic ls, ext ls, grav plates, inertial comp
Accomm: Crew=7 (Bridge=2, Engineer=2, Flight=2, Command=1), Staterooms=24, LowBerths=30, Shrine, SubCraft=shuttle
Other: Cargo=1059 kl, Fuel=2295 kl, ObjSize=Average, EmLevel=Moderate

Used by both clans and corporations, the *Khuthao* (translating roughly as "travelling womb") clan transport plies freight and passengers along the Hierate's major trade routes. The sight of one of these ships is unforgettable. The large, bulbous hull is usually painted in fiery orange and reds. Ornate *yoyeaokhtef* snake along the surface, curling between contours.



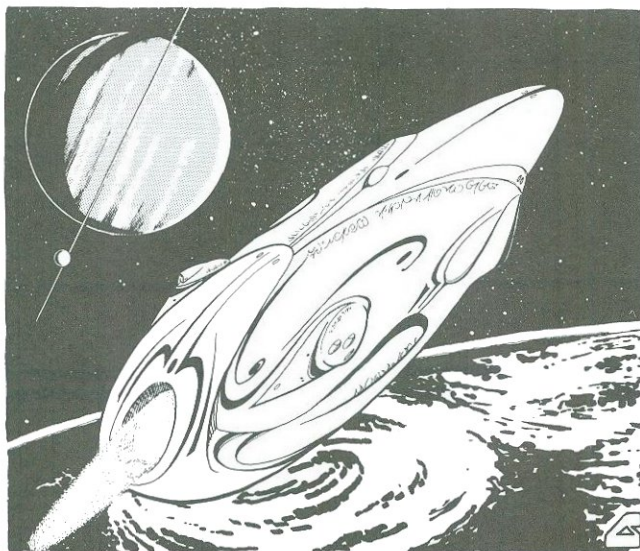
ASLAN COURIER

CraftID: Aslan *Ktiyhui* Courier, TL 14, MCr95.169
Hull: 180/450, Disp=200, Config=2SL, Armor=40G, Unloaded=2228 tons, Loaded=2580 tons
Power: 13/26, Fusion=1746 Mw, Duration=30/90
Loco: 20/40, Maneuver=4, 8/16, Jump=3, NOE=180 kph, CruiseAtm=750 kph, TopAtm=1000 kph, Agility=0
Commo: Radio=System, MaserComm=System
Sensors: Active EMS=FarOrbit, Passive EMS=Interstellar, ActObjScan=Rout, ActObjPin=Rout, PasEngScan=Rout
Off: Missiles=x04
 Batt 1
 Bear 1
Def: DefDM=+5
Controls: Computer=4 x3, Panel=holodynamic linked x167, Special=heads-up holodisplay, Environ=basic env, basic ls, ext ls, grav plates, inertial comp
Accomm: Crew=4 (Bridge=1, Engineer=1, Gunner=2), Staterooms=7, Shrine
Other: Cargo=264 kl, Fuel=1239 kl, Purifier (24h), Scoops, ObjSize=Average, EmLevel=Moderate

The *Ktiyhui*-class courier is a fast, long-range ship used to conduct clan business across interstellar distances. This time-proven design has served the Tlaukhu well for generations. Though the interior components are superior to earlier models, the hull configuration remains the same as when the class first saw service, three centuries past.

The paint on these vessels is easily soluble (using a common Aslan-manufactured solvent). Before a specific mission, the ship is usually stripped down, then decorated with a set of *yoyeaokhtef* which proudly describe its new mission, crew, and so on.

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**ASLAN ESCORT****CraftID:** Aslan *Ekawsiykua* Escort, TL 14, MCr306.706**Hull:** 720/1800, Disp=800, Config=3USL,
Armor=40G, Unloaded=7387 tons,
Loaded=7908 tons**Power:** 40/80, Fusion=5301 Mw, Duration=30/90**Loco:** 58/116, Maneuver=3, 36/72, Jump=4,
NOE=180 kph, Agility=0**Commo:** Radio=System, MaserComm=System**Sensors:** Active EMS=FarOrbit, Passive
EMS=Interstellar, Densitometer=HiPen/250m,
Neutrino=10 kw, ActObjScan=Rout,
ActObjPin=Rout, PasObjScan=Rout,
PasObjPin=Rout, PasEngScan=Simp,
PasEngPin=Rout**Off:** Missiles=x06

Batt 1

Bear 1

Def: DefDM=+6

Sandcasters=x05

Batt 1

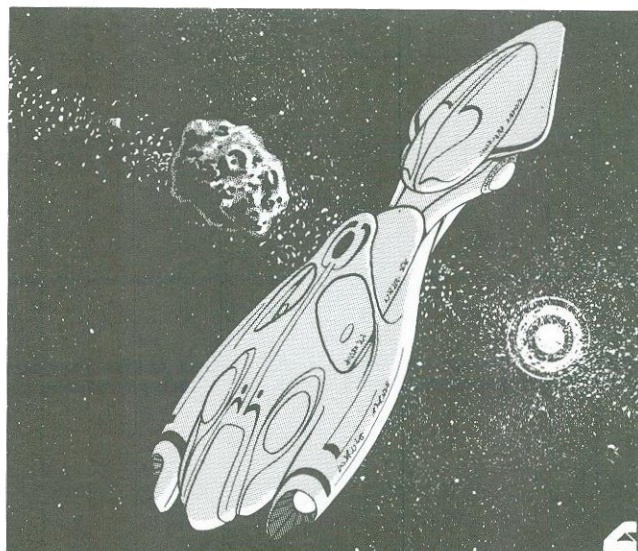
Bear 1

Controls: Computer=5 x3, Panel=holodynamic linked
x390, Special=heads-up holodisplay x4,
Environ=basic env, basic ls, ext ls, grav plates,
inertial comp**Accomm:** Crew=31 (Bridge=2, Engineer=3, Gunner=6,
Flight=8, Troops=8, Command=3, Medical=1),
Staterooms=16, Shrine, SubCraft=pinnacle x2,
fighter x4**Other:** Cargo=183 kl, Fuel=4821 kl, ObjSize=Average,
EmLevel=Moderate

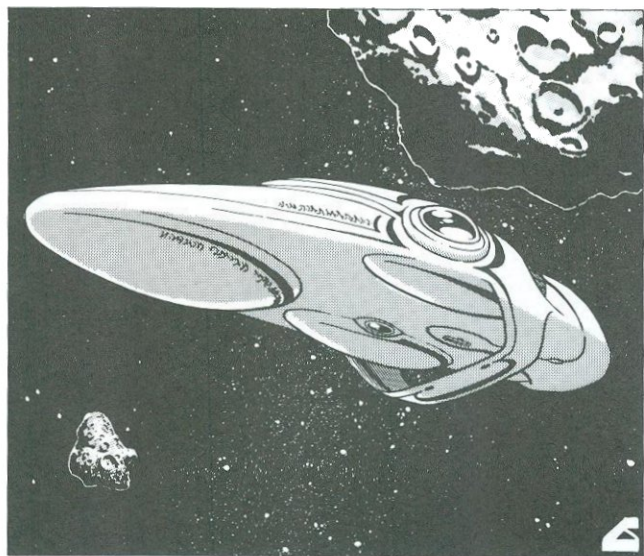
Clans employ the *Ekawsiykua* escort for patrol and combat duties. Many convoys use a small group of *Ekawsiykua* for protection, when travelling in troubled regions. Their fine record in battle has established them as a ship not to be trifled with.

Unfortunately, some of these vessels have been found in the service of dishonored Aslan, engaging in "pirate" activity. Such a situation presents a formidable threat to smaller, unarmed merchant ships.

Rob Caswell

**ASLAN SURVEYOR****CraftID:** Aslan *Hkiyrerao* Surveyor, TL 14, MCr103.971**Hull:** 360/900, Disp=400, Config=2SL, Armor=40G,
Unloaded=2725 tons, Loaded=3225 tons**Power:** 8/16, Fusion=972 Mw, Duration=30/90**Loco:** 8/16, Maneuver=1, 15/30, Jump=3, NOE=180
kph, CruiseAtm=750 kph, TopAtm=1000 kph,
Agility=0**Commo:** Radio=System x2, MaserComm=System**Sensors:** Active EMS=FarOrbit, Passive
EMS=Interstellar, Densitometer=HiPen/250m,
Neutrino=10 kw, ActObjScan=Rout,
ActObjPin=Rout, PasObjScan=Rout,
PasObjPin=Rout, PasEngScan=Simp,
PasEngPin=Rout**Off:** Hardpoints=4**Def:** DefDM=+5**Controls:** Computer=4 x3, Panel=holodynamic linked x55,
Special=heads-up holodisplay x2,
Environ=basic env, basic ls, ext ls, grav plates,
inertial comp**Accomm:** Crew=5 (Bridge=1, Engineer=1, Flight=3),
Staterooms=15, LowBerths=10, Lab=675 kl,
Shrine, SubCraft=pinnacle, g-carrier**Other:** Cargo=397 kl, Fuel=1469 kl, Purifier (6h),
Scoops, ObjSize=Average, EmLevel=Faint

Finding its use mostly in the hands of Aslan corporations, the *Hkiyrerao* is designed to perform surveys of newly discovered worlds and interstellar phenomena. Its overhead sensor pod contains a wide array systems. If the need arises to undertake a manned survey, the *Hkiyrerao* can use its pinnacle and g-carrier to transfer personnel to the investigative target. The *Hkiyrerao* is a relatively new class, only coming into service in 3648 (Aslan).

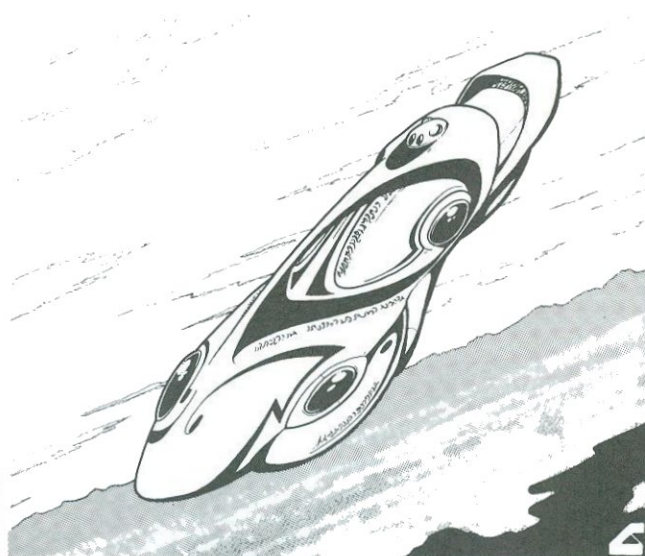
**ASLAN SEEKER****CraftID:** Aslan *Kteiroa* Seeker, TL 14, MCr59.123**Hull:** 180/450, Disp=200, Config=2SL, Armor=40G,
Unloaded=1533 tons, Loaded=2604 tons**Power:** 9/18, Fusion=1152 Mw, Duration=30/90**Loco:** 9/18, Maneuver=2, 6/12, Jump=2, NOE=180
kph, CruiseAtm=750 kph, TopAtm=1000 kph,
Agility=0**Commo:** Radio=System**Sensors:** Active EMS=FarOrbit, Passive
EMS=Interstellar, Densitometer=HiPen/250km,
ActObjScan=Rout, ActObjPin=Rout,
PasObjScan=Rout, PasObjPin=Rout,
PasEngScan=Rout**Off:** PulseLasers=x02

Batt 1

Bear 1

Def: DefDM=+3**Controls:** Computer=2x3, Panel=holodynamic linked
x276, Special=heads-up holodisplay,
Environ=basic env, basic ls, ext ls, grav plates,
inertial comp**Accomm:** Crew=3 (Bridge=1, Engineer=2),
Staterooms=4, LowBerths=4, Shrine**Other:** Cargo=1009 kl, Fuel=866 kl, Purifier (18h),
Scoops, ObjSize=Average, EmLevel=Moderate

A favorite prospecting vessel of many clans is the *Kteiroa*-class seeker. It's sleek, streamlined shape belies its brutish function – to search among the rubble of asteroid belts, break down promising ore finds with its pulse lasers, and take the rocky cargo aboard for transport. Retractable waldoes set on either side of the cargo doors help the crew nudge free-floating boulders into the bay.

**ASLAN SCOUT****CraftID:** Aslan *Hraye* Scout, TL 14, MCr35.968**Hull:** 90/225, Disp=100, Config=2SL, Armor=40G,
Unloaded=1011 tons, Loaded=1319 tons**Power:** 6/12, Fusion=711 Mw, Duration=30/90**Loco:** 5/10, Maneuver=2, 3/6, Jump=2, NOE=180 kph,
CruiseAtm=750 kph, TopAtm=1000 kph,
Agility=0**Commo:** Radio=System**Sensors:** Active EMS=FarOrbit, Passive
EMS=Interstellar, Densitometer=HiPen/250m,
Neutrino=10 kw, ActObjScan=Rout,
ActObjPin=Rout, PasObjScan=Rout,
PasObjPin=Rout, PasEngScan=Simp,
PasEngPin=Rout**Off:** Missiles=x02

Batt 1

Bear 1

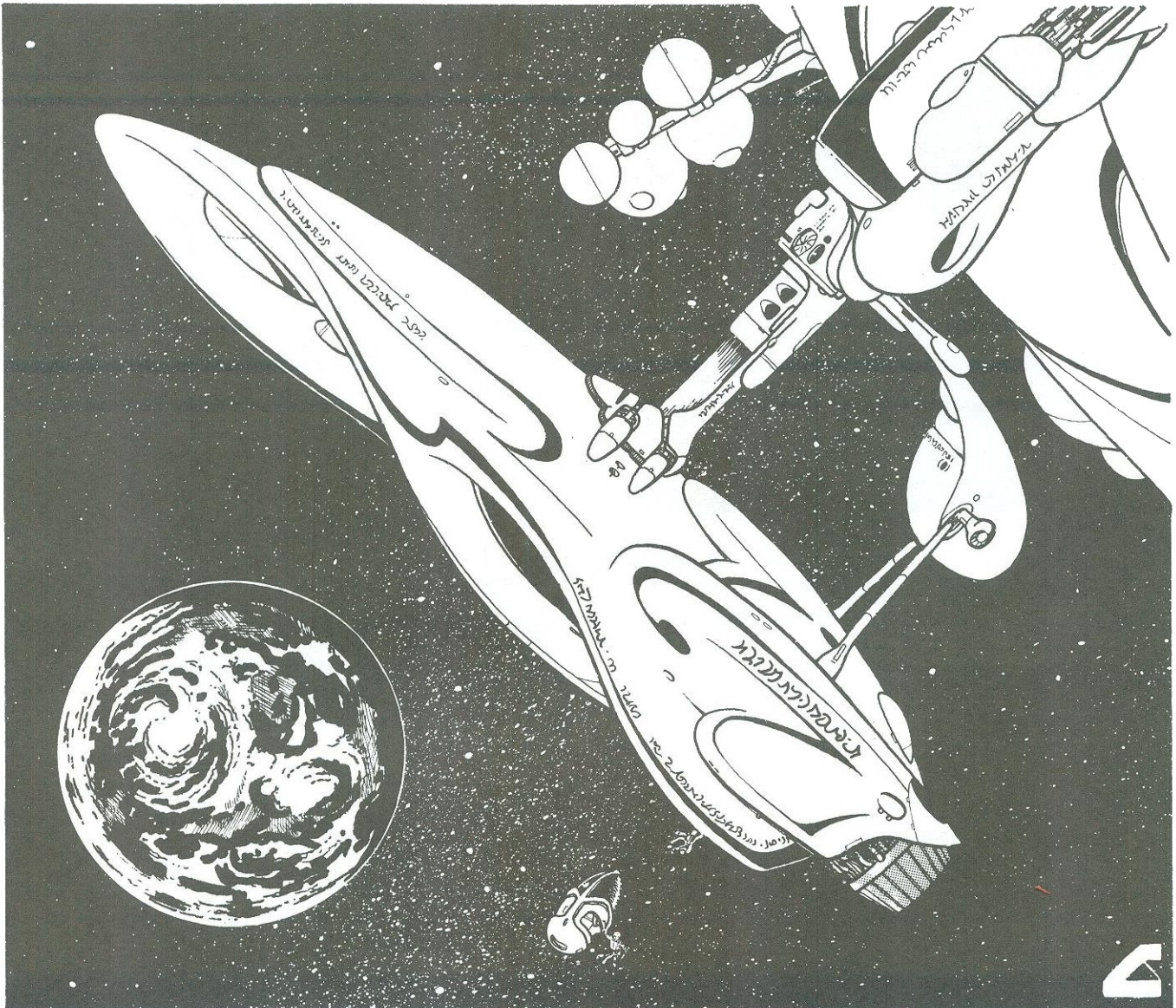
PulseLasers=x02

Batt 1

Bear 1

Def: DefDM=+3**Controls:** Computer=2x3, Panel=holodynamic linked
x104, Special=heads-up holodisplay,
Environ=basic env, basic ls, ext ls, grav plates,
inertial comp**Accomm:** Crew=3 (Bridge=1, Engineer=1, Gunner=1),
Staterooms=2, Shrine, SubCraft=ATV**Other:** Cargo=273 kl, Fuel=487 kl, Purifier (6h),
Scoops, ObjSize=Average, EmLevel=Faint

The small *Hraye*-class scout is well suited to the solitary lifestyle of a wander *ihatei*. Its features were designed for travel in less settled star systems. Indeed, this ship may be encountered with far more frequency in the Aslan Colonies across the Great Rift than within the Hierate itself.



ASLAN TRADER

CraftID: Aslan *Eakhau* Trader, TL 14, MCr86.523

Hull: 360/900, Disp=400, Config=2SL, Armor=40G,
Unloaded=2479 tons, Loaded=4956 tons

Power: 8/16, Fusion=972 Mw, Duration=30/90

Loco: 8/16, Maneuver=1, 11/22, Jump=2, NOE=180
kph, CruiseAtm=750 kph, TopAtm=1000 kph,
Agility=0

Commo: Radio=System

Sensors: Active EMS=FarOrbit, Passive
EMS=Interstellar, ActObjScan=Rout,
ActObjPin=Rout, PasEngScan=Rout

Off: Hardpoints=4

Def: DefDM=+4

Controls: Computer=3x3, Panel=holodynamic linked x70,
Special=heads-up holodisplay x2,
Environ=basic env, basics, extls, grav plates,
inertial comp

Accomm: Crew=2 (Bridge=1, Engineer=1),
Staterooms=13, LowBerths=16, Shrine
Other: Cargo=2420 kl, Fuel=1199 kl, Purifier (6h),
Scoops, ObjSize=Average, EmLevel=Faint

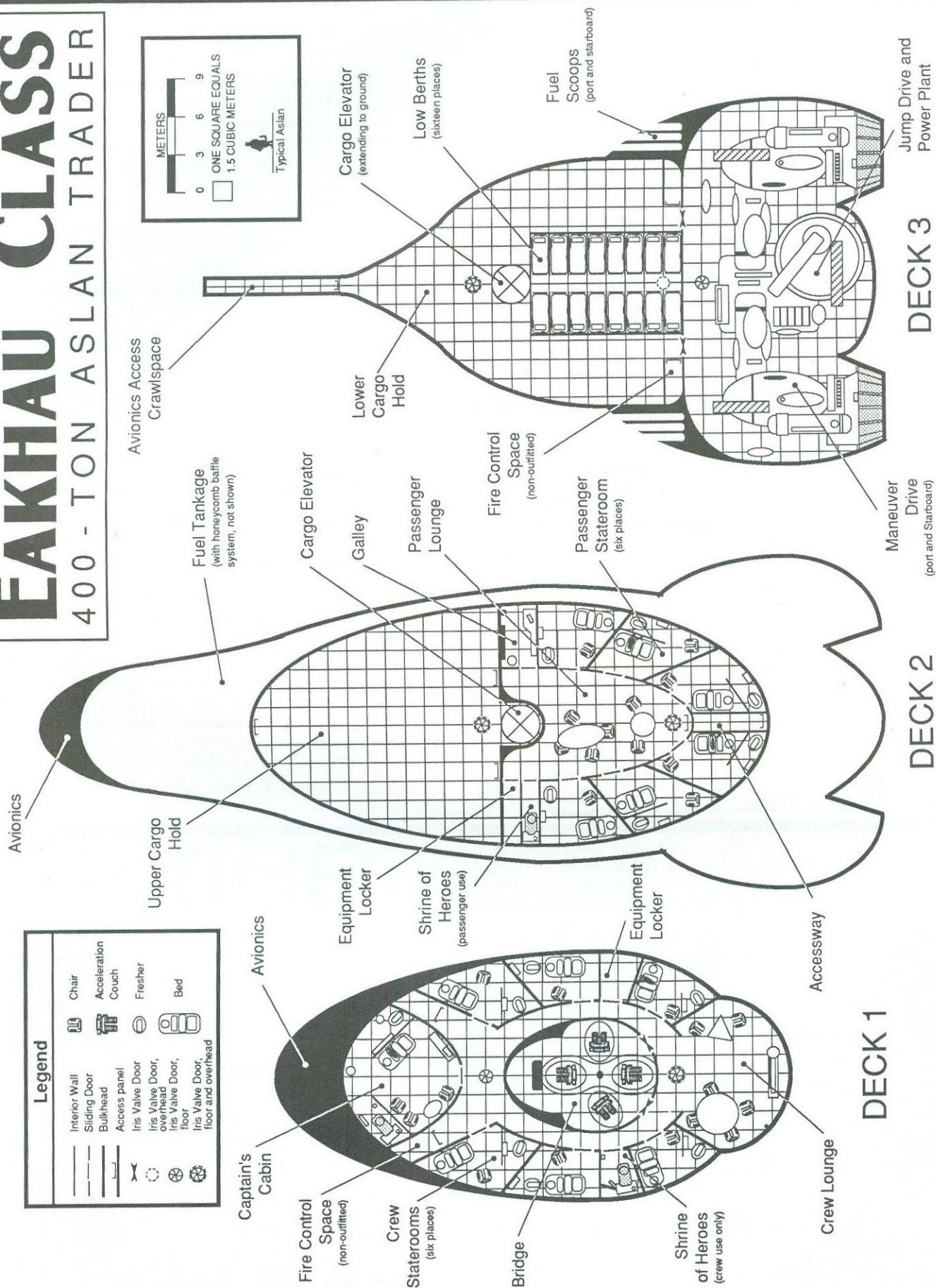
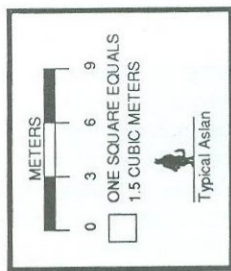
Perhaps one of the most common vessel encountered in the Hierate is the *Eakhau*-class trader. Even in human-dominated space, this ship is the one most associated with the Aslan.

The *Eakhau*'s characteristics are optimized, carrying a fine mix of cargo and passenger space. Unlike most human traders, the *Eakhau* does not carry any auxiliary vehicles or craft. This aspect has sometimes given human traders an edge, in areas like Reaver's Deep sector, where the two races come into trade competition.

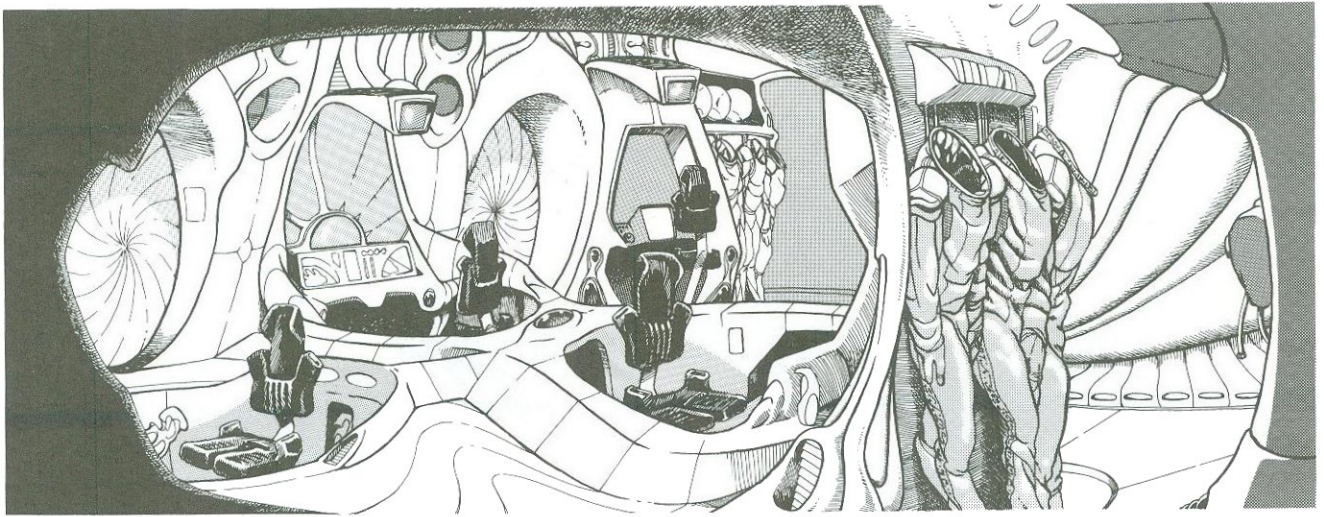
EAKHAU CLASS

400 - TON ASLAN TRADER

Legend	
	Interior Wall
	Sliding Door
	Bulkhead
	Access panel
	Iris Valve Door, floor
	Iris Valve Door, floor and overhead
	Chair
	Acceleration Couch
	Fresher
	Bed



Michael Vilardi



BRIDGE

BRIDGE

The bridge on Aslan starships functions essentially the same as on human starships. The bridge of the Aslan Trader is a typical example of Aslan construction style, including the flowing rounded surfaces, lending an almost organic look to the interior. Certain parts of the starship also often have the decorative and poetic engravings common to all Aslan hardware.

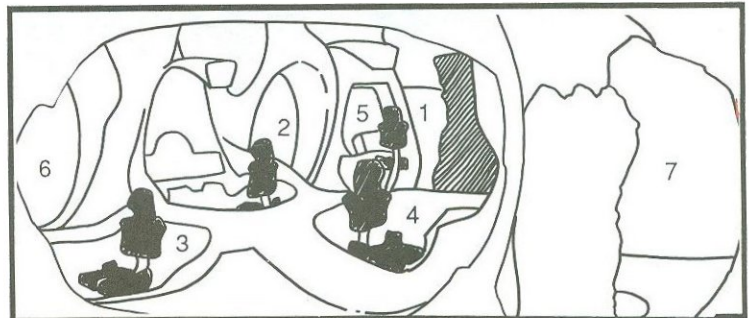
The pilot's acceleration couch is placed to one side, with the navigator/sensor ops and weapon coordinate stations back to back. On the other side is the engineering station. An Aslan male pilots the starship, with a female executive officer taking the nav position. The pilot's controls are configured to be simple and labeled in the Aslan Trokh script. The female nav/sensor position generally is configured with much more elaborate controls, labeled in the special female script.

For those rare occasions when the other sex must, of necessity, operate the controls, there is a default panel configuration stored just for the other sex, complete with the proper script.

The ship's computer is built into the wall surrounding the engineering position. Spare parts are stored in a bin underneath, while holocrystals are kept in a rack nearby. The computer is primarily a concern of the females, and the males gladly leave it to them.

There is no bridge viewport built into the wall/ceiling of the Aslan trader, as in most Aslan starships. Aslan feel the viewport is far too vulnerable in combat. The crew instead relies on personal viewscreens and heads up displays.

Aslan acceleration couches include a split seat cushion, to comfortably seat an Aslan and accommodate his or her tail.



- 1 Pilot's station
- 2 Navigator/Sensor Ops station
- 3 Engineering monitor station
- 4 Weapon coordinate/tactical station
- 5 Pilot's viewscreen
- 6 Bridge access iris valves
- 7 Access corridor

DARK NEBULA SECTOR

Like many sectors bordering the Imperium and other realms, the Dark Nebula sector resembles its former self only superficially. Since the Rebellion, there have been many changes in such factors as who controls which world, the locations of Solomani and Aslan outposts, and so forth.

As it stands, the sector is split three ways. The largest portion is in the hands of the Aslan Hierate. The Solomani Confederation holds the trailing subsectors and portions of Ruih, Kilrai', Khtoiakta, and Yohkui. Dulinor controls all of the Aotrei subsector, and small sections of Earle, Kyaenkha, Akalare, Kilrai', and Ruih.

This high concentration of controlling factions in one sector, combined with the state of flux in borders caused by the Rebellion, creates an environment rich in prospects for adventurous souls looking for a quick profit. Such entrepreneurs must be competent and unafraid of getting into scrapes, both legal and physical, because the confused situations in the Dark Nebula sector leave most areas of that region without any regular law enforcement. Where such agencies do continue to operate, they are liable to be harsh and swift in the pursuit of their duties.

As the Rebellion grinds on, and the Solomani continue to extend their influence to neighboring worlds, the Aslan ihatei will pursue their dreams of land on which they can settle and call their own. For the foreseeable future, the sector will continue to be an exciting — and dangerous — place.

Alaoyaah/Kilrai' (1714 B331758-A): Alaoyaah is tightly

Earle	Aotrei	Ruih	Akuusir
Kyaenkha	Aklhare	Kilrai'	Danvers
Siei	Yataw	Khtoiakta	Kimson's Stand
Hrorehe	Kou	Yohkui	Staa

Dark Nebula: Subsector Key

in the grasp of a feudal technocracy which might be better described as a technocratic oligarchy. The ruling body, the Ftaoeaktaih manufacturing cartel, holds the reins of every aspect of life on Alaoyaah. The world was first colonized by the cartel as a mining and manufacturing site, a venture which went extremely well.

Trouble cropped up a few years ago, when a number of Solomani humans were able to get appointments to the administrative board of

the on-planet operations. Using their positions to gain inside information, these individuals were soon able to buy up the majority of the cartel's stock. From then on, they began to impose higher and higher quotas on their already overworked employees, forcing them to buy through a company store, and not permitting contact with other worlds in the Hierate. The bulk of the population on Alaoyaah are virtually slaves to the administrative board.

Because of the potential for labor riots, or even civil war, the Traveller's Aid Society has classified the Alaoyaah system an Amber Zone.

Earle, Kimson: Legendary human homesteader from Solomani space who settled in the Earle system (Dark Nebula 0307) circa 350 (-1776 Imperial), in the early days of Aslan star travel. According to the story, when the Aslan discovered the human Earle had settled on a world "in their space" they told him to "get out or else." Earle stood up to the Aslan, refusing to give up his land. In the end, he gained great respect from Aslan and they let him keep his homestead. Earle became an expert on the Aslan ways, and is remembered with honor among the Aslan. Most human citizens of Aslan space place Kimson Earle at the top of the list when remembering great and honorable human heroes of the past.

Ekhiysus/Khtoiakta (2223 E8594H6-A): This world is the home of the University of Khaolus, one of the largest Aslan

institution of higher education. The starport has earned an E class rating, not because it is a true frontier station, but because there is very little on planet industry which requires a large installation. Though there are no construction facilities at the port, and few repair facilities, refined fuel is available on a limited basis.

Hegemony of New Albion: This cluster of Solomani member states occupies a small corner of the Staa subsector. Rather than each world in the Hegemony sending a representative to Terra, they banded together under the leadership of New Albion, a planet in the Oskkan system (Staa 2834).

Hlao/Kilrai' (1719 X7698CB-5): Hlao is a world under strict control of the government. However, unlike on most planets with restrictive laws, the people of Hlao are actually happy with



their rulers. Years ago, the world's economy was on the verge of collapse, and crime was rampant, as was governmental corruption. Through a bloodless coup, a small group of men, mostly academicians, backed up by some high-level enforcers and army officers, ousted the old government. Since then, through the implementation of stringent controls, the economy has been turned around, crime is virtually nonexistent, and the population once more has faith in its leaders.

The controls placed on daily life by the oligarchy make things difficult for outsiders, and the punishments are swift and harsh.

The death penalty is often invoked for any felony conviction. Because of the harsh, repressive laws, the Traveller's Aid Society has classified Hlao as a Red Travel Zone.

Meredith's Twins, Battle of: The Battle of Meredith's Twins is hardly deserving of the name. Actually a small engagement between separated elements of the 56th Solomani Light Strike Group and a Patrol Section of the 195th Imperial Fleet, the battle's only claim to significance is that it was the first true engagement between Imperial and Solomani forces in the Rebellion.

The Solomani vessels, under the command of Admiral Shifflet Karn, emerged from jump space in the Samarorn system (Ruih 1906) to make a mid-course correction, and to skim fuel from the system's only gas giant. Just as skimming operations were getting under way, the Imperial Patrol Section, under Captain Ross Bagerstock, arrived in system.



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Captain Bagerstock ordered the Solomani to cease operations and to leave the system, which he claimed was under Imperial control. Admiral Karn argued that the system was part of the Solomani Confederation, and thus the Imperial ships were the trespassers. The argument continued until, in a fit of rage, Admiral Kern broke off communications and ordered his fleet to engage.

The battle, named for two large planetoids in the system's outermost belt, lasted only a few hours. The light Imperial patrol ships were unable to stand up under the galling fire from the Solomani strike ships, and were forced to withdraw.

Referee: The wreckage of two Imperial Gazelle class escorts and one Solomani destroyer may be found amid the floating rock of the asteroid belt. The destroyer is beyond repair, but the Gazelles may be cannibalized to make one functioning ship.

Nabokov/Danvers (3118 DAF4532-2): Nabokov is a strange world. Its thin, low atmosphere makes life impossible at altitudes greater than a few hundred meters above sea level. However, there are a great many below sea level valleys which make it possible for more than nine hundred thousand inhabitants to survive. The world's main export is wellspice, a rare compound used in pharmaceuticals. Wellspice is extracted from a lichen which grows naturally in deep rock holes on Nabokov.

Ormine, Gerontocracy of: Small interstellar government

primarily found in Akhlar Subsector. The Ormine are a very long-lived minor race with some characteristics resembling Terran reptiles. Their metabolism is slow, with a minimal homeothermic response to keep them from actually freezing.

Ormine are upright, short-legged bipeds with a short, flat tail for balance. The arms are also relatively short and the hands partly webbed. They are covered with jointed plates rather like the armor of a Terran armadillo. Their origin was obviously aquatic and they retain several adaptations that make them at home in the water, including gills which open and activate upon diving.

The lifespan of the Ormine is about 300 standard years, with maturity coming at 30 standard years. The elders of a community are its leaders, and serve for life once chosen. Understandably, Ormine culture is slow-moving and very conservative. On their own, they have never developed past tech level 8.

The Solomani arrival 3,000 years ago was a severe cultural shock. Solomani spacers were impatient with the deliberate movements of the councils that negotiated with them, while the Ormine for the most part thought the Solomani rude, impetuous, and thoughtless.

Human technological superiority, however, was undeniable. This attracted some few younger Ormine minds. With every human visit, some Ormine took passage to new worlds. Colonies grew up on several suitable planets and some unsuitable ones. The technology to conquer the inhospitable worlds was supplied by the Solomani in exchange for work contracts and pledges of loyalty. Thus most of the gerontocracy is deeply in debt to the Solomani and is part of their political sphere.

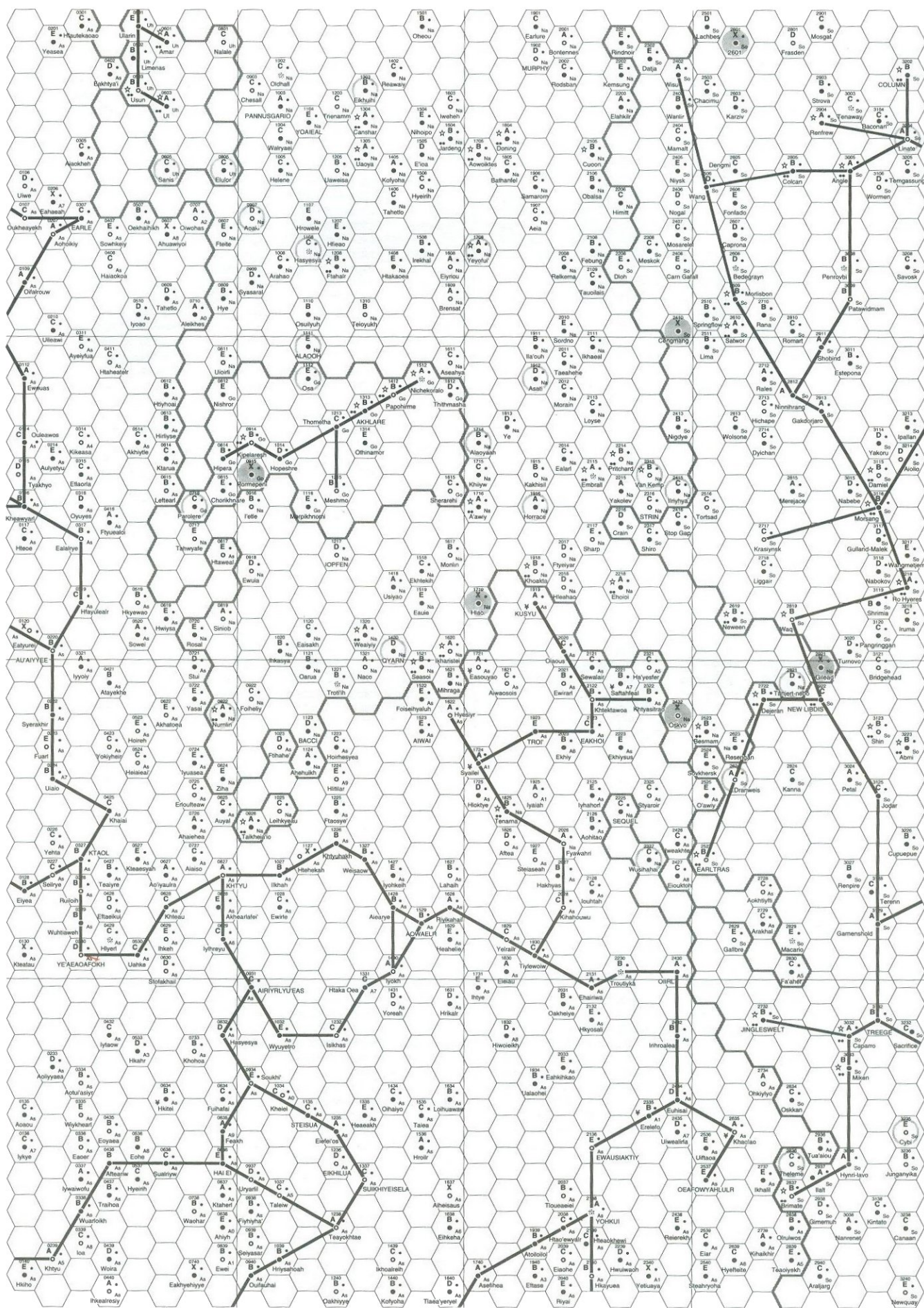
The Ormine retain their rule by elders, but those elders usually have a human "advisor". Any who express their disapproval of this too strongly may find themselves exiled to one of the less pleasant worlds.

Ouifauhai/Kou (0940 B77A4J6-E): Ouifauhai is strictly under the control of the Raas Clan. Though the planetary code lists the world as non-industrial, it has one major industry: aquaculture. Since the planet is entirely covered with water, the Raas have taken to harvesting the extensive kelp beds which grow in the planet's shallow warm-water seas. Fishing also provides a great deal of the world's income.

Occasionally, Aslan mercenary companies will come to Ouifauhai to train in waterborne and shipboard operations.

Yeyfoui/Ruih (1708 A548344-B): Classified as an Amber Zone by the Traveller's Aid Society, Yeyfoui is the site of a long, bloody clan war. The Stikeiwyasi and Ktaih clans have been struggling for control of the planet's silver mines for several years. Originally partners in the mining industry, the clans came to blows when Ktaih (the clan responsible for shipping the silver off-world) accused Stikeiwyasi (responsible for the extraction and processing of the ore) of using an outside shipper in order to cheat them out of profits. Since then, the two have been engaged in a low-intensity clan war, and little silver has been coming out of the mines.

2601/Akuusir (2601 X341668-0): Red Zone. Known by no other name than its star-chart designation, this is the Solomani prison world for the sector. No technological development is permitted to the eight million prisoners there. The world is far enough from the Aslan-Solomani border not to occasion diplomatic comment, though the Aslan despise such expedients as prison worlds and are aware that some (or most) of the exiles are political prisoners.



DARK NEBULA SECTOR — UWP SURVEY DATA

Uiwe	0106	D1003K9-B	Ni Va Lo	523	As M2 V	Ahuawiyoi	0607	X8C45L4-9	FI Ni	521	A8 M4 V
Oukheayekh	0107	C1006MA-8	Ni Va Na	200	As K0 V	Tahetto	0609	D8A28N7-9	FI	414	As M6 III K9 V
Oilfairouw	0109	A6462G5-9	Ni Lo	512	As G6 V	Hitihoai	0612	B6367N7-D		334	As M2 V M4 D M2 D
Eweuas	0112	A4856M5-B	R C2 Ni Ri Ag	104	As M1 V	Hirliyse	0613	B5643M7-A	Lo Ni	713	As F5 V M7 D
Ouleawos	0114	C5562M8-7	Ni Lo	302	As M4 IV M2 D	Ktarua	0614	C4635N6-C	Ni	813	As M3 V M7 D
Tyakhyo	0115	D1003G9-A	Ni Va Lo	200	As M7 V	Letearl	0615	B2005K7-D	Ni Va	122	As A3 V
Kheawyarl	0116	B79A3GA-A	Ni Wa Lo	314	As G1 V	Hwlysa	0619	E4463K7-9	Lo Ni	305	As G3 V
Hteoe	0117	C5947H8-C	Ag	603	As K2 V	Akhatoea	0622	E3005K7-7	Ni Va	503	As G0 V M5 D
Eatyurei	0120	X1002G6-7	Ni Va Lo	612	As G6 V M5 D	Aoi'yaurla	0627	A9985N7-E	Ni Ag	102	As M2 V
Eiyea	0128	B8826N9-9	Ni FI	714	As G3 V	Khteau	0628	C9A44J5-B	FI Ni	310	As G3 IV
Kteatau	0130	X9981N3-8	Ni Lo	803	As K1 V	Ikkeh	0629	E3106H3-7	Ni Na	713	As M2 V
Aoaou	0135	C9B65K8-9	FI Ni	323	As K0 V M8 D	Stofakhail	0630	D2002N8-7	Lo Ni Va	901	As M8 V M6 D
Ikyke	0136	C6B66L6-9	FI Ni	805	A7 F1 V	Hkilei	0634	B73A3G7-E	Lo Ni Wa	424	As M5 V
Hkiho	0140	E4531H7-8	Lo Ni Po	613	As F9 V M3 D	Sualriyw	0636	C68A7J7-B	Ri Wa	823	As M3 IV M8 D
Yeasea	0201	E5842GA-7	Lo Ni	902	As M7 V M7 D	Oiwohas	0707	A1006L6-B	Ni Va Na	503	A2 K4 VI M7 D M4 D
Eahaeah	0206	X5234L8-7	Ni Po	114	A7 M1 V M2 D	Aleikhes	0710	A7555L7-E	Ni Ag	804	A0 M4 V M2 D
Aohoiiky	0207	A4000GB-D	R Lo Ni Va	524	As M3 III M3 D	Parolare	0716	C652468-3	Ni Po	A 501	Go K2 V M6 D
Uileawi	0210	C66A7M5-9	Ri Wa	901	As K4 V	Tahwyafe	0717	E1108CB-5	Na	120	Na M6 V
Aulyetyu	0214	E6484K6-6	Ni	813	As M1 V	Rosal	0720	E6678BC-2	D3 Ri	704	Na M2 V
Aoi'uiyee	0220	B1009H3-D	Hi In Va Na	123	As K2 V M4 D	Stui	0721	D3624H7-B	Ni	523	As M0 V M6 D
Syerakhir	0222	B7747H5-E	Ag	225	As M2 V M9 D	Yasai	0722	EA762G2-5	Lo Ni	904	As M7 V
Fuari	0223	E3003M4-9	Lo Ni Va	933	As K4 V	Ilyuasea	0724	E5416J6-6	Ni Po	325	As K2 V
Uiaio	0224	B7773L8-A	Lo Ni	513	A7 K6 IV M6 D	Eloufteaw	0725	C7A06HB-8	Ni De	203	As G2 V
Yehta	0226	C1008HB-A	Va Na	904	As M2 V M1 D	Ahaiehea	0726	A7867K6-C	Ri Ag	804	As M4 V
Sellrye	0227	C1004K8-7	Ni Va	503	As M0 V	Aiaiso	0727	C6786K7-8	Ni Ag	823	As M0 V
Aoi'iyaea	0233	D6546M3-7	Ni Ag	901	As G2 V	Khohoa	0733	B1102M6-E	Lo Ni	304	As M3 III M0 D
Khtyu	0239	A2106L7-B	Ni Na	404	As M3 V M9 D	Waohar	0738	B1004N8-9	C1 Ni Va	811	As M0 III
Hfautekacao	0301	C3630G9-8	Lo Ni	103	As K4 V	Eakhyehiyye	0740	X5446N3-9	Ni Ag	803	As K2 V M6 D
Aiaokheh	0305	C4344N5-9	Ni	802	As K3 V	Nalale	0801	C41089A-5	Na	910	Uh M3 V
Earle	0307	C532AH9-9	Hi Na Po	313	As G0 V M8 D	Elulor	0805	C8B2855-5	FI	A 111	Uh M3 V M9 D
Ayeiyfua	0311	E1006J3-8	Ni Va Na	903	As G0 V M6 D	Fleite	0807	E100566-4	Ni Va	902	Na M2 V K7 D
Kikeasa	0314	C4001LB-7	Lo Ni Va	611	A4 M7 VI	Hye	0809	B796200-9	Lo Ni	303	Na M1 V M0 D
Etlaorla	0315	CAC51H6-B	FI Lo Ni	902	As K4 V M9 D	Uiolril	0811	E100342-4	Lo Ni Va	504	Na M8 V M8 D
Oyuyes	0316	D7993N6-7	Lo Ni	400	As M4 V M2 D	Nishror	0812	E684223-1	Lo Ni	700	Go M9 IV
Ealalrye	0317	B4104M4-C	Ni	302	As M7 D M3 D	Hipera	0814	B657868-9		323	Go M7 IV
Hfayulealr	0319	C5566N4-A	Ni Ag	235	As M4 VI M2 D M3 D	Chorikhnare	0815	E868422-3	Ni	804	Go M4 V M1 D
Iyyoiy	0321	AGA34H9-B	FI Ni	203	As M9 II M9 V	Htawael	0817	E1107M8-B	Na	713	As M5 V
Ktaol	0327	B8C59H7-E	FI Hi	115	As M2 V	Sinibol	0819	A200223-C	Lo Ni Va	404	Na M7 V M3 D M0 VI
Rulioih	0328	B1001K3-A	Lo Ni Va	622	As G3 V	Nurnlin	0822	A342878-A	F Po	A 821	Na K3 V M0 D
Wuhtlaweh	0329	B6233J9-E	Lo Ni Po	110	As M5 V	Zina	0824	E235595-3	Ni	720	Na M0 III M2 D
Ye'aeaoafokh	0330	D400AK5-C	Hi In Va Na	203	As M1 V M1 D	Auyal	0825	C7953KB-B	Lo Ni	911	As M0 V
Aotui'asiyr	0334	B8542J9-B	Va Na	224	As M3 V	Khtyu	0827	A210AN6-E	Hi In Na	503	As K2 V
Wiykhearl	0335	E1006J6-7	Ni Va Na	900	As G3 V	Akhearlafei'	0828	E86A2G7-9	Lo Ni Wa	303	As K0 V
Eaoer	0336	B2003G9-C	Lo Ni Va	301	As M1 V M2 D	Ilythreyu	0829	C8855L3-8	Ni Ag	514	A6 M1 V
Iywalwofu	0337	A6542J9-B	R Lo Ni	603	As K9 IV	Hasyesya	0832	D4512G8-A	Lo Ni Po	124	As K4 V
Wuarloikh	0338	B5544M2-C	Ni	903	As K1 V	Fulhatal	0834	C5477K4-C	Ag	604	As M5 II
loa	0339	C3006L7-8	Ni Va Na	504	A8 K2 V	Feakh	0835	A2222L5-B	Lo Ni Po	913	A9 M4 V M7 D
Eakhtya'i	0402	D4277K5-B		122	As M1 V	Hai Ei	0836	E6649H9-8	Hi	422	As K3 IV M6 V
Sowhkeiy	0407	E3008K6-8	Va Na	724	As K1 V M3 D	Ktaherl	0837	A5835H5-E	Ni	603	As K0 V M7 D
Halaokoa	0408	C4007J6-A	Va Na	800	As M1 V M9 D	Ahiyh	0838	E62A7L9-9	Wa	924	A0 G2 V
Htaheatelr	0411	C2001G8-A	Lo Ni Va	924	As M9 D M6 D	Ewei	0839	B2104L4-A	Ni	524	A1 M2 V
Ftyuealoi	0416	AAD35J6-E	FI Ni	903	As G3 V M7 D	Chesall	0903	C200688-7	Ni Va Na	704	Na M4 V
Atayekhe	0421	B5460GA-9	Lo Ni	710	As M6 V	Aoaki	0907	D110759-8	Na	A 605	Na G0 V
Yokiyheir	0423	C1107J6-D	Na	802	As M4 V	Syasaral	0909	DAA5499-7	FI Ni	704	Na K4 V M3 D M4 D
Khalai	0425	C4561G9-6	Lo Ni	620	As K7 VI M4 D	Ripelaresh	0914	B100358-B	F Lo Ni Va	705	Go K7 II
Tealyre	0427	B4234K8-D	R Ni Po	505	As G8 III	Kormepenl	0915	X8B4443-0	FI Ni	R 102	Go M1 V
Eftaelikui	0428	D3108M7-B	Na	414	As M3 V	Ietle	0916	B100247-C	Lo Ni Va	121	Na G5 V
Hiyerl	0429	C0005H6-9	Ni As	914	As M3 III	Ewulla	0918	D30089D-2	Va Na	303	Na A1 V
Iytaow	0432	C2324K7-9	Ni Po	510	As M1 V	Folihelly	0922	C110411-A	Ni	202	Na M4 D M7 D
Eoyaea	0435	B1104H9-C	Ni	114	As K1 V	Taikheia'io	0926	A77A777-A	F Wa	903	Na K0 V
Afteariw	0436	B5467K6-D	Ag	400	As G8 D M2 D	Airiylryu'eas	0931	C538AM9-A	Hi	104	As K2 V
Trailhoa	0437	B98A3N4-B	R Lo Ni Wa	414	As M8 V	Soukhi'	0934	E1002K6-A	Lo Ni Va	604	As M9 V
Woira	0439	D6686J9-7	Ni Ri Ag	224	As K0 V	Uryariil	0937	D2008J9-A	Va Na	223	As G1 V
Ihkealresiy	0440	A3107J3-D	Na	312	As G1 V	Fiyhiyha'	0938	B3324KA-B	Ni Po	624	As K3 V M3 D
Ularin	0501	E859166-6	Lo Ni	623	Uh G6 V	Selyasar	0939	B4106M7-A	Ni Na	412	As M0 V
Limenas	0502	B685202-B	Lo Ni	903	Uh M9 V	Ouilfauhai	0940	B77A4J6-E	Ni Wa	112	As K1 V
Usun	0503	B10086B-C	F Va Na	701	Uh K6 VI	Oldhal	1002	C000200-C	Lo Ni As	204	Na M1 V M4 D
Oekhaihikh	0507	B7553J7-D	Lo Ni	224	As M2 V	Pannusgarlo	1003	A3829DB-A	Hi	503	Na G0 V
Iyoao	0510	D99A3NA-8	Lo Ni Wa	901	As K1 V	Walryaei	1004	C436541-7	Ni	810	Na M4 V
Akhiytie	0514	C6753N4-8	Lo Ni	914	As M3 D G6 D	Helene	1005	C665866-7	C5 Ri	502	Na K4 III
Hkyewao	0519	B2005M5-B	Ni Va	123	As M1 V M9 D	Arahao	1008	C544733-3	Ag	104	Na M7 IV M3 D
Sowel	0520	A7774N7-A	Ni	113	As G3 V M3 D	Hopeshre	1014	D595422-6	Ni	202	Go M0 V M4 D
Hoireh	0523	E1007J9-8	Va Na	221	As M1 V M4 D M7 D	Ilkhahe'	1020	B547100-A	Lo Ni	603	Na M6 V M8 D
Heiaieal'	0524	C2008N6-D	Va Na	502	As G9 IV M8 D	Ewirle	1023	D5A07M8-C	De	403	As G2 V
Kteaesyah	0527	E4478N8-B		101	As K8 II M8 V	Leikhyeau	1025	C210631-8	Ni Na	803	Na K3 V M2 D
Uahke	0530	C5532J6-9	Lo Ni Po	724	As K7 VI	Ilkhahe'	1027	B4343KA-9	Lo D2 Ni	403	As M3 V
Hkahr	0533	D5551L6-8	Ni Ag	512	A3 K0 V	Wyuyetro	1028	C6677J2-B	Ri Ag	303	As M1 V
Eohe	0536	B7765L6-9	Ni Ag	310	As M0 V	Khelei	1032	E6457M8-9	C5 Ag	103	As K3 V M9 V
Hyehirih	0537	C4696M7-A	Ni Ri	510	As K9 IV	Taleiw	1034	C1004L7-C	Ni Va	122	A0 M4 V
Amar	0601	A797232-9	F Lo Ni	302	Uh M0 D	Hryisahoah	1039	B6678N2-E	Ri	604	As G0 V
Ul	0603	A682698-8	F Ni Ri	414	Uh G3 V	Yiaieal	1104	E9A897A-8	FI Hi	405	Na M2 V
Sanis	0605	C545448-8	Ni	A 103	Uh G3 V M4 D	Hrowele	1107	E774220-5	Lo Ni	100	Na K8 V
						Hasyesya	1108	C000333-A	Lo Ni As	A 512	Na K4 V

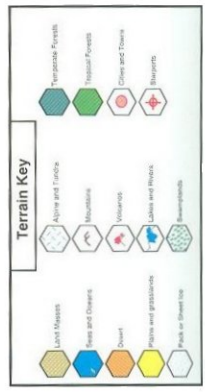
Osuliyuh	1110	BA79413-6	Ni	910	Na M3 V	Eihkeha	1638	B6894L9-9	Ni	402	A6 M4 V M6 D
Alaooh	1111	E8A3AD9-3	Fi Hi	A 300	Na M0 V	Tlaea'yeryei	1640	D3225M9-B	Ni Po	804	As M0 V M2 D
Osa	1112	E8A2342-6	Fi Lo Ni	A 115	Go M8 D	Aowokites	1705	B333767-A	F Po Na	304	Na M3 V M6 D
Merplkhnoml	1116	E544653-2	Ni Ag	903	Go M4 V	Yeyofufi	1708	A548344-B	F Lo Ni	A 824	Na M9 V
Eaisakh	1120	C545102-4	Lo Ni	112	Na F2 V	Alaoyaah	1714	B331758-A	Po Na	A 701	Na G1 V
Oarua	1121	B579510-6	Ni	322	Na M1 V M1 D	Khilyw	1715	C453457-8	Ni Po	223	Na G1 V
Bacci	1123	D77AADE-4	Hi In Wa	822	Na K0 V	A'awiy	1716	A959678-C	F D5 Ni	103	Na G2 V
Ahehukh	1124	A998552-B	C1 Ni Ag	905	Na M7 IV M3 D	Hlaao	1719	X7698CB-5		R 703	Na M2 V
Htehekah	1127	X1005N5-A	Ni Va	521	As K4 V	Easouyao	1721	A1003H5-C	T Lo Ni Va	204	As K3 V M6 D
Steisua	1135	C6849M7-D	Hi	403	As K8 III	Syaliei	1724	A3357L7-E	T	403	A1 M4 III
Trienamm	1203	C200262-5	Lo Ni Va	120	Na M9 V	Hloktye	1725	D8A16M6-B	Fi Ni	905	As A4 V
Uawaisa	1205	B7B0676-A	Ni De	603	Na K0 V	Ihtye	1731	E9A85J8-A	Fi Ni	902	As M4 V M1 D
Hileao	1207	E576010-2	Lo Ni	404	Na A1 IV F7 D	Asefihea	1740	A6454H7-C	Ni	311	As M2 D M8 D
Flahair	1208	B522863-6	F Po Na	603	Na M3 V M4 D	Doning	1804	A331523-A	F Ni Po	105	Na M0 V
Thometha	1213	C327688-4	Ni	125	Go K3 V	Bathanfel	1805	C788163-3	Lo Ni	503	Na M1 IV M6 D
Meshmo	1215	B1006BB-8	Ni Va Na	915	Go K4 IV	Ye	1813	D423547-6	Ni Po	825	Na M8 VI
Iopfen	1217	D110ACC-8	Hi In Na	201	Na M2 VI	Alwaosois	1821	C1004H6-B	Ni Va	304	As A0 V
Trot'li	1221	B000526-9	Ni As	923	Na M8 D	Tenarna	1825	B436233-B	F Lo Ni	704	Na K9 V
Hoirhesyaa	1223	C7556K8-B	Ni Ag	303	As G2 V	Aftea	1826	D2007KB-A	Va Na	813	As K3 V M2 D
Hilitlar	1224	E1006L6-7	Ni Va Na	914	A9 M4 V M8 D	Yelralir	1829	C1002GA-B	Lo Ni Va	110	As M6 V
Ftaosye'	1225	B2314H7-D	Ni Po	113	As G3 V M5 D	Eieliau	1830	A4436KA-E	Ni Po	710	As K6 IV
Khtyuhakh	1226	B88A2G9-B	Lo Ni Wa	320	As K6 V	Hlwoleikh	1832	D8934L5-6	Ni	204	As M1 V
Isikhas	1232	C1003G6-7	Lo Ni Va	603	As M9 V M9 D	Earlure	1901	C73A332-A	Lo Ni Wa	100	Na K6 V M5 D
Eiefoel'os	1235	A4264JA-C	Ni	424	As K1 VI M3 D	Murphy	1902	D200A98-6	Hi In Va Na	312	Na K1 V M2 D
Eikhilua	1236	D310AJ9-C	Hi In Na	704	As M0 V	Samarorn	1906	C775410-6	Ni	710	Na K0 V M1 D
Teayokhtae	1238	A2106H6-E	Ni Na	504	As M4 V M8 D	Aeia	1907	C100756-6	Va Na	324	Na M0 V
Oakhlyye	1240	B2105K8-D	Ni	521	As K0 V	Ila'ouh	1911	B542120-A	Lo Ni Po	503	Na G6 V M8 D
Eikhuihi	1303	B998347-8	Lo Ni	A 613	Na K0 V	Asati	1912	D729400-9	Ni	A 511	Na M1 V K0 D
Canshar	1304	A696444-C	F Ni	623	Na M0 V	Kakhilis	1915	B6A0444-B	Ni De	225	Na M3 V M5 D
Uaoya	1305	A322556-E	F Ni Po	224	Na K1 V	Horrace	1916	A431658-C	Ni Po Na	A 414	Na M2 V K6 D
Teioyukh	1310	B110530-A	Ni	220	Na K1 III	Khoakta	1918	B200211-A	F Lo Ni Va	904	Na K9 V
Akhlae	1313	B577AA6-8	F Hi In	504	Go M2 V	Kusyu	1919	A8769H6-E	U Hi In	703	As M1 V M9 D
Othinamor	1314	E5A1422-5	Fi C4 Ni	500	Go K2 V	Troi'	1923	E7879H8-B	R Hi	900	As M3 V M2 D
Wealiy	1320	A646497-B	F Ni	404	Na A4 V M2 D	Iyaiah	1925	A1005L8-B	Ni Va	522	A1 M0 V M9 D M6 D
Naco	1321	A110557-B	Ni	313	Na M0 V M1 D	Steiaseah	1927	E1004M5-A	Ni Va	200	As M1 V
Weisaow	1327	B6565H7-D	Ni Ag	624	As M3 V	Tiylewioi	1930	C9C68N7-C	Fi	814	As M0 IV
Htaka Oea	1331	C4357L9-9	C5	400	A7 M2 IV	Ualaohei	1934	B4787K7-C	Ag	313	As M4 V M5 D
Heaeakh	1335	E9487K8-7	C0 Ag	303	As M0 V M3 D	Atoliloli	1939	B5533HA-D	Lo Ni Po	534	As M7 V M9 D
Suikhiyeisela	1337	C2009J7-E	Hi In Va Na	313	As M1 V M0 D	Eftase	1940	B7675L6-A	Ni Ag	701	A3 K2 V
Reawaly	1402	C647234-8	Lo Ni	502	Na M3 III	Bontennes	2001	A300522-A	Ni Va	613	Na M0 V
Kofyoha	1405	A599768-7		203	Na G0 V	Rodsban	2002	C552003-8	Lo Ni Po	203	Na M3 V
Tahetlo	1406	C977853-5		700	Na K0 V M6 D	Relkema	2008	C442586-6	Ni Po	112	Na K2 V M8 D
Htakaoea	1408	E4598A8-2		912	Na G3 V M1 D	Sordno	2010	E222899-5	Po Na	103	Na M1 V
Papohirme	1412	B20087C-8	F Va Na	912	Go K4 V M8 D	Taeaehehe	2011	C743301-9	Lo D4 Ni Po	902	Na M2 IV
Usiyao	1418	A666623-7	Ni Ag	212	Na K3 V M0 D	Morain	2012	C9A3556-A	Fi Ni	404	Na M1 V M1 D
Qyarn	1420	D5219BB-8	Hi In Po Na	A 810	Na G4 V M9 D	Ealari	2014	C97A575-A	Ni Wa	424	Na G1 V M7 D
Iyohkeih	1427	E5436K7-5	Ni Po	413	As K4 III	Ftyeyar	2017	D100125-5	Lo Ni Va	704	Na K9 V M2 D
Aearye	1428	B8C66K6-9	Fi Ni	502	As K0 II M0 D	Hleahao	2018	D310221-6	Lo Ni	714	Na K8 VI M8 D
Iyokh	1430	A3004K9-C	Ni Va	102	As M2 V	Oiaous	2020	C8518J9-D	Po	713	As M3 V M8 D
Yoreah	1431	D1101G2-A	Lo Ni	503	As M5 III M6 D	Ewirar	2021	B2004K8-9	Ni Va	512	As M3 V M9 D
Olhaiyo	1434	C4337K8-9	Po Na	314	As M4 V	Ekhly	2023	B6293L6-B	Lo Ni	204	As M5 V
Ikhoalreih	1439	C1005N9-9	Ni Va	914	As G5 D M8 D	Fyawahri	2026	A100899-D	D0 Va Na	313	Na K0 V
Kofyoha	1440	B6962G9-D	Lo Ni	402	As K5 V	Hakhayas	2027	B3544KB-A	Ni	302	As K1 V M7 D
Oheou	1501	B989328-6	Lo Ni	722	Na M7 V	Kihahouwu	2028	C2006M8-A	Ni Va Na	805	As K4 IV M7 V
Nihoipo	1504	E649236-5	Lo Ni	825	Na M1 V	Oakhieye	2031	B4636KA-9	Ni Ri	811	As M4 V
E'loa	1505	D686655-6	Ni Ri Ag	600	Na K4 V	Eanikhkoo	2033	E3741H5-A	Lo Ni	624	As K3 V
Hyeirih	1506	C110001-A	Lo Ni	113	Na M0 V	Tlouaeiei	2037	B2108H9-C	Na	323	As G6 III M0 D
Irekhal	1508	B7357A6-8		604	Na G3 V	Htao'ewyair	2038	C3235J8-7	Ni Po	422	As M3 V M6 D
Nichekorato	1512	A000334-E	J Lo Ni As	602	Go M2 V	Eiaoh	2039	C1005K8-A	Ni Va	723	As K0 III M2 D
Ekhtekih	1518	C534577-7	Ni	902	Na M4 V M1 D	Riyal	2040	E7526NC-6	Ni Po	711	As K3 V
Eaule	1519	E8C1840-2	Fi	810	Na M3 V	Cuoon	2105	B96A621-7	J C0 Ni Wa	803	Na M0 V
Seaso	1521	B9C4000-A	F Fi Lo Ni Ba	404	Na G1 V M1 D	Obalsa	2106	B5858C8-6		204	Na G5 VI M2 D
Foieihyaluh	1522	E8642M7-8	Lo Ni	724	As M7 V	Febung	2108	B472312-9	Lo C1 Ni	713	Na M1 V
Aiwal	1523	E5999K8-7	In Hi	702	As K2 V M2 D	Tauollais	2109	C799111-8	Lo Ni	204	Na M6 V M5 D
Aowaelr	1529	B4629H6-B	Hi	902	As K4 V M3 D	Ikhaael	2111	C853131-8	Lo Ni Po	714	Na M6 VI
Taiea	1535	C5475H9-C	Ni Ag	914	As K8 III M5 VI	Lkhaeal	2113	C445687-6	Ni Ag	224	Na K0 D
Hroilr	1536	A5566K8-B	Ni Ag	904	As M3 V M4 D	Embrall	2115	A000434-B	F Ni As	914	Na M0 V
Iweheh	1603	C110420-8	Ni	304	Na G4 V	Sharp	2117	E100335-7	Lo Ni Va	203	Na M6 IV M1 VI
Jardeng	1604	B424676-A	F Ni	812	Na K4 V	Sewalair	2121	C4435NA-A	R Ni Po	104	As G4 V M9 D
Eiryriou	1608	A110877-B	Na	113	Na M0 III M6 D	Khtektawoa	2122	B1005K9-C	Ni Va	903	As K3 V
Brensat	1609	A8A0689-7	Ni De	724	Na M3 V M9 D	Eakhoi	2123	C7869H6-D	Hi	114	As F8 Ia
Aseahya	1611	C100113-A	Lo Ni Va	202	Na M2 V M9 D	Iyhaohor	2125	E3373G6-6	Lo Ni	112	As M8 IV M1 D
Thithmasha	1612	D455523-6	Ni Ag	204	Go A2 V	Aohitao	2126	B5348K3-B		404	As M3 V M2 D
Sherarehi	1615	C100695-9	Ni Va Na	802	Go G0 V	Iouhtah	2128	C66A7N4-B	Ri Wa	802	As M1 V M3 D
Monlin	1617	B100444-C	Ni Va	223	Na K4 V	Eahriwa	2131	A7265HB-A	Ni	802	As M2 V
Ikharistei	1620	A20068A-9	F Ni Va Na	625	Na K4 V M0 D	Hkyosali	2132	E4565MB-6	Ni Ag	602	As M4 VI M4 D M9 D
Mihraga	1621	B638752-A		705	Na G3 V	Ewaosaktiy	2136	E1109N8-7	Hi In Na	924	As M8 VI
Hysesir	1622	A1006J8-A	R Ni Va Na	405	As M2 V M0 D	Yohkui	2138	A0009H8-E	Hi In As Na	803	As K0 V
Lahaih	1627	B2005J9-D	Ni Va	614	As K1 V M8 D	Hleaokhewi	2139	C59A1G8-9	Lo Ni Wa	603	As M5 V K7 D
Riyikahail	1628	A7A11G2-A	Fi Lo Ni	423	As G0 V	Hkayuea	2140	B1006HA-D	Ni Va Na	114	As M6 IV M3 VI
Heahelle	1629	E8B21N6-8	Fi Lo Ni	214	As M5 V	Rindnoir	2201	E9487A6-5	Ag	622	So M4 V M4 D
Hrikair	1631	D8A67N9-B	Fi	621	As G1 V M4 VI M5 D	Kernsung	2202	E678100-2	Lo Ni	403	Na M7 V
Loihuawaw	1634	B7983G7-A	Lo Ni	114	As K8 V M1 D	Eiahkng	2203	A676577-8	Ag	114	Na M2 V M3 D
Aiheisau	1637	X1004K3-7	Ni Va	700	As K1 V M2 D	Himitt	2206	C764630-3	Ni Ag	700	Na K1 V M8 D

Dloh	2208	E100354-8	Lo Ni Va	205	So G2 V M4 D	Romart	2810	C342344-4	Lo Ni Po	514	So K5 II
Pritchard	2214	B300367-C	F Lo Ni Va	714	Na M6 V	Ninnihrang	2812	A562656-9	Ni Ri	720	So M1 V M4 D
Yakolev	2215	A686677-C	Fi Ni	700	Na M2 V	Merejace	2815	A787488-B	Ni	403	So M4 V M4 D
Crain	2216	D525340-7	Lo Ni	210	So M8 V M5 D	Waq	2819	B100777-C	J Va Na	910	So M1 II
Eholoi	2218	A789213-D	F Lo Ni	802	Na M9 IV	Tanjert-nebo	2821	D466542-7	Ni Ag	A 104	Na K3 III M6 V
Saltahfeal	2221	B8835L8-E	T C2 Ni	603	A7 K4 V	Kanna	2824	C331510-5	Ni Po	900	So G4 IV M3 D
Ekhlysus	2223	E8594H6-A	Ni	710	As G0 V	Macario	2829	E0008A7-4	As Na	612	So M4 V
Sequel	2225	C773963-9	Hi In	702	Na K0 V	Fa'aher	2830	C7965L3-A	Ni Ag	113	A5 K2 V M8 D
Troutlyka	2230	B0002H7-E	R Lo Ni As	703	As M1 V	Oskkan	2834	C859498-4	Ni	911	So G1 V
Hwuiwaoh	2239	D6947H4-9	Ag	414	As K3 V	Theleme	2836	C300540-A	Ni Va	A 904	So G2 IV M9 D
Datja	2302	E673122-4	Lo Ni	814	So G5 VI M4 D	Brimate	2837	B100865-C	F Va Na	522	So M4 V
Meskok	2308	C654768-5	Ag	314	So M3 V M7 D	Olruwos	2838	BAA47M6-A	Fi	402	As M3 V
Van Kemp	2315	B500596-B	J Ni Va	A 904	Na A1 V	Teaoiyekh	2839	E4628L8-C	Ri	504	A5 M0 V
Strin	2316	C1009AD-8	Hi In Va Na	205	Na M0 V M7 D	Mosgat	2901	C354474-5	Ni	400	So M4 V M7 D
Shiro	2317	C433211-8	Lo Ni Po	101	So G6 V	Strova	2903	B222567-B	Ni Po	602	So M9 III M3 D
Ha'yesfer	2321	C1007L3-8	Va Na	501	A5 K4 V M9 VI	Renfrew	2904	A8B2541-9	J Fi Ni	601	So M4 V
Khtyastirao	2322	B3364K8-D	Ni	922	As M1 V M7 D	Shobind	2911	A794689-8	Ni Ag	113	So M4 V
Styaroir	2325	C1008H8-9	Va Na	124	As M7 III M2 D	Gakdorjaro	2913	A622756-B	Po Na	205	So K1 D
Wusihahai	2327	C879447-6	Ni	A 311	Na K3 D	Gilead	2921	X486879-0	Ri	R 603	Na M3 V
Erelefo	2335	B6577L6-C	T Ag	402	A1 M1 V M0 D	New Libdis	2922	C87AABB-C	M Hi In Wa	200	So K4 D
Yetiuaya	2340	X7683L8-6	Lo Ni	901	A1 M4 V	Tua'alou	2936	B7873J9-D	Lo Ni	213	As K5 VI
Wisu	2402	A446214-8	Lo Ni	202	So M8 V	Ilait	2937	A759300-A	Lo Ni	614	So M9 IV
Wanlir	2403	B9C3044-9	Fi Lo Ni	403	So M9 V	Gimemuh	2938	D210036-2	Lo Ni	515	So M2 V
Mamalt	2404	C110366-8	Lo Ni	924	So M6 V M6 D	Araljarg	2940	C223552-A	Ni Po	703	So K1 V M7 D
Niysk	2405	E867424-1	Ni	804	So M3 V M8 D	Tenaway	3003	C0006A8-5	Ni As Na	104	So M4 V M5 D
Nogai	2406	D100204-6	Lo Ni Va	210	So G9 V	Angle	3005	A977223-A	F Lo Ni	802	So M4 V
Mosarelei	2407	C88856A-8	Ni Ag	413	So M4 V M7 D	Penrovbi	3008	B000421-A	Ni As	703	So M3 V M5 D
Carr Gafall	2408	E100500-9	Ni Va	803	So M4 V	Patawidmam	3009	B110201-A	Lo Ni	400	So A3 V M1 D
Cengmang	2410	X352646-0	Ni Po	R 410	So K4 V M3 D	Estepona	3011	B8A6555-B	Fi Ni	904	So G1 V M4 D
Nigdye	2413	B242844-P	Po	123	So M9 V	Nabebe	3015	D685569-1	Ni Ag	823	So M4 V M5 D
Ilriyhya	2415	C624733-8		A 804	Na M0 III M7 D	Turnovo	3020	D766762-4	Ri Ag	402	So M4 V
Stop Gap	2416	C684200-9	Lo Ni	202	So M2 II	Petal	3024	A226547-E	Ni	204	So M1 V M0 D
Oskvo	2422	X11038D-1	Lo Ni	R 800	Na K5 V M8 D	Renpire	3027	B686342-A	Lo Ni	920	So G6 IV G6 IV
Iweakthe	2426	C5547J8-9	Ag	915	As M4 V M4 D	Caparro	3032	A474131-C	F Lo Ni	412	So M1 V
Eloukto	2427	C3336L5-B	Ni Po Na	923	A8 M0 V	Miken	3033	B678564-9	F Ni Ag	124	So M1 V
Oiiri	2430	A4539JB-E	Hi Po	713	As M0 V M2 D	Hynri-lavo	3036	A539543-F	Ni	713	So M0 V
Irihroalea	2432	B3534H8-B	Ni Po	304	As K7 III	Nanrenet	3038	A538242-A	Lo Ni	923	So M9 V
Euhisai	2434	D5677MA-B	Ri Ag	705	As M4 V M1 D	Baconan	3104	C374534-7	Ni Ag	603	So G2 V M9 D
Uiwealirlao	2435	D4244L5-B	Ni	204	A7 K0 V	Wormen	3106	D100002-6	Lo Ni Va	923	So M0 V M0 D
Reierekh	2438	E88A6JB-6	D1 Ni Ri Wa	304	As K0 V	Yakoru	3114	D889500-8	Ni	715	So M3 V
Lachbes	2501	D73A146-6	Lo Ni Wa	610	So M2 V	Daniel	3115	B110500-A	F Ni	903	So K5 VI M3 D
Chacimu	2503	C664453-4	Ni	204	So K4 V	Morsang	3116	B85A587-C	F Ni Wa	404	So M2 V M7 D
Wang	2506	D789899-2	Ri	222	So K3 D M8 D	Gulland-Malek	3117	D251643-4	Ni Po	213	So K2 V
Springflow	2510	B777465-8	Ni	314	So M4 V M0 D	Nabokov	3118	DAF4532-2	Fi Ni	903	So M1 V M8 D
Lima	2511	B326431-A	Ni	204	So M3 V M8 D M6 D	Shrimia	3119	B7C2644-8	Fi Ni	824	So M0 V M6 D
Tortsad	2516	C100446-9	Ni Va	422	So K0 V	Pangringgan	3120	C557431-4	Ni	404	So M3 V M9 D
Besmam	2523	B64159B-A	F C0 Ni Po	902	Na M4 V	Bridgehead	3121	C100566-7	Ni Va	611	So M2 V M0 D
Sovkhersk	2524	E726742-6		412	So F2 V M1 D	Shin	3123	B100421-C	F Ni Va	203	So M2 D
Oawiy	2525	E84A8N7-B	Wa	223	As K4 V M3 D	Jodar	3125	C576631-7	Ni Ag	312	So K2 V M3 D M6 D
Eairtras	2527	B6A0965-8	F C0 Hi De	205	So M1 V	Terenn	3128	C674559-7	Ni Ag	304	So M1 IV M6 D
Uiftaoa	2536	E3645N4-6	Ni Ag	903	As G3 V	Garnenshold	3129	A886436-9	Ni	414	So M9 D
Oeafowiyahluir	2537	E6A29N5-A	Fi Hi	304	As M2 V M1 D M2 D	Treege	3132	B442ABA-C	Hi In Po	712	So M3 V
Eiar	2539	C8846M8-7	Ni Ri Ag	920	As M1 V M5 D	Kintalo	3138	C244551-5	Ni Ag	704	So G1 V M9 VI
Steahryoha	2540	E8637K5-6	Ri	100	As M2 III	Column	3202	B537988-D	F Hi	110	So A2 V M7 D
2601	2601	X341668-0	Ni Po	R 104	So K2 V	Linate	3204	A200544-E	Ni Va	A 304	So G1 V M2 D
Karziv	2603	D4318BC-7	Po Na	201	So K3 V	Temgassung	3205	C777422-3	Ni	903	So M5 IV
Dengmi	2605	CA88486-4	Ni	320	So G1 VI M1 D	Savosk	3208	C788534-3	Ni Ag	604	So G0 V
Fontado	2606	EAA856A-7	Fi Ni	400	So M5 VI M3 D	Ipallan	3213	E66A167-7	Lo Ni Wa	202	So K7 V M8 VI
Caprona	2607	D77A404-5	Ni Wa	332	So K7 II M6 V	Aiolio	3214	D110200-9	Lo Ni	324	So M5 V M0 D
Bedegrayn	2608	D000577-4	Ni As	714	So A3 IV	Wangmetjern	3217	E573212-6	Lo Ni	101	So K9 V M7 D
Morlisbon	2609	B873696-5	F Ni	803	So M1 V K5 D	Ro Hyeres	3218	A759635-7	F Ni	405	So M6 III M8 D M5 VI
Satwor	2610	A867632-A	F Ni Ag	904	So M3 V	Iruma	3219	C6B58A6-5	Fi	912	So M4 V
Wolsone	2613	C242698-4	Ni Po	320	So M2 V M6 D	Abmi	3223	B98A103-8	F Lo Ni Wa	723	So M8 V
Neween	2619	B788633-4	F Ni Ag	211	So M2 II M1 D	Cupuepue	3226	B9D5456-9	Fi Ni	103	So M1 V M7 D M6 D
Resengan	2623	E556633-5	Ni Ag	903	Na K4 V	Sacrifice	3232	C545646-6	Ni Ag	420	So K2 V
Dranweis	2624	A100632-F	Ni Va Na	A 104	So G4 V	Cybi	3235	E100455-5	Ni Va	A 510	So K2 V
Gallbre	2629	E200303-6	Lo Ni Va	613	So M5 V	Junganyika	3236	B100401-C	Ni Va	614	So M3 V M1 D
Khaolao	2635	A1102G8-9	T Lo Ni	804	As A0 V M3 D	Canaan	3238	C58677B-4	Ri Ag	500	So F4 V M9 D
Hyeffeite	2639	C2217L6-D	C2 Po Na	600	A8 M5 IV	Newquay	3240	E210548-3	Ni	312	So M4 V M5 D
Rana	2710	B343100-B	Lo Ni Po	604	So G4 V						
Rales	2712	A4446A9-7	Ni Ag	513	So K4 V						
Hichape	2713	C100377-7	Lo Ni Va	904	So M5 VI						
Dyichan	2714	C545765-7	Ag	101	So K2 V M6 D						
Krasiynsk	2717	C100587-A	Ni Va	804	So K4 V						
Liggair	2718	C676687-4	Ni Ag	603	So K2 V						
Dejeran	2722	B775887-4	F	504	So A4 V M7 D						
Aokhtiyfti	2728	C1001N9-9	Lo Ni Va	604	As G9 V						
Arakhal	2729	C5687MB-9	Ri Ag	723	As M4 V						
Jingleswelt	2732	B574AB8-D	F Hi In	304	So M1 V						
Ohkiylyo	2734	A1108M6-E	Na	600	As M1 V						
Ikhaili	2737	E7646K6-8	Ni Ri Ag	813	As K2 V M1 D						
Kihakhir	2739	A8964H6-E	Ni	502	As G0 V M4 D						
Frasden	2801	D100567-8	Ni Va	920	So K0 II						
Colcan	2805	B9C5268-9	F Fi Lo Ni	904	So K6 V M0 D						



IS Form 21

World Map Grid (Large)



SOLOMANI & ASLAN

THE RIMWARD RACES

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For use with MegaTraveller —

This book is intended for use with MegaTraveller. It requires you have a copy of the game rules.



APPROVED FOR USE WITH MEGATRAVELLER



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