



KFAN UZANGOU

A newsletter devoted to Vargr

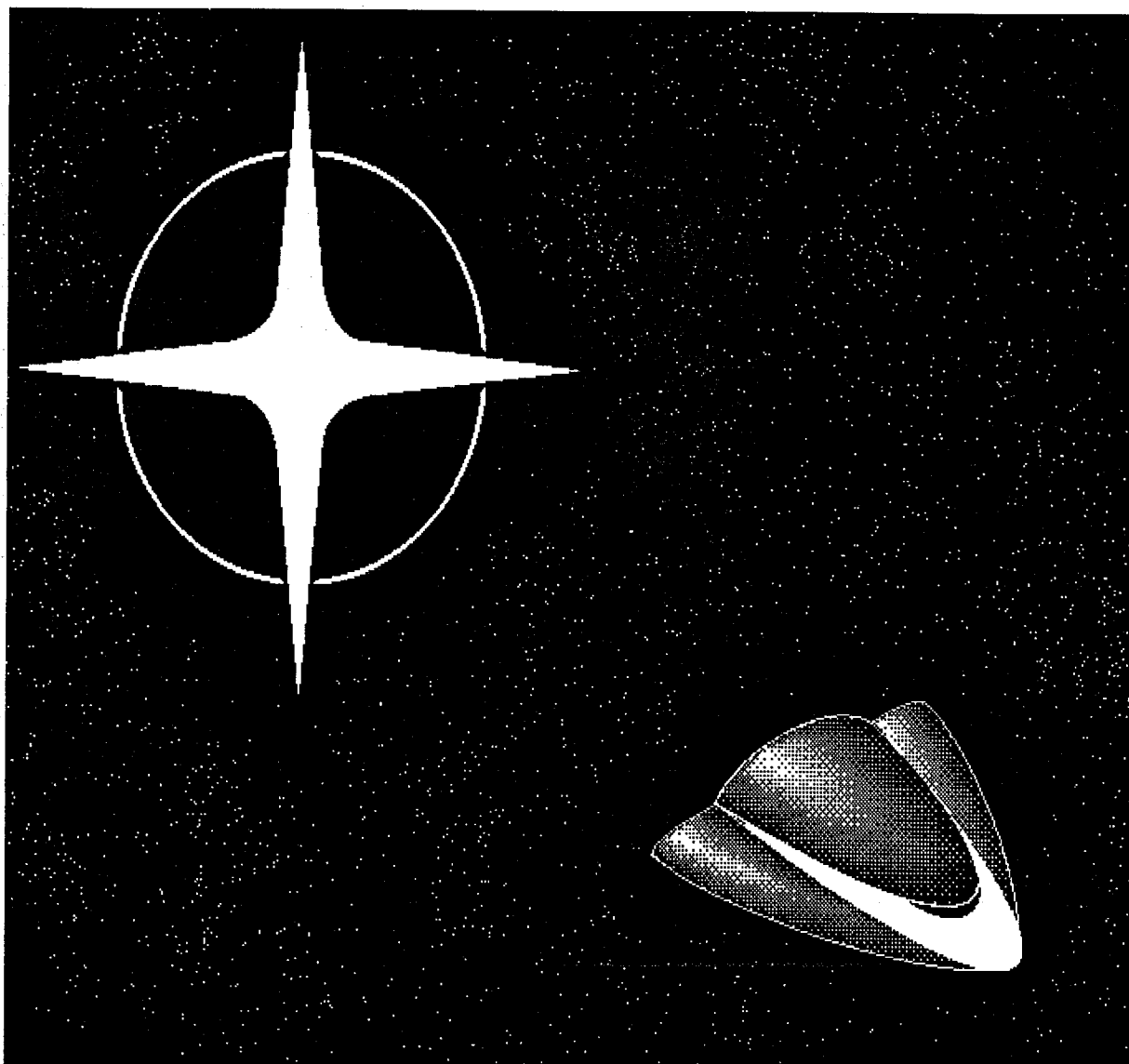
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The Editor Barks

Hi again!

It has been a long time since the last issue, and a lot of things has happened since then. The most important event has been the release of Traveller: The New Era. I have also decided to change the distribution list due to lack of response from those that already are on it. There also seems to me that most of the Vargr sector analysts and developers has fallen away to various reasons. To those who are new I must say welcome, and I hope you like what you read.

The last few weeks has been busy. Last weekend I attended Arcon, the Norwegian equivalent to GenCon and Origins. It is far smaller than those events and a lot more chaotic. I had prepared a TNE scenario for the con, but the interest was rather low. One reason for this may be that my demo didn't get into the program, even when I informed the organizers of the con about my intentions in advance. Another reason is that MegaTraveller was never any hit here either. It did sell some, but never enough, that I could see the difference in the shelves. And the final reason is that TNE has barely made it to the shops. I think TNE will do better than MT when both T2K and DC sells quite good. How good is another question. One guy I talked with was interested in TNE for source material to DC. Nothing wrong with that, but Traveller will not prosper on this if they only buy the rulebook to use it as a sourcebook. However to meet this demand, I have with 'Geo' Gelinas help started to distribute a flyer (sorry couldn't get any orange paper) explaining what HIWG is. I hope this will both awaken some interest in the game, and of course we can get more members. I did give away some flyers at the con, and been placing them in the two game stores here in Oslo. Hopefully I might get some response on them. I'm also working on my regular game group to press gang them.

'til next time,

So long and thanks for all the fish!



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HIWG ("History of the Imperium Working Group"): is a fan organization of Traveller, and works on detailing the official Traveller universe.

KFAN UZANGOU is made with the following equipment:

A500Plus Amiga computer, Wordworth 2.0, Txed v2.2, Art Expression, DPain IV, Pyramid Scanner, PageStream 2.2, and Xerox 4010 Postscript laser

Does your dog bite?

by Roger Myhre

"Okey you lice ridden bastard", Noell shouted, while drawing his gun, "I'm tired of this game, either you give me info I want or I'll blow your miserable head from you bloody neck!" The Vargr which was the target of Noell's wrath dropped his tail down by the left leg, and cowered as if protecting himself from being beaten. The jaw slightly open, the fluffy ears that usually hang down as on a basset, moved as if Dzoell had heard a faint sound. This last sign did go un-noticed by Noell. "Hey, the fur rag is actually afraid" Noell thought. He lowered his guard somewhat and stepped boldly closer to the Vargr, still aiming in the general direction of the Vargr. The Vargr cowered some more, releasing a deep growl, but still looking like he expected to be beaten on the head like a brat being punished. Noell raised his gun when the Vargr started to shift his legs, suddenly it looked like the Vargr stumbled. Noell took a step closer, not caring to follow the Vargr with the gun. And soon as the Vargr was below the gun trajectory, he slashed out. The claws dug deep into the forearm. The gun fell clattering to the paved ground, and before Noell understood what happened something kicked his leg away, while falling he felt the Vargr clawing him in the face piercing an eye. His head hit hard on the ground, from the corner of his eye he saw the Vargr draw a long knife from his boot before he lost consciousness.

One common error done among humans, is that they can't read the expressions, and the body language of the Vargr. Humans that has had some contact with Terran dogs fare somewhat better, but they fall in the trap and believes the dogs and Vargr are alike.

The Vargr got more facial expression that a dog, and more postures to select from. And Vargr that has had much contact with humans lend also body language and facial expressions from them, adding to the confusion. Even between the different Vargr cultures facial expressions and postures change, however they are not as varied as the human variants. I will go through a small selection of postures and facial expressions so that an unwary traveller can be spared for much trouble.

The tail is maybe the best signal device the Vargr got, but be aware of one thing the same tail posture may mean different things, thus it must be looked at as a whole. If the tail is straight down it can mean some of the following things:

Nervous, Afraid, Insecure or
Combat ready

The three first items is quite common on a domestic dog, when the situation is right. Something that Terran dogs don't do is putting their tail between their legs if they are about to attack. A retreating dog will do this, or a insecure dog in a violent situation will also do this. A normal dogs tail usually is straight out or upwards depending on how secure he feels. Note this is prior to combat or early in the conflict. So why do Vargr put the tail between their legs? If you look closely the tail will be close to one of the legs, usually the leg that is positioned aft. The reason for this is that the tail can be grabbed in a combat and used to defeat the Vargr, and the tail is also a soft spot. Vargr that are unskilled in combat will usually have their tail straight out for balance, but a skilled Vargr will keep it straight down by one of the legs.

If the tail is upwards it signals that the Vargr is likely happy, or expectant awaiting something. The latter will clearly be signalled at times with wagging of the tail. An exited Vargr will also keep the tail straight up. The tail is also a good tool to find who is the most

charismatic Vargr in a given group. the leader will usually have his tail straight up, without any wagging at all. Others will keep it at a lower position, slightly wagging at times. If a Vargr is wagging his tail strongly in such a group, it might mean that the Vargr has just received a commendation of some sort.

The posture is one major thing that makes them unlike dogs or humans. The Vargr are by nature somewhat hunched, something that comes from walking on their toes. This gives them better balance, with cooperation with their tail. If a Vargr are straightening up, it might mean that he tries to intimidate someone, by making is stance more upright. An upright Vargr has usually more Charisma than the Vargr that surround him or her. But it is also a stance that will be used if a lesser Vargr tries to challenge the Charisma of another Vargr.

From the corner of his eye he saw the Vargr draw a long knife from his boot.

If the Vargr is hunching more over it is not as many actually believes, that the Vargr is cowering from an attack, it might be that, but in most cases not. You must have one thing clear, and that is no Vargr like to have his Charisma challenged no matter its Charismatic status. And a Vargr will with great certainty defend his status against a human. To make sure if the Vargr prepares to attack, or expecting an attack, look at his face. Are the mouth closed, but the teeth visible, and the Vargr growling you should expect trouble. Another good sign is the tail as mentioned above.

The face is maybe the easiest part to read, but beware. The Vargr got fewer facial expressions available to themselves than Humans, and dogs got fewer than Vargr again. To confuse the matter even more Vargr that has regular contact with humans try to mimic their facial language. And a Vargr that use the wrong human expression in a given situation will certainly lead to confusion and misunderstanding.

One of the clearest signs to read are the ears. These will tell you that if the Vargr you are talking to are interested in what you have to say, or totally lacks any interest at all. If the ears are straight up and facing you, you can be quite sure that you have the interest of the Vargr. If one of the ears start to rotate, he might be losing interest. But more commonly he or she subconsciously scans the background noise. There is easy to tell if a Vargr has heard a unexpected noise. Both ears will suddenly come up, and scan the area. This can be useful to know when you try to knock out a guard or something. To tell if a Vargr has been surprised is more difficult. They do not have the blank stare a surprised human got. The ears might be a sign, but you should not rely on it. But you can always tell an angry Vargr. The eyes will be slightly closed, and the brows knit in a frown like manner. And the mouth is closed, but the teeth exposed. And the hairs on the neck is raised. The latter can be difficult to see on a short haired Vargr.

A happy or carefree Vargr has the mouth slightly open, and the tongue hanging out. The eyebrows will be raised slightly. This expression has many times been read incorrectly as a blank surprised stare, or as the stare of a Vargr that does not understand a given problem. To identify such an expression you should look for a expression that looks like the angry one, but lacking the exposed teeth, and the raised hairs on the neck.

Vargr are usually not as good as the Humans to cover over their body- and facial language. Higher Charisma Vargr can be expected to be quite good at hiding their body language, when their position requires them not to signal their thoughts and desires.

Traveller: The New Era

By Roger Myhre

At last it has arrived. I got my copy mid May in the mail. I couldn't wait until I put my teeth into it, so I postponed whatever little else I was doing. Two days and 4 litres of Schweppes later I had read the book. My verdict this far was WOW it is good. Then I read it once more. This time I was looking for something I could put my finger on, and I found some items, but I will mention them later.

I tried out the character generations a couple of times. And to my pleasant surprise there was possible to generate a pilot with a decent flying skill before he became too old for flight status. Which actually happened with a character I generated in T2K2. After a few characters it was time to try it out on my player group. We generated some test characters to get a feel of the system. They was happy that the die rolling for getting skills had disappeared. A system I liked, but heck I can't win all the battles. I decided to play the "Idol Dreams" adventure in the book. My players was a bit miffed about this, but as the plot went forward they got into it with some fervor I haven't seen since they got to play around with tac nukes in Paranoia. The task system is easy, and actually faster than the old system. And compared to the T2K2 I find it more realistic. So if you got an asset of 10 you got 50% chance to succeed on a difficult task. Maybe somewhat too easy sometimes, but it works better this way rather than the old T2K2.

The travel and combat sections is almost a transcript from the T2K2 and DC. There has been made provisions for the update though. The rules for starship combat is improved. I did get a shock when it proclaimed a 30 minute turn. The shock wore off as I saw that the turn was divided up into 10 firing turns. Thus we maybe will see the end of the several hour long combats. I haven't tried out the starship combat when I find the abstract form a bit difficult to follow, and the lack of examples not improving it. It might have something to do with I'm used to see movement s either on a tactical plot or a hex map.

After the game session I talked to my players and asked them what they thought. Actually it was difficult to get anything usable out of them, but the general consensus seemed to be that the rules was unusual to what they was used to. A friend of mine, that did not play this scenario, has more experience with the T2K2 rules than me, has actually converted the DC game to 2300AD system. The reason to this is that he found the T2K2 rules too kind on the PCs and the NPCs was too easy to kill. I won't be converting TNE to MT rules, when too many of the MT rules did not work properly without a thorough rewrite. The task system in MT was easy and fast, but many of the combat rules did not work at all. However I will agree on one thing and that is the combat rules are a bit too kind on the PCs at times. But this are not a great incentive to not to use the rules. I welcome the minimum limit of combined stat level. I hate players that reroll their stats until they get everything within 75% of maximum possible value on the die rolls.

I found the system well defined, and the improvements to character generation and

the task system has just made the system that much better since the T2K2 came out a couple of years ago. And the previously released T2K2 material makes it easy to use weapons and vehicles from those supplements, if you can't wait on the design sequences to appear.

Despite the good appearance of the game there is a few things I can put my finger on. Lack of archaic weapons, when the skill is included and where is the hand grenades? I can use those is T2K2, but they are limited to TL 6 to 8. Both me and my players found the burst rule too stiff. One of my players reacted strongly negatively on the unskilled rule. The upkeep chapter in the book is taken directly from T2K2. Even Traveller isn't about a upshot society after the war. It ended two generations ago. Some trade and commerce on a planet has returned. If not interstellar, it is on the local planet side range. And players will bring with them most of the food they need on a given journey, not having to forage too much. The trade and commerce rules was a rewrite from MT. I find it a bit disappointing when a ton of food cost the same as one ton of high tech parts from the same world. And the re-sale value will also be the same for both products on the target world. The last item is what kind of calendar is in use? Do we count from 1200 or from 1? For new players how many days is there in a year? 360, 365? Do we follow the calendar we use today with a leap year every 4 years? and so on. This is a minor point, but should have been explained.

For those who feel likewise you may do the following:

The burst difficulty could be set like this Formidable on Short and Medium, and Impossible on Long and Extreme. The incidental hits, are rolled like the rules in the book with difficulty Impossible.

Unskilled tasks should possible be approached with caution at times. If you deem the task to be so simple that an unskilled could do it, do not penalize the player, but the players should not be able to get an outstanding success no matter what the roll was. Tasks like Carousing, certain observation tasks and sometimes information gathering tasks where a success is likely. The latter should of course depend on where the player went and tried to get the information.

If you look at the back page to a character sheet I have included on page 11, there is a box named Wealth. here there is a line called basic monthly upkeep. here you set the upkeep as per the MT rules 250*SOC. This is the base value they pay per month in monthly upkeep. This value will be modified my the exchange table on page 230 in the rulebook. If the PC has been two worlds the last month use the average, or divide up the sum between the two worlds.

Sorry, no help with the trade rules.

I think that these points are actually rather minor, but I wanted to mention it to put it in perspective. Specially new players will react on these items to a degree. And here in Norway, American burst rules are looked upon with mild humor. The general consensus is that the rules are taken from the Rambo movies where bullets are flying everywhere except for towards the target. One of my friends has this notion that there is very unsafe to sit in a car in an American game system. He have this notion that every car got a 40% chance to explode from small arms fire. I can't say if this is true with the TNE rules, when I still haven't used vehicles in my games in that degree. ■■

Sick Jokes

Me 1, You 0. Lets f**k.

Q: How do you kill a Virus

A: You can't, you are already dead.

Q: How do you cure a Virus for headache?

A: Give it two bytes and call the doctor in the morning.

Q: What do you call a visiting Vampire ship?

A: Turist.

Q: What do you call an infected medical robot?

A: Torturist.

Q: What do you say when you meet a computer God for the first time?

A: Holy Chip!

If there are anyone that got more Virus jokes I would like to get them. ■■

Nightmare come true?

By Roger Myhre

Now that Traveller: The New Era has hit us with full force, it remains to answer the question if it did fulfil our fears. The answer will vary from person to person. But from the impression I got from both Survival Margin and this new rulebook, I must say no. It might have fulfilled some of them, but in most cases it did not.

So what was these initial fears? From what I have gathered from different fanzines, documents and letters these was the worst fears we held for the new rules system, and campaign background.

- Dark future: A mix between T2K and DC. The Virus representing the darklings or whatever they are called in DC.

- A rule system that centres around combat and struggle for survival.

- Learning a new set of rules. Essential for us that never read the T2K2, and DC rules before the change was announced.

- When learning the rules finding them strange, and the characters not being good at so many skills.

- A task system that was simple, but unrealistic.

- Finding out after a few test runs of character generation, that a paratrooper with 12 years worth of experience couldn't pack his own chute properly. Having a 60% chance to end up as a red spot on the ground. Average skill in slug rifles, and generally poor in most other skills.

- Generated a pilot with the same result. When he reached a decent skill level in Navigation, Jet piloting, Gunnery, and some other skills at lower levels he got too old for flight status.

- Scrapping of known standards in the MT system.

- Drastic changes in technology. And so on.

Some of these fears has been fulfilled as I said, but maybe to the best. Many of us seriously thought about dropping Traveller, or at least stay with the MT system, even for its weaknesses. At Gencon last year David Nilsen and Steve Maggi and the others did their best to sooth our feelings, and think rationally about what they had in mind. I must admit that I was rather upset about the news about Marc Miller leaving GDW, and the intended rules and campaign background change. The Virus did neither help on the condition. From what I read from various sources I was not the only one that had nightmares. I can understand the Oldtimers mental headache. They has played Traveller since the classic rules. Being shoehorned into the rebellion era that did not get the support it needed and then into this just five years after. And on top of it all things started to look good with various products in the planning, and a lot of others being released in a short time just to come to a sudden halt. I count myself fortunate to not have being forced to go through 2 rule revisions. I started to play Traveller a year after MegaTraveller was released. I managed to get my hands on a lot of pre MT books, both second hand and things that had fallen out behind the shelves in my local gamestore.

If we look closely most of the things I have mentioned above was done, but to the best is my impression. However the rules on

upkeep is for wilderness survival. What about some guidelines for how much it cost in credits to keep a character content for one month basically? As with the monthly upkeep in MT? In contrast to T2K the characters will have the option to buy their food from merchants in most cases, only being forced to foraging if they loose their food or are forced to stay out in the wilderness longer than planned. The maintenance rules for vehicles can also seem strange when most vehicles available can be repaired at a local shop and spare parts won't be a problem if the world has the right tech. Of course an ATV will be worn down by continuous wilderness use, but a grav vehicle will not receive the same amount of wear and tear as a ground vehicle that has to fight against each obstacle that a grav vehicle just flies over. As yourselves how often do you do maintenance on your family car? One hour a week? One hour a month? With maintenance I mean just more than checking the air pressure in the tires and filling antifreeze in the radiator. I think the average will be one hour bi-monthly. To be honest I don't own a car so I don't know, but I can tell you this much, that I have still the opportunity left to see my neighbours bending over their cars more than a couple of times a year, except if they own a wreck that is. Okey enough of the picking. I just mentioned it because I feel the rule are maybe outside the context of Traveller, when most local societies works better than the European societies in T2K.

The most pleasant change is the character generation. I mentioned on previous page that I liked the roll for skill system. But what I feel is good with the new character generation is that the average character gets better than an average character in T2K. The most important factor for this is the asset system rather than the normal roll against the skill system. And the advent of D20 rolls rather than the D10. The redefinition of the difficulties do also see to this. One of my players actually expressed displeasure that he had only 11 as the highest asset among his skills. I really had to explain to him that it gave him a 55% chance to make a difficult task roll. He still wasn't pleased until I compared to MT system where a character with DM +4 would make a difficult task about 59% of the times. Not a bad difference, when DM +4 is high for the MT system. He kept quite after that.

The technology seem to have changed somewhat. From what I have understood from the starship listings, there is not possible to maintain 3G thrust so long the powerplant has fuel. It seems that the fuel for the maneuver drive is used as reaction mass. The laser do not consume more energy than a few MW. A contrast to the MT system where one laser turret uses more power per hour than TNE starship generates. This will of course change the starship design. Something I'm still not happy with. Specially because the old system was quite easy, when you had leafed through the errata and had a spreadsheet running on your computer. What I really liked with it was the diversity of designs possible. The fighters did leave something to be desired, when their small hull limited their weaponry, especially when you think about the combat system (shudder). Without seeing the new design system I think the new system might be

even making the starship more different from each other. We may even see really changes of fighter designs too. So why am I not happy? I just think about all those hours I spent designing more than hundred vehicles and starships (sigh).

One thing I'm glad to see disappear is the space combat system. It felt wrong from the first time I tried it. And it wasn't better when I realised that I didn't have the errata for them. When those arrived it did not get better. The main concern was the scale used. 25000Km hexes and 20min turns. A battle could last several hours. Just thinking about it made me exhausted. I have experienced naval battle from my short tour of service, and it conflicted immediately. Just the environment itself is enough put people under stress. You can compare it with combat between two subs, just that starships are in space. So you can scream all you want, no one will hear you except your crew mates. A breach of the hull to a sub is just as breach of the hull to a starship. The effect is opposite of each other, but the end the same, unless a bulkhead seals of the breached section. And in this environment the crew was going to keep their cool for several hours of fighting. Not without drugs and/or brainwashing.

The new system uses 30 minutes as a turn, but the improvement is that it contains 10 firing rounds. At least now the time scale makes some sense. A combat will likely not keep on for more than a few turns. I haven't tested the rules, when I find them a bit difficult to follow. The abstract form of combat has never been my strength, so I look forward to the boardgame. I just hope they keep the scales on the same level, maybe somewhat smaller.

What maybe the most of us was afraid of was the dark setting. Or Twilight 5600 or something. Did it happen? The setting doesn't got a so called "light" setting, but that is only on the outside. From what I got the feeling of is that the intention is for the PCs to make a future for themselves, helping others so that the interstellar society can grow again. One of my friends (another one this time) told me it reminded him of pre Clans Battletech. In a way it does. But the main difference is that you are not fighting against powerful factions that try to kill you for what you do. Of course someone will be firing shots at the PCs at times, but the military organization is done away with. Another important factor is that the PC will generally be working for the common good. Not for their own warlord or something.

So overall I must say that TNE does fulfil some of our worst fears, but not in the way we may have thought them to. I think GDW has done a good job. And that their future products mentioned in TNE and the folder that followed Survival Margin when I ordered that, will enhance and explain more about the game and its future. I just hope they come out soon, so that I can do some serious starship generation again.

And finally I got a plea to GDW: I WANT A TNE GM SCREEN, PLEASE! ■■

The Damokles Encounter

By Roger Myhre

This adventure may be played where ever you like, in any timeperiod of Traveller history that fits your campaign. It is intended for Vargr Characters, but can easily be converted to human.

If you are playing in the Hard Times or TNE setting the world should be failing and in the Outbacks. Either way it should be in the backwaters of the charted space with few visitors a year.

How the PC's came to this backwater world is up to the referee. The PC's are visited by some very concerned Vargr that ask the PC's for a favour. The Vargr represents the Government(s) of the world. The representatives won't tell them then and there what the favour is, but they are asked to come to the Astrophysical University, and ask for Gvuegonng.

Once there they will be briefed about their job. An extremely large comet is coming their way. It will impact the world in a week time. The Scientist proposed that the Government should ask the PC's if they could charter their craft for a week. The System do not have any space program that can support a mission to the comet. The PC's are going to transport 2 scientists, one air force officer, and a nuclear device. The Scientist are to collect samples of the comet, while the officer is to set the bomb. The bomb is in the 1KT class. The bomb is intended to deflect the comet not blast it to bits. Those bits may hit the world. After the comet has been deflected, they are to land again on the comet to place out more scientific equipment of different sorts.

The PC's are introduced to the passengers on the briefing. Let them familiarize themselves with them. If the players come with questions, you should invent answers that suits your campaign.

Payment: 1000Cr a day, 1500Cr to the leader. This can be haggled up to 2500 and 3100 respectively. A bonus of 15,000 each if the job is successful.

The mission starts immediately. The scientist and the officer has several crates with equipment. If the players ask what it all is, they will get a sketchy run down. The Gimmick is that one of the crates contain 2 veteran soldiers with the best equipment available for the tech level. The reason is that the government is afraid that the PC's will do something foolish.

Now decide for how the plot should evolve.

Task for landing on the comet:
Difficult, Pilot (Grav/Interface)

1. The comet is an ordinary mix of rock and ice. But it appears to be cracking up. Jets of water and ice vapour makes it difficult for the sensors to judge the distance to the surface. The unstable surface does also make it more difficult to land properly. Increase the difficulty by one level. Tests show that the nuke will probably break up the comet. So no nukes are going to be used. Let the players come up with an idea. The NPC's has no idea what their starship is able to do so they are blank, but can be of help when asked about

what kind of stresses the comet can hold up against.

Possible solution: The PC's may find or make a hollow for the ship fit into. Then use full thruster effect to deflect the comet. This is extremely difficult, and the drive might be damaged under the great stress. The starship hull may also be breached. Clever PC's may find other answers. Just not towing, the PC's does not have the material for doing a tow, and there is no time to go dirt side and get some.

2. The comet is an attempt of invasion. The System have belters, that has been isolated due to failing technology. The main world did not see any use in helping them, when it barely can help itself. The belters hollowed out a planetoid and hid in there. The Planetoid was launched at the mainworld on a long trajectory, not to attracting suspicion. The mainworld has not heard anything from the belters in nearly two years, and believes that they are dead. Inside the comet there is about 200 belters hiding in cramped compartments. Some hours before the impact, the belters will leave the comet in small capsules, containing about 10 belters each. The capsules will orbit the world for a day or two before they descend over a selected target. The comet is intended to land in water where a fault line goes to get the most out of the impact. The belters are aware of the PC's and their ship when the PC's has to report back to base on radio now and then. This scenario might turn into a shoot out, which the PC's might win if they are smart. The belters will jump them when they are outside their starship. If the players are clever, they might manage to negotiate some agreement that saves the mainworld, and prevents a war.

3. The comet is an asteroid ship. It may have belonged to the Ancients, some other dead race. In a TNE setting the asteroid ship may contain so called time travellers, waiting for better times. How the ship ended up here is up to the referee. let the ship be full of technological wonders that are beyond the mainworld technology by several levels. Ultimately the ship should also contain devices that are more advanced than what your players own. This scenario is not suited if the players are too prudent, and won't try to get something for themselves. Thuerrg will see that this will fulfil her ambitions to become the head of the university. She will not let the players get anything not even for payment. The agreement only covers transport and nothing else. Gverghou is in for the same reason, The PC's has no rights to the artifacts found, in his view. Gverghou will also be wary for double crosses from Annuengzou when they do not come well out with each other. Annuengzou on the other hand can be persuaded, by offering him adventure and wealth. How this ends depends on your players. Ultimately your players should be of the mix of white-knights and scoundrels, making room for in-party conflict, just make sure that they do not blast each other.

World Requirements

Starport: D-; Size: Medium; Atm: Thin or better; Hyd: 7+; Population: 6+; Government: Any; Law: 4+; Tech Level: 5-7

Skills: Starship skills, Combat skills.

Equipment: Starship, Vacc suits and the like.

NPCs

Thuerrg (Lead Scientist, Veteran):

Combat Assets: None

Other Assets: Geology-13, Astrogation-9, Physics-11, Chemistry-10, Leadership-15, Observation-15, Carousing-13

She is conservative, and got no sense of humor, but still get along at a professional level. She is also quite sociable. She well into her middle ages and high on Charisma. She has almost at her peak in the career. She hopes to be the new leader of the University. Primary Motivation: Lustful. Secondary Motivation: Moderately Sociable

Annuengzou (Assistant Scientist, Experienced):

Combat Assets: Unarmed Martial Arts-12

Other Assets: Interview-9, Chemistry-12, Geology-11, Physics-11

This young fellow is curious, and a bit shrewd. Asks the PC's about their ship, and how the universe out there is. If he can get the opportunity, he would like to follow the PC's out-system and visit other places. He is a dreamer, but an excellent scientist. He got this assignment when the first and second priority scientists got "ill". He poisoned them with some chemicals that will leave them sick for some days. He admires Thuerrg professionally, but dislikes her privately. Low on Charisma, but will rise quite good if this assignment is successful.

Primary Motivation: Moderately Violent
Secondary Motivation: Very Ambitious

Gverghou (Air Force Officer, Elite):

Combat Assets: Unarmed Martial Arts-17, Slug Weapons (S. Pistol)-18, Slug Weapons (S. Rifle)-17, Grenade

Launcher-12, Combat Engineer-13
Other Assets: Carousing-12, Stealth-13, Medical (T. Aid)-11, Observation-14, Leadership-17

Immensely loyal to his job. Got good humor, and socialize a lot. He got the key to the bomb wearing it all the time. A security measure is installed in the bomb. Gverghou must visit and check in on the bomb every 4 hours or else it says boom. Gverghou will attempt to take full control of the situation if military action is required.

Primary Motivation: Honorable
Secondary Motivation: Stubborn

NEWSLINE

Special

This special newslines is intended to update you readers about what has happened in Gvurrdon between 1123 to 1200. Thus I have selected a few tidbits of events that has transpired over the years.

Read and enjoy.

Saell/Gvurrdon 1027

Date: 152-1123

The first real news from the "Rukh War" is trickling through. It appears that shortly after the war declaration was issued, Rukh's forces poured over the worlds of Anti-Rukh. Outnumbered 15 to one Anti-Rukh fought fiercely. The fightings are still going on. One world Okfozarrga (1336) has been turned into a radioactive dirtball. This is only rumors, when any non-Rukh ship has been fired upon since the war started, which makes it difficult to get objective news from the front.

Saell/Gvurrdon 1027

Date: 178-1123

The war between the two Rukh states seem to have bogged down. Unconfirmed rumors have it that Anti-Rukh has managed to sabotage several bases and starships, something that has thrown a big Hiver wrench into the Rukh war schedule. However it seems that this will only delay the outcome. Several traders that has managed to escape from the war, says that Anti-Rukh won't last long. Maybe a year but not much more.

Uthgvoe/Gvurrdon 0512

Date: 143-1126

Today the agreement of handing back systems to Society of Equals was signed. SoE proclaimed that this was an important step to regain their lost brethren. Among the worlds that was returned was Dzuerongvoe (1413), the old Capital of SoE. SoE has stated that this system will not be re-instated as capital, when it is too close to Thirz Empire.

The negotiations prior to this agreement has been hard, and at occasions there has been outright quarrels. There is expected that some unrest will arise on these worlds, but as a spokesvargr for King Thir said. "The Give-back investigation did show that it would be better to give these worlds back, rather than try to hold on them. They did neither have any charisma that would help us."

Gvurrdon/Gvurrdon (0821)

Date: 023-1127

Kfan Uzangou (Galang. White Fangs) is now available in The Spinward Marches. KU has decided to open an office on Regina/Spiward Marches (1910). The number of vargr and non vargr readers has increased in this part of space, so it was deemed necessary to open an office to distribute the magazine here. The magazine will be available on holocrystal, compatible with most TL 11+ computers.

Ughz/Gvurrdon (3034)

Date: 254-1129

Kedzudh and Kforuzeng ended their contract, which the Imperial Navy called the "Glass Bond" today. A spokesvargr from Kedzudh said that their operations in Spinward Marches had been a success, so there is no further need of continuing the operations.

Regina/Spinward Marches (1910)

Date: 304-1130

Regency Navy informed today, through a press release, that they have launched several attacks against Kforuzeng bases stationed along the Regency border. In the attack on the main base Kforuzeng's leader, Anuekhs An Gzoug, was killed by explosive decompression. She tried to get into a vac-suit but failed. "The attacks will continue until the corsair menace is eliminated from our border worlds" a spokesman for the RN proclaimed during a press conference.

Regina/Spinward Marches (1910)

Date: 036-1131

White Fangs has been forced to close down it's distribution center here in Spinward Marches due to the new quarantine rules on computer communication, and distribution of computer information across the Regency border. We will be looking into other solutions to deliver our magazine out to our faithful readers out there.

Uthgvoe/Gvurrdon 0512

Date: 067-1131

A delegation from Regency came to Uthgvoe today and had serious talks with King Thir and his cabinet. What the talk was about is not clearly known at this moment, but it is believed to have connections with containing the Computer Virus that has been released in the Imperial interior. Rumors does also tell that strains of the Virus has already reached Corridor and some parts of the Vargr Extends.

Uthgvoe/Gvurrdon 0512

Date: 120-1131

It is now clear that the Virus is actually a dangerous threat to us all. Reports from the trailing parts of Tuglikki tells about ships that has gone haywire, and computer putting out nothing but gibberish. Several worlds, that do not have the biosphere to support the local inhabitants, such as vacuum worlds, has been depopulated because the Virus has opened all the airlocks simultaneously. Representatives from Regency has had talks with several factions here in Gvurrdon, and giving instructions on how to prevent further spread of the Virus.

Thoengling/Gvurrdon 3117

Date: 145-1131

Thoengling has by immediate effect grounded all foreign starships that comes from the Trailing parts of the Extends. A quarantine zone that is several parsecs deep has also been erected. A spokesvargr for the Thoengling Navy expressed confidence that they would be able to prevent any further spread of the Virus.

Gvurrdon/Gvurrdon 0821

Date: 100-1132

Kfan Uzangou has been forced to do away with the holocrystal media for distribution. Most factions in Gvurrdon has put down strict quarantine rules for information interchange

between worlds. Thus KU sees itself forced to go back to hardcopy distribution. To make the distribution cheaper, we will distribute through third party distributors. In Gvurrdon this will be done through Raekh Kforr in Thoengling, and Gvegh Kforukh in Rukh. These distributors will then print and distribute the magazine within their borders. The price of the magazine may increase somewhat by this. The main office will still be distributing for Thirz Empire. We are also looking for a similar distributor in the Spinward Marches area.

Rhylanor/Spinward Marches 2716

Date: 347-1132

White Fangs are now again available for Vargr and other sophonts in Spinward Marches. Kfan Uzangou has made a deal with Spinward Media Expression (SME), a minor magazine distributor in Spinward Marches. SME will be responsible for printing and Distributing the magazine in Spinward Marches. The magazine will be available on both paper, and Holocrystals.

Thoengling/Gvurrdon 3117

Date: 128-1146

A Vampire fleet has managed to penetrate the Quarantine line of Thoengling Empire. As Thoengling uses much of the same computers as the old Imperium to their expressboat service the Virus did not use long to infect through this communication line. As there has been evident that the small fleet has been operating behind the quarantine line for some time there is unknown how many worlds has been infected. As this report is filed there is put up defensive emergency lines throughout this part of space. All express boats has been grounded and isolated to prevent the Virus to spread too fast. All information flow between the worlds has to be on hard copy or microfilm.

Orsesokhin/Gvurrdon 2323

Date: 199-1146

The Virus seems to have run out of steam. But to a tremendous cost. Orsesokhin has been declared the new capital of Thoengling. All ships that come from trailing parts of Gvurrdon has been declared as dangerous and to be shot on sight. A Naval attache from Regency said that Vargr are lucky that Vargr ships makes poor Vampire Ships as their maintenance is generally poor and make them prone to fail. Luckily enough Vargr makes also poor slaves for a computer virus, when it has no charisma. Regency has sent a task force which purpose is to train the remains of Thoengling navy how to handle Virus infected ships, and how to fight a Virus that has entered the computer system. Details of this training was not available when we asked for them. However the Thoengling troops we inspected seemed resolved in protecting their nation against further penetrations.

Kfolael/Gvurrdon 1421

Date: 138-1165

Gvaeknoks has issued complaints to both

NEWSLINE

Special

SoE and Thirz Empire for the treatment their traders, which travel between these two factions, get. Several of the crew on their ships has been arrested for espionage. Most has been released short after, but a few has been tried, and jailed. Thus the cold war between SoE and Thirz Empire takes a new twist. Gvaeknoks says that because they was under SoE prior to the Equality war (1111-1116), their crew is viewed as traitors, and conspirators by both parties, as they do business on both sides of the border. It seems that none of the factions actually trust Gvaeknoks for their integrity.

Saell/Gvurrdon 1027

Date: 365-1158

Rukh government has declared Martial Law on several worlds today. The reason to this are the demonstrations that has been increasing in number over the years. Rukh has been dropping in charisma since the sloppy handling of the Rukh war in 1123 to 1124. Zhodani has also pulled much of their support out, as there is evident that this state is heading for a civil war.

Saell/Gvurrdon 1027

Date: 034-1159

Rukh Navy and Army forces tried a coup today. It was partially successful. Several of the cabinet members was killed, but several other managed to escape with loyal troops. There is also reported conflicting loyalties among the armed forces, and infighting.

Saell/Gvurrdon 1027

Date: 056-1159

It is now evident that no one knows whom fighting whom in the Rukh Civil War. Civilian losses are reported as light, as the Navy is battling with itself, something that makes the ground troops useless as they are planet bound. Ground troops on the different worlds has declared their loyalties for the different world leaders within Rukh. It seems that the Naval leaders believes that they hold the answer, but can't agree to each other who got the right answer. Even though there is only the navy that do the actual fighting, there has been reported some fighting among the worlds, but to an extremely limited degree, as most worlds lack ships with jump capability that suits for naval action.

Saell/Gvurrdon 1027

Date: 216-1159

The Rukh war has taken a new turn, now that the naval factions has spent most of their resources fighting each other. Many fleets (or whats left of them) has joined up with small groups of worlds that has tried to stand together in this difficult time. Thus also many analysts believes that Rukh has ceased to exist as and nation.

World Unknown

Date ???-1162

Kforuzeng is on the rise again after the blow it received from Regency Navy years ago. From their hidden base it is reported that they has managed to get some good

contracts that will put them back into business. They have had some operations run in the aftermath of the Rukh Civil War, but nothing big. What really goes on we can only guess.

Vaersngurr/Gvurrdon 1830

Date: 293-1167

Kforuzeng has declared themselves leaders over small group of worlds. Kforuzeng has been running several operations in this area for some months now for the local government. As the governments support from the citizens declined, there became evident a change of rulership was in hand to save the day. Why Kforuzeng went for the chair is unknown, and Kforuzeng has not offered any explanations yet.

Vaersngurr/Gvurrdon 1830

Date: 353-1167

There is now confirmed that Kforuzeng has taken political control over a group of worlds. This new interstellar nation is been called Free Spirit League. However a Spokesvargr for Gvaeknoks called it a Corsair's Den, which seems to be the common name for the new state. Kforuzeng has also been able draw in new groups into its folds after this move. Several organizations within trade and commerce has expressed their worry that this new state will be a free state for all the corsairs in the sector. Gvaeknoks has expressed that they will fight this new outgrowth with everything they got.

Kfofaell/Gvurrdon 1421

Date: 031-1171

Gvaeknoks said through a press release today that they will close down their office here on Kfofaell, and move it to Ghenkerongolu/Gvurrdon 1528, a world in one of the factions that appeared after the Rukh Civil War. The closing down will be completed after 3 months. During this time the routes will run as usual, but after this date, there will be route changes.

Ghenkerongolu/Gvurrdon 1528

Date: 311-1172

Gvaeknoks has entered the political arena of this world. They did get popular when they opened the office here, and bought up a lot of companies, that was near bankruptcy. A few worlds has also declared their support of Gvaeknoks, and many vargr do also want to see them in charge of things.

Ghenkerongolu/Gvurrdon 1528

Date: 350-1172

Gvaeknoks has now taken control over the interstellar travel and commerce between the worlds of this small faction. The faction has also been renamed from Rukh Aek, to Gvaeknoks Trade Union. Gvaeknoks declared that free trade will be allowed between the worlds. It is not in Gvaeknoks interest to kill free enterprise, but to ensure that good economic progress will be maintained, and that the traders do not overprice their merchandise, they will control the marked pricing and taxation.

Uthgvoe/Gvurrdon 0512

Date: 344-1175

King Oekhuoso Thir died today. The palace

spokesman says that his son Fuerdtoekh mourns his father death. King Thir has been ill for several weeks from a incurable blood disease. King Thir will be buried after his wished, by spreading his ashes over his birthplace. There has been declared a day of mourning over this empire, that will be held this very day next year, in mememory of his spirit.

Uthgvoe/Gvurrdon 0512

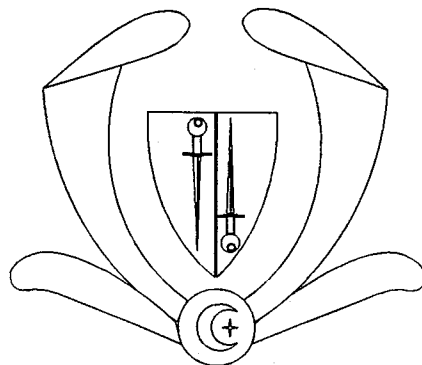
Date: 018-1176

Fuerdtoekh has been crowned as the new king of Thirz Empire. The new weapon shield was also presented today. All businesses had closed this day on Uthgvoe to follow the crowning ceremony on the holotransmissions.

Uthgvoe/Gvurrdon 0512

Date: 298-1199

The Oruelaen (PSI forces of Thirz Empire) has expressed concern with the lack of dedication SoE has put into the Quarantine line of their nation. "It seems that they are more interested in watching what we do than keep the Virus outside of their borders." Political and military analysts has expressed that they believe that SoE interest in Thirz force disposition in the quarantine force is based on that the this force is too close for their liking, and that SoE are then more afraid of that Thirz will try an invasion when they watch the Virus and not their back. The cold war between these two states will certainly spell a dissaster soon, if they do not do anything with their dissagreements. A Zhodani diplomat expressed his concern at a meeting between SoE and Thirz Empire. "If you two can't keep peace with each other, it will spell the end of us all." He said, and continued with "If you two get into an armed conflict and the Virus penetrates the quarantine line, there will be nothing to stop it." It is also believed that Zhodani has put some pressure on King Thir, forcing with than Zhodani help will be pulled back if the situation is not improved within a short time.



The new insignia to Thirz Empire was presented today. Note the half moon with the star, which are the personal crest of Fuerdtoekh inside the circle.

Building the perfect dog

By Roger Myhre

As the Traveller: The New Era do not include Vargr character generation I will present some rules here that I think will be of use. Note that GDW may have other plans for Vargr character generating. As the Vargr is quite close to humans (not counting looks, ancestry and behaviour) their skill will be quite like. And I won't introduce any new skills.

The Stats.

Vargr got the same stats as humans, with one exception. Vargr do not have Social status, but their Charisma rating is the measure to find where they stand in the Vargr society. A Vargr with high Charisma will attract other Vargr for followers. So put a '-' in the Soc box on the character sheet. The stats are rolled as following. STR 2D2-2, AGL 2D6, CON 2D-2, INT 2D6-1, EDU 2D-1, CHA 1D6.

If the total stats are less than 33, the player can add the difference to the character stats, with these exceptions: CHA cannot be increased to more than 3. Any other stat cannot be increased beyond 11. The 33 limit is lower than the limit in the rulebook of 36. The reason for this is that the Vargr is generally weaker than an average human.

When calculating the weight of a Vargr use the same formula as for humans, but the base weight is 70Kg. Making generally Vargr smaller than Humans. The base weight is the same for males as for females. For hand combat damage factor is the same as for humans, but add 1D6 damage each time the Vargr elects to use his or hers claws. For using the claws the skill is as for unarmed combat, Unarmed Melee skill which all Vargr characters start with at level 0, Leadership is also a skill they start with at 0.

Selecting careers

The Vargr can use all the careers in the book except for Hiver Technical Academy. There are some consideration to Vargr when they are generated. Firstly their Charisma rating is a measurement of how successful a given Vargr is. The Charisma rating may go up and down during generation. For CHA beyond A the cost is doubled. Thus it cost is 2 points from A to B. But loss of one point in CHA brings you automatically from B to A. In some careers there is possible to make a big enough mistake that you are thrown out. This is true to all military careers. This does not however stop the character generation, the character just has to enter a new career, but not a military one, if he or she makes the continuity roll. Even if you are thrown out from a career, you always finish the term before you enter a new one.

CHA is increased/decreased like this:

+1 If a special adventure, special duty or commission roll is made.

+1 If promotion is made.

+1 if 12+ is rolled on either above.

Cumulative with above modifiers. And promoted an additional rank if the roll was made for promotion.

-1 if the promotion roll is missed by 4 or more

-2 and demoted if the roll is natural 2 regardless of DM's. Not cumulative with above modifier. Holds true for both special duty and promotion rolls.

If a natural 2 is rolled twice in a

given military career the character is thrown out at the end of the term.

If your character is from Society of Equals in Gvurrdon, he or she must make a special roll to be rated equal. This is essential to enter the following careers: Any military officer, Diplomat, Lawenforces or Aristocrat. Difficult, Willpower

This task is rolled before the character generation is started. If the roll is a catastrophic failure roll 1D6 and divide the result on the STR, AGL and CON stat. Reduce the stats accordingly. This is damage taken from the test. Example a player rolls 4 on the die, when he has failed. Thus the stats has to be reduced with one each. For the remaining point the player may choose which stat to reduce.

CAREERS

Oruelaen

Psionic forces of Thirz Empire in Gvurrdon. Thirz empire has a special force of psionic agents. They are not secret agents as portrayed in movies, but rather a information gathering group for the King in Thirz Empire. Not much are actually known about them publicly, so a lot of myths has been spun around them. All sophonts that are citizens of Thirz Empire may apply. They will be tested for potentiality before they are admitted. For ranks use Army table in the rulebook. All who are admitted start with rank E5 Sergeant. Rank O10 General is not available for playing characters when King Thir holds this position. As the force is small and there is only possible to get promoted when a operative dies or quits, the agents start at Enlisted rank, no matter what kind of academies or careers they have attended before. Those who are admitted get a Cha+1

Prerequisites: PSI strenght of 8+, and at least one of these abilities, telepathy, Teleperception or any useful arcana. Citizen of Thirz Empire.

FIRST TERM:

Psionics-2, Determination-2, Gun Combat-1, Perception-1

SUBSEQUENT TERMS:

Commission: 8+, +1 If CHA 6+.

The character becomes an Officer. Rank O1.

Skills:

Enlisted: Psionics, Determination, Unarmed Martial Arts, Gun Combat, Perception

Officers: Psionics, Determination, Space vessel, Gun combat, Unarmed Martial Arts, Perception

Special Duty: Spacehand, Crime, Social Science, Vehicle, Tactics, Interaction.

Promotion: 8+, +1 If CHA 6+, +1 if INT 8+

Contacts: Military, Government (Officers only), Intelligence, Academic. Roll 10+ on 2D6 for the contact to be from outside the Thirz Empire.

Other effects: +1 per term as officer for scout/courier ship. Money is calculated from CHA stat not Intelligence. Use Advanced stellar as base when calculating money. Initiative is rolled 1D6

Aristocrat

As an aristocrat you know how the interstellar governments in the extents is working. And if you are lucky and use your skills properly, you might be able to carve out

a place for your own.

Prerequisites: CHA 8+ or Population of 6 or more. Must not have been thrown out of a military career.

FIRST TERM:

Charm-2, Interaction-3, Social Science-2, CHA+1

SUBSEQUENT TERMS:

Skills: Charm, Interaction, Fine Arts, Determination, Economics, May trade in skill levels for CHA increase.

Special Adventure: 7+.

Spacevessel, Perception, Unarmed Martial Arts, Vice, Crime

Contacts: Government, Military, Intelligence

Other effects: +1 per term for yacht. Whenever the CHA stat is reduced below 8 the character may not continue this career. Note that CHA may not get above 15 or F.

Vargr versus other sophont interaction.

First time a non Vargr character is interacting with Vargr NPC's or other Vargr characters, divide that characters CHA with 2, and drop fractions. The result may not be below 1. Note however that this will reduce all assets EXCEPT language skills. For the character to increase his or hers CHA to normal level follow the general CHA increase and decrease rules below. The opposit is also true when a Vargr are going to interact with humans for the first time. Note that both of these cases relates to Humans in a Vargr dominated society, or Vargr in a Human dominated society.

Charisma Increases and Decreases

When a session is over there should be checked if the leader of the group, the character with the highest CHA, will increase his charisma. The difficulty level is up to the referee. But I will give a few pointers.

ASSET: LEADERSHIP

The session was an outstanding success	Average
The group met its goals in the session	Difficult
The group barely made the goals	Formidable
The group made only a few of its goals	Impossible

If any of these tasks are a catastrophic failure the leader loose 1 point of Charisma. If the leader has CHA of A or more increase the difficulty with one level.

The difficulty levels should be modified with how difficult the adventure was. If the adventure was a total failure, the character must roll a formidable task to prevent Charisma decrease. If that roll is a catastrophic failure, the leader loose 2 points of Charisma.

The leader may also by commendate or reprimand the others in the group, and thus increase or decrease the CHA of these characters. The leader may only commendate a character if he himself got a CHA increase, but he may reprimand a character whenever he wish. But reprimand a character without reason

will have counterproductive results, and the referee should penalize this.

One good roleplaying tip is that the referee places the players in clockwise fashion, with the highest CHA rated character to the left of him. Whenever there is an important decision to be made, ask the leader first. Ignore the others for a while. If the leader is hesitating, this can mean a loss in Charisma specially if other players start to come with solutions. This is to simulate that the other Vargr always look to their leader. If the leader fails the others may take command. The referee should be a bit careful with this approach though. The player may not be good at roleplaying in this fashion, so the referee should give him more time than a player that got good abilities at this type of roleplaying.

Whenever 2 players got equal or a difference of one level in Charisma a Charismatic struggle erupts. The leader must then roll a difficult leadership roll to stay in position. If the roll fails, the two players change position. If a catastrophic failure is rolled, the leader loose 2 CHA points.

The referee may also increase or decrease the CHA of characters during play, to give them a feel of how successful they are. However this should be used sparingly. If a player shows some initiative, and do something daring and succeeds he should be awarded. In doubt let him roll a difficult task. Equally he should loose Charisma if he does something and fails, especially if he endangers the mission and the adventure group.

Other uses of Charisma is that a high Charisma Vargr will always reduce the Initiative to the opposition by one to a

minimum of one, if they are of lower Charisma. If the Charisma to the leaders of the two groups are equal, let the player roll a difficult leadership to gain the upper hand. If this fails the opponent get the upper hand. When calculating loss of initiative to combat damage use the original initiative.

Remember these rules is only valid in a Vargr society. A human will have a hard time to prove himself, but when she gets the wheels turning, there might not be anything stopping her. Note that If the non Vargr character increases her Charisma above her original level it is returned to normal when interacting with other non vargr characters or NPCs.

Bribing Vargr

This may sound easy, but many has fallen into the trap, believing the Vargr nature is working for them. What they do forget is that they do not oppose to the Charisma of the clerk in front of them, but the Charisma of his superior officer or leader to that clerk.

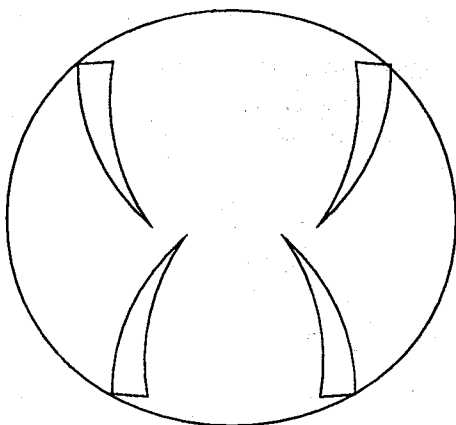
An example is maybe in order. Lets say an Vargr journalist is working on a special report, and need graded information from the police. Offering money for bribery is pointless. As for most human societies social status is measured by the wealth you got. This is not the case with Vargr. To a Vargr you have to offer increase in Charisma. Money is something that comes along. Money is not as important for a Vargr as for most human cultures. Money is a tool nothing more nothing less. However money should be offered in the bribe, but the amount never is large. Its just a small contribute for the service rendered. So the journalist must actually make up a case were he can prove that the police officer will

increase in Charisma if the journalist is successfull in his investigation. Remeber that Vargr are pack animals opposed to humans which are more individualistic. A Vargr will always view a certain action in the light of what the group will gain by that given action. Each individual Vargr always try to improve their status within a group. This sound contradictory, but viewed from the human point it is, but for the Vargr it makes sense. If the individual Vargr feels that he or she will gain Charisma to belong to that group it will be loyal to it, and do whatever is in her power to increase the group Charisma. Going back to this journalist, he must convince the police officer that the whole department will gain by giving the information he needs. In most cases a person trying to bribe a Vargr only have to go up against the closest leader to the Vargr trying to be bribed.

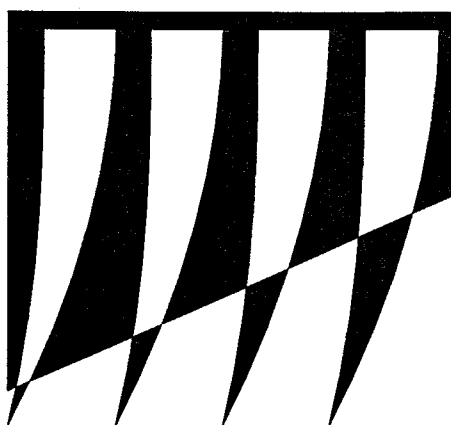
The difficulty is such a bribery attempt is rarely easier than Difficult. If the group leader of the opposition are of lower Charisma it might be easier. The difficulty level should also be adjusted to how the bribing player is arguing, and how he or she present the deal.

There is also possible to buy information on the street by Vargr. In these cases money have more to say, when this kind of information is bought from Vargr that never are attached to a group over long period of time, and thus do not have the neccessary group loyalty, except for its own day to day survival. ■■

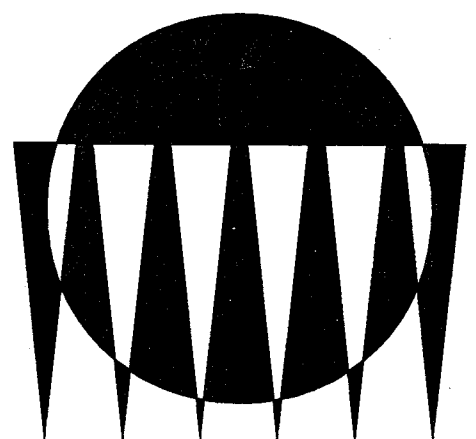
Insignias of Gvurrdon Sector



Society of Equals



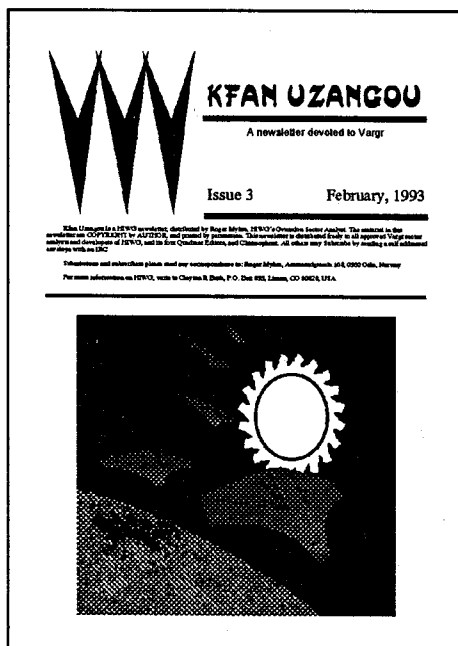
Commonality of Kedzudh



Gvaeknoks Trade Union

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