

VILANI & VARGR

THE COREWARD RACES

The Vilani: founders of the oldest human empire in charted space...

The Vargr: plucked from Earth millennia ago and manipulated into intelligence by the mysterious Ancients...

Immerse yourself in the rich details presented within these pages...

Experience these aliens as you never have before!

Contents include for each alien race —

- **Physiology:** See technically accurate details of the race's body structure.
- **Psychology:** Get inside the race's mind and find out how they think.
- **Detailed Starmaps:** Study starmaps of the race's home region, with all star system positions accurately shown.
- **Society and Culture:** Find out how the alien race lives, and what makes their culture unique.
- **History:** Learn never-before-revealed details about the race's history, and how they got where they are today.
- **New Game Rules:** Discover how you can confidently integrate the race into your MegaTraveller campaigns.
- **Sample Technology:** See actual examples of the alien race's robots, vehicles, and starships.
- **Roleplaying Examples:** Gain new insights into roleplaying the race by studying the detailed play examples, hints, and tips presented inside.

For use with MegaTraveller —

This book is intended for use with MegaTraveller. It requires you have a copy of the game rules.

The pureblood Vilani female Shark (short for Sharikkamur) and the Vargr Aedzouk discuss ship's matters on the starport tarmac. Humans of pure Vilani descent often live to 160 or more, and Captain Shark is no exception: she is already nearly 70 years of age and still quite youthful. Shark likes having Aedzouk as a member of the ship's crew, since he is an excellent scrounger — a skill often found among Vargr.



APPROVED FOR USE WITH MEGATRAVELLER



Digest Group Publications

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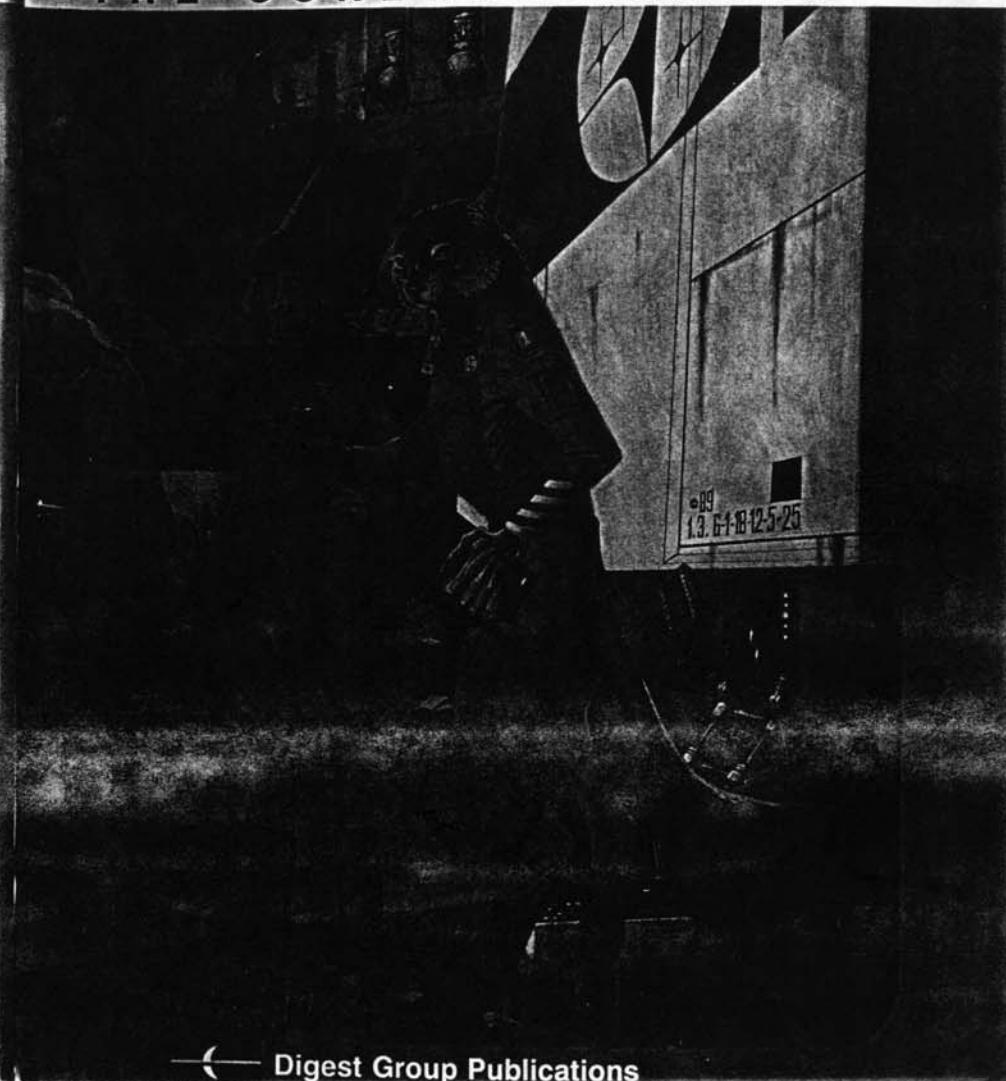
878

MEGATRAVELLER ALIEN

VILANI & VARGR

THE COREWARD RACES

VOL.



Digest Group Publications

WORLD MAP GRID

1. Date of Preparation

337-1120

2. World Name (per IAWP)

Vland/Vland

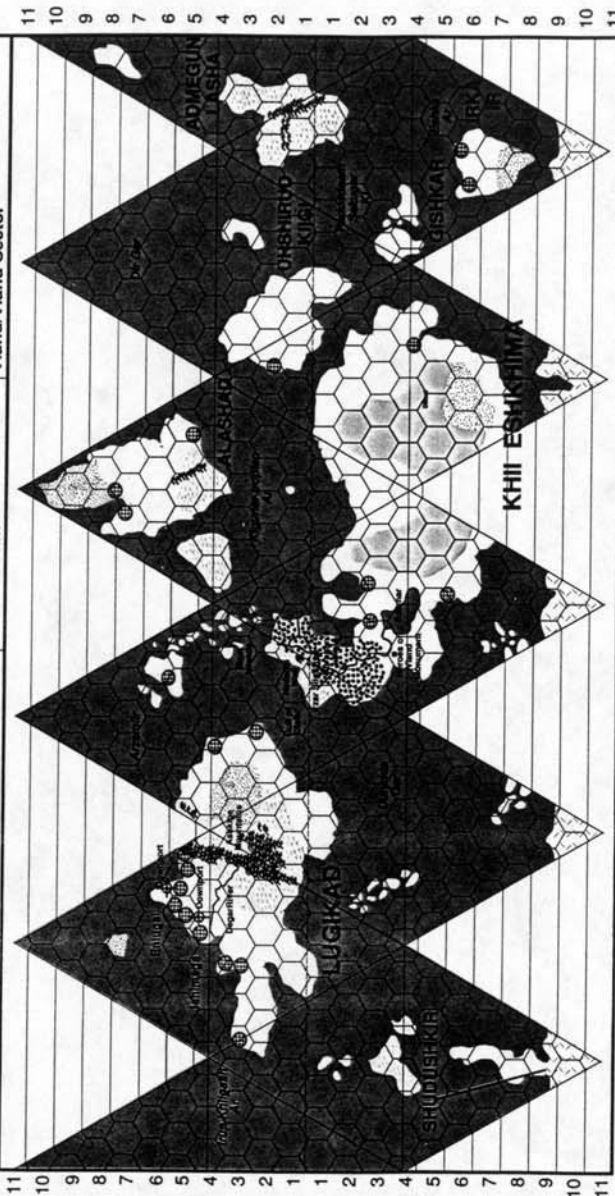
3. Hexagon Scale in Kilometers (circumference divided by 35)

1 hex=424 km

4. Subsector and Sector Location of World

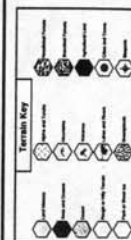
Vland/Vland Sector

This grid is used to divide the total surface of any globe into hexagonal areas, each of which is further divided into hexagons. Note terrain features and other planographic features of the world in these hexagons. Total number of map hexes per hexagon: 25. Total number of map hexes: 100.



IS Form 21

World Map Grid (Large)



Vilani And Vargr: The Coreward Races THE MEGATRAVELLER ALIEN, VOLUME 1

The Vilani. Founders of the oldest human empire in charted space. Their culture forms the basis for many modern Imperial ideals. Like you shouldn't trust technology. Anyone who likes to read technical manuals is perverted. Or that the lone merchant is a fool.

The Vargr. Humans call them barkers, growlers, or even worse, doggies. Plucked from earth a quarter of a million years ago and manipulated into intelligence by the mysterious Ancients, how could this dog race — a race that knows no long-term loyalties — ever be cohesive enough to become starfaring?

Vilani and Vargr is the first volume of a thoroughly revised and updated series on the aliens of *MegaTraveller*.

We want these books to be far more than just a rehash of material from the old alien books — our hope is this series helps you understand these aliens better than you ever have before. This way, you get to know these races so well that putting them in your adventures becomes a simple and delightful task.

To do this, we decided on the following format to be used for each race:

- The first section for each race is written by members of that race explaining themselves to Imperial citizens. Not only does this make the section more fun to read, but it helps both referees and players "get into" the race's unique viewpoint more completely.

- Follow up the race's own "biased" section with details to the referee that tell the real story in an unbiased fashion. In addition, this section includes secret details only the referee should know.

- Each race needs accurate and official details of their physical features and anatomy. Non-human races must include *anatomically correct* drawings of adults (each sex), and a child, shown standing with a typical human.

- Provide specific, detailed starmaps (with actual system positions shown) of the race's region of charted space. Include as many supplementary maps as necessary to explain the region's cultural subdivisions and other details.

- Include extensive information about the race's home system and homeworld. A map of the race's homeworld is a must (in color), as well as full *World Builder's* stats.

- Provide a significant section on roleplaying the race. This must include examples with a thorough analysis of why the example character behaved like he did. Nothing works better at communicating to you how we see these races should be played than by giving you *examples*.

- Illustrations must be done so that each race has its own unique "look" that you can quickly identify. This includes everything from their fashions to their vehicle and spacecraft designs.

- Using the method introduced in *Starship Operator's Manual*, show you what one of these alien's starships looks like inside. This way, we get everyone on the same wavelength regarding the race's starship deck plans.

- Also give you a sample vehicle and a sample robot for each race, done using the format in *101 Vehicles*.

- Provide each race with unique strengths that make you want to include it in your adventures. For example, the Vilani now have their reduced aging effects, and the Vargr have Scrounging skill. The other races will have unique aspects all their own as well. After all, why play an alien if he isn't much better than a regular Imperial human in some way?

Our hope is that after digesting the material in this book referees and players will find playing Vilani and Vargr to be more enjoyable and more satisfying than ever before. And along the way, maybe by playing these aliens, we can all understand ourselves a bit more.

ABOUT THIS SERIES

If the material in this book conflicts with any prior information presented in *Traveller* or *MegaTraveller* works about the Vilani or Vargr, this book now supersedes that prior material. This book reflects the latest view of the designers about these races, and thus is the most accurate material published to date.

To our knowledge, changes from prior material are minimal. However, some slight modifications have been made to correct any prior inconsistencies that have been discovered.

Additional titles in this series include:

- Solomani and Aslan: *The Rimward Races* (volume 2)
- Zhodani and Droynce: *The Psionic Races* (volume 3)
- K'ree and Hiver: *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

Design and Development: James Holden, Joe D. Fugate Sr., Terry McInnes

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Artwork: Cover — A. C. Farley; Interior — Tom Peters, K. Lebzahz Gellinas, William H. Keith, Joe D. Fugate Sr.

THE VILANI

The following in-depth look at the Vilani, their world, history, and culture is a text transcript adapted from High Vilani: The Culture of Prosperity, a holopublication published in 1119 by the Argushigi Admegulasha Bilandin Information Service on Vland.

The term Vilani has a number of connotations. It refers to the current inhabitants of our race's home planet of Vland, to our ancestors of the first interstellar Imperium, to citizens of our newly-restored Vilani Empire of the Stars, or to those of us who live our lives according to Vilani cultural principles — the principles of tradition, efficiency, and cooperation. When we use the term Vilani in this work, we are speaking more often of our culture than of our people.

Most archeologists believe our ancestors on Vland where human stock from the planet Terra, brought to Vland by the Ancients some 300,000 years ago. Since there are more than 40 human races scattered throughout charted space, it seems likely the Ancients did indeed transplant humans from Terra to other worlds.

It is difficult to find examples of racially pure Vilani humans today, although some humans in the sectors surrounding Vland claim direct descent from our ancient families on Vland. Pockets of more-or-less pure Vilani human stock do remain in a few coreward regions of the former Third Imperium. The differences that distinguish pureblood Vilani humans are subtle for the most part, and overlap the racial characteristics of the other human races.

Our heritage began on Vland some 300,000 years ago. Our proto-Vilani ancestors lived under a class F star — which was quite a change from the cooler class G star of our original homeworld of Terra. Our ancestors also had to adjust to Vland's gravity, since Terra's gravity is lower than that found on Vland. In addition to these differences, Vland has a more globally consistent climate than does Terra — another factor which no doubt influenced our cultural roots.

VILANI PHYSIOLOGY

According to medical recordings from the our race's first empire (and by examining individuals today from societies that descended from original Vilani stock), the following description of pureblood Vilani humans can be derived.

Height and Weight: A racially pure Vilani man averages about 1.7 meters in height, and weighs approximately 70 kilograms. A Vilani woman averages about 1.6 meters and weighs about 65 kilograms.

The average height-to-weight ratio for Vilani men is about 41 kilograms per meter. By way of comparison, the average height-to-weight ratio for Solomani men is 38 kilograms per meter. Thus, Vilani often have more muscular bodies than humans from the Solomani Sphere.

Naturally, not all racially pure Vilani fit these statistics. Some individuals will be larger or smaller in size.

Appearance: Because our race originally developed under a hot star that stimulates melanin production with its ultraviolet radiation output, Vilani skin averages light brown, with skin tones sometimes reaching dark brown or black. Hair color ranges from dark brown to black. Pure Vilani have eye colors ranging from gray to gold.

Vilani tend to have fine facial features, which includes thin lips and narrow, graceful noses. The occipital ridges above the eyes tend to be elongated, sometimes imparting a sunken-eyed appearance. Many consider purebred Vilani women to be quite beautiful, even exotic.

Diet: Like most humans, we are typically omnivorous.

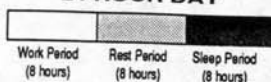
The history of the food situation on Vland, however, led our culture to develop a habit of eating only two meals a day. This differs from the three-meal-a-day or four-meal-a-day practices of most other human cultures.

Because Vland's native plant and animal life has a biochemistry different from humans, we cannot readily eat Vland life. Specialists named *shuglii* developed methods for converting the native Vland life into digestible food. Because of the involved nature of *shuglii* food preparation, we Vilani developed the trait of only eating two large meals a day.

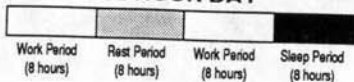
Rest: The natural Vilani circadian rhythm fits a thirty-two hour day — the length of a local day on Vland. While most humans adapt to the local day of their chosen homeworld, the 32 hour day is what many Vilani return to in a closed environment.

Many other human cultures have a 24 hour day in a closed environment, divided into three 8-hour periods: the first 8 hours is a work period, followed by a rest period, followed by a sleep period. Most racial Vilani prefer a day with four 8-hour periods: the first 8 hours is a work period, followed by a rest period, followed by a work period, followed by a sleep period.

24 HOUR DAY



32 HOUR DAY



Reproduction: Vilani women bear live infants after a 9-month gestation period. Solomani women tend to have smaller pelvic muscles than Vilani women, since our women needed the extra muscle to carry an infant to term in Vland's gravity. Multiple births on Vland itself are rare — our women have difficulty carrying more than one fetus to term.

Senses: Vilani senses are about the same as those possessed by all humans. However, we are often able to view and endure bright light with less squinting than humans from other races.

Anatomy: Beyond the minor differences already mentioned, Vilani anatomy is virtually identical to that of our Solomani forefathers.

Vilani humans do have a different range of blood types than Solomani humans. Vilani blood types are C, D, M, N, and O, with types C and N dominant. By contrast, Solomani blood types include A, B, O, M, N, and Z, with A, B, and O being the dominant types.

Lifespan: Racially pure Vilani typically live much longer than Solomani — lifespans of 150 years or more are not uncommon, with the average lifespan of pureblood Vilani being about 130 years. Longevity is a common trait of Vilani blood lines. One of the best known Vilani blood lines was the famous Lentuli Dynasty of Imperial emperors — Emperor Martin II, for instance, lived to be 189. Human cultures with even as little as one-eighth Vilani blood may have lifespans averaging 90 to 100 years.

THE VILANI CALENDAR

Vilani timekeeping is based on the rotational period of the Vilani homeworld, Vland. This period, the *drandir* (day) is equivalent to just under 32 standard hours. The Vilani year or *garkula*, based upon Vland's period around its star, is about 360 drandir.

Our Vilani ancestors divided the local year into ten month-periods of 36 local days each called a *kidash*. Each *kidash* has six *uumash* (weeks) of six local days each.

Each drandir, or Vilani local day, is divided into 10 *gimu*, and each *gimu* contains 100 dagimu.

We Vilani also divide our day into two halves — a *dran* (or daylight), and a *dir* (or night). Each *dran* or *dir* is divided into 2 *ishuuna*, or periods. We typically work during one *ishuuna* and rest or sleep during the other *ishuuna*.

Since each local year is actually slightly more than 360 days long, our ancestors also mark time by the *kargarkula*, or ten-year. At the end of each *kargarkula*, any excess fractional days that have built up over the prior ten local years are added as a special short month between the end of one *kargarkula* and the start of the next.



VILANI TIMEKEEPING

Period	Equivalent	Translation	Imperial Value
Kargarkula	10 Garkula	Vilani Ten-year	13.1 years
Garkula	10 Kidash	Vilani Year	478.7 days
Kidash	6 Uumash	Vilani Month	47.8 days
Uumash	6 Drandir	Vilani Week	7.9 days
Drandir	1 Dran + 1 Dir	Vilani Day	31.8 hours
Dran	2 Ishuuna (daylight)	Vilani Half-day (daylight)	15.9 hours
Dir	2 Ishuuna (night)	Vilani Half-day (night)	15.9 hours
Ishuuna	2.5 Gimu	Vilani Quarter-day	7.9 hours
Gimu	100 Dagimu	Vilani Hour	3.2 hours
Dagimu	—	Vilani Minute	1.9 minutes

PSYCHOLOGY

There are few pureblood Vilani left today — a few hundred million at most. Untold billions, however, live according to the Vilani ways. While looking at the physiological traits of our pureblood Vilani brothers is interesting, the more relevant undertaking is to look at our Vilani mindset.

Three points are key to understanding the psychology of the Vilani ways: tradition is paramount, efficiency is vital to any undertaking, and the individual prospers best if the whole community prospers.

TRADITION

Ground structures need a solid foundation if they are to stay useful. A structure whose foundation shifts is of little value, and the structure soon falls to bits. So it is with society. Tradition is that solid foundation upon which a stable society is built. Tradition is using the wisdom of the past to help us decide questions of the future.

Tradition is the collective body of the peoples' knowledge, passed down from generation to generation. If any generation fails to pass on the traditions of their fathers, that wealth of prior knowledge is lost. Without loyalty to tradition, each new generation that is born becomes a generation of fools — unable to profit from the collective knowledge of their forefathers. If society is to avoid regression, tradition must be upheld or nothing else will matter.

Consider: what would law be without tradition? What would business be without tradition? Or what would science be without tradition?

Law relies upon tradition as an aid to enforcement. Is it not the tradition that murder is wrong that keeps us from killing another when the law enforcers are not watching? And after an illegal act has been committed, is it not tradition that helps us decide the case? We look at past similar cases and use their precedent to decide the present case.

Businesses must rely on tradition if they are to maintain efficient operations, and thus stay profitable. Departing from tradition can be a costly and stressful experiment, leading to frustrated workers and reduced product quality. Poor product quality leads to angry customers and damages business reputation. Obviously, tradition is the wiser route in business.

Tradition is the very essence of what science is about. What are the scientific laws if not the traditions of nature? Clearly, science is the study of traditions. Applied science — advancing technology through the

application of new scientific understanding — however, is a dangerous thing. In the wrong hands, new innovations hurt rather than help, and too much innovation too soon destroys a society's reliance on tradition. Evolution advances society safely, revolution does not. A society whose people are firmly rooted in tradition can carefully advance society for the good of all its members.

We Vilani believe a violator of tradition seeks to undermine society's very foundations, and should first be viewed as mentally unstable. If we find the individual's mental faculties to be sound, then the violator is unquestionably a perverse criminal, and must be removed from society.

Only one special caste group may legally violate tradition — the researcher castes. They are given an isolated, controlled environment in which they may experiment with non-traditional methods. This way, society is protected from the havoc their experiments may cause. Once an experiment proves successful, then society is free to decide if wants the change — rather than have the change forced upon it, for better or for worse.

EFFICIENCY

Wasted effort makes society unproductive, wastes time, and hurts us all. By working to keep society efficient, prosperity is assured for us all.

Some claim that we Vilani seek profit above all else — that we are a race of greedy merchants. Nothing could be farther from the truth. We believe that efficient business operations through order and procedure should be our goal, with profit rewarding us as the natural result of this effort.

Profit in business comes in one simple way: sell it for more than it costs to make.

One way to do this, obviously, is for an item or service to command a higher price. But for it to be worth the money, the quality of the item or service must be consistently good. Reliable, efficient business operations promote good quality output — it is as simple as that.

Lower product cost is the other half of the profit formula. And no one would contest that the way you maintain low costs is by keeping your business operation orderly and efficient.

Following tradition is instrumental to keeping an operation efficient. Changing procedures on a whim only creates bedlam — which is anything but efficient.

COMMUNITY PROSPERITY

The individual prospers the best when the entire community prospers. What good is it for a wealthy businessman to come to a town full of poor people and seek to sell his extravagant wares? They cannot afford



his prices. Only when all are prosperous is our individual prosperity assured.

We must work together for the common good of the community as a whole. All will benefit when the community good is the ultimate goal. For instance, consider how Vilani businesses typically work together:

When you buy an air/raft, not only does the air/raft dealer know it, but the parts supplier knows it, and even the raw-materials manufacturer knows it. They know who you are and the kind of air/raft you bought, so all they all know how to adjust their inventories and their production schedules and their marketing programs. All work together as a community unit, rather than being self-contained entities that only do business on their own.

When we work together like this, we all strive to reach the ultimate goal of community prosperity, rather than seeking our own narrow goals as individual players. In the long run, this is the best way to compete and to cope in society. This

approach keeps inefficiency and unresponsiveness out of the entire process rather than just subprocesses within individual boundaries. We all prosper individually because we helped the community to prosper.

One way we insure the community gets prime consideration is our habit of making significant decisions as a group. We view the group mind as being better than the sum of its parts. Thus, group decisions are better. Group decisions made by consensus assure the good of the community is considered.

Sometimes, however, the urgency of the moment does not allow time to meet. In this case, we make the decision alone, but must later justify our decision before a group of our peers. The traditional Vilani hero is the rare person who, when forced to make a quick decision alone, always decides for the community good.

KEY ACHIEVEMENTS OF THE VILANI

While some argue that Vilani culture "does not foster innovative achievement," the fact remains that our Vilani ancestors hold many of the first achievement records among the races of charted space. Here are some of the more notable Vilani "firsts."

Electricity (-10431): Our Vilani ancestors first made use of electricity nearly 5000 years before any other race in charted space. Electricity is fundamental to developing a coordinated, civilized society.

Computers (-10073): The Vilani first used electronic computers in -10073, over eleven-thousand years ago. The computer is central to any advanced society.

Fusion Power (-9704): The Vilani researcher castes first demonstrated a practical, working fusion powerplant in -9704, thousands of years before any other race in charted space would do so.

Metaconductors (-9410): The Vilani discovered metaconductors dozens of centuries before any other race in charted space. Metaconductors are used in artificial gravity devices, nuclear dampers, starship thrusters, advanced weapon systems, and of course, jump drive. Metaconductor technology is a cornerstone technology for an interstellar society.

Jump Drive (-9235): The Vilani were the first race to invent the interstellar jump drive, making them the first of the major races. The next intelligent race to elevate themselves to major status by independently inventing jump drive — the Zhodani — did not develop it until -5415. This is nearly 4,000 years after the Vilani, who by this time were already using jump-2.

First Interstellar Empire (-4045): The Vilani were the original starfaring race of modern charted space. Our ancestors roamed the galaxy unchallenged for millennia, and our empire, the first of many interstellar empires in our region, outlasted any of its neighbors or descendants by at least a thousand years.

REFERRING TO THE EMPIRES

—by Mark Shiguli, AAB Correspondent

Through the millennia, the various terms have been used to refer to the ruling interstellar empires of the Imperial region.

The First Imperium: The Vilani name for this first great empire was *Ziru Sirka*, which translated as *Grand Empire of Stars*. More commonly, it was just called the Empire or the Imperium. Not until it fell and was succeeded by the Terran's Second Empire was it necessary to distinguish it with a number. Later historians have also called it the *Vilani Empire*.

The Second Imperium: The successor to the First Imperium could naturally enough be called the Second Imperium. Its own name for itself was the *Rule of Man*; although some prefer to call it the *Ramshackle Empire*.

The Third Imperium: The Sylean Federation transformed itself into the Third Imperium by proclamation. The act of assuming the name of an Imperium numbered three gave that government a legitimacy that it could not gain with a name like *Sylean Empire*. There was no other official name for the Third Imperium.

The Restored Vilani Empire: With the break up of the Third Imperium and the founding of the Restored Vilani Empire, the name *Ziru Sirka* has been resurrected, with a uniquely Vilani twist. More correctly, the Restored Vilani empire in the High Vilani tongue is actually *Ziru Sirkaa*. The double vowel added to the end of a name in Vilani often means "this is not the original, but it is essentially identical to it." Thus, one can see the rationale of the galanglic translation of *Ziru Sirkaa* as the *Restored Vilani Empire*.

(In actual practice, *Ziru Sirka* and *Ziru Sirkaa* are used interchangeably to refer to the restored empire. The more correct High Vilani usage is, however, *Ziru Sirkaa*.)

VLAND: THE VILANI HOMEWORLD

In 1120, Vland is the capital of our resurgent Vilani Empire. Perhaps more important, it is also a cultural capital, the proud inheritor of millennia-old traditions of stability and order.

VLAND

Vland, the homeworld of our ancestors, is a tropical world warmed by Urakkalan, its bright, F-type sun. Equatorial temperatures regularly top the 40-degree mark, while polar temperatures seldom drop below -35 degrees. Most major cities are located in coastal areas to capitalize on the oceans' temperature-moderating effects.

Our ancestral homeworld has two great continents and five lesser ones distributed among its oceans, and many large islands and archipelagoes. Khii Eshkhima, the largest continent, lies chiefly in the southern hemisphere. Heavily urbanized Lugikad is the largest northern continent. Frozen Shudushkir surrounds Vland's southern pole, Alashad reaches farthest north, and Ushirud Kilgi straddles the equator. Mountainous Admegun Lasha and small Irka Ir complete the tally of major landmasses.

The name Khii Eshkhima — "Land of the Gods' Wars" — partly stems from this continent's extremes of climate and geography; the natural forces in conflict here awed the continent's first explorers.

The Nadadip Wall, a barrier of rugged mountains and sea cliffs, rises between 500 and 1,000 meters along a 2,300-kilometer stretch of northwestern coastline. Behind the Wall to the southeast lies Kuragan's Jungle, through which runs the Sigizuni River, the River of Heroes. The Edamar — the inland Sea of Fables — dominates Khii Eshkhima's western span.

Even more impressive is the Dikaai desert, an open, windswept steppe which covers more than half of the continent's interior. Today, most of the Dikaai is a terraformed agricultural area, cultivated by robots and automated food factories. As most open space on Vland has long been urbanized, the Dikaai is responsible for most planetary food production. Notably, the desert's southeastern corner has been maintained in its original state as an ecological preserve.

Besides the continent's many prominent terrain features, Khii Eshkhima has great historical significance, as well. Thousands of years ago, it was here that the Ancient automatons fought most of their battles. Several archeological finds have lent support to our old legends of warring "gods."

Many tourists annually visit the *Heroes of Vland Planetary Monument*, a memorial of our world's later history. From the source of the Sigizuni River at a desert oasis near the Edamar, the river's banks are lined with large statues and monuments commemorating the great heroes of Vland.

Visitors generally travel the course of the river on air/rafts; other, more daring souls employ high-tech grav hydrofoils. As these observation craft pull alongside the monuments, tour operators trigger holorecordings of the main events and accomplishments of each hero or heroine's life.

Lugikad is the original home of the Vilani race, for it was here that the Ancients deposited humans. Today, Lugikad is Vland's most heavily urbanized area, the site of our planet's two largest cities and two down starports.

The most prominent terrain feature of Lugikad is the Ashkige mountain range, which splits the continent from north to south. The Ashkige peaks form an impressive barrier, comparable in height and ruggedness to Terra's Himalaya or Lair's Onggungira. The Degar (or Gray) River flows down from the Ashkige slopes to meet the sea at the site of present-day Ishimaga. It was along this river that our ancestors built their first settlements.

From those early beginnings, Lugikad's urban areas have expanded. Today these urban areas comprise an unending mass of homes, apartment towers, businesses, and industries. The population reaches its maximum density at Enlugal, the planetary capital (pop. 9,780,000,000), and Ishimaga (pop. 2,860,000,000), both located on the continent's northwestern coast. Here, towering commercial and residential arcologies soar over smaller structures dating back centuries.

With this mixture of older, traditional architecture with newer, ultra-modern structures, Ishimaga and Enlugal are excellent examples of Vland's cities. Most of Vland's urban areas are sprawling warrens of unsophisticated structures, built long ago with technology now obsolete. These districts have often been preserved in many places as landmarks; in a few exceptional instances, they have deteriorated into slums.

In sharp contrast, soaring towers rise from these outdated developments. Dotted by air/raft landing ledges, interconnected by walkways and vehicle bridges, the towers provide city homes for Vland's upper classes. The largest towers are almost self-sufficient, containing dwellings, shops, and workplaces, all within a single structure.

On the outskirts of Enlugal and Ishimaga, vast industrial tracts surround the two dirtside ports. These tracts play host to heavy industrial plants that depend on the nearby shipping facilities. Raw materials and semi-finished goods are imported here; finished products are shipped offworld. Two notorious Startown districts are sandwiched between the port gates and the industrial zones, inhabited by dockhands, factory workers, and visiting spacers.

With its long history, Lugikad is home to several major visitors' attractions. Near the Ashkige range, for instance, lies Founders Peak, an isolated 3,500-meter mountain. Carved on its sheer face is a kilometer-high bas relief of the First Triumvirate, the founders of the original Ziru Sirka. The tallest figure stands holding five stars in his left hand; the other two stand supporting his outstretched arm with their own upraised hands.

Enlugal, the capital, has more than its share of landmarks. Here stands the Imperial Palace, now maintained as a museum of Ziru Sirka history. One building in the complex remains in use, however, serving as the palace of the our Empire's current rulers. An adjacent building houses the chambers of the Igsiirdi, the Vilani Council of 300. Because of the current conflict, the museum portions of the Palace closest to the government offices have been closed for security reasons.

WORLD DETAIL SHEET

1. Date of Preparation: 315-1119
2. World UWP: Vland/Vland/Vland
1717 A967A9A-F

SIZE-RELATED

3. Diameter: 14,850 km
4. Density: 1.02
5. Mass: 1.45
6. Gravity: 1.15
7. Primary Mass (Star): 1.14
8. Orbit Number (Planet): 4
9. Orbital Period (Planet): 478.72 days
10. Rotation Period: 31 hrs, 48 min, 18 sec
11. Axial Tilt: 6.32°
12. Orbital Eccentricity: 0.005
13. Seismic Stress: 15
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: 1.21
21. Orbit Factor: 295.693
22. Energy Absorption: 0.740
23. Greenhouse Effect: 1.1
24. Base Temperature: 18.1 °C
25. Orbital Eccentricity Mod: closest, +0.15 °C
farthest, -0.15 °C
26. Latitude Temp Effects: +21 to -49 °C
27. Axial Tilt Effects:
0.00 = hex rows 1-6
0.25 = hex row 7, summer +1 °C, winter -1 °C
0.50 = hex row 8, summer +2 °C, winter -3 °C
0.75 = hex row 9, summer +3 °C, winter -4 °C
1.00 = hex rows 10-11, summer +4 °C, winter -6 °C
28. Daytime Plus: +7 °C
29. Nighttime Minus: -8 °C
30. Native Life: Yes
31. Atmospheric Terraform: No
32. Greenh's Eff Terraform: No
33. Albedo Terraform: No
34. Atm/Temp/Terraform: n/a

HYDROSPHERE-RELATED

35. Hydrographic Percent: 0.74
36. Hydrosphere Comp: Liquid water
37. Nbr of Tectonic Plates: 6
38. Hydrosphere Terraform: No
39. Terrain Terraforming: Yes
40. Nbr of Major Continents: 2
41. Nbr of Minor Continents: 5
42. Nbr of Small Islands: 6
43. Nbr of Archipelagoes: 3
44. Notable Volcanoes: 0
45. Weather Control: Yes
46. Natural Resources: Compounds
47. Processed Resources: Agropducts
48. Manufactured Goods: Parts, Weapons
49. Information: Recordings, Software, Documents

POPULATION-RELATED

50. Total Population: 37,230,000,000
51. Local Customs:
Vland's local customs epitomize the Vilani culture in general; thus, most are described in detail elsewhere in this work. Nevertheless, recent political developments have set the stage for the following practice.
• *Unusual responsibilities for certain occupations:*
Under Ishuggi's rule, many individuals in the researcher castes have been charged with the reorganization of the Vilani government. For Vland, the change from capital of a sector back to capital of an empire embraces a number of problems. With limited time available to effect needed changes, Ishuggi feels a mix of tradition and innovation may offer the only chance at achieving workable solutions — hence, his call for aid from the researcher castes.
52. Primary Cities:
Enlugal, 9.78 billion, A starport;
Ishimaga, 2.86 billion, A starport
53. Secondary Cities: 22 cities, circa 500 million,
F spaceports
54. Tertiary Cities: 105 cities, circa 50 million,
H spaceports
55. Progressiveness: Conservative, Indifferent
56. Aggressiveness: Competitive, Peaceable
57. Extensiveness: Harmonious, Aloof

GOVERNMENT-RELATED

58. Representative Authority: Executive/Legislative/
Judicial—Several Councils
59. World Gov Description: Impersonal Bureaucracy
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: A overall
A weapons
9 trade
B criminal law
A civil law
A personal freedom

TECHNOLOGY-RELATED

65. Technology Profile: FE high/low common
F energy
F computers/robotics
F communications
F medical
F environment
FFFF land, water, air, space
FF persnl/vhy military
F novelty

Next to the Palace in Enlugal is the Imperial Library, the oldest continuously open library in explored space. The Library houses one of the largest collections of information assembled in a single institution, second only to the Encyclopedia in Ishimaga. Documents stored here range from 20,000-year old parchments stored in inert atmospheres to the latest proceedings of the Igsirdi and the proclamations issued by the Triumvirate. Seminars are open to visiting scholars, and most documents are available in original form or by copy to the general public.

Rivalling the Imperial Library, the Encyclopedia in Ishimaga includes the largest library in known space, a museum, research center, and publishing house. The Vilani name of this institution — Argushigi Admegulasha Bilanidin — can be literally translated as the Vilani Repository of All Knowledge. Most locals refer to it as the Encyclopedia or simply the AAB. It now provides library data to ships and institutions throughout the Vilani Empire.

The Encyclopedia holds a vast collection of written and electronic documents gathered from all of known space. Its collection complements that of the Imperial Library, which focuses mostly on Vland, its empire, and its civilization; the AAB, in contrast, includes much material from other human and alien civilizations. It houses, for example, the largest collection of Solomani documents and publications off Terra.

This entire body of information is codified every ten years into an encyclopedia, also called the Argushigi Admegulasha Bilanidin or AAB. Contained within a set of 15 holocrystals, the encyclopedia is the equivalent of 7,500 printed books. A major task of the AAB staff is to see that the encyclopedia is distributed to the information networks of all major worlds within Vilani space.

Many researchers visit the AAB for another reason: the Encyclopedia also serves as a clearing house for patents and copyrights. Its giant database is freely available to scholars who come to Vland. Local residents can access the database from their homes via Vland's global-orbital information network.

Closely associated with the Encyclopedia is Kasiga University, Vland's foremost center of higher education. The personnel and resources of the AAB form the backbone of the University's faculty and curriculum. Kasiga University enjoys an Imperium-wide reputation for its historical and social studies.

The least settled continent, Shudushkir covers Vland's south pole. Despite the bitter cold, dedicated workers exploit the resources of the frozen tundra, particularly petroleum. Shudushkir is the only landmass on Vland that receives large amounts of ice and snow, and its only inhabited part is a peninsula that juts northward toward warmer climes.

The northernmost continent, Alashad's northern reaches are cool, barren desert, while its southern lands are a rugged countryside dotted with rural vacation homes and parks. Slightly more than one-third of Alashad is a settled, urbanized area.

Straddling the equator, Ushirud Kiigi lies totally within Vland's tropical latitudes. Nearly all of Ushirud Kiigi has been settled, but the continent's oppressively warm climate and distance from major population centers combine to keep the local population density below normal. Outside Arugis, Ushirud Kiigi's one metropolis, most of the middle-class inhabitants actually own the property on which they live — a rarity on our world.

Its Vilani name meaning "Land of the Sky," Admegun Lasha is Vland's last wilderness. A rugged continent of high mountain ranges, forbidding coasts, and hilly, forested uplands, it is a favorite site for vacationers. Many native Vilani, as well as visitors from offplanet, regard Admegun Lasha as an ideal location for camping, hiking, hunting, and other recreational activities.

The Admegun Rangers patrol the continent, enforcing conservation and hunting laws and rescuing lost or injured hikers. The Admegun Flotilla of Vland's wet navy performs a similar function in the seas nearby. Its vessels carry out search-and-rescue missions and guard against illegal landings by hunters lacking the proper permits. Many of Vland's wealthier residents have taken up sailing wind-driven craft into these dangerous seas as a form of daredevil entertainment, and the Nautical Force is always ready to assist them.

Irka Ir is Vland's smallest continent. Roughly half of its terrain is desert; the rest supports two sizable cities and a sprawl of semi-urban dwellings. Irka Ir lies far south of the equator; consequently, its climate is more moderate than many of Vland's other settled areas.

Drawing on the resources of these continents and the surrounding seas, our world sports a variety of industries. Three predominate among them, namely manufacturing, agriculture, and information. Vland is a leading producer of high-tech weaponry and gravitic and electronic products.

Our orbital and down starports are home to one of the largest shipbuilding industries in the entire coveyard realm. The massive factory farms on Khil Eshkhima produce such abundant crops that we export surplus agroproducts to other worlds.

Our world is also home for the corporate headquarters of many manufacturing, shipping, financial, and insurance concerns, including several of megacorporate status. These businesses both use and generate large amounts of information, creating in turn entire information-based service industries. Many corporations operate solely in areas such as communications, public relations, accounting, law, data processing, entertainment, and other, more esoteric specialties. Taken together, corporate administrations and the information service industries are our largest employers.

Naturally, a fourth local "industry" is government, for Vland has traditionally been a capital of far-reaching importance. Now that our world is again the capital of its own interstellar state, governmental functions have taken on an even greater importance. Millions of workers insure that the proclamations of the Ishimkarun, the Karunil, and the Igsirdi are heard by all loyal citizens throughout our Empire.

Not to be forgotten is Vland's importance as a cultural center. While our world is an acknowledged economic leader, it also has a 15,000 year old cultural heritage. The Vilani people have their roots here, and — especially since our proclamation of independence — they take great pride in the traditions handed down over the millennia. Nowhere is the characteristic Vilani philosophy and lifestyle more evident.

ORBITAL INSTALLATIONS

Three great space habitats hover far above Vland's surface, seemingly stationary in their geosynchronous orbits. These habitats serve as the orbital counterparts of Vland's dirtside ports; in addition, they are major industrial producers. The orbital manufacturing facilities concentrate on shipbuilding and on delicate electronics and gravitics systems.

Each habitat is self-sufficient, with large interior areas devoted to agriculture. Overall, counting these stations and other smaller ones, Vland's population-in-orbit exceeds two billion individuals.

The orbital port complexes are the first stop for all inbound space traffic. Incoming vessels must go through customs and health clearance procedures at one of the orbital ports; until this is done, ships are prohibited from landing at any dirtside facilities.

VLAND'S MOONS

Vland has three natural satellites: innermost Irukka, well-colonized Gashema, and large, distant Kalagaur. The combined illumination provided by these three moons make dark nights virtually unknown on Vland. When all three moons are full, the nighttime light level makes outdoor reading possible without artificial aid.

Irukka is a barren ball of rock orbiting roughly 170,000 kilometers from Vland. A small corporate mining and refuelling station is maintained here, along with a government-operated weather surveillance post. The latter installation coordinates information from thousands of weather satellites circling Vland in geostationary orbits.

Gashema is marginally habitable with its thin atmosphere and significant amount of free water. Orbiting Vland at an approximate distance of 505,000 kilometers, Gashema supports a thriving colony, a psychohistorical research station, and a military base — the operational headquarters of Vland's Close Orbit and Airspace Control Command.

Kalagaur is a large satellite, nearly large enough to be a twin planet. A distant 720,000 kilometers from Vland, Kalagaur is seldom visited. Its atmosphere — rich with sulfur compounds — is poisonous, and the only local settlement is a small corporate mining colony.

THE INNER SYSTEM

As previously noted, the worlds of the Vland system revolve around Urakkalan, a yellow-white main-sequence star both hotter and brighter than Sol.

Sagadir, Umiggash, and Umiggash's large moon, Dinnika, remain undeveloped balls of rock. These worlds are rarely visited, being of interest only to scientists. Umiggash and Dinnika are somewhat unusual, as their similarity in size almost makes them a double-planet system.

The resources of the Khamlur Belt were mostly mined out by the time our ancestors encountered the Terrans. Prospecting efforts continue, however, in a search for other, less valuable deposits.

THE OUTER SYSTEM

Travellers outbound from Vland will eventually cross the orbit of Lirshala, a barren, uninhabited world. Lirshala's small moon, Agu, is equally barren.

Next out from Lirshala is Bikamakhu, noteworthy only for its thin atmosphere and sizable icecaps. Bikamakhu has one satellite, Kanirer, an irregular body pockmarked with craters.

Luukad is the outermost world in the Vland system. Beneath its dense methane atmosphere lie the majority of insystem naval facilities, including a capable shipyard. Despite Luukad's hostile environment, over three million people make their homes here.

THE VLAND STAR SYSTEM

The Vland system contains only one star, with six major bodies and one planetoid belt. The system is composed of:

Orbit	Name	UWP	Remarks
Primary	Urakkalan	F8 V	
0	(empty)		
1	Sagadir	Y100000-0	
2	Umiggash	Y500000-0	
35	Dinnika	Y400000-0	
3	Khamlur Belt	F00026C-E	
4	Vland	A967A9A-F	N Hi Cx
12	Irukka	G42422C-E	
35	Gashema	F43456C-F	Co Rs
50	Kalagaur	H7A2220-E	
5	(empty)		
6	Lirshala	Y400000-0	
45	Agu	YS00000-0	
7	Bikamakhu	Y523000-0	
5	Kanirer	Y100000-0	
8	Luukad	F9A466B-F	Co Nv

Just
Johnny
Digitally signed
by Just Johnny
DN: cn=Just
Johnny, o=Just
Johnny's R&D,
ou=J&D, c=US
2002.11.30
21:14:50
+05'00'

VILANI SPACE: THEN AND NOW

The newly formed Restored Vilani Empire is only the latest in a long series of Vilani-influenced interstellar governments that have made their mark on the central regions of charted space. Here we look at Vilani-influenced space and how it has changed over the millennia.

THE FIRST IMPERIUM

By far the most significant cultural and social influence of our Vilani ancestors came from the old First Imperium. At its height in about -3500, the First Imperium encompassed 27 sectors and over 15,000 star systems. Only the united Third Imperium had approached the size and glory of that original great human-dominated star empire.

While the First Imperium covered roughly the same amount of space as the Third Imperium: in terms of travel and communication time, the First Imperium was vastly larger. Comparing today's jump-4 to jump-6 drives with the jump-1 to jump-2 drives available in those days, one can quickly see that our ancestors' empire was *three to six times larger* than today's Third Imperium. If the Third Imperium were expanded to become the same size in terms of travel time, it would have to encompass *all of charted space*. When looking at the First Imperium in this way, it becomes apparent that the other human empires to follow the First Imperium have never been able to achieve its sheer magnitude and glory.

Because of the greater *relative* distances involved, and because of the lower tech levels of those times, the volume of interstellar traffic was lower than as well. While space travel had gone well beyond the novelty stage by about -8500, for many worlds (especially those off the common space lanes), a starship landing was still quite an event.

The lower technology of those times also caused quite a few worlds with less hospitable environments to be bypassed. Star systems more than jump-1 or jump-2 from any other star systems were more isolated than they are today. This became especially noticeable as the frontier borders of the empire reached regions with a more sparse system density, such as along the rifts (see map).

In -8715, our leaders established three independent bureaux, and assigned each a unique interstellar territory. Each bureau became the ruler and keeper of the star systems in its region. Where the territorial regions overlapped, bureau responsibility was assigned on an individual system-by-system basis, rather than for vast groups of systems.

Much of the things we take for granted in modern star mapping were started by the original spacefaring Vilani. For instance, sector mapping method in common use today comes down to us from our Vilani ancestors. In -9112, researcher castes first proposed dividing space into sectors, establishing essentially the astrographic boundaries we still use today. The Vilani, however, subdivided each sector into *deshi* (which equals 2.17 light years — the distance from Vland to Tauri), rather than the Solomani-based parsec. Many sector names and world names — especially those closer to Vland — date from First Imperium times.

THE VILANI CULTURAL REGION

After the First Imperium was overthrown by the Terrans, and the Long Night fell upon the Imperial region, direct Vilani cultural influence dwindled to little more than a few systems around Vland.

Cleon, the founder of the Third Imperium, was of mixed Vilani-Solomani origin. This mixed origin made Cleon an acceptable choice to our forefathers as the new leader of an interstellar empire built on the best of both prior interstellar states.

Thanks to the wisdom of our leaders back in the early days of the founding of the Third Imperium, Cleon was convinced to avoid imposing outside cultural values on our people. Once again, interstellar travel and trade flourished. The Imperium's policy of staying out of local world affairs allowed dozens of the systems around Vland to return unimpeded to our cultural heritage. The worlds who chose to restore the original traditions fully became known as the *Vilani Cultural Region* (see map).

This famous region has been a beacon of culture and tradition for our domain throughout the days of the now defunct Third Imperium. Perhaps the new Ziru Sirkaa will serve as a vehicle for leading other worlds of our region back to their traditional roots.

THE RESTORED VILANI EMPIRE

When Ishuggi declared the new Ziru Sirkaa to protect our people against Lucan's suicidal politics, many star systems of Vland sector rallied to the side of the new star empire. As of the current time, circa 1120, the Restored Vilani Empire now includes most of the systems in Vland Sector as well as many systems along the spinward edge of Lishun sector and the trailing edge of Corridor.

When Vland sector left the Imperium, secret announcements went throughout the Imperium to the bases and stations belonging to Makhidkarun, Sharurshid, and Naasirka. These three megacorporations were restored to their original status as the all-encompassing bureaux of Vilani space. In early 1120, Zirunkariish — also a Vilani founded megacorporation — petitioned the Igsiirdi for bureau status and was approved, adding a fourth Vilani bureaux to the new empire.

Currently, hostile activity along our rimward border, the border with Lucan's Imperium, has been minimal. The same can be said for the border with the "Real" Strephon. The real hostilities are along our coreward and trailing borders with the ruthless and ever-expanding Vargr corsair states. Initially, we worked with the Vargr on our borders, trying to set up mutual trade agreements. While this was quite successful at first, ruthless corsairs have undermined the initial successes.

Many worlds just beyond our coreward and trailing borders cry for our assistance against increased Vargr raiding and plundering. Our fleets are stretched to the limits, and only as it is prudent and necessary do our leaders dare risk over-extending our fleets to add another world to our empire's fold.

Our hope is for Dulinor, Lucan, and the "Real" Strephon to stay preoccupied with their fighting, and to continue only lightly defending their borders with us. However, we must not forget that these factions will likely turn toward our borders one day. We must prepare for that eventuality, for it will surely come.

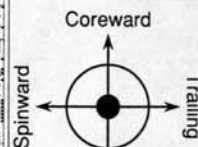


Edge of Chartist Space

The First Imperium at its height

CIRCA -3500
(Imperial Calendar)

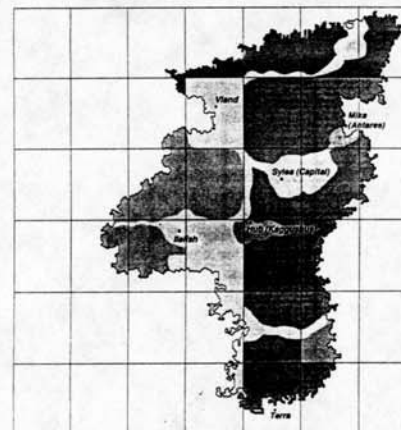
Every star system position is accurately shown.



GALACTIC DIRECTIONS

Edge of Chartist Space

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BUREAU KEY
 [Symbol] Allied or Interimperial
 [Symbol] Hostile
 [Symbol] Unaligned
 [Symbol] Neutral

VILANI SOCIETY AND CULTURE

Our society and cultural patterns are the result of untold thousands of years of history and development. We learned long ago that if we were to survive as a people, we must work together as a community unit.

Back in the times of antiquity, our ancient ancestors hid in their mountain valleys from the dreaded war machines that roamed the lowlands. Those who struck out alone were hunted and killed by these machines. Those who remained in closely knit groups survived.

Over time it became clear that the groups which cooperated survived the longest. The individuals who promoted the greatest harmony emerged as the leaders, even though others may have been more technically capable of accomplishing specific tasks. Indeed, those who became obsessed with technical issues were (and are today) looked upon as potential disrupters of the group's harmony — and thus, its survival. We all realize that society must be thoughtfully restrained, lest it be unleashed — like those ancient war machines — to destroy everything in its path.

For hundreds of thousands of years the Vilani people have survived, prospered, and led the races of known space with a stable and harmonious society. Let us look at Vilani culture by examining its various institutions in depth: the family, the caste system, and the bureaux.

THE FAMILY

The Vilani family is the key unit for passing on Vilani traditions to new generations. We teach our young the Vilani ways of tradition, community harmony, and prosperity through efficiency.

Children are not automatically harmonious. From a very early age they must be taught to honor the family unit, to respect Vilani traditions, and to make important decisions as a group. The family, thus, forms the child's first introductions to the ways of Vilani society. Through the family, the child learns to develop his or her own special talents that will contribute to the success of the group and ultimately to the success of society as a whole.

As each child develops his or her own specialty, they become increasingly aware of their place in the family group, and aware of the "group mind." They learn that the decisions of the group must be obeyed, and that such obedience honors tradition and maintains harmony. As they grow older, each child learns how to handle their disagreements with the rest of the group, and how to bow to the final group consensus.

So the family unit is the first building block of Vilani society. We all learn the values of group effort, respect for senior members of society, the need for politeness to others, and the importance of preserving harmony first with our own family. The family is also of vital importance to each of us, for it is by group consensus that our family chooses our occupational caste — a caste within which we must stay for life.

THE CASTE SYSTEM

During our long history, each member of a working group developed his or her own special talents that would contribute to the success of the group. Each working group in turn would develop special group skills. Eventually, these evolved into castes of specialists, as each master taught an apprentice their special skills and passed on membership into their group when they retired.

In Vilani society, each individual takes his or her place within a caste for life. For each of us, our first role in life is to contribute to our chosen occupational caste. Naturally, since this decision is a critical one, the group consensus of the family decides which occupational caste we each will enter. We need not enter the same occupational caste as our

parents. We must select the caste for which we are best suited. The decision must be weighed carefully, for once the choice is made, it is for life. Families in most Vilani societies decide the child's caste when the child reaches an age of 14 *gurkala* (gurkala are local Vilani years: 14 gurkala are equivalent to 18 standard years).

Once we have entered a caste, we become an apprentice to a master who already works in this caste. We serve as apprentice until the master retires. Then we become a master, and ultimately take on an apprentice of our own, starting the whole cycle over again.

The local caste-group carries out its responsibilities by consensus. Each group member must agree with a course of action before it is implemented. All other groups affected by a decision must agree as well. No one group member is solely responsible for the consequences of a decision — this is shared by the entire group. The group must record that all members are in agreement before action is taken. This shared responsibility results in well thought out decisions — the basis for greater harmony and prosperity for all.

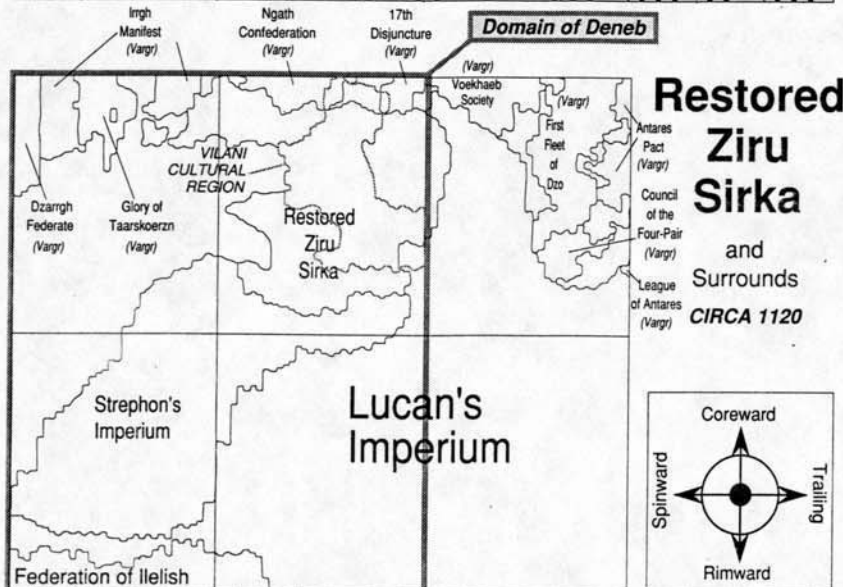
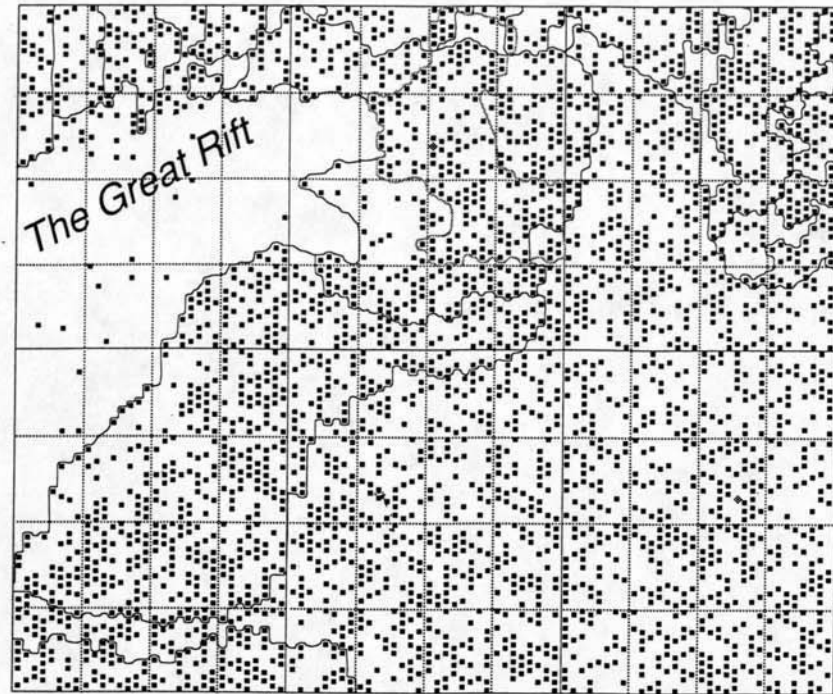
Each caste is based on an occupation or job area, making it responsible to one of the four megacorporate-bureaux. Each bureau has jurisdiction over all the business, government, and technology regulation for a vast array of castes.

THE BUREAUX

Once the ancient war machines were no longer a threat, our ancestors moved to explore our world and to find more resources to sustain our growing populations. At first, salvaging the war machines sustained us. But in time this resource was exhausted and various clans banded together and developed certain specialties that assisted the group. This led to the flowering of technology and culture on Vland.

This also led to frequent inter-clan warfare over trading rights for raw materials and manufactured goods. As these feuds became a serious threat to prosperity, the merchants gathered together the clan leaders and their shugillis in the Great Conclave of -11,078 and formed the Triad, a tripartite government that later lead to the formation of the famous three Vilani bureaux.

The merchants retained control of trade, the shugilli governed food production, and the aristocracy administered uniform laws and kept the peace. Each of these groups



MAP KEY

operated independently for profit and incorporated hundreds of castes. With these three units of society cooperating as a group, society flowered on our world, leading toward the conquest of space and the eventual founding of our historic star empire.

Today, the three bureaux have become the three Imperial megacorporations Makhidkarun, Naasirka, and Sharurshid. These three have been joined by a fourth Vilani megacorporation: Zirunkariish, a banking, investment, and insurance firm founded on Vland at the end of the Long Night. While the bureaux were at one time each given specific territories to administer, today the picture is different with the four megacorporations.

Each megacorporation today owns and administers specific kinds of business and technology, instead of owning and administering territories. Makhidkarun specializes in media and entertainment technology (which includes not only software, recordings, movies, books, and magazines, but includes all manner of gourmet food and drink). Naasirka specializes in computers, communications, and other such complex hardware. Sharurshid specializes in trade and speculation of any and all types of goods (although it has little direct manufacturing capability). And lastly, Zirunkariish specializes in banking and investments.

Thus today, these megacorporations compete with each other in the same territory to provide the best possible life for their respective worker castes. All who join the castes of these corporations remain with the company until they die. Each corporation is expected to provide for all the needs of its workers: housing, food, health care, and entertainment are furnished.

These megacorporations are more than just business entities — they represent a hybrid business-governmental unit with law-making and law-enforcement authority over their facilities. Rather than have government and business be separate entities, these "bureau-like" megacorporations are the Vilani governing bodies, operated for profit. Because these "governments" must be operated as a business for profit, each company views its "citizens" also as its worker-customers. To abuse or oppress the "citizens" is a conflict in terms, since the citizens are also the customers. To make the customers unhappy is not good business sense.

These megacorporations are responsible for administering our technology patents. It is our way to develop technology slowly and carefully, and not release it for general use until it is thoroughly understood by our special castes of researchers. These exceptional individuals must not only understand technology, but are also responsible for teaching the other members of Vilani society how to use a new technological method or device.

Naturally, those who own the technology should be amply rewarded. For this reason, the Repository of Patents — created thousands of years ago when our ancestors founded the AAB — establish royalty requirements for technological advancements throughout the regions served by the megacorporations. The patent laws rewards the megacorporation which owns the base technology. Anyone who modifies or improves an original technological invention is required to pay a percentage of profits to the megacorporation having jurisdiction over the technology. The central ruling body of the Vilani — the Igsiirdi — decides which technology patent (and thus which megacorporation) is affected by each new innovation a researcher caste develops.



THE VILANI LANGUAGE

The exact origins of the modern Vilani language are lost in the distant past. Possibly, our ancestors spoke a single language when taken from Terra by the Ancients. Whatever the case, when the Final War extinguished the Ancients' civilization, the languages of the Vilani people begin to diverge.

Isolated in their mountain valleys, the early Vilani rarely travelled; to do so was to risk death from the Ancient warbots that roamed the planet. Cut off from their neighbors, perhaps as close as the next valley over, each alpine village began to develop their own dialect. Over time, these dialects became separate languages.

It was not until the Ancient automatons ran down around —20,000 that travel and communication between villages became commonplace. Trade necessitated the use of widely understood languages; warfare compelled whole populations to speak the languages of their conquerors. Thus, increased contact between settlements worked to decrease linguistic diversity.

As time passed, the language today known as Old High Vilani became markedly prevalent, much as Latin became widespread on old Terra. Old High Vilani was not immune to change; in fact, a later, scholastic form of the language evolved into today's Classical Written Vilani. Other related tongues, including modern Vilani with its sub-languages, also grew from Old High Vilani roots.

Modern Vilani is complex. Its simple grammar and phonetics are complicated by intricate pronunciation, structure, and syntax. Vilani is unusual in that it is a multi-tonal language; each syllable can be pronounced in any of six tones, and meaning depends highly on proper intonation. The Vilani alphabet accommodates this by using a simple set of characters to represent the basic vowel sounds, while small flourishes indicate tonal quality.

Another unusual feature is the incorporation of several sub-languages which must be used in particular social circumstances. Superior Vilani is used by a person of inferior social standing when addressing a person of higher status. Inferior Vilani is used in the opposite situation, when a superior addresses a subordinate. Intimate Vilani is used only when addressing family members — spouses, children, or pets — or close, lifelong friends.

The three sub-languages use different words to convey similar meanings. They also vary in sentence structure. Use of the proper sub-language forces the speaker to know his audience's social rank ahead of time. Vilani speakers are often reluctant to address strangers for this reason: without knowledge of their relative social status, they are literally tongue-tied.

Modern Vilani is still spoken on many worlds in Imperial space and beyond, although it remains most prevalent on worlds within the Vilani Cultural Region in Vland Sector. Many tradition-minded linguists would like to see it become the official language of the Restored Vilani Empire, replacing Galanglic.

Even outside Ziru Sirkaa borders, however, the Vilani language still exercises influence. Place names often are Vilani in nature; personal names, even more so. Men's names such as Eneri, Enli, Ganidirse (Gani for short), Shannash, Mazun, and Khugi are frequently encountered, as are Gamaagin (Gam), Nashu, Sharikkamur (Sharik), Ikush, and Munush among women. Vilani surnames are more common still.

VILANI PROVERBS

Proverbs highlight the wisdom and ideals of a culture. Consequently, they are an easy means of conveying cultural values to strangers. The following proverbs illustrate some of the fundamental concepts inherent to Vilani society. (Standard tonal notations have been removed from the Vilani transcriptions for ease of reading.)

Vilani: "Isazii shagukarun gulashbir asi."

Galanglic: "Only inferior rulers must prove their superiority."

The Vilani find excessive use of authority distasteful; to paraphrase an old Terran saying, he governs best who governs least. Among the Vilani, rulers who force recognition of their office prove merely that they never deserved it in the first place.

Vilani: "Laashuurarir iru remira khidenuum; murgipen iru mishugi."

Galanglic: "Courtesy is a man's obligation; friendship, his gift."

Politeness is very important in group-oriented Vilani society. Often, however, outsiders are misled by the typical Vilani courtesy, thinking they are among friends. Many times, this is not the case; Vilani see friendship as another thing entirely.

Vilani: "Gimish dinnika iliremu anidige kadli; siikaka gimish khulamar iliremi argukege."

Galanglic: "Many goods do not make a man a merchant; neither do many ideas make him wise."

The Vilani fear unrestrained innovation. Tradition plays an important part in their lives, and unrestrained new ideas are perceived as dangerous. The innovator frequently finds himself an outcast in Vilani society.

Vilani: "Kushargugim muramri ukegma; agagiim gagaradus nukigimda gur."

Galanglic: "The wise admit their ignorance; the foolish understand everything too soon."

This proverb emphasizes the Vilani leaning toward caution and careful planning. Many Vilani apply this proverb to the typically ambitious Solomani, who naturally get placed in the latter category.

THE HISTORY OF THE VILANI PEOPLE

THE HISTORY OF THE VILANI PEOPLE

The following holorecording summarizes the history of the Vilani people as best as we can construct it today. Much of our knowledge about our early civilization comes from archeological evidence. This evidence includes a vast array of documents, recordings, and computer records — a few of which date back some 10,000 years. The bulk of our source information, however, came to us from the times following the founding of the First Imperium in -4045.

This material is summarized from *A Concise History of the Vilani Period (-300,000 to -2204)*, Kasiiga University Press, Ishimaga, Vland.

THE BEGINNINGS

The exact details about the beginnings of the Vilani people remain uncertain. However, archeological evidence (from not only Vland, but from over 90 different worlds across the Imperial region) strongly suggests that the mysterious race known today as the "Ancients" transported our original ancestors to Vland over 300,000 years ago. Why the Ancients did this has never been determined for certain.

About -300,000, the Ancients began destroying all their civilization in a mammoth struggle we call the "Final War." When the Final War came to Vland, our ancestors survived the fearsome carnage by fleeing to hide in remote mountain valleys. Our legends include many accounts of the wars of the gods, their terrible destruction, and their occasional intervention into our ancestors' affairs. The earliest of these legends tell of the great shadowy god-rulers of the war machine-gods, no doubt referring to the Ancients themselves. Sadly, little is said of our ancestors' relationship to the god-rulers.

Encounters with the Ancient Automatons: Several of our legends tell of explorers finding great living stone-metal gods with enormous magical powers.

Archaeologists believe these "gods" were war machines left over from the Final War. These automatons (robots, huge juggernauts, and self-repairing installations) fought on for 200,000 years after the Final War ended. As they wore out, the battles subsided, and our ancestors emerged from their mountain valleys, ultimately venturing out on the high seas in ships. These early explorers returned with tales of powerful "fighting gods" in distant lands.

The search for these "gods" drove the first extensive exploration of Vland. Empires were founded on the power of just one juggernaut harnessed to the will of a Vilani ruler. Legends tell of vast fortunes and immense power that were made by convincing one of these "gods" to make steel-bladed swords and spearheads.

By -20,000, the last of the great robots ran down, leaving only their legend behind. These "gods" had always seemed to function by magic, and it took our race another 10,000 years to develop the science that would enable us to harness our world on our own.

EARLY CIVILIZATION

While our homeworld of Vland was quite hospitable, we were not from this world, making it difficult to digest and metabolize Vland's proteins, sugars, and amino acids. Our ancestors in the wild nearly starved. Much of the local plants and animals caused unpleasant or even fatal allergy attacks if consumed without processing.

Fortunately for our race, some of our ancestors learned to use aging and chemical treatment to produce edible food. Several intricate processes were invented for breaking long-chain organic molecules down into short-chain starches and simple sugars.

The individuals who developed and held the food conversion secret were called *shugillii* (the closest Galangic word is *miller*). The *shugillii* ultimately developed hundreds of "mystical" food conversion techniques, and became looked upon more as a shaman than as a cook. Since almost no food was edible without some treatment, they became powerful members of society.

Our ancestors had no need for medically oriented shaman. The alienness of Vland biology was reciprocal: predators could not eat humans, parasites found no nutrition in our bodies, and bacteria or viruses could not invade and take over. There were few human diseases. Even surgery was relatively free from the danger of infection.

Society Begins to Stratify: Three groups came to dominate Vilani society: the *shugillii*, the aristocrats, and the merchants. A large commoner class existed around them.

The *shugillii* were the all-important food processors. They never allowed their techniques to become common knowledge. Even in advanced society, food was bought from the *shugillii* rather than cooked directly.

The nobility descended from the ancient village chiefs. The third child of every noble was noble: the others were commoners. Higher nobles could create new, lower nobles.

Society initially allowed nobles multiple marriages: this tended to preserve family property. Monogamy prevailed for all classes by the time our ancestors achieved tech level 4. The restriction of nobility to third children remained: it kept the noble ranks limited to a small but elite group.

The merchants controlled trade. Trade was important from our society's early times, because the materials needed to prepare a food staple need not be geographically located with the food's production. Just as salt was critical to early Terrans, we found similar critical substances to trade on Vland.

Society Stabilizes: Society's support of traditional exchanges, rather than price based exchanges, soon led to a stable social system. Large states became common, with fewer nobles than seen in early Terran society. The threat of famine gave the noble law-givers and the merchants great authority — when they upheld proven methods. And the *shugillii* relied on proven formulas, rather than risk poisoning their clientele.

Interdependence between these large states led to extensive trade patterns. Reciprocal trade was most often three-way or even more — simple two-way trade was less common. Stable economic units much larger than a single city-state became common.

Warfare was rare. A long war could disrupt trade and bring economic ruin to entire states. Certain remote cities inhabited by "raiding bandits" were subjects of annihilation campaigns launched by the nobility of adjoining states to protect their people's survival.

The MegaTraveller Alien, Volume 1

The dynamic element in our culture's early society was the need for new food sources — a need driven by expanding populations. Comparing food processing methods from different regions and applying old methods to novel crops in newly settled lands led to the development of a new analytic caste. This new caste was allowed to supersede tradition without fear of rebuke from the nobility.

THE FLOWERING

Vilani culture flowered around -11,000, as our homeworld experienced an industrial revolution. Swelling researcher castes gained new knowledge by pooling all available information, and trying old methods on new subjects.

Society was modified, not overthrown. The three dominant groups (the *shugillii*, the aristocrats, and the merchants) increased their power by cooperating to create industrialized wealth. Many new sub-castes were created during this period, and the whole planet united into one global market.

It was during this time that our ancestors developed the key Vilani concept of the "technology patent." New inventions and their follow-on innovations should be owned by someone who acts as overseer to that technology. Others should not be allowed to add their own innovations nor should they be allowed to call the new result their own. These interlopers owe a royalty to the owner of the base technology. Thus the technology patent served to keep the thrust for innovation where it belonged: in the realm of the researcher castes. Controlled technology progress promoted a secure society for all.

And the new technology patent worked quite well, indeed. For in under 1,000 years, our carefully guided society progressed from a primitive tech level 1 culture to a tech level 6 one, with our first offworld space exploration coming in -10,011. During the following century, we established bases throughout the Vland system. However, many worlds in the Vland star system proved to have little of practical value. If space travel was to be profitable, we needed to invest in finding other resources beyond the Vland system. And that meant travelling to the stars.

Our ancestors launched their first sublight interstellar colonization mission in -9,800 to Tauri (Vland 1817), a mere 2.17 light years distant. At an average speed of 0.1 light years each year, it took our early starfaring explorers nearly 45 years to travel the round-trip distance. By about -9450, we had developed a small network of about six star systems, each boasting its own colonies and scientific stations. Exploration to greater distances was undertaken, but because such journeys were the work of a lifetime, they remained haphazard and temporary.

In -9502, our ancestors launched the two longest sublight expeditions to date from Vland — 190 years for the round trip. The media records from that time show these two expeditions were launched with much controversy. Many felt such long interstellar explorations were too drawn out to

Vilani: The Flowering



be of much benefit. Little did our people know at the time the turning-point in history this twin expedition would prove to be.

The first of the two expeditions, sent to the star Tahaver (Vland 2017), returned in -9310 to report they had found intelligent life! The Tahavi, a race of aquatic mantas, proved there was other sentient life in the universe after all.

But perhaps the greatest surprise was yet to come. In -9309, the second expedition returned from Khula (Vland 1919) with evidence there had been a human civilization there many thousands of years ago!

There was no end to the questions that haunted our ancestors. Where did these other humans come from? The Khulan humans had died out, but were there worlds out there with living humans? What if these humans turned out to be the fantastically advanced god-rulers of legend?

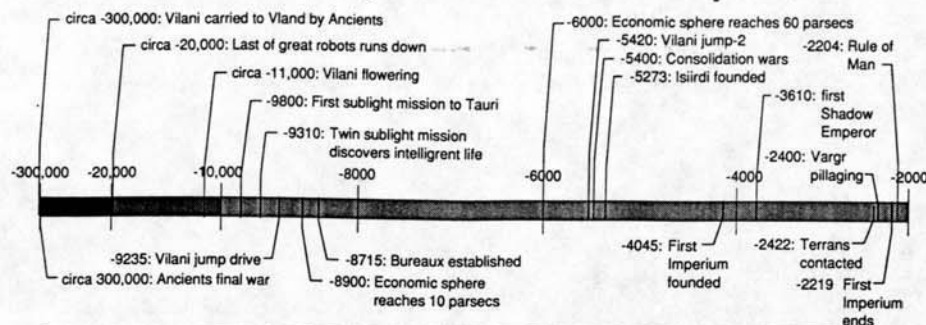
Tantalized and troubled by the prospects of other humans out among the stars, our ancestors mounted additional sublight expeditions. But sublight interstellar travel was painfully slow and costly. Over the next century, the researcher castes became obsessed with finding a way to make interstellar travel more efficient.

OTHER STARS, OTHER HUMANS

The breakthrough finally came in -9235. A research team working on the fringes of the Vland home system created the first working prototype of the jump drive, and demonstrated its effects. Finally, the universe was open to us. Within ten years, crude jump-1 vessels were built and sent out to all star systems within 20 parsecs along the jump-1 Vilani main.

We were amazed at our discoveries. While we expected to find intelligent races, old media records clearly display

Vilani History to End of First Imperium



the surprise our ancestors felt at finding so many intelligent races. And we found the first *living* human society, although a primitive one, in the Thaggesh system (Vland 2530).

These alien races, both human and non-human, were just as surprised as our explorers. None of these races turned out to be the feared Vilani god-rulers — in fact, none were even as advanced as our people. We found all the races to be amazed at our jump drive technology. To them we became the bearers of a priceless treasure, and our star explorers were welcomed by them all.

Over time, we would extend the benefits of Vilani law and trade to all we encountered, slowly raising their technology and integrating them into our interstellar economic sphere. Most were grateful for the order and social benefits this brought into their lives. By -8900, the our integrated economic sphere had reached roughly 10 parsecs in diameter.

Exploration and contact went far beyond this boundary. In time, we discovered over a dozen human races on worlds within 60 parsecs — all of them technologically primitive. None had developed interstellar travel. None had even achieved what our people had been able to accomplish. The once great concern over meeting the legendary Vilani god-rulers face to face finally faded. Discussions began to call the concern a "ruugli" — literally, a wind worry — a concern having the substance of air.

Still, the question remained: where did all these infertile human races come from? All the human races were in some way alien to the other life forms on their planets. The non-human sophonts, on the other hand, were clearly related to lower animals on their planets. The two facts sparked a new theory that humanity originated on one world, and an unknown agency scattered it to other worlds.

In -9000, the god-rulers fear was rekindled when Vilani scouts in Massilia sector encountered another human race that *already* had jump drive, the Geonee. After several centuries, our Vilani ancestors finally learned the truth: the Geonee had developed their jump drives by copying a derelict vessel of unknown origin on their home world.

THE RISE OF THE BUREAUX

Bringing the benefits of Vilani society to distant worlds was not without its problems, however. It proved difficult to

maintain long-range control over low tech cultures with only jump-1 technology, which left the three fundamental groups of Vilani society feeling threatened. To solve the problem, in -8715 our leaders established three independent bureaux, and assigned each a territory:

Makhidkarun originated with the aristocracy. It stressed interstellar government. Its coreward territories were the sectors of Meshan, Mendan, and Amdukan.

Sharurshid originated with the merchant class. It emphasized interstellar trade. The rimward sectors were placed under the control of Sharurshid — which specialized in trade and transport.

Naasirka originated with the shuglii. It flourished when it could not control food supplies on most worlds. Ultimately it became a broad-line organization emphasizing energy, transport, and luxury goods. Naasirka controlled the sectors of Gushemege, Dagudashaag, Ilefish, and Verge.

Each bureau was a complete interstellar government operated for a profit, but responsible for its citizens' welfare, law enforcement, and defense of its territory. The bureau had rights of taxation, defense, and legislation in its territory. Bureau fleets protected its shipping and trade; bureau armies defended its installations and conquered new worlds if necessary. Mutual aid agreements allowed them to call upon each other for help or reinforcement. Each bureau was responsible for enforcing technology patents on an interstellar level, to guarantee that no one would innovate on newly acquired technology without approval.

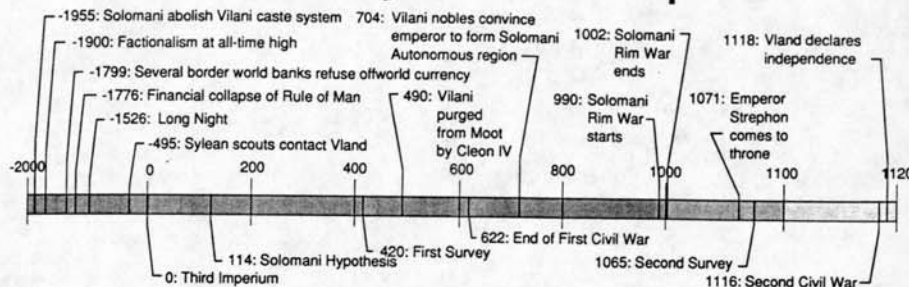
A central ruling council known as the *Isgirdi*, nominally ruled Vland. But in practical terms, it only served as a coordinating body for the three bureaux. It received tribute payments from the bureaux and used them to administer public works on Vland. It also allocated new territories to the bureaux as they were discovered. The fairness of such assignments was maintained because the three bureaux themselves appointed the members of the *Isgirdi*.

There was no chief executive. Each bureau chief was the chief executive in his bureau's area.

CONTINUING EXPANSION

The integrated Vilani economic sphere of our ancestors reached a radius of some 60 parsecs from Vland by the

Vilani History Since First Imperium



year -6000. Our expeditions had reached three times as far, with ships returning from multi-year voyages to worlds past the blue-white giant star Duusirka (Vega). During this time, the Vegans received jump drive from Vilani-influenced traders. Many client races of our ancestors were connected to Vland only by economic ties — they were not governed or occupied. Some of these client races explored beyond the local sphere, contacting and trading with still more races.

The races contacted by our clients — being unaware of our carefully legislated technology patents — gained new technology illegally without being exposed to correct Vilani culture. Most of these new races retained their own values, which often clashed with our own. This increasing cultural friction triggered the Consolidation Wars in -5400. The *Isgirdi* committed our people to subjugating the resisting fringe states.

We had an edge in the wars, for the researcher castes had developed the jump-2 drive just a few years before, in -5430. No other culture had such a powerful drive, and we used our new secret to both military and commercial advantage. We guarded our new drive carefully to insure we maintained our advantage.

In -5273, the *Isgirdi* was formalized as the governing council of Vland and of the entire Vilani trade sphere. The *Isgirdi* directed the course of the Consolidation Wars from afar. Each bureau faced small interstellar states, and each bureau had a separate military. The *Isgirdi* arranged coordination when necessary, shared the burden equitably, and prevented over-expansion.

The Consolidation Wars lasted until -4045 and enabled us to bring the benefits of our culture and society to most worlds between the Greater and Lesser Rifts.

With Consolidation came a marked change in the texture of Vilani interstellar society. Before, our society had stressed peaceful expansion. Neighboring worlds were assimilated in a trade community, and gradually absorbed into Vilani society, both technologically and culturally. Scouts had explored far afield.

Exploration dropped off when the Consolidation Wars began. Our ancestors instead concentrated on bringing all civilized space into the Vilani trade sphere — by force if necessary.

In -4045, with the end of the last Consolidation War, the *Isgirdi* declared the establishment of an interstellar empire to govern all Vilani territory. It was named the *Ziru Sirka*, the Grand Empire of Stars. The neo-Vilani calendar also starts from this date. The *Ziru Sirka* included ten sectors and nearly five thousand worlds. We had expanded until there were no civilized states remaining on our borders. We knew of no other race having jump technology.

To avoid the problems that had led to this unfortunate series of wars, all exploration beyond the current borders was allowed only via permit from the bureaux. And to prevent further technology leakage, no new technology patents were to be granted. The current technology enjoyed by the masses more than met their needs. The various bureaux owned the rights to all technology. Any further advancements without our permission on that technology — Vilani intellectual property — was expressly illegal.

THE ZIRU SIRKA

The Empire initially had no Emperor. Within 10 years, the chairman of the *Isgirdi* (elected for life by the Council) was the *Ishimkarun* — the Shadow Emperor. Finally, in -3610, the Shadow Emperor became the Emperor of the Stars. The Emperor ruled through published proclamations, never appearing in public. Upon his death, the *Isgirdi* elected a successor from its members.

The bureaux heads were the *Karunii*, literally, the "little emperors," all-powerful in their territories. Each bureau supervised all aspects of trade, industry, and government within their region.

THE PAX VILANICA

With cultural maturity, the *Ziru Sirka* became a pinnacle of interstellar society. Stability led to solid world tech levels, good living standards, and record trade levels.

Membership in the research castes was severely restricted, to save resources for more reliable traditional pursuits. This created a stable environment where technology crept forward ever-so-carefully over dozens of generations. In this ideal environment, our technology edged to tech level 11 in the *Ziru Sirka*'s early centuries while the entire empire prospered.

These developments ushered in the Pax Vilanica, a period of interstellar peace and stability that our ancestors enjoyed for over 1,200 years. By -3500, the Grand Empire of the Stars spanned 27 sectors and governed more than 15,000 star systems. Thus, the bureaux granted few if any permits for exploration beyond the borders — the empire had grown enough.

Order and procedure, the basis for the equal treatment of all and the basis for efficiency and profit from all ventures, had been extended throughout charted space. The caste divisions of Vilani society insured that knowledge passed in an orderly fashion from generation to generation. Disruptive individual initiative was discouraged. All decisions required group consensus, assuring careful planning and due consideration of the consequences.

To prevent chaos, any races who resisted the ways of our culture were severely restricted.

DECLINE OF THE ZIRU SIRKA

Despite all our efforts, by -3000, Vilani technology illegally leaked across our borders to dissidents and "uncontacted" races, who then foolishly challenged Vilani superiority. Periodic threats began surfacing at our border. While a few dissidents successfully detached small parts of the empire, our leaders managed to discredit most others. Where possible, our leaders played one rival against another.

By -2800 insurrections, mutinies, and small border wars became increasingly common. Several bureaux officials avoided appeals to their superiors, because such appeals had poor reaction time and could hurt their bureaucratic standing. The officials would strike a compromise but report it as a victory instead. Meanwhile, some of our governors strayed from their Vilani heritage. They took to illegally hiring and equipping races from outside the empire for destructive personal power plays, furthering the territorial shrinkage problem rather than solving it.

Movement away from the established, civilized area continued as the depraved elements of Vilani society fled our borders to fragmentarily settle Corridor and Deneb. A self-appointed governor ruling parts of Provence, Corridor, and Deneb was the first Vilani to deal with the Vargr, equipping a Vargr mercenary unit in his unsuccessful bid for power.

About -2400, independent Vargr began pillaging civilized regions of our empire. Between -2400 and -1700, Vargr corsair fleets regularly rounded the Windhorn Rift to raid Vilani worlds.

CONTACT WITH THE SOLOMANI

In -2422 a strange alien spacecraft appeared in the sky of a barren planet far out on our rimward frontier. A group of Vilani prospectors on this world watched humans exit the craft — humans who did not speak High Vilani, and who

called themselves "Terrans." The prospectors greeted these visitors cautiously, believing they were some obscure human minor race from their part of the empire.

When reports of this incident reached the regional capital at Lagash, our administrators and officials were stunned to realize that an unknown human race with jump drive had contacted us! A commission to investigate the "Terran" contact was convened to study the event. We were shocked to learn that this new human culture had just developed jump drive completely without outside influence.

The Terrans returned in force, setting up a base on the world they called Barnard. First, relations were cordial, although the newcomers seemed impatient about negotiating mining rights and were reluctant to allow reasonable time for each negotiation point to be approved by Sharurshid management.

Boundary disputes soon flared up between the owning Vilani and the Terran prospectors who wanted to find new deposits. This friction finally exploded into open conflict in -2408 when the Terrans fired upon a convoy of our ore carriers without warning.

We were caught unprepared for the conflagration that followed. Over the period from -2408 to -2219, we fought a multitude of interstellar wars and campaigns with the Terrans — punctuated with brief cease-fires, armistices, or shaky periods of peace. Indeed, a new war could break out before the existence of a peace treaty could be conveyed to either of the capitals.

The Terrans were almost constantly on the offensive. If our ancestors had planned for the possibility of contact with an aggressive human race we could have reacted before their behavior got out of hand. Had that happened, the original Ziru Sirka might well exist still today.

But it was not to be. By -2219 the Terrans were within 20 parsecs of Vland sector and closing. The Igsiirdi sent word to all remaining provincial governments to cease all hostilities with the Terrans, thus ending the last of the interstellar wars.

THE RAMSHAKLE EMPIRE

The Terrans moved quickly to occupy the remaining Vilani territory. Many Vilani subject races, such as the Vegans, welcomed the Terrans as "liberators." Between -2219 and -2204 the Terrans sent over 100,000 naval officers throughout the conquered territories, declaring the entire Vilani Grand Empire to be under military rule.

The Terran officers occupied key posts in the Vilani bureaucracy, which otherwise remained intact. In some cases, ensigns administered whole worlds and mere commanders oversaw entire sub-sectors. Vilani military forces were incorporated into the Terran forces.

In -2204, the Terran Secretariat voted to transfer control of the conquered territories directly to Terra, and to incorpo-



rate the Vilani Grand Empire into the Terran Confederation. Such a move would have made the Terrans millionaires — at an untold cost to the Vilani Grand Empire.

Admiral Hiroshi Estigarribia, the commander-in-chief of the Terran Navy, realized that the Confederation government could not possibly control the vast territories of the Grand Empire. Estigarribia proclaimed himself Regent of the Vilani Empire and Protector of Terra, uniting both states in the new "Rule of Man."

Nearly all the fleet sided with Estigarribia, and the Terran fleet headquarters at Dingir became the capital of the Rule of Man. The bureaucracy remained centered on Vland, although arrangements were made to gradually transfer it elsewhere.

People of Terran ancestry or culture (many of them assimilated Vilani) assumed positions of power on most worlds, becoming industrialists and administrators. Wealthy Vilani often changed their names to Terran surnames. Vilani nobles adopted the Terran practice of considering all children of nobles to be nobles. During this period, the term "Terran" dropped into misuse, in favor of the new term "Solomani."

In -2173, the Solomani abolished our system of technology patents. Solomani-influenced journalists of this period spoke of how our patents "limit useful innovation" and "discourage necessary technology advancement."

Over the next century, the Solomani continued to repeal many of our laws and restrictions, all in the name of "freedom." Our star empire had lasted thousands upon thousands of years, and had flourished under our guidance. The new and odd Solomani ways — while perhaps intriguing to some degree — were risky and unproven. The Solomani leaders were taking a tremendous gamble by making such radical changes to the heart and structure of an empire that had lasted thousands upon thousands of years. The fact that their new empire lasted but 400 years leads one to question the wisdom of their experiment.

TWILIGHT COMES

In time, the lifting of traditional restraints became the undoing of the Solomani empire. By -1955, the Solomani had abolished the last of the Vilani caste system, but failed to replace it with a new social order. Destruction of the caste system swept away the foundations of society on many worlds. Key industries fell apart as their workers moved elsewhere.

Further, many worlds found themselves without any guidance and went haphazardly off in new directions with technology, politics, and culture. Factionalism carried the day — new political parties sprouted up everywhere. Getting a consensus became harder and harder for the Solomani leaders to achieve. Many minor races renounced all outside ways completely, preferring to simply withdraw from the interstellar community.

By -1900, society on many worlds had decayed into little more than organized bedlam. Yet, the Solomani rulers refused to consider giving guidance by bringing back any of the old Vilani laws and traditions.

Throughout the -1800s, lack of cooperation between worlds became the rule rather than the exception. The problem deepened by -1799 when banks on several border worlds refused to honor offworld currency. Interstellar trade faltered.

The final blow came in -1776 when the central government itself experienced a major financial collapse. Monetary circles lost all confidence when the Rule of Man Treasury on Hub/Ershur refused to honor monetary drafts of the Antares branch treasury. This ruined most large-scale interstellar trade, and severely weakened the governmental power of the Rule of Man.

Although it refused to come to terms with its plight for many more years, the Rule of Man had ceased to be a viable interstellar community. The period we now call *Twilight* had begun.

THE LONG NIGHT

By -1526, most worlds had become so introverted that offworld travel all but stopped. Local world concerns were what mattered. Interstellar trade came to be viewed as a foolish and risky venture.

Without needed offworld supplies, some cultures disappeared completely — while others managed to hang on, but dropped several tech levels in the process. Many systems dropped below starfaring, locking their culture onto their local world. Offworld trade goods no longer became important on most surviving worlds — in fact, offworld dependency was seen as foolish and self-destructive. The twilight period drifted into full-fledged night.

Vland, our homeworld, plummeted from a high of tech level 12 around -1800 all the way to the brink of low tech 9 by about -1550. Jump capable ships were seen as needless waste, with little promise of profit. Occasional interstellar trade was done, but the total journeys leaving Vland numbered in the dozens per year. Only the most shrewd starship operators could scratch out a living from offworld trade during those bleak times. Too often, the ships just never returned.

Free from Solomani dominance, many worlds in and around Vland Sector (those worlds with the longest tradition of Vilani dominance) returned to some form of the old Vilani ways. This return to their traditional roots saved many worlds from extinction and returned a stabilizing influence to their society.

DAWN

Many centuries passed, with little changing on most worlds: interstellar travel remained unprofitable and risky.

Then, in -495, advance scouts from the Sylean Federation contacted Vland. The Vilani leaders were first unconvinced that the new Sylean Federation had any significant influence over the interstellar lanes. After years of deliberation, the leaders of the bureaux on Vland decided in -489 to test the rumors of interstellar trade's newborn profitability. They invested in a small number of cargo vessels and sent them, laden with goods and wares from Vland, to several nearby worlds. Their profits exceeded all expectations — the Long Night was really ending. More fleets followed, and interstellar trade again flourished.

Our ancestors found many worlds in Vland Sector to be in similar circumstances to Vland. Many had returned to their Vilani roots during the Long Night. And many were now finding interstellar trade again becoming a profitable venture. In -475, the corporation Zirunkarish (founded by the Shisiguginsa family on Vland primarily for banking, investments, and insurance) financed this new trade.

Centuries later, diplomats from the Sylean Federation repeatedly approached the Igsirdi about Vland officially joining a new and expanding "trade federation" of Cleon. Finally, in ~30 our Vilani ancestors agreed, but stipulated that membership in the federation must be to foster interstellar trade, and the federation must not try to impose Sylean culture on the Vilani. Cleon's diplomats consented.

The agreement struck by our Vilani leaders and Cleon's diplomats became the model for nearly all the worlds that joined Cleon's Sylean Federation over the next 30 years. In fact, Cleon used Zirunkarish as a major source of funds during his campaigns over the next thirty years — campaigns that ultimately gave birth to the Third Imperium.

THE THIRD IMPERIUM

After Cleon declared the Sylean Federation to be the new "Third Imperium" in year 0, our Vilani forefathers sought a strong voice in affairs at the Imperial Capital. Several Vilani or Vilani-sympathetic nobles rose to prominence in the governing body of Imperial nobles in the Imperial core — the Moot.

Throughout the early centuries of the Third Imperium, Vilani-influenced policies remained popular among the moot and on the Imperial throne. The Lantuli Dynasty of emperors, for instance, were of pureblood Vilani descent.

The Igsirdi on Vland began an aggressive program of technology patent offerings, designed to foster new research among the reestablished researcher castes. By the 300s, Vland had progressed from a marginal tech level 9 to early tech level 11. And by the early 500s, Vland approached the best the Imperium had to offer in those days — tech level 13 technology.

During the reign of Cleon IV — otherwise known as Cleon the Mad — many of our Vilani oriented nobles fell from favor or were banished without due cause. Although Cleon IV was later identified as an insane maniac, the blow to our influence in the Moot was not recovered until the rise of Arbellastra to empress in 629. Arbellastra was the daughter of the Vilani-sympathetic Alkhalikoi Dynasty.

Arbellastra's son, Emperor Zhakirov, banished radical Solomani elements from the Moot under the advice of influential Vilani nobles in the Moot. Empress Margaret I, Zhakirov's daughter, continued the effort to limit Solomani power by forming the Solomani Autonomous Region in 704.

The efforts to keep radical Solomani elements at bay continued, culminating in the Solomani Rim War from 990 to 1002. Descendants of the Vilani-sympathetic Alkhalikoi Dynasty have continued to sit on the Imperial throne down to recent times: Emperor Strephon too, was a member of the Alkhalikoi Dynasty.

RECENT TIMES

With the assassination of Strephon and all his immediate heirs, the threat of the moderate Alkhalikoi Dynasty losing the Imperial throne looms as a possibility. While Lucan is officially a member of the Alkhalikoi, his radical policies are uncharacteristic of his line. Margaret, also an Alkhalikoi, seems to be more true to the moderate policies of her ancestors.

In the months following the news of Strephon's assassination, we found our region surrounded on three sides by Vargr corsairs, and on the fourth side by Lucan's Imperium. Nearby Gushumegge Sector, where Strephon is reputed to have taken refuge, lies only a few parsecs to rimward.

The issue of who the "real" Strephon is will ultimately have to be dealt with. Meanwhile, dealing with the Vargr and with Lucan is clearly the more pressing matter. Negotiations with the Vargr have, surprisingly enough, become easier than handling the diplomatic situation with Lucan.

As news of major Imperial Navy movements away from Imperial borders reached the Vargr Extents, many Vargr corsair groups rose to attack our borders. They saw the current chaos in the Imperium and its now lightly defended borders as their grand opportunity for plundering and glory.

Our Vland Domain commanders sought to fortify our coreward borders against increasingly severe Vargr corsair raids. When Lucan ordered the Corridor Fleet withdrawn to the Imperial Core, Vargr raiders quickly filled the power vacuum in that sector, overrunning and looting worlds. When Lucan recalled the Vland Fleet in 1118 to help him in his "quest to avenge Strephon's death", Emperor Ishuggi — then the Archduke of Vland — quickly called a series of top level meetings to discuss the ramifications of complying with Lucan's order.

After days of debate and council meetings, Ishuggi and his advisers finally refused Lucan's request on the grounds that self-defense of local Imperial worlds from Vargr encroachment was the greater need. The council knew refusing an emperor was a serious matter. They depended on Lucan's Alkhalikoi upbringing, assuming he would understand their desperation and pardon their outright refusal of his request.

In his pseudo-reality reply to the emperor-ad interim Lucan, Ishuggi clearly relies on the emperor's understanding of the total Imperial situation.

"Under most circumstances, your majesty, I would not hesitate to comply with your request. However, because of the recent vicious Vargr encroachments, I believe the very survival of dozens of Imperial worlds are currently at stake. To pull out key Imperial Naval fleets now, at this desperate hour, amounts to nothing less than committing genocide at the hands of depraved Vargr. I realize what refusing the request of an emperor means. But I do not risk your wrath lightly. The very lives of billions of loyal Imperial citizens — your subjects as well as mine, sire — depend on us keeping the fleets here in the domain."

Lucan reacted with unrestrained anger to our message, and ordered all our leaders immediately tried for treason. In an unprecedented act of barbarism, he ordered reserve colonial fleets near our domain borders to march on Vland and take our entire high council as his prisoners! Forced into no other alternative by Lucan's madman politics, Ishuggi and his advisors quickly declared our region's independence from Lucan's Ramshackle Imperium. They ordered our fleets to defend against all hostile forces — Imperial or otherwise — who dared to cross our borders.

Thus, the Restored Vilani Empire was born. Our leaders have decided to make the best of a bad situation and embark on policies designed to protect our region from all unfriendly outsiders. Time will tell if the course forced upon us is the best for our people.

VILANI: REFEREE'S SECTION

The prior material has been presented by Vilani who see their audience as non-Vilani. The writers' purpose was to convince non-Vilani of the benefits of Vilani culture, and to educate on the origins of the Vilani mindset. As such, the prior material was very much pro-Vilani.

While the writers are careful to point out that the so-called Vilani way has much to recommend it, the Vilani way has disadvantages too. Here in the referee's section, we present additional material to illustrate the "real story" — information the referee should be privy to. The Referee's section, then, is organized as a commentary on the prior sections, giving the referee important insights into the Vilani and their unique culture.

PHYSIOLOGY

It is, in fact, quite difficult to single out a racially pure Vilani in a crowd of humans. They just do not look that different from Solomani humans. The definitive way to tell if an individual is a purebred Vilani is through either a blood test (95% sure) or a DNA test (100% sure).

If you find out the Vilani's age, you can often tell right away that the person is close to pure Vilani. A genetically pure or near-pure Vilani will often look much younger than their age. Vilani mature at about the same age as most humans (at 18 to 20 standard years), but maintain their youthful physique and stamina well into their 40s, 50s, or 60s. A Vilani on anagathics could easily live to be 200 or more!

Because the Vilani spread so far and wide during the First Imperium times, many Imperial citizens have at least some Vilani blood in them. The widespread nature of the Vilani also means most Imperials to know about the natural longevity of the Vilani. It will be a rare individual who has never heard of the long-lived Vilani.

The 32 hour Vilani circadian cycle means that in a 24-hour period, a Vilani will have worked 16 hours and rested for 8, while a non-Vilani will have worked for 8 hours and rested or slept for 16 hours. However, in a 32-hour period, both a Vilani and a non-Vilani will have worked for 16 hours, rested for 8 hours, and slept for 8 hours.

What does this all mean? If you have 24 hours or less in which to reach a goal, you will get more continuous work out of a Vilani than out of a non-Vilani. But once the time-frame reaches 32 hours or more, the amount of work time balances out between Vilani and non-Vilani. So if you are pressed for time and have less than a day, then a Vilani on a 32-hour day can be a handy person to have around.

PSYCHOLOGY

Contrary to the Solomani view that technology will solve all our problems, the Vilani view the blind pursuit of technological advancement as the cause of more problems than it solves. For one, it makes tradition a sham, so that few care about the social wisdoms. According to the Vilani, pursuing technological advancement creates a culture that worships the "new", and anything old (including people, traditions, or whatever) is relegated to the trash heap.

The Vilani writers do make a convincing argument for the Vilani way. There is a lot of truth in the writer's statements. However, modern Vilani often take this ideal to such an extreme that what they call "honoring tradition" actually has become an excuse to stagnate. In the end, the Vilani fail to adapt, and like the dinosaur they become out of place relics.

The problem is — whether the Vilani like it or not — a certain amount of outside environmental change is

inevitable. Some changes are just simply beyond our control, and cannot be prevented. If you refuse to change at all, you can end up trying to apply solutions to problems that no longer exist.

During the Vilani Flowering of Technology period, the Vilani of that time realized that change itself was not bad, but failing to manage change was bad. Later on, in the Pax Vilanica period, the Vilani sought to push change out completely — to deny it an audience. Ironically, this only led to rampant unmanaged change — the very thing the Vilani sought to avoid. So allowing a certain amount of change actually gives the problem of change management a much-needed safety valve.

But many modern Vilani have forgotten all this. They are resting on their laurels of tradition, glorying in the achievements of their ancestors as proof of their superior mindset.

However, to their credit, the Vilani are amazing cooperators. Even when they don't agree personally, if the group disagrees with their views, that is often reason enough to drop the matter and submit to the group wisdom. The Vilani learn this from infancy on up, and it has become engrained into their being.

SOCIETY

A model we used for Vilani society was the traditional corporate business environment. Anyone who has a new and innovative idea knows the scepticism and closed minds that can greet them in a large business. So it is with the Vilani people as a whole. Trying to move them off dead center and getting them to even consider something new and different can be quite a challenge. If you are unsure how a Vilani should react to a certain situation, try using the analogy of the conservative corporate business setting. It works almost every time.

Notice that the Vilani caste system is occupation-based, not regulated by social standing or heredity. Children do not have to enter the same caste (occupation) as their parents. When the child comes of age, the family group (including the child) decides which caste the child should enter, based on the talents and aptitudes they have exhibited. However, once the choice has been made, it is permanent. So the selection of career caste is not made lightly.

Also notice many Vilani will either be an apprentice or have an apprentice. This is all part of how knowledge and experience is passed on in each caste. Thus much of what a Vilani learns is by rote because the master said to do it, and includes little if any theory.

This is consistent with the Vilani view that hungering after technological secrets is perverted — in the same way that American culture today views an excessive preoccupation

with sex as being odd or perverted. Because of this bias, most Vilani tend to ignore topics they know little about — which can be exasperating to non-Vilani.

The four Vilani megacorporations — Naasirka, Makhidkarun, Sharurshid, and Zirunkariish — are trying to regain their all-powerful bureaux standing in under the new Ziru Sirkaa. In the Third Imperium, even the Vilani megacorporations more like just businesses than the total governing bureaux of the original Vilani First Imperium. On some worlds, the megacorporations had absolute sway, but this was far from widespread.

Now that the Third Imperium has collapsed, the Vilani-domain based megacorporations have largely withdrawn their corporate assets back inside the borders of the restored Ziru Sirkaa. In several cases, the megacorporations simply lost their far flung operations to enemy factions (especially in the regions under Dulinor, Lucan, and the Solomani). Margaret, Bzrk, and Norris have all expressed an interest in maintaining branch offices of the four MegaCorporations, but intervening enemy regions have prevented much real interaction. The megacorporations are actively seeking brave souls willing to make daring courier or trade runs through enemy regions to reach one of these isolated branch operations.

HISTORY

Vilani humans originated in the relatively large sample of Terran humans which the Ancients carried to Vland. For the few hundred years that the Ancients maintained a colony on Vland, their humans thrived quite nicely. The world was hospitable, and the Ancient masters were not overly cruel or capricious in their treatment of the humans.

The Ancients put the humans on Vland to many different uses: some were simple servants, others became part of genetic tailoring experiments, still others were educated or trained for various occupations within the local economy.

Inevitably, some of the humans proved unsuited for any of the available occupations, and these surplus people were assigned a reservation outside the main base areas and left to fend for themselves. From the outside reservation, the Ancients had a renewable source of specimens for their many experiments and jobs. In addition, employed humans had a source of mates and a community to join after their usefulness to the Ancients had ended.

Since the Vland environment's basic proteins, sugars, and amino acids that were difficult for humans to digest and metabolize, the Ancients produced food for their humans using processors that could convert the basic structure of raw food into acceptable forms. However, such a system was not practical for the humans on the reservations, and the outside humans had to be given alternative methods. Once given a few basic techniques by the Ancients, the shugillies were able to look for and test other techniques.

Through various quirks of fate, the Final War came late to Vland. At first, the war ignored Vland; its bases and compounds were operated by Ssoyrdelditsu, a son of Yaskoydray who wanted to remain neutral in the conflict between sons and father. The other sons left Ssoyrdelditsu alone and Yaskoydray had higher priority targets to deal with.

Later, Ssoyrdelditsu joined forces with Yaskoydray against the other sons, and it was through their action that Vland was devastated. Ssoyrdelditsu, by the time of the attack, had evacuated most of his equipment and personnel from Vland; he had also released his human servants and

scattered the humans of Vland to its several continents, hiding them in remote mountain valleys. Ssoyrdelditsu was killed in the last years of the Final War, but his faction (which supported Yaskoydray) was awarded a world in Yaskoydray's pocket universe when he retreated from the universe we occupy.

The devastation of Vland did not stop with the end of the Final War. Ssoyrdelditsu and his brothers deployed automated war machines (some were robots, others were immense juggernauts, still others were immobile self-reproducing installations) on the continents and under the seas of Vland.

For two hundred thousand years after the Ancients left Vland, their robot surrogates continued to fight the battles of the Final War. As the battle machines wore out, the battles ground to a halt and the humans of Vland cautiously emerged from their mountain valleys to explore their world.

After the humans left their secluded valleys, they cannibalized the dead hulks of the Ancient war-machines for their metals, ceramics, and plastics. Unfortunately, no remains of any war machines exist today. Or so it seems.

In fact, there is an intact war machine deep inside a sealed cave in the Neda mountains, more or less directly inland from the Nedadip wall. The machine was lured into the cave as a trick by a rather clever tribe of ancient Vilani. After the juggernaut was inside the cave, the Vilani caused a landslide to seal the machine inside.

Unable to find a way out, the 1000-ton robot whiled away the centuries inside its tomb until it finally ran down. Although it is likely operational, the war machine's tech level 30+ hardware is beyond the understanding of most scientists yet today.

Now that the restored Ziru Sirkaa has been founded, Vilani leaders on many worlds in Vland sector are taking advantage of the opportunity to extend their Vilani culture into legislating the space lanes with a fervor the Third Imperium never imagined.

Many Vilani Noble families are starting to talk about once again limiting the noble ranks like their ancestors did. However, rather than readopt the third child rule, many of these Noble families are considering a family group consensus as the means for passing the nobility patent on to one child.

The Vilani are currently executing a secret all-out buildup on the coreward borders of the Ziru Sirkaa, with a major offensive planned in late 1120 to early 1121. The goal, of course, is to push the Vargr Corsairs back across the Vland Sector border once and for all.

THE VLAND SYSTEM

Even though the Khamiur Belt is largely played out, diligent beltiers occasionally make a significant find. The belt is over 15 million kilometers wide, and has planetoid diameters averaging 1km to 50km in size. The belt averages one planetoid every 10,000 cubic kilometers, which means there is an estimated 10 billion planetoids in the entire belt. Originally, the belt was rich in nickel-iron planetoids, but less than 5% of these remain today — and the ones that do remain are either too large to move in their entirety or the metal deposits are deep within the body and hard to reach.

Silicon, carbonaceous, and ice asteroids could harbor useful organics. Some rare compounds likely exist in the belt as well. And for the really lucky, there may even be an ancient artifact or two, since Vland was, after all, once an Ancient site.

VILANI CHARACTER GENERATION

Vilani characters can easily be generated using the procedures presented in the *MegaTraveller Players' Manual*. A few changes to those procedures, discussed below, reflect the subtleties of the Vilani caste structure and the Vilani longer lifespan.

INITIAL CHARACTER GENERATION

The same basic characteristics used to describe most other humans are used to describe Vilani: Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing.

Values for these characteristics initially range from 2 to 12; all characteristics are rolled on 2D. Characteristics can reach levels as high as 15, however, or as low as 1 (sometimes lower, in cases of illness or injury). This, too, is the same for Vilani as it is for most other humans.

As usual, the six-place Universal Personality Profile serves to record Vilani characteristics. Values of 0 through 9 are represented by numerals and values of 10 through 15 represented by the letters A through F.

Naming Characters: Vilani have a personal name and a surname, just like the majority of Solomani humans. Make up your own names, generate them using the Vilani word generation table, or use the samples in the Vilani Language section.

Character Titles: Since the Vilani nobility has been integrated into the social structure of the Third Imperium, Vilani nobles (Social Standing B+) use standard Imperial titles.

HOMEWORLD

Select a homeworld for the Vilani character once you've determined his or her six characteristics. You can select a world already generated — see the sectors presented elsewhere in this book — or use the homeworld generation table on page 13 of the *Players' Manual*.

CAREER TYPES

Vilani characters have the same careers to pick from as do other Imperial characters. They are free to enter any of the eighteen careers described in the *Players' Manual*, subject to homeworld restrictions. Many Vilani become Bureaucrats, Diplomats, or Merchants; relatively few become Scientists; practically none are Barbarians.

ACQUIRING SKILLS AND EXPERTISE

Enlistment and the draft work for Vilani characters just as described in the *Players' Manual*. All careers are open except for those prohibited by homeworld limitations.

Vilani enlist in a career at age 18, except for Barbarians, who start their careers at age 14. This is the same for other human characters.

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

Default Skills: Vilani 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: Here we see several modifications as a result of the Vilani caste system. Vilani tend to specialize in a single skill — their caste occupation — but generalize in a variety of other disciplines. This change in skill distribution requires modification to the basic skill acquisition procedures.

As is normal, skills are acquired during each term of service. Careers with rank allow two skill rolls automatically in the first term and one roll in each subsequent term. Extra skill rolls become available after the character receives commissions, promotions, or appointments to special duty. If these rolls are exceeded by 4 or more, one more roll is allowed; e.g., if 7+ is needed for promotion and a character rolls an 11, he gets two rolls, one for getting the promotion and another for his high throw.

Roll skills normally for the character's first term. Then, pick one skill he has received as his specialty. From that point on, he can just take another level in this skill each term in place of two random skill rolls.

Also, when the rolled skill is a cascade skill group, his choice of other skills in the same cascade group is limited. He has two options:

- From the cascade group, he must pick either his specialty or another skill he does not have. Once he has all skills in the cascade group at level 1, then he can pick one skill to raise to level 2. Afterwards, he will have to raise all the others to the same level before he can raise any of the cascade skills to level 3. This level restriction does not apply to his specialty skill.

- Alternatively, if the player does not want to deal with the restriction, he can choose to roll again. If he gets the identical cascade group again, he can freely select any skill in the group, free from the level restriction given above. Otherwise the level restriction applies. If he gets a non-cascade skill, he receives it automatically. Only one reroll is allowed — the player must select some skill the second time.

For example, Sharik, a Bureaucrat, picks Admin — a member of the Economic cascade group — as her specialty. Anytime Sharik has earned two skill rolls, she can exchange them for an automatic skill level in Admin. But anytime Sharik rolls and gets a cascade group with Admin, she must select either Admin or a skill that she does not already have at that level. (Or she could reroll.)

Reenlistment: Vilani 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

Each term adds four years to a character's age. Aging comes into play at age 34, after four terms. Unlike humans of Solomani descent, however, Vilani tend to suffer less from aging effects. Genetically pure Vilani often have natural lifespans exceeding 130 years in length; Vilani of mixed blood will have shorter lifespans, but still may routinely live to be 90 years or more.

To determine the genetic purity of a Vilani character, roll 2D on the following table, using all DMs that apply. The resultant aging DM should be applied to all saving throws on the *Players' Manual* aging table.

VILANI BLOODLINE PURITY TABLE

Roll (2D)	Aging DM	Description
2-10	no DM	mostly non-Vilani ancestry
11	DM+1	mixed lineage
12	DM+2	mixed lineage
13	DM+3	mixed lineage
14	DM+4	average pure Vilani
15+	DM+5	bloodline renowned for longevity

DMs:

- If homeworld within First Imperium borders, DM+1
- If homeworld in Vland Domain, DM+1
- If homeworld in Vland Sector, DM+1
- If homeworld in Vilani Cultural Region, DM+1
- If homeworld government type 1 or 9, DM+1

For instance, if a player gets a DM+4 from the Bloodline Purity Table, at the end of his character's 34th birthday, he gets a +4 on the aging table throws for Strength, Dexterity, and Endurance. At age 38, he gets the +4 DM again, and so on. This DM is permanent, and applies to all aging saving throws, from age 34 on. As you can see, these DMs can dramatically increase a Vilani character's youthfulness and prolong his lifetime significantly.

Anagathics, while expensive, can counteract the effects of age. Full rules for using anagathics can be found on page 16 of the *Players' Manual*.

THE VILANI HERO

There are times in our life when we Vilani must quickly take decisive action without time to meet with our colleagues. Individuals who can do this successfully for the good of the community become heroes.

Even though the situation may force the decision to be made alone at the spur of a moment, the group consensus is not overlooked. The group must always affirm significant decisions, even if the decision has already been made. Thus the individual who must make a decision alone has to justify it after the fact to the group.

Although there are many heroes back through the ages in Vilani history, the tradition continues today. A notable recent hero is Commodore Mazun Igadushda.

Commodore Mazun Igadushda was commanding Cruiser Squadron 4221 attached to the 247th Fleet during Vargr border patrols in 1119. Igadushda's squadron was detailed to patrol the Gemid system. The first two weeks on patrol proved to be quiet and routine.

However, at the end of the second week, a Vilani convoy of freighters and troop carriers jumped in-system and CruRon 4221 was ordered to escort these vessels toward Gemid. At the time, CruRon 4221 numbered two heavy cruisers, one strike cruiser, three destroyers, and four close escorts; plus six auxiliaries and couriers — sixteen vessels in all. The squadron assumed screening positions around its charges and proceeded toward Gemid.

Within an hour, a huge concentration of neutrino emissions was detected in the outer system, and within two hours EMS systems showed more than 50 Vargr vessels closing fast and armed to the teeth. The Vargr fleet's tonnage exceeded Igadushda's CruRon by four to one, and he estimated he was outgunned at least six to one.

Igadushda had to make a critical choice. He could continue screening the convoy and fight a rear guard action knowing both his squadron and the convoy would likely be lost, or he could save his fleet by jumping and recommend by tight beam communication that the convoy do the same. Not an easy decision, since he might be labeled a coward. Plus, he was, after all, supposed to protect Gemid. But to die trying and have Gemid lost anyway? The Ziru Sirkaa could ill afford to lose warships in a suicide mission. Yet jumping at a moment's notice would mean many ships would have to use what ever jump vector they had at their disposal — and many vessels would probably misjump. So some were sure to be lost either way.

Without delay and without consulting his staff and line officers, the Commodore ordered his fleet and the convoy to immediately jump using any available jump vector.

Gemid's population centers were plundered by the raiders and the system fell into Vargr hands. Of the 16 ships in Igadushda's squadron and the 27 ships in the convoy, 7 ships have yet to be heard from.

In a retroactive meeting with his officers, staff, and fellow squadron commanders, the group declared Igadushda's decision correct because it saved valuable personnel, materials, and combat vessels that would be needed in future actions and the vessels were sure to have been lost in a futile attempt to protect Gemid. The group also commended Igadushda for his courage to risk public and professional vilification as a coward. Igadushda was then declared a hero for making a correct and courageous decision in a crisis.

"Roleplaying advice for Vilani? Who needs it? They're human, right?"

Likely questions, no doubt. You know that the Vilani are humans from Vland rather than Terra. You know their empire was conquered by the expanding Terran Confederation, while today they exist as Imperial subjects. You suspect that their starships look a little different. But they don't sound that unusual, do they?

On the surface, no, the Vilani aren't unusual. They aren't hexapods like the K'kree or uplifted animals like the Vargr. They can't see infrared emissions like the Hivers or fly like the Droyne. Nevertheless, the Vilani are aliens.

The Vilani mindset is wholly distinct from that of the modern Imperial citizen. The Vilani may look like us Terrans, but they don't think like Terrans. And therein lies the challenge.

VILANI SETTINGS

Vilani locales have an atmosphere all their own, a combination of antiquity, industry, and overcrowding. The typical Vilani cities is a sprawling megalopolis, the epitome of urbanization. The hustle and bustle of hectic commercial transactions and the push of the crowds, set against a muddled backdrop of towering arcologies and archaic tenements, all lend Vilani settings a unique flavor.

Vilani interstellar civilization predates its Solomani equivalent by 7,000 years. At its height, the First Imperium spanned 27 sectors and more than 15,000 worlds. Consequently, Vilani worlds have long histories, and signs of that antiquity abound. The long lifespans of genetically pure Vilani and their cultural emphasis on tradition keeps their past from being forgotten. Old buildings, artforms, and other relics survive from centuries, even millennia, past. Overall, Vilani settings are highly developed, mature places, sometimes stripped of material resources but always rich in cultural ones.

A great deal of business gets conducted amid these tokens of yesteryear. Vilani settings are not the dull, tomb-like remains of a decadent civilization. Rather, they're the accumulated achievements of a grand culture, still very much alive today. Vilani are by nature industrious; they view work as an end in itself and profit as an incidental benefit. This being the case, Vilani are always doing something, and their cities and worlds reflect that constant activity.

The Vilani themselves do more to flavor their surroundings than anything else. Highly organized and exceptionally polite, they project an image of the utopian society. Violent crimes are rare in Vilani locales. The crimes that do get committed tend to be business-related, incidents of law-bending or lawbreaking as a means of increasing competitiveness in the market. Thus, Vilani worlds have a reputation for being safe worlds.

Still, non-Vilani are seen as potential threats to social harmony, as chaotic influences better controlled than accepted. They are viewed as social and cultural inferiors, and consequently the Vilani feel no qualms about taking outsiders for all they're worth. Vilani settings are many things — old, busy, crowded — but harmlessness to outsiders doesn't feature on the list.

VILANI AS NON-PLAYER CHARACTERS

Vilani NPCs are a good way of introducing your players to aliens. Physically, the Vilani blend into the surroundings — at least in human-dominated locales — while mentally, they're something unique. Thus, Vilani NPCs can help players acclimate to dealing with aliens. And what's more, because of the far-reaching extent of the First Imperium, Vilani NPCs can be encountered nearly everywhere.

ROLEPLAYING VILANI

Vilani NPCs fit into the same basic categories as other NPCs: extras, allies, trouble-makers, and patrons. In some cases, the differences between the average Imperial NPC and a Vilani NPC will be negligible; in others, they will be obvious. Let's take a closer look at these distinctions.

Extras: Vilani extras can be more easily treated as scenery than as people. They are the clerks, passersby, and nameless opponents regularly encountered by characters; as such, their presence is taken for granted. Usually, contact between player characters and extras is so brief that the players may never realize that they're dealing with Vilani.

But by clothing, minor mannerisms, spoken language, and other details, Vilani extras serve their main purpose: reminding players that they're surrounded by a vast, sometimes alien universe, peopled with all sorts of exotic beings.

Allies: Allies are a step above extras, for they possess a crucial quality: personality. Where a store clerk extra might merely sell the characters a needed item, a store clerk ally would explain the item's use and history, and perhaps train the player characters in its operation.

Admittedly, allies take much more work to develop than do extras. Details such as names, backgrounds, and skills often must be worked out in advance. Nevertheless, allies — perhaps more than any other type of NPC — can help communicate the flavor of an alien race.

Allies are frequently present to interact with the player characters; this gives the PCs a chance to learn about them. As recurring NPCs, allies can lend an element of continuity to a campaign, at the same time serving to educate and entertain the players.

Vilani allies are likely to be colorful characters. Depending on the composition of the PC group, a Vilani ally may look down on (or occasionally respect) the characters. The interactions between Vilani and non-Vilani are ready sources of amusement.

Trouble-Makers: These "anti-allies" can make the lives of characters (and their players) extraordinarily difficult. Whether trouble-makers are ruthless villains or well-meaning rivals, their mere presence complicates the lives of PCs.

Player characters may not have too many opportunities to interact with trouble-makers directly. Many trouble-makers direct things from behind the scenes; some will openly confront the PCs, winning or losing in the process. Once the situation is resolved in the PCs' (or the trouble-maker's) favor, few reasons generally remain for continued interaction.

Still, alien trouble-makers often have interesting motivations. Hailing from unusual backgrounds, with their thought processes shaped by culture and heredity, alien trouble-makers are not run-of-the-mill NPCs.

A Vilani villain, for instance, may be thoroughly ruthless, obsessed with achieving his goal as efficiently as possible. His plans may be meticulous, and he may wait to carry them out with exceptional patience. And despite the enmity between him and the characters, he may always be the perfect gentleman, displaying impeccable manners even in times of crisis.

Obviously, NPCs like this can be fun for both the players and referees. Both similar and dissimilar to allies, the time and thought invested in their creation is almost guaranteed to be well spent.

Patrons: Patrons play an important role in nearly all MegaTraveller adventures. Whether an individual or organization — sometimes no more than a rumor — patrons provide two necessary things: direction and reward.

Vilani patrons can be especially interesting. Many are seemingly obsessed with efficiency and cost-effectiveness. Others seem overly concerned with seeing jobs completed in traditional ways, objecting when new solutions are proposed. More still consider the effects of their employees' actions on the community as a whole; reckless, gun-toting PC groups are unlikely to remain employees for long.

The Vilani corporate mindset as a whole makes for interesting encounters between characters and patrons. Although most patrons are distant figures, seldom available for ready consultation, their goals, personalities, and backgrounds comprise crucial elements of their design. When details like these are fleshed out beforehand, the players are offered yet another point of interest in the game.

In summary, Vilani NPCs can add greatly to the futuristic atmosphere of MegaTraveller sessions. Although human, the Vilani hold a number of unusual views, especially concerning innovation, technology, and the individual's role in society. Players can enjoy learning about the Vilani over the course of a campaign, simply by interacting with a variety of well-designed NPCs.

Still, referees should be careful; familiarization with the material in this book is a must. Usually, a ref introduces an alien race through NPCs before allowing players to roleplay members of that race. But if you poorly portray alien characters, how can your players be expected to do better? Remember that psychological and cultural differences are the keys to successful roleplaying, so carefully demonstrate those differences (both subtle and not-so-subtle) in play. Only then pass the torch to your players.

VILANI AS PLAYER CHARACTERS

When your players are ready to roleplay Vilani, your games are guaranteed to be interesting. Roleplaying an

alien race challenges players, but at the same time, it makes more work for referees. The ultimate responsibility of insuring that Vilani characters act like Vilani rests on your shoulders as referee. Players come to play the game; it's your job as referee to know the guidelines and to see that they are followed.

Aliens do a lot to bolster MegaTraveller's science fiction flavor. Yet, aliens who simply act like humans in funny suits detract from the game. Especially in the case of the human Vilani, mental and cultural differences are the only things separating them from your already human gamers. Those differences have to be retained, or Vilani alien characters cease to be alien.

Realize that the roleplaying differences for Vilani aren't contained in the rules. True, interpersonal tasks for Vilani are handled differently. Vilani soldiers have higher morale, and the Vilani as a whole tend to be skilled specialists, not generalists. But following the guidelines in the chapter on rules or the one on character generation won't make your Vilani characters alien.

All the rules changes — in fact, all the alien Vilani traits — stem from the unique nature of the Vilani psychology and culture. If you and your players put those details into practice, you can be assured that you're really roleplaying Vilani.

CREATING VILANI ADVENTURES

One crucial question pertains to the design of Vilani adventures: Why are these Vilani adventuring in the first place? Adventuring, with its connotations of risk, independence, and self-interest, goes thoroughly against the tenets of Vilani society. Seemingly, the label "Vilani adventurer" is a contradiction in terms.

Nevertheless, Vilani can and do get involved in adventuring situations. Some are drawn in through their normal line of work; a mundane bureaux trading mission, for example, may turn into a fight for survival when Vargr corsairs interrupt the proceedings. Other Vilani willingly forsake their society, leaving behind their jobs and place within the community to seek their fortune alone among the stars; those left behind perceive them as fools, criminals, or worse. And for an exceptional few Vilani, adventuring is their job: the researcher castes exist to break tradition, to try new solutions to old problems, to explore and innovate.

This tends to separate adventures for Vilani into three types: adventures for all-Vilani groups, adventures for mixed Vilani and non-Vilani parties, and adventures for Vilani researchers. Let's consider each in depth.

At times, Vilani are forced to adventure. A group of bureaux employees, as mentioned above, may have to cope with a rapidly deteriorating situation beyond their control. Their only option may be to accept



VILANI ROLEPLAYING EXAMPLE ONE SHANNASH IN COUNCIL

Shannash Urkenim is a Vilani employee of the Naasirka megacorporation. Until the Rebellion broke out, he filled a mid-level management position on the corporate world of Ipadmail (Zarushagar 1527 B500510-C). With Lucan's demand for the Vland Fleet and Vland's subsequent recall of its megacorporate assets, Shannash and his colleagues were charged with supervising Naasirka's pull-out from Ipadmail.

Here, we observe Shannash at work in late 1118. The deadline for the evacuation of critical personnel and equipment is only two months away, and to Shannash, the situation looks grim.

The meeting had dragged on for hours. The various department managers had all argued for giving their people priority transport on the ships bound for Vland. Shannash was somewhat less than thrilled at the prospect of having to mediate this dispute.

Arapiulu was still insisting that his people in Purchasing ought to have first right of passage over Khemgik's auditors. An hour previously, Kidameri had voiced exactly the same sentiments. And the subject of transport for non-vital personnel hadn't even been addressed yet.

The situation threatened to devolve into pointless, petty wrangling. Nothing could be done without achieving a consensus on how to proceed, and each executive saw his own department as most crucial to Vland's needs. If only the contingency plans had accounted for this....

That's where Shannash placed the blame: poor planning. Standard company practice was to predict and prepare for all possible events. Contingency planners compiled lists of hypothetical worst-case scenarios and composed procedures to deal with them. Unfortunately, none of them had expected the Rebellion.

The current evacuation plan was a hastily modified version of another designed to protect company assets in case of a major Solomani invasion. The plan called for critical information, employees, and equipment to be sent coreward, while immovable assets were sold to pay off debts. As conditions allowed, non-critical employees and equipment would also be transported.

The plan looked good as a mere exercise in contingency theory, but the timeframe in which it had to be executed made its outworking seem impossible. Less than a year to move all crucial Naasirka assets out of Zarushagar? Shannash couldn't help but wonder if the pull-out was progressing elsewhere in the Imperium; he knew how it was going here.

Arapiulu's shouts draw Shannash's attention back to the meeting. The purchasing executive's breach of propriety was shocking, despite the tense circumstances that prompted it. "Calm yourself, manager," Shannash finally directed. "Nothing good can come of berating the group."

Shannash rose from his position at the far end of the conference table and walked over to Arapiulu's side. Placing a hand on the distraught manager's shoulder, he firmly guided Arapiulu back into his seat. The manager buried his reddened face in his hands.

Shannash glanced at the digits on the wallclock display and leaned forward over the table. "We have now been here for more than nine hours, and no progress has been

made. Apparently, when the next transport ships arrive in the day after tomorrow, we will send them back to Vland empty. Am I correct?" The other participants lowered their eyes as Shannash scanned the room.

Momentarily, Shannash paused, leaving the silence to hang in the air like fog over the Ashkige slopes. Then, his point made, he continued. "I believe we need to consider the situation from another viewpoint. Your reasoning stands, ladies and gentlemen, but I say it is irrelevant. Vland needs our senior accountants and their data, true; Vland needs our long-range purchase planning committee. But more importantly, Vland needs our cooperation.

"Unless we can work together here, this evacuation will not succeed. Vland will not receive the information it needs. It will not receive the experience of our people or the benefit of our accounts and inventory. Without a decision made here, today, Vland will receive nothing but empty holds.

"Now, would someone care to propose a transportation agenda for the Ipadmail office as a whole?"

Analysis: What has taken place here? Initially, we find Shannash, Arapiulu, Khemgik, Kidameri, and others in council. Faced with limited transportation and a strict time limit, an argument has arisen over which department will be evacuated on the next ships out.

In non-Vilani corporations, one person at the meeting would have the final say over which department's personnel left and which stayed. But in Vilani society, all meeting members are equal, and a consensus must be achieved before any action is taken. This process slows decision-making drastically, but has the benefit of insuring the commitment of all parties concerned — each person can be relied upon to support the decision he helped make.

Shannash's mind wanders briefly, and he faults the contingency planners for not predicting the current series of events. Long-term planning is a natural outgrowth of the renowned Vilani caution, for planning not only minimizes risk but maximizes profit, as well. Thus, all Vilani organizations, whether commercial or governmental, incorporate contingency planning groups into their ranks.

Arapiulu's raised voice returns Shannash's attention to the meeting. In a society that values harmony and courtesy, such an emotional display is a breach of manners. Shannash feels the need to quiet Arapiulu, but he does so in an understated, tactful manner, refusing to take offense. Only after Arapiulu's vehemence has been exhausted does Shannash launch into his own speech.

In an attempt to foster feelings of solidarity among the executives, Shannash focuses on Vland's needs, rather than the needs of the individual Ipadmail departments. This approach works, for it turns the managers' minds from thoughts of their own problems to ones of the Vilani community at large. Discussion can now proceed on a more positive note.

the risk and act on their own. These situations are in fact relatively common, and considering the Vilani love of planning, so-called "Murphy teams" — a Solomani name — exist to anticipate and handle these worst-case scenarios. An enjoyable all-Vilani campaign can be built around the assignments of such a team.

Other campaigns more greatly resemble the MegaTraveller norm. Here, only one or, at most, several members of the adventuring party are Vilani. These Vilani are likely to be outcasts, voluntary or involuntary exiles from their society. Traditional Vilani do not respect non-Vilani, although they treat them with characteristic politeness, and friction may arise in relationships between Vilani and non-Vilani in an adventuring group.

In cases such as this, much depends on the precise reason why the Vilani left their society: Did they resent the high degree of enforced conformity? Were they poor group workers? Did they find their old jobs constraining? Interesting backgrounds can be developed for Vilani characters who find themselves misfits in Vilani society.

Finally, campaigns can be built around the activities of Vilani researchers. The term "researcher" suggests a lab-bound academic, delving into the mysteries of science and nature. To the Vilani, though, the term connotes an original thinker, someone whose list of possible solutions to a problem is not limited by the dictates of tradition. The starfaring explorers of the First Imperium were members of the researcher castes; today, any sort of job requiring initiative and innovation may be filled by researchers.

Once these initial concerns have been addressed, adventure design can proceed as usual, with development of plot, setting, and characters. Helpful advice can be found in the *Referee's Manual* and other MegaTraveller publications.

ADVICE TO PLAYERS

Why play a Vilani? What's in it for you, the player? Roleplaying an alien is work — enjoyable work, but work nonetheless. So why go the trouble?

WHAT MAKES A VILANI UNIQUE?

Physical differences between Vilani and other humans are negligible. Unlike exotic races such as the K'ree or Hivers, Vilani have no unique physical traits or capacities to separate them from the rest of humanity.

Psychologically, however, the Vilani are unique. As discussed at length elsewhere in this book, the Vilani ethos revolves around tradition, efficiency, and community

prosperity. The combination of these principles helps separate the Vilani from the rest of humanity.

It's unlikely that you'll identify closely with a Vilani character. Most gamers are not bound by tradition; they don't care to do everything with efficiency in mind or to submerge their identity in a group. Still, roleplaying a Vilani can be fun.

The Vilani emphasis on tradition means that Vilani are typically more concerned with the past than with the present. Enjoyable banter can stem from this, as Vilani argue with non-Vilani over the "proper" way to do things. Where Solomani might invent new solutions on the spot, Vilani tend to look for tried and tested solutions in the past. Trying to think this way can prove to be an enjoyable challenge.

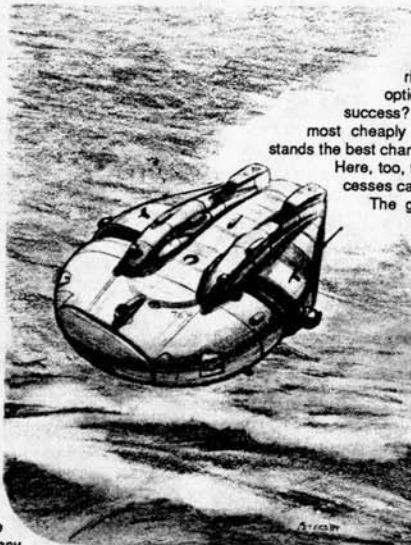
The Vilani efficiency ethic also has its effects on roleplaying. Vilani choices of action are typically limited by concerns of alacrity and cost-effectiveness. Which option has the greatest likelihood of success? Which will accomplish the goal most cheaply and with the least risk? Which stands the best chance of achieving the goal promptly? Here, too, trying to imitate Vilani thought processes can be fun.

The good of the community is a third area that must be considered when roleplaying Vilani. Although not selfless, the Vilani as a race are more concerned with the social effects of their actions than are most other humans. They fear innovation because of its potential to disrupt the community; they promote tradition and efficiency in order to maximize prosperity and minimize risk. This strong desire for social harmony is evident by the emphasis on polite conduct shown by most Vilani.

Another thing that helps make many races unique is a racial specialty, an area where a given race excels. The Zhodani specialty is obviously psionics; along with the Droyne, the Zhodani are the psionic masters of explored space. The Solomani specialty is evident, too: genetic engineering. No other major race has uplifted non-sentients to intelligence or worked such sweeping changes on its own people.

What specialty area, then, is peculiar to the Vilani? In a word, politics. The Vilani are masters at maintaining profitable and harmonious group relations. The traditional Vilani system of government has for millennia kept multiple power groups in balance, each contributing an equal share toward the prosperity of the community as a whole. What other race can claim that sort of stability for its political system?

Along those lines, the Vilani are masters of economics, simply because they are willing to recognize and accommodate their clients. The Vilani are able to successfully balance their own interests against the interests of both their suppliers and consumers. The Vilani megacorporations are known for their responsiveness to small markets and individual customer preferences. Again, this knack for salesmanship displays the characteristic Vilani bent toward politics.



VILANI ROLEPLAYING EXAMPLE TWO SHANNASH AND AN EMERGENCY

Several weeks after the meeting we just witnessed, we again encounter Shannash, this time on one of Ipadmali's factory floors. Ipadmali is an airless world, and Naasirka's facilities there are located almost entirely underground. Thus, the factory chamber where Shannash now stands is a pressurized cavity far beneath the ground, linked to the surface by a number of lift shafts and corridors.

The latest news releases from the Event Corporation were disheartening. Lucan had recently called for ships to drive into Daibel, consequently throwing the sector's various allied navies into turmoil as fleets were hastily redistributed. As Sector Duke Andrew's capital, Liadli, had fallen to Lucan's forces earlier in the year, Shannash couldn't help but imagine that the new year would bring nothing but more troubles to Zarushagar. In a way, though, he regretted leaving Ipadmali, his home for years, despite its location in the midst of a civil war.

Shannash paced the factory floor restlessly. The factory was running at a mere eight percent of capacity now, most of its vital machinery already aboard the Naasirka transport *Shuubaniim*, now waiting in orbit high above for final departure clearance. The various manufacturing groups had mostly packed up, their personnel scattered among a motley fleet of freight and passenger haulers bound for Vland.

It didn't feel like his part in the "Vilani Exodus" — the term was widespread among the news services these days — was really over. After nearly a year supervising the Naasirka pull-out from Ipadmali, the thought of boarding a ship for the long journey through Dagudashaag seemed unreal somehow. He wanted one last walk through the factories before riding the lift shaft up to *Shuubaniim*, waiting patiently on the planet's surface.

As this last tour led him to the end of the final installation, Shannash reluctantly boarded the lift. There he joined Nikhasha and Kalar, two old colleagues from Marketing, and Amashdag, a relative newcomer from Personnel. Like him, these three were on their way to the *Shuubaniim*.

The four rode the lift upward in silence, lost in their reminiscing. Suddenly, the lift trembled, and a dull rumble from below captured their attention. "It has to be one of the compression units," Shannash mumbled, trying to catch his breath as the lift struggled to continue its journey.

"What?" Kalar asked.

"One of the compression units in the factories," Shannash explained. "The things are giant atmospheric liquifiers. Manufacturing uses them to create a high-pressure environment — conditions like that are needed for some process or another. Anyway, the compressors have to be carefully monitored, but we're running with such a small staff...."

"You mean nobody's down there watching the things?" Amashdag asked in amazement.

"No, there are people down there, all right," Shannash returned. "But we're talking about two or three technicians assigned to watch twenty or thirty compressors. With most of Manufacturing already on its way to Vland, there simply aren't enough people left to cover everything."

Nikhasha broke in. "Why doesn't Administration just shut everything down? If there's a safety hazard--"

Shannash shook his head. "We're committed to a number of big contracts. If we don't deliver, we'll end up owing

some major default payments, and with all the ships we're chartering, Accounting says we simply can't afford it."

At that moment, another series of explosions sounded clearly from below. The shock threw Shannash and his companions to the floor of the lift. "There went two more units."

"What's going on down there?" Kalar cried.

"The pressure in the liquifiers varies widely," Shannash explained, "depending on the particular manufacturing process with which they're connected. Without a full complement of technicians to keep the pressures down, the things have a tendency to build up steam and blow. The units were never meant to operate without tight supervision."

"But shouldn't somebody stop that? What about the technicians down there? They'll be killed!"

"You're probably right," Shannash turned to Nikhasha and Amashdag. "What do you two think?"

"Shut them down," Nikhasha stated plainly. Amashdag concurred.

Reluctantly, Shannash used the lift capsule's intercom to tell the factory technicians to shut down the plants. He knew this would mean facing a board of inquiry later; he could only hope his actions found approval.

Analysis: At this incident's outset, we find Shannash making his final preparations to leave for Vland. After supervising the Naasirka pull-out from Ipadmali for the last ten months, he now must leave his home and office of more than twenty years.

Drastic changes like these are hard on the tradition-minded Vilani. Vilani culture encourages individuals to rely on the past; but when the past is full of major changes, that reliance becomes difficult. Many Vilani, Shannash included, are susceptible to feelings of discontinuity and displacement when forced to make a major move.

This is especially noticeable among long-term megacorporate employees, as they become accustomed to guaranteed job security, total health care, free housing, and other stabilizing aspects of their employment. Such benefits suddenly seem ephemeral when a significant change must be made, with all the concordant stress that implies.

Also interesting is the fact that even in the evacuation's last hours, the factories are still running, albeit at reduced output. Partially, this has to do with the Vilani efficiency ethic. Closing the factories while staff — even inadequate staff — remain to run them is not cost-effective. In addition, efficiency and good customer relations encourage the fulfillment of contracts in the worst conditions.

Note how Shannash, after giving the order to shut down the factories, worries about an upcoming review by a board of inquiry. As seen in the previous vignette, most decisions in Vilani companies are made by executive councils. At times, however, individuals must take independent action, and when this happens, their actions are subjected to outside review as promptly as possible.

Shannash's actions were later justified by the board; continued operation of the factories was seen as a risk to both company property and employees. Holiday, 1120, found Shannash safely within Ziru Sirkaa borders; he was given a new role in the administrative hierarchy of the Naasirka bureau.

With these concepts in mind, it's fairly simple to see that the Vilani are unique. They have attitudes and aptitudes not shared by other races; their heritage stretches far back into the past. These factors form an excellent foundation on which to build the background and personality of a Vilani character.

VILANI CHARACTERS FOR DIFFERENT PLAYERS

A different way of looking at the "Why play a Vilani?" question is to see how Vilani characters complement basic player inclinations. Some gamers are interested in action and combat, others in problem-solving, still others in role-playing and character development. Can Vilani characters accommodate these diverse interests? Let's see.

Believe it or not, Vilani characters can be well suited to players who are most interested in action and adventure. Vilani history is filled with heroes — consider the many monuments along Vland's Siigizuni River — and modern characters can continue in that grand tradition. Such heroes performed great feats; many fought great battles. It is not without cause that the armed forces of the original Ziru Sirkaa conquered 15,000 worlds. Vilani morale is still high, and although the Vilani are reluctant to join combat, once involved they fight with a vengeance matched by few.

The peculiar Vilani mindset makes problem-solving an interesting task for players of Vilani characters. With their focus on traditional solutions rather than novel ones, the Vilani employ history for decision-making purposes with great frequency. Problems are addressed and solved in terms of similar situations dealt with in the past. This can be challenging for players who like to solve puzzles and mysteries.

Negotiation, too, is enjoyable with Vilani. The Vilani are masters of courtesy, always aware of the proper way to treat others. They are consummate bargainers, supremely skilled in the ways and means of negotiation. Players who enjoy interacting with other characters may find Vilani characters very much to their liking.

Thus, Vilani characters prove to be very versatile. No matter what your inclination as a player, roleplaying a Vilani character can be an entertaining, challenging, and worthwhile experience. Give it a try!

THE VILANI AND TECHNOLOGY

Most members of Vilani society mistrust technology. This is nothing new. In the course of history, the Vilani have witnessed adequate evidence demonstrating technology's potential for misuse. Think back to the days of the Ancient automatons, easily capable of destroying mountain villages, one after another. Dark memories of technology gone wild lurk in the deepest corners of the Vilani race's collective unconscious.

With these past lessons in mind, most Vilani have little direct interest in advancing technology. The Vilani way is to develop technology cautiously, incrementally, leaving such innovation in the hands of dedicated experts. As these attitudes have proven lasting and pervasive, and have often colored Imperial views, it's fitting to examine the subject in greater depth.

INNOVATION, THE CASTES, AND THE BUREAUX

As the Vilani rose from their primitive beginnings to build a civilized society, they developed a series of specialized castes. Each had its own area of responsibility, a goal

consistent with the Vilani ethics of order and efficiency. Ideally, in such a society no individual or group would usurp the authority or responsibility of another. With technological advance came discord, however, and the Vilani soon saw rampant innovation as running counter to the tenets of their civilization.

There was a time when members of one caste would invent a new process or device, and other castes would make alterations, improve upon it, and finally market it to the general public. From the Vilani point of view, this sort of unrestrained innovation caused the following two problems:

- The distinctions between castes blurred. Without proprietary rights to use and develop certain technologies, each caste duplicated the efforts of others. Inefficiency diffused throughout the economy. Holistic "experts" appeared, trying to work around the limitations of their castes; in actual practice, these individuals generally proved themselves inept in every discipline.

- In addition, risk was increased without similar increase in economic gain. The minimization of risk had always been a central concept to the cautious Vilani, and uncontrolled innovation seemed a reckless action devoid of value. Much effort was expended, but substantial profits rarely resulted; in many cases, harm — to the community, the environment, or the economy — resulted instead.

These troubles gave birth to an important concept now fundamental to Vilani society: only members of the caste that owns a particular technology should try to advance it. Today, each caste has certain technologies to which it lays claim. The castes own not only the basic technologies but also all derivative advances. Thus, only when a completely original technology is invented must there be a determination of ownership.

Simply put, the Vilani see the owning caste as deserving of royalties. The owning caste receives payments for all future enhancements of its technology that do not result in a wholly new process or device. Thus the Vilani technology patent was born.

In this way, the environment of economic prosperity stays balanced. The innovating caste — that group which took the greatest risk — is rewarded for its daring and foresight. The petty innovators — outsiders who seek to ride the coattails of greater minds — must reward the original inventors for having assumed the larger burden of risk. To the Vilani, this seems totally just.

The system of royalty payments set up by the technology patent system is intended to create a stable working environment. Thus, innovators from outside castes are slow to suggest minor, valueless changes to technologies they don't own. Such innovators must feel a change is truly worthwhile before they'll begin to disrupt the economic and technological environment by implementing it. This eases Vilani concerns about unrestrained innovation, which threatens to leave the community in a state of constant flux, engendering stress and hampering prosperity.

Today, a scant few Vilani pursue innovation. The general consensus is that most, if not all, useful technological artifacts have already been invented. Further research is therefore viewed as a wasteful activity conducted by a handful of eccentric individualists. Even the members of the bureaux-approved researcher castes are sometimes suspect. The

Vilani public generally sees innovation as a pursuit that disrupts harmony — innovation should be avoided in the Vilani way of life.

Nevertheless, the AAB maintains the Repository of Technology Patents, which insures that payments are made to the proper castes. When the caste structure collapsed following the First Imperium's demise, proprietary rights to the various technologies fell to the megacorporations. Now, under the jurisdiction of the resurgent Vilani Empire, the Igsirdi administrator all royalty payments owed to the different bureaux.

RESEARCHERS AND TECHNICIANS

This "owned technology" system further encourages a high level of specialization. Only researchers in an owning caste have the knowledge to know whether they've created a true innovation or not. Technicians that use the technology may belong to any caste, but they're prohibited from usurping the researchers' role by trying to understand and alter the technology. In short, technicians use technology; researchers understand it. To the Vilani, this division is one of utmost necessity.

Any Vilani technician who tries to understand the technology he uses is seen by his fellows as a troublemaker at best, or a pervert at worst. The common Vilani view is that such individuals want to warp society into a discordant and unreliable environment — a destructive thought perverse to the Vilani mind. This has had a dramatic effect on the operation and maintenance of complex devices in Vilani society.

A technician's training consists of instruction in the operating equipment by rote and by knowing what warning signs to watch for. A device is treated as a "black box" — nothing is taught about its inner workings or the theories on which its operation depends.

For example, a Vilani starship engineer learns what a maneuver drive does, how to operate it by rote, and how to tell if something is wrong. As a drive technician, he sees the drive only as a black box. He knows that if you do the right things, it should work; if he does those things and the drive doesn't work, then it's probably broken.

Most travellers, though — Vilani included — would feel uncomfortable knowing that their ship's chief engineer couldn't repair the vessel's drives. Engineers and others in similar technical positions need to know something of how things work — and we are speaking of technicians here, not researchers. An irreconcilable situation? Not for the Vilani.

To alleviate this dilemma, the Vilani make heavy use of diagnostic expert systems. (The roles of technicians and researchers became fully distinct only after the Vilani had developed computer technology.) Such programs, using outside input, can diagnose even difficult device malfunctions and tell technicians how to fix the problem. Thus the technician never needs to know the theories behind a device's operation; those details need only be known to the researcher who designed the expert system.

Let's observe this process in action. Consider the following situation:

A Vilani pilot is guiding her starship through an uninhabited system when the ship's power plant suddenly fails. The pilot checks her engineering system monitors for obvious signs of trouble; she finds that the fuel flow to the fusion plant's reaction chamber is almost non-existent. Next, she checks the fuel tank monitors and finds that the ship has plenty of fuel. Now, our pilot is stumped — what does she check now?

She has no idea, so she consults a diagnostic program stored in her hand computer. She tells the program about the low reaction fuel reading. In response, the program inquires about the level of fuel in the fuel tanks. "Almost full," she responds. "Are there any leaks in the fuel lines?" returns the program, providing a schematic diagram of the lines' location. The pilot goes to check them; she finds no leaks. Given this information, the program tells her to

replaces the fuel pump assembly and instructs her in doing so. This solves the problem; adequate fuel once again flows to the power plant.

Note that a certain amount of technical learning is unavoidable.

The pilot will remember the incident, and if a similar malfunction happens in the future, she'll know to check the fuel lines and the pumping assembly without first consulting the expert system. Thus, technicians do learn to repair things, but through rote rather than from detailed theoretical knowledge of the devices' workings.

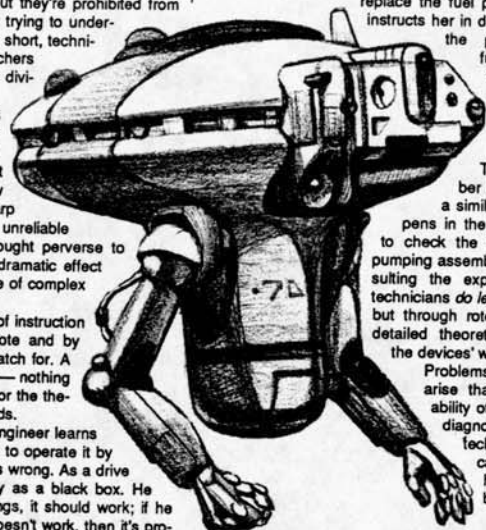
Problems do occasionally arise that are beyond the ability of expert systems to diagnose. What does the

technician do in a case like that? She has no recourse but to study the design schematics for the

Arex-29 device in question with an eye to solving the problem herself. This is the only time when such an action is acceptable. Even so, this method usually fails, and then the technician is truly stuck.

Rarely, the technician may have a flash of insight; with effort, her jury-rigged repairs may work. She may even have invented a new solution to the problem. But because she knows it is not her place to innovate, she refrains from announcing her solution. If she was to speak up and her solution turned out to be an innovation, she'd likely have to pay a fee to the owners of the technology in question.

Does the technician find this unfair? Does she feel cheated? After all, she solved the problem on her own. Wouldn't she like her solution to be publicly known? The answer is a straightforward "No." Remember: to the Vilani, those who take pride in "playing" with technology are social misfits or, worse yet, perverts.



VILANI MEDICINE

In Vilani society, when one thinks of a community leader who is kindly and wise, a friend and benefactor to all, a man or woman of status and wealth, this individual is more often than not a shugilli. He is the hereditary possessor of the food processing techniques necessary to human survival on Vland.

Knowledge of these techniques is no longer as important as it once was; the modern shugilli is more likely to be a food wholesaler than a civic leader. Nevertheless, the power and prestige of this traditional profession remain relatively intact.

Many scholars draw a comparison between the Vilani shugilli and the Terran doctor. Terrans, of course, have a vital need for medical practitioners on their homeworld, for they are constantly under attack by microbiological agencies. The early Terrans had to develop medical science to a high degree simply to cope with their world's native plagues — not to mention the accidental injuries and degenerative conditions that all lifeforms must experience.

On Vland, the early Vilani had no need to cope with native bacterial life, and only rarely were they forced to cope with injuries inflicted by the local wildlife. Vland's animals found the immigrant humans unpalatable, often poisonous, and the same differences in biochemistry protected the Vilani from microbial hazards. Naturally, the Vilani were injured on occasion, but without the danger of infection, such wounds were less serious to the Vilani than to their counterparts on Terra.

Historically, then, the medical needs of the Vilani have been simple. Laymen who took the time to learn human anatomy, simple surgical skills, and the art of counselling had their place, true enough. But they were regarded merely as craftsmen, no more or less important than the carpenter, barber, or blacksmith.

As the Vilani expanded into space, the medical therapists' role became more vital and more complex. Especially after contact with the Solomani, the Vilani medic were faced with microorganisms more deadly than anything ever faced on Vland. Vilani spacers suffered from the diseases of hundreds of worlds, until such time as the Terran physicians aided their Vilani counterparts at the end of the Interstellar Wars.

This assistance notwithstanding, the Vilani have traditionally never been as adept at medicine as the Solomani; even today their skills lag behind. Indeed, the vast majority of Vilani consider the occupation of physician somewhat distasteful, and Vilani worlds often face a shortage of capable medics. Fortunately, medical expert systems provided by Imperial and Solomani sources have done much to offset this situation.

VILANI PREFERENCES

Vilani preferences are evident throughout Imperial territory. Partly, this stems from the wide spread of Vilani culture during the days of the First Imperium. The Vilani megacorporations have also contributed, keeping Vilani philosophies of design in the forefront of Imperial attention. Vilani-influenced goods are available everywhere within Imperial space, and in many places beyond, as well. The prevalence of Vilani goods and artifacts is one of the few common threads binding together the splintered states of the now-shattered Imperium.

VILANI EQUIPMENT

Vilani-made equipment is known for its high quality and consumer orientation. The Vilani make the same item in multiple, slightly differentiated models, each designed to accommodate a given buyer's preferences. Because of this orientation, Vilani-made products are widely sought, despite the fact that they are rarely innovative or original.

Vilani manufacturers prefer not to use innovative technology. Their main strategy is to instead add value through small refinements. Enhanced responsiveness to customer desires helps the manufacturing concerns stay in touch with the public; simultaneously, it increases their competitiveness. Other companies, geared to produce only a single undifferentiated item or product line, simply cannot compete with the Vilani megacorporations: service-minded, quality-oriented, and responsive.

The Vilani have learned the wisdom of not ignoring niche markets. Many companies see no profit in filling such niches. The group-oriented Vilani, on the other hand, see a need to provide for all customers, not just a majority. Their corporate hierarchies have been organized to capitalize on small markets as well as big ones. In fact, some economists suspect the megacorporations make more off the innumerable micro-markets than the few large ones.

VILANI CLOTHING

Vilani clothes have a style all their own. Asymmetry, geometric patterning, and outlandish designs all characterize Vilani fashion. Hoods, hats, and shrouds are common, as are bulky mittens and ostentatious sleeves, especially among the nobility. The elaborate costumes of the nobility epitomize the flamboyance of Vilani designs — a Vilani noble in full court dress is a sight to behold.

Despite the impracticality seemingly inherent in their design, Vilani clothes are in fact as functional as they are stylish. They are cleverly tailored and made of an unusual array of fabrics. Overall, Vilani clothing is durable, attractive, and well-suited to the needs of its wearers.

While Vilani fashion is as distinctive as the culture that produced it, it has influenced the dress styles of thousands of worlds. Its basic principles of design stem from deep within the Vilani psyche, where thoughts of submersion in the community contrast with feelings of individual identity. The resultant blend of showiness and ornate subtlety appeals to Vilani and non-Vilani alike, and the styles of Vland have been modified and drawn upon by designers throughout the Imperial space.

VILANI ARCHITECTURE

Vilani architecture is characteristically stodgy, massive, and elaborate. Traditional Vilani architects lack the flair for elegance and ornamentation enjoyed by the Aslan. Neither do they possess the K'ree knack for natural, open simplicity. Even the Vargr occasionally erect an interesting edifice — what the Vargr designs lack in quality they make up for in sheer quantity. But Vilani architecture is best described as a collection of "old and boring designs," albeit ones skillfully executed.

One of the few outstanding features of Vilani architecture is its emphasis on ease of communication. Vilani buildings are specially designed with group interaction in mind: Meeting rooms form an integral part of every building plan, allowing those inside to discuss matters of importance. With the community ethic ingrained into the Vilani mind, these assembly chambers play an obvious role.

To be fair, Vilani building designs are not totally without merit. They are well-designed, facilitating movement and providing comfortable living and working environments. Yet, aesthetically, they frequently leave much to be desired. Many Vilani structures are mammoth and grand — consider the Imperial Palace in Enlugal — but despite their elaborateness, they lack some crucial element of artistry.

VILANI ROBOTS

Before the Rebellion, the Vilani megacorporations were the largest robot manufacturers in the Imperium. Naasirka stood at the pinnacle of robotic distribution, untouched by either Makhidkarun or Ling-Standard Products, its two biggest competitors.

Due more to its aggressive marketing staff than any technological superiority, Naasirka capitalized on its initial success with the Rashush series, the first Vilani robots intended for domestic use. As the Rashush line was first marketed during the Rule of Man, circa -2000, Naasirka has obviously been in the robot business a long time.

Makhidkarun, on the other hand, has always stayed technologically ahead of its big brother. Makhidkarun researcher castes were responsible for the creation of the first tech 13 and 14 robot brains, as well as breakthroughs in the field of synaptic processing. This interest in implementing new discoveries is unusual in a Vilani megacorporation, but it has stood Makhidkarun in good stead; the company has been a major contractor of the ISS and Imperial armed forces for centuries, not to mention its success in domestic markets.

Sharurshid has devoted fewer of its resources into the robotics industry. Although it has manufactured the versatile Mashkulid workbot line for over 900 years, it is perhaps Sharurshid's robotics division's only claim to fame. Lacking both Naasirka's vehement advertising effort and Makhidkarun's urge to implement other people's discoveries, Sharurshid is the least robot-oriented of the original three Vilani megacorporations.

Regardless of the precise manufacturer, Vilani robots — like most items Vilani — seldom stand on the cutting edge of technology. Functional, highly efficient, and reasonably priced they are; outstandingly innovative, they are not. Despite Makhidkarun's excellent track record with synaptic processing, many of the crucial discoveries in this field were made elsewhere; Makhidkarun simply put those discoveries to use.

VILANI VEHICLES

None of the Vilani megacorporations specialize in vehicle manufacturing. Their subsidiaries, as well as some independent Vilani corporations, do produce a variety of land, air, and sea craft, however. Seldom incorporating revolutionary design features, Vilani-made vehicles tend to be copies of older craft designs or quality reproductions of other companies' designs.

In appearance, small Vilani vehicles tend to resemble their larger cousins, the starfaring spacecraft. Vilani vehicles are blocky and rounded, heavily built with functionality stressed over form. Vilani-made vehicles will get you there, promptly, comfortably, and cheaply — you just may not arrive in style.

ECONOMIC POLICIES OF THE ZIRU SIRKAA

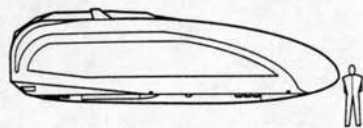
Since the reestablishment of the Vilani Empire two years ago, the Vilani megacorporations have pushed for greater control of the Empire's economy. Zirru Sirkaa leaders have moved to limit entrepreneurship and independent commerce, trying instead to bring fledgling enterprises under the megacorporations' wing. Inventors' rights have been reduced; new businesses must obtain permits to open their doors.

On a cultural level, work is underway to reinstitute the caste system on a voluntary rather than a hereditary basis. Thus, efforts are being made throughout the new empire to permanently tie workers to their occupations. Overwhelmingly, citizens are being encouraged to seek employment with the megacorporation bureaux rather than with small, unconstrained firms.

This drive toward economic centralization is one of the Zirru Sirkaa's foremost goals. Independence came too fast for the Vilani; as a reaction to Lucan's outrageous demands rather than a long-planned secession. Independence has in many ways proved to be a shock to the Vilani sphere's economy. Without careful planning and centralized direction, government experts fear that the Zirru Sirkaa economy may collapse.

Ishimkarun Ishuggi entrusted the megacorporate bureaux with the preservation and development of the Vilani economy — in his words, "the transformation of a specialized, regional economy into a diverse, sovereign one." Independent mercantilism has thus become a deviation from these plans, a potential rival to the authority of the bureaux. By allowing independent businesses to exist, the bureaux are in essence permitting the survival of a chaotic element detrimental to the public good. The spirit of self-interest carries with it the ability to ruin Ishuggi's plan, and thus ruin the economy of an empire.

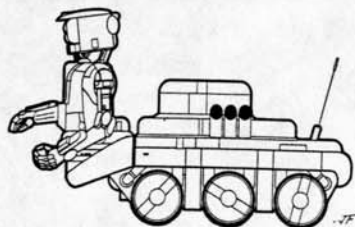




TECH LEVEL 12 GUDUKRAA G-CARRIER

The Gudukraa G-Carrier is designed to be a reasonably priced civilian vehicle for transporting people and cargo. Over half the Gudukraa hull surface area is clear plastic windows, providing for an unexcelled view of the surroundings during a flight.

CraftID: Vilani Gudukraa G-Carrier, TL 12, Cr635,000
Hull: 5/14, Disp=6, Config=6SL, Armor=4E, Unloaded=18.1 tons, Loaded=36.5 tons
Power: 1/2, Fuel Cell=5.0 Mw, Duration=6/18 days
Loco: 1/2, Std Grav, Thrust=60.0 tons, NOE=160 kph, CruiseAtm=540 kph, TopAtm=720 kph, MaxAccel=0.60Gs
Commo: Radio=Continental(5,000km)
Sensors: Active EMS=VDistant(50km), Passive EMS=VDistant(50km), Headlightsx5, ActObjScan=Diff, ActObjPin=Diff, PassEngScan=Form
Off: Hardpoints=1
Def: None
Controls: Computer=0/bisx2, DynamicLinkedx2
Accomm: Crew=1, Seats=Roomy12, Environ=basic env, basics, ext ls, grav plates, inertial comp
Other: Fuel=4.2 kl, Cargo=18.4 kl, ObjSize=Small, EmLevel=Moderate



TECH LEVEL 12 SHADAN SURVEY ROBOT

The Shadan survey robot is one of the more innovative robot designs from Naasirka. It is a general-purpose survey robot, built to survey world surfaces for a variety of purposes. It possesses a reasonable intelligence of 5, and has a useful array of skill programs.

RobotID: Vilani Shadan Robot, TL 12, Cr410,000, UPP=V4x5Cx (Strength V=200)
Hull: 210/350, Size=2,000 liters, Config=1, Armor=4A, Weight=1,390 kg
Power: 18/36, Fuel Cell=1800kw, Duration=120 days
Loco: 65/131, 6Wheels, Road=270kph, Offroad=85kph
Commo: Radio=Continental(5,000km), Pwr Interface
Sensors: Basic Sensor Pkgx2(4 eyes, 4 ears, 2 voders), +telescopic eyesx2, +light intensifying eyesx2, Active EMS=Distant(50km), Passive EMS=Distant(50km), Neutrino=1Mw, Densitometer=surface, Spotlightx2, Olfactory Sensor, Magnetic Sensor, Radiation Sensor, ActObjScan=Form, ActObjPin=Form, PasObjScan=Diff, PasObjPin=Imp, PasEngScan=Form, PasEngPin=Form
Off: None
Def: None
Brain: CPU=45 linear, 34 parallel, 1 Synaptic, Storage=120 standard, FundLogic=low data, FundCmd=full cmd, Software=Recon-4, ATV-3, Prospecting-3, Survey-2, Survival-2, Hunting-1
Append: Heavy Armx2, Rotating Head=5%
Other: Fuel=1175 liters, ObjSize=Tiny, EmLevel=Faint, Electronic Circuit Protection

NEW GAME RULES FOR VILANI

Certain rule modifications make it easier to accurately portray Vilani in a MegaTraveller game. This section discusses those modifications. Using the material here, you can easily and confidently incorporate Vilani into your MegaTraveller adventures and campaigns.

INTERPERSONAL TASKS

When interpersonal tasks are conducted in the Vilani language, relative social status becomes a matter of importance. Vilani will attempt to learn the social standing of others before they meet. At times, though, that sort of research is impossible, and the Vilani must resort to the following task:

To estimate Social Standing:

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

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

This task is unskilled OK for Vilani speakers, who must frequently use this task prior to conversations with strangers.

Social Standing figures greatly in Vilani attempts at conversation, negotiation, and interrogation. To handle this, apply the Social Standing of all participants as a confrontational task DM when Vilani are involved. Thus, for instance, the standard negotiation task becomes:

To negotiate with the aim of gaining cooperation:

Routine, Liaison, skill, Soc (confrontation, uncertain).

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

If the Vilani character failed to correctly estimate his audience's Social Standing, use the defender's actual Social Standing in the task — not the offensive player's estimate — but make the task one level more difficult; e.g. a Routine task becomes Difficult. Conceal the defender's true Social Standing, however, and don't inform the offensive player that the task has become more difficult. Just tell him the results and let him recognize the problem on his own.

LARGE-SCALE COMBAT

The MegaTraveller *Referee's Companion* provides rules for handling large-scale combat with multi-person units. Those rules can almost be used without change; Vilani forces in large-scale combat differ from "average" forces in only three respects: morale, organization, and strategy.

The Vilani are a proud people, and rightly so: their ancestors conquered enormous volumes of space and held them for centuries. The military forces of the First Imperium were unstoppable in their conquest, their confidence unshakable. The morale of today's Vilani soldiers reflects that proud heritage. In large-scale combat, Vilani recruits have a morale of 6; regulars, 8; veterans, 11; and elites, 14.

Vilani ground forces are organized along unique lines at their lower levels. While Vilani units serving in Imperial forces were divided along standard Imperial lines, parochial units — planetary armies and the like — retained their ancient system of troop organization. With the birth of the Restored Vilani Empire, that system is again becoming the norm.

Under the Vilani system, the basic combat unit is the two-man fire team. Working on a "buddy system" principle, the two troopers support and protect each other in all situations. Four such fire teams are combined with a command team —

an NCO and a lower-ranking support NCO — to form a squad. Four squads are combined with a command squad — an officer with a lower-ranking support officer and three command teams — and an elite squad — three elite fire teams — to form a platoon. All larger units consist of four of the next smaller unit, along with a command unit.

Opponents often find Vilani strategies surprising. Although the Vilani are peaceful and avoid combat with a passion, once they decide that war is the only answer, they are ruthless adversaries. They rarely take prisoners, use nuclear and biochemical weapons freely, and have no compunctions about sterilizing entire planets. Vilani forces use any and all cost-effective tactics, including hostage-taking, terrorism, and other will-breaking methods. In short, they do everything in their power to win as cheaply and as quickly as possible.

The primary reason for this ruthlessness is the Vilani efficiency ethic. Warfare is expensive, so they seek out the most cost-effective solutions. High-yield weapons, such as nuclear devices, are very cost-effective. Similarly, caring for prisoners consumes valuable time and resources, so Vilani avoid it whenever possible.

The new Ziru Sirkaa finds itself with potential enemies on all borders. Only limited forces are available in each region. Reinforcements are difficult to get, as requests for such must be carefully analyzed and debated, often over the course of months. Thus, a smart military commander uses his resources to their utmost; he may never receive any more.

This is not to say the Vilani are morally corrupt, holding sentient life in complete disregard. They simply have an "us or them" philosophy with regard to war. Either they defeat the enemy, or the enemy defeats them; morals do not enter into it. Civilians, women, and children are still the enemy, and thus must be eliminated in order to insure a final victory.

LINGUISTICS

For the purposes of learning Vilani languages, Old High Vilani and Classical Written Vilani are considered to be separate languages. Modern Vilani, with its three sub-languages, is a single language. Thus, a non-Vilani character fluent in Old High Vilani, Classical Written Vilani, and the modern Vilani tongue would have Linguistics-3.

PSIONICS

Vilani characters have the same psionic potentials and talents as other humans; the standard rules in the MegaTraveller *Players' Manual* apply without modification.

The Vilani are unusual in that they have a long-standing prejudice against psionics. Dismissed as a dangerous and uncontrollable novelty, psionic abilities were feared by the bureaucracy of the First Imperium. Even in Vland's pre-spaceflight days, anyone showing signs of abnormal mental powers was punished with permanent banishment from the community — a horrible fate for the group-conscious Vilani. This penalty is still enforced on many Vilani worlds today.

TRADE AND COMMERCE

Normal trade procedures are followed within the borders of Vilani space. However, the Zirru Sirkaa government has instituted a number of new policies that limit independent trading efforts.

When independence from Lucan's Imperium was declared in 1118, registration was required for all privately owned starships. Obviously, this forced registration was to keep illegal traffic out of Vilani space.

Ships can only be registered at worlds with class A, B, or C starports, and only under special circumstances at the latter. (In the case of worlds with C-class ports, the world must either have a high population — UWP population code 9 or A — or have a naval base located insystem.) Unregistered vessels receive an official escort by armed craft when travelling in these systems.

The registration process is lengthy, involving administrative red tape and a complete transponder replacement. Generally, registration takes a month, during which time the ship in question must remain grounded. Registration costs Cr5000 plus Cr10 per ton of the ship's displacement. This process can be speeded up by skillful bureaucratic wrangling, as demonstrated by the following task:

To speed starship registration:

Difficult, Admin, Legal, 3 days.

Referee: Unorthodox methods, such as bribing clerks or negotiating with ranking members of the local port authority, also aid the success of this task. For each successful bribery or negotiation attempt, apply an additional DM+2 to this task.

Once a ship is registered, the transponder package must be replaced yearly. As most ships put in for annual maintenance, this replacement can be done simultaneously. The replacement costs an additional Cr5000, above and beyond the usual maintenance fees. Note that the signals of Vilani registration transponders are dated; ships broadcasting out-of-date transponder codes are treated as unregistered vessels.

Border systems with class D, E, and X ports are routinely patrolled to catch traffic trying to sneak into Vilani space without registering. If an unregistered ship is caught outside a designated "gateway" system, a variety of stiff penalties may be imposed.

For the first violation, the ship in question is impounded for six months; for the second, the ship is permanently confiscated. Third-time violators face ten years on a prison planet. Each subsequent violation extends the prison sentence by an additional ten years.

Naturally, such cases may be argued in Vilani courts, and unfavorable judgments may be appealed. Nevertheless, the Vilani government has taken a strict stance on the registration issue, and would-be offenders should be forewarned. Depending on the exact circumstances, various tasks can be generated to handle these situations.

On 001-1120, the Zirru Sirkaa instituted a further registration policy: all cargos to be shipped from one system to another must also be registered. This registration is relatively quick, taking but a few hours (and a processing fee of Cr20 per ton of cargo). Nevertheless, this has slowed the flow of trade, and many independent merchants have made strong protests. Various methods of skirting this requirement are currently being tried, none with good effect.

In general, these policies are part of the government effort to return to the Vilani traditions of an interstellar economy closely regulated and controlled by the state.

Start-up businesses must have government approval, an intricate but mandatory process. This appears to be a move

by the bureaux to consolidate the control over the Vilani economy they once enjoyed ages ago.

WORLD GENERATION

Vilani worlds resemble those inhabited by humans throughout space. Physically, they exhibit the same range of characteristics; socially, most have been long since integrated into the society of the Third Imperium or, in some cases, the Vargr Extents.

Nevertheless, there are some worlds where Vilani culture survives intact, virtually unchanged from its origins in the First Imperium. These worlds bear no outward markers, no flashing signs saying "Vilani culture enjoyed here!" The presence of such worlds can be determined, however, by the use of simple criteria.

A world's government type is the best indicator of surviving Vilani culture. By nature, Vilani tend to adhere to traditional methods of bureaucratic government. Thus, government types 1 and 9 — indicating corporate control or an impersonal bureaucracy, respectively — are good signs that a world may be a pocket of Vilani culture.

Since the recent refounding of the Zirru Sirkaa, the Igsiirdi has found it necessary to impose Vilani culture on a few worlds to maintain order. These worlds typically have a government code of 6 — a captive government.

A less helpful indicator of Vilani culture is a world's name. Many worlds have Vilani names, but only a relative few uphold the tenets of Vilani culture. In most cases, the cultures of these worlds have been greatly affected by Solomani or other immigrants, drawing them far from their Vilani roots.

Keeping these factors in mind, roll 2D for 12+ to ascertain if Vilani culture is dominant on any given world, with these DMs (all DMs are cumulative):

If Gov code 1, DM+1

If Gov code 9, DM+2

If Gov code 6 and in Vland sector, DM+1

If the world has a Vilani sounding name, DM+1

If the world lies within the Vland Domain, DM+1

If within Vland Sector, DM+1

If within the Vilani Cultural Region, DM+1.

VILANI STARSHIPS AND SPACE TRAVEL

Vilani starships follow the same trade practices and operational procedures as Imperial vessels. Information in the basic *MegaTraveller* ruleset and DGP's *Starship Operator's Manual* can be applied without modification. Note, however, the starship registration policies discussed above. This legislation has made a sweeping impact on interstellar trade and travel throughout the Vilani sphere.

One interesting custom does have its origin with ancient Vilani spacefarers: jump dimming. Following an old Vilani superstition, ship's pilots customarily dim the vessel's interior and exterior lights just before jumping. This stems from the early days of Vilani space exploration, when all available power was needed to make a safe transition into jumpspace. Although not practiced by pilots of Solomani descent, many Vilani-trained ship captains still make a habit of jump dimming.

As far as starship designs go, Vilani craft follow traditional standards set down millennia ago by the naval architects of the First Imperium. Although Vilani technology has progressed since that time, Vilani starships still look the much the same: rounded, blocky, very functional but aesthetically uninspired. The 400-ton type R subsidized merchant — the so-called fat trader — is often cited as a sterling example of Vilani influenced starship design.

VILANI WORD TABLES

Basic — White Die

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

For initial syllables, or after VC or CVC

INITIAL CONSONANT — White Die

Red Die	1	2	3	4	5	6
1	K	K	K	K	K	K
2	K	K	K	K	K	K
3	K	K	K	K	K	K
4	K	K	K	K	K	K
5	K	K	K	K	K	K
6	K	K	K	K	K	K

2 — White Die

Red Die	1	2	3	4	5	6
1	K	K	K	G	G	G
2	G	G	G	G	G	G
3	G	G	G	G	G	G
4	G	G	G	G	G	G
5	G	G	G	G	G	G
6	G	G	G	G	G	G

3 — White Die

Red Die	1	2	3	4	5	6
1	G	G	G	G	G	G
2	M	M	M	M	M	M
3	M	M	M	M	M	M
4	M	M	M	M	M	M
5	M	M	M	D	D	D
6	D	D	D	D	D	D

4 — White Die

Red Die	1	2	3	4	5	6
1	D	D	D	D	D	D
2	D	D	D	D	D	D
3	L	L	L	L	L	L
4	L	L	L	L	L	L
5	L	L	L	L	L	L
6	L	L	L	SH	SH	SH

5 — White Die

Red Die	1	2	3	4	5	6
1	SH	SH	SH	SH	SH	SH
2	SH	SH	SH	SH	SH	SH
3	SH	SH	SH	SH	SH	SH
4	KH	KH	KH	KH	KH	KH
5	KH	KH	KH	KH	KH	KH
6	KH	KH	KH	KH	KH	KH

6 — White Die

Red Die	1	2	3	4	5	6
1	N	N	N	N	N	N
2	N	N	N	N	N	N
3	S	S	S	S	S	S
4	S	S	P	P	P	P
5	B	B	B	Z	Z	Z
6	Z	Z	R	R	R	R

VILANI WORD GENERATION

- Determine word length (10 syllables).
- Determine syllable structure. Use the Basic syllable table if first syllable in word, or if previous syllable ended in a consonant. Otherwise, use the Alternate syllable table.
- Determine initial consonants from column 1, vowels from column 2, final consonants from column 3.

VOWEL — 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

2 — 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	E	E	E	E	E

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	I	I	I	I	I	I
4	I	I	I	I	I	I
5	I	I	I	I	I	I
6	I	I	I	I	I	I

4 — White Die

Red Die	1	2	3	4	5	6
1	I	I	I	I	I	I
2	I	I	I	I	I	I
3	I	I	I	I	I	I
4	I	I	I	I	I	I
5	I	I	I	I	I	I
6	I	I	I	I	I	U

5 — White Die

Red Die	1	2	3	4	5	6
1	U	U	U	U	U	U
2	U	U	U	U	U	U
3	U	U	U	U	U	U
4	U	U	U	U	U	U
5	U	U	U	U	U	U
6	U	U	U	U	U	U

6 — White Die

Red Die	1	2	3	4	5	6
1	U	U	U	U	U	U
2	AA	AA	AA	AA	AA	AA
3	II	II	II	II	II	II
4	II	II	II	II	II	II
5	II	II	II	UU	UU	UU
6	UU	UU	UU	UU	UU	UU

Alternate — White Die

Red Die	1	2	3	4	5	6
1	CV	CV	CV	CV	CV	CV
2	CV	CV	CV	CV	CV	CV
3	CV	CV	CV	CV	CV	CV
4	CV	CV	CV	CVC	CVC	CVC
5	CVC	CVC	CVC	CVC	CVC	CVC
6	CVC	CVC	CVC	CVC	CVC	CVC

For syllables after V or CV

FINAL CONSONANT — White Die

Red Die	1	2	3	4	5	6
1	R	R	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	R	R	R	R	R
6	R	R	R	R	R	R

2 — White Die

Red Die	1	2	3	4	5	6
1	R	R	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	R	R	R	R	R
6	R	R	R	R	R	R

3 — White Die

Red Die	1	2	3	4	5	6
1	R	R	R	R	N	N
2	N	N	N	N	N	N
3	N	N	N	N	N	N
4	N	N	N	N	N	N
5	N	N	N	N	N	N
6	M	M	M	M	M	M

4 — White Die

Red Die	1	2	3	4	5	6
1	M	M	M	M	M	M
2	M	M	M	M	M	M
3	M	M	M	M	M	M
4	M	M	M	M	M	M
5	M	M	M	M	M	M
6	M	SH	SH	SH	SH	SH

5 — White Die

Red Die	1	2	3	4	5	6
1	SH	SH	SH	SH	SH	SH
2	SH	SH	SH	SH	SH	SH
3	SH	SH	SH	SH	SH	SH
4	SH	SH	SH	G	G	G
5	G	G	G	G	G	G
6	G	G	G	G	G	G

6 — White Die

Red Die	1	2	3	4	5	6
1	S	S	S	S	S	S
2	S	S	S	S	S	S
3	D	D	D	D	D	D
4	D	D	D	D	D	D
5	P	P	P	P	P	P
6	K	K	K	K	K	K

THE VARGR

The following in-depth look at the Vargr, their homeworld, their history, and their culture is a text transcript adapted from the latest edition of the all-time classic *Understanding the Vargr*, a holopublication published in 1120 by Transform Publishers of Antares.

The Vargr — unjustly downgraded by some, but hailed by others as the galaxy's greatest risktakers. Authors Gelath Oer and Arzul Urzingo staunchly defend their people's status as a major, albeit misunderstood, interstellar race. Their comprehensive work, *Understanding the Vargr*, remains one of the classics of sophontology.

Now, in the troubled times of the Rebellion, the Vargr enjoy a renewed importance. Some are our allies; others, our enemies — yet all deserve attention. To further public knowledge of this people, Transform Publishers is proud to release the latest edition of Oer and Urzingo's classic, *Understanding the Vargr*.

This edition has been updated by Etath Unggukh, Professor of Sophontology (himself a Vargr) from the Tomutov Institute of Antares. New information covers the history of the Vargr Extents onward from 1100 in great detail. TNS journalist Morgen Herref advises travellers visiting Vargr worlds, and correspondent Farr Oedhuedzano presents a look at Lair, circa 1118.

We hope this work encourages readers to acquaint themselves with the Vargr — a unique and impressive people.

VARGR PHYSIOLOGY

From a multitude of studies done on our race, both within and outside the Extents, the following description of a "typical" Vargr can be derived.

Height and Weight: The average male of our race stands 1.6 meters in height and weighs approximately 60 kilograms. The average female is slightly smaller in stature, standing 1.5 meters high and weighing roughly 55 kilograms.

Thus, the height-to-weight ratios for Vargr approximate 37 kilograms per meter. For comparison, the average human masses slightly more kilograms per meter. We Vargr typically have a shorter, lighter build than humans, but we are known for our better dexterity.

Not all Vargr adhere to these statistics. Some minority populations, for instance, are larger or smaller in size. The heavily-muscled Urzaeng people clustered around the Windhorn Rift average 1.9 meters in height and 80 kilograms in body weight.

Appearance: We walk erect on two legs with a digitigrade stance — that is, we put our weight on our toes rather than the soles of our feet. Most of us stand in a more relaxed posture than humans (some humans call it a "stoop"). A flaring, bushy tail and a covering of body fur help to make us an attractive and distinctive race.

The color of our body fur varies considerably. Gray is the most common color, but many sport fur ranging from white and red to brown and black. A little-known fact is that fur color is in part determined by climate: Vargr in colder regions display a wider variety of fur colors than their brethren in warmer climes. On pre-spaceflight Lair, the several predominant linguistic and cultural groups could be referred to by the fur colors of their constituents. The Gvagh cultural label, for example, actually stems from a descriptive term meaning "tawny" or "light brown."

Many other characteristics vary between Vargr of different ethnic groups. Tail, fur, and muzzle length, for instance, all vary widely among individuals. Eye color and posture also differ significantly.

Diet: We Vargr are carnivorous, with the basic component of our diet being fresh, raw meat. We also enjoy uncooked fruit and fruit-derived beverages such as wine, although these items are not nourishing enough in themselves to become our main staple.

Our biochemistry has greatly affected our dietary preferences. Since we share the same fundamental biochemistry possessed by all Terran mammals, our ancestors — transplanted to Lair millennia ago — found the indigenous creatures edible but not appetizing. Consequently, our gourmets expended great effort to find spices, sauces, and means of preparation that would make Lair foodstuffs more appealing. Selective breeding programs were performed to adjust local livestock to our tastes, and even today a large portion of the interstellar trade of Lair concerns edibles.

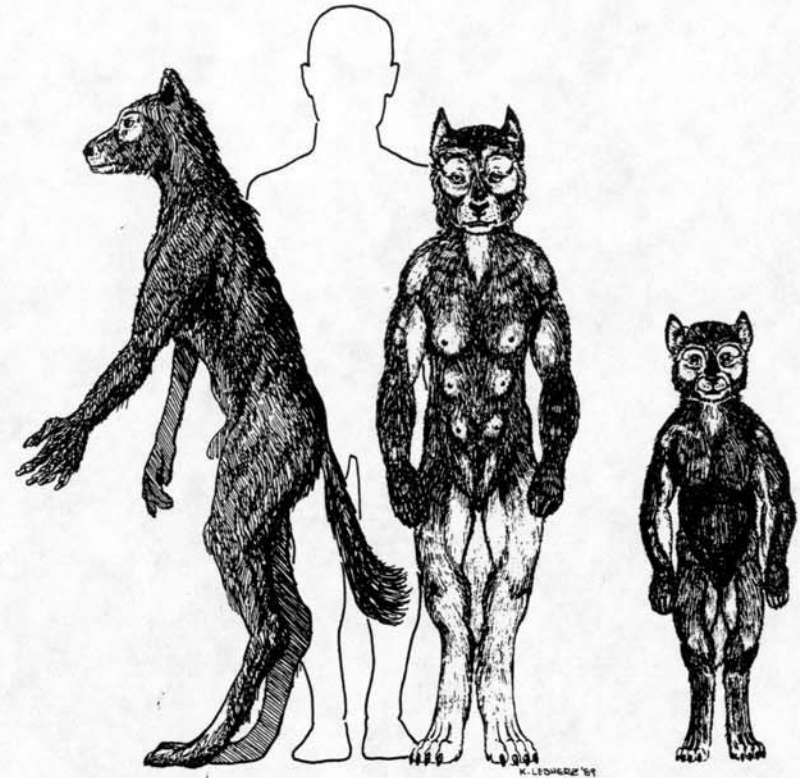
The Vargr digestive system operates quickly and efficiently. We are thereby enabled to eat multiple large meals in short order. The nourishment we obtain from such feasting makes long periods of fasting possible, if food later becomes scarce.

Rest: The Vargr circadian rhythm has adapted to the twenty-six-hour rotation period of Lair. We are very flexible in our sleeping habits, however, and find changes to day-night periods of different length to be little or no problem. Where humans tend to rest in a single, eight-hour sleep period, we prefer to divide our sleeping time. The most likely time for a nap is after a meal, as sleeping during the day is no more trouble than sleeping at night. Often, we will adjust our sleep cycles so as to take advantage of favorable local temperatures, whether that means sleeping through an overly hot midday or an overly cold late-night.

Reproduction: Vargr pups are born after a gestation period of four months. In most cases, two pups comprise a litter, although litters of as many as five pups are known. The pups are born blind and deaf, and are completely helpless. They require constant parental attention until the age of four months — by that time, they have gained the use of their senses and can walk without assistance.

Our females are able to conceive almost immediately after giving birth, but, if at all possible, they will refrain from bearing any more children until after their pups are at least six years old and can take care of themselves. This aversion to bearing litter after litter in quick succession is a necessary survival trait — without it, our communities would suffer from overwhelming population pressures.

Senses: Vargr share the same senses possessed by humans, but our sensory faculties are typically more acute. Our noses, for instance, are much keener than those of humans; deprived of the use of eyes and ears, we can still recognize one another merely by scent.



Our hearing also has excellent range — slightly farther than most humans can hear. While humans enjoy greater sensitivity to very low frequencies, we can hear high pitches they find inaudible.

Our eyesight is sharp, although it differs from human eyesight in some respects. Human eyesight seems to be excessively sensitive to color. Because of this, humans often find our choice of colors "garish", where we find the colors to be most pleasing.

Anatomy: There are a great number of similarities and dissimilarities between humans, Vargr, and non-sentient Terran canines. Significant anatomical changes were made to the canine body structure when we were created. Most important were changes to stance and forepaws: our hands are very similar in size, shape, and capability — though not internal structure — to human hands.

Our muzzles are typically shorter than those of wild Terran canines, but presumably this change has as much to do

with dietary adaptation as it does with any deliberate genetic modification. Longer muzzles assist feral canines in tearing meat from prey, while shorter muzzles are found in civilized sophont canines. Other differences — changes in the locations of internal organs made necessary by the change in posture, for instance — are either the results of Ancient engineering or adaptations to the rugged environment of the Vargr homeworld, Lair.

Lifespan: Vargr in industrial-era societies typically live 65 to 75 years. Poor living conditions and a lack of medical care reduce this figure for pre-industrial Vargr. Advanced high-technology treatments such as anagathics increase it.

PSYCHOLOGY

To understand the psychology of our people, you must understand three key points: Vargr are naturally gregarious. We desire prominence within the community. And we

take pride in our origins as a race. Let's consider these points individually.

GREGARIOUSNESS

As with most creatures, we Vargr seek the security and comfort of fellowship with others of our kind. While this drive is strong, it is not overpowering. Unlike the herbivorous K'kree, this is not a herd mentality — under no circumstances will we relinquish our individuality, our personal identity. On the other hand, the concept of the Vargr pack is strong and not easily broken. A certain amount of solidarity is felt between all Vargr, no matter what our backgrounds or beliefs may be.

Because of our strong sense of comradeship, we feel a tremendous urge to belong. We find the need for acceptance and comradeship extremely important. The tight-knit pack can be seen in our families, our business groups, our military units, and our religious congregations. To a human, loyalty is limited to just one pack, while a Vargr is not so limited. Vargr often spread their loyalty among many groups. A Vargr is proud to have many commitments, for he knows he can count on the assistance and friendship of his many peers.

CHARISMA

While Vargr gregariousness unites our communities — our desire for charisma and prestige places us in competition. Humans dilute their efforts among many goals: wealth, fame, and social standing immediately come to mind. Although Vargr, too, have many diverse interests, all our interests are guided by our prime focus: the quest for charisma.

To humans, charisma is a vague term. The closest Galangic analog to these Vargr concepts is "k'laegzoukhin" (G'vagh) or "gaekhodzatu" (Irlitok) — that is, the force of personality or the personal prestige that attracts other Vargr. We have an innate respect for those leaders whose charisma exceeds our own. Similarly, we feel a responsibility to direct and care for those lower-charisma individuals who submit to our authority.

The thought of increasing our charisma constantly appeals to us, although other considerations do take precedence at times. Nevertheless, we often strive to increase our own charisma by both word and deed. To do this, we must prove ourselves and prove we have the ability to succeed. We must take chances and triumph, confront obstacles and overcome them — this is both the history and the destiny of our race as a whole.

Accordingly, any adversity that befalls us has potential if properly viewed. More than a hardship, the adversity can become an opportunity to raise our standing in the eyes of others. The adversity must be considered with care, however, since poor judgment can spell failure and a loss of status.

The quest for charisma permeates all facets of our society. Our governments rise and fall with the prestige of their leaders. Navies change sides to serve the most deserving

admirals. Even within the family, birth siblings compete among themselves for dominance within a litter. Charisma makes our race strong and propels us to success.

RACIAL PRIDE

A third characteristic of the Vargr mentality lies in the uniqueness of our origins. We Vargr are a race separate, put apart by virtue of our uplift by the Ancients. Alone among the major races, the Vargr were purposefully raised to sentience, which makes us special.

This pride in our origins takes many forms. Members of the G'vagh culture have their belief in "kaenguerradz," racial superiority. Proponents of the "high kaenguerradz" school maintain that the Vargr were designed to be better than all other races. As the Ancients deliberately designed and modified the Vargr, the argument runs that the Ancients would have been foolish to make a race less than perfect. Interestingly, members of the "low kaenguerradz" faction hold that the Vargr were the original sapient race on Terra, and that the Ancients removed them to Lair so as not to interfere with the geneering of humans from pre-sentient Terran apes. Numerous other beliefs have been fostered by scientists, politicians, and religious groups such as the Church of the Chosen Ones.

It is worth noting that most of us do not believe that we are superior to other sophonts.

A minority within our population seems unable to adjust to the ramifications of our heritage and suffers from deep-rooted feelings of inferiority. These few troubled souls often feel a need to assert their own self-worth through dramatic actions. Brashness and a degree of dangerousness characterize these individuals.

Most Vargr have views lying somewhere between these two extremes. Few of us support notions of galactic conquest nor do we believe that our creation by the Ancients was a clear mandate that we should eventually rule. We are content with the fact the Vargr are unique as a people. We, and only we, were created by the Ancients, whatever their intent. From an ignominious beginning, far from our original homeworld, we have risen to the stars. Those facts alone make us special.



LAIR: THE VARGR HOMEWORLD

Lair is the Galangic name of the homeworld of the Vargr people. Humans find it interesting that we Vargr do not accord the world any special significance. Our own astrographers do not even agree on the world's name. Despite this seeming disinterest on our part, Lair is definitely worth a look as the birthplace of the Vargr.

LAIR

Lair is a temperate world. Average temperatures range from a warm 37 degrees Celsius at the equator to a chilling -38 degrees at the poles. Between these two extremes lies a temperate belt of pleasant climates, untroubled by the fierce storms of the other latitudes. Lair's hydrosphere, small in comparison to Terra's or Vland's, lessens both the chance and severity of rain.

Five major landmasses divide the seas. Mountainous Safokunggaru, the largest continent, straddles the equator. Onfakh Gurz and Onfakh Dzae were once a single, sand-swept continent, but crustal forces have since broken them apart. Aerueko Fen extends northward from the equator, with jungle at one tip and tundra at the other. Finally, there is Gaksadudha, the southern polar continent, a frigid expanse of snow, ice, and rock.

Besides the varied natural landscape, much of Lair's surface has been changed by its inhabitants, who today number two and a half billion. Sprawling urban megaplexes have replaced forests and fields, although dedicated agricultural lands still exist, set aside for livestock and crops. All in all, Lair offers the tourist a striking array of historic sites and scenic locales. Some of the most notable are mentioned below, listed by continent.

Aerueko Fen was the original home of the Vargr; even today, it is still the most heavily populated continent. The Ancients deposited our ancestors on the broad Arrak plains, north of the jungle now called Dzuengfluerr.

Like most tropical forests, the Dzuengfluerr is home to a tremendous variety of wildlife, and much of the jungle has been declared a nature preserve. On an inlet of the Bay of Gekersguel sprawls the city of Gaenfozoudo, a modern-day manufacturing center and former national capital.

In contrast, the barren, glaciated continent of Gaksadudha sits over the southern pole. Its surface unbroken — except by the Fothironggen mountain chain — Gaksadudha broods quietly under tons of ice. Although isolated communities have existed here for millennia, the local population has never been very large.

Gaksadudha remains the planet's least visited and least explored locale. Occasional scientific teams do trek inland across the cold wastes in search of fossils and other remains, for the continent enjoyed greater warmth and life before the Ancients tipped the planet's axis 300,000 years ago.

Onfakh Gurz and Onfakh Dzae are often considered together, for until recently — geologically speaking — they were one and the same. Movement of the world's tectonic plates caused the land in the center of the continent to sink. Ocean water poured into that valley and divided the continent into two halves. The two halves share many features. Both have deserts — the Ungodhi of Onfakh Gurz is the planet's largest.

The Eggaekh on Onfakh Dzae was once larger, but terraforming efforts have forced back its borders. Two great cities dominate the hemisphere: Idougoukh and Feksoudhi, bustling commercial centers situated at the feet of mountains.

Safokunggaru is not only the largest continent, but the home of the largest mountains, as well. The Onggungira range looms darkly above the cities dotting the southeastern coast. Among Lair's few active volcanoes, the tallest Onggungira peaks challenge climbers to scale their sheer slopes.

While vacationers flock to the mountains, executives and politicians head to the far end of the continent. There lies Afarrarrang, planetary capital and legendary birthplace of Erzikh Dhadh. Flanked by its mammoth port, this city of 700 million surrounds the palace of the current ruler, Ulurs Otsunga. An ornate structure built in pre-spaceflight times, Otsunga's palace draws millions of visitors annually.

The people of Lair show a mix of characteristics unequalled in the Extents. Members of all ethnic groups are here, as are many aliens, perfectly befitting the homeworld of a Major Race. Logaksu is the official language, but many dialects can be heard in common use. As a rule, the people are friendly and open, although many complain about Otsunga's far-reaching reform programs.

Lair sports a diversified economy. Both manufacturing and agricultural concerns exist on the planet, but they make up relatively small portions of the total economy. Instead, so-called service industries predominate. As the governmental center of the Lair Protectorate, information processing and administrative functions occupy millions.

A large-scale public works program has recently been instituted by Otsunga — he aims to provide uniform technology and living conditions for all citizens. Consequently, construction is another prevalent industry.

Three moons orbit Lair. Two, Errgh and Sanko, are barely ten kilometers across; most likely, they are captured asteroids. The third moon, Ouksado Fan, is much larger. Equivalent in size to Luna, Terra's satellite, Ouksado Fan is the site of a naval base and home to nearly nine thousand inhabitants. In addition, seventeen major orbital complexes orbit Lair, supporting a population of more than one hundred million people.

WORLD DETAIL SHEET

1.	Date of Preparation:	243-1119
2.	World UWP:	Lair/Grnout/Provence 2402 A8859B9-F

SIZE-RELATED

3.	Diameter:	12,811 km
4.	Density:	0.98
5.	Mass:	0.98
6.	Gravity:	0.98
7.	Primary Mass (Star):	0.94
8.	Orbit Number (Planet):	3
9.	Orbital Period (Planet):	376.72 days
10.	Rotation Period:	25 hrs, 58 min, 3 sec
11.	Axial Tilt:	23.5°
12.	Orbital Eccentricity:	0.000
13.	Seismic Stress:	2
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:	1.80 atm
20.	Stellar Luminosity:	0.90
21.	Orbit Factor:	374.025
22.	Energy Absorption:	0.747
23.	Greenhouse Effect:	1.15
24.	Base Temperature:	16.2° C
25.	Orbital Eccentricity Mod:	n/a
26.	Latitude Temp Effects:	+21 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:	+5° C
29.	Nighttime Minus:	-6° C
30.	Native Life:	Yes
31.	Atmospheric Terraform:	No
32.	Greenhs Eff Terraform:	No
33.	Albedo Terraform:	No
34.	Atm/Temp/Terraform:	Evidence suggests planet's axial tilt induced by Ancients 300,000 years ago.

HYDROSPHERE-RELATED

35.	Hydrographic Percent:	0.51
36.	Hydrosphere Comp:	Liquid water
37.	Nbr of Tectonic Plates:	4
38.	Hydrosphere Terraform:	No
39.	Terrain Terraforming:	Yes
40.	Nbr of Major Continents:	5
41.	Nbr of Minor Continents:	0
42.	Nbr of Small Islands:	7
43.	Nbr of Archipelagos:	5
44.	Notable Volcanoes:	4
45.	Weather Control:	Yes
46.	Natural Resources:	Agricultural, Ores, Radioactives, Compounds
47.	Processed Resources:	Agroproducts, Non-metals
48.	Manufactured Goods:	Durables, Consumables
49.	Information:	Recordings, Software, Documents

POPULATION-RELATED

50.	Total Population:	2,590,000,000
51.	Local Customs:	
*Extravagant quarters for political figures:		
With Lair's long, rich history, monumental structures abound. Custom requires that politicians restore such buildings and reside in them.		
*Remarriage required in certain areas:		
The planetary government wishes to see Gaksadudha developed. To that end, remarriage is required for those living on the polar continent, with the hope that enforcing this law will aid population growth.		
*Closed meetings of academic figures are taboo:		
Ulurs Otsunga wants to institute some sweeping reforms. His plans are formulated by the elite and secretive Council of Sociologists. All outsiders have been banned from the Council's meetings by Otsunga's decree.		

52.	Primary Cities:	
	Aforarrang, 700 million, A starport;	
	Gaenouzoudo, 600 million, C starport;	
	Feksoudhi, 300 million, B starport;	
	Idogoukh, 100 million, B starport;	
53.	Secondary Cities:	16 cities, circa 50 million, F spaceports
54.	Tertiary Cities:	64 cities, circa 5 million, H spaceports
55.	Progressiveness:	Progressive, Advancing
56.	Aggressiveness:	Competitive, Neutral
57.	Extensiveness:	Discordant, Friendly

GOVERNMENT-RELATED

58.	Representative Authority:	Executive/Legislative/Judicial-Ruler
59.	World Gov Description:	Non-charismatic Dictator
60.	Other Authority:	n/a
61.	Other Authority:	n/a

LAW-RELATED

62.	Religious Profile:	n/a
63.	Uniformity of Law:	Territorial
64.	Legal Profile:	9 overall A weapons 9 trade B criminal law 8 civil law 7 personal freedom

TECHNOLOGY-RELATED

65.	Technology Profile:	FD high/low common F energy D computer/robotics G communications E medical F environment FFFF land, water, air, space FF persnl/hvy military G novelty
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THE LAIR SYSTEM

The worlds of the Lair system have been infrequently renamed. Old names have been discarded, new names have been chosen, all to suit the preferences of current leaders. Most worlds bear the names of great historical or legendary figures. Others are called by their distinctive characteristics. Thus, Erzikh Dhadh is named for a mythical Vargr prince; Uerul literally means "small one."

(Publisher's note: In deference to Imperial convention, the authors have agreed to use the name Lair to refer to the Vargr homeworld. Vargr scholars do not agree on a single name for the planet, which has been renamed several times in the course of millenia. The name Lair at least has the virtue of familiarity, if not that of accuracy. The use of such name is in no way intended to be insulting or derogatory. We hope that Vargr readers will take no offense at its inclusion in this work.)

THE INNER SYSTEM

Kneng, Lair's primary, is a yellow main-sequence star slightly dimmer and cooler than Terra's Sol.

Og Orz is an insignificant ball of rock, dwarfed by many of the system's moons. Its rocky core discourages prospecting efforts. Consequently, no plans exist for future exploitation.

Erzikh Dhadh is a larger world with a trace atmosphere. Unlike Og Orz, Erzikh Dhadh has great mining potential. In 1113, the Dhufokh Corporation located major deposits of rare crystals deep within the world's crust. Dhufokh quickly laid claim to the deposits, but the company was unsure how to proceed. A research station was designed and built, and now over two thousand experts are working to determine the best way to harness Erzikh Dhadh's mineral wealth.

Foulours is an unusual world in that it retains a very thin nitrogen-oxygen atmosphere despite its high surface temperature. Even more unusual is its possession of a ring system.

THE OUTER SYSTEM

Goullaengrak is the system's largest body with the exception of Kneng. A huge gas giant, Goullaengrak has a spectacular multiple ring system and six major satellites. One moon, Vadze Aengkoe was the site of a space battle in the early years of expansion from Lair. Another satellite, Fi Itsoudzi, today plays host to a small tourist hotel; many travellers pass through Itsoudzi Port to see Goullaengrak close-up.

The once metal-rich Garzingall Belt has been largely mined out. The Belt supports a small indigenous population of miners, but most prospectors who come to Garzingall Belt are merely transients.

Saghurkhoer, another gas giant, orbits Kneng beyond the Belt. It has two sizable but otherwise insignificant moons.

Ngolkfaedh is the system's third and smallest gas giant. Its innermost satellite, Uzil, has rudimentary living facilities. A government science team currently occupies those facilities, engaged in astronomical studies.

The system's outermost world is large, ammonia-swathed Rralian Ang. The leaders of one of Lair's nations were ousted from power in 923. Many of those administrators voluntarily took up a life of exile on lonely Rralian Ang. Their descendants today number in the hundreds.

THE LAIR STAR SYSTEM

The Lair system contains only a single star, with eight major bodies and one planetoid belt. The system is laid out as follows:

Orbit	Name	UWP	Remarks
Primary	Kneng	G5 V	
0	Og Orz	YS00000-0	
1	Erzikh Dhadh	H310300-F	Research Lab.
2	Foulours	Y630000-0	
1	Serfonaz	YR00000-0	
5	Olo	Y300000-0	
3	Lair	A8859B9-F	G Hi Cp
60	Ouksado Fan	F20031C-F	Naval Base, size 220
4	Goullaengrak	Large GG	
1	Raekfong	YR00000-0	
3	Raekgoe	YR00000-0	
7	Knoen	Y100000-0	
8	Suekh	Y100000-0	
30	Vadze Aengkoe	Y330000-0	
45	Fi Itsoudzi	G40011B-E	
60	Uerul	YS00000-0	
250	Dzaer	Y200000-0	
5	Garzingall Belt	Y000100-E	50m/10km, n-40 m-40 e-20, 0.5 AU size 80
6	Saghurkhoer	Small GG	
7	Atourkou	Y300000-0	
65	Rlor Usuersogh	H300000-0	
7	Ngolkfaedh	Small GG	size 60
6	Uzil	H400167-E	
8	Okahz	YS00000-0	
11	Knoka Lian	Y5A0000-0	
60	Dhuggzung	YS00000-0	
8	Rralian Ang	H9A5239-E	

TRAVELLER'S TIPS

—by Morgen Herrel, TNS

The human visiting Lair — or any Vargr world, for that matter — needs to remember four key points:

- First, know your relative status. Appraise your own standing in Vargr society, and know the charisma of those you encounter.
- Second, think "privilege." All levels of charisma, from highest to lowest, confer some privileges. Demand your rights and consider others'.
- Third, be assertive. Vargr respect people who make decisions and stick by them.
- Finally, praise the actions of those who submit to your authority. Subordinate Vargr need approval; make sure they know you value their services.

THE VARGR EXTENTS

The Vargr Extents encompass roughly 33 sectors to the coreward of the human-dominated Imperial region. The settling of the systems in this region of space began in earnest when our Vargr forefathers invented jump drive in -3810. The migrations to the stars from the Vargr homeworld was incredibly swift — the natural Vargr tendency to move on when things are not to our liking lead our race to spread quickly, though in the early days, the colonies were small and spread thin.

There never has been nor is there today any one interstellar state uniting the Extents. Interstellar states do continue to be established, some of them even quite large (such as the Empire of Varroerth), but the degree of control exercised by the central government is far more tenuous than that found within the Imperial region. In fact, it is not unusual to find several worlds within the "boundaries" of a given interstellar state that are independent or even actively hostile to that state. And as always, autonomous corsair bands are frequent occurrences on many worlds, even though their baseworld may nominally answer to the ruling interstellar government of the region.

Early Vargr interstellar expansion was stopped in the trailing direction by the Windhorn Rift, a region where star system density is so low that interstellar travel is difficult. This kept our race from encountering the Vilani humans who had already settled the region to the trailing of the Windhorn. Had the Vilani known of the existence of another starfaring major race like themselves, they no doubt would have tried to subdue the Vargr, given the Vilani policy that no other race could independently possess the secret of jump drive.

Eventually, as the First Imperium declined, various Vilani provincial governors became aware of an alien starfaring race of "barbarian mercenaries" from beyond the Windhorn rift, probably from Vargr corsairs who circumnavigated the Windhorn Rift to raid the Vilani boundaries. Word of the wealth of the "flat-faced aliens beyond the rift" spread throughout the Vargr colonies. Vargr migrations around the Windhorn became common. By the time the conquering Solomani marched the streets of Vland, our race had spread throughout the previously Vilani dominated regions of the Windhorn and Meshan — ultimately reaching far to trailing to the colonies populated by K'ree. Many of the Vargr enclaves in these sectors remain relatively isolated even today.

CULTURAL REGIONS OF THE EXTENTS

The Vargr Extents can be roughly divided into seven areas. The following coarse ethnic groupings of Vargr (defined by similarities in language, culture, and physiological characteristics) are recognized by most astrographers.

Logaksu (Lair): This is an irregular bubble around Lair about 20 to 30 parsecs in radius, plus adjacent areas not included in other groups. Most of this region is the original area colonized during the First Diaspora.

The region has normal volatility for Vargr space, but a distinct stability remains inherent in the patterns. Governments superficially change, but remain similar in form and boundaries. Merchant companies come and go, but the trading lanes tend to stay the same. Even styles follow recognizable cycles of varying length. However, the region has gone through periods of cataclysmic change where all recognizable patterns and cycles were disrupted. These periods occurred in -2400, -1400, and -200. Each lasted about a century and divided distinctive epochs in the region's history. Imperial xenologists believe the region is overdue for another period of great change.

Gvagh (Zhodani Marches): This region roughly encompasses the vertical line of sectors including Ghoekhael, Kneolighz, Gvurdon, and the Spinward Marches. Vargr were attracted to this area for the interaction with the Zhodani Consulate. Interstellar trade is particularly strong throughout this length: some would call it feverish.

At the same time, this tends to be the most politically volatile region of Vargr space. States, while often large, are very short lived, and their boundaries constantly shift. Wars are a regular occurrence. On an individual level, Gvagh Vargr have historically had a stronger inclination to be mercurial and rash.

Not surprisingly, because of their proximity to the Zhodani Consulate, there are more Vargr in this region who are

psionically trained than elsewhere in Vargr space. Psionic research groups sometimes occur with great regularity near the Zhodani border in the Extents.

Aekhu (Denebian): Approximately follows the Imperial border, including Gvurdon, Tuglikki, and Provence. Vargr were drawn here by this newer Imperial region around Deneb. Gvagh and Aekhu influences overlap in Gvurdon Sector, while Aekhu and Ovaghoun cultures mix in Provence.

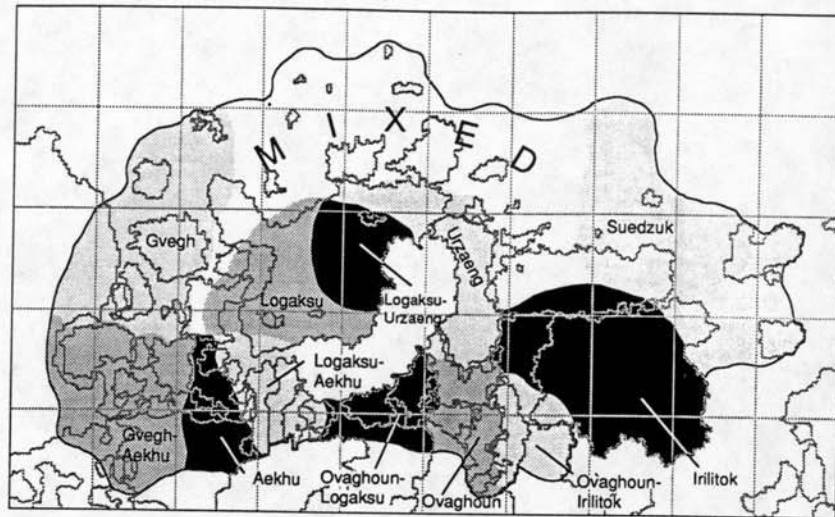
Attitudes along this frontier are marked by sharp contrasts regarding religion, morality, patriotism, violence, and honor. Inconsistency from world to world is about the only thing that is consistent. This region also differs strongly with the inner Vargr regions around Lair in that change is constant and real, consistently breaking from set patterns, and more than any other region.

Family bonds tend to have greater importance than pack bonds within the Aekhu region. Siblings (sukaggra) often maintain life-long associations, especially when they're littermates (kaggra).

Urzaeng (Coreward Windhorn): Includes Fa Dzaets and Gzaeklug, and reaches into Meshan. This region halos the coreward end of the Windhorn Rift. This region came into being when Vargr rounded the rift during the Vargr Pillaging (-2400 to -1700). Expansion of the Urzaeng into the Imperial territories was not as deep because of the wars with the Second Empire of Gashikan.

The Urzaeng have a propensity for violence and a disdain for weakness. Runts, elderly, and chronically ill are usually collected into separate communities. Someone with a temporary illness is wise to seclude himself from the public until he recovers.

Urzaeng are also known for being very territorial and protective of their space. Their trading ships are particularly wide ranging and are marked for their spaciousness: double occupancy staterooms are almost unheard of.



The border around this region denotes the boundary of space where 5% or more of the population is Vargr. The mixed region contains sparsely-populated frontier systems embodying a mixture of non-distinct cultural characteristics.

Cultural Regions of the Vargr Extents

Ovaghoun (Old Imperial): Includes the trailing quarter of Provence, Windhorn, and Meshan. These were rich Imperial regions taken over by the Vargr during the Vargr Pillaging (-2400 to -1700). While the region is predominantly Vargr, the sparse Vilani population was not significantly displaced. The original Vargr immigrants were pressed into the surrounding areas, and to this day still tend to collect in densely populated fringe communities, with the human populations living at the center of the older, larger communities.

Human presence and involvement have done much to stabilize the political environment. In fact, the Vargr have adopted much of the Vilani culture into their own, sometimes taking on patterns very familiar to Imperials.

At the same time, however, the Vargr often resent having to live "in the humans' shadow". The ownership of companies, land, and oftentimes political positions frequently reside disproportionately in the hands of humans.

Suedzuk (Vargr Enclaves): Amdukan, Trenchans, and trailing. These Vargr were displaced from Gashikan and Mendan by violence soon after the Sack of Gashikan. The Vargr Enclaves region is not heavily populated, and the Suedzuk form interstellar states less often. This group tends to remain isolated and disinclined to involve itself in affairs spinward.

Humans in Mendan and Gashikan call them "the Red Vargr," alluding to both the occurrence of reddish fur and the blame given them for the bloodshed resulting from the

Sack of Gashikan. Humans well integrated into a racially mixed society, and even some Vargr, treat the Suedzuk with disdain.

Suedzuk packs are not as loose as elsewhere, tending to be closed and enduring. Packs of adolescents often remain intact throughout their lives, forming strong personal bonds.

Irilitok (Julian): Violently anti-Vargr attitudes made Vargr settlements rare during the Long Night in Mendan, Gashikan, and parts of Trenchans and Amdukan.

About -1000, humaniti began taking Vargr as slaves, selecting those with a more "human-like" appearance. These were Vargr with large, "expressive" eyes, shorter snouts, and a reduced tendency to stoop. On some worlds where their reproduction was left unchecked, the slave population eventually grew to dominate the world. At the same time, additional Vargr from Meshan began moving into the region as attitudes relaxed.

Especially since the Julian War, this group is known for having the most cooperative inclinations with humaniti. They also tend to be the most comfortable Vargr for humans to deal with. Elsewhere, Vargr and humans generally segregate themselves into their own societies. In this region, the division between Vargr and human societies is blurred, and on some worlds all but absent.

HUMANS IN VARGR SPACE

A significant number of humans live within the borders of the Extents. Many humans of Vilani extraction live along the

Imperium's border from Provence to Amdukan. Some human settlements date back fifty centuries or more to the time when these sectors were First Imperium territory. Solomani humans were common in Meshan and Mendan during the Rule of Man.

These isolated human communities comprise a diverse lot. Some human worlds are independent and Vargr-free; others have mixed populations enjoying full racial equality. In places, unique cultures have arisen, incorporating both human and Vargr concepts. Elsewhere, humans are held as inferiors, sometimes even as slaves. Exact treatment spans a broad range and varies with location.

Imperial humans frequently travel into the rimward fringes of the Extents. Many states near the Imperial border are allies, clients, or trading partners with the Imperial factions. Of course, many others are neutral or hostile; some have even sided with the Zhodani and other Imperial enemies. In any event, the lures of wealth, power, knowledge, and adventure continue to draw Imperial citizens into the Extents.

VAGRIN THE IMPERIUM

Only a few planets populated entirely by Vargr exist in Imperial space. Nevertheless, billions of Vargr inhabit hundreds of Imperial worlds. Vargr have relatively little trouble acclimating themselves to life with humans and other aliens. Their gregariousness usually keeps their communities distinct from the general population, though. A city's Vargr Quarter often retains its "alienness" — the garish colors, the harsh voices, and the threat of hidden danger are all characteristic.

On a larger scale, Imperial Vargr share many cultural traits with their fellows in the Extents. Largely, these traits stem directly from the depths of Vargr psychology. Imperial Vargr show a familiar disregard for distant authority, although they do occasionally follow charismatic human leaders. Mostly, though, they obey the laws of the local authority and ignore the others.

Imperial Vargr can often be found pursuing the careers of emissary or loner. However, Imperial law hampers the formation of corsair bands, and corsairs are less common in Imperial space. Other Vargr seek their fortune in merchant service, but their brash nature handicaps them in competition with humans. Other Vargr enter careers typical of Imperial humans; some have even joined the Imperial Navy.

Non-Imperial Vargr — mercenaries, corsairs, traders, criminals, and adventurers from the extents — can also be found in Imperial territory. Most such Vargr live just beyond the coreward frontier, that is, the line of sectors extending from the Spinward Marches through Antares. After the assassination of Strephon, non-Imperial Vargr have also settled the coreward subsectors of Corridor, Lishun, and Antares.

On rare occasions, Vargr will travel into the rimward Imperial sectors, although seldom do they venture as far as the Solomani Rim or beyond.

WORLDS AND ORGANIZATIONS IN VAGR SPACE

The following worlds and organizations stem from the spinward side of the Extents and adjoining Imperial territory. Many similar organizations can be found throughout Vargr space.

Aegzeng: This was formerly an independent corsair group with a strong capability for ground operations. The band remained a distinct entity even after the Kloruzeng absorbed it in 1105, employing it as its chief ground arm. The Aegzeng broke away again in 1114. Rather than piracy, most of their activities involve raids or legitimate mercenary work.

Ethuang: Anticipating the Kloruzeng would disband, Tukera Lines encouraged a major group to split off in 1115, and transferred its dealings for protection to them. The relationship between the Ethuang and Tukera is remarkably close. The Ethuang prey on other Imperial traders in Vargr space competing with Tukera, particularly Oberlindes Lines.

Fueznuzorg: A special organization within the Kloruzeng. This most feared group is seldom involved with piracy and raiding. Instead, the Fueznuzorg's primary purpose is seeking vengeance against the corsair organizations that abandoned the Kloruzeng, particularly the Ethuang. It also serves as an internal policing organization within the Kloruzeng.

Gabrael (Deneb 2807 A473646-E): Imperial world with a high percentage of Vargr, renowned in the domain for its level of social equality. Vargr from Gabrael are very comfortable relating with Imperial humans. Many enter professions where the two races interact. Vargr originating from Gabrael are often found on both sides of the border from the Spinward Marches to Vland Sector.

GvaeKnoks (Vargr Sector-Wide Line): GvaeKnoks (Wonderworkers) provides merchant service throughout Gvurdon Sector. Although technically based in Dzen Aeng Kho territory, the company has managed to keep its identity separate from the government's, and thus has insulated itself from potential political problems. GvaeKnoks maintains a fleet of jump-2 traders which continually visit every world in the sector, and a fleet of jump-3 transports that carry cargo and goods among the sector's worlds.

Home Port: Kloiell (Gvurdon 1421). Territory: Gvurdon Sector.

GvaeKuers: In 1114, a Kloruz splinter group, the Ateuegers, captured a Tukera Lines ship under Kloruz protection. The Kloruzeng sent ships of their secret organization, the Gvurknue-surg, which itself broke away and absorbed the Ateuegers to form the GvaeKuers. Moving to trailing, they collected other Kloruz splinter groups and eventually took over the Kloruzeng's trailing range in

Provence sector.

Imperial 49th Cruiser Squadron: CruRon attached to the 61st Fleet in Deneb. Forever watchful for Vargr incursions, this squadron is composed exclusively of Imperial Vargr. Incidents during the 49th CruRon and probing ships from the Dzarrgh Federate have created a particular rivalry between the two. The 49th is characterized by especially high morale and takes pride in the number in their ranks knighted into the



Order of Gvadakuon. Even after the Vargr invasion of Corridor, Norris has repeatedly demonstrated his high degree of confidence in this squadron.

Kloruzeng: The most powerful Vargr corsair band in Gvurdon Sector. From 1105 to 1107, it virtually monopolized all corsair activity along most of the length of the Domain of Deneb border. It remained the largest band even after severe decline. Its growth is surging again amidst the chaos of the Rebellion. The Kloruzeng has a reputation for extreme ruthlessness.

Oberlindes Lines (Interface Line): Oberlindes provides extensive cargo service in the Regina (Spinward Marches 1910) and — more recently — Aramis subsectors. It also trades with the Vargr in Gvurdon Sector, exchanging Imperial goods, rare wines, and technological jewelry for unusual materials, finished goods, and processed ores. The *Emmissary*, a fully armed Imperial cruiser converted to carry Oberlindes cargo, is well recognized throughout Gvurdon. Oberlindes maintains a trading center at Pandrin (Gvurdon 2240), and commonly employs Vargr to handle its interface services.

Home Port: Regina. Territory: Regina and Aramis subsectors; Vargr territory in adjacent Gvurdon Sector.

Rraegnaell Oukh (Vargr Interface Line): Based in a system a mere three parsecs from Zhodani territory and a mere five from Imperial territory, Rraegnaell Oukh (Borderline) maintains a profitable three-way trade between Vargr, Zhodani, and Imperials, often trans-shipping goods that would not be allowed direct passage by local authorities.

Home Port: Dhaengae (Gvurdon 1539). Territory: Spinward Marches and Gvurdon sectors.

Saezghen (Gvurdon 0216 B200A72-C): The struggle over resources is unending on Saezghen. Armies constantly clash in the subterranean networks or on the barren surface to capture mines, manufacturing centers, and reservoirs. Occasionally, a faction manages to capture all the world, but it inevitably splits into smaller factions to start the cycle over. Before the Thirz Empire, Saezghen's history was bloodier still when its armies fought wars of extermination to control population growth. The world is now trying alternatives under the Empire's guidance. But no one has ruled out a return to the old ways if population growth is not checked. Most of the ground forces of the Thirz Empire originate from Saezghen.

Uthith Fleet: Fleet of the Ekhlle Ksafi (40th Squadron) based at Uthith (Gvurdon 2703). During the Fifth Frontier War, it occupied Yorubon (Spinward Marches 2403) and Heya (Spinward Marches 2402), but did not press further, spending much time mopping up and consolidating. After the Gireel Fleet was destroyed at Beck's World, the Imperial 212nd Fleet forced the Uthith Fleet back. On 252-1109, Admiral Thuekhs negotiated a separate peace and withdrew the Uthith Fleet from Regina subsector. Many Vargr veterans of the Heyan occupation commonly have souvenirs, particularly bottles of fine Heyan liquor.

Vun Naz Onorka: School of law and political science on Torrerriz (Gvurdon 3137), renowned for its strict discipline and ritual. Graduates often adhere to the style of dress prescribed by the dress code, even into their professional careers. Students preparing to become emissaries are trained to serve in higher level and formalized settings. When serving in their roles, they usually don ornate stoles marked with the sigils of their teachers.

Zhosokh Urs: A brotherhood of professional emissaries. Their school, Tsu Thoezhou (Honor Gate), was established at Aetskaekhou (Gvurdon 2725), but it failed financially in 1104. None the less, Zhosokh Urs emissaries are highly sought for their exceptional degree of professional integrity. Graduates are marked by having their right ear clipped, thus the origin of their name, meaning "well-respected ear."

VAGR IN THE REBELLION: DENEb AND CORRIDOR

The Vargr are major players in the chaos of the Rebellion era. While small threats to peace when compared with the Imperial factions, the Vargr have clearly taken advantage of the situation along the Imperium's coreward borders by invading the Spinward Marches and Deneb, and by totally overrunning the coreward half of Corridor.

Domain Of Deneb: For years, the Kloruzeng were the most powerful corsairs along the coreward border of the Domain of Deneb, their range spanning several subsectors. When times were good, they offered their services to local planetary governments as mercenaries. However, when they failed to find such work, they preyed on shipping and helpless planets.

At its height between 1105 to 1107, the Kloruzeng began to develop internal difficulties from 1107 to 1113. By 1114, major breakups began.

The Kloruzeng might have totally disbanded in 1115 had it not been for the Oekhsos tirades, presented through a Vargr entertainment device called the utovogh. These tirades encouraged an anti-Imperial attitude and advocated attacks on the Imperium itself. Since the Kloruzeng remained the most widely known corsair group, they received the greatest share of the new corsairs. By 1116, the Kloruzeng organization was only twenty percent of its original size. With the onset of the Rebellion, the Kloruzeng took full and early advantage of Imperial troubles. Piracy and raids, particularly into Aramis subsector, brought back a substantial amount of wealth. These windfalls restored some of the lost Kloruzeng power. Now that they have finally completed their long awaited flagship, the *Ozarr*, many Imperial worlds fear the worst Kloruzeng raids are yet to come.

Corridor: When the Corridor Fleet left at Lucan's summons, Vargr at once swarmed into the sector, overwhelming local reserve vessels before they could mobilize. The Vargr overrun of Corridor became permanent with the capture of Depot (Corridor 1515) on 130-1118.

In an amazing display of cooperation, several Vargr groups formed the "Destiny Alliance" and defeated the Depot security fleet. They wanted the Depot facilities to upgrade their older ships of Imperial design and refit others. Unfortunately, the local Imperial technicians and engineers familiar with the systems and hardware would not cooperate, so they were mercilessly slaughtered.

Hoping to end the bloodshed, Admiral Andreas Xavier suddenly ordered the formal surrender and cooperation of Corridor naval forces on 171-1118. The surrender was specifically to the Vaenggyae, a corsair group of the Destiny Alliance. Lead by a female Vargr named Nougzoel, this faction was the least infected with race hatred and the least rapacious in its activities. It even had a few ex-Imperial Vargr officers in its ranks.

Nougzoel immediately took control and renamed the Destiny Alliance to the Windhorn Alliance. By proclamation, the Vargr thereafter refer to Corridor as Llananae Tourz, "The Devoured Sector." The three largest Vargr factions accepted Nougzoel's authority with great reluctance. However, signs of limited cooperation between both the Imperial worlds in Corridor and the rival Vargr groups are starting to emerge. Some are even daring to suggest the Windhorn Alliance may evolve into a full-fledged interstellar state.

VARGR IN THE REBELLION: VLAND, LISHUN, AND ANTARES

In recent years, the Vargr have been pressing hard on the borders in Vland, Lishun, and Antares sectors, both before and after the assassination of Strephon. When Lucan ordered the bulk of the Vland and Antares Fleets to the Imperial core to fight Dulinor, had the Archdukes of those sectors complied with Lucan's wishes, the Vargr would surely have overrun much of Vland and Antares, just as they did Corridor and Lishun.

Vland: In the years just before the Rebellion, Imperial relations with the Vargr declined along the coreward frontier, primarily because of the anti-Imperial Utovogh tirades. Vland sector saw increasing raids as numbers of Vargr corsairs dared to cross the border and attack.

The Vargr played a major role in Ishuggi's decision to restore the Vilani Empire and leave the Third Imperium. By standing apart, hopefully the Vargr would distinguish between the Imperium and the Vilani. The Vargr were at war with the Imperium, but not necessarily the Vilani.

Until this time, the Vilani had few trade links into the Vargr Extents. Areen Transport, a subsidiary of Makhidkarun, maintained regular routes coreward, but only to human communities. Vland chose to start a new trading program with the territories beyond the borders. This outreach served two purposes: It opened new markets to replace lost Imperial markets, and it encouraged the Vargr to regard the Vilani as different from the Imperials.

The three Vilani bureaux, Sharurshid, Makhidkarun, and Naasirka, began their outreach by sending Vland's vast merchant fleets along its older links and branching out from there. These were escorted by any available armed ships to protect the fleets from the Vargr corsairs.

For a time, independent corsair attacks dropped off as Vilani leaders hoped. By becoming a major supplier of manufactured goods, the Vilani gave Vargr states much incentive for peaceful coexistence. Where they could, the states encouraged the corsairs to direct their attacks elsewhere and removed Vland as a subject of Utovogh tirades.

But a new threat arose, perhaps more dangerous than corsairs: trade war. Many Vargr corporations were damaged by the intrusion of the giants from rimward. The three major companies that reacted most severely were Knouksargh Ong, Gzugzo Lines, and Menderes Corporation.

Knouksargh Ong created and manufactured the Utovogh. Electronic goods from Naasirka and entertainment products from Makhidkarun cut sharply into the market share and threatened to keep capturing more.

Gzugzo Lines is a Windhorn sector-wide line stretching into Provence. Most goods transported around the rimward edge of the Windhorn Rift are carried by Gzugzo. It maintains friendly ties with many corsair groups.

The Menderes Corporation is a bi-racial megacorporation involved in manufacturing and transportation, based in the Julian Protectorate. Their merchants range from the Vargr Enclaves and Antares Sector to the Windhorn Rift.

All three have engaged the Vilani in a violent trade war. The Sharurshid-Makhidkarun-Naasirka triumvirate has so many resources that Vland is difficult to resist through conventional means. The Vargr companies thus resort to raids, sabotage, and industrial espionage, adding to Rebellion pressures in hopes of toppling the Vilani. In most cases, this has meant use of Vargr corsairs.

Once renewed fighting broke out along the Vland sector borders, things have only gotten worse. Independent Vargr corsair groups, whose only goal is plundering worlds, have

joined the fight. By early 1120, the hostilities continue to escalate.

Lishun and Antares: The drama in Corridor in many ways replayed itself in Lishun. Vargr corsairs swarmed into the Imperium in the wake of the Lishun Fleet's departure. Reserve vessels took to defending individual worlds. Vargr attacked Dynam Depot (Lishun 1219) and virtually destroyed it on 052-1118.

Lishun's predicament, however, was made worse by two things. First, the political situation was already in mild disarray. In response to corruption, Strephon transferred sector authority from House Lagaash to House Hollenau in 1114. At the same time, the sector capital was switched from Lishun (Lishun 1511) to Tephany (Lishun 2719). Continued feuding between these houses quickly destroyed the sector's cohesion.

Second, Counselor Ahfgaard guided the Meshan Vargr. A military genius and uncanny political manipulator, Ahfgaard made a career as a consultant to corsair groups, merchant lines, and even navies. He earned a substantial reputation for integrity and objectivity, and began serving as a mediator between corsair packs, then later between states. It was not until 1097 that he called together a force of his own and formed the Ogaros Tribunal of three clustered worlds in Meshan Sector. The young Brzk (the eventual archduke of Antares), brilliant in his own right, was in his tutelage throughout the Ogaros campaign.

Ahfgaard never assumed formal leadership over the Vargr as they began their plunder of Lishun. Instead, he remained behind the scenes and kept his influence subtle. He formulated the plans to assault the Lishun Depot, but maneuvered other leaders to carry out the attack. When corsairs drove deeper into the Imperium than he thought safe, he halted their advance by setting them to bickering. He also arranged for Dzo the Ruthless to take the governorship of Tephany.

Dzo's takeover was through treachery perpetrated by House Lagaash rather than a full planetary invasion. But below the surface, this was only a preparatory step for Ahfgaard to take Tephany for himself. In 1119, Ahfgaard staged a carefully planned coup. Dzo was publicly tried for crimes against Tephany's population and executed. Ahfgaard then established himself as Tephany's emperor and enjoyed the popularity of a liberating hero.

Ahfgaard is a substantial problem for Archduke Brzk. While good will exists between them, Ahfgaard prefers to treat the situation as a contest between former student and master. Ahfgaard sees himself aligned with the Vargr while Brzk is ultimately for the Imperial people. Brzk, on the other hand, prefers a more cooperative solution in Lishun, but may have to engage Ahfgaard in his contest once other matters are settled.

Meanwhile, the Vargr corsairs pursue their individual interests, raiding planets and pirating ships. Many worlds, stunned by disbelief that the Vargr could penetrate the Imperium, continue to trust the fleets will return to save them. These worlds are plundered without mercy.

More practical world governments and corporations have hired corsairs as mercenary protectors. The profits have turned many corsairs into professional starmerc squadrons. Others were adopted into regular forces. The Adawi Cluster is one such group that hired several Vargr squadrons as part of a defense pact with neighboring worlds.

GOVERNMENTS OF PROVENCE SECTOR

These excerpts, taken from Provence Sector library data, provide an overview of typical Vargr states in the Extents.

Dzarrgh Federate: Overlapping the border between Provence and Tuglikki sectors, the Dzarrgh Federate was formed in 1090. The Federate pushed outward from Dzarrvaer (Provence 0224) over the next six years. Many of the surrounding worlds had been independent since the collapse of the Foergaz Coalition in -2530. These worlds initially resisted, but the ideals and might of Federate forces eventually won out. Since that time, the Federate's expansionist desires seem to have gradually slackened off.

The Federate is really a government in name only. Each member world exercises a high degree of autonomy: there is no state legal system, no single currency, and little taxation on an interstellar level. Thus, the Federate incorporates many different cultures and lacks true continuity. Each member world has retained its pre-Federate customs from the old days of independence.

Before 1116, the Federate was an Imperial trading partner. Word of the Imperium's break-up and the withdrawal of the Corridor Fleet changed that, for it presented the Federate with a new opportunity. The Federate endorsed looting Imperial territory, in the hope this would appease a number of dissatisfied member worlds. Federate Navy and corsair vessels quickly flooded across the Imperial frontier into Deneb and Corridor, disrupting commerce as they travelled.

In early 1119, after several skirmishes with the neighboring Irgh Manifest over territorial disputes, representatives of both governments met on Kirg (Provence 0731) under the guidance of the Vaenggvae. After only three hours' deliberation, emissaries announced an agreement: both states would continue raiding on their own, but they would not interfere in systems claimed by the other; additionally, they promised to assist each other against Imperial forces.

The Irgh Manifest's conflict with the Glory of Taarskoerzn means most worlds in Corridor has been left to the Federate (making them largely responsible for isolating Deneb from the rest of the Imperium). The presence of humans at the Kirg negotiations has raised suspicions that Denebian interests are clandestinely involved with the Vaenggvae.

Empire Of Varroerth: The Varroerth emperor and some of his "yes-Vargr" claim that the Empire of Varroerth dates back to the original interstellar organization founded in the very first days of Vargr space exploration. There is, however, very little evidence and the more accepted date of the Empire's inception is closer to the year 26 Imperial. Nevertheless, this likely does make the Empire of Varroerth the oldest interstellar government in the Vargr Extents.

In the ensuing centuries, the Empire of Varroerth has changed drastically. Originally, it was a force that sucked independent worlds into itself and digested them like an infinitely huge amoeba. Today it is an empire in name only.

Stretched to its limits, the central empire authority has little influence among its member worlds. The Emperor Varroerth XLVII is no more than a figurehead. The actual power in the Empire of Varroerth lies with its twenty regional governors, who operate independently from the emperor and from each other, as well.

Several independent corsair groups are also in control of quite a bit of military, economic, and political power within the confines of the Empire. The common bond between these corsairs and the regional governors is the lip-service they pay to the emperor and Empire of Varroerth as a

matter of political convenience. They all have found the idea of a charismatic emperor favorable among the general populace, and they seem to have no qualms with this status as figurehead, as long as the real power is in their hands.

Military skirmishes between any combination of regional governors, corsairs, and independently-minded member worlds occur on a regular basis within the borders of the Empire. Loose confederations of individual worlds often secede from the phantom Empire to form their own interstellar governments. Many of these new governments are ignored by the central empire authority, left to their own devices by an empire without the energy to fight civil wars.

Just as there is little central government, there is little common culture in the Empire of Varroerth. Individual worlds and clusters of worlds form their own governments, societies, and customs, usually under some control from either the regional governors or corsair groups.

Glory Of Taarskoerzn: The Glory of Taarskoerzn, formed in 869, was originally a loose grouping of seven worlds along the edge of the Windhorn Rift. Shaken by internal turmoil in the late 900s, a new, highly militant government seized power. The new leadership was heavily influenced by the Church of the Chosen Ones, finding justification for conquest in the Church's teachings. The Taarskoerzn military recognized its weakness, however, as it was a small force established in the midst of comparative giants.

The Glory of Taarskoerzn leaders especially hated their existence in the shadow of the powerful Irgh Manifest, immediately to rimward. Secret plans were made to seek vengeance against the Manifest when the right time came.

That time eventually did come in 1116, with Strephon's assassination and the subsequent fragmentation of the Imperium. With Taarskoerzn naval forces augmented by corsair mercenaries, Taarskoerzn fleets coerced and battled their way through Irgh territory into Corridor. The anti-Imperial Oekshos tirades only bolstered public sentiment, and the Taarskoerzn government felt that it was finally time to set out on a course of galactic conquest.

The Taarskoerzn fighters were initially successful. Raiders looted a number of both Irgh and Imperial worlds. One large force laid siege to Lemish (Corridor 1808), a subsector capital, and tried to take the world's resources by duress. Unfortunately, the populace refused the Taarskoerzn demands. In retribution, Lemish's starport was all but destroyed, along with key industrial centers. With wealth pouring in from the Imperium, and the neighboring Irgh Manifest seemingly unable to rejoin its divided territory, conditions looked favorable for Taarskoerzn expansion.

A freak occurrence disrupted Taarskoerzn plans, however. The Vaenggvae, a corsair group hired as naval auxiliaries, managed to accomplish a feat at which all others had failed: the coercion of the Corridor Depot's personnel. Backed by the Depot's incredible resources, the Vaenggvae quickly rose to dominate all other Vargr forces in the sector. This corsair group, once a minor band operating out of the Glory of Taarskoerzn, now dictated policy to the government of its former territory.

Irgh Manifest: The Irgh Manifest is a sizable and long-established interstellar state occupying the rimward portion of Provence Sector. From its capital at Igunfaksa (Provence 1731), the Irgh Manifest has dominated politics in Aenkuk and Voudzeur subsectors since its inception in the early 400s. The state is named after the charter that created it.

The Irgh Manifest is a heated enemy of the Glory of Taaskoerzn. Before the Rebellion era, the Taaskoerzn state held a small area of space along the spinward border of the Windhorn Rift.

But in 1117, the Taaskoerzn government hired corsairs to drive a safe path through Irgh territory toward the Imperium. This starlane effectively divided Irgh operations. The spinward half eventually allied itself with the neighboring Dzargh Federate after early border disputes. The larger trailing portion of the Manifest, including Igunkfaksa, tried to avoid alliances and struck into Corridor independently.

Eventually, like most raiding groups, the trailing fraction of Irgh territory fell under the dominance of the Depot-backed Vaenggvaie corsairs. As the Vaenggvaie were originally associated with the Glory of Taaskoerzn, this domination has humiliated the Irgh leadership.

Jihad Of Faarzgaen: Shortly after the secession of the Laeghskath Interactate, the Jihad of Faarzgaen was established directly to trailing. Beginning as a harsh and cruel yet popular religious autocracy on Faarzgaen (Provence 0704), the religion soon spread to several adjacent worlds. By late 1115, the Jihad encompassed eight worlds in the Laezgaen and Vorvoun subsectors. Some had joined willingly, others after bloody invasions.

The enmity between Faarzgaen and Laegharrgh — the Interactate capital — stems from a religious source. Laegharrgh (Provence 0604), a tech level 16 world, represents everything the Faarzgaen religion despises: technology and scientific thought. This enmity has turned the Jihad into one of the most hateful, destructive governments in the history of the Extents. Even the Jihad's own citizens are brutally oppressed; unbelievers are publicly executed. The inhabitants of Ghaez-Larrgh (Provence 0803), caught in the midst of Jihad territory, were subjected to massive executions and enslavement — the world's population has dropped 75 percent in six years.

The Faarzgaen religion (URP 500030-9) centers around a single god (also known as Faarzgaen) who actively guides the lives of his adherents. Faarzgaen chooses how and when they should live, die, eat, sleep, and conduct themselves. Followers know that Faarzgaen is communicating with them whenever they feel they should do something. If they're hungry, Faarzgaen wants them to eat; if they want to murder someone, Faarzgaen wants that person killed.

Worshippers of Faarzgaen believe themselves to be the true believers of the true faith; therefore, they see themselves as the only ones fit to rule the universe. Heresy (a Faarzgaen name for free thinking) and lapses in devotion are punishable by death. Believers actively spread their religion by forcing it on others by violence and strict oppression. Any world not a member of the Jihad must be converted or crushed into submission.

The religion and the Jihad are run by seven overlords, called Kafaarzgaenae. The Kafaarzgaenae have complete control over their worlds, and they decide policy for the Jihad as a body.

In order to attain the rank of Kafaarzgaen, a priest must meet a number of requirements — most violent and unwholesome. A priest desiring the office must also "arrange" a vacancy among the Kafaarzgaenae. Such assassination attempts prompt the seven autocrats to live in impenetrable fortresses. Nevertheless, dozens of attempts are made on the life of each Kafaarzgaen yearly. Since 1114, there have been nearly thirty such leaders.

The Jihad military is divided into four branches: the Navy, Army, Rhaarzgour, and Faarzgaernra. The roles of the first two branches are self-explanatory. The Rhaarzgour is the Jihad's secret police force, charged with conducting espionage and terrorist activities against infidel-worlds. (Interestingly, all seven of the current Kafaarzgaenae were once Rhaarzgour officers.)

The Faarzgaernra are an elite group of suicide troops. Their loyalty is forcibly ensured: If they succeed in their missions, they are held up — posthumously, of course — as great heroes; if they fail, their names are slandered as traitors and their families are killed.

The Jihad government does provide minimal necessities for its citizens, but free commerce and the possession of money is forbidden. Possession of luxury or entertainment items is a capital offense. Interstellar trade is non-existent. Mercenaries and off-world shipyards are paid in "hard assets," including gold, diamonds, lanthanum, and slaves from Ghaez-Larrgh.

Lair Protectorate: The Lair Protectorate is a loose coalition of nine worlds in Provence sector centered around the Vargr "homeworld," Lair (Provence 2402). The majority of Vargr hold little or no reverence toward their homeworld, especially since the introduction of the Solomani Hypothesis and proof that the Vargr race was transported to Lair by the Ancients. As the birthplace of Vargr civilization and technology, however, Lair is still a fairly important world.

Once a member of the ailing Empire of Varroerth, Lair declared its independence in 777 Imperial, carrying the neighboring worlds of Firgvaar, Khvhaargvaetsoerrgh, Kaarlrag, Zhovrn, and Fraets-Vog with it. These worlds are among the first worlds settled by the Vargr race. All have a long tradition of independence that went contrary to membership in the Empire of Varroerth. Over the intervening years, three more worlds, Zargvaetsr, Aertsvad, and Oeghvar have joined the Protectorate.

Embracing everything that is truly Vargr, the Lair Protectorate is based on the basic precepts of charisma and responsible change (called chaos by some humans). Leaders, customs, organizations, and laws change on a constant, continuous basis.

The Empire of Varroerth, represented by Regional Governor Ghaarkts Faegzag, tries to ignore the Protectorate which, with its high technology and tradition-minded fervor, would certainly triumph in any reasonable version of a civil war. All in all, the Empire of Varroerth simply refuses to recognize the Lair Protectorate's existence, and the Lair Protectorate consequently refuses to recognize the Empire of Varroerth.

The Protectorate seemed doomed to dissolution in the first decade of the 1100s with the death of ruler Fanadae Aegon. Civil unrest rose to frightening proportions on Lair itself, and political scientists feared the Protectorate would collapse. A new administration led by reform-minded Ulurs Otsunga has recently provided a stabilizing influence, however; hope for the Protectorate has been rekindled.

Laeghskath Interactate: The Laeghskath Interactate was formed in mid-1114. A long series of complaints against the increasing hostility of Faarzgaen caused two worlds of the Empire of Varroerth — Laegharrgh (Provence 0604) and Ouskathoerz (Provence 0405) — to secede. This secession, meant to defend against Faarzgaen's ambivalence, prompted Faarzgaen to secede as well.

The two governments — Interactate and Jihad — squared off against each other. Varroerthan officials were



initially stunned, but they had no intention of forcibly reintegrating either side. The Empire preferred to remain neutral until the hostilities burned themselves out and both sides willingly returned to the Varroerthan fold.

At present, it is fairly certain that such a return will not be happening soon. The Laeghskath Interactate is strong, stable, and independently-minded. Its government embodies a strong, pro-tech ideology — one that has allowed Laegharrgh, the capital, to reach tech level 16. Young Ghaarn I, former Admiral of the Fleet, has just been crowned Raarvak of the Interactate, with the overwhelming support of the populace.

After six years, the war with the Jihad of Faarzgaen has hardly lessened in severity. Both sides have sustained millions of casualties and gigacredits of damage. The closest approach to a cease-fire came in 1118, when news of Strophon's assassination and the Imperial break-up drew corsairs and mercenaries from the fighting in Provence into Corridor. Nearly constant, brutal warfare soon resumed, though.

The frequent battles have taken their toll on the Laeghskathian people. Once very friendly and hospitable, they have become hard, quiet, and determined — a people accustomed to constant warfare, death, and destruction. As the Interactate's fledgling economy is completely dedicated to the war effort, high taxes and mandatory unpaid factory service now weigh upon the citizens. Contact with other governments has dwindled to naught, and foreign visitors are often suspected of being Faarzgaen terrorists.

If and when the fighting does end, the Interactate promises to be a humane government. Its founders intended to create an open, active society based on the advancement of technology, to the benefit of all citizens. Consequently, education is a high priority in Laeghskathian life, and an individual's charisma often depends on his academic background.

VARGR SOCIETY AND CULTURE

Our societies are tremendously variable. Cultural patterns prevalent in one area are virtually unheard of in another; fundamental customs change as a traveller jumps from world to world. Yet beneath this veneer of diversity, certain common concepts can be identified.

Two basic forces shape our societies. These forces are old, dating back to the pre-civilized days of our ancestors, but they nonetheless affect us today to a great extent. The first major influence is a strong emphasis on obedience to authority and agreement among pack members; this pulls our communities together.

At the same time, however, the individual's desire for betterment of himself can push the community apart if the leader's charisma is weak. Each Vargr must balance the benefits of consensus and submission against his responsibilities — to his leader, to his peers, and to himself.

This can lead to a society that changes drastically — a society that is always trying to reach an equilibrium under a good, charismatic leader. Long-term stability is only achieved under the best, most charismatic leaders. This seeking for the true leaders keeps us from becoming stagnant.

It doesn't matter whether the charismatic Vargr seeks to better his pack or his own circumstances; the key is that he works for improvement. Sometimes, of course, poorly-directed efforts can hinder progress, rather than help it. Nevertheless, this constant vigilance enables us to survive in an intricate and dangerous universe.

Another way to look at our society is to look at the institutions that comprise it. Several units are fundamental to Vargr society. Let's look at each in depth.

THE FAMILY

The ultimate building block of society is the family, the pack of blood relatives.

It is within the family arrangement that our young first learn the ways and means of recognizing and exercising charisma. They must show proper submission to the family head; they must establish their individual status among their litter-mates and siblings. This interaction in a pup's early years constitutes crucial training.

Families tend to be slightly larger in pre-industrial agrarian societies, where a greater number of family members equates to a greater number of hunters. This principle holds only up to a certain point, however — too many family members, especially infants and old ones — places a strain on those members who actually hunt. And, of course, a larger pack is more noticeable and has more difficulty stalking game.

Families tend to shrink as the technological and economic base moves from hunting/agriculture to industry. The industrial economy demands dedicated workers, allowing parents less time to raise families.

The average industrial-era Vargr female gives birth to only one litter in her lifetime. When parents are away working, their pups are deprived of prime opportunities to observe the workings of charisma in society. Fortunately, at higher tech levels, this trend somewhat reverses itself, with more automation and robots in the workforce.

In fact, great diversity in family structure blossoms as the economic emphasis moves away from heavy industrial manufacturing. Prior to early stellar tech levels, a "mass culture" predominates — goods are mass-produced, people are thought of as faceless masses, and so on.

Revolutions in computer and communications technology change things, however. By the time a culture approaches the early stellar tech levels, more and more custom-made products appear. Markets adjust to suit the individual, not the public as a whole.

The same sort of diversity and individualism arises in society. A variety of family structures — impossible to categorize — spring up.

CORSAIR BANDS

The glamour and prestige of the corsair have always appealed to the Vargr mentality. These bands of commerce raiders answer to no laws but their own and are able to go and do whatever they wish. A few bands' power has even eclipsed that of governments.

Understandably, the corsairs are sometimes seen as the ultimate opportunists, and are admired by many Vargr. Unfortunately, humans tend to view our entire people as a race of corsairs, which is untrue. To the contrary, many corsair bands are feared and hated, especially by their victims. Relatively few of us ever take to the pirating way of life.

Those who do adopt the corsair ways, however, enter a way of life made viable by the fragmented political state of the Extents. Without a coordinated policing force, corsairs can easily avoid the law simply by crossing a border.

On occasions, bands even hire out to governments as mercenaries; in this way, they earn a measure of protection from authoritarian wrath. This is an option generally available only to the larger, better-organized bands, however.

On a smaller scale, single-ship "part-time" corsair operations also exist. These independents tend to focus their efforts on small targets operating near borders.

Isolated targets are frequently ignored by the larger bands, but still hold some promise of gain for smaller corsair groups. Also, there is less threat of reprisal. Unfortunately, political and economic conditions near the edges of human space often encourage such raids across the border — doubtless a continual annoyance to human diplomats.

The larger bands may have dozens of ships of a variety of designs, carrying a full complement of ground combat troops. As mentioned above, mercenary actions — and after-battle looting — are possible; so are raids against poorly defended worlds and major shipping ventures. At times, other corsair bands become appealing targets, especially when there is competition for territory.

Corsair bands enjoy one benefit over units of the regular Vargr military: they commonly have stronger leadership. Military leaders tend to be popular but unskilled officers bound to administrative positions. Corsair leaders, on the other hand, must be both popular and skilled; their lives depend on both these traits as they direct their forces from the front lines of battle.

Thus, corsair operations see less of the jockeying for power prevalent in regular military units, and they are consequently more stable.

VARGR BUSINESS

We Vargr have no companies equal in size to the megacorporations of other races. The tendency of our race to be dissatisfied with an unrewarding status quo works against such large-scale organizations. However, on the subsector (and sometimes sector) level, businesses proliferate. Fledgling companies spring up almost daily. Interface shipping concerns are a mainstay, moving goods between our many interstellar states.

The human merchant in the Extents notices one fact immediately: our businesses come and go much more frequently than human ones. At first this might seem to limit trade; there are, however, many advantages to such a business environment.

Capital doesn't stay tied up in unprofitable companies. The work force is routinely exposed to new experiences. And businesses must continually innovate and stay efficient if they are to compete. This state of affairs for Vargr business has made three professions in the extents extremely lucrative.

The first is the junk dealer, the second-hand equipment merchant. Because Vargr companies come and go, leftover hardware frequently floods the market. Although companies could search for used equipment themselves, most of this hardware is bought up by the independent dealer. In turn, the dealer sells the used equipment to corporate interests.

The second is the scrounger. The scrounger finds things — raw materials, high-tech products, or anything else in demand. Excellent bargains are scattered throughout Vargr markets, but one has to have certain skills to find them. The scrounger supplies those skills. A company with a good scrounger can do a lot to keep its overhead down.

The third profession — the contingency expert — fills a role similar in some ways to the scrounger. In most cases, companies are dependent on outside materials and resources, from raw ores to office help. As businesses come and go, so do their sources. Then, a contingency expert proves his worth — he has a ready line on alternatives for everything.

THE VARGR MILITARY

Vargr military organizations adhere to no conventions. In the Imperium, common doctrines dictate the composition, organization, and use of military units; in the Extents, no such structures exist.

Each government has its own forces, whether the government in question controls a world or a subsector. The most common force types are planetary armies, space navies, and marines — often put down as "raiders" by human soldiers.

Vargr soldiers must work around a number of difficulties. First, officers are promoted on the basis of charisma; skill figures indirectly, if at all. This produces an upper echelon of popular, but not necessarily skilled officers.

When the plans of the less capable leaders go awry, they are demoted for their inability, and their positions are filled by other charismatic individuals. A certain amount of high-level instability arises until the organization becomes "battle-seasoned" — a condition reached when its officers enjoy both popularity and experience.

Charisma can affect military operations on a lower level. Opportunists with an organization often see room for improvement — better pay, better rooming conditions, and so

forth. If these individuals are charismatic, they attract followers, who bargain with the leadership as a semi-autonomous power bloc.

Complete shifts in loyalty (that is, mutinies) occur more rarely, of course. Such charismatic infighting, if ill-timed, can change the outcome of a battle.

In some instances, especially charismatic mid-level officers may decide to take the initiative and act contrary to the wishes of their commanders. Occasionally, this can even turn into a desertion to the enemy's side in the midst of a battle, robbing a force of a large fraction of its firepower.

Humans may find this sort of opportunism difficult to understand, but to us it makes more sense than sticking with an uncharismatic leader doomed to failure. While Vargr troops may seem to have a higher morale, remember that Vargr morale is "fragile." Without the inspiration of a charismatic leader, morale rapidly fades.

VARGR GOVERNMENTS

A look at a political map of Vargr space reveals two salient facts: first, the Extents and Enclaves are an amalgamation of numerous small states. Second, no typical Vargr government exists.

Each state has its own unique ruling body and ideology, separate and often different from that of its neighbors. This should not be taken to mean that our people are incapable of uniting. When danger threatens our race, we have no qualms about joining forces. In better times, though, we prefer our independence.

Several factors have contributed to the fragmented political state of Vargr space. First, as has been mentioned elsewhere, we as a people dislike remote, abstract authority. A government too large to effectively interact with its citizens and make its charisma felt has no real authority. A distant leader cannot properly exercise his charisma to direct his subjects, and thus he quickly loses their respect.

Also, where human political dissidents might work to reform their government, Vargr dissidents are more likely to move elsewhere and start their own state. Where this isn't possible (as in cases where a well-established government is already in power) then the dissidents carve their own niche.

This is possible because a government's spatial boundaries mean little to us, compared to its sphere of influence. Within the area claimed by any Vargr government, there are bound to be many other autonomous units. These units are not necessarily threats; rather, their existence is merely the result of natural forces. To us, territorial borders lack the significance humans seem to place upon them.

Perhaps one reason for this confusion about Vargr governments is that humans expect different things from their governments. We expect our governments to provide charismatic leaders who are in touch with the populace. We expect protection and fundamental services. On the other hand, we do not expect restrictive laws or government interference. A government that steps in where it does not belong enjoys no popularity nor hope of continued existence.

The multitude of political bodies that thrive in the Extents makes diplomacy a challenge. Negotiations between multiple parties require many intermediaries, and a specialized group of emissaries has arisen among our people to meet that need. Emissaries are expressly trained in mediation of disputes, and their services are now used in many areas beyond just the realm of government.

THE VARGR LANGUAGES

Of all the major races, only we Vargr display linguistic diversity. Our language families parallel the ethnic divisions of the Extents.

For instance, speakers of languages belonging to the Gvegh family — Gvegh, Knithnour, and Taeksu, among others — live along the spinward boundaries of the Extents. Urzaeng tongues are spoken coreward of the Windhorn Rift, while the Suedzok and Irlitok language families are prevalent to far trailing. Within these and other families, dozens of dialects exist.

As the chief means of transferring ideas between sophonts, language is certainly important. We find it even more useful, moreover, because we use linguistic clues to communicate our personal charisma. Our languages are spoken differently between speakers of different charisma, allowing us to easily judge a speaker's charisma just by listening to him for a few moments.

In the Gvegh language, for instance, low-charisma Vargr uses more grammatical markers and a certain word order. High-charisma Vargr, on the other hand, may use bare root forms of words, and they have more freedom in choosing the structure of their sentences.

Speakers of high charisma are consequently more general in their speech, requiring low-charisma Vargr to pay closer attention to what is being said — which, of course, is what they should do.

The desire for prominence comes into play in speech through delays and interruptions. A high-charisma Vargr draws out his words, essentially demonstrating that he controls his listeners' time. If he wastes too much time, however, he will be interrupted by one of his listeners. The interrupter then gains face at the expense of the former speaker.

This constant verbal jousting is just one more aspect of our race's open drive for prestige. Unlike humans, who shamefully keep their ambitions to themselves, and then secretly hurt their fellow beings, we Vargr feel it is better to be open and up front about it — and to borrow a human phrase, "let the best person win."

VARGR NON-VERBAL COMMUNICATION

We also communicate in other, non-verbal ways. Like members of other species, body language plays an important role in our interpersonal dealings between our fellow Vargr.

Small cues, understandable on a near-subconscious level, communicate our emotions and status. Peripheral signals — the posture of the body; the expression of the face; the position, shape, and movement of the tail and ears; even the particular scent given off — all convey useful information.

A knowledgeable individual can determine a Vargr's state of mind, personal charisma, and submissive or aggressive tendencies simply through a few minutes of careful observation.

THE GVEGH LANGUAGE

There is no "Vargr language" any more than there is a "human language", but some dialect of Gvegh is spoken by about 60 per cent of the Vargr encountered in the Spinward Marches, Deneb, Corridor, and the sectors immediately coreward.

The word "gvegh" is a Vargr racial name meaning "tawny" or "light brown". Many Vargr racial names are color terms. For example, a closely related language, Gvegh-Aek, literally means "tawny-black".

GVEGH PROVERBS

Another way to get a glimpse of a culture is to look at some of the sayings handed down generation after generation. Gvegh is rich in the number of proverbs commonly used by its speakers. Most of these proverbs are used in a high-charisma form; by this, the speaker actually relies on the high charisma of the Gvegh race as a whole.

Gvegh: "Thursuth gha kvaekh?"

Galanglic: "Where is death not allowed to go?"

This proverb is typical of the Vargr response to too many rules. Besides reminding that some events can not be prevented by any rule, the proverb contains a thinly veiled threat against the listener.

Gvegh: "Ghakse faeng faeng faeng faengeg; dzedzd-hougz faeng faeng kufaeng udheg."

Galanglic: "A pup's ball is the pup's; a pup's teeth are the pack's."

Vargr are highly individualistic, but society depends on loyalty to a group cooperating toward certain goals. Protection of the group against outside dangers is one of these goals.

Gvegh: "Khofaeghorz gvegh gvegh gnaedh faeng vargr rirrg."

Galanglic: "Vargr speech without Vargr teeth."

This saying is used as an insult, directed toward any one who can not back up what he says.

Gvegh: "Aekh kfaegzoukhin zersakha vargr; kfaeg-zoukhin zersakh kuvargr."

Galanglic: "A Vargr without charisma is no better than a rock; a rock with charisma is better than an entire pack."

This proverb points up the importance of charisma in Vargr society.

THE HISTORY OF THE VARGR RACE

The history of the Vargr people is a malleable account. Vargr historians have written and rewritten the chronicle of our race, organizing their accounts to emphasize their own rulers, patrons, and individual ideals. The Vargr habit of telling and retelling history plagues non-Vargr historians, so the following account is a simplified overview for the non-Vargr.



VARGR HISTORY

Naturally, the early history of the Vargr on Lair is incomplete. Records were rarely kept, as few Vargr retained literacy from their Ancient benefactors. The predominant concern of the day was survival, not scholastics. Today, we are not even certain what continent our ancestors first inhabited, although recent studies suggest Aeruko Fen as the most likely candidate.

Those early Vargr were substantially different in physiology from the Vargr of today. As they grew accustomed to the environment of Lair, they adapted in form and aptitude. Seemingly, the Ancients granted our ancestors the ability to readily adapt, rather than giving us the precise qualities needed to survive on Lair alone.

Thus from about 300,000 years ago to around 50,000 years ago was a time of change, learning, and savagery; during that

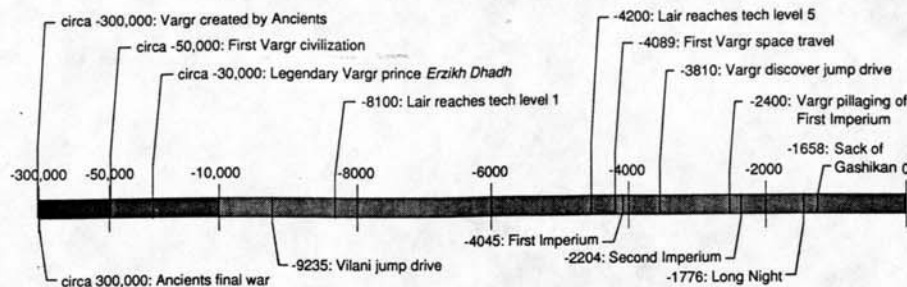
time, our people slowly increased in number and hesitantly explored their surroundings.

The first signs of civilization began to appear around ~50,000 (using the Imperial calendar). Up until this time, the Vargr hunted in small wandering packs. But as knowledge increased and the idea of breeding food animals began to take hold, permanent settlements began to grow.

More complex societies developed, still based around the pack concept. Those small groupings, ruled by small, autocratic governments, fostered the rise of a political climate that human historians liken to that of the classical Greek city-states of old Terra. Those small governments were numerous and fiercely independent. From this era stem the legends of the mythic princes such as Erzikh Dhadh.

Only those Vargr exposed to a given leader's charisma could be expected to show any degree of submission. Hence,

Vargr History in Pre-Imperial Times



primitive methods of communication limited the range of Vargr ambitions. Our leaders alleviated this problem by developing more advanced communications technologies.

As broadcast messages became possible via radio, television, and other means, nations expanded. Shifts in allegiance were frequent. (While frequent shifts seem to make the average human politician uneasy — how else does one make sure that he who leads is deserving of a leader's charisma?)

In -4089, we first reached out into space. An unmanned satellite launch ignited a massive contest for orbital domination among the numerous states of the day. Manned missions to Lair's moons and planetary neighbors soon followed, and the nation of Ardzafodh established research-oriented colonies on *Erzhik Dhadh* and *Foulours*.

In -3810, those settlements declared their independence, sparking the Colonial Rebellion. These colonies came to control the majority of Ardzafodh's spacefaring vessels, but Ardzafodh's military technologists — interested in regaining their advantage — embarked on a line of research that culminated in the discovery of jump drive in -3810.

Significant development promptly followed now that the basic principles of jump physics were understood. Within two decades, all major states on Lair had working jump-capable ships. Armed with this vastly superior propulsion system, Ardzafodh finally put down the Colonial Rebellion in -3790, when its navy obliterated the *Erzhik Dhadh* settlement.

Our engineers were quick to recognize the potential of jump drive. Although the drive was initially used just for insystem microjumps, researchers soon discovered it could also propel ships to nearby star systems. Once that discovery was made and a ship reached the hospitable world of *Firgvaar* (one parsec from the *Kneng* system), a massive number of Vargr exploded outward from Lair. The Vargr Diaspora had begun.

Interstellar explorers spread outward like ripples in a pond. Wave after wave of opportunists left their homeworld, motivated by the basic Vargr virtue of removing themselves from unsatisfactory surroundings. Despite the speed and range of this initial surge, colonies were at first small and sparse.

By the time expansion slowed around -2700, however, these worlds had grown into lucrative markets. Interstellar trade provided a new impetus for travel, although now travel was redirected away from exploration and focused toward visiting settled planets.

Events on the early colonies imitated those comprising Lair's history. Most interstellar states formed, flourished, then declined — their leaders undeserving of any permanent, long-range charisma. The few governments that managed to stay in power for longer periods had their leaders' charisma tested by hostile groups within their borders. Only those rulers that deserved to stay in power did so.

The interstellar expansion of the early explorers and merchants met a barrier to trailing — the *Windhorn Rift*. Stars within the Rift were too far apart to allow easy jump travel. Although many courageous efforts were made to cross the Rift, the technology of the time was unable to meet the challenge.

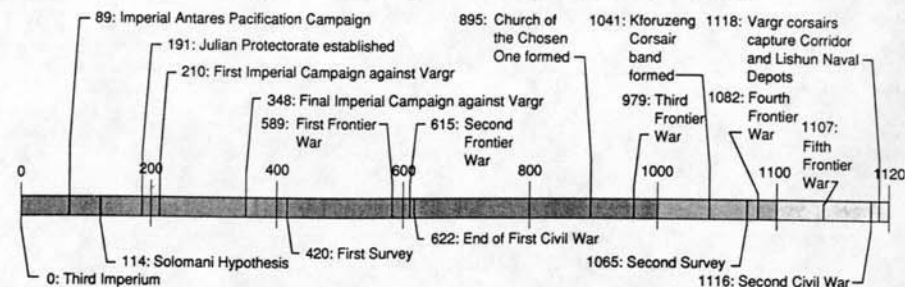
Many historians note that the barrier presented by the *Windhorn Rift* was fortunate for the Vargr people, for beyond the Rift, the *Ziru Sirka* — the *Vilani Grand Empire of Stars* — held sway. The Vargr would not have fit into the plans of the stagnant *Vilani* emperors, dedicated as they were to subjugating other races and monopolizing the technical knowledge of interstellar travel.

But while this was long before the expansion of humans from Terra, the *Vilani Imperium* was already in a weakened state. As this "grand" empire continued to decline, many of its provincial governors admirably set out to make their own fortunes. To accomplish their goals, they needed military forces; to gain these forces, they recruited troops from outside the *First Imperium's* borders.

One such governor, *Tazzik Kuluunaddar*, controlled parts of both *Corridor* and *Provence* sectors, and was nominal ruler of the regions beyond. Many historians, both Vargr and human, identify him as the first *Vilani* human to have dealt with our race. Most likely, he became aware of our people's presence on his borders when corsairs raided his ships or outposts. Whatever the case, *Kuluunaddar* supplied arms and equipment to a large band of Vargr corsairs, the *Infaerr-geng*, whom he employed in his bid for power.

Kuluunaddar's gambit failed, but the *Infaerrgeng* benefitted nonetheless. The Vargr were now aware of the riches available for the taking from the weak and decadent *Vilani*. The *Infaerrgeng* initiated the plunder of outlying *Vilani* territories, selling their loot on the *Ziru Sirka's* black market. So substantial were the profits to be made in this way that our ancestors never considered trading with the *Vilani*. The pathetic

Vargr History in Imperial Times



charisma of the rulers of the decaying First Imperium insured that little if any retribution would be executed upon our people.

Modern historians disagree on the exact contribution our raids made toward the *Vilani* fall. Human chroniclers give prime credit to the battles fought by the expanding *Terran Confederation* — but without a doubt, our own race's incursions were also responsible for the *Ziru Sirka's* collapse. Justly, downfall had come to the "advanced" human society that labelled our differing race as barbarians.

While the *Vilani "grand" empire* crumbled, Vargr expansion again surged — the second wave of our Diaspora. Opportunists could not overlook the wealth awaiting them on the far side of the *Windhorn Rift*, and they travelled around its boundaries, both coreward and rimward.

The migrations of the second Diaspora lasted approximately seven centuries, beginning around -2400 and climaxing around -1700. During this time, new human interstellar states arose from the ashes of the First Imperium, but these fledglings were easy prey for the Vargr explorers. Corsairs reduced these nations to anarchy by disrupting trade and communications, effectively putting an end to organization on an interstellar scale. No human seemed to have sufficient charisma to gain a strong following during this era.

Here, too, the typical pattern of expansion was followed. A powerful corsair group would set out to raid and plunder. When the corsairs found a world suitable for conquest, they took it, founding a new community. The community leaders' charisma would decline, and groups from within that community would form their own bands and leave the world, starting anew the fervor of Vargr expansion.

The Vargr overran many of the human communities of *Windhorn* and *Meshan* sectors, but *Mendan* escaped notice until late in the era of the *Rule of Man*. At that time, the Second Imperium's leaders experienced great charisma difficulties, and could no longer control their backwaters and frontiers.

However, one *Solomani* corporation, the *Scorpion Company* — a company having leaders with surprisingly good charisma for humans — went to great lengths to protect the political stability of *Mendan* and *Amdukan* sectors.

The *Scorpion Company* was an aggressive business based at *Antares*, enjoying a vested interest in the markets to

coreward. Blessed with charismatic management and the resources of many former *Vilani* companies, it remained one of the strongest corporations in the *Rule of Man* until the latter's breakup in -1776.

Scorpion was very active in world development, as conservative *Vilani* enterprises had neglected many potentials which the company sought to exploit. A steady stream of *Scorpion*-hired immigrants, transported in suspended animation, poured into the lucrative colonial regions around *Antares*, *Mendan*, and *Amdukan*. Others were sent into *Gashikan* and *Trenchans* to settle untamed worlds. Thus, *Scorpion's* actions introduced *Solomani* attitudes to the culture of this area.

A less charismatic force within the region were Vargr who had first reached *Mendan* before the breakup of the Second Imperium. While accounts of Vargr raiding activities in neighboring *Windhorn* and *Meshan* sectors generated respect and even fear of the Vargr among *Mendan's* human worlds, a strong naval presence helped to put an end to most anti-Vargr sentiment. Vargr immigrants eventually became accepted into the *Solomani*-dominated interstellar community.

In *Gashikan*, Vargr were even incorporated into human plans for regional growth. Our ancestors were given mostly inhospitable worlds to manage — while the humans kept the best worlds for themselves. This was viewed by human developers as a great act of magnanimity, especially in view of our people's "violent" past.

This attitude among the humans of the region continued when the *Gashikan* worlds declared their independence in -1666, establishing themselves as the *Empire of Gashikan*. Vargr worlds were granted equal status in the *Empire* as a further gesture of human generosity. In truth, however, our people were ruthlessly controlled by uncharismatic human business magnates and politicians with equally poor charisma. Our Vargr brothers were constantly burdened by subtle regulations which condemned us to lives of poverty.

Bravely, the *Gashikan Vargr* rebelled against this oppression in -1658. Pooling their resources, they hired corsair squadrons for protection against human naval forces. Unfortunately, the Vargr worlds' leaders failed to have sufficient charisma, and they were betrayed by the more charismatic corsairs, who secretly banded together to further their own goals.

The corsairs antagonized the humans of the Empire in the name of the Vargr settlers, and when retribution came, the corsairs fled. The Vargr worlds were left defenseless, and their leaders' charisma suffered so much in the wake of this turn of events that the unprepared Vargr populations were forced to fight alone against well-armed humans anxious to punish them for "ingratitude."

While the settlers fought for survival, the corsairs resumed their raids. In late -1658, they attacked human-dominated Gashikan itself. The corsairs stripped the planet's naval assets and then deployed them against the Vargr colonies, leaving Gashikan an appealing and unprotected target. The corsairs finished off Gashikan by using nuclear weapons to neutralize the remaining defenses and throw the survivors into helpless chaos. While the cities of Gashikan burned, the corsairs landed and looted at will.

Again, the corsairs fled to enjoy their newfound wealth, avoiding the terrible reprisals directed against their homeworlds by the humans. As people on Gashikan continued to die from radiation, famine, and disease, humans wreaked indiscriminate vengeance on all Vargr they encountered.

The Sack of Gashikan shocked human settlements as far rimward as Antares. Throughout the entire area, the Gashikan incident sparked self-perpetuating hatred and violence between humans and Vargr.

When Gashikan eventually recovered, it established itself as the human champion of these race wars, and used the ongoing conflict as an excuse to elevate itself to power as head of the Second Empire of Gashikan. The world — and soon the entire empire — single-mindedly strove to unite the human worlds of Gashikan and Menden sectors against the Vargr. Between fierce wars of unification, the humans pursued a ruthless campaign of racial extermination as far as their fleets could reach.

Unfortunately, no Vargr leaders with the charisma to meet this challenge arose. Those Vargr that could, fled, many moving onward to ultimately settle in those areas to trailing, coreward, and spinward of the Two Thousand Worlds across the Lesser Rift. Known as the Vargr Enclaves, these worlds were cut off for centuries by the human presence in Gashikan and Menden until near the dawn of the Third Imperium. Isolationist sentiment was bolstered among these Vargr.

Back to spinward, the Sack of Gashikan had set the tone for Vargr-human relations, instilling deep bitterness in both races. The Vargr involved earned the name Suedzuk, "Red Vargr," a reference both to their pelt color and the blood they shed. Race was continued in the area for over a millennium.

Through most of the Long Night, the lack of charismatic Vargr leaders assured human domination of Gashikan and Menden sectors. However, by Dawn, the growing number of Vargr presented serious difficulties. Not only were these many well-established Vargr worlds along the periphery of this arm of human space, there were also frequently ignored Vargr communities on many worlds within human territory.

The Vargr of these communities were still treated harshly in the Empire, if not killed outright. Many worlds enslaved Vargr. When the hypothesis arose that Vargr were Terran canines generated by the Ancients, they were often given the status of either dangerous animals or androids. Our people thus acquired the stigma of being regarded as abominations — a tremendous blow to our charismatic standing among humans. Bigoted critics were quick to point out our "inferiority" when compared to "true" sophonts.

Acceptance of our ancestral heritage came more quickly among the worlds neighboring Asimikigir, the capital of one of many confederations in Amdukan.

The Menderes Corporation, an interstellar trade and manufacturing concern, dominated the Asimikigir cluster and encouraged Vargr to immigrate. The reason, however, was not true feeling for our people among the humans, but rather a desire for cheap labor to exploit local resources. Anti-Vargr prejudice remained until humans began to see such concepts as a detriment to commerce. Seeing a prospect for increased profits, charismatic leaders in the Menderes Corporation set policies to rapidly break down anti-Vargr sentiment.

In the year 89, the coreward region came to the attention of the new and expanding Third Imperium, and Emperor Artemus launched the Antares Pacification Campaign. Antaresan ships, escaping into the area, carried with them a very negative view of the Imperium, including news of Imperial mistreatment of Vargr. Charismatic humans spreading through the Vargr-inhabited Corridor sector, for example, simply took over the Vargr planets, supposedly "returning" them to Vili nobles who lacked just claim to the worlds in question.

The Menderes family did not want Imperial interference in their territory; and even saw the Imperium as an economic threat. To combat Imperial propaganda, the charismatic Menderes Corporation publicized the issue of race relations, establishing this as a cause uniting both humans and Vargr against the Imperium. As Menderes trading ships moved along the Imperium's coreward frontiers, their crews campaigned to frustrate Imperial diplomatic overtures.

When the tensions finally peaked in 175 and the Julian War broke out, the Imperium encountered a surprising amount of resistance lead by charismatic leaders. Expecting to engage one or at most two confederations at a time, the Imperium failed to expect a war against large protective alliances incorporating multiple states. Included in these alliances were the states of our people — finally guided by charismatic leaders — and aided by supplies and arms from Asimikigir.

Julian Menderes, though wealthy, initially served as an uncharismatic administrator within the naval acquisitions directorate of the Asimikigir government. Politically minded and gifted with keen foresight, he rose in charisma to become Regent in 178.

Assisted by the vast corporate resources of his family and his charismatic sway, Menderes secured alliances from confederations spanning Meshan, Menden, and Amdukan, forming the Julian Protectorate. Our people valiantly fought side-by-side with our human allies in defense of our homeworlds. When victory against the Imperium was achieved in 191, a new era in Vargr-human relations began. The ugly memories left by the Sack of Gashikan started to fade, and mutual prosperity followed, encouraging an ever-increasing bond between Vargr and humans.

Today, race relations within the Protectorate continue to be amiable. On many worlds, Vargr and humans are completely integrated into mixed societies, enjoying full equality and benefiting from mutual interaction.

In the Imperium itself, much progress has been made toward improving the lot of Vargr citizens. Elsewhere, unfortunately, conditions are not so good. The Suedzuk Vargr, descendants of those who fled the reprisals following the Sack of Gashikan, maintain their isolationist stance in the Enclaves.

Occasional border incidents still occur along the Imperium's coreward frontier. Nevertheless, the Julian Protectorate serves as an outstanding example of what can be achieved when charismatic humans and others come to understand and welcome our people.

VARGR: REFEREE'S SECTION

As you have seen, the prior material on the Vargr race has been presented by a series of Vargr explaining their race to an Imperial human. However, that section is, of course, biased toward the Vargr mindset. While we assumed the various Vargr who spoke in the prior section had considerable knowledge of Imperial human culture, they are still very much Vargr in their concepts.

In this section we present "behind the scenes" details the referee must know. We have organized the referee's section as a commentary on the prior material presented by the Vargr, thus making this information the *real story* behind the Vargr's unique view of things.

PHYSIOLOGY

Many Imperial sophontologists and most Imperial citizens are unaware of the vast numbers of "non-standard" Vargr minorities within the Extents. Members of these minorities have often been the victims of prejudice and ostracism. This treatment prompted them to abandon their "normal" brethren and flee to the sparsely-settled coreward reaches of Vargr space. Thus, Imperials rarely see Vargr who do not conform to the majority stereotype.

Of the few minority Vargr subspecies known to humanity, most humans are probably the most aware of the unusual Urzaeng subspecies. Taller and more powerfully built than the average human, Urzaeng Vargr are capable of holding their own against an adult Asian male in close combat. Originally bred by the Ancients for menial labor and guard duty, Urzaeng typically lack the full mental faculties enjoyed by other Vargr.

Other subspecies also exist — they are holdovers from Ancient geneering performed on the proto-Vargr millennia ago. The diminutive Kokasha, nearly extinct in their refuge in Rukhs Dall, are opposites to the Urzaeng — they were specifically geneered for enhanced mental abilities at the expense of their physical powers. The Akumgeda of Ksainariz, Nakagun of Listanaya, and the Roth Thokken all possess weird psionic talents. Of all these psionic races, the Roth Thokken of Anglutsag are the most bizarre — all are permanently blind from birth. These sightless, superstitious Vargr perform frightful rituals using psionic senses unknown to other races.

Rarely obvious and mostly excluded from positions of power, these special Vargr are beings set apart. Outcast from their fellows, they have fled to backwater districts to take up lives of exile. Thus, members of many different subspecies exist in small numbers scattered throughout the Extents and Enclaves, awaiting discovery by curious sophontologists.

PSYCHOLOGY

Vargr are extremely conscious of charisma. It directly affects how they individually interact with society; consequently, charisma is a fundamental concept in their lives. However, few Vargr are aware that charisma is rooted in something deeper in their subconscious — their primal instinct for approval.

Pre-sentient canines crave approval, even more so than do humans. In packs of wild canines, subordinate members seek approval from the pack's leader. This turns them into a cooperative group improving their success as a species. As domestic pets, the desire for approval makes them extremely trainable and exceedingly loyal. The Ancients sought to exploit these qualities, elevating Terran canines to the status of intelligent servants. In the millennia that

followed, the canine desire for approval changed little, and the trait continues in the mentality of modern Vargr.

Because of this, Vargr society is highly dependent on leaders. While humans can often work effectively without designated leaders, Vargr cannot, at least not for very long. Without a leader to approve their actions, Vargr come up against a subconscious block: a lack of approval engenders a lack of motivation to work within the group.

A leader is the hub of the pack's efforts. At a basic level, the leader need not be any more active in his direction or present more often than a typical human supervisor. But in his continued absence, group interest wanes and cooperative effort breaks down — unless another leader emerges. A leader who possesses a high charisma can give his followers a more positive and persistent sense of direction even over a distance. This explains the typical Vargr disregard for distant authority — a distant authority cannot easily provide the constant approval or drive needed by its followers.

Humans often see Vargr as mutinous, for at best, their loyalties are temporary and unstable. Yet, humans often disregard the fact that those loyalties are exceptionally strong, and that shifts seldom occur without cause or without warning. Vargr rarely turn against a leader. Instead, new loyalties form over time, which eclipse and override those felt with the current leader.

The need for a leader has the side-effect of causing the Vargr to engage in a continuous struggle for dominance. Observers have long noted that this is a routine element in their oral interaction. Speech patterns reflect dominance, submission, challenge, and so on. Non-Vargr often have the idea that Vargr are all powermongers, constantly in a cut-throat battle for prestige — which is a most inaccurate picture.

In adapting to an increasingly complex society, Vargr developed this behavior as a means of assuring that a definite leader will emerge in any group. A continuous testing occurs among Vargr to give every member a well-defined place within the pack and, thus a feeling of security. This is the role of charisma, which is not the same as the personal pursuit of power. In fact, achieving "power" for its own sake is no more — or no less — important in Vargr society than it is in human society.

While charisma is important to Vargr, it is not directly tied to a Vargr's feelings of self-worth. A Vargr that loses charisma as a result of infighting, say, would not be happy with the results, but he can quickly accept and adapt to the situation. A human, on the other hand, would be dealt a far stronger emotional blow as a result of the humiliation. Still, Vargr do feel humiliation, as when they are demoted in a job or make a blunder. Often a loss of charisma accompanies this, but the loss of charisma by itself is rarely the cause of humiliation.

SOCIETY

The pack is the fundamental unit of Vargr society, even more basic than the institutions listed by authors Oer and Urzingo. Work groups, families, military units — all can be seen as specialized forms of the pack. Thus, a closer look at how the pack developed is in order.

Among the Vargr's pre-sentient ancestors, the pack structure fostered cooperation for hunting purposes. A pack had to have a minimum number of members both to hunt effectively and to interact socially. On the other hand, it could have no more members than could be efficiently fed. Also, too many members meant intolerable social competition. Thus, the pack always remained a moderately-sized group of animals, efficiently organized for survival.

Pack members tended to be related, but animals from one pack mated only with members of other packs. Among the members, there was a dominate pair of animals, a number of mature subordinates, and a number of juveniles; lone outcasts trailed the pack but were outside its social structure.

When the Vargr were raised to sentience, their pack structure was changed. Obviously, if Vargr from Pack A attacked Vargr from Pack B on sight, the Ancients would have had wide-scale chaos among their new servants. The proto-Vargr were given the ability to bond socially with members of other packs outside of mating. Thus, the way to civilized society was opened for their kind.

In modern times, the "pack mentality" is still an underlying influence. In some Vargr cultures — Suedzuk ones, especially — pack membership enjoys great importance. Elsewhere, hiring practices reflect ancient pack strictures: to get hired, a Vargr needs a recommendation from someone already on the inside. Applying directly on one's own merit succeeds only when an urgent need exists for help. In these areas and others, the significance of the pack to Vargr society can still be seen.

VARGR COMMUNICATION

Vargr physiology does not permit the same range of facial expression as that enjoyed by humans. Instead, Vargr must rely on posture, bearing, and other subtle actions to communicate non-verbally. For this reason, Vargr are typically more demonstrative than humans.

Vargr display more of what they think and feel through non-verbal signals as well as through speech patterns and inflections. However, this usually takes place on a subconscious level. Vargr are often unable to suppress these reflexes, which sometimes makes their inner thoughts open to public view.

To protect themselves, Vargr use other non-verbal signals as distractions. Most Vargr pick up on the distracting signals and thus fail to notice signals that convey hints of another's true feelings. In theory, a Vargr trained in non-verbal communication could gain much by applying his skill. Unfortunately, Vargr are very much creatures of instinct where communication is involved. Even trained Vargr have a difficult time ignoring common distracting signals, rendering them no more effective than their human counterparts.

This is especially true where charisma is involved. The rules of speech that govern which Vargr have higher charisma and which have lower are very clear. Yet, Vargr seem unable to muster the control or "nerve" by which they can pretend to have higher charisma in real-life situations.

On the theatrical stage, for instance, the director — usually a high-charisma Vargr — can call a suspension to the

rules of charisma, and Vargr actors will pretend their charisma is whatever the play calls for. However, the actors have great difficulty maintaining the pretense of charisma beyond their fictional roles.

An interesting side note is that artificial techniques of simulating charisma do work. Thus, a computer generated simulation of a high-charisma personality can at times achieve dominance in interacting with Vargr.

So far, there are no successful examples of the Vargr using these techniques to maintain direct control over subordinates. The foremost example of this technique's use in Vargr space is in the entertainment industry. The utovogh, pioneered by Knouksarrgh Ong of Lair, has proved itself an explosive success and may open the door to still other applications of these principles.

HISTORY

During the Ancient Period, circa -300,000, Droyne dominated this region of space. Most served the children and grandchildren of Yaskoydray, collectively known as the draysaskin. Other Droyne were in the direct service of Grandfather himself.

Yaskoydray, however, found the Droyne too complacent to make good assistants for many tasks. Humaniti, however, seemed much more suitable. After he adopted them, and humans demonstrated their value as servants, the draysaskin began to employ them as well.

Still, humans proved too independent and resistant to control to be satisfactory, although they otherwise had the qualities he sought. Yaskoydray then ordered experiments to be made with Terran mammals, elevating them to sentience to see if they might work out better as servants for his purposes. Terran canines offered the most promise, so he assigned Esoth, a draysask, to oversee their development.

Esoth carried out his work at the Kneng system. There, a large gas giant, Fyutinyu, occupied the system's habitable zone. One moon, Ossobro, was home to a major research center run by Esoth, but other moons also orbited Fyutinyu. The moons were a mix of natural satellites and bodies moved from elsewhere in the system. Esoth's servants terraformed each to simulate specific environments elsewhere in space. One such moon, Rilath, today called Lair, was altered to resemble Terra and populated by a few groups of transplanted humans.

For a while, the Ossobro researchers refined the geneered canines in controlled conditions. Later, they were moved to Lair and allowed to breed without controls. After they grew into a stable population, Grandfather began drawing on them as a new supply of servants.

These proto-Vargr were as good as humans in many ways, and were much more compliant. But they brought with them too much of their pack origins. The project to use proto-Vargr as servants was abandoned, and Yaskoydray instead turned to robots and artificial beings.

When the Final War came, Esoth and his staff were killed. Grandfather rotated Fyutinyu and most of its moons into a small pocket universe, but he left Lair in orbit around Kneng and gave it satellites of its own. Lair's inhabitants were left without supervision or assistance. The few humans on Lair were moved elsewhere, leaving the proto-Vargr as the world's sole inheritors. Over the next 300,000 years, they developed in isolation. They rapidly grew accustomed to their new environment, and natural processes of adaptation finished the job of shaping the Vargr from where the Ancients left off.

While all this took place, the early Vargr on Lair were unaware that they were being watched. Grandfather was fascinated by them and decided to observe the development of this uplifted race over the long term. Using the equipment and genetic reservoirs of Ossobro, his servants produced an android, Ihdren-Gzal, to oversee the robots, equipment, and resources of the pocket universe. He gave Ihdren-Gzal his directives — foremost of which was "observe the Vargr until I return" — and then Grandfather left.

From his base, secure within Fyutinyu's pocket universe, the android kept watch over Lair. Occasionally, he sent robotic probes through the portals on the asteroid moons. More rarely, to assure secrecy, he used portals connecting directly to the world's surface. Ihdren-Gzal sent periodic reports to Grandfather, but he never received a response.

After millennia of study, the android foresaw the coming Vargr rise into space. Aware that his instructions specified observation of the Vargr people and not just their homeworld, he prepared to expand his surveillance. When the Vargr developed jump drive in -3810, he initiated his plan. New androids, outwardly similar to modern Vargr, were created and sent into the Extents wherever the Vargr had gone.

These new androids, psionically capable and equipped with gear far in advance of Vargr technology, today watch in secret. Many covertly employ Vargr agents of their own, delegating mundane observations to them. These agents are informed only of their tasks, not their true purpose. At times, some of these Vargr grow suspicious of their employers and attempt to penetrate the mystery of Ihdren-Gzal's organization. So far, all have failed.

THE LAIR SYSTEM

Besides the eight major worlds commonly known to be orbiting Kneng, one other world and its moons lie hidden in the system. Millennia ago, the gas giant called Fyutinyu by the Ancients was rotated out of normal space. Soon afterward, Yaskoydray ignited it, enabling it to take the place of Kneng as the system's prime luminary. Today, Fyutinyu still exists in its small pocket universe, surrounded by a rosette of its moons.

The pocket universe is linked to our universe through a number of portals, located on and around Lair. One portal exists on each of Lair's small moonlets, Ergh and Sanko; several others lie dormant on Gaksadudha and other remote portions of Lair's surface. Even now, the portals are occasionally used by the inhabitants of the Fyutinyu universe and their robotic servants.

The characteristics of the hidden Fyutinyu worlds are as follows:

Orbit	Name	UWP	Remarks
Primary	Fyutinyu	Ignited LGG	Lum as GS V star at 1 AU
150	Ossobro	F485360-M	
150	Ursoyr	H863000-0	
150	Alpdris	H866000-0	
150	Duadbi	H565000-0	
150	Brudeod	H995000-0	
150	Ubayayl	H7B2000-0	
150	Efosursi	HA88000-0	

THE TETUSU-DENE SCALE

The Tetusu-Dene scale was developed in 1109 to measure Vargr integration into human societies. Many coreward area pilot's guides are beginning to incorporate the Tetusu-Dene codes into their world listings, making this rating system something of a standard.

The codes range through digits 0 to 9, spanning extreme racism (1) to full interracial harmony (9).

0: No attitude. The world or culture has no appreciable history of contact with the Vargr, and thus no developed opinion.

1: Active extermination. Driven by xenophobia, the culture will attempt to reach beyond the bounds of its own worlds to kill Vargr.

2: Planetary ban. Vargr are attacked and killed if found on the world. Where political consequences are involved, Vargr may be deported.

3: Slavery. Vargr are regarded as work animals. They may be imported under careful regulation.

4: Non-citizens. Vargr are confined to particular reservations.

5: Limited rights. Crimes against Vargr are prosecuted. Vargr are given freedom of movement.

6: Citizenship. Vargr participate in government, but are treated as a lower class.

7: Equality. Class distinctions are erased, although social segregation between humans and Vargr continues.

8: Formal integration. Traditional lines of species segregation are dissolved.

9: Harmonious integration. A dual-species culture evolves.

THE JUGGERNAUT: HUMAN SOCIETY

Vargr don't always understand humans, any more than humans always understand Vargr. The stability and antiquity of human society puzzles many Vargr. It is not unusual for Vargr to find the lack of frequent, marked change in human realms a cause for concern.

This image is often perpetuated by the Vargr media. One Vargr author described human society as "a massive juggernaut with its own deep, dark schemes of unfathomable complexity." Comments like this do nothing to dispel the mystique shrouding humaniti in Vargr eyes.

More recently, the Oekhsos programs have bolstered this view. In his tirades against the Imperium, Oekhsos has drawn attention to humans as inscrutable agents of a mysterious and deadly purpose. Negative propaganda like this can only hamper human-Vargr relations.

VARGR CHARACTER GENERATION

Vargr characters follow the basic character generation procedures presented in the *Players' Manual*, with little modification. Vargr characters are perhaps the closest to human characters among all the Major Races. Still, differences in society, psychology, and physiology do impose a few changes on the character creation process.

Although physical differences — increased dexterity and reduced strength and endurance — are immediately apparent, the greatest change to character generation for Vargr entails their emphasis on charisma. The character generation rules take into account the individual Vargr's attempts to increase his personal charisma as well as the attempts to increase his rank. Also, because of the vacillating nature of his race, a Vargr character is free to change careers during character generation whenever he wishes. This is quite different from that allowed for human characters in the *Player's Manual*.

INITIAL CHARACTER GENERATION

Six basic characteristics describe Vargr characters. Five are shared with human characters: Strength, Dexterity, Endurance, Intelligence, and Education. However, the sixth characteristic, *Charisma*, is unique to Vargr.

Values for these characteristics range initially from 1 to 13. For common Vargr, Strength and Endurance are determined on throws of 2D-1. Dexterity is rolled on a 2D+2 throw. Intelligence and Education are unmodified 2D throws, while Charisma is rolled on 1D.

Various modifications may raise characteristics to 15 (F), or 16 (G) in the case of Dexterity, and even higher for Charisma (which has no upper limit). Values do not drop below 1 except in cases of aging or severe injury.

Urzaeng Vargr characteristics have slightly different ranges. Strength and Endurance are rolled on 2D+2; Dexterity and Intelligence become 2D-1 throws.

Use the standard six-place Universal Personality Profile format to record Vargr characteristics. As usual, for values of 0 through 9, use the corresponding numerals; for values of 10 to 15, use the letters A through F. For higher values, continue to use letters sequentially, but skip the letters I and O to avoid confusion with digits 1 and 0. Thus, the letter G stands for 16, H stands for 17, J stands for 18, and so on.

Naming Characters: Vargr characters need names. Create your own, or generate one using the Vargr word generation tables.

Character Titles: Vargr do not automatically receive noble titles as do humans of high social standing. Some Vargr states do assign noble titles to their citizens, but they employ no consistent system. Titles must therefore be determined on a case-by-case basis.

It is interesting to note, however, that a Vargr of Charisma A+ has enough authority to assign titles — either to himself or to others — and to make them stick.

CHARACTERISTICS

Below are the official definitions for each Vargr personal characteristic:

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 level of accumulated general knowledge gained in formal and informal settings.

Charisma measures the individual's force of personality and dominance among others.

And just like human characters, Vargr characters also have attributes such as age, rank, money, skills, and possessions.

HOMEWORLD

Select a homeworld for the Vargr character after the six characteristics have been determined. You can select a specific known Vargr homeworld, such as the examples given below, or you can create a non-specific Vargr homeworld using the homeworld generation table.

Generate non-specific homeworlds using the standard procedures detailed in the *MegaTraveller Players' Manual*, page 13. The law code and tech code columns on the Vargr homeworld generation table given here are different from the *Players' Manual*, to reflect conditions within Vargr space. Simply roll 2D for each column of the table below, applying appropriate DMs.

CAREER TYPES

This book introduces eighteen careers suitable for Vargr from most backgrounds.

Each career below lists certain homeworld restrictions. The character's homeworld must meet the restrictions, or the character cannot attempt to enlist in the career. The careers (in alphabetical order) are:

Administrator: A business individual that is well-versed in the organizational and economic aspects of commerce. An Administrator must come from a world with a population of Mod Pop+ and a law code of Low Law+.

Aristocrat: An influential individual with a relatively high charisma. An aristocrat often has large amounts of ready cash, or may have useful influence with those in power. An aristocrat character has no homeworld skill limitations.

Barbarian: A rugged individual from a primitive world. Barbarians are accustomed to hardship and are well-versed in wilderness and survival techniques. A barbarian must come from a world with a tech code of Pre-Ind.

Belter: An individual who prospects and mines asteroid belts in search of mineral deposits, artifacts, or salvageable materials. A belter must come from a world with a tech code of Early Stellar+.

Corsair: A member of an independent armed fighting band including both space transport and ground troops. A corsair band operates as band of pirates and mercenaries. They sometimes find temporary employment with governments, but they seldom possess a permanent home. A corsair must come from a world with an Early Stellar+ tech code. Vargr from the Imperium have an additional DM-4 applied if they wish to enlist in the corsairs.

Doctor: A trained medical practitioner. A doctor knows and understands medical diagnosis and treatment. A doctor must come from a world with a tech code of Indust+.

Star- Die port		VARGR HOMEWORLD DESCRIPTION CODES					
		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: Low Pop, -1 High Pop, +1	DMs: Starport A, +3 Starport B, +2 Starport C, +1 Starport X, -2 Asteroid, +1 Water World, +1 Low Pop, +1 High Pop, +2
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SOMETYPICAL VARGR HOMEWORLDS

Here are a few examples of select Vargr homeworlds, which serve to illustrate the variety that is possible.

Lair (Province Sector): The foster homeworld of the Vargr and Lair Protectorate capital. Starport A, Large Size, Dense Atm, Wet World, Hi Pop, Hi Law, Hi Stellar.

Asimikigir (Amdukan Sector): Capital of the Julian Protectorate, jointly governed/inhabited by humans and Vargr. Starport A, Medium Size, Dense Atm, Wet World, Hi Pop, Mod Law, Hi Stellar.

Newcastle (Vland Sector): An Imperial client state overrun by Vargr corsairs. Starport C, Medium Size, Standard Atm, Wet World, Mod Pop, Hi Law, Pre-Stellar.

Dzuorogvoo (Gvurrdon Sector): Capital of the Dzen Aeng Kho (Society of Equals). Starport B, Medium Size, Standard Atm, Wet World, Hi Pop, Mod Law, Avg Stellar.

Neguzan (Zao Kifeng Ig Grilokh Sector): The foremost industrial world of the Jarph Subjugate. Starport B, Large Size, Dense Atm, Dry World, Hi Pop, Low Law, Avg Stellar.

Khoaz-toeng-thos (Liahon Sector): A Vargr advance military base "colonized" using orbiting starships. Starport A, Large Size, Exotic Atm, Wet World, Mod Pop, No Law, Early Stellar.

Faarzgaen (Province Sector): Capital of the Jihad of Faarzgaen and center of the militant Faarzgaen religion. Starport B, Asteroid Belt, Vacuum World, Desert World, Hi Pop, Ext Law, Hi Stellar.

Emisary: An individual bargainer or arbitrator employed by a Vargr government or other concern. The fragmentary nature of Vargr society insures a need for intermediaries who can assist in resolving disputes. Such individuals must come from a world with an Indust+ tech code and a Low+ law level.

Explorer: An individual who spends a large part of their time exploring other star systems and worlds, often as the part of an organized team. An explorer must come from a world with a tech code of Early Stellar+.

Hunter: An individual who tracks and hunts animals for profit. A hunter becomes knowledgeable about the less urban aspects of visiting alien worlds. A hunter can come from any world with an atmosphere of Thinx+.

Law Enforcer: A member of the law enforcement branch of the local government. A law enforcer tends to have good investigative skills. A law enforcer must come from a world with a tech code of Indust+.

Leader: A charismatic individual in a management or executive capacity within a Vargr government, organization, or group. A leader has useful influence, interpersonal abilities, and stature among other Vargr. A leader must come from a world with a tech code of Indust+.

Loner: A self-reliant Vargr who works alone. A loner may be an independent adventurer, or may perform some other function. A loner must come from an Early Stellar+ world.

Merchant: A member of the commercial enterprises. Merchants crew anything from the lone ship of an independent free trader to the multitude of vessels in a vast

corporate fleet. Regardless, a merchant character is assured of seeing a variety of cargoes, passengers, and jobs types. A merchant comes from an Early Stellar+ tech code world. Vargr from the Imperium have an additional DM-2 applied if they wish to enlist in the merchants.

Militia: A member of a local armed fighting force. A member of a militia deals with minor actions on planetary surfaces, large battles, and extended campaigns. Some militia soldiers go on to mercenary work. A militia character must come from a world with a Pre-Stellar+ tech code.

Navy: A member of a local Vargr interstellar space fleet responsible for patrolling the space between the stars. Such fleets protect society from lawless elements like corsairs and hostile foreign powers. A navy character must come from a Pre-Stellar+ world.

Raider: A member of a local armed fighting force carried aboard starships. A raider fights corsair pirates by performing boarding actions in space, defends starports and local navy bases, and supplements soldier ground forces. A raider character must come from a world with a Pre-Stellar+ tech code.

Rogue: A member of the criminal pack element, who is familiar with the more rough aspects of society. A rogue tends to be good at circumventing local law, although a rogue also tends to have a lower charisma. A rogue must come from a world with a tech code of Indust+.

Scientist: An individual who has been trained in technological and research science. A scientist conducts investigations into materials, situations, and phenomena. A scientist must come from a world with a tech code of Pre-Stellar+.

ACQUIRING SKILLS AND EXPERTISE

Enlistment for a Vargr character works exactly as described in the *MegaTraveller Players' Manual*. A Vargr character can enlist in any career not prohibited by homeworld restrictions.

If the character fails his enlistment attempt, he has been rejected and must submit to the draft. Draftees, remember, cannot be commissioned in their first term of service. If they reenlist, they do become eligible for commission in subsequent terms.

Vargr enlist in a career at age 18, just like humans. The only exception to this is the barbarian career, which starts with the character at age 14.

Terms of Service: Once entered into a career, Vargr embark on a four-year term of service, as do humans.

Default Skills: Some characters receive level-0 default skills. See the character generation tables.

Survival: Survival works exactly as it does for humans, see the *MegaTraveller Players' Manual* for details.

Commissions, Promotions, and Success: Most careers have a commission/position throw.

All characters also roll for success each term. Success provides increases in both rank and charisma; failure brings demotion, loss of charisma, and possible discharge.

To attempt success, the player must roll 2D on the success table. High throws bring positive results to the character; low throws are negative in effect. A character is eligible for one success roll per term.

Belters, Doctors, Hunters, Loners, Rogues, Explorers, Scientists, and Emissaries do not operate on a system of rank. They cannot be commissioned; therefore they cannot be promoted. These characters still roll on the success table, however, applying all non-rank effects; i.e. charisma modifications and discharges.

Special Duty: Works just as in the *Players' Manual*.

Skills and Training: Skills are acquired in each term of service, just as for humans. Commissions, career success, and special duty all affect the number of skills received.

Note that the fourth table for each career is available only to high-charisma (Charisma 8+) characters. The tables provide both skills and characteristic adjustments.

Characteristic alterations also function exactly as described in the basic *MegaTraveller* rules.

Remember that characters receive two extra skills (instead of just one extra skill) if they exceed the commission roll or special duty roll by 4 or more. Characters also receive one extra skill when they have a modified roll of 8 or more on the success table, and two extra skills with a modified roll of 12 or more on the success table.

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. Homeworld restrictions on skills — namely, tech level and law level restrictions — still apply, and players must roll 7+ on 2D for their characters to bypass them. Corsairs; law enforcers, loners, and rogues may select weapon skills one law code lower than their homeworld's code, however.

There are three changes to the standard skill list: Brawling skill is replaced by Infighting skill, the new cascade skill group Military Med is introduced, and a new skill unique to Vargr has been added: Scrounging skill.

Infighting: Infighting skill is substituted for Brawling skill in all Vargr hand-to-hand combat tasks. The skill includes experience in using the natural Vargr weapons — teeth and claws.

Infighting skill also allows surrender by an individual losing a fight if both individuals have infighting skill. The surrender is given by simply quitting the fight and going limp; the ally accepts the winner's challenge (but the winner's charisma is lower than the two exchange charisma (but a charisma change may not exceed plus or minus 3).

The use of Infighting skill is governed by the same combat rules as brawling skill.

Military Med (Cascade: Forensic, Medical, Recon, or Survival): The individual is skilled in a medical-oriented skill commonly acquired in a Vargr military organization.

Scrounging (Serves as: Streetwise minus 1, Broker minus 1): The individual is skilled in the art of finding and locating things — raw materials, high-tech products, or whatever.

Scrounging skill typically applies to locating used or second-hand items, though not always. Scrounging skill is *not* skill in thievery. The individual is simply very good at negotiating a bargain or convincing others that he or she really needs the item more than the owner does.

In any event, the scrounger typically acquires the item with the owner's full knowledge.

This skill is similar to both streetwise and broker. Streetwise skill deals with finding one's way around in an unfamiliar subculture, and broker skill involves understanding the finer points of bargaining for goods — "horse trading", if you will. Scrounging skill gives the character experience spanning both of these areas.

Reenlistment: Characters are generally free to end character generation and enter the game whenever they choose, but they must roll a reenlistment roll to insure they are not forced to reenlist in that career another term. Vargr characters are also free to hop from career to career during character generation, unlike humans.

If a character wishes to remain in his current career, he must achieve the stated reenlistment throw. If the character fails a reenlistment roll, he is forced to muster out into the game. If the roll is a 12, the character must reenlist whether he wants to or not. This mandatory reenlistment is the



reason characters wishing to leave the service must also roll for reenlistment.

Retirement: A character may retire any time after completing his fifth term, just as do humans. Retirement usually provides the character with a certain amount of annual retirement pay in addition to regular mustering out benefits. The amount of this pay depends on the character's length of service. Loners and barbarians, however, cannot draw retirement pay.

Mustering Out: When a character leaves his career, he becomes eligible for mustering out benefits, as explained in the *Players' Manual*. The procedures are identical to those for human characters.

Some additional die modifiers apply. Characters with Jack-of-all-trades skill may add +1 to their rolls on the material benefits table, as may characters with prospecting skill on the cash table.

Two new mustering out benefits exist for Vargr: Medallion and Instruments.

A medallion is an award given to an administrator for his or her years of faithful service.

Instruments are a benefit given to Vargr doctors, and allows the doctor 2DxCr1,000 for assembling a medical kit.

Characters may consult the cash benefits table up to three times. No limit exists on rolls on the material benefits table.

Retirement Pay: Retirement pay equals Cr2000 times the number of terms served, just as for humans. However, a Vargr character must roll 4+ on 2D each year to avoid losing this pay. If this roll fails, the organization he retired from no longer exists or has decided no longer to pay.

Other benefits consist of high, middle, and low passages, cash allowances, characteristic increases, weapons, and starships. These benefits are identical to those described in the *Player's Manual*, except in the case of starships.

A Corsair result means the character owns a Type VP Vargr corsair.

A Seeker result gives the character possession of a Type VJ Vargr seeker, a ship suited for asteroid mining.

A Trader result indicates the character owns a Type VA Vargr trader, a common cargo vessel.

A Starship result means the character is free to select any vessel they like that is under 400 tons displacement.

These ships are fully paid for, but the character becomes responsible for all operating expenses. All these vessels are described in depth elsewhere in this book.

AGING AND ANAGATHICS

As previously stated, each full term adds four years to a character's age. As with humans, when a Vargr character reaches age 34 (end of term four), aging comes into play.

Anagathics can offset the effects of age, but at significant monetary cost. Anagathic regimens and their effects are more fully described on page 16 of the *Players' Manual*.

There are no significant differences between Vargr and human anagathics other than the fact that anagathics synthesized for one race have no healthful effect on members of the other.

UNIQUELY VARGR PROFESSIONS

Several subcategories of professions are common among the Vargr. Here we deal with how certain of those subcategories can be achieved through judicious selection of cascade skills during character generation.

The Second-Hand Merchant: The interstellar version of the second-hand equipment merchant (or junk dealer) begins as a Merchant character. Scrounging skill is required, as is a solid level of Trader and Admin (at least a level 2 preferred in each). With this array of skills, the Vargr Merchant character is well equipped for life as a second-hand merchant on the interstellar level.

The Scrounger: The scrounger profession can come from any career, as long as the character has a Scrounging skill level of 4 or more. As a side note, Imperial characters may find a Vargr scrounger rounds out the group nicely.

The Contingency Expert: A contingency expert, of course, has a ready line on alternatives for everything. An intelligence of 10 or better, and an education of 10 or better gives a character the initial assets he or she should have to be a success as a contingency expert. Other useful skills include Admin, Broker, Legal, and Trader. A minimum of level 2 is preferred in all these skills, with a level 4 in Broker particularly valuable.

VARGR ARCHETYPES

Four basic archetypes figure in Vargr legends. They serve as excellent examples of the basic Vargr personalities and aims.

The first is the *taker*, the Vargr interested primarily in material gain. Scroungers often exhibit the taker's characteristic traits.

The *empire builder*, on the other hand, is more interested in obtaining power. His goals revolve around securing the loyalty of other Vargr.

The *paranoid*, the third archetype, is too suspicious to readily accept either wealth or fealty. Ever conscious of the changing Vargr nature, this loner fears betrayal and consequently trusts no one.

The *prince* personifies the fourth type, the natural leader. Eminently charismatic, adored by his subordinates, the prince exists to lead his pack to success in all endeavors.

VARGR CHARACTER GENERATION

BASIC SKILL ELIGIBILITY

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

Note: Emissaries and explorers receive two skills per term.

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 2
 If rank 1 or 2 1
 If rank 3 or 4 2
 If rank 5 or 6 3

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.

THE DRAFT

When any attempt at enlistment fails, the character must submit to the draft. The draft provides enlistment into one of the organized services: Militia (1), Raider (2), Navy (3), Law Enforcer (4), Emissary (5), or Explorer (6).

SUCCESS TABLE

Die Result
 2- Discharge with -2 Cha
 3 Discharge with -1 Cha
 4 Promoted 1 rank
 5 No effect
 6 No effect
 7 No effect
 8 Promoted 1 rank
 9 Promoted 1 rank
 10 Promoted 1 rank, +1 Cha
 11 Promoted 2 ranks, +1 Cha
 12+ Promoted 2 ranks, +2 Cha

AGING TABLE

Loss (Saving Throw) End of
 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

Militia Pre-Stellar+
 Raider Pre-Stellar+
 Navy Pre-Stellar+
 Law Enforcer Industrial+
 Emissary Industrial+
 Explorer Early-Stellar+

PRIOR SERVICE TABLE

	Militia	Raider	Navy	Law Enforcer	Emissary	Explorer
Enlistment	5+	9+	5+	7+	6+	6+
DM +1 if	Str 10+	Int 8+	Dex 6+	Int 6+	Str 7+	End 10+
DM +2 if	End 6+	Str 8+	End 5+	Str 8+	Dex 9+	Str 8+
Draft	1	2	3	4	5	6
Survival	5+	6+	5+	7+	5+	5+
DM +2 if	Str 5+	End 8+	Edu 6+	End 9+	Dex 8+	End 8+
Commission	10+	9+	5+	8+	—	—
DM +1 if	Cha 6+	Edu 7+	End 7+	Int 7+	—	—
Success	see Success Table					
DM +1 if	Edu 9+	Soc 8+	Edu 7+	Int 8+	Edu 8+	Edu 8+
DM +1 if	Cha 6+	Cha 6+	Cha 6+	Cha 6+	Cha 6+	Cha 6+
Special Duty	6+	4+	6+	4+	6+	6+
Reenlist	6+	6+	7+	3+	6+	6+

Characters use this table for each 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 if the character has the necessary attributes. All rolls except the draft are on 2D.

TABLE OF RANKS

	Militia	Raider	Navy	Law Enforcer	Emissary	Explorer
Rank 1	Lieutenant	Lieutenant	Ensign	Corporal	—	—
Rank 2	Captain	Captain	Lieutenant	Sergeant	—	—
Rank 3	Major	Force Cmdr	Lt Cmdr	Lieutenant	—	—
Rank 4	Lt Colonel	Lt Colonel	Commander	Detective	—	—
Rank 5	Colonel	Colonel	Captain	Chief	—	—
Rank 6	General	Brigadier	Admiral	Commissioner	—	—

This table indicates initial rank (rank 1) if a commission is received, and subsequent ranks (ranks 2 to 6) as promotions are received. The Emissaries and explorers do not have ranks, commissions, or promotions.

MUSTERING OUT TABLES

Die Roll	Benefits Table					
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	+1 Int	+2 Int	+2 Int	+1 Int	+2 Int	+2 Int
3	+2 Edu	+2 Edu	+2 Edu	+1 Edu	+1 Edu	+2 Edu
4	Weapon	Weapon	Weapon	Forensic Kit	Weapon	Weapon
5	Mid Psg	High Psg	High Psg	Weapon	High Psg	Weapon
6	High Psg	High Psg	High Psg	Weapon	+1 Cha	Scout Shp
7	+1 Cha	+2 Cha	+1 Cha	High Psgx2	—	—

Characters with rank 5 or 6 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	1,000	2,000	1,000	1,000	5,000	5,000
2	5,000	5,000	5,000	2,000	20,000	10,000
3	10,000	5,000	5,000	5,000	30,000	20,000
4	10,000	10,000	10,000	7,500	40,000	30,000
5	10,000	20,000	20,000	10,000	40,000	50,000
6	20,000	30,000	50,000	25,000	50,000	70,000
7	30,000	40,000	50,000	50,000	50,000	90,000

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

VARGR CHARACTER GENERATION

1. Personal Development Table

	Militia	Raider	Navy	Law Enforcer	Emissary	Explorer
1 Physical*	Physical*	Physical*	Physical*	Physical*	Physical*	Physical*
2 +1 Dex	+1 Dex	+1 Dex	+1 Dex	+1 Dex	+1 Dex	+1 Dex
3 +1 End	Physical*	Mental*	Mental*	Mental*	+1 End	+1 End
4 Vice*	Vice*	Vice*	Vice*	Vice*	Vice*	Vice*
5 Mixed Cbt*	Mixed Cbt*	Mixed Cbt*	Mixed Cbt*	Mixed Cbt*	Mixed Cbt*	Mixed Cbt*
6 Physical	+1 Cha	+1 Cha	+1 Cha	Gun Cbt*	+1 Cha	Gun Cbt*

2. Service Skills Table

	Militia	Raider	Navy	Law Enforcer	Emissary	Explorer
1 Vehicle	ATV†	ATV†	ATV†	Streetwise	Mental*	Grav Veh
2 Vacc Suit	Vacc Suit	Vacc Suit	Grav Veh	Vehicle*	Vacc Suit	Vacc Suit
3 Infighting	Mixed Cbt*	Space*	Inborn*	Inborn*	Vehicle*	Space*
4 Blade Cbt*	Blade Cbt*	Mixed Cbt*	Mixed Cbt*	Mixed Cbt*	Vehicle*	Mechanical
5 Gun Cbt*	Gun Cbt*	Gun Cbt*	Gun Cbt*	Blade Cbt*	Vice*	Electronics
6 Special Cbt*	Special Cbt*	Special Cbt*	Special Cbt*	Gun Cbt*	Mixed Cbt*	Inborn*

3. Education Table

	Militia	Raider	Navy	Law Enforcer	Emissary	Explorer
1 Vehicle*	Vehicle*	Vehicle*	Vehicle*	Vice*	Streetwise	Vehicle*
2 Tactics	Tactics	Tactics	Tactics	Economic*	Economic*	Mechanical
3 Electronics	Special Cbt*	Space Cbt*	Space Cbt*	Environ*	Liaison	Electronics
4 Mechanical	Mixed Cbt*	Mixed Cbt*	Mixed Cbt*	Interrogation	Computer	Inborn*
5 Technical*	Technical*	Technical*	Technical*	Technical*	Inborn*	Special Cbt*
6 Military Med*	Military Med*	Military Med*	Military Med*	Military Med*	Military Med*	Military Med*

4. High Charisma Table (allowed only for characters with Charisma 8+)

	Militia	Raider	Navy	Law Enforcer	Emissary	Explorer
1 Special Cbt*	Special Cbt*	Space Tech*	Legal	Academic*	Exploratory*	Exploratory*
2 Tactics	Tactics	Tactics	Forensic	Liaison	Space*	Space*
3 Inborn*	Technical*	Inborn*	Interview	Space*	Space Tech*	Space Tech*
4 Gun Cbt*	Inborn*	Technical*	Economic*	+1 Cha	Technical*	Technical*
5 +1 Cha	+1 Cha	+1 Cha	Inborn*	+1 Cha	Inborn*	Inborn*
6 Interperson*	Interperson*	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, 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, Scrounging, Trader.
 Exploratory: Pilot, Sensor Op, Survey, Survival, Vacc Suit, Vehicle*.
 Gun Cbt: Handgun†, Laser Weapon†, Rifleman†, Neural Weapons, Shotgun†, Smg.
 Gunnery: Turret Weapons, Spinal Weapons, Screens.
 Mixed Cbt: Infighting, Blade Cbt*, Gun Cbt*, +1 Str, +1 End.
 Interperson: Admin, Interview, Liaison, 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: Bl Dr, Cbt Eng, Cbt Rifleman†, Demo, FA Gnr, Fwd Ob, Grav Belt, Hy 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, Scrounging, 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 pistol, flintlock musket, percussion pistol, 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, cut-throat, 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 tech codes and careers:

Industrial Whl Veh-0
 Pre-Stellar Whl Veh-0
 Early Stellar Computer-0
 Average Stellar Computer-0
 High Stellar Computer-0
 Raiders Vacc Suit-0
 Raider Vacc Suit-0
 Navy Vacc Suit-0

RANK AND SERVICE SKILLS

Militia Cbt Rifleman-1
 Militia Lieutenant Mixed Cbt-1
 Raider Mixed Cbt-1
 Raider Lieutenant Handgun-1
 Navy Captain +1 Cha
 Law Enforcer Streetwise-1
 Law Enl Detective Interrogation-1
 Law Enl Chief Admin-1
 Law Enl Commissioner Liaison-1
 Emissary Liaison-1
 Explorer Exploratory-1

RETIREMENT AND PENSIONS

A character who completes a fifth (or later) term is considered retired after mustering out. Retirement allows a pension of Cr1,000 times the number of terms served.

Each year, the character must roll 4+ on 2D to continue receiving the pension (this reflects the variable nature of organizations in the Vargr Extents).

Anagathics: Terms (during character generation) in which a character takes anagathics may not be counted toward retirement pay.

VARGR CHARACTER GENERATION

BASIC SKILL ELIGIBILITY

For initial term of service 2
 Upon receiving commission 1
 Upon receiving promotion 1
 Upon receiving special duty 1
 Note: Doctors, loners, scientists, and leaders receive two skills per term of service.

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 2
 If rank 1 or 2 1
 If rank 3 or 4 2
 If rank 5 or 6 3

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

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

ARISTOCRATS

A character is automatically eligible for the Aristocrat career if his Charisma is 10+.

SUCCESS TABLE

Die Result
 2- Discharge with -2 Cha
 3 Discharge with -1 Cha
 4 Promoted 1 rank
 5 No effect
 6 No effect
 7 No effect
 8 Promoted 1 rank
 9 Promoted 1 rank
 10 Promoted 1 rank, +1 Cha
 11 Promoted 2 ranks, +1 Cha
 12+ Promoted 2 ranks, +2 Cha

AGING TABLE

Loss (Saving Throw) End of
 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

Administrator Mod Pop+
 Low Law+
 Doctor Industrial+
 Loner Early Stellar+
 Scientist Pre-Stellar+
 Leader Industrial+

PRIOR SERVICE TABLE

	Administrator	Doctor	Loner	Aristocrat (special)	Scientist	Leader
Enlistment	5+	9+	7+	6+	7+	7+
DM +1 if	Edu 8+	Int 8+	Edu 7+	—	Int 9+	Int 10+
DM +2 if	Str 8+	Dex 7+	Cha 6+	—	Edu 10+	End 9+
Survival	4+	5+	4+	4+	5+	6+
DM +2 if	Edu 10+	Int 8+	Cha 8+	—	Edu 9+	Int 9+
Position	6+	—	—	6+	—	—
DM +1 if	Cha 9+	—	—	Edu 9+	—	—
Success	see Success Table					
DM +1 if	Int 9+	Edu 10+	Int 9+	Int 10+	Edu 9+	End 10+
DM +1 if	Cha 8+	Cha 7+	Cha 4+	Cha 8+	Cha 9+	Cha 6+
Special Duty	6+	6+	6+	4+	6+	6+
Reenlist	5+	4+	5+	3+	5+	6+

Characters use this table for each 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 if the character has the necessary attributes.

TABLE OF RANKS

	Administrator	Doctor	Loner	Aristocrat	Scientist	Leader
Rank 1	Clerk	—	—	Knight	—	—
Rank 2	Supervisor	—	—	Baron	—	—
Rank 3	Asst Mgr	—	—	Marquis	—	—
Rank 4	Manager	—	—	Count	—	—
Rank 5	Executive	—	—	Duke	—	—
Rank 6	Director	—	—	Archduke	—	—

This table indicates initial rank (rank 1) if a commission is received, and subsequent ranks (ranks 2 to 6) as promotions are received. Doctors, loners, scientists, and leaders do not have ranks, positions, or promotions.

MUSTERING OUT TABLES

Die Roll	Benefits Table					
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	Mid Psg	+1 Edu	+1 Int	High Psg	Mid Psg	+1 Int
3	—	+2 Edu	Weapon	Weapon	High Psg	+1 Edu
4	Medallion	Weapon	Weapon	Weapon	Hand Comp	Weapon
5	—	Instruments	Mid Psg	High Psgx2	Weapon	Weapon
6	High Psg	Mid Psg	Mid Psg	High Psgx4	+1 Cha	+1 Cha
7	+1 Cha	—	Starship	Starship	Starship	Starship

Characters with rank 5 or 6 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	—	2,000	—	10,000	1,000	—
2	—	5,000	—	20,000	2,000	5,000
3	10,000	5,000	10,000	50,000	5,000	10,000
4	10,000	10,000	10,000	75,000	10,000	20,000
5	40,000	20,000	30,000	100,000	20,000	40,000
6	40,000	30,000	50,000	200,000	30,000	50,000
7	80,000	40,000	100,000	500,000	40,000	80,000

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

VARGR CHARACTER GENERATION

1. Personal Development Table

	Administrator	Doctor	Loner	Aristocrat	Scientist	Leader
1	+1 End	+1 Str	Physical*	Physical*	+1 Str	Physical*
2	+1 Edu	+1 Dex	+1 Dex	+1 Dex	+1 Dex	Physical*
3	Mental*	+1 End	+1 End	+1 End	+1 End	Physical*
4	Infighting	Mental*	+1 Int	Vice*	Mental*	Vice*
5	+1 Dex	+1 Edu	Vice*	Mixed Cbt*	Interperson*	Mental*
6	Inborn*	+1 Cha	-1 Cha	Mental*	Inborn*	Mixed Cbt*

2. Service Skills Table

	Administrator	Doctor	Loner	Aristocrat	Scientist	Leader
1	Mixed Cbt*	+1 Dex	Mixed Cbt*	Mixed Cbt*	Mixed Cbt*	Mixed Cbt*
2	Vehicle*	Technical*	Vehicle*	Vehicle*	Vehicle*	Vehicle*
3	Infighting	Medical	Gun Cbt*	Environ*	Technical*	Infighting
4	Inborn*	Vice*	Exploratory*	Vice*	Inborn*	Vice*
5	Vehicle*	Medical	Zero-G Env	+1 Dex	Space Tech*	Leader
6	Economic*	Blade Cbt*	Prospecting	Academic*	Environ*	Academic*

3. Education Table

	Administrator	Doctor	Loner	Aristocrat	Scientist	Leader
1	Recruiting	Medical	Vehicle*	Space*	Mechanical	Space*
2	Vehicle*	Medical	Exploratory*	Ship's Boat	Electronics	+1 Cha
3	Liaison	Science*	Vice*	Vehicle*	Technical*	Interperson*
4	Interrogation	Technical*	Technical*	Navigation	Science*	Inborn*
5	Interperson*	Mechanical	Academic*	Space Tech*	Science*	Gun Cbt*
6	Academic*	Academic*	Inborn*	Academic*	Academic*	Environ*

4. High Charisma Table (allowed only for characters with Charisma 8+)

	Administrator	Doctor	Loner	Aristocrat	Scientist	Leader
1	Economic*	Medical	Mental*	Leader	Science*	Exploratory*
2	Admin	Science*	Inborn*	Academic*	Economic*	Economic*
3	Inborn*	Technical*	Technical*	Inborn*	Mental*	Inborn*
4	Computer	Mental*	Space Tech*	Inborn*	Inborn*	Technical*
5	Leader	Academic*	Space*	Leader	Academic*	Leader
6	Interperson*	Interperson*	Vice*	Interperson*	Academic*	Interperson*

*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.
Animal Handling: guard/hunting beasts, falconry, equestrian, herding.
Blade Cbt: Small Blade†, Large Blade†, Axe†, Foil, Polearm†, or Cudgel.
Economic: Admin, Broker, Legal, Scrounging, Trader.
Environ: animal handling*, archaic wps*, high-G environ, hunting, recon, survival, stealth.
Exploratory: Pilot, Prospecting, Sensor Op, Survey, Survival, Vaco Suit, Vehicle*.
Gun Cbt: Handgun†, Laser Weapon†, Rifleman†, Neural Weapons, Shotgun†, Smg.
Gunnery: Turret Weapons, Spinal Weapons, Screens.
Mixed Cbt: Infighting, Blade Cbt*, Gun Cbt*, +1 Str, +1 End.
Interperson: Admin, Interview, Liaison, Linguistics, Steward.
Inborn: Artisan, Carousing, Instruction, Jack-O-T, Tactics, Leader.
Mental: +1 Int, +1 Edu.
Physical: +1 Str, +1 Dex, +1 End.
Science: biology, chemistry, genetics, forensic, medical, physics, robotics.
Space: Engineering, Navigation, Pilot, Sensor Op, Ships Boat, Vaco Suit, Zero-g Environ.
Space Cbt: Fleet Tactics, Gunnery†, Sensor Op, Ship Tactics.
Space Tech: Communications, Computer, Engineering, Gravitics, Vaco Suit.
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, Scrounging, 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 pistol, flintlock musket, percussion pistol, 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 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

Administrator Admin-1
Administrator Mgr Interview-1
Doctor Medical-1
Loner Mixed Cbt-1
Aristocrat +1 Cha
Scientist Technical-1
Leader Recruiting-1

RETIREMENT AND PENSIONS

A character who completes a fifth (or later) term is considered retired after mustering out. Retirement allows a pension of Cr1,000 times the number of terms served.

Each year, the character must roll 4+ on 2D to continue receiving the pension (this reflects the variable nature of organizations in the Vargr Extents).

Anagathics: Terms (during character generation) in which a character takes anagathics may not be counted toward retirement pay.

VARGR CHARACTER GENERATION

BASIC SKILL ELIGIBILITY

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

Note: Belter, rogues, and hunters receive two skills per term of service.

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 2
 If rank 1 or 2 1
 If rank 3 or 4 2
 If rank 5 or 6 3

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

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

SUCCESS TABLE

Die Result
 2- Discharge with -2 Cha
 3 Discharge with -1 Cha
 4 Promoted 1 rank
 5 No effect
 6 No effect
 7 No effect
 8 Promoted 1 rank
 9 Promoted 1 rank
 10 Promoted 1 rank, +1 Cha
 11 Promoted 2 ranks, +1 Cha
 12+ Promoted 2 ranks, +2 Cha

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

Merchant..... Early Stellar+
 Belter..... Early Stellar+
 Corsair..... Early Stellar+
 Rogue..... Industrial+
 Hunter..... Atm Thin+
 Barbarian..... Pre-Industrial

PRIOR SERVICE TABLE

	Merchant	Belter	Corsair	Rogue	Hunter	Barbarian
Enlistment	5+	8+	6+	6+	9+	5+
DM +1 if	Dex 8+	Dex 9+	End 9+	Cha 8+	Dex 10+	End 9+
DM +2 if	Int 8+	Int 6+	Dex 7+	End 7+	End 9+	Str 10+
Survival	4+	9+	6+	7+	6+	6+
DM +2 if	Int 9+	(terms)	End 9+	Int 9+	Str 10+	Str 8+
Position	7+	8+	6+	—	—	—
DM +1 if	Int 8+	—	Cha 7+	Edu 9+	—	—
Success	DM +1 if	Int 8+	Int 10+	Int 9+	End 10+	Int 6+
DM +1 if	Cha 7+	End 9+	Cha 5+	Str 8+	Int 10+	Cha 6+
Special Duty	4+	7+	5+	5+	6+	7+
Reenlist	4+	6+	6+	5+	5+	6+

Characters use this table for each 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 if the character has the necessary attributes.

TABLE OF RANKS

	Merchant	Belter	Corsair	Rogue	Hunter	Barbarian
Rank 1	4th Officer	—	Lieutenant	—	—	Brave
Rank 2	3rd Officer	—	Force Leadr	—	—	Warrior
Rank 3	2nd Officer	—	Staff Major	—	—	Leader
Rank 4	1st Officer	—	Group Leadr	—	—	Chieftain
Rank 5	Captain	—	Commodore	—	—	Chief
Rank 6	—	—	Leader	—	—	Elder

This table indicates initial rank (rank 1) if a commission is received, and subsequent ranks (ranks 2 to 6) as promotions are received. Belters, rogues, and hunters do not have ranks, positions, or promotions.

MUSTERING OUT TABLES

Die Roll	Benefits Table				
1	Low Psg	Low Psg	Low Psg	Low Psg	Low Psg
2	+1 Int	+1 Int	+1 Int	Low Psg	Mid Psg
3	+1 Edu	Weapon	+2 Edu	Mid Psg	High Psg
4	Weapon	Weapon	Weapon	Weapon	Weapon
5	Weapon	High Psg	Weapon	Weapon	Weapon
6	High Psg	Seeker	Weapon	High Psg	Weapon
7	Trader	—	Corsair	Starship	Starship

Characters with rank 5 or 6 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	1,000	—	1,000	—	1,000
2	1,000	—	1,000	—	1,000
3	1,000	1,000	10,000	10,000	5,000
4	20,000	10,000	10,000	10,000	5,000
5	20,000	100,000	30,000	50,000	10,000
6	20,000	100,000	30,000	100,000	4,000
7	30,000	100,000	50,000	100,000	5,000

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

VARGR CHARACTER GENERATION

1. Personal Development Table

	Merchant	Belter	Corsair	Rogue	Hunter	Barbarian
1 Physical*	Physical*	Physical*	Physical*	Physical*	Physical*	Physical*
2 +1 Dex	+1 Dex	+1 Dex	+1 Dex	+1 Dex	+1 Dex	+1 Dex
3 +1 End	+1 End	+1 End	+1 End	+1 End	+1 End	+1 End
4 Mixed Cbt*	Vice*	Vice*	Vice*	Vice*	Mental*	Vice*
5 Vice*	Mixed Cbt*	Mixed Cbt*	Mixed Cbt*	Mixed Cbt*	Gun Cbt*	Physical*
6 Gun Cbt*	Vacc Suit	Vacc Suit	+1 Cha	Carousing	Blade Cbt*	Mixed Cbt*

2. Service Skills Table

	Merchant	Belter	Corsair	Rogue	Hunter	Barbarian
1 Vehicle*	Vehicle*	Space*	Vehicle*	Mixed Cbt*	Mixed Cbt*	Mixed Cbt*
2 Vacc Suit	Zero-G Env	Vacc Suit	Gun Cbt*	Gun Cbt*	Gun Cbt*	Infighting
3 Interperson*	Gun Cbt*	Gun Cbt*	Mixed Cbt*	Demolition	Environ*	Blade Cbt*
4 Space*	Prospecting	Gun Cbt*	Vehicle*	Environ*	Environ*	Environ*
5 Space Cbt*	Prospecting	Blade Cbt*	+1 Edu	Hunting	Arch Wpn*	Arch Wpn*
6 Gun Cbt*	Space*	Special Cbt*	Vehicle*	Vehicle*	Mixed Cbt*	Mixed Cbt*

3. Education Table

	Merchant	Belter	Corsair	Rogue	Hunter	Barbarian
1 Mechanical	Ship's Boat	Space*	Vice*	Mechanical	Mixed Cbt*	Mixed Cbt*
2 Electronics	Mechanical	Zero-G Env	Vice*	Electronics	Hunting	Hunting
3 Space*	Electronics	Inborn*	Streetwise	Technical*	Environ*	Environ*
4 Space Tech*	Prospecting	Technical*	Inborn*	Computer	Environ*	Environ*
5 Technical*	Exploratory*	Space*	Interperson*	Economic*	Arch Wpn*	Arch Wpn*
6 Academic*	Space*	Space Cbt*	Tactics	Economic*	Arch Wpn*	Arch Wpn*

4. High Charisma Table (allowed only for characters with Charisma 8+)

	Merchant	Belter	Corsair	Rogue	Hunter	Barbarian
1 Economic*	Medical	Ship Tactics	Medical	Medical	Medical	Medical
2 Economic	Space*	+1 Cha	Vice*	Technical	Technical	Interrogatn
3 Inborn*	Space Tech*	Inborn*	Vice*	Hunting	Inborn*	Inborn*
4 Academic*	Technical*	Vice*	Inborn*	Inborn*	Environ*	Environ*
5 Exploratory*	Inborn*	Space*	Inborn*	Exploratory*	Tactics	Tactics
6 Space*	Space Tech*	Inborn*	Technical*	Academic*	Interperson*	Interperson*

*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.
 Animal Handling: guard/hunting beasts, falconry, equestrian, herding.
 Archaic Wpn: blowgun, bola, boomerang, bowf, crossbowf, early firearmf, sling.
 Blade Cbt: Small Bladef, Large Bladef, Axe†, Foll, Polearm†, or Cudgel.
 Economic: Admin, Broker, Legal, Scrounging, Trader.
 Environ: animal handling*, archaic wpn*, high-G environ, hunting, recon, survival, stealth.
 Exploratory: Pilot, Prospecting, Sensor Op, Survey, Survival, Vacc Suit, Vehicle*.
 Gun Cbt: Handgun†, Laser Weapon†, Rifleman†, Neural Weapons, Shotgun†, Sng.
 Gunnery: Turret Weapons, Spinal Weapons, Screens.
 Mixed Cbt: Infighting, 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.
 Physical: +1 Str, +1 Dex, +1 End.
 Space: Engineering, Navigation, Pilot, Sensor Op, Ship's 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: Bl Dr, Cbt Eng, Cbt Rflmt†, Demo, FA Grry, Fwd Cb, Grav Belt, Hvy Wpn, Hi-eng Wpn†, Hi-g Env, Stealth, Survival, Zero-g Env.
 Vehicle: Aircraft, Grav Belt, Grav Vehicle, Ship's Boat, Tracked Vehicle, Watercraft*, Wheeled Vehicle.
 Vice: Bribery, Disguise, Forgery, Gambling, Intrusion, Scrounging, 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 auto pistol, flintlock psl, flintlock musket, percussion psl, percussion rfr, percussion rifle.
 Handgun: Includes skill in auto pistol, gauss pistol, revolver, body pistol, and snub pistol.
 High Energy Weapons: Includes skill in all GMP and FGMP weapons.
 Large Blade: Includes skill in sword, outaas, 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.

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
 Average Stellar Whl Veh-0
 High Stellar Grav Veh-0
 Computer-0
 Grav Veh-0

RANK AND SERVICE SKILLS

Merchant 1st Off Pilot-1
 Belter (1st term) Vacc Suit-1
 Belter (3rd term) Zero-g Env-1
 Corsair Lieutenant Ship's Boat-1
 Rogue Streetwise-1
 Hunter Hunting-1
 Barbarian Environ-1

RETIREMENT AND PENSIONS

A character who completes a fifth (or later) term is considered retired after mustering out. Retirement allows a pension of Cr1,000 times the number of terms served. Barbarians do not get retirement pay.

Each year, the character must roll 4+ on 2D to continue receiving the pension (this reflects the variable nature of organizations in the Vargr Extents).

Anagathics: Terms (during character generation) in which a character takes anagathics may not be counted toward retirement pay.

IMPERIAL VARGR

Imperial Vargr have an additional DM-4 applied if they wish to enlist in the Corsairs.

Imperial Vargr have an additional DM-2 applied if they wish to enlist in the Merchants.

ROLEPLAYING VARGR

We won't beat around the bush — adding aliens to a session complicates your job as referee. You have to learn new rules which govern their actions. You have to understand their behavior to roleplay them properly as NPCs. You have to learn to think like them before you can predict how they'll react to a given situation. If it's so much trouble, why bother incorporating aliens into your MegaTraveller sessions?

There are a number of good reasons for putting in aliens. First, MegaTraveller is a science fiction game, and nothing conveys the flavor of science fiction better than aliens. Without aliens, your game can seem to be little more than "tech 7 with starships." If your players can't tell Lair's capital city from their real world home town, something is wrong.

Aliens, also, can be a new experience for players. No matter how long they play MegaTraveller, your players will always know more about humans than about Vargr or Aslan. Thus, aliens provide an inexhaustible source of delightful surprises for your gaming group.

And with those surprises come challenges — the stuff of memorable adventures. Your players may have excellent methods of dealing with officious Imperial bureaucrats, but put them up against a haughty Vargr administrator and his aides, and they'll have to improvise. Details which never deserve a second thought when dealing with humans take on new significance when aliens come onto the scene. A routine job — otherwise boring and unimportant — can easily be complicated and enlivened by the addition of an alien or two.

Take for example, a human relief mission to a troubled mixed-population world in Meshan sector. A community has just been hard hit by a natural disaster and is sorely in need of medical assistance. If the community was a human settlement, the job would be dull: drop off medical supplies, provide first aid to injured locals, and arrange transportation for critical casualties — not too exciting an assignment.

But with an Ovaghoun Vargr community, the job quickly becomes more difficult. The Vargr still need assistance, but their pride may move them to refuse help from humans. Now, negotiation becomes crucial. Unfriendly Vargr may hinder the characters' efforts, even to the point of threatening violence. Are the characters skilled enough to deal with such a situation? Do they know the best approaches to make in their proposals to the community's leaders? A routine, uninteresting job has now become an exciting jaunt into the realm of alien interaction.

Have we convinced you yet? Try an adventure with Vargr, whether player characters or NPCs. Your extra effort will soon show itself in added player interest and more enjoyment for all.

But the question remains — how do you go about refereeing Vargr in MegaTraveller?

VARGR SETTINGS

Good stories have four, sometimes five elements: setting, character, plot, emotion, and — in some cases — theme. Setting is the most basic, and it should be integral to the tale.

If your story could as easily take place on Lair as on Vland, it lacks a definite setting, and is therefore incomplete. A definite setting adds a great deal of color both to stories and scenarios — it forms the backdrop against which the action takes place. Often, it sets the story's tone and even defines its characters.

Hence, the setting should never be overlooked. Vargr settings are no exception.

A typical Vargr locale is to a human an unrestrained, chaotic place. Harsh voices fill the air — a chorus of barks, growls, and guttural words. Vargr of every size and color watch as individuals settle their differences either verbally or in close combat. Behind them flamboyantly ornamented buildings rise, painted in garish colors. Obviously, a Vargr backdrop can be almost as exciting as an actual adventure in human environs.

You can easily use this to your advantage. Although Vargr wouldn't blink an eye in such surroundings, human characters will almost certainly be put on their guard. Feelings of tension, even fear, can be evoked through careful description of a Vargr setting.

And if your players' characters are Vargr, the setting should retain its novelty and color. You should help them to relax and to realize their characters blend into the picture — but that doesn't change the fact that a Vargr setting is a very lively place.

VARGR AS NON-PLAYER CHARACTERS

Before your players are ready for Vargr characters, they need to get accustomed to how Vargr behave. The best way to do this is for them to see Vargr in action. Thus, the ball falls into your court — you should incorporate some Vargr NPCs into your games. Even when your players play Vargr, there will still be a need for developed Vargr NPCs, unless your campaign is set outside Vargr space.

MegaTraveller NPCs can be divided into four types: extras, allies, trouble-makers, and patrons. Let's see how Vargr fit into each of these roles.

Extras: These are the unimportant NPCs regularly encountered by the adventuring party. Store clerks, hired thugs, and people on the street belong to this group. Extras usually remain nameless; they serve their purpose and quickly disappear. The characters never get a chance to know them well, and usually, there isn't much to know.

Vargr extras are easy to handle. They still sell things, assault people, or pass the characters by; they just do so as Vargr. Extras are practically parts of the setting. Vargr extras may stand out, but they still have little character of their own. Such NPCs are most useful for reminding the players they are not on twentieth century Earth. Look! There goes an alien....

Allies: Similar to extras, allies assist the characters in a variety of ways, but they have much more personality. Some allies may provide information; others, needed skills or equipment. Whatever the case, allies have names and lives of their own. The characters can get to know these NPCs; in fact, they can feel the NPCs are people they can rely on.

VARGR ROLEPLAYING EXAMPLE ONE DZOFIN IN ACTION

Dzofin is an Irlitok Vargr from Ozuvon (Amdukan 1015 A523688-C) in the Julian Protectorate. He's an explorer-for-hire, a line of work that requires combat, academic, and interpersonal skills. Dzofin often finds himself in exciting situations in the course of his job. This situation takes place outside the Hezerak Connective in 1118, when Dzofin served as the guard to an archeological expedition.

The bark awakened Dzofin. He leapt up from the floor of his tent and shook his fur. Grabbing his rifle and binoculars, he plunged outside. Crouching, he made his way to the camp sensor panel. In the background, outstanding among the jungle noises, Ugong's second bark abruptly cut off.

The perimeter sensors were a ring of infrared beams projected around the camp. Whenever a beam was broken, its receptor sent out an alarm signal. Dzofin checked the status display, but the sensors reported no intrusion. So much for the sensors, he thought.

Ugong usually slept by the air/raft, which sat parked at the far end of the campsite. Dzofin raised his binocs, switched them to LI mode, and scanned the area around the vehicle. "Nothing," he growled. "Absolutely nothing."

Dzofin started to lower the binoculars, but a faint odor, strangely familiar, caused him to hesitate. There are other Vargr here, he realized. Vargr that don't smell right.

Raising the binocs for a second look around the camp, Dzofin tried IR mode. A cursory scan of the jungle's edge near the air/raft showed him the bright beams of the perimeter sensors. And there, stepping over the beam, was a small, poorly contrasted figure.

The beams were invisible. Dzofin knew that. Without IR-sensitive gear, there was no way anyone could spot the sensor ring. But here was someone deliberately avoiding the beams! As Dzofin watched in disbelief, a second figure exited the jungle growth and made its way past the sensors.

Both figures quickly disappeared behind the air/raft, but Dzofin feared they were sneaking up on the other sleeping archeologists. Dzofin dropped the binocs, loudly barked an alarm to his packmates, and set off at a fast sprint.

Crossing the compound with gauss rifle ready, Dzofin leaned up against the hard cover of the weather-beaten air/raft. Panting in the hot night, he rounded the corner, coming out where the two figures he had spotted should be. A burst of automatic fire sprayed forward from Dzofin's rifle as his finger pressed the trigger.

There was no one there. Where could the two figures be? Dzofin let off the trigger and rolled back behind the air/raft's side. His ears cocked, alert; he thought he could hear Ganggan and Farrg stumbling from their tent across the clearing. Dzofin listened closer, but a multi-voiced keening howl arose ahead, drowning out the sounds of his friends.

He couldn't help but think of the stories he'd heard on Ueng. The Roth Thokken were legend in these parts. A fearsome cult of blind minority Vargr, they were rumored to possess peculiar, unwholesome senses. And he did see the intruders stepping over the sensor beams, which no one should be able to see....

All Dzofin knew for sure was that strangers were about, and they definitely weren't emissaries. He trusted that Ganggan and Farrg would submit to his leadership: the two were scholars, not scouts. But Dzofin must make sure the other two did not panic, otherwise, they all could get killed.

Analysis: What have we seen? First off, the scientist Ugong barks. Although the Vargr have complex languages

to express thoughts, they still bark, growl, howl, and whimper, much as a human might yell or mumble assent. Barks like Ugong's are alarms or challenges.

Also notice Dzofin crouched as he left his tent. Some Vargr, when concentrating, especially in the midst of combat or other action, typically drop to a crouch. This makes you harder to notice and a smaller target.

At first finding no sign of intrusion, Dzofin growls, "Nothing. Absolutely nothing." Growls like that signal aggression, whether they're expressed with or without words.

Dzofin does manage to catch a whiff of the intruders' scent. In the midst of a tropical jungle, almost swollen with plant and animal life, picking out such a scent would be impossible for a human. Dzofin notices it without undue effort.

Finally having found at least two of the attackers, Dzofin moves out, barking an alarm. Vargr are heavy users of war cries, derived from their forbears' barks. Such cries are intended to both confuse and frighten the enemy, as well as gather other Vargr for the attack.

Why did Dzofin bark an alarm, effectively calling for help, then set off by himself to confront the intruders? Answer: his charisma was involved. Confronting a group of unknown hostile Vargr by oneself takes courage (good for increasing charisma). But Dzofin is not stupid — he called for help from his comrades (good for keeping his charisma intact, just in case there is trouble). But he then immediately emphasized his bravery by pressing on without waiting (again, good for increasing charisma).

After his quick sprint across the compound, Dzofin pants to cool off. Vargr, like all Terran canines, don't sweat. This can sometimes interfere with speech, but evidently the trait didn't bother the Ancients enough to correct it.

Once by the side of the air/raft, Dzofin immediately turns the corner and fires before ducking back under cover. A human might have checked to make sure no friendly forces were in the line of fire; Dzofin acted as a Vargr, in the way humans often perceive as impulsive. But by Dzofin's way of thinking, he merely took a calculated risk — the benefits of stopping the intruders outweighed the chance of injuring one of his friends.

Seeing no one as he fired, Dzofin pauses again to listen. Notice how he's used several senses in the last few minutes. Humans primarily depend on sight; they use hearing to only a limited extent. Vargr use their eyes, ears, and noses in concert, which helps them to be more alert to their surroundings.

Dzofin briefly wonders about the intruders' identity, remembering tales he's heard of the deadly Roth Thokken sect. The Roth Thokken have roughly the same reputation among modern Vargr as the Thuggee cultists had among humans of pre-spaceflight Terra.

Managing to dismiss his fears, at least for the moment, Dzofin worries about two of his academic colleagues: Ganggan and Farrg. Unexperienced in combat, the two might panic, but Dzofin hopes they'll recognize his leadership (potential charisma increase) under the circumstances and act accordingly.

Dzofin made it through this experience, incidentally. His suspicions were confirmed, for the intruders were indeed Roth Thokken. But thanks to his quick action, he, Ganggan, and Farrg escaped. •

Vargr allies take more work to develop than extras. Where it's easy to say, "The store clerk steps out from the back of the shop; surprisingly, he's a Vargr," you can't just say "This Vargr is going to follow your group through the rest of the adventure." He needs a name, a background, and enough depth to make him seem real to the players. As an alien, these details will be harder to come by.

Time spent developing a Vargr ally will prove worthwhile, though. Through this regular contact, the characters will interact with and learn about a Vargr; the players will begin to understand this fascinating race.

The ally probably offers the best opportunity for character interaction with Vargr, because his friendship with the party gives him a reason to stay in the story. The players, like their characters, will want to get to know him personally. That's something they wouldn't do with an enemy and something they wouldn't get a chance to do with a patron.

The third class of NPC is the trouble-maker. Basically, he's the opposite of the ally. A trouble-maker actively hinders the characters' efforts, whether as a rival or actual enemy. While trouble-makers over and above the level of thugs need to be detailed, the focus is on background and motivation rather than personality.

Vargr trouble-makers can be interesting because they'll oppose the characters for unique reasons. A Vargr might see a chance for increased charisma if he foils the characters' plans; a human simply wouldn't care. Perhaps the characters have offended the Vargr's pride, and he takes a strong dislike to them. Whatever the situation, an alien can make a complex and surprising opponent.

Patrons: The last type of NPC is the patron, one of the cornerstones of MegaTraveller adventuring. The patron sets the characters on a task. He may offer some assistance, or he may just promise a reward if the task is completed. Either way, the patron provides direction to the party.

Patrons can be impersonal holojournal ads or detailed NPCs. Ads and rumors are fairly simple, being of the "C5,000 reward offered for lost pet" variety. NPC patrons require more work, but they may not ever come in contact with the characters. A patron could be a wealthy, reclusive aristocrat who sends his instructions to the party via electronic mail. A patron's goals must always be defined; further details must be developed as needs dictate.

A Vargr patron can be especially interesting. Working for him won't always be like working for a human. His goals

may differ; so will his methods of dealing with employees. A lot of infighting — verbal, financial, and physical — goes on among Vargr of importance, and this may work its way down to the characters' level.

All in all, the chief benefit of Vargr NPCs is their novelty. Regardless of the characters' race or races, dealing with aliens always is enjoyable and thought-provoking, assuming you, as referee, do your job right.

A word of caution is in order. Before trying to roleplay Vargr, be sure that you're familiar with the material elsewhere

in this book. Always try to stay in character, because your characters will see

Vargr as you portray them. If your Vargr NPCs are

merely humans in dog suits, or cookie-cutter Vargr

that all act like rash fools, your players can't help

but get the wrong idea.

VARGR AS PLAYER CHARACTERS

Once your players adopt Vargr characters, your game enters a whole new dimension. The game's enjoyment potential increases, but so does your responsibility. Not only do you have to realistically roleplay

Vargr characters, you have to make sure your players are doing the same.

At times, a player may slip out of character. It's your responsibility to point this out, but make sure you do so tactfully. Blunt statements — "You can't do that" — should be used sparingly. Simple queries — "Do you think your character would really act that way?" — are often just as effective, and they spare the player's feelings. Admonitions — "A Vargr might be more likely to act like this" — are another possibility.

You might also try requiring players to use the Vargr reaction table. If your players are new to roleplaying Vargr, the table gives them a basis from which they can extrapolate. As they grow more accustomed to the ways Vargr react, they can dispense with the table and decide things themselves.

Why is it so important to make sure your gaming group roleplays aliens properly? If they don't do so, aliens become nothing more than furry humans. And if the aliens in your game also act like humans, then why have aliens in the game in the first place? Aliens can add a lot of science fiction flavor to a game, but only if they're truly alien.

And since you are the referee, you're in charge of the game. It's partly your responsibility to make sure everyone has fun. If your players actually like aliens that act like humans, fine. But you could be missing out on a lot of fun.

Also, aliens that are truly alien add significant long-term interest to your sessions. Think of how long it would take you to learn everything about a previously unknown human culture and its history. Quite a while, right? The same potential for prolonged interest exists with alien races. Your



VARGR ROLEPLAYING EXAMPLE TWO DZOFIN AND A PUZZLE

We have seen Dzofin, the Inlittok Vargr from Ozuvon, in action. This situation is a continuation of example one, where Dzofin escaped the Roth Thokken. Later in the week, Dzofin faced another dilemma.

It was raining when they first reached the ruins — eight Vargr and three humans. Once there had been nine Vargr, but Ugong was gone now. Dzofin reflected upon his passing. After five days, Ugong's death at the hands of the Roth Thokken still weighed heavy upon his mind. The dagger wound in his shoulder bothered him, too.

Now, the ruins stood before him. Dzofin's thoughts turned to the ancient civilization which had built these monolithic structures. An insignificant race calling themselves the Upr Cusuri had once lived here before their extinction. While they never discovered jump drive and never reached beyond a handful of systems, they were rumored to have developed practical gravitic communicators.

That was what brought the archeological team here — what brought Ugong here — and what cost Ugong his life.

Dr. Ann's voice brought Dzofin out of his concentration. The chief archeologist wanted the team's members to split up and "fieldwalk" the area. Dzofin knew that this was standard practice: take an initial tour of the site on foot, just to see what could be seen before excavations were started.

So the party left the landing site to look around as instructed. Dzofin accompanied a human archeologist named Sinnic, and the pair set off toward an angular stone structure to the northeast.

The building was in good shape considering its age — at least three millennia had passed since the collapse of the Upr Cusuri civilization for reasons unknown. The ruins here looked to be older than the time of the collapse.

Dzofin and Sinnic skirted the building's edge, and found an overgrown gateway. Brushing away creepers and undergrowth, Sinnic stepped through the arch — and vanished!

Dzofin instinctively dove through the gateway in an attempt to help the human, and landed roughly on a rubble-strewn ledge.

Dzofin pulled out a handlight. Before him on the ground was a large square hole, its mouth overgrown with vegetation. The narrow ledge on which he stood surrounded the hole on three sides; on the fourth side was the arched gateway through which he had come. Beyond the ledge rose sheer stone walls. "A lift shaft of some sort," Dzofin guessed.

Crouching, Dzofin shone his light down into the shaft hole. "Sinnic!" he called.

Weakly, his friend answered him from far below. "Dzofin! I think I broke my arm — or badly sprained it, at least. I'm up to my elbows in something — maybe a fungus of some sort. Whatever it is, there's something moving around in it. You have to get me out of here!"

Dzofin was stumped. He had some cable with him, but he doubted if he could pull Sinnic out; the burly human weighed at least ten kilos more than he did. He could go for help, but whatever was at the bottom of the shaft might eat the archeologist before he returned with the others. And with a broken arm, he doubted if Sinnic could pull himself out.

Dzofin considered the equipment he had with him. Besides the cable, he had a pair of binoculars, his rifle, a machete, and an electronic match. He had no communicator — funding for the expedition had been scant, and individual radios had been discounted in favor of vehicle-mounted units in the air/rats.

After a moment's thought, Dzofin had an idea. He jumped across the shaft through the arch back into the daylight.

Fumbling with the plastel cable, rifle, and machete, he

turned on the match to its ultrahot setting. While the device's heating element warmed up, Dzofin started tying one end of the cable to the rifle. When the knot was sound, he applied the match, melting the knot into a single plastel mass, secure around the rifle's centerpoint.

Holding on to the cable's free end, Dzofin lowered the rifle and cable down the shaft. When Sinnic caught hold of it, Dzofin instructed him to use the rifle as a seat.

Quickly trimming some excess slack cable with the match, Dzofin tied the cable's newly sheared end to the machete's hilt. Again, he melted the knot with the match, thereby securing the cable to the blade.

Then, after finding a couple of nearby trees against which to brace himself, Dzofin called to his friend. "Ready, Sinnic?"

Sinnic weakly gave his assent. Feet braced, Dzofin started to draw up the slack in the cable. When he ran out of slack, his muscles strained as he fought to pull Sinnic from the bottom of the shaft.

Having made a little headway, Dzofin thrust the machete blade into the dirt. He was a bit surprised when it held, but he checked to make sure Sinnic was still on the improvised seat at the cable's other end.

Dzofin rested for a moment, but then braced himself farther from the entrance and started to pull again. Half-meter by half-meter, he managed to raise Sinnic out of the shaft's already-occupied depths.

"I'm clear!" Sinnic finally called from down in the pit. Dzofin panted in exhaustion. "I'll go get help," he yelled, making a final check of the machete's soundness. "Just hang on down there."

Analysis: Vargr change their loyalties more frequently than humans, perhaps, but their loyalties are no less strong. At the beginning of this episode, we see Dzofin brooding over Ugong's death. Vargr can be sentimental, too; their interpersonal relationships mean a lot to them, brief or not.

Notice that the archeological team is lured by profit rather than curiosity. Their goal is to find the secret of the legendary Upr Cusuri gravitic communicator. Vargr are generally more profit-minded than humans.

Dzofin sets out with Sinnic, a human, to fieldwalk the ruins. Within the Julian Protectorate mixed-race friendships are common. Vargr and humans can and do work together closely and successfully.

The stereotypical Vargr "impulsiveness" becomes evident once again when Dzofin leaps after the vanished Sinnic. This "leap before you look" syndrome seems foolhardy to humans, but to Vargr, it is merely a matter of the rewards outweighing the risks.

When faced with a problem, Dzofin — like most Vargr — prefers to solve it through immediate personal action. The Vargr charisma-oriented mindset says that waiting, pondering, or delegating tasks to others are actions best kept as the alternative rather than the first choice.

So by bracing himself against two trees, Dzofin managed to get his leg muscles into the act, so to speak. As powerful sprinters, Vargr commonly have well-developed leg muscles; if they can bring them to bear, they can partially compensate for their lack of upper-body strength.

Thus, we've seen how Vargr are creatures of action, even when facing problems requiring as much intelligence as brawn. Here again, charisma has entered the picture, and Dzofin chooses to take action in order to maintain his status in the eyes of his colleagues.

players will never know everything there is to know about the Vargr, making for years of interesting possibilities.

If your Vargr behave like humans, though, your players have no reason to learn more about them. Aliens who act like humans are not fascinating; any differences become literally skin-deep. Superficial aliens might even be a symptom of a superficial game, and superficial games often fail to maintain player interest. On the other hand, a well-detailed and carefully implemented campaign can prove interesting and enjoyable for years.

CREATING VARGR ADVENTURES

When creating scenarios involving Vargr PCs, one of the first questions becomes "How do I get the player characters involved?" There are many ways to do this; one of them is the traditional Traveller technique: the patron process.

A patron needs a particular job done, and he hires the group to do it. The question here is why the patron approaches and hires our characters, rather than anyone else qualified for the job. Among members of a single race, it's possible that the patron could be a character's relative. They might have worked together previously. They might be from the same world. Other elements of their background might coincide. Obviously, a number of plausible reasons exist.

But what about mixed-race employment? Why would a humans hire Vargr, or vice versa? Humans often hire Vargr because of the latter's malleable loyalties. A human patron can easily make it worth a Vargr group's while to follow him rather than some other leader. Vargr groups can easily be played off against one another, putting to use the race's contentious nature.

Vargr hire humans for the opposite reason. While racial pride usually insists that Vargr can do jobs better than humans, Vargr can always use hirelings whose loyalty is assured. To Vargr, humans seem almost immune to defection — something that can rarely be said about Vargr. Thus, in situations requiring long-term steadfast loyalty, human employees are a viable option.

Once past this initial hurdle, you can move on to detailing the body of the adventure. Just about anything that can be said about writing adventures in general applies here. When writing specifically for Vargr characters, there are a few additional points to keep in mind, however.

First, remember that Vargr — and other aliens, as well — are alien, but not stupid. Although they may do things differently and for different reasons, they are not idiots. They are every bit as intelligent as humans; that intelligence is just expressed in ways humans don't always think makes sense.

Similarly, Vargr are not so inconsistent that they lack good judgment. While some degree of change and instability is to be expected, individuals are not so vacillating that they act capriciously or make decisions based only on whim. Vargr are no less (and no more) capable than their human counterparts.

The characteristic Vargr chaos becomes more appropriate as you view things on a larger and larger scale. At higher levels, things do tend to break down and reorganize on a frequent basis. Thus, characters

employed by a major corporation may find that their superiors have moved on, along with their pay-



checks. Be careful that events of this sort do not happen too often — things like this tend to aggravate players and if used too much detract from the fun of the game rather than add to the challenge.

All sorts of adventure ideas are scattered throughout the Vargr section of this book. What bizarre Vargr subspecies wait to be encountered? What profitable finds wait to be discovered in the ruins of some long-dead Vargr culture? What free loot can be had by taking advantage of human weakness during the Rebellion? Does Yaskoydray have further plans for the Vargr? These and other items should suggest innumerable scenarios.

VARGR ROLEPLAYING EXAMPLE THREE DZOFIN NEGOTIATES

We have seen the Intellitok Vargr Dzoifin in action (example one) and watched him solve a puzzle (example two). This last example, a continuation of the archaeological expedition in examples one and two, takes place a few weeks after example two. With this final turn of events, the expedition turns out to be a tough haul.

The third week of excavation was well underway when Uenokguer abruptly signalled from orbit high overhead. Dzoifin, stealing a short nap after the midday meal, answered the call. The comm officer sounded worried.

"Our sensors show another ship rounding the planet. Between her vector and the way she's overriding her thrusters, she's not friendly. From her design, she looks like a Suedzuk vessel — not a good sign."

"The captain says we ought to maintain radio silence; don't answer or you'll give away your position. We'll call you when we know anything. Uenokguer out."

The air/raft radio went dead. Realizing that speed could be crucial, Dzoifin ran for over a kilometer to inform Dr. Anin.

Once apprised of the situation, the elderly Vargr archeologist howled at length, summoning the team from their work nearby. Tersely, Anin explained what was happening.

Next, Dr. Anin drew Dzoifin aside. As expedition security officer, Dzoifin's knowledge of ground combat far exceeded the aging scholar's. Anin knew that, and questioned Dzoifin carefully as to his plans for defense. Then the two broke apart, and Anin explained Dzoifin's plans to the group.

The team members scattered to fulfill their assigned tasks. Most gathered equipment from the camp; all regrouped in a lower rising over the ruins. From that vantage point, high above the thick jungle, Dzoifin and Sinnic kept watch for signs of landing spacecraft.

After four hours of tense stillness, an unfamiliar, brightly painted gig descended into view. It set down on the far side of the ruins, about half a kilometer distant. Despite the tower's height, Dzoifin and Sinnic lost sight of the craft; an intervening building blocked their path of vision. The archaeological team was left to wait blindly.

Dzoifin's patience was exhausted within minutes. Slings his rifle over his shoulder, he headed down the broad, moss-covered stairs descending to ground level. Exiting the ruined structure, he ran into the jungle for a brief reconnaissance of the area.

Estimating the position of the gig's landing site, he hacked his way through the thick foliage. Although his progress was slow, Dzoifin moved steadily toward the small craft ahead.

When he finally reached the gig, it was deserted. The vessel's main hatch was open, and it seemed obvious that a large number of passengers had departed. Ground troops, most likely, Dzoifin thought. And they're already heading back toward the tower!

Realizing his mistake, Dzoifin retraced his steps. The jungle slowed him again, though, and by the time he reached the tower's base precious minutes had been wasted.

From his viewpoint at the foot of the ruins, Dzoifin looked through his binoculars at the tower. There were more Vargr up there now, red Suedzucs armed with ACRs. His packmates, Sinnic and Anin included, were prisoners.

Dzoifin briefly considered his options. He could try a sneak attack on the Suedzuk, but they outnumbered him six to one. With odds like that, he doubted he could do more than aggravate them. His only other option appeared to be negotiation.

Dzoifin's howl got the attention of the Suedzuk in the tower. Poised so that he could step into cover at any time, Dzoifin boldly called out, "Release my pack!"

One rust-pelted Suedzuk stepped forward from the rest. "Your packmates refused to tell us your reason for being here. With what do you bargain, small one?"

"In the ruins, we found a gravitic communicator."

"A what?" The Suedzuk leader evidently wasn't up on his speculative technology.

"A communications device using gravitational waves rather than

radio signals, laser beams, or mesons," Dzoifin explained.

"And of what value is that to us?"

"A communicator that can't be jammed or detected? Could you use that?" Dzoifin gambled that these Suedzucs were really corsairs. If he was right, they'd take the bait.

"You propose a trade, then?"

"Yes," Dzoifin acceded. "My friends for the communicator."

"Agreed." The Suedzuk leader turned to instruct his comrades, then leaned over the tower's wall once more. "We will come down to meet you." Soon, the Suedzuk and the archaeological team were on the ground, the latter held at gunpoint.

"Where is this communicator, runt?" the Suedzuk leader asked bluntly.

Dzoifin led the group around the edge of the ruins to an arched gateway. "The mechanism lies inside. I warn you that the thing's rather large. You may need a few men to move it. The footing's rather tricky, too. Let me go first."

Dzoifin pushed his way through the group and leapt into the dark opening. From a safe position on the narrow ledge, he called out to the Suedzuk. "The way seems clear. Step on in."

The Suedzuk leader took a few preliminary steps and promptly vanished down the overgrown lift shaft. The other three Suedzuk nearby were helped in by thoughtful members of the archaeological team.

"Nice job, Dzoifin," Sinnic commented. "Too bad the Suedzuk won't get their communicator, though."

"Who says they won't?" Dzoifin returned. "How do we know it isn't down at the bottom of that shaft?"

Analysis: As this episode opens, we find Dzoifin taking a nap after just having eaten a meal. This is normal practice for Vargr, who sleep for brief periods scattered throughout the day. They especially like to nap after eating a large meal.

Dzoifin runs over a kilometer to get Uenokguer's message to Dr. Anin. This was more taxing than it might seem. Vargr are excellent sprinters, able to run faster than humans, but they make poor distance runners. Their relative lack of stamina shows itself when they try to run long distances.

We see charisma in action when Anin questions Dzoifin privately, then presents the latter's plans as his own. Anin, as expedition leader, would lose face by letting Dzoifin lead directly. But, he realizes Dzoifin's knowledge surpasses his own. To handle things, Anin obtains Dzoifin's ideas, but proposes them himself. Thereby, he appears to stay in charge.

Vargr are not well predisposed to waiting. In this case, Dzoifin tires of the tense waiting for the Suedzuk to reach the tower, and he sets out alone to find out what is going on. Significantly, the human Sinnic stays put. Although Dzoifin's action proved wise on this occasion, the Vargr sometimes sabotage their own efforts by their impatience.

Without a leader experienced in combat, the archeologists soon fall to the Suedzuk. Vargr morale collapses without a leader's inspiration, and in this case, Anin's charisma fails to suffice. He can't make the decisions necessary to effectively lead the group in a combat setting.

When Dzoifin returns to the tower, he puts critics of his race to shame. Rather than foolishly try a doomed rescue attempt, Dzoifin uses his head, and he tries negotiation.

Vargr have no qualms about negotiating from false platforms. They start with a particular goal in mind — in Dzoifin's case, the freedom of the archaeological team — and see diplomacy as a means to that end. If necessary, outright lies are just part of the process.

Dzoifin managed to get his friends out of this situation, but his job wasn't finished. With a few members of the archaeological party, he took the Suedzuk gig into orbit and launched a point-blank attack on the corsair, crippling it. After a number of harrowing close calls, the group finally drove off the Suedzuk and rejoined Uenokguer and their other crewmen.

ADVICE TO PLAYERS

Why play a Vargr? That's the basic question facing you, the player. Roleplaying a believable alien takes knowledge, effort, and practice. One thing in your favor with the Vargr is they are less alien than other races like the K'kree or the Hivers. Still Vargr do differ from humans.

WHAT MAKES A VARGR UNIQUE?

The physical differences of a Vargr are the most readily apparent. Vargr are a bit weaker and less hardy than humans, but are faster and more agile. Their teeth and claws give them close combat advantages humans lack. And Vargr can see, hear, and — especially — smell things that a human might miss.

That adds up to a character who is sharply aware of his surroundings. He moves quickly, gracefully sidestepping potential problems. Although he's not particularly strong, he can hold his own in a fight, especially if he's backed into a corner. Does that sound like the kind of character you'd like to play? Then playing a Vargr may be a good choice.

But you may not be into just physical, combat-oriented gaming. You may prefer more abstract concepts: personality traits, character background, mental aptitudes. In other words, you're into roleplaying.

What characteristics make up the Vargr mentality? Looking back at the psychology section elsewhere in this book, three traits are recognizably Vargr: gregariousness, pride, and charisma.

Vargr, being naturally gregarious, enjoy the company of their fellows, perhaps even more than humans do. If you as a player enjoy the interaction between your character and NPCs, playing a Vargr may give you a reason and an opportunity to emphasize these activities in your game.

Vargr pride tends to enliven interpersonal relations. While drawn to interact with others, Vargr can be touchy enough to make some occasions exciting. You can never be quite sure what a Vargr will take offense at, although some things — his race and his pack, for instance — are sure bets. Thus, playing a Vargr can give you a reason to be a disagreeable character, which can be fun.

The desire to increase charisma is an excellent roleplaying aid. Great rewards merit great risks, or so the philosophy goes. Vargr are great opportunists, ready to change their loyalties and goals as necessary. At times, Vargr may do things that seem impulsive or poorly thought out to humans; in reality, though, the Vargr may just be taking advantage of the opportunities at hand. If you're impulsive or a big risk taker by nature, you may find playing the opportunistic Vargr a truly enjoyable experience.

A third area in which the Vargr are outstanding is in their unique origins. As the only major race deliberately uplifted to sentience by another race, Vargr often feel either conceit, self-doubt, or both. As a people, the Vargr are special, and some individuals choose to see this as an excuse for bigotry — Vargr were created to be the perfect sophonts (so they think), thus making them better than other beings. Other Vargr are disturbed by their origins, feeling somehow inferior as "artificial" rather than "natural" creatures. And some Vargr just plain don't care where they came from. Your Vargr character's opinions on his race's origins can throw some interesting quirks into his personality.

VARGR CHARACTERS FOR DIFFERENT PLAYERS

Gamers can be divided into three basic types: adventurers, problem-solvers, and roleplayers.

Adventurers are primarily interested in combat and action. Bar room brawls, fierce space battles, and heated air/raft chases all appeal to the adventurer mentality. Without a doubt, roleplaying games are a great way to escape from the mundane and experience excitement of this sort.

Problem-solvers view gaming from a different perspective. They prefer exercising their minds. Puzzles, mysteries, and obscure clues make the game for the problem-solver. Whether faced with cryptic directions to a crashed starship or a race against time to escape from a fiendish deathtrap, problem-solvers would rather think than fight their way out of adversity.

Roleplayers primarily enjoy the interaction between their characters and NPCs portrayed by the referee. Confronted by a sharp-clawed band of drunken Urzaeng, roleplayers would rather use diplomacy than brute force, either physical or mental. Roleplayers enjoy developing detailed backgrounds and personalities for their characters. In a way, they are the "people" persons of gaming.

Which category do you fit in? While you have particular preferences, you most likely enjoy some combination of the activities mentioned above. Whatever aspect of the game you prefer to emphasize, here are some ways Vargr characters can help make your games more enjoyable.

Vargr — being impulsive, opportunistic, and seldom sedate — make excellent characters for adventurer players. Action-minded gamers will have more than their share of confrontations, infighting episodes, and hair-breadth escapes while playing a Vargr. Vargr are attracted by risky ventures with the prospect of wealth, prestige, and — most importantly — charisma gain, so action-oriented scenarios suit them perfectly. All things considered, Vargr are well-equipped, both physically and mentally, for high-action adventures.

But Vargr are not deficient in problem-solving abilities either. While Vargr are no more or less intelligent than humans, Vargr commonly approach intellectual problems from a different viewpoint. Vargr usually investigate enigmas for profit, not out of mere curiosity. Thus, mysterious situations with the potential of gain (financial or charismatic) will inspire thought on the part of Vargr; seemingly profitless mysteries generally do not appeal to a Vargr.

Roleplaying an alien race presents an exciting new challenge to roleplayers. If you enjoy the roleplaying part of gaming, but you haven't tried playing an alien, starting with the Vargr is an ideal way to learn to roleplay aliens.

Since the Vargr also are descendants of Terran mammals, they are closely akin to humans, both physically and mentally. Consequently, they are the aliens most similar (and most understandable) to humans, making the Vargr among the easiest aliens to roleplay. But just because roleplaying a Vargr is easier, this doesn't make them any less enjoyable to roleplayers long accustomed to playing aliens. Inexperienced or experienced — roleplaying a Vargr character can be good for many hours of enjoyable diversion.

VARGR PREFERENCES

Because of the diversity among the Vargr in the Extents and surrounds, it is difficult to find any one Vargr design or style and call it representative or typical of Vargr. Still, there are broad design preferences exhibited by most Vargr; these broad tendencies are presented below.

VARGR EQUIPMENT

For the most part, Vargr equipment is functionally equivalent to human gear. The few exceptions involve tailored items such as vacc suits or combat armor, where physiological differences come into play. Items of this nature cannot be comfortably worn by members of the other race.

If necessary, however, a human can occasionally fit into a Vargr outfit if it is the right size; likewise a Vargr may sometimes be able to wear a human outfit. Besides being awkward and uncomfortable, the individual will almost certainly be recognized for a member of his own race. Thus, for example, a Vargr cannot easily disguise herself as human just by wearing a human vacc suit.

The main difference between human and Vargr equipment involves economics. Within Imperial space, prices tend to be homogenous among similar worlds; e.g. two equivalent hand computers bought on two tech 15 worlds will cost nearly the same amount. Within Vargr space, on the other hand, item prices vary greatly.

VARGR CLOTHING

Vargr dress tends toward overstatement, clashing colors and fancy — humans would say "excess" — ornamentation. Epaulets, braid, flashy buttons, and overall styling often make Vargr clothes resemble military dress uniforms.

For Vargr in actual military service, emblems of rank are typically removable without much effort. Rank can depend on the individual's charisma and current status, both of which may fluctuate over time.

While Vargr notions of fashion differ from human concepts, Vargr clothing items still parallel human ones. Vargr may wear loud shirts, loud jackets, and loud trousers, but the items nonetheless follow accepted human convention. Of course, accommodations must be made for the vagaries of Vargr physiology: tails, digitigrade stance, and so forth.

VARGR ARCHITECTURE

Vargr architecture varies widely, as do most things Vargr. Designs are often asymmetrical, and they typically incorporate greater external ornamentation than their human equivalents. If it's possible for buildings to be flashy, Vargr buildings often epitomize that school of design. Rarely does one building's ornamentation complement that of the structures nearby. Each building consequently acquires an out-of-place feel in the cityscape.

Vargr gregariousness sometimes reduces the number of internal partitions in buildings. Many Vargr prefer open, communal offices to cubicles or separate rooms. Naturally,

partitions are erected where needs dictate, such as bank vaults and prisons.

Vargr gregariousness can even be visible on a city-wide scale. Many Vargr cities are reminiscent of old Terra's Eastern bazaars and street markets, with haggling and infighting Vargr howling and tussling along the narrow thoroughfares. There are other communities, though, where Vargr keep to themselves. Diversity, remember, is also a Vargr trait.

As might be expected, Vargr buildings may be used for purposes other than the one the original designer had in mind. The tempestuous nature of Vargr society means that one Vargr's office building may be another Vargr's palace before the decade is out. This is not always the case, but it does happen.

VARGR ROBOTS

Robots are less common in the Extents than they are in the Imperium. Most often, Vargr prefer to command other Vargr; charisma doesn't mean much if all you control are machines.

Vargr also rarely employ armed robots. Sending a robot to fight instead of a live Vargr betrays a weakness of character on the part of both leader and followers.

Robots are found in some civilian occupations, however. Vargr make some use of expert robots, although charisma dictates their use even here: such robots are never consulted publicly for decision-making functions.

Other robots may be found in factory and construction jobs and as vehicle pilots.

On the whole, though, Vargr robots is a primitive discipline. Typically,

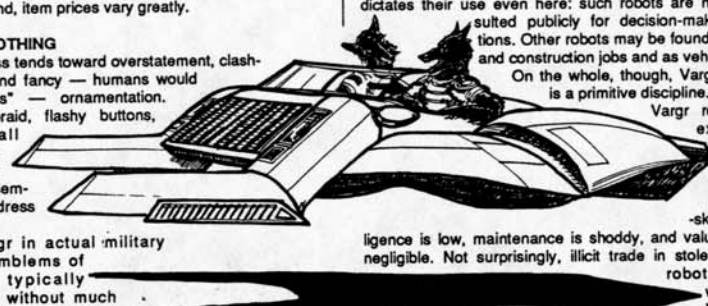
Vargr robots are expensive, poorly engineered, and under-skilled. Intelligence is low, maintenance is shoddy, and value is often negligible. Not surprisingly, illicit trade in stolen Imperial robots thrives within the Vargr regions of space.

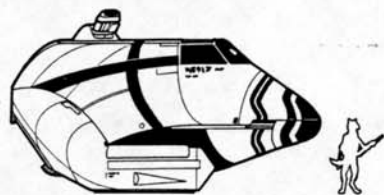
VARGR VEHICLES

Every human vehicle has its Vargr counterpart, whether speeder or hovercraft, ATV or hydrofoil. Despite functional similarities, Vargr craft differ greatly in appearance. Dominated by fins, spines, flaring crescents, and mismatched components, Vargr designs can meet a poor reception in human markets. Humans frequently find Vargr designs garish, over-ornamented, and unseemly. Both Vargr and humans share a love of speed, though, and racing vehicles are often admired across racial lines.

VARGR ATTITUDES TOWARD TECHNOLOGY

To the Vargr, technology tends to be only a tool — nothing less, nothing more. The reason for this is simple: technology is inherently uncharismatic, and its possession or use confers no special status upon the individual. In a society where the emphasis rests on what the individual does, how he does it pales into insignificance.





TECH LEVEL 13 GHOERRUEGH G-CARRIER

The *Ghoerruegh* G-Carrier emphasizes speed and stealth above all else, and is a popular shipboard craft on corsair vessels. While the vehicle does mount a tech level 8 beam laser weapon, its sensor package consists of only very distant range active EMS.

CraftID: Vargr *Ghoerruegh* G-Carrier, TL 13,
Cr1,960,000
Hull: 6/14, Disp=6, Config=6SL, Armor=20E,
Unloaded=31.6 tons, Loaded=43.9 tons
Power: 1/2, Fusion=14.8 Mw, Duration=33/100 days
Loco: 1/2, Std Grav, Thrust=80.0 tons,
NOE=170 kph, CruiseAtm=720 kph,
TopAtm=960 kph, MaxAccel=0.80Gs
Commo: Radio=Continental(5,000km)
Sensors: EmMask, Active EMS=VDistant(50km),
Ladar=Distant(5km), Headlightsx3,
ActObjScan=Diff, ActObjPin=Diff,
Off: Hardpoints=1

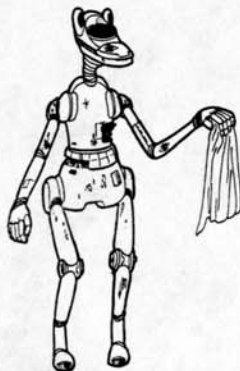
	Pen/	Max	Auto Dngr
Ammo	Attn Dmg	Range Tgts	Spd Sig ROF
Beam Laser	0 5/2	4 Dist(2.5)	2 1.5 H 40

Def: Anti-Laser Aerosolsx3

Controls: Computer=0/bisx2, DynamicLinkedx1,
Headup Display

Accomm: Crew=1 (operator), Seats=Adequatelyx12,
Environ=basenv, basicls, extls, grav plates,
inertial comp

Other: Fuel=19.7kl, Cargo=12.15kl,
ObjSize=Small, EmLevel=Moderate



TECH LEVEL 12 RUEGHZ GEN-PURPOSE ROBOT

The *Rueghz* general-purpose robot is one of the more impressive examples of Vargr robot design. The Vargr have managed to pack a considerable skill set into the minute brain of this robot. Even so—with an intelligence of only 3, the robot is still a dumbot (which means only individuals with robot ops skill can reliably operate it).

RobotID: Vargr *Rueghz* Robot, TL 12, Cr101,600,
UPP=N7x36x (Strength N=40)
Hull: 7/17, Size=100 liters, Config=2, Armor=2A,
Weight=185 kg
Power: 4/9, FuelCell=40kw, Duration=20 hours
Loco: 2/5, 2 legs, Speed=25kph
Commo: None
Sensors: Basic Sensor Pkg (2 eyes, 2 ears, 1 voder)
Off: None
Def: None
Brain: CPU=21 linear, 5 parallel, Storage=30 standard,
FundLogic=high data, FundCmd=bascmd,
Software=Steward-1, Valet-1, Grav Veh-1,
Admin-1, Electronic-1, Mechanic-1, Medical-1,
Instruction-1, Rescue-1, Emotion Simulation
Append: Medium Armx2, Rotating Head=25%
Other: Fuel=5.3 liters, ObjSize=Tiny, EmLevel=Faint

NEW GAME RULES FOR VARGR

This section discusses the game rules modifications you need to make in order to fully integrate Vargr aliens into your MegaTraveller gaming sessions. Using this material, you may confidently make use of Vargr in any MegaTraveller setting, situation, adventure, or campaign.

COMBAT

Vargr have a wide range of available natural weapons. In a given round, a Vargr can attack with hands, claws, or teeth. Hand attacks operate like human attacks, but claws and teeth have different characteristics: see the Vargr Hand-to-Hand Weapons table.

Attacks with teeth and claws are conducted as regular hand-to-hand attacks. Vargr use infighting skill rather than Brawling skill, however.

In any and all combat, a Vargr receives a special DM+1 on an interrupt task if his Charisma is higher than the charisma of the individual being interrupted. Consider non-Vargr to have a lower Charisma for the purposes of this comparison, unless the non-Vargr's pseudo-charisma is known.

ENCOUNTERS

The basic MegaTraveller rules for determining encounters still apply. However, this book presents new patron and random encounter tables better suited to Vargr environs.

HUMAN-VARGR INTERACTION

Some humans can impress Vargr using their own force of personality. Vargr accord such humans the respect normally reserved for high-charisma Vargr. Naturally, humans lack the innate charisma possessed by all Vargr in at least a small degree, but they can compensate for this lack through skillful use of leadership and negotiation techniques.

A human's basic Charisma equals his Social Standing divided by three (round fractions down). Humans of high social standing, especially nobles, typically have some of the force of personality and confidence admired by Vargr. Leadership experience also stands a human in good stead; add one point to a human's Charisma for each level of Leader skill he possesses. Experience in negotiation is also useful; add one point to human Charisma for every two levels of Liaison or Persuasion skill possessed. The final total comprises the human's Charisma equivalent in the eyes of Vargr.

Vargr rarely accept humans or other outsiders immediately. At first, base Charisma for these characters will be equal to Social Standing divided by four (instead of 3, but skill modifications *always* apply, however). Only after time, when the individual has had time to prove himself, will this basic characteristic rise to the level noted above. The pseudo-charisma of humans and other non-Vargr can also change through the variable charisma rules in the next section below.

VARIABLE CHARISMA

Like most things in Vargr society, charisma is not static. Personal successes and failures can alter a Vargr's charisma. In fact, the seemingly rash risk taking so typical of Vargr would make little sense if charisma increases weren't involved. You can incorporate these fluctuations in charisma into the game with little added effort.

Vargr characters start with their charisma determined by the character generation process. Humans and other

outsiders start with the charisma equivalent discussed above. Once the character begins making decisions in the course of the game, however, charisma can change, either for better or for worse.

A character has to be responsible for his success or failure to merit a charisma change. For example, the charisma of characters who inherit money or who are falsely imprisoned will not vary. But a character who plans and executes a daring bank robbery and consequently becomes rich has a chance for an increase in charisma. The same character, arrested with his henchmen while robbing the bank, would chance having his charisma decrease.

Thus, when notable success comes as a result of a character's deliberate actions, apply the following task:

To increase Charisma one level:

[difficulty], Off=Leader, Def=Cha (confrontation)

Referee: The difficulty of this task depends on the importance of the character's success. In many, perhaps most, cases, this task should be Difficult; especially notable successes could make it Routine, however. Remember to use Cha + 5, as with any characteristic used in a task.

Ignore mishaps; Charisma can never decrease through this task.

Why does Leader skill apply? Consider this line of reasoning: Vargr submit to characters with higher charisma than themselves. High-charisma Vargr lead low-charisma Vargr. Yet high-charisma Vargr with no leadership abilities soon fail in one way or the other; they are not prepared for the responsibilities of their role. On the other hand, skilled Vargr leaders elevated to high charisma levels will be able to succeed more easily in their new positions. Thus, leadership ability helps Vargr make the most of circumstances that might raise their charisma.

Note that charisma increases are harder to achieve as charisma rises. High-charisma Vargr must succeed in bigger and bigger ways in order to increase their charisma still further.

When significant failure results from a character's efforts, roll this task:

To avoid a one-level Charisma decrease:

[difficulty], Off=Leader, Def=Cha (confrontation)

Referee: This task will be Routine in most cases, but severe failures may make it Difficult.

Ignore mishaps. Remember to use Cha + 5, as with any characteristic used in a task.

Here, Leader skill helps a Vargr minimize the bad effects of his failure. Essentially, his training allows him to make the most of a bad situation, thereby avoiding a decrease in charisma. Higher charisma makes him more vulnerable to the consequences of failure, though.

As referee, be careful to hand out charisma increases too freely. Such increases should only be possible at crucial moments where a character has taken the initiative; Vargr aren't impressed by luck or coincidence. Although no firm

rules can be given, as a general guideline, opportunities for charisma increase should occur no more than once or, at most, twice during an adventure.

The use of the variable charisma rules can encourage better roleplaying. Players who seek to increase their characters' charisma will take the initiative more often. Their actions will increase their chances of success while also making them more vulnerable to failure. As a result, players may take a greater interest in the game and weigh their decisions more carefully. They may become more alert to opportunities for advancement.

Most importantly, the variable charisma rules lend a Vargr flavor to a gaming session. The frequent conflicts between self-interest and teamwork reflect the push-and-pull nature of Vargr society. Some successes can only be guaranteed if the group works as a team. Every Vargr would like to rise to higher status, yet the risks incurred can threaten both his own success and the success of his comrades. Forethought becomes a necessity.

EQUIPMENT

Human and Vargr equipment can be freely used by either race, for the most part. Clothing, vacc suits, combat armor, and so on, are a different story, however.

Humans Donning Vargr Outfits: If necessary, a human character can fit into a Vargr outfit on a throw of 9+ on 2D, made once per individual outfit.

Vargr Donning Human Outfits: Because of the problem Vargr have with their tail, their snout, and their ears, Vargr can only fit into a human outfit (minus the headgear) on a roll of 10+ on 2D. For the headgear, a separate roll must be made for 11+ on 2D. It is thus highly unlikely that a Vargr will be able to wear a human vacc suit, set of combat armor, or set of battle dress with all the headgear.

MORALE

Morale for Vargr NPCs works much the same as does morale for humans. Use the following task to determine the effect of casualties on the morale of Vargr NPCs.

To maintain a fighting stance in a combat session: [difficulty], Leader, Cha, absolute: 1 combat round

Referee: Roll once every combat round after at least ten percent casualties have been sustained. Increase the task difficulty one level if 50 percent casualties have been sustained, two levels if 75 percent casualties.

Increase the task difficulty one level if two or more leaders of equal charisma exist in the party.

The base difficulty level depends on the party's general morale: Very Low Morale: Formidable. Low Morale: Difficult. Average Morale: Routine. High Morale: Simple.

Besides use of the new task above, Vargr morale functions exactly as described in the *Players' Manual*, pages 84 and 85.

MOVEMENT

Vargr run at speed 2 without penalty. They can run faster (sprint), however, at the expense of Endurance. For every two rounds spent running at speed 3 or 4, subtract 1 point from the character's Life Force. When the unconscious Life Force value reaches zero, the character collapses from exhaustion. Lost Life Force points can be regained through rest at the rate of one point per five minutes (50 rounds).

Sprinting can give Vargr a tactical advantage in combat. It can also make them more vulnerable to damage, because sprinting lowers Life Force and lessens the number of hits a character can take.

PERCEPTION

Remember that most Vargr senses are sharper than human senses or have different sensitivities. This usually means some sort of bonus for Vargr characters attempting perception tasks. As referee, you should consider each set of circumstances individually; no firm rules can be given that will apply in all circumstances. However, one possible approach deserves mention.

You can create perception tasks as needed. For example, human and Vargr PCs might face an undiscovered leak in a sealed shelter on an exotic-atmosphere world. Thus, one task might be:

To notice the faint scent of ammonia in the air:

Difficult, Int (uncertain)

Referee: This task is Routine for Vargr characters.

In this case, Vargr PCs have a significantly better chance to notice the ammonia leak.

Other senses may be of lesser advantage. When sight comes into play, for instance, you may want to give Vargr PCs a special bonus if they get exceptional success on their task roll. Making the task an entire level easier might be too generous.

Obviously, no set of generic perception rules will adequately cover all situations. As referee, you can easily handle perception tasks "on the fly" with a little forethought.

PSIONICS

Vargr characters have the same psionic potentials and talents as do humans, and Vargr psionics are handled using the same rules. However, no research establishments similar to the human Psionic Institutes have ever existed in the Extents; the chaotic nature of Vargr society has prevented such groups from being well-organized or long-lasting.

Widely scattered research groups do exist, though. These groups perform experimental work and psionic training but are typically short-lived. Despite their above-ground status, they typically fall short of the persecuted Imperial institutes in knowledge and expertise.

The research groups described above can be found on a few worlds within Vargr space. An unmodified 2D throw of 12 indicates the presence of such a group on a particular world of population 8+. Though rare, these groups are generally not secret, and locating one is not especially difficult.

The lack of organization and shared knowledge has hampered Vargr psionic research, however. Training by Vargr psionics experts takes a full year and costs Cr500,000 (modified as usual for Vargr prices). Vargr research groups never charitably waive their fee, although a character may serve as an experimental subject for a year after training in lieu of payment. These experiments are dangerous; the referee should use a task similar to the following to determine the effects of experimentation.

To survive psionic experimentation unharmed:

Difficult, (PSR divided by 5), End (fateful, hazardous)

Referee: Mishaps do damage to both Int and the character's Psionic Strength Rating. Such damage is permanent in most cases.

The Vargr hold no widespread prejudice against the use of psionics, but neither to they commonly support it. As is typical for Vargr, opinions vary widely. Some Vargr, especially those in states allied with the Imperium, ban psionics. Vargr influenced by Zhodani attitudes frequently encourage research and training. Other views are also common. Some states approach the problem in unique ways: rigid licensing, religious control, or lengthy educational requirements before the psionics can be put to use.

One addition to the basic psionics rules does deserve mention. Psionically-talented individuals of one race must pay a higher psionic strength point cost to affect the minds of aliens (for example, if a Vargr tries to probe the mind of a Droyne). The Vargr/Human Psionics Against Other Races Table, applicable to both humans and Vargr, governs the additional costs associated with their psionic interaction with other races.

REACTIONS

When determining Vargr reactions, the confrontation nature of interpersonal tasks becomes particularly appropriate. Use the participants' Charisma characteristics — divided by five, as always — as additional DMs, adding the offender's charisma DM and subtracting the defender's DM.

As a general rule, Vargr react more strongly than humans. While not truly rash, they are typically either "all for" or "all against." Changes to the initial reaction table for Vargr reflect this:

VARGR INITIAL REACTIONS

Task Result	Individual's Reaction
Exceptional Success	Actively Cooperative
Success	Passively Cooperative
Failure	Actively Uncooperative
Exceptional Failure	Hostile

A hostile reaction can mean a snarl, a shove, a verbal attack, or even a quick bite that intentionally draws no blood; gun battles or all-out physical attacks are many times not appropriate, even in Vargr society. Hostile Vargr often feign drawing their weapon; sometimes they even draw and point their weapon at the offender. Not surprisingly, frequent dealings with Vargr can put a lot of stress on an unwary human.

Vargr view high-charisma individuals as brave, strong, and deserving of respect. They see low-charisma individuals as being in others' "debt." While the Vargr are often seemingly rash, they are not stupid. They take sizable risks for substantial rewards meaningful to them. Nonetheless, to a human, Vargr behavior seems to be dictated by periodical whims or fits of temper.

TRADE AND COMMERCE

The standard trade and commerce rules from the *MegaTraveller Referee's Manual* can be applied with only one exception, noted in the World Generation rules: don't classify balkanized Vargr worlds as rich; governmental chaos generally keeps them from being of that caliber.

Optionally, a roll of 2D-7 x 5% can be made for each world, and the result applied to local prices. This modification reflects the higher price volatility that is common in the Extents, and is applied in addition to other regular factors such as tech level considerations, availability, and so on.

GVEGH LANGUAGE WORD GENERATION

Since it would be difficult to go into the syntax details of the Gvegh language, words and names can be randomly generated to sound like actual Gvegh 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 that both begin and end with a consonant (CVC). The ratio of these four types in Gvegh is about 1:3:3:3 (V:CV:VC:CVC).

Gvegh syllables ending in a vowel cannot be followed by a syllable beginning in a vowel. In part, this contributes to the high consonant density of the language and makes it hard to pronounce words without sounding like you have a hacking cough. Try anyway during an adventure — it can be fun.

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: Gvegh words can be almost any length, although words more than six syllables are rare. Roll 1D to find the number of syllables, or just pick a number of syllables.

Syllable Type: For each syllable in a word, determine the type of syllable by using two dice on the Syllable Type Table — which table you use depends on the syllable's location in the word. Use the *basic table* for initial syllables and for syllables occurring after a syllable of type VC or CVC; use the *alternate table* for syllables that occur after syllables of type V or CV.

Syllable Components: Determine the component consonants and vowels from the remaining tables on the page. Select the column to use based on the syllable type (initial consonant, vowel, or final consonant). Throw one die to determine which table to use, and throw the other die to get the specific vowel or consonant to use.

WORD GENERATION EXAMPLE

You need a name for a Vargr character. You roll 1D and get a 2, telling you the name has two syllables.

Next, you roll 2D on the basic table to find the type of the first syllable — you roll 6, 4 — giving you a type CVC. Since the first syllable is CVC, you must roll 2D again on the basic table for the other syllable type. You roll 3, 4 for the second syllable type, which is the type VC.

Since the first syllable is type CVC, you must roll for all three components: an initial consonant, a vowel, and a final consonant. For the initial consonant, rolling 1D tells you to use initial consonant table 4. Rolling 2D on table 4 results in 1, 5 for an initial consonant of *kn*. Next, for the vowel tables, rolling 1D selects table 2. Rolling 2D on vowel table 2 yields 6, 3, giving you the vowel *ae*. For the final consonant table, a roll of 1D selects table 3. You roll 2D on table 3 and get 2, 5 — for a final consonant of *l*. You have a name whose first syllable is *knael*.

The second syllable is type VC. You start with the vowel tables, rolling 1D to select table 3. Rolling 2D on table 3 gives 6, 5 for a vowel of *e*. You roll 1D to select final consonant table 4. Rolling 2D on table 4 gives 3, 1 gives a final consonant of *ng*. The second syllable is *eng*.

Your Vargr word, then, is *Knaeleng*.

VARGR GVEGH WORD TABLES

Basic White Die

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

For initial syllables, or after VC or CVC

VARGR 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 consonant. Otherwise, use the Alternate syllable table.
3. Determine initial consonants from column 1, vowels from column 2, final consonants from column 3.

INITIAL CONSONANT White Die

1	D	D	D	D	D
2	D	D	D	D	D
3	DH	DH	DH	DH	DH
4	DZ	DZ	DZ	DZ	DZ
5	F	F	F	F	F
6	G	G	G	G	G

VOWEL White Die

1	A	A	A	A	A
2	A	A	A	A	A
3	A	A	A	A	A
4	A	A	A	A	A
5	A	A	A	A	A
6	A	A	A	A	A

Alternate White Die

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

For syllables after V or CV

FINAL CONSONANT White Die

1	DH	DH	DH	DH	DZ
2	DZ	DZ	DZ	DZ	G
3	G	G	G	G	G
4	G	G	G	G	G
5	GH	GH	GH	GH	GH
6	GH	GH	GH	GH	GHZ

2 White Die

1	G	G	G	G	G
2	G	G	G	G	G
3	GH	GH	GH	GH	GH
4	GH	GH	GH	GH	GH
5	GN	GN	GN	GN	GN
6	GV	GV	GV	GV	GV

2 White Die

1	A	A	A	A	A
2	AE	AE	AE	AE	AE
3	AE	AE	AE	AE	AE
4	AE	AE	AE	AE	AE
5	AE	AE	AE	AE	AE
6	AE	AE	AE	AE	AE

2 White Die

1	GHZ	GHZ	GHZ	GHZ	GZ
2	GZ	GZ	GZ	GZ	K
3	K	K	K	K	K
4	K	KH	KH	KH	KH
5	KH	KH	KH	KH	KH
6	KH	KH	KH	KH	KH

3 White Die

1	GZ	K	K	K	K
2	K	K	K	K	K
3	K	K	K	K	K
4	K	KF	KF	KF	KF
5	KH	KH	KH	KH	KH
6	KH	KH	KH	KH	KN

3 White Die

1	AE	AE	AE	AE	E
2	E	E	E	E	E
3	E	E	E	E	E
4	E	E	E	E	E
5	I	I	I	I	I
6	O	O	O	O	O

3 White Die

1	KS	KS	KS	KS	L
2	L	L	L	L	L
3	L	L	LL	LL	LL
4	LL	N	N	N	N
5	N	N	N	N	N
6	N	N	N	N	N

4 White Die

1	KN	KN	KN	KN	KN
2	KS	KS	KS	KS	KS
3	L	L	L	LL	LL
4	LL	LL	LL	LL	LL
5	N	N	N	N	N
6	N	NG	NG	NG	NG

4 White Die

1	O	O	O	O	O
2	O	O	O	O	O
3	O	O	O	O	O
4	O	O	O	O	O
5	O	O	O	OE	OE
6	OE	OE	OE	OE	OE

4 White Die

1	N	N	N	N	N
2	N	N	NG	NG	NG
3	NG	NG	NG	NG	NG
4	NG	NG	NG	NG	NG
5	NG	NG	NG	NG	NG
6	NG	NG	NG	R	R

5 White Die

1	R	R	R	R	R
2	R	R	R	R	R
3	RR	RR	RR	RR	RR
4	RR	S	S	S	S
5	S	S	S	S	S
6	T	T	T	T	T

5 White Die

1	OE	OE	OE	OE	OE
2	OE	OE	OU	OU	OU
3	OU	OU	OU	OU	OU
4	OU	OU	OU	OU	OU
5	U	U	U	U	U
6	U	U	U	U	U

5 White Die

1	R	R	R	R	R
2	R	R	R	R	R
3	RR	RR	RR	RR	RR
4	RR	RR	RR	RR	RR
5	RR	RR	RR	RR	RR
6	RRG	RRG	RRG	RRG	RRG

6 White Die

1	T	TH	TH	TH	TH
2	TH	TH	TH	TH	TH
3	TS	TS	TS	TS	TS
4	V	V	V	V	V
5	Z	Z	Z	Z	Z
6	Z	Z	Z	Z	Z

6 White Die

1	U	U	U	U	U
2	U	U	U	U	U
3	UE	UE	UE	UE	UE
4	UE	UE	UE	UE	UE
5	UE	UE	UE	UE	UE
6	UE	UE	UE	UE	UE

VARGR RULES TABLES

VARGR HAND-TO-HAND WEAPONS

Natural Weapons Pen Block Damage

Claws	1	1	2
Teeth	3	0	2

VARGR/HUMAN PSIONICS AGAINST OTHER ALIENS

Asian Droyne K'Kree "Normal" "Bizarre" Minor Race

Extra Point Cost:	+1	+2	+2	+2	+3
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PATRON LIST 1

Die Patron

11	Naval Officer
12	Naval Rating
13	Military Officer
14	Corsair Officer
15	Starport Warden
16	Military Trooper
21	Tourist
22	Emissary
23	Technician
24	Scientist
25	Loner
26	Pack Leader
31	Soldier
32	Wanderer (Loner)
33	Corporate Officer
34	Researcher
35	Rumor
36	Ship Crewmember
41	Corsair Trooper
42	Loner
43	Researcher
44	Naval Architect
45	Belter
46	Financier
51	Navigator
52	Swindler
53	Broker
54	Arms Merchant
55	Doctor
56	Pilot
61	Merchant
62	Rogue
63	Embezzler
64	Belter
65	Administrator
66	Emissary

PATRON LIST 2

Die Patron

11	Arsonist
12	Assassin
13	Hijacker
14	Smuggler
15	Terrorist
16	Rumor
21	Reporter
22	Peasant
23	Clerk
24	Barbarian
25	Tourist
26	Explorer
31	Doctor
32	Aristocrat
33	Charismatic Official
34	Banker
35	Professor
36	Junk Dealer
41	Scrounger
42	Crime Leader
43	Religious Leader
44	Designer
45	Police
46	Rumor
51	Courier
52	Spy
53	Speculator
54	Naval Officer
55	Army Officer
56	Raider Officer
61	Corsair Leader
62	Explorer
63	Mercenary
64	Corsair Trooper
65	Playboy (Loner)
66	Rumor

DMs on List 1:

On first die roll:

- If space related (Navy, Raiders, Corsairs, Merchants, Explorers, Belters), DM-1
- If military related (Army, Raiders, Corsairs), DM+1

On second die roll:

- If Emissary, DM-1
- If Loner, DM+1

DMs on List 2:

On first die roll:

- If streetwise, DM-1
- If admin, DM+1

On second die roll:

- If Rogue, Corsair, or Emissary, DM-1
- If Charisma over 7, DM+1

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+.

WORLD GENERATION

Vargr worlds are quite similar to human worlds. Few changes to the world generation rules (*Referee's Manual* and *World Builder's Handbook*) are needed. The changes necessary to create Vargr-oriented worlds are given below.

Basic Mainworld Generation: When generating a basic UWP for a Vargr world, only *Step 8 Government* is different. Throw 2D+population — if the roll is 16+, the government code is automatically 7. Otherwise, throw 2D-7+Population for Government.

The tech level of the average world in the Vargr Extents, in general, is lower than the average world in the Imperial region. Determine the tech level in *Step 10 Tech Level* as the step shows. Before assigning this tech level to a Vargr world, however, roll 1D. If 5 or 6, use the tech level unchanged; on 3 or 4, lower the tech level by 1; on 1 or 2, lower the tech level by 2.

Determining the types of bases in the system is different for Vargr. For *Step 11 Bases*, substitute the following table for Vargr worlds.

BASE PRESENCE

Starport	Naval Base	Corsair Base
A	7+	11+
B	8+	10+
C	9+	9+
D	10+	9+
E	—	7+
X	—	6+

If Naval base
in system, DM-2

Codes: Use the following codes to denote Vargr bases:

C. Vargr Corsair Base.

G. Vargr Naval Base.

H. Vargr Corsair Base and Naval Base both present.

Vargr corsair bases provide maintenance and refuelling facilities for the corsair bands.

Vargr Naval bases support the operations of interstellar Naval units.

As stated in *Step 12 Trade Classifications*, the definition for a Vargr rich world (R1) is different from human worlds. A Vargr world is disqualified from the rich classification if its government code is 7.

In *Step 13 Supplemental Remarks*, the following remark codes have a slightly different meaning:

Cp. **Regional Capital.** The capital of the local region.

Cx. **National Capital.** The capital of an interstellar state.

Step 17 Travel Zones works essentially the same within 25 parsecs (hexes) of Imperial borders. The Imperial Travellers' Aid Society declares all Vargr worlds beyond 25 parsecs automatically to be amber zones.

Vargr characters ignore travel zones: Imperial agencies list them for the convenience of Imperial travellers. Most Vargr worlds are considered to be amber zones, at least until proven otherwise. Vargr red zones, while not necessarily prohibited like their Imperial counterparts, are still great hazards.

Interdiction is rare in the Vargr Extents. A class X starport is merely a world which lacks or does not invite interstellar contact. Possible rationales for such a situation include xenophobia, isolationist beliefs, collapse of local technology, destruction of the port, or the lack of enough population.

For Vargr 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-Vargr should be especially careful.

Red. Danger. Access to the world is not prohibited, but non-Vargr will be in incredibly hazardous surroundings.

Vargr allegiances are different, which means *Step 18 Allegiance* must be changed for worlds in the Vargr Extents. The multitude of interstellar states within Vargr space makes allegiance codes a purely regional matter. A code representing a particular government in Provence sector may have an alternate meaning elsewhere. Care should be taken to identify Vargr states as clearly as possible.

Vargr allegiance codes typically begin with the letter V, to indicate Vargr states. The one standard code is Va, which represents a non-aligned, independent Vargr world.

Extended System Generation: No changes are necessary for Vargr star systems.

World Builder's Handbook: Vargr worlds have only a few differences from human worlds.

In the *Population Related Details* section, when rolling on the *Step 7 Social Outlook* tables for a Vargr world, there is a slight difference. To implement this difference, apply an extra DM as follows:

Step 7a Progressiveness: If Vargr world, DM-1

Step 7b Aggressiveness: If Vargr world, DM-2

Step 7c Extensiveness: If Vargr world, DM+1

Once you have determined local customs for Vargr, make these changes to the *Step 8h Practicing Group* table: change item 61 and 62 to say *low charisma* instead of *low social class*; change item 63 and 64 to say *high charisma* instead of *high social class*.

In the *Law Related Details* section, apply an extra DM of -3 to the roll in *Step 1 Uniformity of Law*.

Using World Data: The results of Vargr world generation closely parallel those of standard world generation for human planets.

Vargr law levels have one additional function beside showing weapon legality and the frequency of legal encounters. Vargr law levels also determine the chances of local civil discord occurring. When rolling for encounters, sometimes implement a legal encounter as civil unrest.

This unrest may include all sorts of events: political demonstrations, riots, occasionally even civil wars or military coups. You, as referee, are responsible for determining the effects of these events on the characters. Stores will usually be closed for at least a day. Services such as public transportation and air traffic control will be interrupted. Depending on the degree and nature of unrest, local law enforcers may come out in force, or patrol inconspicuously, or even move or hide in their headquarters.

VARGR STARSHIPS AND SPACE TRAVEL

With a few exceptions, the standard MegaTraveller rules and procedures apply to space travel involving Vargr characters. The exceptions for Vargr are detailed below.

INTERSTELLAR TRAVEL

Passages: Vargr merchant vessels offer commercial passages equivalent to the common high, middle, low, and working passages found in the Imperium. "Bumping" still occurs, but is due, not to the purchase of a superior class of ticket, but to the presence of an individual of higher charisma. Similarly, player characters may "bump" other individuals of lower charisma. Ticket prices will vary, according to the usual 2D-7 x 5% modification formula.

The Travellers' Aid Society: No single organization equivalent to the Imperial region's Travellers' Aid Society exists throughout Vargr space. Various institutions of similar nature and regional extent do exist, however. The referee must decide whether characters have access to the facilities and services of these organizations. He must also determine any relevant details: membership requirements and fees, specific benefits, and so forth.

Hijacking: This sort of crime occurs more frequently in Vargr space than in Imperial territory.

Skipping: The inherent instability of Vargr society makes the use of credit rare. Consequently, few starships are purchased by this means, and skipping is very infrequent. Skipping situations occur only when desired by the referee; no die rolls need be made.

STARSHIP ECONOMICS

Starship Acquisition: As mentioned above, bank financing for starship purchases is rarely available. Characters interested in buying a ship have two legal options: either pay cash or find a wealthy patron — a government, business, or similar institution — willing to provide a ship as payment for services rendered.

The option of cash payment is an unattainable dream for most individuals. Thus, small groups wishing to obtain a ship usually turn to the second route. Some institutions may offer a ship in exchange for the performance of a single task. Other institutions may require more complicated requirements, such as long-term employment. Deals of the latter type are riskier, as the institutions involved may collapse or change their requirements over the course of time.

The exact conditions should be determined on a case-by-case basis. Obtaining a starship shouldn't be easy, but it should be within the reach of dedicated characters. As a general rule, a deal will fall through on a 2D roll of 10+; otherwise, the characters will be able to take possession of the ship upon completion of their task and term of employment. In situations where the task involves use of the ship, agents of the hiring institution will accompany the characters to prevent skipping. The presence of these agents often hampers the party's efforts toward achieving their goal.

Some groups may turn to illegal means to obtain a ship. While viable economically, hijacking and pirating ventures are dangerous, as they may expose characters to the wrath of the legitimate owners. The lack of a unified policing body or repossession network in the Extents does increase the odds of success at such crimes, however.

In rare instances, a character with high charisma may be able to persuade a ship captain to follow his leadership, thus gaining a starship in the process! Not only must the character's charisma exceed that of the vessel's captain or owner, but the character must also succeed at a negotiation attempt, convincing the other individual that he requires — in fact, deserves — the use of the ship.

Ships received through the normal mustering-out procedure are usually free from the complications discussed above. On occasion, the players or the referee may want to introduce additional concerns: promises that must be fulfilled, jobs that must be performed, or shady circumstances surrounding the character's acquisition of his vessel.

Starship Expenses: Like most matters of Vargr economics, expenses incurred through starship operation will fluctuate. As with other costs, the prices of fuel, life support, maintenance, and berthing fees will vary by as much as

25% either way (a 2D-7 x 5% modification, determined once per world). Crew salaries are a matter of negotiation with each and every crewmember.

Additionally, starship expenses and salaries are reduced by 5% per level of difference between the captain's and the crewmember's Charisma. This computation only applies to salaries when the characters are employed by an NPC captain. When the captain is a player character, salaries can be set as desired, using the interpersonal negotiation process.

Revenue: Characters in charge of starship operations can vary their price by the usual 25% figure. If this is done, add a DM+1 per 5% reduction in price when rolling to obtain passengers and cargo; apply a DM-1 per 5% price hike.

Mail: Because of the nature of Vargr governments, no established mail contracts exist within the Extents.

Charters: Charter prices vary as do other prices.

Ship Design and Construction: The standard ship design and construction rules found in the MegaTraveller *Referee's Manual* apply to Vargr starships without change. Vargr designers, however, tend to mix tech levels in strange ways when designing craft.

Unlike most prices, the craft's final price may be raised or lowered by up to 10% at the referee's discretion. This modification is in addition to the discount for standard designs. One additional consideration exists: Because of the likelihood of piracy or other armed conflict within the Extents, most ships are designed with at least some armament.

STANDARD SHIP DESIGNS

Vargr small craft designs differ from their human counterparts only in form; actual performance is quite similar. Many Vargr standard designs parallel Imperial standard designs.

The Vargr standard starships do display a greater variety of design — and may include unusual tech level combinations in a single vessel. Even among ships considered to be identical, a substantial degree of latitude in design exists. This variety is especially evident in choice of weaponry.

Examples of the Vargr standard ship designs are given in this section. Ships armed with missiles subtract missile storage requirements from their cargo volume.

STARSHIP ENCOUNTERS

As has been noted, conditions vary widely within the Extents. Tech levels and political conditions are disparate. Widespread standards of industry and engineering do not exist. A "standard" ship design common in the Empire of Varroeth may never have been seen in the Commonality of Kedzudh. These reasons make it impossible to present a single, unified starship encounter table.

However, the tables on page 91 of the Imperial Encyclopedia can be employed with little modification. Determine ship type normally (step 1). If the result is an xboat type ship, substitute a Vargr courier vessel. Most Imperial ship designations — seeker, liner, or cruiser — have Vargr parallels. The ships' intended purposes will be similar even if their designs are not.

VARGR IN LARGE-SCALE COMBAT

The MegaTraveller *Referee's Companion* contains rules to govern large-scale combat. Those rules also apply to Vargr, with only the following exceptions:

Vargr recruits have morale of 2 rather than 4; Vargr regulars, morale of 6 instead of 7. Vargr veterans have morale of 11 rather than 10; Vargr elites have morale of 15 instead of 13. In addition, Vargr NCOs and officers have morale values 1 higher than normal for troops of their quality.

**VARGR SEEKER**

CraftID: Vargr Seeker, Type VJ, TL 13, MCr45.014
 Hull: 180/450, Disp=200, Config=3USL, Armor=40F,
 Unloaded=1919 tons, Loaded=2880 tons
 Power: 8/16, Fusion=990Mw, Duration=40/120
 Loco: 4/8, Maneuver=1, 4/8, Jump=1, NOE=170kph,
 Cruise=900kph, Top=1200kph, Agility=0
 Commo: Radio=System
 Sensors: PassiveEMS=Interstellar, ActiveEMS=FarOrbit,
 Densitom=HiPen/100m, ActObjScan=Routine,
 ActObjPin=Routine, PasObjScan=Difficult,
 PasObjPin=Difficult, PasEngScan=Routine
 Off: PulseLaser=x02
 Batt 2
 Bear 2
 Def: DefDM=+2
 Control: Computer=1x3, Panel=holodynamic link x 323,
 Special=heads-up holodisp, Environ=basic env,
 basic ls, extend ls, grav plates, inertial comp
 Accom: Crew=2x2 (Bridge=1, Engineer=2,
 Gunnery=1),
 Staterooms=4, EmerLow=1, SubCraft=ship's
 boat
 Other: Cargo=905kl, Fuel=798kl, PurificationPlant,
 Scoops, ObjSize=Average, EmLevel=Faint

The Vargr seeker is designed for long-term prospecting, incorporating roomy accommodations and an extended-duration fuel supply.

**VARGR TRADER**

CraftID: Vargr Trader, Type VA, TL 13, MCr50.275
 Hull: 180/450, Disp=200, Config=1SL, Armor=40F,
 Unloaded=1876 tons, Loaded=3048 tons
 Power: 7/14, Fusion=837Mw, Duration=30/90
 Loco: 4/8, Maneuver=1, 6/12, Jump=2, NOE=170kph,
 Cruise=750kph, Top=1000kph, Agility=1
 Commo: Radio=System
 Sensors: PassiveEMS=Interstellar, ActiveEMS=FarOrbit,
 ActObjScan=Routine, ActObjPin=Routine,
 PasEngScan=Routine
 Off: Missiles=x03
 Batt 1
 Bear 1
 Def: DefDM=+3
 Sandcaster=x04
 Batt 1
 Bear 1
 Control: Computer=1bis x3, Panel=holodyn link x 69,
 Special=heads-up holodisplay x 2, Envi-
 ron=basic
 env, basic ls, extend ls, grav plates, inertial
 comp
 Accom: Crew=2x2 (Bridge=1, Engineer=1,
 Gunnery=2),
 Staterooms=4
 Other: Cargo=1121kl, Fuel=740kl, PurificationPlant,
 Scoops, ObjSize=Average, EmLevel=Moderate

The Vargr trader is a merchant vessel optimized to carry cargo, not passengers.

**VARGR PACKET**

CraftID: Vargr Packet, Type VM, TL 13, MCr137.668
 Hull: 540/1350, Disp=600, Config=4USL,
 Armor=40F,
 Unloaded=5330 tons, Loaded=5890 tons
 Power: 11/22, Fusion=1467Mw, Duration=30/90
 Loco: 11/22, Maneuver=1, 22/44, Jump=3,
 NOE=170kph, Cruise=900kph, Top=1200kph,
 Agility=0
 Commo: Radio=System
 Sensors: PassiveEMS=Interstellar, ActiveEMS=FarOrbit,
 ActObjScan=Routine, ActObjPin=Routine,
 PasEngScan=Routine
 Off: Missiles=x03
 Batt 1
 Bear 1
 Def: DefDM=+4
 Sandcasters=x04
 Batt 1
 Bear 1
 Control: Computer=2bis x3, Panel=holodynamic link x
 94,
 Special=heads-up holodisplay x 4, Envi-
 ron=basic
 env, basic ls, extend ls, grav plates, inertial
 comp
 Accom: Crew=2x6 (Bridge=2, Engineer=2,
 Command=1,
 Gunnery/Stewards=3, Medical=1),
 Staterooms=23,
 LowBerths=10, SubCraft=shuttle
 Other: Cargo=405kl, Fuel=2207kl, PurificationPlant,
 Scoops, ObjSize=Average, EmLevel=Moderate

A large merchant vessel, the Vargr packet carries passengers and freight to ports of convenience.

**VARGR SCOUT**

CraftID: Vargr Scout, Type VS, TL 13, MCr37.679
 Hull: 90/225, Disp=100, Config=1SL, Armor=40F,
 Unloaded=1279, Loaded=1498
 Power: 6/12, Fusion=720Mw, Duration=30/90
 Loco: 5/10, Maneuver=2, 3/6, Jump=2, NOE=170kph,
 Cruise=750kph, Top=1000kph, Agility=0
 Commo: Radio=System
 Sensors: PassiveEMS=Interstellar, ActiveEMS=FarOrbit,
 Densitom=HiPen/100m, Neutrino=100kw,
 ActObjScan=Routine, ActObjPin=Routine,
 PasObjScan=Difficult, PasObjPin=Difficult,
 PasEngScan=Routine, PasEngPin=Difficult
 Off: Missiles=x02
 Batt 1
 Bear 1
 PulseLaser=x02
 Batt 1
 Bear 1
 Def: DefDM=+3
 Sandcaster=x03
 Batt 1
 Bear 1
 Control: Computer=2x3, Panel=holodynamic link x 99,
 Special=heads-up holodisplay x 1,
 Environ=basic env, basic ls, extend ls, grav
 plates, inertial comp
 Accom: Crew=2 (Bridge/engineer=1, Gunnery=1),
 Staterooms=2, SubCraft=speeder
 Other: Cargo=185kl, Fuel=491kl, PurificationPlant,
 Scoops, ObjSize=Average, EmLevel=Faint

The Vargr scout is the counterpart to the Imperial Type S craft. It sports mixed armament in a triple turret.

**VARGR FRIGATE**

CraftID: Vargr Frigate, Type VF, TL 14, MCr324.031
 Hull: 720/1800, Disp=800, Config=1SL, Armor=40G,
 Unloaded=9395 tons, Loaded=9869 tons
 Power: 40/80, Fusion=5337Mw, Duration=30/90
 Loco: 58/116, Maneuver=3, 36/72, Jump=4,
 NOE=180kph, Cruise=750kph, Top=1000kph,
 Agility=0

Commo: Radio=System

Sensors: PassiveEMS=Interstellar, ActiveEMS=FarOrbit,
 Densitometer=HiPen/250m, Neutrino=10kw,
 ActObjScan=Routine, ActObjPin=Routine,
 PasObjScan=Routine, PasObjPin=Routine,
 PasEngScan=Simple, PasEngPin=Routine

Off: Missiles=x05

Batt 2

Bear 2

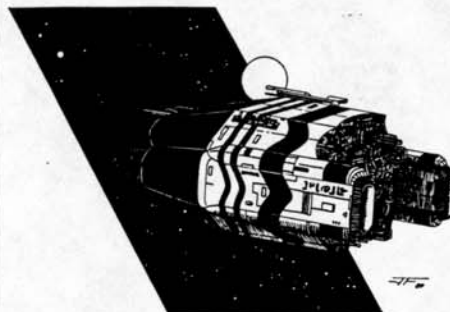
Def: DefDM=+7

Control: Computer=6x3, Panel=holodynamic link x 78,
 Special=heads-up holodisplay x 5,
 Environ=basic env, basic ls, extend ls,
 grav plates, inertial comp

Accomm: Crew=4x8 (Bridge=2, Engineer=3, Gunnery=6,
 Troops=12, Command=3), Staterooms=21,
 EmerLowBerths=3, SubCraft=GCarrier x 2,
 ship's
 boat

Other: Cargo=135kl, Fuel=4835kl, PurificationPlant,
 Scoops, ObjSize=Average, EmLevel=Moderate

A typical small warship, the Vargr frigate is commonly
 employed for military, patrol, and anti-corsair missions.

**VARGR COURIER**

CraftID: Vargr Courier, Type VX, TL 14, MCr75.896
 Hull: 180/450, Disp=200, Config=1SL, Armor=40G,
 Unloaded=2231 tons, Loaded=2358 tons
 Power: 10/20, Fusion=1332Mw, Duration=28/84
 Loco: 14/28, Maneuver=3, 7/14, Jump=3,
 NOE=180kph, Cruise=750kph, Top=1000kph,
 Agility=0

Commo: Radio=System

Sensors: PassiveEMS=Interstellar, ActiveEMS=FarOrbit,
 ActObjScan=Routine, ActObjPin=Routine,
 PasEngScan=Routine

Off: Missiles=x03

Batt 1

Bear 1

Def: DefDM=+3

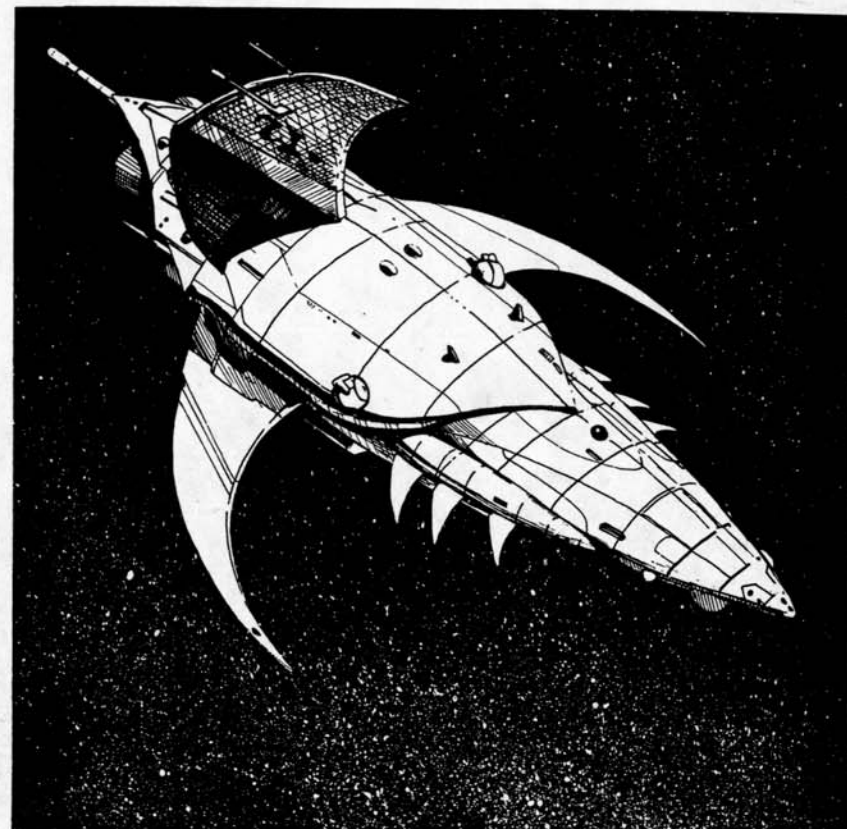
Control: Computer=2bis x 3, Panel=holodyn link x 113,
 Special=heads-up holodisplay x 2, Envi-
 ron=basic

env, basic ls, extend ls, grav plates, inert comp

Accomm: Crew=2x2 (Bridge=1, Engineer=2,
 Gunnery=1),
 Staterooms=4, SubCraft=ship's boat

Other: Cargo=54kl, Fuel=1037kl, PurificationPlant,
 Scoops, ObjSize=Average, EmLevel=Moderate

The Vargr courier is designed for rapid transport of envoys and
 messages over interstellar distances.

**VARGR CORSAIR**

CraftID: Vargr Corsair, Type VP, TL 14, MCr193.403
 Hull: 360/900, Disp=400, Config=1SL, Armor=40G,
 Unloaded=3868 tons, Loaded=4832 tons
 Power: 31/62, Fusion=4158Mw, Duration=25/75
 Loco: 29/58, Maneuver=3, 11/22, Jump=2,
 NOE=180kph, Cruise=750kph, Top=1000kph,
 Agility=0

Commo: Radio=System

Sensors: PassiveEMS=Interstellar, ActiveEMS=FarOrbit,
 Densitometer=HiPen/250m, Neutrino=10kw,
 ActObjScan=Routine, ActObjPin=Routine,
 PasObjScan=Routine, PasObjPin=Routine,
 PasEngScan=Simple, PasEngPin=Routine

Off: Missiles=x04

Batt 1

Bear 1

BeamLaser=x05

Batt 1

Bear 1

Def: DefDM=+4

Control: Computer=3, Panel=holodynamic link x 152,
 Special=heads-up holo x 5, Environ=basic env,
 basic ls, extend ls, grav plates, inertial comp

Accomm: Crew=3x4 (Bridge=2, Engineer=3, Gunnery=6,
 Command=1), Staterooms=12, EmergLow=5,
 SubCraft=GCarrier

Other: Cargo=810kl, Fuel=2196kl, Scoops,
 ObjSize=Average, EmLevel=Faint

The Vargr corsair is an armed vessel equipped with extra
 accommodations for ship's troops.

VLAND SECTOR

Vland sector is a much different sector than it was just a few years ago. Not only is the sector isolated on two sides by the Vargr who have overrun Corridor and Lishun sectors, but with the Igsiirdi's declaration of independence from Lucan, Vilani culture is rapidly making its reappearance at the interstellar level.

All starships now must be officially registered and have official transponders installed. Any outsider trying to "sneak" across the borders is therefore easily and quickly identified. The official transponders are sealed, and they self-destruct if tampered with. Official registration codes are closely guarded, and they expire after one year. Life as an legitimate interstellar merchant is obviously safer under this arrangement, but it involves more red tape in the Vilani Empire than it ever did in the days of Imperial rule. Smuggling or piracy has never been more difficult and costly.

Recently, the four bureau megacorporations petitioned the Igsiirdi to require all free traders to get a permit from one of the Vilani megacorporations if they wish to continue operations. The bureaux have law enforcement authority under the restored Vilani arrangement, and the bureaux felt the permit approach would close the loopholes in their authority. The Igsiirdi agreed.

Under the new Vilani rule, the role of the Scouts has also changed quite a bit. The scouts still have their courier-message carrying responsibility. However, the sensor array on many scout vessels like the *Donosev* makes these craft excellent for system surveillance. Thus, the new mission of the scouts to replace scientific exploration: security of the realm. They augment the navy by routinely patrolling less travelled border systems looking for unregistered intruders. Several scout ships have been refitted with weapon systems to assist them in their new role.

The Third Imperium's official stand has always been to stay out of local world affairs as long as they did not affect another world or the interstellar trade lanes. With the Vilani, it is a little different. The Vilani are not afraid to meddle in local world affairs if they feel the world is drastically off the mark with regard to Vilani culture. Even so, the Vilani leaders are slow to move if they feel a world needs offworld "re-education." In a characteristic Vilani manner, the leaders prefer to study the situation, and to discuss options with their peers.

Nevertheless, some worlds that have enjoyed great autonomy under the Imperium are in for a rude surprise as the Vilani begin to involve themselves the worlds' local situation — either openly or behind the scenes.

Voskhod	Vhodan	Anarsi	Theton
Lalaki Kharir	Kagamisra	Vland	Shilgas
Dusa	Akumid	Kaseer	Anakod
Parsi	Daangillu	Nutisud	Kakadan

Vland: Subsector Key

Answerin/Parsi (0431 B584A85-F): The minor human race of Answerin holds fear of any kind to be a disease of the mind, and Answerin's psychiatrists have effective techniques for eradicating all anxiety from the populace.

The principal diagnostic tool for this is a portable device which detects anxiety, by analyzing thoughts and body functions.

The device's use borders too closely on psionic practices to

allow it free export to the rest of the Imperium, but illegal copies are sometimes smuggled out.

When necessary, natives of Answerin can produce an adrenalin reaction in their bodies, which gives them temporary superhuman strength and dexterity. Mercenaries from Answerin command premium prices for service.

The restored Vilani Empire is using Answerin mercenaries in increasing numbers to augment elite ships' troops and jump troops units.

Referee: When refereeing an Answerin mercenary in combat, allow him to increase his life force by 3 for ten combat rounds, after which time his life force returns to his original level minus 3 for an hour (a 3/5 becomes a 6/5 for ten rounds, and then becomes a 3/2, for instance). Any surprise attacks made against an Answerin also get the first round of normal attack (after surprise is lost) at the Answerin's normal life force level. This is because an Answerin needs to

consciously decide to react strongly, which takes one combat round.

Corsairs: Known units of Vargr corsairs are located at 1104 Gvaalekh, 1202 Anghurr, 1901 Ghurmliek, 2203 Angvae, 2501 Khugan, 3002 Ksuerrgh, 3003 Khughuduz, 3201 Thoezgknaedz, as well as just beyond the sector borders. The worlds 0502 Lugalur, 1004 Esngougz, 1704 Rronae-tuts, 1801 Newcastle, 1904 Daama, 2905 Zuplak, and 3004 Shupin are suspected of harboring corsairs — but this so far remains unproven.

In the closing months of 1119 and the early months of 1120, Vargr corsair raids have become increasingly aggressive and frequent. Several Vilani naval and scout bases near the border have recently fallen into Vargr hands: 0402 Kuk (scout base, captured 299-1119); 0902 Otsaelghue (naval base, captured 278-1119); 1102 Azu (naval base, captured 271-1119); 1804 Kashin (naval base, captured 041-1120); 1903 Gemid (naval base, captured 210-1119) and 2502 Rhodes (naval base, captured 325-1119).

The loss of the naval base at Gemid is particularly alarming, since it is home to an experimental tech level 16 facility. With sophisticated new technology in the hands of depraved Vargr corsairs, the restored Vilani empire could be in very grave danger.

Daama/Anarsi (1904 B576438-9): Historically, this sparsely settled world has been a smuggler's paradise. Its non-aligned status kept it free from Imperial restrictions, and its close proximity to Gemid gave it a variety of high-tech black-market goods. The system's one gas giant has been its one weakness, since it means all wilderness refueling is concentrated there. Currently, the system is thought to be the home of several particularly ruthless Vargr corsair groups.

The Marquis of Gemid is the latest in a long line of infellectual rulers — rumor has it that he supports whoever can pay him the most to take advantage of his system's strategic location.

Dusa Subsector: Has no subsector government of its own. Its widely scattered planets are administered from adjoining areas. The same is true of the Lalaki Kharir subsector. The rift system were colonized only in recent centuries and the new empire has not thought it necessary to change the status quo.

Gamgilebo/Vhodan (1604 B000756-A): This system was under intense study from a team of scout astrophysicists when it was overrun by Vargr corsairs in early 1119. A scout rescue party of 269-1119 went to Gamgilebo and has never returned. The scouts are actively looking for an experienced team of independent mercenaries who would be willing to undertake a rescue attempt.

Although listed as a trinary with asteroids and two gas giants, the innermost gas giant is a supergiant with a fairly large amount of internal fusion. Studies done by the scouts over the last three hundred and twenty years indicate that this planet has reached a critical size and mass and may be on the verge of becoming a fourth star.

Gemid/Anarsi (1903 A423979-G): Offworlders have rarely visited this world except to purchase its famous high tech weaponry, especially its neurotoxins. In 210-1119, the system's experimental tech level 16 naval facility was captured by Vargr, and Gemid was overrun. The current fate of the system is unknown.

Gemid's high population and scarce resources have led to the custom of ritual killing of the old. Before a person can have children, his own parents must be dead, and if they are not dead when a child is born, they are expected to be killed shortly after the new birth.

Culturally, Gemidians adapt to this custom in various ways. It is common for married couples to wait until they are in their forties or fifties before starting a family (this is possible thanks to Gemid's high medical technology). Children of important figures in society may hold off having children of their own until the parent has died a natural death. Some elderly individuals, wanting to free the way for new children, also voluntarily submit to a premature death.

Now that Gemid has been captured by Vargr, there are rumors that the Igsiirdi has made recapturing Gemid a priority military objective before too much advanced technology falls into the hands of the Vargr.

Glinam/Vland (1915 C265003-C): Glinam is a hunting preserve world, maintained for Vilani nobles. The tech level code refers to accommodations available at the small starport; the rest of the planet is wilderness and undisturbed ocean. The planet has a standard atmosphere, despite its small size, because of the planet's high density. Many have tried to convince the world's owners to allow mining of the heavy metals here. So far refused all advances by mining interests, claiming it would ruin the hunting.

Gokodeyo/Vhodan (0930 E5818AA-3): Only three low tech, pre-industrial worlds are to be found in the Vland sector, and Gokodeyo is one of them.

Lack of usable water is the primary limitation to advancement, but the planet is also scarce in other resources. The planet is fairly dense, but most of its metals are buried deep in the world's core. In addition, Gokodeyo's crust is tectonically stable and does not recycle by way of volcanoes.

The large population cannot afford to trade for offplanet technology because their home world produces so little of value.

Ilma/Akumid (1523 D510044-4): Ilma is a museum world of the vanished Cicetue civilization, a race of burrowing sentients. Ilma's tech level 4 civilization apparently died out when the planet's ecology was destroyed by a celestial catastrophe.

Six curators call this planet home, and they are the sole maintainers of the beautiful underground ruins of the Cicetue.

Irlia/Vland (2211 B568003-9): Irlia is a virtual park planet, boasting beautiful natural scenery and animal life totally unafraid of humans. It was bought outright by a conservation society of the First Imperium and the charter has passed into Sharurshid's hands unchanged.

Although Sharurshid now operates the world as a tourist attraction for profit, it is maintained as naturally as possible.

Khankari/Voskhod (0205 B885311-D): Khankari's dense atmosphere carries enormous kinetic energy, making a windy day quite an event. Khankari's dense atmosphere likewise serves to distribute heat across the globe from the tropics to the poles.

Khankari's sharp axial tilt and short year (in the inner orbit around a cool M2 V star) contribute to abrupt seasonal changes and generate some of the sector's most dramatic weather.

Hurricanes wiped out the First Imperium colony planted here and has decimated the population repeatedly thereafter. The world's inhabitants completely died out during the Long Night.

Early in the Third Imperium, a new colony was established on Khankari. The small group now living on Khankari today use well-reinforced homes, and many avoid the entire weather problem by living underground.

Lihar/Vhodan (1110 C350000-A): An automated refueling station serves travellers here on an otherwise barren planet. Standard offworld bank cards and actual currency are both acceptable to the robotic machines.

The machines are serviced by a hermit, who prefers to avoid contact with visitors. Most vessels do not delay at the Lihar refueling station any longer than necessary.

Lukham/Daangillu (1334 A464ABE-G): After replacing Khir Lowe against popular sentiment in 1110, Ursham Khushli, a military dictator, imposed extremely rigorous laws on Lukham. The aim of the takeover was to control the high-tech gravitics industry of the world, which specializes in ultramineralization. Force has proved no substitute for willing brains, however. Lukham's products have become shoddy and their share of the market fell off sharply throughout the decade.

Today's current leader Khuushmin, the son of Khushli, maintains a high lifestyle by taking a greater cut of the dwindling profits. Rumors indicate the public would favor his overthrow if it could be safely accomplished, but this would be difficult from inside because of the local oppressive restrictions on weapons.

Complicating this situation is Khir Lowe's son, who lives with a handful of followers in political exile in the rings of one of the system's gas giants. Khuushmin cannot do away with him, because of the popularity Lowe still holds on Lukham. But Lowe in his present habitation is powerless to act against Khuushmin, whose troops regularly patrol the gas giant. Khir Lowe was known for his generosity; if his son shares these attributes, it is likely that his influence on Lukham would be substantial.

Now that the restored Vilani Empire has been founded, the Igsiirdi are considering their options with this world. The high council would like a profitable Vilani culture restored to Lukham, but they are currently unsure how to approach the problem without resorting to open violence.

Newcastle/Anarsi (1801 C567669-8): Newcastle has been under the control of numerous Vargr corsairs for nearly two decades now. Early in 1104, Vargr corsairs

overwhelmed the relatively low-tech defenses and took over the planet completely.

It is believed that Newcastle has served as the jump off point for many of the Vargr corsair advances in the last two years. Although clandestine surveys of the system have failed to turn up any conclusive evidence of a corsair base, computer analysis of traffic patterns repeatedly show Newcastle as the hub. Officials are at a loss to explain the mystery.

Referee: The Vargr corsairs who captured Newcastle in 1104 were acting under the direction of the Church of the Chosen Ones. Administrative control of this planet was in the hands of Onggzo, the Church's Listener for the area including Anarsi subsector.

In 1111, corsairs of the Ngath Confederation took the system from the control of the Church, and began outfitting a secret base far out in the system's Cort cloud in an unusual concentration of dark ice asteroids. The Vargr have equipped their extensive base for ice refueling, and they have thus far kept their base's whereabouts a secret.

Nullaud/Nullaud (1937 ABD366A-F): Four million people crowd Nullaud's highlands above three kilometers altitude. The atmosphere's high concentration of oxygen prevents efficient settlement of low-lying regions.

Unfortunately, the soil in the highlands is poor and little mining can be done, but Nullaud survives as the subsector capital and a trade center. It has one of the best starports in its area of space.

Recent terrorist activities have been occurring in the starport with alarming regularity. Several of the terrorist groups who have claimed responsibility are thought to be aligned with Lucan.

Shabil/Anarsl (2408 B854010-A): This world holds extensive warehouse operations for Makhidkarun, the prosperous megacorporation and Vilani bureau.

Thousands of square kilometers of the surface are covered with mechanized storage units and landing areas for transport to and from offworld.

Sikilar/Vhodan (1107 B3328DH-9): Colonized during the First Imperium with a dome ecology, Sikilar was a popular retirement world because of its low gravity. As the Long Night deepened Sikilar was cut off completely from interstellar contact. The domes were maintained by rote knowledge but their atmosphere became thinner over the centuries and the population naturally adapted to the new atmosphere.

Technology on Sikilar became the province of religious-oriented researcher caste. Eventually, all knowledge of the technology was lost, with operation of what equipment remained being done by rote.

At the close of the Long Night, an offworlder from a higher tech world with plenty of ambition and few scruples came to Sikilar. Dhusa (the only name now remembered) overawed the populace with his "magic" and set up a religious dictatorship. Since then his priestly caste has instilled a terrified obedience in the people.

Offworlders are worshipped as angels. No native may speak to an offworlder without permission. All trade is handled by the priests, who keep technology to themselves.

The only reason the incredible law level of this planet has not made it an amber zone is that offworlders are not subject to the most stringent taboos.

The Vilani Igsiirdi is currently considering its options with this world. The current culture that pervades Sikilar is unacceptable to the restored Vilani Empire.

St. George/Shilgus (2616 BYC59BB-D): The dominant native animal of St. George is, of course, a "dragon". Lizard-like in appearance but bearing live young, these feisty

animals can spit a fluid that catches fire in the hydrogen atmosphere of the planet. The resemblance was too good to pass up for the original colonists, one of whom fancied himself an expert on ancient Terran legends. St. George was not colonized until 360, when technology to overcome its atmosphere was finally developed.

The original, highly esteemed leaders set up an almost dictatorial government but their replacements have lost the confidence of the people and there is considerable unrest. Time will tell if the current government can stand.

The kesternet plant, which grows only on St. George, is an important ingredient of anagathic drugs. Much of the population of the system is housed in orbital complexes, safe from the insidious hydrogen atmosphere.

Tauri/Vland (1817 A130998-E): Tauri was the first planet to be visited by Vilani starfarers, before the First Imperium was formed. Although originally colonized as a scientific research station, its population has grown to extremes over the millennia. Because of Tauri's strategic position as a first world on the Vilani main, its economy is supported mainly by banking and commerce flowing through its port, rather than by onworld industries.

Vilani Main: The Vilani Main, one of the largest chains of jump-1 worlds in the Imperial region, is the oldest, richest, and most cohesive section of the old empire. Few of its worlds gave up interstellar travel during the Long Night.

Almost two-thirds of the planets in the Vland sector can be reached from Vland by a series of one-parsec jumps. Maps produced before the Rule of Man call the Main by its original Vilani name, Arshukaa Sagalaa.

Wimorel/Anakod (3129 C765443-7): This Ancient site has only a few ruins attributable to the Ancients, but it has a great many ruins of a stone age culture that apparently coexisted with the Ancients, under their protection, and who shared their fate in the final war. It has been hypothesized that the Ancients looked on these primitives as a sort of pet.

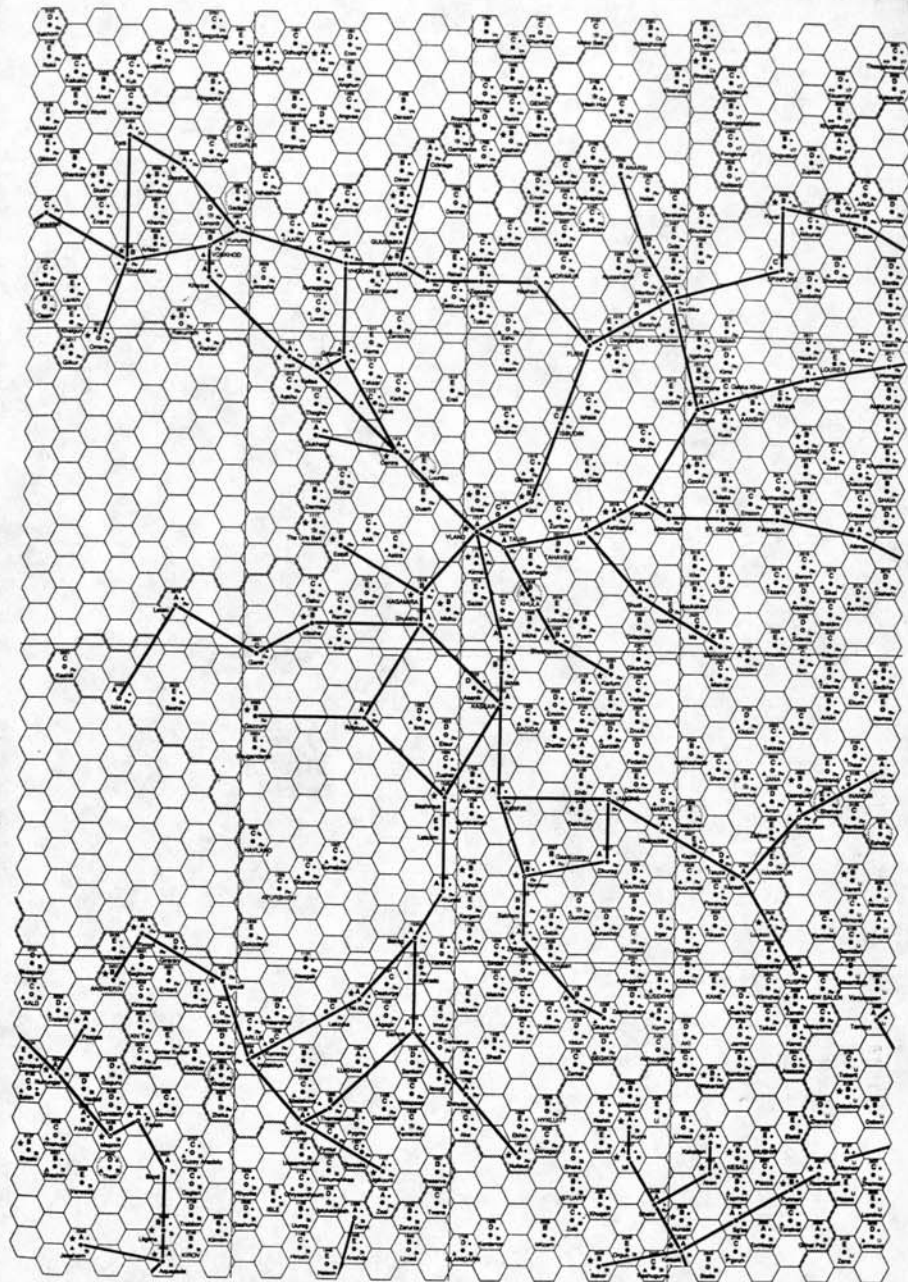
The current inhabitants are not the descendants of that race, but of animals that were near intelligence when their superior competition was wiped out. Their numbers are rather small but the Kolzar are inventive and determined. They are roughly humanoid, but have scaly skins and a low body temperature.

Before the restored Vilani Empire could act, Lucan's forces acquired control of Wimorel. Apparently, scientific teams under orders from Lucan are combing the Ancient ruins for technology that could be of use to the ad-interim emperor in his fight against Dulinor. Recently, rumors have started to surface of amazing new technological finds on Wimorel, but many of these rumors are little more than hearsay.

Zurrian/Vland (2016 C463436-F): Zurrian produces the famous surshi cloth. This fantastically expensive substance is produced by a local insect which has been altered and conditioned to spin its webbing in sheets of delicate, iridescent material. Attempts to raise these insects elsewhere have failed.

The natives of Zurrian keep hives of these insects as other humans keep shaccas or bees, and harvest the cloth periodically. The local aristocracy claims 10% of the harvest but otherwise leaves the populace to its own devices. The cleaned cloth is shipped all over the sector — for those who can afford it. It is strong for its weight and a surshi garment retains its beauty for many years.

Zurrian's meager starport consists mostly of warehouse districts handling surshi cloth trade. Few offworlders visit Zurrian, making the need for quality accommodations low.



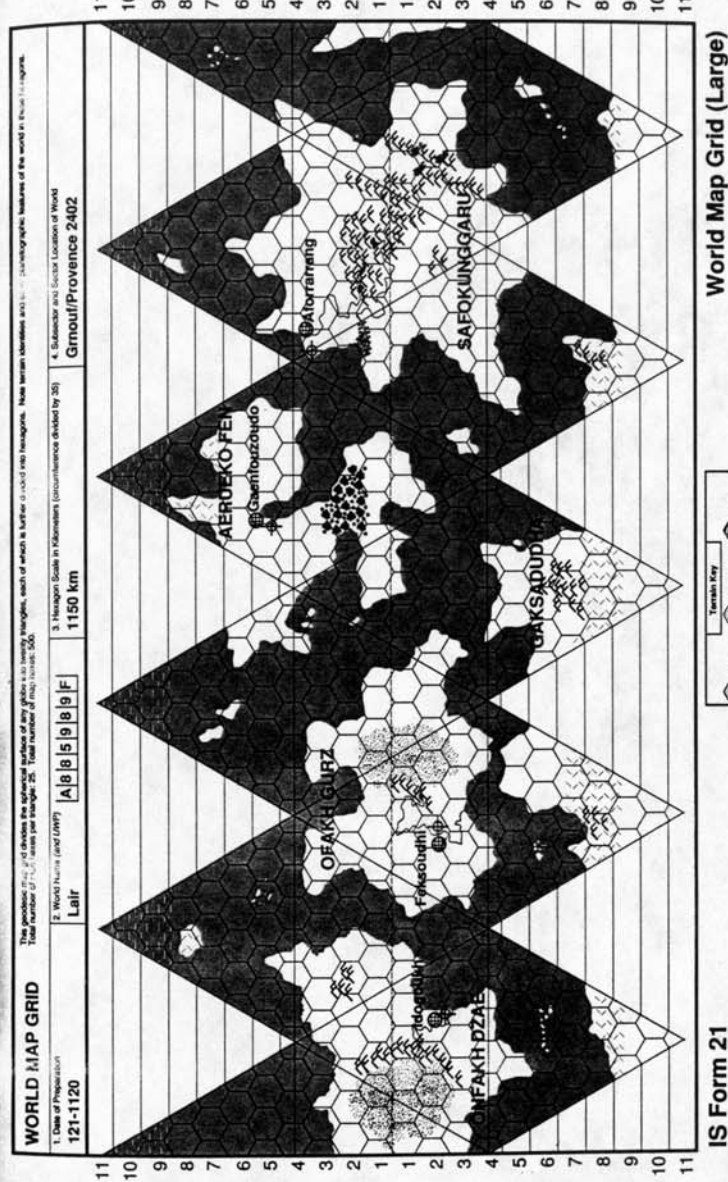
Vland Sector — UWP Survey Data

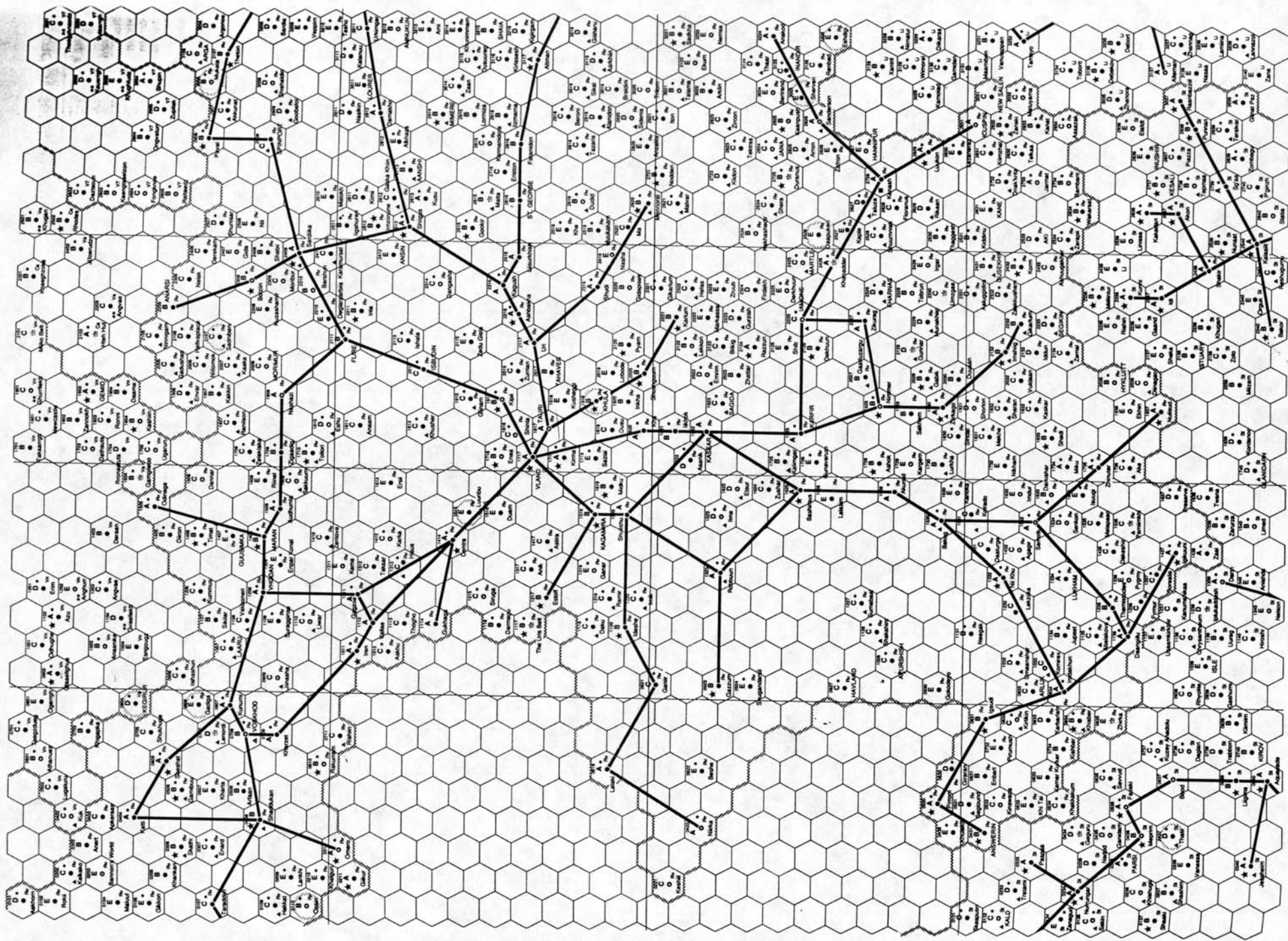
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Alifon	0105	E343500-8	Ni Po	932 Rv G8 V G0 D
Taradish	0107	E056833-9	C1 Ag Ni	311 Rv M9 V
Osini	0109	E658787-5	S Ag	823 Rv G1 V
Osin	0110	B100877-8	A Ni	413 Rv M5 V
Shapulin	0131	C763240-9	Lo Ni	324 Rv M8 V
Kaid	0132	C250948-8	Ni Po De	701 Rv M1 V M1 D
Zanagud	0134	E844584-8	Ni Wa	214 Rv M3 V G0 D
Sakin	0135	C30668-0	S Na Ni Po De	810 Rv M4 I F9 V
Shaki	0137	B983750-8	N Ni	624 Rv M5 V F1 V
Kakako	0202	C440405-9	S Ni	324 Rv F8 I K2 D
Bannon's World	0203	E100488-0	Ni Wa	120 Rv M3 V K8 V
Khanhart	0205	B985311-0	Lo Ni	110 Rv M2 V
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Keshi	0221	C530833-4	Na Po De	220 Rv M2 V
Tratani	0222	D9C7807-5	Ni Wa	323 Rv F7 I M2 V
Nunungar	0224	A649100-6	Ni Ni	810 Rv M3 V M3 V
Kholugli	0226	C120534-8	S Ni Po De	510 Rv M6 V
Shashim	0237	B327998-8	W Ni	203 Rv G8 V
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Shahi	0306	B958598-8	Ag Ni	100 Rv M0 K0 D K8 D
Shand	0307	C802742-9	S Ni	501 Rv M5 V M7 D
Osmo	0311	A203203-8	N Ni Po De	822 Rv M3 V G0 D
Paopao	0333	A454355-F	N Ni Lo	510 Rv K3 V G0 D
Nesoo	0335	D974250-8	Lo Ni Wa	220 Rv M1 V
Paral	0338	A99990-0	Hi Co	224 Rv M9 V
Vanessa	0338	E468230-4	Lo Ni	510 Rv M4 V K8 D
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Apkeraas	0403	CA38547-8	Ni	420 Rv G2 V
Kati	0404	AB48210-0	Lo Ni Fi	404 Rv M3 V
Shaddukan	0408	B922186-F	Lo Ni	410 Rv G1 V
Nikua	0422	A300737-F	Na Va	922 Rv M9 I K5 D
Khouli	0430	E877799-5	Ag	222 Rv G3 V
Anewerit	0431	B984486-F	Ni Ni	420 Rv A7 I G0 V
Gaguru	0434	D000432-8	S Ni Ae	325 Rv K1 V
Gandim	0435	D100458-0	Ni Ni	501 Rv M3 V M5 D
Agprim	0436	B300136-0	Ni Ni Wa	910 Rv M7 V
Thali	0437	DA74337-9	S Ni Ni Wa	224 Rv A8 V
Lugulatu	0502	E989343-C	Lo Ni	201 Rv M0 V
Gamburu	0508	B54810-0	A Ni	101 Rv K0 V M3 V
Kharis	0508	E328655-A	Ni Po	804 Rv M3 V M5 D
Yrian	0508	B787200-8	Ni Ni	702 Rv M3 V
Phrom	0530	AB84589-0	Ni Ni	511 Rv G2 V
Seigound	0531	D6AA453-9	S CO Ni Fi Wa	220 Rv F1 V
Kinewana	0532	C110859-8	Na Ni	304 Rv K8 V
Koi Tai	0533	E988832-8	Ag Ni	401 Rv M9 V M3 V I
Kholakum	0534	C657668-9	Ag Ni	221 Rv M9 V
Faueli	0536	A120751-0	N Na Po De	401 Rv M5 V K0 D
Athauzev	0561	N100863-A	Na Va	101 Rv K5 V M0 D
Sheeth	0605	A528111-8	N Ni	124 Rv F8 V
Rakuram	0610	B200569-8	N Ni Ni Wa	212 Rv G7 V
Lakeli	0619	AB8785-0	Fi	702 Rv M3 V
Beche	0622	E98888-8	Fi	115 Rv M8 D
Giran	0630	DA45512-5	Lo Ni	524 Rv A3 V
Enbart	0631	B201889-0	Ni Na Va Ic	920 Rv M1 V
Kamar Kurier	0633	E454424-9	Ni	410 Rv K1 V
Savrod	0633	CA15495-9	S CO Ni	401 Rv M5 V
Bood	0637	A240520-8	Ni Po De	410 Rv M0 V
Ligima	0639	B7C2003-0	N Ni Ni Fi	423 Rv K9 V K2 V
Azuacade	0640	A674124-E	N Ni Ni Wa	120 Rv M2 V
Taegzudung	0701	C968458-8	Ni	314 Vn G0 M5 D
Kripogka	0703	B797457-8	Ni	110 Rv M7 V
Shukhug	0705	C727820-8	Ni	110 Rv M4 V
Kanopri	0707	D000487-7	S Ni Ae	310 Rv M2 V
Voshod	0708	B11096D-F	W Hi Na In	101 Rv M1 M0 D
Kharzal	0709	A56597-0	Ni	601 Rv M0 V G3 D
Rahin	0711	C539332-A	S Lo Ni	610 Rv M3 V
Trumush	0722	E534410-0	Ni	822 Rv G1 M2 D
Kharbar	0734	B301310-0	Lo Ni Va Ic	720 Rv M2 V
Kuzey Anadoku	0737	C500980-8	S Na Ni Va	423 Rv K5 V K3 V
Daglar	0738	C141068-A	Na Ni	121 Rv M9 V
Talbon	0738	CA54633-A	Ag Ni	820 Rv M7 V
Orgh	0740	B882968-0	CA Hi	810 Rv K5 V K4 VI
Kagur	0801	E624837-7	Wa	110 Rv M7 V
Kagur	0804	D784945-7	Hi Wa	A 901 Rv M2 V
Gadiga	0808	B88A102-0	Lo Ni Wa	A 901 Rv F9 V K8 M8 D
Kurumi	0807	A254312-0	Lo Ni	921 Rv A0 V
Ispati	0811	BA72220-A	Lo Ni	320 Rv K4 V G4 V
Korik	0832	C140780-8	S Po De	922 Rv M2 V
Karbarah	0834	DA87748-8	Ag	210 Rv M1 V
Kholbar	0834	BA7401-C	A Ni Wa	A 523 Rv F8 V
Zhika	0835	E000110-9	Lo Ni Ae	810 Rv M2 V M8 D
Kilim	0839	B672252-8	Lo Ni	803 Rv G2 V

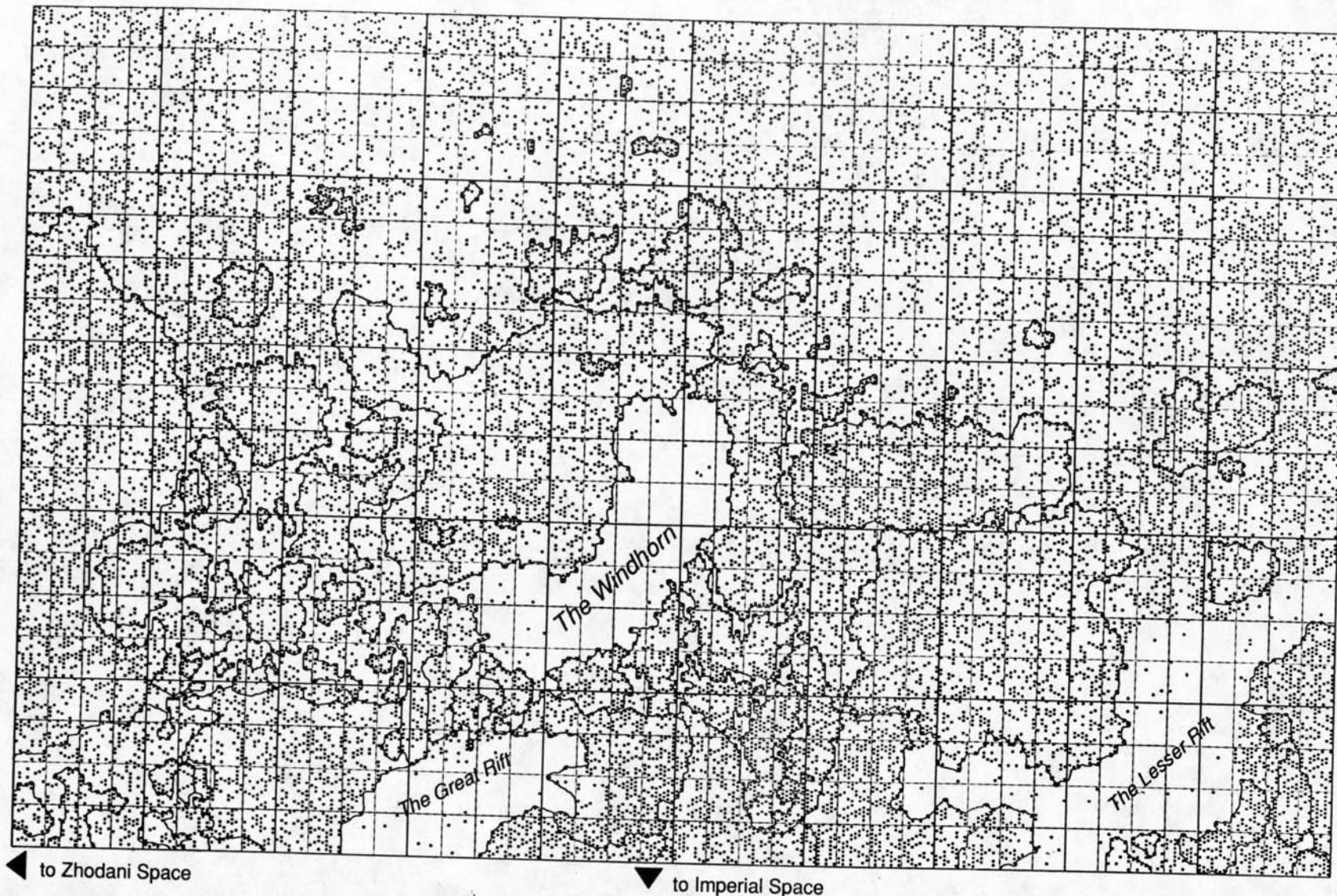
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Shahashim	0906	C652464-C	Ni	713 Rv A3 V
Jinashu	0909	C200789-8	S Na Va	820 Rv M4 I
Ganir	0921	CA23230-0	Lo Ni Po	105 Rv M3 V G5 V
Gazzum	0923	B549455-E	N Ni	720 Rv F2 V M2 D
Shagumanshi	0924	E745322-9	Lo Ni	401 Rv M8 V
Havend	0927	C792620-C	Hi Ni	301 Rv M2 V M0 D
Golodero	0930	E5818AA-3	Ni	110 Rv F3 V M0 VI
Aruk	0933	CA11988-E	Hi Na Ic	613 Rv M4 V
Imdekh	0934	A203480-F	Ni Va Ic	411 Rv M5 V G5 VI
Rhyllor	0938	C980342-8	Lo Ni De	224 Rv M0 V K7 I
Bashum	0938	E744554-9	Ni Wa	102 Rv G4 V
Odughe	1001	C52545-8	Ni	910 Vn K0 V M6 D
Azanika	1003	B304574-F	Ni Po De	111 Rv M5 V
Engoupp	1004	EA74343-5	Lo Ni Wa	920 Rv M4 V
Lafuru	1007	CA9199C-0	S Hi Ni Wa	424 Rv G2 V K3 V
Van	1011	AB6199C-8	N Fi	814 Rv F7 M3 V
Akhu	1012	C554120-7	Lo Ni	422 Rv M0 V G8 D
Apurshik	1028	C555964-8	Hi	623 Rv G8 VI
Umanashar	1032	CA23666-9	S Ni Po	823 Rv A6 V K2 V
Komrex	1033	C020263-9	Lo Ni Va	820 Rv G7 V F8 V
Ile	1038	E58A47-A	Ni Fi	901 Rv M9 V K0 VI
Azu	1102	AA47857-C	Ni	601 Vn M7 M3 D
Ovashik	1104	D685115-7	C Lo Ni	610 Vn F2 V K8 D
Siklar	1107	B332804-9	Na Po	722 Rv G2 V
Vakshoni	1108	C76848B-8	S Wa Ri	710 Rv M8 I
Surgimnu	1109	E333353-A	Lo Ni Po	1106 Rv M5 V M8 D
Uwari	1110	C350000-A	S Lo Ni Po De Ba	408 Rv K2 V
Valie	1112	AB8778-9	Ag An	810 Rv F3 V
Thogho	1113	C98969-7	Ag Ni	920 Rv F3 I
Quthaga	1114	AB77478-F	Ni	310 Rv G4 V M8 D
Darmgi	1116	BA12122-E	Lo Ni Ic	910 Rv M9 V K8 V
The Lins Set	1117	B000464-E	N Ni Ae	911 Rv M1 V K5 V
Doku	1119	C332820-C	S Na Ni Po	804 Rv K2 VI
Ioshe	1120	B999557-A	N Ni	920 Rv M5 V G6 V
Shashim	1128	CAD4588-9	S Ni Fi	901 Rv M5 V M4 V
Neseg	1131	B537962-0	Ni	422 Rv F3 V
Apert	1134	B8C3486-A	Ni Fi	901 Rv M1 V
Abalakov	1135	CA67C00-A	Ag	822 Rv M9 V F5 D
Daangilu	1136	A565444-F	Ni Co	703 Rv G2 V M4 D
Uasamkhir	1137	E94464-8	Ni	314 Rv K1 V
Chyranthum	1138	C130748-8	S Na Po De	401 Rv M1 M0 V M5 D
Lureg	1140	B823759-C	Po Ma V	412 Rv M4 V
Nicant	1140	C675986-5	Ag Ni	201 Rv M3 V K5 V
Erim	1201	D579865-3	Ni	601 Vn M1 V K0 D
Anghur	1202	CA308AA-C	C Na Po De	520 Vn K9 V
Angrus	1203	C32277-8	Lo Ni Po	734 Rv F3 I K0 I
Kumrus	1208	C234320-0	S Ni	804 Rv M1 V
Thodon	1208	C75898A-C	Hi Co	123 Rv G1 I K0 V
Gagru	1211	A585320-8	Lo Ni	602 Rv M8 V K3 VI
Siagze	1215	C100569-E	Ni Va	201 Rv M0 V K3 VI
Estof	1217	B688330-E	N Lo Ni Fi	820 Rv M2 V
Ramir	1218	BA84222-C	S Lo Ni Fi	801 Rv M2 V K8 V
Roni	1220	C833203-C	S Ni	824 Rv F1 I
Sumabali	1222	C23436-8	S Ni Po	501 Rv M6 V M3 V
Lakzika	1223	C885566-A	Ag Ni	620 Rv A3 V
Theristocles	1225	B333562-C	S Ni Po	701 Rv M7 V F8 V
Pymur	1226	C351768-9	Po	610 Rv F1 V
Kamushika	1227	C755401-8	Ni	920 Rv A0 V
Ibuladoksh	1228	D000323-8	Lo Ni Ae	411 Rv K1 V
Nelson	1240	E200200-C	Lo Ni Va	120 Rv M0 V
Enper Konal	1309	E57788A-7	Ag Ni	121 Rv K3 V
Kama	1311	E100233-8	Lo Ni Va	810 Rv M2 V
Telair	1312	CA32945-8	Ni Ni	110 Rv K4 V
Hauu	1313	C778778-6	S Ag	514 Rv M0 V
Anik	1317	CA41569-A	Ni Po	211 Rv M1 D
Ganar	1319	E200527-7	Ni Va	821 Rv M0 V
Robbun	1323	AB45420-F	S Ni	920 Rv K0 V K7 D
He Kru	1332	AS48478-8	N Co	602 Rv M3 M0 D
Lukham	1334	CA464AB-G	Hi	602 Rv F1 D K8 D
Pigry	1336	E140423-8	Ni Po De	111 Rv F8 V K3 VI
Bonalle	1337	C511880-8	Na Ni Ic	504 Rv F5 V M5 V
Derm	1339	A100362-F	Lo Ni Va	924 Rv M5 D
Kolentah	1340	E814310-A	Ni Ic	120 Rv M0 V
Doran	1403	BA26649-8	Ni	210 Vn M4 V
Olson	1405	B88A84B-8	Wa	804 Rv G3 V
Timat	1408	B88A879-A	A Ni Ri Wa	921 Rv M0 V
Goumika	1407	E539477-C	Hi	111 Rv M6 V
Maren	1408	B325078-F	Ni Po	922 Rv M7 V
Zanrove	1410	C803587-8	S Ni Fi	720 Rv K3 V G4 V
Karia	1412	C200878-7	Na Va	801 Rv M0 V
Centra	1414	A592541-E	N Ni	124 Rv M5 V
Akira	1417	C152960-A	S Lo Ni Po	820 Rv M0 V
Deaurge	1431	C158532-9	Ag Ni	410 Rv M8 V M1 D
Agpeli	1432	C303568-0	Ni Po De	110 Rv M4 I
Dakshir	1435	CA01400-8	Ni Va Ic	102 Rv M5 V
Igizul	1437	A797799-C	Ag	522 Rv G0 V
Zsai	1438	AB95111-F	Ni	901 Rv K4 V M5 VI
Odnaga	1505	A201648-B	Na Ni Va Ic	203 Rv M0 V M8 D
Audhuma	1509	AB6A300-D	Lo Ni Wa	201 Rv M5 V G1 D

Lunbu	1515	EB46255-B	Lo Ni Fi	A 810 Rv M4 V
Quam	1516	E464789-7	Ag Ri	710 Rv M1 V
Kagimira	1518	B477983-F	Ni Hi Co	525 Rv G4 V
Shukhu	1520	A23520-0	Ni Po	410 Rv M0 V K1 V
Ima	1523	D510044-F	S Lo Ni	801 Rv M0 V
Bekog	1530	AB49351-0	S Lo Ni Fi	832 Rv G8 V
Kolrado	1531	C322462-9	S Ni Po	910 Rv M0 V
Sarkok	1533	A100410-F	Ni Va	901 Rv M1 M8 VI
Senkon	1534	D510100-A	Ni	823 Rv M3 V G6 D
Malapan	1535	C206841-9	Ni	620 Rv K0 V
Pamimihl	1536	C000049-0	S Ni Ae	320 Rv M6 V
Zanzura	1539	B96A000-0	Lo Ni Wa Ba	812 Rv M5 V F6 V G6 V
Lirned	1540	B300689-A	Na Ni Ni Po De	413 Rv M2 V
Gampolabo	1604	B000756-F	Na Ae	212 Rv M1 V M1 VI
Dannar	1608	C200648-C	Na Ni Va	820 Rv F8 V M3 D
Rinal	1608	E746851-8	Ag Ni	601 Rv M9 V
Sakuum	1609	C110748-9	S Na	701 Rv M5 V
Enil	1612	E361431-8	Ni	210 Rv F8 V
Midiku	1619	B764485-8	N Ni	110 Rv F3 V
Elaur	1623	DA10552-8	S Ni	720 Rv M4 I K3 D
Zushar	1624	C831854-A	Na Po	811 Rv M2 V K3 D
Bashimus	1625	E542568-D	N CS Ni Po	320 Rv A4 V
Lazim	1628	EC4454-8	Ni Fi	410 Rv M5 V
Alumid	1628	AB87367-8	Lo Ni Co	823 Rv K0 V
Kanoka	1630	E780547-8	Ni De	603 Rv M2 V
Indur	1632	A200100-8	Lo Ni Po De	810 Rv M5 V
Dankhar	1633	AB42588-E	S Ni Po De	910 Rv M9 V K0 VI
Kuugi	1634	E760446-8	Ni	413 Rv G6 V G0 D
Uwari	1637	A651222-7	Lo Ni Po	501 Rv M1 V
Twana	1638	C53433-C	Ni Po	120 Rv M2 I G8 D M8 D
Talanga	1701	B824697-9	Ni	710 Vn M5 V
Dathru	1703	C210000-9	Lo Ni Ba	901 Vn F7 V M0 D
Ronastute	1704	C224142-8	Lo Ni	110 Vn F1 V
Igenbu	1708	C70071-8	Ni	901 Rv M8 V M2 V
Zakulika	1708	C782000-8	S Lo Ni Fi Ba	523 Rv G8 V
Zigagid	1709	B541389-A	Lo Ni Po	501 Rv M9 V
Tolok	1710	B884436-8	A Ni	402 Rv M2 V
Enaa	1716	C300859-A	N Na Va	725 Rv G8 V K2 D
Wand	1717	AB77111-F	N Hi Co	300 Rv K8 V
Kima	1718	A797111-F	N Ni	703 Rv M8 VI F2 D
Sazal	1719	E566620-8	N Ni	703 Rv M8 VI F2 D
Aazak	1722	DA54256-9	Ni	824 Rv AB V G4 V
Kalmpar	1725	B799667-0	W Ni	204 Rv A8 V
Gonumaru	1728	E563551-A	Ni Po	304 Rv K0 V K1 D
Ena	1728	B998100-9	N Ni	900 Rv G0 V
Kergem	1729	E110654-B	S Ni	402 Rv G6 V M1 V
Lunkha	1730	EB747A-A	S Ag Ni	120 Rv F7 V
Nikham	1732	EA44528-8	Ni Fi Va	410 Rv M3 V
Mku	1734	ABC3675-F	Ni Fi	104 Rv M1 V
Amur	1735	A31296C-E	Ni Ni Co	304 Rv G6 V M0 V
Alu	1737	C528293-3	Ni Ni	801 Rv M5 V A0 V
Glandim	1740	D23596C-8	Ag Hi	623 Rv M4 V
Newcastle	1801	C576699-8	S Ag Ni Ri	802 Vn M4 V
Zannoh	1802	B545238-7	Lo Ni	900 Rv M0 V
Romi	1803	CA45376-F	Lo Ni	522 Vn G7 V
Ena	1805	E40985-7	N Po De	300 Rv F2 I M8 D
Ranillon	1807	C090421-9	Ni	623 Rv A1 V G5 VI
Ethu	1810	D996110-9	S Lo Ni De -	320 Rv A2 V
Anaam	1811	CA47253-D	Ni	910 Rv G1 V
Khuahar	1813	CB48754-S	S Fi	722 Rv G5 V G8 D
Shina	1818	C1060A-B	De	934 Rv F2 I M8 V
Dusu	1819	E23098-E	Na Ni Po De	420 Rv K3 V
Osia	1819	O526487-F	Ni	623 Rv M4 V
Ikh	1820	AB54452-C	Ni Va	824 Rv M8 II
Ikhokha	1821	B334464-F	Ni	724 Rv M8 V
Kasael	1822	A5479AE-F	Ni Hi Co	920 Rv M2 V G0 V
Sinor	1823	BA760-F	H Po	223 Rv A4 V
Sinor	1824	Q98320-C	Ni Po	623 Rv M3 V M1 VI
Shade	1825	CS146857-7	Ag Ni	325 Rv M5 V K3 D
Mahe	1833	B597445-C	Ni	901 Rv M3 V G0 D
Kontaron	1839	F778996-5	Ag Ni	303 Rv M5 V
Chumbeik	1901	C580558-A	C Ni De	120 Vn M8 V
Garrid	1902	CB7654-B	S Ni Hi Na Ni Po	724 Vn K0 V
Deama	1904	B576438-9	Ni	504 Vn K4 VI
Esar	1906	D905333-5	Ni Lo Ni Fi	701 Rv M8 V
Naazin	1907	B423333-3	Lo Ni Po Va	402 Rv G8 V
Hezakh	1909	A300211-E	Lo Ni Va	120 Rv M2 I F7 VI
Ena	1910	E40985-7	C Lo Ni	304 Rv M8 V
Kipil	1916	B130222-2	Ni Lo Ni Po De	203 Rv M4 V
Kucheggi	1918	E406778-4	Ni	402 Rv F8 V
Onia	1919	A745977-F	N Hi Ni	A 510 Rv M6 V
Onia	1920	B797442-C	Ni	A 510 Rv M5 V F4 D
Ena	1923	C229965-5	S Hi Na Ni Po	802 Rv M6 V M0 V
Ena	1923	E100212-C	C Lo Ni Po De	304 Rv M8 V
Bashem	1929	BA40474-F	Ni Va	120 Rv M0 V
Onkono	1930	AB78554-B	A Ag Ni	613 Rv F0 V
Zirango	1931	D130546-8	Ni Po De	202 Rv M7 V
Ena	1932	E760229-3	Ni	613 Rv G0 V
Gastar	1932	CB7654-B	Ni	504 Vn K4 VI
Dahin	1936	A450725-3	Na Ni Vi	701 Rv M8 V

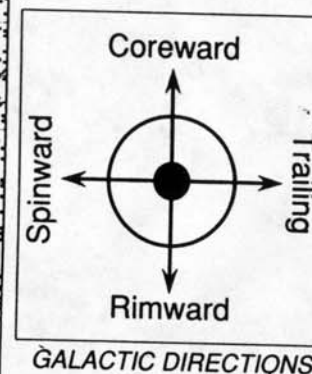
Nash	2419	E200001-8	Lo Ni Va	710	Rv M8 V M2 D	Nashkin	2911	D555565-9	Ag Ni	701	Rv M9 V K3 D
Martin	2425	C140998-E	S Hi In Po De	424	Rv M8 V	Damakh	2912	A98574-D	Ag Ni	223	Rv F0 V
Khanadad	2426	A000302-F	Lo Ni As	112	Rv K8 V M8 D	Mimere	2914	B986995-C	Ag Hi	510	Rv M7 V M2 V
Ingur	2429	E120478-7	Ni Po De	912	Rv M9 V	Lormes	2915	B335653-C	Ni	910	Rv M8 V M5 V
Dusekh	2431	B63964-C	S Hi Na Po	822	Rv K7 V	Armenia	2918	B27421-A	S Ni	820	Rv M9 V
Korm	2432	B987787-C	N Ag Ri	901	Rv M8 V	Baroni	2918	C560677-A	Ni Ri	601	Rv M7 V M5 V
Ashugashar	2433	C210899-7	Na	120	Rv G6 Vi	Alandon	2919	D454323-9	S Lo Ni	120	Rv M8 V F1 D
Li	2435	E423856-6	Na Po	620	Si M5 V	Sidenis	2920	D210678-B	S Na Ni	900	Rv M7 V K8 V
Shakr	2438	A626201-E	Lo Ni	723	Rv M8 II	Ion	2921	CAD7565-8	Ni Fi	901	Rv M5 V
Shuudilka	2440	C652569-8	S Ni Po	810	Si F8 V M5 Vi	Zircon	2923	CAT7118-7	S Lo Ni	410	Rv M8 V M6 D
Khugan	2501	B825500-9	C Ni Po	823	Va M3 II A1 D	Kaanpuah	2925	B230424-C	N Ni Po De	820	Rv M4 V
Rhodie	2502	B413534-B	N Ni Ic	902	Ca F0 III M5 V	Sanderson	2926	A9C0688-E	S Ni De	520	Rv K9 V
Shunkar	2507	D566402-A	Ni	301	Rv M9 V M6 V	Icupin	2931	A200976-F	Hi Na In Va	820	Rv M2 V
Ni	2508	E42559C-6	Ni	110	Rv M7 V	Zanski	2932	B584330-D	B Ni	421	Rv K3 V M5 D
Ighuren	2511	B96A566-D	Kant	223	Rv G5 V	Kant	2933	B567259-A	Lo Ni	513	Rv F2 V
Ngizume	2512	B67737A-C	Lo Ni	720	Rv M1 D	Asazak	2934	C4390C9-A	De	401	Rv M1 V
Shigie	2513	A2717CB-A	N Co	101	Rv F5 V M9 D	Elatof	2936	E200320-7	Lo Ni Va	801	Si K9 V G0 D M0 D
Gookir	2515	B9A787C-9	N Fi	122	Rv K8 V	Punnari	2938	B737398-F	N Lo Ni Ra	101	Si M8 V M5 D
Khe	2518	E333425-7	Ni Po	201	Rv M8 V	Teraht	2939	C585563-A	S Ag Ni	701	Si G3 V M8 V
Muukakam	2519	B52386C-9	Lo Ni	710	Rv M0 V M0 V	Kauerngh	3002	C327880-7	C	914	V7 F1 V
Ma	2520	C485100-8	Lo Ni	102	Rv M4 V	Khughtut	3003	EB9A5AC-8	C Ni Fi	220	V7 F2 V
Kakhashedr	2524	B160302-D	Lo Ni De	102	Rv M1 V G8 D	Shupin	3004	A511375-A	Lo Ni Ic	434	V7 F1 V
Dauph	2526	E464100-B	Lo Ni	811	Rv K9 V	Mukata	3006	B310456-D	Ni	101	Rv F0 V M3 V
Kapie	2527	E421656-8	Na Ni Po	701	Rv M8 V	Shahdon	3008	C230682-A	S Na Ni Po De	103	Rv M8 V
Shuurnish	2528	C202225-A	S Lo Ni Va Ic	801	Rv F6 V M7 V M6 D	Louner	3011	ES9A48A-C	Hi In	810	Rv M9 V K8 D
Thaggesh	2530	B9667AB-A	Ag	434	Rv M0 II	Zaan	3014	C557362-8	S Lo Ni	904	Rv G5 V
Kidimu	2531	B455553-F	Ag Ni	110	Rv M0 III F5 D	Sikal	3018	C545644-9	S Ag Ni	810	Rv M7 V M1 D
Aki	2533	D6A7AFF-D	Hi Fi	434	Rv M0 III F5 D	Bradiri	3019	C8A7736-8	Fi	520	Rv M4 V G8 D
Zerapil	2534	C411774-9	S Na Ic	822	Rv M7 V	Tolom	3020	C100856-C	C Na Va	510	Rv K3 V M5 D
Linas	2536	E200777-8	Na Va	719	Si G3 V	Tasme	3021	B4106A8-9	S C3 Na Ni	302	Rv M9 V M8 Vi
Nurad	2539	B62434B-C	N	924	Si F0 V	Arkin	3022	B9CA313-F	Lo Ni Fi Wa	834	Rv M3 D
Kasalt	2540	A769789-C	N	510	Si M9 V	Bertrand	3024	E200866-5	Na Ni Va	113	Rv M7 Vi
Daztoun	2602	C456230-A	Lo Ni	911	V7 F7 V	Shervan	3025	E545785-5	Ag	224	Rv G2 V K8 Vi
Kaengsaetron	2603	B100857-9	Na Va	201	V7 M9 V M3 D	Karnod	3029	C8A6355-C	Lo Ni Fi	801	Li M1 V M4 Vi G4 V
Fonghnoe	2604	C300877-7	Na Va	801	V7 M0	New Saim	3031	C220974-E	Hi Na In Va Ic	920	Rv M4 V
Rattadit	2605	B130264-F	Lo Ni Po De	504	V7 M1 III	Matlyama	3032	C140899-B	Po De	323	Rv G0 III M0 D
Maloh	2610	E571878-6	Ni	901	Rv F8 V M2 D	Zhanora	3035	D651754-8	S Po	101	Li M9 V G2 D
Kirni	2611	D403750-7	Na Va Ic	901	Rv M3 Vi K2 D	Ranbozzil	3037	A428304-D	N Lo Ni	721	Si M1 Vi
Gaska Khlin	2612	D444577-C	S Ag Ni	823	Rv M5 V	Gimel Paz	3039	A535300-D	Lo Ni	910	Rv M7 V M8 V
Kuku	2613	A41678-A	Ni Po	202	Rv K3 V	Arja	3106	C300999-E	S Hi Na In Va	510	Rv M0 V K1 Vi
Matia	2615	B000266-8	S Lo Ni As	611	Rv M8 V K8 D	Theton	3107	BABA663-B	N Ni Fi Wa Co	624	Rv M1 Vi
St George	2616	B7C598B-D	Hi Fi	820	Rv G5 V	Kalanuu	3111	D75444-7	Ni	824	Rv M1 Vi
Dudik	2618	B510526-9	S Ni	910	Rv M8 V M0 D	Duauung	3115	C404466-8	S Ni Va Ic	822	Rv F9 V K8 D
Memoral	2620	B858723-8	A Ag	421	Rv F3 V	Krisaesh	3118	C546984-7	Ag Ni	923	Rv F9 V K8 D
Malvar	2621	C683697-7	S Ni Ri	724	Rv F8 V M3 D	Arkhon	3119	D57759C-4	S Ag Ni	125	Rv M7 V
Shera	2624	C68374B-9	S	203	Rv M6 III	Exum	3122	E56088C-7	Ni Fi De	824	Rv G8 D M9 D
Talusa	2627	D694547-A	S Ag Ni	201	Rv M0 V M3 D	Thaar	3124	D67A89A-6	S Ni Wa	802	Rv M7 V M6 V
Floramus	2628	C83786-9	Fi	710	Rv M2 V	Inandir	3125	C67898C-3	S Hi In	410	Rv K3 III M0 D
Rikuan	2629	D8A898-6	S Fi	723	Rv K3 V	Rerod	3126	C586454-7	Ni	520	Li M3 V
Kane	2631	B799A8E-9	Hi	814	Rv M6 V	Wimone	3129	B76543-7	Ni An	224	Li F8 V
Wakamat	2634	B8A468-A	N Ni Ri Wa	601	Si M2 V	Garmidan	3130	CAS4354-8	Lo Ni Wa	512	Li M7 V G1 D
Kakadan	2636	A9C740C-E	N Ni Fi Co	310	Si M7 V	Tobort	3131	B5628CA-C	Ni	120	Li F7 V
Akon	2637	A46358A-E	N Ni	401	Rv M3 Vi	Dobokor	3135	B572205-A	N Lo Ni	801	Li M2 V
Stalia	2640	B30044E-E	Ni Va	420	Rv A8 V G7 V	Alleman	3137	A200555-E	Ni Va	702	Li K8 III K1 D
Aanah	2713	BABA997-8	S Hi Wa	901	Rv M0 V G6 IV	Nasak	3138	S25545-8	C3 Ni	320	Li G8 V
Erlaton	2721	B77443A-C	Ni	910	Rv K7 V	Zana	3140	E653546-9	Ni Po	210	Li M4 V K0 V
Nodden	2722	D763788-7	S Ri	915	Rv M1 V	Thoezknadzt	3201	C876532-9	C Ag Ni	805	V7 M8 V
Duranus	2725	B00037C-9	N Lo Ni As	120	Rv M8 V	Volsurgh	3202	D665867-4	Ri	720	V7 M6 V F8 D
Kenash	2728	A944677-9	D Ag Ni	104	Rv M8 V G0 D	Argonne	3206	D8AA235-7	Lo Ni Fi Wa	620	Rv M0 V
Doakvitz	2732	D662558-9	S Ni Ri	614	Rv M6 V	Sardia	3208	D265564-8	Ni	433	Rv K8 III
Jarmil	2733	A210122-C	Lo Ni	104	Rv F4 V K0 D	Vepim	3209	E684424-9	Ni	704	Rv M8 V
Rantant	2734	B110113-B	Lo Ni	503	Si M3 V	Tasho	3210	E225300-8	Lo Ni	720	Rv K1 V
Kesal	2737	B2009AB-F	N Hi Na In Va	323	Si M0 V	Urimgar	3211	C573000-9	Lo Ni Ba	410	Li M1 Vi
Temmaa	2738	B410251-C	S Lo Ni	613	Si M3 V M4 V	Amnusun	3212	B410978-F	Hi Na In	111	Rv M7 V
Sga	2740	A485995-F	Fi	402	V7 M9 V	Ami	3213	E567400-9	Ni	202	Rv M7 V G3 V
Pginzh	2742	C454567-9	S Ag Ni	724	Rv M3 V	Khunimam	3214	E987200-6	Lo Ni Fi	402	Rv M4 V
Ongrvettur	2804	B699643-A	Ni Ri	820	Rv M8 V	Shais	3215	B6A498F-F	Hi In Wa	110	Rv M1 V
Paval	2806	B581212-B	N Lo Ni	133	Rv A1 III M2 V	Kigriam	3216	C561444-5	Ni	113	Rv M5 V
Spilport	2808	C575984-8	S Hi In	910	Rv M6 V	Sadha	3218	D566013-5	S Lo Ni	310	Rv M1 V M7 Vi
Akhkha	2812	E190760-6	Ag Ni	702	Rv M4 V	Nemsa	3222	E300353-9	Lo Ni Va	321	Rv G6 V
Karmendora	2815	C110330-D	Lo Ni	302	Rv M3 V	Anakod	3224	A796258-F	Lo Ni An Co	124	Rv F7 V
Parandon	2816	B0568AD-8	Ni	723	Rv G8 V	Eshdgi	3228	E747325-6	Lo Ni	723	Li G3 V
Tazari	2818	C982688-8	S Ni Fi	920	Rv F3 V	Nimaur	3229	B444474-8	S Ni	723	Li G3 V
Anzalla	2820	EAGA210-8	Lo Ni Wa	725	Rv F4 II	Vanutappan	3231	B447047-D	Lo Ni	624	Li M2 V
Tedras	2823	C536534-8	Ni	201	Rv F4 IV M2 V	Tamayo	3232	A779468-8	Ni	601	Li M0 V G6 D M8 D
Jana	2824	C300965-8	S Hi Na In Va	601	Rv M7 K3 D	Dobort	3235	B481778-9	N Ri	510	Li G3 V
Anron	2825	D242468-9	S Lo Ni An	202	Rv M2 V	Zharng	3237	C534373-A	S Lo Ni	634	Li G8 II
Zalton	2826	E475326-8	Do Lo Ni	721	Rv M8 V K3 D K3 D	Lammina	3238	E768230-7	Lo Ni	313	Li K0 V K1 D
Hannipur	2827	E100979-D	Hi Na In Va	823	Si K0 V	Lannazol	3239	D845110-9	S Lo Ni	301	Li M9 V
Lukuan	2829	A577886-8	N	822	Si M3 V K4 D						
Lezzenaz	2830	E447455-9	Ni	924	Si F7 V						
Kimzhai	2831	C55455A-A	Ag Ni	101	Rv M4 V K8 Vi						
Takaa	2832	C635515-B	Ni	823	Si M3 V K4 D						
Inushir	2836	E96990E-E	C1 Hi	823	Si M3 V K4 D						
Piazza	2837	C794665-5	Ag Ni	823	Si M3 V K4 D						
Zornbaqu	2839	A684630-A	Ag Ni An	823	Si M3 V K4 D						
Zuplak	2905	D452253-7	Lo Ni Po	823	Si M3 V K4 D						
Akumai	2907	C878401-B	S Lo Ni	823	Si M3 V K4 D						
Gooofol	2909	D344200-9	S Lo Ni	823	Si M3 V K4 D						







◀ Edge of Charted Space

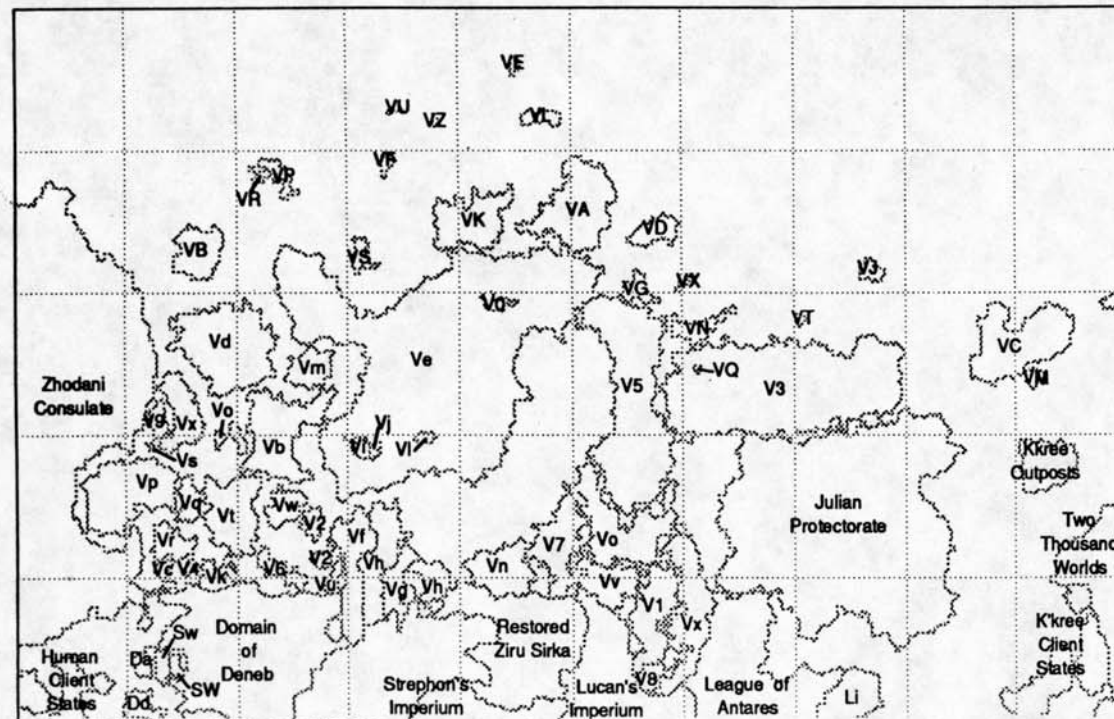
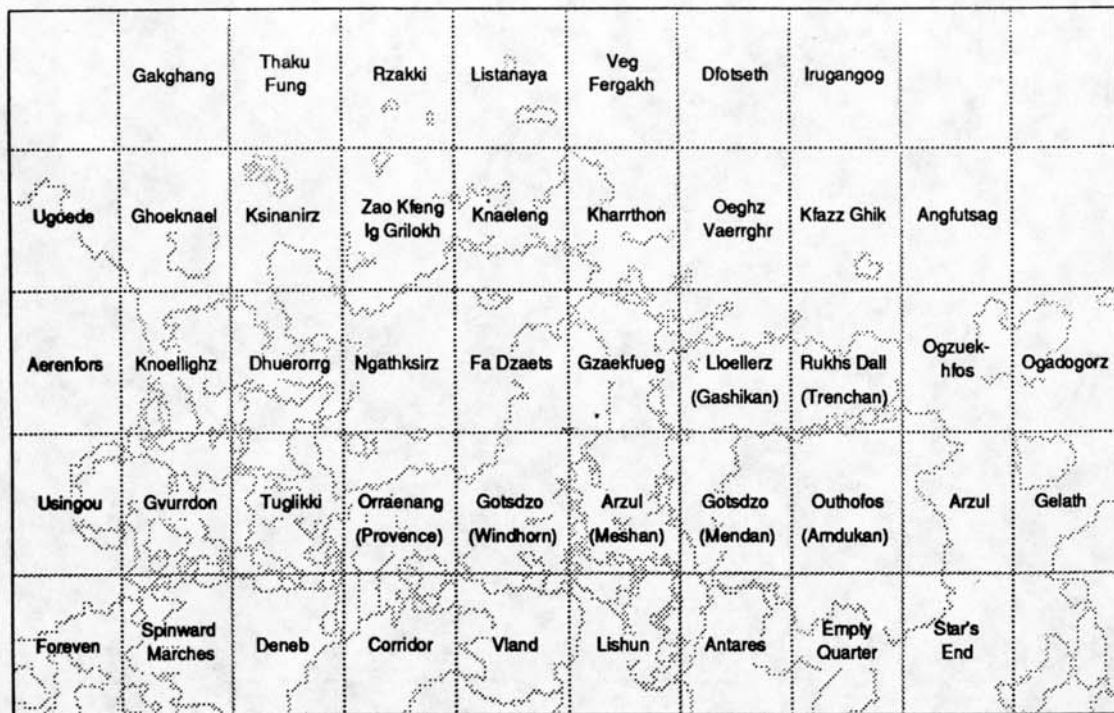


▶ to K'kree Space

Every star system position is accurately shown.

The Vargr Extents and Surrounds

CIRCA 1120



SECTOR KEY

VARGR ALLEGIANCE CODES

Code	Allegiance
Va	Non-aligned Vargr world
Vb	Baknae Alliance
Vc	Anti-Rukh Coalition
Vd	Democracy of Greats
Ve	Empire of Varroerth
Vf	Dzarrgh Federate
Vg	Glory of Taarskoerzn
Vh	Irrgh Manifest
Vi	Llaeghskath Interacrate
Vj	Jihad of Faarzgaen
Vk	Commonality of Kedzudh
VI	Lair Protectorate
Vm	Members of Knaeleng
Vn	Ngath Confederation
Vo	Opposition Alliance
Vp	Thirz Empire
Vq	Society of Equals
Vr	Worlds of Leader Rukh
Vs	Saeknouth Dependency
Vt	Thoengling Empire
Vu	United Followers of Augurgh
Vv	Voekhaeb Society
Vw	People of Warz
Vx	Antares Pact
Vy	Yfagg Congress
Vz	Worlds of Master Zer
V1	First Fleet of Dzo
V2	Windhorn Pact of Two
V3	Third Empire of Gashikan
V4	40th Squadron
V5	Ruler of Five
V6	Assemblage of 1116
V7	17th Disjuncture
V8	Council of the Four-Pair
V9	Infinity League
V0	Akhorgh Sperate
VA	Alliance of Tju
VB	Brzeh Council
VC	Hezeraek Connective
VD	Delegation of Targhae
VE	Agents of Eloeghoe
VF	Far Stars Unanimity
VG	Glorious Sons of Raek
VH	Tyryk Hegemony
VJ	Authority of Joekghr
VK	Koenotz Empire
VL	League Alliance
VM	Mazaroegh Dominion
VN	Drr'lana Network
VP	Kechk Pact
VQ	Union of Yoetyqq
VR	Kechk Reversion
VS	Jarrgh Subjugate
VT	Trae Aggregation
VU	Union of Seekers
VX	Vaoekghirkhr Exchange
VZ	Ruzz Confederation

ALLEGIENCE KEY

OTHER ALLEGIANCE CODES

Code	Allegiance
Sw	Sword Worlds Confederation
SW	Sword Worlds Union
Da	Darrian Confederation
Dd	Domain of Deneb (Norris)
Li	Lucan's Imperium