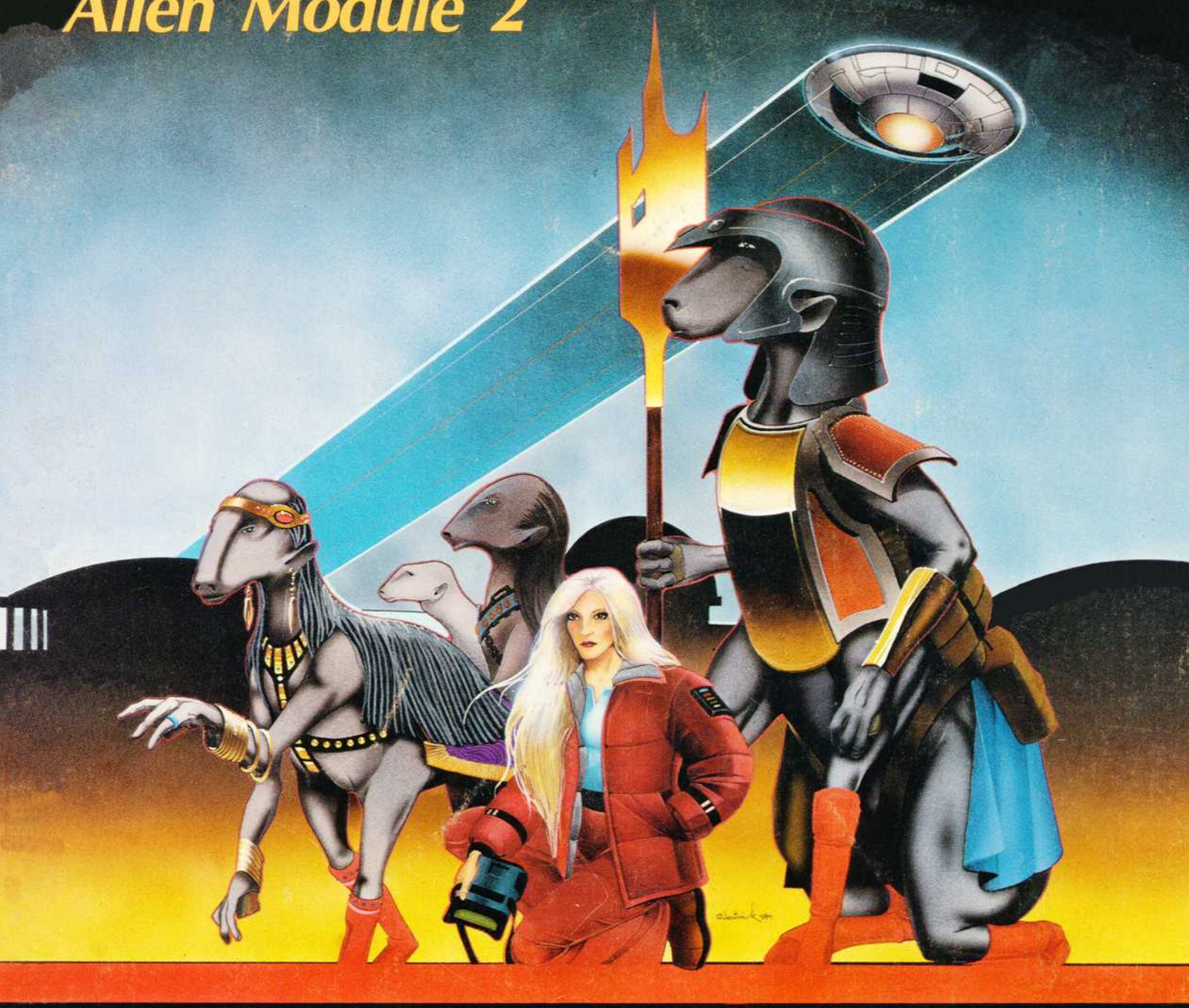
TRAVELLER®

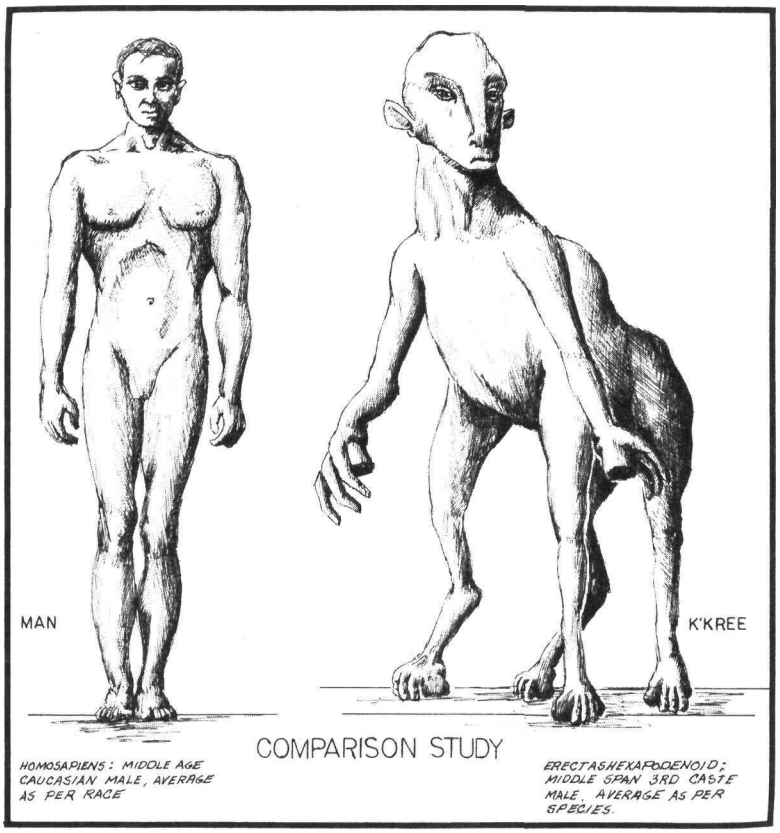
Alien Module 2



Encounters with the Enigmatic Centaurs

K'kree

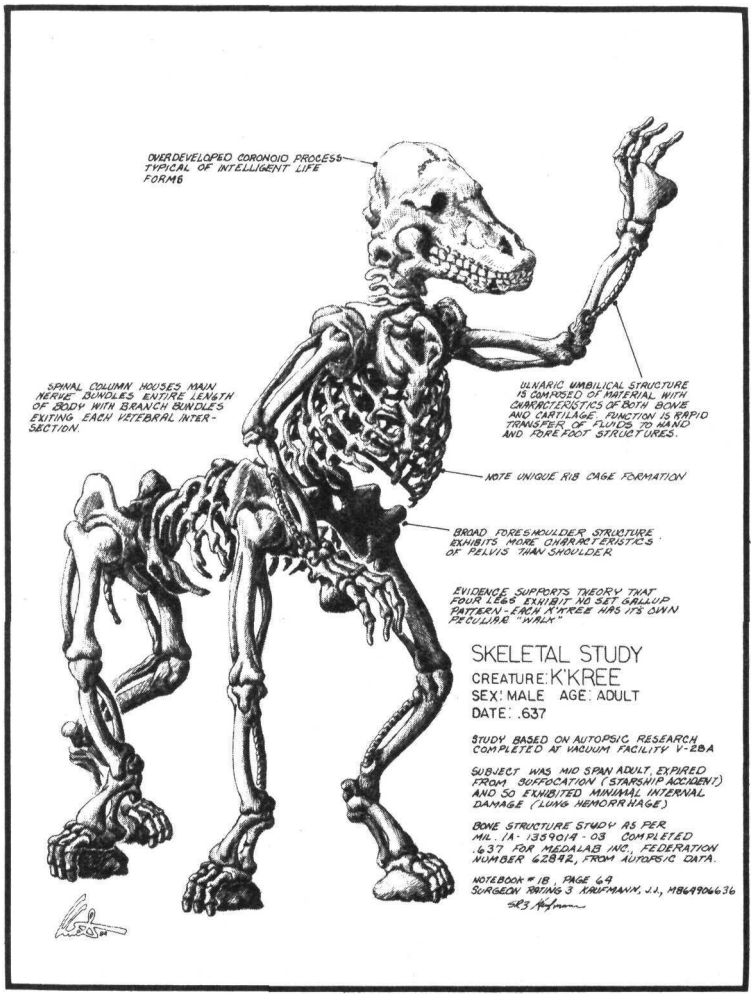
Game Designers' Workshop



COMPARISON STUDY

HOMOSAPIENS: MIDDLE AGE CAUCASIAN MALE, AVERAGE AS PER RACE

ERECTASHEXAPODENOID; MIDDLE SPAN 3RD CASTE MALE, AVERAGE AS PER SPECIES.



SKELETAL STUDY

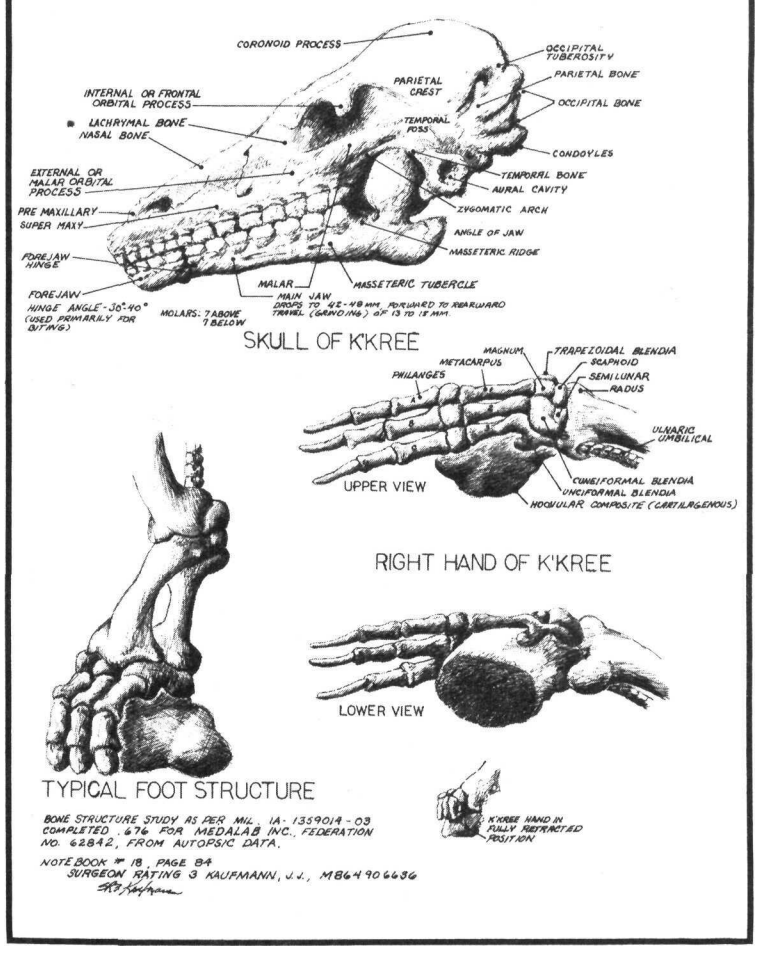
CREATURE: K'KREE
SEX: MALE AGE: ADULT
DATE: .637

STUDY BASED ON AUTOPSIC RESEARCH COMPLETED AT VACUUM FACILITY V-28A

SUBJECT WAS MID SPAN ADULT, EXPIRED FROM SUFFOCATION (STARSHIP ACCIDENT) AND SO EXHIBITED MINIMAL INTERNAL DAMAGE (LUNG HEMORRHAGE)

BONE STRUCTURE STUDY AS PER MIL. IA-1359014-03 COMPLETED .637 FOR MEDALAB INC., FEDERATION NUMBER 62842, FROM AUTOPSIC DATA.

NOTEBOOK # 18, PAGE 69
SURGEON RATING 3 KAUFMANN, J.J., M864906636



SKULL OF K'KREE

RIGHT HAND OF K'KREE

LOWER VIEW

TYPICAL FOOT STRUCTURE

BONE STRUCTURE STUDY AS PER MIL. IA-1359014-03 COMPLETED .676 FOR MEDALAB INC., FEDERATION NO. 62842, FROM AUTOPSIC DATA.

NOTEBOOK # 18, PAGE 84
SURGEON RATING 3 KAUFMANN, J.J., M864906636

K'kree

Six races are generally held to have independently invented the jump drive technology which opened their expansion to the stars. These races, known as the Six Major Races in the terminology of Imperial scientists and historians, are thus accorded a higher status (at least among one another) than are the so-called minor races, which, if they have interstellar travel at all, acquired the jump drive from some other race which invented it or acquired it previously. The Six Major Races are usually said to include the Asian, the Vargr, the Hivers, the Droyne, the K'kree, and Humaniti (specifically, the Vilani, Solomani, and Zhodani branches thereof). In addition, of course, the mysterious Ancients are known to have had interstellar travel, but, as they are no longer present within the sphere of explored space, they are not classified as one of the six contemporary major races.

This module deals with one of these major races, the K'kree (often known to humans as the Centaurs). It is designed to allow the incorporation of this race into any and all aspects of **Traveller,** whether K'kree are to be used as player characters, non-player characters, patrons, opponents, or just a backdrop against which adventures may take place, this module provides the referee and the players with sufficient information to deal with the K'kree both as individuals and as a fully viable society.

Aliens in Traveller: The **Traveller** rules made no distinction concerning the races of various characters generated or encountered in the game. They present standard rules which work very well when dealing with beings with a generally similar physiology and cultural background. *Basic* **Traveller** is perfectly sufficient to serve as a source for character generation of almost any life form, provided there is no great concern with the individual being's specific ethnic or cultural heritage.

THIS MODULE

The subject of this module - the *K'kree - are* intelligent herbivores shaped by their history and their environment in thousands of ways. Their physical and psychological differences are examined in detail, and their effects on specific game rules is explained. Using this material, players and referees alike may confidently make use of the K'kree in any **Traveller** adventure or campaign.

Usability: This module requires a **Traveller** rules set in order to be played. There are several rules sets available, any one of which will serve. It is specifically designed as a companion to *Starter* **Traveller,** and is oriented toward that rules set. However, this module may be used in conjunction with any **Traveller** rules: *The* **Traveller** *Book, Basic* **Traveller, Deluxe Traveller,** or of course. *Starter* **Traveller.**

Advanced character generation systems provided for the K'kree Space and Surface military services are compatible with **Traveller** Book 4, *Mercenary,* and Book 5, *High Guard.* Advanced Asian character generation requires that your have these two books.

Compatability: Traveller players can find any number of activities which include or deal with K'kree, whether inside the Imperium, or beyond its borders. The Two Thousand Worlds (the K'kree's name for their interstellar empire) trails the Imperium as galactic directions go. The K'kree sector map shows the sectors of their empire in relation to the Imperium.

The Imperium and the Two Thousand worlds do not touch; the closest approach of the two is slightly more than 60 parsecs.

Some interaction occurs in the normal course of governmental relations, or as each side intervenes in the affairs of lesser governments which lie between the two powers.

K'kree traders, diplomatic missions, and other groups can also be found throughout the reaches of explored space, in the Imperium (sometimes even as far as the Spinward Marches and beyond), the Solomani Confederation, and the Hive Federation. (Few K'kree would be encountered in Vargr or Asian space, however, due to crucial incompatibilities of psychology and thought). Thus, the material in this module can still be applied to a variety of game situations even if adventures are set away from the given K'kree territories. Details can be converted as necessary.

Contents: This module consists of four parts - the cover, the rules, the charts, and the adventure(s).

The inside of the *cover* has a sector map showing K'kree territory and providing an idea of its size and power.

The *rules* provide the changes and alterations to the **Traveller** rules which are necessary for K'kree characters and situations.

The *charts* reiterate the material in the rules, and present it in a format designed for quick reference.

The *adventures* (at the back of this module) provide the players and referee an opportunity to delve deeper into K'kree culture and to make use of the information in this module.

BASIC FACTS

The following basic facts are assumed to be in force for the purposes of this module.

The Imperium: The Third Imperium, established over eleven hundred years ago, is a human-dominated, interstellar empire which represents the "norm" around which all **Traveller** rules have been built.

The Two Thousand Worlds: The Two Thousand Worlds is the most common name given in the Imperium for the region of space ruled by the K'kree. It is a comparatively tightly-knit empire, with the rulers of the individual worlds answerable to the "Steppelord

K'kree
Traveller Alien Module Two
An alien race for use with **Traveller**.
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of the Two Thousand Worlds" on Kirur, the capital and homeworld of the K'Kree.

The Hive Federation: Human term for the loose interstellar community dominated by the Hivers, an intelligent major race descended from omnivore gatherer/scavenger stock. The Hivers and the K'kree are old enemies, though there have been no active hostilities for over three thousand years.

TIMEKEEPING AND OTHER STANDARDS

In any Traveller activities, there is a need to keep track of time and its passage. The generally accepted Traveller method is that of the Imperium, but K'kree have their own timekeeping method.

Imperial Standard: Timekeeping in the Imperium is based on the standard day, composed of 24 standard hours. Clocks and watches count time using standard hours, minutes, and seconds.

K'kree Standard: K'kree timekeeping is based on the rotational period of Kirur, their homeworld. This period, one *kritur,* is equivalent to roughly 28.6 Imperial hours. For millenia the K'kree had only one subdivision of any great importance, the *krix'leeka* (or "watch") of just over 7 standard hours; four of these made one kritur. This has been retained by modern K'kree, but additional subdivisions were introduced to aid in scientific applications and other aspects of technology and progress. The timekeeping table (below) details these subdivisions.

K'KREE TIMEKEEPING

Period	*Equivalent*	*Translation*	*Imperial Value*
Pim!bigr	368 Kritur	K'Kree year	440 days
Kritur	4 Krix'leeka	K'kree day	28.6 hours
Krix'leeka	10 R'keer	watch	7 hours
R'keer	10 Nixir	0.1 watch	43 minutes
Nixir	10 Trakeek	0.01 watch	4.3 minutes
Trakeek	10 Hkur'ghe	''minute''	25.8 seconds
Hkur'ghe	—	''second''	2.58 seconds

Throughout the text, standard Imperial times will generally be used to avoid confusion, but referees and players are encouraged to adopt K'kree timekeeping practices where appropriate for added atmosphere and interest.

K'kree Calendar: The K'kree calendar is derived from the period of Kirur around its star: about 440 standard days (or about 368 kritur). The same calendar is used throughout K'kree space. It is divided into "tenths" (K'kaatu) of 44 standard days (37 kritur) each; there are 10 K'kaatu in a K'kree year. K'kree dates are generally given by the number of the tenth (from 1 to 10) followed by the number of the day (from 1 to 37, generally); the 4th tenth is 35 kritur long to make the calendar come out even.

K'kree society is extremely stable, and their calendar goes back a very long time. The calendar originated with the founding of Rak'keer! as the capital city of Kirur nearly 9300 years ago (-8175 Imperial, or roughly 3668 BC in Terran reckoning). In K'kree figuring, the "year" 7713 is equal to the Imperial year 1110.

Money: For simplicity's sake, K'kree currency is not considered in this module. All prices are given in standard Imperial credits. Prices vary somewhat from those given in the Traveller rules, as noted throughout this module (reflecting cultural differences, an unfavorable exchange rate, and so forth), but the details of economics are omitted from consideration in this material.

REFEREE'S NOTES

This module is intended to be as complete as possible. The materials in it supplement the basic Traveller rules, and no other rules or published materials are necessary in order to use the module or its scenarios. At the same time, materials presented in this module expand on a variety of Traveller materials, and they can be used to greater advantage in K'kree situations when used in conjunction with this module.

Other Necessary Material: In addition to **Traveller** and this module, both players and referee will require ordinary accessories such as paper, pens, pencils, dice, graph paper, and, perhaps an electronic calculator.

Other Desirable Materials: The entire line of **Traveller** products elaborates and expands on the universe of the future. All can be used in conjunction with this module. Especially useful items include:

Supplements, **Library Data (A-M):** Gives encyclopedic entries on a variety of topics that round out the **Traveller** universe.

Supplement 11, **Library Data (N-Z):** Completes the encyclopedic presentation of **Traveller** background information.

Game 1, **Mayday:** Presents a boardgame version of personal combat for ship to ship combat.

*Game **2,*** **Snapshot:** Presents a boardgame version of personal combat for shipboard conflicts.

Book 4, **Mercenary:** Presents advanced character generation for members of the Army and Marines. In addition to elaborating on what is presented in some of character generation, it details advanced military hardware.

Book 5, **High Guard:** Presents advanced character generation for members of the Navy. In addition to elaborating on the Navy, it handles the construction of large naval spacecraft.

The K'kree Race

The K'kree are a starfaring culture almost as old as the oldest human starfarers - the Vilani. K'kree discovered the jump drive about one hundred years after the Vilani created the First Imperium, but they were slow to expand through their part of space for two reasons. First, K'kree are extremely conservative and slow to accept change, and second, because their own peculiar physical and psychological problems made spaceflight difficult. As a result, and in spite of the fact that the K'kree are one of the two oldest and most stable cultures known, the Two Thousand Worlds are less extensive than the human Third Imperium or even the young but energetic Asian Hierate.

K'KREE PHYSIOLOGY

K'kree are descended from six-limbed herbivore/grazers which originally adapted to a herd-oriented existence on the broad grassy plains of Kirur/Thirty (0505 B-863A03-F). About three million years ago, a nearby supernova (now the neutron star at Thirty 0606) sleeted high densities of heavy particles through the Kirur system. The secondary radiation caused by this stellar debris severely affected the K'kree homeworld, killing many lifeforms and causing mutations in others. Intelligence being the survival trait that it is, it remained once it appeared - at least in the K'kree. Many experts believe that one (or more) of Kirur's native carnivore's also developed intelligence, and that most K'kree technology evolved as part of a desperate genocidal war in prehistoric times between the G'naak (as they are called) and the K'kree. Neither of the two human archeological expeditions to Kirur have found evidence of intelligence in any of the local (now all extinct) carnivores, but both expeditions were extremely restricted in the researches allowed them. Notwithstanding, K'kree myth and legend is replete with references to this prehistoric struggle. The main reason for the confusion is the fact that K'kree call all carnivores G'naak, including those encountered in their later exploration of space.

Another favorable mutation was the development of manipulative hands, which permitted the Centaurs to reach the lower limbs of trees, further extending their range and survival probability. Throughout, their herd structure remained intact, for despite limitations in grazing land, the herd offered many advantages in terms of mutual support and defense; as sentience dawned, specialization of various roles within the herd made for even greater efficiency, and became the forerunner of the caste system which still

dominates K'kree society today.

Contemporary K'kree are among the most massive of the major races, and are the only major race to be descended from herbivores. An adult Centaur stands about 1.5 meters at the shoulder and between 2.0 and 2.4 meters tall when standing erect. Weight averages 550 kilograms. They are bilaterally symmetrical, hexapedal, and homeothermic. They bear some resemblance to the centaurs of ancient Terran myth, a trait noted by the earliest explorers who encountered them.

The arrangement of the manipulative organ (or hand) on the front limb is one of their most interesting features. A complex arrangement of solid bone, ligaments, and cartilaginous tubes permits the fingers of the K'kree hand to telescope up out of the way when the hand is used as a weapon. Fully extended, the fingers are mutually opposable to each other and to the "thumb," which is in reality a solid, bony extension of the ulna. A Centaur hand is very flexible but somewhat weaker in grasping power than a human hand.

K'kree are covered with short gray or (rarely) black fur with a dense black mane covering the head, neck, and upper back of both sexes. A large fatty hump along the back protects the spine at the crucial juncture between upper and lower torsos. The circulatory system has two hearts, but is otherwise similar to that of Terran mammals. Unlike Terran mammals, however, the young are fed partially-digested regurgitated food instead of milk. Males average 15 to 20% larger than females (by mass).

Their eyesight is equal to that of humans in most respects. The K'kree cannot see as far into the red portion of the spectrum as humans but are capable of picking up more ultraviolet. They are able to see colors in rocks and plants which humans cannot, and find variation and beauty in materials which humans see as monochromatic. Their hearing is very acute.

Smell is the sharpest of the K'kree senses. Their works of art concentrate upon olfactory rather than visual or auditory elements (although these are often present). Perfumery is as valid an art for them as sculpture and music are to humans. K'kree differentiate other beings by scent more than by sight or sound, and can detect the approach of enemies at a considerable distance. A K'kree with experience in dealing with humans (and/or other races) can detect certain basic emotions (fear, sexual desire, anger, etc.) from the scent given off by the being in question. Due to their sensitive noses they are uncomfortable on worlds with tainted atmospheres, even with filter masks, but this does not prevent them from operating on such worlds.

PSYCHOLOGY

K'kree psychology is dominated by their descent from plains-dwelling herbivores. Several crucial psychological factors stem from these origins which have a strong influence on K'kree behavior and thought.

First, K'kree are gregarious (extremely so) as befits the descendants of herd animals. They are rarely (if ever) found alone, and will quickly sicken and die if removed from other K'kree for any length of time (though the time can be extended somewhat through the use of strong scents of other K'kree, which can comfort the solitary Centaur for some time. A lone K'Kree is either deathly ill, and has been exiled by the herd to die, or is dangerously insane. Receiving a trade or diplomatic delegation from the K'kree means entertaining the entire family (one or more wives, servants, scribes, assistants, bodyguards, etc.) of the merchant or ambassador. The K'kree word for "my" refers to a possession of an individual's herd or family, not to that of an individual, and the word "K'kree" itself is plural, with the particle //-//added in the rare instance when an individual Centaur is being referred to (i.e., "K'kreer!"). Privacy and individuality are exotic and little-understood concepts for the K'kree.

A second crucial psychological element of the K'kree is a pronounced tendency towards claustrophobia. They cannot stand to be enclosed. Centaur cities are clumps of low, broad, transparent domes, the buildings inside never more than one story in height and open to the sky. Partitions inside buildings are achieved with curtains or tapestries. Through training, discipline, and some psychological subterfuge (such as holographic images and clever use of olfactory stimulus) some individuals (AFV crews, starship pilots, and so on) are able to overcome this phobia.

Finally, the K'kree are vegetarians, and (understandably) have an instinctive hatred of meat-eating creatures. The K'kree are very uneasy anywhere their sensitive noses detect the smell of cooking meat, anyplace where meat has been cooked recently, or in the presence of anyone who has eaten meat within the last two or three days. (They smell it on the body secretions and breath.) Indeed, the smell of dead or dying animals causes considerable discomfort, both because of the sensitive nature of K'kree olfactory equipment, and because of the unpleasant associations such smells raise in the K'kree ancestral memory.

HISTORY

K'kree prehistory is largely the story of a struggle for survival in the face of dangerous predators which found the Centaurs ideal prey (which may or may not have been sentient; see the above references to the G'naak). Intelligent, pre-civilized K'kree herds were able to deal with these threats better than their non-sentient forebearers, and flourished; cooperation between herds became natural, given their gregarious nature, and the concept of a unified social structure evolved quite naturally.

Strangely enough, another concept which evolved naturally on prehistoric Kirur was that of the hunt. Early K'kree herds and tribes realized early on that a region could be made safer if predators could be hunted down or driven out. The K'kree military originated from these roots; indeed, the word usually translated as "Army" (Kirunika'rra) would be better translated as "Killers of Vermin" - pest control! This same concept of tracking down potential dangers grew into a racial preoccupation which led the K'kree, from time immemorial, to seek to explore and learn, for the security of the herd was paramount. The invention of fire and similar developments can be traced to K'kree efforts to defend themselves more effectively.

Agriculture was discovered very early in the development of K'kree society, when it became evident that plants could be raised and cultivated deliberately, rather than by waiting for nature to take its course. Since Kirur possesses a fairly small axial inclination, seasonal weather conditions were minimal, and it was fairly easy for the K'kree to remain in one place, growing three or four crops per year, and thus establishing the first cities.

The unification of all K'kree on Kirur was a slow but steady process. The earliest K'kree civilization formed in a region of rolling plains on the Xtengir uplands; as this civilization sent out explorers and military expeditions to seek out new dangers to the growing herd, less advanced K'kree herds were encountered elsewhere. These accepted, almost invariably, the guidance and protection of the more advanced brethren, and were naturally absorbed. The ruling dynasty of the Two Thousand Worlds is believed to be the direct descendents of the original Steppelords of that first Xtengir civilization.

The unification of the world was accomplished by the K'kree year 3210 (-4305). By this point in time, the K'kree had reached technological level of 7 (though with some significant gaps; there was no particularly advanced military technology available, for example, since the K'kree had little reason for wars (having a world-wide government) and had exterminated the local carnivores).

K'kree scientists and philosophers had long been interested in Kirrixur, the large, close satellite of Kirur. By the time they had come to this point of complete unification of Kirur, their scientists had definitely established the fact that Kirrixur was in fact inhabited by intelligent beings, a non-K'kree race considerably behind the K'kree in terms of technology and social organization. Studies of their neighbor world led the K'kree to conclude that the sophonts of Kirr-

ixur were, in fact, descended from carnivore/chaser stock. The K'kree realized that this Kirrixurian race (which they also called G'naak) presented the ultimate in predators - intelligent and civilized, and carnivorous as well. They presented a threat that the Centaurs simply could not ignore, and K'kree technology and industry was rapidly turned to the conquest of space flight to get the Centaurs the capability to deal with that threat. The intensive effort produced the breakthroughs leading to fusion power, anti-gravity, and other key elements of technology. Unlike most spacefaring races, the K'kree never went through a phase of primitive rocketry; their first interplanetary craft were fully developed grav-drive ships basically identical to those still used today.

The K'kree waged a bitter war with the inhabitants of Kirrixur, a war not of conquest but of total extermination. The war, the first true military conflict in K'kree history, forced the development of several aspects of military technology hitherto neglected in K'kree development, such as vehicles, heavy weapons, bombs, and the like. It lasted nearly a hundred years, with both sides forced to improvise and progress hindered by the unusual nature of the entire situation. Ultimately, the Kirrixurians were completely eradicated.

This first experience in space flight set the stage for further K'kree expansion. By 3346 (-4142 Imperial), the K'kree were experimenting with jump-capable starships, and embarked upon a mission to make their corner of the universe safe for vegetarianism. Their goal was nothing short of the elimination or conversion of every potential predator they might encounter. Colonization and other exploitations of space were strictly secondary.

The K'kree empire expanded slowly, hindered by the traditional conservatism of the K'kree and by the technological problems of adapting K'kree psychology to star flight. The Two Thousand Worlds expanded slowly and steadily (the term is a misnomer, a literal translation of the K'kree T't'tkahk Xeng Kirr. The same words can mean "night sky" - for about two thousand stars can be seen at night from any particular hemisphere of Kirur- or as "universe," but does not mean that there are exactly two thousand worlds in K'kree space) to occupy a significant volume of known space. Minor races were conquered if they were willing to become vegetarians; those which resisted K'kree meddling were ruthlessly attacked and occasionally exterminated (though one or two were merely interdicted).

In -2029 Imperial (K'kree 5099), the Centaurs came into conflict with the Hivers, another budding Major Race which had established a confederation of races to rimward of the Two Thousand Worlds. The Hivers, unlike the K'kree, believed in peaceful coexistence of all races, and in the principle of lifting backward worlds into civilization. The earliest clashes came when the K'kree realized that the Federation included carnivore and omnivore races, and that Hiver cultural development teams were aiding a civilization of omnivore/hunters which the K'kree were planning to exterminate. The resulting Hiver-K'kree War of - 2029 to - 2013 began with early victories for the militarily superior K'kree, but was ended abruptly after the Hivers demonstrated and threatened to implement a plan to radically alter K'kree society to a more "suitable" form. The K'kree hastily agreed to end the war, which was settled with reversion to antebellum boundaries and a mutual agreement to avoid future interference in non-aligned cultures between the two powers.

Since this war, K'kree history has been relatively uneventful. Problems of government over interstellar distances, further contact with races such as the Hivers and Humaniti, and numerous other factors have combined to keep the K'kree from spreading their empire further. Nor has their natural conservatism prompted much in the way of change or further expansion.

SOCIETY

K'kree society divides the population into castes. The system is a remnant of ancient times which no longer fits centaur culture perfectly, but the K'kree stick with it because it is traditional. There are hundreds of castes, but the distinctions between them are too faint for most non-K'kree to understand. For simplicity, castes can be divided into three general groupings - noble, well-born, and servant - each with shadings of rank and caste within the general group. It is possible for a family to rise in caste, but it is rare for a family to actually move from one caste grouping to another.

The lowest caste, the servants, has come to include farmers, factory workers, unskilled laborers, and technical workers, as well as servants for all castes. Members of the servant caste shave their manes completely as a token of submission.

The next highest caste, the well-born (sometimes called the merchant caste), includes most skilled workers, scientists, engineers, and technicians, scribes, and lower-level government administrators, as well as merchants and businessmen. Well-born shave only the top of the skull as a mark of submission.

Nobles, the highest caste, are the government officials, the highest military officers, diplomats, and heads of trade and manufacturing concerns. Nobles are allowed to wear the full mane as a mark of distinction, and are usually garbed in a much more ornate fashion than the lower castes.

Female K'kree are casteless, taking on the caste of their father or husband. Females have no position in government or society other than the rearing of young. The female mane is shaved in the same manner as the caste of the husband or father, and braided in a fashion that varies from caste to caste.

Families are the smallest social unit, consisting of a patriarch or family leader, his wife or wives (K'kree are polygamous, with the male supporting as many females as his position and power allow), their sons (either those too young for service as Warriors - see The Military, below - or those who have not yet set up separate families), unmarried daughters, any technicians, scribes, or other assistants the leader may require to fulfill his family's position in society, servants, and warriors. The word "family" does not mean the same thing for K'kree as it does for humans, since a K'kree family is not a set of parents and children; indeed, most of the "family" will not be related. A patriarch's assistants, warriors, and servants are just as much members of the family as the patriarch's wives and children, and are trusted accordingly. It is possible for individuals in a family to have families of their own, which can consist of further families, and so on.

A family will fulfill a specific function in society, and this function will usually change only with great deliberation over many generations. Families and groups of families are bound to this role and no other. Freedom of choice exists in choosing the family to which the individual K'kree belongs (a talented technician will be permitted to join a family engaged in technical work, for instance), but once that choice is made, further options are very limited.

Centaurs are extremely conservative in all aspects of their culture. Ceremonial military units (such as bodyguards) are armed with equipment which K'kree military technology outdated centuries ago, and (aside from modifications made necessary by the discovery of spaceflight) K'kree government has not changed significantly in centuries.

This conservatism, and the rigid caste structure, have rendered the K'kree virtually incapable of individuality. Service to those of superior caste is almost automatic, balanced by the intense feelings of responsibility which bind patriarchs to their families and leaders to their followers. The good of the family, the herd, and, by extension, the race, outweighs personal considerations. K'kree are of course thoroughly adapted to this way of life, and have no difficulty accepting their lot in life. The ambition and drive for individual achievement so characteristic of humans is conspicuously absent from the K'kree character, though it is replaced by by an equally strong drive to do the best possible job to help others of the herd (or the race). Thus K'kree do not expect or receive rewards, recognition, or other distinctions; they do their given job to the best of their ability, for as long as that job needs to be done.

Social interaction among K'kree is smooth and uncomplicated, since each individual knows his place and function, and automatical-

ly defers to those of superior rank. Thus, the K'kree have no such formal or ritual procedures for moving in society as are found, for instance, among the Asian, who are proud, individualistic, combative, and require complex social formulae to avoid constant confrontation with one another over matters of honor.

GOVERNMENT

The basis of K'kree government is rooted in the traditional structure of the herd. The herd is the basic unit of government, consisting of hundreds of families and thousands of individuals of all sexes, castes, and ages. Herds are led by Krurruna (literally, bosses) under a single Ghik'keerlk (steppelord).

In recent times, most herds have been assigned specific geographic areas (several may be part of a city, or a single herd may range over millions of hectares of farmland). A number of herds are governed by a single Ghir'ghik'keerlk ("Lord of Steppelords"), usually, the ruler of an entire planet. An "Overlord of Lords," or Ghir'k'reek, may oversee the government of a number of planets (the equivalent of an Imperial subsector governor). The Centaur race as a whole is ruled by a "Steppelord of the Two Thousand Worlds" (Ghik'keerlk'ak T't'tkahk Xeng Kirr Tkexirr).

Government on all levels is nothing more than an extension of the original principles that rule individual herds far back in K'kree prehistory. Each individual and family has a place in the structure and function of the herd. The Krurruna oversee individual aspects of the herd's needs and responsibilities; similarly, the Krurruna obey the dictates of the Ghik'keerlk, and so forth up the ladder. K'kree government is one of the most smoothly functioning governments known, with a maximum of obedience by the citizenry and a maximum of responsibility on the part of those in control. Humans would, of course, find it intolerable, due to the rigid nature of the caste structure and the absolute authority of the ruling classes, but it is a system which works, and works well, for the less individualistic K'kree.

K'kree government is not without its limitations. In a society so dependent upon decisions from above, interstellar distances become major obstacles to progress. Although nobles at various levels can and do display some initiative if necessary, the general impact of increasing distances and the attendant time lags have served to make even more apparent the streak of conservatism and caution which has always been a K'kree trait.

Justice: Crime has never been a serious problem among the K'kree; most crime is by definition an anti-social act, and the K'kree simply do not have the concept of anti-social behavior - that would be a contradiction in terms. What remains are the actions of the dangerously insane, occasional crimes of passion, and misunderstandings.

Insanity is usually dealt with by exile or, in extreme cases, mercy killings. Exile places the individual on a reserve planet set aside for such individuals, sometimes interdicted to offworld traffic, sometimes open. Where the individual is truly dangerous to others, death is the usual sentence.

Crimes of passion do occur. When such crimes are committed, the criminal is generally forced to make restitution. If, for example, one K'kree killed another in a moment of anger (a fairly rare occurrence), the killer would become responsible for the support of the dead Centaur's wives and children, and possibly (depending on circumstances), for other members of the family as well. Repeat offenders may be judged insane. Generally, K'kree justice is merciful; they dislike needless death penalties, and regard any form of imprisonment or exile as "cruel and unusual" punishment.

Misunderstandings, like all other criminal matters, are judged by the Krurruna or their representatives. Their decisions are final, and, in the tradition of total obedience to authority, accepted by the parties involved. Within their own society, the K'kree are a highly moral and ethical people, and corruption, bribery, fraud, and similar crimes are quite unknown to them.

Towards non-K'kree, however, they are less charitable, for the K'kree are highly chauvinistic. Non-K'kree are considered inferiors, and treated (usually) as servants or worse, and rarely receive the benefit of the doubt in disputes or misunderstandings. K'kree merchants, no matter how ethical, are not above bribery, fraud, or other forms of cheating in their dealings with non-K'kree. Most subject races in the Two Thousand Worlds have learned to be very careful in their dealings with their overlords.

The Two Thousand Worlds: The extent of K'kree holdings is shown on the map printed inside the cover of this module. Sector names (as given by the K'kree) are shown for the various sectors included within K'kree domains.

Because the K'kree language is beyond the mastery of most Imperials, sector and subsector names are frequently given in different form on Imperial charts. Subsectors, in particular, are often identified numerically; for example, the Kirarurrlka subsector, location of Kirur, is generally designated "Thirty" in Imperial astronomical catalogues.

THE MILITARY

Military service is required of all male K'kree for at least one term (about 7.25 Imperial years, or 6 K'kree years). Warriors provide the Centaurs with soldiers, police, firefighters, and bodyguards for diplomatic and mercantile expeditions or the retinues of important patriarchs. Upon coming of age (the 20th birthday), every male K'kree enters the military. Their caste determines the rank at which they will serve.

Nobles enter the military as general officer trainees, serving as aides and staff officers to veteran noble general officers. Well-born are junior officers, or, in the case of low-caste well-born, noncoms and warrant officers. Servants are the rank and file, and can generally rise no higher than noncom status.

Upon completion of one term of service, most warriors return to their original caste and position. They may, however, choose to remain in the service. Veterans rise to higher positions, and may in fact remain in the military for their entire career.

Warriors are the only K'kree permitted to bear weapons of any kind, and are further distinguished by their peculiar flared and horned helmets. While serving as warriors, K'kree may be assigned to anything from a ground combat unit to duty as part of a noble's bodyguard. As with most aspects of K'kree society, a warrior's place is carefully established and rarely changed. Advancement is slow or non-existent, and bound rigidly by caste.

K'kree mercenary units do not exist, at least as humans use the term. The government will sometimes allow military units to be used by non-K'kree, but this is done only to fulfill some larger purpose of the government or as a source of additional revenue. The units do not seek tickets on their own.

The organization of K'kree military units differs radically from those used by the Imperium. Basic unit organization works around larger formations that humans are accustomed to: combat troops are generally organized in "platoons" (Ring'r) of about 50 K'kree. Smaller formations are rarely adopted except on a strictly ad hoc basis. Vehicle crews are, of course, smaller, but then the Cavalry branch of the K'kree military breaks many standards. The cavalry service is regarded with a mixture of scorn and awe; vehicle crewmen are generally thought of as lunatics and permitted eccentricities of all sorts that would be grounds for censure in any other arm of the service. The same is true of fighter pilots in the Navy; both breeds are extremely rare, and therefore valued even though their mental stability is considered suspect by most.

In general, the K'kree warrior is an effective fighter and a dangerous opponent, lending support to the concept that a warrior herbivore can be far more dangerous than any carnivore, since the herbivore lacks many of the behavioral compunctions and restraints that may guide his carnivore (or omnivore) counterpart.

LANGUAGE AND NAMING

All K'kree share a common language and culture, highly con-

servative and tradition-bound. In many ways the K'kree are similar to the Asian (though neither race would be particularly ready to accept this statement); in both instances the language is characteristic of the society it reflects - old, slow to change, and highly complex.

Names in K'kree society reflect the individual's position in society. This can be rather unwieldy, since a name will frequently identify the individual, his family, his herd, his caste, his career, and his specialty within that career. Thus, the name Kruraku X'ten Kirlku Hkeegh'tri K'k'ra Lixt'rr Mkree Kraxenga can be translated (roughly) as "Merchant Scribe of the 17th degree, of the family K'k'ra, who attends the Noble Diplomat Kraxenga, of the herd X'ten."

Females take their names from their husbands or their fathers; all others are named according to their function and place in society (and the names change if their role in society changes).

Needless to say, most K'kree rarely use their full names; instead, they use portions of their names, usually those denoting their personal career and function. Where several K'kree with similar occupations and titles are together, the names are further modified by additional syllables or phrases subtly distinguishing rank or position. Since it would be impossible to go very deeply into K'kree syntax and vocabulary, a simple system for generating K'kree sounding words randomly may be used. Simply create a word and choose a meaning suitable to the character's position, such as "Noble Diplomat" or "Merchant Shipmaster" or "Assistant to the Keeper of the Noble Master's Trappings." Because of the many, often obscure shades of caste and meaning in the K'kree tongue, two entirely different words or phrases could mean the same thing when translated into human terms. Thus, K'kree words and names can be generated without any great regard for exact meanings - only the general meaning will come across in Galanglic anyway.

Words in K'kree, like English, have definite letter frequencies and syllable patterns which are independent of information content; it is possible to randomly generate words which look and sound K'kree.

K'kree syllables are composed of up to three elements: an initial consonant, a vowel, and a final consonant. The K'kree sound frequency table shows the relative frequencies to be expected for various sounds in the K'kree language.

K'kree has four syllable types: those consisting of just a vowel (V), those beginning with a consonant (CV), those ending with a consonant (VC), and those both beginning and ending with a consonant (CVC). In K'kree words, their relative frequency of occurrence is about 1:6:2:4. Out of ten syllables, one will be V, six will be CV, two will be VC, and four will be CVC.

A few rules govern how sounds are grouped together. No syllable ending with a consonant can be followed by a syllable beginning with a consonant. No syllable ending in a vowel can be followed by a syllable beginning with a vowel. CVC type syllables automatically mark the end of a word, although not all words end in a CVC syllable.

Pronunciation: Because of certain physiological differences, humans are not capable of reproducing K'kree pronunciation exactly (the K'kree language has been described by one writer as sounding like a gargling horse that sneezes in the middle of each word). The table below gives a rough approximation for the benefit of human speakers. As is noted, most sounds are more or less as in English, 'indicates a glottal stop, while ! indicates a clicking sound, and !! a complex double click. ! is best simulated by clicking tip of the tongue against the roof of the mouth, just behind the teeth. !! is approximated (you would need an eighteen-inch tongue to do it right) by clicking the back of the tongue against the soft palate. The double *rr* is rolled, as in some parodies of Scottish dialect.

Word Generation Table: A simple computer program could use this information to produce K'kree words; for those in a hurry, or without benefit of computer, the K'kree word generation table allows ordinary dice to determine K'kree words. Sound frequencies in the table are approximate (dictated by the dice used), but the words are acceptably K'kree.

K'KREE SOUND FREQUENCY TABLE

Initial Consonants (100)

Sound	Freq	Pronunciation
B	1	*b*ath
G	3	*g*oat
GH	6	*G*eorge
GN	4	sig*n*ature
GR	2	*gr*and
GZ	1	like ra*gs*
HK	2	like flo*ck*
K	24	*k*ite
KR	10	*cr*own
KT	1	Na*chte* German
L	5	*l*ock
M	2	*m*ind
MB	1	co*mb*at
N	4	*n*ut
P	1	*p*un
R	12	*r*un
RR	3	*
T	7	*t*on
TR	2	*tr*ip
X	4	*x*enon
XK	1	box*c*ar
XR	1	like box*er*
XT	1	like box*ed*

Vowels (45)

Sound	Freq	Pronunciation
A	19	h*a*y
AA	2	h*a*y but longer
E	3	m*e*
EE	4	m*e*but longer
I	6	h*i*
II	2	h*i* but longer
O	1	R*o*me
OO	2	R*o*mebut longer
U	6	*u*se
UU	2	*u*se but longer
'	8	*
!	3	*
!!	1	*
!'	1	*

Final Consonants (42)

Sound	Freq	Pronunciation
B	1	cu*b*
G	2	lo*g*
GH	1	*G*eorge
GR	1	*gr*oan
K	6	la*ck*
KR	3	*cr*own
L	2	hi*ll*
M	1	hi*m*
N	2	ru*n*
NG	3	ri*ng*
P	1	ri*p*
R	8	si*r*
RR	4	*
T	3	hi*t*
X	3	bo*x*
XK	1	box*c*ar

Pronunciations: This table is a guide to K'kree speech, but many K'kree sounds are not reproducible by human vocal cords.

*See the notes in the text concerning pronunciation of these special letter symbols.

The table uses two dice, and it is suggested that one be red and one be white; actually any two colors will do, and if necessary they can simply be taken as first die and second die instead.

Word generation involves three steps: determining word length, determining syllable types, and determining syllable components.

Word Length: K'kree words may be of almost any length, although words more than six syllables are less frequently encountered. Word length can be produced by 1D and indicates the number of syllables. Or, the player or referee may specify word length instead.

Syllable Type: For each syllable in a word, the type of syllable must be determined from two basic tables using two dice; these tables are selected based on where the syllable appears in the word. The *initial* table is used for initial syllables. The *after V* table is used for syllables which follow a syllable ending in V (as in V or CV). The *after C* table is used for syllables following a type VC syllable (whenever a type CVC syllable is encountered, the word ends).

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

Word Generation Example: The referee has determined a need for a K'kree word. He throws one die (rolling 2) to determine that the name length is two syllables. He then rolls 2D (rolling 2,2) on the basic table to find the initial syllable type: CV. Since the first syllable is type CV, he must roll 2D (2, 4) on the after V table for the second syllable type: CV.

For the first syllable CV, each component must be determined, rolling 1D (3) followed by 2D (2, 5) for initial consonant produces *k.* Rolling 1D (5) followed by 2D (6, 1) for the vowel produces '. The initial syllable is *k'.*

Next, each component must be determined for the second syllable CV. Rolling 1D (3) followed by 2D (6, 5) for the vowel produces *kr.* rolling 1D (2) followed by 2D (3, 4) for the final consonant produces *ee.* The second syllable is *kree.* The K'kree word, then, is *k'kree.*

K'kree words can add a great deal to any role-playing situation which makes use of K'kree culture and technology. Using the K'kree Word Generation Table to quickly produce appropriate words can speed the game and increase player interest.

Characters

The creation of characters differs considerably when the characters in question are K'kree. Where most **Traveller** races focus on the individual player character, individuality is not so highly prized in the Two Thousand Worlds. . .and the chances of encountering a mere handful of K'kree in the course of an adventure is vanishingly small.

Because of the gregariousness of the race, the K'kree have special character generation rules to more closely simulate their natures. In effect, each player will be playing not a single K'kree, but a family of them - a leader, bodyguards, females, and servants - all at once. A group of players together represent a gathering of K'kree which may number 50 or more individuals.

INITIAL CHARACTER GENERATION

Because of the rigid nature of K'kree society, the referee should already have in mind the type of adventures to be run if a particular group of K'kree player-families is to be created. "Adventuring" K'kree will generally be involved in government, trade, scientific research, or military affairs. The families generated should be appropriate to the area selected.

Family Composition: Each K'kree family (the characters run by an individual player) will contain a patriarch (who may be either noble or well-born), his wife or wives, plus servants and bodyguards. Children not yet of age are considered to exist as well, but are not actually created. The player with the highest-ranking patriarch (in terms of caste) is the group's leader, with the other player-family patriarchs being the leader's scribes, assistants, and older (ex-military) children. A career for the family is determined through selection by a player; the commonly available types are military, government, trade, and scientific.

The patriarch is noble on a throw of 9+'; otherwise he is well-born. His characteristics should be determined immediately. On a throw of 5+, he has caste - 1D wives (otherwise, there are no females in the family). A noble has bodyguards equal to his caste and servants equal to his caste. A well-born has bodyguards equal to half his caste and servants equal to half his caste (round fractions up). Each servant and bodyguard has caste -2D (minimum 0) wives, as well, and, like the patriarch, probably has children who are not actually rolled up.

Once the overall numbers of the family and the nature of their role in society (diplomatic, mercantile, etc.) are known, character creation begins.

Rolling Up Characteristics: Each K'kree in the family has six characteristics describing mental and physical attributes, just as a human has. They are the same as those given for humans, except that social standing is replaced by caste in K'kree characters. Caste represents the K'kree's relative place within his own social class. Thus, nobles will be ranked from 2-12 initially; a caste-10 noble outranks a caste-3 noble; both outrank a caste-6 well-born or a caste-12 servant. Caste determines the precedence and ranking of all characters of the same overall social class.

The personal characteristics chart shows the throws for the various types of K'kree. All characteristics are given lower limits of 1 (unless reduced further by wounds or an aging crisis), and an upper limit of 15. Strength and endurance, however, may be raised as far as 25

Naming: K'kree names may be generated for characters, but in consideration of the size of K'kree families, players should use a consistent and easily understood system if adventures are to proceed smoothly. For convenience, the players may select a family name (in K'kree, or as a translation in English) and then assign numbers to refer to servants, bodyguards, and females (for example, No. 3 Bodyguard).

Titles: The K'kree encountered on an adventuring level are not likely to be government figures (bosses or steppelords). Such individuals have too many responsibilities to be found in an adventuring situation. When encountered as NPCs, such figures are nobles of caste 16 (G) or higher, castes which cannot be generated by normal means, only assigned by the referee.

ACQUIRING SKILLS AND EXPERTISE

Each male member of the family may acquire skills and expertise through service. K'kree character generation does not make use of the prior service table system used for human characters. A somewhat different system is used to represent life in the K'kree society.

Terms of Service: A "term of service" for K'kree lasts 6 K'kree years (7.25 human years), during which time the character is eligible to earn several skills. Each term adds 6 years to the character's age. Characters undergo a number of terms of service determined in an essentially random fashion; each K'kree in the family will go through service separately.

Length of Service: The basic service guidelines table shows how many terms each specific character type should serve in the character generation process.

Survival: Survival is automatic. Each family member being created will enter the game after the specified number of terms has passed.

Military Service: All male characters spend their first term of service in the military. At the end of this term, it is possible that the character in question will remain in military service. Bodyguards and military adventuring families do so automatically. Others may do so on a throw of 10+ at the end of each term, but all characters (except those in military families) must serve one term out of the military before beginning adventuring. Once a character has left military service, he cannot return.

Skills and Training: During each term of service, a character has the opportunity to acquire skills and expertise by rolling on the acquired skills tables. The personal development and general skills tables may be used any time. The specialty skills tables each represent specialization in careers (for example space versus surface military careers). Once a specialization has been selected, the opposite specialization is closed to the character.

Characters are automatically eligible for 2 skills per term of service (3 skills during the first, military term); in addition, a throw of 2D is made each term. One additional skill is received on a throw of Caste or less.

Ending Service: Service ends when the character has been through the originally determined number of terms. The character cannot leave sooner or stay longer than this basic number of terms.

Females: Females in K'kree society play no part save that of rearing the young. Female characters receive few skills (one per term of service), and serve 1D terms before the adventure begins.

Skill Limitations: Characters are limited in skills that can be held to the sum of Intelligence + Education. This will mean that servant-caste characters will have fewer allowable skill levels than they are likely to receive in the course of a standard character generation.

While rolling up characters, ignore the skill level limitations until all skills are received. Then reduce the number of skill levels held to the character's limit. For laborers and workers, eliminate military skills first, then reduce the high levels of skill (Steward-6 might come

down to Steward-2, for instance - when a character receives multiple skill in anything, it should not be reduced below level-2). Finally, further skills can be eliminated entirely if there is still an excess. Warriors/bodyguards, of course, would eliminate non-military skills first, instead.

MUSTERING-OUT

Mustering-out benefits do not accrue automatically, as they do for humans. Rather, benefits are earned as part of the skill and expertise process. Each time the result **Benefit** appears on the skill results, the character is permitted one roll on the benefits tables. Benefits are owned by the family, not by individuals.

Mustering-out benefits should be rolled after the player has created the entire family

AGING

K'kree enter their careers at the age of 20 (24 Imperial years), and spend up to 7 terms of service of 6 years each. A character can thus potentially age 42 K'kree years.

For K'kree, aging begins at the age of 50 (the end of the fifth term of service). The aging table must be consulted then, and thereafter at six-year intervals.

CAREERS AND GROUP COMPOSITION

The various types of adventuring group which may be encountered will be composed of varying types of individuals, as outlined below. Use this information as a guideline when selecting the specific backgrounds of characters within the group.

Government Parties: Always headed by a noble patriarch with a government background (and his family). May include lesser nobles of either government or administrative careers, and well-born of either career, and their families.

Scientific or Technical Parties: Headed by a noble patriarch with an administrative background (and his family) if the mission is important enough to warrant it. This may be decided by the referee, or established on a roll of 9+ randomly. Otherwise headed by a well-born of technical background. However, party composition may vary with specific missions; military characters might be involved in a study of weapons or tactics, mercantile characters in commerce or industry, and so forth. Much will depend upon the specific orientation of the K'kree group.

Mercantile Parties: Headed by a noble of administrative background only when the mission is extremely important. Roll 11+ if random determination of this fact is to be used. Otherwise, headed by well-born engaged in commerce, but may include other characters or either commercial or technical backgrounds (and their families, of course).

Military Parties: Military parties consist only of characters in military service, and do not include females or children.

The Role of Servants: Servants in diplomatic, technical, and mercantile parties may be either laborers or skilled workers. Laborers are, in general, personal servants, and perform a variety of unskilled jobs. Workers are trained to do various types of technical work. Both are found in any party, but, generally, families of a merchant/technical patriarch will include a higher proportion of skilled workers than other parties. All families should have at least one servant laborer; further composition of servant help is up to the needs of the family.

SKILLS

For the most part, skills presented here are identical to those available in the basic **Traveller** rules. Several new skills, however, are introduced here, and some familiar skills are somewhat differently handled.

Skills Which Are Changed: Blade Combat and Vehicle skills have special considerations applied for K'kree characters. Brawling skill does not appear at all. Air/raft and ATV skills are available only as cascade skills. Close attention should be paid to changed skills for K'kree characters, as explained below.

New Skills: New skills which are made available to K'kree characters in this booklet are Tolerance, Enclosure, Polearms, Broker, Ship's Tactics, and (Benefit).

Blade Combat: K'kree characters receiving Blade Combat skill choose from available edged weapons; polearms, however, are a separate category of weapons, and may not be chosen on receipt of Blade Combat skill. Specific blades available are listed in the character creation charts.

Broker: The individual is skilled in areas relating to the purchase and resale of products and goods.

Broker skill permits a character to act as a broker, as described in the **Traveller** rules on trade and commerce. A character with this skill may apply it as a DM on the Actual Value Table.

Close Combat: Close combat skill replaces skill in Brawling for K'kree characters. The skill is applied to all attacks made with hands or hooves, plus normal brawling weapons.

Diversion: The female character has experience in efforts and endeavors which are considered to be esthetic and pleasing by K'kree society. K'kree place great emphasis on the quality of life within their families, and the more highly skilled K'kree females are in increasing that quality of life, the greater is their perceived value.

Diversion is essentially a measure of an individual female K'kree's value within the family.

Enclosure: The character has become more or less accustomed to the psychological problems which plague K'kree confronted with small or cramped spaces or other items which tend to cut them off from the world around them.

A base level of Enclosure-1 is received automatically the first time that a K'kree character receives Ship's Boat, Vacc Suit, or any Vehicle skill (if the character does not already have any Enclosure skill). For any K'kree, the level of any Ship's Boat, Vacc Suit, or Vehicle skill which can be used may not exceed Enclosure skill.

Enclosure skill may also be used to offset adverse Reaction modifiers imposed by claustrophobia (only; see the Reaction rules later in this booklet), and gives a general feel for how well the character can function in an enclosed environment.

Leader: Note that the *obey orders without question* sufficiency at Leader-3 + skill is redundant; all characters of lesser caste will obey without hesitation. Leader-3 + would permit individuals of the same caste as the leader to be led without hesitation.

Medical: Naturally, the skill applies normally to K'kree characters; to deal with humans or other non-K'kree, use the xeno-medicine rules instead.

Polearm: Polearms are broken out from Blades and given a separate skill category of their own, as polearms are exceedingly popular among the K'kree. The character may choose skill in any of the available polearms listed in the character creation charts.

Ship's Boat: Note the restrictions imposed by the use of Enclosure skill.

Ship Tactics: The individual has been trained in the operation of a starship or space ship in battle.

Ship tactics is a skill used by individuals in command of individual ships in combat. It is applied much as Tactics skill (and instead of that skill) when an individual is engaged in ship-to-ship combat.

Streetwise: This skill should only be applied to K'kree societies.

Tactics: As per basic **Traveller** rules, but should never be applied to ship-to-ship considerations.

Tolerance: The individual has learned a measure of tolerance for non-K'kree customs and concepts.

An NPC K'kree's Tolerance skill is applied to offset negative die modifiers which accrue to non-K'kree dealing with him. See the reaction rules, in the section on Encounters, for more information on this. Optionally, the same procedures can be used by player-character K'kree in determining their own responses. Generally, it should be used to determine the degree of exposure to non-K'kree contacts enjoyed by the character in question. A family is unlikely

to be found in the company of non-K'kree characters unless the patriarch has Tolerance skill.

Vacc Suit: Limited by the level of Enclosure skill.

Vehicle: Limited by the level of Enclosure skill.

OTHER SKILLS

New skills may be created as described in the basic **Traveller** rules. The class divisions of work and responsibility in K'kree society should be kept in mind when making these new skills available. An individual's past career (Administrator, Trader, Technician, etc.) will govern his ability to master new skills. Conservative and caste-oriented, K'kree characters are far less flexible than humans when it comes to learning new subjects outside their own area of expertise.

MUSTERING-OUT BENEFITS

Receipt of *(Benefit)* when acquiring skills actually grants the patriarch one roll on the mustering-out table. Benefits thus received are somewhat different from those which accrue to human adventurers, as outlined below.

Money: The cash value received from the cash benefits table is multiplied by the number of individuals in the family. Remember, however, that money is held collectively; "my" money, to a K'kree, is the money which belongs to the family as a whole.

Weapons: Weapons benefits grant one weapon of the indicated type to each warrior/bodyguard in the family. Additional weapons benefits, when earned, result in the award of an additional weapon. Further skills are not granted.

Characteristic Alterations: Characteristic alterations are granted to the Patriarch character of a family only.

Skill: If the benefit occurs, one member of the family may receive one roll on the personal development or general skills tables (for the service in which the last term was spent). Subsequent awards may not be taken by the same character until all other male members of the family have received a skill roll. »

Training: All members of the family of a specific type (bodyguard, servant, or patriarch) receive one skill roll on personal development or general skills table for the service in which the last term was spent.

Starships: Ships may be granted as benefits. Descriptions of the K'kree Merchant, K'kree Transport and K'kree Courier are provided (among other ship types) under *Starships.* Possession denotes outright ownership of the vessel, which is necessary to the role the family fills in K'kree society. A Courier would, for instance, be used by government nobles engaged in diplomatic missions, while the use of the merchant is self-explanatory. Both types of ships must have fuel, maintenance, and other costs paid by the owning family, though the government frequently subsidizes nobles using Couriers.

Tools: The receipt of tools by a well-born Technician grants the Technician and each Servant Worker in his family a tool kit or other piece of equipment appropriate to his skills and functions. For example, a Technician with medical skill might receive a Medical kit for himself and each Servant Worker. Available tools include: Mechanical Tool Kit, Electronics Tool Kit, Carpentry Tool Kit, Metalwork Tool Kit, Medical Kit, Hand Computer, Metal Detector, Radiation Counter, Chain Saw, or almost any item which seems appropriate to the referee to bestow. Additional benefits provide additional tools of a different type (in keeping with available skills).

A NOTE ON K'KREE FAMILY CHARACTERS

A player is playing a group of beings when he or she sets out to play K'kree. It is important to remember that K'kree, though bound by caste and bound to service of those above them, are still individuals. A player who treats the Patriarch as an independent entity and all other family members as cannon fodder to be sacrificed freely is not correctly grasping the proper play of K'kree characters.

The K'kree patriarch has a responsibility to his family, a responsibility of extreme importance. Thus, although the patriarch may be posessed of "nine lives" in his ability to send out bodyguards and servants to do his bidding, he will keenly feel each loss that his family suffers, particularly through his own mismanagement. K'kree being what they are, injury to the group is a deep, personal thing to each individual in the group.

Each time a member of the family dies, the Intelligence characteristic of each remaining member of the family is reduced by 1. In the patriarch of the family, the loss is permanent. Other characters recover from the loss by rolling Intelligence (reduced) or less, one roll being allowed per 8-day week. Should Intelligence of any character reach 0, that character becomes insane, and may become withdrawn, act violently, or sicken and die. The family custom is to *institutionalize* them in an isolated area of grassland, in company with other disturbed patients, letting them live out their lives as best they can.

Death by aging or accident causes other family members (including the patriarch) a temporary, rather than permanent, loss (as outlined previously). The referee's judgement on what constitutes accident and what is the patriarch's responsibility is final and binding.

Loss of intelligence can play a crucial part in a character's behavior; the loss of family members can cloud a character's thoughts with grief, worry, indecision, and so forth.

A NOTE ON GENDER AND RACE

The characters generated by these rules will be K'kree, and these rules are specifically oriented toward recreating K'kree culture and values. Male and female K'kree characters differ considerably because of the alien culture being shown. When playing K'kree, remember the psychological differences between the genders, and role-play accordingly.

MERCENARY AND HIGH GUARD

Character generation systems are provided for *Mercenary* and *High Guard.*

Mercenary: K'kree *Mercenary* characters enter the Surface military service and follow procedures prescribed in *Mercenary.* The K'kree *Mercenary* character generation checklist serves as a guide to the procedure. Players should have a copy of *Mercenary* also.

High Guard: K'kree *High Guard characters* enlist in the Space service and follow procedures prescribed in *High Guard.* The K'kree *High Guard* character generation checklist serves as a guide to the procedure. Players should have a copy of *High Guard* as well.

Resumes: K'kree maintain their own records of their service; individual K'kree always serve with their own unit and can never be recruited into other units.

Mercenary Weapons: *Mercenary* weapons which are available as weapons skills are described in *Mercenary.* K'kree models are similar in performance to human models (with the exception of PGKP and FGKP weapons), but are adapted to the K'kree physique.

K'KREE IN THE IMPERIUM

No K'kree live under the rule of any government except that of the Two Thousand Worlds; though it might be possible to encounter a K'kree lost colony beyond the bounds of their empire - or anyone else's for that matter (the result of a colony ship's misjump, for example). K'kree will never be found owing allegiance to anyone but the Steppelord of the Two Thousand Worlds.

This does not mean, however, that K'kree are not encountered within the Imperium. Centaurs are frequently to be found visiting Imperial worlds, and can be found on Imperial worlds from Regina to Terra. These K'kree, however, are found there in the service of their society, and are never subjects of the Imperium.

Basically, K'kree encountered in the Imperium will be either diplomatic parties, scientific or technical groups, or mercantile expeditions. On rare occasions a military group might be encountered, either studying some aspect of Imperial military strategy or

technology, or engaged in some cooperative operation of an active nature. Military groups are, however, extremely rare in the Imperium.

Diplomatic groups can be a permanent feature of a particular world, or only there temporarily. Permanent groups are maintained at Capital, in each of the Archduchies of the Imperium, and on other worlds of importance; these groups can be the local K'kree Consulate, or teams conducting prolonged negotiations with a planetary, subsector, or sector government. Other deputations may be engaged in short-term negotiations, or could merely be en route to some other world. They might also be part of a cultural exchange group, as for instance a touring exhibition of K'kree perfumery traveling to major worlds of the Solomani Rim or the Spinward Marches.

Diplomatic missions always represent the K'kree government as a whole. (Individual K'kree worlds are not autonomous and do not conduct individual negotiations.) They are always led by nobles with a government background. They consist of the noble (and his family - wives, children, servants, and bodyguards) plus 2-12 well-born caste assistants and scribes. . .and, of course, the families of each of these.

Scientific and technical groups cover a broad range of possible K'kree parties. A group of this kind might be a party of merchants learning the latest Imperial manufacturing techniques, military officers studying tactics, sociologists investigating Imperial cultures, or scientists interested in the latest Imperial technical or scientific advances. They, too, can be either permanent or temporary features of a particular world, depending on their purpose.

Scientific or technical groups can vary in size from a comparative handful (2 or 3 principles and their families) to a hundred or more individuals. Most are led by well-born technicians, but a noble administrator will lead the party if it is of sufficient importance to the K'kree government. A small group might include a lone well-born technician and his family; larger groups would add assistants and their families, as well. A noble will generally be accompanied by 7-12 assistants, and families for each.

Mercantile groups, when encountered, are either actively engaged in trade and commerce, or are negotiating to open trade. A small group might be traveling representatives of a K'kree mercantile establishment, stationary factors dealing with a local planetary mercantile community, or the crew of a small merchant ship. Most mercantile groups are, in fact, small ones of this kind; larger groups are generally engaged in trade negotiations, rather than active commerce.

The size and make-up of a mercantile group is much as described for scientific and technical parties previously. A trader crew would be made up of a well-born caste patriarch, sufficient assistants to handle their ship, and families for each. Nobles will be involved in mercantile activities only if major trade negotiations are involved, or if the trade is extremely important to the government.

K'kree are accorded immunity from ordinary interference in their actions while in Imperial space. Those whose actions interfere with local law may be barred from the planet (except for the extraterritorial starport); those whose activities concern Imperial officials can be detained or investigated by the appropriate authorities, but only if the authorities are prepared to justify their actions to the head of the nearest K'kree Consulate.

The Consulates: K'kree consulates are set up in most sectors in which K'kree parties are found. (There is generally one consulate in each Imperial sector, usually on a key world, such as Terra or Regina.) The consulates contain several Krurruna responsible for giving direction to specific K'kree groups operating within the sector. One Krurruna, for instance, will be in charge of diplomatic affairs, another of mercantile activity, another, science and technology, and so forth. The Consulate thus regulates the employment of various groups, and is referred to (when possible) for instructions, assistance, protection, and so forth. This obviates the need for K'kree to refer all the way back to Kirur for instructions. For example, at the outbreak of the Fifth Frontier War, the consulate on Regina (later moved to Rhylanor for security reasons) was able to assign a group which had previously been studying military communications technology to act as observers with the army defending Regina, as part of an ongoing K'kree interest in military strategy and tactics employed by other major races.

HUMANS IN THE TWO THOUSAND WORLDS

Just as K'kree occasionally visit the Imperium, so humans venture into K'kree space. Very few humans have actually settled in the Two Thousand Worlds (though a few worlds in K'kree space were settled by humans before the K'kree arrived, and survived by embracing vegetarianism). Most are visitors, like their K'kree counterparts in human space.

Human travellers are not received with any great amount of enthusiasm by the K'kree, who distrust all strangers and detest those who eat meat. Humans voyaging in K'kree space will have little if any chance to deal with the Centaurs unless they adopt the right attitudes and customs.

First and foremost, a change in diet is required. It takes at least three days (sometimes more) for a human's system to eliminate all traces of odors associated with the consumption of meat. Until these odors are completely gone, K'kree reactions will be very negative, and the human will find a poor reception up to that time. Even meat substitutes (such as artificially flavored, textured vegetable protein) must be eliminated, since the flavorings can also be detected by the sensitive K'kree sense of smell. The dietary restrictions are not too oppressive, however, and most humans can adjust to them without difficulty.

Any human or other non-K'kree travelling alone is looked upon with an instinctive distrust. Some K'kree, of course, have a wider understanding of the universe outside the Two Thousand Worlds, and are more tolerant, but these general reactions are the norm.

Overall, the human adventurer in K'kree space will be at a considerable disadvantage, both physically and in terms of treatment. K'kree may employ non-K'kree to carry out tasks the centaurs cannot do themselves - deal with meat-eaters, work in enclosed or isolated conditions, and so forth - but, by and large, the interaction between K'kree and other races within the Two Thousand Worlds will almost always be one-sided and prejudiced in favor of the K'kree themselves. The K'kree divide all people in the universe into three types - K'kree, Subjects (kr'rrir), and Outsiders (Ixeng'ri—literally "strangers"). Where subjects are treated with toleration, and even enjoy a certain degree of autonomy (though not in the areas of diet or freedom of movement), "strangers" are regarded with suspicion, distrust, and (frequently) loathing.

Personal Combat

The rules for personal combat situations remain largely unchanged from those in basic Traveller when K'kree characters are involved. Some specific changes must be made to reflect the physiological and cultural/technological differences between human and K'kree characters. These changes are:

Movement: K'kree characters may move one band per combat round when walking, and three range bands when running. A K'kree is capable of a burst of speed and may move four or five range bands for short periods of time. In the combat round following a burst of speed, the K'kree must throw Endurance or less in order to move at all.

Combat: In a combat round, a K'kree character may attack with hands, hooves, or with a weapon, but only one type of attack may be made in a given round.

The K'kree are particularly good targets, due to their size. A DM+2 is applied to the "to hit" rolls of any attack made against a K'kree target, in addition to all other modifiers.

Blade Weapons: K'kree characters using blade weapons (not polearms, however), are somewhat handicapped by the weak grasp of their hands. A K'kree's strength is reduced by 6 when making

a swing with a blade weapon. This reduction represents the individual's inability to make efficient use of his body weight when using a blade. Polearms are not so handicapped, one reason why they are far more popular weapons for most K'kree characters.

Dexterity: K'kree hands are supple and dexterous, and can adapt easily to non-K'kree weapons. Non-K'kree handling K'kree weapons, however, suffer a penalty when handling K'kree weapons. A human treats dexterity as being one less than the actual value when determining dexterity modifications. Other races must translate their dexterity penalties into human terms first, and then into K'kree terms; so that, for example, an Asian character handling a K'kree handgun would be treated as if he had a dexterity two less than normal when checking dexterity DMs.

Untrained Weapons Usage: K'kree characters are generally considered untrained in weapons belonging to alien races (and vice versa). There are, however, certain exceptions. Polearms skill is constant; an alien polearm can be handled just as easily as a K'kree polearm. Any level of blade combat skill gives a level-0 skill when handling alien blades; any level of gun combat skill gives a level-0 skill when handling alien firearms. The reverse is true for non-K'kree characters handling K'kree weapons, too.

Weight: A K'kree's ability to carry loads is much less limited than for a human character. A "Normal Load" is equal to 2 x strength, in kilograms. A "Double Load" is equal to 4 x strength, and a "Triple Load" is 6 x strength. Any male K'kree character may carry a triple load. The usual reductions for encumbrance apply, as do the effects of gravity.

Morale: Morale effects are, in some cases, more severe for K'kree. In the list of DMs applied to the morale throws, give *a* DM+ 2 if characters involved are bodyguards, DM + 1 for patriarchs, DM + 0 if servants, and DM-2 to females. Each subgroup should roll separately, with these modifiers. A patriarch is automatically considered to be a leader, and gives the usual DM + 1. A DM + 1 is applied if any member of the group has Tactics skill. If the leader is killed, DM-4; a new leader must be a patriarch known to the involved family in order to take control. If casualties exceed 20%, DM-1. If casualties exceed 50%, DM-3.

Morale is checked each time a casualty occurs, and each time some portion of the party fails a morale check and breaks. Thus, a panic reaction can set in which will cause an entire group to break; this is the remnant of the stampede reflex of the early K'kree ancestors.

WEAPONS

K'kree weaponry is for the most part analogous to human weaponry, and so no specific new weapons types are given here (remember that only warriors and bodyguards may bear arms).

Preferred K'kree Weaponry: Most bodyguards carry ceremonial (i.e. archaic) weapons on most occasions - usually spears and pikes. Weights and prices on these weapons are fairly close to the human standard. Wounds inflicted by polearms (only) do 1D more damage than indicated when inflicted by a K'kree character. It should be noted that these are not the only weapons carried, bodyguards who anticipate the faintest possibility of combat carry modern sidearms in addition to their archaic weaponry.

The weapons charts recapitulate basic weaponry for K'kree.

FGKP: The Fusion Gun, K'kree Portable, is a tech level 14 weapon which is occasionally available to military units within K'kree territory. It is similar to the Imperial FGMP-14, but uses the increased load-carrying ability of K'kree to allow a larger power pack. Only Warrior K'kree (members of military families) may select the FGKP as a weapon skill.

ARMOR

K'kree armor types are identical to those available for humans. However, prices are five times the amount given in the basic rules when armor is bought for K'kree characters. Outside of K'kree space, the armor cost is ten times normal, due to the need for special tailoring by beings not accustomed to the K'kree body structure. Weights (when not worn) are always 5 x the amount given in the basic rules.

Darkness and Night: K'kree vision is roughly equal to that given for humans, and modifiers are the same for poor visibility and bad light.

Zero Gravity: K'kree become somewhat more disoriented in zero gravity conditions than do humans, and thus an additional DM - 2 is applied to all aspects of combat in Zero-G conditions.

Surprise: K'kree characters have a considerably decreased chance of achieving surprise in combat. A DM - 2 is applied to surprise die rolls if a group has 1-5 K'kree characters present, and a DM-3 if 6 + K'kree are present. However, characters attempting to surprise K'kree suffer a DM-6 at short range, DM-5 at medium, -3 at long, and - 1 at very long, due to the K'kree sense of smell. All other modifiers are used normally.

Starships and Space Travel

Most information on interstellar travel and space combat remains identical to that presented in the basic rules. Exceptions are noted below.

INTERSTELLAR TRAVEL

A jump takes 6 Kritur (K'kree days) to complete. The usual cycle of star travel is for a K'kaatu (a 13.6 standard day month) to include a jump and a sojourn on a planet - similar to the weekly cycle of human space travel.

It is extraordinarily rare for K'kree to take passengers for hire aboard their starships. Most K'kree are adverse to travel, even given technological compensations for the claustrophobia of starships. Even if this were not the case, the rather rigid nature of K'kree society would tend to limit travel anyway.

K'kree who travel do so at the order of those above them. Those who issue the orders generally provide transportation, either supplying a ship, or, on occasion, issuing orders for a merchant vessel or other available ship to accommodate the party in question. Compensation for the cost of life support is generally paid by the individual who ordered the trip, but the carriage of passengers is not a generally accepted source of income.

In game terms, a K'kree patriarch may command the obedience of any individual of lower caste than himself, and could arrange passage if required. He must be prepared to pay life support costs for the travelling party, and must also be willing to justify the necessity of the trip as being important to his family's function in society. Idle wanderlust is not found in the K'kree culture.

A character of insufficient caste to command passage may apply to a noble. If the noble is convinced of the need for the family to travel, he will order the ship and pay the life support costs for the party. High, Middle, and Working passages do not exist as such. Low passages do not exist, either, due to psychological problems; a K'kree is generally unwilling to undergo the process of suspended animation, and the medical and technical knowledge of these processes are for the most part not available.

Stowaways are dealt with just as harshly in K'kree ships as they are in human space; a stowaway has disobeyed the general restriction on travel, is probably a dangerously unstable loner, and is for the most part considered a menace to society.

LESSER KNOWN ASPECTS OF SPACE TRAVEL

Travellers' Aid: K'kree in need of food or shelter are generally able to find such in K'ghikre (hostelries) maintained on most K'kree worlds. These offer food and quarters at minimal prices, or for free, as a charity to those who do not have the means to support themselves or their families. However, families forced to seek out the k'ghikre are considered rather disgraceful, and such facilities are usually sought out only in the last extremity.

Hijacking and Skipping: K'kree-owned ships are usually owned outright, and not subject to skipping. Both hijacking and skipping are crimes, and crime is rare among K'kree. More likely, hijackings occur when subject races aboard a K'kree vessel try to take it over.

STARSHIP ECONOMICS

The economics of starship operation change in K'kree society, but they still remain an important consideration

Starship Purchase: Starships are not purchased, per se. A family which operates a starship does so because that is the family's duty, and such a ship is assigned to the family's use by the krurruna in charge of those matters.

However, ships don't grow on trees, and all ships must pay 50% of the gross receipts to the krurruna for the entire period of operation. The ship is also, as noted previously, subject to the orders of anyone of higher caste than the operators.

Expenses: Most expenses are constant. However, life support costs are considerably higher - each K'kree character carried on board (crew, passenger, and family members alike) costs Cr3OOO per trip (two standard weeks).

Revenue: As discussed previously, passengers, when carried, pay only their life support costs; no profit is made from passengers.

Cargo, however, is carried at Cr10,000 per ton. Since interstellar travel is a distasteful thing for the K'kree who must crew the ships, shipping costs tend to be high. Procedures for cargo determination are handled normally.

Mail contracts are standard on K'kree ships; each ship will have 1-6 tons of government cargo on each trip automatically, paid for at Cr30,000 per ton. Private messages, however, are generally less frequent, and handled strictly at the referee's discretion.

Shuttle Service: The K'kree hardly ever make use of orbit-to-orbit craft (and those which are so constructed carry their own shuttles). Thus, commercial shuttle service is not available in K'kree space.

Charters: Ships cannot be chartered, though the operators, as has been noted previously, may be required to furnish transport at the behest of a patriarch of higher caste.

SHIP DESIGN AND CONSTRUCTION

A number of changes are required to design K'kree starships, as the special problems they face in coping with interstellar travel must be taken into account. These changes are summarized below, and set out in a set of tables for K'kree ship construction. Where no changes are noted, use the basic starship design rules.

The Hull: Standard hull displacements are given in multiples of 1,000 tons -1,000, 2,000, 3,000, and so forth. They are available at a price of MCrO.08 per ton; all other hull sizes and types cost MCrO.1 per ton to build. Construction times are given on the hull construction table.

Engineering: Rather than using the standard **Traveller** drives, an alternate system is used for K'kree ships (utilizing material derived from Book 5, *High Guard,* which is fully compatible with this system).

Three types of drives (maneuver drive, power plant, and jump drive) are required for starships; non-starships omit the jump drive. These drives must be produced and installed while observing restrictions as to tech level and interior space.

The drive potential table indicates the percentage of interior space required for a specific maneuver or jump drive. The drive tech level table indicates the minimum tech level required to construct the specified maneuver or jump drive. The power plant table indicates the percentage of ship tonnage required per power plant number, based on tech level. The drive cost table indicates the cost (in millions of credits) to produce the specified drive, per ton of drive.

Drives are noted by the drive number, only. The power plant number must always be equal to the jump number or maneuver number, whichever is higher. (When producing ships for *High Guard,* the power plant may be larger, as noted there.)

When K'kree ships constructed using this system are involved in space combat from basic **Traveller**, each hit on a drive reduces the drive number by 0.2 (one-fifth of a point). Drives function at their current number, rounding fractions down; this system is similar to the reduction of alphabetic drive letters by one letter for each hit.

Fuel: Jump fuel is computed as for basic **Traveller** (0.1 MJn). Power plant fuel is computed at (.01 MPn), where M is the tonnage of the ship, and Pn is the power plant number.

The Bridge: The Bridge and computer of the ship are constructed under the standard **Traveller** rules.

A**ccommodations:** K'kree need a great deal of space, both because of physical size and because of the need to avoid the claustrophobia so dominant in K'kree makeup. "Staterooms" are not constructed; K'kree ship interiors are large open spaces featuring synthetic grass, a sky-like overhead, and, frequently, holographic images of prairie on all sides. A few areas (the bridge, for instance) may be partitioned off by curtains or light, translucent dividers, but this is the extent of K'kree internal compartmentalization.

Each person on board should be provided with as least 48 tons of open space, at a cost of MCr 1 per person. If all personnel on board have Enclosure skill (possible only on military ships, where females are not carried), "double occupancy" of this space is allowed, but an additional MCr 1 is spent on crew training to cope with the claustrophobia thus induced.

It should always be remembered that a starship must have accommodations not only for the crew, but for each member of the crewman's family who is not involved in the operation of the ship, and for each passenger carried on board. This can necessitate the use of very large ships.

Low Passage Berths: Low passage berths are not generally used. Suspended animation is anathema to K'kree, and used only in medical emergencies.

Cargo: Cargo may be carried either in specially designated cargo holds, or in the accommodations section if the ship's personnel have more than 40 tons per individual. It should also be noted that personal baggage (to a limit of 1 ton per person on board) does not count against cargo capacity in any way.

A**rmaments:** Armaments of various types are installed as per the basic rules, but all tonnages and costs are doubled. All K'kree gunnery is conducted from remote fire control stations, and fire control equipment is more complex than on most human ships.

Streamlining: Streamlining is a standard feature of K'kree ships, and need not be paid for.

Ship's Vehicles: K'kree ships hardly ever carry small craft, and carry other vehicles only if such are absolutely necessary - and trained operators are available.

CREWS

K'kree starships are designed to operate with a minimum of trained crewmembers, since each individual crewmember can mean ten or twenty additional personnel not concerned with ship operation.

Pilot: All ships require a trained pilot on board. In some instances this may be the only crew position on board, if the individual can handle all other aspects of the ship.

Navigator: A navigator is needed only on starships which do not make use of pregenerated navigational computer programs, which are generally used for runs between most K'kree worlds. Ships on exploratory, military, or diplomatic missions to areas not generally visited by K'kree ships must thus carry a navigator; other ships may do so as a precaution against computer malfunction, but, in the heart of the Two Thousand Worlds, the post is frequently dispensed with.

Engineer: One qualified engineer is required for every 100 tons of drives or fraction thereof (of any type) installed.

T**echnician:** Each engineer should be assisted by a technician with training in Electronics and/or Mechanical skill. These technicians, however, are generally Servants from the family of the Engineer.

Gunners: Fire control is generally conducted by trained gunners drawn from the bodyguards of other crewmen.

Stewards: Servants from each family act as stewards; no separate

position is required.

Medic: A trained medic (medic-2 +) is required for every 25 K'kree on board. If the ratio is 1:50, instead, the medic must be supported by three servants with medic-1 or JOT-3 instead.

WEAPONRY

Weapons carried aboard K'kree ships are of standard size and cost. The turrets which mount them, however, are oversize: K'kree would never allow themselves to be put inside cramped turrets, which must instead contain extensive servos and fire control equipment connected to remote firing stations. Turrets on K'kree ships are double in cost, and the fire control for each turret requires two tons rather than the normal one ton.

SMALL CRAFT

K'kree and small craft do not mix well. Only K'kree characters with Enclosure skill can even begin to operate such vessels, and even they will have difficulty if forced to do so for more than a few hours at a time.

Small craft may be drawn from the basic design rules; contents will be roughly the same, though appearances differ widely from familiar human designs. Small craft can never be fitted with cabins, and are generally used only for short runs with cargo or vitally important missions. Some small craft have the "excess space" opened up to the bridge, to make the pilot more comfortable. However, most small craft pilots derive only modest comfort from this, since they are usually alone as well as cramped.

There is no manned equivalent of the 10-ton fighter in K'kree space. No K'kree in his right mind would ever go near something that small.

When outfitting small craft, vessels intended as lifeboats may have low berth equipment installed (for emergency situations, the K'kree will sooner submit to suspended animation than pack themselves into a tiny small craft). Such fittings mass and cost twice the usual values. This is one of the two most frequent employments found for vessels of under 100 tons in K'kree space.

The other is the use of drone small craft. Some vessels have no crew, only a sophisticated (Model/5) computer. The ship is "piloted" by a K'kree with Ship's Boat skill from a remote station on a planet's surface or aboard a large ship. Such remote-piloted small craft are clumsier than a vessel under direct control (skill level is reduced by 2 for all functions), but far more effective as far as the K'kree pilots and/or gunners are concerned.

STANDARD STARSHIP DESIGNS

The three ships below are typical of ships employed by the K'kree. They may be built from design plans available at almost any shipyard; such plans cost Cr 100 each. Prices shown include a 10% reduction in price allowed for standard designs.

Xeekr'kir! (Merchant): Using a 6,000-ton hull, the K'kree merchant is typical of most commercial starships in the Two Thousand Worlds, and is frequently encountered as a vessel operated by a merchant family - it is a standard mustering-out benefit for some K'kree merchants. It has jump drive-2, power plant-2, and maneuver drive-1, giving a performance of jump-2 and 1-G acceleration. Fuel tankage of 1320 tons supports the power plant and allows one jump-2. Adjacent to the bridge is a computer Model/2. Accommodations for up to 80 individuals are available. There are 12 hardpoints and 24 tons set aside for fire control; no weapons are initially mounted. There are no ship's vehicles. Cargo capacity varies with crew size; 34 tons are always available, plus 48 tons per person not carried on board. The ship is streamlined.

The merchant requires a crew of six: pilot, four engineers, and medic; retinues of these individuals can provide needed technicians, gunners, servant/stewards, etc. A total of 74 family members or passengers can be carried. The ship costs MCr 2322.18 (including 10% discount for standard designs) and takes 33 months to build.

Kahk'rik'kreng (Courier): Using a 6,000-ton hull, the Courier is a vessel intended to carry diplomatic and governmental missions quickly from place to place. It has jump drive-3, maneuver drive-1, and power plant-3, giving performance of jump-3 and 1-G acceleration. Fuel tankage of 1980 tons supports the power plant and one jump-3. Adjacent to the bridge is a computer Model/3. Accommodations for up to 60 individuals are available. There are 15 hardpoints and 30 tons allocated for fire control. Fifteen double turrets - five double pulse lasers, five double missiles, and five double sandcasters - are installed. There are no ship's vehicles. Cargo capacity is 87 tons; more can be carried with a reduction in passengers. The ship is streamlined.

The Courier requires a crew of 11: pilot, 9 engineers, and medic. Technicians, gunners, and servant/stewards are drawn from the families of these principals. Up to 49 passengers or family members can be carried on board. The ship costs MCr2997 (including 10% discount for standard designs) and takes 34 months to build.

Rr'xighik'ker (Frigate): Built on a 5,000 ton hull, the frigate is a military vessel for patrol and/or troop landing operations. It has jump drive-1, maneuver drive-3, and power plant-3, giving jump-1 and 3-G acceleration. Fuel tankage of 650 tons supports the power plant and one jump-1. Adjacent to the bridge is a computer Model/3. Accommodations for 100 individuals are available, at double occupancy (50 individuals at single occupancy). There are 50 hardpoints and 100 tons allocated to fire control; turrets are generally double turrets, and a mixture of weapons is generally mounted. Most common is a combination of 20 beam laser, 20 missile, and 10 sandcaster turrets. The ship sets aside 1,000 tons which can be used as further accommodations (up to 40 - double occupancy - can be added), cargo, additional fuel, or ship's vehicles. This must be customized for individual ships. The ship is streamlined.

The frigate requires a crew of at least 75 - pilot, navigator, three medics, ten engineers, ten technicians, and 50 gunners. At least 25 other positions may be filled by the ship's troops or other additional crewmen. If fewer gunners are carried, the ship can operate on fewer people, allowing the possibility of "single occupancy". Frigate crews are drawn strictly from the military; all personnel on board have a shipboard function (troops serve as servants when not in combat). No females or children are carried on board. The ship costs MCr2148 basically (no discount allowed); customization of the 1,000 ton excess may increase this amount. It takes 32 months to build.

DECK PLANS

Deck plans of K'kree ships, even these comparatively small ones, are prohibitively large to include. If referee's wish to assemble plans of their own, space allocation will be similar to that given for human ships in the basic **Traveller** system.

K'kree ship designs, however, are distinctive. The vast majority of K'kree ships are flattened spheres; the appearance is similar to a dome-shaped K'kree city, and reminiscent of the classic "flying saucer". Within, there are 1 1/2 decks; the main, full deck where the crew lives and works, and a half deck only 1 meter tall into which all machinery and fuel is placed. Access to the drive spaces is exclusively from above.

The living quarters area is 6 meters high, not 3 meters; each square thus represents one ton of space, instead of 1/2 ton as on human ships.

SHIP DESIGN TABLES

The hulls listed at left are standard sizes, available at the reduced prices and times shown. No division between Main and Engineer-

continued on page 27

K'KREE FAMILY GENERATION CHECKLIST

1. Determine family career: Military, Government, Trade, Scientific.
2. Determine patriarch (generat immediately).
2. Determine number of bodyguards.
3. Determine number of servants.
4. Determine number of wives.

K'KREE CHARACTER GENERATION CHECKLIST

1. Note type of K'kree: Noble, Weil-Born, Bodyguard, Servant, or Female.
2. Roll personal characteristics:
3. Resolve career (as determined by family career).
   A. Determine terms served.
   B. Determine skills received.
   C. Determine mustering out benefits.
4. If age 50 + , determine aging effects.
5. Record characteristics for future reference.

BASIC SKILL ELIGIBILITY

For initial term of service.....3
Per subsequent term of service...2
On throw of caste or less.....1

BASIC SERVICE GUIDELINES

Patriarchs.....1D +1 terms
Warriors.....1D −3 terms
Bodyguards.....1D −3 terms
Females.....1D terms
All others.....1D +1 terms

Military Service: All males serve their first term in the military. Bodyguards serve all but their last term in the military. Military family members (warriors) serve all terms in the military. Others may continue in the military (term by term) on 10 + .

CASTE

Caste is a ranking of social position of an individual K'kree within his own social class. All nobles are socially superior to all well-borns, but a caste-9 well-born is superior to all caste-8 or lower well-borns.

Caste among servants determines their relative importance within the family; caste among bodyguards determines their relative rank.

PERSONAL CHARACTERISTICS

Character Type	*Strength*	*Dexterity*	*Endurance*	*Intelligence*	*Education*	*Caste*
Patriarch	2D+6	2D	2D+6	2D+2	2D+2	2D
Bodyguard	2D+6	2D	2D+6	2D-4	2D-4	2D
Servant	2D+6	2D	2D+6	2D-4	2D-4	2D
Female	2D+3	2D	2D+3	2D	2D-5	mate's
Maximum:	25	15	25	15	15	15

MODIFIED HEXADECIMAL NOTATION

Because strength and endurance may reach as high as 25, the following letter codes are used to extend the normal range of hexadecimal notation. The letters I and O have no equivalent (and are not used) in order to avoid confusion with the numbers 1 and 0.

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
10	11	12	13	14	15	16	17	-	18	19	20	21	22	-	23	24	25

AUTOMATIC SKILLS

Noble Patriarch.....Leader-1
Well-Born Patriarch.....Admin-1
Noble Surface Warrior.....Tactics-1
Noble Space Warrior.....Ship Tactics-1
Well-Born Warrior.....Leader-1
Servant Laborer.....Steward-1
Servant Worker.....JOT-1
Servant Warrior.....Polearm-1

FEMALES

Females in K'kree society are almost always present in all families (only military families leave them behind at a safe home) but they do very little except raise the family's children; servants' and bodyguards' wives also act as servants. Females receive one skill per term from the female skill list.

FEMALE SKILLS

Die	Patriarch's Wife	Die	Other Wife
1	Steward	1	Steward
2	+ 1 Intel	2	Medical
3	Jack-o-T	3	Jack-o-T
4	+ 1 Stren	4	+ 1 Stren
5	Diversion	5	Diversion
6	+ 1 Educ	6	+ 1 Dext

PATRIARCHS

Patriarchs are the male heads of families.

A patriarch is **noble** on 9 +; otherwise, he is **well-born.**

SURVIVAL

All K'kree survive the character generation process; individuals who do not survive are disregarded before the process begins.

SKILL LIMITATIONS

K'kree are limited in the number of skills they have by the sum of their intelligence and education.

During the character generation process, K'kree characters should receive all possible skills without regard to the limitation. Once the individual has mustered out and is prepared for adventuring, the number of skills (if they exceed the limitation) should be pared back to the limit. Military characters should lose non-military skills first; servants should lose military skills first.

AGINGTABLE

Term of Service	*5*	*6*	*7*	*8*	*9+*
Age	*50*	*56*	*62*	*68*	*74+*
Strength	−1(7+)	−1(8+)	−2(9+)	−3(10+)	−3(11+)
Dexterity	−1(7+)	−1(8+)	−2(9+)	−3(10+)	−3(11+)
Endurance	−1(7+)	−1(8+)	−2(9+)	−3(10+)	−3(11+)
Intelligence	..... no effect before age 70			−1(9+)	−2(10+)
Education	..... unaffected by aging				
Caste	..... unaffected by aging				

K'kree throw for aging at the end of each term beginning with term 5.

Failure of the saving throw (on 2D) in parentheses reduces the characteristic by the value shown. Ages shown are in personal K'kree years; term refers to the end of the term.

Terms are each 6 K'kree years long (one K'kree term equals 7.25 Imperial years).

ACQUIRED SKILLS TABLES

	Servant	*Servant*	*Well-born*	*Well-born*	*Noble*	*Noble*
	Servant	*Warrior*	*Well-born*	*Warrior*	*Noble*	*Warrior*
1. Personal Development Table (any male)						
1	+1 Stren	+1 Endur	+1 Intel	+1 Intel	+1 Intel	+ 1 Intel
2	+1 Dext	+1 Dext	+1 Educ	+1 Dext	+1 Educ	+ 1 Educ
3	+1 Endur	Close Cbt	Tolerance	+1 Endur	Tolerance	+1 Endur
4	Enclosure	Enclosure	Enclosure	Enclosure	Enclosure	Enclosure
5	Gambling	Gambling	Gambling	Gambling	Gambling	Gambling
6	+1 Caste	+1 Caste	+1 Caste	+1 Caste	+1 Caste	+1 Caste
2. General Skills Table (any male)						
1	Steward	+1 Stren	Admin	+1 Stren	Leader	Leader
2	Streetwise	Polearm	Streetwise	Enclosure	Admin	Gun Cbt
3	Close Cbt	Gun Cbt	Admin	Gun Cbt	Computer	Blade Cbt
4	Jack-o-T	Close Cbt	Jack-o-T	Blade Cbt	Admin	Enclosure
5	Vehicle	Blade Cbt	Computer	Polearm	Tolerance	Polearm
6	Steward	Enclosure	Tolerance	Leader	Leader	Leader
3. Specialty Skills Table (see guidelines)	*Laborer*	*Surface*	*Trader*	*Surface*	*Admin*	*Ground*
1	Steward	Gun Cbt	Admin	Medical	Admin	Tactics
2	Jack-o-T	Gun Cbt	Bribery	Admin	Leader	Leader
3	Vehicle	Close Cbt	Broker	Vehicle	Admin	Gun Cbt
4	Streetwise	Vehicle	Streetwise	Fwd Obsv	Computer	Admin
5	+1 Stren	Fwd Obsv	Forgery	Gun Cbt	Streetwise	Computer
6	Steward	Vehicle	(Benefit)	Tactics	(Benefit)	Tactics
4. Specialty Skills Table (see guidelines)	*Worker*	*Space*	*Technician*	*Space*	*Gov't*	*Space*
1	+1 Dext	Vacc Suit	Jack-o-T	Medical	Leader	Admin
2	+2 Educ	Mechanical	Computer	Navigation	Admin	Leader
3	Jack-o-T	Electronics	Medical	Engineering	Leader	Admin
4	Mechanical	Fwd Obsv	Engineering	Ship's Boat	Computer	Computer
5	Electronic	Gunnery	Electronic	Pilot	Tolerance	Ship Tactic
6	Jack-o-T	Jack-o-T	(Benefit)	Gunnery	(Benefit)	Ship Tactic

MUSTERING OUT TABLES

Benefits Table

	Well-Born Trader	*Well-Born Technician*	*Well-Bom Warrior*	*Noble Admin*	*Noble Gov't*	*Noble Warrior*
1	Skill	Skill	Skill	Skill	Skill	Skill
2	+1 Intel	+1 Intel	+1 Intel	+1 Intel	+1 Intel	+1 Intel
3	+1 Educ	+1 Educ	+1 Educ	+1 Educ	+1 Educ	+1 Educ
4	Polearms	Polearms	Guns	Polearms	Polearms	Guns
5	Guns	Guns	Training	Guns	Guns	Training
6	+1 Caste	Tools	+1 Caste	+1 Caste	+2 Caste	+1 Caste
7	Merchant	+2 Caste	Transport	+2 Caste	Courier	Transport

Space service experience allows DM +1; surface experience allows DM -1;

Cash Table (in Credits)

1	1,000	1,000	1,000	5,000	5,000	5,000
2	5,000	1,000	1,000	10,000	10,000	5,000
3	10,000	5,000	5,000	10,000	10,000	10,000
4	20,000	10,000	5,000	10,000	20,000	10,000
5	20,000	10,000	10,000	20,000	20,000	10,000
6	30,000	20,000	10,000	20,000	20,000	20,000
7	50,000	30,000	20,000	50,000	40,000	30,000

A maximum of three rolls is allowed on this table. DM + gambling skill. Amounts shown are in credits per male member of the family.

POLEARMS

Weapon	*+DM*	*-DM*	*Wnds*	*Wt*
Spear	9+	4-	3D	2.00
Pike	10+	6-	4D	3.00
Halberd	10+	5-	4D	2.50

BLADES

Weapon	*+DM*	*-DM*	*Wnds*	*Wt*
Dagger	14+	9-	2D	.25
Blade	15+	10-	2D	.35
Sword	16+	11-	3D	1.00
Longsword	19+	16-	4D	1.75

GUNS

Weapon	*+DM*	*-DM*	*Wnds*	*Wt*
Auto Pistol	10+	6-	3D	1.00
Rifle	8+	5-	3D	4.50
Auto Rifle	10+	6-	3D	5.50
SMG	9+	5-	3D	3.00
Laser Rifle	11+	6-	5D	10.00

CASCADE SKILLS

Aircraft: Character must immediately select from Prop-driven Fixed Wing, Jet-driven Fixed Wing, or Helicopter.

Blade Combat: Character must select a blade weapon from the blades list above.

Gun Combat: Character must select a gun from the guns list above.

Polearm: Character must select a polearm from the polearms list above.

Vehicle: Character must immediately select a vehicle type from Aircraft*, Grav Vehicle, Tracked Vehicle, Watercraft*, Wheeled Vehicle, or Vacc Suit. *Aircraft and Watercraft each require further selection.

Watercraft: Character must select a skill from Large Watercraft, Small Watercraft, Hovercraft, or Submersible.

ENCLOSURE

On first receiving a Vehicle skill, Vacc Suit, or Ship's Boat, Enclosure-1 is also received (if not already held).

SPECIALTY TABLE GUIDELINES

Within the proper column, K'kree characters may select one of the two specialty occupations shown. Once an occupation is selected, the alternate is prohibited (a servant choosing to become a laborer may not later be a worker).

K'KREE PATRON ENCOUNTERS MATRIX

Red Die \ White Die	1	2	3	4	5	6
1	11	12	13	14	15	16
2	21	22	23	24	25	26
3	31	32	33	34	35	36
4	41	42	43	44	45	46
5	51	52	53	54	55	56
6	61	62	63	64	65	66

In K'kree space, use Patron List Four twice per week on 5 + (1D): once at the starport, and once on the world.

DMs: On red die, DM -1 if space related (K'kree space military, human navy, merchants, or scouts). DM + 1 if military related (K'kree surface military, human army or marines).

On white die, DM - 1 if K'kree noble family. DM +1 if K'kree well-born family.

PATRON LIST FOUR (K'KREE)

Die	Patron Type
11	Senior Space Warrior
12	Government Official
13	Senior Surface Warrior
14	Senior Space Warrior
15	Starport Administrator
16	Junior Surface Warrior
21	Non-K'kree ship crewperson
22	Technician
23	Doctor
24	Non-K'kree Tourist (Human)
25	Diplomat
26	Gov't Official
31	Servant Surface Warrior
32	Bodyguard
33	Administrator
34	Scientist
35	Rumor
36	Ship Crewmember
41	Diplomat
42	Technician
43	Non-K'kree Diplomat
44	Naval Architect
45	Servant Laborer
46	Business Administrator
51	Senior Surface Warrior
52	Female (caste = 2D)
53	Broker
54	Servant Worker
55	Doctor
56	Bodyguard
61	Senior Space Warrior
62	Space Warrior
63	Business Manager
64	Navigator
65	Engineer
66	Noble Space Warrior Strategist

RANDOM ENCOUNTERS MATRIX

Red Die \ White Die	1	2	3	4	5	6
1	11	12	13	14	15	16
2	21	22	23	24	25	26
3	31	32	33	34	35	36
4	41	42	43	44	45	46
5	51	52	53	54	55	56
6	61	62	63	64	65	66

Consult this matrix daily on a throw of 5+ (1D).

Remarks: The following codes apply to the random encounter list. G: armed with guns. P: armed with mix of polearms. B: armed with blades. A: leaders, warriors, and bodyguards wearing armor. V: group has one or more vehicles. - N: lower than local tech level by N. +N: higher than local tech level by N (but no higher than F).

RANDOM ENCOUNTER LIST

Die	Qty	Type	Remarks
11	2D	Servant Farmers	-1
12	3D	Servant Laborers	-2
13	2D	Servant Workers	P
14	1D	Servant Farmers	
15	1D	Bodyguards on liberty	+2GA
16	1D	Noble families	GV
21	3D	Warriors	+ 3GAV
22	3D	Warriors	-1P
23	1D	Warriors on police duty	GAV
24	3D	Warriors	PA
25	4D	Warriors	+1P
26	2D	Warriors on patrol	GA
31	1	Well-born family	V
32	2D	Noble family	PV
33	2D	Noble family	P
34	2D	K'kree subject race	V
35	2D	Human ship crew	GAV
36	1D	Bodyguards and patriarch	+1G
41	9D	Krurruna and retinue	- 1GPAV
42	2D	Well-born technicians	V
43	2D	Starship crew	
44	6D	Starship crew	+ 1BA
45	1D	Females	
46	2D	Females	-2
51	1D	Well-born and bodyguards	PA
52	2D	Well-born family	BAV
53	2D	Noble warrior and escort	GA
54	1D	Servants	-1
55	1	Single K'kree	
56	2D	Warriors on guard duty	PA
61			
62			
63			
64			
65			
66			

ATTITUDES

Die	Attitude	H	F
2	Very disturbed.	6+	yes
3	Disturbed.	8+	yes
4	Disturbed.	10+	6+
5	Disturbed.		8+
6	Disturbed.		10+
7	Unreceptive.		
8	Uninterested.		
9	Noncommittal.		
10	Interested.		
11	Responsive.		
12 +	Enthusiastic.		

If a throw is shown in the H column, the K'kree is Hostile on that throw. If a throw is shown in the F column, the K'kree is Frightened on that throw (a yes means the K'kree is Frightened if not Hostile).

Frightened and Hostile K'kree consult the reaction table.

All throws (including 2 and 12) are subject to die modifiers.

Attitude Throw DMs: K'kree is the individual consulting the table; encounter is non-K'kree individual being reacted to.

K'kree

aboard K'kree starship..... – 2
enclosed (building, vehicles)... – 4
Enclosure skill, per level..... + 1
is alone..... – 3
is alone, but can smell K'kree – 1
accompanied by other K'kree. + 2
dealing with social superior.... + 8
dealing with social inferior..... + 6

Encounter

ate meat this day..... – 6
ate meat yesterday..... – 4
ate meat two days ago..... – 2
is member of subject race..... + 2

REACTIONS

Die	Reaction
2-	Panic. K'kree bolts and flees.
3	Fear. K'kree bolts on 6 +.
4	Fear. K'kree bolts on 10 +.
5	Fear. K'kree may bolt.
6	K'kree maintains self-control.
7	K'kree maintains self-control.
8	K'kree maintains self-control.
9	Aggression. May attack.
10	Aggression. Attacks on 10 +.
11	Aggression. Attacks on 8 +.
12+	Aggression. Attacks.

An attack usually means orders issued to bodyguards, but may involve direct physical attacks.

Red Die **Initial** White Die

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

For initial syllables.

Red Die **After C** White Die

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

For syllables after VC.

Red Die **After V** 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	CV	CV	CV
5	CVC	CVC	CVC	CVC	CVC	CVC
6	CVC	CVC	CVC	CVC	CVC	CVC

For syllables after V or CV.

INITIAL CONSONANT

1

1	2	3	4	5	6
B	B	G	G	G	G
G	G	GH	GH	GH	GH
GH	GH	GH	GH	GH	GH
GH	GH	GH	GN	GN	GN
GN	GN	GN	GN	GN	GN
GR	GR	GR	GR	GZ	GZ

2

1	2	3	4	5	6
HK	HK	HK	HK	K	K
K	K	K	K	K	K
K	K	K	K	K	K
K	K	K	K	K	K
K	K	K	K	K	K
K	K	K	K	K	K

3

1	2	3	4	5	6
K	K	K	K	K	K
K	K	K	K	K	K
K	K	K	K	K	K
K	K	KR	KR	KR	KR
KR	KR	KR	KR	KR	KR
KR	KR	KR	KR	KR	KR

4

1	2	3	4	5	6
KR	KR	KR	KR	KR	KR
KR	KT	KT	KT	L	L
L	L	L	L	L	L
L	L	L	L	M	M
M	M	MB	MB	MB	N
N	N	N	N	N	N

5

1	2	3	4	5	6
N	N	N	P	P	R
R	R	R	R	R	R
R	R	R	R	R	R
R	R	R	R	R	R
R	R	R	R	R	R
R	RR	RR	RR	RR	RR

6

1	2	3	4	5	6
RR	RR	T	T	T	T
T	T	T	T	T	T
T	T	T	T	T	TR
TR	TR	TR	X	X	X
X	X	X	X	X	X
XK	XK	XR	XR	XT	XT

VOWEL

1

1	2	3	4	5	6
A	A	A	A	A	A
A	A	A	A	A	A
A	A	A	A	A	A
A	AA	AA	AA	AA	AA
AA	AA	AA	AA	AA	E
E	E	E	E	E	E

2

1	2	3	4	5	6
E	E	E	E	E	E
E	EE	EE	EE	EE	EE
EE	EE	EE	EE	EE	EE
EE	EE	EE	EE	EE	EE
EE	EE	I	I	I	I
I	I	I	I	I	I

3

1	2	3	4	5	6
I	I	I	I	I	I
I	I	I	I	I	I
I	I	I	I	I	I
I	II	II	II	II	II
II	II	II	II	II	O
O	O	O	O	OO	OO

4

1	2	3	4	5	6
OO	OO	OO	OO	OO	OO
OO	OO	U	U	U	U
U	U	U	U	U	U
U	U	U	U	U	U
U	U	U	U	U	U
U	U	U	U	U	U

5

1	2	3	4	5	6
U	UU	UU	UU	UU	UU
UU	UU	UU	UU	UU	’
’	’	’	’	’	’
’	’	’	’	’	’
’	’	’	’	’	’
’	’	’	’	’	’

6

1	2	3	4	5	6
’	’	’	’	’	’
’	’	’	’	’	’
’	!	!	!	!	!
!	!	!	!	!	!
!	!	!	!!	!!	!!
!!	!!	!’	!’	!’	!’

FINAL CONSONANT

1

1	2	3	4	5	6
B	B	B	B	B	G
G	G	G	G	G	G
G	G	G	GH	GH	GH
GH	GH	GR	GR	GR	GR
GR	K	K	K	K	K
K	K	K	K	K	K

2

1	2	3	4	5	6
K	K	K	K	K	K
K	K	K	K	K	K
K	K	K	K	K	K
K	K	KR	KR	KR	KR
KR	KR	KR	KR	KR	KR
KR	KR	KR	KR	KR	L

3

1	2	3	4	5	6
L	L	L	L	L	L
L	L	L	M	M	M
M	M	N	N	N	N
N	N	N	N	N	N
NG	NG	NG	NG	NG	NG
NG	NG	NG	NG	NG	NG

4

1	2	3	4	5	6
NG	NG	NG	P	P	P
P	P	R	R	R	R
R	R	R	R	R	R
R	R	R	R	R	R
R	R	R	R	R	R
R	R	R	R	R	R

5

1	2	3	4	5	6
R	R	R	R	R	R
R	R	R	R	R	R
R	RR	RR	RR	RR	RR
RR	RR	RR	RR	RR	RR
RR	RR	RR	RR	RR	RR
RR	RR	RR	RR	T	T

6

1	2	3	4	5	6
T	T	T	T	T	T
T	T	T	T	T	T
T	T	T	X	X	X
X	X	X	X	X	X
X	X	X	X	X	X
XK	XK	XK	XK	XK	XK

INITIAL CHARACTERISTICS

Determine social class: servant, bodyguard, patriarch (well-born or noble).

Determine the six personal characteristics:

Strength (2D + 6).

Dexterity (2D).

Endurance (2D + 6).

Intelligence (patriarch 2D + 2; others 2D-4).

Education (patriarch 2D + 2; other 2D-4).

Caste (2D).

MILITARY SERVICE

All K'kree males serve their first term in the military.

Warriors and bodyguards serve 1D - 3 terms (minimum one term) in the military. All others serve an initial term, and may re-enlist on a throw of 10+ at the end of each term.

TERMS OF SERVICE

K'kree terms of service are six K'kree years in length (equivalent to 7.25 Imperial years); each year in the term is resolved individually.

COMBAT ARMS

K'kree armed forces have eight branches. Throw 1D on the table below for initial assignment. Patriarchs DM + 1; servants DM - 1.

Die	*Branch*
0	Support
1	Infantry
2	Civil Guard
3	Artillery
4	Bodyguard
5	Marines
6	Infantry
7	Cavalry

BASIC/ADVANCED TRAINING

K'kree receive two skills from the MOS table for the assigned branch. Basic/advanced training replaces the first year assignment.

PROMOTIONS

A K'kree begins as a recruit (rank 1) in his social class. When first promoted, his rank equals his Caste (Caste minus 1 for Nobles). Subsequent promotions increase caste or rank, but rank may never exceed caste. There is no limit to the number of promotions per term.

GENERAL ASSIGNMENT

Die	**Artillery**	**Cavalry**	**Infantry**	**Marines**	**Support**	**Civil Guard**	**Bodyguard**
0	Command	Command	Command	Command	Command	Command	Retinue
1	Command	Command	Command	Command	Command	Command	Retinue
2	Command	Command	Command	Command	Staff	Command	Retinue
3	Staff	Command	Command	Command	Staff	Staff	Retinue
4	Staff	Staff	Staff	Staff	Staff	Staff	Retinue
5	Staff	Staff	Staff	Staff	Staff	Staff	Retinue
6	Special	Special	Special	Special	Special	Special	Special
7	Special	Special	Special	Special	Special	Special	Special

Nobles with officer rank and well-borns with Caste 7 + use this table. DM - 1 if Caste 7 +. DM + 1 if Education 7 +.

All others are automatically unit assignment.

UNIT ASSIGNMENT

Die	**Artillery**	**Cavalry**	**Infantry**	**Marine**	**Support**	Civil Guard	Bodyguard
		Raid	Raid	Raid	Raid	Ctr Insurg	—
		Training	Raid	Raid	Intl Sec	Intl Sec	—
		Ctr Insurg	Ctr Insurg	Ctr Insurg	Ctr Insurg	Intl Sec	—
		Police Act	Ctr Insurg	Intl Sec	Garrison	Shp Trps	—
		Garrison	Garrison	Shp Trps	Garrison	Retinue	—
		Garrison	Garrison	Garrison	Garrison	Garrison	—
		Garrison	Garrison	Shp Trps	Garrison	Garrison	—
		Training	Training	Training	Training	Training	—
		Police Act	Police Act	Ctr Insurg	Police Act	Intl Sec	—
		Intl Sec	Intl Sec	Police Act	Intl Sec	Intl Sec	-
		Police Act	Intl Sec	Police Act	Police Act	Police Act	—

ASSIGNMENT RESOLUTION

Marine	*Training*	*Internal Security*	*Police Action*	*Counter Insurgency*	*Raid*	*Ship's Troops*
Survival	auto	4+	5+	5+	6+	4 +
Promotion	18+	16+	16+	12+	11+	12 +
Skills	6+	none	7+	8+	5+	6 +

For survival, DM + 1 if Noble. For promotion, DM + 7 if rank 1 (recruit). Marines in garrison use the infantry garrison column.

Infantry, Cavalry Artillery	*Training*	*Internal Security*	*Police Action*	*Counter Insurgency*	*Raid*	*Garrison*
Survival	auto	4+	5+	5+	6+	auto
Promotion	18+	16+	11+	12+	10+	18+
Skills	6+	none	7+	8+	5+	none

For survival, DM +1 if Noble. For promotion, DM +6 if rank 1 (recruit).

Civil Support	*Training*	*Internal Security*	*Police Action*	*Counter Insurgency*	*Raid*	**Guard** *Garrison*
Survival	auto	4+	4+	5+	6+	auto
Promotion	none	6+	14+	14+	12+	17+
Skills	8+	none	7+	7+	6+	none

For survival, DM +2 if Noble. For promotion, DM +5 if rank 1 (recruit). Civil Guards on Retinue use Bodyguard table. Characters on Ship's Troops duty use Marine Ship's Troops column.

Bodyguards	*Retinue*
Survival	4+
Promotion	none
Skills	8+

For survival, DM + 1 if any MOS skill level 2+. For promotion, DM +4 if rank 1 (recruit).

SERVICE SKILLS

Die Roll	Soldier's Life	Officer Life	NCO Skills	Command Skills	Staff Skills	
1	+1 Stren	+1 Stren	Tactics	+1 End	Mechanical	Fwd Obsv
2	+1 Dext	+1 Dext	Hvy Wpns	Gun Cbt	Jack-o-T	Gunnery
3	+1 Endur	+1 Endur	Mechanical	+1 Intel	Computer	Gunnery
4	+1 Endur	+1 Intel	Hvy Wpns	Hvy Wpns	Electronics	Vacc Suit
5	Close Cbt	Leader	Admin	Leader	Tolerance	Vacc Suit
6	Polearms	Admin	Leader	Tactics	Medical	Enclosure
7	Vehicle	+1 Educ	Recon	Tactics	Instruction	Ship's Boat
8	Gambling	Tolerance	Instruction	Leader	Admin	Enclosure
9	+1 Caste	+1 Caste	Tactics	Tolerance	Jack-o-T	Zero-G Cbt

DMs: + 2 if term 2 + . +1 if Caste 7 + . +1 if Noble.

MILITARY OCCUPATIONAL SPECIALTY (MOS) TABLE

Die	Artillery	Cavalry	Infantry	Marine	Support	Civil Grd	Bodyguard
1	FA Gunner	Hvy Wpns	Hvy Wpns	Hvy Wpns	Mechanical	Polearms	Close Cbt
2	FA Gunner	Enclosure	Hvy Wpns	Gun Cbt	Electronics	Polearms	Close Cbt
3	Vehicle	Enclosure	Gun Cbt	Zero-G Cbt	Cbt Engr	Gun Cbt	Polearms
4	Enclosure	Enclosure	Gun Cbt	Enclosure	Enclosure	Enclosure	Polearms
5	Fwd Obsv	Vehicle	Fwd Obsv	Vacc Suit	Vehicle	Vehicle	Gun Cbt
6	Electronics	Vehicle	Recon	Battl Dress	Medical	Medical	Gun Cbt
7	Computer	Computer	Tactics	Leader	Computer	Leader	

DM + 1 if Noble.

TABLE OF RANKS

Rank No.	Servant Caste Ranks	We/I-Born Caste Ranks	Noble Caste Ranks
1	Recruit	Recruit	Recruit
2	Private	Sergeant-Commander	Colonel-Subordinate
3	Private Senior	Field Sergeant	Colonel
4	Corporal-Junior	Staff Sergeant .	Colonel-Senior
5	Corporal	Junior Specialist	Brigadier
6	Corporal-Senior	Senior Specialist	Brigadier-Senior
7	Sergeant-Junior	Lieutenant-Junior	General
8	Sergeant	Lieutenant	General-Leader
9	Sergeant-Leader	Lieutenant-Senior	General-Commander
10	Sergeant-Commander	Captain	Field General
11	Field Sergeant	Captain-Senior	Staff General
12	Staff Sergeant	Major	Marshal

Servant ranks are enlisted; Servant ranks 7+ are NCO. Weil-Born ranks 6- are NCO; Well-Born ranks 7+ are officer. All Noble ranks are officer.

SPECIALIST SCHOOL

Die	Skill Received
1	Vehicle
2	Medical
3	Communications
4	Gravities
5	Mechanical
6	Electronics
7	Computer

Throw 1D for specialist skill. DM +1 if Noble.

SPECIAL ASSIGNMENTS

Die	Enlisted and NCO	Officers
1	Specialist School	Intelligence School
2	Special Forces	Special Forces
3	Protected Forces	Command College
4	Cross Training	Staff College
5	Cavalry Training	Military Attache
6	Cavalry Training	Cavalry Training
7	Cavalry Training	Cavalry Training

DMs: DM + 1 if Enclosure 1 +. A character with level-3 of a skill taught receives Instruction-1 instead.

SERVICE SCHOOLS

Cross Training: Roll on any combat arm column of the MOS table and allow reenlistment in that arm. The character must be eligible to serve in the arm selected.

Specialist School: Throw 1D on specialist school table.

Special Forces School: Throw 5 + (1D) for Close Combat, Enclosure, Gun Combat, Instruction, Demolitions, Survival, Recon, Vacc Suit.

Protected Forces: Throw 3 + (1D) for Enclosure, Vacc Suit, Zero-G Combat, Zero-G Weapon (if successful in Zero-G Combat).

Cavalry Training: Throw 6 (1D) for Enclosure skill. If the character has or receives Enclosure skill, throw twice on the Cavalry MOS table. Receive automatic transfer to Cavalry in the next year.

Intelligence School: Roll 4+ (1D) for Forgery, Bribery, Tolerance, Streetwise, and Interrogation.

Aide: Assignment lasts 1D years. Each year, throw 6 (1D) for each of Liaison, Enclosure, Tolerance, Tactics, + 1 caste, and Admin.

Command College: Roll 4+ (1D) each for Tactics, Leader, Recon.

Staff College: Roll 4+ (1D) each for Admin, Combat Engineering, Computer.

SKILL ELIGIBILITY

Skills are received as automatic skills, from basic/advanced training, from special assignments, or from the skill roll in assignment resolution. Skill table usage is restricted to:

Soldier's Life: Servant or Bodyguard in Military service.

Officer Life: Well-Born (rank 7+) or Noble in Military service.

NCO Skills: Any NCO.

Command Skills: Officers in command.

Staff Skills: Officers on staff assignment.

Shipboard Life: Ship's Troops assignment.

MOS Table: Character in the specified arm.

WOUNDS AND DECORATIONS

Decorations are not awarded; Kr'negrl (a K'kree equivalent of the Purple Heart) is awarded for wounds, and they affect morale normally.

K'KREE MERCENARY INCLUDED SKILLS

Battle Dress: May be used as the equivalent level of Vacc Suit; includes Enclosure-1.

Combat Rifleman: Includes Rifle, Carbine, Assault Rifle, Advanced Combat Rifle (ACR), and Gauss Rifle.

Pistol: Includes skill in Automatic Pistol and Revolver.

Laser Weapons: Includes skill in Laser Carbine and Laser Rifle.

Zero-G Weapons: Includes skill in Accelerator Rifles, and Snub Pistols. Zero-G Combat is prerequisite skill and must be held before Zero-G Weapons may be held as a skill.

Snub Pistols: Includes skill in Snub Pistol and Snub Revolver.

High Energy Weapons: Includes skill in all K'kree-portable fusion guns (FGKP). Battle Dress is not a prerequisite for these weapons.

Grav Vehicle: Includes Air/Raft.

Automatic Weapons: Includes skill in Auto Rifle, Light Machine Gun, and Heavy Machinegun.

Grenade Launcher: Includes skill in Hand Grenade, Grenade Launcher, Auto Grenade Launcher, RAM Grenade Launcher, AT Grenade Launcher, AT Rocket Launcher, RAM Auto Grenade Launcher.

Vehicle: Any vehicle skill includes Enclosure-1.

Vacc Suit: Vacc Suit skill includes Enclosure-1.

MERCENARY CASCADE SKILLS

Gun Combat: Character must immediately select a skill from the following: Combat Rifleman, Pistol, Submachinegun, Laser Weapons, Zero-G Weapons, High Energy Weapons, Automatic Weapons.

Field Artillery Gunnery: Character must immediately select skill in one of the following: Laser Cannon, Mortar, Howitzer, Mass Driver, Multiple Rocket Launcher, Plasma Gun, Fusion Gun, Meson Accelerator, Tac Missile.

Heavy Weapons: Character must select from: Light Assault Gun, Automatic Weapons, AutoCannon, VRF Gauss Gun, Mortar, Plasma Gun, Fusion Gun, Tac Missile, Recoilless Rifle, Grenadier.

Vehicle: Character must select from Grav Vehicle (includes Air/Raft), Tracked Vehicle, Wheeled Vehicle.

K'KREE MERCENARY CHARACTER GENERATION CHECKLIST

Character is assumed to have been generated previously as part of a family. Mercenary activity takes place only during the character's military career (and in place of the standard character generation procedure).

1. **Join Military.** Determine tech level of armed forces to be joined.
2. **Determine Arm of Service.**
3. **Resolve Career.**
4. **Resolve Term of Service.** Undertake six consecutive years of service.
   A. Resolve Year of Service.
   1) Determine Assignment.
   a) General Assignment.
   b) Unit Assignment. Command or staff for officers.
   c) Special Assignment. Schools.
   2) Assignment Resolution.
   a) Survival.
   b) Promotion.
   c) Skills. Take skills if received. Plus other eligibility.
5. **Reenlistment.** Automatic until end of required service for Warriors and Bodyguards. All others throw 10+ at the end of a term to be retained in service.
6. **Mustering Out.**
7. **Write Resume.**

WEAPONS EFFECTS

K'kree use blades with a -6 strength disadvantage.

K'kree utilize polearms with a + 1D advantage in damage inflicted.

K'KREE POLEARMS

Weapon	*+DM*	*-DM*	*Wnds*	*Wt*
Spear	9+	4-	3D	2.00
Pike	10+	6-	4D	3.00
Halberd	10+	5-	4D	2.50
Cudgel	8+	4-	2D	1.00

K'KREE GUNS

Weapon	*+DM*	*-DM*	*Wnds*	*Wt*
Auto Pistol	10+	6-	3D	1.00
Rifle	8+	5-	3D	4.50
Auto Rifle	10+	6-	3D	5.50
SMG	9+	5-	3D	3.00
Laser Rifle	11+	6-	5D	10.00

K'KREE MERCENARY WEAPONS

Weapon	*+DM*	*-DM*	*Wnds*	*Wt*
Assault Rifle	8+	4-	3D	3.33
Lt Assault Gun	10+	6-	4D	4.50
ACR	8+	5-	4D	4.00
Gauss Rifle	10+	6-	4D	3.90
Accelerator Rifle	9+	5-	3D	3.00
Snub Pistol	10+	6-	4D	.38
Hand Grenade	11+	6-	8D	1.00
Grenade Launcher	11+	7-	8D	4.00
Auto Gren Lnchr	11+	7-	8D	9.20
RAM Gren Lncher	11+	-7	8D	5.40
AT Gren Lnchr	11+	6-	spl	6.00
AT Rocket Lnchr	11+	6-	spl	6.00
RAM Auto GL	11+	7-	8D	15.50
LMG	10+	6-	3D	7.00
Heavy MG	11+	6-	4D	20.00
AutoCannon	10+	6-	8D	
PGMP-12	11+	7-	10D	9.00
PGMP-13	10+	6-	12D	7.90
PGMP-14	11+	7-	12D	0.14
FGMP-14	10+	7-	16D	10.00
FGKP	10+	7-	16D	14.00
Recoilless Rifle	11+	6-	8D	12.00

K'KREE WEAPONS AND EQUIPMENT

Personal Weapons				Required Strength		Advantageous Strength		Weakened Blow or	
Item	*Base Weight*	*Length Overall*	*Base Price*	*Level*	*DM*	*Level*	*DM*	*Swing DM*	*TL*
Hands				6	-2	9	+1	-2	
Hooves				6	-1	10	+2	-3	
Polearms									
Spear	2000	3000	10	5	-1	9	+2	-3	1
Pike	3000	4000	40	7	-3	10	+2	-3	1
Halberd	2500	2500	75	6	-2	10	+2	-3	2
Blade Weapons									
Dagger	*250	200	10	10	-2	14	+2	-2	1
Blade	*350	300	50	11	-2	15	+1	-2	3
Sword	1000	800	150	12	-2	16	+1	-4	3
Longsword	1750	2000	200	17	-3	19	+2	-5	4

* indicates included in personal clothing allowance and has no apparent weight. All weights in grams; lengths in millimeters.

Guns and Accessories							Required Dexterity		Advantageous Dexterity		Maximun Effective	
Item	*Base Weight*	*Ammo Weight*	*Rds/ Clip*	*Length Overall*	*Base Price*	*Ammo Price*	*Level*	*DM*	*Level*	*DM*	*Range*	*TL*
Auto Pistol	750	250	15	175	200	10	7	-2	10	+1	Long	7
Submachinegun	2500	500	30	450	500	20	6	-2	9	+2	Long	5
Rifle	4000	500	20	1000	200	20	6	-2	8	+1	Very Long	5
Autorifle	5000	500	20	1000	1000	20	7	-2	10	+2	Very Long	6
Laser Rifle	6000			1000	3500		7	-3	11	+2	Very Long	9
LR Power Pack	4000		100		1500	300						9
FGKP-14	1000			1000	90000		8	-1	10	+1	Very Long	14
FGKP Pack	14000		100		80000	100						14

K'KREE WEAPONS AND RANGE MATRIX

Attacker's	*Defender's Armor*							*Range*				*Very*	*Wound*
Weapon	*Nothing*	*Jack*	*Mesh*	*Cloth*	*Reflec*	*Ablat*	*Combat*	*Close*	*Short*	*Medium*	*Long*	*Long*	*Inflicted*
Hands	+1	-1	-4	-4	0	-1	-6	+2	+1	no	no	no	
Hooves	+3	+3	+2	+2	+3	+2	-6	-1	+2	no	no	no	
Dagger	0	-1	-4	-4	0	-2	-7	+1	+2	no	no	no	
Blade	+1	0	-4	-4	+1	-3	-5	+1	+1	no	no	no	
Sword	+3	+3	-3	-3	+3	-2	-6	-2	+1	no	no	no	
Longsword	+4	+4	-2	-2	+4	-1	-5	-5	+3	no	no	no	
Spear	+1	0	-2	-2	-1	-3	-6	-2	+1	no	no	no	
Pike	+1	0	-2	-2	-1	-3	-6	-4	+4	no	no	no	
Halberd	+4	+3	-2	-3	+4	-2	-5	0	+1	no	no	no	
Auto Pistol	+1	+1	-1	-3	+1	-1	-5	+1	+2	-4	-6	no	
Rifle	+3	+3	0	-3	+2	+1	-5	-4	+1	0	-1	-3	
AutoRifle	+6	+6	+2	-1	+6	+3	-3	-8	0	+2	+1	-2	
SMG	+5	+5	0	-3	+5	+2	-4	-4	+3	+3	-3	-9	
Laser Rifle	+3	+3	+2	+2	-8	-7	-6	-4	+2	+2	+2	+1	
FGKP-14	+4	+4	+4	+4	+4	+4	+3	no	no	+3	+3	+2	

*halved at very long range.

**includes extra 1D damage for polearms used by K'kree.

K'KREE BURDENS

K'kree burdens are computed on the basis of twice strength: a K'kree can carry twice his strength in kilograms without being encumbered; a double load is up to four times his strength in kilograms; a triple load is up to six times strength in kilograms.

DARKNESS AND NIGHT

K'kree are affected by darkness in the same way humans are.

K'KREE AS TARGETS

When anyone (K'kree or non-K'kree) attacks K'kree, the K'kree are subject to a DM +2 to hit (in addition to all other DMs) because of their size.

K'KREE ARMOR

K'kree armor costs *five* times the cost for equivalent human armor, and weights are *five* times that for the human equivalent (although K'kree do not count this weight as burden when wearing armor).

Outside K'kree space, costs are *ten* times the cost of human armor.

K'KREE INITIAL CHARACTERISTICS

Determine social class: servant, bodyguard, patriarch (well-born or noble).

Determine the six personal characteristics:

Strength (2D + 6).

Dexterity (2D).

Endurance (2D + 6).

Intelligence (patriarch 2D + 2; others 2D-4).

Education (patriarch 2D + 2; other 2D-4).

Caste (2D).

NAVAL SERVICE

All K'kree males serve their first term in the military. Warriors and bodyguards serve 1D -3 terms (minimum one term). All others serve one term, and each term may re-enlist on a throw of 10 + .

The Space Service: Only characters with education 7 + may select the space service.

TERMS OF SERVICE

K'kree terms of service are six K'kree years in length (equivalent to 7.25 Imperial years); each year in the term is resolved individually.

BRANCHES OF SERVICE

The Space service consists of six branches. When enlisting, a branch is assigned randomly to an individual. Patriarchs DM +1; servants DM -1.

Die	*Branch*
1	Crew
2	Medical
3	Engineering
4	Technical
5	Gunnery
6	Line

BASIC/ADVANCED TRAINING

K'kree receive two skills from the branch skills table for the assigned branch. Basic/advanced training replaces the first year assignment.

PROMOTIONS

A K'kree begins as a recruit (rank 1) in his social class. When first promoted, his rank equals his Caste (Caste minus 1 for Nobles). Subsequent promotions increase caste or rank, but rank may never exceed caste. There is no limit to the number of promotions per term.

ASSIGNMENT RESOLUTION

Line/Crew	*Training*	*Shore*	*Patrol*	*Siege*	*Strike*	*Battle*
Survival	auto	4+	4+	5+	6+	6 +
Promotion	18+	18+	16+	15+	12+	11 +
Skills	7+	7+	6+	6+	5+	5 +

For survival, DM +1 if any branch skill-2 +. For promotion, DM + 6 if rank 1 (Recruit).

Flight	*Training*	*Shore*	*Patrol*	*Siege*	*Strike*	*Battle*
Survival	auto	3+	4	5+	5+	6 +
Promotion	none	18+	16+	15+	14+	13 +
Skills	7+	none	7+	7+	6+	6 +

For survival, DM = Enclosure skill. For promotion, DM +6 if rank 1 (Recruit).

Gunnery	*Training*	*Shore*	*Patrol*	*Siege*	*Strike*	*Battle*
Survival	auto	3+	4+	5+	5+	6 +
Promotion	18+	17+	17+	17+	12+	12 +
Skills	8+	none	7+	5+	6+	6 +

For promotion, DM +6 if rank 1 (Recruit).

Engineer	*Training*	*Shore*	*Patrol*	*Siege*	*Strike*	*Battle*
Survival	auto	auto	3+	4+	5 +	
Promotion	20+	19+	18+	18+	17 +	
Skills	7+	8+	6+	7+	6 +	

For promotion, DM +8 if rank 1 (Recruit).

Medical	*Training*	*Shore*	*Patrol*	*Siege*	*Strike*	*Battle*
Survival	auto	auto	3+	3+	3+	4 +
Promotion	20+	19+	18+	18+	17+	17 +
Skills	8+	6+	7+	7+	7+	6 +

For promotion, DM +8 if rank 1 (Recruit).

Technical	*Training*	*Shore*	*Patrol*	*Siege*	*Strike*	*Battle*
Survival	auto	3+	3+	3+	3+	3 +
Promotion	20+	19+	19+	18+	17+	16 +
Skills	7+	8+	9+	7+	7+	7 +

For promotion, DM +8 if rank 1 (Recruit).

SPECIFIC ASSIGNMENTS

Die	*Assignment*
2	Strike*
3	Battle*
4	Shore Duty
5	Siege
6	Patrol
7	Training
8	Patrol
9	Strike*
10	Shore Duty
11	Special Duty
12	Special Duty
13	Siege
14	Patrol
15	Battle*

DM +3 if Noble. DM +1 if Weil-Born.

SPECIAL DUTY

Die	*Enlisted*	*Officer*
1	Specialist School	Naval Attache
2	Gunnery School	Intelligence School
3	Engineering School	Command College
4	Cross Training	Staff College
5	Flight School	Cross Training
6	Flight School	Flight School
7	Flight School	Flight School

DMs: DM +1 if Enclosure 1. DM +2 if Enclosure 2 +. DM + 3 if Enclosure-3 +.

Any character with skill level 3+ in a skill taught by a special assignment is instead assigned to teach at that school and receives instruction-1.

Flight branch can be joined only through flight school. Cross training allows training in any branch except flight.

SERVICE SKILLS

Die Roll	*Navy Life*	*Well-Born Officer*	*Noble Officer*	*Shipboard Life*	*Shore Life*	*Command Officer*	*Staff Officer*
1	Close Cbt	Gambling	Admin	Enclosure	Enclosure	Gun Cbt	Computer
2	+1 Stren	+1 Dext	+1 Educ	Vacc Suit	Vacc Suit	Ship's Boat	Electronics
3	Carousing	Carousing	Carousing	Ship's Boat	Fwd Obsv	Electronics	
4	Gambling	Gambling	Gambling	Zero-G Cbt	Polearms	+1 Caste	Admin
5	Enclosure	Enclosure	Enclosure	Commo	Survival	Enclosure	Tolerance
6	+1 Dext	+1 Caste	+1 Caste	Jack-o-T	Vacc Suit	Ship Tactic	Enclosure
7	+1 Endur	+1 Intel	Leader	Mechanical	Enclosure	Leader	Ship Tactic
8	+1 Educ	+1 Educ	Admin	Enclosure	Liaison	Pilot	Computer
9	Close Cbt	Admin	+1 Intel	Vacc Suit	Gun Cbt	Ship Tactic	Fleet Tactic
10	Vacc Suit	+1 Endur	Tolerance	Admin	Battl Dress	Fleet Tactic	Fleet Tactic

DM +4 if rank 7 + .

BRANCH SKILLS

Die	*Line/Crew*	*Flight*	*Gunnery*	*Engineering*	*Medical*	*Technical*
1	Mech	Vacc Suit	Fwd Obsv			
2	Electronic	Enclosure	Gun Cbt			
3	Gun Cbt	Enclosure	Commo			
4	Navigation	Enclosure	Computer			
5	Computer	Navigation	Gunnery			
6	Zero-G Cbt	Pilot	Gunnery			
7	Liaison	Pilot	Gunnery			
8	Ship Tactic	Pilot	Gunnery			

DMs: +1 if Well-Born; +2 if Noble.

TABLE OF RANKS

Rank No.	*Servant Caste Ranks*	*Well-Born Caste Ranks*	*Noble Caste Ranks*
1	Recruit	Recruit	Recruit
2	Hand	Master-Junior .	Commander
3	Hand-Senior	Master	Commander-Senior
4	Hand-Leader	Master-Senior	Ship-Commander
5	Chief-Hand-Junior	Master-Leader	Ship-Captain Junior
6	Chief Hand	Master Commander	Ship Captain-Senior
7	Chief-Hand-Senior	Ensign	Ship-Captain-Senior
8	Chief-Hand-Leader	Ensign-Senior	Squadron-Captain
9	Master-Junior	Lieutenant-Senior	Squadron-Capt-Senior
10	Master	Lieutenant	Squadron-Admiral
11	Master Senior	Lieutenant Senior	Fleet Admiral
12	Master-Leader	Lieutenant Commander	Fleet Marshal

Servant ranks are enlisted; Servant ranks 7+ are NCO. Well-Born ranks 6- are NCO; Weil-Born ranks 7+ are officer. All Noble ranks are officer.

SPECIALIST SCHOOL

Die	*Skill Received*
0	Steward
1	Vehicle
2	Medical
3	Communications
4	Gravities
5	Mechanical
6	Electronics
7	Computer
8	Admin
9	Leader

Throw 1D for specialist skill. DM +3 if Well-Born. DM -1 if Servant.

SKILL ELIGIBILITY

Skill table usage is restricted to:

Navy Life: Servant or Bodyguard in Space service.

Weil-Born Officer: Any Well-Born rank 7 +.

Noble Officer: Any Noble.

Command Officer: Any Well-Born rank 7 + or any Noble provided he has command this year.

Staff Skills: Any Well-Born rank 7+ or any Noble who does not have command.

Shipboard Life: When on patrol, strike, siege, or battle assignment.

Shore Life: When on shore duty.

Branch Skills: Character in the specified branch of service.

COMMAND DUTY

Officer Branch	*Throw*
Line	*15+*
Flight	*16+*
Gunnery	*17+*
Engineering	*18+*
Medical	*19*
Technical	*20+*

DM +2 if Noble. DM -3 if Well-Born. DM + character's current rank.

SERVICE SCHOOLS

Cross Training: Select new branch (except Flight). Roll on the branch skills table for one skill. Reenlistment allowed in that branch.

Specialist: Consult the specialist school table.

Engineering: Roll 5 + (1D) for Engineering, Computer, Mechanical, Gravities, and Electronics.

Gunnery School: Roll 5+ (1D) each for Ship's Lasers, Ship's Missiles, Ship's Particle Accelerators, Ship's Energy Weapons, Ship's Meson Weapons, Ship's Screens.

Intelligence School: Roll 4+ (1D) for Bribery, Forgery, Gun Combat, Interrogation, and Streetwise.

Naval Attache: Assignment lasts 1D years. Each year, throw 6 (1D) for each of Liaison, Enclosure, Tolerance, +1 Caste, and Fleet Tactics.

Command College: Roll 4+ (1D) each for Fleet Tactics, Leader, and Ship Tactics.

Staff College: Roll 4 + (1D) each for Admin, Commo, Computer, and Instruction.

Flight School: Roll 6 (1D) for Enclosure skill. If character has or receives Enclosure, throw twice on Flight branch skills table. Automatic transfer to Flight branch in next year.

K'KREE HIGH GUARD INCLUDED SKILLS

Pilot: May be used as the next lower level of Ship's Boat.

Pistol: Includes skill In Automatic Pistol and Revolver.

Laser Weapons: Includes skill in Laser Carbine and Laser Rifle.

Zero-G Weapons: Includes skill in Accelerator Rifles, and Snub Pistols. Zero-G Combat is prerequisite skill and must be held before Zero-G Weapons may be held as a skill.

Snub Pistols: Includes skill in Snub Pistol and Snub Revolver.

Grav Vehicle: Includes Air/Raft.

Vehicle: Any vehicle skill includes Enclosure-1.

Vacc Suit: Vacc Suit skill includes Enclosure-1.

K'KREE HIGH GUARD CASCADE SKILLS

Homeworld refers to the base world of a planetary navy; larger navies may select without restriction.

Polearm: Character must select from spear, pike or halberd.

Aircraft: Character must select from Prop-driven Fixed Wing (TL 4 to 9; not available if homeworld atmosphere 5 -), Jet-driven Fixed Wing (TL 5 to 9; not available if homeworld atmosphere 3 -), or Helicopter (TL 6 to 9; not available if homeworld atmosphere 5-), or Lighter Than Aircraft (TL 3 to 9; not available if homeworld atmosphere 5-).

Gun Combat: Character must select from: Handgun, Snub Pistol, Zero-G Weapons, or Laser Weapons.

Gunnery: Character must select from: Ship's Lasers, Ship's Energy Weapons, Ship's Particle Accelerators, Ship's Missiles, Ship's Meson Weapons, Ship's Screens.

Vehicle: Character must select (subject to tech level and other restrictions) from: Aircraft*, Grav Vehicle (TL 8 +), Ship's Boat (TL 7 + ; only available if homeworld size 2- and atmosphere 1 -), Tracked Vehicle (TL 6 to 9; not available if homeworld hydrographies A), or Wheeled Vehicle (TL 5 +; not available if homeworld hydrographies A), or Vacc Suit (TL 7 + ; always available). ''Aircraft requires further selection by the character.

K'KREE HIGH GUARD CHARACTER GENERATION CHECKLIST

Character is assumed to have been generated previously as part of a family. Mercenary activity takes place only during the character's military career (and in place of the standard character generation procedure).

1. Join Military. Determine tech level of space forces to be joined.

2. Determine Branch of Service.

3. Resolve Career.

4. Resolve Term of Service. Undertake six consecutive years of service.

A. Resolve Year of Service.

1) Determine Assignment,'

a) If officer, determine if command.

b) Specific Assignment.

c) Special Assignment. Schools.

2) Assignment Resolution.

a) Survival.

b) Promotion.

c) Skills. Take skills if received. Plus other eligibility.

5. ReenHstment. Automatic until end of required service for Warriors and Bodyguards. All others throw 10+ at the end of a term to be retained in service.

6. Mustering Out.

7. Write Resume.

WEAPONS EFFECTS

K'kree use blades with a -6 strength disadvantage.

K'kree utilize polearms with a +1D advantage in damage inflicted.

K'KREE POLEARMS

Weapon	*+DM*	*-DM*	*Wnds*	*Wt*
Spear	9+	4-	3D	2.00
Pike	10+	6-	4D	3.00
Halberd	10+	5-	4D	2.50
Cudgel	8+	4-	2D	1.00

K'KREE GUNS

Weapon	*+DM*	*-DM*	*Wnds*	*Wt*
Auto Pistol	10+	6-	3D	1.00
Rifle	8+	5-	3D	4.50
Auto Rifle	10+	6-	3D	5.50
SMG	9+	5-	3D	3.00
Laser Rifle	11+	6-	5D	10.00

K'KREE MOVEMENT

K'kree may move one range band if walking and three range bands if running.

Bursts of Speed: A K'kree may move up to five range bands in a combat round, but no more than once in four combat rounds. In the combat round following a burst of speed, the K'kree must throw endurance or less in order to move at all.

K'KREE USE OF BLADES

K'kree using blade weapons are subject to a reduction of -6 in strength (to reflect the relative weakness of their hands). The blade weapons shown in this module already have this penalty integrated into the tables, but blade weapons from other sources must use this penalty.

Polearms: Because a K'kree can utilize his strength and body weight behind a polearm, they are not subject to this penalty (and as a result, polearms are more popular among the K'kree).

K'KREE DEXTERITY

K'kree hands have exceptional dexterity, and may utilize any non-K'kree weapons without a dexterity penalty.

K'KREE MORALE

Roll for morale every fourth combat round, every round in which a casualty occurs, and whenever some part of the group fails a morale check.

All K'kree on a side should be divided into groups (patriarchs, bodyguards, servants, females) and each rolls for morale separately.

Throw 7 + for a group to stand (not flee) and continue fighting. The following DMs apply:

ZERO GRAVITY

K'kree are subject to an additional DM -2 when in zero-gravity.

SURPRISE

K'kree have a lower chance of achieving surprise. In addition to the standard surprise DMs, the following also apply:

If 1 to 5 K'kree in group.....-2
If 6 or more K'kree in group.....-3

Due to the K'kree sense of smell, a party approaching a group with K'kree present (in atmosphere 2 to 9) is subject to the following DMs:

Short range.....-6
Medium range.....-5
Long range.....-3
Very Long range.....-1

K'KREE EQUIPMENT

The human equipment lists should be changed for K'kree to reflect:

Not Available

Underwater Air Tanks, Artificial Gill, Swimming Equipment, Survival Bubble, Lockpick Set, Disguise Kit.

Available (at five times cost and weight)

Protective Suit, Heavy Protective Suit, all Vacc Suits, all Cold Weather Clothing,

Available (at twelve times cost and weight)

All Shelters, and all Vehicles.

Food and Overhead

Food requirements for K'kree are **six** times as great as for humans. Weights are multiplied by 6; costs are multiplied by 4 as the food is generally simpler (and vegetarian).

SHIP FITTINGS

The following ship fittings differ from human practice.

Turrets: Turrets are doubled in cost and tonnage, but weapons are normal price and tonnage.

Staterooms: Each ship allows 48 tons (cost: MCr1) per individual aboard, although all living areas are joint.

Small Craft Staterooms: Require 24 tons (cost MCr0.1) per individual.

Small Craft Couch: Requires 4 tons (cost Cr50,000); usually at least two required.

Low Berths: Low berths require 0.5 tons (cost Cr50,000), but are used only for emergencies. Emergency low berths are not available.

STANDARD SHIP HULLS

Standard K'kree ship hulls are produced in increments of 1,000 tons (from 1,000 to 10,000 tons). They cost MCr8O per 1,000 tons, and can be constructed in 26 weeks plus two weeks per 1,000 tons.

All other hulls are non-standard. They cost MCr0.1 per ton and can be constructed in 30 weeks plus two weeks per 1,000 tons.

K'kree hulls are flattened spheres with all decking on one level, and all drive spaces below the deck. All are automatically streamlined at no additional cost.

DRIVE POTENTIAL

	Drive Number					
Drive Type	1	2	3	4	5	6
Maneuver	2	5	8	11	14	17
Jump	2	3	4	5	6	7

Table shows percentage of total ship required for specified drive.

DRIVE TECH LEVEL

	Drive Number					
Drive Type	1	2	3	4	5	6
Maneuver	7	7	8	8	8	9
Jump	9	11	12	13	14	15

Table shows the minimum tech level required to build specified drive.

POWER PLANTS

Tech Level				
7-8	9-10	11-12	13-14	15
4x	4x	3x	2x	1x

Table shows the power plant multiple. The multiple times Pn (the power plant number) is the percentage of the ship required for the power plant.

DRIVE COSTS

	Drive Number					
Drive	1	2	3	4	5	6
Maneuver	1.5	0.7	0.5	0.5	0.5	0.5
Power Plt	3.0	3.0	3.0	3.0	3.0	3.0
Jump	4.0	4.0	4.0	4.0	4.0	4.0

Table shows cost in MCr per ton of drive installed.

FUEL CONSUMPTION

Jump drives consume 0.1 MJn (0.1 times hull mass times jump number) per jump.

Power plants consume 0.01MPn (0.01 times hull mass times power plant number) per four weeks of operation.

K'KREE WORLD GENERATION CHECKLIST

1. Determine world occurrence (1D for 4, 5, 6 is standard).
2. Check system contents table.
   A. Check for gas giant.
   B. Find starport type.
   C. Check for bases.
3. Name World.
4. Generate universal planetary profile for the world.
   A. Note starport type.
   B. Planetary Size: 2D-2.
   C. Planetary Atmosphere: 2D -7 + size. If planetary size 0, then atmosphere must be 0.
   D. Planetary Hydrographies: 2D -7 + size. If planetary size 1-, then hydrographies must be 0. If atmosphere 1 - or A + , then DM -4.
   E. Population: 1D + population table DMs (special non-K'kree population on throw of 12 +).
   F. Government: Determined from Government table.
   G. Law Level: Automatic K for K'kree populations.
   H. Technological Level: 1D +9 + DMs from the K'kree tech level table.
5. Determine trade classifications.
6. Note statistics for reference.
7. Map system on subsector map grid.

SYSTEM CONTENTS

Roll 2D each for gas giant and starport in a system.

Gas Giant: 9 - indicates that at least one gas giant is present in the system.

Starport: 4 - is type A; 5 or 6 is type B; 7 or 8 is type C; 9 is type D; 10 or 11 is type E; 12 is type X. These are the same results as in basic Traveller.

Naval Base: 7+ indicates a naval base, Naval base code is K.

Naval Outpost: If no naval base is present, 7+ (DM - 1 if starport C, -2 if starport B, - 3 if starport A; do not roll for starport E or X) indicates a naval outpost. Naval outpost code is 0.

LAW LEVELS

Worlds with K'kree populations have an automatic law level K: Only warriors among the K'kree carry weapons. The throw for harassment by local authorities is 6 + per day.

Non-K'kree: Law level for non-K'kree visitors is 1D + 3 (and is re-rolled each time a world is visited).

POPULATIONS

Code	*Starport*	*Atmos*	*Hydro*
0		-2	-2
1		-2	0
2		-2	1
3		-1	2
4		0	2
5		3	2
6		3	1
7		0	0
8		3	-1
9		0	-2
A	*2*	-1	-3
B	1	-2	
C	0	-3	
D	0	-2	
E	-1	-2	
F		-2	
X	-6		

Population of a world is 1D plus DMs for starport, atmosphere, and hydrographies. Modified populations of less than 0 are 0, and greater than A are A. If a population is zero, the starport type automatically becomes E.

K'KREE GOVERNMENTS

P Small station or facility maintained for the good of a family. Population must be 1 or 2.

Q Ruled by a krurruna or a group of krumunak answerable to an offworld steppelord. Population must be 3 to 5.

R Rules by a steppelord on-planet. Population must be 6 + .

Assignment of government type is automatic according to population for K'kree populations.

TRADE CLASSIFICATIONS

The standard classifications are used except for:

Rich: Atmosphere 6 or 8, population 6 to 8. Government type is not considered for K'kree rich worlds.

Steppeworld: Size 7 or 8, atmosphere 6 or 8, hydrographies 3 to 5.

TRAVEL ZONES

Travel zones are not generally used in K'kree space.

A type X starport indicates an interdicted world to which access is normally denied.

If the world's population is K'kree, it is an exile world for the violently or criminally insane, or a research facility.

If the world's population is non-K'kree, it is not yet ready (by K'kree standards) for interstellar contact.

TECHNOLOGICAL LEVELS

Level	Description
0	Stone Age. Primitive.
1	Bronze Age to Middle Ages.
2	circa 1400 to 1700.
3	circa 1700 to 1860.
4	circa 1860 to 1900.
5	circa 1900 to 1939.
6	circa 1940 to 1969.
7	circa 1970 to 1970.
8	circa 1980 to 1989.
9	circa 1990 to 2000.
A	Interstellar community.
B	Interstellar community.
C	Lower Average K'kree.
D	Average K'kree.
E	Upper Average K'kree.
F	Maximum K'kree.

Tech level labels as historical labels are given as a guide only.

TECH LEVEL TABLES

The basic tech level roll for K'kree worlds is 1D + 9, modified by

Starport: If A, +3. If B, +2. If C, + 0. If D, -1. If E, -2. If X, -9.

Population: If 2 -, - 3. If 3 to 5, - 1. If 9 + , +1.

Limitations: Any result greater than F (15) is reduced to F.

Atmosphere Effects: Certain atmospheres on worlds dictate the minimum tech levels as shown below.

Atmosphere 2-.....TL 7
Atmosphere 3.....TL 6
Atmosphere 4, 7, or 9.....TL 5
Atmosphere A or B.....TL 8
Atmosphere C.....TL 9

NON-K'KREE POPULATIONS

Any world may have a non-K'kree population on a throw of 12 + . Non-K'kree populations may be any race, but use the human government, law level, and technology generation systems. The note Non-K'kree Population should be made in the remarks column of the subsector data.

Population: 2D -2.

Government: 20 -7 + population.

Law Level: 2D - 7 + government.

Tech level: 1D +DMS from the human tech level table.

TRADE ROUTES

K'kree trade routes connect type A starports. Routes have a maximum length of 3 parsecs, and stops at type B, C, or D starports are charted only when absolutely necessary.

continued from page 13

ing sections is made in K'kree ships.

CREW SALARIES

Salaries are paid as per the basic rules, but salaries are multiplied by the number of individuals in the patriarch's family. Stewards, gunners, and technicians are not paid.

World Generation

Most aspects of world generation remain unchanged from basic Traveller procedures. Some specific changes are, however, necessary to reflect vital differences in society and culture found on K'kree worlds. These are noted in this section.

BASES

When determining the bases which may be present, use the normal procedures. However, a Scout Base result becomes a Naval Outpost - a small military station maintained by the K'kree military. Bases and outposts within the Two Thousand Worlds are always staffed by K'kree; minor races are not permitted to maintain significant military installations. Only one base or outpost may be present in a system (if a base is present, don't roll for an outpost). An outpost is indicated by an 0 in the UPP code for the planet.

PLANETARY POPULATION

Population of worlds in K'kree space is heavily influenced by the nature of the world (more so than with, say, human worlds), and is arrived at differently than in the basic **Traveller** system.

First, roll 2D; a result of 12, exactly, indicates that the world is inhabited by a non-K'kree subject race. If this is the case, determine the population using normal **Traveller** rules. Such a world may be a colony or settlement, as the K'kree do permit some degree of interstellar travel among their subjects. The referee is responsible for determining the nature of such non-K'kree races.

If the world is K'kree-settled, roll 1D and apply the modifiers which match planetary conditions from the chart below.

Once all modifiers applicable to the world have been applied, results of less than 0 become 0, and results of greater than A become A. Non-K'kree populations should be indicated by parentheses. If a population is modified to 0, the starport will become an E.

PLANETARY GOVERNMENT

From the human point of view, the K'kree have little in the way of a government structure. Most K'kree worlds are given a government code of 0 in human descriptions of world types.

When mapping K'kree space, however, it is possible to assign more specific codes to K'kree governments to represent the power structure of a specific world. The K'kree government table indicates appropriate government codes.

Assignment of government types, then, is automatic according to population. Only when a non-K'kree race inhabits the world is random generation resorted to.

LAW LEVEL

Law levels have no real application in K'kree society. K'kree obey the dictates of long-standing tradition, know their place automatically, and are not subject to artificial constraints of government and law. A law level of "0" is always assigned to K'kree worlds. Non-K'kree worlds determine law level in the usual way.

However, two special cases hold. First, it should always be remembered that only warriors are permitted to carry weapons. This replaces the usual law level dictated of weaponry use.

Secondly, the referee may wish to roll up a law level for each individual world to reflect the treatment of non-K'kree (only). Such a law level is rolled up at 1D + 3, rather than the usual way; it reflects both the ability of non-K'kree to carry arms (by the usual guidelines) and the degree of harrassment by warriors in civil service accorded to such outsiders. Such a law level can be given in parentheses.

TECHNOLOGICAL LEVEL

Tech level codes correspond to the equivalent human codes, but K'kree technology is more uniform throughout the Two Thousand Worlds than would be true for human-settled worlds.

TRADE CLASSIFICATIONS

Normal trade classifications are retained, but the classification *rich* is changed to reflect K'kree culture.

Rich Worlds: A K'kree rich world has atmosphere 6 or 8 and population 6 to 8. Government type is ignored.

TRAVEL ZONES

There are no travel zone assignments made to worlds in K'kree space.

A world with a class X starport will be interdicted to normal travel. If such a world is inhabited by non-K'kree, it may represent the home of a race which has not met the requirements set by the K'kree on behavior of subject races, and is thus not permitted contact with the rest of the Two Thousand Worlds. Such interdicted worlds do not have star flight, no matter what tech level they may have achieved.

In the unlikely event that an interdicted world is inhabited by K'kree, it can be considered a research outpost, or, perhaps, an exile world for the dangerously insane.

Travel and Trade Routes: Travel routes may be marked as usual on a star map of a subsector in the Two Thousand Worlds. Travel or trade routes connect type A starports. Each jump in the route is a maximum of 3 parsecs long; connections at type B, C, and D starports being made only as required to connect type A starports.

OTHER GAME RULES

Most remaining alterations required for the creation and use of K'kree in **Traveller** are short and simple, and don't merit the same kind of extensive attention granted to the material which has gone before. This chapter discusses these remaining changes.

ENCOUNTERS

Encounters are basically the same for characters in K'kree space as they are for any other character or location. They break down in much the same way, using Routine, Random, Rumor, Legal, Animal, Adventure, and Patron categories. Some specific considerations are, however, slightly different for K'kree encounters.

General Notes: When encounters occur, the referee should determine (if it isn't already obvious) which member(s) of a particular family will be encountered, and create the specific NPCs accordingly. This process can be left up to the referee, but should be governed by logic.

Random Encounters: A new list of random encounters is provided here (see tables) to better reflect K'kree random encounter situations.

Patrons: A new patron list is provided for K'kree patrons who might be encountered; patron encounters are otherwise handled as per the basic **Traveller** rules.

Legal Encounters: K'kree characters do not have legal encounters. Non-K'kree characters may be subject to such encounters (at the discretion of the referee); see the discussion on Planetary Law Level in the previous chapter.

Other Encounters: Other encounters occur normally, but the referee must always remember to keep events and encounters congruent with the basic facts of K'kree society.

TRADE AND COMMERCE

Characters with Broker skill may function as brokers themselves. Characters with Bribery and Admin skills are only half as effective

as brokers - it takes 2 levels of Admin skill, for instance, to equal one level of Broker skill.

Procedures and actual trade goods remain unchanged, except that trade result 33 ("Meat") is treated as 32 ("Grain"): K'kree would never transport meat for trade. Only merchants involved in ordinary trade will engage in speculation of course.

EQUIPMENT

The following equipment is not available to K'kree characters: Underwater air tanks; Artificial Gill; Swimming Equipment; Survival Bubble; Lockpick Set; Disguise Kit.

The following equipment is available at 5 x given costs and weights: Protective Suit; Heavy Protective Suit; all Vacc Suits; all Cold Weather Clothing.

The following equipment is available at 12 x given costs and weights: all shelters; all vehicles.

Food and Overhead: Food requirements for K'kree are 6 times as great as those required for humans. Weights are multiplied by 6. Costs however, are multiplied times 4, as K'kree food is generally simpler.

Humans can eat K'kree food without ill effect (except as where noted elsewhere). K'kree can eat human food, as long as meals are vegetarian in nature.

PSIONICS

K'kree psionics are roughly equivalent in quality to human psionics. Public hatred is not so extreme as in the Imperium, but psionics are distrusted as "new" and contrary to K'kree tradition. Research facilities similar to the Psionics Institutes are available. Because there is no illegality in psionics, these facilities are quite open and aboveboard. Unfortunately, the only K'kree likely to visit them are those whose place in society is to conduct research; generally, adventurers will not be able to casually acquire psionics in the Two Thousand Worlds, unless those in authority grant permission for them to do so.

Remember to convert ages and times into K'kree equivalents.

K'KREE AND ADVENTURING

Three adventures are included in this module, each detailing an adventure which deals with a specific aspect of using the centaurs in **Traveller.** Included, in addition to the adventures themselves, are short commentaries on the topic covered by the adventure, to help serve as guidelines in refereeing, playing, and dealing with K'kree characters and NPCs.

Other material in this module (including some information in the adventures themselves) can be used and reused in later adventuring situations.

Adventures

The store of information in this module is intended to be used in a wide variety of adventures. Situations which include K'kree characters can pose problems for adventurers as the cost of transporting entire K'kree families becomes apparent; military situations can call for engagements, encounters, even joint ventures with K'kree mercenary units or spacefaring ship crew. Merchant opportunities are always possible, but other K'kree can also be interesting and challenging characters for both the referee and the players.

Included in this module are three adventures intended to provide a starting point.

Hostage

This adventure casts the K'kree in the role of patrons for a group of human adventurers, and explores the interactions of such characters. It takes place in the Aramis subsector of the Spinward Marches of the Imperium (though it could be relocated to virtually any Imperial territory near the borders of the Vargr Extents, if the referee so desires). The referee should be familiar with both the basic Traveller rules and with the material presented in this boxed module; players should have at least a passing familiarity with the module, as well. Players should only be permitted to read material in this adventure prior to the section titled Referee's Information. Material from that point on is for the referee alone.

CHARACTERS

Any group of ordinary human characters may be used for this adventure. Pregenerated characters are provided below to be used if desired. They should be selected in the order given.

1. Ex-Marine Force Commander 96B793 Age 34
4 terms Cr20,000
Tactics-3, Cutlass-2, Revolver-2, Gambling-1, Medical-1

2. Ex-Navy Lieutenant Commander 976675 Age 38
5 terms Cr26,000
Gunnery-2, Mechanical-2, Blade-1, Electronics-1, Rifle-1

3. Ex-Army Lieutenant C57879 Age 26
2 terms Cr10,000
Rifle-2, Brawling-1, SMG-1, Tactics-1, Broadsword-1, Rifle

4. Ex-Merchant Third Officer A786B5 Age 30
3 terms Cr13,000
Medic-2, Mechanical-2, Electronic-1, Jack of all Trades-1

5. Ex-Scout A57993 Age 42
6 terms Cr110,000
Vacc-3, Medic-2, Mechanical-2, Pilot-1, Air/Raft-1, AutoPistol-1

6. Ex-Other 779976 Age 34
4 terms Cr20,000
Brawling-2, Grav Vehicle-1, Bribery-1, Gambling-1, Carbine-1

7. Ex-Marine Lieutenant 77C88A Age 30
3 terms Cr2000
Computer-2, Cutlass-2, Revolver-1, Leader-1 Travellers'

8. Ex-Army Trooper 944B95 Age 38
5 terms Cr5000
ATV-1, Gambling-1, Forward Observer-1, Tactics-1, Rifle-1

EQUIPMENT

Characters may buy any equipment desired out of their personal funds. Such equipment may be of tech level C or less. Any equipment normally available in the basic **Traveller** rules may be bought, so long as it conforms to this tech level requirement. Once equipment has been bought, proceed to the explanation, below.

CRISIS ON FENETEMAN

Feneteman (Aramis 0704 C-222200-C) is a poor, non-industrial world in the Aramis subsector of the Spinward Marches. The world was unpopulated until a few years ago, when a survey sponsored by Ling Standard Products discovered deposits of lanthanum *(a* mineral useful in the manufacture of jump drives). When the concentration was deemed insufficient for commercial mining, LSP released the survey report to the public and offered to rent prospecting equipment in return for an interest in any discoveries. The offer has been sufficient to maintain a small population of fortune-seekers on the world, but without visible results.

The adventurers have accepted employment as security consultants at the LSP office at Feneteman's Landing, the planetary starport. Their duties there were relatively light, since the world hardly qualified as a trouble spot. The high point of their tour of duty proved to be a visit by a small corporate public relations team in company with a K'kree technical party.

The K'kree group, led by a merchant with considerable experience in dealing with non-K'kree, has been touring various LSP facilities in the Marches, studying the ways an Imperial megacorporation deals with the problems of business administration on an interstellar scale - problems which plague the Two Thousand Worlds as well. The delegation proved to be fairly large - four merchants and all their servants, retainers, warriors, wives, and children - but, although they complained of the world's thin atmosphere and the need to remain in their huge Courier (which they described as "cramped," "confining," and "oppressive"), there seemed to be no trouble facing the staff at Feneteman.

Then the Kforuzeng came. The Kforuzeng were a band of Vargr corsairs, pirates who made their livelihoods in shipping raids, hijackings, or hiring out as mercenaries wherever tough, ruthless fighters were needed. Their occasional incursions into Imperial territory were usually beaten off by the Navy, and this time was no exception: the Vargr corsair that appeared over Feneteman was badly damaged, caught in a fight with Imperial scout vessels at neighboring Nasemin.

But, battered as she was, the Vargr corsair still had teeth, and the handful of ships at Feneteman weren't worth much in combat. The corsair's landing craft streaked over the starport, and a body of raiders disembarked as it settled in for a landing. In a brief firefight, starport personnel held off the raiders from their apparently intended target, the starport control center, and the Vargr withdrew. They were not, however, entirely without success, for they did manage to accomplish one thing - they scattered the bodyguard of the leader of the K'kree delegation, and, knocking him unconscious, dragged the patriarch back to their landing craft. With this hostage, they covered their withdrawal back to the orbiting corsair.

It wasn't long before the corsair leader communicated with the starport. His ship is incapable of jump - therefore he demands that

he be provided with another, to enable him and his band to get back across the border. If these demands are not met within 48 hours, the K'kree merchant will die.

Under normal circumstances, the starport administrator would not consider negotiation; LSP has a long history of ignoring terrorist threats, and the starport is an LSP facility. But this delegation, and others like it within the Imperium, is important to LSP, for the megacorporation and the K'kree have several important deals pending. For the administrator to do nothing would be unthinkable. Already the other merchants in the delegation are demanding action. They want to negotiate with the Vargr for the safety of their leader, and are even willing to compensate some local shipowner for the use of a ship to give the Vargr band.

But the K'kree, wise as they are to the ways of alien races, are not so cosmopolitan as to be able to handle the negotiations directly. The Vargr are carnivores; to engage in direct dealings of any kind would be unthinkable. Thus the delegation requires that there be intermediaries to negotiate the release of the captive patriarch. The administrator turns to the adventurers.

LSP will award the party Cr50,000 if they will get the K'kree hostage back alive. They may negotiate, but the administrator offers double the money if the Vargr can be prevented from escaping with impunity in the process; the administrator would prefer not to be the one to break the LSP tradition of holding out against terrorists and pirates. How the hostage is freed is up to the party. . . but it must be soon, for the K'kree patriarch cannot long tolerate captivity aboard a cramped alien ship, cut off from his fellows, and surrounded by meat-eating Vargr. The necessity for speed is urgent.

REFEREE'S INFORMATION

The exact approach to the problem presented will depend largely upon the nature of the players involved. There are a number of possibilities; the major options, along with other elements of background, are provided here.

THE VARGR

The Vargr are an intelligent major race derived from genetic manipulation of Terran carnivore/chaser stock by the Ancients about three hundred thousand years ago. They inhabit a region to coreward of the Imperium, and are split into a confusing welter of states and empires of various sizes and types.

More information on Vargr in general, and the Kforuzeng in particular, is presented in *The **Traveller Adventure**.* Players and referees can also treat Vargr NPCs in this adventure as ordinary characters, except that a -1 modifier is applied to strength and endurance, and a + 1 is applied to dexterity. Those on the corsair can be generated from the Navy, Marines, or Army, and may acquire any skill or benefit without modification.

OPTIONS AND OPPORTUNITIES

Once the adventurers have accepted the job of securing the captive K'kree's release, they have two major options, which may be pursued. These, simply enough, come down to negotiation or force. Negotiation is the easiest approach, but a rescue which does not involve dealings with the Vargr corsairs is the most rewarding (to the adventurers). It will be up to the group to decide whether they should attempt the rescue or merely arrange the K'kree patriarch's release. Specific matters relating to these two major options are presented below.

NEGOTIATIONS

The negotiated resolution is quite straightforward and uncomplicated. A 400-ton subsidized merchant can be obtained to turn over to the Vargr, together with demountable fuel tanks which will permit the ship to make consecutive jump-1 hops to systems beyond the ship's usual one parsec range. This ship would be perfectly suitable for the Vargr corsairs to make good their escape in.

Conduct of the negotiations will largely be by radio, though a face-to-face meeting might be arranged if the adventurers ask for it and the Vargr reaction is not unfavorable. The Vargr will want the merchant vessel placed in a parking orbit, with only one crewman, the pilot, on board. A boarding party will cross via the corsair's cutter to verify this. The cutter will take the human pilot over to the corsair, and will then convey the remaining Vargr crew over to the merchant. The human and the K'kree hostage will both be left in orbit aboard the corsair. Guns will be locked on the corsair to destroy it if there is any sign of suspicious activity prior to the departure of the Vargr aboard the merchant. Once the merchant has cleared orbit, the human and the K'kree may be picked up at leisure.

These terms, proposed by the Vargr leader, will be fairly rigid. If the humans insist, the Vargr might permit an additional human (a medic to care for the K'kree, for instance), but, by and large, will insist upon these terms. Acceptance is up to the adventurers; the K'kree will go along with whatever will save their leader.

A Chance for Treachery: The adventurers may be able to use the negotiations to mask a devious rescue attempt. There are a number of different possibilities that might be explored. A bomb might be concealed aboard the merchant, set either to explode at a certain time, or hooked into certain control systems (such as the jump drive or the navigation computer). The ship might be rigged to malfunction in some way - a fault in the life support system, for instance, or a carefully rigged set-up to conceal an absence of jump drive fuel. Other adventurers might be hidden on board, perhaps within the demountable fuel tanks, to stage an ambush and retake the ship.

Naturally, if the adventurers can create these plans, the Vargr can take precautions against them as well. Any such treachery will go unnoticed by the Vargr boarding party (four individuals armed with autorifles and wearing vacc suits, plus the cutter pilot) on a roll of 9 +. The referee may use suitable player character skills as modifiers (a bomb tied to the jump drive might have a DM equal to the engineering skill of a player setting it up, for instance). All such DM assignments should be completely up to the referee, and in any case the allowable DM should never exceed +3.

Assuming treachery of this kind is attempted by the players, resolution will depend on whether or not the Vargr discover it, and on the subsequent interaction between the referee and players. If necessary, the referee can sketch out deck plans of the 400-ton merchant; these deck plans are also available from Supplement 7, *Traders and Gunboats,* and in *The **Traveller** **Adventure.***

RAIDING THE CORSAIR

The best chance of achieving the rescue of the captive K'kree by force would be treachery of the sort described above. Such actions allow the adventurers to get the Vargr away from their own ship, and hopefully away from the hostage as well, before turning the tables on them and foiling their escape. Since the safety of the hostage is the first concern, such a course offers the greatest chance of success coupled with the least risk to the K'kree captive. There is still risk, of course, since the Vargr boarding party has a good chance of detecting a trap before all the corsairs are lured out of their damaged ship and the safety of the hostage is secured. Still, such a plan is likely to be the favored solution to the problem.

It is possible, however, that the adventurers won't want to wait for the exchange to make their attempt, but will want to stage an earlier attack. While somewhat more hazardous (particularly to the life of the hostage), such a raid may present advantages in allowing the timing and conditions of the attack to be set by the adventurers, rather than forcing them to adapt to the demands of the Vargr regarding the hand-over of the merchant ship.

A certain degree of subterfuge will still be necessary. Though damaged, the corsair is still capable of delivering a fair amount of firepower, and the Vargr will maintain a close watch on traffic which might approach their orbital position. Thus the adventurers must come up with a way to convince the corsairs to let them get close enough to launch their attack.

One option would be to request a face-to-face meeting aboard

the corsair as part of the negotiations; this could be explained as a desire to see the hostage, and possibly provide medical aid of some kind to alleviate the physical and psychological stress caused by his captivity. Other possibilities may occur to the players; it is up to the referee to determine what chances of success can be assigned to each. The Vargr must in any event react favorably to whatever excuses are offered for a close approach, or the plan will be unlikely to succeed.

Naturally, the Vargr will be on their guard during any visit; the referee should take this into account when determining the situation. However, such a visit might be used to cover the transfer of vacc-suited raiders from a hidden compartment of the ship which carries them to the outer hull of the corsair. Some time later (before their air supply runs out), they may attempt to penetrate the hull at some point and carry on with the rescue. Theft of the cutter or a coinciding return of their original boat will allow escape.

THE VARGR CORSAIR

Vargr Corsair (type VP): Using a 400-ton hull, the Vargr corsair is an interstellar raiding vessel used by bands of Vargr brigands. It mounts jump drive-D, maneuver drive-K, and power plant-K, giving a performance of jump-2 and 5-G acceleration. Fuel tankage for 130 tons supports the power plant and one jump-2. Adjacent to the bridge is a Model/2 computer. There are 12 staterooms and five emergency low berths. The ship has four hardpoints and four tons allocated to fire control. Installed on the hardpoints are four triple turrets: two carry triple beam lasers and two carry triple missile racks. There are three ship's vehicles: two GCarriers and one modular cutter. The modular cutter has two open modules, and space in the hold is provided for the spare. Cargo capacity is 20 tons.

The Vargr corsair requires a crew of ten: pilot, navigator, 3 engineers, medic, and 4 gunners. The ship can easily carry a crew of 24, which would include raiders or boarding party members. Ship's vehicles are operated by available skilled personnel. The ship does not normally carry passengers. The ship costs MCr213.0696 (including architect's fees and discounts for this standard ship type) and takes 16 months to build.

The Kforuzeng corsair over Feneteman is incapable of jump, has lost both G Carriers to vehicle bay hits, has a holed fuel tank, and has lost one laser turret. Crew currently on board amounts to 18, all armed with a variety of guns and blades. The K'kree hostage is confined in the otherwise empty cargo hold, this being the largest open space available to keep him in.

The referee may draw deck plans of the corsair, should these be needed.

ENDING THE ADVENTURE

Payment is on a success-only basis, with the rescue of the hostage being the only basis for success. Should the hostage die in the course of events, the group can expect to be made scapegoats for the entire affair. They will be fired by LSP, and possibly blacklisted as well, a circumstance which could hamper future employment in the area. Success might see a job offer from the K'kree delegation, seeking the group to handle future security and liaison work as the delegation continues its tour. (Such an offer would, of course, require a vegetarian diet for all concerned.)

THE TRAVELLER ADVENTURE

This situation can be meshed with events presented in *The* ***Traveller*** Adventure with a minimum of trouble. The adventurers are the crew of the 400-ton merchant *March Harrier,* the only starship present. They can be approached with request to provide their ship in accordance with the Vargr demands.

GENERAL NOTES: THE K'KREE AS PATRONS

Traveller revolves around the concept of Patron Encounters. Patrons enable the referee to direct the player characters into new adventuring situations and to provide them with deserved rewards when the mission has been successfully completed. They give form and structure to a campaign which might otherwise tend to wander aimlessly.

But patrons must be treated as people. They have goals and objectives to be achieved, and they have reasons for doing the things they do - such as hiring the average band of scruffy adventurers to carry out some mission or job. When working with any patron, human or otherwise, the referee should take care to ensure that the patron's approach is believable. Consideration must be given to a number of questions. What does the patron want? What can the adventurers do to accomplish this? Why this group of adventurers, and not some other group, or some more official problem-solving outfit, like the Navy or the Marines? What do the adventurers gain from taking the job (aside from employment for the evening's gaming session, that is)?

For the typical human patron, the referee shouldn't have too much trouble. Previous **Traveller** adventures and scenarios have demonstrated a variety of ways the referee can introduce to answer these different questions. To get the patron together with the group, the referee can introduce the old family friend, service buddy, or relative in need of help. Past adventures with successful conclusions could lead to future employment. Chance encounters can even be turned into reasonable lead-ins for good job offers.

Similarly, when we are dealing with K'kree patrons and K'kree adventurers, the situation isn't that hard to cope with. K'kree groups have a fairly limiting job focus, and it is generally anticipated that patrons of their own race will approach them to perform some task relating to this focus. (For more on this, see the essays on Refereeing and Playing the K'kree in other adventure folios.) And, just as the "Why me?" can be answered in this fashion, the "Why should I?" is neatly solved by the bonds of caste. A K'kree patron is usually of higher caste than the group being recruited. . .and such a group must obey, in keeping with their social obligations.

There remains, then, the question of mixed relationships - a patron of one race hiring adventurers of another. It will be rare indeed for a human patron to hire K'kree adventurers; K'kree work for the good of their own kind, not for cold cash. It would take some motivation connected with the safety of the race to persuade K'kree to cooperate with humans.

What of the other side of the coin - a K'kree patron, and human adventurers? This demands some examination. Human adventurers will work for the K'kree more readily than the other way around. It is not inconceivable that K'kree would be willing to work with humans, either - given an agreement concerning diet and considerable tolerance on the part of the K'kree, of course. But K'kree have a rather rigid view of the natural order of things, and look down on non-K'kree with varying degrees of dislike, disgust, and loathing. Why should K'kree go out of their way, then, to employ outsiders?

The preceding adventure shows the most common reason for K'kree patrons to seek out human employees. K'kree psychology does not lend itself to smooth functioning in certain circumstances. K'kree have an inordinately strong (to human minds) aversion to enclosed spaces. They cannot cope with solitude. They have a very difficult time coping with non-K'kree species, particularly carnivores.

Arising from these problems are other ones. K'kree starships are huge; the "typical" ships given in this module are the tiniest vessels employed for interstellar travel. With disadvantages like this growing out of their basic psychological makeup, K'kree might well turn to non-K'kree for help. . .under certain specific circumstances. Therein lies the key motivation for such employment opportunities for human adventuring groups. Humans are frequently capable of doing things that the K'kree simply cannot do. A mission which calls for a tiny ship and a small crew. . .a job involving cooperation with a species like the Vargr or the Asian or some other carnivore race. . .a task involving claustrophobic conditions (for a K'kree - a human might be quite comfortable in space that would reduce a K'kree to gibbering lunacy in a short time). . .these are the sort of jobs a K'kree group cannot undertake. But humans can do them,

and hence the patron encounter is easily created.

Employment is, of course, a two-way street. The K'kree society is far more communal than that of the Imperium, but K'kree do understand the concept of money, and will pay for services rendered. If anything, they will pay more than their human counterpart might, since K'kree are used to the concept of payment going to support, not an individual, but a whole K'kree family (look again at the cash benefits for mustering-out as a K'kree patriarch).

Contrariwise, the K'kree may well assume that a group of adventurers is a family, and offer a flat sum as payment in the assumption that it will be shared equally. Player characters who fancy themselves to be shrewd negotiators will have a hard time getting the notion across that the group wants, say, CM 0,000 apiece for some mission. . .that concept doesn't translate well into K'kree.

K'kree will employ non-K'kree only when they have to, and then under their own terms. Players will have to eat salads and behave with proper respect due to caste if they wish to enjoy the K'kree patron's continued favor. Since non-K'kree outsiders (those who aren't even subjects) are generally looked upon as being at best one degree above domestic animals in status, K'kree (even servants) often seem haughty, arrogant, and demanding - and they are. The referee can use this to advantage. When a patron hires a group, he can make their lives miserable, expect more than they can deliver, refuse to deal with them save through servants, deny them aid or guidance, and in general do whatever the referee feels is necessary to force the group to rely on their own resources - frequently an important and difficult element of a patron adventure.

Frankly, the K'kree are sufficiently strange as to make it rare to see them as player characters. But they do have a great deal of usefulness as patrons. The referee who understands this and makes proper use of the K'kree will find it an investment well worth making.

Whispers of Summer

This adventure explores the interactions between humans and K'kree in an adversary role. The human player characters must endeavor to outwit a group of K'kree in order to accomplish an important mission. It takes place in the Mora subsector of the Spinward Marches in the Imperium (though it could take place in almost any subsector of the Imperium, or even of the Solomani Confederation or of an independent human client state, if the referee so desires). The referee must be familiar both with the basic **Traveller** rules and the material presented in this module. Players should be permitted to read the material in this adventure prior to the section entitled "Referee's Information." Material from that point on is for the referee's eyes only.

CHARACTERS

Any group of ordinary human characters may be used for this adventure. Pre-generated characters are provided in *Hostage,* above. The adventures may be played as separate incidents in an ongoing campaign in the Spinward Marches (widely separated, of course, in time and space), or as independent, unconnected situations.

EQUIPMENT

Characters may purchase any equipment desired out of their personal funds. Such equipment must be normally allowed in the basic **Traveller** rules, and is limited to a tech level of C or less. Once equipment has been purchased, proceed to the situation description which begins below.

THE DAMAGED MASTERPIECE

During a visit to Fornice (Mora 0605 A-354A87-C), the adventurers are contacted by a representative of an association of local merchants. She is very much in need of talented individuals to assist her in correcting a horrible mistake.

A K'kree trade delegation has entered into negotiations with a number of worlds in the subsector for carrier and distribution contracts for K'kree products to be sold in the Spinward Marches. The Fornice Merchants' Association has entered a bid, but is in competition with all of the other interested parties. The delegation has stopped for a time on Fornice, where the K'kree are being entertained by the association at an enclave built to house the visitors not far from the starport.

The merchants learned that the head of the K'kree delegation is a connoisseur of K'kree multi-media art forms. Hoping to influence the delegation, the merchant association went to great trouble and expense to obtain a piece of art by Kagashur, an Imperial artist who is one of the few non-K'kree to master their exotic art forms. This work of art is titled Gnak'kak (which translates roughly as "Whispers of Summer"), and was stolen by criminals working for a rival mercantile association on nearby Mora; it was recovered in the nick of time at a cost of Cr1,000,000, and was duly presented to the head of the delegation a few days ago.

But all is not well. In their haste to deliver Gnak'kak on time, the association's representatives responsible for the task failed to check out the masterpiece properly. They took some holographic images for comparison with the original, but, being essentially unfamiliar with the art form and in too much of a hurry, they did not actually analyze these comparison holographs very closely.

Only now, after the delivery, has anyone noticed the fact that Gnak'kak did not come through the theft and recovery fully intact. Damage caused in the course of the recovery has badly flawed the work, though not in a way that a human would readily notice or even care about. The head of the K'kree delegation was very pleased with his gift, and intends to formally unveil and display Gnak'kak in four days' time. On the same day, after the unveiling, he will be announcing the results of the contract bidding.

The Fornice Merchants are afraid that the flawed work of art will anger the K'kree merchant, and will end up influencing him in a fashion completely opposite what was intended. Kagashur, the artist, is still on Fornice, and has been convinced to repair the damage and set matters right, but the merchants do not wish to draw attention to their blunder, and the circumstances surrounding it, by asking to be given the gift back. Instead, they want to steal Gnak'kak—but only in order that they may substitute some replacement items that will rectify the original damage.

The Fornice Merchants' Association is willing to pay each member of the group Cr25,000, plus provide them with four high passage tickets apiece, if they will break into the enclave, remove the damaged items, and substitute a new set, all without being noticed. Should the group fail, the merchants will pretend complete ignorance of the adventurers and their activities (and indeed may seize upon discovery of their intrusion as an excuse for the "defacement" of Gnak'kak). However, the merchant association will arrange to get the adventurers out of custody and off Fornice if something of this kind should happen. (Payment, in this case, would be a single high passage for each member of the group, and nothing more.)

The theft must be accomplished prior to the unveiling, should be kept completely secret if possible, and should not involve violence or danger to the K'kree visitors. Otherwise, the group is free to devise plans to suit their own appraisal of the situation.

REFEREE'S INFORMATION

This adventure puts the players into an awkward position; although they must operate against the K'kree in the enclave, they are limited in what they can do to accomplish the mission. Subtlety and caution are called for, which may hamper the more trigger-happy adventurers in a typical group.

GNAK'KAK

Gnak'kak consists of a series of holographic projectors, which create a three-dimensional image of native plants from the grasslands of Kirur waving in the wind, a sound projector which produces about fifteen minutes worth of (to human ears) discordant cacaphony, and a large number of waxy crescents. These

crescents are the main part of the art, all the rest being roughly equivalent to the frame of a painting or the pedestal of a sculpture. To appreciate Gnak'kak, a K'kree sets up the pictures and sound, and places one of the crescents in the palm of his hand, seating it against the thumb and curling the fingers gently around it. The crescents are made from a mixture of waxes which melt at slightly different temperatures. As the K'kree's hand warms the wax, each different type melts in turn, releasing a series of odors. To a K'kree, these odors are the most important component of any form of artwork.

The damage was apparently incurred during a firefight which developed when Gnak'kak was being recovered from the criminals who had stolen it. The insulated case in which they were stored to prevent exposure to temperature extremes was breached, and a few of the wax crescents within briefly exposed to laser fire. The damage was slight (indeed, the association agents didn't realize that there was anything wrong beyond the damage to the case itself, being unfamiliar with the proper appearance of the crescents), but the careful balance of scents in a few of the affected crescents would have been ruined when they were heated. The artist will be able to separate out the damaged crescents and substitute new ones he has already made from the specifications of the originals, but the damaged crescents must be removed lest one be selected at random while the art is on display.

The crescents are kept in a small, insulated case, which is stored with the other components of Gnak'kak in a special exhibit area of the domed K'kree enclave. The adventurers must reach this exhibit area, remove the case, and substitute a duplicate which contains the newly prepared crescents. It is then vital that the damaged ones be taken away from the enclave so that the fact of the substitution is not discovered.

THE ENCLAVE

The K'kree enclave is a massive, dome-shaped structure, built to accommodate up to a hundred K'kree comfortably (only about 50 are in the current trade delegation). The dome is necessary to keep out the heavy rains of the summer monsoon season, currently at hand; otherwise the delegation could do without any enclosure at all. Like all K'kree structures, it is very large, and internal partitions, where necessary, are of very light material. (Few are considered necessary.) The dome is ringed with holographic image projectors which give the impression that the walls of the dome are not there at all, but that limitless vistas of open grassland surround the enclave area.

The delegation includes four K'kree merchant patriarchs; 10 females, five children, 20 servants, and 18 bodyguards. As there is no particular reason to suspect any trouble, security at the enclave is not at all tight; none of the bodyguards are actively posted as sentries or kept on patrol, though all, of course, are available to defend their patriarchs in time of danger.

There is no real need for a map of the dome. It is circular, with a diameter of roughly 120 meters. Most of the space within is open; a few partitions screen off machinery, storage, and other such unaesthetic necessities.

Gnak'kak is located near the center, in the ornamental garden maintained by the head of the delegation as a place for meditation and communion with nature. The equipment has been set up, concealed among the rocks which surround the small simulated watering hole which is the focal point of the garden. The case containing the crescents, however, is displayed quite openly, alongside the small control box which activates the display. Although the sound and holograph projectors have been tested, none of the delegation has yet experienced Gnak'kak; this is being saved for the ceremony to be conducted in four days' time.

If a map is needed, the referee can provide a sketch map which will show these important points, for the guidance of the adventurers is carrying out their mission. The layout is known to the merchant's association (who built the dome and have visited the delegation there regularly), and will be available to the player characters as they plan the operation.

ENTERING THE ENCLAVE

Gaining access to the enclave will be a matter which demands some thought. Several options are available; the group might simply enter through the access door (hoping that they are not seen), or they might attempt to cut a hole in the plastic of the dome at some inconspicuous point - one shielded by curtains, for instance - to gain entry at an unexpected location. Another option would be a Trojan Horse approach, smuggling themselves in among a shipment of supplies which would be stored in a quiet corner of the enclave, and then waiting for an opportune moment to make their move.

Any such method of entrance carries a risk of discovery. The first method, using the main door, is certainly the most direct. The adventurers could go in with a group of association representatives, and then attempt to separate from this group and hide. A roll of 8 + is needed to carry off such a maneuver without being noticed (allow a DM for tactics skill, or for any measures the adventurers may come up with to increase their chance of success, the amount of the DM being up to the referee's discretion). A "front door" approach carried out without such cover (at night, for instance) is even more risky; roll 9+ to avoid being seen.

An attempt to cut in would almost certainly not be seen from inside (but it would be wise to come up with a way to keep humans outside from noticing, since only a handful of businessmen know about this operation out of the whole population of Fornice). However, any cutting effort would carry a chance of a revealing odor. The group must throw 5+ to escape notice, DM-2 if cutting with a torch or laser. (The DM represents the smell of melting plastic.) Thereafter, once each hour, throw 4+ to avoid having one of the K'kree notice a scent from outside and discover the hole. The hole must be patched on departure to keep the break-in secret.

The other method of gaining entry, through concealment in an incoming shipment, is the least risky, but still provides possible problems. For each adventurer smuggled in, a 4+ must be rolled to avoid detection by smell. A DM- 1 is applied if the adventurer has eaten meat within the last three days (which will be the case unless an attempt is postponed until just before the unveiling ceremony). If discovered, an adventurer will be questioned, then turned over to Fornice authorities for trespassing. However, one of the members of the party will be carrying the duplicate crescent case - though this might still be concealed even if the character is discovered. The referee should regulate the events surrounding a character's discovery, with appropriate actions by the adventurers shaping the flow of subsequent activities. Quick-witted players may be able to conceal the case for other, undiscovered characters, or might even find a way to convince the K'kree that they have already switched cases, planting flawed wax crescents and stealing the originals, possibly as a plot by a rival to discredit the Fornice merchants. Properly handled, this would be an excellent way to establish the association's innocence and accomplish the mission successfully.

Discovery rolls are made for a group (as a whole, not individually) in hiding once every hour; this roll calls for avoidance of discovery on a 6 +. It is up to the referee to determine how many hours a group must wait if, for example, they are waiting for night to fall.

EXCHANGE

When the time comes, the actual exchange can be carried out with little enough difficulty. Within the dome, a day-night cycle matching that of Kirur has been established; lighting is dimmed at "night." Artificial stars and simulation moonlight continue during these periods, providing light equivalent to about twice what would be seen on Earth under a full moon. This is sufficient for the group to carry out most normal activities, but will serve to make it easier to avoid being seen by any K'kree who happen to be awake.

Discovery continues to be possible. During the switch, each in-

dividual who actively participates must make three saving rolls - one to get to the garden, one to carry out the switch, and one to return to hiding. Failure of any of the 4 + throws by any of the people involved results in a challenge by a wakeful K'kree, and could lead to discovery of the attempt. The discovery might result from a stray scent, a noise, or many other accidental betrayals of the group's presence.

ENDING THE ADVENTURE

Once the switch is made, the group has to get out again. Considerations for this follow those discussed for getting in originally. If more waiting is required, the chance of discovery is ever-present. If an immediate escape is attempted, the route chosen will carry the same sort of risks as discussed previously.

It will obviously be impractical to destroy the flawed crescents before the group escapes; anything which would leave no tell-tale scraps of wax would probably release a scent and give the show away. Until the group gets clear of the enclave, the K'kree still can discover that they are carrying the flawed crescents, though again quick wits might make it seem that the party was hired by a rival (such as the merchants on Mora, who started this whole mess) to sabotage the work of art. This would result in some discomfort, but the group would ultimately be released to government custody and later rescued by association intervention.

As long as the K'kree accept the notion that Gnak'kak was not turned over to them badly flawed, as was actually the case, the Fornice merchants will pay the adventurers the full promised reward. Only if the group is caught and unable to explain away the burglary attempt will the Fornice merchants turn over only the single high passage. Naturally, if the switch is not made but the adventurers are not caught either, the merchants will come out looking very bad and no money or tickets will be forthcoming.

REFEREE'S NOTES

The referee is urged to let the adventurers develop and implement their plan without any advice or guidance from the referee. They should be allowed access to descriptions of the K'kree in this module; if they don't realize that scent might give them away, don't advise them (unless, of course, they discuss their plans with someone who, in game terms, would know). At all times, the players should be forced to rely on their own wits and common sense to carry out their mission.

GENERAL NOTES: THE K'KREE AS NPCS

It is often a good idea to provide your **Traveller** adventure with some alien non-player characters. **Traveller** is, after all, a science fiction game; it is also a role-playing game, where atmosphere is all-important. But many adventures have little more than the substitution of vacc suits for business suits and lasers for contemporary sidearms to distinguish the so-called "science fiction" setting from the private detective show you watched on TV last night. One way to make that distinction a little sharper is to develop the setting a bit more thoroughly, and a good step in that direction is to introduce aliens.

Not all players will be interested in themselves portraying alien characters - especially aliens as unlike humans as the K'kree are. When players won't play as aliens, the only other way to involve non-humans in the game is to introduce alien NPCs, often as the opponents the group must overcome.

This cannot be done casually. An alien, as the saying goes, "ain't from around here," and should reflect the essential lack of kinship with the human race that is the heart of being "alien." We aren't talking about physical differences here; those are superficial and really rather unimportant. Many a poorly-written space opera has floundered about with disgusting bug-eyed monsters acting in purely human fashion. Blank out all the descriptive passages, and the opposition is essentially human. True aliens could never be mixed up with humans in an absence of description, for their behavior, their modes of thought, their actions, and the way they they meet their problems would be quite unlike the human approaches to these same concepts.

By this definition, our K'kree are alien. Yes, they're not human in appearance. But we could ignore their looks entirely and they would still be alien. They are completely, and quite militantly, herbivorous. They need to be surrounded by many others of their own kind, and have a strong attachment within their odd "family" groups. K'kree can't stand to be enclosed. Their social order is a rigid caste system, and the race is conservative in the extreme. Individual humans might have some of these characteristics, but this is the K'kree norm. . .and it shapes their behavior, thought, and action into paths unlike our own.

This module has examined many of the key aspects of psychology and culture which make the K'kree what they are. The referee must take this material, though, and apply it within the games in which K'kree appear. K'kree NPCs must be made to act as K'kree might reasonably be expected to act. . .failure to ensure this will result in a loss of credibility in the structure of the game.

But while K'kree aren't human, it does not follow that they are not thinking beings. Just because they are different, they aren't necessarily stupid! K'kree have been presented as descendants of herd animals, obedient to those above them to a degree humans rarely show. Lower castes have little initiative, and the overall pattern of life is rigid and inflexible. But this doesn't make lower-caste K'kree into robots, mindlessly obeying silly orders!

A K'kree noble will be intelligent and able - though their capabilities will vary, just as those of humans do. A noble won't concern himself with the same things a well-born or a servant would. His function is to govern, to lead, to negotiate, to plan. These he does as well as a human can do. Similarly, a well-born will be very good at what he does - management, business, science, research, and so forth. Well-born don't lead as well as nobles do, though they still have considerable initiative. Primarily, though, leadership isn't their job.

Servants are no less intelligent or capable in their roles, either. A servant can be devoted, loyal, and highly competent in his job. Warriors can be fantastic fighters. In all levels of K'kree society, the abilities of individuals can vary as much as for humans. But just because a K'kree servant has little initiative, he isn't going to be blatantly stupid unless the character's intelligence happens to be particularly low. A noble may not be particularly good at fighting, but he'll probably have enough sense to take cover when the firefight opens. And a warrior doesn't need to be told that the fellows firing guns at the group are the bad guys, either.

The referee must attempt to strike a balance in handling the K'kree. With too much freedom of action, they become completely human and lose their alien charm. But too little freedom leads to disaster. The K'kree, it must be remembered, have survived, prospered, and evolved with their psychological and cultural makeup. If the caste system led to mass death because lower-caste K'kree couldn't think for themselves in an emergency, the caste system could be considered contra-survival and would never have developed as it has. It all comes back to that first statement - they're different, but not stupid.

When portraying NPC K'kree, the referee should handle them as he would ordinary human NPCs, in terms of the quality and competence of their thoughts and actions. The nature of these thoughts and actions, however, will be K'kree rather than human. Thus you won't see K'kree patriarchs or females picking up guns and joining in the firefight; warriors do that. Nor will warriors take time to ponder out a long-range plan - that's for leaders. (Warriors are, however, perfectly capable of short-term, strictly military planning - you circle left, I'll circle right, and Fred lays down the covering fire. . .)

Essentially, of course, the referee is playing all the K'kree in a given group simultaneously, just as players will. Make sure that these NPC K'kree are under the same limitations as player K'kree- no more, no less. You don't have to march together in lockstep like

a band of lemmings to certain death. But neither can you spend warriors like *Monopoly* money, any more than players are allowed to.

Finally, don't randomly introduce NPC K'kree who behave abnormally and try to pass it off as aberrant behavior. Neurotic K'kree don't last long in K'kree society before being detected and taken care of. To fall back on an excuse like this is to violate every principle of good fiction (the essence of **Traveller** adventure creation). A psychotic K'kree might be introduced as a specific part of an adventure. . . but such will be rare, and should never be brought forward just to have an excuse to act uncharacteristicly! Try to stick to normal behavior. . .and try to understand just what normal behavior is!

A Scent of Evil Winds

This adventure makes use of K'kree as player characters, demonstrating several aspects of handling such characters with the rules and concepts presented in this module. It takes place in the K'righeek subsector, on Luupim, an interdicted world. The referee must be fully familiar with both the basic **Traveller** rules and with this module. Players should have a solid grounding in K'kree background and in the concepts presented throughout the module concerning proper play of K'kree characters. The first section of this adventure, prior to "Referee's Information," may be shown to the players freely. The remainder of the adventure is for the referee's eyes only.

CHARACTERS

The adventure calls for the use of a group of K'kree families forming a typical mercantile group and operating a K'kree merchant starship in the K'righeek subsector. These characters may be drawn from an existing campaign, or they can be especially created prior to the beginning of play for this scenario. Referees should consult "Referee and Players' Notes" (below) for additional discussion of how characters should be used.

Campaign Characters or Generated Characters: If players alTeady have K'kree characters which they are happy with, and which they wish to continue using, it may be possible to allow them to do so. However, only characters from an ongoing mercantile campaign should be used (unless the referee wishes to make appropriate changes to justify a different type of K'kree group in this adventure).

Newly generated characters can automatically be created with a view towards making up a merchant starship crew. They may have a variety of qualities and attributes, but it should be remembered that this is a relatively ordinary group of traders, without great power, wealth, or position. The group should not include nobles, since it is a fairly minor trading venture.

EQUIPMENT

The patriarchs of the various families in the group may have money available with which to purchase equipment for themselves and members of their family. In addition, a ship's fund of Cr250,000 exists, out of which additional equipment may be purchased, as desired, for the collective use of the group. It should be remembered that there is little concept of individual ownership among K'kree; most possessions are owned in common by the group as a whole.

The group will have possession of a K'kree Merchant; this automatically accrues as a mustering out benefit to the player-family with the highest caste (if generated especially for this adventure), or is added to the possessions of the pregenerated patriarch of highest caste (who loses one-half of the money shown as being available to him to equalize the number of benefits rolls available). If characters from an ongoing campaign are to be used, they should have a ship of this type available, or the situation should be amended to allow for alternatives suiting the campaign in progress.

KR'XEKIRR DOWN

The merchant group had been engaging in interstellar trade for some time, carrying cargo of all kinds from one world of the K'righeek subsector to another, in accordance with their duty to their krurruna on Bak. Among the calls on their route, they were responsible for delivering supplies and mail to the frigate stationed on patrol in the Luupim star system. Luupim, the planet, was interdicted, inhabited by a primitive race descended from omnivore hunters who had not, as yet, been openly contacted by the Two Thousand Worlds. No decision had yet come down from Kirur as to what should be done about Luupim; the world might become the target of a Xi Rrikeek Tuughit'ra ("Extirpation of Predators"); or it might be invited to join the Two Thousand Worlds, providing the inhabitants would first give up the consumption of meat. In the meantime, a frigate ensured that the planet was not visited.

First stop for the merchant was the gas giant, for refueling; during the early stages of this operation, contact was made with the frigate, to discuss the rendezvous and transfer of supplies. The frigate was in orbit around Luupim itself, conducting a close scan in accordance with established routine. The noble Ship-Captain commanding the vessel indicated that the frigate would soon be finished, and would rendezvous at the gas giant as quickly as possible thereafter. Despite a time lag of several hours, quite a bit of conversation was passed between the two ships.

But trouble came. A scheduled reply to the merchant's transmission failed to arrive when it should have (given a straight lag for round-trip signal travel). When a message did come in, several minutes later, it was not the same friendly cheerful exchange of a bored frigate crew greeting their first visitors in several K'kaatu. . .it was, instead, a distress call.

"Frigate Gn'kakrek in danger. Maneuver drive malfunctioning; fail save overrides not functioning. Explosion possible. . .repeat, explosion possible. Orbit destabilized by malfunction. Landing will be necessary to avoid further malfunction. Request assistance. Request assistance."

When the message arrived, the navigator calculated, the frigate had already made its landing. And it did not respond to transmissions sent out after the message was received. That could mean almost anything—Gn'kakrek could have crashed. . .exploded. . .or just lost power. But, whatever was wrong, the frigate and crew were in trouble. It was a disaster no K'kree could ignore; the frigate's crew could well be stranded on the surface of Luupim, facing unknown dangers - including predatory natives who might do anything, anything at all. It was a horror that repelled any K'kree; but rescue was essential.

REFEREE'S INFORMATION

At 1-G acceleration, the best the merchant ship can manage, it takes nearly six K'kree days to travel from the gas giant to Luupim. In all that time, no further word is received from the frigate. Players should understand that the rescue of K'kree in danger is something they would undertake without thought or question - it is essential that they at least attempt to learn the fate of the frigate and its crew, and, hopefully, save as many lives as possible in the process.

LUUPIM

The world known as Luupim ("Evil Winds") is the only K'kree habitable world of its star system (K'righeek 0408 X-445(8)53-3). The world was discovered many centuries ago, and studied until it was established that the inhabitants - thick fumed, bipedal primitives descended from omnivore/hunter stock - fell into the category of non-K'kree races that ate both plant and animal foodstuffs, and thus might be persuaded to adopt a civilized, vegetarian existence. The planet was interdicted as a result, so as to ensure the safety of K'kree travellers, and, at the same time, keep the natives out of reach of technology until a decision regarding their fate should be reached at Kirur. As is often the case, time, distance, and other commitments have conspired to keep the decision from being made. There is no great need for precipitate action, anyway, as the natives are far from achieving any form of

unification of technological prowess which could make them a threat to the forces of a Xi Rrikeek Tuughit'ra, should it become necessary to declare one. The interdiction patrol monitors planetary development, and can advise if local changes make an immediate decision mandatory at any time.

The natives of Luupim are reasonably intelligent, but unsophisticated. Technology (in a few isolated regions where development has proceeded faster than the planetary norm) has peaked at TL3. There are no large cities; most of the native population of 600 million live in rural areas or small towns. Their government is chaotic at best, most readily describable as a loose feudalism; there is no unified government structure, and most individual towns or regions fend for themselves, receiving neither help nor hindrance from their neighbors.

The natives have not evidenced even the slightest degree of hostility or aggression among themselves, and seem fairly peaceful. Some disputes have occasionally led to small-scale conflicts between towns, but these are limited in scope and violence. Of course, from a K'kree point of view, the people of the world are dangerous because of their willingness to consume animal flesh. Most alarming to the Steppelords is the fact that the sport of hunting is a particularly popular one, and K'kree scientists assigned to study the world have frequently reported with disgust on the relish and skill with which these predatory locals hunt down and kill animals of all kinds.

THE CRASH SITE

From orbit, it is not overly difficult to pinpoint signs of the frigate on the surface; after 1D hours in orbit, the crash site can be located. It is apparent that the frigate came down in one piece, but made a very bad landing. No signs of life are visible to observers in orbit.

A landing near the crash site is indicated. The first thing the K'kree notice on leaving their ship is the bad smell of the world. Luupim has a high rate of volcanism, and the thin atmosphere is tainted with sulfur and sulfur compounds. Filter masks are required, but are insufficient to completely screen out the stench of sulfur from sensitive K'kree nostrils (hence the name given to the world, "Evil Winds" - the sulfur smell is reminiscent of certain K'kree legends recounting the scent of evil winds which was thought to presage great disasters on Kirur).

In addition to the sulfur smell, the filtered air also carries the odor of death.

The frigate has been badly damaged by the crash; great rents were torn in the hull, and the leading edge of the saucer-shaped hull is crumpled against a hillside. There are several K'kree bodies near the wreck, some plainly killed by the crash. Others, however, were slain by spears and crossbow bolts - evidently the work of the natives.

On searching the wreck, it seems at first that there is no one alive on board, although, all told, only 40 bodies out of a known crew of 95 are found. As the rescue party is becoming convinced that there are no survivors at the site, however, a discovery is made - a lone K'kree, wearing the markings of a naval Ensign-Senior, is found near one of the gunner control consoles. He is injured with both incised wounds from jagged metal hull plating and burns on his legs and lower body. Moreover, he is delirious, nearly insane. The story he tells is frequently incoherent and disjointed, but some information gradually emerges.

The ship's captain attempted to land, but the malfunctioning maneuver drive made it impossible to achieve more than a somewhat controlled crash. Many were killed when the ship plowed into the hillside. There was still no small danger of explosion from the drives, and the senior officer left alive after the crash (an engineer) ordered immediate evacuation of the bulk of the survivors. A small group of volunteers remained on board, hoping to shut down the power systems and begin making repairs; the Ensign-Senior was among them.

The party outside was disorganized and ill-equipped as a result of the speed of their evacuation. When natives showed up to investigate the crash, the crew was not prepared for them. As it happened, the natives were more curious than hostile, and a few particularly bold ones, with spears, swords, and crossbows at the ready, advanced hesitantly towards the wreck and the milling K'kree outside. But these natives bore a great similarity to the carnivorous monsters of K'kree fairy tales and legends; and, even over the sulphur smell of Luupim's air, one or two crewmen could smell meat lingering around the primitives. A few crewmen panicked and attacked the curious natives, and, suddenly, a free-for-all ensued. Reinforcements rushed to the aid of both sides - the engineers and their assistants from the ship, and more natives from safe vantage points around. It proved to be an uneven fight, and the survivors were subdued by the natives. The Ensign-Senior was knocked unconscious and left for dead by a stone hurled by a native slinger. He recovered some time later, to discover himself alone and very disoriented. The shock of seeing so many of his fellows killed, of being alone, and of being at the mercy of these native meat-eaters, has driven him very nearly out of his mind. He is sure, however, that some of the survivors were taken from the crash site alive, probably to the nearest town or village.

RESCUE MISSION

Once again, it would be unthinkable to leave the survivors in the hands of the natives - a rescue is indicated. There is only one town of any size in the neighborhood, only about 10 kilometers away; this is the obvious place to look for the captives.

Players will probably come up with one of two basic courses of action. One is negotiation, and the other is force. Given the overall situation, negotiation is a less reasonable option for this group of K'kree to consider. It would mean having dealings with creatures who are nothing more than meat-eating savages. Moreover, the automatic K'kree response to this sort of situation would be to look upon the natives as predators, pure and simple. They would be as likely to negotiate with these natives as humans would be to negotiate with wild animals.

A desire to conduct negotiations should be submitted to the Reaction Process, loading up whatever modifiers seem appropriate. The level of Tolerance skill held by the group's leader will be about the only positive modifier available. Any negative attitude will lead to a decision to use force; if the attitude is positive, the leader is wise enough to see that negotiations might, in this instance, be a wiser way to achieve the goal desired.

If, as is most likely, the decision is made to mount an attack, there is really very little difficulty to overcome. The natives are hopelessly outclassed by the weapons at the disposal of the K'kree merchants; ship-mounted weaponry could raze the entire town in very little time. The major limitation on their ability to carry out such a raid is the safety of the frigate crew; before wholesale destruction is engaged in, they will probably want to make an effort to locate and free the captives.

The referee may lay out the town as he sees fit, designating (secretly, of course) a building or buildings in which the captives have been confined. The K'kree captives are psychologically in very bad shape as a result of this confinement; a number, in fact, were killed resisting attempts to lock them up. There are a total of some 33 survivors held in the town.

How the captives are located and freed is up to the players; the referee is responsible for determining the results of their plans and actions. There are a total of 200 soldiers in the town, armed with a variety of tech-3 weapons and armor. The natives view the K'kree as some kind of demons from the sky (in local mythology the sky, from which clouds of sulphurous smoke, rains of hot ash, and other natural disasters come, is the Abode of Evil). They are determined to defend themselves and their homes, and will put up a strong resistance. The exact flow of events will be up to the players and the referee interacting with one another.

RESOLUTION

Rescue of the captives should not be overly difficult (although negotiation attempts are likely to lead to treacherous attacks, for the locals will not trust the K'kree after their initial bad experience). Once the rescue is carried out, the frigate should be destroyed. It will never fly again, and the technology it contains must not be allowed to fall into the hands of the primitives. Perhaps the most difficult part of the resolution will be transportation of the rescued crew, since this will result, probably, in overcrowding and consequent psychological difficulty. Most of the frigate crew is accustomed to Enclosure; those merchants who cannot cope may be sedated or otherwise quieted until the ship reaches some haven and discharges the unexpected passengers.

GENERAL NOTES: PLAYING THE K'KREE

The portrayal of an alien race is the most difficult form of role-playing. . .when the role is played correctly. It's easy enough to claim your character is an alien by pointing to his multiple limbs, long fur, scales, or whatever. But this isn't really playing a non-human being - this is recourse to the "human in an alien suit" technique which dominates most very poor B-movies.

True aliens need not look different (though they will) to be different. Sometimes their differences will indeed stem from physical factors, but this will be more because of how those physical factors influence their ways of thought than because of the physical element itself. For example, K'kree are herbivorous, and have a very keen sense of smell. These are physical facts. Their reaction to a human with meat on his breath is behavior which derives from these facts. To properly play a K'kree character, it is necessary to go beyond the basics to discover how physical makeup may have influenced the patterns of thought, may have shaped culture and society, and thus may have molded the individual character.

How can you prepare for this when setting out to play K'kree in a **Traveller** game? First, read through all the material in this module, for this will give you an in-depth view of what they are like. Not only the rules, but also the essays in each adventure folio should be read through thoroughly. Even though most of the essays are directed at the referee, you'll find they have things to say that can help you play the K'kree, as well.

Your second step is to think about what you have read. Try to understand why the K'kree work the way they do. Once you have spotted the reasons for various behavior patterns, you can apply extensions of these reasons to new and different situations, including things not covered by the rules.

By way of example, the K'kree fear and hate being enclosed. Why? Because they are descended from plains-dwelling herbivores accustomed to roaming the wide grasslands. Buildings hem them in, make them nervous. Think of a mustang locked in a tiny stall, and you've got the same thing as a K'kree in a human building. Similarly, because they are herd animals the K'kree like company-lots of company - and simply can't cope with being alone. The herd (family, group, etc.) symbolizes safety, security, and so forth. Indeed, much of K'kree society evolved from this herd principle. The original herd society would have had a dominant male leader, who had the best of everything (the most wives, the obedience of the herd, and so forth), females devoted primarily to rearing the young, the young males serving to protect the herd from predators, and other herd members filling the gaps. As the K'kree developed intelligence and civilization, these non-warrior herd members gradually began to specialize in various tasks -the origin of the caste system used today.

By analyzing the ways in which various physical traits lead to various types of behavior, the players can get a good grasp of what the K'kree are like. In the absence of any good examples of a similar Earth culture, this is the best way to develop such an understanding.

The player needs this understanding, too. K'kree are alien, far more alien to us than, say, the Asian or the Vargr. Players have to keep this alien nature in mind as they deal with K'kree. The Centaurs have far less freedom of action than humans, a fact which players must understand and accept as a preliminary to play.

Thus a group of merchant traders are quite unlikely to do anything except travel from world to world, buying and selling. They will not turn mercenary and get involved in military operations. Nor will they resort to crime as a way of life, at least not among K'kree. (They might feel free to engage in criminal acts among non-K'kree, but if they do, these criminal acts will tend to be related to their usual careers - traders might smuggle, but armed robbery is out of their line.)

These limitations will put quite a strain on the average player. Accustomed to ordinary human behavior, most players like some variety - a firefight here, a con job there, some speculative trading between times to make some money on the side. That won't work among the K'kree. And, most importantly, K'kree wouldn't have it any other way! A group of K'kree won't get bored with their lot in life BECAUSE THEY CANT IMAGINE ANY OTHER WAY!

In all likelihood, the average **Traveller** group won't want to play K'kree very long, for they will get bored, even if the characters cannot. K'kree probably won't be good for more than an adventure or two. When the group can't take it any more, put aside those characters and try something else - perhaps a different kind of K'kree group, perhaps an Asian or a Zhodani, or perhaps a nice, normal, ordinary human. Go back to that original K'kree group later, when you're in the mood again. Otherwise your human values will tend to cloud the play of the K'kree too much, and will rob the game of its interest.

While playing the K'kree, it's a good idea to play your character with the aid of a reaction table and some die rolls to help force your character(s) to act like K'kree. Use the rules developed for NPC reactions to govern the behavior of the K'kree under your command. You might want to modify the basic table as you create your characters, but, once it is set up, use it. Eventually, the rolls will impart a feel for the proper responses, and you can improvise more and roll dice less. But the table is a priceless asset in the early stages of learning about the K'kree.

With thought, care, patience, and a willingness to put some work into portraying your character, it is possible to make the K'kree as real as any human character you have ever played. There are challenges, of course, but there are also rewards. The K'kree can be an exciting and interesting part of the **Traveller** experience, but only if you make them so. It is hoped that the guidelines in this module will make it happen for you.

RULES EXPANSIONS FOR K'KREE

Earlier in this booklet, we dealt strictly with character generation and other rules from the basic **Traveller** set. These rules are more than sufficient for most adventuring needs, but will not mesh well with certain other **Traveller** systems available on the market. In particular, the character generation systems from **Traveller** Book 4, *Mercenary* and Book 5, *High Guard* produce characters endowed with more skills than are available to characters using the basic rules. To permit creation of K'kree characters who can interact on an equal basis with such advanced characters. *High Guard* and *Mercenary* system charts are included in this module.

In order to use this material, you must have *Mercenary* and/or *High Guard;* this folio does not stand alone, and specific procedures, terminology, and other information is drawn from these two books without explanation. This material is provided strictly for those people who already play **Traveller** using these advanced rules and expanded character creation systems.

The tables and other information for advanced K'kree character generation may be used in lieu of the normal military service tables for the duration of a K'kree character's military career. When he returns to his caste and position, standard civilian tables are used normally.

In addition to character generation, some specific rules expan-

sions are provided to utilize K'kree in the personal combat rules from *Snapshot* and *Azhanti High Lightning,* and for the creation of *High Guard* starship designs, *Striker* military units, and *Striker* vehicles tailored to the peculiarities of K'kree physiology and psychology.

MERCENARY

The K'kree *Mercenary tables* are adapted from Book 5, and those rules generally govern. The exceptions are noted below and in the charts.

Survival: Though no "purple heart" medal exists, characters may receive increased morale (the same as human characters receive) from wounds earned on asterisked assignments.

Decorations: There are no decorations awarded to K'kree characters.

Promotions: The promotion process is a complex one.

Characters enter service as recruits of the appropriate social class (servant, well-born, or noble). On earning their first promotion, they are raised to the rank number equivalent to their Caste. Further promotions raise the Caste of a character by + 1, or increase the rank of an individual by + 1. However, a K'kree can never be promoted to a rank higher than his Caste.

One promotion per year can be earned by officers or troops.

Schools and Special Assignments: One table is presented for enlisted and NCO troops, another for officers. There is no OCS; Caste determines rank.

Changing Arms: A character may not change arms, except to transfer to the Cavalry after passing Cavalry training. «

Reenlistment: At the end of each term of service, a character may reenlist in the service on a throw of 10+.

Mustering Out: Military personnel cannot receive benefits; only civilian patriarchs do so.

Bodyguards: The service arm "bodyguard" is not open to characters, of the Well-born or Noble castes, only to Servant

HIGH GUARD

Like *Mercenary,* High Guard provides specialized characters in accordance with Book 5. The following special details apply to the charts and tables.

Enlistment: Only individuals with Education 7 + can enter the K'kree Space Service.

Assignments: Command assignment is rolled by all officers (well-born caste 7 + , plus all nobles).

Promotions: The promotion process is a complex one.

Characters enter service as recruits of the appropriate social class (servant, well-born, or noble). On earning their first promotion, they are raised to the rank number equivalent to their Caste. Further promotions raise the Caste of a character by + 1, or increase the rank of an individual by + 1. However, a K'kree can never be promoted to a rank higher than his Caste.

One promotion per year can be earned by officers or troops.

Changing Branches: A character may not change branches of service, except to transfer to the Flight Branch after passing Flight School.

Retention in Assignment: Retention occurs on a 1D roll of 5-6.

Reenlistment: A K'kree can reenlist on a throw of 10+ at the end of any term of service.

Mustering-Out: Military personnel cannot receive benefits; only civilian patriarchs may do so.

OTHER TRAVELLER GAME SYSTEMS

The following are general rules of thumb to be used in applying specific **Traveller** expansion rules to the K'kree.

Book 4, *Mercenary:* As indicated previously, there are no mercenary units in K'kree space. Rules on tickets, hiring on, and other aspects of mercenary operations are ignored. Rules on recruiting do not apply, but training rules may be applied as long as training is suitable to the individual character's station and role.

When organizing K'kree units, no troops are mounted individually. Small units (those of less than platoon size) are generally ad hoc formations put together for temporary activities, and may vary in size from 4 to 9 individuals per base (1D + 3). Experience and morale is determined in much the same way as for humans, but no decorations are available to give experience points.

The combat rules and equipment listed in *Mercenary,* will be basically unchanged, though equipment weights and prices will vary as described earlier.

Striker: Book 2, (the Advanced Rules) of *Striker* gives all the data necessary to employ K'kree characters in the game. The comments given above for *Mercenary* should also be taken as additional guidelines.

When using K'kree **Traveller** characters with *Striker,* allow the requirements for extra vehicle space to be reduced by one multiple for every two levels of Enclosure skill a K'kree character has. Thus, a K'kree with Enclosure-2 would suffer adverse morale modifiers in a vehicle with 5 times the usual space, and no adverse effects if 11 times the space is available, rather than the standard 6 and 12 figures. A K'kree needs a minimum of twice the usual space (for sheer size alone). . .and a K'kree in three times the usual space (round fractional amounts down) risks a complete breakdown (automatic -6 to morale) regardless of the amount of Enclosure skill available.

High Guard: Ships can be designed for K'kree using the *High Guard* rules and the special modifications provided below.

The most common configurations for K'kree ships are the sphere and flattened sphere configurations; consider the flattened sphere to be roughly equivalent to the human needle/wedge as a favorite in ship design. All turret weights are doubled; this is not so much that the turrets are larger (they are actually smaller), but reflects extra equipment to permit remote handling. Crew requirements should, generally, be doubled.

All ships and small craft must be designed with "quarters" taking up 48 tons of space at MCr1 per stateroom. Only when crews are to have Enclosure skill are double-occupancy "staterooms" permitted. However, the cost to provide these quarters is doubled when double-occupancy is required (this reflects not the cost of construction, but the cost of assembling and training crew personnel who can stand the claustrophobic conditions thus induced). Low berths are not installed on K'kree ships.

Azhanti High Lightning: K'kree characters should occupy two squares, not one; the best way to represent this is with two normal-sized counters, to permit a variety of configurations. The two counters should be clearly marked "front" and "rear," and of course must always be adjacent. "Trotting" AP costs are halved; "turning," "sidestepping," or "backstepping" costs are 1 1/2 times the given costs. Changes of position by either counter count as movement, though when they both move together (in the same direction) the cost is applied only once. K'kree do not climb ladders, swing down one level, or traverse close machinery squares. Costs for moving through congestion are doubled. The cannot dive, and costs to drag/carry a K'kree cost 5 x the usual costs.

Morale must be checked any time a K'kree character must enter an enclosed space (anything narrower than four squares across in any direction). Morale checks of this kind (only) receive a DM+ 1 per two levels of Enclosure skill.

Snapshot: Apply the same general modifications to various Action Point costs as was discussed for *Azhanti High Lightning* guidelines, above, or the personal combat rules as modifies in this module, whichever seems more applicable.

REFEREE AND PLAYER NOTES

This section contains some guidelines which may be of use in adapting the K'kree for use in adventure situations, either as player-character groups or NPCs. K'kree can be used to add variety and interest to any situation.

CHARACTERS

The generation of K'kree characters can be a long process, since each player may have up to 25 (and that's just a noble plus servants and bodyguards - females require some additional degree of work, though not as much as males). Although elements of the character generation system have been streamlined somewhat (by the elimination of survival, commission, and promotion rolls, for instance), K'kree character generation remains a long process. Here are some shortcuts:

Generated Characters: In any **Traveller** game, it is always a good idea to save past characters, abortive efforts, and other previously generated individuals to be recycled as NPCs, or even resurrected for later use as player characters. This is a doubly useful technique for use in conjunction with K'kree characters. The numerous servants, bodyguards, and females in any particular family can be recycled as needed, perhaps with minor changes, perhaps with no changes at all. No K'kree character should ever be scrapped - file the information, for, if you ever engage in another K'kree adventure or campaign, you'll always be able to find a use for a character or two. Or two dozen, for that matter.

Shortcuts: A really hard pressed referee may, for simplicity's sake, create or choose "typical" servant and bodyguard information for a given patriarch's retinue. A single set of stats and skills would be selected for each, with all characters of that type being identical. This shortcut should never be used for player-family groups.

Complex Families: Although is may not seem so, the family groups presented in the basic K'kree character generation system are much more simplistic than would actually be the case. A true family will include not only the patriarchs and his bodyguards and servants, but also assistants of lower caste than the patriarch and their wives, servants, and bodyguards. For players, this is handled automatically - a group of eight players represents the leader and seven assistants, each with their own families; where there are few players, or where the K'kree involved are NPCs (or just when the players want to make their lives even more complicated than they were already), it is possible to take these assistants into account, as well. Any patriarch will have, as a minimum, assistants numbering one-half his social level in attendance upon him; each such assistant has a family of his own, as well. Assistants are patriarchs-nobles and well-born - of lower caste than their leader. Most groups which appear in the typical **Traveller** game will not be structured so that the assistants in turn have their own assistants (and so on down the line); this is in fact, frequently the case in large K'kree administrative and technical concerns, but is much less usual in small mercantile or diplomatic groups such as those most often found in an adventuring situation.

Actually, the referee and players are free to get as complicated as they like, but in practice an individual can effectively handle even the original "simple" families. The complex ones should be considered strictly optional in nature - which is why information on assistants does not appear in the basic module rules.

ADVENTURES AND K'KREE

Various essays included in this module have dealt with a number of topics connected with the K'kree - background information, rules, adaptations for various advanced **Traveller** systems, and discussions of K'kree as patrons, NPCs, and players have all been presented. Nowhere, however, has a presentation of one of the most important aspects of using the K'kree in **Traveller** been set forth - how does the referee create adventure situations for the K'kree?

This may seem an unnecessary question on first examination. An adventure is an adventure, right? Perhaps. But the K'kree were deliberately designed to be one of the two most alien of all the non-human races of the **Traveller** universe. (Only their neighbors, the Hivers, surpass the K'kree for sheer strangeness.) The fact that they are so incredibly unlike humans makes it very difficult to create adventures which involve the K'kree.

The K'kree make excellent patrons and interesting opponents (as suggested by the adventures in this module, "Hostage" and "Whispers of Summer"). The Two Thousand Worlds makes a fascinating backdrop for adventure situations, and NPC K'kree certainly will add spice and a properly "alien" flavor to an ongoing campaign. But these points all assume that the Centaurs are not player characters 0 difficulties creep in when players take on K'kree personae.

The two major problems in creating K'kree adventures are those of numbers and behavior. Numbers are a problem because it is very hard to write an adventure that can easily accommodate the "cast of thousands" that make up a player's multiple-K'kree "character." Behavior, on the other hand, constrains the path of adventuring — the K'kree are so regimented, so conservative, that there is little variety to be found in the allowable diet of adventure situations for any given K'kree group.

It is suggested that referees think carefully about the adventures they plan to run with K'kree groups. The normal elements of adventures and campaigns using K'kree remain basically the same, but they are modified and shaped by the alien nature of the race. Thus motivations will be much different. Where a normal human group will adventure to gain wealth, fame, and connections - usually all levers to gain power or status of some kind (in a continual struggle to "get ahead" either economically or in some other more abstract sense), K'kree don't do things for the same reasons. It is virtually impossible for a K'kree to rise to higher station, and they have no real concept of seeking power, fame, or status. Money may be an end in itself, as for humans, but is more often a means to an end — and this is again true for humans as well. But, the end the K'kree are more likely to seek involves the collective security and well-being of the group, the herd, and, by extension, the whole race.

K'kree merchants may be out there trying to turn a fast buck for themselves (for money is important to their family's security), but equally important in most cases is a hope that these trade deals will increase prosperity and security for the herd and the race as a whole. Diplomatic endeavors, too, are aimed at securing the safety of and greater good for the Two Thousand Worlds. Look closely, and you will see that security, and particularly collective security for the entire K'kree race, is a driving force which is as central to K'kree life as curiosity to a human, land to an Asian, or the parental instinct to a Hiver.

What does this mean to the creation of adventures? The referee must create them to latch on to this primary motivation. This doesn't mean that each adventure must revolve around the fate of the Two Thousand Worlds hanging in the balance. It does, however, suggest certain things. First, given K'kree conservatism, caution, and concern with the safety of the group, rewards and objectives must be set to appeal to K'kree motivations. A K'kree merchant won't go out of his way to examine a mysterious enigma (unless it seems to have commercial value). . .that's not his place in life. A scientist won't jump at a commercial deal. The adventure must be developed to fit the group - it must be evident, early on, that the group will profit from the situation either directly, or in terms of increased safety and security for a large number of Centaurs.

K'kree adventures are challenging to create and difficult to run. Many would do best to stick with humans in a K'kree setting. But it is worth your while to at least look at K'kree adventuring. . .it will teach you a great deal about role-playing!

GENERAL NOTES: REFEREEING THE K'KREE

Considerations relating to the use of Centaurs as patrons and NPCs have been discussed elsewhere. (See the first two adventure folios.) When the K'kree are employed as player characters, however, the referee's job becomes considerably more demanding. Many of the points raised in those previous essays will apply with equal force to player-K'kree, but there are additional concerns that should be taken into account if the K'kree are to function

properly in the game environment.

Players who choose to play K'kree characters should be guided in their play to keep them "in character" at all times. This may be done in many different ways, but some ways will be more applicable or more desirable than others in various situations.

First and foremost, players should be given access to full knowledge of who the K'kree are and what makes them tick. This booklet was not provided just for the referee; players should have full access to it, as well. The background information on the K'kree race is vitally important, of course, but the various rules modifications should also be examined. These give insights into many specific aspects of K'kree character and personality. A player who doesn't own this module himself should be given access to the referee copy, so that some of this material can be learned.

The second step is to make sure that the material thus made available is understood, as well. Players (and even referees) frequently latch onto misconceptions and pre-conceived notions quite contrary to the actual intent of the original material. There are those, for instance, who believe that lower-caste K'kree are no more sentient than army ants, with no capability of original thought whatsoever. That isn't what we meant. . .the lower castes are trained in obedience and have very little initiative. So are many army privates. Both are sentient, though I know a few army sergeants who might disagree in the latter case.

Try not to jump in with pre-conceived ideas of K'kree behavior. . .let the booklet be your guide, not some novel you have read or some deep-seated idea you've picked up about what an intelligent herbivore might be like. The K'kree are nothing like Anderson's Wodenites or Niven's Puppeteers, and should not be handled as such. They are K'kree, unique unto themselves.

Once the background of the K'kree is thoroughly understood, character creation is the next big step. This is no small job for K'kree. There will be some inevitable difficulties in using the K'kree multiple-personality "characters" (actually a whole family) effectively. The most common abuses will be diametrically opposed to one another; there will be players who make too much use of their multiplicity of characters, and others who make too little.

In the first case, the problem will be with players who let their sudden acquisition of "immortality" go to their heads. How nice to know that the death of that warrior in the suicidal charge didn't end the game for that player! K'kree would appeal a lot to the kind of player who always makes fatal mistakes. For this reason, the rules regarding the loss of family members and the effects of such losses on the survivors (particularly the patriarch) are included. Use them. Otherwise, the wasteful players will be spending bodyguards like chips in a Las Vegas gambling palace.

At the opposite end is the player who doesn't grasp the concept of the multiple, specialized roles of family members. This player will be concerned because the patriarch can't defend himself; he'll try to have the warriors making decisions that they shouldn't make, and the servants out shopping for new weapons. Such a player must be gently re-educated until the nature of K'kree society is clear. It is wisest to start each player off with a small, uncomplicated group, until they get the hang of multiple schizophrenia.

Once the adventurers themselves begin, more guidance and subtle control will be necessary. Players may get carried away, and it is the referee's job to make sure they don't let their characters degenerate into oversized humans with four legs. Such a reminder can range from a gentle query ("Are you sure that warrior would try to squeeze into that tunnel? It's awfully small.") to an admonition ("I really don't think a servant would think of that.") to an outright prohibition ("No - your females won't go out to draw fire!"). The form of such a warning depends on the action, the intelligence of the player, and the referee's style of play.

By and large, resort to outright prohibitions only in time of uttermost need. Players get frustrated when forbidden to take actions that they are sure are correct. This leads to arguments, recriminations, and a bad time for all concerned. The referee might find it useful to arrange for a "saving throw" which would allow the player to perform an act which the referee has ruled uncharacteristic. Also, the referee should always be willing to listen to reason, to let a player justify his conduct. Eventually, as players learn more about the K'kree, the frequency of disputes should fall off. If not, then the player should probably give up on playing K'kree! Some players simply won't be able to portray a non-human personality. Don't ruin a game trying to bring K'kree into it

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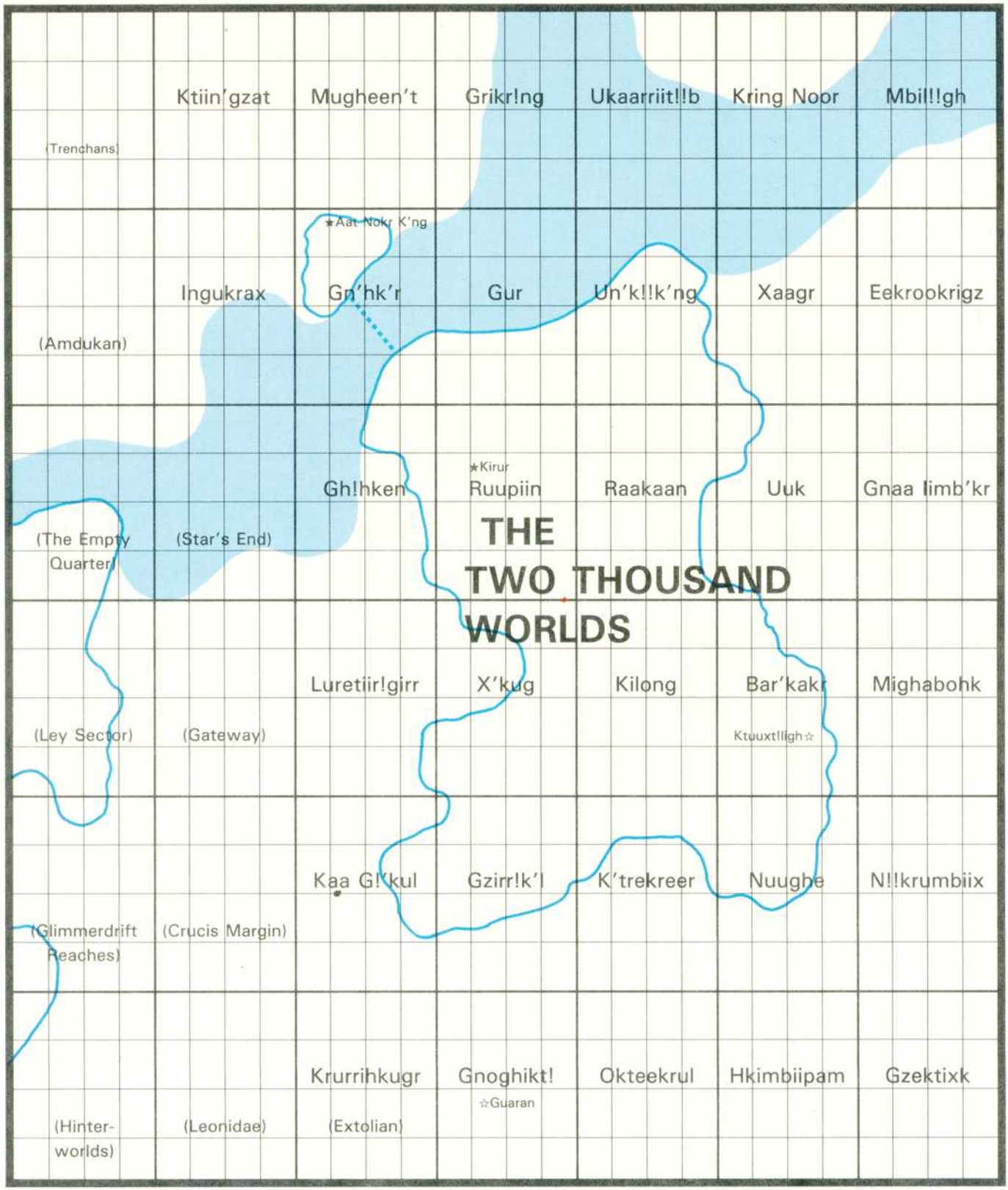

Sectors of the Two Thousand Worlds and Environs

K'kree official sector names are shown in large type; Imperial names for the same sectors are shown in parentheses.

A *TRAVELLER* Alien Module

K'kree

Encounters with the Enigmatic Centaurs

One of the Imperium's interstellar neighbors is a six-limbed vegetarian race known as the K'kree. Their empire includes hundreds of star systems, and their rule within their territory is absolute. Rough similarities to the creatures of human legend prompt some humans to call them Centaurs. This enigmatic, fanatically vegetarian race has long been a mystery to the ordinary human, and now it is possible to learn more about their complex culture and society.

K'kree, Traveller Alien Module 1, describes in detail this alien race, its homeworld, its far-flung empire, and its fascinating starfaring society.

This *Alien Module* includes:

K'kree History and Culture: Detailed essays on the origins and nature of the K'kree, their culture, their behavior, their government, and their society.

K'kree Character Generation: Comprehensive character generation system, especially designed for K'kree characters, including provisions for the generation of K'kree family groups (they never travel alone) likely to be encountered in K'kree territory, and in the human Imperium.

Advanced Character Generation: Character and skill tables for *Mercenary* and *High Guard* (you must have the *Mercenary* and *High Guard* booklets to make full use of them) allow the generation of K'kree characters using these rule books.

World Generation: Tables and rules for creating K'kree worlds, government, bases, law and tech levels.

K'kree Encounters: Patrons and random encounter lists for ventures into K'kree territory, both by K'ree and by other races.

Starships: K'kree starship construction parameters and rules for their use.

K'kree Word Generation: Fast and easy generation of K'kree names and words, with an aid to pronunciation—to add depth to any K'kree adventure.

The K'kree Stellar Empire: A basic multi-sector map of K'kree territory showing its relationship to the Imperium and other interstellar governments. Sectors are named in K'kree, with Imperial names where applicable.

Three K'kree scenarios start any group out in their contact with the K'kree, and provide a springboard for further adventures.

This module is intended for use with **Traveller.** It requires that you have a copy of the **Traveller** rules. You will also need at least two six-sided dice, paper, and pencil

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TRAVELLER®

The Game of the Far Future

Game Designers' Workshop

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