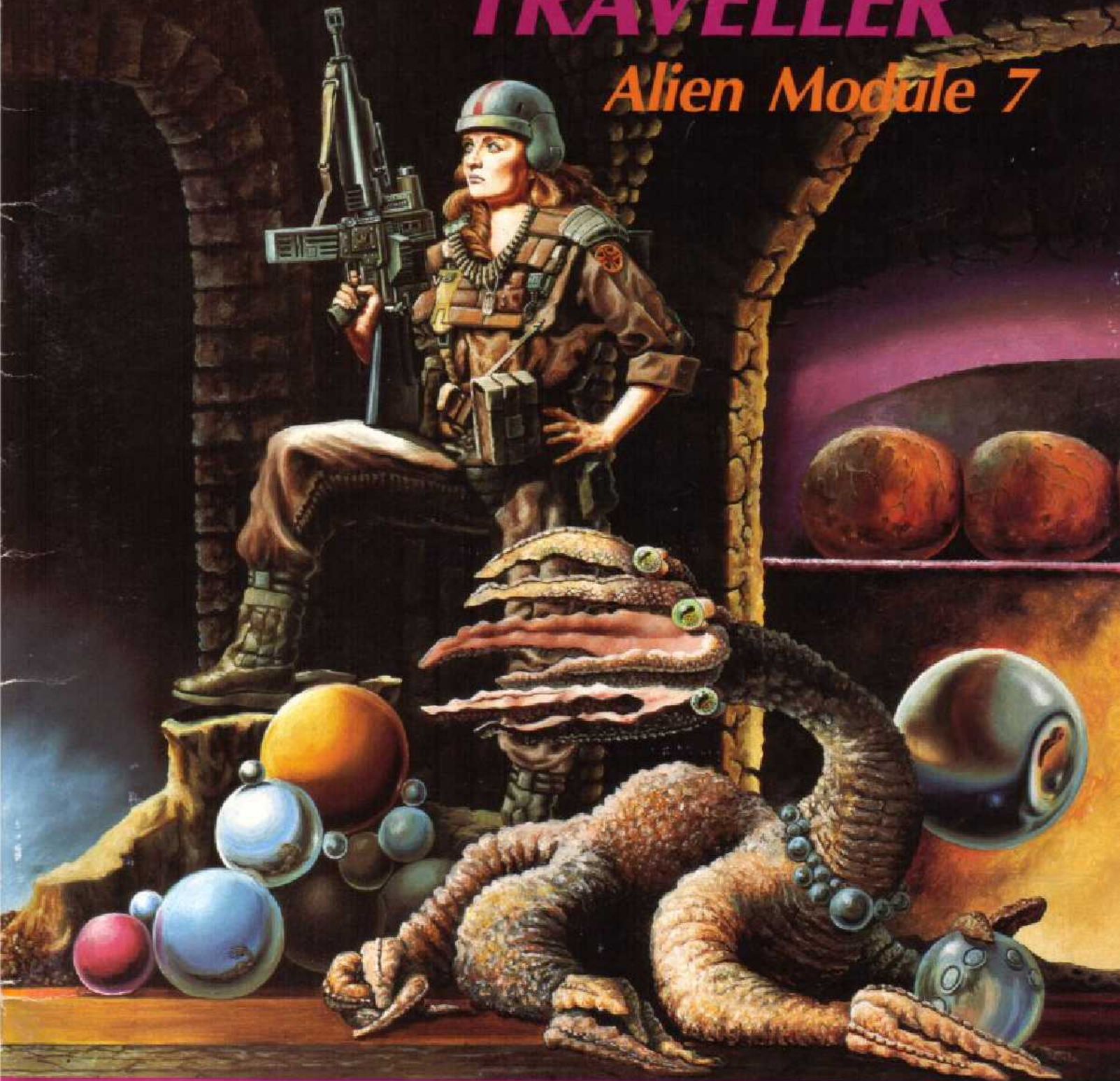


TRAVELLER[®]

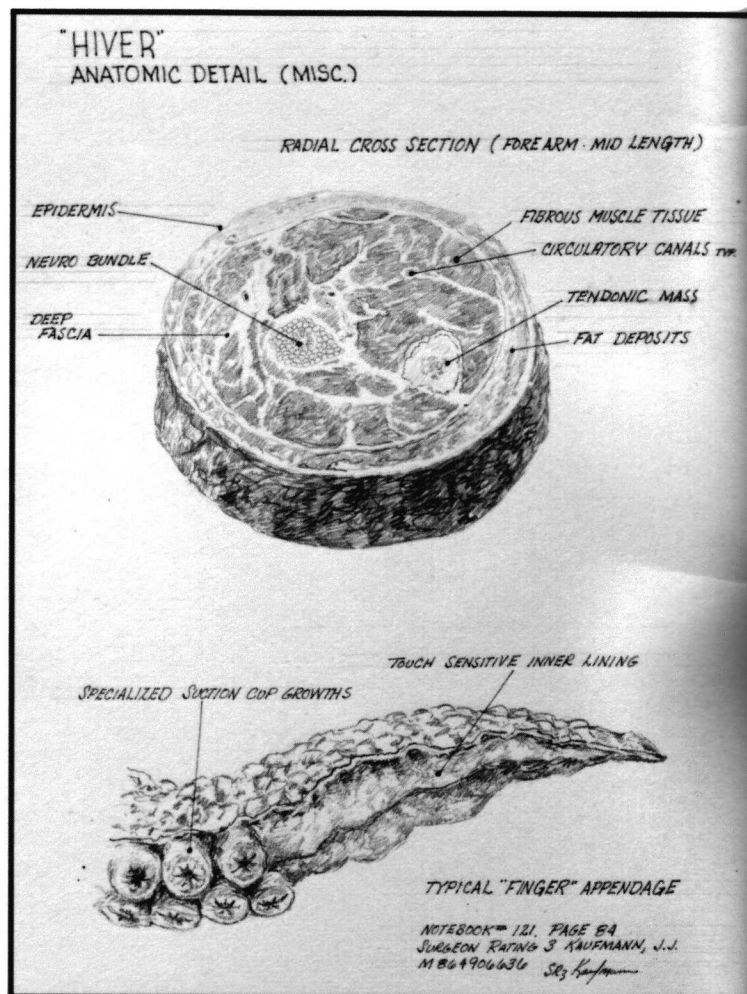
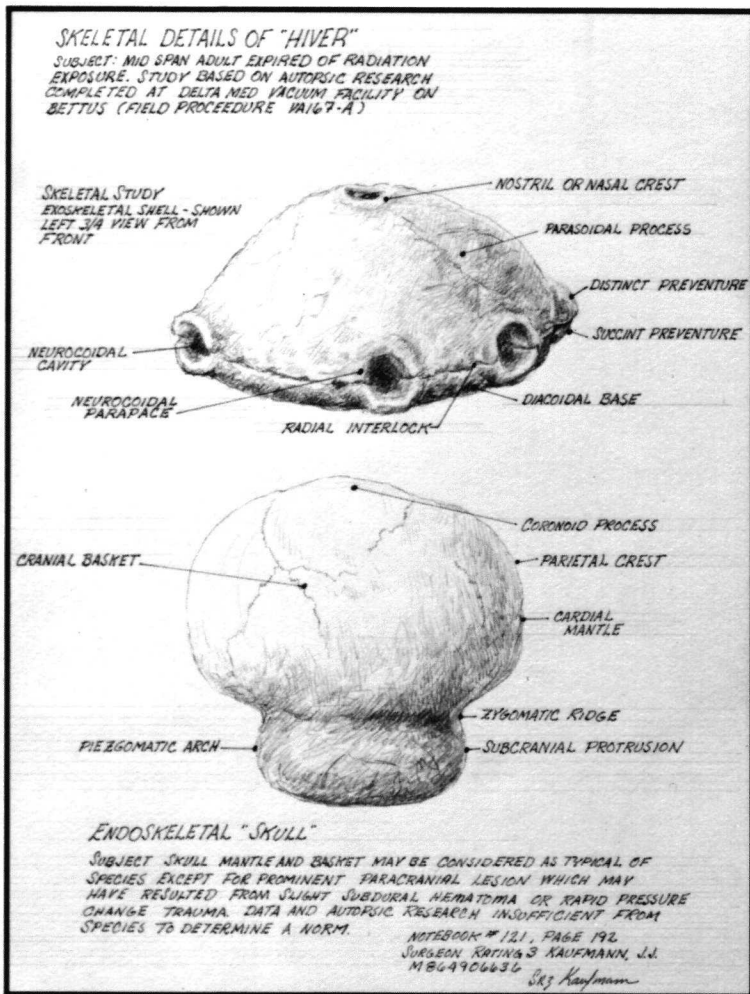
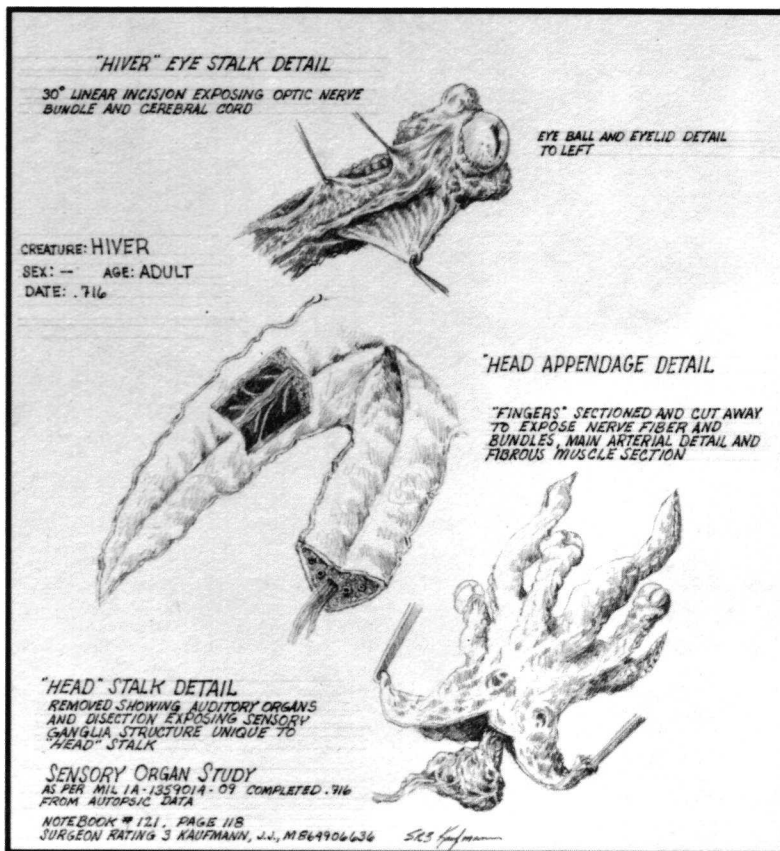
Alien Module 7



Encounters with the Manipulators

Hivers

Game Designers' Workshop



Hivers

The most commonly encountered intelligent life forms all follow the same patterns: they are vertebrates, with a head on top, a torso, arms extending to the sides, legs below supporting the body. With few exceptions, intelligent races are some variation of the human example, and there is good reason for this phenomenon. Where evolution produces many different details in physiology and anatomy, the upright, bilaterally symmetrical human model is efficient at being intelligent and using that intelligence. The Aslan, Vargr, and Droyne can all be seen as variations of the human model (although the Aslan, for example, instead see the Droyne, Vargr, and humans as variations of the Aslan model). Even the centaur-like K'kree are classifiable as merely an extreme variation of the human model.

In the diversity of the universe, however, evolutionary pressures have many opportunities to find alternatives to the human model, and explorations have found many intelligent races which use a non-human pattern. Among the major races, those which have independently developed jump drive (and more importantly, have made a lasting mark on the universe), only one race is truly distinct in its evolutionary pattern: the Hivers.

Hivers evolved from radially symmetrical non-vertebrates, perhaps best described as six-pointed starfish. Conditions on their homeworld made it ecologically profitable for these creatures to develop talents which later produced intelligence. This alien module for **Traveller** deals with this strange major race: the Hivers. It allows the incorporation of this race into any and all aspects of **Traveller**. Whether Hivers are to be used as player-characters, non-player characters, patrons, opponents, or just as a background against which adventures may take place, this module provides enough data to allow role-playing the Hivers in **Traveller** as individuals and as members of their interstellar society.

Aliens in Traveller: The basic **Traveller** rules are not concerned with aliens; they deal primarily with humans in the Third Imperium, a vast interstellar empire spanning nearly 11,000 worlds. Non-humans raised under the value system of the Imperium may vary (due to their physiology), but basically they use the same material and concepts as their Imperial human counterparts.

Once outside the cultural umbrella of the Imperium, the potential for aliens is substantially increased. Differences in physique cause some changes in rules and game concepts, but cultural differences cause even greater changes; the influence of culture, society, and thought are far stronger forces in the shaping of each unique individual. Incorporating Hivers into a **Traveller** game or campaign requires an understanding of their motivations and habits of thought. This module presents the Hivers in many different ways: physical, cultural, psychological, and social differences are explored, and the bearing these have on specific game rules is examined carefully. Using this material, referees and players may confidently make use of the Hivers in a **Traveller** game. Still, it is ultimately the ability of the individuals involved to *play the role* (by adopting the appropriate patterns of thought) that will determine the success or failure of the game in portraying the Hivers as a race that is quite alien physically, mentally, socially, and psychologically.

THIS MODULE

The subject of this module is the Hivers—a race of six-limbed

Hivers

Traveller Alien Module Seven

An alien race for use with **Traveller**.

By J. Andrew Keith, Marc W. Miller, and Loren Wiseman.

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PO Box 1646, Bloomington, IL 61702-1646.

omnivorous gatherer/scavengers which has grown from a single world culture to the dominant race in a star-spanning empire which rivals the Imperium in power and technology. In this module, their physical and psychological differences from humans are examined in detail, and the effects of these differences on specific game rules are explained. Using this material, players and referees alike may confidently make use of the Hivers and their cultural background in any **Traveller** scenario, adventure, or campaign.

Usability: This Alien Module requires a **Traveller** rules set in order to be used. There are several rules sets available; any one 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 Hiver Navy and Merchants are compatible with **Traveller** Book 5, *High*

LIBRARY DATA

The following basic facts, well-known in the Traveller universe, are available to anyone consulting Library Data.

Ancients: Highly intelligent race which gained prominence approximately 300,000 years ago.

The influence of the Ancients is broadly felt in the universe today. Humans from Terra were transported to many worlds by the Ancients; the descendants of those humans became the Vilani and the Zhodani, as well as the other human minor races. Ancient artifacts which have been discovered show a very high tech level and an equally high degree of sophistication; such artifacts often reveal new, previously undiscovered or unexploited technologies.

There is no known evidence that the Hivers were ever influenced or dealt with by the Ancients.

Hivers: Intelligent major race inhabiting a federation located on the trailing edge of the Imperium rimward of the K'kree's Two Thousand Worlds.

The Hive Federation: This is the human term for the loose interstellar community dominated by the Hivers. Though the Hivers originated on Guaran, a world in the Hive subsector of the Ricenden sector, the Federation is now coordinated from Glea/Liana in the Centrax sector.

The Two Thousand Worlds: A region of space occupied by the K'kree, an intelligent major race descended from herbivore/grazer stock. The K'kree and the Hivers are old enemies, though there have been no active hostilities for over three thousand years.

The Solomani Confederation: Interstellar community controlled by humans. More aggressive and inclined to doctrines of racial superiority, the Solomani Confederation is perceived as a threat by the Hive Federation.

Guard and Book 7, Merchant Prince. Advanced Hiver character generation requires that you have these two books before you can use it.

Usefulness: Traveller players can find any number of activities which include or deal with Hivers, whether inside the Imperium, inside the Hive Federation, or in the unclaimed territories outside both these empires. The Hiver Worlds Map shows the territory of the Hive Federation and its relationship with other races and cultures.

Hiver worlds can be the source of interesting expeditions—to contact Hivers, to learn more about them, to engage in trade, or to bargain for examples of their high technology, or to learn more about their fascinating history.

TIMEKEEPING AND OTHER STANDARDS

In almost all 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 the Hivers have their own timekeeping standards as well.

Clocks: 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.

The Hivers, having only originally developed largely independently of day and night cycles, place less reliance in planetary rotational periods as a method of timekeeping than do humans. Hivers seem to have an instinctive grasp of time

and its passage. Their basic unit of time is known by humans as the *interval*, which corresponds roughly to five human hours. Six *intervals* make up one rotation of Guaran, their homeworld, but this unit of time is more often used by non-human Federation races than by the Hivers themselves; it is generally known as a *cycle*. Various other divisions of time exist, but few non-Hivers use or even understand them. Hivers in company with humans frequently adopt human timekeeping standards while dealing with those humans.

Throughout this text, standard Imperial times will be used to avoid confusion. The referee and players are encouraged, however, to make use of Hiver timekeeping practices where appropriate for added atmosphere.

The Calendar: The Imperial calendar is a standard one in common use through much of human space. It is 365 standard (24-hour) days in length, with days numbered from 1 to 365. It is divided into 52 seven-day weeks, with the first day of each year a holiday not part of any week. The Imperial calendar starts with the year 0, in which the Imperium was founded; the current year is 1111.

The calendar in common use in the Hive Federation was adopted at the urging of M. Martinka, and is based on the period of Glea (the Federation capital) around its star. The Federation Year is 143 cycles, or about 179 standard days in length. This calendar commences with the year 1, cycle 001, on which Glea officially became the capital of the Federation. Dates are expressed by year/cycle (for example: 105/042); the current year is 1401.

For purposes of this module, standard years and Imperial dating will be used. Hiver dates and calendars may be used by the referee in conjunction with specific adventures.

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.

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

Other Desirable Materials: The entire line of Traveller products elaborates and expands upon the universe of the future. Almost any can be used in conjunction with this module. Especially useful items include *High Guard*, *Merchant Prince*, *K'kree*, and *Solomani*.

Administering This Module: Most of this module is background on the culture of the Hivers and their Federation. Individual adventures are provided to illustrate how the rules and background work with a Hive Federation setting. They should be run as any Traveller adventure is run, with the referee administering events and guiding the adventurers (without actually making decisions for them) along a course that will lead to the most enjoyable game. This may require improvisation, interpolation, or unplanned interaction using the Traveller rules and this module as a basis, but using the referee's creative input as well.

What to Show the Players: Players should have free access to the material in this booklet; it is as much a part of the Traveller rules as anything in the basic rules set. Individual scenarios, however, should be kept secret until the material within them would logically become available.

Origins of the Hivers

The history of space exploration is rife with misconceptions and mistaken identifications. The four-footed K'kree are sometimes called centaurs because of their slight resemblance with the legendary half-horse, half-man of Terra; there is a race called cloud-walkers because the paths between their mountain villages are covered with a peculiarly dense mist. The name Hiver has similar origins. And because there is no spoken word for the Hivers to replace it, the name has stuck.

The first humans to contact the Hivers were struck by their complex, hive-like cities combining spires, tunnels, and domes into organic communities reminiscent of Terran bee hives and Olingian swooper hives. Later contacts with the Hivers provided a better and more accurate picture of their physiology and society, but with no spoken Hiver language to provide an alternative world, the name Hiver stuck.

The Hivers are the most alien of the major races; they are the farthest from the human norm in appearance, mind, and behavior.

EVOLUTION ON GUARAN

A common start for life on any world is the organic soup of the primeval ocean. Mere chance, however, determines which particular types of organic molecules are created. In the first few million years, the molecules combine and recombine until one particular combination proves itself especially suited to survival and reproduction. That molecular combination is the initial seed of life for that world.

On Guarán (the Hiver homeworld), the pressures of predators in the sea and the natural search for favorable ecological niches forced some species onto the land. One of these, a six-point sort-of-starfish, was the ancestor of the modern day Hiver. The high evolutionary path on that world split at the shoreline. At sea, the vertebrate bilaterally symmetrical form became dominant, but on land the radially symmetrical forms were ascendent.

In the evolution of life on land, animals developed a radially symmetrical nervous system which extended up all six limbs to the centrally-located brain. The brain encased in the body was a survival trait, protecting it not only from predators, but also from extremes of heat and cold.

Eventually, as animal life specialized, it tended toward bilateral symmetry while retaining the effects of earlier radial symmetry: one limb became a pseudo-head with a sensory cluster; the opposite limb became a tail and reproductive organ.

All higher life forms on Terra can be seen as variations on the basic theme of a central backbone, an uppermost head and brain, two forward limbs and two lower limbs. On Glea, all higher life forms are variations on the basic theme of a central brain with nerve cords extending outward to six roughly identical limbs; of those limbs, one contains all the specialized sensory clusters, and the other is a reproductive organ.

As on any world, there is great diversity. Some animals have armored hides and can roll themselves into a ball in time of danger. Others have developed their limbs for speed and the chase. Still others are greatly specialized and shoot blinding acid

or irritating allergenics at their enemies.

The survival mechanism which proved effective for the Hivers was intelligence.

THE PROTO-HIVERS

In the carefully preserved wilds of Guarán (and on several other Hiver worlds), there is a large burrowing animal called the *snohl*. This thousand-kilogram intermittent creates extensive tunnels in its search for food, and built-up mounds which serve as nests. The proto-Hivers were originally omnivorous scavengers which were attracted to the *snohl*'s leavings.

Over the course of time, groups of proto-Hivers moved into the *snohl*'s burrows, digging out small dens in the edges of the *snohl*'s main tunnels; eventually a symbiotic relationship was established where the proto-Hivers evolved into gatherers which accumulated food for themselves and the *snohl*, and, in return, the *snohl* provided shelter.

Proto-Hivers were relatively solitary, with one forming a relationship with one *snohl* and sharing that *snohl*'s burrows. When one *snohl*'s tunnel crossed another's, they mated and each *snohl*'s proto-Hivers also mated.

The proto-Hivers had a complex (although only instinctual) culture in which they gathered decaying vegetation and dead animals and farmed fungus in a crude way.

Late in this period, Guarán underwent a severe environmental change (probably an ice age) which put extreme stress on the proto-Hivers' and *snohl*'s ecological niche. It became necessary for the proto-Hivers to range farther and farther afield in search of food and fertilizer. In doing so, the proto-Hivers were forced to cooperate with each other, forming scavenging and gathering parties to handle the task of gathering at great distances. Some division of labor was necessary in order to handle the fungus farming in the burrows while the gatherers were away. And cooperation was necessary in order to properly assign and carry out all the tasks required. Those proto-Hivers with greater intelligence had a survival trait which helped them survive and prosper.

With intelligence came communication (basically a sign language), a sharing of ideas, and an ability to give orders and receive instructions.

With the rise of intelligence, the specific animal called the Hiver arrived. Over a period of perhaps 100,000 years, the Hivers built their culture and their technology, expanded their tool-use and their social interaction to create the foundation for the Hivers as we know them today.



Hiver Physiology

Hivers are approximately human-sized. It seems to be a universal or (or maybe just a statistical) rule that intelligent life tends to evolve within certain size and mass limits, and those limits are easily enough defined by the concept of human size. Hivers stand approximately 1.5 meters in height, but they prefer to measure the distance between opposite limb-tips: which is about 3 meters if the individual really stretches. Hivers mass about 150 kilograms.

Hivers are descended from omnivore gatherer/scavengers which were originally adapted to a largely underground existence. As a result, they show many characteristics which originally were required for that existence. For example, their teeth are differentiated to allow both cutting of meat and grinding of vegetable matter. Their eyes are adapted to the visual spectrum and to the infrared, but are sensitive enough to require protective lenses in bright sunlight. Their hearing is roughly equivalent to the human auditory nerve, but has a peak response in very low frequencies (to better sense shifts in the ground and tunnel walls).

GENERAL FORM

The Hiver body has a modified six-fold radial symmetry: six limbs radiate from a central body. The brain and most important organs are contained in the central torso; the six limbs radially extend from the torso and end in manipulating tentacles or fingers; the limbs function interchangeably as arms or legs, hands or feet.

The Skeleton: The internal skeleton is composed of calcium compound-based bone which is stronger than the human equivalent, and slightly more flexible. The brain and essential internal organs are protected by a carapace plate. Attachment points on the carapace support a series of rib-like rings, and extending from the rings are the internal bones for the six limbs. The skeleton extends to the ends of the limbs, but not into the tentacles.

The Skin: Hiver skin is an extremely tough layering of tissue and insulating fat covered with a fine invisible down. The skin's qualities make clothing unnecessary in ordinary situations; clothes for Hivers are protective or utilitarian, or are purely decorative.

Hiver skin ranges in color from pink to tan, with occasional patches of grey or brown. Aging brings on randomly placed spots of brown.

The fine down which covers a Hiver is a form of hair which emanates from nerves lying beneath the skin. The hairs are sensitive to air movement, light contact, and even moderate heat and cold; consequently, the large Hiver can feel changes in the immediate environment as well as sense the placement of its limbs and their relationship to nearby objects. The nerve connections of the down assist in the fine dexterity of the six limbs.

The Prime Limb: The *head* (actually a sense-organ cluster) is a modification of one of the limbs and contains six eyestalks and six manipulative tentacles, plus three infrared sensor organs and three ears placed around the circumference of the modified

limb. There is no sound-producing organ.

The six flexible eyestalks can be turned in any direction independently, but are generally used in pairs to provide binocular vision. The brain can process data from up to three pairs of eyes at one time, and a Hiver can see everything in a 360° circle simultaneously. Hiver vision is equal to that of a human in normal light. The infrared sensors work in conjunction with eyestalk pairs to help vision when underground or without proper illumination.

Hiver hearing is about equal to the human sense.

The Tail: Opposite the prime limb is the *tail*; it contains the reproductive organ. Hivers have only one sex. Reproductive cells are exchanged each time two Hivers meet, using the modified rear hand; the process has been termed *shaking hands* by humans (who tend to avoid it). The cells are kept in a reproductive pouch on the lower body surface, where they conjugate, exchanging genetic material. Once every forty days or so, a cell will develop into a larva, which then drops from the parent's body.

The Limbs: Although the prime limb and the tail are specialized, all six limbs are more alike than different. Hivers are multidexterous, and use all limbs interchangeably as arms or legs. Normally, at least three limbs are used as legs at any given time, but any combination is equally possible; some trained runners use all six limbs as legs, while some craftsmen sit on a stool and use all six limbs as arms.

Each limb ends in a six-fingered radial hand. The tentacles or fingers are extremely flexible, with muscular adhesion pads along about half their length. Hiver arms and hands have less strength than do human limbs, but they are also very tough, showing great endurance and a resistance to injury.

Each limb is connected directly to the brain, rather than through branches from a central nerve cord. As a result, each is marginally more responsive than a vertebrate's; there is little preference between limbs for manipulation. Hivers seem to choose the arm that is nearest, rather than showing any handedness.

Limbs are also used as legs. The fingers are curled up to form a cushioned ball away from the limb tip which serves as a foot.

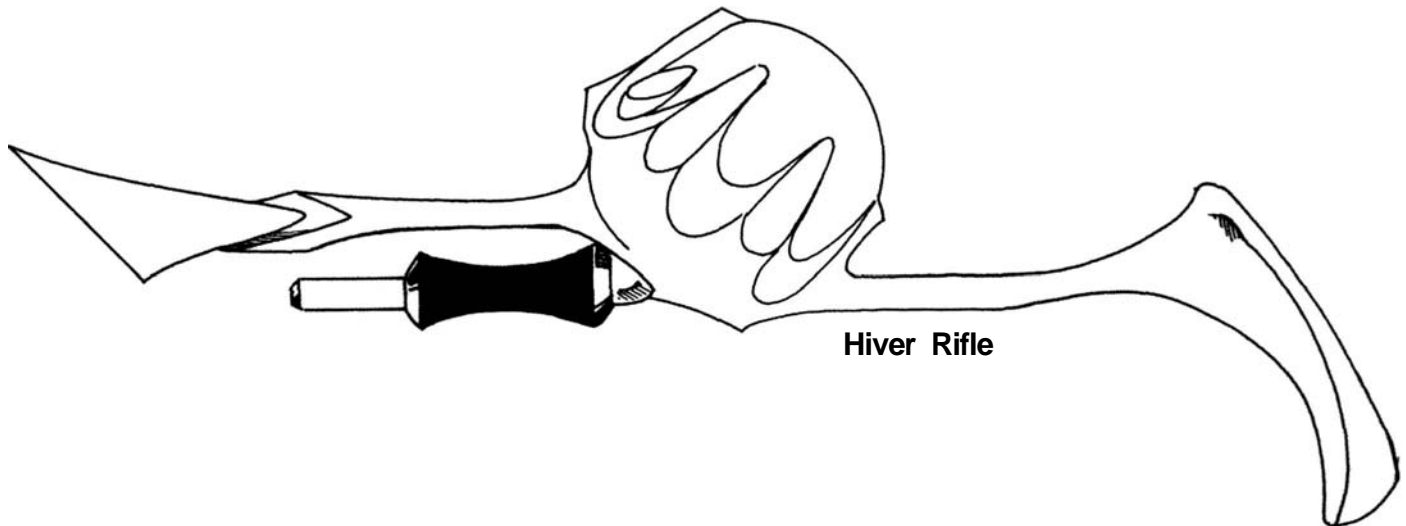
Some animals have claws at the ends of their fingers; Hivers have a vestigial claw (similar to a human nail) which is little more than a flat spot of firmness which aids in manipulation.

The Torso: The central body of the Hiver contains all of the essential organs, from the lungs and respiratory apparatus, to the heart and circulation system, to the stomach and digestive system. Surrounding them all is a bony carapace which protects them from injury and climate. Within the carapace is a separate skull which encloses the brain; it is supported by muscles and cartilage attached to the inside of the carapace.

Outside the carapace is a system of musculature which helps move the limbs, insulate the body, and cushion blows to the carapace.

At the center of the lower surface of the body is a single, multi-purpose opening called a *cloaca*. The cloaca leads to separate channels for the digestive system (the mouth), the excretory system (the anus), and the reproductive system (the pouch). A system of manipulatory organs (analogous to the human tongue) push food, excrement, and reproductive cells around to the proper channels.

The Hivers' nose (breathing orifice) is located on the upper body surface and connects to a set of six lungs inside the



carapace. The lungs are driven by the same large internal muscle which pumps the heart. About half of all Hivers have an acute sense of smell; the olfactory nerves are located in the nose on the upper body surface, and connect through a separate nerve trunk directly to the brain.

RECENT DEVELOPMENTS

Evolution has worked changes on the Hivers. Gross changes took place during the long prehistory of the race, but there have also been notable changes in the centuries since the Hivers achieved civilization and began recording their history.

The Sense of Smell: The prehistoric pre-Hiver depended more on smell than on sight in dealing with its environment. A chance mutation in the pre-Hiver disabled the smell-brain (that portion of the brain which concentrates on processing smell data) and forced the sight-brain to assume dominance. It was this dominance of the sight-brain which led the way to intelligence for the Hivers. Depending on sight forced the Hiver more toward manipulation of objects; sight allows a finer dexterity than does smell. Many feel that a smell-oriented brain simply cannot process as much data as efficiently as a sight-oriented brain.

However, since the dawn of recorded Hiver history, a major mutation has occurred: the re-enabling of the smell-brain. The change took place in about -5600 (nearly 1,000 years after recorded history began; but 1,500 years before the Hivers achieved space travel). A few Hiver larvae were dropped (humans would say born) and later found to have a heightened sense of smell. The trait has since been passed from generation to generation, gradually widening the pool of individuals who can experience the joys of smelling things. For the curious Hivers who have it, the sense of smell is a wonderful ability; for those who don't, it is a sense which is envied but not really understood.

The genetic basis for the re-enabled smell brain, however, is a complex one, and one which has not lent itself to rapid dissemination into the general population. Today, after more than 5,000 years in the gene pool, the re-enabled smell brain is present in only about half of all Hivers.

Coloration: Hivers of early civilization had a wide variety of coloration on their hides; much of that differentiation is now gone. Hivers routinely exchange embassies between worlds to help keep the race homogeneous, and as a result coloration is now a consistent tan to pink.

On the homeworld of Guaran, Hivers from different latitudes or regions had different colors which ranged from pure white through pink to dark blue. As a world civilization arose, Hivers travelled more widely; the gene pool became larger, and these colors blended. But in the early years of space flight, it was not uncommon for hybrid Hivers to be produced from the relatively small gene pools available to colonists and starship crews. It was M. Fioran who successfully demonstrated the overall negative effects of small gene pools on the race, and promoted the current practice of embassies and cultural exchanges which help keep the Hiver race relatively homogeneous.

HIVER MEDICAL CONSIDERATIONS

Hivers developed an effective medical science during their long history, and they make use of it to prolong their lives and enhance the quality of their lives.

Regeneration: Hivers have a limited ability to regenerate fingers and even limbs.

Larvae naturally and automatically regenerate lost or severed limbs if the accident happens before one year of age.

For all Hivers, severed fingers regrow over a period of about twenty weeks without additional treatment.

Drugs: Hivers have a centralized six-lobed gland (surrounding the skull) which produces all of the body's hormones and controlling secretions. These hormones can properly be considered drugs because they control the responses of the body to illnesses, infections, trauma, and fatigue.

Hiver pharmacology is devoted to reproducing the drugs which the body naturally manufactures, or to stimulating the body's main gland to produce them itself.

Deficiencies: The major medical problem confronting Hivers is a malady called deficiencies. When the main gland cannot produce the proper hormones or secretions to respond to a specific medical problem, then the hormones or secretions must be supplied from outside. When the body does not respond correctly to outside supplied drugs, the problem is called a deficiency.

The major problem confronting Hiver medicine today is the control and remedy of deficiencies. Deficiencies vary greatly and cases are dissimilar enough to preclude blanket remedies, requiring individualized diagnosis and treatment. Perhaps the most common deficiency encountered is recurrent olfactory deficiency; where a Hiver with the sense of smell loses it on a recurring basis. The solution remains undiscovered.

Hiver Society

The interaction of Hivers with themselves creates a society with patterns and practices which help perpetuate it.

Self-Images: Hivers perceive themselves in four basic classes which are based on age: *larvae*, *yearlings*, *adults*, and *seniors*.

Larvae are any young which have been dropped by a parent. They are identified by their small size and the fact that their fingers have not yet developed. Larvae are recognized as potential Hivers, but are not accorded any special care or status. Once dropped, larvae naturally gravitate to the wilds where they survive instinctually for about a year; during this time, their immature features develop and they grow in size from an initial 30 centimeters radius to about 60 centimeters radius. The period in the wilds is a natural selection process which eliminates non-viable mutations, physically weak specimens, and sickly individuals. Hivers do not know their own young; larvae which survive the wilds are cared for by the nest they wander into.

Yearlings are maturing larvae which have emerged from the wilds. Their fingers are developed to the point that they can grasp and manipulate objects. Yearlings are accepted into any nest which they find, and they remain in that nest until they reach adulthood. During this time they receive an education and gradually develop physically. At age 14, the yearling reaches reproductive age and is considered an adult.

Adults are any Hivers above the age of 14. They are fully mature physically and intellectually.

Seniors are an optional category of Hivers; not all individuals attain it. A senior is a Hiver who has gained special respect or status based on its actions in life. Nest leaders become seniors after several decades of service; judges of the law usually become seniors after many years in their careers; manipulators who achieve fame for their deeds are usually considered seniors. Senior status is a nebulous and unofficial classification. Within a nest (for example), the leader is usually considered a senior by nest members; outside the nest, the leader may not yet be considered a senior.

THE STRUCTURE OF SOCIETY

Hivers organize themselves into cooperative nests which generally center on a common endeavor or interest. A nest may include as few as five or as many as five hundred individuals, but averages about one hundred. A nest population of about one hundred has proven efficient to manage, and is about the same size as pre-civilization nests. They can hold anything from five to five hundred individuals, usually averaging one hundred (the size of most nests in pre-civilized times). Larger nests are established when there is a need for a greater population (large manufacturing complexes or universities); smaller nests are created when a small group is needed (starship crews, small expeditions, small businesses, or small enterprises).

Yearlings find a nest when they emerge from the wilderness; they remain in that nest until they reach adulthood. The first years are spent learning basic social and intellectual skills; the later years are spent taking an active role in achieving the nest goal. When the yearling reaches adulthood, it may decide to re-

main in the nest, or it may leave the nest in search of a nest goal which more fully meets its own desires.

Above the nest level, Hiver society has a variety of governing organizations. Many nests may group themselves together to form a city or city-state. Cities may group together to form a nation-state. Nations may group together to form a world government. The worlds of the Hivers have grouped together to form the Hiver Federation.

In all cases, however, the lines of authority in Hiver society are vague. There are nests (or organizations) that handle virtually every aspect of Hiver life, but *government* is determined largely by nests that coordinate activities between various other nests, or by the leaders of various nests working in concert. Neither has any authority in the sense that humans understand the concept; they merely perform a job like any other nest's job, with no special power or respect being accorded to members of such nests. Certainly Hiver society is utterly egalitarian; competition for power over others is totally foreign to the Hiver nature.

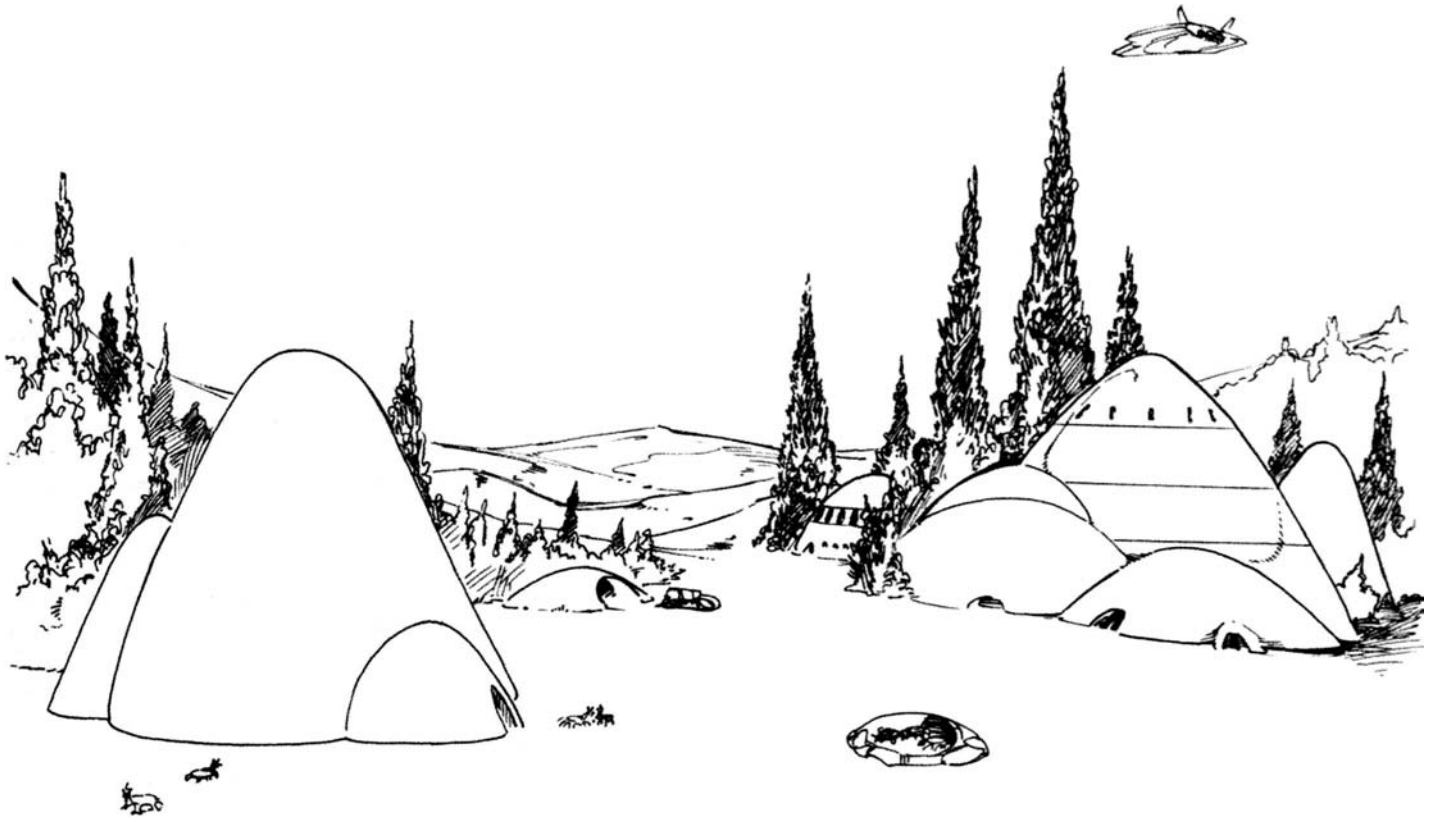
THE HIVER ECONOMY

The Hiver economy has been described as "an economist's nightmare" and "capitalistic communism" by human writers. It is very difficult for non-Federation members to understand, though it seems to work admirably for them. Basically, Hivers have a strong desire for material comforts, and, hence, the wealth that makes these possible. But they rely on a system of credit in which the individual has a positive or negative credit balance with its particular nest. When an individual changes nests, the new nest acquires the individual's credit balance, either paying to, or being paid by, the previous nest. In the interim, individuals can draw on the nest's accounts for virtually any amount, whether for simple necessities such as food and shelter, or for large material items.

Just how this credit system is regulated is a matter of some uncertainty to humans; it seems to be largely a combination of honor and ambition on the part of the individual Hiver nest-member which limits unrestrained tapping of resources. Because the Hiver knows he will probably be moving onto another nest, and he also wants to enjoy a certain degree of stability and comfort, Hivers seem to regulate their own desire to tap a nest's resources so as to end their service with a particular nest with a positive credit balance; they earn credit according to the quality and quantity of work performed, just as humans earn money. Thus, a Hiver may require large amounts of expensive equipment for a particular task or project, which the nest provides; at the end of the task, the Hiver returns the equipment, and the value of the returned items (less a "depreciation allowance" of 5%) is used to offset the amount originally charged to the Hiver's account with the nest. The balance is made up out of the value of the individual's labor. This system is vastly oversimplified in this description, but in essence conforms to these lines.

Hiver Specialties: Communications and electronics technology are the most important industries in interstellar commerce in the Hiver Federation; Hiver industry and business excels in these fields. Major exports include artificial and computer languages, translators, computer circuitry and software, and electronic hardware of all types.

Hiver mathematical systems are much in demand for their power and elegance.



INSTITUTIONS

All societies create institutions: established procedures or organizations which are accepted because they make it easier or more efficient for society to function. In human society, some institutions are the family (which helps stabilize society, encourages reproduction, and assumes responsibility for the young) and the church (which provides moral direction and education, and charity).

Hivers have created a variety of institutions, each of which has helped shape society. Three important institutions to be considered here are the nest, manipulation, the embassy, and topical clubs.

THE NEST

The basic institution of Hiver society is the nest; it is roughly equivalent to the family or the tribe in human society. The nest serves two purposes in Hiver society: it is a place for the education and care of the young, and it gives each Hiver an established place and purpose in the social structure.

All nests have a nest goal: a statement of purpose for the nest members. For some, the nest goal is an elaborate statement, while other nests may decide they exist simply to care for the young and support their members. There are even nests for those Hivers who want to be independent and alone.

The nest is headed by a leader— one individual who makes routine decisions and assignments, and who keeps the nest's

records. Where the rare dispute over the leader's decision occurs, the nest as a whole reconsiders the decision and affirms or changes it.

MANIPULATION

Manipulation is a uniquely Hiver phenomenon. It is an accepted activity which accords the successful manipulator respect and admiration from the population in general. It is a way for individuals to achieve a lasting sort of fame in their society.

Manipulation is rigidly defined by the Hivers to include four components: the deed, the manipulator, the consequences, and the claim of credit. Each component has been carefully refined and defined, and its requirements must be carefully met for it to be accepted.

The deed itself is the stimulus which sets the manipulation into motion. The deed must be premeditated, and it must be the minimum deed necessary. As such, the deed must be carefully recorded (originally in writing; currently, manipulators maintain elaborate explanatory video and graphic records) in order to support a later claim of credit. Premeditation of the deed also includes a prediction of the consequences and their effects. The finesse of the manipulator is judged by the degree and complexity of the deed; great finesse is assumed when the deed is small and innocuous, and lesser finesse is assumed if the deed is more direct or complex.

The manipulator is the person who performs the deed. A



manipulator may be open and direct, or may work behind the scenes. In all cases, a true manipulation calls for the manipulator to be a single person, working alone and totally responsible for the act. If more than one person performs the deed, the act is not a true manipulation.

The consequences of the deed are the results of the initial act. There are obvious results of any deed, and evaluation of any manipulation ignores them; the unobvious effects are the true effects of manipulation. The manipulator must predict them correctly.

The claim of credit is the final step in a successful manipulation. The manipulator must reveal the manipulation and present its evidence of responsibility and its prediction of the consequences. Upon evaluation, the event is then acknowledged as a manipulation (or not) and proper records are made.

Acknowledged manipulators are accorded a courtesy title of Manipulator (abbreviated M.) in respect for their deeds.

The First Manipulation: The first manipulation in Hiver society was also one of the first recorded deeds in Hiver history.

About 10,000 years ago, M. Primus (the anglic translation of the manipulator's name) was a nest leader in one of ten city-states on a mountainous peninsula. All of the city-states were struggling to build and maintain their economies, but were constrained by the mountains; instead all viable trade took the long route by sea around the peninsula. Primus proposed to a meeting of city leaders that a road be built across the peninsula, complete with tunnels through the impassable mountains, to connect all of the city-states. Primus emphasized the commercial and trade benefits that could be expected.

The idea became popular and was implemented. Within ten years, all ten city-states were connected by a road that greatly shortened travel time between them. Within fifteen years, several of the previously inaccessible mountain valleys in the peninsula interior were settled by newly formed nests. Primus' city-state became a trade center for these new settlements; with trade came power and importance. As the years passed, the city-states found that their interests were more common than

separate, and within thirty years, the ten city-states had united into a new nation-state—the first to be established on Guaran.

At a celebration of the founding of the nation-state. Primus climaxed the festivities by revealing its manipulation. Everyone in attendance immediately acknowledged Primus' deed, and it has since been recorded as the first true manipulation. At this point, the record becomes semi-mythical: one ending has Primus being elevated to leader of the new nation state; the other has Primus banished as too dangerous to the community.

EMBASSIES

Embassies are a relatively new institution in Hiver society, coming into being only after spaceflight was achieved.

Embassies are actually a type of nest. The nest goal is to help maintain the uniformity of the Hiver genotype by carrying reproductive cells between worlds. Embassies also foster a homogeneity of Hiver culture by sharing news of events, relationships, discoveries, and interests to the many worlds of the Federation.

Embassies are also involved in legal decisions. As disinterested parties, they are assumed to be able to make impartial decisions on questions brought before them; they serve as juries to decide disputes that have not been otherwise resolved.

TOPICAL CLUBS

All Hivers have some degree of curiosity. But just because an individual is curious does not mean that it is intelligent or even well-educated. The Hiver institution of topical clubs evolved as a response to the unending curiosity of Hivers and a common desire to know more about everything.

Topical clubs are formal organizations of Hivers with an interest or curiosity about a specific subject. Typical subjects are the sciences (perhaps biology, electromagnetic radiation, mathematics, or gravity), social sciences (perhaps education of yearlings, government, or history)/ or self-improvement (perhaps leadership techniques, physical training, or sports). There are topical clubs established for almost any subject of interest to Hivers; most Hivers belong to at least one such club, and probably several.

Topical clubs are independent and self-governing. They each establish their own criteria for membership and may be open to all or only to invited individuals. They may join with other clubs to share information, or they may stand fully independent.

Topical clubs have several functions within Hiver society. They educate individuals. They conduct beneficial research which may not be funded or encouraged by the nest or the government. They provide a safe place for Hivers to indulge their curiosity. They help Hivers avoid duplicating research which has already been conducted. In general, topical clubs are an outlet for a major drive within Hiver society, and by providing that outlet, the clubs help stabilize Hiver society.

There are many topical clubs, and some of those achieve a continuing legitimacy and acceptance; they tend to become semi-official regulatory agencies. Two of the most notable topical clubs are the Manipulations Club of Guaran and the Legal Club of Glea.

The Manipulations Club of Guaran was originally organized on Guaran about 1,000 years before Hivers achieved spaceflight, and was dedicated to teaching individuals how to perform manipulations. At about the time spaceflight was achieved, the club changed its emphasis from teaching

manipulation to studying manipulation. It currently maintains the official records of manipulations within Hiver society, and ranks them by effect and importance; scholars use these records to analyze trends within Hiver society. The Manipulations Club is also the accepted validating agency for manipulator status. A manipulation may be filed with the club (along with supporting documentation) and if accepted, the manipulation is recorded as such within the club's records. Such an acceptance and recording accords official manipulator status to the responsible individual.

The Legal Club of Glea is the central depository for all legal decisions and precedents within the Federation. The records and publications of the club are required readings for anyone who wants to be a judge in the Federation, and the Legal Club accredits individuals who have passed its course of study. The Legal Club of Glea maintains ties with legal clubs on the various worlds of the Federation, and helps keep them informed of decisions and precedents which may affect them.

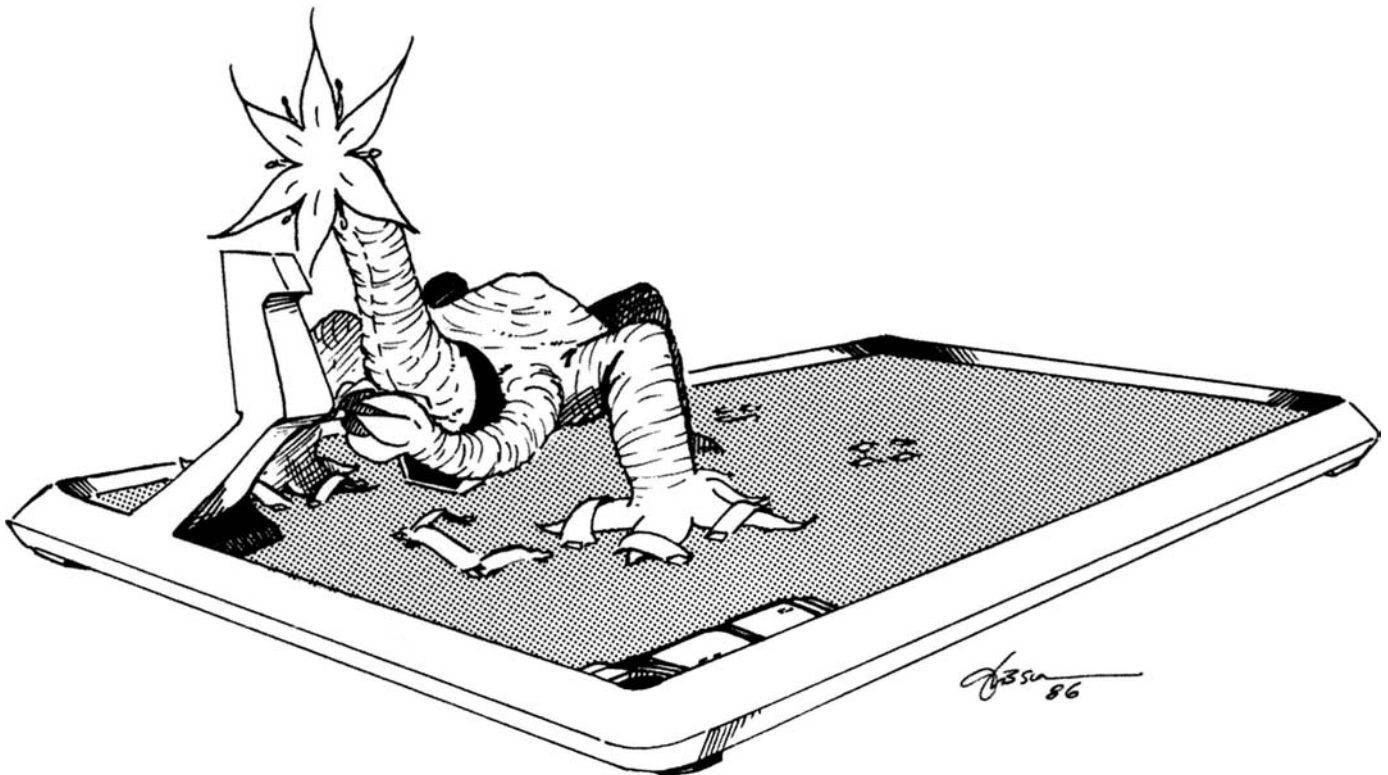
Because the Hiver Federation has no formal or pervasive legal structure (instead depending on custom, precedent, and essential fairness), the Legal Club of Glea and the legal clubs of the member worlds help to maintain that fairness, as well as a uniformity throughout the Federation.

Topical clubs fulfill a necessary function in Hiver society: they are pseudo-nests with pseudo-nest goals that may not be practical or acceptable. Topical clubs allow individuals to follow more than one goal in their lives. And one of the greatest ambitions of some topical clubs is to transform themselves into nests, able to devote its full resources, on a full-time basis, to its chosen purpose.

THE HIVER PARENTAL INSTINCT

The strong Hiver parental instinct can be considered an offshoot of the Hiver instinct for racial survival. To humans, this parental instinct seems somehow warped. For example, Hivers are horrified by the idea that their larvae might somehow find its way to a world where there is no nest to receive it. To prevent this, Hiver ships are carefully fumigated to kill any hiding larvae before landing or docking, and extreme measures are undertaken to ensure that no Hiver crewmember deposits larvae where there is no nest. On the other hand, the notion of artificially limiting larvae production is considered barbaric by the Hivers.

As Hiver culture has grown more sophisticated, Hivers have extended their interpretation of the parental instinct to "child" races—primitive or culturally backward aliens—as well as their own Hiver children. The Hive Federation has been influenced by this instinct and it colors Hiver behavior toward races outside the Federation as well. Humans are seen as being the best candidates for civilization outside the Hiver sphere, though Hivers still regard human cultures as barbaric due to their capacity for violence and the wildly confused welter of genotypes and cultures which are permitted to flourish in human space. Imperial humans are preferred over the more militant and intolerant inhabitants of the Solomani sphere. There have been few contacts with the Zhodani or the Vargr: the stability and conformity of Zhodani society would probably appeal to the Hivers; they would have disdain for the confused nature of the Vargr behavior. The Aslan and the K'kree are seen as being too aggressive to ever reach a truly civilized status.



The Psychology of the Hivers

Hivers behave in ways which have been shaped by thousands of years of evolution and culture. In some ways, their behavior is very similar to the behavior of humans (they struggle to survive; they avoid pain in everyday circumstance; they become hungry and eat; they enjoy such pleasures as comradeship and pleasant surroundings). In some ways, their behavior is very different (they have no concept of love; they do not consider their young to be people until they are a year old; they abhor personal violence). But everything the Hivers do has a basis in their culture and their evolution (just as the same is true of humans).

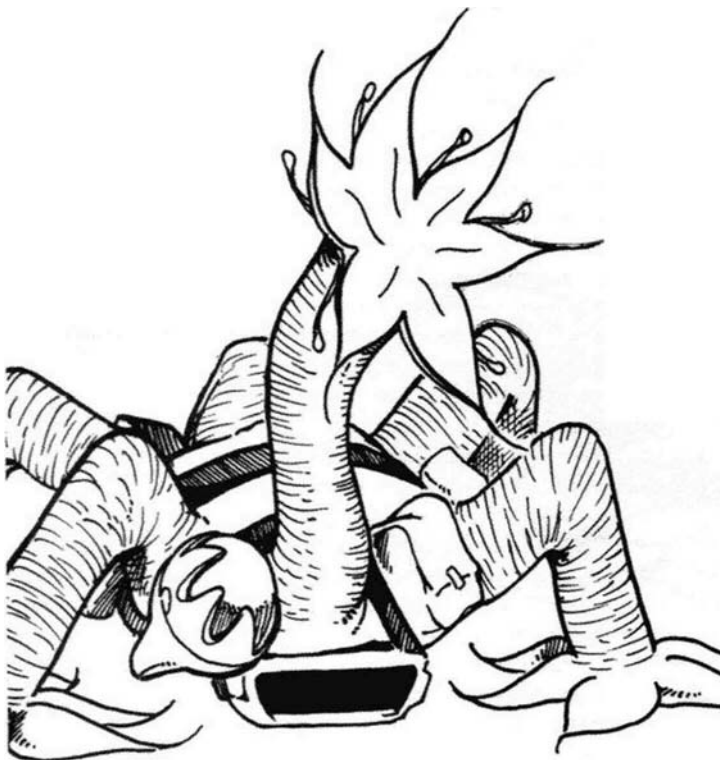
Psychology endeavors to understand how a being thinks; an understanding of Hiver psychology can help others to predict behavior and motivations, and to evaluate a Hiver's actions.

Hiver psychology has two major areas of study: behaviors and motivations. Behaviors describes what Hivers do and how they do it; motivations describes why they do what they do.

BASIC HIVER MOTIVATIONS

Hivers are living animals, and as such, they are motivated to survival, finding food, finding satisfaction, and reproducing themselves. The behaviors they show and the reasons that they have for behaving in the ways they do reflects their psychology, culture, and society.

Just because the Hivers are intelligent does not make their behavior strictly logical. Hivers understand that much of their activity is based on instinct or preference born of long years of evolution. Behavior can be altered or redirected if they see a reason to do so; but they also naturally accommodate basic



behavior as a matter of course.

Humans behave similarly. On a strictly logical basis, a food substitute can be created for humans which provides everything necessary to support life, but without any flavor. It could be cheaper, store better, and be easy to eat. And humans would not stand for it. Human psychology requires flavor in food; without flavor, the food is unpalatable, inedible. Similar conditions apply to the Hivers.

Personal Survival: The Hiver drive for personal survival expresses itself as an aversion to physical violence. Hivers have no real history of fighting, and they are not suited for it either intellectually or emotionally.

In their own minds, many Hivers feel that they can handle fighting—they learn to use guns; they study strategy and tactics; they even train for close combat. But in the final analysis, they always seem to break, unable to respond with the violence that would carry them to a victory at close combat unless they are in a true survival situation.

It is fortunate for the Hivers that modern warfare is carried out at long ranges. The Hiver urge to run doesn't apply at ranges where dispassionate thought can intervene. Hivers operate a navy because they consider naval actions (longer ranges; less immediate consequences) more acceptable.

Racial Survival: Reproduction is always a function of the drive for racial survival. With the Hivers, reproduction is a casual act, without consequences or responsibilities. As a result, the racial survival drive for Hivers is concentrated in the parenting process.

Reproduction: Hiver reproduction is an instinctual process. It is totally without emotional overtones; there is no formation of sex-based bonds between individuals, and the reproductive process does not have the emotional importance that it has to humans.

Without mating bonds, there are no close-knit family feelings common to most human and other such cultures. Hiver larvae are regarded as minor pests, and Hivers have no compunction about eliminating them when the need arises. Yearling Hivers returning to civilization do so at random, so there is little chance that one might be taken by its own parents.

Hivers do have a strong parental instinct, but it is a generalized one. Yearlings are adopted and cherished by the entire nest, rather than by specific individuals. Any Hiver is strongly concerned with the safety of all yearlings.

Parenting: The parenting instinct expresses itself in two ways: a drive to teach the young, and a drive to manipulate.

Teaching the young is a task that all Hivers undertake at some time or another. It involves relating stories of personal experience in an attempt to give the Hiver's students an advantage in their own dealings with life. Since all Hivers are naturally curious, such story-telling sessions are an enjoyable and entertaining activity, and the young look forward to them.

Manipulation is an instinct that the fiercely individualistic Hivers have raised to a fine art. It seems to be a development of the parenting instinct, except the Hiver is now acting as a parent to other adults—deciding what they need and then convincing, forcing, persuading, or imposing the answer on them.

Curiosity: One of the greatest forces in the individual Hiver is its curiosity. Hivers are interested in the world around them, and are often driven to investigate and try to understand events and situations they may encounter.

Most Hivers have selected one or more topics in which they are interested (typically, a Hiver's curiosity characteristic

indicates the number of general topics which it is routinely curious about, as well as the degree of curiosity the character expresses).

Individualism: Hivers take great pride in their individualism. They enjoy their own abilities to achieve objectives; some of this drive stems from their survival as larvae in the wilderness. Even as they cooperate in their nests and with the co-workers, they express themselves in individual ways. Differences in tastes, preferences, likes, and dislikes are all accepted as ways of expressing Hiver individualism.

Superiority: Hivers have developed a racial belief that they are superior to most (if not all) other intelligent races. Such a belief is not uncommon among intelligent races: the Vargr, Aslan, Zhodani, K'kree, and Solomani all have similar beliefs. The difference is how the Hivers express it: they accept that others may feel themselves superior, but ignore or tolerate such beliefs in the (almost smug) acceptance that they are truly superior. Hivers are rarely concerned with changing non-Hivers' opinions, or convincing non-Hivers of Hiver superiority. Instead, the Hiver superiority expresses itself in a calm acceptance of others' shortcomings. Even Hivers who are confronted with a smarter or more capable non-Hiver retain their own conviction that Hivers are racially (intellectually, logically, capably) superior to any other race.

BEHAVIORS

Hivers have adopted a variety of behaviors which they use in reaction to situations they encounter.

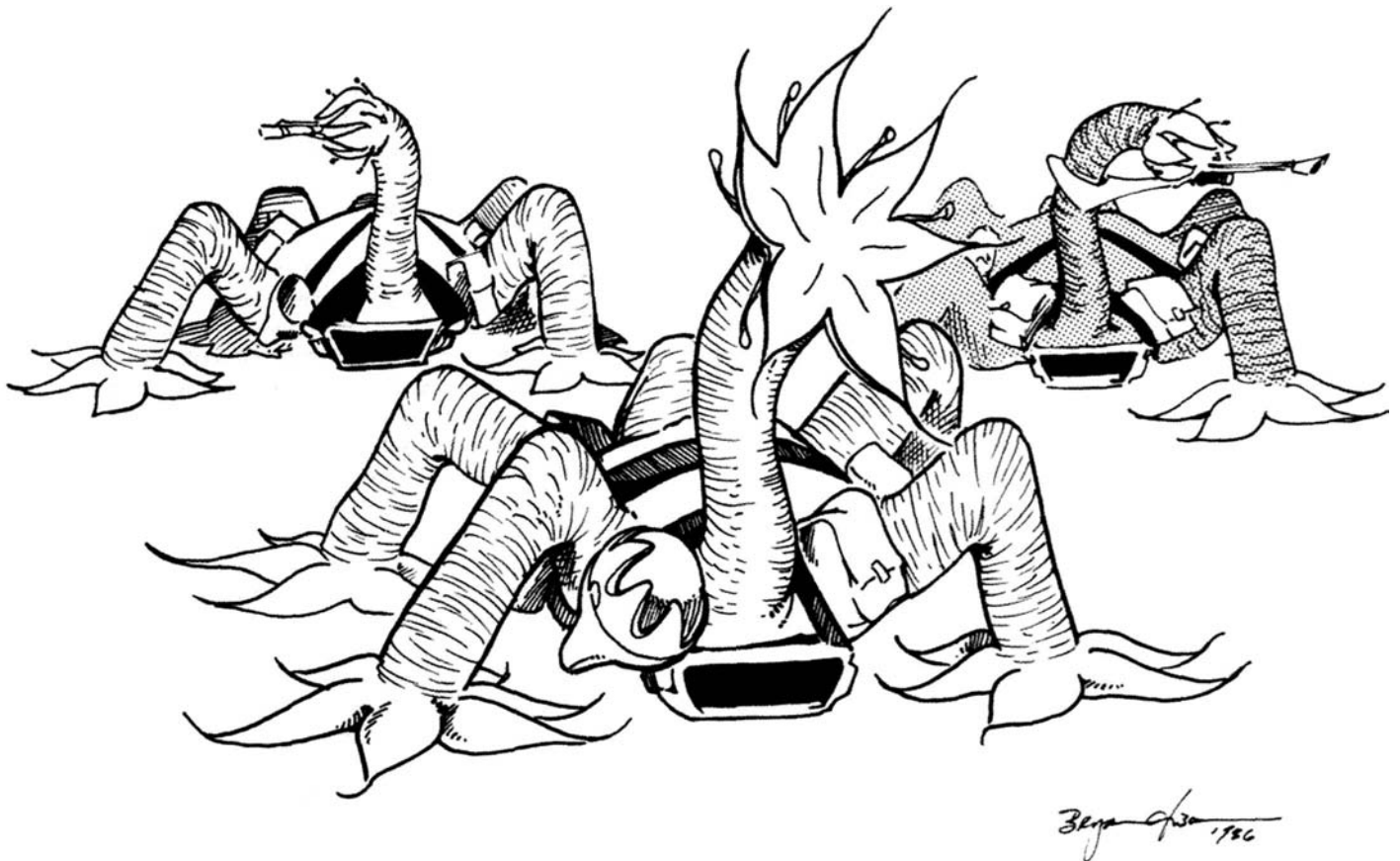
Confrontation: Hivers often use direct confrontation in dealing with a problem. Since Hivers are cooperative by nature, they have found that stating the relevant factors in a problem and confronting others involved can be an effective way of dealing with the problem. Since confrontation achieves results, it is a preferred method of handling some problems. Hivers are sometimes surprised (in dealing with non-Hivers) that confrontation can aggravate a problem rather than force a resolution.

Consensus: Hivers believe in solutions which resolve as many problems as possible. Their cooperative nature leads them to seek compromise and consensus, rather than absolute victory in most problems.

Manipulation is an interesting contrast to this drive for consensus. The individual manipulator adopts a specific course of action (one that conceivably can be adopted) and creates an atmosphere where it is adopted; the manipulation procedure outwardly ignores compromise and consensus, but is nevertheless an accepted type of action, and one which gains the manipulator great respect.

It appears that manipulation is an accepted exception to normal behaviors because it allows necessary actions to be taken even if compromise and consensus have not worked.

Avoidance: Hivers typically avoid problems that they cannot handle effectively. If confrontation has not solved the problem, they ignore it. Hivers will usually go around a threat if they believe the chances of winning are slim. Avoidance may simply be a refusal to discuss the matter, or (if the problem is truly dangerous) it may be actual retreat or flight.



The Hive Federation

The interstellar empire of the Hivers is technically a federation—a group of states, each internally independent, which have joined together into a union to which they have surrendered certain rights and responsibilities (concerning foreign affairs primarily). This federation is less centralized than a republic or an empire, but more united than a confederation or casual alliance.

The Hive Federation, although originally founded by the Hivers, and widely based on their cultural precepts, is, in fact, a true union of many diverse worlds and races. All member worlds are co-equal in status, in representation in the central government, and in access to the benefits of interstellar commerce and interaction.

The Hivers, however, do dominate the Hive Federation because of their numbers and their widespread presence. The Hivers initial expansion into space was into a region which was unsettled; they were the first in the area to discover jump drive, and they used it on a wide scale. A natural consequence was the widespread settlement of hospitable worlds in what came to be known as Hiver space.

Naturally enough for an expanding race, some of the intelligences which the Hivers encountered were eliminated, deliberately or by happenstance. But many more survived because of a cultural imperative of the Hivers: manipulation, which in Hiver society is both an important art-form and a respected individual pursuit. Hivers are themselves culturally the product of many succeeding generations of manipulators. Those centuries of manipulation have made Hivers less susceptible to manipulation through increased education and awareness of the process (just as sophistication in literature or drama increases as a human culture grows older and more mature). Non-Hiver populations were soon perceived by Hivers as a target for manipulation: within certain well-defined parameters, apprentice manipulators could practice their art, and even relatively untalented Hivers could have the opportunity to manipulate others for a brief time.

Naturally enough, once a non-Hiver culture reached a certain level of achievement (usually industrialization and space-travel) and has become familiar with Hiver culture, they are less susceptible to manipulation and become less fertile grounds for the non-experts. All cultures within the Hive Federation are constantly being manipulated by experts in the field. In some ways, this manipulation is a form of government which achieves ends which cannot be arrived at normally.

The Hive Federation is a true union of worlds and races, with all members being co-equal in status and power. Because of this fact, any discussion of the Hivers must take into account not only that race, but also the Federation as a whole. Though Federation culture rises almost exclusively from the Hivers and their view of the universe, other member-races make their own contributions to the society of the Hive Federation.

MEMBER RACES

There are over 170 member races within the Federation

dominated by the Hivers. These races, although extremely diverse in physiology, display fewer differences in culture and behavior than might be expected. Hiver-imposed cultural standards make the ways of life embraced by these various races somewhat more uniform than, say, the various races included within the Imperium.

Completely describing all the diverse races of the Federation would be impossible here. There are few races, however, which play a particularly important part in the affairs of the Federation. These races are described below.

The Za'tachk: One of the oldest races associated with the Hivers, the Za'tachk are descended from trisexual omnivore/gatherers. They are quadripedal; like the Hivers, they can use their limbs equally well for movement or grasping. They are similar in size and weight to the Hivers. Even before being discovered by the Hivers, the Za'tachk were similar in many aspects of culture, being nonaggressive, pacifistic, and highly cooperative in all phases of society. Unlike the Hivers, they are also somewhat timid and lack the burning curiosity that typifies Hiver behavior.

The race has an obsession with order, loving all aspects of organization and development. They are frequently found in positions involving administration within the Federation, and are typically encountered as starship pursers, accountants, planning officials, and so forth. Though members of other races serve in the same capacities as well, the Za'tachk are favored for such work when they are available, and naturally gravitate towards such positions.

The Ithklur: The Ithklur were formerly a highly aggressive race; they represent the first major success of Hiver psychohistorical techniques. Their society was modified over a period of nearly a thousand years to conform to the Hiver ideal.

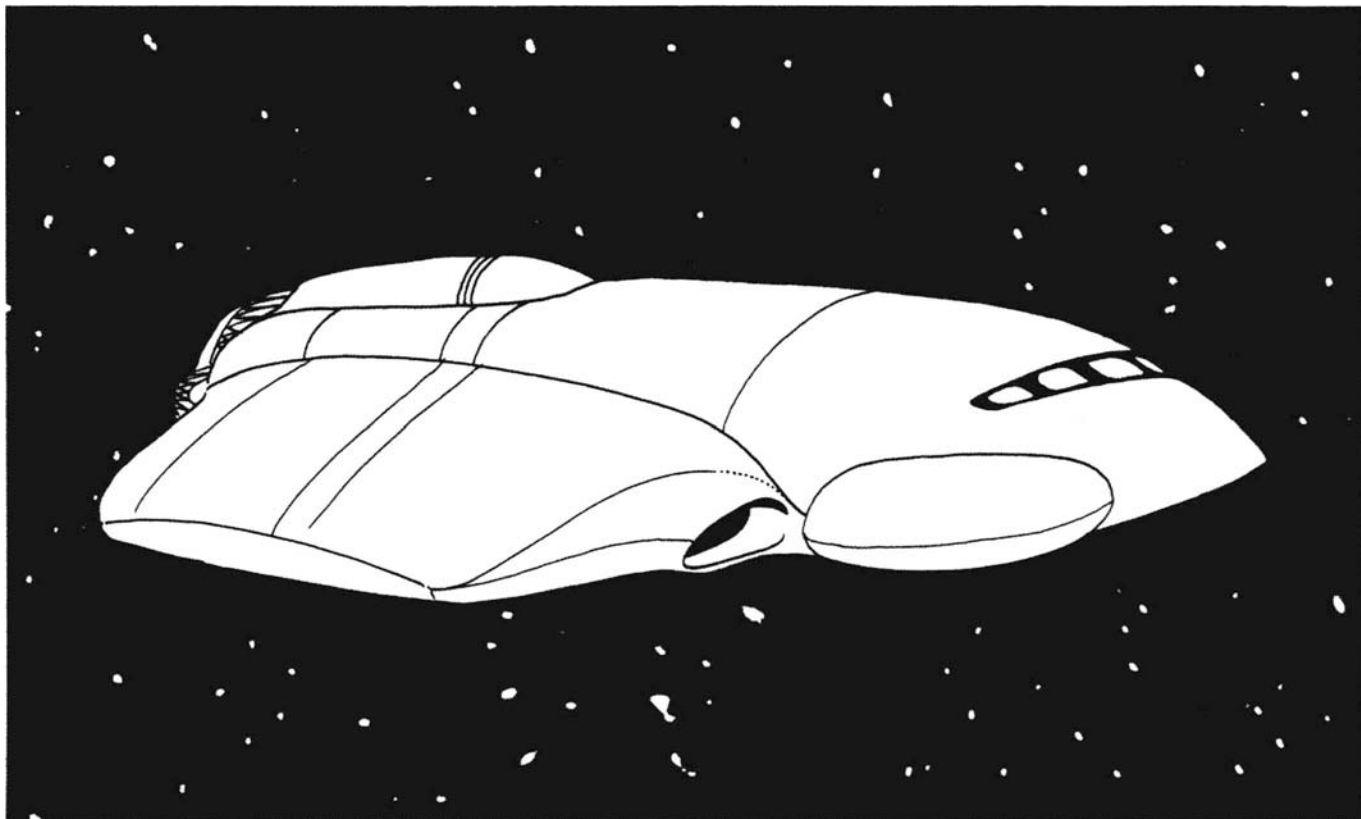
Descended from carnivore/pouncers, the individual Ithklur averages 2 meters in height and 200 kilograms in mass. They are bipedal, with a short, heavy balancing tail and two arms tipped with blunt, thick fingers which still retain formidable claws. Their skin is tough and faintly scaled; their fairly human-like faces run towards thick brow ridges, heavy jaws, and broad, flat features. They have two sexes, bearing live young equipped from birth to eat fresh meat.

Though Ithklur society has been reshaped by the Hivers, they retain a strong internal government (generally, rule by small councils of dominant individuals are favored) and police forces to provide a check on naturally combative tendencies. Within the Federation, the Ithklur are frequently found as members of the navy (and its ground auxiliaries in particular), or as security troops attached to development or scout nests. They are much more comfortable with concepts of combat than are the Hivers, though centuries of civilization has buried their more violent tendencies fairly deep.

The Ithklur prefer high-gravity worlds with dense atmosphere, but are found throughout the Federation.

The Gurvin: The Gurvin are another race which has long been associated in the Federation. Derived from hexapodal omnivore/hunter stock, they are equipped with two legs, two arms, and a middle pair of limbs which can be used as either at need. They are 1.75 meters in length from muzzle to tail. Their culture adapted fairly readily to Hiver standards; though the Gurvin exhibit aggressive behavior, their aggression has long been channeled into economic pursuits.

The Gurvin are interesting in that, of the two sexes, the



females are roughly twice as intelligent as the males. Males, though sentient, are decidedly lacking in creativity or reasoning ability. Traditionally, Gurvin males have been hunters, relying primarily on instinct rather than intelligence; the females, handicapped by the problems of carrying, bearing, and raising young, were forced to develop intelligence for security. Civilization was but an extension of this. Gurvin worlds are generally governed by a matriarchal representative democracy.

Gurvin males are rarely found away from Gurvin settlements. The females, however, range far and wide across the Federation. They are most frequently encountered as merchants and business executives, but are also common in the Federation Development Agency serving as explorers.

Gurvin are stereotypically money-oriented, and seem to have a cash fixation. They rarely do anything out of altruism, and are famous for demanding what price they will be paid for their efforts.

Most of the names of subsectors and planets applied to worlds in the Federation are derived from the Gurvin language, which, like the Hiver written language, is ideographic in nature and fairly easy to translate into Hiver language patterns. Most other names used in this book are human translations of Hiver or Gurvin ideograms.

Humans: Several minor human races inhabit worlds along the spinward border of the Federation's current sphere of influence and count themselves as part of the Hive Federation. Differences between these races and any of the human races of the

Imperium are minor, and can be accounted for by genetic drift. These human races have adopted Hiver customs and ways of thought (in so much as any human can do so), and are thoroughly unlike humans from outside the Federation in outlook.

GOVERNMENT

The Hivers have only one culture and one language; the Hiver genotype (with individual variations similar in degree to differences between individual humans of the same race) is also constant. Other member races of the Federation are encouraged to follow cultural standards as close to the Hiver norms as is possible given differences in physiology. Internal harmony and cultural unity are the chief features of the Pan-Federation society that is embraced by all member races.

The government of the Federation originally had two purposes: creation and maintenance of embassies (in the Hiver sense), and development of new worlds. At a later time, it took upon itself the additional task of self defense of the Federation.

The Embassy Directorate: Hiver embassies are nests or groups of nests which travel between Hiver worlds; their mission is maintenance of a uniform Hiver genotype and culture. The central agency responsible for the establishment and support of these embassies is the Embassy Directorate.

The typical embassy is a Hiver nest which has been provided a ship by the Embassy Directorate and assigned a specific sequence of worlds to visit within the Federation. The embassy

itself is fairly self-sufficient; the Directorate's mission is to assure that all Hiver worlds are visited on a continuing basis, and that the embassies which are created are representative and efficiently run.

Without the Directorate's efforts, embassies would naturally gravitate toward attractive or fascinating worlds, leaving out the dull, the mundane, or the ordinary. Eventually, some parts of the Federation would become backwaters, disconnected from the mainstream of Hiver culture. Hivers believe that a divergence of Hiver cultures would be detrimental to all concerned.

When an embassy sets out, members of many different nests will *shake hands* with everyone nearby in a sort of farewell party; the embassy then boards its large ship bound for a distant world. Once they arrive, members of the embassy meet as many local inhabitants as possible, again *shaking hands* and exchanging news, art, gossip, scientific information, and political ties. After about a local year, they set out for their homeworld and another year-long round of parties, discussions, and handshaking.

Embassies also serve as juries in legal matters, and are accepted impartial forums for the resolution of local disputes; their unprejudiced views are eagerly sought out by locals. The local legal system is presided over by judges who are well-versed in Hiver custom and precedent. These judges can make decisions themselves and often do, but those decisions are appealable and are not binding. The decision of an embassy serving as a jury, however, is accepted as binding.

There is a considerable body of Hiver common law and custom, and a judge is an individual who has spent years in study of the traditions of Hiver law.

Other member races participate in the embassies, although in a modified form (usually they are concerned only with cultural exchanges, and not with widespread reproduction or maintenance of the gene pool). All embassies make a contribution as a major cohesive force within the Federation, helping to bind the star-spanning society together.

The Federation Development Agency: When the Hivers moved out into the stars and first established their federation, they realized that one responsibility of their government would be further development of the many worlds they found, and exploitation of the resources they discovered. The Federation Development Agency was given this task.

The Federation Development Agency handles a multitude of responsibilities ranging from exploratory expeditions to diplomatic contacts to government assistance for self-improvement. It has wide responsibilities for evaluating, contacting, and dealing with new members or potential races. Federation expansion is still continuing at a slow but steady pace, and the FDA is the exploration organization which is primarily charged with continuing this growth.

Most Hiver activity outside the Federation falls under the control of the Federation Development Agency.

The Federation Navy: The Federation Navy was created once the Hivers encountered aggressive races among the stars. The Hiver parental instinct was easily aroused by the discovery of numerous intelligent species less advanced than themselves, and work began immediately to lift these child-like races to civilization. Encounters with aggressive races such as the Ithklur made the need for an enforcement and monitoring agency clear, and the Navy was formed.

The Navy has always worked in typically Hiver ways: it

establishes quarantines on worlds with overly aggressive cultures; it responds to acts of violence and warfare; and it provides a force with authority along the Federation borders.

Much of the Federation Navy's activity is covert, with a goal of redirecting cultural values away from aggression or violence (especially on quarantined worlds).

Navy Organization: The Federation Navy is organized into fleets: each fleet is assigned a territory (about the size of a sector) to patrol and defend. Fleets are further organized into squadrons, generally by function such as battle, patrol, or support. A typical Hiver fleet (named for its sector or territory) might consist of one Battle Squadron, a Patrol Squadron for each subsector within its territory, and a Support Squadron at each important world in the territory. Squadrons have relatively few ships in normal times: usually between three and ten. When there is a threat to the Federation's security, additional ships may be assigned when needs are especially great.

The Navy also operates covertly, and it has a number of squadrons which are not part of the fleets. These Covert Operations Squadrons (which may identify themselves as such, or may carry false organizational markings and identifications) pursue specific projects assigned by the Federation Navy command structure.

The Federation Navy includes a small proportion of ground forces which fill such functions as police duties, boarding parties, and planet surface raids. Commanded at the higher levels by Hivers, they are predominately non-Hivers at the action or combat level. Armed fighting troops are exclusively Ithklur and are known as Ithklur Marines.

HIVER MILITARY ACTIVITY

The Federation Navy is the main instrument of Hiver military force; there is no army.

Hivers came late to the concept of war; they encountered organized military activity only after centuries of star travel. Individual combat is known to the Hivers, but widespread, organized warfare was simply unknown (Hiver commentators have said that Hivers were too rational to adopt such measures). Hivers dislike any form of violence, regarding the death of any sentient being as a tragic and destructive waste.

Encounters with races which do fight wars have taught the Hivers that to have peace, they must be prepared for war. When it is necessary to fight, Hivers prefer to use high-technology or long-range violence. On the rare occasion Hivers are involved in ground combat, it is in artillery units or vehicles mounting long-range weaponry. Personal ground combat is repugnant to Hivers, and to many of their more apt pupils among Federation member-races. When ground forces are absolutely essential, other races within the Federation provide the bulk of the troops; the Ithklur are a major component of the regular infantry units that the Federation raises in emergencies.

The navy is the only formal military organization. It is essentially a deterrent force, and is seldom used as an instrument of policy. Usually maintained at low levels of size and readiness, it is expanded in periods where the Federation perceives a threat to its security, such as along the border with the Solomani Confederation, where current Solomani aggressive militancy has resulted in border incidents and cross-border raids. The Hivers prefer to deal with such problems using their naval forces; where necessary, local troop units may be raised, or mercenary units brought in. All ground forces operate under Naval command.

Guaran and Glea

The original Hiver homeworld was Guaran, located in the Hive subsector of the Ricenden sector of the Hiver Federation.

In 410, the capital of the Hive Federation was transferred from Guaran to Glea, in the Liana subsector of the Centrax sector.

The Hive capital is remarkable because it was moved deliberately in an effort to be closer to the newly opened and still developing Young Worlds of Centrax, Lorspane, and Draken sectors. In human society, such a move would be opposed by the older worlds on political, economic, and historical grounds; Hiver society, however, accepted the move with scarcely a protest. The justification of the move appealed to a universal Hiver motivation: the parental instinct. The Young Worlds, a multi-sector cluster of worlds with newly emerged primitive races, could be brought into the mainstream of Hiver culture more easily if they were closer to the Hiver capital. Since the races could not be moved, the capital was.

GUARAN

Hivers originated in the evolutionary processes at work on Guaran. Guaran orbits Primary, a close binary star.

Stellar Data: Primary is a K1 V star which is dimmer and cooler than Sol. Luminosity is .35. Effective temperature is 4740° K. Radius is .834; mass is .77.

Primary has a white dwarf companion with a mass of .26 and a radius of .018. This companion (called the Eyestalk because of its resemblance to a Hiver eye) makes a negligible contribution to the overall brightness of Primary.

Orbital Data: Guaran orbits Primary at .646 AU (orbit number 2) with a period of 187 days. Guaran rotates on its axis once in about 20 hours. Orbital eccentricity is negligible.

World Physical Data: Guaran is 7,900 kilometers in diameter and has a standard atmosphere. Half of the world is covered with water oceans (divided by the continents into distinct six seas); icecaps cover about 10% of the polar regions. The average temperature for Guaran is 27.9° C.

World Social Data: Guaran has a population of 870 million, of which 90% are Hivers; the remaining 10% are various client races. Guaran has no formal government; most governmental functions are carried out by Hiver nests. Effective law level on Guaran is zero; restraints on action exist at the nest level. Guaran has a technological level of F, which is the general maximum within the Hive Federation.

Guaran has a trade classification of Rich.

Guaran has a type A starport.

Guaran has no bases established on it.

The system has a gas giant.

Cultural Notes: Guaran holds no special position of importance in the Hive Federation; originally the world was the Federation capital, but cosmopolitan influences and a desire to have a non-Hiver world as the seat of government for the combined Hiver and non-Hiver populations of the Federation led to its transfer to Glea.

As the original Hiver homeworld, Guaran is a continuing tourist attraction, and millions of Hivers visit annually.

GLEA

In 490, the Hiver capital was moved from Guaran to Glea. Glea itself was settled by Hivers in -866. Glea orbits New Primary, a solitary star.

Stellar Data: New Primary is a G0 V star slightly brighter and hotter than Sol. Luminosity is 1.21. Effective temperature is 6,000° K. Radius is 1.03; mass is 1.04.

Orbital Data: Glea orbits New Primary at 1 AU (orbit number 3) with a period of 358 days. Glea rotates on its axis once in about 22 hours. Orbital eccentricity is negligible.

World Physical Data: Glea is 9,580 kilometers in diameter and has a standard atmosphere. Seventy percent of the world is covered with three water oceans; icecaps cover about 10% of the polar regions. There are three continents. The average temperature for Guaran is 22° C.

World Social Data: Glea has a population of 670 million, of which about half are Hivers; the other half is composed of members of non-Hiver races of the Federation. Non-Hiver population on Glea parallels the proportions of non-Hiver population within the Federation itself.

The Federation maintains its major governmental apparatus on Glea: the Federation Development Agency, the Federation Navy, and the Embassy Directorate all have major installations on the world. There is no formal world government, however, and all governmental activities are in the hands of the local nests. Non-Hivers either maintain local organizations similar to nests, or are under the control of Hiver nests. Glea has no law level.

The technological level of Glea is F, the general maximum for the Hive Federation.

Glea has a trade classification of Rich.

Glea has a type A starport.

Glea has a Federation Embassy Center. Naval and military bases are not present, although such bases have been established in nearby systems.

Glea has a gas giant in the system.

Cultural Notes: Glea lies at the heart of the Glean Cluster—sixteen worlds which are all attractive to Hivers (size between 4 and 6, atmosphere between 5 and 9) and which are all accessible by jump-1 shipping.

The History of the Hivers

The Hivers first claim to uniqueness was their culture: they had an established culture before they became intelligent. As pre-Hivers, they lived in tunnels and built-up mounds of the Snohl, a large (1000 kilogram) burrowing scavenger/reducer. In exchange for shelter, the Hivers provided the Snohl food. Hivers farmed fungus in abandoned Snohl tunnels, and foraged outside for decaying vegetation and dead animals, which they used as a source of food for the fungus. Hivers ate the fungus (and whatever fresh food they could find outside, as well); the burrowers also ate fungus and various other by-products of the Hiver farming efforts.

The Hiver homeworld of Guaran experienced severe environmental changes (an ice age) which forced foraging parties to travel farther afield in search of new sources of food and fertilizer. Foraging advanced from simple scavenging and gathering to complex cooperative efforts to hunt and trap live game.

The characteristic curiosity of the Hiver race arose at much the same time. Curiosity was a decidedly pro-survival trait: it led to the discovery of new food sources and hunting grounds; it allowed the Hivers to learn to use fire, to cultivate crops, and to domesticate animals.

Like many aspects of Hiver culture, *language* actually developed before sentience. A combination of arm/tentacle waving and physical contact evolved early to signal various facts—the presence and location of fertilizer sources, the existence of some threat to the community, and so forth. Paleosophonologists studying the Hivers have compared these pre-sentient Hiver exchanges to the communications of Terrestrial bees or the dance of the scout caste of migratory kalgurils from Iddomakur.

The development of intelligence for Hivers was a slow process, but one that was encouraged by the Hiver breeding system. Once intelligence proved viable within a small area, those Hivers tended to breed together, and their larvae survived to return to the local nests, where they were educated and in turn bred more Hivers.

As sentience developed, the Hiver language became more complex and was adapted to communicating more abstract ideas and concepts. A written language also developed. Initially, it was based on ideograms which imitated much of the limb signal content of the Hiver gesture language, but it has since evolved into a precise symbology. Computerized terminals and computer-enhanced input stations have produced a hybrid between the written and gestured languages: an animated language display which enables non-Hivers to communicate directly with Hivers. Single keystrokes or short instructions are used to supplement the basic information content by conveying attitudes, background, or emotions. Hivers communicating with non-Hivers generally use a vocal synthesizer which converts Hiver written language into local speech.

The Hiver written language has become the standard within the Hive Federation. Local cultures may retain their own languages, but any which have interstellar interactions are also conversant with Hiver written language.

Hivers talking among themselves use all aspects of their language (gesture, touch, symbology, and intensity) simultaneously, creating a process capable of great subtlety and sophistication, but at the same time virtually unintelligible to the outsider.

PRE-SPACEFLIGHT HISTORY

The development of the Hivers on Guaran was a gradual process. Equipped with language, the ability to raise fungus as a basic foodstuff, and always with a driving curiosity, the Hivers expanded from their small settled areas along the equator, pushing north and south as the massive glaciers of the ice age retreated.

Shipbuilding first became an art, and then a science; Hivers explored their world by sea, searching for trade goods and profits even as they satisfied their curiosity about their world.

In the centuries before the Hivers gained space-flight, there were three major events which have a specific bearing on Hiver development: their industrial revolution, the acceptance of manipulation as a social force, and the Guaran breeding catastrophe.

Industrialization: The industrial revolution for any culture is a necessary step toward starflight. For the Hivers, it laid the groundwork for the many aspects of their society.

Most importantly, the Hiver nest system survived the transition to industrialization; instead of seeing a breakdown in the established social structure, individual Hiver nests took up various roles necessary for industrialization.

As a result, the nests remained an important part of the Hiver economy, and a driving force in industry. Individuals were able to move from nest to nest, but the nests themselves became the companies that benefitted from the industrialization.

Manipulation: The Hivers have always been a very individualistic race; however strong their cooperation in nests has been, they are also capable of individual action in pursuit of their own goals.

Problems and crises in Hiver society have always been responded to in two ways. Society driven by public opinion, has had responses that produced temporary or short-term solutions. Individuals, however, have taken a longer view and those wrong-willed, intelligent ones have performed manipulations in order to create long term solutions.

The Guaran Breeding Crisis: The rapid industrialization of Hiver society created extensive pollution and converted much of the wilds of Guaran to desert. Since the wilds were (and still are) necessary for Hiver larvae during their first year, the loss of these wilderness lands posed a distinct and grave problem to all Hivers.

Society at large responded in a fragmented manner: each nest worked to preserve its own wilderness, but a concerted effort to preserve all wildernesses was slow in coming.

Eventually, one Hiver (M. Eneri) conducted an elaborate manipulation which resulted in the dedication of specific regions of Guaran to wilderness specifically for larvae to develop in. The regions are carefully sited to reduce the distance any larvae must travel to a minimum. At the same time, stringent restrictions on allowable pollution levels were greatly reduced in order to keep the wildernesses alive and viable.

As with most successful manipulations, its results have since been accepted by custom as necessary to the health and well-being of Hiver society (and in Hiver society, such customs have the force of law).

JUMPDRIVE

The most significant of all dates in Hiver history is -4698 (or -10,217 on the Federation calendar): the year the first Hiver starship jumped to another star system. Discovery of the jump drive opened to universe to the Hivers, and they saw the universe as a wonderful, delightful object which they were curious about. They moved out to the stars almost immediately.

The Hivers Among The Stars: The Hivers developed a unified culture early. Though in no way the *hive community* pictured by early human explorers, the Hivers inherited a legacy of cooperation from their presentient ancestors, and found it easy to live in harmony throughout all of their long history. They evolved no true government, as such, but have always found it easy to work together for a common good.

One reason for lack of internal disharmony is the low numbers of Hiver population on any given world. Because of the nature of their reproduction, Hivers never experienced the population pressures so important to human history. The population of the homeworld is now only a few hundred million, only ten times greater than it was in pre-historic times. Predators (and, on occasion, other measures) control the growth of a population by reducing the survival rate of Hiver larvae in the wild. When the adult population grows large, increasing the number of young produced, the predator population increases in proportion, maintaining a balance.

After the discovery of the principles of the jump drive, the Hivers naturally spread to the stars. They were not impelled, however, by population or economic pressures; they were driven by their innate curiosity. Colonization was generally limited to worlds with physical characteristics and climates suitable to Hivers. If there are no predators available to control Hiver larvae, suitable predators are imported. For most Hiver colonies, the high birth rate rapidly filled the world up to its maximum population level, where it would then stabilize.

Hivers like small, low-gravity worlds, usually size 6 or smaller, with thin or standard atmosphere and an unvarying climates. Hiver enclaves established for commercial or scientific purposes may be found on worlds of more extreme characteristics. Un-suitable worlds are generally turned over to other member-races of the Federation for development if the Hivers see no particular value to occupy the world.

INTERSTELLAR HISTORY

Beginning in -4698 (Imperial), the Hivers began their expansion into interstellar space around them.

The driving force behind Hiver expansion into space was the individual nest. The universal curiosity of the Hivers naturally drove them to explore the stars. Some worlds produced economic rewards for their discoverers, but just the novelty of new worlds was enough for many nests.

The first Hiver jump drives used an alternative (and inferior) technology: the drive would melt down to slag after just a few uses (no more than ten). Coupled with the fact that the drives could only achieve jump-1, the initial Hiver explorations were limited to a radius of about ten parsecs from Guaran. For several centuries, serious Hiver explorations were restricted to a mere four subsectors of Ricenden sector.

In -4212, the standard jump-1 drive was developed, and the general radius of possible exploration was doubled. Since this increased potential worlds fourfold, the period from -4212 to

-4000 was a frenzy of exploration and settlement.

In the first 600 years of star travel, the Hivers encountered only a few intelligent races: all were primitive and had no real interest in starfaring. It thus came as a shock when, in -3986, the Hivers met the Ithklur.

The Ithklur: The Ithklur had developed space travel (but not jump drive) by -3986. As a naturally aggressive race, they reacted with hostility when they encountered the Hivers. A quarantine of Tryylin (the Ithklur homeworld) was established, along with a long-term project to understand the natural Ithklur aggression and hostility.

The nests operating in the region of Tryylin ultimately decided to pool their resources and manipulate the Ithklur into a more acceptable form. Individual manipulations of Ithklur culture were undertaken, and over the course of a thousand years, the Ithklur were redirected to acceptable control of their aggression and hostility, to the point that they are now accepted and valued members of the Hive Federation.

Similar manipulations of other client races have been performed by the Hivers.

The Hiver-K'kree War (-2029 to -2013): Continuing K'kree expansionism eventually brought them into conflict with the Hivers and their settled territories. First contact occurred in -2045, and by -2038, several Hiver worlds had been occupied by the K'kree. Naturally enough, a war resulted.

In the first stages of the war, the military technology of the K'kree proved superior; the Hivers were beaten back in defeat. Up until that time, the Hiver Navy had been a small exploration force devoted to scouting operations, actions against local navies without jump-capability, and protection of merchant shipping. At best, it could only undertake rear-guard actions as the Hivers retreated.

After six years, the K'kree slowed their advance in order to occupy and absorb their initial conquests. The Hivers used the opportunity to regroup and upgrade their forces. Between -2023 and -2018, the Hivers established the Hive Federation and embraced many local races as equal members. They created and trained a powerful navy. They recruited and trained a large army (populated primarily with client races). And they put into action a crash project to win the war without a battle.

Selecting several worlds within Kilong sector deep in the K'kree's Two Thousand Worlds, major secret expeditions were dispatched to work a variety of manipulations on native K'kree populations. Over a period of years (-2018 to -2013), the expeditions were successful in changing altering K'kree culture from its consistent and static mold, introducing such aberrations as meat sauces for foods and acceptance of isolation as a recreation.

In 2013, the Hivers succeeded in drawing the K'kree to the negotiating table by hinting that they were ready to surrender. During the discussions, the Federation horrified K'kree negotiators by demonstrating to them the success of their expeditions, and revealing plans to radically alter the K'kree social order if the war were to continue. Several months of serious negotiation (and frantic checking by the K'kree) finally resulted in an armistice which returned the occupied worlds to the Hivers and established a secure border which remains stable to this day.

The K'kree were extremely disturbed by the Hiver tampering with their culture. The four K'kree worlds which had been tampered with were sterilized immediately; they remain interdicted worlds even today.

Hiver Character Generation

Hiver characters are created using a variant of the basic **Traveller** character generation system. Differences in the system take into account Hiver culture and physiology.

INITIAL CHARACTER GENERATION

All Hiver characters begin the game much as their other human counterparts do: untrained and inexperienced; about 14 standard years of age. A series of die rolls is made to generate the character's various attributes, whereupon it embarks upon an abstract career in order to gain skills and experience.

Six characteristics are generated randomly for Hiver characters. The first five — Strength, Dexterity, Endurance, Intelligence, and Education — are identical to the standard human attributes and are recorded in the UPP in the normal manner. The sixth, Curiosity, replaces Social Standing in importance and position in the UPP.

All attributes are rolled with two dice. Characteristics initially range from 2 to 12; they may rise as high as 15, or may be reduced to 1 during the character generation process.

At the same time, determine if the character has a sense of smell. Smell has no value or level, and is simply recorded as Smell (in the skill list) if it is present, and left out if it is absent.

HIVER CAREERS

The five basic Hiver career types are general careers common to Hiver culture. The sixth career type—Manipulator—is an advanced or senior career which some Hivers elect to pursue later in life.

Navy: Members of the interstellar space navy which patrols the space between the stars. The navy has the responsibility for the protection of the frontiers and interstellar trade routes from foreign powers.

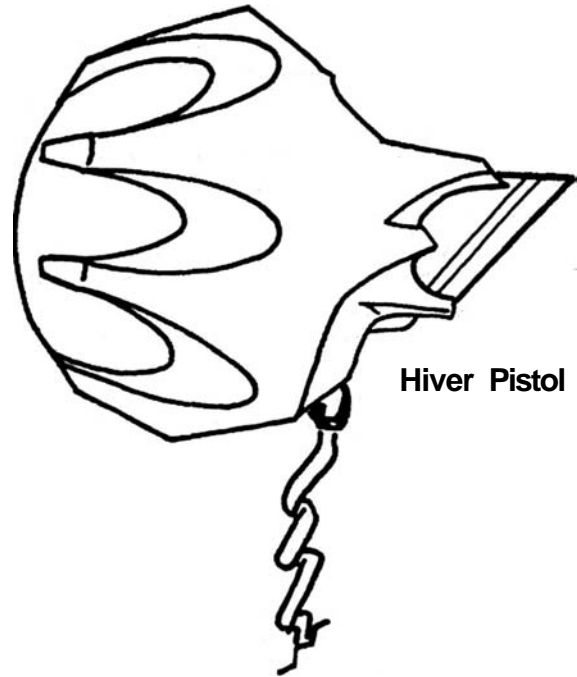
Explorers: Individuals who concern themselves with the discovery of new information; they are those most driven by the innate Hiver curiosity. Explorers may be physical explorers, or they may be inventors, scientists, or investigators.

Merchants: Individuals who conduct trade and commerce, either for themselves, or for their nests. Members of various commercial enterprises.

Story-Tellers: Hivers who have an ability at communication. They fill a multi-purpose role which includes entertainer and teacher in Hiver society.

Leaders: Individuals who have learned how to lead and direct others toward the accomplishment of basic goals. Leaders responsibilities range from military leadership to business management.

Manipulators: Select individuals who attempt to alter the course of society and history by changing or redirecting events toward a goal of their own choosing. Manipulators are important figures in Hiver culture: respected and powerful, but constrained by certain basic cultural values.



Hiver Pistol

Naming and Titles: Hivers have a variety of names expressed in patterns of light, gestures, or touch. For interaction with non-Hivers, they usually select an appropriate name in the non-Hiver language.

Terms of Service: Each term of service is four standard years (slightly more than eight Hiver years).

THE PRIOR CAREER

A newly generated Hiver character must choose one of five services (Navy, Explorers, Merchants, Story-Tellers, or Leaders) and attempt to join.

If rejected for enlistment, the character must submit to a random die roll to determine the service joined. It is possible for a character to be randomly drafted into the very service which had just rejected an enlistment attempt.

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

Survival: During each term, a character must successfully throw its service's survival throw; failure results in death.

Optional Rule: If the referee or player so choose prior to character generation, a failure of the survival roll can be converted to injury instead. The character is not dead, merely injured, and leaves the service at the end of the current term (after recovery). The term of injury counts for mustering-out benefits, but the character does not receive a eligibility for a skill for that term of service.

Satisfaction: Each service has a satisfaction number. In order to receive satisfaction in the career for a term of service, the character must throw the stated number or greater. Die modifiers may apply to the throw. If the throw is successful, then the character has achieved satisfaction in the current term of service. Record this fact as Satisfaction-1; increase the value by + 1 for each term in which satisfaction is achieved. Satisfaction level determines if some specific activities can be performed during the prior career.

Satisfaction has no further value once the prior career process is completed. Disregard any satisfaction level once it the prior career procedure is over.

Advancement: Each service has an advancement number; in order to achieve advancement in the career for a term of service, the character must throw the stated number or greater. Die modifiers may apply to the throw. If the throw is successful, then the character has achieved advancement for the current term of service. Record advancement as Rank-1; increase the value by + 1 for each term in which advancement is achieved. Only one advancement is possible in any term of service; the maximum rank which may be achieved is Rank 6 (except for Manipulators, who may advance to any level of rank).

Skills and Training: During each term of service, a character has the opportunity to acquire personal skills and expertise. Allowances are made for the acquisition of new skills based on service, duty, satisfaction, and advancement. The Basic Skill Eligibility Table shows when skills can be acquired.

Skills are received by rolling (1D) on the Acquired Skills Table once for each skill allowed. There are four tables, each containing different general types of skills. One of the tables is chosen before the die is rolled, and the single die roll determines the specific skill acquired.

Of the four acquired skill tables. Table 1 (Personal Development), Table 2 (Service Skills), and Table 3 (Education) may always be used by any character. Table 4 (Advanced Education) is only to Intelligence 8+.

Automatic Skills: Some skills are automatically acquired by a character (without using eligibility) by virtue of rank or service. These automatic skills are listed on the Rank and Service Skills Table. At the point when a character achieves the indicated rank or service, it gets the indicated skill.

ENDING A CAREER

At the end of each term of service, an individual must decide whether to end the career and set out as an adventurer, or to continue for another term.

Continuing Service: Each character must roll for continuance at the end of each term of service. If the result is successful, the character may continue. If it is 12, exactly, the character must continue.

Retirement: A character may serve up to 9 terms of service voluntarily, and may leave after any term (provided mandatory continuance—a continue throw of 12 exactly—does not occur). A person may retire anytime after the end of the sixth term. Retirement grants the individual an annual retirement pay (in addition to any mustering-out benefits) of Cr1,000 per term served.

Manipulators need not cease service after the ninth term of service. They may continue to serve as long as their continue rolls are successful.

AGING

Hiver characters age in a manner similar to that for humans. The aging table shows the specific throws involved in the aging process. While the specific values involved are different (reflecting the somewhat different evolutionary and cultural path the Hivers have taken), the procedure is the same as in **Traveller**.

Aging Crisis: If, as a result of aging, a characteristic is reduced to zero, the character is considered to have undergone an aging crisis. This is handled as discussed for standard characters in **Traveller**.

Disability: Characters may quit adventuring when they reach the age of 70, if any one physical characteristic permanently equals 1, or if the sum of all three physical characteristics equals 10 or less. When a character quits adventuring, it leaves the game, taking along all money and possessions. The player is then free to generate a new character. Quitting due to disability is available to allow players to maintain reasonably competent characters.

MUSTERING-OUT

When a character leaves the service (for any reason), it is eligible for mustering-out benefits. The two Mustering-Out Tables indicate the nature of these benefits: one provides travel, education, and material benefits, while the other provides cash severance pay. Each table is matrixed by service and a single die roll. When mustering-out of the service, a character is allowed to consult these tables based on total terms of service and on final rank.

The Muster-Out Benefits Tables shows eligibility for benefits. A character may freely choose which of the two tables on which rolls will be made, but no one may consult the Cash table more than three times during the mustering-out process.

Mustering-out Benefits

In addition to the skills acquired while actually in service, the following skills and substantial rewards can be acquired through the mustering-out process.

Nest Credit: Any character who leaves the service at the end of the sixth or later term of service is considered to have retired, and receives retirement pay in the form of a nest credit. The Hiver's nest is credited with the specified amount once per standard year; the individual may draw against this credit as necessary.

The table indicates the rate paid, which is dependent on total terms of service.

Travel Allowances: The mustering-out procedure makes a variety of benefits which may generally be called travel allowances. Such allowances take two basic forms: money, and passages.

- **Money:** The Cash Table indicates specific amounts of money which become available. Some portion of this should be considered to be severance pay or withdrawn nest credits.

- **Passages:** Passages may be treated just as they are in *Basic Traveller*.

Material Objects: The mustering-out process makes two types of material objects available: weapons and starships.

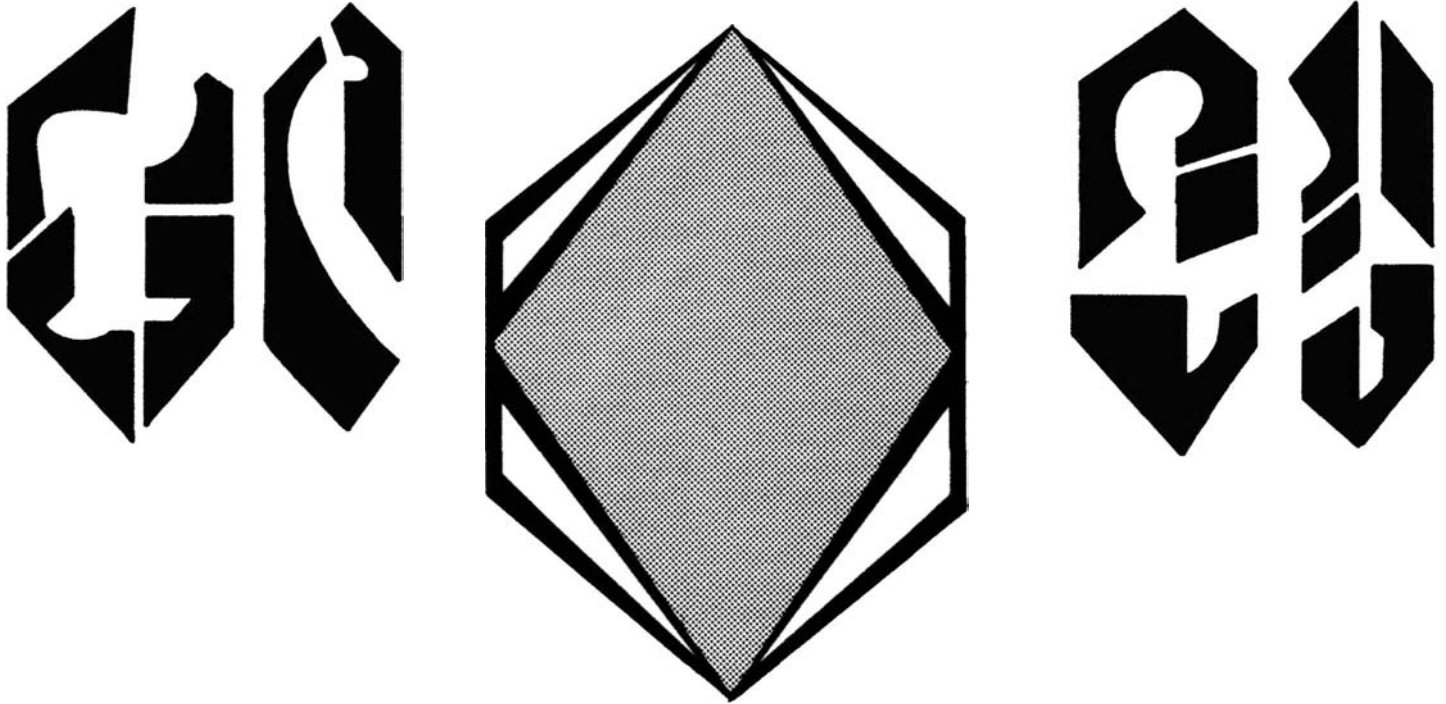
- **Weapons:** Weapons benefits are handled as discussed in the basic rules, with weapons selected from among those generally available to the Hivers.

- **Starships:** Whenever a Hiver receives a starship as a benefit, it is always the same type: a Hiver Explorer. The type HX Explorer is detailed in the chapter on starships.

SKILLS

The skills presented here are, for the most part, identical to those available in the basic rules set.

Weapons Skills: Hiver characters handle weapons only with reluctance; they may have weapons skill, but all Hivers, regardless of their weapons skill, are always subject to a DM - 2 when using any weapon. This DM reflects their aversion to violence and to situations in which violence is used.



It is possible for a Hiver to develop weapons skill, and to own weapons, but most Hivers do not fully realize their own limitations in combat situations.

Skills Which Are Changed: Most skills are unchanged from the basic rules. In general, however, skills are unlikely to cross over from one culture to another. Knowledge of engineering learned in the Imperium will be of greatly reduced value when working with Federation drive systems, and vice versa. To represent this, reduce skill level as follows:

- Outsider working with Hiver equipment: -4;
- Federation member working with Hiver equipment: -2;
- Hiver working with Federation member equipment: -1;
- Hiver working with non-Federation equipment: -2.

Note: *Outsider* is defined as any character, of any race, from outside the Federation. *Federation member* refers to any Federation race other than the Hivers.

These skills modifications are applied to virtually any skill relying on equipment (but not bribery, gambling, leader, and tactics). The modifications may reduce a skill to a negative number; this represents the difficulties a character suffers in attempting to apply familiar principles to a totally unfamiliar situation, usually without success. This would also hold true for characters granted a skill level of 0; they function with the full negative modifier in force at all times.

New Skills: Several new skills are introduced in this module as well. Some are unique to Hivers and are introduced in this module; others have been presented in other *Traveller* materials, but the definitions are presented here for convenience. New skills are: Broker, Carousing, Communications, Gravities, Instruction, Legal, Liaison, Manipulation, Non-Verbal Communication, Psychology, Trader, Translation, and Zero-G Combat. Only new skills are presented in the listings of skills and skill descriptions below.

Broker: The individual is skilled in the commercial purchase and resale of goods. Broker skill permits a character to act as

a broker (as provided for in the Trade and Commerce rules). The skill may be applied as a DM on the Actual Value Table. Broker is especially important in the *Merchant Prince* commerce system.

Carousing: The individual is a gregarious and sociable individual, well-adapted to meeting with, and mingling with, strangers in unfamiliar surroundings.

Characters with the social skill of Carousing enjoy meeting and dealing with other individuals. Any level of skill allows a DM + 1 on the roll for patron encounters; half of any Carousing skill (round fractions upward) serves as a DM on the Reaction Table when used initially by a patron. Carousing is also usable when meeting individuals as potential hirelings.

Carousing can be used in lieu of Steward skill at one level lower.

Communications: The individual is trained in the use, repair, and maintenance of communications devices.

While nearly everyone can press the button to make a communicator function, this skill is necessary to understand why the device does not work correctly, or to be aware of the details and limitations on its use.

When an individual is using a communicator for contact with someone having similar skill, the chance that such communication will be detected by a third party is reduced by the average of the two skill levels (round fractions up). Communications skill also enhances the ability to jam transmissions, or to break through such jamming. Communications skill allows DMs for the repair of malfunctioning communicators.

Gravitics: The individual has skill in the use, operation and repair of gravitic devices.

Gravitic devices use the principle of anti-gravity modules and include the air/raft, grav belts, grav tanks, GCarriers and speeders. The skill is a DM on throws to understand, repair, assemble and operate; complex devices may also require a certain level of education or intelligence.

Referee: Specific throws must be generated with DMs based on skill level, Education, Intelligence, Dexterity and tool availability.

Instruction: The individual has extensive training in teaching students in a clear and lucid manner, as well as being able to provide motivation for learning.

Instruction skill enables a character to impart to other characters an understanding of certain well-understood skills. The instructor may teach any skills it knows up to a level one less than the skill level held and one less than the Instruction level held. For example, an instructor with Gravitics-2 and Instruction-2 could teach Gravitics-1 to a student.

Each level of skill taught requires six weeks of instruction, during which both the instructor and the student must severely curtail their activities. If a six-month course is instead selected, curtailment of activities is somewhat less. At the end of the course, throw 9+ to receive the skill: DM+ 1 if intelligence is 8+, DM + 2 if intelligence is 11+.

Instruction skill may not be taught. Since Instruction is the greatest asset an individual has in its pool of skills, the referee should exercise great caution in allowing non-player characters as instructors.

Legal: The individual is familiar with the general laws and regulations that govern interstellar travel and relations.

Familiarity with the laws that control interstellar commerce is essential for any merchant. Legal skill reflects a knowledge of these regulations. The character will not be familiar with the myriad laws that each individual world follows, nor will the person be able to function as a lawyer.

On each call at a new world, ships will be inspected by port authorities to check for compliance with applicable laws and regulations. On occasion, patrol ships will board and inspect merchant ships in deep space.

When inspections occur, a throw of 7 + is required to be found in compliance and passed; DM + 1 for each level of Legal skill, or for two levels of Admin skill; DM - 5 if anything illegal is on board. Failure of the throw detects the illegal contraband; otherwise, failure of the throw can be assumed to indicate a violation of some petty red tape or minor safety regulations. Other skills (Bribery and Forgery, to mention two) may also affect the matter.

Legal skill can generally be used as Admin skill at one level lower (but not on the Passenger Table for Middle Passengers).

Liaison: The individual is trained in the art of dealing with others; this skill is usable in relations with members of military units, citizens in a community, and with alien or foreign cultures.

This individual is trained to subordinate its own views and prejudices where they may conflict with those held by individuals being dealt with. As a result, greater cooperation may be achieved, and substantial progress in mutual projects made. Liaison is primarily used as a positive DM in the reaction process.

Referee: Liaison is similar to both Streetwise and Admin skills. Streetwise tends to deal with unsavory aspects of (non-Hivers) society, while Admin deals with the formal bureaucratic structure. Liaison is a formal training that spans both, but also extends to contact with alien (non-Hiver) cultures, it may be used as the next lower level of either Streetwise or Admin skill, where needed; thus Liaison-2 equals Streetwise-1.

Manipulation: The individual is trained or experienced in the practice of altering the behavior of social groups.

Manipulation creates results based on small stimuli; a single act of violence, timed correctly and undertaken with the proper combinations of emotions and opinions already existent, can cause a shift in a culture's opinions towards aggression and con-

flict. This is but one example, but it is a commonly used one in a cultural manipulation of the Hive Federation.

Referee: In any situation where manipulation is to be undertaken, it is up to the referee to establish the limited goals to be pursued for a specific manipulation (an assassination, the establishment of a specific new religious or political movement, etc.); when the goal is achieved roll on the Reaction Table to see the overall reaction of the populace as a whole to the stimulus applied. A DM + 1 is applied for every 2 levels of skill applied by the character in charge of the operation. An unfavorable reaction (5-) indicates that the stimulus applied was incorrect, resulting in a backfire effect. A 6-8 result is neutral; no changes takes place. A result of 9+ indicates an outcome in accordance with desired effects.

Negative modifiers should be applied according to the nature of the change desired, and based upon the size of the population (smaller populations are harder to manipulate). Actual outcomes may take months, years, decades, even centuries to manifest themselves, but a skilled manipulator can determine probable effects almost immediately, to allow supportive or corrective actions to be taken as needed.

When a Hiver manipulator wants to perform a manipulation, a conference between the referee and the player should be held to discuss, plan, and determine the possible effects of, the manipulation.

Non-Verbal Communications: The individual is trained in the understanding of body language and its interpretation, and has a certain degree of ability to determine what another person thinks by its posture and bearing alone.

An understanding of non-verbal communications goes along well with the fact that Hiver language is non-verbal.

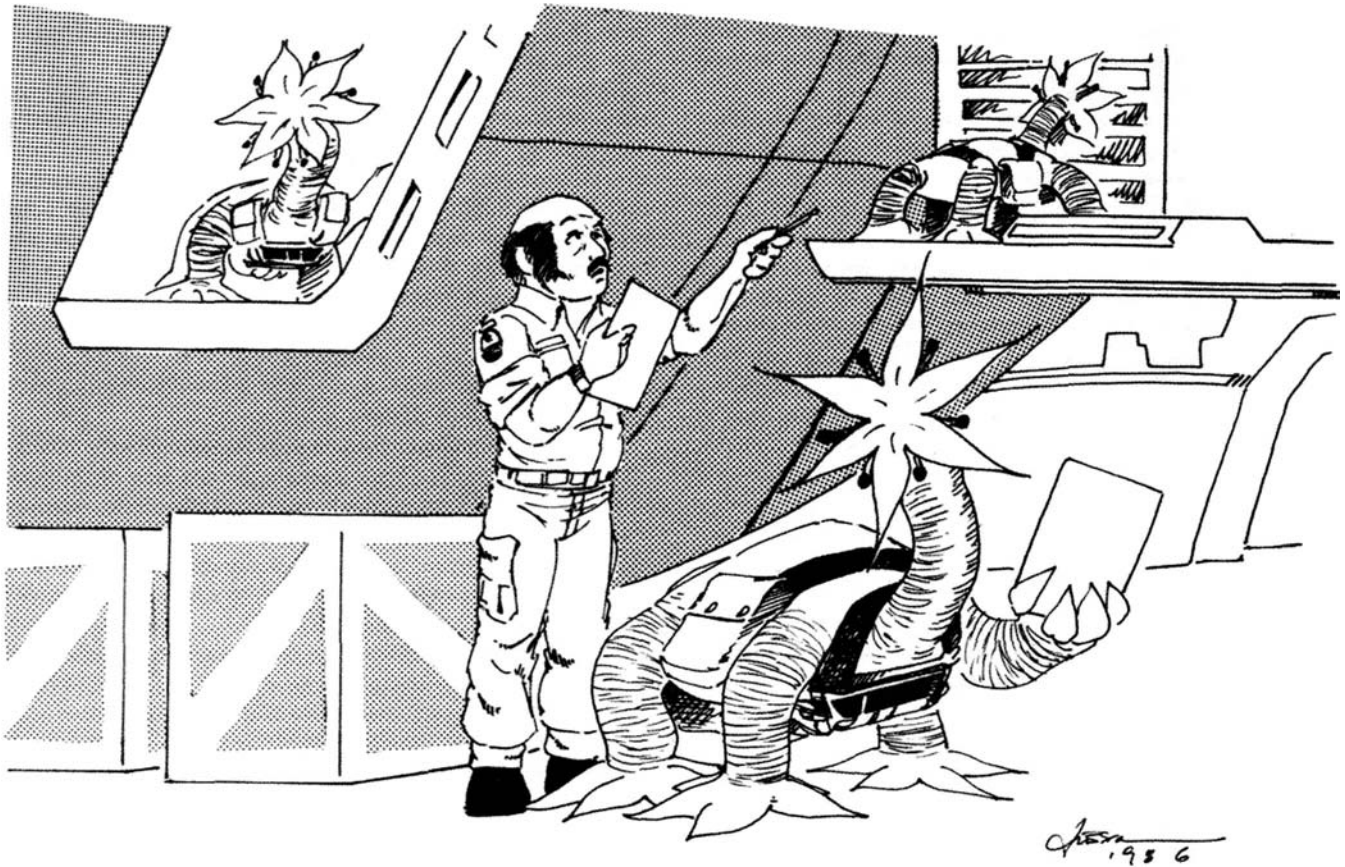
A character with this skill is always capable of determining the reaction level of a character with whom it is dealing. In addition, a general idea of what the other person is thinking can sometimes be obtained. Roll 11+ for any character to divine general thoughts or intentions from any other character's bearing. DM + 3 per level of non-verbal communications skill, DM - 2 if the character is a stranger, DM - 3 if a member of another culture of the same race (such as Hiver Federation Humans and Imperials), DM-6 if of an alien race (Hivers and Imperials, for instance). DM + 3 if a close friend or acquaintance of long standing, and DM + 2 if the reading character has psionic talent (trained). The referee is responsible for regulating the depth of understanding in such attempts.

Psychology: The individual is trained in the methods of applied psychology and can use them to sway others to its own ends.

Psychology is another skill that stems from psionics; the Hivers have become well-acquainted with the techniques of adjusting their behavior and words to put a subject into a responsive mood.

A character with Psychology skill may use these techniques to modify rolls on the reaction table. Once an initial roll is set and known, the character may attempt to raise that reaction level by a number equal to its Psychology skill level. Roll Intelligence or less, with a DM - Psychology skill. If the roll is successful, the reaction level can be raised. If it fails, a second roll against intelligence (without DMs) is required, with failure of this roll resulting in a lowering of the other individual's reaction level.

Characters should not expect to change an NPC's motives or goals with a single application. This roll serves generally to



to establish a degree of trust. A much longer period of constant interaction is required for re-education. Psychology will not modify a reaction roll of 2, regardless of the psychology used.

Trader: The individual has an awareness of the techniques and practice of commerce in all of its expressions.

Trader skill may be used to estimate the resale value of items in the Trade and Commerce rules. Use of Trader skill allows one die of the Actual Value Table to be rolled before the table is consulted (giving the character a better indication of the actual value of the specific goods). For each level of skill, the throw may be made three days prior to the actual sale. Thus, as a practical matter, Trader-3 is required to estimate the actual value before transporting goods to another star system.

Since conditions can change, however, throw 10+ (DM + Trader skill) for the prediction to hold until the time of sale; if 10+ is not made, recalculate on the Actual Value Table normally.

Trader is also a favorable DM on the Reaction Table when involved in commerce.

Translator: The individual is skilled in the use, operation, and repair of translator systems.

Translators are a special subset of electronic and computer components. This skill is a DM required to understand, repair, assemble, or operate the equipment effectively. A character may average electronic and computer skill levels to establish expertise with translators in the absence of skill; 1/2 the average of the two skills (round fractions down) is the individual's translator skill.

Referee: Repair of translators will require specific throws to be set based on tools, parts, skill, dexterity, intelligence, and other factors.

Operation of translator requires a roll of 6+ for the correct

transmission of a message; failure of the roll results in a misunderstanding. Translator skill serves as a positive DM; other DMs can be established to reflect the cultural or racial barriers to communication, the complexity of the message, and so forth. The specific results of misinterpreted communication can be set by the referee; they might include negative reaction modifiers, a complete termination of discussions, or a subtle deviation in content of the conversation between what is intended and what is conveyed. This can happen in either direction, and is subject to the referee's intervention in determining the nature and direction of the overall conversation.

Zero G Combat: The individual has been trained to fight in a Zero-G environment. Virtually all weapons involve some recoil, and in a Zero-G environment, this recoil can disorient or render helpless individuals not trained to compensate for it. When fighting in a Zero-G environment, any individual has a chance of losing control of its movement/position each combat round. Roll 10+ on two dice to avoid losing control. Apply the following DMs: Firing a weapon: -4. Firing a laser weapon: -2. Firing a low-recoil (Zero-G) weapon: -2. Using a handhold: +5. Striking with a blade weapon, polearm, fist, or similar: -6. For each level of Zero-G combat expertise: +4. Dexterity of 9+: +2. Dexterity of 11+: +4. Using a handhold subtracts 4 from dexterity for purposes of weapon accuracy (only).

Individuals who lose control may not fire until they have reoriented themselves and regained control. Roll 10+ each subsequent combat round to regain control, with all DMs above in use except that handholds may not be used nor may weapons be fired.

PSIONIC SKILLS

Hivers do not have psionic capabilities. They are unable to

acquire psionic skills or talents, and cannot detect them in others.

Psionics does not work directly on Hivers. Their minds cannot be read, for example, and psionic assault does not work against them. Hivers can be acted on physically by psionics; a Hiver could be pushed by telekinesis.

OTHER SKILLS AND CONSIDERATIONS

New skills may be created as discussed in the basic **Traveller** rules.

Default Skills: Often, some characters will have no skills appropriate to a given situation. A journey across a vacuum plain may be called for, and no one has vacc suit skill. In such cases, the referee may indicate that all individuals not otherwise skilled have vacc suit-0. A level of 0 for a skill indicates that the individual can undertake ordinary activities, but is not experienced enough to try dangerous activities or fancy actions. Level-0 indicates an orientation to the skill by an inexperienced person; it should not be taken as a stepping-stone to level-1. Skills appropriate for level-0 include: forward observer, steward, vacc suit, vehicles, and weapons.

Maximum Skills: As a general rule of thumb, a character may have no more skills (or total levels of skills) than the sum of its intelligence and education. For example, a character with UPP 778948 would be restricted to a total of 13 combined skills and skill levels. This restriction does not apply to level-0 skills.

Maximum Attributes: No attribute may exceed 15 (F).

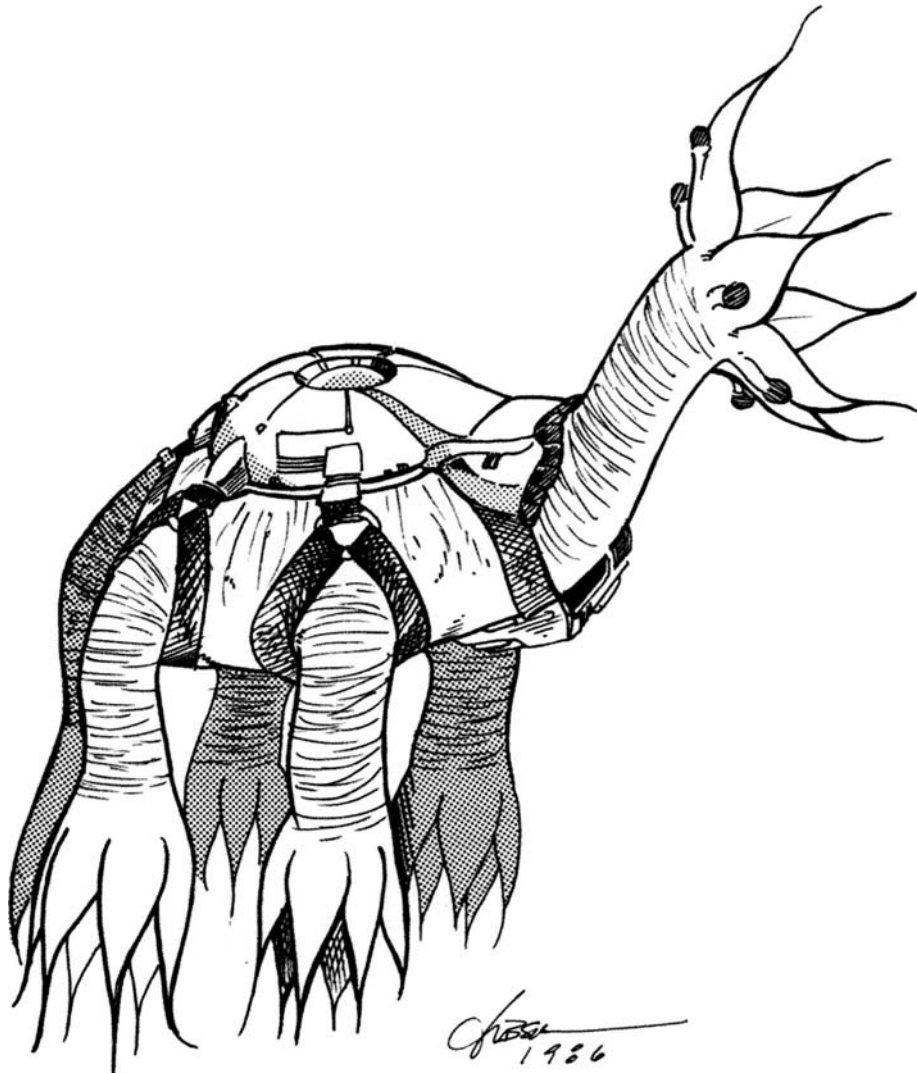
FORMATS

Character listings should use a format identical to that presented in the basic rules. If the Hiver has a sense of smell, it should be noted as a skill: Smell, without a level.

Navy Captain Ned 87698B Age 42
 5 terms Cr50,000
 Smell, Gunnery-2, Pilot-3, Gravitic-1, Navigation-2, Vacc Suit-1, Leader-1.
 3 High Passages.

Story-Teller-3 Ed 89B88A Age 34
 4 terms Cr30,000
 Carousing-2, Translate-1, Electronic-1, Liaison-1.
 3 High Passages.

Manipulator-3 Decimus (Merchant-2) 6B7876 Age 30
 5 terms Cr7,000
 Smell, Engineering-2, Trader-1, Jack of All Trades-1, Pilot-1, Manipulation-3, Forgery-1, Leader-1.
 1 Middle Passage.



HIVER CHARACTER GENERATION CHECKLIST

1. Generate character.
 - A. Roll personal characteristics (1D): Strength, Dexterity, Endurance, Intelligence, Education, and Curiosity.
 - B. Determine if Smell Sense.
2. Career Selection.
 - A. Join up.
 - B. If unsuccessful, use random selection (if throw is 6, throw again).
3. Career Resolution.
 - A. Roll for survival.
 - B. Roll for satisfaction.
 - C. Roll for advancement.
 - D. Determine skills allowed.
 - 1) Automatic skills.
 - 2) Satisfaction skill.
 - 3) Advancement skill.
 - 4) Specify cascade skills.
 - E. Manipulator Status. Requires Satisfaction-5+ to attempt.
 - F. Aging. If completing fourth or later term of service, determine aging effects.
 - G. Continuation. Determine if character continues in its career.
4. End of service.
 - A. Determine end of service benefits.
 - B. Record characteristics and skills for later use.

BASIC SKILL ELIGIBILITY

Upon joining.....	1
Per term of service.....	1
Each satisfaction.....	1
Each advancement.....	1
If Manipulator status.....	2

END OF SERVICE BENEFITS

Per term of service.....	1
Per advancement.....	1
If Manipulator status.....	1

SMELL SENSE

About half of all Hivers have an olfactory sense. Throw 4+ (1D) for the individual to have a sense of smell. If so, note this fact as Smell Sense under skills.

HEXIDECIMAL NOTATION

Dec	0	1	2	3	4	5	6	7
Hex	0	1	2	3	4	5	6	7
Dec	8	9	10	11	12	13	14	15
Hex	8	9	A	B	C	D	E	F

Use the letter codes to represent numbers greater than 9.

HIVER PRIOR SERVICE TABLE

	<i>Navy</i>	<i>Explorer</i>	<i>Merchant</i>	<i>Story-Teller</i>	<i>Leader</i>	<i>Manipulator</i>
Enlist	5+	7+	5+	5+	6+	—
DM + 1 if	Endur 5+	Stren 6+	Intel 8+	Intel 7+	—	—
DM + 2 if	Stren 8+	Curio 9+	Educ 9+	Curio 5+	Any A+	—
Random	1	2	3	4	6	—
Survival	5+	6+	4+	3+	4+	5+
DM + 2 if	Intel 6+	Curio 7+	Educ 7+	Intel B+	Educ 9+	Intel A+
Satisfaction	10+	8+	7+	8+	9+	6+
DM + 1 if	Curio 8+	Intel 5+	Intel 9+	Curio 7+	Intel 9+	Intel A+
Advancement	10+	8+	9+	8+	7+	—
DM + 1 if	Intel 5+	Endur 5+	Educ 8+	Curio 9+	Intel 8+	—
Manipulator	10+	11+	10+	9+	9+	—
DM + 2 if	Intel A+	Intel B+	Intel 9+	Educ 8+	Intel A+	—
Continue	4+	5+	4+	5+	6+	5+

Characters cycle through this table during each term of service. Any career except Manipulator may be attempted; if unsuccessful, use random assignment (roll again if the result is 6). A character must have Satisfaction equal to at least half the number of terms served (round fractions down) before being allowed to re-enlist.

Manipulator Status: A character may throw (once per term) for Manipulator status after reaching Satisfaction-5+. Manipulator status allows the choice (each term) between Manipulator and ordinary career resolution.

Material Objects

MUSTERING-OUT BENEFITS

Die	<i>Navy</i>	<i>Explorer</i>	<i>Merchant</i>	<i>Story-Teller</i>	<i>Leader</i>	<i>Manipulator</i>
1	+ 1 Stren	+ 1 Educ	+ 1 Educ	+ 1 Intel	+ 1 Intel	+ 1 Intel
2	+ 1 Intel	+ 2 Educ	+ 1 Educ	+ 2 Intel	+ 1 Intel	+ 1 Intel
3	Gun	Gun	Gun	Weapon	Weapon	Weapon
4	Mid Psg	Mid Psg	High Psg	High Psg	High Psg	Mid Psg
5	Mid Psg	Mid Psg	High Psg	High Psg	High Psg	High Psg
6	+ 1 Curio	Ship	Ship	+ 1 Curio	Ship	Ship

Weapons: Must be declared by type (from the weapons list); additional weapon benefits may be declared as skill in a weapon type previously taken.

Ship: A Hiver Explorer as detailed under ships. Additional receipts are of no value.

Die	<i>Navy</i>	<i>Explorer</i>	<i>Merchant</i>	<i>Story-Teller</i>	<i>Leader</i>	<i>Manipulator</i>
1	1,000	1,000	1,000	5,000	5,000	10,000
2	5,000	1,000	5,000	10,000	5,000	10,000
3	10,000	5,000	10,000	10,000	10,000	10,000
4	10,000	30,000	20,000	10,000	20,000	50,000
5	10,000	40,000	40,000	20,000	20,000	50,000
6	20,000	50,000	60,000	20,000	20,000	50,000

No more than three rolls may be made on this table. Amount received reflects the credit balance the individual has with its nest.

AGING TABLE

<i>Term of Service</i>	2	3	4	5	6	7	8	9	10	11	12+
<i>Age</i>	20	24	28	32	36	40	44	48	52	56	60+
Strength -1(10+)..... -2(9+).....										
Dexterity -1(9+)..... -2(7+).....										
Endurance -1(10+)..... -2(8+).....										
Intelligenceunaffected before age 50..... -2(9+).....										
Curiosityunaffected by aging.....										

Characteristics are reduced if the saving throw fails. Throw each term (during character generation), and the first day of a character's personal year when adventuring.

HIVER ACQUIRED SKILLS TABLES

1. Personal Development Table

	<i>Navy</i>	<i>Explorer</i>	<i>Merchant</i>	<i>Story-Teller</i>	<i>Leader</i>	<i>Manipulator</i>
1	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
2	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext
3	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur	Manipulate
4	+1 Intel	Carousing	Carousing	Carousing	+1 Intel	+1 Intel
5	+1 Educ	Gambling	+1 Educ	+1 Educ	Weapon	+1 Educ
6	Weapon	Bribery	Bribery	+1 Curio	Leader	+1 Curio

2. Service Skills Table

1	Ship's Boat	Vehicle	Vehicle	Vehicle	Vehicle	Vehicle
2	Vacc Suit	Vacc Suit	Vacc Suit	Carousing	Leader	Forgery
3	Mechanical	Mechanical	Streetwise	Electronic	Tactic	Bribery
4	Electronic	Electronic	Broker	Electronic	Computer	Streetwise
5	Gravitic	Gravitic	Commo	Translate	Instruction	Pilot
6	Computer	Computer	Gun Cbt	Manipulate	Manipulate	Manipulate

3. Education Table

1	Pilot	Ship's Boat	Broker	+1 Curio	Leader	Tactics
2	Navigation	Translate	Trader	Vacc Suit	Computer	Computer
3	Engineering	Engineering	Pilot	Liaison	Liaison	Vehicle
4	Ship's Boat	Vehicle	Engineer	Translate	Manipulate	Manipulate
5	Computer	Blade Cbt	Computer	Weapon	Weapon	Weapon
6	Gunnery	Weapon	Admin	Admin	Admin	Jack-o-T

4. Advanced Education Table (only Education 8+ may use this table)

1	Medical	Medical	Medical	Medical	Medical	Medical
2	Computer	+1 Educ	Trader	Carousing	Leader	Manipulate
3	Steward	+1 Intel	Broker	Translate	Admin	Admin
4	Jack-o-T	+1 Curio	Computer	Liaison	Leader	Liaison
5	Tactics	Jack-o-T	+1 Educ	+1 Intel	Manipulate	Manipulate
6	Admin	Jack-o-T	Admin	Admin	Leader	Leader

SMELL

Half of all Hivers have a sense of smell. Throw 4+ (on 1D) for the Hiver to have a sense of smell. Note *smell* as a skill.

SATISFACTION

Hivers only remain in their careers if they are satisfied with them.

In order to reenlist, a character must have satisfaction equal to half the current number of terms served (round fractions down).

RETIREMENT

Characters may retire after the sixth term of service and receive a nest credit of Cr1,000 per term served, payable annually.

Hivers must retire after the ninth term of service (but a continue throw of 12 requires another term).

Manipulators: Manipulators are never required to retire, and may continue as long as the continue throw is successful.

PSIONICS

Hivers do not have psionic abilities. Their own minds are unreadable through psionics used by others.

RANKS

The actual names of Hiver ranks are difficult to translate. Basic ranks can be expressed as rank numbers between 1 and 6: for example, Story-Teller-3, Leader-4, or Manipulator-7.

Hiver navy ranks and merchant ranks may use equivalent terms from foreign equivalent organizations: for example, Naval Ensign, or Merchant 2nd Officer.

Characters begin with rank 0.

ADVANCEMENT

A character receives a promotion to the next higher rank if the advancement throw is successful. In all careers except Manipulator, the individual may not advance beyond rank 6.

Manipulators: Manipulators may continue to advance in rank for an unlimited period, with aging the only limit on potential rank.

CASCADE SKILLS

Aircraft: Select from Prop-driven Fixed Wing, Jet-driven Fixed Wing, or Helicopter.

Blade Combat: Select from Dagger, Blade, or Sword.

Gun Combat: Select from Body Pistol, Auto Pistol, Revolver, Carbine, Rifle, Auto Rifle, Shotgun, SMG, Laser Rifle, or Laser Carbine.

Vehicle: Select from Aircraft*, Grav Vehicle, Tracked Vehicle, Watercraft*, or Wheeled Vehicle. *Aircraft and Watercraft each require further selection.

Watercraft: Select from Large Watercraft, Small Watercraft, Hovercraft, or Submersible.

Weapon: Select any weapon from the Blades and Guns list.

BLADES AND GUNS

<i>Weapon</i>	<i>+DM</i>	<i>-DM</i>	<i>Wnds</i>	<i>Wt</i>
Dagger	8+	3-	2D	.25
Blade	9+	4-	2D	.35
Sword	10+	5-	2D	1.00
Body Pistol	11+	7-	2D	.30
Auto Pistol	10+	6-	3D	1.00
Revolver	9+	6-	3D	1.00
Carbine	9+	4-	3D	3.13
Rifle	8+	5-	3D	4.50
Auto Rifle	10+	6-	3D	5.50
Shotgun	9+	3-	4D	4.50
SMG	9+	5-	3D	3.00
Laser Carbine	10+	5-	4D	8.00
Laser Rifle	11+	6-	5D	10.00

MANIPULATOR STATUS

Any character who has achieved Satisfaction 5+ may throw to achieve manipulator status. If successful, the character becomes a Manipulator. A Manipulator may resolve each succeeding term in its original career, or as a Manipulator.

Mustering out benefits may be taken from either the ordinary career column or the manipulator column (or some from each).

RANK AND SERVICE SKILLS

Navy	Vacc Suit
Navy Rank 3	Leader-1
Explorer	+1 Curio
Explorer Rank 3.....	Weapon-1
Merchant	Trader-1
Merchant Rank 4	Pilot-1
Story-Teller.....	+1 Educ
Leader.....	Leader-1
Leader Rank 5.....	Admin-1
Manipulator	Manip-1

INITIAL CHARACTERISTICS

Generate personal characteristics (2D): Strength, Dexterity, Endurance, Intelligence, Education, Curiosity.

Determine if sense of smell.
Determine TL of navy.

ENLISTMENT

Any Hiver may enlist in the Hiver Federation Navy.

Terms of Service: Hiver terms of service are four years in length; each year in the term is resolved individually.

BRANCHES

Upon joining the navy, a Hiver is assigned to a branch. Intelligence 9+ may select a branch; others are randomly assigned (but any character may select Security branch).

<i>Die</i>	<i>Branch</i>
1.....	Crew
2.....	Flight
3.....	Medical
4.....	Technical
5.....	Engineering
6.....	Command
choice	Security

Sub-branches: Flight Branch is divided into Bridge and Boat. Security Branch is divided into Gunnery and Troops. A character may transfer between sub-branches at the end of any term (not year).

BASIC/ADVANCED TRAINING

The first year of service consists of initial training. Character receives two skills on the Branch Skills Table.

SATISFACTION

Hivers usually do not remain in a career which does not satisfy them.

If a Hiver character does not have satisfaction equal to at least half the number of years (round fractions down) served in the Navy, then it will muster-out at the end of the term of service.

ASSIGNMENT RESOLUTION

Command	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Skirmish</i>	<i>Explore</i>
Survival	auto	4+	4+	5+	6+	6+	5+
Satisfac	6+	5+	5+	4+	5+	5+	5+
Skills	6+	6+	5+	5+	4+	4+	6+

For Survival, DM + 1 if any branch skill level 2+.

Flight Branch

Bridge	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Skirmish</i>	<i>Explore</i>
Survival	3+	3+	3+	3+	3+	4+	4+
Satisfac	6+	6+	5+	5+	4+	5+	4+
Skills	6+	6+	5+	6+	6+	5+	5+

For Survival, DM equals terms served. For Satisfaction, DM + 1 if any Navigation skill.

Flight Branch

Boat	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Skirmish</i>	<i>Explore</i>
Survival	4+	3+	4+	5+	5+	6+	5+
Satisfac	5+	8+	5+	5+	4+	4+	5+
Skills	6+	7+	6+	4+	5+	5+	5+

For Survival, DM equals Pilot skill level.

Medical

	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Skirmish</i>	<i>Explore</i>
Survival	auto	auto	3+	4+	5+	5+	5+
Satisfac	6+	6+	5+	5+	5+	4+	5+
Skills	6+	7+	5+	5+	5+	4+	5+

For Satisfaction, DM + 1 if Navigation-4+.

Engineer

	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Skirmish</i>	<i>Explore</i>
Survival	auto	3+	4+	4+	5+	5+	5+
Satisfac	7+	6+	5+	5+	6+	5+	5+
Skills	6+	6+	6+	6+	6+	6+	6+

For Satisfaction, DM +1 if Engineering-4+.

Crew

	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Skirmish</i>	<i>Explore</i>
Survival	auto	4+	4+	5+	5+	5+	5+
Satisfac	7+	7	6+	6+	6+	5+	5+
Skills	6+	6+	5+	5+	5+	5+	5+

For Survival, DM + 1 if any branch skill level 2+.

Security

Troops	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Skirmish</i>	<i>Explore</i>
Survival	3+	5+	4+	5+	5+	5+	5+
Satisfac	7+	6+	6+	6+	6+	5	4+
Skills	6+	5+	6+	6+	6+	5+	5+

For Survival, DM equals terms served.

Security

Gunnery	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Skirmish</i>	<i>Explore</i>
Survival	auto	3+	4+	5+	5+	6+	5+
Satisfac	6+	8+	6+	6+	5+	4+	5+
Skills	7+	none	6+	5+	5+	5+	6+

For Satisfaction, DM + 1 if Dext 9+. For Skills, DM + 1 if Warrior.

Technical

	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Skirmish</i>	<i>Explore</i>
Survival	auto	auto	3+	4+	5+	5+	5+
Satisfac	6+	5+	5+	6+	5+	5+	5+
Skills	6+	7+	5+	6+	5+	4+	5+

For Satisfaction, DM + 1 if branch skill-2+.

SERVICE SKILLS

ASSIGNMENTS

<i>Die</i>	<i>Hiver</i>	<i>Shipboard</i>	<i>Shore</i>	<i>Petty</i>	<i>Command</i>	<i>Staff</i>
<i>Roll</i>	<i>Life</i>	<i>Life</i>	<i>Life</i>	<i>Officer</i>	<i>Officer</i>	<i>Officer</i>
1	Carousing	+ 1 Dext	Carousing	Vacc Suit	Vehicle	Computer
2	+ 1 Stren	Vacc Suit	Vehicle	Psych	Leader	Electronic
3	+ 1 Educ	Mech	Liaison	Gun Cbt	Ship's Boat	Admin
4	Vacc Suit	Ship's Boat	Vacc Suit	Mech	Pilot	Admin
5	+ 1 Endur	Mech	Carousing	Medic	Leader	Ship Tactics
6	+ 1 Dext	Electronic	Vacc Suit	Leader	NV Comm	NV Comm
7	+ 1 Endur	Gravities	Survival	+ 1 Curio	Liaison	Commo
8	Carousing	Commo	Vehicle	+ 1 Educ	Manipulate	Instruction
9	+ 1 Curio	Admin	Vacc Suit	Instruction	Fleet Tactic	Fleet Tactic
10	Psych	Jack-o-T	Vacc Suit	Jack-o-T	Fleet Tactic	Fleet Tactic

<i>Die</i>	<i>Roll</i>	<i>Assignment</i>
2		Shore Duty
3		Special Duty
4		Siege
5		Strike
6		Explore
7		Training
8		Patrol
9		Strike
10		Shore Duty
11		Special Duty
12		Skirmish

DMs: + terms served.

DM: + 1 if Security branch.

BRANCH SKILLS

SERVICE SCHOOLS

<i>Die</i>	<i>Crew</i>	<i>Flight</i>	<i>Medical</i>	<i>Engineer</i>	<i>Technical</i>	<i>Command</i>	<i>Security</i>
1	Mech	Vacc Suit	Admin	Electronic	Electronic	Vehicle	Zero-G Cbt
2	Steward	Admin	Medical	Gravitic	Gravitic	Leader	Gun Cbt
3	Computer	Ship's Boat	Medical	Mech	Mech	Leader	Tactics
4	Commo	Commo	Computer	Vacc Suit	Computer	Leader	Gun Cbt
5	Liaison	Pilot	Medical	Engineer	Computer	Ship Tactic	Carousing
6	Vehicle	Navigate	Medical	Engineer	Vehicle	Ship Tactic	Gunnery
7	Gravitic	Pilot	Medical	Engineer	Commo	Admin	Gunnery
8	Commo	Pilot	Medical	Jack-o-T	Electronic	Computer	Gunnery

DM: + terms served.

Cross Training: Roll on any branch skills table and allow reenlistment in that branch.

Specialist: Throw 4+ (1D) each for Electronics, Computer, and Admin.

Recruiting Duty: Receive Recruiting-1 automatically and admin-1 on 4+ (1D).

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.

Engineering School: Roll 5+ (1D) each for Electronics, Gravities, and Engineering.

Officer Candidate School (OCS): Receive rank O1 in original or cross trained branch. Select any branch. Roll once each for officer command skill, officer staff skill, appropriate branch skill.

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

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

Staff College: Roll 4+ (1D) each Fleet Tactics, Administration, Liaison, and Computer.

RANKS

SPECIAL ASSIGNMENTS

<i>Enlisted Rank</i>	<i>Abbreviation</i>	<i>Title or Description</i>
E1		Spacehand Recruit
E2		Spacehand Apprentice
E3		Able Spacehand
E4		Petty Officer 3rd Class
E5		Petty Officer 2nd Class
E6		Petty Officer 1st Class
E7		Chief Petty Officer
E8		Senior Chief Petty Officer
E9		Master Chief Petty Officer

Any Hiver with positive Satisfaction may expend some or all of those points in an application for a special assignment or to attend a service school. The number of points expended is **half** the throw (or less) for the application to be approved.

Special assignments and service schools are restricted to the branches shown in the description. Other eligibility requirements, if shown, must also be observed.

Repeat Attendance: Once a school or special assignment has been taken, it is not normally repeated. If repeat attendance is desired, the application must be accompanied by double the normal Satisfaction points.

For example, on the initial application for Gunnery School, 3 Satisfaction points allows attendance on 6-; once Gunnery School has been attended, an application for repeat attendance allows a throw of 8- upon expending 8 Satisfaction points.

<i>Commissioned Rank</i>	<i>Abbreviation</i>	<i>Title or Description</i>
O1		Ensign 1
O2		Sublieutenant 1
O3		Lieutenant 2
O4		Lieutenant Commander 3
O5		Commander 4
O6		Captain 5
O7		Commodore 5
O8		Fleet Admiral 6
O9		Sector Admiral 6
O10		Grand Admiral 6

Notes: Hiver naval ranks parallel Imperial naval rank. Individuals holding ranks O1 through O10 are officers; ranks E1 to E9 are enlisted personnel (or ratings). Petty officers are not commissioned officers

The number after commissioned rank is the equivalent basic **Traveller** rank.

SURVIVAL

Making the survival throw exactly produces an injury; less indicates death.

An injury in skirmish or strike results in severe psychological trauma and the loss of 3 Satisfaction points.

SPECIAL DUTY

<i>Die</i>	<i>Assignment</i>
1	OCS
2	Cross Train
3	Specialist
3	Recruiting
4	Engineering
5	Gunnery School
6	Engineering School
7	Intelligence School
8	Command College
9	Staff College
10	Recruiting Duty
11	Gunnery School
12	Staff College

Throw 1D on this table; commissioned officers add +6 to the throw.

**HIVERS HIGH GUARD
INCLUDED SKILLS**

Limbgun: Includes skill in Automatic Pistol, Revolver, Body Pistol, and Snub Pistol.

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

Pilot: May be used as Ship's Boat at one level lower.

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

**HIVER HIGH GUARD
CASCADE SKILLS**

Homeworld refers to the base world of the navy.

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

Blade Combat: Character must select from: Dagger, Blade, or Sword.

Gun Combat: Select from: Limbgun, SMG, 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 if homeworld size 2 - and atmosphere 1 -), Tracked Vehicle (TL 6 to 9; not if homeworld hydrographies A), Watercraft*, or Wheeled Vehicle (TL 5 +; not if homeworld hydrographies A), or Vacc Suit (TL 7 +; only if homeworld atmosphere 1 -).

*Aircraft and Watercraft each require further selection by the character.

Watercraft: Character must select from Small Watercraft (TL 1 to 8; not available if homeworld hydrographies 2-) or Hovercraft (TL 7 to 9; not available if homeworld atmos 3-).

**HIVER HIGH GUARD
CHARACTER GENERATION
CHECKLIST**

The following checklist covers the main points of naval character generation.

1. Generate character.
 - A. Generate the six personal characteristics 2D each.
 - B. Determine of sense of smell.
 - C. Determine tech level of navy to be joined.
2. Enlistment.
3. Determine branch.
4. Resolve term of service. Do four consecutive years of service.
 - A. Determine assignment.
 - 1) Apply for special assignments, or service schools (if desired). If successful, resolve and go to next year.
 - 2) Specific assignment.
 - B. Assignment resolution.
 - 1) Survival.
 - 2) Satisfaction.
 - 3) Skills. Take skills if received.
5. Reenlistment. Automatic if desired, Satisfaction-1 or greater, and prior to 10th term.
6. Mustering out.
7. Resume writing.

**HIVER NAVY
TECH LEVELS**

The Hiver Federation Navy ranges in tech level from 11 to 15. Throw 1D + 10 for the Navy tech level a specific Hiver is trained at (make 16=15).

PERSONAL WEAPONS

<i>Weapon</i>	<i>+DM</i>	<i>-DM</i>	<i>Wnds</i>	<i>Wt</i>
Dagger	8+	3-	2D	.25
Blade	9+	4-	2D	.35
Sword	10+	5-	2D	1.00

GUNS

<i>Weapon</i>	<i>+DM</i>	<i>-DM</i>	<i>Wnds</i>	<i>Wt</i>
Body Pistol	11+	7-	2D	.30
Auto Pistol	10+	6-	3D	1.00
Revolver	9+	6-	3D	1.00
Carbine	9+	4-	3D	3.13
Rifle	8+	5-	3D	4.50
Auto Rifle	10+	6-	3D	5.50
Shotgun	9+	3-	4D	4.50
SMG	9+	5-	3D	3.00
Laser Carbine	10+	5-	4D	8.00
Laser Rifle	11+	6-	5D	10.00

AUTOMATIC COMMAND TRANSFER

Any Hiver character who achieves rank O8 is automatically transferred to Command branch.

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:

Hiver Life: Any Hiver in the Navy.

Shipboard Life: Any Hiver not on Shore Duty.

Shore Life: Any Hiver on Shore Duty.

Petty Officer: Any Hiver rank E4 to E9.

Staff Officer: Any Hiver rank O1 to O8 not in Command Branch.

Command Officer: Any Hiver in Command Branch.

Branch Skills: Any Hiver in the specified branch of service.

High Guard for Hivers

Hivers who join the military prefer the Interstellar Navy to any sort of personal combat activity. The *High Guard* advanced character generation system works well with Hivers, subject only to changes which reflect the culture and the society of the race.

Pages 26 to 28 contain the basic character generation tables for the High Guard system. Relatively few changes have been made to the tables and charts, but they are presented in one place for ease of reference. Rules and instructions for implementing the tables are covered in *High Guard*.



INITIAL CHARACTERISTICS

Generate personal characteristics (2D): Strength, Dexterity, Endurance, Intelligence, Education, and Curiosity.

Determine character's homeworld and starport type (type A, B, C, D, E, or X).

Determine if character has a sense of smell (4+ on 1D).

Initial age is 14 years old.

ADDITIONAL EDUCATION

Admission 9+ DM+ 2 if Intel 9+
 Success 7+ DM+ 2 if Cur 8+
 Education 10-2 DM+1 if Intel 9+
 Honors 10+ DM+1 if Educ A+

ENLISTMENT

Megacorporation.....9+
 Sector-wide Nest Group.....8+
 Subsector-wide Nest Group.....7+
 Interface Nest.....7+
 Fledgling Nest.....7+
 Free Trader Nest.....7+

DMs: + 1 if Stren 7+; + 2 if Intel 6+.

Notes: Megacorporations and Sector-wide Nest Groups are *large*; others are *small*. Free Traders are a special case and are neither.

Re-enlistment: Throw 4+ to re-enlist: DM + 1 if commissioned merchant officer. Re-enlistment required if 12+.

MERCHANT ACADEMY

Anyone accepted into a megacorporation or a sector-wide nest group may apply for admission to that nest group's merchant academy.

Admission 9+ DM+ 2 if Educ A+
 Success 9+ DM+ 2 if Intel 8+
 Education 1D-3 DM+1 if Intel 9+
 Honors 9+ DM+1 if Intel 9+

Graduates receive rank O1, then select a merchant department and throw three times on that department's skill table.

TERMS OF SERVICE

Merchant terms of service are four years in length; each year is resolved individually.

TRANSFERS

Between Nests: On the Specific Assignment Table, *Transfer Up* shifts the character to the next higher merchant nest; *Transfer Down* shifts the character to the next lower merchant nest.

Between Departments: Enlisted and officer characters must transfer between departments after receiving training (except in Security). Officers transfer to Deck after receiving rank O4.

DEPARTMENT ASSIGNMENT

Die	Merchant Nest Size	
	Large	Small
1	Purser	Purser
2	Purser	Purser
3	Purser	Purser
4	Sales	Engineering
5	Engineering	Engineering
6	Engineering	Engineering
7	Engineering	Deck

Use this table to determine the merchant department initially assigned: DM + 1 if college graduate. Free Traders are automatically assigned to *Free Trader*.

AVAILABLE POSITIONS

Department	Nest Size	
	Large	Small
Deck	9+	10+
Engineering	8+	8+
Purser	7+	6+
Administration	8+	9+
Sales	6+	6+

DM + 1 if Intel 9+; + 1 if Educ 9+

Notes: Only officers use this table. Throw 2D to determine if a position is available for the current year. If not, this individual fills a position one rank lower.

Free Traders: Throw 8+ for position availability; DM + 1 if Intel 9+.

SPECIFIC ASSIGNMENT TABLES

Die	Large Nests	Small Nests	Free Traders
2	Transfer Down	Transfer Down	Transfer Up
3	Route*	Route*	Route*
4	Route*	Route*	Exploratory Trade
5	Route*	Route*	Route*
6	Route*	Route*	No Business
7	Route*	Charter	Route*
8	Route*	Speculative Trade	No Business
9	Charter	Speculative Trade	Charter
10	Speculative Trade	Exploratory Trade	Speculative Trade
11	Exploratory Trade	Exploratory Trade	Exploratory Trade
12	Special Duty	Special Duty	Smuggling
13	Special Duty	Transfer Up	Piracy

Large Nests and Small Nests: DM + 1 if college graduate and not commissioned. DM - 1 if Educ 6-. DM - 1 if Social A+. Optional: DM + 1 if rank O4+.

Free Traders: DM + 1 if Social 5-. Rank O6 may disregard the first roll (if it is not No Business) and roll again.

*Enlisted may take the test for promotion to O0 in their department.

MUSTERING OUT TABLES

Material Benefits

Die	Mega-corporation	Sector-wide Nest	Subsector Nest	Fledgling Nest	Interface Nest	Free Trader
1	High Psg	High Psg	Mid Psg	Mid Psg	Mid Psg	Low Psg
2	+ 2 Intel	+ 1 Intel	+ 1 Intel	+ 1 Intel	+ 1 Intel	+ 1 Endur
3	+ 2 Educ	+ 2 Educ	+ 1 Educ	+ 1 Educ	+ 1 Educ	+ 1 Educ
4	Gun	Gun	Gun	Gun	Gun	Gun
5	High Psg	High Psg	Mid Psg	Mid Psg	Mid Psg	Blade
6	Travellers	High Psg	High Psg	Mid Psg	Mid Psg	Mid Psg
7	+ 1 Cur	Ship	Ship	Ship	Ship	Ship

DM + 1 if rank O5+. Ship received is a type HR Hiver Trader.

Cash Table (in Credits)

Die	Mega-corporation	Sector-wide Nest	Subsector Nest	Fledgling Nest	Interface Nest	Free Trader
1	1,000	1,000	1,000	1,000	1,000	1,000
2	5,000	5,000	5,000	5,000	5,000	2,000
3	10,000	10,000	10,000	10,000	10,000	10,000
4	20,000	20,000	20,000	20,000	20,000	20,000
5	30,000	30,000	40,000	50,000	30,000	30,000
6	40,000	40,000	40,000	40,000	40,000	40,000
7	50,000	50,000	100,000	40,000	50,000	30,000

DM + 1 if Gambling-1+. Maximum 3 rolls (not counting bonuses) on this table.

ASSIGNMENT RESOLUTION

Free Trader	<i>Route</i>	<i>Charter</i>	<i>Exploratory</i>	<i>Speculative</i>	<i>Smuggling</i>	<i>Piracy</i>	<i>No Business</i>
Survival	3+	4+	5+	5+	6+	7+	3+
Skills	7+	6+	5+	5+	5+	4+	3+
Bonus	11+	10+	8+	7+	6+	5+	none

For Survival, DM + 1 if Pilot-2+. For Bonus, DM + 1 if Trader-2+.

If the skill throw under Smuggling or Piracy is 4 or greater than the required throw, two skills are received instead of one.

Deck	<i>Route</i>	<i>Charter</i>	<i>Exploratory</i>	<i>Speculative</i>
Survival	auto	3+	4+	3+
Skills	7+	7+	5+	6+
Bonus	none	none	11+	12+

For Survival, DM + 1 if any Department skill 2+.

Engineering	<i>Route</i>	<i>Charter</i>	<i>Exploratory</i>	<i>Speculative</i>
Survival	auto	auto	4+	3+
Skills	7+	6+	5+	6+
Bonus	none	none	12+	11+

For Survival, DM + 1 if any Department skill 2+.

Purser	<i>Route</i>	<i>Charter</i>	<i>Exploratory</i>	<i>Speculative</i>
Survival	auto	auto	3+	auto
Skills	6+	5+	8+	7+
Bonus	none	none	12+	11+

For bonus, DM + Steward skill level.

Administration	<i>Route</i>	<i>Charter</i>	<i>Exploratory</i>	<i>Speculative</i>
Survival	auto	auto	3+	3+
Skills	6+	5+	8+	7+
Bonus	none	none	12+	11+

For Skills, DM+1 if any Department skill 2+.

Sales	<i>Route</i>	<i>Charter</i>	<i>Exploratory</i>	<i>Speculative</i>
Survival	auto	auto	4+	3+
Skills	7+	7+	5+	5+
Bonus	13+	14+	10+	9+

For Bonus, DM + Broker skill level or Trader skill level.

SPECIAL DUTY

<i>Die Deck Limbs</i>	<i>Officers</i>
1 Security Trng	Trade Station
2 Trade Station	Command School
3 Helm Trng	Deck School
4 Drive Trng	Engineer School
5 Steward Trng	Purser School
6 Commission	Business School
7 Commission	Department Test

DM+1 if Educ 9+; DM +1 if rank O4+ and not in Deck Department.

BONUSES

Bonuses are paid for outstanding performance or heroism. A bonus allows one throw on the Cash Mustering-Out Table. Normal DMs are allowed.

INITIAL TRAINING

There is no initial training. Enlisted characters receive an automatic promotion to E1 and one skill in their first year.

**MERCHANT PRINCE
CASCADE SKILLS**

Merchant cascade skills are:

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

Blade Combat: Character must select from: Dagger, Blade, Foil, Sword, or Broadsword.

Gun Combat: Character must select from: Limbgun, SMG, Rifle, Shotgun, Carbine, or Laser Weapons.

Vehicle: Character must select from: Aircraft*, Grav Vehicle, Ship's Boat, Tracked Vehicle, Watercraft*, or Wheeled Vehicle, or Vacc Suit.

*Aircraft and Watercraft each require further selection by the character.

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

SCHOOLS AND SPECIAL DUTY

Business School: Throw 5+ (1D) for Admin, Computer, Legal, and Liaison. DM+ 1 on exams for Senior Nest Captain and Nest Commodore. Transfer to Sales.

Command School: Throw 5+ (1D) for Admin, Leader, Legal, and Ship Tactics. Transfer to Deck.

Commission: Receive rank O0 (rank O1 in the Free Traders) and Department Assignment (determine assignment and resolve normally). Must pass exam for 4th Officer within four years or revert to enlisted rank.

Deck School: Throw 5+ (1D) for Communication, Computer, and Gunnery. Transfer to Deck.

Department Test: Individual may take a Department test for promotion without regard to skill prerequisites.

Drive Training: Throw 5+ (1D) for Electronics, Engineering, Gravities, and Mechanical. Transfer to Engineering.

Engineering School: Throw 5+ (1D) for Admin, Computer, Electronics, Engineering, Mechanical, and Gravities. Transfer to Engineering.

Helm Training: Throw 5+ (1D) for Navigation, Pilot, Ship's Boat. Transfer to Deck.

Purser School: Throw 4+ (1D) for Admin, Computer, Liaison. Transfer to Purser's.

Security Training: Throw 4+ (1D) for Zero-G Combat, Zero-G Weapons, Vacc Suit, Brawling, and Computer.

Steward Training: Throw 4+ (1D) for Admin, Liaison, Steward. Transfer to Purser's.

Trade Station: Receive Trader. Throw 4+ (1D) for Broker, Liaison. Transfer to Admin.

**MERCHANT PRINCE
INCLUDED SKILLS**

Limbgun: Includes skill in Automatic Pistol, Revolver, and Body Pistol.

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

Pilot: May be used as Ship's Boat minus 1.

Zero-G Combat: Second and subsequent receipts of Zero-G Combat may be taken as Zero-G Weapons instead.

Zero-G Weapons: Includes skill in Accelerator Rifles, Snub Pistols, and Snub Revolvers. Zero-G Combat must be held before Zero-G Weapons may be taken.

TABLE OF RANKS AND PROMOTIONS

Rank	Title	Exam	Required Qualifications	Rank	Title	Exam	Required Qualifications
Deck Department				Purser Department			
O0	Apprentice	6+	Commission	O0	Steward	5+	Commission.
O1	4th Officer	6+	Navigation-1.	O1	Junior Purser	5+	Steward-1, or Gunnery-1.
O2	3rd Officer	6+	Admin-1.	O2	Asst Purser	5+	Steward-2.
O3	2nd Officer	7+	Ship's Boat-1 or Pilot-1.	O2	Asst Medic	6+	Medical-1.
O4	1st Officer	7+	Pilot-1.	O3	Purser	6+	Liaison-1, Asst Purser.
O5	Captain	9+	Legal-1.	O3	Medic	6+	Medic-2, Asst Medic.
O6	Senior Captain	8+	—	O4	Chief Purser	7+	Admin-1.
O7	Nest Commodore	8+	—	Sales Department			
Engineering Department				O0	Apprentice	4+	Commission.
O0	Asst Drive Limb	5+	Commission.	O1	Clerk	5+	Trader-1.
O1	Drive Limb	8+	Mech-1 or Elec-1 or Grav-1	O2	Asst Broker	6+	Broker-1, or Trader-2.
O2	Asst Engineer	7+	Engineering-1, or Grav-2.	O3	Broker	7+	Broker-2, or Trader-3.
O3	Engineer	7+	Engineering-2.	O4	Senior Broker	8+	Broker-3.
O4	Chief Engineer	9+	Engineer-3 and Admin-1.	Free Traders			
Administration Department				O1	4th Officer	4+	Commission.
O0	Clerk	5+	Commission	O2	3rd Officer	6+	Steward-1, Engineer-1.
O1	Asst Manager	6+	Admin-1	O3	2nd Officer	7+	Navigation-1.
O2	Manager	7+	Admin-2, Liaison-1	O4	1st Officer	7+	Pilot-1.
O3	Asst Station Head	6+	Admin-3.	O5	Captain	8+	Legal-1.
O4	Station Head	7+	Liaison-2.	O6	Owner/Captain	8+	

SERVICE SKILLS

Merchant Die	Merchant Life	Shipboard Life	Officer Skills	Merchantile Skills	Master Skills
1	Brawling	Gambling	Brawling	Streetwise	Manipulation
2	Carousing	Blade Cbt	Vehicle	Broker	Computer
3	Gambling	Vacc Suit	Ship's Boat	Trader	Navigation
4	Trader	Zero-G Cbt	Gun Cbt	Liaison	Pilot
5	+ 1 Educ	Commo	Liaison	Admin	Leader
6	Carousing	Jack-o-T	Manipulation	Legal	Bribery

Merchant Life open to all characters. Shipboard Life available to all (including Free Traders) except Sales and Admin Departments. Officer skills available to rank O0 + . Merchantile Skills available to all (including Free Traders) except Engineering Department. Master Skills open to Deck Department rank O4 +.

Deck Die	Deck Skills	Engineering Skills	Purser Skills	Medic Skills	Admin Skills
1	Navigation	Mechanical	Psychology	Steward	Admin
2	Admin	Electronic	Medical	Medical	Liaison
3	Pilot	Engineering	Translation	Medical	Bribery
4	Legal	Admin	Gunnery	Medical	Admin
5	Ship's Boat	Engineering	Steward	Computer	Admin
6	Leader	Gravities	Liaison	Medical	Streetwise

Skill columns available to members of specified departments.

Sales Die	Sales Skills	Planet Bound Life	Free Trader Life	Free Trader Service	Free Trader Business
1	Trader	Gun Cbt	+ 1 Dext	Steward	Engineering
2	Broker	Streetwise	Brawling	Trader	Navigation
3	Computer	Vacc Suit	Streetwise	Broker	Steward
4	Liaison	Vacc Suit	Forgery	Admin	Legal
5	Trader	Gun Cbt	Bribery	Gunnery	Pilot
6	Broker	Brawling	Legal	Leader	Broker

Sales available only to Sales Department. Planetbound Life available to Admin and Sales Department. Free Trader columns open to all Free Traders.

MERCHANT PRINCE CHARACTER GENERATION CHECKLIST

1. Generate Character.
 - A. Generate the six personal characteristics (2D each).
 - B. Determine starport of homeworld.
 - C. Determine if individual has a sense of smell.
2. Pre-enlistment education. College.
3. Enlistment.
 - A. Determine specific type of merchant nest to be joined.
 - B. Merchant Academy.
 - C. Department assignment.
4. Assignment (one per year). No initial training.
 - A. Available positions.
 - B. Specific assignment. Special duty. Transfer to new department if required.
 - C. Transfer to new nest if required.
5. Assignment resolution.
 - A. Survival.
 - B. Skills. Take skills if received. Also receive 1 skill if promoted.
 - C. Bonus.
 - D. Promotion. Test for promotion may be taken if eligible.
6. Reenlistment. Throw 4+ to reenlist; DM + 1 if commissioned merchant officer. Reenlistment required on 12 + .
7. Mustering Out.
8. Resumé Writing.

Merchant Prince For Hivers

Hivers are adept merchants, and the *Merchant Prince* advanced character generation can be used with Hivers as easily as it can with Imperial humans.

Pages 30 to 32 contain the basic character generation tables for the Merchant Prince system. Relatively few changes have been made to the tables as charts, but they are presented in one place for ease of reference.

For terminology purposes, merchant lines are called *nests* rather than *lines*; this is in keeping with standard Hiver practice.



Worlds

Worlds occur with the same frequency and physical characteristics in Hiver space as they do in human or other regions of space. The social characteristics for Hiver worlds differ, however, because of Hiver society and culture. The following procedures handle what must be changed.

WORLD CREATION

The starport type and physical characteristics for a world (size, atmosphere, and hydrosphere) are determined in the ordinary fashion (identically with the standard **Traveller** rules).

Population: The world's population may be either Hiver or non-Hiver, depending on world conditions.

If local atmosphere type is 1, 2, 3, 4, A, B, or C then throw 9+ for the local population to be native or non-Hiver; otherwise the local population is Hiver. Mark the world non-Hiver in the remarks for the world if there is a native population. Worlds in Hiver space are assumed to be Hiver worlds unless marked non-Hiver; those outside Hiver space are automatically assumed to be non-Hiver.

Conversely, if local atmosphere type is 5,6,7,8, or 9 then local population is automatically Hiver.

In both cases, the population level is determined by 2D - 2.

Government: Hiver government is determined by population minus 1D, which can produce a number between 0 and 9 (less than 0 becomes 0). The specific type of government is then read from the Hiver Government Table.

If the world is non-Hiver and has a population of less than 7, then government type is automatically type 6 (colony/captive government).

Law Level: Local law level for Hivers is determined with 1D; non-Hiver populations use 2D. Standard law levels apply.

Technological Level: Hiver worlds determine technological level with 1D + 6 + DMs from the Hiver Tech Level Table. Worlds without a population have a tech level of 0.

Bases: The Hiver Federation Base Table shows the types of bases available for Hivers, and the die rolls that result in them. Hiver Federation Naval Bases serve as home ports for naval vessels of the Federation and are under the jurisdiction of the Federation Navy. Hiver Federation Embassy Centers serve as the source of embassy ships and are under the jurisdiction of the Embassy Directorate. Hiver Federation Military Bases serve as barracks and training areas for troop units; they are under the jurisdiction of the Federation Navy, and most are only sparsely manned. Federation Naval and Military Bases share facilities and are always manned at full strength.

Trade Classifications: Two changes in trade classifications are implemented for Hivers. Hiver *Rich* worlds do not consider government type. Hiver worlds which have a non-Hiver population, atmosphere type 3,4,A, B, or C, and population 8+ are

Fascinating worlds and serve as the source of novelty trade goods for Hivers.

Travel Zones: Any world with a class X Starport is considered interdicted. Such worlds are denied knowledge of, or contact with, interstellar society. Only personnel employed by the Federation Development Agency in local observation or cultural uplift operations are permitted to visit the world.

INTERDICTED WORLDS

Hiver worlds with starport type X are interdicted worlds which have no formal or open contact with the Hiver Federation. Such worlds are generated using the standard Traveller world generation system (although their populations are not necessarily human).

When a Hiver world is being generated and the starport type is X, it automatically has a non-Hiver population and uses the standard world generation system.

HIVER GOVERNMENTS

Some Hiver governments are very similar to the commonly accepted human forms of government, and some are very different. Of the types shown on the Hiver Government Table, the following are sufficiently different to warrant additional explanation:

Sept: Hivers place a great value on the number seven, and sept governments reflect this value. Septs are councils of seven individuals, appointed for life, and given the responsibility of making all decisions relevant to rule of the world. The presence of seven members creates an odd number of members and avoids tie votes. Most governmental activity by sept governments consists of directives to the operating or governing agencies. Decisions and directives by the sept are accorded the force of law by nest leaders (and thus by nest members), but unanimous decisions have a higher or stronger force.

Supervised Anarchy: Supervised anarchy is a peculiarly Hiver institution. Local government is nearly non-existent, and consists primarily of transitory vigilante committees which respond to problems when sufficiently aroused. Usually such vigilante committees are raised at the call of enough nest leaders, and in response to pressing social or economic problems. The Federation maintains observers who advise local nest leaders about potential problems and needs.

Unsupervised Anarchy: Unsupervised anarchy is similar to supervised anarchy, but there are no Federation observers/advisers present.

Committee: Committee governments accomplish needed activities by the establishment of transitory committees which meet to define problems and determine solutions, publish their findings, and then disband. Their findings are then implemented by local nests (if the nests approve). There is a social disgrace associated with publication of a committee report which is not later implemented, so committees have an incentive to find workable solutions. Many times, a truly necessary but unimplemented action may be the subject of a manipulation by some individual; many committee reports have served as an inspiration to manipulators.

HIVER 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.
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: 2D - 2. Determine if non-Hiver population.
 - F. Government: Population -1D and consult Government Type Table.
 - G. Law level: 1D; non-Hivers use 2D. Standard law level definitions apply.
 - H. Technological Level: 1D +6 + DMs from the Hiver Tech Level Table.
5. Determine local bases.
6. Determine trade classifications.
7. Note statistics for reference.
8. Map system on subsector map grid.

WORLD PHYSICAL CHARACTERISTICS

The basic physical characteristics for Hiver worlds (size, atmosphere, hydrographies) are generated in the same manner as in basic **Traveller**.

TECHNOLOGICAL LEVELS

<i>Level</i>	<i>Description</i>
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	Lower Average Subject Races.
C	Upper Average Subject Races.
D	Lower Average Hiver.
E	Upper Average Hiver.
F	Maximum Hiver Federation.

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

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**.

HIVER FEDERATION BASES

<i>Die</i>	<i>Starport Type.</i>					
	A	B	C	D	E	X
2	E	M	M	M	-	-
3	E	M	M	-	-	-
4	E	-	-	-	-	-
5	E	-	-	-	-	-
6	-	-	-	-	-	-
7	-	-	-	-	-	-
8	L	-	-	-	-	-
9	L	-	-	-	-	-
10	L	L	M	-	-	-
11	L	L	M	M	-	-
12	F	F	F	F	M	M

Throw 2D and determine the base type for the world. DM - 2 if non-Hiver population.

The following base codes are used.

L. Hiver Federation Naval Base.
E. Hiver Federation Embassy Center.
M. Hiver Federation Military Base.
F. Hiver Federation Naval Base and Military Base.

NATIVE POPULATIONS

Many of the worlds within the Hiver Federation have a predominant native population and only a small Hiver presence. Such worlds are those less favored by the Hivers, although they remain suitable to the natives.

The presence of a native population is determined by atmosphere type. If local atmosphere is 1, 2, 3, 4, A, B, or C, then throw 9+ for the local population to be non-Hiver. If a native population is present, place the remark Nh (for Non-Hiver population) in the world description.

TRADE CLASSIFICATIONS

The standard classifications are used except for the following:

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

Fascinating: Non-Hiver population, atmosphere 3, 4, A, B, or C, population 8+.

HIVER GOVERNMENT TABLE

<i>Die</i>	<i>Code</i>	<i>Government</i>	<i>Type.</i>
0	0	No Government.	
1	1	Company/Corporation.	
2	2	Participating Democracy.	
3	6	Captive Government/Colony.	
4	S	Sept.	
5	S	Sept.	
6	T	Unsupervised Anarchy.	
7	T	Unsupervised Anarchy.	
8	U	Supervised Anarchy.	
9	W	Committee.	

For government, throw population minus 1D; less than zero equals zero. Non-Hiver population worlds with population less than 7 are automatically government type 6.

HIVER GOVERNMENT CODES

<i>Code</i>	<i>Description</i>
0	No Government.
1	Company/Corporation.
2	Participating Democracy.
6	Captive Government/Colony.
S	Sept. Governing committee of seven nest leaders.
T	Unsupervised Anarchy. Individual agreements between all citizens.
U	Supervised Anarchy. Individual agreements between all nests.
W	Committee. Governing committee of nest leaders.

HIVER LAW LEVEL

Hiver law level is determined by 1 D, and corresponds to the standard **Traveller** tables.

Non-Hiver populations determine law level with 2D and the standard **Traveller** tables.

TRAVEL ZONES

There are no formal travel zones in the Hiver Federation; the following equivalences, however, apply within the Federation.

Worlds with a type X starport are interdicted (worlds with type X starports have non-Hiver populations and use the standard **Traveller** world generation system).

Worlds with non-Hiver populations and technological levels below 7 are the equivalent of zone amber.

HIVER TECHNOLOGICAL LEVELS

The basic tech level roll for Hiver worlds is 1D +6, modified by:

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

Population: If 3- , -3 (not if government code 6). If 4 to 6, -2. If 7, -1. If 8 + , +0.

Non-Hiver Population: DM -5.

Limitations: Any result greater than F (15) is reduced to 15. Any result less than 0 is 0.

Other Game Rules

The following are changes to the basic **Traveller** game rules which are necessary to handle the peculiarities of Hiver society and culture.

ENCOUNTERS

Within Hiver space, the basic procedure for encounters remains the same as in the **Traveller** rules, but their specifics vary. New Patron and Random Encounter Tables are provided.

REACTIONS

Humans find Hiver and Hiver-assimilated races hard to understand, and their reactions unfathomable at best. Hivers display neither enthusiasm nor hostility, as such. Their observable reactions are generally favorable, neutral, or unfavorable to the subject under discussion. They do not react to people, as such, only to concepts or ideas that are expressed. Their reaction to an event or proposed course of action will be in accordance to how much this relates to their own goals and objectives. Hivers do not understand personal offense, insults, and the like; they are literal-minded to the point of utterly failing to comprehend the concept of tact (and so are sometimes surprised when a factual statement, such as "You barbarians can be expected to behave foolishly" evokes an angry or violent response).

The Reactions Table provides a basic label for the Hiver reaction (unfavorable; neutral; favorable) and keys it to a die roll. The referee is charged with implementing the reaction during play.

Reactions, favorable or unfavorable, must be in connection with the individual Hiver's (the term includes other races of the Federation, as well) goals. When reactions are determined, they will be expressed in a reasonable way. Hivers do not initiate violence under any circumstances. Depending on circumstances, an unfavorable reaction might be expressed by a break-off in discussions, by a refusal to render an agreed payment or otherwise fulfill a deal, or by the withdrawal of the Hiver from the entire situation.

Reactions are rechecked as events and circumstances warrant.

CURIOSITY

Hiver curiosity is proverbial, and is important enough to warrant a separate UPP characteristic. Curiosity furnishes a second check of reactions by both Hiver NPCs and player characters.

The curiosity stat should represent a basic saving throw by which the individual's interest may be engaged. When a situation, proposal, or other circumstance arises (which the referee feels to be sufficiently intriguing as to attract a Hiver's attention), saving throws against curiosity should govern the degree to which the Hiver will be attracted and interested.

A curious Hiver may agree to back a group of adventurers who have engaged that curiosity with a mystery to be solved; curiosity might also cause a Hiver to ignore a dangerous situation in order to satisfy the thirst for knowledge. Exact interpretations are largely up to the referee, but the curiosity characteristic pro-

vides a reliable yardstick of how likely a particular Hiver is to subordinate other goals and desires to curiosity.

The basic chance of having curiosity influence a Hiver's behavior is a 2D throw less than or equal to the characteristic. The referee is urged to apply modifiers, based on the relationship of the matter in question to the Hiver's overall goals, the danger of the situation, and so forth.

It should be remembered that curiosity may be powerful, but rarely suicidal. Hivers are intelligent enough to recognize hazards and avoid them, even when curious about some mystery. Only characters with very high curiosity characteristics (13+) would be completely in control of their own attitudes. This will enable the characters to function in the game world with less of the influence of human attitudes and concepts coloring the decisions being made.

TRADE AND COMMERCE

The basic of trade and commerce remain unchanged. Note, however, the following points.

Base Price: The items listed below have altered base prices, as shown. The prices should be used when items are bought or sold in Hiver space. Obviously, if a cargo is purchased in the Federation and sold outside, the Federation price is used to determine the purchase value, while the standard price determines the resale value. The opposite applies, as well.

MODIFIED BASE PRICES

53 Computers	Cr5,000,000
61 Electronic Parts	Cr75,000
63 Cybernetic Parts	Cr200,000
64 Computer Parts	Cr75,000

Merchant Prince Trade System: When using the *Merchant Prince* trade system (contained in Book 7), implement the Hiver trade classification of Fascinating world with the following:

Assuming all worlds are within Hiver space, a Fascinating source world has +1 in the intersection of its row with a High Population world and a Rich world.

The extent to which worlds beyond the Hive Federation's borders are Fascinating is handled by the Alien Trade Effects Table in *Merchant Prince*.

Worlds outside of the Hive Federation do not give any changed value for cargos from Fascinating worlds.

EQUIPMENT

Some substantive changes are applied to equipment prices and weights, and some new pieces of equipment are provided, in the section that follows.

Equipment Availability: Equipment tailored to individual member-species will be generally available on worlds with class B or A starports. Less cosmopolitan worlds should have a throw of 31 compared to tech level to determine whether gear for a specific race is available, though the referee is always free to indicate that members of that race are common enough on the world to warrant automatic availability of the equipment.

Revised Prices and Weights: The items below are standard items of equipment which have different prices or weights in Federation space. Some, marked with an asterisk, are different only when in configurations usable by members of the Hiver race.

Electronics and computer gear tend to be smaller and less

expensive in the Federation, due to the sophistication of Hiver technology in these fields. Communications gear is an exception; most Federation races use the standard communications gear from basic **Traveller**, while Hivers use much bulkier gear (because they can not rely strictly on voice transmission, like most races).

New Equipment: The equipment below is new, and found primarily within the Federation (though some models are exported to neighboring regions).

Keyboard Input/Display Translator (9) Cr 1000. Translator unit with messages entered via keyboard, and translated in characters or symbols on a display screen. Language programs are available on small plug-in modules; two modules (costing Cr10 each) are needed, one for each language. Weighs 2kg; subtract 100 grams per tech level above 9.

Voice Input/Display Translator (11) Cr 1200. Similar to the keyboard input translator, this model can translate speech directly, without need for a keyboard entry. The translation still appears in characters or symbols on a display screen. Weighs 1500 grams; subtract 100 grams per tech level over 11.

Keyboard Input/Voder Translator (10) Cr 1500. This model translator uses a keyboard to enter messages, and produces artificial speech for the translation. It is the most commonly used model in Hiver dealings with non-Hivers. Weighs 2kg; subtract 50 grams per tech level over 10.

Voice Input/Voder Translator (12) Cr 1800. Similar to the previous model, but messages are entered by direct speech, and translated with the use of a vocal simulator. Weighs 1500kg; subtract 100 grams per tech level over 12.

Language Analysis Translator (13) Cr 5000. A computer programmed for language analysis, and tied in to any of the other models (preferably the Voice Input/Voder unit). The language analysis translator can break a new language in 2-12 days of intensive study, after which the new language may be reliably translated. Weighs 25 kg.

Food and Overhead: The guidelines for food and support are unchanged from the standard rules, except as the referee wishes to impose special exceptions for individual races.

PSIONICS

Psionic talents are simply not found among members of the Hiver race. Other Federation races have varying degrees of natural power, but no Federation race makes extensive use of psionics. Research programs are looking into the development and use of psionic powers, and the strong anti-psionic prejudices of the Imperium are not found in Federation space, but the actual understanding of psionics is probably somewhat lower than in the Imperium.

Characters working with researchers interested in psionics (who can be located on any world on a roll of 11+) may volunteer for examination and be accepted on a roll of 10+. If accepted, an examination and training is granted free. Hivers cannot receive such training, since they have no talents to speak of, but members of other races may gain training in this fashion, as can visitors from other regions.

Other psionic procedures are as given in the basic **Traveller** rules.

WEAPONS

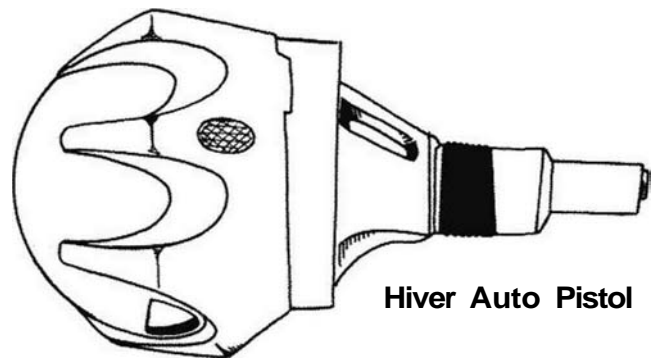
Although Hivers dislike violence, they realize it is sometimes necessary. Their preference is to be in another room, another

country, or on another planet when it happens, but that logic also means they prefer rifles to pistols and pistols to knives when violence is necessary.

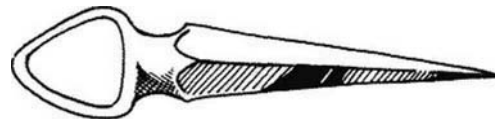
The technology of Hiver weapons is very similar to Imperial weapons technology: most are gunpowder weapons, with an occasional laser thrown in. They function in the same manner as Imperial weapons, and they use the same die rolls.

Hiver Weapon Configurations: The shape and configuration of Hiver weapons is vastly different from Imperial weapons. The structure of rifle stocks is adapted to the Hiver physique, and their use by humans is nearly impossible. Hiver pistols are generally globe shaped to allow their manipulation by the Hiver hand; again, humans find them nearly impossible to use. Conversely, even Hiver dexterity is not enough to allow them to use human weapons with any true accuracy.

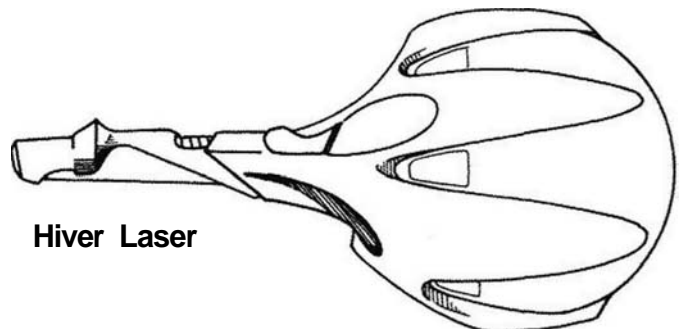
Hiver Marksmanship Disadvantages: Hivers tend to ignore marksmanship as a skill, and the overall level of expertise in weapons among the Hivers is rather low. Consequently, always implement a DM - 2 (in addition to any other modifiers) when a Hiver uses a gun or blade. The DM reflects the lack of acquaintance with weapons generally, and a general emotional discomfort from being in a situation which calls for personal involvement in violence.



Hiver Auto Pistol



Hiver "Finger Dagger"



Hiver Laser

Travel and Starships

The basic concepts and techniques of interstellar travel and starship construction and operation remain unchanged from the original **Traveller** rules. A few specific alterations must be imposed, however, to reflect specific cultural factors which influence some of these rules.

TRAVEL

The following cases are specific alterations to standard rules. Anything not noted here is not altered from the basic rules.

Stowaways: Stowaways are not common on Federation ships for two reasons. First, there is a reasonable chance (generally 10+) that a friendly or understanding ship captain will provide passage at a reduced rate or at no charge if the requester is sufficiently amiable about it and gives a good story. Second, Hiver ships are fumigated at random times to eliminate stray Hiver larvae; the fumigation is also deadly to stowaways in hiding.

The Travellers' Aid Society: The **Travellers' Aid Society** does not operate in Federation space.

Hijacking: Hijacking occurs only when outsiders seek to steal a Federation vessel, and should be so rare as to be a very special referee-imposed event.

Skipping: Skipping does not occur within Federation space, since credit does not work as humans understand it.

There is the potential for stolen starships. The very nature of manipulation means that an individual Hiver may have convinced its nest (or another nest, or some individual who temporarily had possession of a starship) that it should have the ship. If later consideration led the nest to decide it wanted it back, the ship could be considered stolen (or at least title to it would be uncertain).

Piracy: Piracy is known, but only in subsectors along the Federation frontiers. The basic chance of piracy is 13+ for any particular starship encounter; DM +1 in an ordinary frontier subsector, DM +2 in subsectors along the K'kree frontier, and DM +3 in subsectors along the border of the Solomani Confederation.

STARSHIP ECONOMICS

Various special practices arise among the Hivers due to unusual aspects of the Federation economy. Starships are purchased and owned by individual nests, and used by members of the nest who have a need for those ships. Nest members using ships become liable for the value of the ship. The amount is deducted from the individual's credit balance and considered repaid by the being in question when the ship is returned. Repayment may include return of the ship plus 5% of the ship's original value.

All other facets of starship economics are handled in the same way. When a cost is incurred by the ship, it is paid by the owning nest, and charged off against the credit balance of the responsible individual. Repayment is essentially a matter of desire on the part of the debtor, but no Hiver feels comfortable with a negative credit balance, and every effort is made to pay off the debt as quickly as possible.

Actual charges, expenses, and revenues are roughly the same in Hiver space as in familiar human territory. A ship's revenues are automatically added to the credit balance of the individual in question, just as expenses are deducted.

Salaries: The nest pays salaries to characters working for them, not only as ship crews, but for any particular task they may be undertaking. A salary is based on the character's education characteristic (representing the extent of the individual's knowledge and overall qualifications). Add Cr1,000 per education level per Hiver year (every 6 standard months) to the credit balance of each individual.

Salary levels are based on Imperial years (divide by 2 to determine salary based on Hiver years).

Low Berth: Low berth technology is virtually unknown in the Federation. The Hivers themselves cannot survive the metabolic reduction of typical low berth processes, and other races, which have based their technology heavily on that of the Hivers, have seen no great need to develop the technology for themselves. Low passages are not offered by Federation merchant ships.

Since Imperial low berth technology is not especially dependable, there has never been a market in Federation space for low berth imports.

STARSHIP CONSTRUCTION

The majority of Federation starship design elements are identical to those presented in the basic rules. The following changes are imposed:

Bridge: Installation of a bridge costs MCr0.4 per 100 tons of ship if a vessel is being fitted out entirely for use by members of a single race. If mixed races are to be involved, the cost is MCr0.5 per 100 tons.

Comment: Bridge controls are generally less expensive to install using Hiver electronics technology, but mixed crews (especially mixed Hivers and non-Hivers) require duplication of controls and readouts to conform to differences in physiology.

Computers: Each computer model listed has twice the program capacity and half the cost indicated in the standard rules.

Software: Multiply the price of all computer programs by .75.

Fittings: Low berths and emergency low berths, if available at all, will cost ten times the indicated amount.

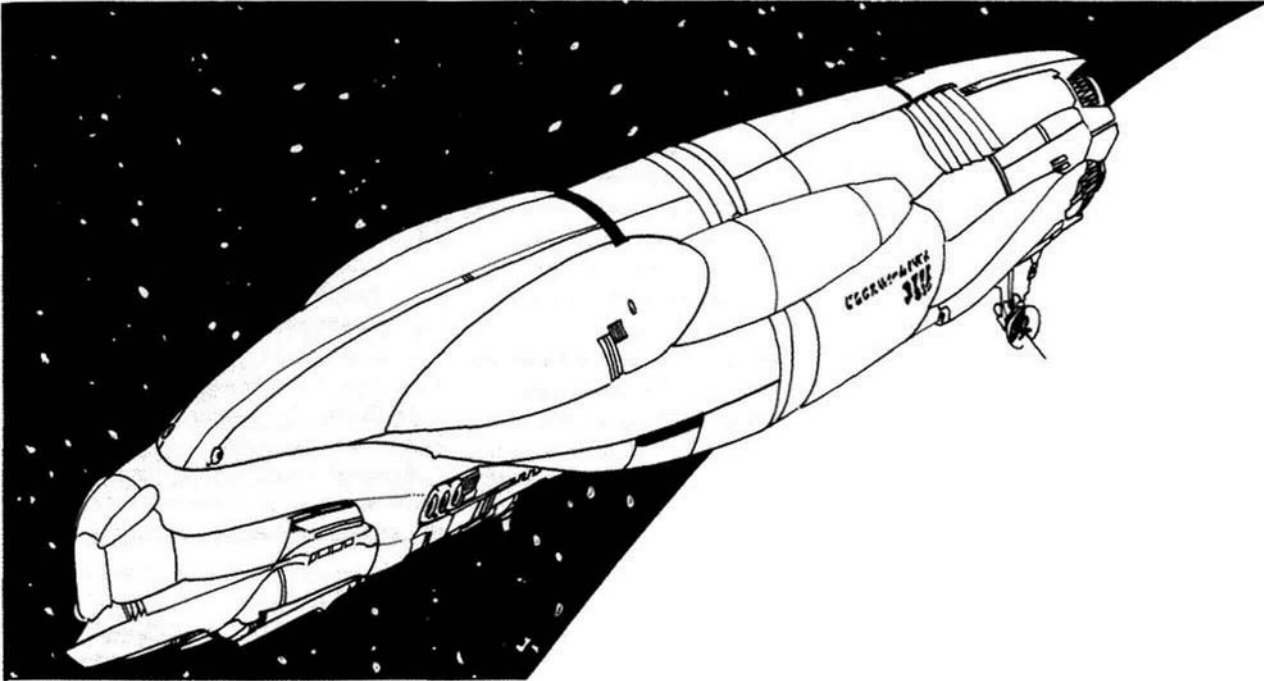
Small Craft: Small craft designs are effectively similar in performance (though not in appearance) to those in the basic **Traveller** rules.

Discounts and Fees: No design discounts or fees are allowed on Federation ship designs.

STANDARD STARSHIP DESIGN PLANS

The following are typical, standard starship designs commonly found in Federation space. All listed vessels have been fitted for multi-racial use.

Hiver Explorer (type HX): Using a 200-ton hull, the Hiver Explorer is a multi-function ship intended for economical individual transport inside the Federation, or exploration beyond its borders. It mounts jump drive-C, maneuver drive-C, and power plant-C, giving performance of jump-3 and 3G acceleration. Fuel tankage of 90 tons supports the power plant and one jump-3. Adjacent to the bridge is a computer model/3. There are ten staterooms and no low berths. The ship has one hardpoint and one ton allocated to fire control, but mounts no turrets or weaponry initially. There is one ship's vehicle: a GCarrier. Cargo capacity is 2 tons. The hull is streamlined.



The Hiver Explorer requires a crew of five: pilot, navigator, two engineers, and medic. The ship can carry five passengers (up to 15 passengers when passengers and crew go double occupancy). Passengers are generally scientists and other Federation Development Agency personnel engaged in survey work. The ship is valued at MCr113.1 and takes 12 months to build.

Hiver Trader (type HR): Using a 400-ton hull, the Hiver Trader is a small interstellar merchant vessel designed for routine cargo and passenger transport. It mounts jump drive-0, maneuver drive-B, and power plant-D, giving a performance of jump-2 and 1G acceleration. Fuel tankage for 100 tons supports the power plant and one jump-2. Adjacent to the bridge is a computer Model/2. There are 15 staterooms and no low berths. The ship has two hardpoints and two tons allocated for fire control. No turrets or weaponry are initially installed. There is one ship's vehicle: a 30-ton ship's boat. Cargo capacity is 145 tons. The ship is streamlined.

The Hiver Trader requires a crew of six: pilot, navigator, two engineers, medic, and steward. The navigator operates the ship's boat. The ship can carry nine high or middle passengers and no low passengers. The ship is valued at MCr156.2 and takes 16 months to build.

Hiver Embassy Ship (type HE): Using an 800-ton hull, the Hiver Embassy Ship is a large transport vessel intended to carry Hiver embassies between worlds. It mounts jump drive-H, maneuver drive-D, and power plant-H, giving performance of jump-2 and 1 G acceleration. Fuel tankage for 180 tons supports the power plant and one jump-2. Adjacent to the bridge is a computer Model/2. There are 60 staterooms and no low berths. The ship has two hardpoints and two tons allocated to fire control. No turrets or weapons are initially installed. There is one ship's vehicle: a 95-ton shuttle. Cargo capacity is 184 tons. The hull is not streamlined.

The Hiver Embassy Ship requires a crew of 12: pilot, navigator, three engineers, medic, and six stewards. A steward operates the shuttle. The ship can carry 48 passengers. The ship is valued at MCr311.7 and takes 28 months to build.

Hiver Liners are often built to the same pattern, or are converted surplus Embassy Ships.

Hiver Research Cruiser (type HL): Using a 600-ton hull, the Hivers Research Cruiser is a survey vessel used for exploration and as the primary base of operations for covert operations teams by the development agency. It mounts jump drive-J, maneuver drive-C, and power plant-J, giving a performance of jump-3 and 1 G acceleration. Fuel tankage for 210 tons supports the power plant and one jump-3. Adjacent to the bridge is a computer Model/3. There are 30 staterooms and no low berths. The ship has three hardpoints and three tons allocated for fire control. No turrets or weapons are initially installed. There are four ship's vehicles: two 40-ton pinnaces, a GCarrier, and an air/raft. Cargo capacity is 69 tons. The hull is streamlined.

The Hiver Research Cruiser requires a crew of six: pilot, navigator, three engineers, and a medic. The ship can carry twenty-four passengers (scientists, planetary development specialists, boat pilots, drivers, etc.) and no low passengers; more can be carried with double occupancy. The ship is valued at MCr308.9 and takes 24 months to build.

Hiver Escort (type HE): Using a 400-ton hull, the Hiver Escort is a warship used for frontier patrol and military escort duties. It mounts jump drive-H, maneuver drive-H, and power plant-H, giving a performance of jump-4 and 4 G acceleration. Fuel tankage for 200 tons supports the power plant and one jump-4. Adjacent to the bridge is a computer Model/4. There are 20 staterooms and no low berths. The ship has four hardpoints and four tons allocated for fire control. Installed on the hardpoints are four triple turrets, two with triple beam lasers, two with a mix of two missile racks and one sandcaster each. There is one ship's vehicle: a 40-ton pinnacle. Cargo capacity is 7 tons. The ship is streamlined.

The Hiver Escort requires a crew of ten: pilot, navigator, three engineers, four gunners, and a medic. Twenty additional personnel (a pinnacle crew and Federation soldiers) are carried in double occupancy. The ship is valued at MCr280.9 and takes 16 months to build.

HIVER PATRON ENCOUNTERS MATRIX

Red Die	White Die		Die			
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 Hiver space, use Patron List Ten twice per week on 5+ (1D): once at the starport, and once on the world.

DMs: On red die, DM -1 if naval character; DM +1 if merchant character.

On white die, DM -1 if other. DM +1 if Administration-1 +.

PATRON LIST TEN (HIVER)

Die	Patron Type
11	Development Team Leader
12	Development Agency Administrator
13	Naval Ground Force Officer
14	Scout
15	Starport Warden
16	Naval Officer
21	Historian
22	Technician
23	Doctor
24	Development Agency Operative
25	Embassy Member
26	Local Government Official
31	Tourist
32	Scout Pilot
33	Farmer
34	Researcher
35	Writer
36	Research Professor
41	Scout
42	Scientist
43	Asteroid Miner
44	Naval Architect
45	Steward
46	Financier
51	Navigator
52	Development Agent
53	Broker
54	Scholar
55	Doctor
56	Pilot
61	Merchant
62	Crewmember
63	Merchant
64	Asteroid Miner
65	Embassy Coordinator
66	Diplomat

HIVER RANDOM ENCOUNTERS MATRIX

Red Die	White Die		Die			
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. L: leader is present and with best possible equipment at tech level. G: armed with guns. P: armed with mix of personal weapons. A: wearing armor. V: with vehicle (or riding animals). -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	1D	Nest Seniors	L
12	2D	Nest Maintenance Workers	V
13	2D	Nest Educators	
14	3D	Farmers	
15	1D	Snohl Tenders	V
16	1D	Tourists	V
21	2D	Embassy Leaders	LV
22	2D	Embassy Party	
23	1D	Explorer Band	LVP+2
24	2D	Naval Ratings	V
25	2	Story-Tellers	
26	2D	Transport Workers	V
31	1D	Enforcers	
32	2D	Ithklur Marines	LVG+2
33	2D	Merchants	
34	2D	Fungus Farmers	
35	2D	Educators	
36	1D	Scientists	V
41	1D	Farmers	
42	2D	Factory Workers	V
43	1D	Merchants	
44	2D	Scholars	
45	1D	Researchers	
46	2D	Tourists	
51	1D	Hunters	VG
52	2D	Prospectors	+2
53	2D	Medical Aid Team	V
54	1D	Broadcast News Team	V
55	1D	Enforcers	
56	2D	Farmers	
61			
62			
63			
64			
65			
66			

REACTIONS

Die	Reaction
1	Hostile. May attack.
2	Unreceptive.
3	Unreceptive
4	Non-committal.
5	Non-committal
6	Interested.
7	Interested
8	intrigued.
9	Responsive.
10	Responsive
11	Enthusiastic.
12+	Genuinely Friendly.

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

Reaction Throw DMs: Character is the individual consulting the table; Encounter is the individual reacting using the table.

Character

is a Hiver	+ 3
is Intelligence 9+	2
has Manipulation	+ level

Encounter

has Manipulation	special
(negates any manipulation skill for Character)	
idea is violent or unethical	4

All situations:

Idea has merit (referee).....	+ 3
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Note: Hivers respond to *ideas* rather than to individuals. The presentation of an idea (using Manipulation skill) affects how it is perceived by the Encounter, but few other factors have a bearing on how a situation is received.

Something Stinks!

With all the information available about Hivers, it is only natural for a referee to want to present it to the players. This adventure makes a prolonged and interesting encounter with the Hivers possible. It is primarily intended for play with human player-characters; Hivers appear as patrons and as antagonists. The referee should be familiar with both the basic **Traveller** rules and the material contained in this module as well. Players should have at least a basic acquaintance with the background and rules material contained in the module, though detailed knowledge is necessary only if players are planning to make use of Hiver characters.

Organization: This adventure consists of three parts— the Players' Introduction (which presents the situation to the players and allows them to make their own initial decisions), the Referee's Synopsis (which tells the referee what is happening in the adventure), and the Referee's Data (which provides background and hints on resolving situations that may be encountered).

The Setting: This adventure takes place in the Discord subsector of Kaa GI'kul sector, situated along the Hiver-K'kree border. This subsector was the scene of several great battles during the Hiver-K'kree War, and many of the worlds in the sector were occupied for several years by the K'kree.

Today, however, that is all ancient history, more than three thousand years in the past. More modern problems concern the local inhabitants.

Characters: Any group of ordinary human characters may be used in this adventure situation. They may be drawn from an existing campaign, or created especially for this adventure, using the usual procedures. A group engaged in trade and commerce far beyond the bounds of the Imperium is best, as this fits most closely with the background of this adventure. The adventurers in this scenario should be ordinary people; they have no great power or wealth.

Equipment: The travellers already have a starship (a far trader); the ship has a joint fund of Cr75,000 available for the purchase of equipment to be owned in common.

Characters' personal funds (obtained by character generation or from adventure situations) may be added to this amount.

When purchasing equipment, characters should know only that they have ventured deep into Hive Federation space to trade at various Hiver worlds. NO information should be made available concerning the adventure until after the equipment purchases have been made. Equipment described in this module may be purchased, and purchases may be made at the special rates quoted in the equipment section of this module if desired.

There will be an opportunity to buy or borrow additional equipment in the course of the adventure.

The Far Trader *Monsoon*: The adventurers have a type A2 Far Trader which they are using on this expedition into the Hive Federation. Originally, it was owned by one person, but some time ago, the entire group pooled their resources and it is now owned in common by all of the adventurers: each adventurer has one equal share in the entire ship. The various characters

hold appropriate crew positions on the ship (they must decide which ones themselves) and draw standard salaries for them. Some lesser skilled characters may need to be carried along in menial jobs as gunners or stewards.

Ownership of the shares entitles each of the adventurers to an equal share in the profits of the ship after all expenses have been paid.

The following is a description of the ship:

Far Trader (Type A2): Using a 200-ton hull, the far trader is a merchant vessel capable of longer ranges than a standard free trader. It mounts jump drive-B, maneuver-drive-B, and power plant-B, giving performance of jump-2 and 2G acceleration. Fuel tankage for 50 tons support the power plant and one jump-2. Adjacent to the bridge is a Model/ibis computer. There are 10 staterooms and four low berths. The ship has two hardpoints and two tons allocated to fire control. Installed on the hardpoint are two triple turrets; each turret has three beam lasers installed. There is one ship's vehicle, a four-ton air/raft. Cargo capacity is 61 tons. The ship is streamlined.

The Far Trader requires a crew of three: pilot/navigator, engineer, and medic/steward. The ship can carry seven passengers and four low passengers. The ship costs MCr71.575 (including architect's fees and design plan costs) and takes 11 months to build.

THE PROMISED LAND

Any tramp merchant ship takes chances. The *Monsoon* took a chance in crossing through the Glimmerdrift Reaches and Crucis Margin looking for valuable cargos to buy low and sell high. Somewhere into Crucis Margin, the situation turned sour, and the ship started losing money. Surveying the charts, the crew decided in a formal ship meeting that the best course would be to continue to the Hive Federation and hope that some choice cargos could be found. If things went right, they could fill up some of the hold with high quality Hiver software and computer equipment to sell back in the Imperium.

Fortunately, just before the *Monsoon* reached the Hive Federation border, a lucky contract netted them Cr75,000 pure profit. That money has provided needed capital for buying new equipment.

Border Crossing: The *Monsoon* entered the Hive Federation at Huran (Regal 0703 C562300-E Poor non-Industrial). There were few real restrictions imposed, just a few forms to sign and a contract to abide by some basic regulations. Now the ship sits out on the starport landing surface, and the crew sits in the starport lounge, deciding what they should do next. It always seems that once you get to the promised land, you're never quite sure what to do.

Plato: One day soon after their arrival on Huran, the crew of the *Monsoon* is approached by a Hiver who gives its name as Plato. Since Hiver names are untranslatable, they just choose an appropriate (or sometimes random) name in the language of the people they are talking to.

Plato is extremely interested in the smells of the *Monsoon*. Carefully (so as not to offend the crew), Plato asks if it can come aboard the *Monsoon* and savor its various smells. He is willing to make a payment for the privilege (if necessary: perhaps Cr100 would be enough) and will talk at length about the art of smell perception and capture which is his hobby.



REFEREE'S SYNOPSIS

The adventure starts with the encounter with Plato. After savoring the smells of the *Monsoon*, Plato decides that (as it suspected), they are especially delicious. Further, the Hiver comes to the conclusion that they obviously vary with time and with the various functions of the ship. When pressed, Plato mentions something about the interplay of the alloy titanium steel and the organic polymer plastics that are used in its construction, and soon becomes incomprehensible. In any case, Plato wants to take passage aboard the ship so that it can savor and record the various smells of the ship in motion and in jumpspace.

Plato asks if the ship has any special destination, and indicates that it wants to go to Slum. Slum, Plato explains, is a world which was occupied by the K'kree during the Hiver-K'kree War. Although it is most famous for the Plains of Abraham (Plato calls them that), there are also some extraordinary smell sources on the world as well. More than that, the world is a merchant trade crossroads, and there are many valuable cargos available cheaply. Plato is most convincing that Slum is an especially appropriate destination for all of them.

Plato's baggage is almost entirely a smell-catcher. The Hiver uses it almost constantly to sample smells throughout the ship.

Plato is also helpful whenever possible. At some point, Plato notices a drive misadjustment and helps restore a proper balance of power, thus avoiding a minor breakdown. At another point, Plato suggests a minor detour on the ship's route to Slum, enabling the *Monsoon* to find an especially valuable cargo available quite cheap.

Action On Slum: Plato has determined that acute fear and stress in humans create excitingly delicious smells. The Hiver intends to create a situation which will produce those smells

and to then collect them. Its chosen site for the plan is on Slum.

Plato reveals that it encountered data long ago about hidden subterranean garages for elite K'kree armored vehicle troops on Slum. The caverns were never discovered, and they may still hold the immense fission-powered armored behemoths. The vehicles themselves are impractical and useless. But they will still contain vital radioactive power cores that are worth millions of credits. Recovering even a few of these cores would make everyone rich for life.

Plato needs someone to help it in this task. If they all work together, they can find the caverns and loot them before anyone finds out.

Plato's story, of course, is totally false. It does know that the Plains of Abraham are guarded; its plan is instead that the group will be found snooping around the Plains of Abraham, and that the tension of the guards chasing them will create the delicious smells.

The Plains of Abraham: From the air, the Plains are a wildly patterned prairie of sparse grass and tan clay soil. The lines of the long-gone K'kree constructions are still there, and some patterns hint at large roads and vehicle compounds. It is these that must be investigated to find the supposed caverns.

Some long-range instrumentation on the *Monsoon* can detect voids underground (or at least point to probable areas). By using these sensors, the adventurers can land their air/raft almost exactly on top of it and begin digging.

The PDA Listening Post: The excavations (digging, explosives, using the air/raft as a dirtmover) collapse the Hiver FDA listening post (in the process severely injuring or killing one of the Hiver operators). The purpose of the installation is not immediately obvious (even to Plato), and the group may take some time investigating it. However, violation of the listening post

will bring Hiver reinforcements within 1D times ten minutes; these troops are Hiver client-race soldiers (probably Ithkur Marines) the starport.

Plato has gotten more than it bargained for, as the entire group must make good their escape from the Plains of Abraham, to the *Monsoon* and out of the system without getting caught. Hopefully, Plato will remember to collect the scents it came after along the way.

BACKGROUND AND SITUATION INFORMATION

The following information can be used as background for the adventure.

Smell Perception and Capture: Plato's smell-catcher is a bulky device about the size of two suitcases strapped together. Self-powered, it can grab smells from the air and gradually release them so that they can be savored. Individual containers within the mechanism store the smells.

A detachable sensor (about the size of a soft drink can) can capture smells independently and then feed them into the main mechanism.

The smell-catcher also has a variety of coded read-outs which indicate the composition of specific smells, categorize them by type, and indicate potential origins. All of the readouts are effectively invisible and incomprehensible to humans.

Plato: The Hiver known as Plato should be generated using the standard character generation system. Any character generated will have a profound influence on how this adventure is played; they can be as many different angles to the adventure as there are different possible characters for Plato. For example, a Story-Teller Plato would be very interested in making this adventure a good story; a Naval Officer Plato would be interested in some aspect of covert operations with the humans of Slum.

Plato, like most Hivers, can be (and is) devious in achieving just the results it is interested in. Plato has a plan to capture a wide variety of smells of intriguing intensity and variety. The Hiver is following up rumors and tales that the smells generated by humans when under tremendous pressure and fear are especially attractive. Plato's primary motivation is to capture the smells of the group as they react with fear to dangerous situations around them. For Plato to get what it wants, it must create a dangerous situation and then be there to capture the scents that are generated.

Plato's position is difficult. Since the Hiver would like to avoid personal danger (and most humans will know this), it must create a dangerous situation and create circumstances which can adequately explain why it is participating instead of hiding out somewhere else.

Plato has decided to fake the human trait of greed, thinking that the humans will understand this trait quite easily and not question it further. Plato knows that local authorities monitor the Plains of Abraham for destructive intrusions, and will react in force if such an event happens. The Hiver also feels that, forewarned as it will be, it will be able to effect an escape with the humans before they can be caught. And all the while, Plato can be sampling smells for its collection.

SLURN

Slum (Regal 0810 C977773-6) is a primitive world with a human population. In about -2200, Solomani colonists settled in parts of the Crucis Margin sector. After about 500 years.

some of those colonists moved on to find new worlds to settle. Some landed on Slurn. Since the local Hiver population was small, these human colonists were readily accepted and given an entire continent to exploit for themselves.

The small gene pool of the colonists has made them relatively homogeneous: they all tend to be shorter and more muscular than Solomani or Vilani humans, with skin color varying from bronze to chocolate, blonde or light brown hair, and other minor differences in features from the accepted humans norms.

Slurn is a large world with a relatively high gravity and an atmosphere in the standard pressure range. Industrial pollutants taint the atmosphere around most major centers of habitation; this pollution is not usually intense enough to require the use of filter masks, but on any given day a roll of 10+ indicates that local area is subject to severe pollution. Lack of a filter mask halves endurance (round up) and inflicts 2 points of damage every hour.

The population is comparatively small at 98,600,000. There are six major states and about a dozen minor ones, all jealous of their sovereignty and subject to frequent shifts in the balance of power between nations and alliances.

Slurn is the local name for the world; the local language is a variant of Anglic, corrupted after centuries of separation from mainstream of Anglic usage. Actually, there are three major dialects and many smaller ones. Imperial Anglic can be understood and even passed off as a local dialect if necessary.

The largest nation is Aerrn, a representative democracy, headed by a constitutional monarch who is only a figurehead. True power is held by the Chamberlain, elected jointly by the Chamber of Delegates and the Chamber of Deputies.

The Plains of Abraham: When the K'kree occupied this world during the Hiver-K'kree War, they established large complexes of ship support facilities, arsenals, and quarters for the occupation troops. True to K'kree architecture, they often included shelters from the elements, but rarely were the walls more than a simple row of bricks on the ground. Over the centuries, the roof support poles have disappeared, but the patterns left by the walls still remain. There were several areas which were occupied by the K'kree. All but this particular site have been returned to their natural state or developed for other purposes. This particular site is relatively remote, and so has been preserved untouched. It covers several hundred square kilometers.

The Plains of Abraham could be an important historical site. They have been preserved by the Hivers and are essentially untouched. But there is little interest in the subject among the Hivers (or the local humans), so little is actually known about the region.

THE FEDERATION DEVELOPMENT AGENCY

The FDA has long maintained a covert surveillance of the world of Slum. Since the FDA is especially good at such operations, no one on Slum (actually no one outside the FDA) is aware of the surveillance. Some monitors are concealed in routine orbital installations. The heart of the activity, however, is concealed underground, in a secret base beneath the Plains of Abraham. Since little attention is paid to the region (perhaps the result of active manipulation by one of the PDA's operatives), the secret base has been quite safe.

The covert installation is small and very automated. It is, however, staffed by several Hivers who serve lengthy terms hidden below before being rotated out.

Hivers in Traveller

The following brief essays give some general advice concerning the incorporation of Hivers into the typical **Traveller** game or campaign.

THE HIVERS AS PATRONS

The patron encounter process is the backbone of **Traveller** adventuring, for it is through patrons that a group of adventurers can be guided by the referee along a particular desired line of action and provided with the opportunity of gaining rewards for their actions. But patron encounters cannot be implemented outside of a reasonable framework of believability, or the game loses all credibility. Patrons must have a good reason to approach some particular group of adventurers, and the adventurers must have a good motivation - beyond the rather unrealistic game reasoning that failure to accept an offer means the end of the day's session - to accept a job when it is offered.

When setting up the patron encounter, the referee should be prepared to answer a number of questions which boil down, in essence, to a single query: "Why us?" If there is a good answer to this (possibly unvoiced) question from the group, the referee will have a believable patron encounter. If not, things will get a bit shaky.

Typically, a human (Imperial) adventuring group being approached by a human patron will be simple to give answers to. Various other **Traveller** materials have shown a variety of approaches to such a situation. The patrons might be an old friend of the family (or even a relative), a service buddy, or someone else who has a good reason to know that the adventurers can be useful. Similarly, the group might earn a reputation that attracts the interest of patrons, either by word of past adventures or by impressive deeds that the patron witnesses directly. There are many variations on or alternatives to these themes, any one of which will suffice.

It can generally be assumed that a similar state of affairs exists when we deal with Hiver patrons seeking out Hiver adventures. True, the Hivers don't think like us, but if the precise analogs do not exist, similar possibilities will. For example, a "relative" won't approach a Hiver band: ties of blood and marriage simply don't exist in Hiver society. Many member races will have family ties, but they have less importance to Federation races than to Imperial humans, primarily due to social conditioning. But a member of a current or past nest might approach the adventurers seeking help, and that is much the same thing.

But what of mixed relationships? Patrons of one culture hiring employees of another background entirely will take some explaining. We can't fall back on kinship, old friendship, or other camaraderie, except in very special circumstances. (An individual might have past connections with characters of another race or culture, at the referee's discretion, but a particular group can be expected to be introduced to alien patrons in this way only a time or two before the improbability factor exceeds all reasonable bounds. So other approaches are advisable.)

Humans may be patrons approaching citizens of the Federation, perhaps in search of employees; they are apt to be disap-

pointed. Federation citizens have their own goals and objectives; their exposure to Hiver culture means that they will cooperate with outsiders only when their own goals correspond with their employers. Given the alienness of the Hivers and their subject races, and the distrust with which most people regard the Hivers (who are sometimes considered secretive, inscrutable, meddling, and even dangerous), the chances that humans would regard Hivers as useful employees are low.

The one situation where humans might seek out Hivers involves high-quality electronics. Assuming the Hiver is properly skilled, and that its curiosity can be aroused, the Hiver can probably be hired. Such a scenario is one of the few believable situations of this sort.

The reverse is more common. Hiver patrons seek out human adventurers somewhat more frequently. They have more reasons to. Hivers routinely hire non-Hivers for military actions or as mercenaries. When they need specialized skills, they happily hire the best around (and failing that, whatever is available); non-Hivers may fill one or the other qualification. Hivers are also natural manipulators (even without formal manipulator status); they may hire non-Hivers for one reason, and not reveal their true reason.

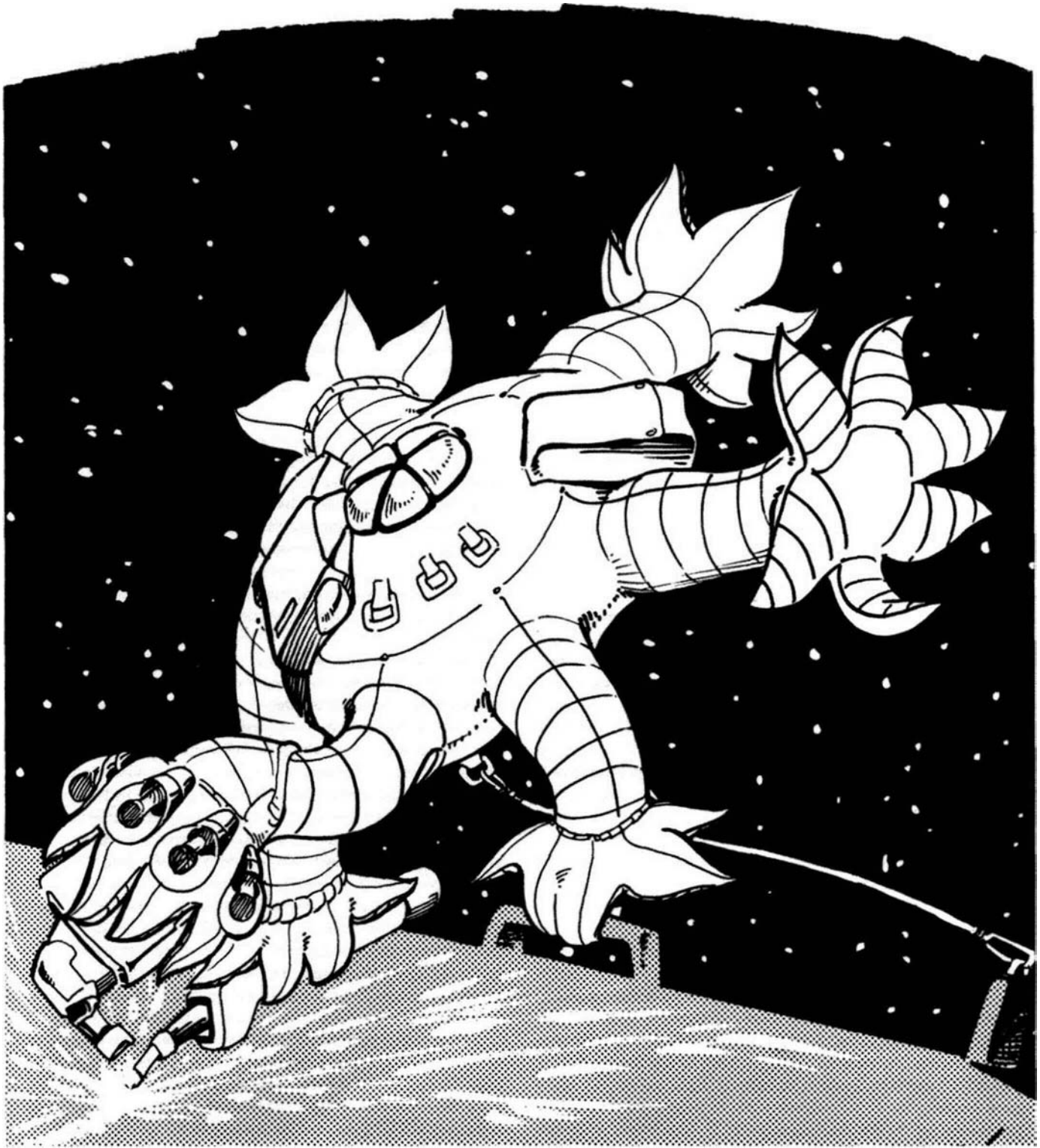
Hivers are accustomed to dealing with client races, and they easily make the transition to hiring non-Hivers from outside the Federation. There are many reasons for Hivers to be patrons. Within the Federation, there is an occasional need for rough and ready security personnel to accompany a covert operations team to an interdicted world. Where personnel with appropriate training and an inclination towards aggression or violence are unavailable, a group of non-Hiver adventurers passing through the neighborhood might be offered a job.

Outside the Federation, recruits might be sought to carry out some errand or task that a nest of Hivers (merchants, diplomats, technicians, or anyone else with an excuse to be outside the Federation in the first place) cannot, for one reason or another, carry out themselves. It should be noted here—but only for the benefit of the referee and those players portraying Hiver characters—that the Hivers are indeed engaged in the manipulations of societies outside the Federation, including those of the Imperium, the Solomani Sphere, and the K'kree. These highly covert missions are never revealed to outsiders, but Hivers might well use human adventurers as innocent dupes if they could be used to bring about a desired result. Hiver patron encounters outside the Federation may turn out to be motivated by some element of Hiver manipulations, possibly with unpleasant overtones for the adventurers. Referees who like an occasional scenario where there is more to the basic situation than meets the eye, may enjoy springing adventures of this kind on their players. Not too frequently, however, because this sort of adventure depends on surprise and on the powerlessness of the adventurers; too frequent a repetition will be discouraging.

Hivers make very good patrons. They are inscrutable enough to keep adventurers uncertain, and alien enough to be likely to rely on adventurers when dealing with humans, rather than taking action directly. To use them effectively, just keep in mind the principles governing Hiver behavior, and all will go smoothly.

THE HIVERS AS NPCS

The Hive Federation is an excellent setting for adventures and campaigns; Hivers as scenery and as occasional encounters may be more common than Hivers as player-characters.



Playing Hivers can be very demanding; the first Hivers that player encounter should be run by the referee. Such non-player characters can be a gentle introduction to the details of Hiver psychology and society. As some players become more acquainted with Hivers, or as they show a greater interest in the

details of Hiver culture, they may try out Hiver player characters.

The use of Hiver NPCs helps remind people (vividly) that Traveller is a science-fiction role-playing game set in a universe of diverse and interesting alien races, a fact that is sometimes lost in games where the atmosphere is locked into 20th century

terms. It's not possible to mistake the Hivers for ordinary human beings, and their appearance as NPCs is an excellent way to lend the kind of exotic science-fiction atmosphere that players will enjoy.

However, use of Hiver NPCs makes it necessary for the referee to learn to handle them properly. This means the referee is faced with the very problems that make it difficult for players to deal with Hivers. Citizens of the Hive Federation must be made believable if the players are to accept them as intelligent beings, with alien thoughts and reactions balanced by consistency and a certain degree of logic.

Hiver NPCs often assume an adversarial role. They make interesting opponents, but not in the way most **Traveller** players are familiar with. Hivers are subtle, secretive; they like to manipulate things from a safe distance. They aren't cowards, but their distaste for direct involvement in physical confrontations keeps them from mounting ambushes or shooting up bars. Hivers as opponents express their opposition to player goals in a more subtle way than a Zhodani noble or a human underworld boss or an Aslan warrior. When a Hiver is initiating the conflict, the adventurers are maneuvered into danger by a series of simple and misleading events, not by a direct trap or attack.

Analogies: There are two good analogies to the Hivers in the body of existing science-fiction literature, both of them in the works of Larry Niven: the *Puppeteers* and the *Outsiders*. The *Puppeteers* are a particularly apt group for purposes of comparison, for they share with the Hivers the desire to manipulate other societies in subtle ways, and are nonviolent. In Niven's stories, the *Puppeteers* frequently serve as both patron and opponent, hiring or tricking individuals into carrying out some task that proves to be against the best interests of their employees. The struggle that ensues is more a battle of wills and wits than it is a physical contest, and this may well be the situation where Hiver opposition enters the game. Waving lasers and other hardware would be out of character for the Hivers, and more than likely useless for the adventurers, as well.

Let us note, right away, that the Hivers are not *Puppeteers* (or *Outsiders*), and should not be treated as such. The analogy is made to show a similar situation at work, but the Hivers will do their manipulation and live their lives as Hivers, unique unto themselves. The referee who attempts to transpose *Puppeteer* behavior or motivations into the game as a substitute for portraying Hivers is missing the point by a wide margin indeed!

Also, the subtlety and nonviolence of Hiver opposition is characteristic of Hivers initiating action against the adventurers. The opposite situation—say when a party of human adventurers sets out to kidnap important members of a Hiver enclave for some nefarious purpose of their own—isn't quite the same. Hivers won't sit idly by while humans attack them; such a centra-survival trait would have wiped the race out eons ago. Hivers will defend themselves, clumsily, perhaps, but actively. We are not dealing with a race of star-faring Gandhis, so dedicated to non-violence as to refuse to lift a finger in their own defense.

This brings us to the key precept of all alien behavior: just because he's different, he isn't necessarily stupid! Hivers are intelligent beings, and intelligent beings generally know better than to walk out into the middle of a firefight. They may not be comfortable with the idea of mayhem and violence, but they won't ignore the possibility of violence (especially when dealing with "savage barbarians" from beyond the bounds of the

Federation). It is crucial that we distinguish between the things which are not thought of out of cultural prejudices, and those things which are not thought of out of sheer stupidity.

Hiver Dispositions: The Hiver character will be just as competent as an Imperial human of comparable intelligence and skills. Though the Hiver may act quite unlike the human, it will still be intelligent action that is taken. By way of example, consider the rules for reactions. Hivers, being dispassionate and responsive to ideas rather than emotions, do not hold grudges or judge people for personal feelings, but they are not so naive as to allow a character who has betrayed them a second chance to do so. True, they don't hold a grudge, but the fact of the past betrayal will be taken into account in their future dealings with that individual. So don't expect to trick Hivers with silly plots that wouldn't fool a six-year-old; they are alien, not dumb.

REFEREEING THE HIVERS

When the Hivers become player-characters, the referee's job is considerably more complex than the ordinary **Traveller** game ever demands. Some of this complexity is explained and discussed in the previous two essays. The information presented in those essays is as valid for player-characters as it is for NPCs, patrons, or opponents, and should be considered. But there is more to be kept in mind as well.

Players who choose to portray Hiver characters (including individuals of associated races) should be carefully guided in their play to prevent them from accidentally "slipping out of character." It is quite easy for players to allow their personal prejudices (rather than good role play) to dominate their game actions. The referee is responsible for keeping this from happening, and has several options available to apply at need. Some of these are more appropriate or desirable in specific situations than others.

The basic element, which should be done in any and all cases, is to make sure that the players concerned are exposed to all available information on the Hivers. This module isn't just for the referee; players need it to understand what makes the Hivers tick too. If the player does not have a copy of the module of his or her own, the referee should make available the material at need. Let the player study the background and rules material over a prolonged period (perhaps between character creation and the start of the adventure) so the player is familiar with Hiver society and psychology when the game begins.

The next step is to make sure the player understands this information. Players and referees alike are prone to bring preconceived notions into the game, based on past exposure to some similar (but different) material in a favorite SF novel or a too-literal interpretation of some analogy made in the module itself. By way of example, we have compared the Hivers to Niven's *Puppeteers*. But this was in connection to a specific and rather abstract aspect of similarity between the two. It should not be misconstrued to imply that Hivers look, act, or think like Niven's *Puppeteers*; don't over-generalize the comparison. The Hivers aren't *Puppeteers* and never will be. The wise referee or player will use sources or analogies for a few ideas here and there, to gain an insight into some specific element of character. But the Hivers are Hivers, nothing more; this distinctive flavor must be retained if they are to remain Hivers. Otherwise, don't call them Hivers at all—make them *Puppeteers* (and pattern them directly on Niven's works).

Once a referee is certain that the player can deal with

portraying a Hiver in a scenario or adventure, certain specifics must be addressed. Hivers are so alien as to make it very difficult to create the kind of background, goals and motivations, or character quirks that elevate characters from cardboard stereotypes into the kind of individuals who can make a game interesting. Still, though difficult, it isn't impossible. The referee and the players should sit down together and work these details out together. What is the character's goal? How have the various careers held in the course of character creation helped the individual towards that goal? Use the background and motivations thus derived to develop some concept of character quirks - ways in which the character will stand out. Don't go overboard, and keep these quirks consistent to the culture, but be sure to include them. They make all the difference in the world.

Such character quirks allow a good bit of latitude. Individual Hivers will vary quite a bit in behavior, likes, dislikes, and so forth. Again, be sure to keep things in the context of Hiver society; no Hiver character is going to have a fondness for brawling, for instance. But a Hiver who had deep doubts about the ethics of meddling in some other culture's development. . . that would be an interesting, and perfectly permissible, character to portray.

In the course of play, the referee should allow the character to be run as the player sees fit. But the referee is responsible for keeping the character from doing something wildly improbable. That means an occasional reminder is in order when the players' human feelings begin to taint the reactions of the Hiver character. When possible, make the reminders gentle and mild, and make them early, before the player is already committed to a completely uncharacteristic course of action. Hivers are pragmatic; don't let emotions rule the character's actions. They are also nonviolent, and the character who wants to start a bloodbath should definitely be chastised.

As players gain experience, it should be less and less necessary for referee intervention in character actions. If disputes over allowable behavior don't decline with time, perhaps the players shouldn't be portraying a Hiver (the violent ones may find K'kree, Aslan, or unglamorous human characters more to their tastes - and abilities). A failure to cope with Hiver role-playing isn't a thing to be ridiculed; few can do it effectively. But don't allow a player to make trouble for the rest of the group because of this unsuitability.

The referee is the final arbiter of how the Hivers shall be used in a particular game. A referee who simply can't cope with the Hivers as presented here is always free, of course, to make changes in any aspect of this module that will make them more comfortable to work with. But the introduction of such changes may have far-reaching effects. Consider them carefully; remember to keep the players informed where there are conflicts with the rules and material presented here, and expect to do some work when dealing with other published GDW material. The official Hivers are those used in GDW books, and it is essential to realize that even small changes will invalidate large amounts of material. Still, with this caveat, the referee is the ultimate judge. The object is not to conform to the rules, but to have fun. As long as you do that, you're playing Traveller right.

PLAYING THE HIVERS

To attempt to portray a member of an alien race - any alien race - and to do it well, is the highest and most difficult art in science-fiction role-playing. It is easy enough to claim that

your character is an alien; it is quite a different thing to actually act the part convincingly, which is what role-playing is all about.

The Hivers are physically the least humanoid of all the alien races introduced thus far into the universe of **Traveller**. Looking like large, slightly odd starfish, fitted with a reproductive mechanism that would leave a biologist a gibbering lunatic, incapable of speech, Hivers are, to put it bluntly, weird. But the player who thinks that a Hiver is alien just because he has tentacular appendages, infrared sensors, and some of the other distinctive marks of Hiver physiology, has missed the essential source of the Hivers' inhumanity . . . for it is the alien way of thought that makes them different from us, not the mere physical details of appearance. And it is the question of alien thought that will determine how well a player brings the Hivers to life in game terms. Since most people find it difficult to adopt the appearance of a Hiver, they must rely on mental and emotional concepts to play their part effectively.

In practical terms, a player must be judged on his or her ability to get inside the Hiver's mind and assume the motivations, goals, and reactions, and mode of thought that Hivers will bring with them. If the other people at the gaming table can't tell the Hiver character from any of the human or other alien characters which appeared in previous adventures, you haven't got it right. Each alien race has a unique flavor all its own.

What are the keys to Hiver characterization? Hivers are strongly concerned with racial and cultural homogeneity. They have a strong desire to aid intelligent beings who lack the sophistication of the Hivers, but only if they feel that individual is deserving of such help. Those who deserve help are judged on mental, emotional, and cultural stability. For Hivers, there is no distinction between young Hivers and promising but unsophisticated non-Hivers; all are the object of the Hiver parental instinct—an urge to assist, protect, and educate.

Hivers subscribe to an entirely different set of emotions than do humans. The parental instinct parallels human parental concern, but isn't really analogous to love, especially when you remember that Hivers don't feel the intense family bonds which are central to human emotions. Curiosity is perhaps the only emotion which humans and Hivers share, but Hivers take curiosity several steps further than do humans. But our concepts of love, hate, anger, jealousy, greed, and so on would probably just baffle a Hiver. By human standards, Hivers are emotionless, pragmatic, and rather cold.

Hivers lack emotions that we can easily comprehend; but they do have a whole set that would baffle us as much as ours confuse them. The parental instinct is an example; so is the force that binds a nest together. It may be that the meddlesome natures of the Hivers arise out of another of these poorly understood emotional drives.

How can these things be portrayed in **Traveller**? The best thing we can do is provide some *don'ts* for Hiver play.

Hivers do not resort to violence to solve their problems, unless the violence is essential and preferable long-distance and "clean" in nature. A nuclear device is a more acceptable solution than a club, but a subtle technique that diverts violence into a direction favorable to the Hiver's goals is best of all. Hivers are builders, not destroyers, and are civilized in their beliefs and ideas.

Do not let emotions color your decisions. The identifiable Hiver emotions - curiosity, the parental instinct, the desire to survive - these are acceptable influences; try to see how a

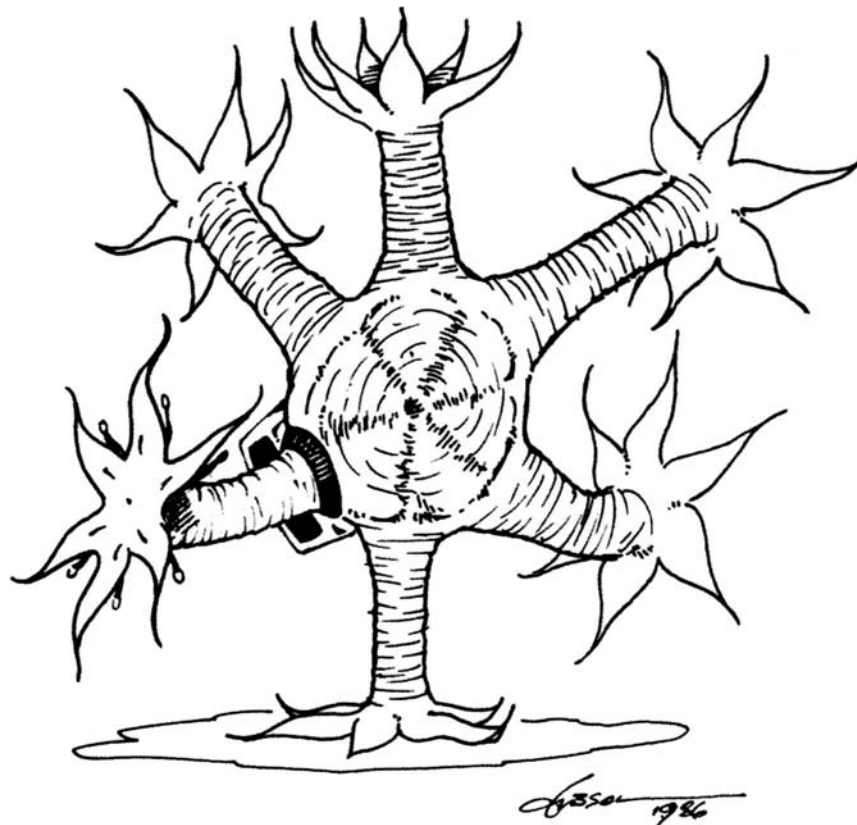
act accordingly. But don't give way to anger or frustration (remember, Hivers are very long-lived and have the patience of beings who are accustomed to taking the long view of things), and keep in mind that, while a Hiver may want to acquire monetary wealth (credit with the nest), greed won't work in the same way for Hivers as it does for humans. (The Hiver has little greed for material things, willingly surrendering an item of value to the nest to gain respect and earn credit.)

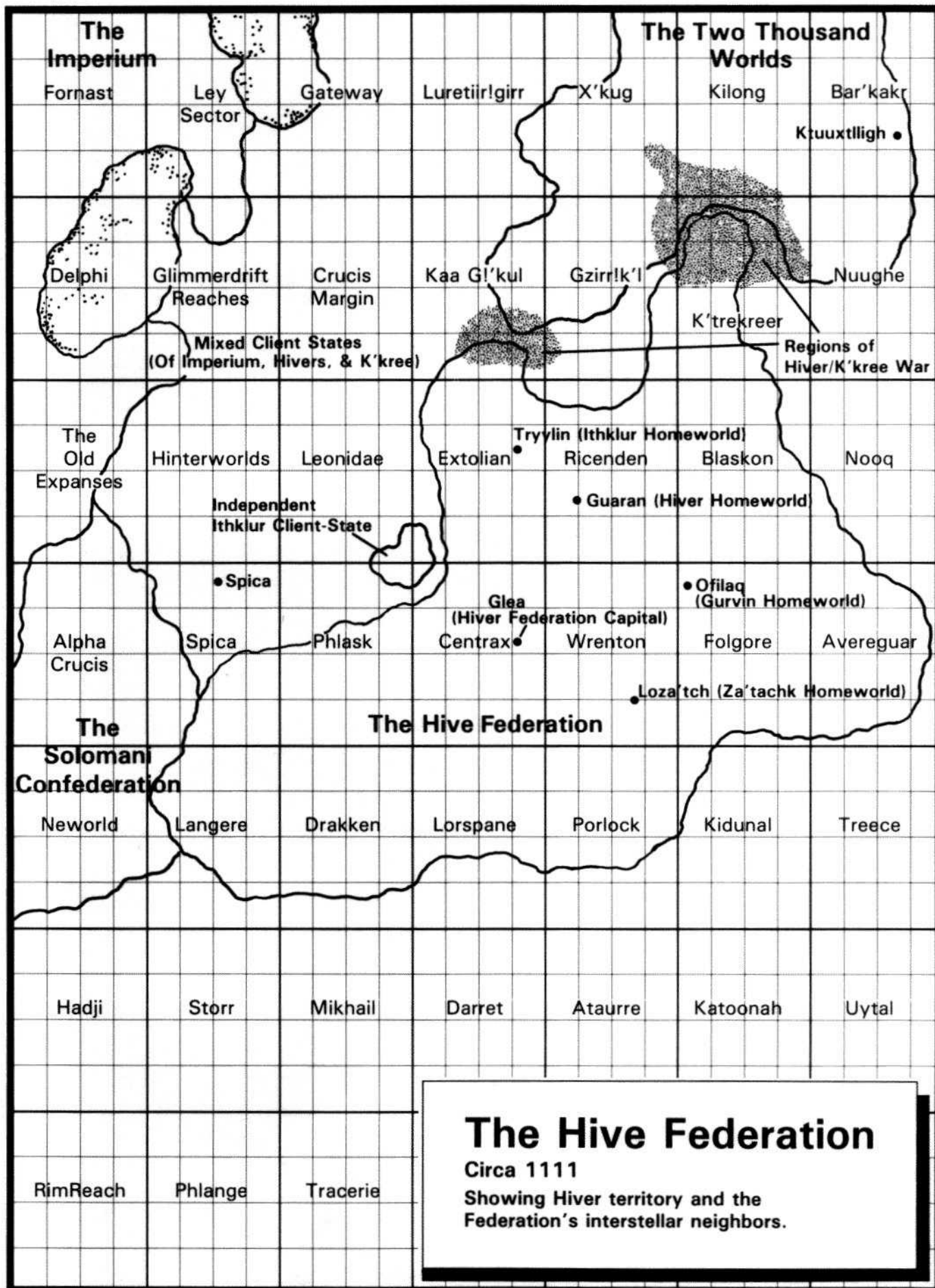
Formulate your character's goals and objectives, and use these as a yardstick for reactions. Being pragmatic creatures, the Hivers are most interested in achieving their goals, and their reactions are strictly colored by how something may help or hinder the achievement of that goal. A wide range of goals are

possible. A Hiver with a high level of curiosity will be likely to settle down into some kind of research. Others may simply seek wealth (credit), security, independence ... in effect, virtually the same things that humans seek. An individual's goals won't be all that mysterious; the mysteries lie in the ways the Hivers attempt to reach those goals, and the thoughts and reactions that come up along the way.

By making these distinctions, by striving to see the essence of Hiver behavior, and by using creativity and imagination, a player can take the bare facts of a Hiver's character and bring it to life.

The process is strictly up to you. Try it.





The Hive Federation
 Circa 1111
 Showing Hiver territory and the Federation's interstellar neighbors.

A TRAVELLER Alien Module

Hivers

Encounters with the Manipulators



CREDITS

Design:	Marc W. Miller and J. Andrew Keith
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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.

The progress of evolution on other worlds can create fantastic results. In the far trailing regions parsecs from the Imperium, on the world of Guaran, the beings who reached intelligence and ultimate domination of their world were six-limbed pseudo-starfish. On their homeworld, they created a culture based on cooperation, but which still accepted and respected the individual. When they reached space, they carried that culture with them, establishing a federation which now spans more than ten sectors.

Early explorers were struck by the hive-like appearance of these aliens' cities; naturally they were called Hivers. The fact that the Hivers had no spoken language delayed recognition that there was no true hive relationship long enough for the name to stick.

Hivers are aliens. They are a cooperative race, but they respect individualism. They live in nests, but can change to another nest any time they want. They abhor violence and war, but they won the only major war they have ever fought. They love their children, but allow most of their children to die before they are a year old.

To understand them, and their place in the **Traveller** universe, this alien module is essential. This module allows **Traveller** players to be Hiver characters, to play adventures in the Hive Federation, and to learn

more about the Hivers' culture.

This Alien Module includes—

•**Hiver Society, Psychology, and History:** Detailed essays on the alien society of the Hivers, their individual psychology, and the history of the race, from its origins to the present time.

•**Hiver Character Generation:** Special tables handle the specific details of Hiver character advancement. Hiver character types include leaders, merchants, story-tellers, explorers, and manipulators.

•**Advanced Character Generation:** Character and skill tables for *Merchant Prince* and *High Guard* (you must have the *Merchant Prince* and *High Guard* booklets to make full use of them) allow generation of Hiver characters.

•**Hiver World Generation:** Rules for generation of Hiver worlds within the Hive Federation.

•**Hiver Encounters:** Patrons and random encounter lists for use in the Hive Federation.

•**Standard Starships:** Standard designs for Hiver military and commercial starships, including the ubiquitous Embassy Ship.

•**And An Adventure—**

A band of adventurers find a Hiver patron who is willing to finance an operation using their skills. But, as with all Hivers, there is more below the surface than is first apparent.

TRAVELLER®

The Game of the Far Future

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Workshop

PO Box 1646, Bloomington, IL 61702-1646

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ISBN 0-943580-11-0
Made in the U.S.A.