

THE THIRD IMPERIUM



ALIEN MODULE 1: ASLAN



TRAVELLER



THE THIRD IMPERIUM

Alien Module 1: Aslan

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CONTENTS

INTRODUCTION	2
ASLAN CHARACTER GENERATION	3
ASLAN RACE	35
AN ASLAN GLOSSARY	54
HISTORY	56
EQUIPMENT	65
STARSHIPS AND SPACE TRAVEL	76
ENCOUNTERS	139
WORLDS	151
THE TROJAN REACH	154
ASLAN AND TRAVELLER GAMES	225
INDEX	229

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Printed in the USA.

INTRODUCTION

The Aslan are the youngest of the great powers, an expansionist race of feuding clans and predatory warriors, eager to seize all the universe has to offer.

In the *Original Traveller Universe*, the Aslan are one of only six races to have independently discovered the principles of the jump drive. These six so-called Major Races claim for themselves a higher status than the so-called minor races and since most of the major races are dominant within known space, the claim has some de facto merit. Although there is no absolute agreement as to exactly which six are the major races, common usage accepts the Vargr, the K'kree, the Hivers, the Droyne, Humaniti (lumping the Vilani, Solomani and Zhodani branches of the human race into one) and the latest on the scene – the Aslan.

The Aslan, the youngest of the major races, are the subject of this *Traveller* supplement. With it, the race can be incorporated into any and all aspects of *Traveller*. Whether the Aslan are to be used as Player Characters, Non-Player Characters, patrons, opponents or just as a backdrop against which adventures may take place, this supplement provides the referee and the players with sufficient information to deal with the Aslan, both as individuals and as a fully visible society.

The *Traveller Core Rulebook* deals with characters as humans within an Imperial society, which is fairly comprehensible to most players. Outside that society, aliens are different in culture as well as physiology and a careful presentation of what shapes an alien's character is necessary if players are to deal with or roleplay those aliens.

Traveller players can find any number of activities which include or deal with Aslan, whether inside the Imperium or beyond its borders. The Aslan Hierate (their empire) is located spinward and rimward of the Imperium. The Aslan sector map shows the sectors of the Hierate in relation to the Imperium.

Where the Imperium and the Hierate touch, humans and Aslan frequently encounter each other. Aslan worlds under Imperial rule are found scattered up to 40 parsecs inside the Imperial

border. Independent Aslan worlds are found throughout the region spinward and rimward of the Imperium. Adventurers in the Spinward Marches can venture rimward through the Trojan Reach to the Aslan colonies in that sector and then further across the Aslan-controlled Great Rift into the Hierate itself. Adventurers in the Solomani Rim can venture through Solomani territory to l'aheako (Dark Nebula) sector, which holds the Aslan homeworld of Kusyu. The Aslan hunger for territory has carried them out from Kusyu to the stars but still they desire more.





ASLAN CHARACTER GENERATION

Character generation for the Aslan follows the same procedures and concepts as human character generation in *Traveller*. However, numerous changes in the details of the system take into account physiological, cultural and other differences between Aslan characters and humans. An Aslan's gender and clan have far more bearing on the character's career choices than a human's gender or family background.

The more detailed rules for Aslan character generation in this book supersede the rules in the *Traveller Core Rulebook*.

Initial Character Generation

Aslan characters, like humans, are basically defined by six personal characteristics: Strength, Dexterity, Endurance, Intelligence, Education and Social Standing. Males have an additional special characteristic, Territory, which starts at 0.

Aslan are, on average, slightly stronger than and have marginally greater Endurance than humans. Their Dexterity is slightly lower than humans. Intelligence and Education are about equivalent. Social level refers to Aslan status in Aslan society and cannot be considered to refer to human Social Standing.

To generate the first five characteristics, throw 2d6 five times and allocate them as normal. Endurance, Intelligence and Education undergo no adjustments. Strength gains a +2 bonus, while Dexterity suffers a -2 penalty. The lower limit on characteristics is 1 (below 1 can happen only from wounding and only temporarily); the upper limit is 15 except for Strength and Endurance, which is 16.

Social Standing is determined in the Clan, Family & Pride section. Territory starts at 0.

Traits

All Aslan have a dewclaw, which deals 1d6+2 damage in combat. Attacks with the dewclaw use the Melee (claw) skill.

Aslan have better night vision, hearing and smell than humans, giving them a +1 DM to any Recon or Survival checks involving these senses.

Aslan are capable of bursts of speed. An Aslan may move double the normal amount a number of times equal to his 3+Endurance DM in any combat.

Some Aslan have a vestigial tail; other Aslan have a full tail. A tail gives no benefit in most circumstances but affects the armour that the character can wear.

Gender

Aslan may be either male or female. Aslan biology dictates that there are approximately three females born for every male. As a result, males are in the distinct minority. Players may select the gender of their Aslan character if they so desire. Alternatively, gender may be determined randomly by a die roll. Throw 2d6 on the Gender table.

GENDER

Roll	Gender
2-5	Male
6-12	Female

In Aslan society, males are permitted to be warriors, rulers and diplomats; females are the scientists, technicians, merchants and managers.

Clan, Family & Pride

To determine if a character comes from one of the Twenty-Nine Great Clans of the *Tlaukhu* or from a minor clan, roll 1d6 on the Clan table. The Referee may choose to dictate which clan the character comes from. Note that if any of the Player Characters are kinfolk, they will share a clan and possibly a family.

CLAN

Roll	Clan
1-3	Minor Clan
4-6	Major Clan. +1 DM to Ancestral Deeds roll.

There are hundreds or thousands of families in a clan. To determine the Social Standing of the character, roll on the Ancestral Deeds table and twice on the Past Deeds table to work out what Territory his forebears acquired. Ancestral Territory starts at 0. The first Past Deeds roll is for the deeds of the character's grandfather and the second is for the deeds of his father.



ANCESTRAL DEEDS

1d6 Ancestral Deed

- 1 Your ancestor shamed the clan and you come from a branch long dishonoured. +0 Ancestral Territory.
- 2 Your family's glory days are long gone, all that is left are the tales of great landholdings now lost to upstarts. +0 Ancestral Territory.
- 3 Your family made its fortune in the great expansion after the discovery of jump drive; most family holdings are on distant worlds. +1 Ancestral Territory.
- 4 Your family are the descendants of an ancient hero forgotten by most Aslan. +1 Ancestral Territory.
- 5 Your family's ancestor was a trickster who deceived his enemies. +2 Ancestral Territory.
- 6 Your ancestors were conquerors and great warriors. +2 Ancestral Territory.
- 7 Your family is one of the most influential and wealthy in the Hierate. +3 Ancestral Territory.

PAST DEEDS

2d6 Past Deed

- 2 Dishonoured! Your forebear committed some dishonourable act that caused the clan to strip your family of all territory. Gain Independence o (if male) or Trade o (if female). Lose all Ancestral Territory.
- 3 Your forebear was beset by many foes, one of whom conquered much of your land. Gain an Enemy and Gun Combat o. -4 Ancestral Territory.
- 4 Your forebear was a fool who gambled away much of your land. Gain Gamble o or Carouse o. -3 Ancestral Territory.
- 5 Your forebear suffered from a degenerative genetic disease that you may have inherited. Gain Medic o. -2 Ancestral Territory.
- 6 Your forebear barely managed to hold onto your landhold. -1 Ancestral Territory.
- 7 Your forebear was conservative and cautious. +1 Ancestral Territory.
- 8 Your forebear's brother did well as an *ihatei*. +2 Ancestral Territory.
- 9 Your forebear married well. +3 Ancestral Territory.
- 10 Your forebear conquered his foes. +4 Ancestral Territory.
- 11 Your forebear died gloriously in battle. +5 Ancestral Territory.
- 12 Your forebear was among the greatest heroes of the clan. +6 Ancestral Territory.

Characters have a Social Standing equal to their Ancestral Territory (to a minimum of 2). If your Social Standing is 10 or more and you are male, gain Leadership 1.

Only the first son in the family inherits the family Territory. Next, determine your character's place in the family. In the case of multiple characters from the same family, only the eldest character need roll on this table – all other Player Characters in that family are automatically younger.

2d6	Male	Female
2-3	First Son	Eldest Daughter
4-10	Second Son	Middle Daughter
11-12	Third Son	Youngest Daughter

Finally, at the start of character generation, the character has left his or her parent's pride. The character may become part of another pride through Life Events or form one during play.

Starting Age

Aslan characters begin their careers at 16 Aslan years of age (about 14 standard years). At this point, as untrained and inexperienced Aslan, they embark upon a career in order to gain skills and experience. Careers are resolved on the basis of Aslan terms of service which are four Imperial years (six Aslan years) each.

Naming

The material on language gives some basic guidelines on names and words used by the Aslan. Players may wish to use Aslan names (if so, they are encouraged to pick relatively pronounceable ones!). There is no necessity for doing so, though it adds to the flavour and atmosphere of the game.

Even when names from the Aslan language are chosen, these are unlikely to be the individual's full names, since an Aslan name is a long, sonorous and intricate structure which changes to note the background, accomplishments and life of its owner. Names for game purposes are greatly shortened out of necessity.



Because the particle *ko* on the end of an Aslan name means 'himself' and is used exclusively by the head of a clan, care should be taken that an Aslan name ending in *ko* not be chosen unless the individual is the head of a clan (usually Social Standing 16).

Titles

Aslan do not have titles, as such, though a high Social Standing may be denoted by certain portions of the individual's name. In Aslan society, the social level characteristic denotes the relative status of both the individual and his or her family but no special titles are applied for specific social levels.

Akhuaehrekhyeh (Rite of Passage)

At the age of fifteen (Aslan years), all Aslan characters undergo a rite of passage: the *Akhuaehrekhyeh*. This rite tests the individual's fitness to enter society and has an impact on the service which may be selected by the character.

The actual rite is a test which examines the individual's abilities and qualities; it is only simulated by die rolls. Males and females undergo different rites.

A male Aslan makes a single die throw (2d6) which is compared to each of his characteristics apart from Territory. A rite of passage number is created by adding 1 point for each characteristic which is greater than the throw.

Example: Two male Aslan siblings, Hwelyr and Karinvyr both have the same characteristics: STR 10, DEX 7, END 8, INT 6, EDU 5, SOC 7. Hwelyr rolls a 6 for his Rite of Passage; Karinvyr rolls a 10.

Hwelyr's Rite of Passage number is +4 (Strength + Dexterity + Endurance + Social Standing). Karinvyr's Rite of Passage number is +0.

A female Aslan makes a single die throw (2d6) which is compared to Intelligence, Education and Social Standing. A rite of passage number is created by adding two points for each characteristic which is greater than the throw.

If doubles are rolled on the rite of passage throw, consult the Rite of Passage Event table.

RITE OF PASSAGE EVENT

Numbers Rolled	Event
1+1	The character is believed to have a great destiny and the clan looks for great things from him. The character must excel or disappoint his ancestors. He gains 1d6 Clan Shares.
2+2	Impressive Performance. The character is given Cr. 5,000 as a reward for his exemplary performance in the Rite.
3+3	You befriend one of the other young Aslan undergoing the rite that day. Gain a Contact.
4+4	One of the other Aslan undergoing the rite tries to outdo you. Gain a Rival.
5+5	You are wounded in one of the tests, leaving a distinctive scar across your fur.
6+6	I Will Not Fail! Your rite tests you to the limit but you are determined not to give in. Gain +1 Endurance.

CAREERS

Upon completing the rite of passage, characters examine the available careers and select one to enlist in. Some careers are restricted to a single gender.

Spacer and Space Officer: These two careers embrace all forms of interplanetary and interstellar service which may be carried out by a clan, including operation of all forms of spacecraft. Thus, the career is similar to both the Navy and the Merchants (and to some extent the Scouts) of Imperial society. However, members of this career are strictly concerned with the operation of ships; a clan vessel involved in trade would also carry characters of a management background for the conduct of business.

Males in the Space service are primarily gunners; females are technicians or support personnel. Male officers are pilots, gunners and leaders; female officers are navigators, engineers and staff advisors.

Careers From Other Traveller Books

Aslan living in the Imperium or in other human-dominated societies may use the basic *Traveller* careers instead. Use the Aslan Life Events table for such characters.



Military and Military Officer: These careers are equivalent to both Army and Marines. They represent clan military forces which may be employed in interclan warfare, on Hierate service, as mercenaries or as adjuncts to a corporation's activities where the military force is needed for security or other purposes.

Males in the Military service are fighters or combatants; females are support personnel. Male officers are commanders and leaders; female officers serve as staff and advisors.

Wanderers (Males Only): Many *ihatei* are given vessels by their clans and they then use them for explorations in the hopes of discovering new landholds. Wanderers are much like the Scouts of Imperial space, exploring in a lonely, risky business which provides a wide range of skills but also a large chance of disaster.

Management (Females Only): Many female Aslan opt to enter a business-oriented career, rather than pursuing marriage and family. Such females may rise to positions of importance within the structure of various corporations. The career gives a variety of skills concerned with commerce, finance and relations with others.

Outcasts: Outcast characters for one reason or another do not fit in with normal Aslan society. Generally scorned as misfits, they tend to pick up an unusual assortment of skills; frequently such characters will be more independent but will also nurse a fierce desire to prove themselves and thus rejoin the society which has scorned them.

Outlaws: Some Outcasts become outlaws, travelling between the stars raiding other clans or other races. Such activities represent a deviant subculture within Aslan society; normal standards for male and female pursuits have broken down to some extent, with each learning and performing tasks that the other normally does. Pirates, like Outcasts, privately nurse a desire to return to normal Aslan society but see little chance for success in that aim.

Scientists (Females Only, with the exception of Healer): Individuals involved in the pursuit of the sciences (whether biological, physical or social) can become Scientists. In Aslan practice, most scientists are actually technicians, adept at the creation of mechanisms to accomplish specific tasks.

Envoys (Males Only): Interclan relations are often entrusted to specific Envoys empowered to arrive at agreements and commit clan resources. The term Envoy (rather than Diplomat) is used because the individual represents a clan rather than a government.

Ceremonial: The Aslan have a rich cultural heritage. Those involved in ceremonial tasks occupy a position of great importance within their clans.

It should be emphasised that most careers (except Outcasts and Pirates) are managed on a clan level. The Hierate has no integrated Army or Navy; individual clans maintain forces which may be contributed to the service of the Hierate or not, as the situation and attitudes of the clan dictate.

With a career selected, the character enlists and once in a service, the process of acquiring skills begins.

Qualification

Once a career is selected, the character attempts to qualify for that career. The initial qualification attempt works differently to the normal qualification. The rite of passage number is used as an enlistment DM for all careers, except for Rogue and Scholar, instead of the standard characteristic test. If the character fails to qualify, the character is immediately reduced to Social Standing 2 and becomes an Outcast. He or she may attempt to become a Rogue using the normal Qualification rules or become a Drifter – as found in the *Traveller Core Rulebook*.

Only one basic attempt at qualification is allowed and it must be made at Aslan age 16.

After serving at least three terms in a career other than Outcast or Pirate an Aslan character may attempt to qualify for another career using the standard rules – the Aslan are a more hidebound culture than the Imperium and expect characters to remain in a single career for some time. Aslan who have spent time as Outcasts or Pirates may only attempt to qualify for other Outcast or Pirate careers in Aslan space, as their past is too dishonourable to allow them to enter a more respectable career. Such characters are best served by either leaving Aslan space or mustering out and entering play.

Skills

Skills are determined as normal, with one exception. If an Aslan male rolls Independence on any of the skills tables, he must roll 2d6 and score over his Social Standing to obtain the skill.

Mustering Out

Benefits are granted at the end of career service, as per the normal rules.

Cash Table: Females, being more skilled in handling financial matters, may consult the cash table to the limits of their eligibility. Males are restricted to consulting the cash table no more times than they have levels in the Independence skill; in addition, males receive only half the amount shown on the table.

Benefits Table: Characters may consult the benefits table to the limits of their eligibility. Mustering-out benefits are explained later in this chapter.



CAREERS

Career	Specialisation	Gender	Qualification	Survival	Advancement
Spacer			Rite 8+		
	Pilot	Male		Dex 7+	Int 5+
	Gunner	Male		End 6+	Int 6+
	Engineer	Female		End 6+	Int 6+
	Crew	Either		Edu 5+	Int 7+
Space Officer			Rite 10+		
	Commander	Male		Soc 8+	Int 6+
	Shipmaster	Female		Edu 7+	Soc 6+
	Navigator	Female		Int 6+	Soc 8+
Military			Rite 7+		
	Warrior	Male		End 8+	Str 6+
	Cavalry	Male		Dex 7+	Dex 7+
	Support	Female		Dex 8+	Int 6+
	Flyer	Male		End 6+	Soc 8+
Military Officer			Rite 10+		
	Leader	Male		End 7+	Int 7+
	Executive Officer	Female		End 6+	Edu 8+
	Assassin	Male		End 8+	Dex 6+
Outcast			None		
	Labourer	Either		Str 8+	Str 7+
	Trader	Either		End 8+	Int 7+
	Scavenger	Either		End 8+	Edu 7+
Outlaw			Str 6+		
	Pirate	Either		End 7+	Int 7+
	Raider	Either		End 8+	Str 6+
	Thief	Either		Dex 7+	Int 7+
Scientist			Int 7+ (10+ for males)		
	Healer	Either		End 6+	Soc 8+
	Researcher	Female		Edu 7+	Int 7+
	Explorer	Female		End 8+	Int 6+
Envoy			Rite 10+		
	Diplomat	Either		Soc 7+	Int 7+
	Spy	Either		Soc 8+	Int 6+
	Duellist	Either		End 8+	Dex 6+
Management			Rite 8+		
	Corporate	Female		Int 7+	Int 7+
	Clan Aide	Female		Edu 8+	Soc 6+
	Governess	Female		Soc 6+	Edu 8+
Ceremonial			Rite 10+		
	Poet	Male		Edu 7+	Int 7+
	Clan Agent	Either		End 8+	Int 6+
	Priest	Either		Soc 6+	Edu 8+
Wanderer			Rite 8+		
	Nomad	Male		Dex 7+	Int 7+
	Belter	Male		End 8+	Int 6+
	Scout	Male		End 6+	Int 8+



Aging

Aslan aging is slower in its onset but more severe in effects than in human characters. The first roll on the aging table is not made until age 40 (after six terms of service have been completed); thereafter, it is checked every four Aslan years and *twice* the total number of terms served is applied as a negative DM to the 2d6 roll.

Aging is computed in *ftahea* (Aslan years). Since each Aslan year equals 320 standard days, Aslan aging points occur every 1,280 days. Characters must maintain careful records and note when aging must be performed.

ASLAN AND PSIONICS
Psionic ability is virtually unheard-of among the Aslan and there is some doubt as to whether or not the race is naturally psionic. The few known cases of Aslan possessing such abilities are all shrouded in either mysticism or can be attributed to genetic manipulation or alien technology. Aslan Player Characters may not possess any psionic ability at the start of the game.



Heavy armour shock-troopers
(silver standard)



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SPACER

This career embraces all forms of interplanetary and interstellar service which may be carried out by a clan, including operation of all forms of spacecraft. Males in the Space service are primarily gunners and pilots; females are technicians or support personnel.

Qualification: Rite of Passage 8+.

Assignments: Choose one of the following:

- **Pilot:** You flew one of the large Aslan vessels or the smaller shuttles and fighters that accompany them.
- **Gunner:** You manned a turret or other weapon, slaughtering your foes with claws of laser-light.
- **Engineer:** You maintained the systems of a starship, despite the best efforts of the male crew to wreck it.
- **Crew:** You served as a general labourer and deckhand on board ship.

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	500	1 Clan Share
2	1,000	+1 Intelligence
3	1,000	+1 Education
4	5,000	Weapon
5	5,000	+2 Clan Shares
6	10,000	Brotherhood of Stars
7	20,000	+1 Social Standing
8	30,000	+3 Clan Shares

Males may only roll on the cash benefit rolls a maximum number of times equal to their Independence skill and receive only half the listed amount of cash. +1 DM if Soc 9+, +1 DM when rolling on Other Benefits if Male.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Steward	Astrogation
2	Tolerance	Pilot	Broker
3	Independence (male) or Broker (female)	Mechanic	Tactics (naval)
4	+1 Int	Zero-G	Sensors
5	Jack of all Trades	Comms	Computers
6	Vacc Suit	Computers	Admin

Roll	Specialist: Pilot	Specialist: Gunner	Specialist: Engineer	Specialist: Crew
1	Pilot (small craft)	Gunnery (turret)	Computers	Mechanic
2	Pilot (space craft)	Gunnery (any)	Engineering (jump drive)	Zero-G
3	Tactics (naval)	Tactics (naval)	Engineering (power)	Vacc Suit
4	Zero-G	Zero-G	Engineering (m-drive)	Mechanic
5	Gunnery (turret)	Sensors	Engineering (any)	Engineering (any)
6	+1 Dex	+1 Int	+1 Edu	+1 End

	Pilot	Gunner	Engineer	Crew
Survival	Dex 7+	End 6+	End 6+	Edu 5+
Advancement	Int 5+	Int 6+	Int 6+	Int 7+

MISHAPS

1d6	Mishap
1	Severely Injured. Roll twice on the Injury table and take the lower result.
2	A superior officer has you drummed out of the service. Gain a Rival.
3	You are infected by an alien parasite. Roll Endurance 8+; if you succeed, you do not lose any Endurance; otherwise lose 1 Endurance. Either way, you leave this career.
4	You are accused of smuggling illegal goods into clan space. Lose 2 Social Standing.
5	You get into trouble on an alien world. Roll Tolerance 8+; if you succeed, you lose any Benefit rolls from this term but are not ejected. Otherwise, you attack the alien and are punished by losing your place in the space service.
6	Injured. Roll on the Injury table.



EVENTS

2d6	Events
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	Your ship is attacked by pirates. Roll either Pilot 8+, Gunnery 8+ or Mechanic 8+. If you succeed, you drive off the attackers – gain a +2 DM to your next Advancement roll. If you fail, the pirates steal your cargo. Lose all benefit rolls from this term and gain the pirate captain as an Enemy.
4	You have the opportunity to smuggle illegal goods. If you accept, roll Deception 8+. Succeed and gain 3 benefit rolls. Fail and you suffer a –6 DM to your next Advancement check.
5	You are considered for promotion in the officer caste. You may add the number of terms served in this career as a DM bonus if you attempt to qualify for the Space Officer career next term and may apply even if you have not served the minimum number of terms in this career.
6	Your trading mission exposes you to many different worlds and cultures. Gain either Survival, Streetwise, Life Science or Tolerance.
7	Life Event. Roll on the Life Events table.
8	Your ship carries Aslan colonists to their new world. Gain a Contact from among their ranks.
9	You are engaged in a series of vicious battles against enemies of your clan. You may demonstrate heroism or prudence in battle. If you demonstrate heroism, roll Endurance 9+ to avoid a roll on the Injury table (see the <i>Traveller Core Rulebook</i> , page 37) and gain a +2 DM to your next Advancement roll. If you cower, roll Stealth 8+ to avoid losing 1 Social Standing.
10	You are considered for promotion in the officer caste. You may add the number of terms served in this career as a DM bonus if you attempt to qualify for the Space Officer career next term and may apply even if you have not served the minimum number of terms in this career.
11	The captain sees you as a promising crewman and entrusts you with an important ceremonial duty. Either gain Steward or take a +4 DM to an Advancement roll thanks to his aid.
12	Your efforts strike a great blow for your clan. You are automatically promoted.

RANKS AND SKILLS

Rank	Pilot/Gunner	Skill or Benefit	Engineer/Crew	Skill or Benefit
0				
1	Recruit	Vacc Suit	Recruit	Mechanic
2	Spacehand		Spacehand	
3	Veteran Spacehand	+1 Edu	Veteran Spacehand	+1 Edu
4	Honoured Spacehand		Honoured Spacehand	
5	Petty Officer		Petty Officer	
6	Veteran Petty Officer	+3 Clan Shares	Veteran Petty Officer	+2 Clan Shares



SPACE OFFICER

There is a sharp divide in Aslan society between officers and crewmen; the officers are clearly of a higher caste and it is a grievous breach of custom for the two groups to associate socially.

Qualification: Rite of Passage 10+.

Assignments: Choose one of the following:

- **Commander:** You commanded one of your clan's mighty starships.
- **Shipmaster:** You advised the captain on technical matters and administered a ship.
- **Navigator:** You piloted a ship through jump space.

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	1,000	2 Clan Shares
2	5,000	+1 Intelligence
3	5,000	+2 Education
4	10,000	Independence or Tolerance
5	20,000	3 Clan Shares
6	50,000	Brotherhood of Stars
7	50,000	+2 Social Standing
8	—	5 Clan Shares

Males may only roll on the cash benefit section a maximum number of times equal to their Independence skill and receive only half the listed amount of cash. +1 DM if Soc 9+, +1 DM when rolling on Other Benefits if Male.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Int	Comms	Admin
2	+1 Edu	Tolerance	Engineering (any)
3	Broker	Pilot	Computers
4	Jack of all Trades	Computers	Comms
5	Diplomat	Admin	Space Science (any)
6	+1 Social	Engineering	Life Science (any)
Roll	Specialist: Commander	Specialist: Shipmaster	Specialist: Navigator
1	Tactics (naval)	Admin	Astrogation
2	Diplomat	Engineering (any)	Pilot (any)
3	Leadership	Computers	Engineering (jump)
4	Pilot	Engineering (any)	Computers
5	Gunnery (any)	Diplomat	Comms
6	Tactics (naval)	Broker	Astrogation
	Commander	Shipmaster	Navigator
Survival	Soc 8+	Edu 7+	Int 6+
Advancement	Int 6+	Soc 6+	Soc 8+

MISHAPS

1d6	Mishap
1	Severely Injured. Roll twice on the Injury table and take the lower result.
2	A disaster cripples your ship and you are blamed for this failing. Roll Advocate 8+ or Melee 8+ to challenge this decision. If you succeed, you may keep any benefit rolls from this term.
3	A shift in clan politics ruins your career. Lose 2 Social Standing.
4	Your vessel is destroyed in battle. Gain the foe who defeated you as a Rival.
5	You are captured by a rival clan and ransomed back but the disgrace ends your career. Gain a Contact in the rival clan.
6	Injured. Roll on the Injury table



EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	Your ship is attacked by pirates. Roll Tactics 8+ or Engineering 8+. If you succeed, you drive off the attackers – gain a +2 DM to your next Advancement roll. If you fail, the pirates steal your cargo. Lose all benefit rolls from this term and gain the pirate captain as an Enemy.
4	You have the opportunity to smuggle illegal goods. If you accept, roll Deception 8+. Succeed and gain 6 benefit rolls. Fail and you are ejected from this career and drop to Social Standing 2.
5	You spend time in alien space. Gain Tolerance 1, Diplomat 1, Language 1 or Life Sciences 1.
6	You are given advanced training in a specialist field. Throw Education 8+ to increase any one skill.
7	Life Event. Roll on the Life Events table.
8	You have the opportunity to establish a landhold in your name. Gain +2 Territory.
9	Your clan goes to war with another clan and your vessel attacks one of their worlds. If you drive the colonists offworld with vicious tactics, gain +2 Territory but lose 2 Social Standing.
10	You are challenged to a duel by a Rival. If you refuse, you lose 1d6 Social Standing. Accept and roll Melee 8+. If you fail, you lose all benefits from this term. Succeed and gain a +2 DM to your next Advancement roll.
11	You befriend an old Aslan admiral. Either gain Tactics (naval) or take a +4 DM to an Advancement roll thanks to his aid.
12	Your efforts strike a great blow for your clan. You are automatically promoted.

RANKS AND SKILLS

Rank	Commander	Skill or Benefit	Shipmaster	Skill or Benefit	Navigator	Skill or Benefit
0						
1	Intendant	Leadership 1	Intendant	Admin 1	Junior Navigator	Astroagation 1
2	Lieutenant		Lieutenant			
3	Senior Lieutenant		Senior Lieutenant	Advocate 1	Navigator	Computers 1
4	Commandant	Tactics (naval) 1	Executive Lieutenant			
5	Captain		Executive			
6	Admiral	+2 Territory	Chief of Staff	+2 Clan Shares		+2 Clan Shares



MILITARY

You served in the military forces of your clan. Males in the Military service are fighters or combatants; females are support personnel.

Qualification: Rite of Passage 7+.

Assignments: Choose one of the following:

- **Warrior:** You were a front-line warrior in the Clan forces.
- **Cavalry:** You drove a grav tank or other combat vehicle.
- **Flyer:** You piloted an atmospheric fighter.
- **Support:** You were a mechanic, medic, commtech or other support engineer.

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	500	1 Clan Share
2	500	+1 Endurance
3	1,000	+1 Education
4	1,000	Weapon
5	5,000	Secret School
6	5,000	2 Clan Shares
7	10,000	+1 Social Standing
8	10,000	3 Clan Shares

Males may only roll on the cash benefit section a maximum number of times equal to their Independence skill and receive only half the listed amount of cash. +1 DM if Soc 9+, +1 DM when rolling on Other Benefits if Male.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	Independence or Comms	Gun Combat (any)	Navigation
2	+1 Strength	Drive (any)	Comms
3	+1 Dexterity	Survival	Computers
4	+1 Endurance	Melee (claw)	Engineering (any)
5	Melee (claw)	Athletics (any)	Tactics (military)
6	Athletics (any)	Recon	Admin

Roll	Specialist: Warrior	Specialist: Cavalry	Specialist: Flyer	Specialist: Support
1	Battle Dress	Drive (any)	Flyer (any)	Medic
2	Gun Combat (any)	Gunnery (turret)	Gunnery (turret)	Mechanic
3	Heavy Weapons (any)	Heavy Weapons (any)	Sensors	Comms
4	Gun Combat (any)	Mechanic	Comms	Navigation
5	Stealth	Gun Combat (any)	Gun Combat (any)	Admin
6	Athletics (any)	Drive (any)	Flyer (any)	Gun Combat (any)

	Warrior	Cavalry	Flyer	Support
Survival	End 8+	Dex 7+	Dex 8+	End 6+
Advancement	Str 6+	Dex 7+	Int 6+	Soc 8+

MISHAPS

1d6	Mishap
1	Severely Injured. Roll twice on the Injury table and take the lower result.
2	A superior officer has you drummed out of the service. Gain a Rival.
3	You are lost behind enemy lines. Gain Stealth, Survival, Streetwise or Gun Combat (any).
4	You are captured and ransomed back to your clan. Lose 1 Social Standing.
5	You risk severe injury in a dangerous skirmish. If you fight bravely, roll Gun Combat or Athletics 8+. If you fail, you are injured and you must leave this career. If you succeed, you may remain in this career. If you refuse to fight bravely, you must leave this career.
6	Injured. Roll on the Injury table.



EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	Your unit is sent into the maw of hell. Roll Recon or Gun Combat 8+ to avoid rolling on the Injury table and gain Stealth 1, Medic 1, Heavy Weapons 1 or Leadership 1 as you fight to survive.
4	You are assigned to garrison duty on a clan outpost. Gain a Contact there or one of the following skills: Streetwise, Comms or Mechanic.
5	You are involved in a border skirmish with another clan. Gain Melee (claw), Gun Combat, Drive or Survival, then roll that skill. If you get an 8+, your clan is victorious – gain a +2 DM to your next Advancement roll.
6	You are given advanced training in a specialist skill. Roll Education 8+ to gain any one skill.
7	Life Event. Roll on the Life Events table.
8	You fight against an alien race. Roll 1d6: 1-2: The war goes badly. You suffer a –1 DM to your next Advancement roll. 3-4: Your clan is victorious. Gain a Contact in the clan's military. 5: You are ambushed. Roll Gun Combat or Stealth 8+ to escape. If you fail, you are injured; roll on the Injury table. If you succeed, gain a +1 DM to your next Advancement roll. 6: Gain +1 Territory (if male) or any one skill (if female).
9	An officer insults your courage. You may either duel him or try to prove him wrong. If you duel him, roll Melee (Claw) 8+. If you succeed, gain +1 Social Standing. If you fail, lose 1 Social Standing. If you try to prove him wrong, roll 1d6. On a 1-3, you are wounded because of your bravado – roll on the Injury table. On a 4+, you perform heroically under fire. Gain that officer as a Rival and gain a +4 DM to your next Advancement roll and gain 1 Social Standing.
10	You are considered for promotion in the officer caste. You may add the number of terms served in this career as a +DM if you attempt to qualify for the Military Officer career next term and may apply even if you have not served the minimum number of terms in this career.
11	You serve under a hero of the clan. Either gain Tactics (military) or take a +4 DM to an Advancement roll thanks to his aid.
12	Your efforts strike a great blow for your clan. You are automatically promoted.

RANKS AND SKILLS

Rank	Warrior/Flyer/Cavalry	Skill or Benefit	Support	Skill or Benefit
0				
1	Soldier	Melee (claw) 1	Soldier-Technician	Mechanic 1
2	Veteran Soldier		Blooded Soldier-Technician	
3	Warrior	+1 Endurance	Warsister	+1 Education
4	Veteran Warrior		Veteran Warsister	
5	Leader of Warriors		Master Technician	
6	Honoured Warrior Leader	+3 Clan Shares	Honoured Master Technician	+2 Clan Shares



MILITARY OFFICER

The Aslan military officer caste is notoriously aggressive, pushing for a military solution to every problem. The strict rules of conduct limit the destructive effects of warfare, so the Aslan are more willing to use force to resolve disputes.

The Assassin path is also part of this career. Assassins are highly trained Aslan warriors, who fight the shadowy *wars of assassins*.

Qualification: Rite of Passage 10+.

Assignments: Choose one of the following:

- **Leader:** You commanded a host of Aslan warriors.
- **Executive Officer:** You advised male generals on technical and administrative matters.
- **Assassin:** You were the unseen claw of your clan.

MUSTERING-OUT BENEFITS:

Roll	Cash	Other Benefits
1	1,000	2 Clan Shares
2	5,000	+1 Intelligence
3	5,000	+2 Education
4	10,000	Secret School
5	20,000	3 Clan Shares or Secret School
6	50,000	Armour
7	50,000	+2 Social Standing
8	—	5 Clan Shares

Males may only roll on the cash benefit section a maximum number of times equal to their Independence skill and receive only half the listed amount of cash. +1 DM if Soc 9+, +1 DM when rolling on Other Benefits if Male.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	Independence (if male) or Admin (if female)	Tactics (military)	Navigation
2	+1 Strength	Drive (any)	Computers
3	+1 Dexterity	Gun Combat (any)	Sensors
4	+1 Endurance	Melee (claw)	Any Science
5	+1 Intelligence	Leadership	Engineering (any)
6	Jack of all Trades	Tolerance	Diplomat
Roll	Specialist: Leader	Specialist: Executive Officer	Specialist: Assassin
1	Tactics (military)	Admin	Melee (claw)
2	Recon	Medic	Stealth
3	Melee (claw)	Computers	Streetwise
4	Heavy Weapons (any)	Comms	Engineering (electronics)
5	Gun Combat (any)	Sensors	Deception
6	Comms	Navigate	Athletics (any)
	Leader	Executive Officer	Assassin
Survival	End 7+	End 6+	End 8+
Advancement	Int 7+	Edu 8+	Dex 6+

MISHAPS

1d6	Mishap
1	Severely Injured. Roll twice on the Injury table and take the lower result.
2	A failing on your part causes a catastrophic loss for your clan. You are Outcast and drop to Social Standing 2.
3	A shift in clan politics ruins your career. Lose 2 Social Standing.
4	You are defeated in battle. Gain the foe who defeated you as a Rival.
5	You are captured by a rival clan and ransomed back but the disgrace ends your career. Gain a Contact in the rival clan.
6	Injured. Roll on the Injury table



EVENTS

2d6 Events

- 2 Disaster! Roll on the mishap table but you are not ejected from this career.
- 3 You fight a brutal ground war. Gain Stealth, Heavy Weapons (any), Battle Dress or Drive (any).
- 4 You must discipline a disobedient junior officer. Roll Persuade or Melee (claw) 8+. If you succeed, gain him as an Ally. If you fail, lose one Social Standing and he becomes a Rival.
- 5 You garrison one of the richest Aslan worlds. Gain one of Carouse, Streetwise, Independence or Survival.
- 6 You are given advanced training in a specialist field. Throw Education 8+ to increase any one skill.
- 7 Life Event. Roll on the Life Events table.
- 8 You have the opportunity to establish a landhold in your name. Gain +2 Territory.
- 9 After a battle, you capture an enemy commander. You may ransom him back and gain +2 Territory or free him and gain him as a trusted Ally.
- 10 You are challenged to a duel by a Rival. If you refuse, you lose 1d6 Social Standing. Accept and roll Melee 8+. If you fail, you lose all benefits from this term. Succeed and gain a +2 DM to your next Advancement roll.
- 11 Your deeds are legend among the cubs of your clan. Either gain Tactics (military) or take a +4 DM to an Advancement roll.
- 12 Your efforts strike a great blow for your clan. You are automatically promoted.

RANKS AND SKILLS

Rank	Leader	Skill or Benefit	Executive Officer	Skill or Benefit	Assassin	Skill or Benefit
0						
1	Junior Lieutenant	Battle Dress 1	Junior Lieutenant	Comms 1	Hunter	Stealth 1
2	Lieutenant		Lieutenant			
3	Captain	Leadership 1	Captain	Admin 1		Melee (claw) 1
4	Commandant		Executive		Veteran Hunter	
5	Division General		Division Chief of Staff			
6	General	+2 Territory	Chief of Staff	+2 Clan Shares	Claw of the Clan	+2 Clan Shares



OUTCAST

Those Aslan who fail to find their place in society become Outcasts and are seen as the scum of the stars by the rest of their species. Outcasts who survive may be able to build on their skills and self-reliance and eventually make something of themselves but few survive...

Qualification: None.

Assignments: Choose one of the following:

- **Labourer:** You worked in whatever dead-end job was not being done by robots or slaves.
- **Trader:** You traded in black-market and marginal goods.
- **Scavenger:** You picked the bodies of the dead or retrieved salvaged ships.

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	0	+1 Int
2	500	+1 Edu
3	500	Weapon
4	1,000	Independence or Streetwise
5	1,000	Contact
6	5,000	+1 End
7	10,000	+1 End, +1 Edu

Males may only roll on the cash benefit section a maximum number of times equal to their Independence skill and receive only half the listed amount of cash.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills
1	Independence (if male) or Melee (if female)	Trade (any)
2	+1 Str	Streetwise
3	Streetwise	Mechanic
4	Gambler	Melee (claw)
5	+1 End	Deception
6	Jack of all Trades	Survival

Roll	Specialist: Labourer	Specialist: Trader	Specialist: Scavenger
1	Athletics	Broker	Mechanic
2	Drive	Streetwise	Streetwise
3	Streetwise	Admin	Drive or Flyer
4	Gun Combat (any)	Trade (any)	Engineering (any)
5	+1 End	Comms	Independence
6	+1 Str	+1 Int	+1 End

	Labourer	Trader	Scavenger
Survival	Str 8+	End 8+	End 8+
Advancement	Str 7+	Int 7+	Edu 7+

When advancing as an Outcast, even if you roll under the number of terms spent in this career, you are not forced to lose this career.

MISHAPS

1d6	Mishap
1	Severely Injured. Roll twice on the Injury table and take the lower result.
2	Your friends desert you. Lose an Ally or Contact. If you have none, lose all Benefits from this term.
3	You are attacked by a band of young Aslan thugs. Roll on the Injury table and gain the leader of the thugs as an Enemy.
4	You suffer a life-threatening disease. Reduce your Endurance by 1.
5	You steal from a noble lord to survive. He orders you hunted down by clan agents, forcing you to flee his territory. Lose any Benefits from this term.
6	Injured. Roll on the Injury table.



EVENTS

2d6 Events

- 2 Disaster! Roll on the Mishaps table but you are not ejected from this career.
- 3 A landowner offers you the opportunity to serve him. You gain a +4 DM to your next qualification roll but you owe that Aslan a great debt.
- 4 You pick up a few handy skills. Gain Jack of all Trades.
- 5 You find working passage on a starship. Gain either Mechanic, Vacc Suit, Engineering (any) or Tolerance.
- 6 You survive on the edge. Gain a Contact.
- 7 Life Event. Roll on the Life Events table.
- 8 You are attacked by thieves. Roll Melee 10+ to fight them off or Stealth 8+ to escape. If you fail either roll, lose all benefit rolls this term. If you fight them off, gain an extra benefit roll.
- 9 An *ihatei* heading for the frontier worlds offers you a place in his retinue. If you accept, gain the *ihatei* as an Ally and you must attempt to qualify for a career from the *Traveller Core Rulebook* next term.
- 10 You have the opportunity to join an outlaw band or serve on the crew of a Wanderer ship. You automatically qualify for the Outlaw or Wanderer career next term.
- 11 Your clan offers you a chance at redemption. You may restore your Social Standing to its original value and may attempt to qualify for another career next term but you owe a great debt to a clan elder.
- 12 You survive. You are automatically promoted.

RANKS AND SKILLS

Rank	Title	Skill or Benefit
0		
1	Outcast	Independence 1 (if male), Jack of all Trades 1 (if female)
2		
3	Survivor	Streetwise 1
4		
5		
6		



OUTLAW

You rejected – or were rejected by – Aslan society and forge your own path in the criminal sphere.

Qualification: Str 6+.

Assignments: Choose one of the following:

- **Pirate:** You attacked shipping and the colonies of other, lesser races.
- **Raider:** You attacked outlying settlements and vulnerable lesser clans.
- **Thief:** You worked alone and stole from the wealthy.

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	5,000	Contact
2	10,000	+1 Intelligence
3	20,000	Independence or Streetwise
4	20,000	Weapon
5	40,000	+1 Intelligence, Independence or Streetwise
6	70,000	+1 Education, Independence or Streetwise
7	100,000	5 ship shares

Males may only roll on the cash benefit section a maximum number of times equal to their Independence skill and receive only half the listed amount of cash. Males have a +1 DM when rolling on the other benefits table.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills
1	Independence (if male) or Melee (if female)	Streetwise
2	+1 Int	Gun Combat (any)
3	+1 Edu	Melee (claw)
4	Gambler	Tactics (military)
5	+1 End	Persuade
6	Independence (if male) or Melee (if female)	Stealth

Roll	Specialist: Pirate	Specialist: Raider	Specialist: Thief
1	Pilot (any)	Gun Combat (any)	Broker
2	Engineering (any)	Medic	Stealth
3	Gunnery (any)	Streetwise	Streetwise
4	Mechanic	Recon	Deception
5	Zero-G	Stealth	Engineering (electronics)
6	Vacc Suit	Melee (claw)	Mechanic

	Pirate	Raider	Thief
Survival	End 7+	End 8+	Dex 7+
Advancement	Int 7+	Str 6+	Int 7+

MISHAPS

1d6	Mishap
1	Severely Injured. Roll twice on the Injury table and take the lower result.
2	You are captured and punished by the clan you stole from. Reduce your Endurance by 2 points and gain a member of that clan as an Enemy.
3	A rival outlaw band attacks. You are injured (roll on the Injury table) and lose any benefit rolls from this term.
4	You are forced to flee off-planet. Gain Deception 1, Pilot 1, Independence 1 or Streetwise 1 as you flee.
5	A friend betrays you. One Ally or Contact becomes a Rival (if you have no Contacts or Allies, then you never saw the betrayal coming; gain a Rival anyway).
6	Injured. Roll on the Injury table.



EVENTS

2d6	Event
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	You barely survive on the fringes of Aslan space. Lose 1 Endurance but gain any one skill.
4	One of your crimes pays off. Gain a Benefit roll.
5	A clan puts a price on your head. Gain an Enemy and Stealth, Streetwise, Gun Combat or Survival. Alternatively, you can try to claim the reward yourself. If you do so, roll Deception 8+. Succeed and gain 3 Benefit rolls. Fail and you are recognised – lose 2 Endurance and you are ejected from this career.
6	You acquire a Contact in the criminal sphere. Gain a Contact.
7	Life Event. Roll on the Life Events table.
8	You pick up some useful skills. Gain Computers, Independence, Stealth or Gun Combat.
9	You attempt an audacious raid on a rival. Roll either Pilot, Stealth or Gun Combat 8+. Fail and you are Injured. Succeed and you gain an extra Benefit roll or +1 Social Standing.
10	You are offered employment by a clan to perform some deed that they want accomplished covertly. If you accept, roll Stealth 8+. Fail and you gain nothing. Succeed and you gain an extra benefit roll. Alternatively, you can inform the clan's enemies; gain a Benefit roll but gain the clan as an Enemy.
11	If male, you have the opportunity to reclaim your standing in society. Gain +1 Territory and restore your Social Standing but you must leave this career this term. If female and unmarried, then you may marry a male of good family. If you accept, re-roll your Social Standing and you must leave this career this term.
12	Your deeds are the stuff of legends and nightmares. You are automatically promoted.

RANKS AND SKILLS

Rank	Title	Skill or Benefit
0		
1	Outlaw	Melee (claw) 1 or Streetwise 1
2		
3	Feared Outlaw	Independence 1 (if male), Jack of all Trades 1 (if female)
4		
5		
6	Outlaw Chief	Leadership 1



SCIENTIST

Science is an almost exclusively female occupation among the Aslan. The exception is that of doctor, as by ancient tradition, males are allowed to practice the art of the physician. This custom is believed to date back to days when males fought on the battlefield and so had need of healers – and had plenty of practical anatomy lessons. This tradition is rarely observed these days.

Qualification: Int 7+ (10+ for males).
Males may only take the Healer assignment.

Assignments: Choose one of the following:

- **Healer:** You tended the sick and wounded.
- **Researcher:** You developed new inventions and technologies for your clan.
- **Explorer:** You explored new worlds and catalogued useful resources.

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	1,000	Scientific equipment
2	5,000	+1 Edu
3	5,000	+1 Int
4	10,000	Weapon or 1 Clan Share
5	20,000	Science Kinship
6	40,000	+1 Social Standing and 1 Clan Share
7	70,000	Scientific Equipment and 2 Clan Shares
8	—	3 Clan Shares

Males may only roll on the cash benefit section a maximum number of times equal to their Independence skill and receive only half the listed amount of cash. +1 DM if Soc 9+, +1 DM when rolling on Other Benefits if Male.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Intelligence	Computers	Admin
2	+1 Education	Life Science	Astrogation
3	+1 Social Standing	Physical Science	Engineering (any)
4	Diplomat	Space Science	Computers
5	Tolerance	Social Science	Sensors
6	Independence or Tolerance	Admin	Medicine
Roll	Specialist: Healer	Specialist: Researcher	Specialist: Explorer
1	Medicine	Physical Science	Navigation
2	Life Science	Computers	Pilot (any)
3	Persuade	Engineering (any)	Space Science
4	Medicine	Space Science	Life Science
5	Sensors	Comms	Survival
6	Admin	Science (any)	Science (any)
	Healer	Researcher	Explorer
Survival	Edu 6+	Edu 7+	End 8+
Advancement	Soc 8+	Int 7+	Int 6+

MISHAPS

1d6	Mishap
1	Injured. Roll on the Injury table
2	A lab accident exposes you to something dangerous. Reduce your Endurance by 1.
3	Another researcher sabotages your work. Gain a Rival. You may continue in this career if you wish but gain no benefit rolls from this term.
4	A lab ship misjumps, stranding you on an alien world. Gain one of Survival 1, Astrogation 1, Mechanic 1 or Life Sciences 1.
5	A clan elder challenges your work as being flawed. You may challenge the elder if you wish. If you challenge, roll Melee (claw) 8+. If you succeed, increase your Social Standing by 1 and you may continue with this career. If you fail, reduce your Social Standing by 2 and leave this career.
6	Your clan cancels your line of research. You may, if you wish, leave to continue it in human space, in which case you may automatically qualify for the Scholar career from the main <i>Traveller Core Rulebook</i> next term.



EVENTS

2d6 Events

- 2 Disaster! Roll on the Mishaps table but you are not ejected from this career.
- 3 Spending all your time in the laboratory is never a good thing. Gain one of Carouse 1, Survival 1, Streetwise 1 or a Contact.
- 4 You are assigned to work on weapons technology for your clan. Gain one of Space Science 1, Engineering 1, Gunnery 1 or Gun Combat 1.
- 5 You work closely with a scientist from another species. Gain Tolerance 1 and a Contact.
- 6 You are given advanced training in a specialist field. Roll Education 8+ to gain any skill.
- 7 Life Event. Roll on the Life Events table.
- 8 You teach the young cubs of your clan. Gain Admin 1, Art 1, any Science 1 or a Contact.
- 9 A researcher working for another clan is close to making a breakthrough you covet. You can try to complete your research first, attempt to sabotage his work or do nothing. If you try to complete your work first, roll Science 10+. Fail and lose any benefit rolls from this term. Succeed and gain a +2 DM to your next Advancement roll. Gain the researcher as a Rival. If you try to sabotage his work, roll Stealth or Deception 8+. Fail and lose 2 Social Standing. Succeed and gain a +2 DM to your next Advancement roll. Gain the researcher as an Enemy.
- 10 You obtain a rare alien artefact or life form to study. Roll any Science 8+. If you succeed, you uncover the subject's secrets and gain a +2 DM to your next Advancement roll. If you fail, you suffer a -2 DM to your next Advancement roll.
- 11 You study at one of the great universities or research facilities. Gain Investigate or gain a +4 DM to your next Advancement roll.
- 12 You make a scientific breakthrough. You are automatically promoted.

RANKS AND SKILLS

Rank	Title	Skill or Benefit
0		
1	Scholar	Computer 1
2		
3	Respected Scholar	Admin 1
4		
5		
6	Revered Scholar	+1 Social Standing



ENVOY

Interclan relations are often entrusted to Envoys empowered to arrive at agreements and commit clan resources. Many Envoys are spies.

Qualification: Rite of Passage 10+.

Assignments: Choose one of the following:

- **Negotiator:** You were the voice of your clan in diplomatic or contract negotiations.
- **Spy:** You watched rival clans and analysed their activities.
- **Duellist:** You fought as a champion of your clan in ritual honour duels.

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	0	Contact
2	0	Contact or 1 Clan Share
3	0	+1 Intelligence
4	5,000	+2 Education
5	5,000	Independence or 2 Clan Shares
6	10,000	Weapon
7	20,000	3 Clan Shares

Characters may only roll on the cash benefit section a maximum number of times equal to their Independence skill. +1 DM if Soc

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	Independence (if male) or Edu +1 (if female)	+1 Intelligence	Admin
2	+1 Strength	Diplomat	Advocate
3	+1 Dexterity	Tolerance	Any Science
4	+1 Endurance	Carouse	Any Language
5	Independence (if male) or Int +1 (if female)	Survival	Computers
6	Melee (claw)	Leadership	Diplomat
Roll	Specialist: Negotiator	Specialist: Spy	Specialist: Duellist
1	Persuade	Persuade	Tolerance
2	Tolerance	Investigate	Melee (claw)
3	Diplomat	Deception	+1 Dexterity
4	Deception	Stealth	+1 Strength
5	Diplomat	Sensors	+1 Endurance
6	Art (any)	Comms	Melee (claw)
	Negotiator	Spy	Duellist
Survival	Soc 7+	Soc 8+	End 8+
Advancement	Int 7+	Int 6+	Dex 6+

MISHAPS

1d6	Mishap
1	Injured. Roll on the Injury table.
2	A blunder on a mission shames you and your clan. You are Outcast – drop your Social Standing to 2 and you must take the Outcast or Outlaw career next term.
3	You fail in a difficult assignment because of the manipulations of another Envoy. Gain him as a Rival.
4	An assassin attempts to murder you. Roll Melee (claw) or Recon 10+ to avoid the attempt. If you fail, you are injured. If you succeed, you may continue in this career.
5	You are dispatched to a distant world for a long period; by the time you return, your position has been taken by a younger and more ambitious male. Gain one of Survival 1, Pilot 1, Carouse 1 or Independence 1.
6	A human ambassador insults you. Roll Tolerance 8+ to avoid eating him. If you succeed, you may continue in this career. If you fail, gain one of the human's allies as an Enemy.



EVENTS

2d6	Events
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	Your clan places you in a difficult situation. You can flee if you wish, salvaging something of your reputation but losing 1 Social Standing. If you stay and fight, roll one of Diplomat, Investigate or Stealth 8+. If you succeed, gain a +2 DM to your next Advancement roll. If you fail, lose 1 Social Standing and suffer a -2 DM to your next Advancement roll.
4	You develop a taste for hunting. Gain Animals (training) 1, Survival 1, Stealth 1 or Athletics (co-ordination) 1.
5	You attend a clan council on the homeworld. Gain a Contact there.
6	You are given advanced training in a specialist field. Roll Education 8+ to gain any skill.
7	Life Event. Roll on the Life Events table.
8	You spend time in diplomatic circles. Roll Carouse or Persuade 8+ to gain an Ally; if you fail, gain a Rival instead.
9	You are insulted by a noble of a rival clan. You may challenge him or her to a duel; if you refuse, lose 2 Social Standing. If you challenge, roll Melee (claw) 9+. If you succeed, gain 1 Social Standing and a +2 DM to your next Advancement roll; if you fail, lose 2 Social Standing and suffer a -2 DM to you next Advancement roll.
10	You are offered membership of a conspiracy in the upper echelons of your clan. If you refuse, gain the conspiracy as an Enemy. If you accept, roll Deception 8+ or Persuade 8+. If you fail, roll on the mishap table as the conspiracy collapses. If you succeed, gain one of Deception, Persuade, +1 Social Standing or +1 Territory.
11	You are trusted by the great lords of your clan. Gain +2 Territory or gain a +4 DM to your next Advancement roll.
12	You excel in your role. You are automatically promoted.

RANKS AND SKILLS

Rank	Title	Skill or Benefit
0		
1	Junior Envoy	Tolerance 1
2	Envoy	
3	Senior Envoy	Diplomat 1
4	Respected Envoy	
5	Honoured Envoy	Carouse 1
6	Voice of the Clan	+2 Territory



MANAGEMENT

You managed an Aslan corporation or served in another bureaucracy.

Qualification: Rite of Passage 8+.

Assignments: Choose one of the following:

- **Corporate:** You worked as an administrator or trader in one of the great Aslan corporations.
- **Clan Aide:** You served in the bureaucracy of your clan.
- **Governess:** You were the protector and teacher of a rich Aslan prince.

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	5,000	1 Clan Share
2	5,000	+1 Intelligence
3	10,000	+2 Education
4	20,000	2 Clan Shares
5	20,000	Gun
6	40,000	3 Clan Shares
7	100,000	10 ship shares or 5 Clan Shares

+1 DM if Soc 9+.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	Contact	Advocate	Advocate
2	+1 Strength	Broker	Computers
3	+1 Dexterity	Admin	Language (any)
4	+1 Endurance	Gun Combat (any)	Science (any)
5	Tolerance	Tolerance	Tolerance
6	Broker	Admin	Diplomat
Roll	Specialist: Corporate	Specialist: Aide	Specialist: Governess
1	Admin	Admin	Admin
2	Broker	Advocate	Persuade
3	Trade (any)	Melee (claw)	Streetwise
4	Deception	Medic	Broker
5	Streetwise	Steward	Steward
6	Computers	Tolerance	Steward

	Corporate	Aide	Governess
Survival	Int 7+	Edu 8+	Soc 6+
Advancement	Int 7+	Soc 6+	Edu 8+

MISHAPS

1d6	Mishap
1	Injured. Roll on the Injury table
2	You are accused of stealing from your employer. If this is true, gain 3 benefit rolls and become Outcast, dropping your Social Standing to 2. If it is false, roll Advocate 8+ to defend yourself. If you fail, you leave this career with nothing; if you succeed, you may remain in this career.
3	A shift in clan politics leaves you shut out in the cold. Gain a Contact who stays in touch despite your new status.
4	Your clan's fortunes decline. You may continue in this career if you wish but you will gain no benefit rolls this term or next term.
5	You are sent to a border world, where your career stagnates. Gain Survival 1, Flyer 1, Trade 1 or Navigate 1.
6	A clan elder takes a dislike to you. Gain her as a Rival.



EVENTS

2d6 Events

- 2 Disaster! Roll on the Mishaps table but you are not ejected from this career.
- 3 A rival clan attacks yours. Your place of work is targeted by an assault force. Roll Melee (claw), Stealth or Gun Combat 8+. If you succeed, gain any skill. If you fail, roll on the Injury table.
- 4 You pick up some useful skills. Gain Pilot 1, Mechanic 1, Sensors 1 or Drive 1.
- 5 You have the opportunity to take a risk in business. Wager up to three Benefit rolls and roll Broker 8+. If you succeed, gain an equal number of Benefit rolls to those you wagered. If you fail, lose any wagered Benefits.
- 6 You are given advanced training in a specialist field. Roll Education 8+ to gain any skill.
- 7 Life Event. Roll on the Life Events table.
- 8 You expand into new territories. Gain Broker 1, Trade (any) 1, Streetwise or a Contact.
- 9 A foolish decision by a clan member threatens your business. Roll Diplomat or Admin 8+ to fix the damage. If you succeed, gain that clan member as a Rival. If you fail, you suffer a -2 DM to your next Advancement roll.
- 10 Your clan thrives and prospers. Gain a +2 DM to your next Advancement roll.
- 11 You trade with aliens and barbarians. Gain Tolerance or gain a +4 DM to your next Advancement roll.
- 12 You are greatly successful. You are automatically promoted.

RANKS AND SKILLS

Rank	Skill or Benefit
0	
1	Admin 1
2	
3	Tolerance 1
4	
5	
6	+1 Social Standing



CEREMONIAL

Those who follow this career uphold the ancient traditions and honour of the Aslan race. Only Aslan of high Social Standing are admitted to these hallowed halls.

Qualification: Rite of Passage 10+.
+2 DM if Social Standing 9+.

Assignments: Choose one of the following:

- **Poet:** You study and compose epic poetry and maintain the history of your clan.
- **Clan Agent:** You enforced the will of your clan elders and investigated crimes.
- **Priest:** You honoured the ancestors, officiated at ceremonial occasions and arbitrated disputes.

MUSTERING-OUT BENEFITS:

Roll	Cash	Other Benefits
1	0	1 Clan Share
2	0	Contact or 1 Clan Share
3	0	Ceremonial Kinships
4	5,000	+1 Education
5	5,000	+1 Social Standing
6	10,000	+2 Territory or 4 Clan Shares
7	20,000	+2 Social Standing or 4 Clan Shares

Male characters may only roll on the cash table a number of times equal to their Independence skill.
+1 DM if Soc 9+.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Strength	Diplomat	Art (any)
2	+1 Dexterity	Investigate	Computers
3	+1 Intelligence	Advocate	Language (any)
4	+1 Education	Melee (claw)	Tolerance
5	+1 Social Standing	Social Science (any)	Admin
6	Independence (if male) +1 Edu (if female)	Persuade	Science (any)
Roll	Specialist: Poet	Specialist: Clan Agent	Specialist: Priest
1	Art (any)	Investigate	Admin
2	Art (any)	Gun Combat (any)	Advocate
3	Persuade	Streetwise	Diplomat
4	Carouse	Stealth	Persuade
5	Computers	Computers	Tolerance
6	Comms	Sensors	Melee (claw)
	Poet	Clan Agent	Priest
Survival	Edu 7+	End 8+	Soc 6+
Advancement	Int 7+	Int 6+	Edu 8+

MISHAPS

1d6	Mishap
1	Injured. Roll on the Injury table
2	You commit a grievous breach of protocol and are Outcast. Drop your Social Standing to 2.
3	You are exiled because of some political scandal. Gain one of Survival 1, Pilot 1, Independence 1 or Streetwise 1.
4	You are wounded in a duel. Roll Melee 8+; if you succeed, you won the duel and gain Social Standing 1.
5	You are accused of a crime you did not commit. Roll Advocate 8+ to stay in the service.
6	You are embroiled in a rivalry with another official, who ends your career. Gain him as a Rival.



EVENTS

2d6	Events
2	Disaster! Roll on the Mishaps table but you are not ejected from this career.
3	You uncover an embarrassing secret related to your clan or family. Either trade it for 1d6 Clan Shares or you may keep it in reserve. Whenever you use this secret, gain a clan elder as an Enemy.
4	You witnessed one of the great duellists in action. Gain Melee (claw) 1, Athletics (strength) 1, Carouse 1 or Medic 1.
5	You are assigned a challenging task. Roll Art, Investigate or Persuade 8+. If you succeed, gain a +2 DM to your next Advancement roll. If you fail, you suffer a -2 DM to your next Advancement roll.
6	You are given advanced training in a specialist field. Roll Education 8+ to gain any skill.
7	Life Event. Roll on the Life Events table.
8	Your clan prospers and so do you. Gain Carouse 1, Survival 1, Admin 1 or Independence 1.
9	You rise in influence in your clan. Gain +1 Territory and any one skill.
10	You discover that one of your kinfolk has acted dishonourably. If you cover up his failing, gain him as an Ally. If you expose him, he challenges you. Roll Melee 8+ to defeat him. If he wins, gain him as a Rival and lose 2 Social Standing. If you win, gain him as an Enemy but also gain +2 Territory.
11	You are trusted by the great lords of your clan. Gain +2 Territory or gain a +4 DM to your next Advancement roll.
12	You excel in your role. You are automatically promoted.

RANKS AND SKILLS

Rank	Poet or Priest	Skill or Benefit	Clan Agent	Skill or Benefit
0				
1	Acolyte		Agent	Investigate
2	Initiate	+1 Social Standing		
3	Sojourner			
4	Practitioner	+1 Social Standing	Field Agent	Streetwise
5	Master			
6	Grand Master	+1 Education	Master Agent	Admin



WANDERER

Young second sons (*ihatei*) and other landless Aslan may be assigned small starships by their clan, to seek out new worlds and new opportunities. Such wanderers often end up as mercenaries but they also serve much the same function as scouts do in the Imperium.

Qualification: Rite of Passage 8+.

Assignments: Choose one of the following:

- **Belter:** You mined asteroids for valuable minerals and salvage.
- **Nomad:** You wandered from system to system.
- **Scout:** You explored unknown worlds and surveyed planets for colonisation.

MUSTERING-OUT BENEFITS:

Roll	Cash	Other Benefits
1	0	1 Clan Share
2	0	+1 Intelligence
3	0	+2 Education
4	2,000	Independence
5	5,000	Tolerance
6	10,000	<i>Ihateisho</i> scout or 3 Clan Shares
7	20,000	+2 Territory

Characters may only roll on the cash benefit section a maximum number of times equal to their Independence skill and receive only half the listed amount of cash. +1 DM if Soc 9+.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	Independence	Independence	Astrogation
2	+1 Strength	Pilot (any)	Engineering (any)
3	+1 Dexterity	Gunnery (turret)	Computers
4	+1 Endurance	Engineering (any)	Comms
5	Tolerance	Gun Combat (any)	Science (any)
6	Jack of all Trades	Mechanic	Sensors
Roll	Specialist: Belter	Specialist: Nomad	Specialist: Scout
1	Mechanic	Astrogation	Astrogation
2	Remote Operation	Pilot (any)	Life Science (any)
3	Space Science (any)	Engineering (any)	Survival
4	Trade	Gun Combat (any)	Sensors
5	Broker	Sensors	Pilot (any)
6	Pilot (any)	Mechanic	Recon
	Belter	Nomad	Scout
Survival	Dex 7+	End 8+	End 6+
Advancement	Int 7+	Int 6+	Int 8+

MISHAPS

1d6	Mishap
1	Severely Injured. Roll twice on the Injury table and take the lower result.
2	Your ship crashes on an uninhabited world. Gain any one of Survival 1, Mechanic 1, Animals (any) 1 or Recon 1.
3	You fail to find work or usable territory. Starvation reduces your Endurance by 1.
4	You are attacked by outlaws or raiders from another race. Roll Pilot 8+ to avoid injury.
5	A rival <i>ihatei</i> sabotages your ship. Gain Mechanic from the experience of fixing it and gain him as a Rival.
6	Injured. Roll on the Injury table



EVENTS

2d6 Events

- 2 Disaster! Roll on the Mishaps table but you are not ejected from this career.
- 3 Your vessel runs into a border patrol. Roll Pilot or Gunnery 8+ to escape; if you fail, you suffer a -2 DM to your next Survival roll.
- 4 You have extensive dealings with barbarians. Gain Tolerance and one of the following: Broker 1, Diplomat 1, Independence 1 or a Contact.
- 5 You have the opportunity to trade Aslan goods. Roll Independence 8+; if you succeed, gain an extra Benefit roll.
- 6 You make a Contact in a distant spaceport.
- 7 Life Event. Roll on the Life Events table.
- 8 You pick up some useful skills working on your ship. Gain one of Pilot (spacecraft), Gunnery (turret), Engineering (any) or Mechanic.
- 9 You are forced to recruit a new crew. Roll Carouse or Streetwise 8+. If you succeed, gain an Ally as one of your new crew proves a true friend. If you fail, one of the new crew robs you – lose any Benefit rolls from this term and gain an Enemy.
- 10 You spent time on the fringes of Aslan space. Roll Survival 8+ or Pilot 8+; if you fail, roll on the Mishap table. If you succeed, gain a Contact and any one skill.
- 11 You find new worlds for your clan to conquer. Gain a +2 DM to your next Advancement roll.
- 12 You find unclaimed territory. Gain 1d6+1 Territory.

RANKS AND SKILLS

Rank	Skill or Benefit
0	
1	Mechanic
2	
3	Engineering
4	
5	
6	Contact



TERRITORY

The Territory characteristic is unique to the Aslan. Territory measures the amount of land owned by that Aslan male. It is the foundation of Aslan Social Standing – for a landless male or female, his or her Social Standing is derived from the Territory of his or her sire. A mated female’s Social Standing is based on her mate’s Territory.

Territory can be used in place of Social Standing among Aslan. For example, instead of rolling Diplomat using his Social Standing DM, an Aslan lord could use roll Diplomat and add his Territory DM instead, when dealing with other Aslan.

In Aslan social contests between males, Territory can be used to trump Social Standing – a male with Territory may automatically win any social contests against a male who has less Territory. Any amount of Territory trumps any amount of Social Standing – the son of an Aslan clan head with Territory 0, Social Standing 15 will lose a contest to a penniless mercenary who has Territory 1, Social Standing 2. That does not mean that the mercenary is more important in Aslan society than the clan heir but he has Territory and that is what counts. He can overrule the clan heir but, of course, doing so would be a grievous insult and would likely result in some ally of the clan heir overriding the mercenary soon after.

SKILLS

The Aslan deal with skills primarily on a gender basis: males feel that some skills are dishonourable and beneath them; females feel that some skills are shallow or simply unsuitable. As a result, Aslan perceive and identify skills as common (available to both sexes), male (suitable only for males) and female (suitable only for females).

In addition, there are a few skills that a non-Aslan would classify as rare (generally unknown or unappreciated in Aslan society). On the rare occasions that an Aslan learns a skill inappropriate for his or her gender, that fact will usually be kept secret; for the fact to be revealed would be shameful. Further, Aslan society is rigid enough on the subject of skills that no respectable Aslan would hire someone for a job which required a skill inappropriate to the employee’s gender.

At times, Aslan are forced to learn what they consider inappropriate skills in order to survive. For example, it is widely known that Wanderers often learn Engineer on the small ships they commonly use; polite society ignores this breach of propriety and a former Wanderer with the Engineer skill would never discuss it and never expect to be hired as an engineer.

All comments about skill classification refer only to Aslan society; for Aslan raised outside traditional Aslan communities (for example, in the Imperium), the acceptability of various skills will change.

Male Skills: Some skills should be learned in Aslan society only by males. Females consider such skills naturally the province of

males and rarely try to learn them. In some extreme circumstances, females may learn them but will almost never admit to it in polite company. Most direct combat skills are the province of males.

Independence is a uniquely Aslan male skill in that it indicates the degree to which the male has overcome Aslan cultural and psychological barriers to the comprehension of money. Females do not need Independence since they are not faced with these barriers.

Female Skills: Some skills should be learned in Aslan society only by females. Males consider such skills dishonourable for them to learn and will avoid learning them if at all possible. If they have learned them, honour forbids them from admitting it.

Common Skills: All other skills are commonly available and learned by both males and females.

Rare Skills: These skills may be learned by Aslan but are extremely rare.

The male Aslan skills and female Aslan skills table indicate which skills various Aslan might consider distasteful or unacceptable to learn. The rare Aslan skills table shows skills which very few Aslan would learn.

Skills not shown as male, female or rare may be considered common skills.

SKILLS

Common	Males Only
Admin	Art (epic poetry)
Advocate	Battle Dress
Athletics	Gunner
Carouse	Heavy Weapons
Deception	Independence
Diplomat	Leadership
Drive	Tactics
Explosives	
Flyer	Females Only
Gun Combat	Art (any non-performance)
Investigate	Astrogration
Jack of All Trades	Broker
Language	Comms
Medic	Computers
Melee	Engineer
Navigation	Life Science
Persuade	Mechanic
Pilot	Physical Science
Recon	Remote Operations
Seafarer	Social Science
Sensors	Space Science
Steward	Trade
Stealth	
Streetwise	Rare
Survival	Gambler
Tolerance	Melee (blade)
Vacc Suit	Melee (unarmed combat)
Zero-G	



Independence

The individual is capable of dealing with the concepts of money. In Aslan society, money is traditionally a female responsibility and males (particularly upper-class males) rarely understand such matters, a fact which handicaps them in a technological society. Aslan characters may learn Independence instead of Broker.

Independence is an Aslan male skill, acquirable only by males; females have no need of it. Each time the Independence skill appears during character creation, males must throw their Social Standing or greater to acquire the skill. Independence skill is a guide governing the individual's ability to function without supervision. Lack of the skill indicates no concept of money at all; the individual must be looked after by a wife or companion who can pay for things and generally see that the character has his financial needs cared for.

Realising that a price is extortionate: Intelligence or Education, 1-6 seconds, Average (+0)

Understanding an economics treatise: Intelligence, 10-60 minutes, Difficult (-2)

Tolerance

The individual is accustomed to dealing with non-Aslan and has learned to ignore lapses in propriety on the part of such persons. It should also be used to help determine the degree to which an Aslan is capable of getting along with others outside of the family, pride, clan and race. An Aslan without Tolerance is unlikely to be found in the company of non-Aslan.

In any Aslan's dealings with others, Tolerance offsets the negative modifiers called for under the reaction rules (see page 139).

MUSTERING OUT BENEFITS

Aslan receive mustering out benefits when they leave the service. Most benefits are identical to those in basic *Traveller*. The differences are noted below.

Retirement Pay

There is no retirement pay. An old Aslan should have accumulated enough Clan Shares to have enough money to live on.

Cash Benefits

Females are allowed to make all their benefit throws on the cash table. Males are restricted to no more throws than they have points in the Independence skill.

Kinships

Kinships are secret societies and trade guilds within Aslan society. A character given membership in a kinship may ask other members of the kinship for aid, learn skills or obtain funding for further studies related to the kinship's purpose. There are scientific kinships, ceremonial kinships, warrior secret schools and so forth.

Brotherhood of Stars: This grand kinship of starfarers allows the character to gain one free Low Passage per month and one free High Passage per year.

Secret School: A secret warrior school teaches secret combat techniques. In addition to being part of this brotherhood of warriors, choose one of the skills listed below; you receive a +1 DM to attack rolls under the conditions listed for that skill:

- **Melee (claw):** When duelling
- **Gun Combat (pistol):** When dodging
- **Gun Combat (rifle):** After having aimed for at least one round*
- **Heavy Weapons (any):** After having aimed for at least one round*
- **Gunnery:** After having aimed for at least one round*

*In addition to the normal +1 DM for aiming

Scientific Kinship: A scientific kinship is a school of experts on a topic. A character who is a member of a scientific kinship may roll his Social Standing once per year; on a 10+, he obtains the use of a kinship laboratory ship for six months.

Ceremonial Kinship: A character who is a member of a ceremonial kinship obtains 1d3 Allies in the Aslan hierarchy.

Clan Shares

Aslan characters do not receive Ship Shares. Instead, they receive Clan Shares, which represent that character's clan placing an increasing amount of trust in the character's abilities and the character gaining more control over the assets of the clan.

A character may trade Clan Shares for any of the following benefits. Characters from the same clan may combine Clan Shares in the same way players may pool Ship Shares.

Cash: A character may trade Clan Shares for simple cash. Each Clan Share allows the character to obtain 10,000 Credits in cash.

Corporation: The character owns an operating corporation. It has MCr. 500,000 in assets per Clan Share spent and produces gross profits equal to 1d6-5% of its assets per year. The character need not do anything to administer the corporation but may become involved if he wishes.

Favours: Clan Shares can be kept in reserve and used to apply political pressure to the clan in the future. A Clan Share can be spent to acquire a Contact in the clan's upper echelons or to turn such a Contact into an Ally.

Land: This option can only be taken by a male Aslan with a Social Standing of 9 or more. The character receives a landhold. Owning lands is the dream of all Aslan males, the chief ambition which drives



them. For game purposes, however, a character with a landhold makes a poor adventurer, since the administration of that land will occupy his time almost exclusively. See page 40 for a discussion of land and adventuring.

To determine the landholding's quality and size, first select or generate the world where the landhold is located (see the *Worlds chapter on page 151*). The size of the holding on that world is then determined based on the number of Clan Shares invested in the holding. Three Clan Shares gives +1 Territory. See page 41 for a discussion of Territory.

There is usually a delay before a landholding can be claimed, either roll 1d6+4 to determine the number of years, -1 year per Clan Share spent to reduce the delay or have the Referee choose. When that time has passed, the Aslan must return to claim his landhold. Independence 3 or more allows the choice of continuing to adventure instead (a male relative is appointed to administer the land in his name).

Ship Shares: Clan Shares may be converted to Ship Shares directly. It is very rare for an Aslan to own a starship personally. Starships are usually owned collectively by the clan or by corporations. In most cases, it is the clan which owns the ship, with individuals assigned to operate them in the interests of the clan. In similar fashion, other ships are owned by corporations.

Clan leaders can grant the use of a starship if the character presents a clear plan covering the advantages and disadvantages to the clan and the character. Such plans may include clan communications, trade and commerce, *ihatei* expeditions, scientific research, planetary exploration and clan warfare expeditions. Other reasons may also be accepted.

Corporate leaders may grant the use of a starship in much the same way as clan leaders do. Adequate reasons for use of a corporate ship include trade and commerce, cargo transport and merchant operations. When an Aslan corporation grants a ship, it participates in the cost of operating it and in the revenue it generates. Each year, the corporation balances the books on the ship. All expenses are totalled (fuel, routine maintenance, life support, crew salaries, berthing costs, cargo costs and other appropriate expenses); to this is added 5% of the original cost of the ship. All revenues are also totalled (cargo transport receipts, passenger fares, profits from trade and speculation, charter fees and other receipts). The two are added together to determine if the ship had a profit or a loss.

If the ship operated at a profit, the corporation takes 50% of the profits. The crew is awarded bonuses equal to 20% of the profit. The grantee receives the remaining 30% of the profit. It is possible for the grantee to receive both grantee profit and a portion of the crew bonus.

If the ship operates at a loss, the corporation must absorb it. However, the corporation will decide to replace the grantee with someone else on a throw of 8+, DM +2 for each preceding year the ship has operated at a loss.

A clan grants a ship with less concern for immediate profit or loss since non-commercial uses do not generate money as clearly. The clan pays basic expenses for the ship but also receives all revenues which the ship generates. Individually owned ships are the responsibility of the owner. Ships granted as a boon are also the responsibility of the owner. Ships received as mustering-out benefits are treated as either clan or corporate grants. The number of ship shares needed to receive a ship is listed below:

Vessel	Clan Shares For Assignment
<i>Hraye</i> scout	5
<i>Ihateisho</i> scout	10
<i>Eakhau</i> trader	15
<i>Khtukhao</i> clan transport	20
<i>Ktiyhiu</i> courier	20
<i>Iyelyi</i> messenger	10
<i>Aositaoh</i> cruiser	50
<i>Ekawsiykua</i> escort	40
<i>Owatarl</i> tender	20
<i>Kteireo</i> seeker	7
<i>Hkiyrerao</i> researcher	15
<i>Sakhai</i> assault carrier	80
<i>Hkisyeelea</i> slaver	30
<i>Oukhaha</i> bulk hauler	40
<i>Aoa'iw</i> light trader	10
<i>Halaheike</i> pocket warship	75

Aslan Life Events

The life events of an Aslan character are similar to those of humans but there is a greater emphasis on the rise and fall of one's clan and one's role in society. Outcast Aslan should use the standard life events table, reflecting their disconnection from Aslan society.



LIFE EVENTS

2d6	Event
2	Sickness or Injury: The character is injured or sick. Roll on the Injury table
3	Birth or Death: Someone close to the character dies, like a friend or pride member. Alternatively, someone close to the character gives birth (or is born!). The character is involved in some fashion (father or mother, pridekin, honour guard).
4	Territory Challenge: A rival attempts to claim some of your Territory (or your sire's or mate's Territory, if you have none of your own). Roll Diplomat, Broker, Melee (claw) or Gun Combat 8+ and increase or decrease your Territory (or Social Standing, if you have no Territory) by the Effect of the roll.
5	Change in Marriage Status: If not married, you are now married (either to an existing Ally or Contact, another Player Character or a mate arranged by your clan). If already married, roll 1d6. On a 1-4, another female is added to the pride. On a 5-6, your mate is slain. See page 43 for a discussion of the effects of marriage.
6	Clan Event: Roll on the Clan Event table. Outcast characters gain a new Enemy instead.
7	New Contact: The character gains a new Contact.
8	Clan Event: Roll on the Clan Event table. Outcast characters gain a new Ally instead.
9	Travel: The character moves to another world. You gain a +2 DM to your next Qualification roll.
10	Duel: You are challenged to a duel over a matter of family honour. If you refuse, lose 1 Social Standing. If you accept, roll Melee (claw) 8+. If you succeed, gain 1 Social Standing; otherwise, lose 2 Social Standing.
11	Dishonoured: You are accused of a crime. Roll Advocate 8+ or Melee (claw) 10+ to defend yourself (if you have any Contacts or Allies in the clan, you gain a +2 DM to the Advocate roll). If you cannot defend yourself, you drop to Social Standing 2 and become Outcast.
12	Unusual Event: Something weird. Roll 1d6: 1 – Psionics. You have an encounter with a psionic phenomenon, such as a human psionic institute, a Zhodani agent or a telepathic plant. 2 – Aliens. You travel extensively with non-Aslan. Gain Tolerance. 3 – Alien artefact. You come into possession of a curious piece of alien technology or an archaeological relic. 4 – Amnesia. There's a gap in your memory. 5 – Contact with Clan leaders. The elders of your clan entrust you with a mission or a secret. 6 – Ancient technology. You have an item that is older than the Aslan race.

Clan Events

These events affect the character's whole family or whole clan.

Roll	Event
1	Prosperous Times: The clan acquires new Territories or trade routes. Gain an extra Benefit roll or a +2 DM to your next Advancement check.
2	Rising Fortunes: Your clan's political standing improves. Gain +1 Social Standing.
3	New Ally: A member of your clan rises to an influential position. Gain him or her as an Ally.
4	Feud: Your family is now feuding with another Aslan family. Gain the enemy family as an Enemy.
5	War: Your clan goes to war. If male, you suffer a -2 DM to Survival rolls next term. If female, lose one Benefit roll.
6	Hard Times: Your clan suffers economic hardship. You suffer a -4 DM to Advancement this round and gain no benefit rolls from this term.

THE ASLAN RACE

The Aslan are a race of intelligent beings; their starfaring culture is the youngest of all the major races, having had star flight for less than 3,200 years. Despite their youth, their spread through space has been rapid, driven by the instinctive territorial desires which are central to the makeup of the Aslan male.

ASLAN PHYSIOLOGY

Aslan are descended from four-limbed carnivorous pouncer stock, which was originally near the top of the food chain in the forests of their homeworld, Kusyu. About 1.8 million years ago Kusyu's climate shifted, with the result that the extensive forests of Tafohti (Kusyu's largest continent) almost completely disappeared. As the forests dwindled, so did the small fauna upon which the Aslan had preyed, forcing them to venture out into the expanding grassland plains. The large grazing animals in these regions were too much for a lone Aslan to kill and they began hunting in *ahriy* (prides) of several families. The strongest male became the leader and his family received the best parts of kills, choice sleeping places and first drink at any waterhole.

The Aslan which has evolved from those beginnings is, like humans, an upright biped averaging two metres in height and 100 kg in weight. There are two sexes: male and female, of which the most notable external difference is the male's increased size and more impressive mane. Females outnumber males by a ratio of 3:1.

The Aslan hand has three fingers opposing one medially-placed thumb and all have retractable claws. In addition, Aslan have a single highly specialized claw under each thumb; this dewclaw folds back jack-knife fashion into a horny covering in the base of the thumb and palm. The presence of these claws and the general nature of their body structure make the Aslan somewhat clumsy by comparison with humans but what they lack in dexterity they make up for in strength and endurance.

Aslan all have tails, although the length of this appendage has diminished over time and is now little more than a vestigial stump in some bloodlines.

Aslan sleep about one-third of the time: shaped by their homeworld's rotation period, their sleeping time is roughly 11 to 12 hours (one-third of Kusyu's 36-hour day). Like humans, lack of sleep degrades their abilities drastically.

The Aslan gestation period is roughly one *ftahea* or ten months in human terms. Most are single births – twins are virtually unheard of and are almost always female. Male twins are rare enough to be virtually unknown. The young are born encapsulated in tough embryonic cauls, which are then cut away by the mother using a claw (or in modern times, by a surgeon's laser). Cubs mature quickly, learning to walk in only two months.

Time-Keeping

In any *Traveller* activity, there is a need to keep track of time and its passage. The generally accepted *Traveller* method uses Imperial standards. The Aslan have their own units of measuring time.

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

Aslan Standard: Aslan timekeeping is based on the rotational period of their homeworld, Kusyu. This period, the *eakhau* (day), is equivalent to just over 36 standard hours. The Timekeeping table shows the basic Aslan units of time, their value in the next lower Aslan unit and their Imperial equivalents. Referees and players are encouraged to adopt Aslan timekeeping practices where appropriate for added atmosphere and interest.

TIMEKEEPING

Period	Equivalent	Translation	Imperial
ftahea	212.2 eakhau	Aslan year	320
eakhau	16 tekhaao	Aslan day	36
tekhaao	8 khtauaao	Aslan hour	137
khtauaao	64 areiaao	period	17
areiaao	8 uealaaao	sprint	16
uealaaao	—	Aslan second	1.988

Aslan Calendar: The Aslan calendar is based on the revolution of Kusyu around Tyeyo, its star. The Aslan year (*ftahea*) is about 320 standard days or about 212.2 *eakhau* long. The same calendar is used on most Hierate worlds.

There are no subdivisions in the Aslan calendar: each day has a unique name. For game purposes, each *eakhau* is consecutively numbered from 1 to 212, much like the Imperial calendar. Every five years, a 213th day is added to keep the calendar in sync. The Aslan calendar takes as its starting point the first selection of the Tlaukhu as supreme council on Kusyu about 3,200 years ago (–2083 Imperial). The current Aslan date 3637 corresponds to the Imperial date 1105.

True to their pouncer ancestry, Aslan are capable of short bursts of speed somewhat greater than that manageable by humans. They also have slightly superior hearing and night vision. Otherwise, they are one of the most human-like of all alien races, excepting, of course, the Vargr (who are, after all, genetically-altered mammalian stock originally from Earth).



Early Terran explorers regarded the Aslan as 'lion-like,' and the simile has stuck ever since, although the Aslan bear little resemblance to Terrestrial lions. Nonetheless, this early misnomer has influenced a great deal of human thinking about the Aslan, including terminology (the use of *pride* to translate *ahriy*, for instance) and ascribed behaviour – which is not at all leonine. The derivation of the word Aslan is unknown but is sometimes credited to human explorers who first contacted the race.

Lifespan

Aslan develop faster than humans and are considered adult at fifteen years. A male Aslan is in his prime from the age of twenty to around forty, whereupon he begins to decline rapidly. Males live naturally into their sixties; females reach the mid-fifties on average. Gerontology is not a priority for Aslan medical science, so aged Aslan who wish to prolong their lifespan unnaturally must seek out alternative sources of medical treatment.

Diet

The Aslan are almost exclusively carnivorous. They consume a few nuts, fruits and berries but scorn root vegetables, grains and other plant-based foods as being fit only for 'herd animals'. The Aslan do practise extensive agriculture to maintain their vast herds of

livestock and there is some archaeological evidence to suggest that the early Aslan had a diet that was higher in vegetable matter but the cultural emphasis on predation and carnivorous behaviour means that no modern Aslan would willingly eat plants.

The Aslan do have the technology to produce synthesised meat but it is consumed only by the poorest members of society or on worlds too scantily populated or too inhospitable to support agriculture. Even frozen meat is considered extremely poor fare – in any civilised Aslan house or restaurant, the meat is slaughtered right on the spot and rich Aslan even hunt their own food on a regular basis, stalking their prey across private estates. As a single herd animal provides far more meat than even a teenage male could eat, almost all Aslan dinners are communal affairs. A whole family plus guests will dine together. Aslan normally eat one large meal a day and sleep after eating.

Small animals are eaten raw, while larger cuts of meat are lightly cooked and heavily spiced. The Aslan have an astonishing repertoire of spices and chemical preparations both subtle and bold. Aslan try to maintain such culinary practices even on spacecraft, using mouse-sized robots covered in a meaty sheath to mimic live prey and carrying herd animals in cryoberths for later consumption.



Aslan cannot naturally digest Terran-derived meats but adding a few genetically-engineered stomach bacteria corrects this. Some Aslan take pills when visiting human worlds to adjust their biochemistry, although many clans now include these bacteria in the medical treatments given to all children soon after birth.

SOCIETY

The Aslan have long been a warrior race; they are noble and proud, devoted to those in authority above them and responsible for those who owe fealty from below. Aslan society is based on the family and its relationships.

Family Structures

An individual Aslan is usually a member of a family (*ekho*) of from 2 to 12 persons under a patriarchal leader. This family will generally include the male family head, one or more wives, plus children and various blood relatives of the leader (unmarried brothers and sisters, aged surviving parents no longer maintaining separate families, adopted orphans of blood relatives).

The Aslan do not distinguish between mothers – all cubs sired by a male are cared for equally by all the male's wives. Patrilineal descent is all that is important in Aslan society. Cubs are more capable than human infants and grow more quickly. A cub can walk by the age of three months and can speak within five or six months.

A child is considered part of the father's family until:

- She is married off to a male (if female).
- He acquires Territory (if male).
- The father dies.

In the latter case, the father's Territory passes to the eldest son. The eldest son may choose to include his siblings in his family but is under no formal obligation to do so.

Several families combine into a pride (*ahriy*), with one family dominant. The leader of that family is also the leader of the pride. Other families owe him and his family their fealty. A number of prides form a clan (*huiha*), with one pride dominant. Again, prides in the clan owe fealty to the clan's leader. The clan's leader is expected, in turn, to protect and provide for members of the clan, settling disputes between prides within the clan and administering his holdings wisely and well.

Clans may, in turn, owe fealty to more powerful clans, particularly where blood relationships exist. The Tlaukhu consists of the Twenty-Nine pre-eminent Aslan clans, the strongest within the Hierate; many other clans owe them fealty, either directly or through a chain of other clans. Overall, however, clans owing fealty to one of the Tlaukhu are in the minority; most clans are independent and function accordingly.

Beliefs

Aslan are spiritual without being especially religious; they honour their ancestors and ask for their blessings but do not worship them

per se. Every Aslan home has a Shrine of Heroes, containing relics of important ancestors; most Aslan will also carry a pouch containing other keepsakes or some other heirloom. Honourable behaviour comes from obeying the traditions of the ancestors.

The Aslan do not recognise any supreme being or divine plan but believe the universe is alive in some fashion. Perfect actions – actions unfettered by doubt, by fear, by irrelevant worries or concerns – can bring an Aslan into accord with the universe for an instant. Such moments are called *aokol*.

DUELLING & HONOUR

Aslan pride makes them a touchy race and it is quite easy for Aslan to give or take offence. This behaviour originated in the struggles for dominance within families and prides and remains a basic part of the Aslan personality. Over the centuries, Aslan touchiness has grown formal and extremely ritualised; this rigid pattern of behaviour has been necessary to reduce conflict and injury in the settlement of personal disputes. It should be noted that this struggle for dominance is so deeply embedded into the Aslan psyche that it cannot be unlearned. An Aslan can no more ignore an infringement on his territory or a challenge to his authority than a human could ignore the urge to breathe.

Non-Aslan who do not understand these ritual forms of conduct find it difficult to get along with individual Aslan. For their part, most sophisticated Aslan have learned a certain amount of tolerance towards those who do not fit into the Aslan cultural pattern but the cultural patterns are deeply ingrained and offence is still taken from time to time.

Aslan society generally categorizes abrasive, uncultured or offensive behaviour into three classes: familiarity, impoliteness and discourtesy.

Familiarity is the treatment of social superiors as equals; it involves social interaction, extreme friendliness or condescending treatment by a lower class Aslan toward an upper class Aslan. Touching an Aslan without permission is an instance of familiarity.

Impoliteness stems from a lack of proper education or upbringing; it might include failure to address a social superior by the correct honorific, failure to respond promptly when addressed or losing one's temper in public.

Discourtesy is a deliberate insult and springs from contempt, a lack of respect, malice; outward actions may often be perceived by Aslan as discourtesy although not meant to be so by someone alien to Aslan culture.

Failing to immediately apologise for familiarity is impolite; failing to apologise for impoliteness when corrected is discourteous. An Aslan may apologise verbally or by making signs of submission (offering one's throat to the offended party or abasing oneself). Without an apology, any of these three behaviours can give offence and an offended Aslan becomes an enemy.



Discourtesy, however, is grounds for duelling. Duelling is a common way by which insults and slights are resolved, especially if rituals and other tension-relieving forms fail to defuse the problem. Duels follow well-established rituals and are fought to the death only rarely. The rules of conduct and protocols which govern them clearly state what is allowed and not allowed. A challenge to duel is never made lightly. At the same time, reluctance to challenge is seen in Aslan culture as weakness, a trait few Aslan wish to exhibit. Properly, anyone may challenge at any time. Most challenges are issued in response to discourtesy; elaborate but informal rituals have evolved wherein one party is discourteous and actually gains stature if the other does not reply with a challenge. Much of this behaviour seems incomprehensible to individuals not steeped in Aslan culture.

The rituals for duelling, however, are strictly segregated by gender. Males and females never duel; insults and slights by the opposite sex are dismissed with the excuse that males (or females) do not understand female (or male) honour. When a transgression becomes too blatant, too extreme or too unacceptable, then a member of the insulted Aslan's immediate family (and of the correct sex) will respond to the discourtesy with a challenge.

The barriers against certain duels within a family are almost as strong as those for cross-gender duelling. Children never duel with their parents (which socially includes any adults in their family of the previous generation, not just their biological parents).

To issue an informal challenge, the offended party need only bare his or her claws and roar a challenge to the other Aslan. Informal challenges are resolved as quickly as possible and are often fought on the spot. Formal challenges are more involved and are reserved only for the most important disputes, such as legal arguments. To make a formal challenge, the offended party must contact the clan head or a sanctioned representative of the clan head. The clan head will then decide whether or not to permit the duel and state the time and place of the contest, which will usually be in a clan duelling arena.

Duels between Aslan take place as personal combat. Combatants use only their hands (and dewclaws); combat continues until one side receives a wound. In the case of grave insult, the fight may continue to unconsciousness for one participant. The winner has his or her honour satisfied; the loser is required by social and ritual standards to apologise (even if he or she was the one originally insulted). Duels to the death are not unheard-of but are sanctioned only in the most rare of cases. Armour other than light armour is banned, as are combat drugs and other augmentations.

Those too sick or old to duel may appoint a champion in their place but this is extremely rare. Traditionally, there is a clan champion whose responsibility it is to fight for those clan members who cannot duel but in a pinch, any Aslan of the correct gender can be nominated as champion.

For non-Aslan, one way to gain an Aslan's respect is to be willing to challenge to duel when required and to duel if challenged. Aslan consider those who do not embrace their culture to be *tahiwihreakhtau* (barbarians). Willingness to behave in the honourable fashion is one indication that one is not a completely ignorant barbarian.

Since Aslan especially respect prowess in battle, upholding one's honour in a duel is especially respected. However, if both parties agree, the duel can be replaced by a contest of a different kind, such as a debate, a board game or even the roll of a die. Such substitution is frowned upon in most circles, as it is seen as degenerate and weak but is common in places like the scientific community, where females will debate the validity of different theories with logic and mathematics, not claws.

In space, Aslan fighter pilots have been known to duel. Such fighter duels have even decided the outcome of whole fleet engagements, where both sides agree to abide by the results of the duel instead of fighting. Fighter duels are fought to the first successful hit.

A duel ends when the loser is wounded (or slain, in the case of duels to the death). The victor may not deliberately slay the loser but (if male) is within his rights to scalp the loser. Duels can also be fought challenging one party's right to breed (this is normally done in response to one Aslan male having sex with the wife of another), in which case the victor may geld the loser.

Duels & Social Standing

Most duels are over trivial matters and do not affect the Aslan's social standing. However, formal or especially notable duels can make or break the reputation of an Aslan. A character who wins a formal duel against another Aslan of equal or higher Social Standing gains one Social Standing; a character who loses a formal duel loses two Social Standing.

Honour

Honour among the Aslan is primarily a male concern. Females are expected to be honourable but it is the males who are obsessed with their honour (or, to quote the poet Tarelriylr, only males have the *greatness of soul* to be truly honourable).

The Aslan concept of honour rests on three pillars. The simplest form of honour is *respect*, specifically, respect for the territory of another. An honourable Aslan does not trespass on the territory of another without permission or without intent to conquer. Territory, in this case, covers all the possessions of another person – land, money, wives, everything. An Aslan does not walk on the land owned by another unless the other Aslan allows him access or unless he intends to take it *openly* from the other Aslan. Conquest is honourable; theft is not. Aslan do not work in secret (even Wars of Assassins should first be declared openly).



From this concept of respect for territory, the Aslan have built a whole system of feudal honour. Lords respect the territory of their vassals, vassals respect the territory of their lords. A good Aslan respects the privacy of another and only intervenes when he intends to ask. The Aslan do not gossip, as this is a form of social trespass, leading to strange situations where an Aslan might studiously ignore the questionable actions of a neighbour for years, never mentioning it to another soul and then violently intervene without warning. An honourable Aslan takes everything he can hold and keep but does not overreach himself, nor does he fail to live up to his potential. An honourable Aslan, therefore, is boastful to human ears – his boasts show the limits of his strength and ambition and show his neighbours how far they can push him.

Respect even informs how the Aslan conduct their wars. An Aslan ‘respects’ his neighbour’s territory by taking as much of it as he can in time of war. Whatever the neighbour manages to hold onto, though, is sacrosanct. An honourable man holds everything he can and not a square inch more or less. Only males can hold territory; all others are worthy of respect *only* when they are associated with a territory-holding male. During the Border Wars, this tenet of Aslan honour confused many humans – an Aslan warrior might bomb a city indiscriminately, then tend to the victims with great care. What had changed was that now the city was conquered by the Aslan, the humans were now chattels of a land-owning male. The Aslan warrior now respected the humans, as part of his respect for the conquering lord.

The second pillar of honour is *tradition*. The ways of the ancestors and the heroes are the correct ways for an Aslan to behave. This does not



mean that the Aslan are slaves to the old ways – new technologies make life easier and better and the Aslan must adapt to new worlds – but it does mean that any new developments must be viewed through the eyes of tradition. The teachings of the priests and poets must be obeyed, especially those relating to war and duelling.

An honourable Aslan keeps to the traditions of his sire and his sire’s sires. He fights their feuds and helps their allies. He fights duels fairly and makes war according to the limitations agreed on by both sides in the presence of an *earleatrais*. He keeps his word when he gives it and obeys the commands of his clan elders.

The third and final pillar of honour is *harmony of action* or *khoafteirleao*. This is the hardest of the pillars to master and is difficult to even explain to non-Aslan. Of human beliefs, perhaps zen comes closest. The Aslan believe that the universe is a thought in motion and that perfect actions can move in accord with that thought. An Aslan who attained *khoafteirleao* is expressing the will of the universe. *Khoafteirleao* can be reached in any context or deed but is most commonly reached in combat or in poetry and speech.

Feuds

Disputes between families or between prides, usually take place because of slights, insults, mistreatments or problems which have not been resolved to both parties’ satisfaction. The families may back different scientific theories; one family member may have won a competition which the other family had traditionally won; a family may have rejected a proposed marriage between it and the other family.

Feuds are an intermediate step between duels and wars. Strangely for Aslan society, they are unstructured and lack rituals to control them. If kept at a low level, a feud is a pretext for discourteous behaviour and sparks many duels. If allowed to get out of hand, it involves the vassal prides and families of each side and can erupt into war.

WARS

Disputes between clans (usually over ownership, control or access to land) are, like duels, also highly ritualised. They are resolved through formal clan wars. Like duels, such wars are given highly specific rules (agreed upon by all parties in advance). There are many modes, from ordinary military conflicts to wars of assassins to capture the flag games in which some token must be removed from an enemy stronghold in order for victory to be won. Unlike duels, most (but not all) clan wars do involve the death of enemy personnel. In some cases (particularly wars of assassins), the war may be bloodless, akin to the counting coup practices of certain Native American tribes from early Earth history.

If a dispute is leading two clans to war, then the nature of the war will be negotiated through envoys; generally, the clan willing to commit to the most limited form of warfare is the one that holds the moral high ground and can force concessions from the other party. Wars are overseen by an *earleatrais* (referee) from a neutral clan.



While there are numerous variations on each of these modes of warfare, a rough scale of escalation for Aslan conflicts is as follows:

- **Display of Strength:** Both sides marshal their fighting forces and arrive on an appointed battlefield; the side with the greater fighting force wins. It is permissible to call on allies to participate in such a display, in a dispute involving two well-connected clans a minor system might suddenly be filled with dozens of Aslan warships facing off against each other. Trickery is permissible in a Display of Strength – if your opponent believes that your hover-trucks covered in plastic shells are actually grav-tanks, then victory may be yours despite having a lesser fighting force.
- **War of Champions:** As a Display of Strength but when both sides are gathered, a single unit from each side (a lone warrior, a squad, a vehicle, a warship) is sent forward to fight as champion against a similar unit from the other army.
- **War Games:** Both sides agree on the amount of forces that can be committed to the war and the location of the war. Often, the war is fought on barren territory like an airless moon or an unclaimed and unwanted planet. The conditions for victory are agreed upon before war begins – the winner might be the first to conquer a particular fortress or to find a particular item or to inflict a set level of casualties on the opponent.
- **War to First Blood:** In the War to First Blood, the victor is the first side to accomplish some goal – traditionally, wounding a member of the ruling family of the enemy clan. Any means may be used to win the War to First Blood but hostilities must cease as soon as that goal is accomplished. In modern times, when clans can have members scattered over a dozen worlds without instant communications, Wars to First Blood are rare, as it is impossible to simultaneously alert all combatants that the war is over.
- **War of Assassins:** In a war of assassins, both royal families are permitted to send assassins to attack one another. Only the ruling families of each clan and their bodyguards are valid targets in a war of assassins and even then the ‘assassination’ may not be lethal – touching a target with a bared claw may be enough to count as a ‘kill’. An assassin must bear a token confirming that he is the agent of the clan that sent him – an ivory medallion is the traditional sign of the assassin but more modern clans use a microscopic sensor-baffling implant to avoid detection by scans.
- **Strictly Limited War:** In the strictly limited war (*tehlaicho*), the forces and theatre of operations for both sides is agreed on beforehand. Two clans might agree to fight only with whatever military forces are on a particular world when the war begins and would prevent the war from spilling onto any other planets.
- **Limited War:** A limited war is restricted to a single system but there is no limit to the forces that can be committed to the conflict. This level of war includes attacks on ships within the system and is likely to expand into piracy and raids on supply lines.
- **Minor War:** A minor war permits attacks on multiple systems and the use of warships and other heavy weapon. ‘Minor’ implies that neither clan is willing to risk too much in the

conflict – both sides exchange regular Envoys and have clear end goals.

- **Open War:** Open war between two or more clans is rare and is precisely what the Aslan codification of conflicts is intended to avoid. In an open war, the entirety of the clan’s military and industrial base is committed to the conflict and everything is a valid target. The loser of an open war will suffer a catastrophic loss of territory, power and prestige.
- **Total War:** The aim of a total war is to annihilate the other clan completely, wiping out every living male. In modern times, total war would likely be impossible to successfully prosecute and would draw the wrath of the *Tlaukhu*.

LAND

A deep-seated territorial instinct causes male Aslan to have an inordinate (from the human point of view) concern for the acquisition and control of land. The ownership of land is a major goal in the lives of most Aslan males. An Aslan’s stature is determined by the amount of land he (or in the case of females, her husband) controls and the amount of land controlled by his family, pride or clan. The lowest classes in Aslan society are landless, providing the farmers, labourers, craftsmen and workers essential to the society.

The largest landholds are in the hands of the *Tlaukhu* and consist of many worlds and parts of worlds. Since holding such an extensive territory is beyond the ability of one Aslan, an extensive network of vassals (usually sons, brothers or male relatives by marriage) administer it in the clan head’s name.

The Aslan concept of nobility springs from landholdings and Aslan social level could originally be correlated with the landholds of the family: any family with a landhold was noble, with higher social level equated to greater landholdings. Today, any Aslan of Social Standing 9+ is considered noble. This does not mean that a noble male himself has land, only that he comes from a family which holds land.

Landholds are passed on from father to son. Originally, sons fought for the right to inherit their father’s landholdings; the losers became subordinate to the winner or left to seek a new landhold for themselves. On large landholds, the losers became vassals to the winner and administered part of the landhold as their own. Primogeniture (the automatic passing of landholds to the eldest son) is a recent cultural innovation, having come into favour about 2300 to 2400 Aslan. Sons who do not inherit are *ihatei* (literally, second sons). With the development of starflight, *ihatei* became the vanguard of Aslan exploration and conquest of space.

Landholds have always been difficult to come by. Early explorations on Kusyu opened up new territory and made more land available. Periodic warfare has redistributed landholds to the stronger males and conquering clans redistributed land to particularly brave, resourceful or deserving males. With the advent of starflight, vast new territories became available.



Landholds are frequently granted as a reward for military excellence or other superlative service to the clan. An individual clan will include prides and families of all social levels; the most important of these will be of high Social Standing (9+), with extensive landholds (usually all held in fief as vassals of the clan's leader); middle class prides and families will have smaller landholds, while the lowest classes own no land at all but live and work on land belonging to their lords.

Only males may own land; the male's mates will, however, administer any revenue from the land and the industries on it.

Territory

A male's Territory characteristic measures the amount of land he possesses. Territory is rated on a scale like any other characteristic.

Territory	Characteristic DM	Description	Examples
0	-3	None	No territory.
1-2	-2	Average	A single-family dwelling and a small garden.
3-5	-1	Wealthy	A dwelling housing the family and associated retainers, a large garden.
6-8	+0	Minor noble	A large structure housing the family and capable of accommodating most of the pride, together with gardens and some open space.
9-11	+1	Average noble	An estate of considerable size, including a hunting forest of several square kilometres in extent.
12-14	+2	Grand noble	A vast estate, possibly covering an entire world.
15	+3	Clan head	Multiple worlds.

Estates of size 9+ are usually partly sub-infeudated, where the ruling Aslan grants portions of his territory to vassal males.

The physical size of a territory is important but so too is its economic importance. A Territory that consists of several thousand kilometres of airless moon is less prestigious than only a few kilometres of a vibrant city. For a territory to be truly desirable, though, it must include space to run and hunt – the ruler of a city may be far wealthier than another noble whose territory is virgin wilderness but the latter noble will receive more respect from his peers. The best territories are therefore those which contain both wilderness and commercial potential.

Territory & Social Standing

Territory is the foundation of Social Standing among the Aslan. A male's Territory score determines his Social Standing and the initial Social Standing of his offspring. In practise, Social Standing and Territory do not move in lockstep – a female might win great respect because of her success in managing a company, increasing her Social Standing above her sire's Territory but it is rare for an Aslan's Social Standing to differ from the most closely related male's Territory by more than 3.

In play, the Referee should adjust an Aslan character's Social Standing to reflect Territory changes. Every month of play, add or subtract one point from Social Standing to move it towards the Territory score of the character (or the character's mate or sire if female). Acquiring Social Standing is comparatively easy for the Aslan, as it is much more fluid than standing in the Imperium but it is nothing without territory to underpin it.

Gaining and Losing Landholds

Every world in Aslan space is owned by someone (apart from a few planets quarantined by the Hierate). To get a landhold, a young male has five options.

He may inherit his father's landhold. Obviously, this only applies if the Aslan is the first son or if his elder brothers are all dead or Outcast.

He may be awarded a landhold by the head of his pride or by the clan. Landholds are given as a reward for heroism in battle or for some other notable service or success. Some landholds are in the clan's gift – they have either been recently acquired or else passed into the clan's possession if the last landowner had no heirs.

He may be given a landhold that is a sub-fief of a larger domain, making him the vassal of the lord who holds that larger domain. Again, such landholds are given as rewards but are much more political. An ambitious Aslan lord might recruit promising warriors by offering them part of his territory.

He may take a landhold by force. Normally, this happens in a war; it is customary to permit warriors to keep whatever they can conquer in a war, spurring them to greater feats of heroism. On some border worlds, far from the watchful eyes of clan armies, an ambitious young male can force an older one out.

For thousands of years, these first four options were the only ones available to a young male. The obvious path to a landholding was through warfare, conquering a rival's holding or so excelling in battle that the clan would reward him with land of his own. The ensuing bloodshed kept the clans in a nigh-constant state of war and turned Kusyu into a planetary pressure cooker. Then, the development of the jump drive gave a fifth option.

The young male may expand the Aslan Hierate by finding a new territory offworld. This is the route favoured by the Aslan in modern times. The energies of hungry young males are redirected into



exploration, into taming new worlds and into contacting new species. Aslan *ihatei* have wandered far from the Hierate, visiting worlds hundreds of parsecs antispinward and coreward.

While a male may claim any unoccupied territory on any world he wishes, he must prove his ability to defend and develop the territory. A clan has no interest in defending a territory far outside of its sphere of influence, nor will a male be able to attract settlers and lesser families to an inhospitable world without resources.

Customs

Trespassing on an Aslan's territory without permission is forbidden and the landowner is within his rights to kill trespassers on the spot. A visitor should either announce his presence or make a proper petition when discovered by the landowner or his retainers. The formal version of this petition is the phrase '*si'yeikhteowetyu kakhteiyatei*' (I formally request the protection granted under the terms demanded by your honour and beg leave to enter your domains); informally, '*fuya*' (I am your vassal, sir and am obliged to you). The landowner, if he permits the visitor to enter, replies '*ka'tei*'.

Ihatei

The *ihatei* are the vanguard of Aslan expansion and are of great importance to modern Aslan culture and conquest. The word *ihatei* translates directly as 'second son' but a more accurate translation might be 'non-inheriting son'. While male Aslan amount to less than one in three of total births, the average Aslan landowner has three wives and at least two sons. The elder son inherits the sire's lands; the other males, the *ihatei*, must find their own fortunes and territory in the universe.

The son of a minor landowner might be given no more than a weapon, a suit of armour and passage to the border. A luckier *ihatei* gets a Scout-class ship from his sire or clan, while the second son of a richer lord might be given a warship and a host of armed retainers. All the *ihatei* flock to border regions, to warzones, to unexplored territories where an ambitious young male could make his name. Following in the wake of the *ihatei* are Outcasts hoping for redemption, lower-class males hoping to sign on as armed retainers and mercenaries looking for work.

These border camps are the most dangerous gathering of Aslan. Thousands of heavily armed, competitive and violent young males all gathered in a single sprawling shanty town. The few females present are technicians and weapons merchants. Each night, the males gather around huge bonfires and listen to the boasts and promises of *ihatei* who are planning a war. One *ihatei* might have discovered a virgin planet, another has found an isolated human world, a third believes that a nearby clan is weak and vulnerable and a fourth *ihatei* shouts that he will lead a crusade across the stars and conquer the very heart of the Imperium.



Those gathered listen to the boasts and may rally to the banner of the most promising *ihatei*. A successful *ihatei* gathers enough warriors from the camp to conquer whatever territory he has found; an unsuccessful one must return to the campfires another night or else join the retinue of a more successful male. Along the borders, the attacks of the *ihatei* are almost an annual event as a new generation of young warriors fights for territory.

Most *ihatei* bands consist of only a few warriors and a single ship but larger bands can number thousands or even hundreds of thousands. If the Aslan believe that a world is worth conquering, then an army of virtually any size can be gathered. Advanced and well-defended worlds have fallen to the locust swarm of *ihatei*.

The *ihatei* occupy a curious place in Aslan culture. They are seen as romantic wandering heroes and most Aslan popular entertainments centre around *ihatei* warriors and their retainers. The *ihatei* occupies a place in Aslan society equivalent to the gunslinger or the ronin samurai; they are heroic outsiders, bad boys, honourable without being respectable. They have no formal political influence but restraining or inciting the *ihatei* to a particular task is a key element of any Aslan clan's foreign policy. They have no formal power in a clan but a clan's expansion is determined by the support and funding it gives to its *ihatei* sons.



RITES & OUTCASTS

At the age of fifteen years, an Aslan must undergo the *akhuæuhrekhyeh*, the Rite of Passage. This rite has several components, which vary from clan to clan and between genders. Both males and females are tested by the clan elders on matters of honour and tradition, reciting epic poems from memory and recounting the deeds of their ancestors. A cub's strength and determination are tested, sometimes even resulting in injury or ritual scarring. Males must fight a duel against a clan champion – victory in such a duel is almost unheard of but as long as the young male demonstrates strength and courage, he will acquit himself honourably. Many clans also have their young males go through a series of aptitude tests.

Females are normally exempt from duelling but are given a much longer series of academic tests to determine their suitability for corporate or technical roles. Both males and females go through certain secret tests that they are forbidden to reveal to the other gender; these tests are unique to each clan.

After the rite, the young Aslan finds employment within the clan. The sons of landowners may wait for their sire to perish or request a scoutship from the clan and become wanderers.

Outcasts

It is possible to fail the Rite of Passage or to do so badly that no one in the clan will offer the young cub a place. Such Aslan become Outcasts, as do Aslan who shame themselves so foully that no atonement is possible. Outcasts are stripped of their standing in the clan and in society. Most large Aslan communities will have a *rukhtaha*, a ghetto where the Outcasts dwell. Outcasts are permitted to perform various tasks seen as 'unclean', such as farming vegetables or other foul jobs. *Rukhtaha* are dangerous areas, as the Outcasts are not above turning to crime to support themselves.

The children of Outcasts are also Outcast. Usually, a wandering *ihatei* will accept some Outcasts into his retinue; if the *ihatei* establishes a new landholding, the Outcasts can be given an honourable place there, restoring their standing.

GENDER IN ASLAN SOCIETY

The sexes have very different roles in Aslan society. Males (in all but the lowest classes) are concerned mostly with military operations, acquisition of territory and political affairs. Females, on the other hand, are concerned more with industry, trade and commerce and with the accumulation of wealth and knowledge. Females always own and control corporations.

Upper class males have little concept of money and are literally incapable of functioning in a technological society without aid. They are seldom encountered away from the supervision of a wife, mother or some other female relative or employer. For instance, a typical Aslan mercenary unit will be organised by a wealthy married female, who will then assign its operation, for a share of the profits,

to an unmarried female relative. The battle commander and most of the troops will be unmarried males (many of them also relatives, hired with promises of land grants and the opportunity to gain honour, glory and reputation in combat). These males are capable of operating most forms of high-tech equipment by rote as black boxes but their expertise is limited to bravery, tactical skill and button pushing. Tasks which require more than this must be entrusted to males of very low social level or to females. Females of high social level fill all staff, operations, supply and intelligence positions and handle the administration of the unit. This example holds true for most aspects of Aslan society.

Aslan tend to place great emphasis (generally unconsciously) on the gender of those they deal with, whether Aslan or alien. They also tend to make their evaluation of gender based on a cultural rather than a biological basis. As a result, an Aslan can see a human as having a perceived gender of male because she is a gunner, even though she is biologically female. An Aslan might also classify a human male navigator as female (because he considers navigator to be a female occupation). Such judgements have strange ramifications, because an Aslan will accept discourteous behaviour from the opposite sex, while challenging to a duel a human believed to be of the same sex. Aslan will also refuse to hire individuals of a gender inappropriate to the job (qualified females will not be hired as pilots; qualified males will not be hired as brokers); yet if the human's gender is not directly pointed out, an Aslan will often assume correct gender based on skill qualifications.

Because the ratio of females to males in Aslan society is roughly 3:1, Aslan society tends towards polygamy (which tendency can be traced to Aslan prehistory) when populations were small and a male stood a greater chance of survival with more hunting females in his family. However, a high proportion of females remain unmarried, preferring to devote themselves to business, science or other matters to the exclusion of marriage. Unmarried females remain part of their father's or brother's families and in most corporations it is the females who pledge to remain unmarried (*siyajkhaora*) who get the top positions (since marriage would transfer the wife – and the wife's holdings – to a new family, often outside the clan, to the detriment of the clan's interest in that company).

In general, wives (like land) tend to be apportioned according to the social level of the male. Lower class families usually consist of a male with a single wife, while upper class families may have several wives married to a single male. It is rare for more than four or five wives to be found in any one family.

Sex, Love & Marriage

The Hierate is founded on the clans; the clans are founded on the prides and the prides are founded on families. The family is the core of Aslan society and its structure is inviolate. Every male is expected to marry at least once and to support as many wives as his territory will allow. Females are to serve males or their sires by doing all that is needful and managing the servants; males rule and fight. As long as an Aslan conforms to these expectations, everything else



is irrelevant. Same-sex relationships are not uncommon, especially among Aslan women. As these relationships cannot give rise to children, they have no bearing on an Aslan's social standing. A male is no more concerned with a wife who sleeps with a female friend than he is concerned by a wife who has lunch with a female friend. It's just sex – and if there is an emotional component, this too is irrelevant as she is not sleeping with another male.

Heterosexual relationships are somewhat more important, as they can threaten a marriage. Unmarried Aslan may do as they wish – but if a child is conceived and the two prospective parents are of comparable social standing, then marriage is expected. In cases where a marriage would be improper (a landless Outcast and the daughter of a clan head, for example), the pregnancy is either terminated or the child is adopted by a married relative.

Extramarital relationships are not uncommon but carry a unique set of risks. A married male may consort with unmarried females freely, although if his existing wife or wives believe that his territory cannot support another wife, then they customarily put financial pressure on the male to desist. A married female may also consort with unmarried males, provided they have their husband's permission and ensure that conception is impossible. A rich male may offer the use of one of his females to a successful warrior, although the female is within her rights to refuse.

Secret extramarital relationships are tantamount to an attack on the husband's territory. The crime, to the Aslan, is not a lack of fidelity to one's husband, it is taking the risk of bearing a child not sired by one's sanctioned mate.

The Aslan permit a form of divorce. A female can be reclaimed by her clan if a male relative fights a duel with her husband. In more progressive cultures, this duel is a purely ceremonial affair where the husband is given a share of his wife's wealth in exchange for submitting to her male relative. In older cultures, the wife must be literally rescued from her husband's territory.

DRESS, ART & ARCHITECTURE

Aslan dress in loose tunics and kilts. Footwear is uncommon, as are gloves or any garments which restrict the wearer's movements. Most clothing is ornate, with etchings ornaments, golden or shimmering threads and elaborate embroidery being used to decorate even everyday garments. Males often wear small amulets and talismans in their manes in a system of heraldic braids that displays the male's clan and territory.

Among upper-class males, displays of wealth and power are very important. The Aslan are not as obviously ostentatious as the Vargr but they do appreciate demonstrations of wealth. A rich Aslan might dress in silken robes and wear a heavy harness studded with jewels and precious metals.

Aslan architecture and design tends to the organic and the rounded; there are few straight lines, just flowing shapes. They favour artistry over efficiency in the design of their buildings – every Aslan structure is different, with its own variations and surprises. Even in mass-produced housing, the residents will strive to make their territory uniquely *theirs*. Human visitors have described the dominant trait of Aslan architecture as *unsettling* – one is never wholly sure if one is alone and unwatched. Every garden seems to have a hidden balcony or treehouse where the owner can watch his guests, corridors twist and turn unexpectedly and every room seems to have at least one concealed entrance.

The two main strands in Aslan artistic endeavour are spontaneity and tradition. The Aslan consider 'premeditated' art to be rather lacking. An artist who spends months labouring on a single painting must be lacking in inspiration. Some of the greatest works of Aslan art were created on the spot and in some cases were drawn on a random wall that the artist happened to be passing. Popular forms of spontaneous art include *weahakhil*, poems similar to haiku that are composed extemporaneously; *tahuhakil*, which are written *weahakhil* where the glyphs reflect the action of the poem and *aeokhul*, which are especially musical roars.

Traditionalist art includes epic poetry, jewellery-making, hair-braiding and sculpture, all of which have been practised in roughly the same form for hundreds of generations. Another popular traditionalist art is *yoyeaokhtef*, epic poems written in the style of *tahuhakil* where the calligraphy mirrors the action. *Yoyeaokhtef* are used as decorations on almost all Aslan ships.

GOVERNMENT

Government in the human sense does not exist in Aslan space. There is no central authority for the Aslan as a race and Aslan have little concept of racial unity, purpose or pride. They do have a fierce pride in culture; a human who adheres to the culture and traditions which Aslan consider proper is considered closer in spirit than an Aslan who has, for some reason, abandoned those traditions and culture. Aslan have no racial prejudice but do have cultural prejudice, with non-Aslan looked upon as *tahiwihteakhtau* (barbarians) unless they embrace Aslan culture and behave as Aslan.

The Aslan equivalent of government is best equated with social structure. The head of the family settles disputes between family members. The head of the pride or a delegated male member of his clan or a delegated vassal settles disputes between prides.

Disputes between clans are settled by clan wars, highly ritualised affairs, which will function using specific rules, restrictions in locale, tech level of equipment, combatants and many other aspects of the conflict. Such disputes are overseen by an *earleatrais* (referee) from a neutral clan. Such an appointment is an enormous honour for the clan receiving it and the referee acts with scrupulous objectivity; moreover, especially good referees will be



able to produce not only fair decisions but ones which will salvage honour and pride for both sides.

At the top of the chain of family, pride and clan heads stands the Tlaukhu. The term is used synonymously for the twenty-nine clan heads who meet on Kusyu and for the twenty-nine clans which are the most powerful in the Hierate. When the Tlaukhu was originally established on Kusyu, they were an alliance of the largest and strongest of the Aslan clans. Since then, the criteria for the composition of the Twenty-Nine has been strength and land; population, military strength, industrial power and landholdings are together considered when evaluating relative rankings of clans. Of the original Twenty-Nine, nineteen clans remain in it today; the remaining ten positions have been occupied (some by a succession of clans) by new clans which have risen in strength, power and population to replace the others. Replacement of clans on the Tlaukhu occurs as the result of clan war or when a clan falls in power and prestige to the point that it must become vassal to another clan.

Representatives of the Tlaukhu meet continuously on Kusyu to arbitrate disputes, settle matters of common interest and otherwise interact with one another in the interests of their individual clans. It naturally follows that their decisions affect the other clans of the Hierate as well. A decision to cooperate in the development of a new technology affects other clans when the technology becomes available; a decision to settle a clan war affects other clans by creating or removing trade barriers. Regardless of the effects of the decisions of the Tlaukhu, it is in no way to be considered a ruling council. The Tlaukhu makes no laws, decides no issues affecting the Hierate as a whole, owns no collective bases, military forces or other centralised institutions and has no power over any clan (except for the power each individual clan in the twenty-nine has over vassal clans). The closest analogy that might be found in human history is the League of Nations, a body with no authority in which important issues and disputes can be debated but not necessarily resolved, save by the agreement of all concerned. Each clan is an independent entity (but may also be vassal to another clan). It controls space within each system in which a world is owned; when control of a world is split among several clans, there is a balance of power in the system as well. Each clan in such a case might maintain its own base, its own colonies, its own space station, its own outposts. Each would enforce such regulations regarding interplanetary flight as it saw fit, with local law level serving as a good guide to its stringency.

Representatives of other clans (powerful allies, vassals or overlords) exert some influence on any given world, as do large corporations. These agents or envoys are most often found at the local starport, watching out for the interests of their clan or corporation.

Starports are for the most part extraterritorial enclaves which are not owned by any clan. The facilities are built, operated and maintained by corporations which lease the land from a local clan. If a clan base is present, this will be located at the starport but is under the control of the owning clan.

The Aslan Homeworld

Kusyu A8769H6-E T Industrial

The Aslan homeworld is Kusyu, located in hex 0305 of Kilrai' subsector. Kilrai' is subsector G of I'aheako sector. Humans often spell Kusyu as Kuzu in Anglic; Kilrai' is often spelled Kilane.

Kusyu orbits a close binary consisting of Tyeyo and its companion Saietaie. Saietaie orbits Tyeyo at 4.2 million kilometres with a period of about one eakhau.

Tyeyo is a G4 V star somewhat dimmer than and fractionally smaller than Sol. Luminosity is 0.77. Effective temperature is 5,600° K. Radius is 0.93 of Sol. Mass is 0.96 of Sol. Saietaie is a DA dwarf star barely visible against the face of Tyeyo but becomes noticeable when its orbit swings it up to two stellar diameters to either side of its companion. Luminosity is 0.0003. Effective temperature is 14,000° K. Radius is 0.01 of Sol. Mass is 0.36 of Sol.

Kusyu orbits Tyeyo at 1 AU with a period of 320 standard days. It rotates on its axis once every 36 standard hours (one eakhau).

Kusyu is 12,980 kilometres in diameter and has a standard atmosphere tainted with industrial pollutants. Sixty percent of the world is covered with water oceans. Kusyu has two major continents, both in the same hemisphere and both straddling the equator. Several large archipelagos lie off the continents' shores. North and south polar icecaps, anchored by island groups, cover about 15% of the total world surface.

Kusyu has minimal axial tilt and orbital eccentricity. Average temperature for the world is about 9° C.

Kusyu has two natural satellites, each about 400 kilometres in diameter orbiting at 51,000 kilometres and 96,000 kilometres respectively. Several artificial satellites, including two LaGrange stations, are also present.

Kusyu has a population of 4.6 billion, which includes the population of the artificial satellites and of several undersea colonies. There are less than 600,000 non-Aslan on Kusyu.

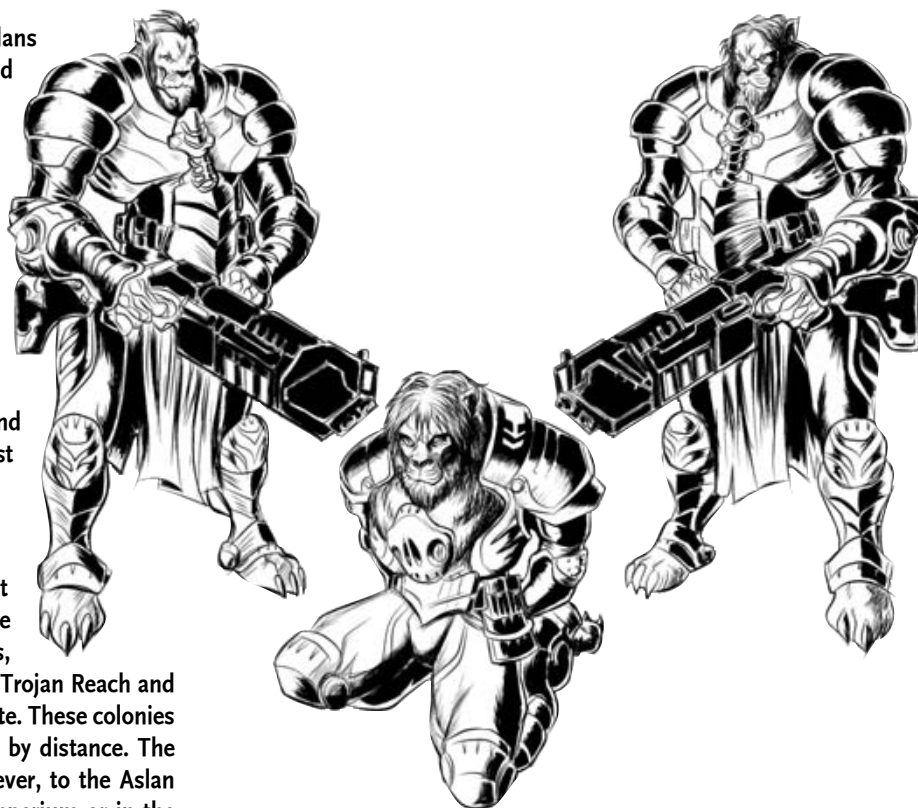
Humans classify the government of Kusyu as civil service bureaucracy but Aslan classify it as split control, similar to balkanised for humans. All of the 29 Tlaukhu clans (and about 300 others) have landholds on Kusyu. Weapons restrictions are about equivalent to human law level 4 (military weapons prohibited). Technological level is E and is about the maximum to be encountered in the Hierate.

A large number of bases (both clan and Tlaukhu) are located on Kusyu. Aslan consider land on Kusyu of especially great value and clans gain both status and power from their landholds on the homeworld.



On worlds where control is split between many clans (Aslan government types H or J), transportation and trade routes are similarly owned by corporations that lease land from the clans through which the routes pass. All destinations, however, would be either clan territories or leaseholds established by companies doing business on the planet. Permission is needed to enter these areas for individuals not of the clan (Aslan and non-Aslan alike).

Representatives of clans and companies can be found at the starport and other major transport and trade terminals, from whom such permission must be sought.



The Hierate

Although the Hierate has no central authority, it is a single interstellar community. Outside the Hierate exist several other Aslan communities, including several large clusters of colonies in the Trojan Reach and Beyond sectors and some to rimward of the Hierate. These colonies are separate from the Hierate, isolated primarily by distance. The Aslan of these communities are far closer, however, to the Aslan social norm than most Aslan living under the Imperium or in the Solomani Confederacy.

Justice

Criminal acts are rare but not completely unheard of in Aslan society. Crimes are different from the insults or slurs that provoke duels and are classified into three categories: crimes of passion, crimes with victims and crimes of honour.

Crimes of passion involve misbehaviour prompted by temper, anger or provocation (assault other than duelling, intoxication or rioting).

Crimes with victims involve taking of money or items of value (theft, stealing, burglary, fraud, forgery, extortion) or violating the person of another for profit (kidnapping, terrorism, piracy).

Crimes of honour involve failure to observe rituals established for behaviour (ambush, failure to obey the *earleatrais* in a duel, abandoning responsibilities, lying in a clan council, perfidy). Originally, all accusations of crime were judged by the head of the family, pride or clan involved. Through time, other methods have evolved.

For crimes of passion, the accused is judged by the head of the family, pride or clan involved. Who judges the accused is determined by elaborate protocols which consider the ramifications of the crime and the notoriety which it has received. Appeals may be made to the next higher head. Punishments are minimal for first offences, with escalating penalties for continued violations. Generally, a contrite

apology is sufficient atonement for a first offence. A fine or perhaps donated labour for the family is called for in later offences.

For crimes with victims, current practice is to find an impartial *earleatrais* to consider the case and present findings; appeals can be made to a panel composed of the heads of the families of the accused, the victim and the *earleatrais*. Penalties call for restitution at the very least and often doubled or tripled penalties as punishments. Clans vary in their treatment of cases where the victim is physically injured or killed; some inflict a similar fate on the guilty party, while others require restitution and punitive damages or terms of forced labour. Judgements in cases involving money and males are often very lenient, taking into account the lack of understanding most males have for money.

The Aslan do not have a police force to investigate crimes. If the crime is of sufficient importance, the clan may assign agents to seek out the criminals and bring them before the panel of judges. For petty crimes, the victim must either take the law into their own claws or else hire a *rukt'hao*, a private investigator.

For crimes of honour, judgement is made by the pride or clan head, depending on the severity of the crime. Crimes of honour are the most serious of crimes in Aslan society and penalties range from banishment (at a minimum) through mutilation or branding to forfeiture of all property and death. In practice, most crimes of honour are never tried: a duel to the death disposes of the accused before a trial can take place.



Aslan Megacorporations

Four megacorporations exist in Aslan space:

Trasayerlahel: The largest existing Aslan merchant company is Trasayerlahel (the name means Interstellar Merchants, in Aslan). Trasayerlahel is clan-controlled: it is operated and managed by Aslan females from the Yerlyaruiho clan. Aslan males from the clan hierarchy provide basic policy guidance to the company but day-to-day management is provided by the more capable Aslan females.

Trasayerlahel was originally established to provide transport service between worlds owned by or subservient to, the Yerlyaruiwo clan. As the clan grew, the company grew as well and today it provides cargo and passenger service between major worlds in all sectors of the Aslan Hierate.

Home Port: Kusyu.

Reastirlao: The number two megacorporation in Aslan space is Reastirlao, an independent corporation which has grown from a small trading company which served parts of Hlakhoi sector. During the clan war between Yerlyaruiwo and Tralyeaeawi (614 to 693), Reastirlao provided transport support to Tralyeaeawi clan and reaped large profits. During the war, the company also established many trading bases (often displacing existing bases belonging to Yerlyaruiwo clan's Trasayerlahel); when the war ended, Reastirlao was positioned to retain those bases and to build on the foundation they had created. By 900, the company had attained megacorporation status with trading bases in all of the Hierate's sectors.

Reastirlao has retained its independence by prohibiting marriage by its higher level managers. Its female managers thus cannot be influenced by the male leaders of various clans. Successful managers are rewarded with large cash settlements when they leave the company and many of the managers pursue marriage and family after their career with the company is over.

Reastirlao, in addition to merchant operations, maintains a base of heavy industry in Hlakhoi and Ealiyasiyw sectors and its product mix includes starships, machine tools and construction materials.

Home Port: Htyaaeirl.

Iyalil: The third largest megacorporation specialises in heavy industry and electronics and was for many centuries the backbone of the Hierate's military-industrial complex. Iyalil is closely associated with the Hlewela clan, who founded the corporation in the early days of Aslan space exploration, before the development of the jump drive. Iyalil benefited greatly from the rush into space, providing hulls and other components for the Khaukheairl/Yerlyaruiwo jump engineers, as well as terraforming and life support gear for the new colonies.

The Hlewela clan leadership argued with the corporate management during the Cultural Purge of the 2300s – the Hlewela males were hidebound members of the *Tlauhku*, while the sympathies of the managers were with the outer colonies. Divisions grew until Iyalil managed to tear itself away from the founding clan. It remained neutral in the war and is now owned by females from many different clans. It is based in Staihaia'yo Sector.

Home Port: Eafoarei

Khtularoihowa: This giant corporation is the youngest of the four great corporations. Originally founded to trade with human colonies along the trailing border, Khtularoihowa adapted to supply weapons and ships to raiders during the Border Wars. Its clever managers predicted (and some say, influenced) the course of the Border Wars and Khtularoihowa profited greatly from every phase of the conflict. By the time the wars ended, the corporation's position was unassailable and today there are many worlds along Reaver's Deep that are wholly owned by Khtularoihowa.

Home Port: Kusyu



Other Social Services

Many of the services which humans consider the province of government are provided by the pride or the clan. Roads, public works and justice are all provided by the local clan or pride, as is the task of education.

Many functions are handled by corporations. Many tasks which the pride or clan believes should be done are contracted out to corporations. Throughout the Hierate, corporations run private schools, security patrols, hospitals, fire protection and record keeping services and are paid directly by the users or by fees from the local clan or pride.

ASLAN CORPORATIONS

Commerce and industry play a large part in Aslan society, as it does in any technological society. Corporations are the domain of female Aslan. Males might be employed by a corporation as crews of starships, mercenaries or (for the lower classes only) workers but the direction and management of corporate affairs rests entirely in female hands.

For this reason, corporations are not clan-owned, since the clan is a masculine quasi-political structure. Instead, customs have grown up to maintain corporate independence but also allow clan ties to corporations, furnishing a continuity to the conduct of business. Small businesses pass from clan to clan through the marriage of the female business owner. Larger companies have safeguards built in to avoid direct ties to a clan. That said, there are strong connections between the corporate and clan spheres, leading some to compare Aslan corporations to organised crime. It is not unknown for a corporation to be granted exclusive trading rights within a domain or for a landowner to block passage through his territory for all goods except those handled by his sister's corporation.

Some companies may be owned by a female who has decided not to marry. Ultimately, control passes to another female who has made a similar pledge. An owner may always opt out of management if (or when) she decides to marry; a successor is always being groomed as a hedge against the possible marriage, death or disability of the current owner.

In other cases, the ownership may indeed be clan-controlled, with the upper levels staffed by the unmarried females and wives of the clan. In such cases, marriage of an executive outside of the clan will result in an exchange of assets; in essence, she will sell her stock in her native clan's company to other executives of that company and buy stock in her new clan's company as a condition of her marriage. If a large potential monetary loss is involved, simultaneous cross-marriages or other methods of equalising the value of the exchange may be arranged or required. Marriages of this type are frequently more complex than complicated corporate mergers within the Imperium.

A third type of corporation is the jointly-owned company, in which executives may be drawn from many different clans and clan interest in and control over such corporations is proportional to the power

of its females within the corporate hierarchy. The aim is to strike a balance and this type of company strives to be beyond the possible control of any one clan.

Finally, a single female might amass enough wealth during her lifetime to elevate her to the circles of the large corporations. She may adopt a conventional business organisation, establish a unique organisation or simply allow the corporation to be broken up on her death.

Kinships & Secret Schools

Kinships are Aslan organisations roughly cognate to human guilds or social clubs, focussed on a particular topic or skill. Kinships can cross clan lines and are often one of the few peaceable connections between warring clans. The oldest kinships were gatherings of experts in a particular field. The Healers' Kinship was formed of physicians from a dozen different clans, who gathered under a flag of truce to exchange medical knowledge and secrets; other ancient kinships include the Secret Schools (*hoawli*) of the warriors, which preserved secret fighting techniques and martial arts.

One of the most important kinships is the Brotherhood of Stars. The Aslan jump drive was developed by the Yerlyaruiwo and the Khaukheirl clans and the secrets behind its operation were held only by those clans. Initially, the other clans had to pay the two starfaring clans for passage on their jump-capable ships but as the demand for star travel grew, the Yerlyaruiwo and the Khaukheirl could not build enough ships to cope. They therefore formed a kinship, the Brotherhood of Stars. Aslan admitted into this kinship were taught to build and operate jump drives but also swore oaths not to reveal these secrets and not to use their skills against the kinship's founders. In this way, the two clans were able to open up the jump drive to the other clans without losing their influence, while still avoiding an otherwise-inevitable war for control of the drive technology.

In modern society, the kinships are close to the Traveller's Aid Society in the Imperium. A member of a kinship may appeal for aid or shelter from other members of the kinship. Membership of a kinship cannot be purchased – it is awarded to talented students or to family members.

THE SPACE FORCES

Space Forces are operated by any Aslan group which finds a need for them. Most are operated by clans but some companies also maintain Space Forces for corporate purposes.

Aslan Space Forces perform missions of a greater diversity than does a corresponding human space Navy. In addition to military operations, an Aslan Space Force provides transportation for clan members (for colonisation expeditions), conducts exploration and scouting expeditions (usually to accommodate *ihatei* in search of new lands), supports clan territory with transportation and by carrying trade goods and even engages in merchant operations. Aslan Space Forces also perform more traditional space Navy operations such as space combat and offensive and defensive operations.



Types of Space Forces

There are typically three sizes or types, of Space Forces within the Hierate:

Planetary Space Forces are usually small and are restricted to a single system; they are operated by a clan which controls only one world or system. Such a Space Force will have few (less than ten) starships, although it may have quite a few more non-starships.

Clan Space Forces are operated by a clan which controls more than one system. Most Aslan Space Forces are in this category.

Tlaukhu Space Forces are operated by clans which are members of the Twenty-Nine. *Tlaukhu* Space Forces are more proficient, better equipped and more technologically advanced.

Organisation

The composition of crews on Aslan ships is dictated by Aslan psychology and culture. Upper-class males command and hold jobs such as pilot and gunner (those in which no more knowledge is needed than that required to punch the right buttons or give correct orders). These officers may be highly capable in the performance of their duties, superb space tacticians and so forth but they only know what to do, not necessarily why. Females hold all officer positions that call for technical knowledge and lower-class males and females are found performing maintenance and repair duties. While the captain, an upper-class male, commands in combat, his female executive officer runs the administrative details of the ship.

In combat, the Aslan are a tricky proposition. The average Aslan combatant is more skilled than his opposite number; an Aslan gunner has done nothing except learn to acquire and destroy targets, an Aslan fighter pilot has spent years practising dogfighting and attack runs. The downside is that the average Aslan combatant has no idea how his weapons work and can be thrown off by even minor damage or a change in circumstances. One probably apocryphal tale from the early Border Wars tells of an Aslan ace who destroyed half-a-dozen Solomani fighters in a single engagement without taking a scratch – then flew his fighter into a star because he did not know it would damage his ship.

Privateers

Clans involved in clan wars of very high intensity can (under the elaborate rules of clan warfare) issue letters of marque and reprisal. These letters permit a corporation to attack starships and spacecraft of the enemy clan wherever it is found. Since the corporation is involved in the operation for profit, such an attack tries to disable the enemy vessel and then capture it; prize crews then board the ship to take the capture and its cargo to port. Personnel on board the ship are identified by clan: those not in the enemy clan must be released safely; those in the enemy clan can be killed but more frequently are ransomed (the profit motive is primary in a privateering operation).

Privateering is a business venture much like mercenary operations. It can take place only in limited circumstances, however, so it is

relatively rare. In addition, the risk of losing a privateering ship is great enough that it is usually undertaken only by corporations with some ties (even informal ties) to one of the clans involved.

Space Hazards

In space, Aslan systems have a far lower risk of piracy and similar hazards than many systems in human space. Piracy as a profession is tainted with dishonour and most Aslan would never pursue such a career. It is not, however, completely unknown; it is possible to rationalise such pursuits with enough thought and effort.

More frequent dangers, however, are those of direct encounters with vessels of a hostile clan or with privateers. When vessels belonging to clans which are at war with each other meet, their actions are governed by the particular rules applicable to the clan war. A chase and battle may ensue; ritualised (but still deadly) games of coward (collision courses, deliberate near-misses, ramming) may take place; insults and threats may be exchanged; or nothing at all may happen. When a clan war has escalated in intensity enough for there to be open hostilities, then there is also the potential for privateers: corporate-owned raiding ships licensed by a clan to raid the ships and commerce of the enemy clan. Such corporate activity is profit-oriented and considered a legitimate enterprise.

THE MILITARY

Each clan maintains its own armed forces to defend and protect it and many companies own mercenary forces which are hired out to clans – or to groups outside the Hierate – for profit. The necessity for such forces is demonstrated by the fact that clan warfare is constant in the Hierate; somewhere there is always a clan war in progress. Although such wars are formal and governed by elaborate rituals, they are no less deadly for the combatants.

External threats to the Aslan are infrequent (the last of the great Aslan Border Wars ended in 380 Imperial) and also are handled on the clan level.

One problem Aslan sometimes have is recognising that non-Aslan are less likely to fight by the strict set of rules which govern Aslan-on-Aslan conflicts. Until realised, the Aslan often fight at a disadvantage. When they do recognise that the enemy is not abiding by the supposed rules, Aslan tend to over-react and begin all-out warfare.

Organisation

Military organisation for the Aslan military places males in leadership and fighting positions and females provide administrative or technical support. Unit commanders are male, assisted by a female executive. The commander leads the troops and determines tactics, while the executive oversees logistics and has a strong influence over operations through her creation of battle plans. Maintenance and supply units are staffed by lower-class males and females. Fighting units are staffed mostly by males, support units mostly by females, although there is some crossover. Males of low social level in combat units have some chance of social (and hence military) advancement, while those in non-combatant arms have virtually none.



Mercenaries

Mercenary units are typically organised as business ventures by a female (often as part of a corporation). The owner or a female relation appointed to act as representative of the owner, negotiates tickets and generally sees to business. This individual accompanies the unit headquarters and is the ultimate source of decisions regarding the employment of the unit. In practice, however, she lets the (male) commander make the combat decisions, intervening only when the male's lack of a balanced viewpoint threatens the best business interests of the unit.

The profession of mercenary is an honourable one, since there are usually more landless males (lower-class and *ihatei* alike) than there are positions in a clan's military force. Mercenaries win land, honour and glory through their actions and females have run mercenary units as a source of wealth since long before the Aslan went into space.

Some mercenary units are composed of highly trained assassins; skilled less in mass warfare than in individual or small unit combat techniques. These units need fewer females, since logistics and similar operations are less a part of a war of assassins. There is nothing dishonourable about such assassinations, as long as they are part of a prescribed clan war. Such units might be comparable to the ninja of Japan but without the stigma attached to ninja by contemporaneous samurai society. All in all, however, assassins and wars of assassins are far less frequent than more orthodox warfare and military forces.

LANGUAGE & NAMING

All Aslan (with the exception of a few lost colonies) share a common language and culture. However, this culture is highly complex and custom-bound and individual names and words can become rather unwieldy.





The clan head of an independent clan (vassal to no other clan) is known simply by the clan's name; where differentiation is necessary, the particle *ko* (himself) is added. For example, the head of clan *Hlyueawi* would be known as *Hlyueawi* or *Hlyueawiko*. At the opposite extreme, an Aslan lower in the social order (but still a noble) might be named *HlyueawifyiAhroay'ifyiWahtoiLayeauiwahfeak telihlalikhteyehahtateisiyu*, roughly meaning, 'unmarried first son of the third son of the grandfather of the head of the pride which holds the valley in the fork of the *Iwahfeal* River, part of clan *Wahtoi*, which is a vassal of clan *Aroaye'i*, itself a vassal of clan *Hlyueawi*'.

Females are named for their husbands, fathers or brothers, depending on circumstances. Non-nobles are named for the nobles of whom they are vassals or clients. Needless to say, while formal or ritual speech (which is frequent) calls for Aslan to use their full names, nicknames are commonly used among intimates and are absolutely essential if gamers are to play a *Traveller* game and get past the stage of introducing their character in a single session. Nicknames usually commemorate some supposed virtue or achievement and can be chosen and discarded whenever the holder desires.

In coming up with names or words for Aslan characters, places or things, a simple system for generating random, Aslan-sounding words is provided. This neatly avoids all considerations of syntax and vocabulary. Simply generate a word as desired and assign a suitable meaning to it, such as 'Killer of Ten Thousand,' or, less bloodthirstily, 'He Honours His Ancestors,' or 'Place of the North Wind'. Since Aslan does not translate well into English (most Aslan words are an entire phrase of meaning, much like written Chinese ideograms), meanings can vary considerably. *Tehleikhoi* is the name of an Aslan mercenary regiment; it can be translated as 'Soldiers of the Falling Night,' 'Knights of the Setting Sun,' or 'Warriors of the Evening Star'. There is a great deal of latitude in the development of Aslan words and names.

Aslan Language

The Aslan common language is called *trokh*. Humans find it difficult to learn but quite beautiful to listen to. For the most part, *trokh* is a lyrical tongue, although there is the occasional dissonant growl or roar. There are several dialects of *trokh*; all of the major clans have their own version of the language and *trokh* has been greatly expanded by the females to cover scientific and economic topics. Common *trokh* can be understood by all Aslan but males are quickly left behind when females start talking in the technical dialects. A male dialect of *trokh* exists; this is a highly formal language, used in legal and political circles.

A few ultra-conservative clans preserve older Aslan languages, such as *trow* or *haeto*.

Aslan Script

The common Aslan writing system is composed of hundreds of glyphs called *tao*. These glyphs were originally pictorial, coupled with several symbols that are clearly derived from claw-marks but have become greatly stylised. Common sentences can be understood with knowledge of only three dozen common *tao*.

A scientific form of *tao* is used by females for technical purposes. On board an Aslan ship, consoles used by males will use simplified, traditional *tao*, while female controls will be labelled using the female glyphs to provide more accurate information.

Aslan Mathematics

The Aslan have four fingers, so they naturally use base 8 mathematics (1, 2, 3, 4, 5, 6, 7, 10, 11, 12, 13, 14, 15, 20 and so on). Powers of 8 are therefore nice round numbers to the Aslan. An Aslan epic poem might say that 4,096 warriors died in a battle or that a warrior took 64 wounds before dying; these are not precise measurements but the equivalent of a human saying 10,000 people fought in the battle or that the warrior took a hundred wounds.

Generating Aslan Words

Words in Aslan, like English, have definite letter frequencies and syllable patterns which are independent of information content; it is possible to randomly generate words which look and sound Aslan. Aslan syllables are composed of up to three elements: an initial consonant, a vowel and a final consonant. The Aslan Sound Frequency table shows the relative frequencies to be expected for various sounds in the Aslan language. For example, the relative frequency of *f* as an initial consonant is 5:87 and that of *h* as a final consonant is 10:47.

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

Aslan has four syllable types: those consisting of just a vowel (V), those beginning with a consonant (CV), those ending with a consonant (VC) and those both beginning and ending with a consonant (CVC). In Aslan words, their relative frequency of occurrence is about 3:3:2:2. Out of ten syllables, three will be V, three will be CV, two will be VC and two will be CVC.

A few rules govern how sounds are grouped together. No syllable ending with a consonant can be followed by a syllable beginning with a consonant. A single letter vowel can never be followed directly by the same single letter vowel (diphthongs can); for example, *aa* should not occur but *aeae* or even *aeei* could.



SOUND FREQUENCY

Initial Consonants (87)		
Sound	Freq	Pronunciation
F	5	like <i>whew</i>
FT	4	<i>rift</i>
H	7	<i>hit</i>
HF	2	like <i>hfang</i>
HK	5	like <i>hkang</i>
HL	3	like <i>hlang</i>
HR	3	like <i>hrang</i>
HT	5	<i>height</i>
HW	2	<i>what</i>
K	7	<i>kite</i>
KH	6	<i>loch</i> Scottish
KHT	4	<i>Nachte</i> German
KT	4	<i>backed</i>
L	2	<i>like</i>
R	3	<i>run</i>
S	4	<i>sun</i>
ST	3	<i>stop</i>
T	8	<i>ton</i>
TL	2	<i>Tlaloc</i> Aztec
TR	2	<i>trip</i>
W	6	<i>win</i>
Vowels (52)		
A	10	<i>lock</i>
AI	3	<i>kite</i>
AO	2	<i>Mao</i> Chinese
AU	1	<i>house</i>
E	6	<i>get</i>
EA	6	<i>separately*</i>
EI	2	<i>bay</i>
I	4	<i>kit</i>
IY	3	<i>feet</i>
O	2	<i>gone</i>
OA	1	<i>separately*</i>
OI	2	<i>noise</i>
OU	1	<i>separately*</i>
U	1	<i>lute</i>
UA	1	<i>separately*</i>
UI	1	<i>separately*</i>
YA	2	<i>yard</i>
YU	1	<i>feud</i>
Final Consonants (47)		
H	10	<i>loch</i> Scottish
KH	4	<i>all</i>
L	7	<i>all right</i>
LR	3	<i>far</i>
R	5	<i>earl</i>
RL	4	<i>hiss</i>
S	5	like <i>wow</i>
W	6	<i>glottal stop</i>
`	3	<i>loch</i> Scottish

*Separately means that the two letters are pronounced separately but very close together.



HUMANS IN THE HIERATE

Just as Aslan are found in the Imperium, so, too, humans may be encountered within Hierate space. This can occur in two ways: the humans may be outsiders or they may actually be part of the Hierate social structure.

The reception of human travellers in a Hierate system depends largely on their business there. If they are seen as being useful to the clan, they will be welcomed. Otherwise, they will be requested to refuel and depart as quickly as possible. Most probably, they will be doing business with some local corporation, buying or selling and humans spending large amounts of money are likely to be quite welcome (at least as far as that corporation is concerned).

Most dealings within Aslan space require that characters seek out influential Aslan patrons, either nobles or corporate executives, who can smooth the way for them to travel in Hierate space. A lord might give a party a letter of introduction to his vassals elsewhere or a vassal a letter of recommendation to his lord. Corporate dealings would be essentially contractual.

Tourism is not beyond the bounds of possibility, with corporations providing guided tours of Aslan worlds (and paying part of the profits to the controlling clan). Tourists would, however, be shepherded closely by assigned guides. In general, most Aslan space would be considered an Amber Zone for most humans, due to the dangers associated in dealing with touchy Aslan individuals. A human's best recourse is to attempt to understand and make use of Aslan customs, to obey the judgements of Aslan lords and above all, to fight for honour are the most important virtues a visiting human can display. By and large, such humans have nothing to fear while in Aslan space, as long as their own actions and intentions are honourable and they behave with propriety and respect.

Humans may also exist as vassals of some Aslan clan. In such a case, the humans thus encountered will be almost indistinguishable from racial Aslan in terms of behaviour and culture, having thoroughly embraced all aspects of Aslan culture. Others will be barbarians



who have been actively kept from interstellar travel by a locally dominant clan.

Human characters who have adopted Aslan culture follow basic Aslan character generation. Humans do not gain the various physiological differences (enhanced strength and endurance, the claws, bursts of increased speed, superior senses, and so on) but are otherwise treated pretty much as Aslan. Men and women thus generated will be much like their Aslan counterparts. Their drives, motivations and ways of looking at things will be thoroughly Aslan.

AN ASLAN GLOSSARY

Ahfa: Personal relics and talismans kept to honour the ancestors.

Ahriy: Pride; a group of related Aslan families.

Aisai: An Aslan's dewclaw, a 10-cm razor-sharp blade that folds like a jack-knife into a horny sheath in the base of the palm. From *ai sai*, 'blade claw'.

Aisailaokhe: A duel of honour over beliefs or grievances so deep that the fight must be to the death.

Akhuaehrekhyeh: The Rite of Passage.

Akyafteirleao: A threat to Aslan culture; heresy or degeneration.

Ao: Immortal spirit, generally used as a metaphor instead of a statement of belief in such things.

Aohkho: Priest or sage.

Aokhaor: Honour, strength of spirit.

Aokhol: A moment of clarity and perfect balance, where *eaia*, action and universe are in perfect accord; a stepping stone towards *khoafteirleao*.

Aoshi: (1) Kusyu's inner moon (2) An elusive concept or thought.

Areiaao: A sprint, a period of time of approximately 16 seconds.

Awkhea: Landless, lower class Aslan; peasants.

Eaia: Inner self.

-eakh: Suffix meaning 'world'.

Eakhau: An Aslan day.

Eal: Gun.

Earleatrais: Referee or arbiter in a court case, war or duel.

Eikhoi: Dusk.

Eikhoifruah: Chant of praise for a defeated but worthy foe.

Ekho: Family.

Ekhoao: Spiritual family; one's friends and blood brothers.

Ekhtoawetyu: Rite of asking permission to enter another's territory.

Fahr: (1) Beginning (2) Key.

Firuah: A song, especially a warrior's challenge song.

Firukhte: Ritualised insults or satire designed to provoke a challenge.

Fiy: Vassal of.

Fiya: 'I am your vassal'.

Fiyafiyair: The Imperium.

Ftahea: An Aslan year.

Fteirle: The Aslan people.

Hasoi: Landhold (literally 'place under a claw').

Hahea: Landowners, upper class Aslan.

Helu: Plains or fields.

Helua: Hunting ground.

Hisol'pi: Solomani.

Hoawli: Warrior school or cult.

Htahyu: Important place; capital or centre. Usually used to describe the seat of a clan or a family homestead.

Htatei: First son.

Htoi: Green.

Huiha: Clan.

Hyuftairlye: (1) A great gathering of people (2) A city (3) The market.

Ihatei: Second son.

Iyarl: Agent or company.

Ka'ah: Slow.

Khailifakht: (1) The outback on Kusyu, the hunting grounds of great lords (2) Wilderness.

Khaofiy: Ritual submission in a duel.

Khaulear: One hundred in base 8; equivalent to 64 in base 10.

Khir: Warrior.

Khoafteirleao: Spiritual perfection attained by acting in perfect accord with one's nature.

Khoiaya: Armour.

Khtauaao: Aslan time period lasting just under eighteen minutes.

Khyeiryo: (1) A trickster (2) A legendary creature, known for its shrewd and deceitful nature (3) Humans.

Khtyei: Holding or possession.

Ko: (1) Himself (2) Suffix added to the name of a clan to create the title of the head of that clan. The clan Hwriayro is ruled by an Aslan called Hwriayroko, who is THE Hwriayro.

Ka'tai: 'It is fitting', ritual response to many formal requests.

Layeau: Valley.

Lu'uifakte: Computer information centre or library.

Rao: Food.

Rukta: Dishonourable deeds, such as treachery, assassination without first declaring a war of assassins, running from a challenge.

Rukt'hao: Private investigator.

Rukhiywe: Committing *rukta*; acting in a non-Aslan way.

Ruktaha: District inhabited by Outcasts.



Shi: Swift.

Shifaowoi: Popular cooking spice.

S'aiktae: (1) Gift of hospitality by a landowner after one enters his domain (2) The meal traditionally given as a gift (3) Being under the protection of a landowner.

S'khiraeokhaor: A warrior's code of honour; what must be done.

Siya: Unmarried.

Siyajkhoara: A female who takes an oath to remain unmarried, who dedicates her life to her clan or another cause.

Sihouweililyuahryi: 'Your pride calls to you'; a cry for help.

Siyreakhaotoior: Classic Aslan literature.

Soistsea: Unknown lands; the frontier.

Su'ikh: Shield.

Tahwihteakhau: Barbarians; non-Aslan.

Tai'ao: Air demon from ancient Aslan mythology; guardians of heaven.

Tala: Books (sing. *Talat*). Traditionally, a scroll.

Taleryu: Aslan personal weapon; a crescent-shaped blade.

Tao: Aslan glyph.

Tekhaao: An Aslan period of time similar to an hour; 135.7 standard minutes.

Tlasoistsea: (1) 'The bounty of new lands' (2) Lands awarded to a triumphant warrior (3) Being remembered as a great ancestor, (4) Heaven.

Tlauftahea: 'Thirty years', the time in which the Tlalkhu was organised.

Tlalkhu: The Twenty-Nine; the great clans who form the main deliberative council of the Hierate.

Trokh: The Aslan language.

Tye: 'Tiny sun', star.

Tyeao: 'Star-spirits', the ancestors.

Uealao: Aslan second.

Ukhtai: Hero, honourable warrior.

Yae: Door or entry.

Yaeatyeao: 'The gateway to Heaven'; deeds that will live forever.

Yaeyekh: Airlock.

Ya'uiya: Dishonour so great that the Aslan is stricken from the rolls of his clan; becoming Outcast.

Ya'uiyekh: Emptiness, void, vacuum.

Yerlik: Battle, especially a formal contest overseen by an *earleatrais*.

Yerlikhelu: Battlefield.

Yorl: Messenger or Courier.

Numbers

Khte: Zero.

Air: One.

Hlai: Two.

Kheh: Three.

Hryeh: Four.

Khu: Five.

Hyro: Six.

Koih: Seven.

Tea: Ten; equals 8 base 8.

lyrl: Twenty base 8, equals 16 base 10.

Tlau: Thirty base 8, equals 24 base 10

Starl: Forty base 8, equals 32 base 10.

HISTORY

The history of the Aslan race is a history of conflict and forced development under the threat of law. Aslan technological development and exploration of the stars are driven by clan strife and the constant hunger for new territories. The result is a race whose reach threatens to exceed its grasp, a vibrant dangerous species who will either accomplish great things or dash themselves to oblivion in endless wars.

PREHISTORY

From the earliest days when they were hunters on Kusyu's grassland plains, the Aslan have had a curious dichotomy in their social organisation. Females were traditionally responsible for provisions and improvement of life, while males existed largely for defence and war. The early hunts were conducted by females and females are generally credited as the innovators in the areas of toolmaking, animal husbandry and eventually, agriculture (developed to support herds of livestock, not for direct consumption). Males adopted female innovations reluctantly but it was the female of the species who strived always to improve the Aslan way of life.

The Aslan eventually hunted to virtual extinction most of the large carnivores which threatened them on Tatohti, the largest of the planet's continents. At this point, fire, metalworking, agriculture and many other developments had brought the Aslan to the verge of civilisation and the security they now enjoyed permitted development of a number of civilised communities on Tafolti.

The territorial instincts of the Aslan male made the general trend of Aslan social development a feudal one. Families formed into prides and prides formed into clans under the leadership of a dominant pride. Clans practiced a variety of semi-feudal procedures of fiefdom and vassalage which led to the development of a few very powerful clans but this was generally the limit of social organisation in most Aslan civilisations. Although tradition and ritual gradually evolved to curb the aggressive male character, wars were common as clans sought greater power or greater territory and as population pressure increased on Kusyu, wars grew both more common and more intense.

THE DAWN OF THE HIERATE

By -167 Aslan (-2250 by the Imperial calendar), the Aslan had attained roughly TL3, although their military technology was pushing into TL4. Worse, the whole planet was now controlled by the ruling class of landowners – there was no territory left for young Aslan to expand into. Duels to inherit a father's territory became more brutal; wars, too, became more common as the disenfranchised males pushed to invade the territory of other clans. A permanent class of *awkhea* – landless vassal families – arose.

TALE OF HEROES

<Red-Maned-Warrior-From-The-Hills-By-The-Roaring-River> came to the place where <Holds-His-Ground-Son-of-Broken-Tooth-Grandson-of-He-Who-Rules-The-Sunny-Valley> had made his camp. <Red-Maned-Warrior> saw the signs of ownership and he gave honour to <Holds-His-Ground> and <Holds-His-Ground> gave honour in return and welcomed <Red-Maned-Warrior> to the camp. Now, <Holds-His-Ground> had three wives and these wives were out hunting.

The first wife returned at sunset and she brought back a <goat> she had slain. The second wife returned when the fast moon rose and she brought back seven <rabbits> that she caught with a cunning trap. The third wife came back not at all, not even when the slow moon rose, not even when the embers of <Holds-His-Ground>'s fire became ash.

<Holds-His-Ground> said to <Red-Maned-Warrior>: <Third-Wife-of-Holds-His-Ground> is missing. I shall search for her.

And because <Red-Maned-Warrior> shared his fire, he went with <Holds-His-Ground> into the night.

They came to a fork in the trail and <Holds-His-Ground> went to the left and <Red-Maned-Warrior> went to the right and in a cave in the hills <Red-Maned-Warrior> found <Third-Wife-of-Holds-His-Ground> and she was threatened by a ferocious monster who had trapped her in the cave. With great bravery, <Red-Maned-Warrior> leapt on the monster and drove his dewclaws into its eyes.

That morning, <Holds-His-Ground> came to the cave and found <Red-Maned-Warrior> lying by the side of <Third-Wife-of-Holds-His-Ground> and he was greatly angered. He roared a challenge to <Red-Maned-Warrior> and the two fought and <Holds-His-Ground> slew <Red-Maned-Warrior>.

And in this way, <Holds-His-Ground> guarded the honour of <Third-Wife-of-Holds-His-Ground>.

As technology advanced in a forced march, warfare became an increasingly specialised field. Firearms, tanks, poison gas – while the males who wielded these weapons did not know how they worked, they still had to be extensively trained in their operation. A clan who fielded armies of peasants would be easily defeated by a single male with a belt-fed machine gun. Some clans took to employing mercenaries who were trained in the new weapons;



others stopped fighting petty border wars every year and launched devastating blitzkriegs every ten years.

While there were nigh-constant limited wars between clans, the pressure continued to build. The larger clans built coalitions of lesser clans and vassals, bound by honour and treaty to aid their masters in time of war. The situation was broadly similar to that of Terra's Europe in the early 20th Century, when webs of alliances and treaties ensured that local conflicts would spark greater ones. The situation on Kusyu was even worse, as the natural aggression and territorial nature of the Aslan pushed the clans inexorably towards a world war.

The first Aslan world war ended abruptly with the use of atomic weapons. The defeated clans recoiled, retrenched and launched their own crash programs to develop such bombs. The second and third wars, following within a decade, were catastrophic for the Aslan. Atomic and then thermonuclear bombs were used with abandon. Over twenty million male warriors died in the war; the number of female civilian casualties has never been precisely determined but likely exceeded forty million. Worse, the wars pushed the battlefields to new territories that were unaffected by the atomic devastation.

Kusyu barely escaped a global conflict of devastating proportions, saved by two developments which took place at about the same time. First, the Aslan instituted their Hierate – an agreement on the part of the twenty-nine pre-eminent clans to meet and discuss their differences on a regular basis, replacing the previous procedures which dealt with each problem on a case-by-case emergency basis. The Hierate was initially formed as a trade organisation, as female-run corporations desperately tried to rebuild the global trade network in the aftermath of the wars but was quickly adopted by male politicians and envoys who recognised the threat posed by the new weapons and the lack of new territory. The Hierate's efforts did greatly improve the flow of commerce, giving war-torn regions a chance to rebuild.

One of the Hierate's first great innovations was the expansion of the *earleatrais* system of external judges for duels. The same concept of limited conflict arbitrated by a neutral party was applied to warfare. The decision of the *earleatrais* would be backed not only by the honour of the warring parties but by the political pressure of the twenty-nine greatest clans on Kusyu. Where there were a few large-scale wars, most of the clan conflicts in the century after the establishment of the Hierate were resolved using limited forces and without any atomic blasts.

Aslan scientific development flourished in that century. The principles behind atomics were applied to power generation. The Aslan developed computers, which allowed males to perform much more complicated tasks than before. The first rockets were launched and the Aslan began to explore their solar system. Some in the Hierate began seriously discussing the possibilities of settling other planets.

TLAUKHU STRUCTURE

Formally, the *Tlaukhu* is made up of the Twenty-Nine clan heads who rule the twenty-nine largest and most powerful clans. Each clan head brings a retinue including his wives and other matriarchs, his eldest son, bodyguards and other advisors, both male and female, as well as all manner of envoys, scribes, lawyers, champions and other specialists. Meetings of all the Twenty-Nine are exceedingly rare, though and are called only in times when the whole Hierate must agree on a decision. Most of the time, the clan heads work through representatives (*koso*) who attend meetings on Kusyu while the clan heads dwell on their respective homeworlds. The delay in interstellar communications means that the *koso* of distant clans have almost as much influence in the *Tlaukhu* as the *ko* they represent.

In addition to the high council of clan elders, the *Tlaukhu* has several sub-committees and associated groups. Each clan dispatches a number of ministers (*fleaoko*) to discuss specialised topics such as trade, war, technology, foreign relations, legal matters and so forth. All these ministers are appointed by the clan heads.

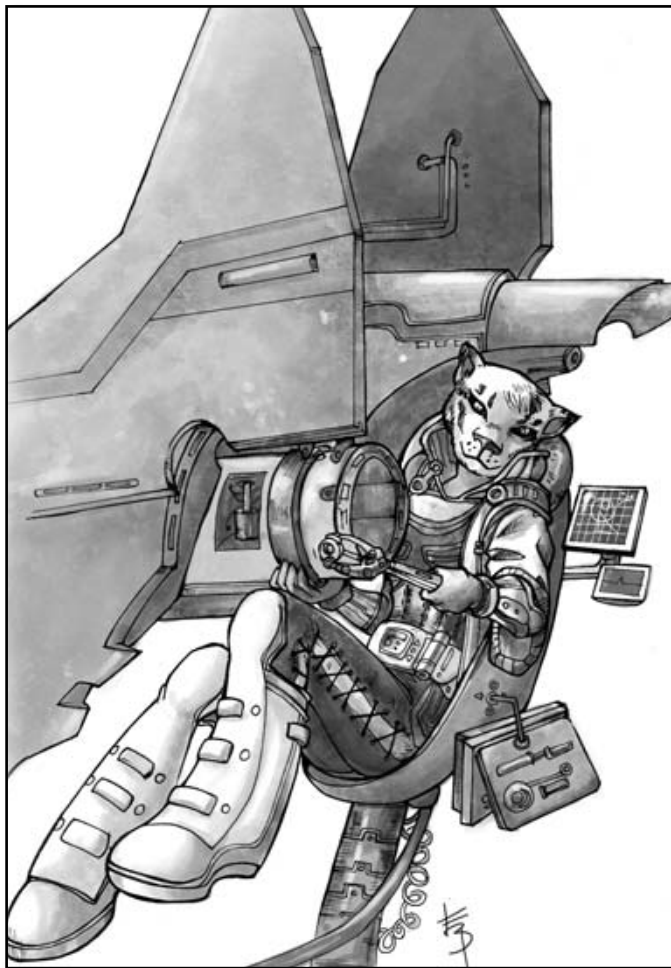
There are also honoured Aslan who are elevated to council for their own deeds instead of family connections. These honoured individuals are called to the ongoing Grand Conclave to discuss matters of honour and tradition. The most important duty of this conclave is to review the composition of the Twenty-Nine every thirteen years.

Others worried about the renewed threat of population pressure. The rebuilding fuelled by the economic boom and opportunities offered by new technologies had absorbed much of the surplus energy of the males but now a new and much larger generation of males was reaching the age of *akhuaeuhrekhyeh* and these males demanded territory. Vicious duels were fought between sons to inherit their father's estates and the number of second challenges (where a younger son challenges the winning brother) rose sharply for the first time in a generation. The Hierate's shaky political system proved inadequate to maintain the tradition of limited war in the face of such pressure. Something had to give.

THE HUNT OF THE STARS

About 96 Aslan (~1999 Imperial), barely a century after the *Tlaukhu* came into being (the exact date and circumstances of the discovery remain shrouded in mystery); the two most powerful clans (the *Yerlyaruiwo* and the *Khaukheairl*) cooperated to an unprecedented degree to produce a stardrive. It opened the stars to the Aslan race. The Aslan developed the stardrive at early TL7, before they even mastered gravitic manipulation technology. They leapt out to the stars in ships that could barely break orbit.

Star travel was the ideal way to satisfy the territorial drives of the race. Initially, the star drive was kept a secret and the two clans who



possessed it used it to establish colonies on neighbouring worlds but their boastful males could not claim the territory on these new worlds – an Aslan warrior who claimed that he had a vast estate on another planet would be laughed at. They were forced to reveal the drive's existence (although most of the other *Tlaukhu* already suspected that the two clans had some strange new technology). The *Yerlyaruuiwo* and the *Khaukheairl* kept their monopoly on the drive but offered to transport colonists from other clans off-world.

The two clans built as many jump-capable ships as they could and when their own factories were strained to the limit, they permitted the female engineers of other clans to study the drive. The Aslan flooded into space with eager abandon. After three hundred years of monopoly, the *Yerlyaruuiwo* and the *Khaukheairl* went to war with each other and as part of the peace settlement, the Hierate demanded that they share the secrets of the stardrive with the other clans for the good of the race.

At first expansion was slow, limited by the gradual development of jump technology. The Aslan colonised a chain of worlds within Jump-1 range; few of these worlds were especially desirable as colony worlds but they were virgin territory, unclaimed by any male but some were garden planets. A landless male could become a lord with a single lucky discovery but of course the only males who could

afford a jump-capable ship were scions of rich families, so the Aslan social divisions between *awkhea* vassals and *hahea* nobles endured even on new worlds. Aslan society did evolve though. One notable change was the acceptance of primogeniture, previously used by only a few minor clans. Now the first son was guaranteed to inherit his father's domain, while his younger brothers would receive no land and so would have to find their own. This consolidated the estates on Kusyu and the older colonies, while providing a ceaseless supply of eager *ihatei* explorers and wanderers.

Within three centuries, the Aslan developed Jump-2 technology and a tiny hundred-ton scout vessel that could be crewed by a handful of explorers, along with huge colony vessels that could bring tens of thousands of females and workers to a newly claimed world. Every new planet discovered opened new territories for colonisation. The era of 96 to 2100 Aslan (approximately –1999 to –242 Imperial) was an era of expansion and cultural flowering not unlike Earth's Ages of Discovery (1450 to 1600 AD and 2100 to 2300 AD).

There were still clan wars in this era, most of which heeded the Hierate's call for limited warfare. New weapons were developed instead to battle other species. The Aslan encountered several other sentient species in this expansionist era. Primitive species were enslaved or even eaten by the Aslan; the practise of treating sophonts as prey continued for another five hundred years, until a great philosopher named Aewier convinced the clans that this was *rukhiywe* (un-Aslan) behaviour.

The most significant species encountered by the Aslan was humanity – the first contact with a Solomani vessel came within a decade of the development of jump drive. The Hierate's primary expansion was directed to spinward, away from human worlds but the Aslan still regularly encountered human worlds and ships. Some of these contacts were peaceful – human traders penetrated Aslan space as far as Kusyu, looking for new markets and trader clans and corporations imported technology and luxury goods from Terran space. An increasing number of these contacts, however, were violent. The Terrans had superior technology but the Aslan had the edge in skill and aggression.

Luckily, the Aslan had come on the scene during the Long Night (342 to 2323 Aslan; –1776 to –30 Imperial) in human space: the era between the Second and Third Imperiums in which humanity was splintered into many rival states. As a result, the Aslan never confronted any human state at a time when it was significantly stronger than an Aslan clan. This was important, for the clans of the Hierate were never (and are not now) capable of acting in concert as a human empire could; clans each conduct wars on their own, sometimes with the assistance of others, sometimes without but never with a sense of central purpose or unity.

Some human worlds accepted Aslan domination as a superior alternative to the chaos of the Long Night and now remain within the Hierate with a human or mixed human and Aslan population embracing Aslan culture and society.



The Jump Drive Question

Historians ask a number of questions about the development of the Aslan jump drive. How did the Aslan leap straight to a working Jump-1 model without first mastering gravity manipulation, unlike every other Major race? How did two warring clans, traditional rivals in every way, come to work together in secret on what must have been a massively expensive and hugely difficult crash program to develop a drive? Why is the development of the Aslan jump drive – the most recent such development in known space – so shrouded in mystery?

Some suggest that the Aslan did not discover the principles of the jump drive independently but instead acquired them from another race. The Vegans could have sold the Aslan the drive or a crashed Vegan ship might have been salvaged (the same suggestion has been made about the Solomani of Terra). For that matter, the Solomani sent a number of expeditions into what is now Aslan space and not all of these expeditions returned – and Aslan technology is remarkably similar to Solomani in many respects.

Without archaeological evidence or other proof, of course, all these speculations are meaningless. The Aslan exploded onto the interstellar stage just as all the other races were falling into the Long Night and none can dispute their claim to be a Major race.

RETRENCHMENT & KINSTRIFE

The rapid expansion of the Aslan from a single homeworld to an empire of several hundred worlds threatened to transform their society. Males were born on worlds that had never known territory disputes. On new colony worlds, where every pair of hands was needed, males learned technical skills and females learned to fight. The epic poems of the deeds of the ancestors were meaningless to the ears of Aslan who had never looked upon the plains of Tatohti or the mountains of Ashria. Many of the new Aslan worlds had their own cultures and beliefs.

The Hierate itself was under stress. Formerly minor clans that had embraced space travel now commanded territory and resources dwarfing those of the original *Tlaukhu*. These clans and even several of the *Tlaukhu* moved their clan centres off-world to their own planets, diminishing the centralised power of the homeworld. The Hierate's limited power to enforce the collective will of the Aslan people was diminishing yet further.

A Grand Conclave of philosophers, poets and clan elders was called on Kusyu in 2302. This conclave argued that the defence and cultivation of traditional Aslan values was the highest expression of honourable behaviour and that the deviant strains of Aslan thought must be brought back into accord with orthodoxy. The cultural conclave offered numerous concessions to the progressive elements in Aslan society – enshrining clan heroes from the age of exploration in new epic poems, loosening the strictures on lower-class males who performed traditionally peaceful, female tasks and

honouring off-world territories of particular size and worth. The conclave also tried to improve the standard of living across Aslan space – the rights of non-Aslan sophonts were enshrined, along with the possibility that non-Aslan who behaved in an honourable fashion could be considered to have Aslan souls. Overall, though, the recommendation of the Grand Conclave was that to be Aslan was to act in accordance with tradition and the outer worlds were not doing so. It was a brave attempt to gather the diversifying strains of Aslan culture into one universal system.

The Grand Conclave had no legal weight behind it but its recommendations were adopted by the *Tlaukhu* – which had no legal weight either but did represent the majority view of the most powerful clans. The *Tlaukhu* ordered that all clans adopt the Grand Conclave's recommendations. They expected some resistance to this edict.

They got *aisekhokhe entse* – kinstrife in the stars.

The Aslan have no term for 'civil war' – the closest equivalent is *aisekhokhe* or kinstrife, where two families in the same clan fight against each other. The cultural wars from 2512 to 2701 were inter-clan wars but they had all the divisions and bitter struggle of a civil war.

On one side was the majority of the *Tlaukhu*, the old great clans and the militant clans who had 'sharpened their claws' in the Aslan Border Wars (see page 60) against the humans and who 'still understood the meaning of honour'. They were joined by a number of younger clans who hungered for the respect and the trappings of power held by the *Tlaukhu* and a small few ultra-traditionalist clans who had been decrying the decadence of Aslan society for generations. This alliance referred to themselves as Crusaders, *khiraokhaor'ya*.

Opposing the Crusaders was an even looser alliance of forces. There were the *nouveau riche* clans who had grown powerful on their colony worlds and eclipsed the wealth and power of the *Tlaukhu*; there were 'deviant' or 'progressive' clans who had adopted their own beliefs and customs (in many cases, copied from humans). There were also a few *Tlaukhu* clans who believed that standing in the path of progress and evolution was futile and who were therefore throwing their lot in with the winning side (and were appalled to see such decadent ideas as 'not eating humans' enshrined in the Grand Conclave's recommendations). Dozens of names were applied to this faction; most historians refer to them as the *tsekho*, the starborn.

Aisekhokhe entse lasted nearly two hundred and fifty years, although there were long periods of relative peace or at least limited war during this period. Most of the truly bloody battles happened in the first century (*Uwaralyekose* or Cultural Purge), when great fleets of *khiraokhaor'ya* and *tsekho* warships engaged each other in systems close to Kusyu. Clans that had endured for thousands of years were wiped out down to the youngest male; both sides committed atrocities not seen since the foundation of the Hierate.



On the *khiraokhaor'ya* side, the bulk of their fighting forces was drawn from the clans along the Solomani border and these clans often had to divide their troops between the civil war and the Border Wars with the remnants of the Second Imperium and, towards the end of this period, the growing might of the Third Imperium as imperial forces expanded out from the Sylean heartlands. The *khiraokhaor'ya* were initially more aggressive but they were trapped between two fronts and could not afford to push too far into *tsekho* space lest some human warlord mount an attack on the Aslan.

For their part, the *tsekho* were unable to capitalise on any weakness on the part of the *khiraokhaor'ya*. Their alliance was a very disjointed one, united only by their opposition to the *khiraokhaor'ya*. Inter-clan fighting was a constant problem, as the *tsekho* leadership were unable to get the various clans to swear loyalty to one another. Many of the *tsekho* had no desire to fight back against the Hierate, so long as their traditions were not swallowed up by the Conclave's.



By 2432, over a third of the *tsekho* clans had abandoned their worlds and moved en masse to systems spinward and rimward of the Hierate. The majority of the *tsekho* who remained were willing to adopt – grudgingly, in some cases – the Grand Conclave's recommendations, now refined into a set of books called the Codicils. The original twenty-nine clans making up the *Tlaukhu* had been devastated – three of them no longer existed and another ten to twelve had lost so much of their influence and territory that

they were effectively broken as great powers. To end the strife, the *Tlaukhu* was reformed. Ten new clans were included in the list of the Twenty-Nine and it was agreed that the composition of the council would be reviewed on a regular basis to ensure it represented the strongest of the Aslan.

United once more, the Aslan threw themselves into resuming the Border Wars. Skirmishes related to the Cultural Purge continued for many more years, as feuds worked themselves out and minor clans continued to resist the Grand Conclave's decisions.

THE ASLAN BORDER WARS

The Border Wars lasted from 1100 to 2810 Aslan (–1120 to 380 Imperial), from the time the Aslan expanded into the border worlds of the old Second Imperium to the rise of the Third Imperium and the Peace of Ftahalr. There were few grand invasions or huge battles during the Border Wars, except in the early stages (when the Second Imperium could easily mount a strong defence against the comparatively primitive Aslan) and the closing years, when the Third Imperium was able to hold the border against the Aslan. Most of the conflicts were between individual Aslan clans or *ihatei* raiding parties.

The Border Wars still evoke terror in many of the worlds invaded by the Aslan. The skies would darken with attack ships; huge golden-furred monsters would drop down on grav belts to storm the cities; children would be taken as slaves and those who attempted to hide from the Aslan would be butchered or even eaten. As human civilisation slipped into the Long Night, their ability to build warships to fight the Aslan diminished. The few human vessels capable of withstanding an Aslan raiding squadron became wandering mercenaries, swooping in to defend colonies from attacks. Often, these mercenaries were just as damaging as the Aslan raiders, as their prices rose to extortionate levels.

Not all the Border Wars were destructive. At several times during the long period of the wars, Aslan invasions gave way to trade ships and peaceful contact. Aslan mercenaries even fought on the side of human colonies.

Towards the year 2600 Aslan (170 Imperial), Aslan raiders in Reaver's Deep encountered surprisingly heavy resistance from human colonies there. Undeterred, they pushed onwards. In a desolate system, they stopped to refuel at the local gas giant – and then a huge jump burst was detected by the Aslan sensors. A warship, tens of times bigger than any human-built ship seen by the Aslan in generations, had jumped into the system and was descending into the gas giant's gravity well. Trapped in the upper reaches of the hydrogen-rich atmosphere, the raiders were doomed.

The Third Imperium had made contact with the Hierate.

INFAMOUS DEVIANTS

Over two hundred clans were wiped out during the Cultural Purges. Most of these clans were simply slaughtered; others integrated themselves into another clan with more orthodox beliefs. Many others fled the Hierate and either founded their own small empires or died in the emptiness of space. Those who established themselves had only a few centuries of peace before the expanding borders of the territory-hungry *khiraokhaor'ya* engulfed and destroyed them. All these deviant clans are gone – or so the Hierate says, anyway.

Awryraolr: Perhaps the most fearsome fighting clan in Aslan history, the aggressive Awryraolr burned too brightly. The clan conquered several worlds inhabited by sentient species, who they treated as non-people feedstock. Their allies grudgingly tolerated this behaviour, until the Awryraolr leadership declared that the *khiraokhaor'ya* were non-people and the whole clan turned cannibal. Defeated Aslan warriors were devoured live on the battlefield. The Awryraolr's allies turned on them and the clan was destroyed by *khiraokhaor'ya* and *tsekho* forces working together.

Hfuaah: This clan had a higher female population than other clans and its culture became progressively more matriarchal as it expanded. They bred their males for strength and stamina and their females for intelligence. By the time of the Purges, the Hfuaah males were unintelligent animals fit only for procreation and their females had taken over every aspect of clan life. The Hfuaah fled the Hierarchy rather than fight, heading across the Rift to settle in the coreward regions. There are rumours that the clan survives, having switched to a form of parthenogenesis to reproduce.

Trui'kt: The Trui'kt were among the most powerful of the *tsekho* clans, due to their mastery of technology. The Trui'kt had a technology level considerably higher than the rest of the Hierate and their warships were almost unbeatable in a one-on-one fight. They experimented with cybernetic enhancement and other dangerous technologies, including a much greater use of artificial intelligences than other Aslan cultures.

The Trui'kt vanished abruptly in the middle of the Cultural Purge. Their colonies were found empty; hundreds of their ships were discovered floating in space, empty and lifeless. Other vessels were never found again, leading to speculation that the clan had migrated beyond Aslan space. Investigations hinted at the possibility that the Trui'kt found a way to upload their minds to a virtual reality. Perhaps the clan found their home territory in the infinite expanses of the virtual realm.

Trui'ah: An offshoot of the Trui'kt, the Trui'ah used genetic engineering to improve their stock. The clan elders were obsessed with creating a superior breed of Aslan and each generation was altered and enhanced. For a time, the Trui'ah were a rising star among the *tsekho* – their technicians thought faster, their warriors had superior strength and reflexes, their children were free of diseases and genetic weaknesses. Then the Trui'ah introduced a life-extending genestrain, increasing their lifespan by hundreds of years. The following generation grew up in the shadow of nigh-immortal parents; there was no prospect of their sires dying and passing their territory on. The younger Trui'ah were forced to strike out in greater numbers to conquer new territory. They pushed their neighbouring clans too hard, the other clans turned on the Trui'ah and the *khiraokhaor'ya* forces were able to destroy the weakened Trui'ah clan.

Khoafteirftah: This minor clan was a unique aberration in Aslan society. Psionics are virtually unknown to the Aslan outside their myths and legends; there are no psionic foundations or traditions in the Hierate and the Aslan have no concept of psionics as a science. There is considerable debate as to whether or not the Aslan race even possesses the genetic or mental capacity for psionics. The Khoafteirftah clan, though, are said to have vast psionic powers. They were always on the fringe of Aslan space with few close allies and their own mysterious traditions, so the truth of the matter is hard to determine. The Khoafteirftah may have been able to use genetic engineering to add psionic capabilities to their line or may have found an Ancient mental enhancement device or perhaps they unlocked some dormant power in the Aslan mind.

Whatever they found, it died with them when a Syoisuis fleet turned their territories into molten glass.



In the years that followed, Aslan forces clashed again and again with Imperial fleets. Unlike other human foes, the Imperium was more than a match for any one clan, even a great clan and its vassal clans. To win, the Hierate would have to marshal all its forces – and that is impossible for the Aslan race. Several times, a clan tried to rally its neighbours to drive back these new human foes but the neighbours would wait until the aggressive clan was weakened by the Imperium, then seize the lightly-defended Aslan territory. Meanwhile, the Imperium pushed closer and closer to Kussyu – a capital world dangerously close to the border worlds. The nerve of the *Tlaukhu* failed and they sent envoys to the Imperium to negotiate a settlement.

The Peace of Ftahair (2810 Aslan) established much of Aeitle Sakh (Reaver's Deep) sector as a buffer zone between Aslan and Imperial spheres of influence; the population in the buffer zone was left independent of both interstellar communities. The Border Wars were over.

ASLAN TIMELINE

Aslan	Imperial	Event
-123	-2190	First World War.
-88	-2160	Second World War (Nuclear).
-60	-2136	Aslan space travel.
-22	-2102	Orbital bases.
-18	-2098	Third World War.
0	-2083	Formation of the <i>Tlaukhu</i> .
94	-1999	Aslan invention of jump drive.
117	-1980	First contact with humans (Hisol'I).
350	-1776	The Long Night begins for humaniti.
1100	-1118	Aslan Border Wars begin.
1185	-1044	First crossing of Great Rift.
2304	-63	Great Conclave begins.
2312	-7	Cultural Purge begins.
2432	82	Reform of <i>Tlaukhu</i> .
2701	290	Cultural Purge ends.
2810	380	Peace of Ftahair; Border Wars end.
2902	461	First contact with Zhodani (Istoi Hkayu).
3077	614	Yerlyaruiwo-Tralyeaeawi War begins.
3120	652	Hlyueawi clan joins <i>Tlaukhu</i> .
3167	693	Yerlyaruiwo-Tralyeaeawi War ends.
3610	1082	Fourth Frontier war begins.
3638	1105	Current date.

CROSSING THE GREAT RIFT

The Great Rift limited Aslan expansion to coreward for thousands of years until explorers from the Wahtoi clan equipped with the new long-range Jump-5 scouts managed to plot a course to the far side. The scouts and traders from the Wahtoi mapped several subsectors of Iiyoihuakh (Riftspan) and Hlairoahauri (Trojan Reach) and established a few small colonies but it took many more centuries before the Aslan began a serious push into this new territory.

The Wahtoi and the other clans that colonised Iiyoihuakh and the neighbouring sectors laboured to set up a series of fuel dumps and waystations along the Rift, allowing slower vessels like colony ships to make it across. They expected a flood of new colonies and *ihatei* flotillas but the Aslan were expanding spinward instead of coreward and a landless male could more easily carve out a territory in Waroatahe or Etakhasoa instead of making the long pilgrimage across the Rift. The rift crossing route was still vastly profitable, thanks to trade in rarities such as dustspice but the Aslan colonies across the Rift were left largely to their own devices. With extremely limited communications back to the Hierate, the Iiyoihuakh clans set up their own local version of the *Tlaukhu*; the *Ya'soisthea*. This organisation was modelled on the Hierate's governing council but never adopted the same reforms that the *Tlaukhu* went through several centuries later.

Following the Cultural Purge, dozens of clans driven out of the Hierate made the crossing. Wishing to keep the favour of the *Tlaukhu*, the *Ya'soisthea* clans resisted attempts by these refugee clans to integrate into the existing Aslan worlds. Most of the refugees pressed on Spinward or Coreward, settling unexplored systems. Others settled on the fringes of the Glorious Empire, conquering human worlds that had fallen to the Long Night or pushing onto the borders of the resurgent Imperium.

CONTACT WITH OTHER RACES

The Aslan have incorporated numerous minor races into the Hierate. These species, ranging from the avian-descended Pol Nox to the reptilian Z'kr to the Ulane. Races encountered by the Aslan early in their expansion were usually enslaved or annihilated but modern Aslan are more likely to incorporate other races into the Hierate or trade with them. Incorporated races are permitted to form clans and own territory and may even be treated as the equals of Aslan if they behave properly, although few non-Aslan ever rise above the rank of *awkhea* (landless serf).



The Hierate's relations with the Imperium are fluid, at best. The Solomani have had the most dealings with the Aslan race and they remember the Border Wars vividly. The Aslan respect the Imperium's strength and most clans honour the Peace of Ftaheir.

The Vargr were first encountered by Aslan scouts exploring along the Great Rift. The two races are naturally prone to aggression, which is an explosive mixture. Aslan raiders have clashed with Vargr forces again and again. The only reason there has not been a full-scale war between the two races is the sheer distance between their respective domains. The Vargr see the Aslan as pompous and deliberately antagonistic; the Aslan hold that the Vargr are dishonourable warriors who deserve extermination. Humans joke about the two species 'fighting like cats and dogs' and stay out of the war.

Aslan merchants first encountered Zhodani when searching for dust-spice in the Spinward Marches. Human behaviour is strange enough to the Aslan even without introducing psionics into the mix. Zhodani tend to find Aslan overly emotional and psionically jarring; the Aslan consider the Zhodani to be too passive and confusing but maintain diplomatic contact with the Consulate to use as leverage against the Imperium.

Droynes are among the races incorporated into the Hierate and are considered little more than amusing pets or pests.

The K'kree and Hiver worlds are on the far side of the Imperium to the Aslan and so there is extremely limited contact between the two. The K'kree vegetarians find the ultra-carnivorous Aslan distasteful. As for the Hivers, the Aslan monomaniacal drive makes simple manipulations easy but the Aslan's hidebound code of honour poses a problem for a larger-scale rebuilding of society.

THE ASLAN CLANS

Clans in capital letters are part of the *Tlaukhu*, the Twenty-Nine. This is by no means an exhaustive list of the clans – there are hundreds of major clans and hundreds of thousands of lesser ones.

Aroaye'i: Gatekeepers of the Great Rift; the Aroaye'i have dug in on their home world of Aulryakh and have held that key world for centuries. The Aroaye'i are notoriously conservative and slow to expand but they keep what they conquer. They are experts at building fortifications and defensive emplacements, as well as armed satellites and system defence boats; clan corporations are sought-after experts in construction.

Ahroay'if: Dominant clan in the Tlaiowaha sector; rapidly rising in power because of trade with the Imperium.

Hlewela: One of the original *Tlaukhu*, the Hlewela lost much of its influence and many of its members when the clan leadership on Kusyu was shown to be entirely out of touch with the needs of the clan. The Hlewela are a cautionary example to other clans about the importance of strong leadership and wisdom.



HLYEAWI: The Hlyeawi ascended comparatively recently to the Tlaukhu. They were vassals of the Yerlyaruiwo, specialising in tactical and political analysis and advice. During the Yerlyaruiwo/Tralyeaeawi war, the Hlyeawi identified a weakness in their own faction and betrayed their former masters. They attacked the Uawairlew, a fellow ally of the Yerlyaruiwo and captured much of their territory and their seat on the council. The Hlyeawi are mistrusted by many Aslan but have an impressive ability to innovate and adapt.

HRASUA: A militant clan, the Hrasua were one of the major belligerents in the Border Wars and were responsible for numerous attacks on Solomani worlds. A Hrasua mystic once prophesied that the clan would 'rip Terra from the stars' and claim it as Hrasua territory and the clan fervently believes in this legend.

HRAKOE: An offshoot of the Hrasua, the Hrakoe were virtually destroyed by Imperial forces at the end of the Border Wars. The survivors mostly migrated across the Great Rift to rebuild their territories there.

HRAWOAO: Another offshoot of the old Hrasua, the Hrawoao rule many worlds along the border with Reaver's Deep.

IKHTEALYO: Allies of the Tlaiowaha, the Ikhtealyo made their fortune from trade. They control Tyeyo Fteahrao Yorl.

KHAUKHEAIRL: Hereditary rivals of the Yerlyaruiwo, the Khaukheairl are known as patrons of the arts and keepers of Aslan cultural traditions. Despite their deep-seated antagonism to the Yerlyaruiwo, the two clans both represent the older side of the *Tlaukhu* and so agree on many matters.

SYOISUIS: A notoriously secretive clan, the Syoisuis favour spies and assassins over direct conflicts. They are also a deliberately moderate force in the *Tlaukhu*, aiming for the middle ground in all matters to gather as many allies as possible.

TLAIOWAHA: The Tlaiowaha are known for their ability to plan for the long term. They are considered poor warriors but have vast financial sway. They are closely allied with Syoisuis.

TOKOUEA'WE: An infamously touchy and arrogant clan, the Tokouea'we were driven out of Hierate space by their rivals, the Yerlyaruiwo. They fled to the Trojan Reach and rebuilt their holdings there; they eventually broke off from the Hierate entirely and formed the so-called 'Glorious Empire'.

TRALYEAEAWI: The Tralyeaeawi are 'alien-lovers' or 'accomplished diplomats' depending on who you ask. They have the largest percentage of non-Aslan members and have contacts with numerous alien races. Although they are one of the older clans, they advocated a progressive agenda during the Cultural Purge, an act that won them the enmity of the traditionalist Yerlyaruiwo.

UAWAIRLEW: The Uawairlew clan was once considered great and is one of the oldest extant clans. Five hundred years ago, they were attacked by their erstwhile allies, the Hlyeawi and lost over eighty percent of their territory including their capital world. The few Uawairlew who survived swore an eternal oath of vengeance and all members of the clan are honour-bound to bring down the Hlyeawi. Unfortunately, the passage of five hundred years has seen the power of the usurpers continue to grow.

WAHTOI: The Wahtoi first mapped the route across the Great Rift and have a strong tradition of exploration. They have colonies everywhere in the Trojan Reach and are considered excellent traders and diplomats. Their military forces, however, are notoriously laughable ('*khira ji a'Waitoi'he*', 'you fight like a Wahtoi male' is an insult in Aslan society) and they rely heavily on mercenaries for defence. Vassals to Tlaiowaha.

YERLYARUIWO: Another ancient and august clan, the Yerlyaruiwo and their vassals and allies make up the single most powerful political bloc in the Hierate. They are a conservative clan, holding to the old ways and were strong supporters of the Grand Conclave and the ensuing purges. The Yerlyaruiwo clan itself is not as powerful as it once was but it has gathered so many sworn allies around it that its position as guardian of *Tlaukhu* honour is unassailable. The Yerlyaruiwo are sought after as arbiters and *earleatrais*.



EQUIPMENT

Aslan equipment is broadly similar to human items. While the aesthetics are different – Aslan items are bigger and heavier and are much more likely to include either natural materials like wood, fur or bone or synthetics that resemble natural materials – both races are physiologically similar and the Aslan borrowed much of their advanced technology from humanity.

There are obvious differences between items made for Aslan males and those made for females. Male items, such as most weapons, are simplified to the point of elegance (or beyond). A human laser rifle has a wealth of options and controls, allowing the user to set power consumption rates, adjust the weapon's focus, connect the weapon to different types of heads-up-displays or diagnostic equipment and conduct field repairs. An Aslan laser rifle has an on-off switch and a trigger. Nothing comes between the warrior and his kill. There are no distractions, no fuss, no pointless women's work – just the kill.

By contrast, female Aslan items have a wealth of controls and options and seem overcomplicated or even deliberately obfuscated to human operators. This is partly because of the Aslan love for decoration; every item of worth is engraved, gilded, bejewelled or adorned in some fashion. It also serves to reinforce the cultural bias of the Aslan that 'technical' topics are the preserve of females.

In cases where an item is designed for use by both genders, such as a vehicle, there will generally be two sets of controls or else a core control system and a wealth of secondary controls. In general, though, the further one gets from the core Aslan worlds and the influence of the *Tlaukhu* culture, the more the two strands of Aslan interface design merge – rough colony worlds do not always have the luxury to accommodate what is essentially a cultural affectation.

The Aslan have reached TL14 but are well behind the Imperium in several key fields.

Currency

While each Aslan clan once had its own currency (and some isolated worlds may only accept their own clan's scrip), there are now only three currencies in active use across Aslan space. The *Yahai* and the *Khaukhi* are currencies sponsored by the *Yerlyaruiwo* and *Khaukheairl* clans and are used in the Spinward and Trailing sides of the Hierate respectively. The *Yahai* is worth approximately 0.3 credits; the *Khaukhi* is worth 0.5 credits. The clans of the *Ya'soisthea* have their own currency, the *Soitsshi*, which is roughly comparable to the credit.

All three currencies are minted in the form of metal or plastic discs and divided into smaller denominations of $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{8}$, $\frac{1}{16}$ or $\frac{1}{64}$ th. It is much easier to falsify Aslan currency than Imperial credits and many traders along the Aslan border must carefully examine all the coins before they accept them.

ARMOUR

Armour is a much more common sight in Aslan society than it is amongst Humaniti. Most upper class males will at least wear ceremonial armour as part of their daily wardrobe and virtually all military personnel will wear heavier body armour than a human would feel comfortable in. Aslan armour is always ornately decorated and includes furs and other natural materials.

Many suits of armour also include full-face masks that are made to resemble the features of the wearer (or an ancestor of the wearer). These masks are a sign of prestige among the Aslan and are worn only by those of high status.

Unless otherwise noted, an Aslan may use his dewclaw while wearing armour.

Su'aua'a (Aua-leather, TL2): Aua-hide clothing is the traditional garb of most Aslan warriors and the heavy, musky stench of the leather is part of the bouquet of every Aslan world and starship. The Aslan produce so much aua-hide that it is used for everything from armour to cargo restraints to children's toys.

Khirsukha (Ceremonial Breastplate, TL3): These ornamental breastplates are designed to deflect the razor-sharp dewclaws of an attacker and are not strong enough to stand up to a bullet. Most Aslan nobles of Social Standing 9 or more will wear one of these breastplates at all times – wearing such armour without the requisite Social Standing is considered discourteous.

Khirshukaya (Ceremonial Armour, TL3): A full suit of *khirshukaya* is a rare sight these days; only the oldest clans have preserved these suits. They are worn by ceremonial honour guards and nobles. *Khirshukaya* is roughly comparable to human plate armour. It is reserved for those of Social Standing 9 or more or their guards; wearing armour without the necessary standing is insulting.

Su'koir'yerl (Combat Flex, TL6): Combat flex armour is made up of interlocking plastic plates, designed to resemble *khirshukaya*. These suits are worn by clan agents, mercenaries and even some Aslan traders and explorers.

Soisu'hru (Assassin's Garb, TL8): Assassin's garb consists of a form-fitting body glove studded with small armour plates. It is designed for stealth rather than protection and gives the wearer a +1 DM to Stealth checks. An Aslan may not use a dewclaw while wearing this armour.

TL13: Modern garb replaces the armour plates with a reactive layer that becomes rigid when struck and also incorporates the Vislight Chameleon option, giving the wearer a +4 DM to Stealth checks.



Suya'uiyekh (Aslan Vacc Suit, TL9): The Aslan vacc suit is similar to human models. The Aslan find the open vistas of space to be highly disconcerting and so most have narrower viewports than human models to compensate. A standard vacc suit provides life support for six hours. An Aslan may not use a dewclaw while wearing this armour.

TL14: At this level, the standard vacc suit is self-sealing and considerably more lightweight.

Suya'uiyekhva (Aslan Heavy Vacc Suit, TL10): Heavy vacc suits are designed for use in hostile environments, much like the human HEV suit. The *suya'uiyekhva* includes powered actuators to aid the wearer's movements, as well as a built-in artificial intelligence to advise male wearers on correct operation. It offers twelve hours of life support. An Aslan may not use a dewclaw while wearing this armour.

Suya'uiyekhyerl (Combat Vacc Suit, TL12): The *suya'uiyekhyerl* is a combat variant of the standard Heavy Vacc Suit, incorporating extra armour plating and weapons hook-ups. Aslan fighters and dropships are all designed with the bulky *suya'uiyekhyerl* in mind. It has life support for six hours. An Aslan may not use a dewclaw while wearing this armour.

Su'yerl (Combat Armour, TL12): *Su'yerl* armour is a common sight on the battlefields of the Hierate. It uses a sandwich of composite materials over a 0.5cm layer of bonded superdense plating and is then coated in a reflect lacquer. The armour is too heavy for most humans to wear and even Aslan warriors find long fights in *su'yerl* to be difficult propositions. An Aslan may not use a dewclaw while wearing this armour.

A character without Strength 9 or more suffers a -2 DM to all physical actions while wearing *su'yerl*.

Su'yerlva (Heavy Combat Armour, TL12): Only the strongest and most worthy warriors can bear the weight of *su'yerlva* armour. The armour is even thicker and stronger than basic combat armour and is normally augmented with grav assist equipment. A character without Strength 12 or more suffers a -2 DM to all physical actions while wearing this armour. An Aslan may not use a dewclaw while wearing this armour.

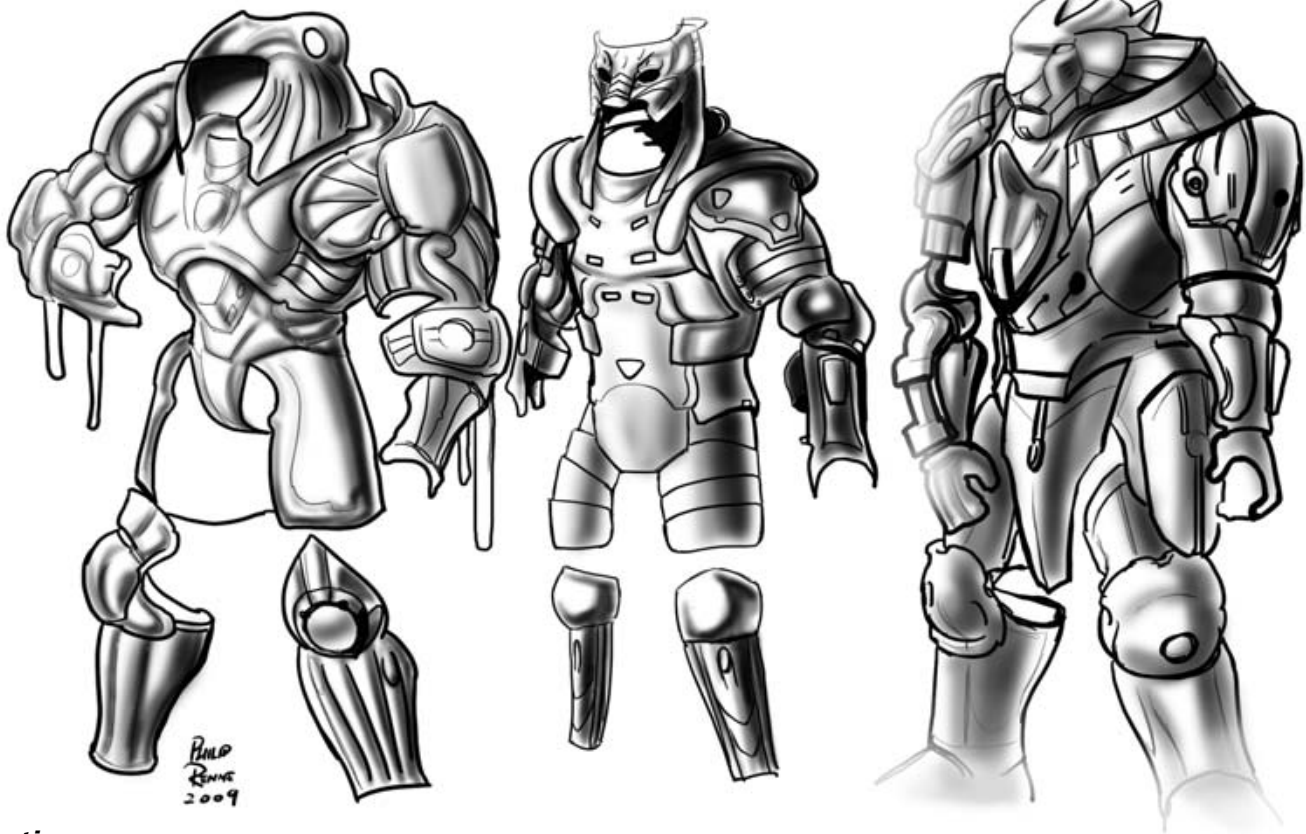
Htiwoyerlitoir (Aslan Battle Dress, TL14): Aslan Battle Dress is bulkier and less advanced than human designs. It lacks the built-in computer of human suits but does offer six hours of life support and protection from environmental hazards. It also has servomotors boosting Strength by +6 and Dexterity by +3. An Aslan may not use a dewclaw while wearing this armour.

Armour Type	Protection	Required Skill	Cost (Cr.)	Mass (kg)
Su'aua'a (Aua-leather, TL2)	1	None	40	2
Khirsukha (Ceremonial Breastplate, TL3)	2	Social Standing 9+	500	3
Khirshukaya (Ceremonial Armour, TL3)	4	Social Standing 9+ ¹	2,000	6
Su'koir'yerl (Combat Flex, TL6)	5	None	1,000	4
Soisu'hru (Assassin's Garb, TL8)	3	None	10,000	1
Soisu'hru (Assassin's Garb, TL13)	6	None	100,000	1
Suya'uiyekh (Aslan Vacc Suit, TL9)	8	Vacc Suit 0	8,000	26
Suya'uiyekh (Aslan Vacc Suit, TL14)	9	Vacc Suit 1	16,000	6
Suya'uiyekhva (Aslan Heavy Vacc Suit, TL10)	11	Vacc Suit 1	15,000	32
Suya'uiyekhyerl (Combat Vacc Suit, TL12)	13	Vacc Suit 2	22,000	36
Su'yerl (Combat Armour, TL12)	15	Battle Dress 0, Strength 9+ ²	180,000	14
Su'yerlva (Heavy Combat Armour, TL12)	17	Battle Dress 0, Strength 12+ ²	300,000	20
Htiwoyerlitoir (Aslan Battle Dress, TL14)	19	Battle Dress 1	1,000,000	20 (6 ³)

1: A character may wear this armour without the requisite Social Standing but may anger traditionalist Aslan.

2: A character without the listed Strength suffers a -2 DM to all physical actions.

3: The listed weight is the suit's weight when switched off. The weight in brackets is its effective weight when powered.



Options

All standard options listed in the *Traveller Core Rulebook* (page 88) may be used with Aslan armour.

Claw Port (TL5): A claw port allows an Aslan to use his dewclaws in combat while wearing armour. Basic claw ports are flexible orifices that are hooked onto the muscles at the base of the claw. When the Aslan unsheathes his claw, the movement pulls the claw port open. More advanced claw ports, designed for use in hostile environments such as vacuum, allow the bony claw to be extruded without damaging the suit. Aslan planning to use their claws in such environments should invest in Claw Coating (see page 68). A claw port costs Cr. 75 for armours below TL8 and Cr. 500 for armours of TL8 or more.

Command Armour (TL12): This upgrade adds a specialised computer weave and communications system to any armour. This computer runs Intellect/1 and Expert (Comms) 2, handling unit coordination and control. This upgrade allows a male to command his troops using modern telepresence and communications without having to deal with technical problems. Command Armour adds Cr. 12,500 to the cost of the armour.

Ornamentation (TL2): Even basic items are decorated by Aslan craftsmen but a fine suit of armour deserves much more. Ornamentation costs the Social Standing of the wearer squared x 100 credits.

Roar Box (TL6): The 'roar box' is a chest-mounted loudspeaker worn by male military commanders. The warrior's roar is amplified by the box, intimidating his enemies and inspiring his allies with the strength of his war cry. A character wearing a roar box may make a Leadership check at the start of battle; if successful, he not only increases the Initiative of his allies by the Effect of the check but also reduces the Initiative of all foes within earshot by 2. The use of a roar box by a male without Territory is considered dishonourable. Costs Cr. 500.

TL11: The more advanced roar box allows the wearer to focus the sound produced, turning it into a sonic weapon. This attack has a maximum range of Short and counts as an energy pistol for the purposes of skills but uses Endurance instead of Dexterity. If the attack is successful, the target takes 1d6 damage and suffers a -1 DM to his next action if he suffers any damage. The roar box ignores any armour that does not include ear protection (any Vacc Suit, Combat Armour or Battle Dress includes such protection). Costs Cr. 2,000.

Tail Armour (TL2): An Aslan with a full tail can only wear armour that includes this modification. It adds 50 Cr. or 2.5% to the cost of the armour, whichever is higher.



AUGMENTS

The Aslan of the Hierate frown on augmentation and genetic engineering. Cybernetics are a necessary evil, as many Aslan are maimed in duels or wars and need replacement limbs but attempts to improve the species through technology are against tradition. Other Aslan states such as the Glorious Empire are less conservative and permit limited augmentation.

All the augmentations listed in the *Traveller Core Rulebook* are available *somewhere* in Aslan space but often at a cost of 50% higher than normal.

Claw Coating (TL9): This augmentation covers the Aslan's dewclaw in a polymer seal that protects it from environmental damage such as extremes of heat and cold. It costs Cr. 1,500.

Claw Hardening (TL10): Claw hardening weaves carbon nanotubes and bands of tough synthetics into the claw, making it tougher than most armour. A character with claw hardening can scratch a starship hull or parry an attack from a chainsaw without damage. A character with Claw Hardening inflicts 2d6 damage instead of 1d6 damage. It costs Cr. 3,000.

Claw Edging (TL11): This augmentation sharpens the claw and lines its cutting edge with a blade so sharp it approaches monofilament. It also includes all the benefits from Claw Hardening and increases the damage from a successful claw attack to 3d6. It costs Cr. 6,000.

Claw Implant (TL10): Humans living in Aslan space are at a disadvantage as they lack dewclaws. They can carry *hi'a'soi* blades or they can go all the way and have an artificial dewclaw implanted into the forearm. The human claw is embedded into the forearm; when unsheathed, it slides forward and projects under the palm. A human with a claw implant may make claw attacks dealing 1d6 damage. Claw Implants cost Cr. 5,000.

Tail Implant (TL9): Aslan with only vestigial tails or humans who suffer from tail envy can have this augment. The tail is purely decorative but can be upgraded to a Prehensile Tail. It costs Cr. 4,000.

Prehensile Tail (TL11): This modification implants artificial nerve and muscle cells into the tail, strengthening it and increasing its fine motor control, allowing the Aslan to use the tail as a third limb. A character with a prehensile tail may take an extra minor action in any Combat Round, as long as this minor action can be accomplished with the tail. Cr. 5,000.

Predator Modifications (TL12): This enhancement was developed by the *Awyraolr* clan during the kinstrife and is banned throughout Aslan space. Nonetheless, some clans have kept the technology and even refined it. The predator modifications suite sharpens the recipient's

senses and tweaks the endocrine system, restoring the predator instincts to the Aslan. In game terms, the recipient's Strength, Dexterity and Endurance are all increased by +2 permanently. The user's Intelligence and Education are both reduced by -2 and the user suffers a -4 DM to all Tolerance rolls, including reaction rolls. The Predator Modification costs Cr. 100,000.

COMMUNICATIONS & COMPUTING

Boundary Box (TL7): A necessity for any human traveller on an Aslan world, the Boundary Box contains maps of the planet's surface as well as a database of which territory is owned by which Aslan noble. The box signals the user when he is about to cross into an Aslan's territory, ensuring that he does not inadvertently cause offence. A Boundary Box costs Cr. 150 and maps for a planet cost Cr. 25.

Clan Comm (TL7): The standard Aslan personal communicator has dedicated channels for the user's family, pride and clan in addition to normal comm features. The gift of a clan comm to an outsider is an expression of trust and honour; illegal possession of another clan's comm is an insult. A clan comm costs Cr. 150.

MEDICAL SUPPLIES

Slashpatch (TL6): The slashpatch is a specialised bandage for treating dewclaw cuts. It glues the wound shut and releases painkillers and clotting agents at a rate optimised to deal with slashing injuries. If a slashpatch is applied within one minute of a claw attack, it heals 1d6 points of damage. Obviously, the patient cannot regain characteristic points that were not damaged by the claw attack. Slashpatches cost Cr. 5 each.

Bio-adjustment Pill (TL8): Bio-adjustment pills alter the Aslan's digestion, allowing them to metabolise alien meats. Different planets require different types of pill, although there are broad-spectrum ones that cover a variety of worlds. A month's worth of pills costs Cr. 20.

ROBOTS & DRONES

Khyeseir (Mousebot, TL7): These little drones are mobile food carriers, designed to remind Aslan of natural prey on Kusyu. They are used where live food would be impractical. Freshly heated meat is attached to the *khyeseir's* spikes and the drone is released to run around the dining area.

Strength 1 (-3), Dexterity 5 (-1), Hull 0, Structure 1
Traits: None
Price: Cr. 50

Arel (Slave Machine, TL12): These are humanoid robots, mass-produced and used for labour. The Aslan could perhaps have developed more efficient non-humanoid designs but the *arel* appeals to some atavistic instinct in the Aslan.



Strength 7 (+0), Dexterity 5 (-1), Hull 1, Structure 1

Traits: Specialised Computer/1 running Intellect/1 and Expert Trade/1

Price: Cr. 30,000

Hikare' (Technician, TL14): A personal robot of great sophistication, the *hikare'* is capable of serving as an engineer on a one-man scout ship or as a personal servant. On larger ships, they are used to replace or aid female crew members. The *hikare'* design has evolved over time and older *hikare'* are often encountered on backward Aslan colonies.

Strength 7 (+0), Dexterity 9 (+1), Hull 1, Structure 2

Traits: Specialised Computer/3 running Intellect/2, Expert Mechanic/3, Expert Engineering/3 and Expert Steward/3, Integral grav floater, Integral toolkit

Price: Cr. 650,000

WEAPONS

A number of specific weapons available to Aslan characters are described here. Both a generic (human) name and the original Aslan name are given for each weapon.

Melee Weapons

Fierah (no strict human equivalent; often translated as thong, TL1):

A strip of flexible material (originally hide, now frequently plastic) approximately 1,500 mm in length. It is frequently worn like a sash or belt. Weight is negligible. The *fierah* can be used in a variety of ways: looped, it can be used to snare or throttle an opponent; it can also be used as a sling or the loose strands at each end can be tied around weights to form an improvised flail or bolo (taking two rounds). Each application is listed separately on the weapons charts; skill applies equally to all applications. Highly decorated *fierah* are part of the traditional costume of a noble.

Sling Mode: Inflicts 1d6 damage at range.

Snare Mode: Target must make a Strength check or be unable to act next round. Only works on humanoids.

Flail Mode: Inflicts 1d6+3 damage in melee.

Bolas Mode: Target must make a Dexterity check or be unable to act next round. Only works on humanoids.

Yurletya (Spear-Hook, TL2): A combination of spear (at one end) and four-pronged grappling hook (at the other). The *yurletya* is 2,500 mm in length and was a favourite duelling weapon of early Aslan cultures. It is still frequently used for ritual or ceremonial purposes. After any attack is made with the weapon, regardless of the result, a second attack may be made in the round at a -2 DM.

One of the attacks must be with the spear end and is treated normally. The other attack is with the hook and applies the enemy's Strength DM as a negative DM to the attack; if successful, the opponent is knocked down.

Taleryu (Crescent Blade, TL3): The *taleryu* is a symbol of a noble's authority; it was traditionally used to execute trespassers but it works well as a combat weapon. *Taleryu* are sometimes used in zero-gravity combat in the same way cutlasses are used by humans.

Hi'asoi (Monkey Knife, TL3): *Hi'asoi* are ceremonial weapons used by humans who have integrated into Aslan society. The blade resembles a dewclaw and is worn strapped to the wrist. A human with a *hi'asoi* can fight in duels, using the blade as his claw. His chances of survival against an Aslan male are, of course, minimal.

Akhaeh (Throwing Edge, TL3): A boomerang-like weapon with a sharpened edge. Usually carried on a belt sheath, it functions precisely as a boomerang. A thrown *akhaeh* which missed the target returns to the thrower if the Effect is -1 or -2.

TL6: Akhaehs have a core of explosive and a proximity trigger that is disarmed by a radio beacon worn by the user. The weapon only explodes if it is out of range of the beacon.

Yuhaih (Reaver's Axe, TL4): An oversized great-axe, the *yuhaih* is a weapon of terror. It makes a thunderous noise as it is whirled through the air. Dewclaws are needed to wield the *yuhaih* properly, as the wielder's claws slot into round hole in the shaft, allowing him to spin it at great speed before he drives it into a foe's skull.

Soisu'soi (Assassin's Blade, TL3): The traditional weapon of an assassin is a curved blade, often with funnels in the blade containing poison. The delivery of a *soisu'soi* is part of the ceremony that begins a War of Assassins.

TL10: A modern assassin's blade is made of sensor-baffling materials, folds down to the size of a small coin and contains a poison tailored to the metabolism and genetics of the intended family. An Aslan of the target genetic family who is struck by a modern assassin's blade must make an Endurance check at a -2 DM or suffer another 3d6 damage over the next 1d6 hours.



MELEE WEAPONS

Weapon	TL	Range	Damage	Heft	Mass (kg)	Cost (Cr.)
Fierah (thong)	1	Ranged (thrown)	1d6	2	—	10
Fierah (snare)		Melee (unarmed)	Special	2	—	10
Fierah (flail)		Melee (bludgeon)	1d6+3	3	—	10
Fierah (bolas)		Ranged (thrown)	Special	2	—	10
Yurletya (Spear-Hook)	2	Melee (large blade)	2d6	1	2	15
Taleryu (crescent blade)	3	Melee (small blade)	2d6+4	—	0.5	100
Hi'asoi (monkey knife)	3	Melee (claw)	1d6	-1	—	150
Akheah (basic) (boomerang)	3	Ranged (thrown)	2d6	—	0.5	25
Akheah (explosive) (boomerang)	6	Ranged (thrown)	6d6	1	0.5	60
Yu'hiah (reaver's axe)	4	Melee (large blade)	4d6	3	5	500
Soisu'soi (Assassin's Blade)	3	Melee (small blade)	2d6+2	-1	1	500
Soisu'soi (Assassin's Blade)	10	Melee (small blade)	2d6+4	-2	0.5	5,000

Slug Throwers

Khaihte (Pistol, TL7): A semiautomatic pistol similar in nature to the Body Pistol, though only occasionally designed as a concealable weapon. The *khaihte* cartridge is common to the *takhestah* and the *khaifealate* as well. The pistol uses a 10-round magazine (the 20-round *takhestah* magazine will also fit). The *khaihte* can be fitted with a silencer.

Takhestah (Long Pistol, TL5): The basic Aslan semi-automatic handgun. It is similar in nature to the human automatic pistol but uses a 20-round magazine. The *takhestah* cartridge is common to the *khaihte* and the *khaifealate* as well. The extended barrel for the pistol gives enhanced accuracy to the weapon.

Khaifealate (Machine Pistol, TL5): The Aslan equivalent of a submachine gun. Magazines carry 32 rounds; ammunition but not the magazine, is compatible with the *khaihte* and the *takhestah*. Performance is similar but slightly inferior to, most SMGs.

Uealikhe (Carbine, TL5): Virtually identical to the human carbine, the *uealikhe* makes use of a small calibre round; their magazines of twelve rounds each are not compatible with other weapons.

Takheal (Long Rifle, TL5): The basic Aslan rifle, the *takheal* makes use of a 32-round magazine which is also compatible with the *yeheal*. It can be fitted with a bipod, folding stock and electronic or telescopic sights.

Yeheal (Autorifle, TL6): The Aslan automatic rifle functions much like the human model. It can be equipped with a shoulder sling,

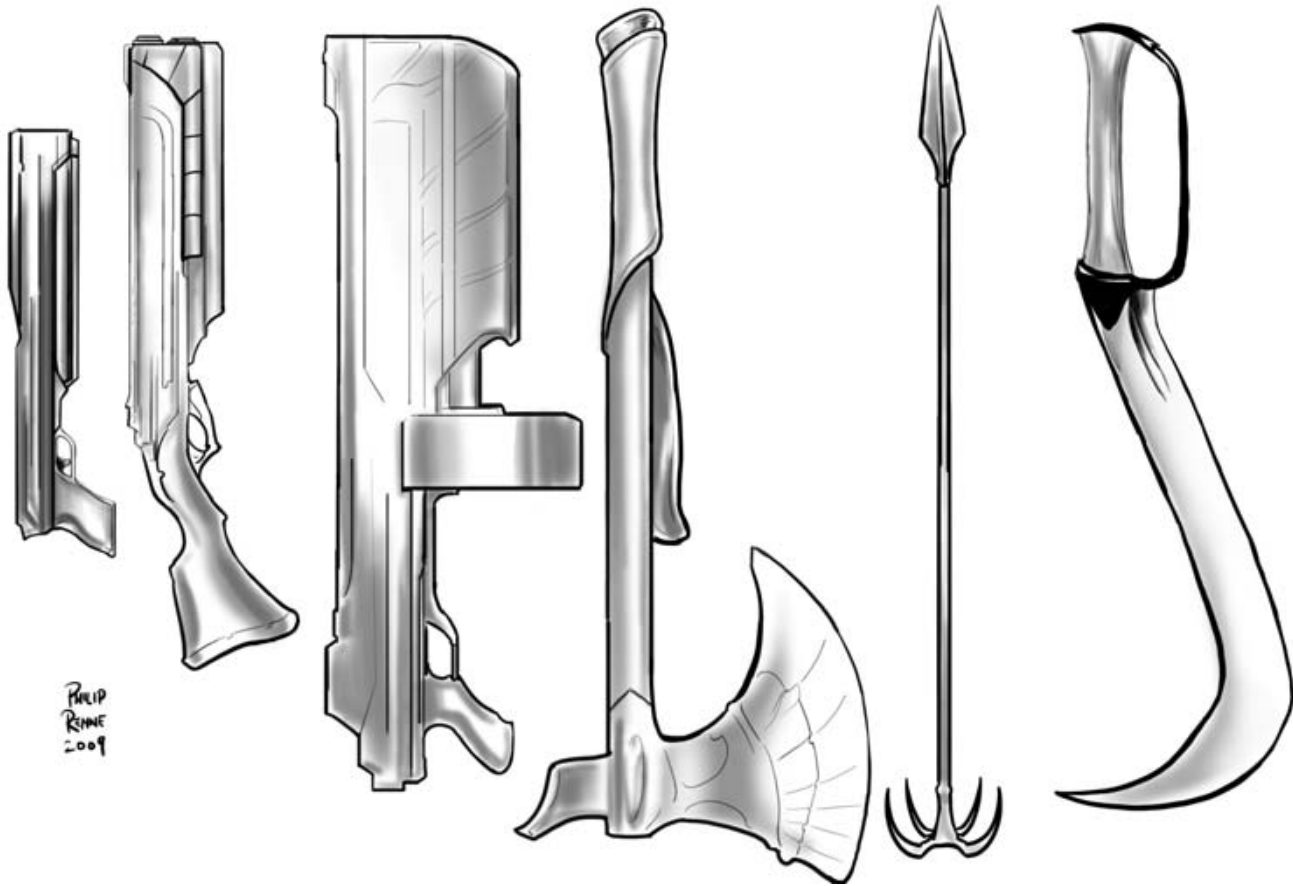
sights, a bipod and a muzzle brake and may be switched from semi-automatic to full automatic fire as needed. Magazines are identical to (and interchangeable with) the *takheal*.

The *yeheal* is magazine fed; using a dual magazine feed with an internal mechanism which strips cartridges from one magazine until it is empty and then proceeds to strip cartridges from the other magazine. As a result, total magazine capacity is 64 rounds and the weapon can be reloaded with one new magazine whenever the rounds remaining is less than 32.

Eakhyasear (Hunter's Rifle, TL4): The weapon most often carried by non-military Aslan who require a longarm. It is similar in many respects to the *takheal* but is shorter, bulkier and uses a different type of ammunition. Ammo comes in 16-round magazines and is not compatible with other firearms. The *eakhyasear* may be fitted with a sling, folding stock and telescopic sights.

Eakhyasears are available in a variety of qualities, with custom engraving, swirl grain wood stocks, precious metal plating and special attention to craftsmanship and quality; building on the base price, such features may cost from up to 1,000% more. Noble males especially consider it beneath their dignity to carry an ordinary quality *eakhyasear* and will select a more ornate model. These special features do not affect accuracy or reliability.

Taoyuhrir (Heavy Machine Gun, TL7): This is a massive drum-fed machine gun that fires explosive bullets. In human terms, it is a support weapon but an Aslan male can carry it and use it as a personal weapon. The roar of the *taoyuhrir* heralds a hail of destruction. The *taoyuhrir* requires the Heavy Weapons (MPA) skill.



SLUG THROWERS

Weapon	TL	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr.)	Ammo Cost (Cr.)
Pistols									
Khaihte (pistol)	7	Ranged (pistol)	3d6-3	No	-1	0.5	10	750	15
Takhestah (long pistol)	5	Ranged (pistol)	3d6-3	4	0	1.5	20	500	30
Khaifealate (Machine Pistol)	5	Ranged (pistol)	3d6-3	6	1	3.5	32	600	30
Rifles									
Uealikle (Carbine)	5	Ranged (assault weapon)	3d6	No	2/4	3.5	12	275	25
Takheal (Long Rifle)	5	Ranged (rifle)	3d6	No	2	5	32	250	25
Yeheal (Autorifle)	6	Ranged (rifle)	3d6	4	2	6.5	64	1,250	50
Eakhyasear (Hunter's Rifle)	4	Ranged (rifle)	3d6-3	No	1	4.5	16	210	15
Heavy Weapons									
Taoyuhrir (Heavy Machine Gun, TL7)	7	Ranged (rifle)	4d6+4	8	6	15	200	4,000	200



Energy Weapons

Laser Weapons: The *trakhtyaua* (laser pistol), *triluealikhe* (laser carbine) and *trolitakheal* (laser rifle) are functionally identical to human designs and indeed were originally based on borrowed human technology. Only details to accommodate differing physiology have been changed.

Wye'oiheasarl (Plasma Streamer, TL11): A more primitive version of a PGMP, this weapon lacks the magnetic containment needed to focus the plasma blast into a beam. The *wye'oiheasarl* is fired much like a flamethrower, vomiting a stream of star-hot matter over a wide area. Proper use of the *wye'oiheasarl* requires Strength 12 or more (each point of Strength below 12 gives a -1 DM to attacks) and proper protective gear (the operator takes 6 points of damage when the *wye'oiheasarl* is fired; this damage can be reduced by armour). The *wye'oiheasarl* can only be fired in full-auto mode.

Hlaurakh (Gravity Spear, TL14): This weapon is a recent breakthrough by the Aslan and is still largely experimental. It works on the same principle as a gravity plate or repulsor, projecting a 'lance' of gravity forward. Anything within the path of the beam is subjected to a 10g force pulling it towards or away from the *hlaurakh*. The *hlaurakh*'s beam flickers on and off a dozen times a second and circles around a small area, causing thousands of tears and fractures in the internal organs of the target.

Armour is no protection against the gravity spear.

ENERGY WEAPONS

Weapon	TL	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Cost (Cr)	Power Pack (Cr)
Wye'oiheasarl (Plasma Streamer)	11	Ranged (assault weapon)	10d6	6	3	12	—	75,000	—
Hlaurakh	14	Ranged (rifle)	2d6	No	1	10	10	200,000	2,000

VEHICLES

Vehicles are a necessity on most Aslan worlds, as settlements are spread out across a wide area. The Aslan have a variety of groundcars and personal flyers, examples of which are given below.

Clawbike

The clawbike is an oversized four-wheeled dirt bike, used for both civilian and military purposes by the Aslan. The wheels are equipped with long curved spikes that are normally held retracted inside the tire; these spikes can be extended like a dewclaw, allowing the bike to scramble over especially rough terrain and even climb very steep surfaces. Driving a clawbike requires considerable strength, as the vehicles are infamous for bucking or toppling if not properly controlled. A character with a negative Strength DM must apply it to any Drive rolls while using a clawbike.

CLAWBIKE

TL: 10

Drive Type: Wheeled/Walker

Configuration: Cycle

Agility: +3

Armour: 0

Crew: 1

Passengers: 0

Weapons: None

Equipment: None

Construction: Crystaliron

Speed: 525kph

Hull: 2

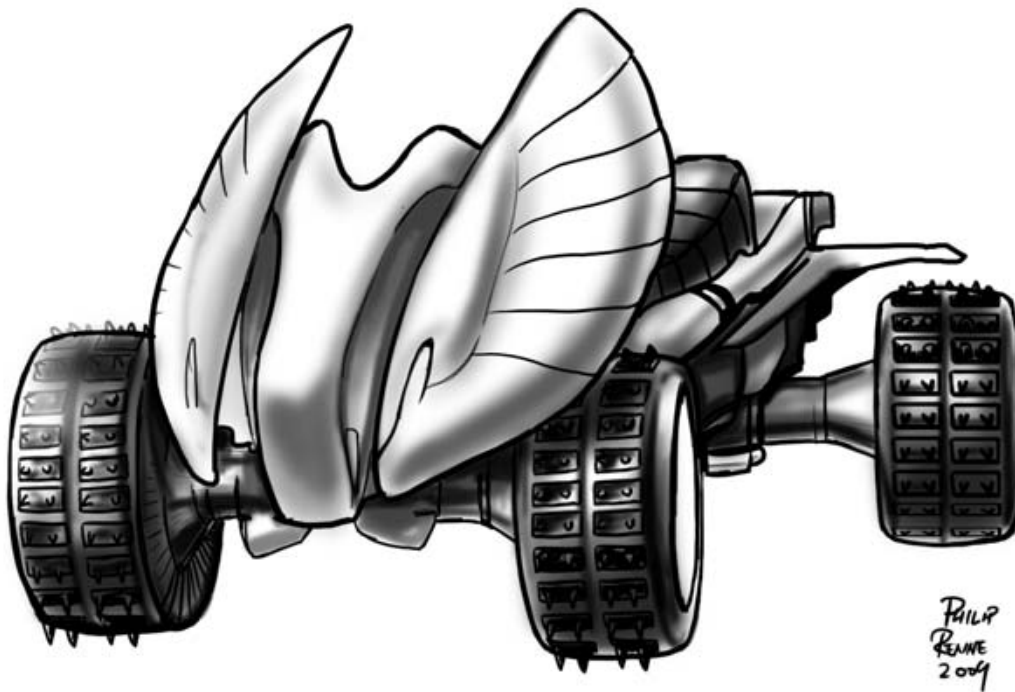
Cargo: 50kg

26,650 Cr.

Qualities: Rugged, Streamlined

Fuel: 24 hours

Structure: 3



Crawler

Heavy tracked crawlers are multipurpose utility vehicles. The four track sections are individually powered, giving the vehicle considerable agility at the cost of power and added complexity. The body of the crawler is dome-shaped but the dome is divided into sections and individual parts can be folded down to provide extra storage space and the flatbed supporting the dome can be extended out on telescopic rods. A crawler can be transformed into a cargo carrier with four times its base capacity.

The driver's cab is located in the front third of the dome. Military crawlers have less cargo space but have a second dome with an armed turret.

CRAWLER		183,500 CR.
TL: 10		
Drive Type: Tracked		
Configuration: Standard	Construction: Crystaliron	Qualities: Sealed
Agility: +1	Speed: 41kph	Fuel: 48 hours
Armour: 24	Hull: 12	Structure: 13
Crew: 2		
Passengers: 0	Cargo: 1.75 dtons	
Weapons: None		
Equipment: 20km Laser Comm, Basic Life Support		



Tank

This Aslan main battle tank exemplifies the race's fighting techniques. The tank is larger and heavier than comparable human designs and has a crew of three – a male commander/gunner, a male driver and a female engineer/comms officer. The main weapons are a pair of turret-mounted plasma cannon and the tank also mounts several small anti-personnel weapons to deal with infantry.

A more advanced design replaces the plasma cannons with a fusion cannon and removes the female officer in favour of a remote telecommunications link to base.

TANK **6,818,000 CR.**
 TL: 11
 Drive Type: Grav
 Configuration: Sloped Construction: Crystaliron Qualities: Sealed, Very Rugged
 Agility: +0 Speed: 360kph Fuel: —
 Armour: 132 Hull: 55 Structure: 57
 Crew: 3
 Passengers: 0 Cargo: 0.3 dtons
 Weapons: Turret-mounted twin Plasma Cannons (14d6), twin sponson-mounted VRF Gauss Cannon (5d6, AP)
 Equipment: 100km Laser/Radio Comm, Advanced Military Sensors, Life Support

ADVANCED TANK **64,143,000 CR.**
 TL: 14
 Drive Type: Grav
 Configuration: Sloped Construction: Bonded Superdense Qualities: Sealed, Very Rugged
 Agility: +1 Speed: 400kph Fuel: —
 Armour: 141 Hull: 80 Structure: 83
 Crew: 2
 Passengers: 0 Cargo: 0.3 dtons
 Weapons: Turret-mounted twin Fusion Cannons (28d6), twin sponson-mounted VRF Gauss Cannon (5d6, AP)
 Equipment: 100km Laser/Radio Comm, Advanced Military Sensors, Life Support

Grav Platform

Grav Platforms range in size from personals discs one metre across to huge floating islands supporting whole cities. The Aslan appreciate grav platforms and use them extensively on worlds capable of supporting them (TL11 for smaller platforms, TL14 for larger ones). Grav Platforms all consist of a slab of super-strong material supported by one or more anti-grav units similar to those used on grav belts. Power is provided from a battery or reactor mounted in the centre of the platform. Smaller grav platforms can be controlled by angling the body forward and inclining the leading edge of the platform, allowing an agile user to alter course just by shifting his weight. Larger platforms have stability as a prime concern and so have more conventional controls.

PERSONAL GRAV PLATFORM **76,860 CR.**
 TL: 12
 Drive Type: Grav
 Configuration: Open Construction: Superdense Qualities: None
 Agility: +0 Speed: 70kph Fuel: One week
 Armour: None Hull: 1 Structure: 2
 Crew: 1
 Passengers: 0 Cargo: 0.1 dtons
 Weapons: None
 Equipment: None



Flypod

Flypods have been described as 'soap bubbles' by human observers. They are one-man flying machines, which fly by gravity manipulation. A flypod's hull is mostly transparent plastic and light-weight synthetics, making the vehicle appear alarmingly fragile despite being able to survive a hurricane with ease. Some models of flypod can be linked together to form a chain of vehicles slaved to the lead pod.

FLYPOD	156,360 CR.	
TL: 12		
Drive Type: Grav		
Configuration: Standard	Construction: Light Alloys	Qualities: Sealed
Agility: +2	Speed: 100kph	Fuel: 16 hours
Armour: 3	Hull: 1	Structure: 1
Crew: 1		
Passengers: 0	Cargo: 0.3 dtons	
Weapons: None		
Equipment: 20km Radio Comm, Improved Controls		

Grav Barge

A variation on grav platforms, grav barges are large, stately vehicles used by Aslan as semi-mobile bases when travelling through their territory. The barge hovers using anti-gravity suspensors but is propelled by sails or drawn by beasts of burden like a giant flying chariot. Most grav barges can actually move under their own power but it is considered gauche to actually *fly* a grav barge; the whole point of the vehicle is to slowly tour one's territory in a traditional manner.

MASSIVE GRAV BARGE	3,367,500 CR.	
TL: 12		
Drive Type: Lifter		
Configuration: Open	Construction: Crystaliron	Qualities: None
Agility: —	Speed: 0kph	Fuel: —
Armour: 30	Hull: 186	Structure: 188
Crew: 40		
Passengers: Up to 2,000	Cargo: 15 dtons	
Weapons: Two Heavy Lasers (8d6), 20 light machine guns (3d6)		
Equipment: 1000km Laser/Radio/Maser Comm, Advanced Long Range Sensors		

STARSHIPS AND SPACE TRAVEL

The basic details of space travel remain the same whether in Aslan or human space. The exceptions are noted here.

Interstellar Travel

A jump takes just over 5 *eakhau* (or about 7 Imperial days) to complete. Aslan ships use the same technology as human ships and either race can use ships belonging to the other with a minimum of difficulty.

Aslan have no special regard for luxury and do not have a separate high passage ticket. All paid passages are considered middle or low. However, any Aslan of Social Standing 9+ will receive the services of the ship's steward automatically and the middle passage baggage allowance becomes 500 kilos. Aslan nobles always have precedence and usually bump passengers of lesser standing. Working passage is common within a clan; working passage is rarely available to non-clan members.

Lesser Known Aspects Of Space Travel

The following are customs within Aslan space.

Space Is Not Territory: No Aslan male may claim a region of space. A traveller need not ask permission to enter any region of space – but before he puts a single foot on the ground, he must give all traditional honours to the landowner.

Clan Hospitality: There is a strong tradition within most clans that 'the clan takes care of its own.' If members of a character's clan live on a particular world, these clan members will offer free food and lodging and will provide a middle passage ticket with a successful Difficult (-2) Persuade check.

Outcasts or characters who have been Outcasts, cannot claim to be part of a clan and thus are not extended this hospitality. Referees can determine the presence of an Aslan's clan on a world through materials they have previously prepared; alternatively, roll 10+ modified as follows.

Condition	DM
Local population 9+	+1
Local government type H	+1
Aslan is member of one of the <i>Tlaukhu</i> clans	+2
Per sector distant from the clan homeworld	-1

Swapping Stories: Aslan with time on their dewclaws enjoy telling stories of their exploits and adventures. During the long days of a space journey, the passengers (and crew with no immediate jobs to perform) meet in the galley or central lounge and take turns telling stories of what they have seen, what they have done and what they plan to do.

Participants in these story-swapping sessions gain acceptance into the group as well as a diversion from the boredom of a long journey. In addition, the stories told are often the source of further adventures or expeditions.

Crews

Aslan crew standards vary since there is no central authority to prescribe the number and type of crew required. The details of ship operation mandate that the requirements for pilot, navigator and engineer be the same as for humans in basic *Traveller*. Pilots are almost always male; navigators and engineers are almost always female.

Stewards are not required. Most properly staffed ships will include at least one because noble males taking passage on any ship require the services of one steward per four of them and if no proper steward is provided, they will co-opt another crew member for the position. A well-prepared ship thus provides a steward in order to avoid losing an engineer or navigator at the wrong moment.

Medics are not required; the position of medic is filled when the ship's owner feels it necessary or when the crew demands it forcefully enough.

Because of the nature of Aslan society and upbringing, most ships have a male in formal command of the ship and a female who deals with many details (specifically finances) which are beneath the male's dignity. The male captain is almost always the pilot. On military ships, the female is the captain's executive officer. On commercial ships, the female is the purser. In both cases, she may also be the navigator.

Purser: Each merchant starship engaged in commercial activity, trade, commerce, cargo transport, passenger transport or charter activity must have a purser. Invariably, the purser will be female and she must have a minimum of either Admin 1 or Broker 1. The purser is paid a salary of Cr. 5,000 per month.

Societal Standards: Because of the expectations of Aslan society, all but pirate ships will restrict crew positions to the proper gender. Only males may be gunners and pilots. Only females will be navigators, pursers, engineers, medics and stewards. Otherwise undefined crew positions (security personnel, mechanics, technicians, small craft pilots and clerks) are open to any properly skilled individuals, although noble males will refuse most positions other than gunner or pilot.

Aslan Control Systems

Aslan controls fall into four categories – male, female, dual and reconfigurable. Male controls are deliberately simplified and abstracted, displaying only the most vital information. Female control displays are overly complex, giving a bewildering array of options to the user and requiring great skill to master. Dual controls



include both male and female controls in the one system; either the male controls are a clearly demarcated subset of the female controls or the control system is compact enough to have two entirely separate interfaces. Finally, reconfigurable controls are the most advanced and can dynamically change themselves to present the appropriate interface.

On the largest spacecraft, the piloting and gunnery interfaces are male, while all other control systems are female. Dual controls are more common on smaller ships, where a smaller crew makes it more likely that an Aslan will have to perform duties commonly associated with the other gender. Ships built at TL13 or more always have reconfigurable controls throughout. The need to have dual mode controls often makes Intellect programmes very common on Aslan ships

Males dislike automated piloting and gunnery systems, so few Aslan ships come equipped with Evade programs. Aslan Fire Control programs, whilst costing the same and having the same rating as other Fire Control programmes, do not allow the computer to make attacks and only offer positive DMs to gunnery rolls.

ASLAN STARSHIPS

All these designs are common within the Aslan Hierate and have the 10% discount for common designs included in their cost breakdown. None of these vessels are customarily available outside Aslan space. Aslan ships are invariably heavily decorated with inscriptions and clan heraldry; even control systems can be decorated with gold, jewels or other art. Even on military vessels, the Aslan like to decorate their surroundings.

SHRINES

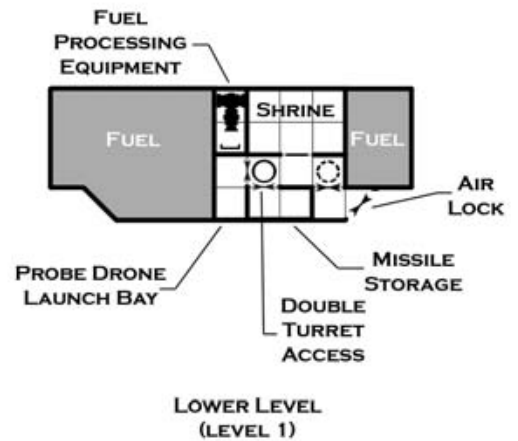
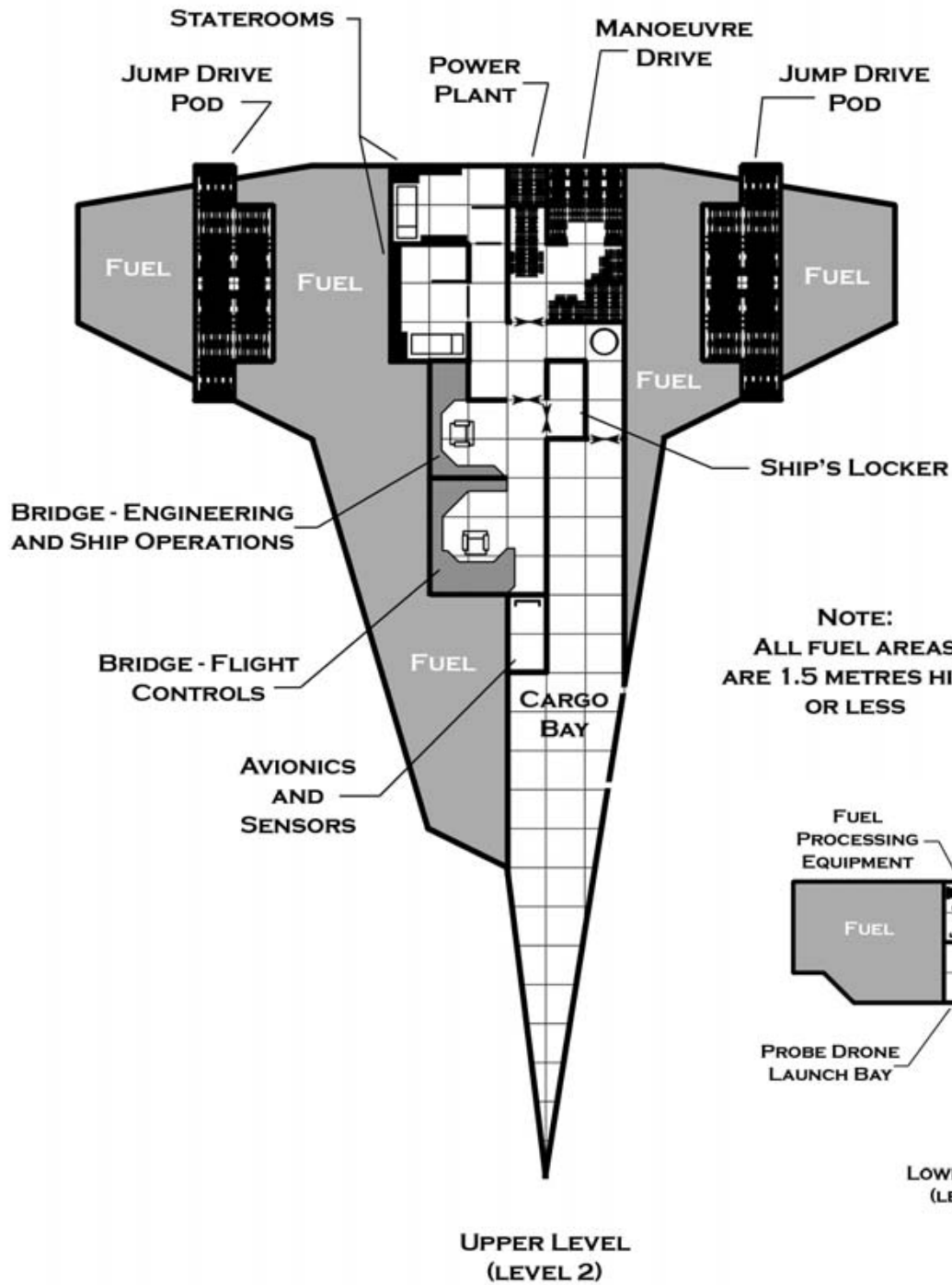
An additional feature unique to Aslan vessels is that they all carry a Shrine to Heroes, where Aslan go to meditate on and gain confidence from, the deeds and philosophies of their ancestors. This is a small private room, draped in tapestries and decorated with scenes of conquest. In ship design terms any Aslan ship of 100 tons or over must have at least one Shrine. Cost and size of the Shrine is the same as a normal stateroom but it does not count as a stateroom for life support running costs as it cannot be used for occupancy as a normal stateroom. Capital ships must have at least one Shrine per section.

Scout (Hraye class)

Using a 100-ton hull, the Aslan scout is intended primarily for exploration duties (the variant *Ihateisho* class scout is a more common sight outside Hierate space). The scout requires a crew of two: pilot and engineer/navigator (one individual with the Pilot, Engineer and Navigator skills could also handle the ship). The ship can carry up to four individuals in double occupancy. The *Hraye's* cheap running cost means that these vessels are often found serving as couriers or transports in small colonies.

			Tons	Price (Cr.)
Hull	100 Tons	2 Hull	—	2,200,000
	Streamlined	2 Structure	—	—
Armour	Titanium Steel	4 Points	10	200,000
Jump Drive	A	Jump 2	10	10,000,000
Manoeuvre Drive	A	Thrust 2	2	4,000,000
Power Plant	A		4	8,000,000
Bridge			10	500,000
Computer	Model/2	Rating 10		160,000
Electronics	Basic Civilian	-2 DM	1	50,000
Weapons	Hardpoint #1	Double Turret (Pulse Laser/Missile Rack)	1	1,750,000
Ammunition		12 missiles	1	—
Fuel	30 Tons	One jump-2 and 10 weeks of operation	30	—
Cargo	17 Tons		17	—
2 Staterooms			8	1,000,000
0 Low Berths			—	—
Extras	Shrine		4	500,000
	Fuel Scoops	Integral		—
	Fuel Processor		1	50,000
	Probe Drones (5)		1	500,000
Software	Manoeuvre/0		—	—
	Library/0		—	—
	Jump/2	Rating 10	—	200,000
Maintenance Cost (monthly)				2,183.25
Life Support Cost (monthly)				4,000
Total Tonnage & Cost			100	26,199,000





Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Isis Valve		Hatch	
Isis Valve Floor		Hatch Floor	
Isis Valve Ceiling		Hatch Ceiling	
Isis Valve Both		Hatch Both	

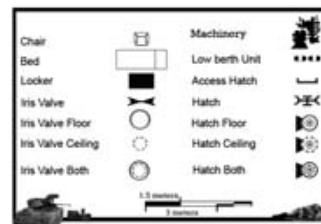
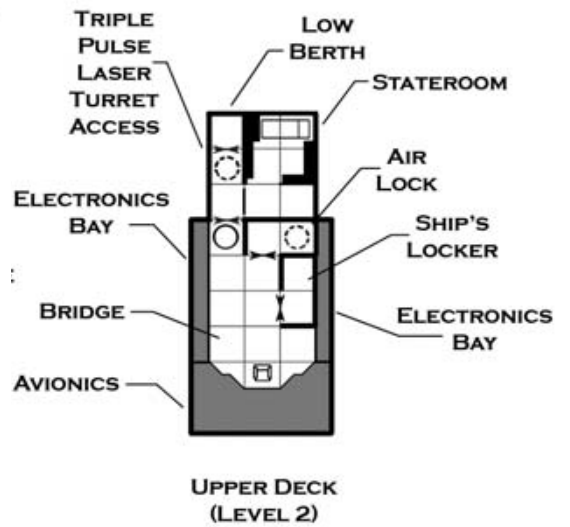
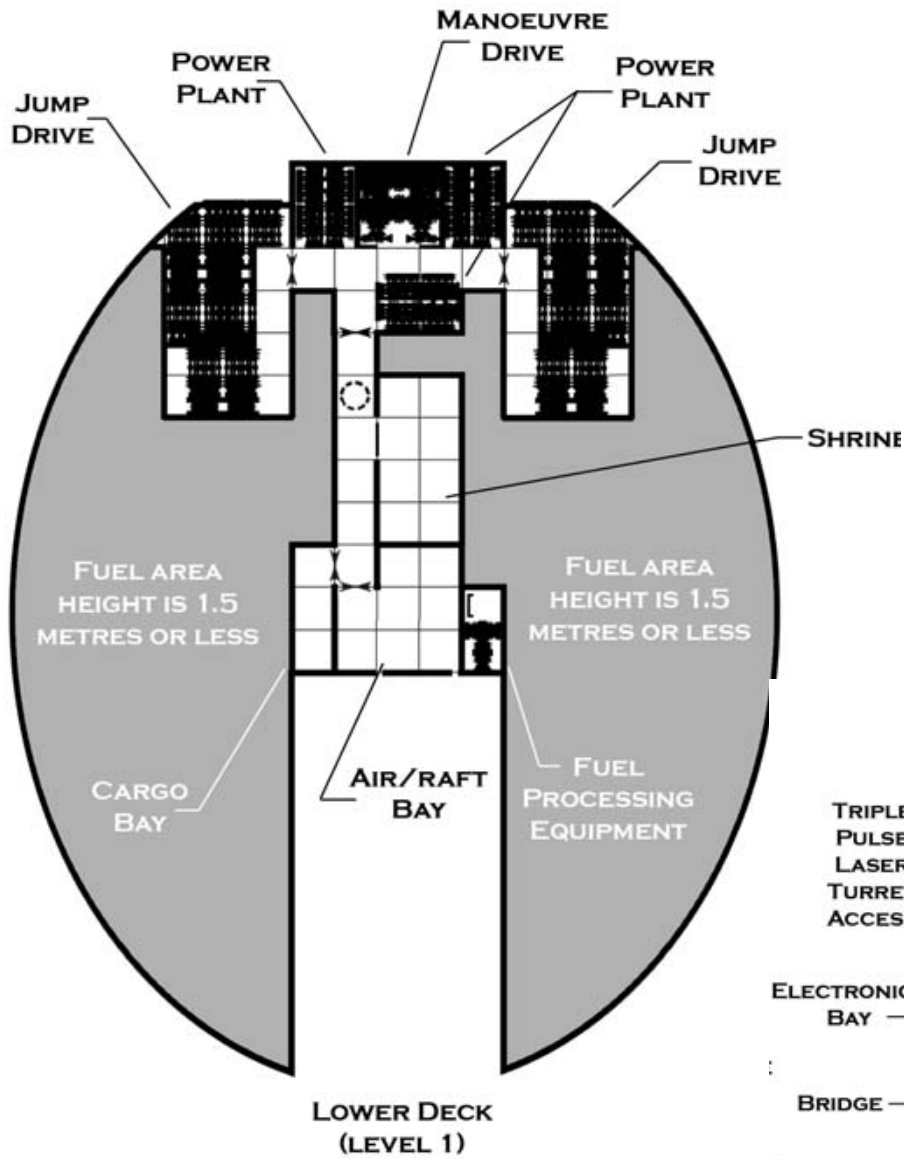


Scout (*Ihateisho* class)

This is one of the most iconic Aslan vessels. Ships of this design are given to the *ihatei* of nobles. The young *ihatei* roam the galaxy, looking for territories to conquer. The controls of the vessel are as automated as possible, to allow males who are less than technically adept to operate without female help. The *ihateisho* is capable of making four-parsec jumps, allowing it to reach systems beyond the range of a standard scout. A typical *ihateisho* exploration lasts two to three years, at which point the wanderer returns to the nearest *ihatei* camp and gathers an army to conquer the most suitable territory he has found during his wandering. The *ihateisho* is then either returned to the clan or traded for a share in a larger vessel. An *ihateisho* can be considered especially lucky if its former owners have gone on to find good territories.

			Tons	Price (Cr.)
Hull	100 Tons	2 Hull	—	2,200,000
	Streamlined	2 Structure	—	—
Armour		0 Points	—	—
Jump Drive	B	Jump 4	15	20,000,000
Manoeuvre Drive	A	Thrust 2	2	4,000,000
Power Plant	B		7	16,000,000
Bridge			10	500,000
Computer	Model/3 bis	Rating 15 (20 for Jump Control)	—	3,000,000
Electronics	Basic Military	+0 DM	2	1,000,000
Weapons	Hardpoint #1	Triple Turret (pulse laser/pulse laser/pulse laser)	1	2,500,000
Fuel	48 Tons	One jump-4 and four weeks of operation	48	—
Cargo	1.5 Tons		1.5	—
1 Stateroom			4	500,000
1 Low Berth			0.5	50,000
Extras	Shrine		4	500,000
	Fuel Scoops	Integral	—	—
	Fuel Processor	20 tons per day	1	50,000
	Air/Raft		4	275,000
Software	Manoeuvre/0		—	—
	Library/0		—	—
	Jump/4	Rating 20	—	400,000
	Fire Control/3	Rating 15	—	6,000,000
	Intellect	Rating 10	—	1,000,000
Maintenance Cost (monthly)				4,248





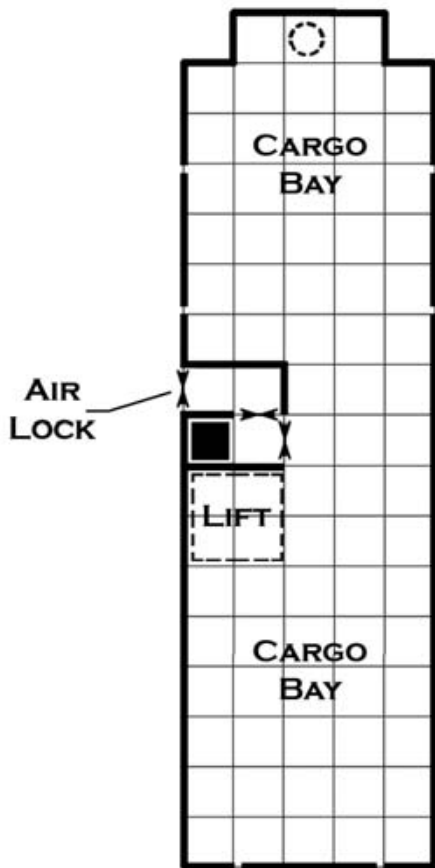
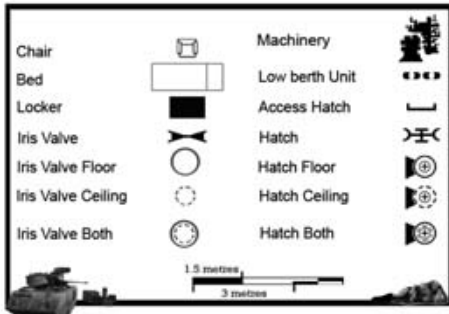


Trader (*Eakhau* class)

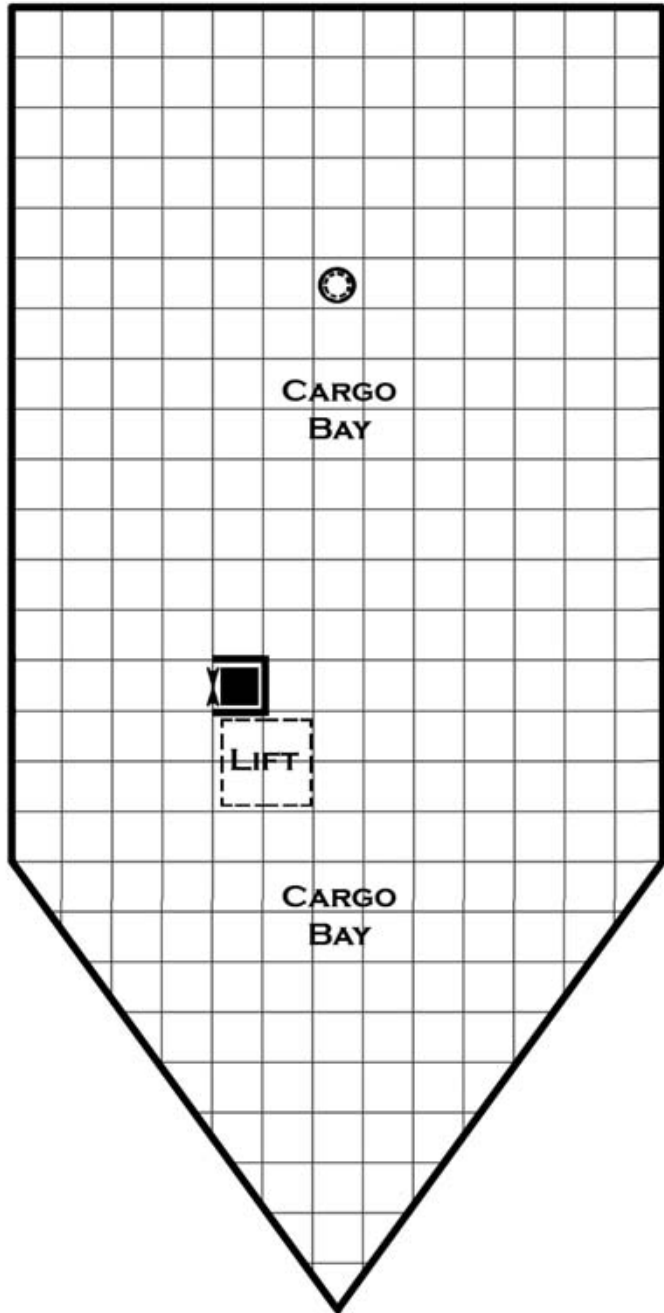
The *Eakhau* is an Aslan tramp trader and is commonly found crewed by a single family. Nomadic Aslan families travel in this fashion as part of a pride-fleet of a dozen or so ships and whole generations can be born, live and die on these cramped vessels before the pride finds a suitable territory. The trader requires a crew of five: pilot, navigator, two engineers and purser. A steward, medic and up to four gunners are sometimes carried. It can carry up to eight passengers and 16 low passengers. The *Eakhau* is one of the few Aslan designs to carry escape pods, which are seen as inviting failure. A true warrior will never need to flee.

			Tons	Price (Cr.)
Hull	400 Tons	8 Hull	—	17,600,000
	Streamlined	8 Structure	—	—
Armour		0 Points	—	—
Jump Drive	D	Jump 2	25	40,000,000
Manoeuvre Drive	B	Thrust 1	3	8,000,000
Power Plant	D		13	32,000,000
Bridge			20	2,000,000
Computer	Model/2	Rating 10	—	160,000
Electronics	Standard	-4 DM	—	—
Weapons	None		—	—
Fuel	88 Tons	One Jump-2 and 2 weeks of operation	88	—
Cargo	180.5 Tons		180.5	—
13 Staterooms			52	6,500,000
16 Low Berths			8	800,000
Extras	Fuel Scoops	Integral	—	—
	Shrine		4	500,000
	Fuel Processor		1	50,000
	13 Escape Pods		6.5	130,000
Software	Manoeuvre/0		—	—
	Library/0		—	—
	Jump/2		—	200,000
Maintenance Cost (monthly)				8,095
Life Support Cost (monthly)				27,600
Total Tonnage & Cost			400	95,049,000

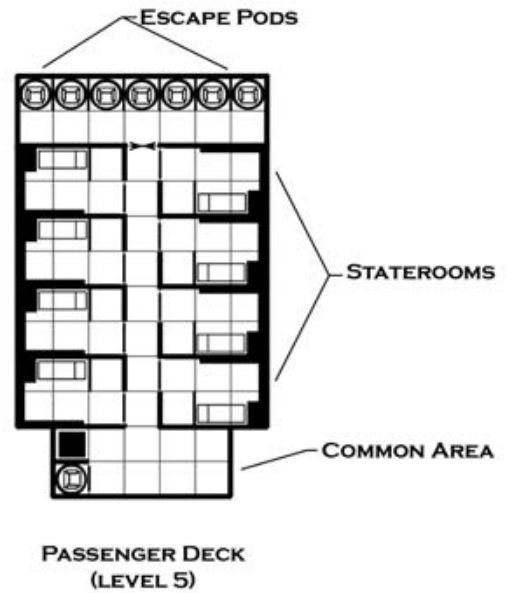
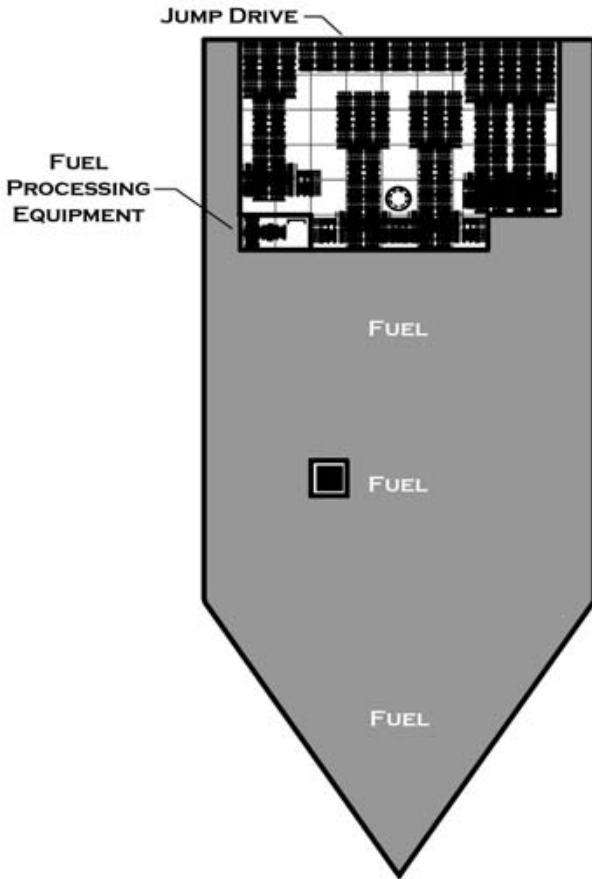
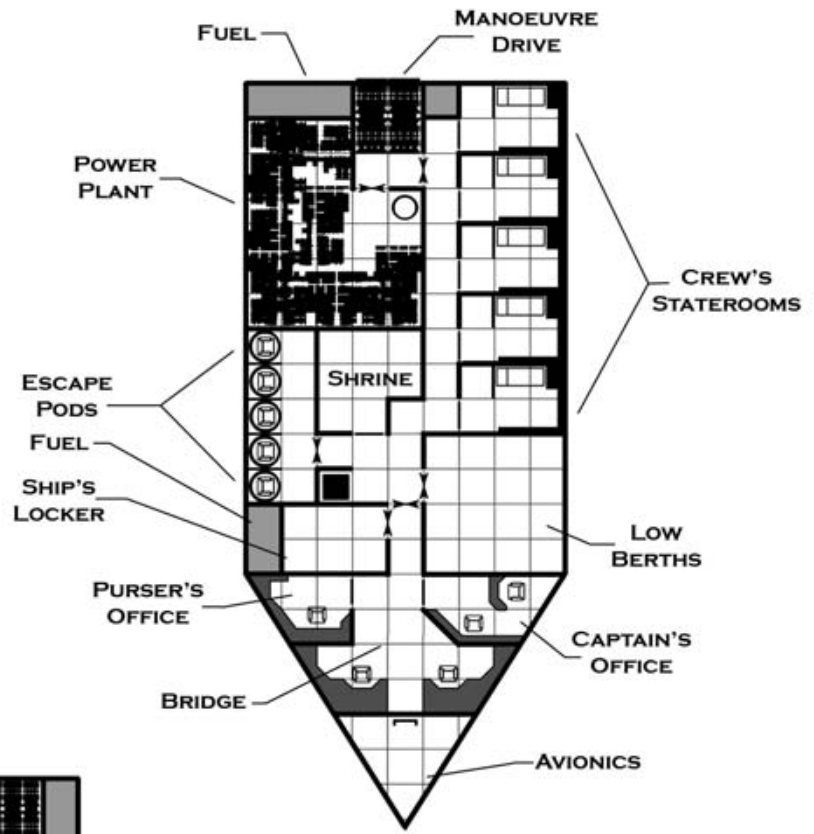
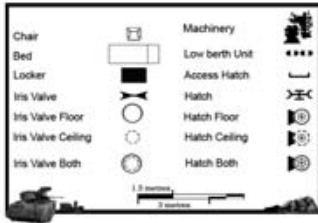




CARGO DECK 1
(LEVEL 1)



CARGO DECK 2
(LEVEL 2)



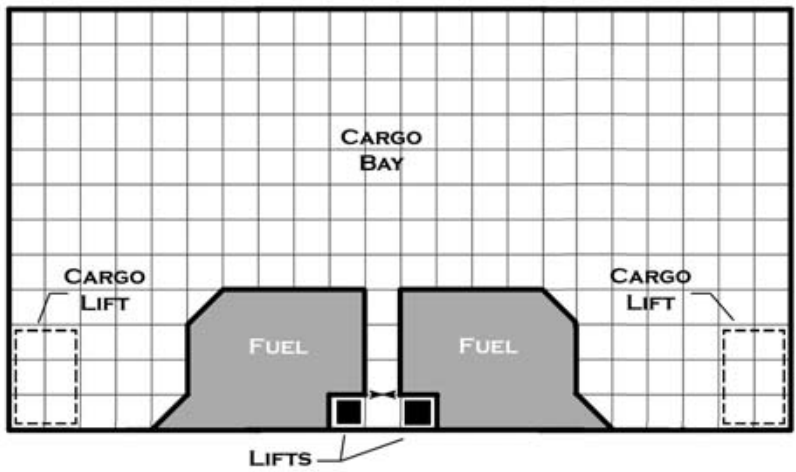


Clan Transport (*Khtukhao class*)

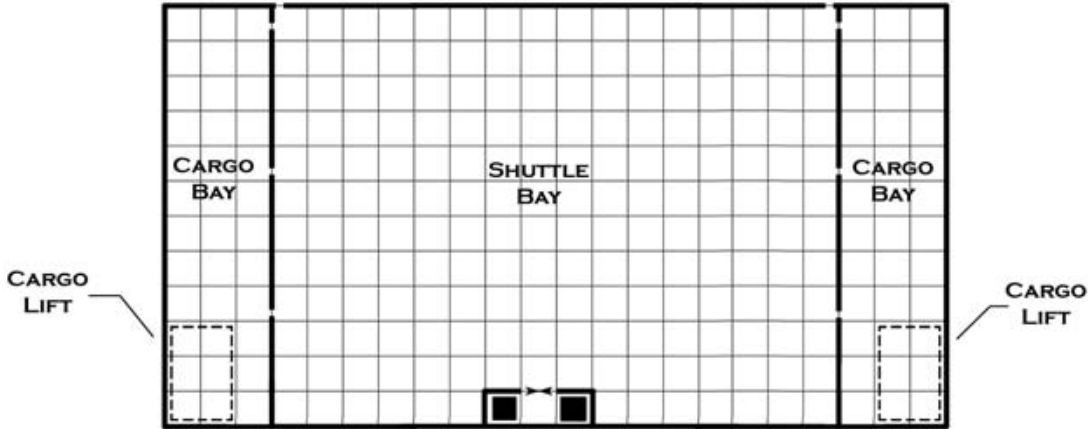
Using a 600-ton hull, the clan transport is a large freight and passenger vessel used by clans and companies for service of major trade routes. A 95-ton shuttle (capable of transporting 20 passengers and 55 tons of cargo) is carried as ship's vehicle. Cargo capacity is 156 tons but the shuttle cargo bay is generally filled as well, increasing capacity to 211 tons. Six tons are available for fire control and other weapons. The ship is unstreamlined. The transport requires a crew of six: pilot, navigator, three engineers and purser. Stewards must be added if nobles are carried. A medic may be added if desired.

			Tons	Price (Cr.)
Hull	600 Tons	12 Hull	—	48,000,000
	Standard	12 Structure	—	—
Armour		0 Points	—	—
Jump Drive	F	Jump 2	35	60,000,000
Manoeuvre Drive	F	Thrust 2	11	24,000,000
Power Plant	F		19	48,000,000
Bridge			20	3,000,000
Computer	Model/2	Rating 10		160,000
Electronics	Basic Civilian	-2 DM	1	50,000
Weapons	None	6 Empty Hardpoints	—	—
			—	—
Fuel	144 Tons	Jump-2 and 4 weeks of operation	144	—
Cargo	156 Tons		156	—
25 Staterooms			100	12,500,000
30 Low Berths			15	1,500,000
Extras	Shrine		4	500,000
		Shuttle	95	33,000,000
Software	Manoeuvre/o		—	—
	Library/o		—	—
	Jump/2		—	200,000
Maintenance Cost (monthly)				17,318
Life Support Cost (monthly)				53,000
Total Tonnage & Cost				207,819,000





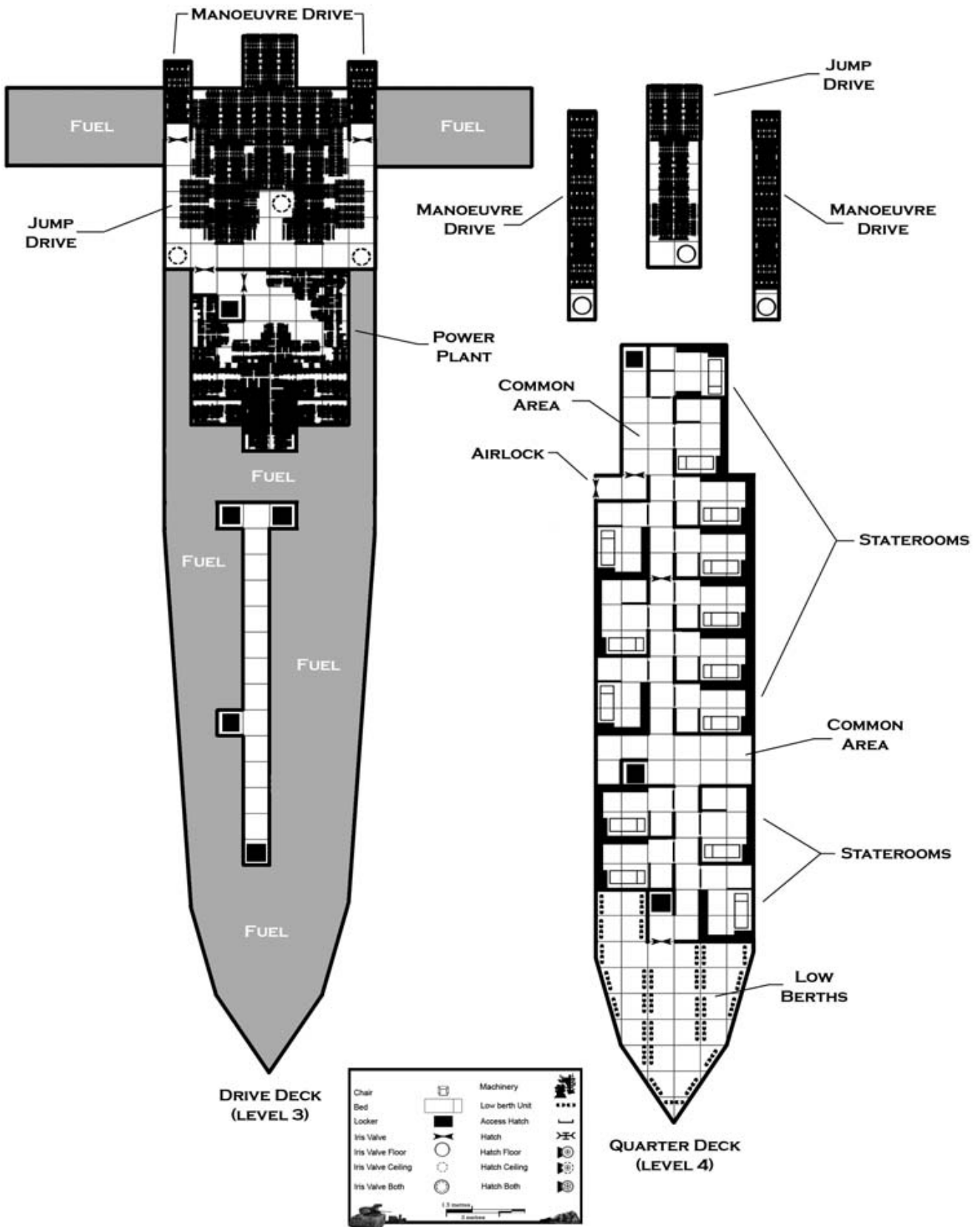
CARGO DECK
(LEVEL 2)

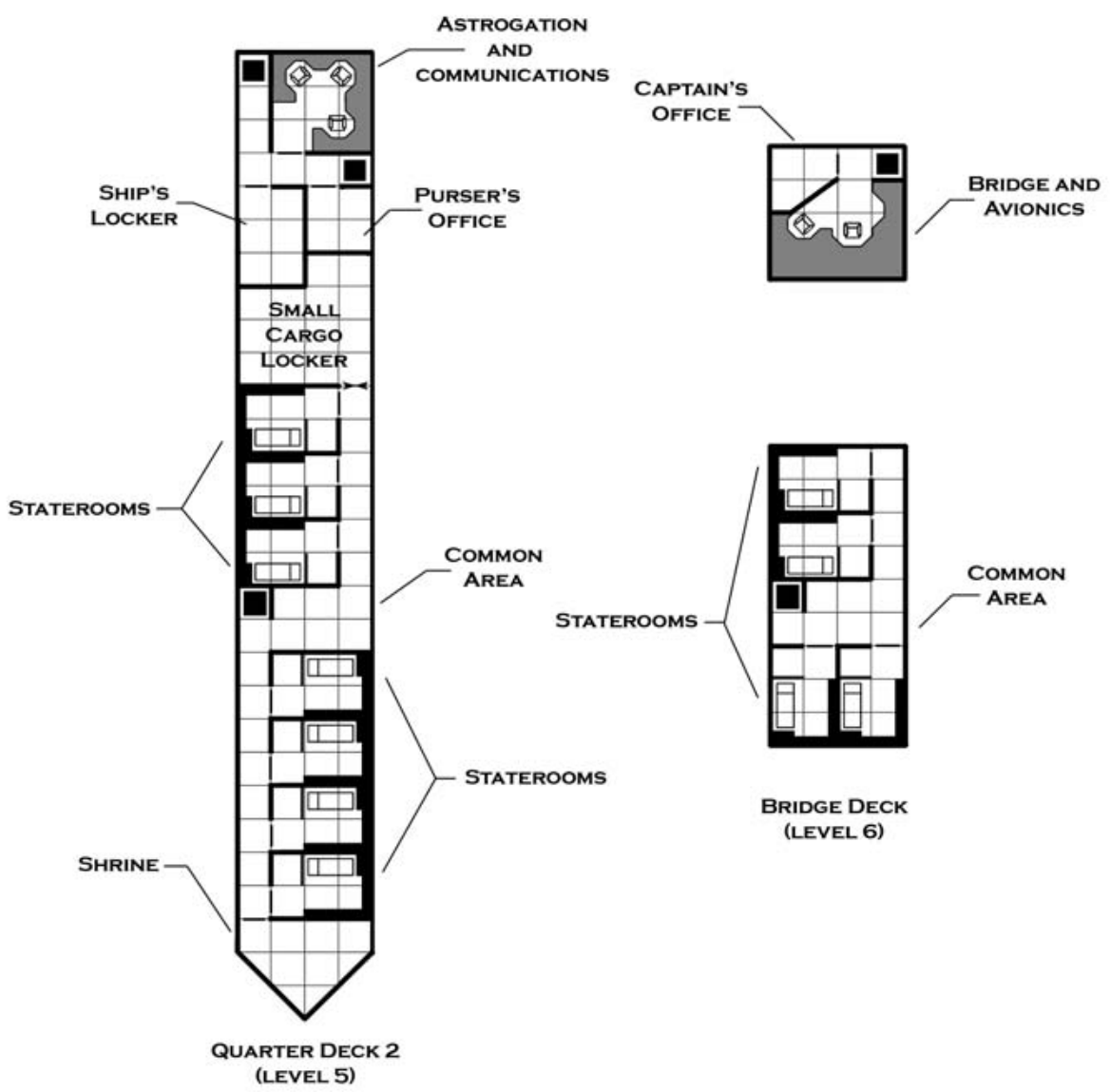


SHUTTLE DECK
(LEVEL 1)

Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

1.5 meters
3 meters





Chair		Machinery	
Bed		Low berth Unit	****
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

1 0 meters
2 meters

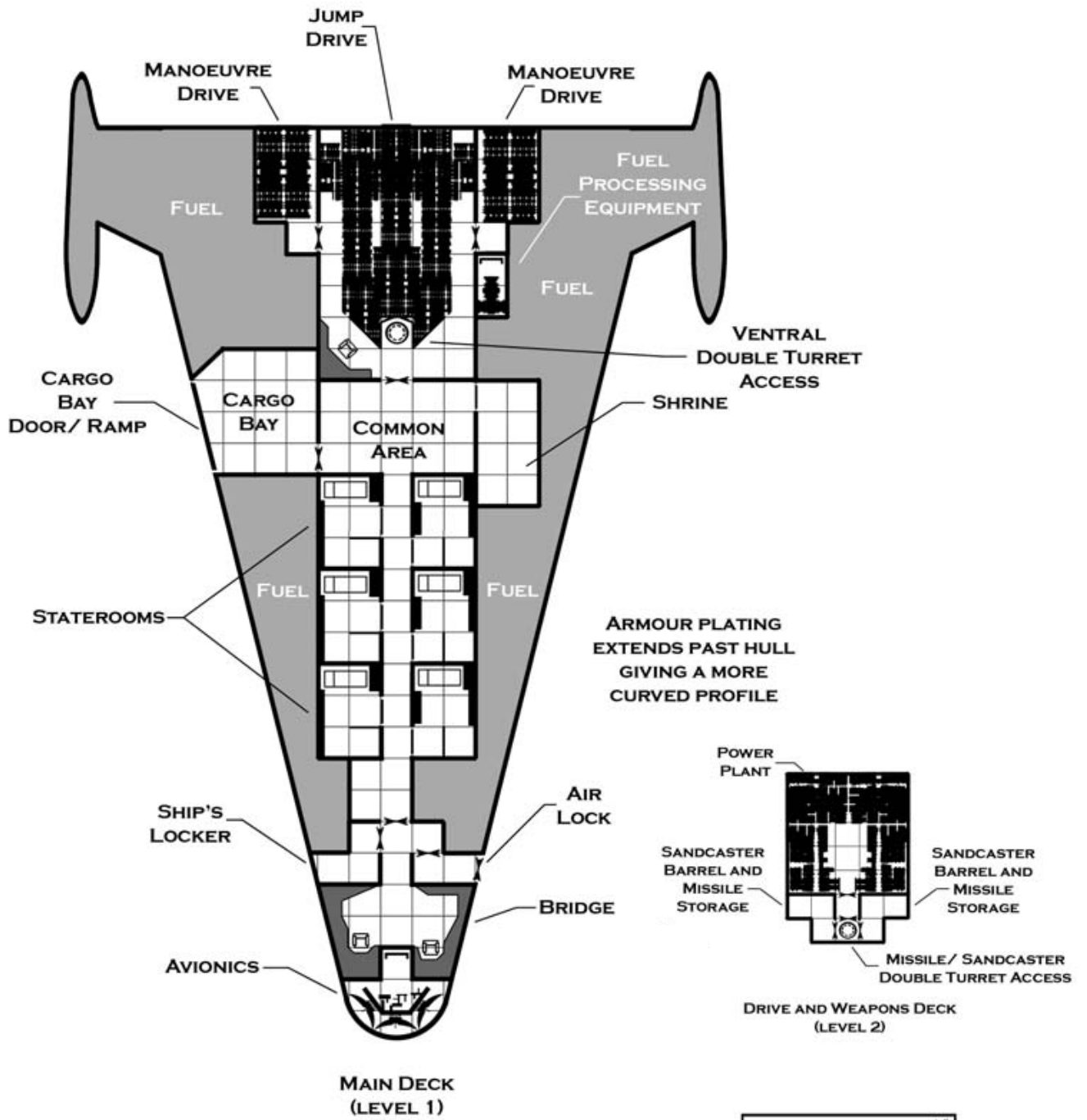


Courier (Ktiyhui class)

Using a heavily armoured custom 200-ton hull, the courier is a fast, long-range ship used to conduct clan business across interstellar distances. As the courier is often used to carry important dignitaries and nobles, it carries eight tons of luxuries, usually either a harem or a holographic hunting ground. The normal crew consists of a pilot, purser, an engineer and 2 gunners.

			Tons	Price (Cr.)
Hull	200 Tons	4 Hull	—	8,800,000
	Streamlined	4 Structure	—	—
Armour	Crystaliron	12 Points	30	4,800,000
Jump Drive	C	Jump-3	20	30,000,000
Manoeuvre Drive	D	Thrust 4	7	16,000,000
Power Plant	D		13	32,000,000
Bridge			10	1,000,000
Computer	Model/3	Rating 15		2,000,000
Electronics	Advanced	+1 DM	3	2,000,000
Weapons	Hardpoint #1	Double Turret (Missile Rack/Pulse Laser)	1	1,750,000
	Hardpoint #2	Double Turret (Missile Rack/Sandcaster)	1	1,500,000
Ammunition		24 missiles	2	—
		20 sandcaster barrels	1	—
Fuel	68 Tons	One Jump-3 and two weeks of operation	68	—
Cargo	7 Tons		7	—
6 Staterooms			24	3,000,000
o Low Berths			—	—
Extras	Shrine		4	500,000
	Fuel Scoops	Integral	—	—
	Fuel Processor	20 tons per day	1	50,000
	Luxuries		8	800,000
Software	Manoeuvre/o		—	—
	Library/o		—	—
	Jump/3	Rating 15	—	300,000
	Fire Control/2	Rating 10	—	4,000,000
Maintenance Cost (monthly)				8,138
Life Support Cost (monthly)				12,000
Total Tonnage & Cost				97,650,000





Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Is Valve		Hatch	
Is Valve Floor		Hatch Floor	
Is Valve Ceiling		Hatch Ceiling	
Is Valve Both		Hatch Both	

1:1 scale

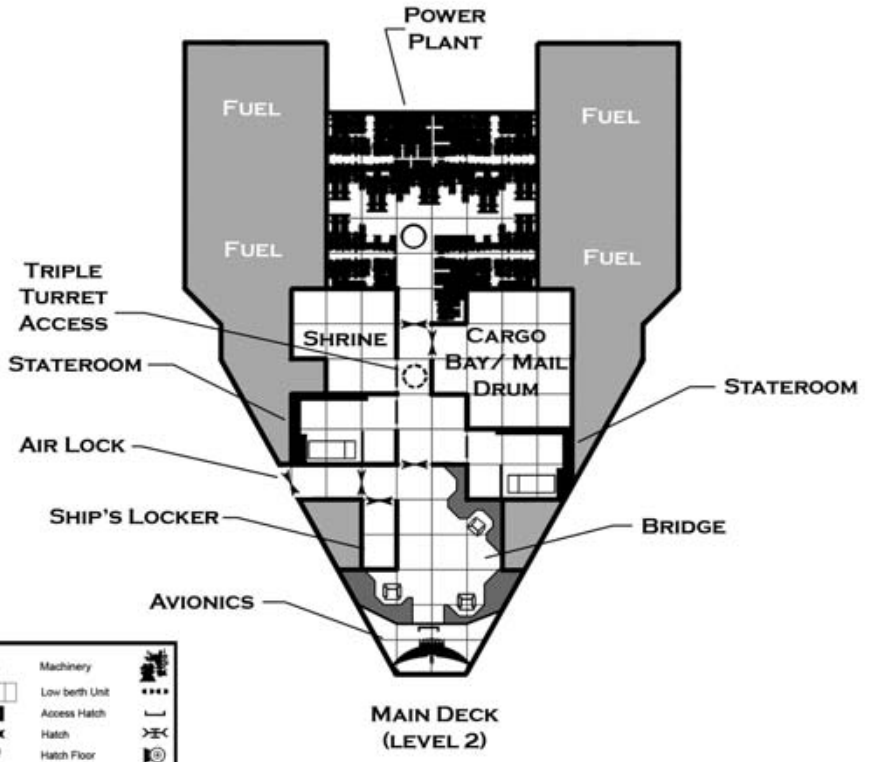
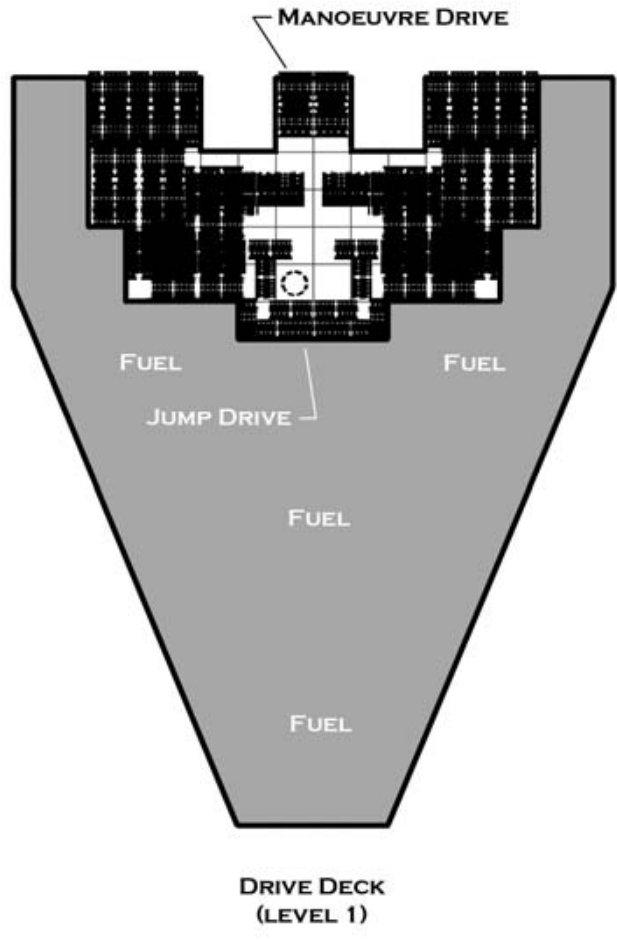


Messenger (Iyeliy class)

The *Iyeliy* class is the Aslan equivalent of the x-boat. The larger clans have a network of these vessels and some Aslan news corporations have their own fleets to relay information across the Hierate. The Aslan network is much less extensive than the Imperial x-boat system but the *Iyeliy* is capable of five-parsec jumps and so moves faster. A normal crew consists of a pilot, gunner and an engineer/purser.

			Tons	Price (Cr.)
Hull	200 Tons	4 Hull	—	7,200,000
	Distributed	4 Structure	—	—
Armour		0 Points	—	—
Jump Drive	E	Jump-5	30	50,000,000
Manoeuvre Drive	A	Thrust 1	2	4,000,000
Power Plant	E		16	40,000,000
Bridge			10	1,000,000
Computer	Model 4/bis	Rating 20 (25 for jump control)	—	7,500,000
Electronics	Basic Military	+0 DM	2	1,000,000
Weapons	Hardpoint #1	Triple Turret (pulse laser/pulse laser/pulse laser)	1	2,500,000
Fuel	120 Tons	One Jump-5 and 4 weeks of operation	120	—
Cargo	7 Tons	Mail drum	7	—
2 Stateroom			8	1,000,000
0 Low Berth			—	—
Extras	Shrine		4	500,000
Software	Manoeuvre/0		—	—
	Library/0		—	—
	Jump Control/5	Rating 25	—	500,000
	Intellect	Rating 10	—	1,000,000
Maintenance Cost (monthly)				8,715
Life Support Cost (monthly)				4,000
Total Tonnage & Cost			200	104,580,000





Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

1.5 metres
3 metres



Cruiser (*Aositaoh class*)

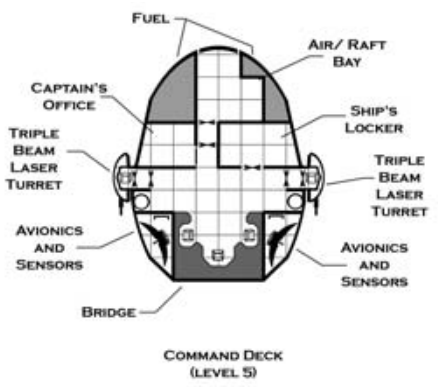
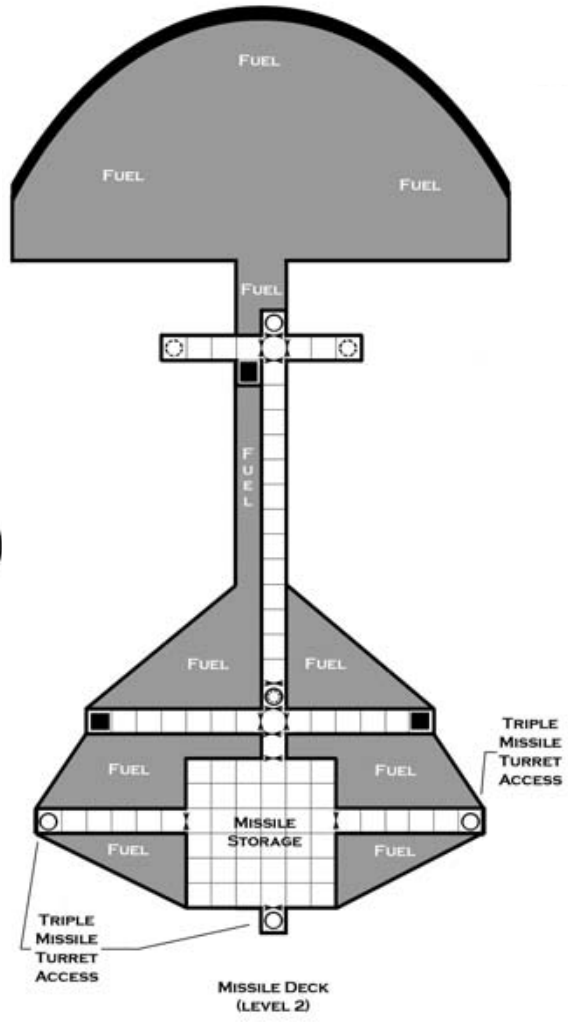
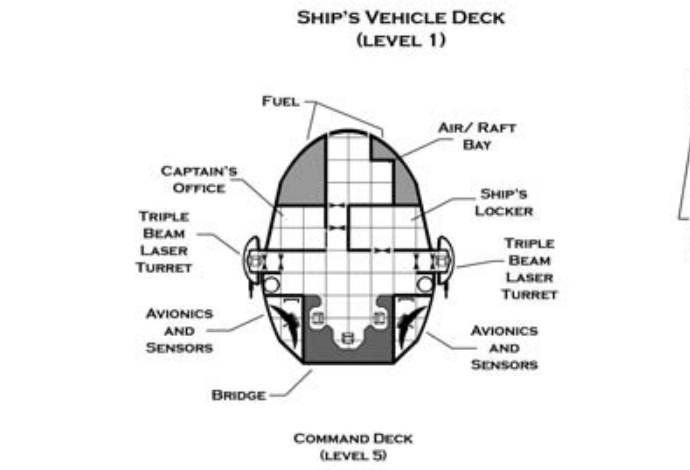
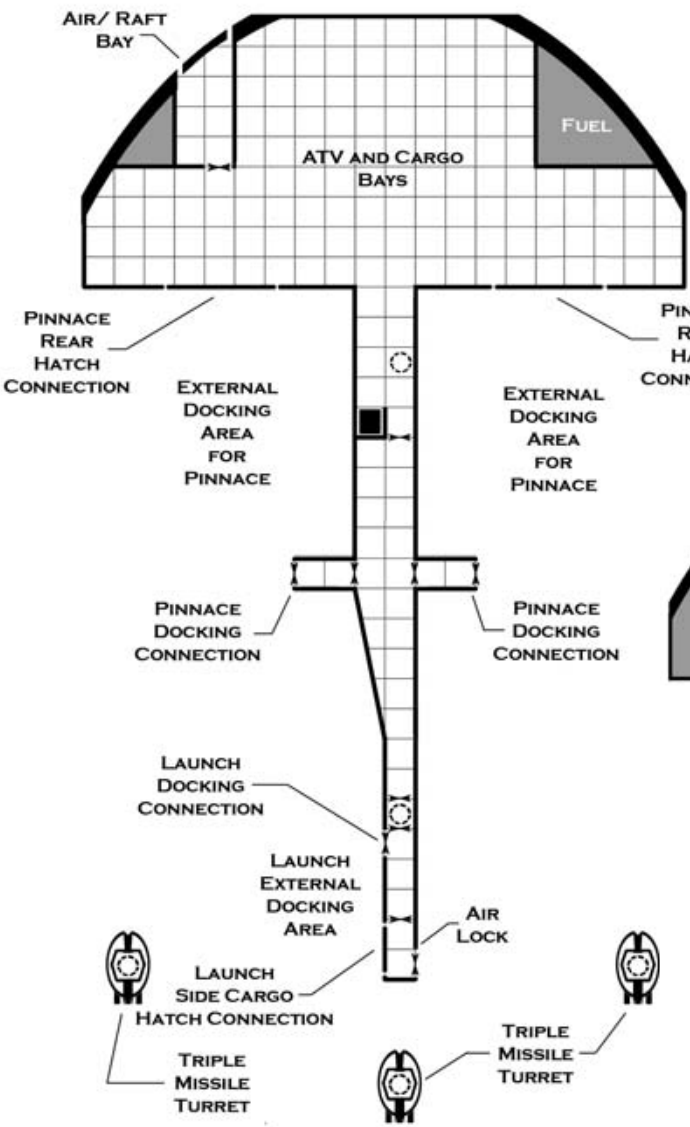
Using a 1,000-ton hull, the cruiser is built for small-scale clan troop transport and combat operations. Ten triple turrets are installed. The ship mounts 18 beam lasers, 9 missile racks and 3 sandcasters. The ship carries a launch, two pinnaces, four ATVs and two air/rafts. The pinnaces can each carry two ATVs, allowing the cruiser to deploy a considerable fighting force from orbit. The cruiser requires a crew of eight: captain/pilot, navigator, five engineers and purser (or the female executive officer). Up to 96 other people can be carried with double occupancy; usually 10 gunners, 80 troops (2 platoons), plus 6 berths for small craft pilots, clerks or others as needed. Both this ship and the *Ekawsiykua* escort have low cargo capacities for their size and are often accompanied by *Owatarl* tenders.

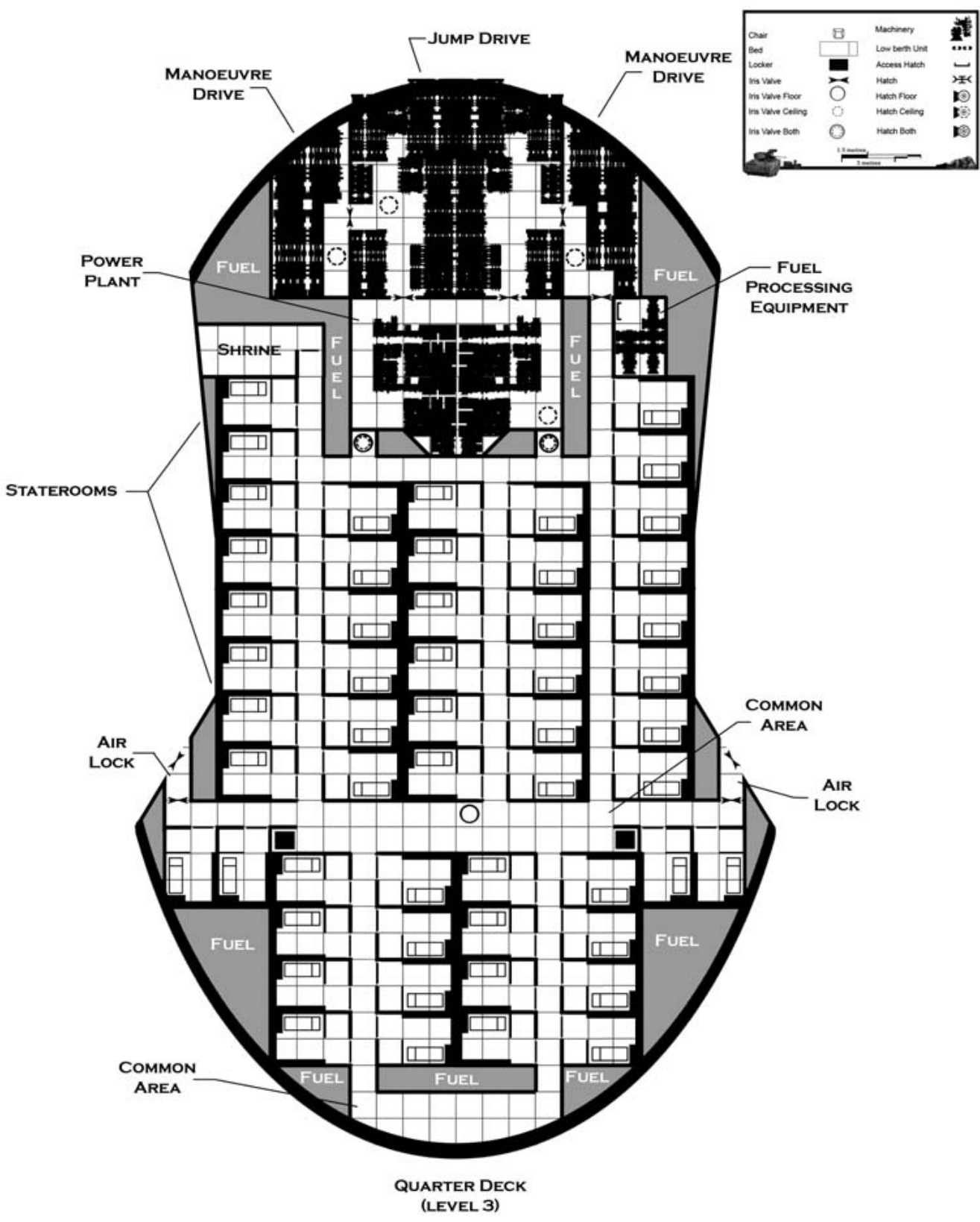
			Tons	Price (Cr.)
Hull	1,000 Tons	20 Hull	—	110,000,000
	Streamlined	20 Structure	—	—
Armour	Crystaliron	6 Points	75	30,000,000
Jump Drive	L	Jump-3	60	110,000,000
Manoeuvre Drive	P	Thrust 4	27	56,000,000
Power Plant	P	Rating 4	43	112,000,000
Bridge			20	5,000,000
Computer	Model 4	Rating 20	—	5,000,000
Electronics	Advanced	+1 DM	3	2,000,000
Weapons	Hardpoint #1	Triple Turret (beam laser/beam laser/sandcaster)	1	3,250,000
	Hardpoint #2	Triple Turret (beam laser/beam laser/beam laser)	1	4,000,000
	Hardpoint #3	Triple Turret (beam laser/beam laser/beam laser)	1	4,000,000
	Hardpoint #4	Triple Turret (beam laser/beam laser/sandcaster)	1	3,250,000
	Hardpoint #5	Triple Turret (beam laser/beam laser/beam laser)	1	4,000,000
	Hardpoint #6	Triple Turret (beam laser/beam laser/beam laser)	1	4,000,000
	Hardpoint #7	Triple Turret (missile rack/missile rack/missile rack)	1	3,250,000
	Hardpoint #8	Triple Turret (missile rack/missile rack/missile rack)	1	3,250,000
	Hardpoint #9	Triple Turret (missile rack/missile rack/missile rack)	1	3,250,000
	Hardpoint #10	Triple Turret (beam laser/beam laser/sandcaster)	1	3,250,000
Ammunition		216 missiles	18	—
		120 sandcaster barrels	6	—
Fuel	328 Tons	One Jump-3 and 2 weeks of operation	328	—
Cargo	39Tons		39	—
54 Staterooms			216	27,000,000
0 Low Berths			—	—
Extras	Fuel Scoops	Integral	—	—
	Fuel Processor	60 tons per day	3	150,000
	Shrine		4	500,000
	Launch		20	13,569,000
	Pinnance x2		80	40,220,000
	ATV x 4		40	200,000
	Air/Raft x 2		8	550,000
Software	Manoeuvre/o		—	—
	Library/o		—	—
	Jump/3	Rating 15	—	300,000
	Fire Control/4	Rating 20	—	8,000,000
Maintenance Cost (monthly)				41,699
Life Support Cost (monthly)				108,000
Total Tonnage & Cost			1,000	500,390,100

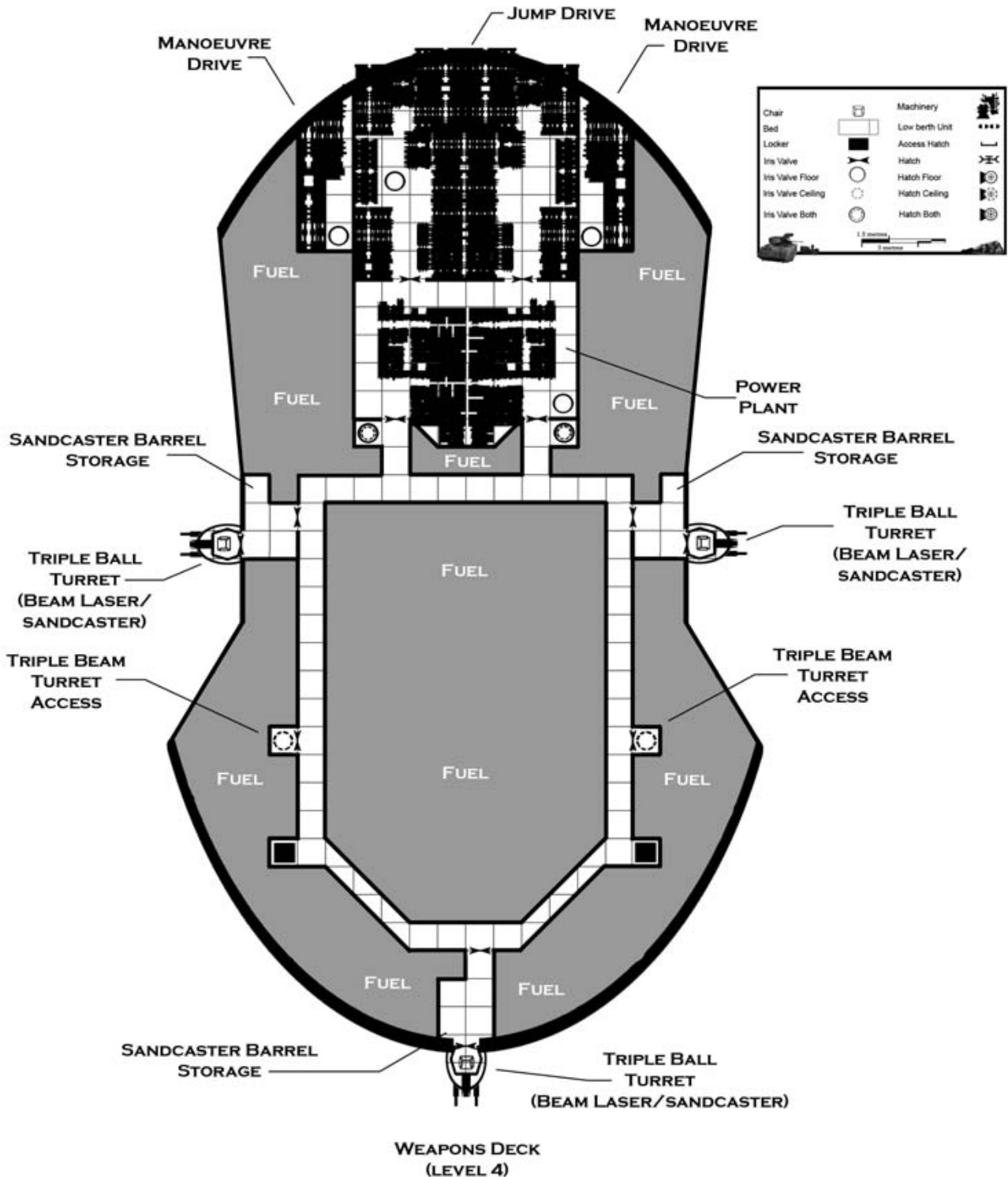




Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Ins Valve		Hatch	
Ins Valve Floor		Hatch Floor	
Ins Valve Ceiling		Hatch Ceiling	
Ins Valve Both		Hatch Both	









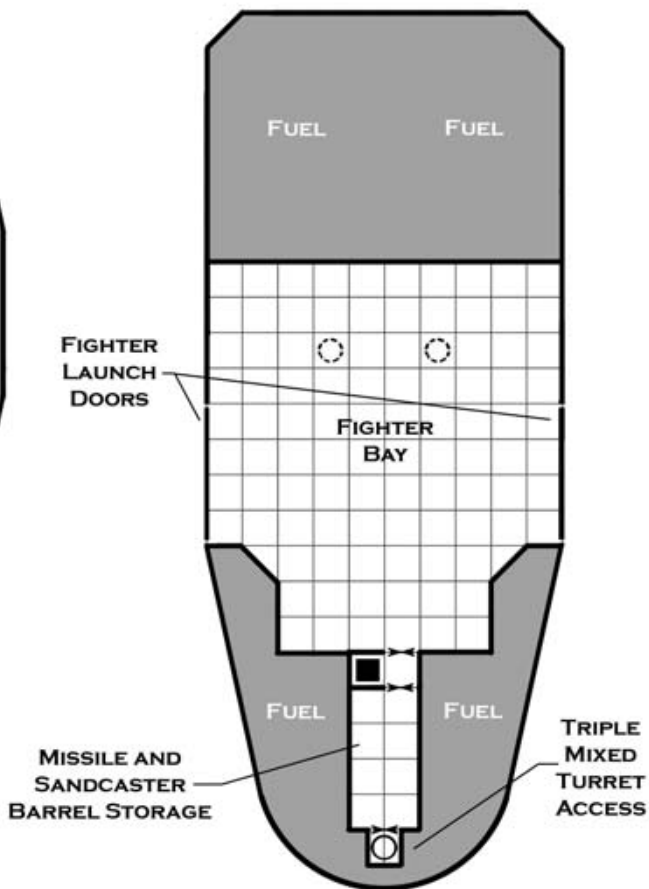
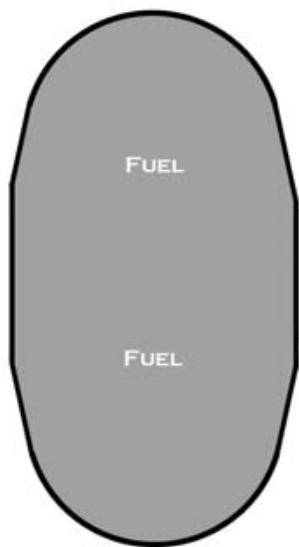
Escort (Ekawsiykua class)

Using an 800-ton hull, the escort is a military vessel employed by clans for space patrol and combat duties and is often encountered with Aslan freighters. Eight triple turrets mount 9 lasers, 9 missile racks and 6 sandcasters. The ship carries two armed pinnaces and five fighters for scouting and patrol duties. Cargo capacity is forty-one tons. The ship is unstreamlined.

The escort requires a crew of eight: captain/pilot, navigator, five engineers and purser/exec. Generally, a medic, eight gunners, eight small craft pilots, two pinnace gunners and a boarding party of ten soldiers are also carried on board in double occupancy staterooms.

			Tons	Price (Cr.)
Hull	800 Tons	16 Hull	—	72,000,000
	Distributed	16 Structure	—	—
Armour		0 Points	—	—
Jump Drive	N	Jump-4	70	130,000,000
Manoeuvre Drive	N	Thrust-4	25	52,000,000
Power Plant	N	Rating 4	40	104,000,000
Bridge			20	4,000,000
Computer	Model/4	Rating 20	—	5,000,000
Electronics	Advanced	+1 DM	3	2,000,000
Weapons	Hardpoint #1	Triple Turret (beam laser/missile rack/sandcaster)	1	3,000,000
	Hardpoint #2	Triple Turret (beam laser/sandcaster/beam laser)	1	3,250,000
	Hardpoint #3	Triple Turret (beam laser/missile rack/sandcaster)	1	3,000,000
	Hardpoint #4	Triple Turret (beam laser/sandcaster/beam laser)	1	3,250,000
	Hardpoint #5	Triple Turret (beam laser/missile rack/beam laser)	1	3,750,000
	Hardpoint #6	Triple Turret (beam laser/missile rack/sandcaster)	1	3,000,000
	Hardpoint #7	Triple Turret (sandcaster/missile rack/missile rack)	1	2,750,000
	Hardpoint #8	Triple Turret (missile rack/missile rack/missile rack)	1	3,250,000
Ammunition		240 missiles	20	—
		160 sandcaster barrels	8	—
Fuel	372 Tons	One Jump-4 and 4 weeks of operation	372	—
Cargo	20 Tons		20	—
20 Staterooms			80	10,000,000
0 Low Berths			—	—
Extras	Pinnace x 2		80	40,222,000
	Light Fighter x 5		50	49,135,000
	Shrine		4	500,000
Software	Manoeuvre/0		—	—
	Library/0		—	—
	Jump/4	Rating 20	—	400,000
	Fire Control/4	Rating 20	—	8,000,000
Maintenance Cost (monthly)				37,688
Life Support Cost (monthly)				400,000
Total Tonnage & Cost				452,256,300

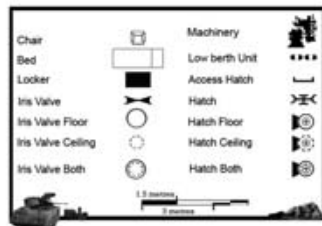


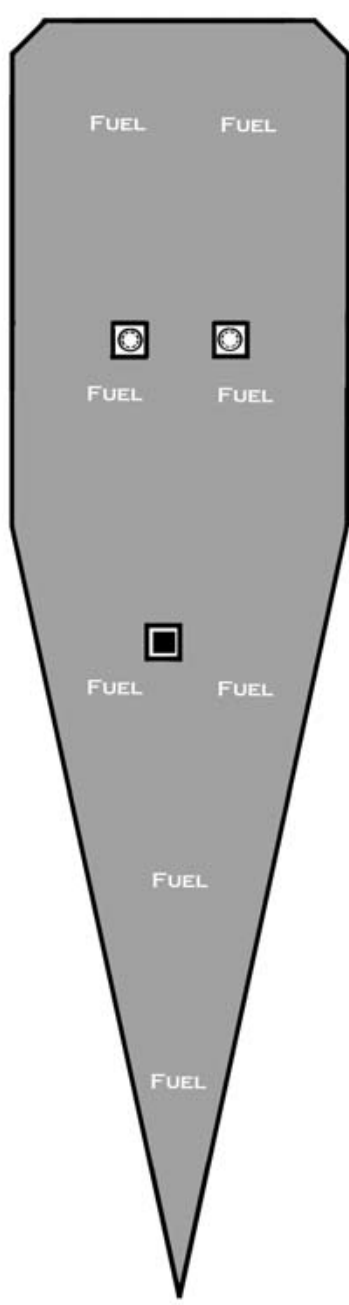


FUEL DECK 1 (LEVEL 1)

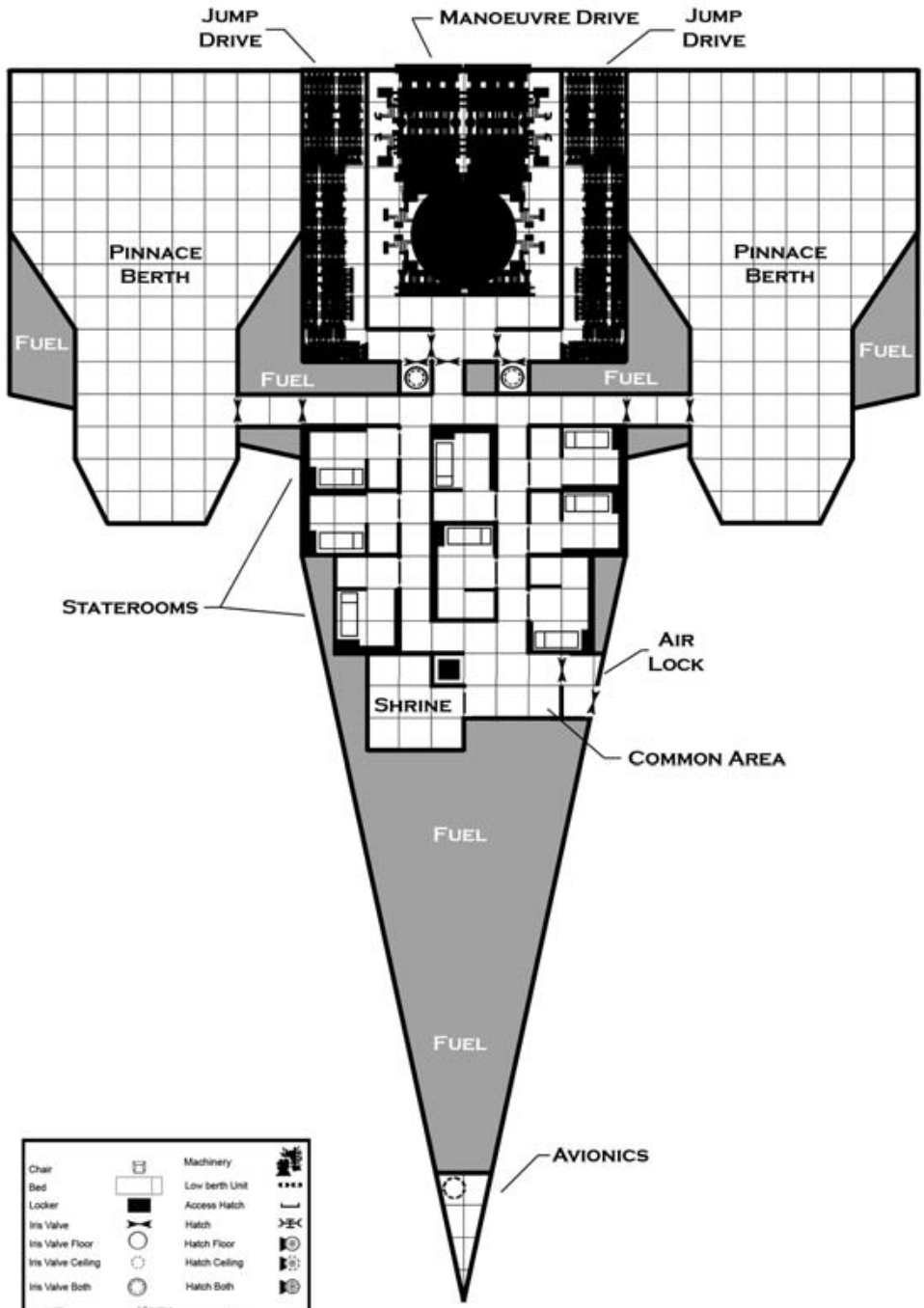


SMALL CRAFT (FIGHTER) DECK (LEVEL 2)





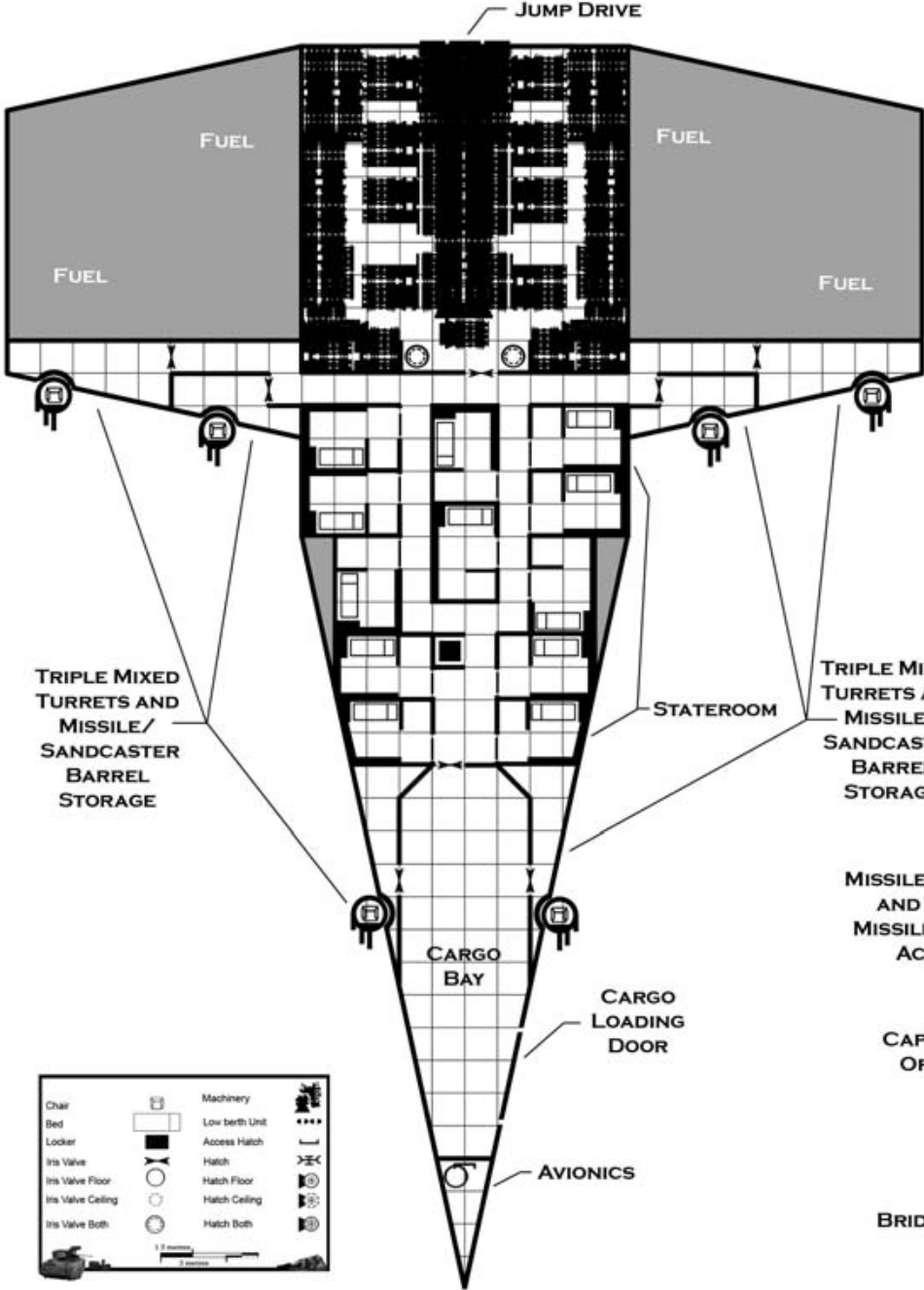
FUEL DECK (LEVEL 3)



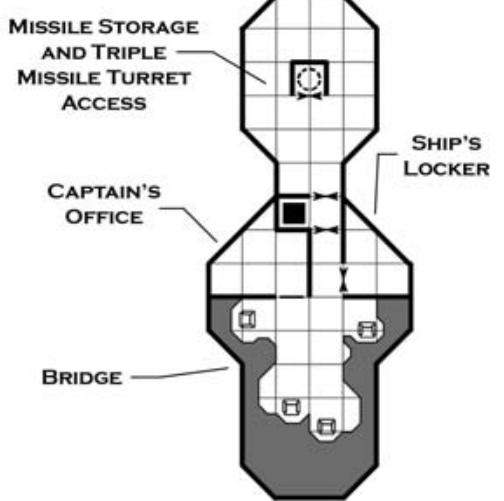
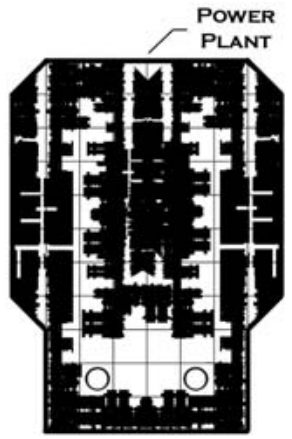
QUATER DECK (LEVEL 4)

Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

1:10 scale
0 10 20 meters



QUARTER AND WEAPONS DECK
(LEVEL 5)



COMMAND DECK
(LEVEL 6)

Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

1.0 meters
2.0 meters

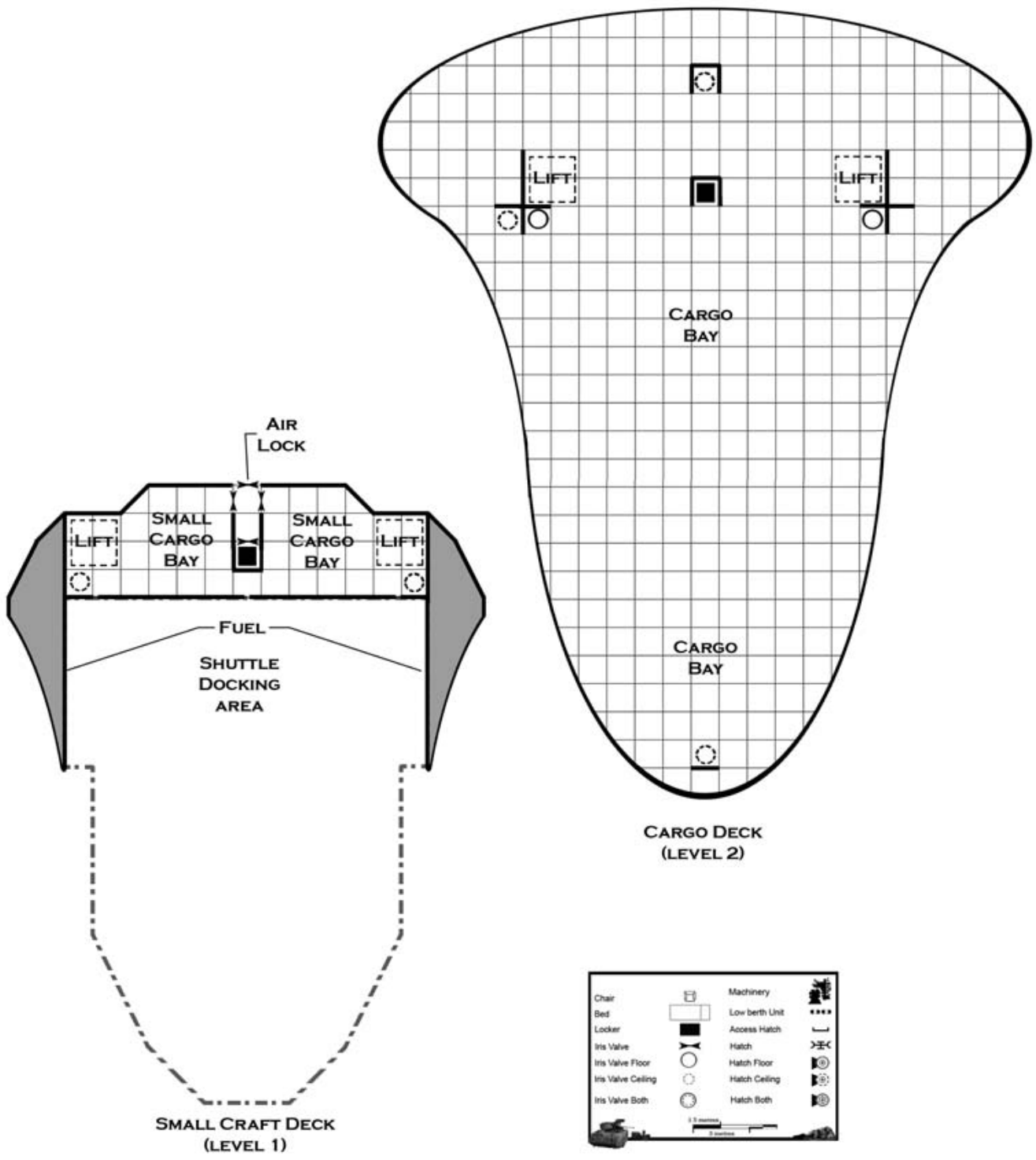


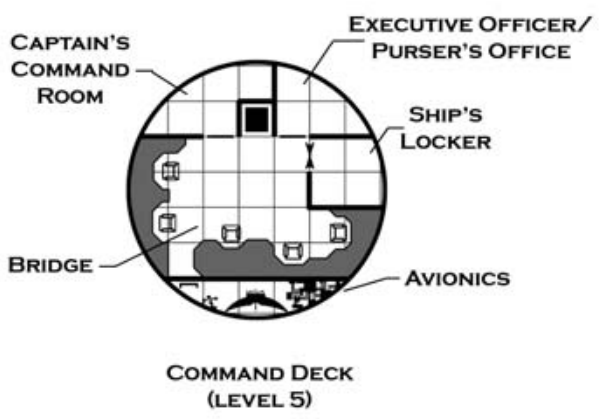
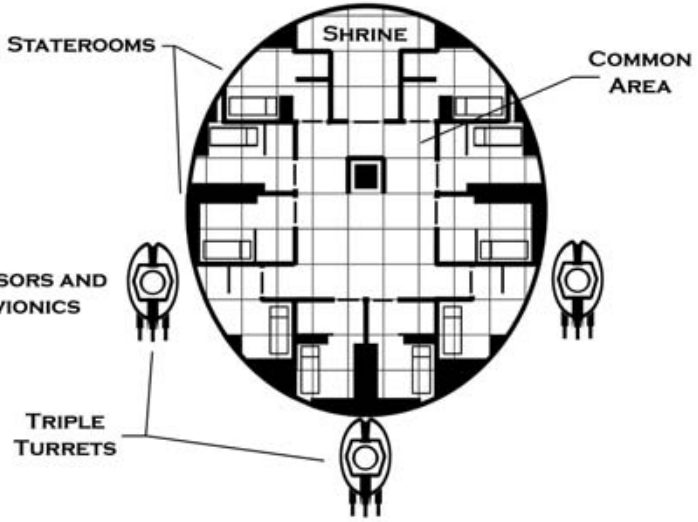
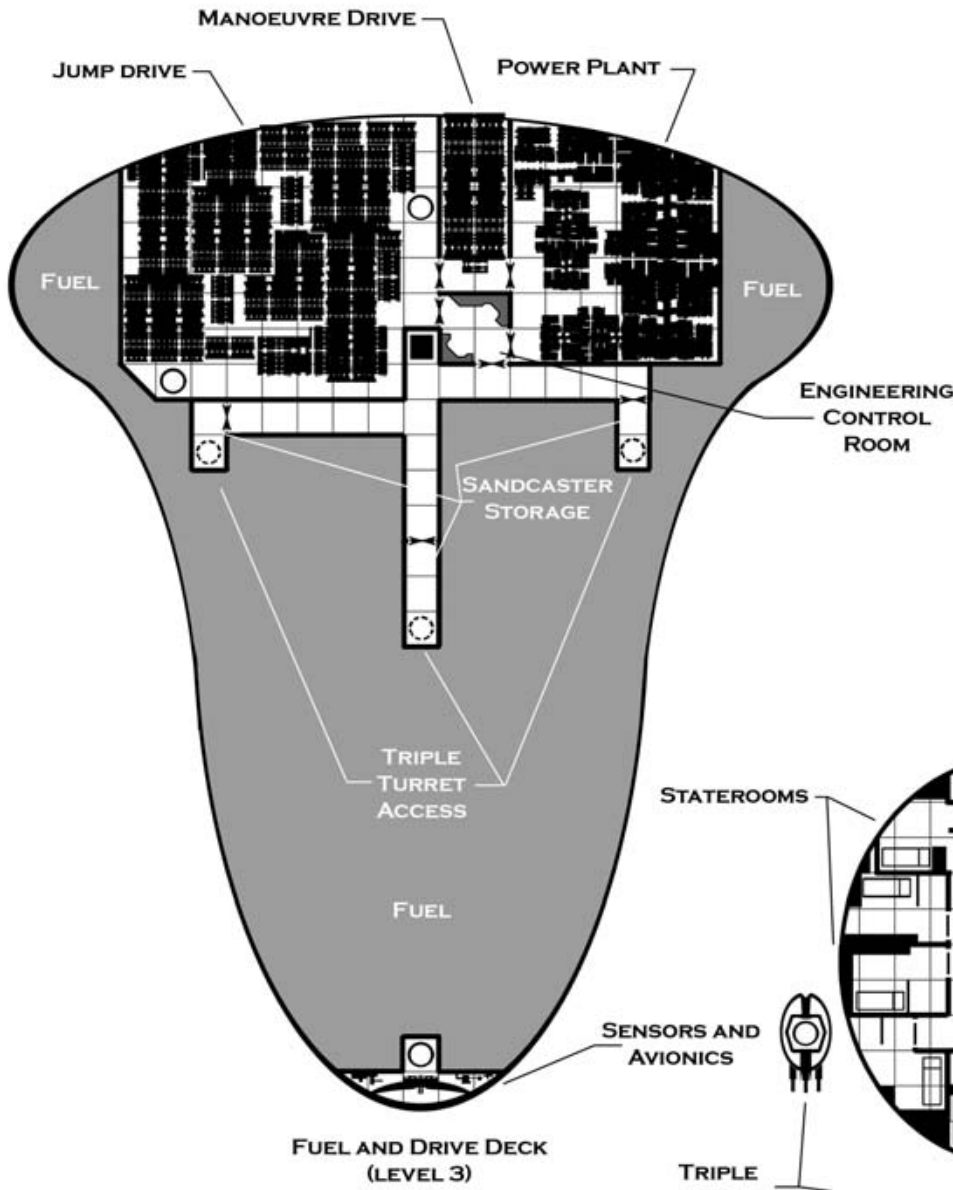
Tender (Owatarl class)

The *Owatarl* class is used mainly for military tenders but is also used as a corporate freighter in regions where normal cargo ships would be too vulnerable to attack. Three turrets provide basic cover, although many *Owatarls* refit some of their cargo bays to carry fighter patrols. The tender is unable to land, so it carries a shuttle for cargo transfer. Tenders assigned to supply other ships may replace the shuttle bay with a suite of repair drones and smaller launches. Normal crew consists of a captain, 2 pilots, navigator, executive officer, 2 engineers, small craft pilot and 3 gunners.

			Tons	Price (Cr.)
Hull	600 Tons	12 Hull	—	43,200,000
	Distributed	12 Structure	—	—
Armour	Crystaliron	4 Points	30	9,600,000
Jump Drive	F	Jump 2	35	60,000,000
Manoeuvre Drive	C	Thrust 1	5	12,000,000
Power Plant	F		19	48,000,000
Bridge			20	3,000,000
Computer	Model/2	Rating 10	—	160,000
Electronics	Basic Military	+0 DM	2	1,000,000
Weapons	Hardpoint #1	Triple Turret (beam laser/sandcaster/beam laser)	1	3,250,000
	Hardpoint #2	Triple Turret (beam laser/sandcaster/beam laser)	1	3,250,000
	Hardpoint #3	Triple Turret (beam laser/sandcaster/beam laser)	1	3,250,000
Ammunition		40 sandcaster barrels	2	—
Fuel	132 Tons	One Jump-2 and Two weeks of operation	132	—
Cargo	213 Tons		213	—
10 Staterooms			40	5,000,000
0 Low Berths			—	—
Extras	Shrine		4	500,000
	Shuttle		95	33,000,000
Software	Manoeuvre/0		—	—
	Library/0		—	—
	Jump/2	Rating 10	—	200,000
	Fire Control/2	Rating 10	—	4,000,000
Maintenance Cost (monthly)				17,205
Life Support Cost (monthly)				20,000
Total Tonnage & Cost				206,469,000







Chair	Machinery
Bed	Low berth Unit
Locker	Access Hatch
Iris Valve	Hatch
Iris Valve Floor	Hatch Floor
Iris Valve Ceiling	Hatch Ceiling
Iris Valve Both	Hatch Both

1.0 meters

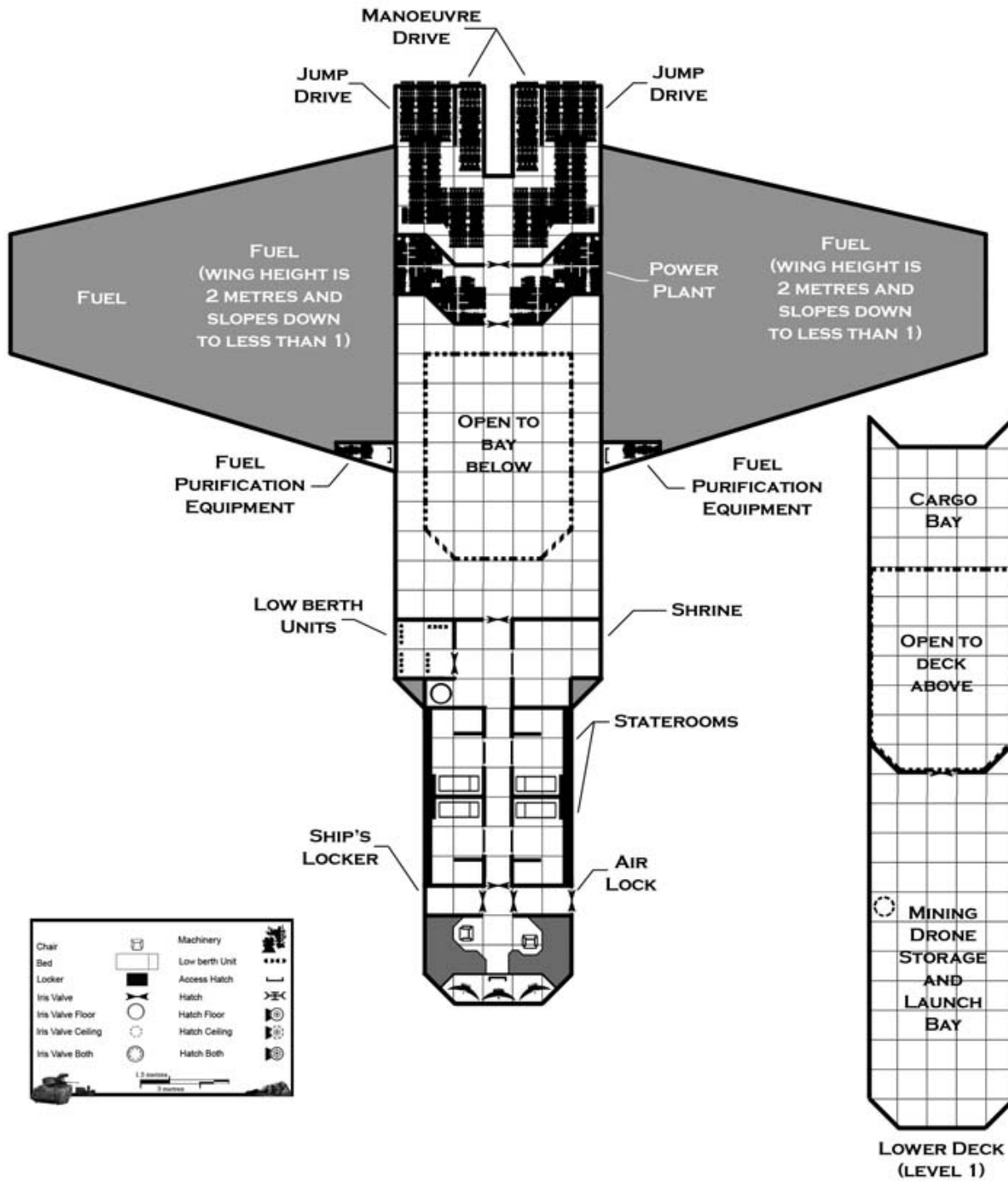


Seeker (*Kteiroa* class)

Using a custom 200-ton hull, the seeker is a prospecting vessel adapted to explorations in asteroid belts. Adjacent to the bridge is a Model/1 bis computer. There are four staterooms and four low berths – more than the crew needs but *Kteiroa* are also commonly used as transports in isolated systems. The ship carries thirty tons of mining drones.

			Tons	Price (Cr.)
Hull	200 Tons	4 Hull	—	8,800,000
	Streamlined	4 Structure	—	—
Armour		0 Points	—	—
Jump Drive	B	Jump 2	15	20,000,000
Manoeuvre Drive	B	Thrust 2	3	8,000,000
Power Plant	B		7	16,000,000
Bridge			10	1,000,000
Computer	Model/1 bis	Rating 5 (10 for Jump Control)	—	45,000
Electronics	Standard	-4 DM	—	—
Weapons	None		—	—
Fuel	48 Tons	One Jump-2 and four weeks of operation	48	—
Cargo	64 Tons		64	—
4 Staterooms			16	2,000,000
4 Low Berths			2	200,000
Extras	Shrine		4	500,000
	Fuel Scoops	Integral	—	—
	Fuel Processor	20 tons per day	1	50,000
	Mining Drones		30	3,000,000
Software	Manoeuvre/o		—	—
	Library/o		—	—
	Jump/2	Rating 10	—	200,000
	Prospecting/o		—	—
Maintenance Cost (monthly)				4,485
Life Support Cost (monthly)				8,400
Total Tonnage & Cost			200	53,815,500





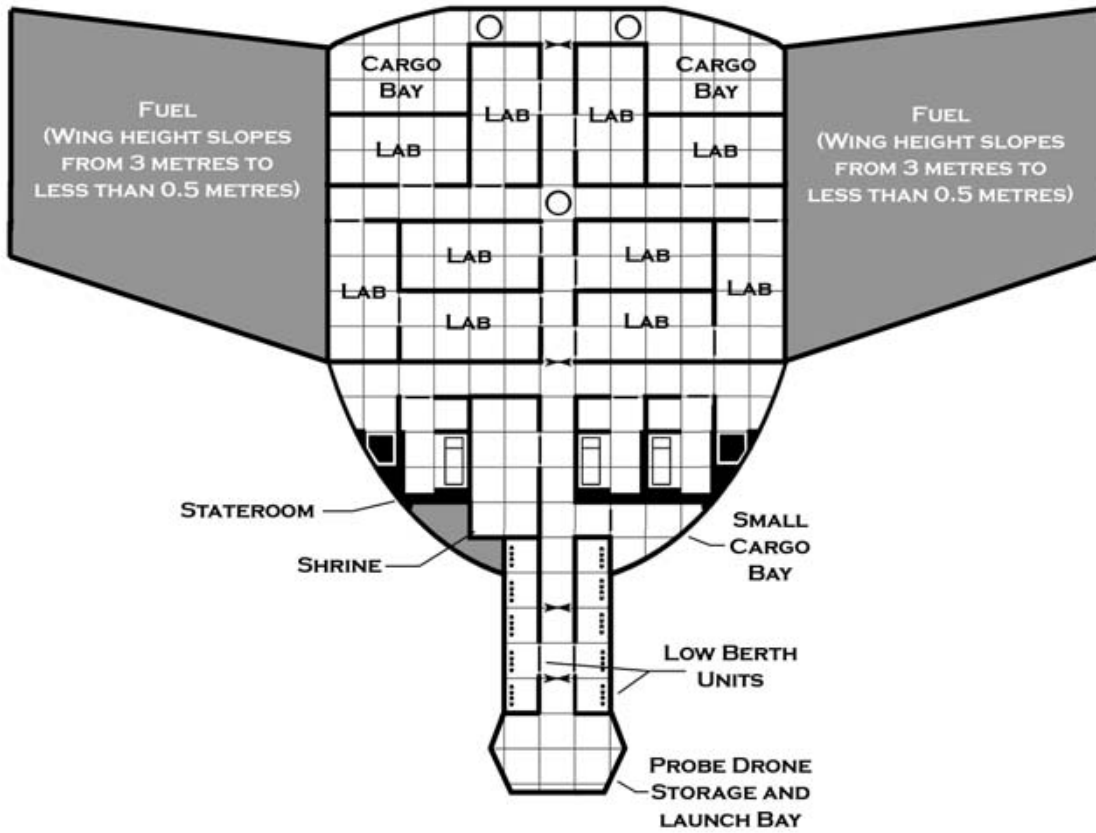


Researcher (Hkiyrerao class)

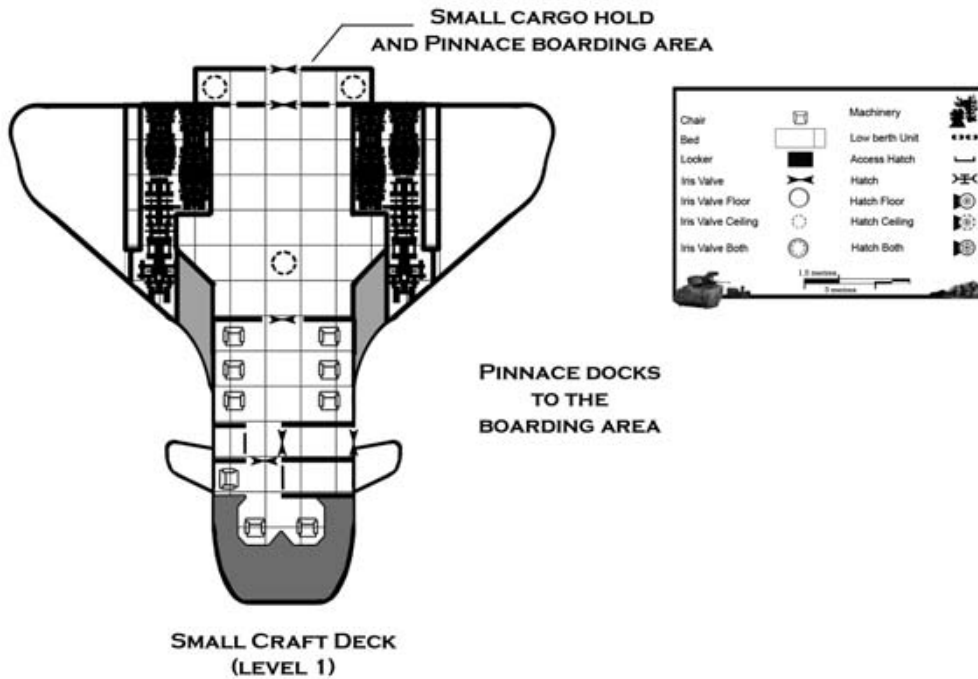
Using a custom 400-ton hull, the researcher is utilised for the investigation of scientific phenomena or for conducting tests at newly discovered worlds. The ship carries one pinnacle and one GCarrier as vehicles. The researcher requires a crew of four: captain/pilot, navigator and two engineers. When on missions, an executive officer/head scientist is also required. A staff of up to ten scientists can also be carried.

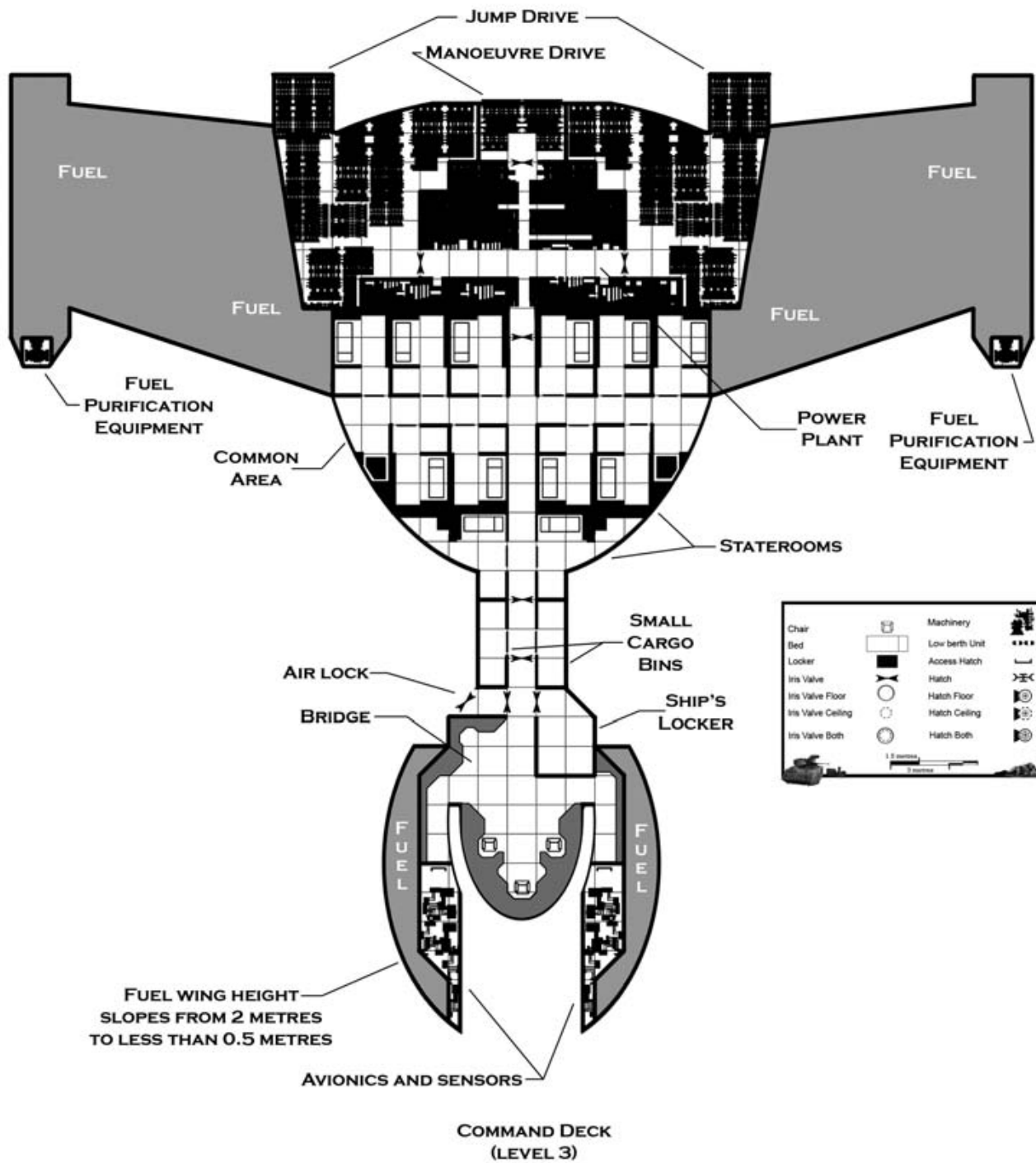
			Tons	Price (Cr.)
Hull	400 Tons	8 Hull	—	17,600,000
	Streamlined	8 Structure	—	—
Armour		0 Points	—	—
Jump Drive	F	3	35	60,000,000
Manoeuvre Drive	B	1	3	8,000,000
Power Plant	F	3	19	48,000,000
Bridge			20	2,000,000
Computer	Model/5	Rating 25	—	10,000,000
Electronics	Very Advanced	+2 DM	5	4,000,000
Weapons	None		—	—
Fuel	144 Tons	One Jump-3 and four weeks of operation	144	—
Cargo	20 Tons		20	—
15 Staterooms			60	7,500,000
10 Low Berths			5	500,000
Extras	20 Probe Drones		4	2,000,000
	10 Laboratories		40	10,000,000
	Shrine		4	500,000
	Fuel Scoops	Integral	—	—
	Fuel Processor	20 tons per day	1	50,000
	Pinnacle		40	20,111,000
Software	Manoeuvre/0		—	—
	Library/0		—	—
	Jump Control/3	Rating 15	—	300,000
	Intellect	Rating 10	—	1,000,000
Maintenance Cost (monthly)				14,367
Life Support Cost (monthly)				31,000
Total Tonnage & Cost				172,404,900





LABORATORY DECK
(LEVEL 2)





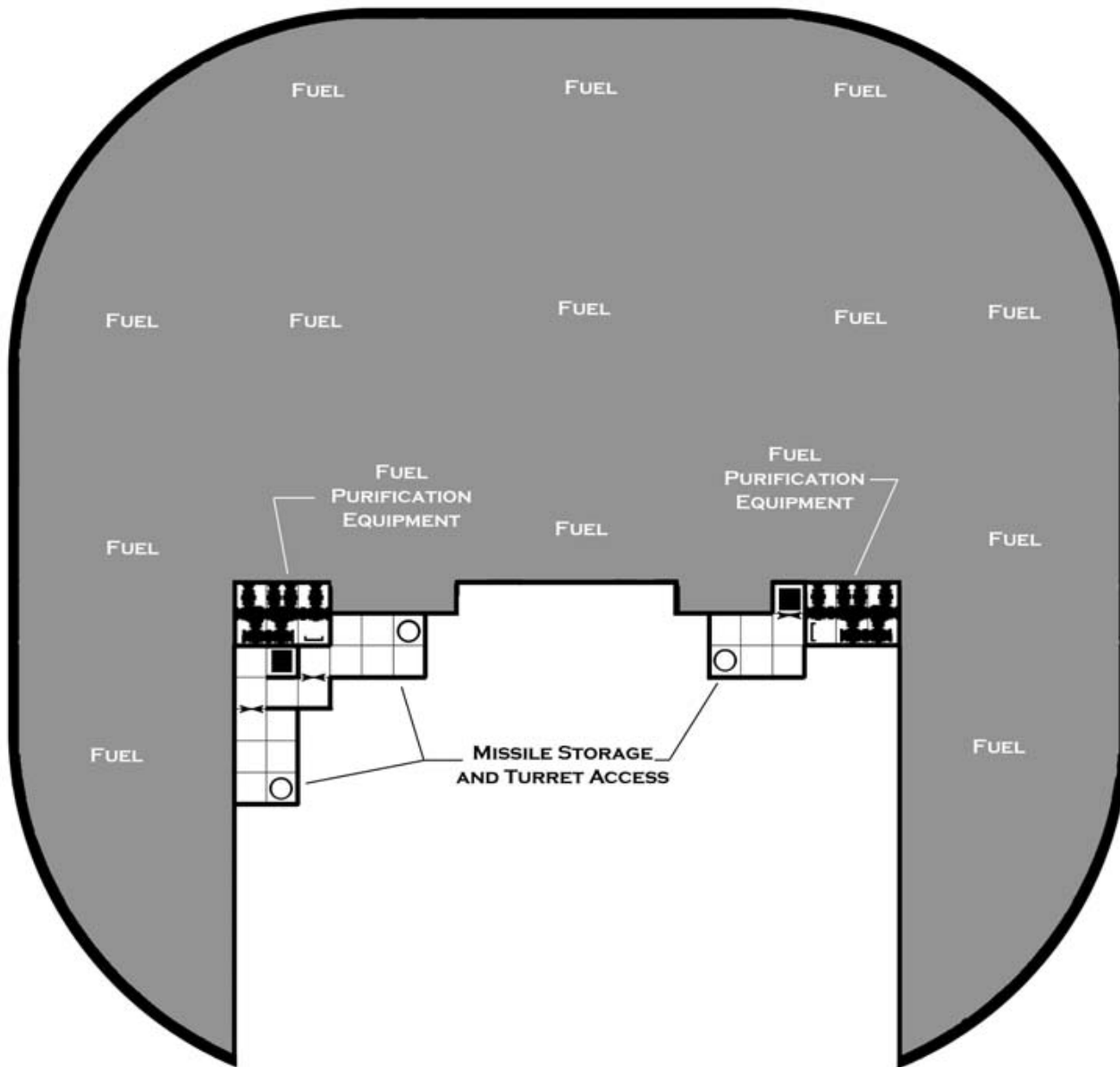
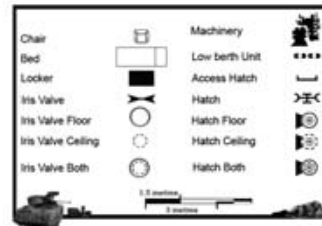


Assault Carrier (*Sakhai* class)

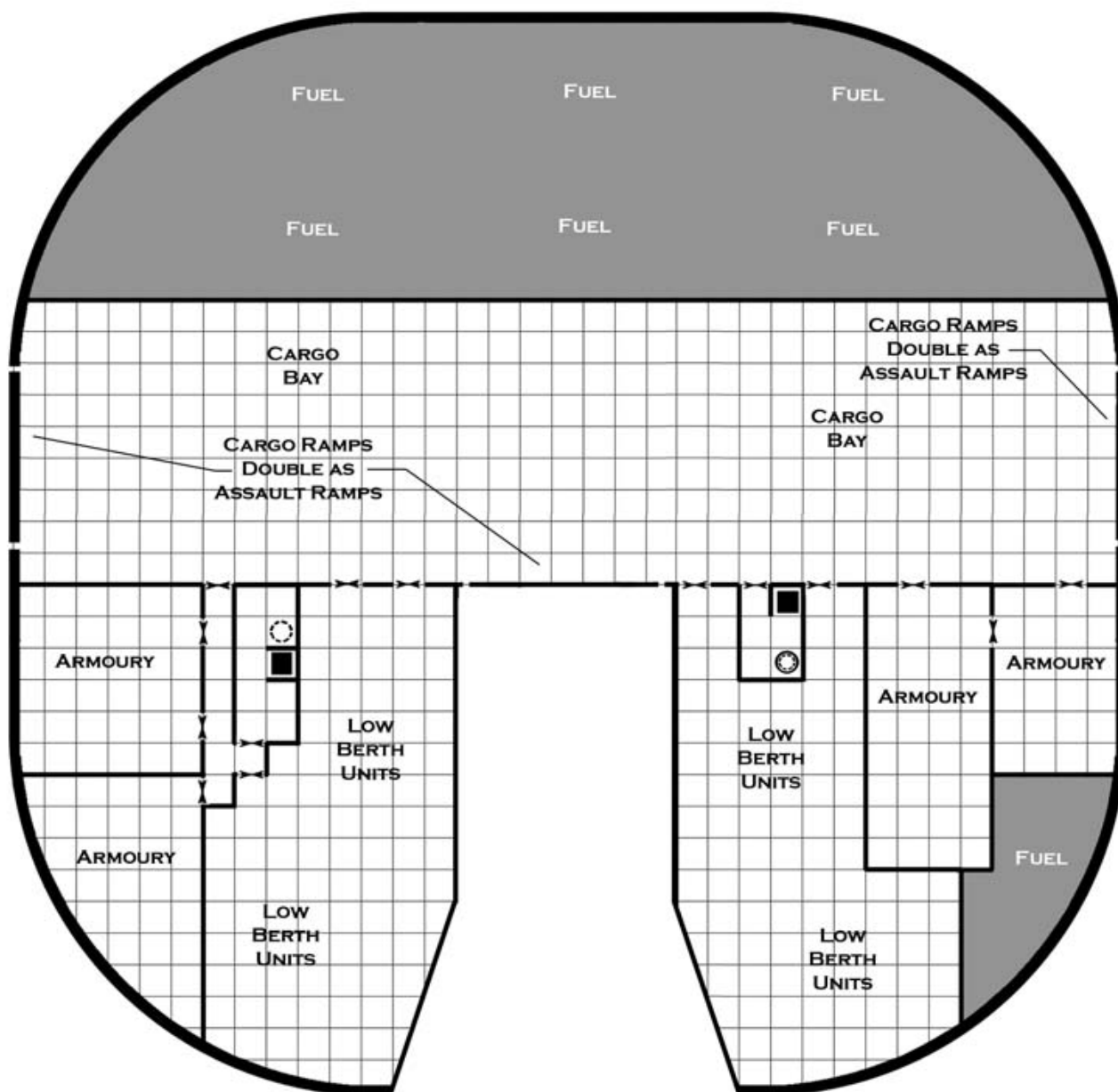
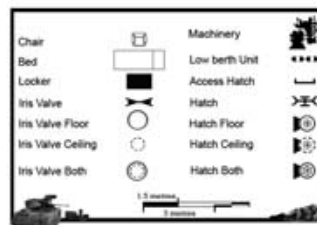
These heavy carriers are designed for invasions and open wars. If a *Sakhai* appears in the skies over a world, then that world will be under the claw in a matter of days. The *Sakhai*'s distinctive 'horseshoe' profile allows its ranks of beam and missile turrets to rake targets on either side, while protecting the fusion bay mounted in the centre. The normal crew consists of a captain, executive officer, 3 pilots, navigator, 4 engineers and 20 gunners. It can carry one hundred and sixty warriors in addition to its normal crew and there are another two hundred low berths for frozen troops or captives. While the *Sakhai* is capable of landing on a planet, it takes a skilled hand at the controls and a dedicated team of engineers to keep the ship spaceworthy after a landing. A bad landing can warp the ship's dorsal struts, crippling it. Many Aslan outposts have a downed *Sakhai* at their hearts.

			Tons	Price (Cr.)
Hull	2,000 Tons	40 Hull	—	220,000,000
	Streamlined	40 Structure	—	—
Armour	Crystaliron	8 Points	200	80,000,000
Jump Drive	R	Jump 3	85	160,000,000
Manoeuvre Drive	R	Thrust 3	31	64,000,000
Power Plant	R	Rating 3	49	128,000,000
Bridge			40	10,000,000
Computer	Model 5 fib	Rating 25	—	15,000,000
Electronics	Advanced	+1 DM	3	2,000,000
Weapons	Hardpoint #1	Fusion Bay	51	8,000,000
	Hardpoint #2 to #7	Triple Turret (beam laser x 3)	6	24,000,000
	Hardpoint #8 to #10	Triple Turret (Particle beam x 3)	3	39,000,000
	Hardpoint #11 to 15	Triple Turret (Sandcaster x 3)	5	8,750,000
	Hardpoint #16	Missile Bay (TL-9)	31	24,000,000
	Hardpoint #17	Missile Bay (TL-9)	31	24,000,000
	Hardpoint #18 to 20	Triple Turret (missile rack x 3)	3	9,750,000
Ammunition		660 missiles	55	—
		300 sandcaster barrels	15	—
Fuel	664 Tons	One Jump-3 and four weeks of operation	664	—
Cargo	158 Tons		158	—
17 Staterooms			68	8,500,000
Barracks		160 troops	320	16,000,000
200 Low Berths			100	10,000,000
Extras	Fuel Scoops	Integral	—	—
	36 x Armouries		72	18,000,000
	Fuel Processor	120 tons per day	6	300,000
	Shrine		4	500,000
Software	Manoeuvre/o		—	—
	Library/o		—	—
	Jump/3	Rating 15	—	300,000
	Fire Control/5	Rating 25	—	10,000,000
Maintenance Cost (monthly)				66,008
Life Support Cost (monthly)				214,000
Total Tonnage & Cost			2,000	792,090,000





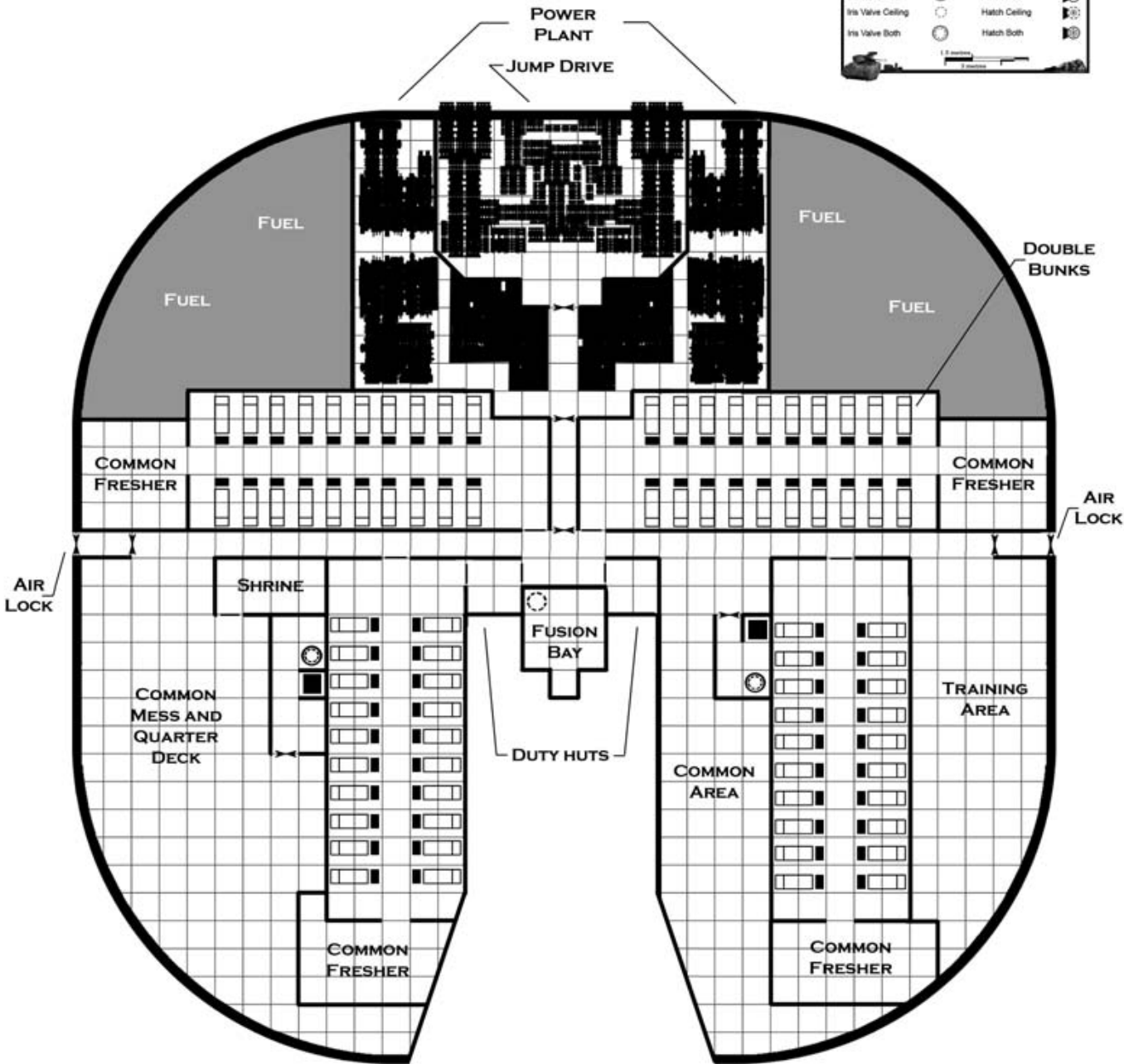
FUEL DECK
(LEVEL 1)



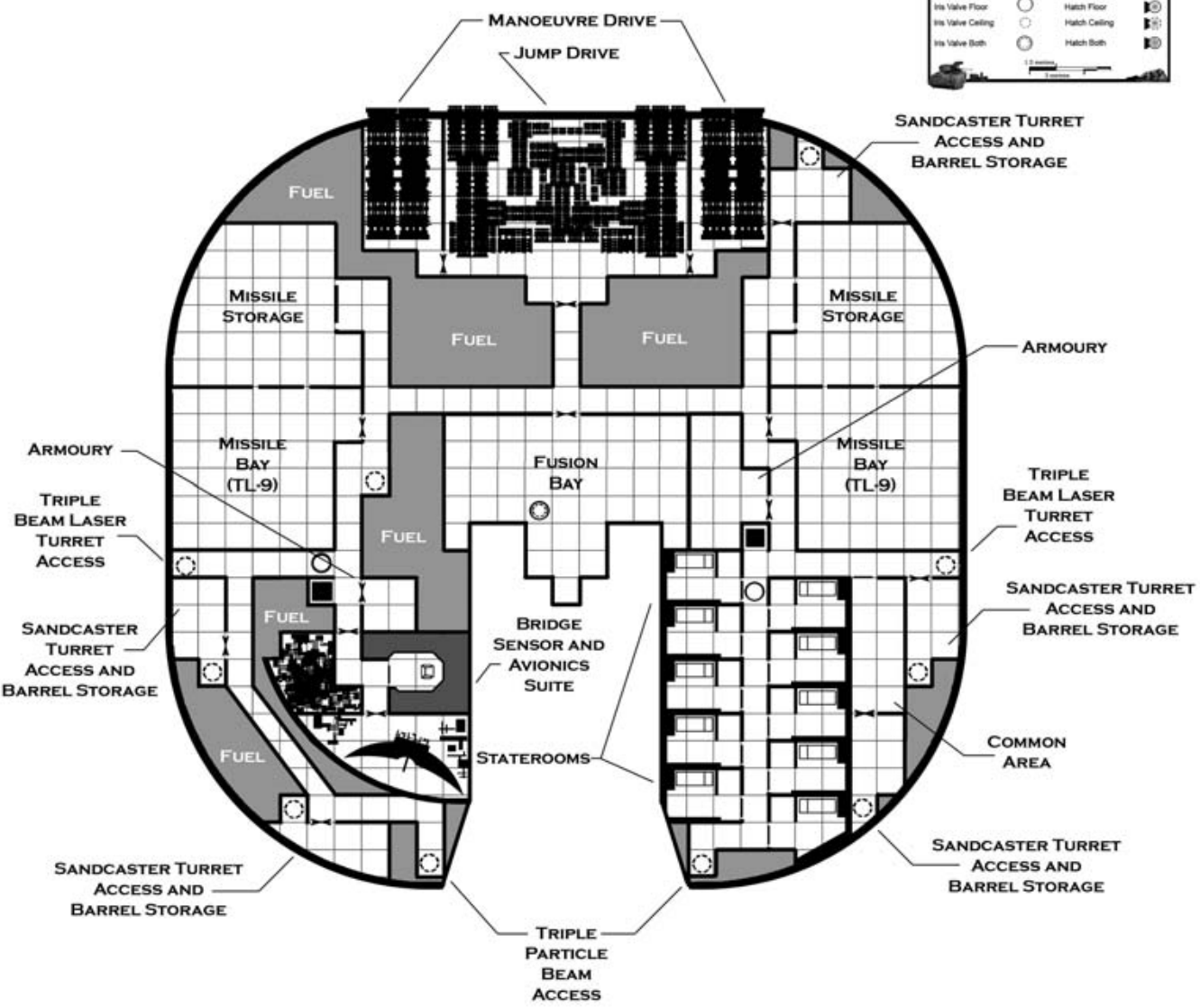
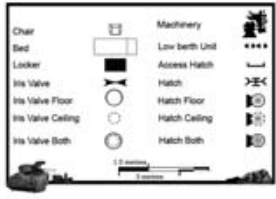
CARGO DECK
(LEVEL 2)



Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Ins Valve		Hatch	
Ins Valve Floor		Hatch Floor	
Ins Valve Ceiling		Hatch Ceiling	
Ins Valve Both		Hatch Both	



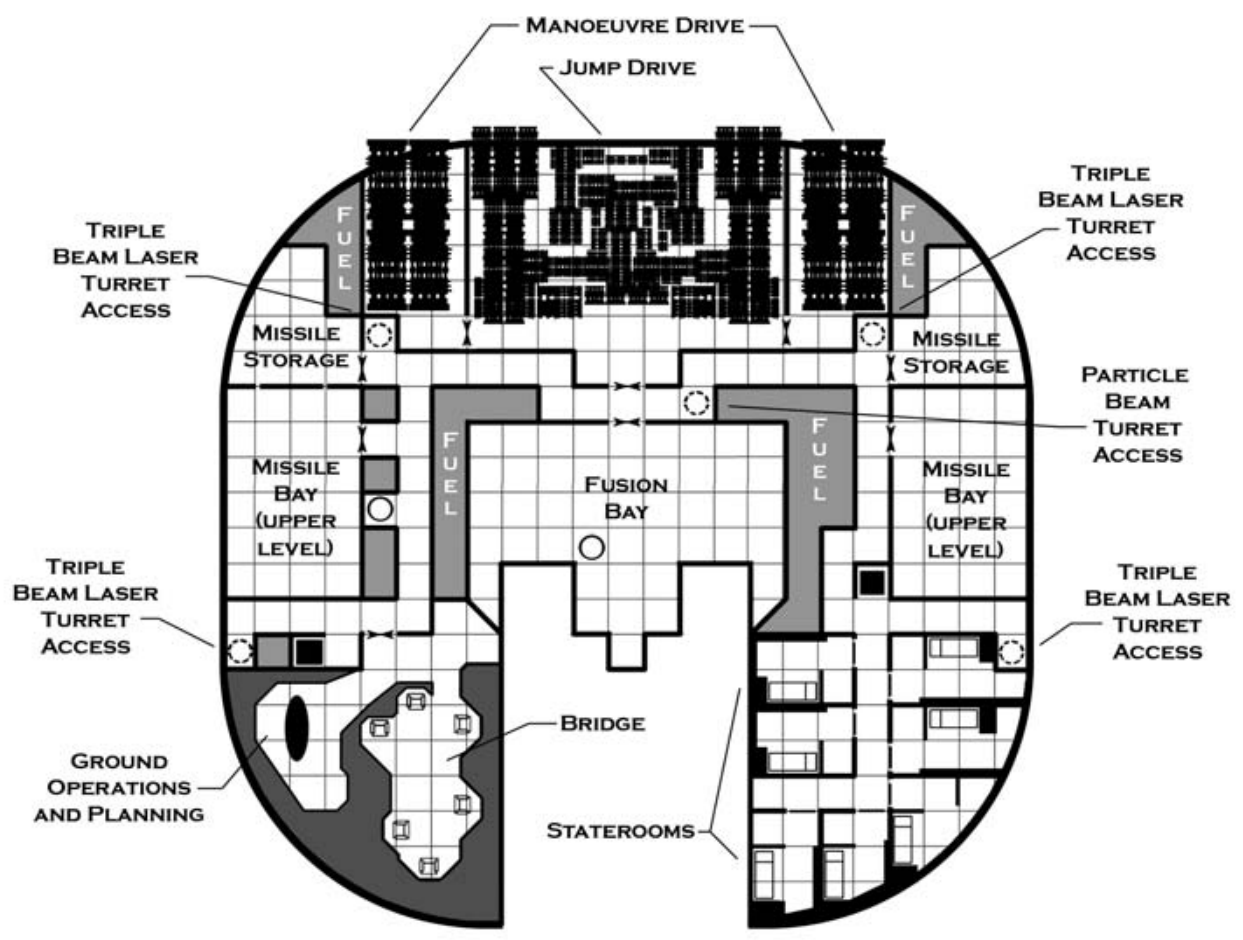
BARRACKS DECK
(LEVEL 3)



CREW AND WEAPONS DECK (LEVEL 4)



Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	



COMMAND DECK
(LEVEL 5)

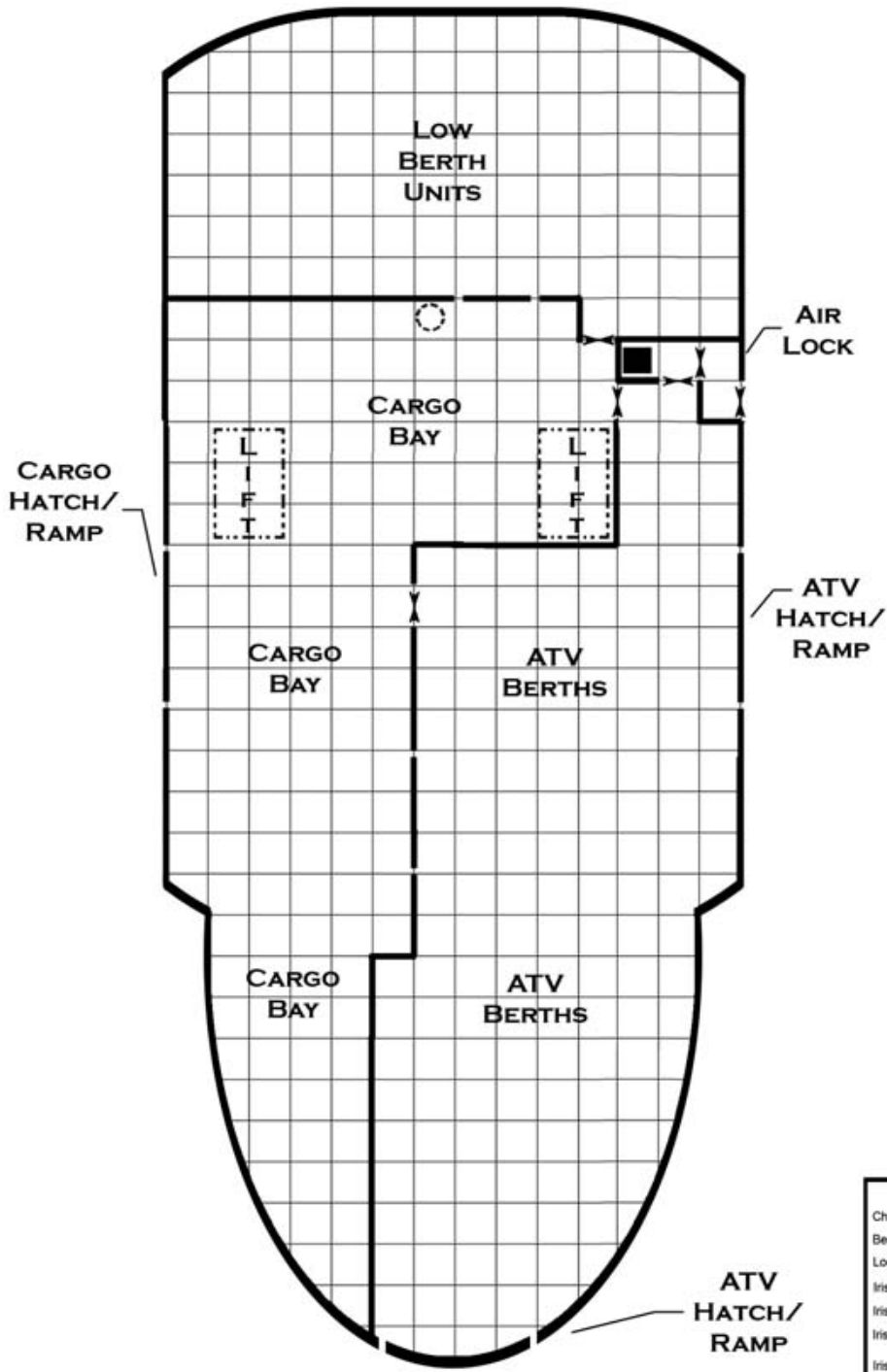


Slaver (*Hkisyaleaa* class)

Ships of this design are associated with the Glorious Empire but can be found throughout the Hierate. They are converted agricultural transports. The low berths are actually double or quadruple berths, designed for freezing large animals for food. A *Hkisyaleaa* would land on an agricultural planet and load up on hundreds of live animals, then bring them to be devoured by rich nobles. The normal crew consists of a captain, pilot, navigator, purser, 2 engineers, 3 gunners/drivers and 5 drivers. The Glorious Empire adapted their *Hkisyaleaas* for slave raiding. Unfortunate humans were captured by Aslan raiders riding ATVs or air/rafts and thrown into the freezing chambers. A fully-stocked Slaver can carry more than 1,500 slaves if the captain is willing to cram as many bodies as possible into the low berths; 750 is a 'safe' number. Slavers are comparatively lightly armed and have little protection from attackers, so they are normally escorted by more combat-ready ships.

			Tons	Price (Cr.)
Hull	1,000 Tons	20 Hull	—	110,000,000
		20 Structure	—	—
		Streamlined	—	—
Armour		0 Points	—	—
Jump Drive	H	Jump 2	45	80,000,000
Manoeuvre Drive	H	Thrust 2	15	32,000,000
Power Plant	H	Rating 2	25	64,000,000
Bridge			20	5,000,000
Computer	Model 2	Rating 10	—	160,000
Electronics	Basic Military	+0 DM	2	1,000,000
Weapons	Hardpoint #1	Triple Turret (beam laser/missile rack/sandcaster)	1	3,000,000
	Hardpoint #2	Triple Turret (beam laser/missile rack/sandcaster)	1	3,000,000
	Hardpoint #3	Triple Turret (beam laser/missile rack/sandcaster)	1	3,000,000
Ammunition		36 missiles	3	—
		60 sandcaster barrels	3	—
Fuel	216 Tons	One Jump-2 and two weeks of operation	216	—
Cargo	158 Tons		158	—
12 Staterooms			48	6,000,000
750 Low Berths			375	37,500,000
Extras	Shrine		4	500,000
	Fuel Scoops	Integral	—	—
	Fuel Processor	60 tons per day	3	150,000
	8 ATVs		80	400,000
Software	Manoeuvre/o		—	—
	Library/o		—	—
	Jump/2		—	200,000
Maintenance Cost (monthly)				25,943
Life Support Cost (monthly)				99,000
Total Tonnage & Cost			1,000	311,319,000

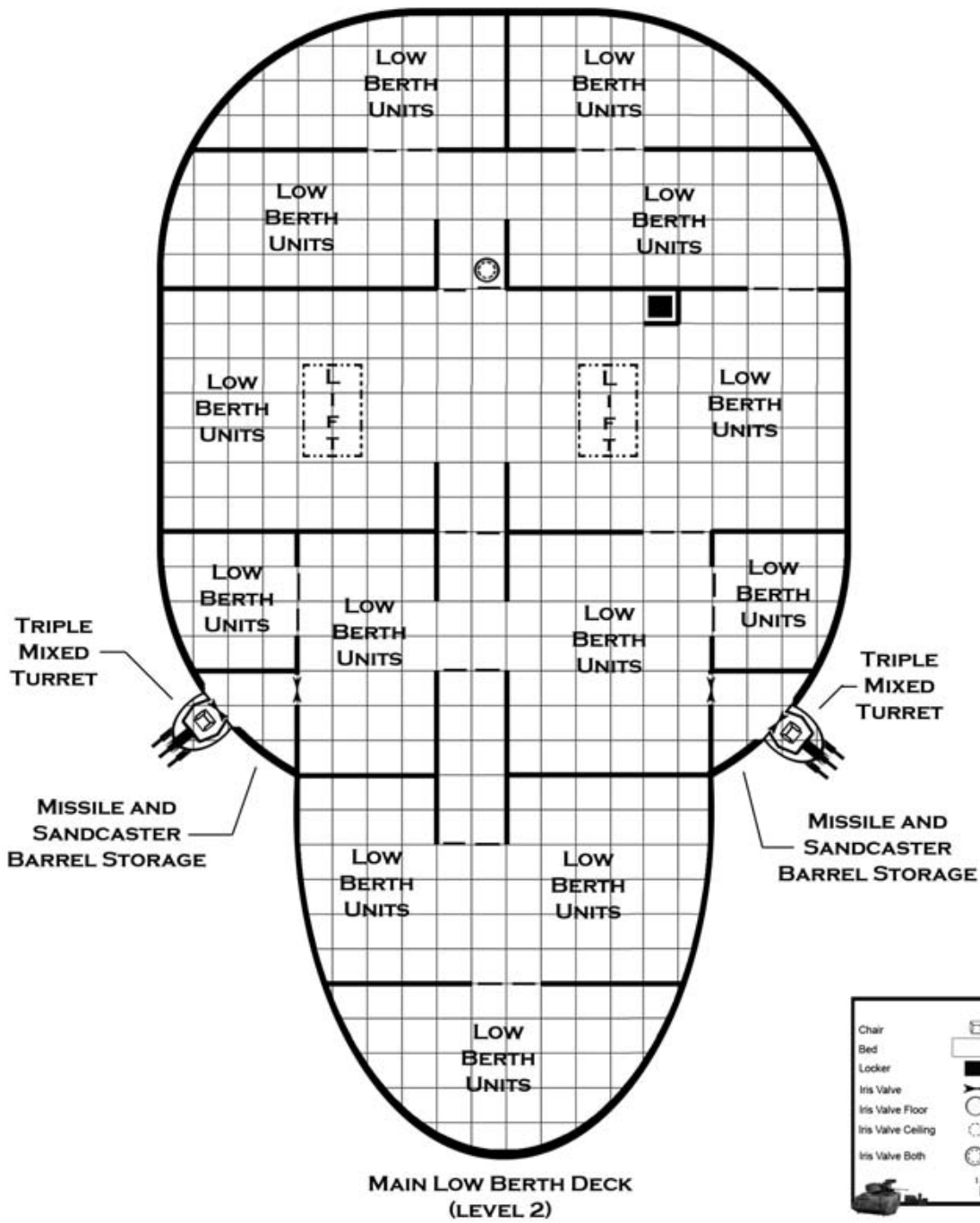




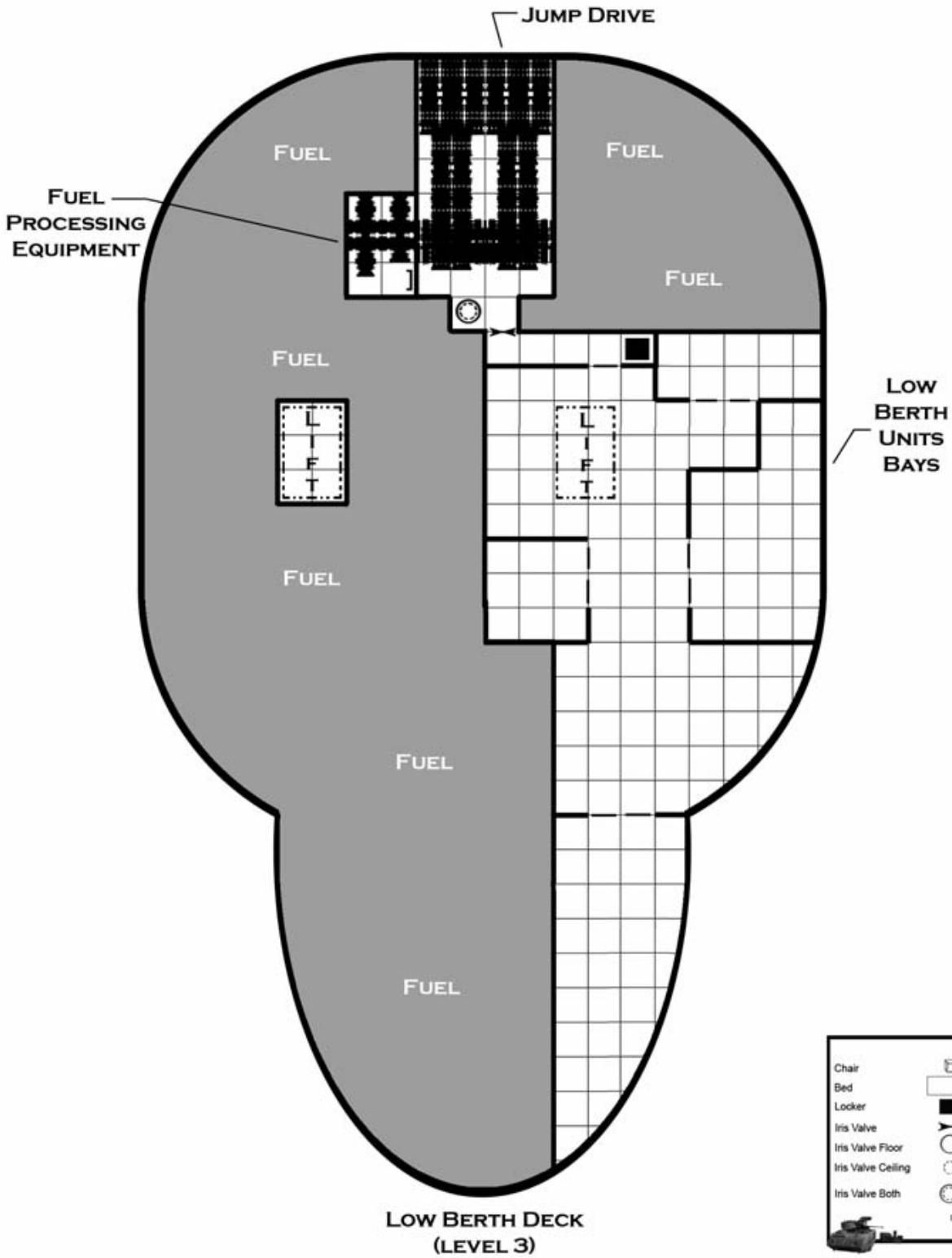
CARGO AND SHIP'S VEHICLES DECK
(LEVEL 1)

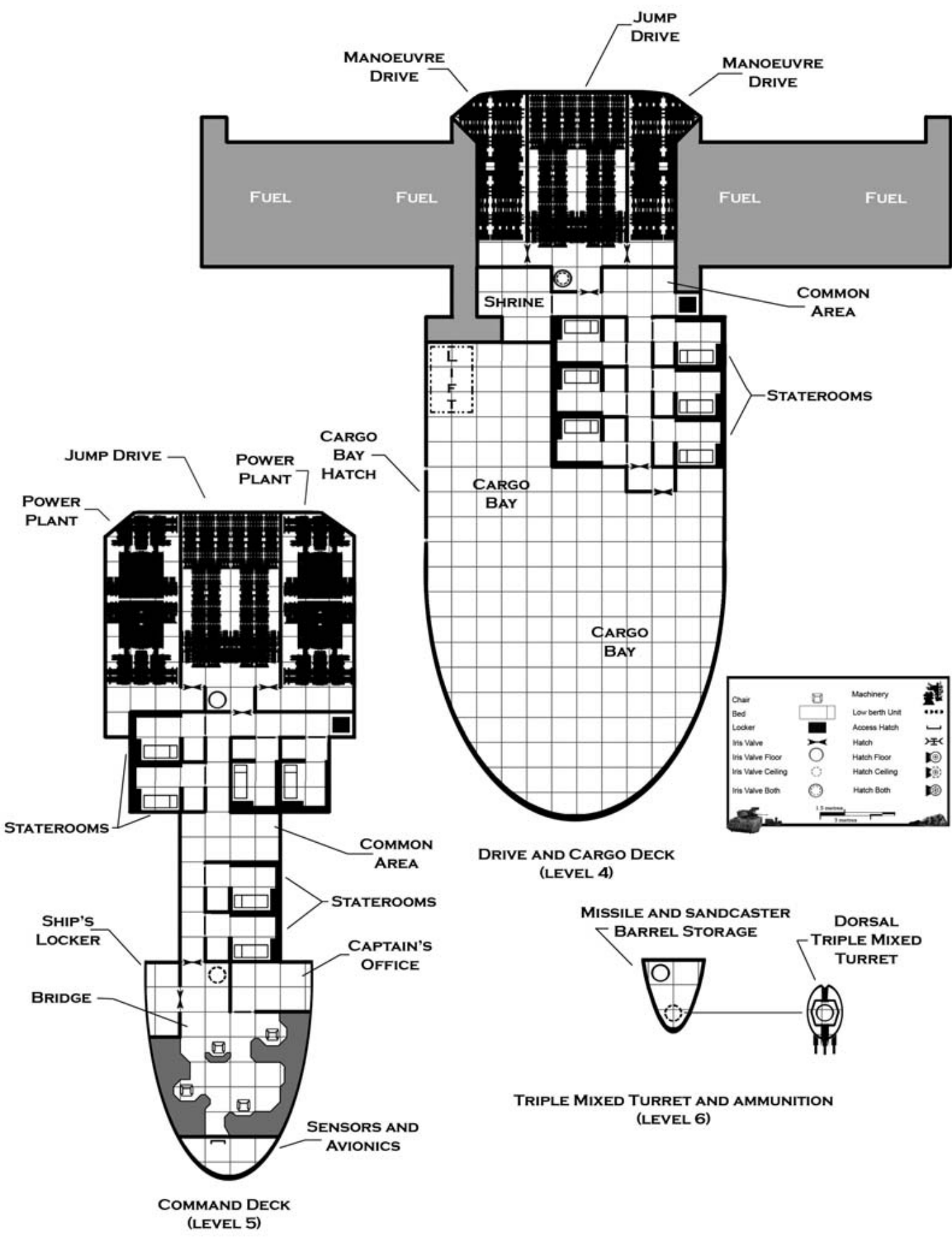
Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

1.5 meters
3 meters



MAIN LOW BERTH DECK
(LEVEL 2)







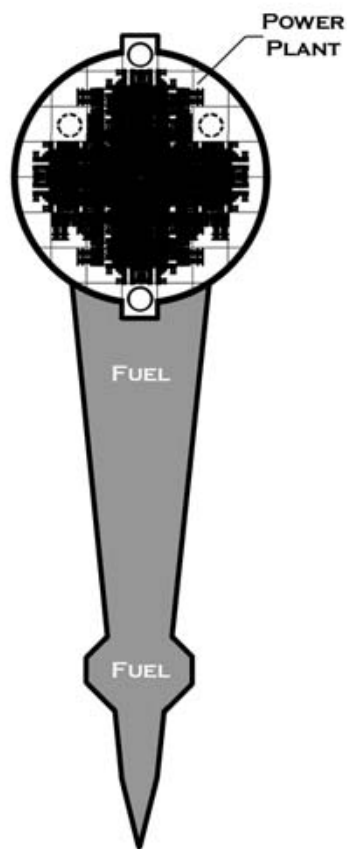
Bulk Hauler (Oukhaha class)

Oukhaha-class freighters are the backbone of many corporations in the Hierate. The Hauler consists of a central 'drive spine' to which cargo pods are attached using mechanical clamps. Fuel is stored in long fin-shaped tanks that can be collapsed and withdrawn into the central spine when empty, to make it easier for shuttles to access the cargo pods. The freighter is unarmed by default but a common modification is to add turrets to the prow and stern. The normal crew consists of a captain, pilot, navigator, purser, assistant purser, small craft pilot, 3 engineers and 4 cargo hands.

The freighter carries a single cargo shuttle with it, to service worlds without their own shuttle fleet.

			Tons	Price (Cr.)
Hull	1,600 Tons	32 Hull	—	144,000,000
	Distributed	32 Structure	—	—
Armour		0 Points	—	—
Jump Drive	L	Jump 2	60	110,000,000
Manoeuvre Drive	H	Thrust 1	15	32,000,000
Power Plant	L	Rating 2	34	88,000,000
Bridge			40	8,000,000
Computer	Model 2	Rating 10	—	160,000
Electronics	Basic Military	DM +0	2	1,000,000
Weapons	None		—	—
Fuel	342 Tons	One Jump-2 and two weeks of operation	342	—
Cargo	1,051 Tons		955	—
12 Staterooms			48	6,000,000
10 Low Berths			5	500,000
Extras	Shrine		4	500,000
	Shuttle		95	33,000,000
Software	Manoeuvre/o		—	—
	Library/o		—	—
	Jump/2		—	200,000
Maintenance Cost (monthly)				31,752
Life Support Cost (monthly)				25,000
Total Tonnage & Cost			1,600	318,024,000

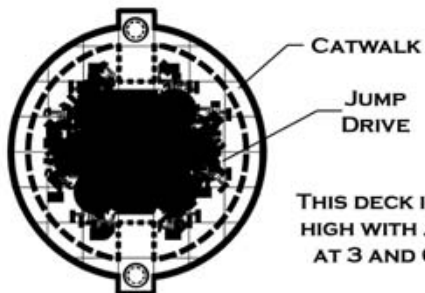




Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

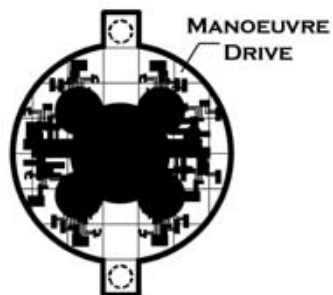
1 0 metres
2 metres

POWER DECK 1
(LEVEL 3)

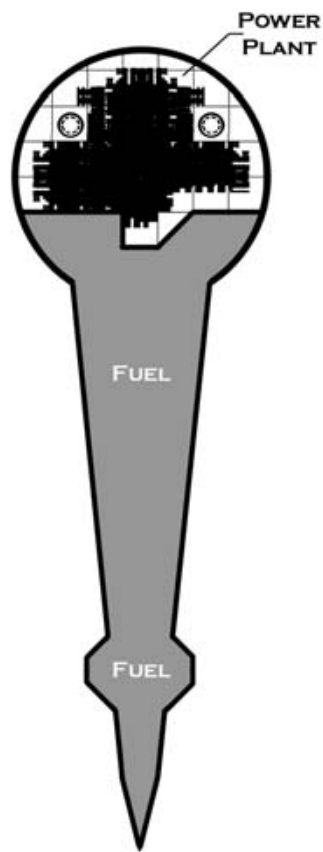


THIS DECK IS 9 METRES
HIGH WITH A CATWALK
AT 3 AND 6 METRES.

DRIVE DECK
(LEVEL 2)



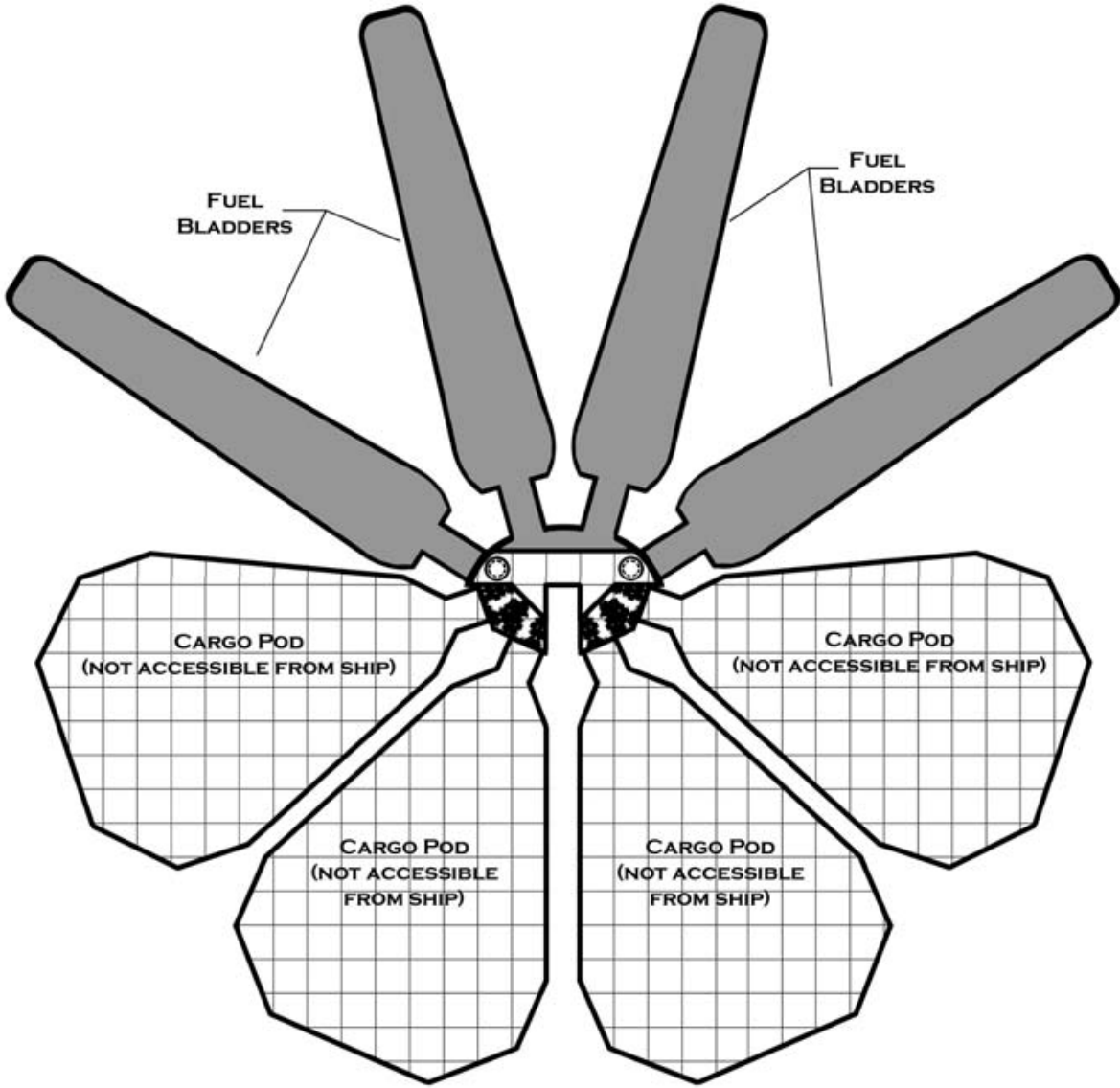
MANOEUVRE DECK
(LEVEL 1)



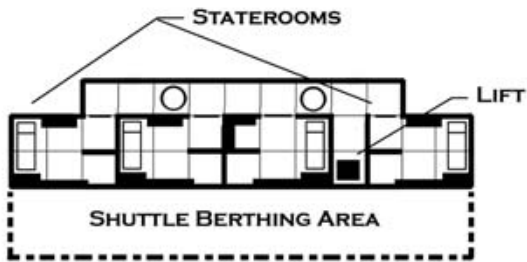
POWER DECK 2
(LEVEL 4)



Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

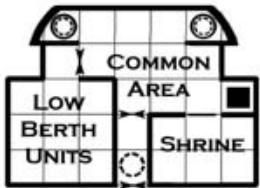


CARGO AND FUEL (C&F) DECKS
(LEVELS 5, 7, & 9)



Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

QUARTER DECK 1
(LEVEL 13)

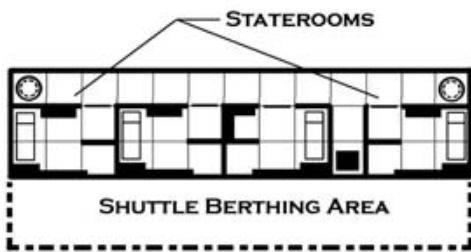


AIRLOCK AND SHUTTLE ACCESS

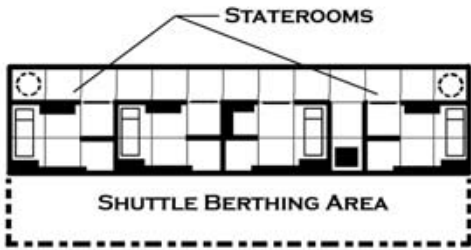
COMMON DECK
(LEVEL 12)



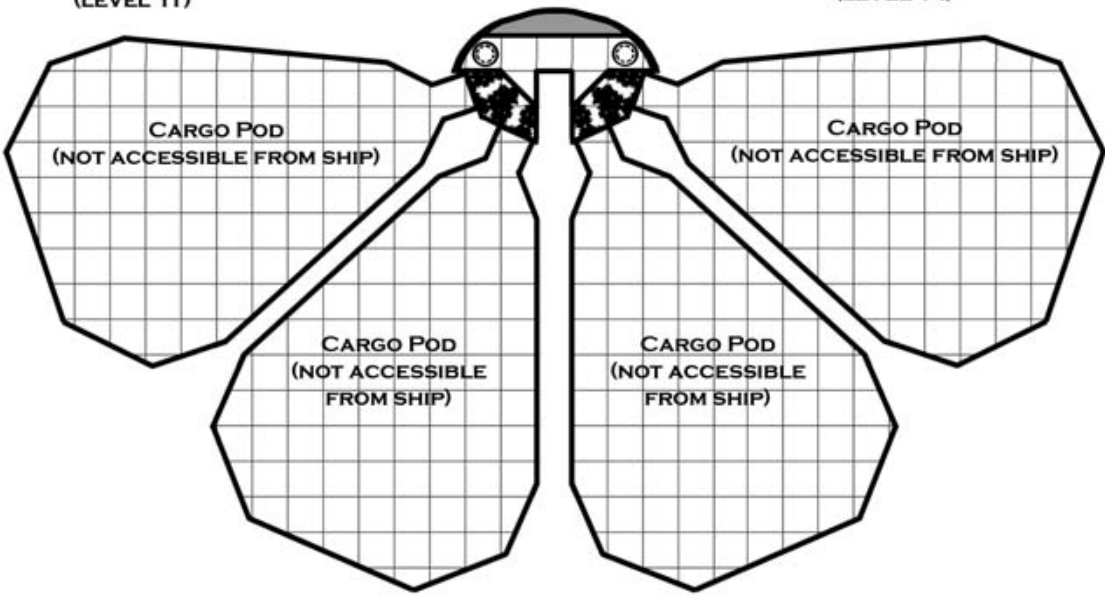
SMALL CARGO DECK
(LEVEL 11)



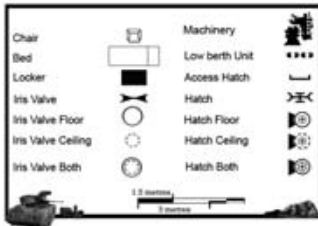
QUARTER DECK 3
(LEVEL 15)



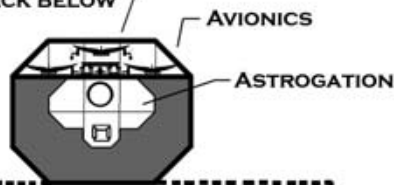
QUARTER DECK 2
(LEVEL 14)



CARGO DECKS
(LEVELS 6, 8, & 10)

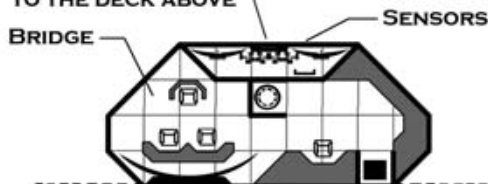


THIS AREA IS OPEN TO THE DECK BELOW



BRIDGE DECK 3
(LEVEL 18)

THIS AREA IS OPEN TO THE DECK ABOVE



BRIDGE DECK 2
(LEVEL 17)

SHIP'S LOCKER
CAPTAIN'S OFFICE
PURSER'S OFFICE



BRIDGE DECK 1
(LEVEL 16)

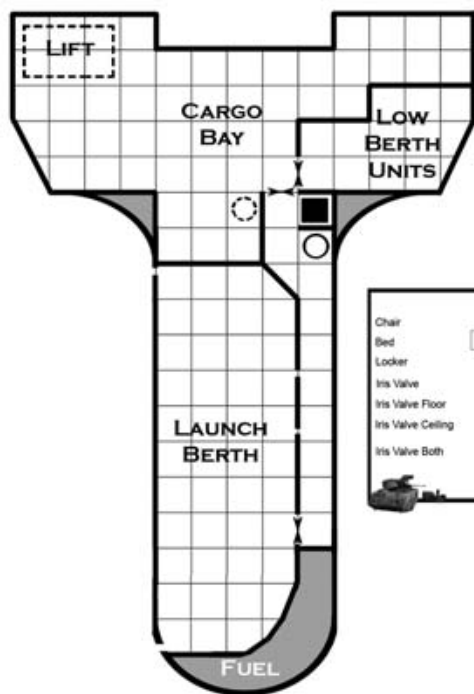


Light Trader (Aoa'iw class)

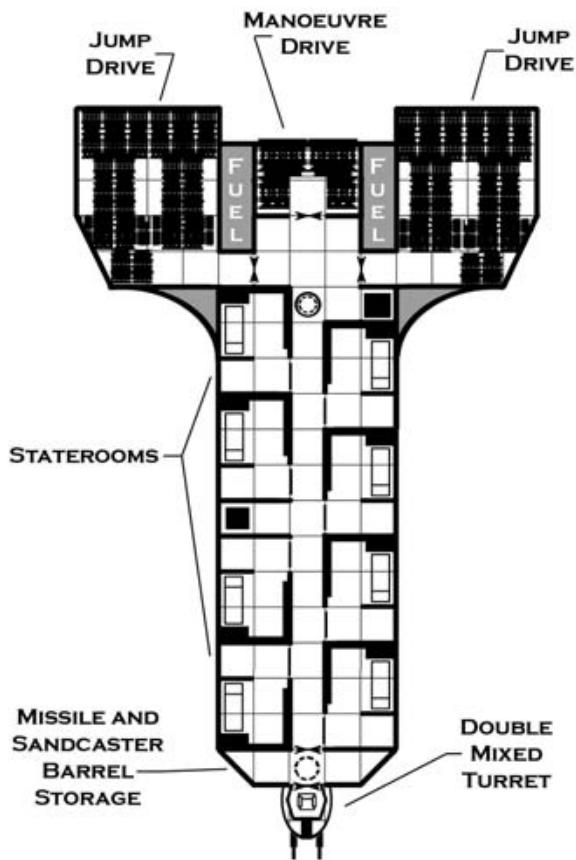
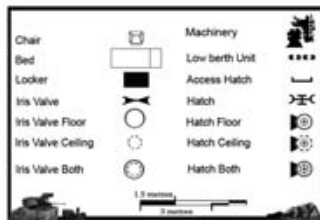
A popular design inside the Hierate, especially in the Trojan Reach, the little *Aoa'iw* is a 300-ton trader that combines a sizable cargo bay with space for passengers, enough firepower to serve as a raider or defend itself from piracy and vehicles to support a flexible mission profile. *Aoa'iws* are often owned by clans, as they can perform a variety of tasks. The normal crew consists of a captain/pilot, navigator, purser, engineer and two gunners (one of whom also is a small craft pilot). Up to 4 passengers can be carried. On the border worlds, the *Aoa'iw* is nicknamed the 'pouncer', as it does resemble a crouching animal from certain angles.

			Tons	Price (Cr.)
Hull	300 Tons	6 Hull	—	13,200,000
	Streamlined	6 Structure	—	—
Armour	Crystaliron	4 Points	15	2,400,000
Jump Drive	C	Jump 2	20	30,000,000
Manoeuvre Drive	B	Thrust 1	3	8,000,000
Power Plant	C	Rating 2	10	24,000,000
Bridge			20	1,500,000
Computer	Model 2	Rating 10		160,000
Electronics	Basic Civilian	-2 DM	1	50,000
Weapons	Hardpoint #1	Double Turret (beam laser/beam laser)	1	2,500,000
	Hardpoint #2	Double Turret (missile rack/sandcaster)	1	1,500,000
	Hardpoint #3	Empty	—	—
Ammunition		12 missiles	1	—
		20 sandcaster barrels	1	—
Fuel	66 Tons	One jump-2 and two weeks of operation	66	—
Cargo	105 Tons		105	—
8 Staterooms			32	4,000,000
12 Low Berths			6	600,000
Extras	Launch		20	13,569,000
	Air/Raft		4	275,000
	Shrine		4	500,000
Software	Fuel Scoops	Integral	—	—
	Manoeuvre/o		—	—
	Library/o		—	—
	Jump/2		—	200,000
Maintenance Cost (monthly)				7,684
Life Support Cost (monthly)				17,200
Total Tonnage & Cost			300	92,208,600

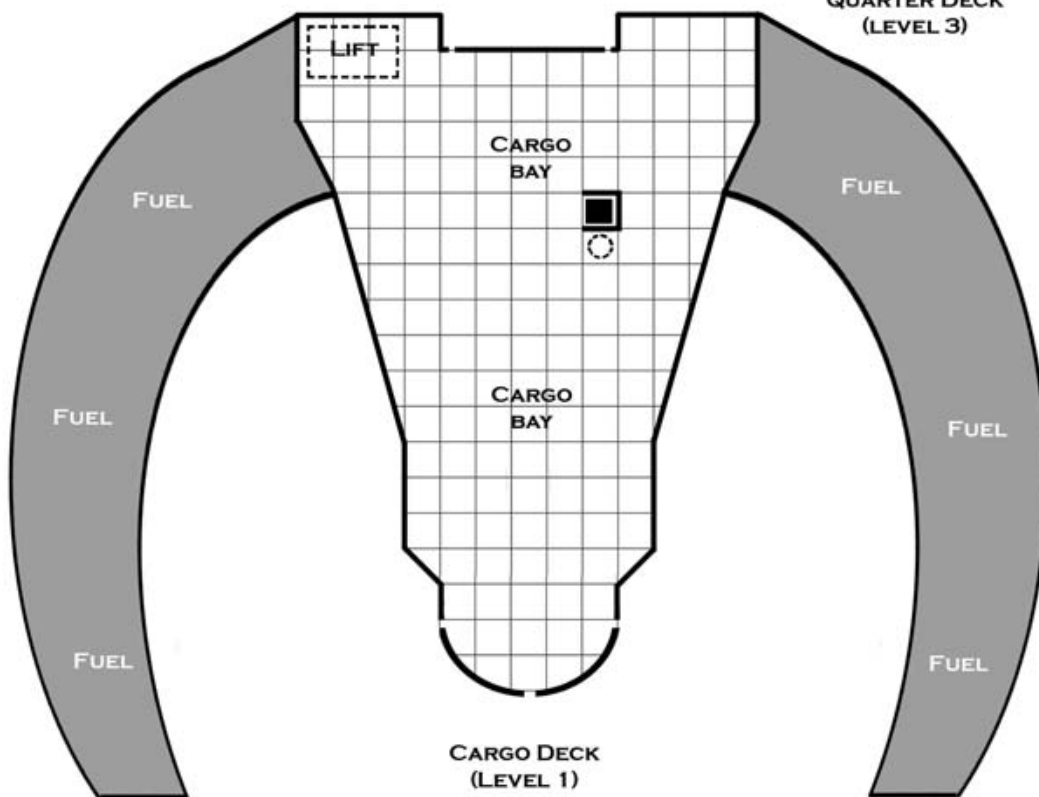




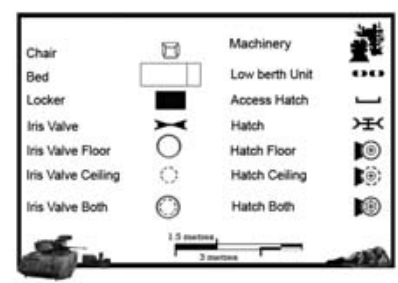
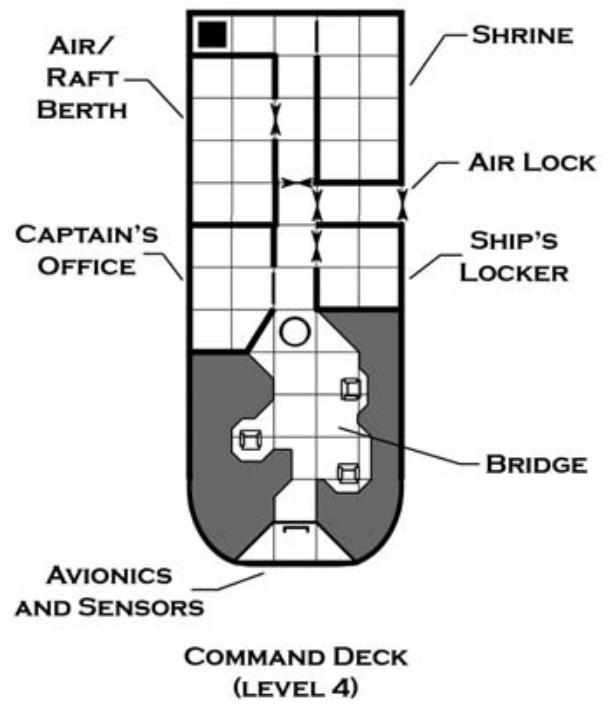
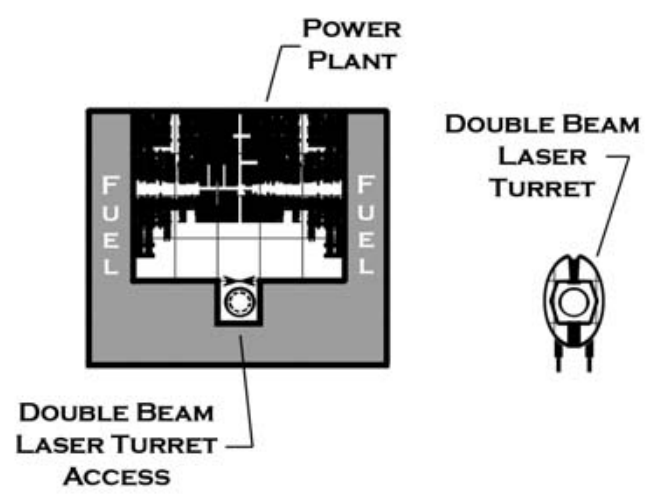
CARGO AND SMALL CRAFT DECK (LEVEL 2)



QUARTER DECK (LEVEL 3)



CARGO DECK (LEVEL 1)





Pocket Warship (*Halaheike* class)

The so-called 'pocket warship' is a small 1,200-ton spacecraft used by smaller clans for military operations. The *Halaheike* is heavily armed for its size, with a range of missile launchers, lasers and particle beams and carries a complement of ten fighters and two launches for boarding actions and customs inspections. The crew consists of a captain, 3 pilots, a navigator, executive officer, 6 engineers, 12 gunners, 2 small craft pilots, 10 fighter crew and 2 warriors. The 126-ton cargo bay can be easily converted to hold more troops or some 200 low berths, allowing the *Halaheike* to serve as a troop transport. The design is known for maintenance issues and jump drive failures but the vessel's main problem is that it tries to do too much in one package and to fit everything in it must use the most advanced Aslan technology, adding to maintenance problems. The *Halaheike* might be a carrier, assault cruiser, system defence boat and troop carrier but it is sub-par at all those things. Larger clans that can afford specialist vessels rarely field *Halaheikes*.

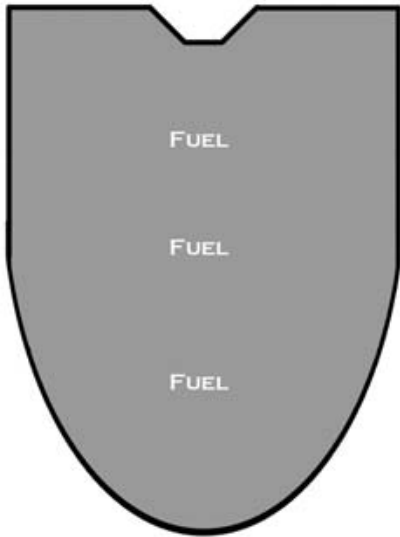
			Tons	Price (Cr.)
Hull	1200 Tons	24 Hull	—	120,000,000
		24 Structure	—	—
Armour	Bonded Superdense	10 Points	100	100,000,000
Jump Drive	M	Jump 3 (TL-14)	58.5	150,000,000
Manoeuvre Drive	M	Thrust 3 (TL-10)	20.7	60,000,000
Power Plant	M	Rating 3	37	96,000,000
Bridge			40	6,000,000
Computer	Model 6 / fib	Rating 30	—	30,000,000
Electronics	Very Advanced	+2 DM	5	4,000,000
Weapons	Hardpoint #1	Particle Beam Bay (TL 10)	38.5	25,000,000
	Hardpoint #2	Particle Beam Bay (TL 10)	38.5	25,000,000
	Hardpoint #3	Triple Turret (beam laser x3)	1	4,000,000
	Hardpoint #4	Triple Turret (beam laser x3)	1	4,000,000
	Hardpoint #5	Triple Turret (beam laser x3)	1	4,000,000
	Hardpoint #6	Triple Turret (beam laser x3)	1	4,000,000
	Hardpoint #7	Triple Turret (missile rack/missile rack/sandcaster)	1	2,750,000
	Hardpoint #8	Triple Turret (missile rack/missile rack/sandcaster)	1	2,750,000
	Hardpoint #9	Triple Turret (missile rack/missile rack/sandcaster)	1	2,750,000
	Hardpoint #10	Triple Turret (missile rack/missile rack/sandcaster)	1	2,750,000
	Hardpoint #11	Triple Turret (missile rack/missile rack/sandcaster)	1	2,750,000
	Hardpoint #12	Triple Turret (missile rack/missile rack/sandcaster)	1	2,750,000
Ammunition		240 sandcaster barrels	12	—
		360 missiles	30	—
Fuel	408 Tons	One Jump-3 and four weeks of operation	408	—
Cargo	126.8 Tons		126.8	—
30 Staterooms			120	15,000,000
0 Low Berths			—	—
Extras	Fighter x 10		100	98,370,000
	Launch x 2		40	27,138,000
	Armoury x 2		4	1,000,000
	Briefing Room		4	500,000
	Shrine		4	500,000
	Fuel Scoops		—	1,000,000
	Fuel Processor	60 tons per day	3	150,000
Software	Manoeuvre/o		—	—
	Library/o		—	—
	Jump/3	Rating 15	—	300,000
	Fire Control/5	Rating 25	—	10,000,000
Maintenance Cost (monthly)				60,184
Life Support Cost (monthly)				60,000
Total Tonnage & Cost			1,200	722,212,200



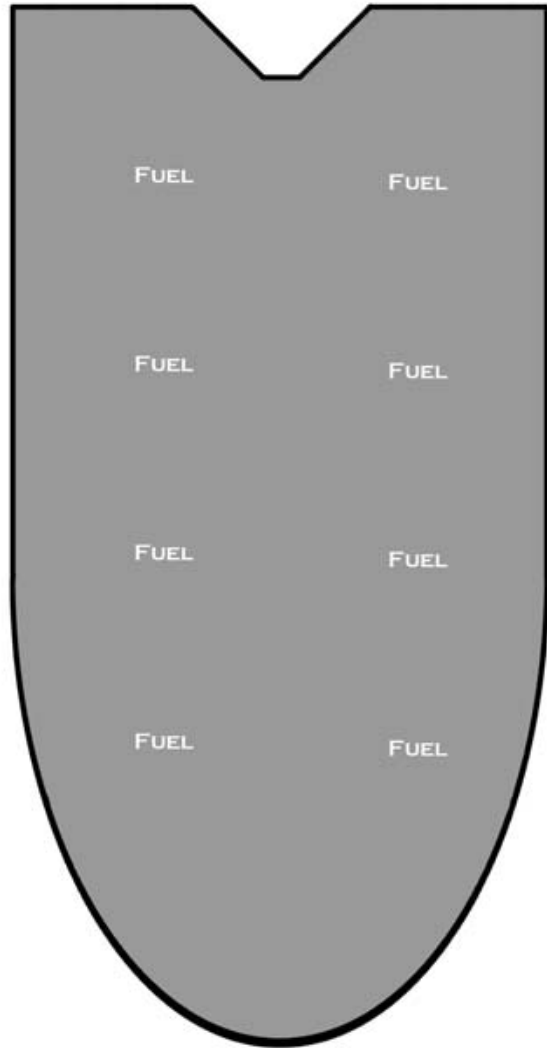


Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

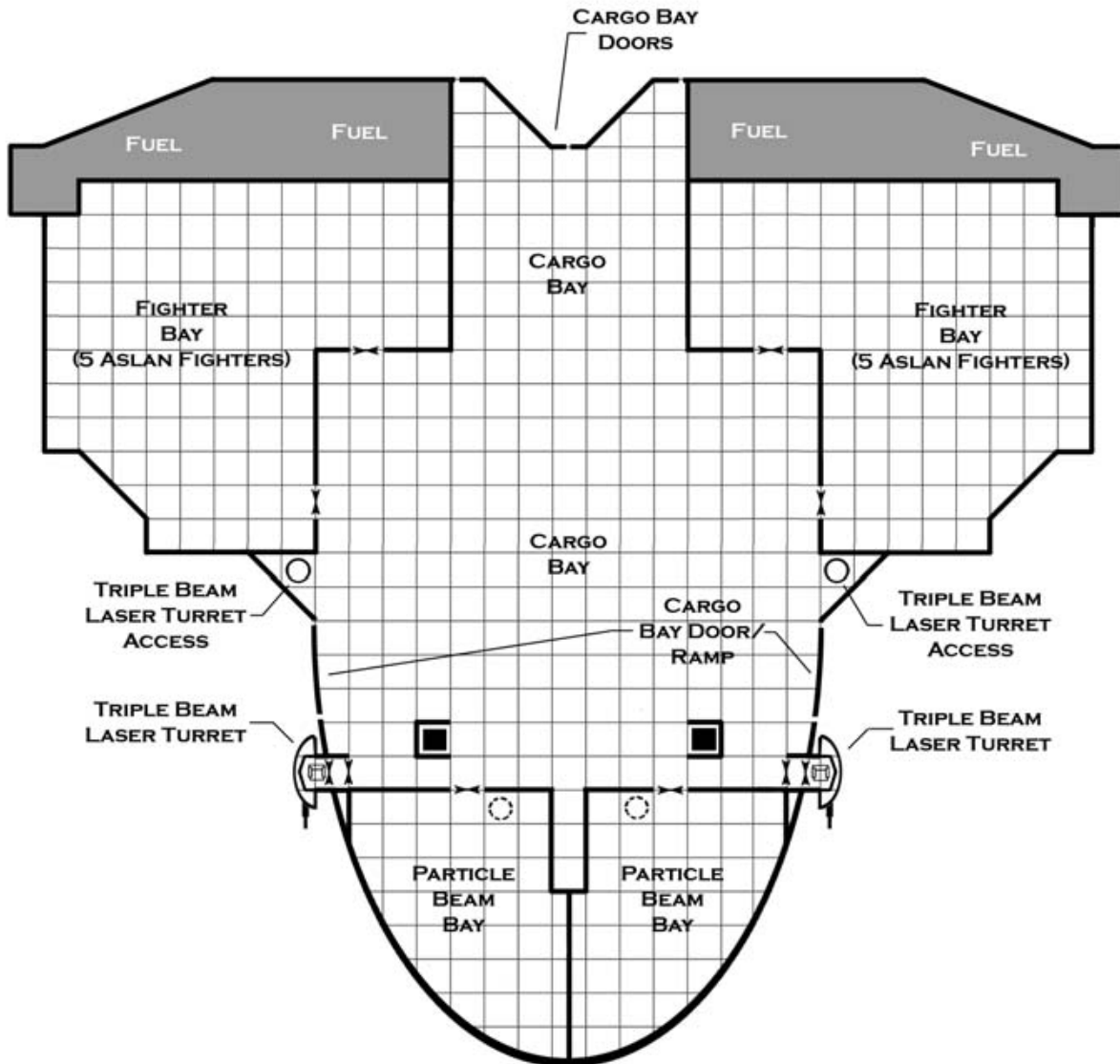
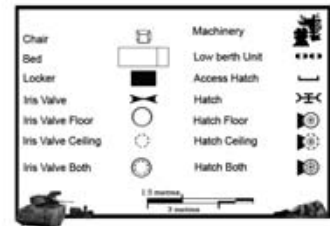
1.0 meters
2 meters



**FUEL DECK 1
(LEVEL 1)**



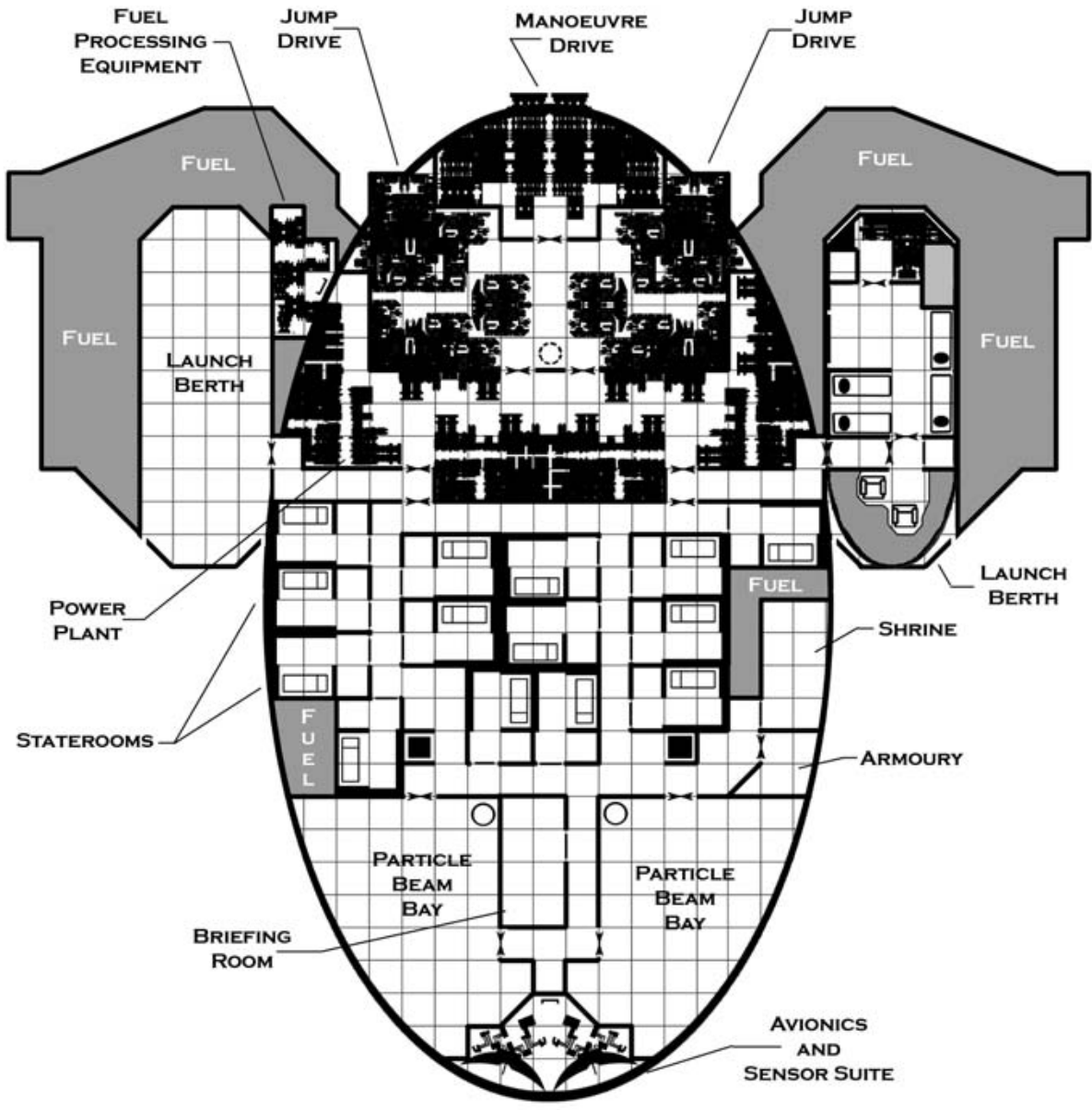
**FUEL DECK 2
(LEVEL 2)**



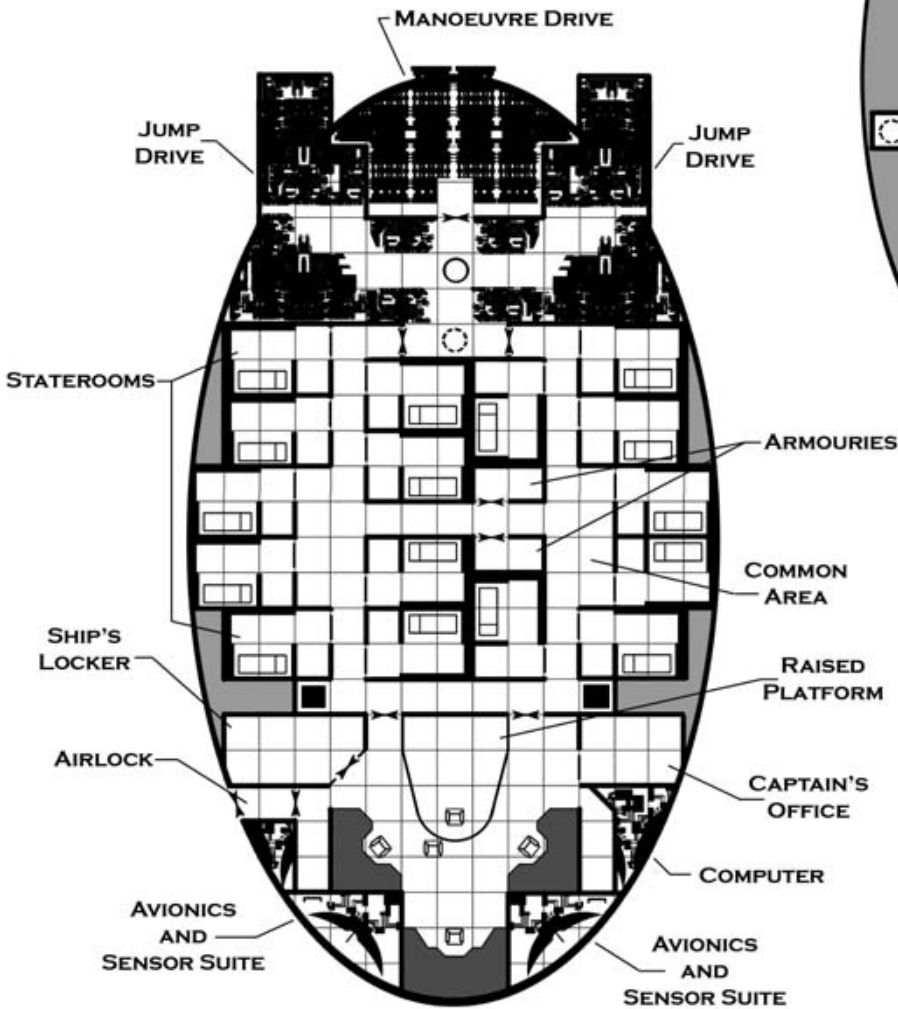
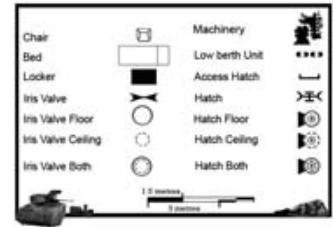
CARGO AND FLIGHT DECK
(LEVEL 3)



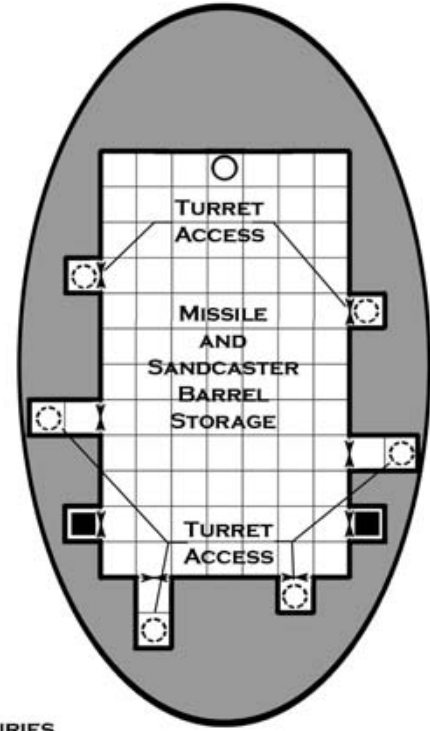
Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	



QUARTER DECK
(LEVEL 4)



COMMAND DECK
(LEVEL 5)



WEAPONS DECK
(LEVEL 6)

ENCOUNTERS

Encounters are basically the same in Aslan space as they are anywhere else. Some individual considerations are, however, slightly different in Aslan space.

REACTIONS

Aslan have predatory instincts and cultural mores quite foreign to the human mindset. To model Aslan customs, the Referee should roll on the Reaction table to determine the reaction of an Aslan to any encounter. This reaction will colour and influence the Aslan's behaviour.

Using the Reaction Table

All NPCs should have their reactions governed by the Reaction table. As an optional rule (particularly for characters new to playing the Aslan), it is suggested that the player use the Reaction table to determine probable responses to encounters as well. This is especially true of Aslan characters adventuring in the company of humans.

To use the Reaction table, roll 2d6, apply the relevant DMs from the Reaction table and read off the result.

Reaction Table Results

Most results are the same as those used for human characters. However, hostile reactions usually lead to 'discourtesy' rather than violence. In such an instance, the response given by that reaction would normally provoke hostility in return. Treat discourtesy as grounds for a formal challenge (but Player-Characters need not issue

such a challenge – although this would take an enormous amount of restraint for Aslan Player Characters).

An NPC who receives discourteous treatment may easily be provoked into an attack. Such an attack may be immediate (which is a violation of ritual and protocol) or may take the form of a challenge to a duel, with the time and place specified. Duels are not (usually) lethal; they are fought to first blood only. The embarrassment and loss of honour one suffers in declining a challenge or refusing a duel is far worse. In addition, for humans, the respect gained by engaging in a duel to defend one's honour can be beneficial in a struggle to fit into Aslan society.

Reaction

Roll	Reaction
2 or less	Hostile. Challenge on 8 +
3	Hostile. Discourteous on 5 +
4	Hostile. Discourteous on 8 +
5	Hostile. May be discourteous
6	Unreceptive (Impolite)
7	Uninterested
8	Noncommittal (Curt)
9	Noncommittal (Polite)
10	Interested
11	Responsive
12 or more	Enthusiastic.

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...		Encounter...		Other	
...is non-Aslan	+1	...is social inferior by 3+	+1	Both from same service	+1
...is impolite	-1	...is social superior by 3-	-1	Local world population 9+	-1
...is discourteous	-2	...is member of same clan	+1	Local government type H	-1
...has Tolerance, per level	+1	...is member of same pride	+1		
...is Outcast	-2	...is friend or comrade	+1		
		...is impolite male	-2		
		...is impolite female	-1		
		...is discourteous male	-3		
		...is discourteous female	-2		
		...is noble patron	+2		
		...has Tolerance, per level	+1		
		...is Outcast	-2		



ASLAN ENCOUNTERS

Random Traits

Roll d66 to generate random traits for an Aslan. Traits 11-36 are predominantly male; traits 41-66 are mostly female.

d66	Trait	d66	Trait
11	Heavily scarred	41	Wary
12	Unusually strong	42	Checks stock prices on her wristcomp obsessively
13	Strong scent	43	Sworn not to marry
14	Cybernetic eye	44	Has golden teeth
15	Purrs when happy	45	Imitates human dress and customs
16	Wears very bulky clothing	46	Broken claw
21	Has a pouch of live animals for snacks	51	Superb technician
22	Argumentative	52	Has contacts everywhere
23	Cares for an aging relative	53	Accompanied by 1-6 children
24	Henpecked	54	Has a dangerous secret
25	Resembles an ancient hero	55	Manipulative
26	Has many medallions and charms in his mane	56	Treats others like idiots
31	Always has at least six concealed weapons	61	Assumes the worst
32	Especially clueless and naive	62	Very protective of clan
33	Egotistical	63	Especially sharp dewclaw
34	Superb pilot	64	Lithe
35	Has a sworn enemy	65	Wears a veil
36	Demands tests of loyalty	66	Of noble blood

Aslan Contacts, Allies, Rivals & Patrons

Again, entries 11-36 are males; 41-66 are probably females.

d66	Contact/Ally/Rival/Patron	d66	Contact/Ally/Rival/Patron
11	Wandering <i>ihatei</i> in search of land	41	Corporate executive
12	Landless labourer	42	Governess
13	Outcast Aslan renegade	43	Rich unmarried female with many suitors
14	Wealthy noble with huge tracts of land	44	Spy or Assassin
15	Aging landowner, fending off threats from both his enemies and his sons	45	Corporate trader
16	Aslan diplomat, fascinated by human customs	46	Free trader
21	Mercenary commander	51	Mercenary manager
22	Mercenary warrior	52	Technician
23	Naval officer or pilot	53	Staff Officer
24	Clan agent or <i>rukt'hao</i>	54	Married noblewoman
25	Philosopher/poet	55	Ambitious fourth wife
26	Seneschal or cousin of a landowner	56	Scientist or scholar
31	Planetologist	61	Diplomatic attaché
32	Smuggler or pirate	62	Disgraced outcast
33	Famous duellist	63	Clan matriarch
34	Clueless and spoiled first son	64	<i>Earletrais</i> arbiter
35	Free trader pilot	65	Surgeon or healer
36	Human with an Aslan soul	66	Tour guide



Random Names

Roll	Name	Roll	Name
11	Tyu'eas	41	Yekhuiuakh
12	Raoui	42	Aaseh
13	Iraukoea	43	Auakerl
14	Owaaryolr	44	Khtao
15	Wuiihloakhear	45	Uahaoelraiui
16	Ui'a'	46	Yukhu'iyl
21	Kteaukhi'	51	Herloi
22	Ilao	52	Akti
23	Yesiylekh	53	Eihyelui
24	Fakaurl	54	O'auktei
25	Fiyhwuis	55	Loiykheyo
26	Hleaa	56	Kui'estaiyer
31	Tluaayuseakhaiha	61	Khuil
32	Awieaaaa	62	Rehtai
33	Rehatyoroueiwea	63	Tew
34	Ahro'ail	64	Asaiai
35	Aekhei	65	Fyeyul
36	Ktyeaa	66	Hfiy

SAMPLE ASLAN PATRONS

Wherever possible, the Aslan keep work within the clan – if a member of the clan can do a job, then the patron is obliged to first offer it to that relative. Aslan therefore only hire travellers when the work is too difficult, dangerous or specialised to be performed by a kinsman or if the patron wants the job kept quiet. As is standard practice for the Aslan, male patrons have a wife or other female relative arrange monetary payments but may offer vassalage and land grants as payment to suitable males.

Except where noted, all these patrons will employ both Aslan and non-Aslan characters.

Hwaerol, ihatei wanderer

Required: Mechanic, Survival, Gun Combat, Sensors.

Reward: Cr. 2,000/day or +2 Territory at the end of the mission.

Player's Information: Hwaerol is a young male who has spent the last few years wandering the borders of Aslan space, looking for new lands to claim. On the uninhabited southern continent of a minor planet he discovered an area of rolling plains and thickly forested hills that he wants to call home. He has sent word home to his clan, informing them of his claim and a colony vessel is en route. Unfortunately, Hwaerol was too hasty and needs to establish a fort and a landing zone before the colonists get there. He wants the characters to help him clear land and deal with any hostile native predators.

Referee's Information: Hwaerol has his own battered scout ship, with a cargo hold full of prefabricated buildings and surveying gear. What he does not have is a crew or any idea of the scale of the task ahead of him. This young male has bitten off more than he can chew.





The characters are up against a time limit, as the fort must be ready and the area secure before the colony ship arrives.

1. Hwaerol had a crew of four on his scout ship but they were killed by dangerous predators native to the planet. At night, these monsters emerge from the caves in the hills and attack. To complete the mission, the characters will have to descend into the depths of the earth and eliminate the breeding caves.
2. Hwaerol is actually an outcast and has no permission from his clan to claim this land. The colony ship is on the way but it is accompanied by an Aslan noble who intends to claim the world himself. Hwaerol is hoping that by establishing his claim first, he can force his clan into accepting him back. The characters need to deal with any problems on the world and then battle the rival male into submission.
3. There are already colonists on the world – human colonists. They are distinctly unhappy about the idea of an Aslan outpost on their doorstep and will do everything they can to sabotage Hwaerol's colony.
4. The planet lies on the edge of the territory of two rival Aslan clans. The clan leaders agreed to keep that planet as a neutral buffer world. By establishing his claim, Hwaerol is breaking the delicate balance between the two. As soon as Hwaerol lands, the two factions will both send forces to claim the world. The characters can either fight a three-way fight against superior forces or use diplomacy.
5. The planet has a much more valuable resource than Hwaerol suspects, such as mineral deposits or a crashed alien vessel. The characters have a choice between betraying their employer and stealing the resource or helping Hwaerol into a fortune.
6. It is not a colony – it is a staging post for an Aslan invasion. Hwaerol employed the characters to allay suspicion and intends to have them killed when the 'colony ship' (a mercenary cruiser) arrives.

Yhaniatoia, the Pilgrim

Requirements: Diplomat, Steward, Medic; spacecraft.

Rewards: Expenses plus Cr. 20,000/parsec travelled.

Player's Information: Yhaniatoia is an Aslan female who introduces herself as an executive in an Aslan trading company. She needs to travel home to Kusyu (or another Aslan clan stronghold) discretely, avoiding standard liners and travel routes. She wants the characters to bring her home (or to a transit hub, if the Referee does not want to send the players so deep into Aslan space).

Referee's Information: Yhaniatoia is a charming and urbane Aslan but she hides a dark secret.

1. Yhaniatoia is dying and wants to make it back to her clan's hearth before she perishes. However, she has to keep her illness a secret

or the news will destroy the reputation of the corporation she has spent her life building. Initially, she keeps the illness a secret from the characters but she falls ill on the journey, forcing the characters to find treatment for her.

2. Yhaniatoia is returning home for marriage, a secret marriage that will ally two powerful clans. A rival clan has learned of this arrangement and plans to assassinate Yhaniatoia before she makes it home.

3. Yhaniatoia is fleeing her husband, a powerful Aslan noble. He refuses to let her go and will send agents after the Player Characters. If Yhaniatoia can reach her clan's homeworld, she can have a male relative fight as her champion in the divorce. Otherwise, one of the Player Characters will have to fight an honour duel against her husband.

4. Yhaniatoia has stolen money from the corporation she works for. She is a wanted criminal and the characters are accessories to this crime.

5. Yhaniatoia is actually an Aslan spy, who is carrying vital information related to military operations along the border. Human agents and Aslan mercenaries are both hunting her.

6. Yhaniatoia is an Aslan mystic. She wants the characters to stop off at various shrines and ancient battlegrounds along the way.

Rukt'hao laychi

Required: Streetwise, Investigate, Persuade.

Reward: Cr. 1,000/day plus a favour from his clan.

Player's Information: laychi is a *rukt'hao*, an Aslan law enforcement agent for hire. He is a hard-bitten, two-fisted private investigator who happens to be a seven foot tall space lion. His current cases require more than claws and street smarts, though. A dame with a mane like an aurora and fangs like diamonds just walked into his office...

Referee's Information: laychi will do a lot of the investigations himself – he needs the characters for muscle, technical support or dealing with humans. If the characters perform well, laychi will continue to employ them for other cases.

1. An Aslan was assaulted by an Outcast and wants retribution. All he knows about his attacker is that he had a Syoisuis clan badge woven into his mane. Why would a clanless Outcast have a clan badge? To investigate, the characters have to go into the local *rukhtaha* and find the attacker. After several dangerous encounters in this ghetto, they discover that the attacker was actually a clan agent trying to assassinate the victim – or else was trying to frame the infamous Syoisuis clan.

2. As above but the victim of the assault was in the *rukhtaha* on his own nefarious business. As the characters pursue the case, they



learn that the victim is trying to recruit Outcast mercenaries for a dishonourable sneak attack on a Syoisuis world. The attacker was a Syoisuis agent and the victim hired Iyachi to find the agent so he can be eliminated.

3. A free trader discovered that several cargo containers that were supposed to be filled with trade goods are empty. Someone at the starport or on board the freighter that delivered the containers is a thief. The characters need to trace the container's route back to discover the thief.

4. As above but the cargo containers were always empty. The free trader is actually trying to find the source of a competitor's dustspice. Their own attempts have failed, so they have hired a private investigator.

5. A male suspects that one of his wives is involved with another male. She is a partner in a corporation and regularly goes offworld for business trips. The investigators need to work out a way to follow her offworld (she uses a private courier ship) and discover the identity of her lover, who turns out to be a noble in an important clan. If the characters reveal this crime, they will become enemies of a powerful clan.

6. An important computer file has been stolen from an Aslan corporate office. The trail leads to a human diplomat. The Aslan assumed that the human could not have stolen the files – diplomat is a male occupation and no Aslan male should have the computer skills to hack into the network and download the file.

Quearlo, Mercenary Staff Officer

Required: Broker, Gunnery, Comms; Spacecraft.

Reward: Cr. 50,000.

Player's Information: The *Khailerfta* (Battlefield Nomads) are a successful Aslan mercenary unit funded by the Uawairlew clan and old Quearlo is their cynical staff officer. She has seen a hundred worlds and a thousand wars and is familiar with all the problems that can befall a merc unit. Sometimes, she needs a crew and a starship.

Referee's Information: The *Khailerfta* unit consists of three-dozen male warriors, a dozen female technicians, two *Trehfealyuoa* TL11 tanks and the command section of Quearlo and her mate Wiyrl. They specialise in small brush wars and territorial disputes.

1. Quearlo needs the characters to transport the unit to their next assignment. In order to surprise the enemy, Quearlo intends to use a small ship. The whole unit will be frozen in portable low berths and loaded into the cargo hold; the characters need to smuggle them onto the enemy world. The target planet is several jumps away – the characters will need to somehow avoid customs patrols and clan warships.

2. As above but the enemy have a spy in the *Khailerfta* and know what ship they are on. The characters' ship will be attacked as soon as they arrive at the target world – if they are going to survive, they will need to land the merc unit under fire and win a war.

3. Quearlo hires the characters to obtain ammunition and other supplies for the unit. The clan that the *Khailerfta* are fighting controls the local weapons market – the characters will need to make black-market contacts or else find another source outside the subsector before the mercenaries run out of supplies.

4. As 3 but Quearlo wants the characters to steal the ammunition from the enemy. She knows that a freighter carrying weapons and other supplies is approaching the system and she wants to send a squad of her warriors on board the Player Characters' ship to hijack this freighter.

5. Quearlo's next mission is in human space. She wants to hire the characters as couriers and messengers but also as advisors in human psychology.

6. As above but Quearlo is injured during the first mission and none of the technicians are qualified to take over running the unit. If the characters want to get paid, they need to learn how to run a war.

Archaeologist Hkeilu

Requires: Science, Investigate, Stealth.

Rewards: Cr. 1,000/day.

Player's Information: Hkeilu is an archaeologist, specialising in the lost cultures of races destroyed by the Aslan during their expansionist period. Few in her clan appreciate Hkeilu's work but she perseveres. Currently, she is investigating an extinct species called the D'Gai Pai, who left beautiful and eerie ruins behind them when the Aslan wiped them out.

Referee's Information: The D'Gai Pai were an advanced but peaceful society when they made first contact with the Aslan. They had explored their own solar system and even begun to colonise other worlds when the Aslan warships jumped in and opened fire. Most of the D'Gai Pai were exterminated but a few managed to hide in underground bunkers. The D'Gai Pai's star had undergone a period of intense flares several hundred years before the Aslan arrived, so there was an extensive network of tunnels and bunkers. The D'Gai Pai may have survived down there, in the darkness...

1. Hkeilu believes that the D'Gai Pai were more technologically advanced than the Aslan when first contact occurred and that in their zeal for conquest, her race destroyed scientific wonders. She has located what she believes to be a buried research centre, protected by a series of security devices and robot guardians. She needs the characters to help her break into the facility.



4. As above, only the D'Gai Pai are not helpless. They have been waiting for the day when the invaders find their hiding places and are ready to fight back. The characters are about to get caught between a race of crazed troglodytes and an Aslan population who is totally unprepared for an attack from below.

5. Hkeilu is secretly an agent for a rival clan. She believes that the clan who conquered the D'Gai Pai used illegal biological weapons to wipe out the aliens. Using such a dishonourable method of attack would discredit the clan, even after all those centuries. Hkeilu wants the characters to go into sealed underground vaults and search for still-active viruses and plagues ... and then get her offworld before the ruling clan finds out!

6. As above, only the plague is still active and infects the characters. Maybe the clan who wiped out the D'Gai Pai has the cure locked away in some secret vault.

Khauftireir, Aslan Noble

Requires: Diplomat, Steward, Streetwise; Spacecraft.

Rewards: Whatever the characters can scam out of him.

Player's Information: Khauftireir or as he prefers to be addressed, Khaufitirier'ayukhautifanafiyaokhaotuar'fiyrehatyoroueiwea is a middle-aged male Aslan noble from one of the wealthier trading clans. His clan's territories are in the middle of Aslan space and have not changed in generations. The clan's trading empire is too important to the economy of the whole Hierate for other clans to risk antagonising them but their military is exclusively defensive and so Khauftireir has never fought for anything in his life. He was a first son and inherited his vast estates from his sire. His life has been dull.

A month ago, Khauftireir slipped out of his handlers' grasp and wandered off into a spaceport. He bought passage on board a free trader and jumped away. He is in search of adventure. Khauftireir is carrying a huge amount of wealth, in both electronic and physical form but has no idea how to use it. Now, he has just run into the Player Characters in the spaceport. He wants to hire them to show him some adventure!

Referee's Information: Khauftireir is a typical upper class male; he is pompous, quick to take offence, laden down with jewels and finery and has no clue whatever about the value of money. He has a knack for wandering off and getting into trouble. He is the sort of Aslan who tries to buy a drink with a 50,000 credit note, trashes the bar in the ensuing brawl and then offers the starport police a 5-credit bribe to overlook the whole incident. He is Bertie Wooster trapped inside the body of a seven-foot-tall furry alien monster.

1. Khauftireir has a holocopy of a dramatisation of an Aslan epic poem describing the exploits of Tyu'eas, a distant ancestor who conquered a string of worlds. He wants to see these fabled worlds. Unfortunately, the worlds were re-conquered by the Imperium during the latter stages of the Border Wars and the name of Tyu'eas is synonymous with slaughter and genocide on those planets.

2. A cousin of Khauftireir is rallying a fleet of *ihatei* ships. Khauftireir wishes to join his cousin's armada and conquer a domain for himself.

3. Khauftireir wishes to see human worlds. He has a big map of the Spinward Marches and a pin. Unfortunately, he is colour-blind and cannot tell the difference between a Green Zone and a Red Zone...

4. Khauftireir's handlers believe that the noble was actually kidnapped by a rival clan and a manhunt has been launched to find him. The characters are now being chased by dozens of clan agents and have a bounty on their heads.

5. The noble is actually fleeing his family, as he believes that one of his kin is trying to kill him. He is wrong – half-a-dozen of his male cousins are plotting to murder Khauftireir. There was a bomb on board the ship Khauftireir was supposed to be travelling on. His plan is to keep moving until he can identify which relative is trying to murder him.

6. Khauftireir is not half so clueless as he appears to be. He has been agitating for his clan to return to their conquering ways but the clan elders are too conservative to listen to him. Khauftireir plans to hire a mercenary force in secret but he needs to gather intelligence about lightly defended worlds. His little tour is actually a fact-finding mission and he will 'blunder' into a number of military bases and fleet depots.

Sullivan Ekh, Human Trader

Requires: Broker, Gun Combat, Engineering/Pilot/Gunnery/Astrogration/Medic.

Rewards: Standard crew pay x 1.5.

Player's Information: Ekh is one of the few independent traders working the Aslan border. He is planning a trade mission deeper into the Hierate, bringing human-made goods to the rich clans. He has a Far Trader called the *Androcles* and a cargo hold full of electronics and spices. What he does not have is a crew. Ekh is willing to employ both human and Aslan crew (or even other races who can deal with the Aslan culture).

Referee's Information: Ekh is staking everything on this trade mission. The *Androcles* is on the verge of being reclaimed by the bank and his last crew quit after Ekh got them into trouble with the Syosuis clan. He is down to his last few credits and will be paying the characters out of the profits of this mission.

1. Ekh's situation is even more desperate than it appears. He does not have a hope of making his payments on the ship – he plans to vanish into Aslan space, out of range of any ship tracers or Imperial authorities. If the characters stick with Ekh, they will be accessories to his crime.

2. As above, only Ekh's planning to turn pirate. There are plenty of Aslan clan wars; he can attack Aslan ships and steal from them and pin the blame on the other side in the clan war. All he needs to find



is a shipyard that can fit the weapons currently stowed in the cargo hold.

3. Some of Ekh's last crew did not quit – they were killed by assassins. Ekh insulted an Aslan lord on his last trade mission and until he atones, his ship and crew will be harassed and attacked.
4. Ekh actually wants revenge on the Aslan lord. He plans to assassinate the Aslan lord by attacking him when he travels to Kuysu for a meeting.
5. Ekh is actually an Imperial agent, sent to spy on the Aslan.
6. As above, only he is a double agent, about to betray the Imperium and pass a militant clan all the information they need to launch an invasion.

RANDOM ENCOUNTERS

In addition to random encounters, this section discusses the difference between Aslan locations and their counterparts in human space.

Aslan Starports

Unlike the ports in the Imperium, which are run by the Imperium and are considered extraterritorial zones, Aslan ports are run by the ruling clan or corporation. This makes doing business in the Hierate a trickier business, as a clan can dictate the rules to visiting

spacecraft. Business rivals can be squeezed out of space or a clan could restrict the size or nature of vessels permitted to visit its starports. On planets whose control is divided between clans, there can be multiple starports.

Only a fool or madman would attack an Imperial starport – doing so is an attack on the Imperium and so would draw retribution from the mighty Imperial fleets. Aslan starports have no such protection, so an attack on an Aslan port is 'merely' an attack on the clan that owns it. Their starports are therefore heavily fortified and equipped with defensive weapon emplacements.

Aslan ports usually have berths reserved for clan vessels; strangers must use lower-class berths. Aslan Class-A starports are the prestigious possessions of their respective clans and invariably they are lavishly decorated to impress visitors with the clan's power and wealth. The architecture reflects this; statues of clan heroes tower over the landing bays and the market sections overflow with rare goods. On worlds with HighPorts, some nobles are even egotistical enough to have holograms built into the station's viewports, so that when a visitor looks out a window at the planet below, he sees the outline of the noble's territory highlighted on the surface.

Small starports are obviously less important – class C and below are local ports, maintained by the local population or a corporation. Local ports have few facilities for visitors and may not even have accommodation for non-Aslan.

STARPORT ENCOUNTERS

d66	Encounter	d66	Encounter
11	A violent band of mercenaries, just back from a war	41	Characters catch a glimpse of an Aslan maintenance robot
12	A confused upper class male, trying to deal with a merchant without the aid of a female	42	Characters catch a glimpse of a native slave race
13	A lower class labourer doing a menial job normally reserved for robots	43	Xenophobic Aslan tries to pick a fight
14	1d6 Clan Agents, ensuring that no crimes are committed in the starport	44	Damaged Aslan vessel makes an emergency landing
15	Pushy female trader tries to sell the characters Aslan goods	45	Live animals break loose from a holding pen and rampage across terminal
16	Aslan entertainer sings an epic poem of the ancestors of the starport's owner	46	Interclan bureaucracy holds the characters up for several days
21	<i>lhatei</i> wanderer in a lone scout ship arrives or departs	51	Friendly Aslan offers to show the characters around the planet
22	<i>lhatei</i> wanderer with a large retinue arrives or departs	52	Insulting Aslan ignores the characters unless they prove themselves to be honourable
23	Clan trader vessel arrives or departs	53	Young Aslan en route to Rite of Passage asks the characters for blessing
24	Clan war fleet arrives or departs. Questions about the fleet's destination are met with threats or even challenges	54	Isolationist Aslan mistakes the characters for lunch
25	Clan colony fleet arrives or departs, flooding starport with Aslan passengers	55	Aslan trader offers the characters a job
26	Human or Outcast Aslan vessel arrives or departs	56	Fuel leak forces an evacuation
31	Characters are approached by a clan envoy, there to ensure that their visit is a smooth and pleasant one	61	Clan interdicts traffic; no movement offworld for 1d6 days
32	A duel breaks out between two females over a business deal	62	Important Aslan noble and his retinue pass through the spaceport
33	A duel breaks out between two males over a matter of honour	63	The port is nominated as a target in an Aslan war
34	A duel breaks out between a female and a male; someone must step in to serve as champion	64	An Aslan is confused by human gender rules
35	News of a shift in clan politics arrives; non-Aslan are confused by the intricacies of <i>Tlaukhu</i> politics	65	An Outcast tries to rob the characters.
36	Patron offers the characters a job	66	A young Aslan tries to stow away on board the character's vessel



Aslan Cities

The defining element of Aslan cities is open space. All but the meanest homes are surrounded by at least a few metres of open ground. Large structures are often supported on arches or at high tech levels built on floating platforms, leaving open ground beneath. The Aslan like to have room to run.

This need for open space means that Aslan cities are sprawling affairs, much greater in sheer ground coverage than a human city of comparable population (on average, the population density of an Aslan city is a tenth that of a human one). The cities take up so much space that they overlap with Aslan agricultural lands – it is not an uncommon sight to see herds of food animals wandering through the grounds of an Aslan civic structure or even a military

base. There is very little distinction between ‘urban’ and ‘rural’ for the territory-loving Aslan.

When a city covers thousands of square kilometres, an advanced mass transit system is a necessity. Every Aslan city has an extensive light rail system, where fast-moving pods whisk passengers to their destinations. This rail system also carries cargo and livestock, sating the city’s vast hunger for fresh meat.

Aslan architecture is rounded and organic. Every building is unique, even the mass-produced ones. Concealed rooms, balconies, hidden passageways and hideaways are common, as are bright open rooms of great size. The Aslan prefer to use crystals to refract natural light into their internal rooms. They have excellent night vision, so their culture has never relied on artificial light sources as much as humanity.

d66	Encounter	d66	Encounter
11	Patron offers the characters a job	41	Patron offers the characters a job
12	A street preacher warns of the fall of a clan	42	Building under construction
13	Sudden change of weather	43	Charming Aslan café
14	Male and his family, out for a stroll	44	Spice merchant offering rare goods
15	Herd of food animals wander through the street	45	Alluring smell
16	Mass transit pod arrives	46	Small local starport
21	A middle class Aslan male, slinking out of a technical training course	51	Floating platform with farmland beneath it
22	A livestock or slave market in progress	52	Ornamental gardens
23	A pair of <i>ihatei</i> compete to attract followers and retainers for an invasion	53	Noble’s hunting preserve
24	An aged and landless labourer begs for alms	54	Livestock pen
25	Public library with free computer access	55	Slaughterhouse
26	Artists erecting a holoprojector for a public display	56	Watchtower
31	Clan mob hunting a criminal on the run	61	Clan <i>Htalyu</i> (great house)
32	1d6 clan agents keeping the peace	62	Military barracks or fortress
33	Aslan trader looking to ship cargo offworld	63	Noble’s mansion
34	1d6 Aslan muggers attempt to steal from the characters	64	Duelling arena
35	2d6 Aslan children, out hunting	65	Human or alien
36	Wild animal	66	Wild animal



Rural Areas

Aslan cities are so spread out that it is hard to tell the difference between the city and the countryside. As the buildings thin out, the traveller must be even more wary – rural landowners are much less forgiving about those who trespass onto their domains. A human traveller should have a guide or a Boundary Beeper to avoid inadvertent insults.

The Aslan are much more accepting of dangerous wild animals than humans are – they consider fellow predators to be a challenge and worthy quarry in a hunt and have even imported predators to worlds where none exist. The vast herds of livestock support both the Aslan and any wild animals. The Aslan also use far more labourers than a comparable high-tech human world – while they do use robots, it is a sign of prestige to use living labourers or even non-Aslan slaves.



d66	Encounter	d66	Encounter
11	Wild animal	41	Wild animal
12	Sudden change in weather	42	Sudden change in weather
13	Mass transit line	43	Mass transit line
14	Livestock herd	44	Security patrol
15	Wild livestock	45	Difficult terrain
16	Wild animal	46	Wild animal
21	Small isolated community	51	Noble hunting party
22	Large automated farm	52	Difficult terrain
23	Farm labourers lazing in the sun	53	Military camp
24	Noble's home	54	Military unit training in combat
25	Mobile caravan	55	Firing range
26	Wild animal	56	Wild animal
31	Rural spaceport	61	Isolated community – unfriendly
32	Labourers working in fields	62	Isolated community – welcoming
33	Livestock being herded for transport	63	Isolated community – unusual
34	Livestock being tended	64	Injured wanderer
35	Slave pen	65	Patron offers the character a job
36	Wild animal	66	Wild animal





ASLAN ANIMALS

The Aslan regularly import creatures from their homeworld of Kusyu to their new colonies. Most imported creatures are livestock, brought to supply the race's ceaseless hunger for fresh meat. A few are predators hunted by the Aslan for sport or creatures useful for other products or their place in the ecosystem.

Type	Habitat	Str	Dexterity	End	Int	Ins	Pack
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Aua (hoofmeat)

Grazer (herbivore)	Plains Walker	14	6	10	1	3	10
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Melee (horns) 0

Horns (2d6 damage, usually cropped), Armour 1. Number Encountered: Herd of hundreds of animals

Aua are large herbivores that have been the Aslan's main prey for millions of years. Modern Aua have been bred and genetically engineered to grow quickly, to thrive in a variety of environments and to consume a wide range of vegetable matter. Aua look like a cross between a rhinoceros and a cow. They are quite docile under most circumstances.

Stii (monkeymeat)

Gatherer (omnivore)	Woods Walker	3	8	2	1	7	5
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Stealth 2, Survival 1, Recon 1

Teeth (1d6), Scales (3). Number encountered: 1d6

Stii are small furry simian-like creatures about the size of a human child. They are omnivorous scavengers, eating almost anything from fruit and nuts to fabric and bark. The Aslan consider them a tasty snack and also keep them as living garbage disposals in small communities. Humans look like overgrown shaven stii to Aslan; a fact that never ceases to amuse them.

Aua'ka

Grazer (Herbivore)	Swamp Walker	18	5	18	1	9	5
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Survival 3, Athletics (Strength) 3, Recon 1, Melee (horns) 2

Horns (3d6), Trample (6d6), Armour 3. Number encountered: 1d6

These huge animals are rare on Kusyu outside reservations but have been successfully transplanted to numerous colony worlds. The *aua'ka* are titanic creatures, more like walking tanks than animals. Hunting an *aua'ka* is a difficult prospect and best accomplished with a rocket launcher but they are a part of many Aslan ceremonial feasts.

Khta

Chaser (carnivore)	Plains Walker	12	7	9	1	7	4
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Survival 1, Melee (bite) 1, Athletics (dexterity) 2

Hooves (1d6), Bite (2d6), Armour 0. Number Encountered: 1d6

Khta are fast-moving predators that the Aslan have domesticated and trained to use as mounts. *Khta* resemble horses but they are primarily carnivorous. They are foul-tempered beasts and have a taste for live flesh.

Khekha

Hijacker (scavenger)	Hills Walker	8	8	8	1	8	8
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Survival 2, Recon 1, Melee (bite) 1

Bite (2d6), Armour 1. Number Encountered (2d6).

These predators are hunted by the Aslan for sport. They are highly aggressive and have been known to attack lone travellers.

Atekteia (scorpions)

Killer (scavenger)	Plains Walker	2	9	2	1	5	2
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Stealth 2, Melee (sting) 1

Stinger (1+poison, Endurance DM -2, Damage 1d6)

Atekteia are poisonous insects who lay their eggs in *aua* dung. The vermin have spread along with Aslan livestock herds and now infest worlds across the galaxy. They are disturbingly resilient; the Aslan have used various methods to wipe out the insects but nothing keeps the species down for long.



ASLAN NON-PLAYER CHARACTERS

GENERIC NON-PLAYER CHARACTERS

Character	Career Path	Str	Dex	End	Int	Edu	Soc
Young Soldier/ Guard	Military (warrior) 1	8	5	9	6	5	4
Athletics (strength) 1, Drive o, Gun Combat (slug rifle) 1, Melee (claw) 1, Recon o, Survival o, Tolerance o Combat Flex (5), Autorifle (3d6, Auto 4)							
Veteran Soldier/Elite Guard	Military (warrior) 5	7	5	10	8	9	8
Athletics (strength) 1, Drive 2, Gun Combat (slug rifle) 3, Leadership 1, Melee (claw) 1, Recon 1, Survival 1, Tolerance 2 Combat Flex (5), Autorifle (3d6, Auto 4)							
Space Crew (male)	Spacer (pilot) 2	7	7	7	8	6	5
Comms 1, Gunner o, Mechanic o, Pilot (small craft) 1, Tactics (naval) 1, Vacc Suit o, Zero-G 1 Aslan Vacc Suit (8), Laser Pistol (3d6)							
Space Crew (female)	Space (engineer) 2	6	7	7	8	8	3
Astrogation 1, Engineering (jump) 1, Engineering (power plant) 1, Mechanic 2, Vacc Suit o, Zero-G o Aslan Vacc Suit (8), Toolkit							
Merchant	Management (corporate) 2	5	7	7	7	8	9
Admin 1, Broker 2, Computer 1, Diplomat o, Streetwise 1, Tolerance 2 Hand computer							
Clan Agent	Ceremonial (clan agent) 4	8	7	8	7	7	6
Diplomat 1, Gun Combat (slug pistol) 1, Independence 1, Investigate 3, Melee (claw) 2, Sensors o, Stealth 1, Streetwise 1, Tolerance 2 Assassins garb (6), Claw Edging (3d6)							
Duellist	Envoy (duellist) 5	9	9	10	6	8	10
Advocate 1, Carouse 1, Melee (claw) 4, Stealth 2, Tolerance 2 Ceremonial Breastplate (2), Claw Edging (3d6)							
Thug	Outcast (labourer) 2	8	6	7	6	4	2
Athletics (strength) 1, Deception 1, Melee (claw) 2, Streetwise 1 Aua-leather (1), Pistol (3d6-3)							
Ihatei Wanderer	Wanderer (scout) 3	7	7	7	7	7	7
Engineering (jump) 1, Engineering (power) 1, Independence 1, Mechanic 1, Pilot (spacecraft) 2, Survival 1, Vacc Suit o Aslan Vacc Suit (8), <i>ihateisho</i>							
Pirate	Outlaw (pirate) 3	6	9	7	6	8	2
Gunner (turret) 1, Mechanic 1, Melee (claw) 1, Pilot (small craft) 2, Streetwise 1, Zero-G 2 Aua-leather (1), Pistol (3d6-3)							



WORLDS

The physical details of worlds remain unchanged and the process is the same as in basic *Traveller*. Population is similarly unchanged. The details of starport type, government type, law level and tech level are changed to more fully portray Aslan culture and society. The physical details of world generation remain the same.

PLANETARY GOVERNMENT

In human terms, all Aslan worlds have a feudal form of government. Thus, one of several normal governmental codes might be assigned by humans to various Aslan planets (0, 3, 5, 6, 7, 8, 9, A, B and C are all applicable) and these codes might be found in a human catalogue of world types (Kusyu, the Aslan homeworld, is often assigned a government type 8 in this fashion). When mapping Aslan space, however, it is possible to be more specific in the listing, giving a clear-cut idea of the distribution of power in an Aslan society. The Aslan Governments table shows a 2d6 table for the generation of government types and an explanation of the individual codes.

Aslan Governments

G: Small station or facility. Either operated by an offworld clan or controlled by a company (the only instance where a world is controlled by anything but a clan); population must be 3 or less.

H: Split control. Different parts of the world are owned by several on-planet clans. Analogous to human balkanised worlds.

J: Single on-world clan control. Other small clans may also be present but will be dominated by the major clan.

K: Single multi-world clan control. The world is controlled by a single clan whose span extends over several worlds, not necessarily nearby.

L: Major clan control. The world is controlled by one of the Twenty-Nine.

M: Vassal clan control. The world is controlled (but not owned) by a vassal clan in fief to a larger clan.

N: Major vassal clan control. The world is controlled (but not owned) by a vassal clan in fief to one of the Twenty-Nine.

ASLAN GOVERNMENTS

Population	1	2	3	4	5	6
2	G	G	G	G	G	G
3-4	G	G	G	H	J	K
5-9	H	J	K	L	M	N
10+	H	H	H	H	H	H

Factions

To determine the factions present on the world in addition to the dominant clan, roll 1d3, applying a +1 DM for H and a -2 DM for G. Next, roll 2d6 to determine the strength and nature of the factions.

2d6	Faction
2	Violent fringe group attempting to claim territory
3	Minor fringe group
4-5	Minor clan
6	Minor corporation, religious group, native species, alien population or other organisation
8-9	Powerful clan
10	Powerful non-clan faction, such as a megacorporation
11-12	<i>Tlaukhu</i> clan presence



LAW LEVELS

Aslan law levels are generated by a 2d6 roll without modifications; government type has no effect on law level. The code means much less for governing weaponry which may be carried than it does for human worlds; it may be considered a guideline to what is commonly carried on that world, with no particular penalty extended to carrying weaponry of 2 or 3 levels lower on the human table.

The real use for law level, however, is to represent the touchiness of the local clan government. It continues to show the frequency with which authorities may be encountered and should also be used as the basis for determining the initial reaction of any official encountered. Subtract the law level from 15; this number is the reaction result for most officials who might be encountered in the line of duty. Other reactions and the interaction of characters and NPCs proceed according to the encounter rules.

TECHNOLOGY LEVEL

Tech level codes correspond to the equivalent human codes but Aslan technology is somewhat more uniform through the Hierate than equivalent human-settled worlds would enjoy. The Aslan have a maximum Technology Level of 14 (E).

The basic tech level roll for Aslan worlds is 1d6 +8, modified by the Tech Level DMs table:

Factor	DM
Starport	
Class A	+3
Class B	+2
Class C	+0
Class D	-1
Class E or X	-2
Population	
30r less (unless government type G)	-3
4-6	-2
7	-1
8+	+0

Atmosphere Effects

Certain atmospheres on worlds dictate the minimum tech levels, as described on page 179 of the *Traveller Core Rulebook*.

BASES

When generating a world, bases should not be rolled for until the government type and starport have been determined.

Naval Bases

There are two types of naval bases, those belonging to clans of the Tlaukhu and those belonging to lesser clans. All are considered naval bases but those of the Tlaukhu are larger and better equipped. All bases are maintained by individual clans.

Govt Type	Starport Type					
	A	B	C	D	E	X
G	10+/9+	11+/10+	12+/11+	—/—	—/—	—/—
H	7+/6+	8+/7+	9+/8+	10+/9+	—/—	—/—
J	—/6+	—/7+	—/8+	—/9+	—/—	—/—
K	—/5+	—/6_	—/7+	—/8+	—/—	—/9+
L	5+/_	6+/_	7+/_	8+/_	—/—	8+/8+
M	—/6+	—/7+	—/8+	—/9+	—/—	—/—
N	8+/7+	9+/8+	10+/9+	11+/10+	—/—	—/—



The first entry in each column is the chance for a *Tlaukhu* naval base to be present, while the number after the slash is the chance for a minor clan or corporate naval base. Government type G can only have one type of base present, so throw for *Tlaukhu* base first and if unsuccessful, throw for clan base. For all other worlds, throw for both *Tlaukhu* and clan bases.

When noting bases, code *Tlaukhu* bases as T and clan bases as R; U means both.

Non-Naval Bases

	A	B	C	D	E	X
Clan Stronghold	8+	10+	12+	—	—	—
DMs: +2 DM if J, L, M or N						
Corporate Facility	8+	10+	—	—	—	—
DMs: +2 DM if Rich, High Tech or Hi Pop						
Research Station	10+	11+	11+	11+	12+	—
DMs: +2 DM if High Tech						
Ihatei Camp	10+	11+	11+	11+	12+	—
DMs: +2 DM if H, +2 DM if within 6 parsecs of a border						

Clan Stronghold (ACS): A large clan facility – the world is likely the home of an important pride or is strategically important.

Corporate Facility (ACF): A highly important factory or corporate headquarters.

Research Station (ARS): A clan-funded science facility

Ihatei Camp (AIC): A camp for landless males looking for retainers or conquests.

Travel Zones

Travel zone classifications are not in general use in Aslan space. Class X starports are considered interdicted worlds but the interdiction is declared by some individual clan, not by the *Tlaukhu* as a whole. Generally, worlds are interdicted by a clan so that some local resource may be exclusively exploited, to prevent space travel by a native race or to exploit that race without outside interference.

Interdictions are hardly ever established to protect a world or race, only to benefit the acting clan in some way. However, the owning clan may maintain starport facilities and a base at a class X world. Port quality is zero and the port is closed to traffic not of the owning clan.

Travel and Trade Routes

The Hierate has nothing to correspond to the Imperial x-boat network and no travel routes are plotted on Hierate subsector maps. Major trade routes connecting high population worlds are often established by clans and clan trade routes may be plotted; they connect worlds with population 9+, usually calling at established A and B starports along the way.

Individual clans maintain high-speed couriers that relay news and information much like an x-boat but there is no coordination or central authority. News travels across the Hierate as far and as fast as someone is willing to pay for it.

Territories

The boundaries between the territories of Aslan clans are indistinct due to the nature of their landholdings. World surface land can be easily marked and held but because a world may have landholdings from several clans, each clan claims that world as part of its territory. Similarly, early exploration placed the best worlds in the hands of certain clans and later explorations settled for less hospitable worlds. As a result, the gross boundaries of clan territories overlap. For example, the territory of a *Tlaukhu* clan may spread over several sectors but within that territory the majority of worlds are held by other clans. Even *Tlaukhu* clan territory boundaries can overlap.

At best, a single clan can be said to dominate a certain subsector or sector; a dominant clan owns or controls more worlds than any other single clan and maintains power superior to any other single clan in the area.



THE TROJAN REACH

It is called the Outrim Void. The Borderland. Wild Space.

If the Spinward Marches is an isolated outpost to the rest of the Imperium, then the Trojan Reach is where the wilderness begins. The sector is an expanse of uncharted worlds and petty, backward barbarian kingdoms, a chaotic, treacherous zone of space teetering on the maw of the Great Rift.

Somewhere, out there beyond the little one-world kingdoms and the failed Second Imperium colonies, are the ferocious and fearsome Aslan, unrestrained by the Peace of Fthair.

At least, that is the Imperial perspective. To the Aslan, the Trojan Reach is a feast they have only begun to savour. As far as the eye can see and the scout-ship can jump is a vista of worlds begging to be conquered. These are not lifeless, rocky wastelands – these are vibrant, rich worlds, living worlds. The Aslan know that expansion in this direction must, inevitably, lead to conflict with the Imperium but they welcome this challenge. The Reach is there to be conquered!

HISTORICAL PERSPECTIVE

If a historian were to sum up the whole sorry history of the Reach in one phrase, it might be 'treacherous opportunity'. At first glance, the Trojan Reach looks inviting – a whole sector of settled worlds, ready to welcome the explorer, the trader, the colonist or the conqueror, but almost every venture in the Reach founders and fails, often violently. The Second Imperium never managed to tame the Reach and its native kingdoms are beset by barbarism and their own internal squabbles. The Aslan invaders, too, have been affected by this strange curse of thwarted ambition ever since they set foot in the Reach.

The Ancients

The mysterious Ancients were active across the Trojan Reach but there is less evidence of their activities here than in the neighbouring Spinward Marches. This is largely due to the lack of scientific investigation in the Reach – the little warring pocket empires and barbarian kingdoms had little interest in the relics of the past. The one obvious exception is the Ancient ruins on Floria, the homeworld of the Floriani, a minor human species transplanted from Terra thousands of years ago. There are other potential traces of the Ancients, such as the patently artificial singularity in 627-301 or the Canals of Fomalhaut, but a full inventory of Ancient sites in the Trojan Reach is a task for future generations.

Old Empires

The *Ziru Sirku* never counted the Trojan Reach as part of its holdings but Vilani scouts and colonists did settle a few of the worlds of the sector. These colonies were left to fend for themselves as the First Imperium began to decay and turn inwards and were ravaged by

Vargr raiders and their own disputes. There was little in the way of organised trade in the Trojan Reach until the Terrans began an aggressive colonisation project here thousands of years later.

What most natives of the Reach refer to as the Old Empire, though, is the Empire of Sindal, which ruled much of the sector from –2000 to –1400.

Vargr & Zhodani

Despite the distance between the Trojan Reach and coreward space, both the Zhodani and the alien Vargr have a long history in the Reach. Zhodani traders passing through the Spinward Marches in times of peace have done more to cultivate relations with the barbarian states than the Imperium, while long-range Zhodani military patrols have been encountered 'snooping' around this region in the past. Imperial analysts believe the Zhodani Consulate is capable of launching a pincer attack on the Spinward Marches, simultaneously attacking from both coreward and rimward using vessels hidden in Egyrn or Sindal subsectors. The probability of such a pincer attack is low but nonetheless the Imperium has always watched closely for signs of Zhodani in the Reach.

Vargr are much more common and much more dangerous in this region. Almost all the Trojan Reach Vargr are the descendants of corsairs and raiders who migrated here millennia ago, during the fading years of the First Imperium. These corsairs were drawn to the rich shipping along Corridor sector, then skirted round the still-vital Domain of Deneb and along the edge of the Great Rift until they ended up in the Reach. Some historians blame these Vargr corsairs for starting the tradition of raiding that blighted development in the Long Night; while barely one in ten raiders is non-human, the Vargr corsairs could have been the seed around which raider culture formed.

Terran Explorers

While the Trojan Reach was neglected by the Vilani, the Terrans embarked on an ambitious colonisation project, settling more than two dozen worlds in the sector. They also explored and charted the whole region, stopping only at the abyss of the Great Rift. As there was comparatively little Vilani presence in this sector, the Trojan Reach attracted settlers who wanted virgin, untamed worlds instead of trying to integrate into Vilani society. To this day, several worlds in the Reach (such as Strend) are heavily influenced by 'pure' Terran cultures.

In many ways, this eager expansion into the Reach was responsible for the chaos that followed. The Terrans set up colonies that were overly specialised and dependent on support from offworld. When the Second Imperium abruptly collapsed, the Trojan Reach colonies fell hard. Elsewhere in the galaxy, worlds cut off from the Imperium became insular, refusing to deal with outsiders, but in the Reach



the colonies turned to raiding their neighbours. Agricultural worlds attacked industrial planets for spare parts and machinery; mining colonies were raided for raw materials, starports were cannibalised and torn apart to find jump-capable ships, no matter how small. With a little push towards diplomacy, perhaps interstellar society in the Reach could have been preserved but every colony acted in its own interest and chaos engulfed the sector.

The 'Raider' culture took hold in this era. Small bands of thieves would jump into a system, land and loot what they could before fleeing once more. As these raider bands grew more successful, they acquired larger flotillas of repurposed civilian ships. At the height of Raider culture, a single band could number a hundred ships (still displacing no more than fifty thousand tons in total), which would descend on an undefended world like a swarm of locusts and steal everything they could pack into their cargo holds. Raiders were beholden to no planet or government save their own captains and were a twisted reflection of the modern free trader.

The prevalence of raiding not only ruined any chance for the Reach to pull itself out of the Long Night by its own efforts but also blocked any chance of external aid. The Trojan Reach quickly gained a reputation as a haven of scum and treachery; a barbaric, chaotic region. This was largely accurate but the image of the sector as the 'Outrim Void', an irredeemable and downright wicked region of space, meant that when the Third Imperium expanded spinward they ignored the 'dangerous' Reach in favour of developing the Spinward Marches.

The Sindalian Empire

The threat of raiders did cause a few worlds to band together and fight. The former subsector capital of Noricum was one of the most advanced and stable worlds in the whole Reach and joined with the neighbouring planets of Thebus and Salif in a mutual-defence pact. This pact quickly strengthened until Noricum found itself at the head of a growing Empire.

The Sindalian Empire was formed by a coalition of Terran worlds and had its seat at Noricum in the Sindal Sector. At its height, the Empire covered nine of the sixteen subsectors of the Trojan Reach and drove the raiders towards the fringes of the sector. The Empire succeeded in building trade links and staving off collapse for a few centuries but its focus was always on defence and expansion instead of consolidation or scientific development. When the Empire ran out of worlds to conquer, the central government became autocratic and unnecessarily brutal towards the end of its reign. In the last two centuries of its existence, the sole purpose of the Sindalian Empire was the preservation of Sindalian authority over its member worlds. Planets were bombed from orbit if they refused to render exorbitant taxes and fees. Ironically, an Empire founded to defend against raiders became the biggest raider of them all.

In the end, rebel worlds deployed a plague against the Imperial forces and the Old Empire collapsed heavily in on itself. The Empire's centralising influence meant that its member worlds were unable to maintain their technological base without interstellar trade

Memories of Sindal

The Old Empire still casts a shadow over the whole sector. There are still signs of its faded glory if a traveller knows where to look. On Oghma, the starport still bears the dragon sigil of the Sindalians. Look at the controls of the water purification plants on Yggdrasil and you will see a perfectly preserved example of the old Imperial technical language. On Homestead, a villager will greet a friend with a hearty 'peror's blessing upon ye' (where 'peror', the Homesteaders' deity, is derived from memories of the Emperor of Sindal) and challenge a stranger by saying 'who goes there, in the name of the Star Guard', even though the Sindalian Star Guard has not flown a ship in two thousand years.

There are other memories too. Blast craters on Ace, mass graves on Thebus and plagues on Lacidaeus bear testament to the vanished Empire of Sindal.

and interstellar trade was dangerous because of the lethal artificial plagues let loose in the final wars. Virtually all of the member planets of the Empire slipped into barbarism and the Sindalian Empire was remembered not as a tyrannical police state but as a golden age.

The Florian League

The Florian League is the oldest extant human civilisation in the sector. Florian history is quite similar to the Vilani – both groups of humans were transplanted by the Ancients and lived side-by-side with their alien masters for some time. The Floriani were the subject of a multi-generation experiment by the Ancients to produce specialised forms of Humaniti. The Floriani come in two forms – Feskals and Barnai. The Feskals were designed for strength and endurance; they are hulking brutes, standing more than two metres tall when fully grown, and capable of incredible physical labour. The Barnai were made to be supervisors and lab assistants. They are physically weak and underdeveloped but have huge heads and are highly intelligent. Despite the apparent inequity of this system, where the Feskals are seen as little better than slaves to the Barnai, both subspecies are content and respectful of each other's rights.

When the Ancients vanished, the Floriani way of life continued almost unchanged. The Feskals deferred to the orders of the Barnai and the Barnai organised and catalogued and oversaw the production of food and industrial machinery but innovation and development were virtually forbidden. The Florianians had to develop agriculture from scratch when the Ancient food-production machines broke down and their progress remained stalled for millennia after that. They changed their ways only when the last Ancient machine failed and could not be repaired.

The Florianians developed the Jump drive from a crashed Aslan ship and their Empire has expanded steadily but conservatively since then. They incorporated a number of Terran worlds into their nascent League and the influx of Terran innovation (the Florianians are perhaps the only subrace of Humaniti to whom the ultra-conservative Vilani seem dangerously radical) has helped push the Florianians a little towards independent development and trade.



Floriani Characters

Feskals have Notable (+2) Strength and Endurance and Weak (-2) Intelligence, Education and Social Standing.

Barnai have Notable (+2) Intelligence and Education and Weak (-2) Strength and Endurance.

Feskals may take the Army, Navy, Merchant or Citizen careers.

Barnai may be Agents, Army, Citizen, Merchants, Navy, Scholars or Scouts. Each term, roll 2d6 – on a 12, the Barnai may take the Noble career next term for one term.

A Barnai character is always accompanied by a number of Feskal servants equal to 1 + his Social Standing DM.

By 500, the Floriani had settled enough worlds to require an overarching government structure, so they formed the Florian League in 506, adding an extra tier of lotteries to their existing planetary governments. The Florian League is one of the most stable and secure governments in the Trojan Reach and has also expanded strongly into the neighbouring Beyond sector.

The Ya'soisthea

The Aslan successfully crossed the Great Rift more than two thousand years ago but other than a few tentative trade missions and minor colonies, the Hierate never bothered to expand across the difficult Jump-5 route until the era of the *aisekhokhe entse*, the kinstrife or Aslan Cultural Purge. When the 'deviant' *tsekho* clans were defeated, many fled across the Great Rift to the Iiyaihuakh

(Riftspan) or Hlaairoahauri (Trojan Reach) sectors. The existing Aslan colonies refused to accept the refugees and so they moved onwards. A wave of territory-hungry Aslan flooded into the Trojan Reach and Beyond sectors.

Soon afterwards, a second wave followed – this second wave was triggered by the Peace of Fthair, which restricted Aslan expansion along the Solomani border. Without anywhere else to go, clans crossed the Rift and began settling and fighting for territory in the Reach. Other clans soon followed, hoping to take advantage of trade with the Third Imperium and the newly contacted pocket empires. Between these two waves of colonisation, the Aslan went from having a dozen colonies coreward of the Rift to holding hundreds of worlds. Some of these worlds were unoccupied but others were human colonies that were incorporated into the Hierate.

For the human colonies, this period was a grim reminder of the military power of the Aslan race. The Third Imperium managed to blunt the Aslan's claws in the Peace of Fthair but in some ways all they accomplished was moving the war from the Dark Nebula/Reaver's Deep to the Trojan Reach. The Aslan dared not invade the Imperium directly but all the unaligned human colonies in the Reach were fair game. Once again, the fearsome warships and giant savage warriors of the Aslan conquered human worlds; once again, dewclaws ran red with human blood.

During this expansionist period, the Aslan of the Trojan Reach/Riftspan/Vanguard Reach and Beyond Sectors also formed their own local government. In fact, this government had existed for more than a thousand years, in the form of an organisation called





the *Ya'soisthea*. The *Ya'soisthea* was initially established by the Waho'i and Aroye'i clans and their vassals in -802, to cope with the communications delay back to Kussyu. It was patently infeasible for clans on the far side of the Great Rift to send regular messages to their representatives back on the homeworld, so they established their own local form of the *Tlaukhu*. Just like the original council, this new council – the *Ya'soisthea* – had no formal authority but existed as a discussion forum and a method of structured political hierarchy. The old *Ya'soisthea* had fallen into disuse by the modern era, due to increasing availability of J5 couriers but it was revived to serve the needs of the new Aslan colonies.

The *Ya'soisthea* is a far more fractious and divided body than the current *Tlaukhu* (of course, a large portion of the *Ya'soisthea* comes from clans exiled from the *Tlaukhu* in the first place). Unlike the *Tlaukhu*, which meets only on the Aslan homeworld, the *Ya'soisthea* moves from world to world, meeting on the home planet (or a nominated substitute) of a different member clan each year.

The Glorious Empire

The Tokouea'we clan was one of the first to migrate across the Great Rift during the Cultural Purge. Unable to settle in the existing Aslan colonies, they travelled onwards until they reached Goertal subsector. There, they embarked on an ambitious period of conquest. Goertal subsector was full of easy prey – lightly populated, lightly defended and comparatively primitive human colonies. While the *Tlaukhu* had just outlawed slavery under the terms of the Grand Conclave, the Tokouea'we embraced it. Human slaves drove the expansion of the Tokouea'we clan, until it was the single greatest Aslan military power in the sector.

As more Aslan moved into the Trojan Reach and established their own clan holdings, the Tokouea'we were the loudest voice calling for the formation of a new, local version of the *Tlaukhu* – as the largest, most powerful clan, the Tokouea'we would be assured a prime place in this new council and would have the respect of the other clans that they had long been denied. They proposed using the old *Ya'soisthea* as a model for the new government and used their considerable influence to bring other clans on board.

However, they were, if anything, too successful. The *Ya'soisthea* was opposed not only by the clans already present in the region but also by the *Tlaukhu* clans. When the Tokouea'we saw their old rivals and persecutors claiming places in the new government, they cut off all relations with the rest of the Hierate and declared themselves to be an independent Empire; the Glorious Empire.

The Glorious Empire has survived, albeit somewhat diminished, to the present day and still enslaves humans for brute labour and cannon fodder.

The Imperium

The Third Imperium began tentative expansion into the Trojan Reach within a century of the crowning of Emperor Cleon I but this expansion soon stalled as the threat posed by the Zhodani

Consulate became obvious. Reconquering and pacifying the whole of the Trojan Reach would require money, effort and ships better spent fortifying the coreward border of the Spinward Marches. The Imperium established two great fleet bases at Pax Rulin and Tobia and then effectively declared that they would go no further.

Following the end of the Aslan Border Wars, word was sent to Deneb warning them that the Aslan might expand into the Trojan Reach now that they could no longer push into Terran space. The Archduke did double the border guard and established a chain of listening posts to watch for Aslan forces but as yet neither the Imperium nor the Aslan have gone to open war in the Trojan Reach. As the Aslan press every closer to the border, though, such conflict may be inevitable.

STATES & PEOPLES OF THE TROJAN REACH

The Trojan Reach is divided between two great powers, the Aslan Hierate and the Third Imperium; two lesser powers of the Glorious Empire and the Florian League; and innumerable minor states and independent worlds. The Imperium has largely fixed its borders and any expansion comes in the form of client states and defence pacts. By contrast, the Aslan Hierate is aggressively pushing outwards and its holdings in the sector are likely to grow by 10-20% in the coming century, even by the most conservative estimates.

The Aslan Hierate

The Hierate in the Trojan Reach is quite unlike the Hierate on the far side of the Rift. The old Hierate is a near-monoculture following the Cultural Purge, which forced a single set of beliefs on all the clans. Here on the fringe of Aslan space, though, there are clans driven out by the Cultural Purge, clans who settled the trans-Rift sectors millennia ago and newly arrived trades and militant clans. The Trojan Reach Aslan are a wild and heterogeneous group compared to their cousins.

Aslan politics are opaque to outside observers. Attempts to paint the *Tlaukhu* as a unified organisation are futile – the *Tlaukhu* and the *Ya'soisthea* have no real power and individual clans are capable of independent action. Further, the clan leaders usually only make short-term decisions and have little influence over either clan trade (run by the corporations) or migrations and conquest (which are largely in the claws of the *ihatei*). Population pressure, not politics, dictates much of Aslan military policy. As a new generation of landless males reaches maturity, the Aslan clans must either fight amongst themselves or push out to new systems.

Officially, the Hierate respects the Peace of Fthair, which states that the Aslan will not encroach on Imperial territory. Their primary goals in the Reach are guarding their own borders (mainly against the Glorious Empire), protecting the trade route with the Imperium and 'gathering' any unsettled worlds they can. In practice, the Aslan protect their own – if the *ihatei* migrations do trigger a conflict with the Imperium, the Hierate will commit military assets to the ensuing war. The Peace of Fthair is a very weak brake on Aslan expansion



Great Clans of the Trojan Reach

Twelve clans make up the grand council of the *Ya'soisthea*. Clan standings in the region are much more fluid than in the *Tlaukhu*, so a clan can rise to the grand council for a brief period and then be cast down again. The ruling *Ya'soisthea* clans with an interest in the Trojan Reach are:

- **Ahroay'if:** Centred in Tlaiowaha subsector, the Ahroay'if benefit greatly from trade with the Imperium.
- **Aroaye'i:** This clan holds the crucial worlds on the Jump-5 route across the Great Rift.
- **Hrakoea:** A highly aggressive clan, the Hrakoea are looking to expand their holdings in the Borderlands subsector.
- **Ikhtealyo:** Another trader clan, specialising in dust-spice and other Imperial goods.
- **Yerlyaruiwo:** One of the *Tlaukhu* clans; highly traditionalist.
- **Khaukheairl:** A *Tlaukhu* clan; guardians of Aslan culture.
- **Tlaiowaha:** A *Tlaukhu* trader clan; patrons of the Ahroay'if.
- **Tiykhisto:** Agitating for war with the Imperium.

anyway – it only applies to the clans who fought in the Border Wars and their vassals and those clans make up less than 40% of the Trojan Reach clans.

Many Aslan see the Trojan Reach as a region of opportunity. There are territories to be conquered here that offer little challenge to a true warrior but are close enough to the Imperium and even the Zhodani Consulate to be wealthy trade hubs in years to come.

The Imperium

There are three Imperial-dominated subsectors (Sindal's small Imperial presence can be folded into Tobia), each of which has its own unique character. Pax Rulin is dominated by the military and the people there see themselves as the watchmen on the walls of the Imperium. They are fiercely opposed to any Aslan expansion into the Reach. Gazulin is the oldest settled sector and is considered to be as close as the Trojan Reach comes to a bastion of culture and civilisation. Finally, Tobia is the subsector capital and ducal seat; it has benefited greatly from trade with the Aslan and is the most cosmopolitan of the three.

The Imperium has little knowledge of the rest of the subsector, especially the Aslan-held subsectors and Menorial, Egryn, Yggdrasil and Dpres. Surveys of Menorial were only completed in 1105 and the Scout service rates all charts of the sector as 'questionable'. The Trojan Reach has a poor reputation elsewhere in the Imperium, especially in the Spinward Marches, where most people believe the whole sector outside Pax Rulin is full of bandits, barbarians and vicious Aslan marauders, when in fact it is at most half full of these things.

The Florian League

For 300,000 years, the Floriani culture remained in virtual stasis. Abandoned by their Ancient masters, the Floriani continued as they had done, changing only when one or another of the machines broke down. It was not until they recovered jump technology from a crashed Aslan scout ship that they made any attempt at real change. The Floriani are still highly conservative, expanding only to take advantage of needed resources. They have never attacked another interstellar power, although they have incorporated degenerate human colonies into their League. That said, the Floriani are far from pacifistic and have shown no hesitation in using nuclear weapons and overwhelming force in war. They are guided by amoral logic in all political decisions.

The Florian government works on a system of lotteries. Randomly selected Barnai must serve a term on one of a number of councils (municipal, provincial or world); after serving on a council, the Barnai's name is removed from the lottery register so he will never be elected again. Theoretically, this serves to ensure that no Barnai can establish a political power base and dominate the government. Leaving aside the fact that the very concept of ambitious, self-centred Barnai is bizarrely incongruous, this policy results in extreme conservatism as the elected officials spend most of their term studying and learning in order to make informed decisions.

Florian criminal justice is equally unusual. Instead of determining whether or not a crime has been committed based on the evidence, their philosophy is to learn precisely what happened, then determine if it was a crime. Killing another Florian might be murder or self-defence or a charitable act or the most efficient use of resources. The Florian system is utterly confusing to non-Floriani and their equivalent of 'lawyers' would be philosophers on any other world.

The Florian League has an extremely utilitarian approach to trade and contact with others. They trade only to acquire the resources they need but cannot obtain inside their own borders; the League has in fact closed its borders entirely in times of surplus. Similarly, diplomacy's sole purpose for the League is to safeguard the League; the leaders appear to have no agenda save maintaining the status quo. The League has trade and diplomatic relations with the Imperium and with several states to spinward in Beyond sector; they have occasional diplomatic talks with the Aslan but refuse to trade with most Aslan corporations.

The Glorious Empire

This breakaway Aslan state is ruled by a single Emperor. The Empire declared independence from the Hierate in 650 following a political dispute but disputes were brewing for centuries before that. The economy of the Glorious Empire is founded on slavery – between 30% to 60% of its population are humans (exact tallies are hard to come by, as the Empire is fiercely xenophobic), who were enslaved by the Empire during its expansionist period. The rights of these humans vary from territory to territory – at best, they are third-class



citizens, at worst, food animals to be slaughtered on a whim. The Empire's policy towards humans is only one of the reasons it is ostracised by the other Aslan clans but it is an important one and one that has shaped the attitudes of the human worlds of the Reach towards the Glorious Empire. The Empire is feared and hated by virtually every world that knows of it and tales of Aslan brutality are told across the sector.

The Glorious Empire is almost always at war with the other Aslan clans, the surrounding non-aligned worlds or the Florian League. Its sole exports are mercenaries and its economy is stagnating due to the lack of skilled technicians among the slave caste. The Empire maintains diplomatic links with the Aslan Hierate and still has the right to a seat in the *Ya'soisthea* but has no trading partners or real allies. The Imperium finds the Glorious Empire to be a useful bogeyman with which to scare neutral worlds into line ('accept our terms and we'll protect you from the Aslan monsters') but the Empire is too far from the Imperium for either side to be a real threat to the other.

Aside from practicing slavery, Glorious Empire culture is much like traditional Aslan culture. Males are warriors and landowners; females are technicians, merchants and advisors. Herding and disciplining slaves is considered a male task.

Travel within the Glorious Empire is heavily restricted. Outsiders must present themselves at a starport and contact the local representative of the Glorious Empire; the bureaucracy to obtain a visitor's visa is labyrinthine and involves a lot of bribery. Even then, the visitor will only be permitted to travel to a limited number of places and will be accompanied by Imperial observers at all times.

Minor States

There are several smaller polities in the Trojan Reach. None of these have any reach beyond their individual subsector but are considerable players within that subsector.

Belgardian Sojournate: Located in the Egryn subsector, the Sojournate is a desperately poor group of worlds ruled from Belgard. The Sojourners are the descendants of a crew of a colony expedition that stalled on Belgard; they raid surrounding worlds for supplies. The Sojournate is also known as a pirate base.

Senlis Foederate: In Pax Rulin subsector, the Senlis Foederate is a protectionist trade pact opposed to the Imperium. The Foederate is technologically advanced but contains only three worlds and has very limited influence over the rest of the subsector.

Strend Cluster: The Strend Cluster is found in Menorial Subsector. It is a group of worlds ruled by the totalitarian government of Strend. They are technologically advanced and moderately powerful but expend so much of their energy in futile cold wars with the Imperium and the Florian League that their power is severely limited.

Dustbelt Worlds: The Dustbelt is a string of worlds along the Sindalian Main, a region of space once ruled by the old Empire of Sindal. The Dustbelt worlds regularly war with each other, which is unfortunate as the main trade route to the Florian League runs through the Sindalian Main. If one world or another managed to dominate the Main, it would greatly reduce the danger of trade with the League.

Kingdom of Drinax: Formerly the major human power in Tlaiowaha subsector, the Kingdom of Drinax was smashed by the Aslan Hierate in a recent conflict. When it existed, the Drinaxians were opposed to Aslan expansion but were proudly independant of the Imperium.

Raiders

Piracy and raiding is endemic to much of the Trojan Reach. The 'raider culture' has plagued the sector for thousands of years and the pattern has remained the same all that time. A band of raiders jumps into the target system, which is usually a low-tech planet, and loots whatever valuable and portable goods they can find. Traditional raider targets are precious metals and gemstones, electronics, radioactives, art items, starship parts and slaves. Once their holds are filled, the raiders flee and jump back to their base or a raider-friendly port. Raiding is not viable in the Imperium as the Imperial Navy would hunt down and destroy such theives but there is no law in the Outtrim Void.

Imperial agents estimate there are fifty to one hundred raider bands operating in the Trojan Reach, many of which are based on the world of Theev. Their numbers are difficult to estimate, partly because many smaller raids go unreported, partly because Aslan raiders are sometimes confused with human raiders and partly because many of the raider bands are seasonal. A farming village on some backwater world might have an ancient and barely functional free trader hidden in a cave or forest clearing. When the winter comes, the villagers reactivate the ship and go marauding for a few weeks, stealing from their neighbours in the next system over.





The average raider band, though, are professional looters. They have three to five small ships and are well-equipped with personal weapons and armour. They are more than a match for a TL6 world's military and so can fly in, loot and escape without risking casualties. Such raiders may also find employment as mercenaries, tramp merchants or adventurers when not raiding. There is a much higher proportion of Vargr in the raider community than in any other demographic; about 10% of raiders are Vargr, with 60% being human and 30% Aslan.

Piracy is an equally large problem in the Reach. There are two major trade routes running through the sector and both routes run through neutral space. To protect against piracy, traders are advised to group into large convoys and Imperial or Aslan warships escort the convoys. Less than half the traders avail of convoy protection; both governments charge a fee for the protection of their warships (and many unscrupulous captains charge more when the convoy enters the danger zone), it can take weeks for a convoy to gather and an escort to become available and a convoy takes the slowest, safest route across the sector, restricted to the jump capability of the slowest ship (usually J2). Megacorporations can afford to provide or hire their own combat ships. Independent traders who are unwilling to wait for a convoy must make their own way across the sector without protection.

The jump routes across the sector are well known, so pirates prefer to lie in wait for convoys, attacking just before the group jumps. With luck, the pirates can catch a few freighters after the escorts have jumped out.

The Zhodani Consulate

The Zhodani are a constant if unseen presence in the Reach. They have no worlds, no permanent bases (at least, none that the Imperium knows about) but in any year, two to five Zhodani cruisers make a patrol of the spinward reach. The Zhodani insist that they are engaged in long-range survey missions and protecting their trade interests (the Zhodani do have considerable trade links with the Hierate via the Jump-5 Rift Crossing) but they have also had secret talks with the governments of numerous independent worlds in the sector, suggesting a longer-term plan to develop a presence or at least a network of friendly worlds in the Trojan Reach.

WAR

War with the Aslan is inevitable. The desire for territory is irresistible to the Aslan males, so sooner or later they must invade new worlds. The only question is, when?

The Aslan/Imperium Question

The Trojan Reach is the borderland between the great power of Charted Space – the Third Imperium – and an aggressive, expansionist power. The Hierate has advanced to within twenty parsecs of the Imperial border and shows little sign of slowing down. Every generation, the Aslan come closer to Imperial territory. In two hundred years at current rates, Imperial worlds – not merely client states but full members worlds – will be seen by the Aslan as prime targets for *ihatei* invasions. Neither side can easily avert this conflict.

For the Aslan, the problem is a cultural one – the young landless males have to go somewhere and conquering new territory is preferable to infighting within the Hierate. The clans might be able to deflect the young warriors, sending them into Beyond or the unclaimed subsectors of the Trojan Reach like Egryn, but this is a stopgap measure.

Analysis suggests that in most cases, the Imperium would win the conflict. The Aslan clans have proved unwilling to co-operate on military matters except in rare cases and no one clan is a match for the Imperium. An Aslan war, however, would be immensely *messy*. There would be no grand armadas pitted against each other in key systems, no precision strikes against fortress worlds. Instead, the Imperium would face a few Aslan capital ships, which would be formidable but not insurmountable foes and a vast swarm of smaller raiders and *ihatei* warbands. These warbands would sweep through Imperial space, conquering minor worlds by the dozen. The Aslan are capable of mustering tremendous fighting forces from among their male population and each Aslan is the equivalent of a trained human soldier. The problem with a warrior race is that they are *all* warriors on some level.

Such a mass invasion could be defeated but it would take decades to root out every petty Aslan conquerer and guerrilla fighter. The Aslan Border Wars lasted nearly two thousand years; based on that model, an Aslan invasion of, say, Tobia and Gazulin could involve three years of conflict and thirty years of police action removing the Aslan invaders from backwater worlds. It is a victory of sorts but would be hugely costly for the Imperium.

More pessimistic analysts argue that this confidence may be misplaced. If an Aslan/Imperium conflict began, then the war would draw warriors and mercenaries from all over the Hierate. The population in the Trojan Reach would be swelled by recruits from all over the galaxy. If the war reached a tipping point, then it could escalate immensely. Projections show that the Hierate could overrun the whole Reach within five years in the right conditions, especially if the Imperium were distracted by another frontier war with the Zhodani or a civil war.

The Peace of Fthair may block Aslan attacks on the Imperium. Technically, the Peace only applies to the clans who signed it and only a few of those clans are active in the Trojan Reach. The Aslan may respect the treaty to honour those clans or those clans might even attack anyone who breaches the treaty. More likely, though, the Aslan will decide that the Peace only applies to the human 'clans' who fought in Reaver's Deep and that the Imperium in the Trojan Reach is too far away from the Deep to be honoured in the same way. While many in the Imperium, especially in Tobia and Gazulin subsectors, hide behind the Peace of Fthair as if it guarantees peace with the Aslan, a paper treaty may not be proof against the razor-sharp claw of the invader.

Of course, Aslan infighting may render all these fears of a mass invasion fanciful. The Cultural Purge of a thousand years ago set Aslan expansion and development back by centuries and the *Ya'soisthea* is at least as divided as the Aslan of that era were. If another two or three clans break off like the Glorious Empire did,



then the ensuing conflicts would absorb the energies of the *ihatei* for several generations.

The Aslan and Everyone Else

The Aslan are the thousand-ton elephant in the room when considering the rest of the Trojan Reach. They are a highly advanced and territory-hungry power; two-thirds of the Reach is made up of small, lightly defended worlds ready to be conquered. Thus far, the Aslan have been lazy when it comes to conquests, picking off worlds at their leisure. Their ongoing wars with the Glorious Empire and Florian League have also sapped some of their enthusiasm for conquest – but any day, a particularly charismatic *ihatei* or ambitious clan could launch an invasion of any of two dozen worlds. Half the Reach worlds survive solely because the Aslan have not yet bothered to conquer them.

Some worlds are aware of the Aslan threat but have failed to rally any coalitions to resist the inevitable invasion. The Kingdom of Drinax, the one independent coalition that acknowledged the danger posed by the Aslan, was destroyed with almost casual ease by the clans. Other defence pacts might be more successful at warding off invasion, as the Aslan tend to go for the weakest targets first. Most planets, though, are more concerned with internal or local politics than the Aslan Hierate. For these unfortunates, the sign of trouble will come when the Aslan warriors arrive and claim the planet as their new domain.

The Glorious Empire

There is a saying in the Reach – ‘when cats fight, Goertal bleeds’. The Glorious Empire is fighting a losing war against the Aslan Hierate and when the Empire loses worlds to its cousins, it tends to respond by conquering more human worlds and enslaving the population. The Glorious Empire’s borders have moved six parsecs coreward since it was formed as worlds change hands at either end.

The Empire’s recent setbacks are by no means irreversible. A shift in *Ya’soisthea* politics could divide the clans battling against the Glorious Empire, giving the slaves a chance to reclaim lost territory or fortify their position and slow their decline. Conquering a few more choice worlds like Colony Six or Delta Theta could also give the Glorious Empire the strength to stall a Hierate advance.

TRADE

If there is one factor that might prevent the whole Trojan Reach from slipping into war, it is trade. The trade route between the Hierate and the Imperium is worth trillions of credits to both sides each year. Both sides want this trade to continue – the Tliaowaha/Ahroay’if axis has benefited hugely from the trade and both clans have gained influence in the *Tlaukhu* and *Ya’soisthea* respectively. Any major conflict between the Imperium and the Hierate will be strongly opposed by these clans and their allies.

Trade has also improved the lot of many of the independent worlds across the sector. The worlds along the Imperium-Hierate trade route and, to a lesser extent, the Florian trade corridor have benefited from the passing convoys. This has caused a shift from raiding to

piracy; piracy is damaging and costly but much less damaging in the long run. If the sector remains largely peaceful for another three centuries or so, then it may shake off its reputation as a chaotic and dangerous place. Corporate development of the Outtrim Void section would help immensely.

The Florian Route

The main Imperium/Florian League trade route runs from Tobia to Yggdrasil. Starting at Fist/Tobia, the route follows the Aslan route for several jumps before diverging at Arunisiir. From there, the route passes through Tlaiowaha subsector, via Blue, Torpol and Oghma, then into the Sindalian Main via Thebus, then Acis and along the Main to Janus, then a jump to the refuelling station at 291-540 and then finally to Yggdrasil. For a jump-2 freighter, this is a journey of fourteen jumps, taking on average 140 days. There are several faster jump-4 routes from Pax Rulin or Glisten but these routes are extremely hazardous.

The Florian League provides no protection for traffic along this route; Imperial ships do sometimes accompany convoys along the corridor but most traders are on their own after leaving Arunisiir. The Florian League imports radioactives, computers and electronics, biochemicals, spices and medical supplies; they export advanced manufactured goods, advanced vehicles, advanced weapons and other manufactured goods.

The Hierate Route

The Imperium-Hierate trade route sees nearly five times more traffic than the Imperium-Florian League route and is both shorter and safer. Like the Florian route, most traffic starts at Fist in Tobia subsector, then Wildeman and Cordan. Jump-3 ships can take the shorter route from Acrid to Tech-World, while slower ships must go via Argona and Sperle before reaching Tech-World. The final stages of the journey are a jump to Paal and then onto Tyokh. For a jump-2 freighter, this is a journey of seven jumps taking an average of 55 days (the turnaround time between jumps is much higher on this well-travelled route). Most ships will have escorts the whole way, although most Imperial escorts take the shorter route from Cordan to Acrid instead of Cordan-Argona-Sperle, making the latter two worlds prime regions for pirate attacks.

Both sides are permitted to escort convoys as far as the other side’s border (Imperial ships from Fist to Paal; Aslan ships from Tyokh to Wildeman) but in modern times it is customary for the Imperium ships to go from Fist to Acrid and then Ahroay’if escorts meet the convoy at Tech-World.

The Aslan import high-technology goods, spices and live animals; they primarily export petrochemicals, textiles, precious metals, crystals and gems and uncommon ore and raw materials.

CORPORATIONS

In the absence of any interstellar government, several corporations have taken on added importance in the Trojan Reach. The General Development Company is easily the most important of these, followed by the Company of Grandmotherly Kindness, the Florian Trade Company and PRQ.



General Development Company

(*Human megacorporation*) GeDeCo, as it is commonly known, is much more than a trading company. It was founded in the Year 700, in the wake of the Civil War, with a mandate to foster trade and development in the wild space along the Reft and Trojan Reach sectors. The company was formed by nobles in Deneb, who purchased several failing shipping lines and combined them into the new business. GeDeCo began by 'bootstrapping' backwards and underdeveloped worlds along Reft, selling them progressively more advanced technology in exchange for raw materials.

By the year 800, the standard GeDeCo contract had evolved. Sign the contract and your world will be provided with a Class-C or Class-B, technical knowledge, equipment and training to raise your world's technology level at a stable and non-disruptive rate and a market for your planet's raw materials ores, textiles and other low-tech goods. All it costs you is a percentage of those low-tech goods, giving a seat on your ruling body to GeDeCo and obeying various customs such as safe passage for travellers, the Imperial rules of war and so forth. GeDeCo made a moderately good return and brought civilisation to dangerous regions of the galaxy.

The Trojan Reach directorate of GeDeCo is based on Vorito and is largely independent from the main office on Deneb. The company is responsible for building and maintaining starports all over the sector, especially along the Florian Trade Corridor and for sending trade missions out to minor worlds, drawing them into the web of galactic commerce. GeDeCo has been accused of questionable and even unethical policies in the past; the influential Ahroay'if clan has accused GeDeCo of espionage, piracy and anti-Aslan propaganda and now refuses to trade directly with the megacorporation.

Home Port: Vorito or Deneb.

Territory: Deneb, Reft, Trojan Reach, Beyond.

Florian Trade Company

(*Human Sector-Wide Line*) The FTC was founded by entrepreneurs from Gazulin subsector, soon after peaceful relations were established with the Florian League. The insular Floriani initially rejected any offers to trade with outsiders for cultural reasons. The initial idea came from a historian and archaeologist, Brahna haut-Vorhes, an expert on the lost Empire of Sindal. Her research indicated that the Sindalians occasionally traded with a strange race somewhere to spinward, who were described as 'child-like'. She reasoned that this description could apply to the Barnai caste of the Floriani and that the old trade protocols and treaties used by the Sindalians and the Floriani could be used to reopen trade links.

She gathered a consortium of merchants and investors, who sent out two far trader-type ships armed with a copy of haut-Vorhes' *A New Appraisal of Trade and Commerce in the Middle Period of the Sindal Empire* and two holds full of precious metals. The traders returned with a cargo of high-tech goods and tales of a wondrous world full of Ancient ruins – Floria.

The FTC was launched to great acclaim in 171 and traded for nearly thirty years, garnering vast profits, until the Florians suddenly closed their borders. It was later discovered that the Florians made contact with the Zhodani around the year 200 and that this incident

somehow led to the Florians recoiling from contact with the rest of the galaxy for centuries. Three centuries later, when the Florians re-established themselves, GeDeCo investors reformed the FTC.

The FTC today is an independent corporation, although GeDeCo is still a significant shareholder. In addition to its normal trade runs, the FTC has a number of J4 liners who bring rich tourists to visit the Ancient ruins on Floria.

Home Port: Gazulin.

Territory: Trojan Reach.

PRQ

(*Human Sector-Wide Corporation*) This corporation began as a side business – during the chaos of the late 400s and the Civil War, the massive military base at Pax Rulin was left short of vitally needed supplies and raw materials. The base quartermaster began using naval vessels as trade ships, exchanging out-of-date military equipment for steel, uranium, lanthanum and other goods. By the time the Civil War ended and regular shipments were once again assured, the contacts established by successive generations of quartermasters were too valuable to be allowed to lapse. PRQ (Pax Rulin Quartermasters) was spun off as an independent company, although it is still closely associated with the Imperial Navy.

Today, PRQ trades in Pax Rulin subsector as well as along the Florian and Aslan trade routes. It is seen as a safe company, mainly because most of its crew are ex-navy and its ships are invariably heavily armed. In a sector notorious for piracy, this is an excellent reputation to have.

Home Port: Pax Rulin.

Territory: Trojan Reach.

Tobia Commerce Guild

(*Human Sector-Wide Corporation*) The Tobia Commerce Guide is a conglomerate built to profit on trade with the Aslan Hierate. It buys goods from across the Spinward Marches and Deneb, then ships them to the Hierate. Most of the shareholders are nobles from Tobia subsector and the company has the nickname of the 'Duke's Own', reflecting persistent rumours that that the Duke of Tobia is heavily (and illegally) invested in the company.

Guild ships make up over a third of traffic across the Aslan trade route and this proportion is growing. The Guild has recently put in orders for another four 50,000-ton megafreighters, doubling its capacity (diminished since the loss of the *Yarrow* in 1099 to 'misjump'). Some observers fear that the Guild is flooding the Aslan markets in an attempt to drive competitors out of business and the Tobia navy has issued a warning that the Guild is sending more trade ships than it has escorts to allocate.

The Guild is notoriously quick to take offence and has in the past claimed that GeDeCo is engaged in sabotage and that PRQ is using its naval connections to claim all the escort slots. The Duke of Tobia has intervened several times on the company's behalf, furthering speculation of his involvement behind the scenes. The Guild is the newest megacorporation to open in the Trojan Reach and is rapidly eclipsing all the others save the



Company of Grandmotherly Kindness (technically, GeDeCo is still larger but most count GeDeCo's Trojan directorate as separate to its Deneb and Reft branches).

Home Port: Tobia.

Territory: Trojan Reach.

Company of Grandmotherly Kindness

Iyarl Ahkha'Re (Aslan Sector-Wide Corporation): The trading arm of the Ahroy'if clan, this company also has significant investment from the powerful Syoisuis and Tlaiowaha clans. The corporation's main business is selling imported goods from the Imperium throughout the Hierate but it has diversified and supplies everything from barbecues to warship hulls and fusion reactors. The Company of Grandmotherly Kindness is known throughout the Hierate but its main sphere of influence is on the coreward side of the Great Rift in the Trojan Reach and Riftspan sectors.

The Company of Grandmotherly Kindness is run by a council of elderly *siyajkhoara*, so its actions do not always accord with the interests of the clans who own it. The Company is extremely influential and can ignore pressure from the *Ya'soisthea*. In the past, it has acted to snuff out wars and territorial conflicts that threaten its trade routes. It has had a virtual monopoly on general trade with the humans for centuries.

Lately, the Company has begun to face increased competition since Tyeyo Dust-Spice Importers started carrying other human goods and Glories Under The Claw is taking much of its business on border worlds. The Company has grown fat and lazy and a new generation of ambitious *siyajkhoara* are plotting to overthrow the ruling council and put the Company back where it belongs.

Home Port: Tlaiowaha.

Territory: Trojan Reach, Riftspan Reaches.

Glories Under The Claw

I'aok'soi (Aslan Subsector-Wide Corporation): This corporation was originally founded by Aslan from the Yerlyaruiwo clan but is now fiercely independent. The company's business is usually described blandly as 'colony supply and commodities trading' but in fact Glories Under The Claw is a one-stop shop for would-be conquerors. It supplies everything from *ihatei* scout ships, troop transports and weapons to mining equipment, temporary and permanent structures, kusyufforming technology (to adapt worlds to support Aslan food animals and crops) and even slave collars. Tellingly, Glories Under The Claw is one of the few corporations to do extensive business in the Glorious Empire.

The corporation wields significant influence along the Aslan border and is not above inciting *ihatei* invasions and border conflicts to grow new markets.

Home Port: Khtiyrl.

Territory: Rimward half of Trojan Reach.

Tyeyo Dust-Spice Importers

Tyeyo Fteahrao Yolr (Aslan Sector-Wide Corporation): During the period immediately after the Border Wars with the Imperium (380 to 500), Aslan traders found a large market for dust-spice, a novel

spice which appealed to Aslan tastes but which was available only in the Spinward Marches of the Imperium. Tyeyo Fteahrao Yolr (Tyeyo Dustspice Importers) was established to import the novelty.

Since then, synthetic dustspice has become available and natural dust-spice is a gourmet treat but no longer imported in great quantities. Tyeyo Fteahrao Yolr instead seeks out and imports any novel or valuable trade goods along the route from Mora in the Spinward Marches and the Aslan capital of Kusyu. Its diversification into other trade goods puts it in direct competition with the Company of Grandmotherly Kindness. Currently, the Company is a bigger player in the Trojan Reach but Tyeyo's business interests run from the Spinward Marches all the way to the Dark Nebula sector. If a trade war between these two corporations does happen, then the Dust-Spice Importer's vastly greater reach and influence may give them the edge in the long term, even if the Company can squeeze them out of the lucrative short trade route.

Home Port: Kusyu.

Territory: Dark Nebula, Ealiyasiyw, Riftspan Reaches, Trojan Reach and Spinward Marches.

Five Shields

Khu Su'ikh (Aslan Sector-Wide Corporation): Soon after the jump-5 route across the *liyoihuakh* sector (the Riftspan Reaches) was discovered in -1044, the Wahtoi clan staked its claim to many of the worlds of the sector. Naturally enough, a trading company tied to the Wahtoi clan soon developed a monopoly on trade across the Great Rift. In about -750, however, the Aroaye'i established itself on Aulryakh as the dominant clan; after a clan war lasting several years, they forced Wahtoi clan to accept the Aroaye'i in partnership on the trade routes across the Great Rift.

Over the years, the participation of Aroaye'i clan females has increased to the point today that the two clans are equal partners in ownership of Khu Su'ikh. Khu Su'ikh means Five Shields in Aslan; the name refers to the five major worlds along the route across the rift.

Khu Su'ikh maintains a benevolent monopoly on rift passage service. Its fleet includes large cargo carriers capable of jump-5 for the rift crossing and it provides navigation information for ships which are themselves capable of jump-5. Its even-handed treatment makes rift crossings relatively simple. The company makes its profit from repair and resupply services on worlds within the rift.

Home Port: Wahtoikoeakh.

Territory: Riftspan Reaches.

Acquisition of Things Not-Us

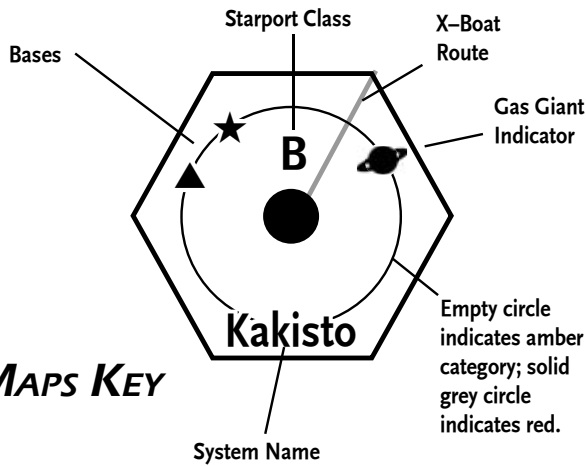
Gli! Fong! Uric! Ka (Florian Subsector-Wide Company): This is a Florian merchant line, one of the few Florian companies to trade outside the League. It has a number of long-range scout ships that wander the galaxy, looking for items that would be of use to the League but are not yet being offered by the FTC or any other trader. In the past, Acquisition-of-Things-Not-Us has brought back items as diverse as anagathics, Vargr artwork, library data, textiles and coyns. A canny human merchant who shadows an Acquisition-of-Things-Not-Us trader can predict what the Florian League will next demand.

Home Port: Floria.

Territory: Yggdrasil.



System Hex Format



SECTOR MAPS KEY

- | | | |
|-------|----------------------------|------------------------------|
| — — | Imperium Border | ★ = Naval |
| | Belgardian Soljourn Border | ▲ = Scout |
| | Florian League Border | ● = Independent |
| | Aslan Hierate Border | π = Research |
| ===== | Senlis Foederate Border | ⊙ = Way Station |
| ===== | Glorious Empire Border | ↑ = Prison |
| | Florian League Trade Route | ■ = Consulate |
| | Aslan Trade Routes | ◆ = Florian Base |
| --- | | ⚡ = Pirate Base |
| --- | | ☉ = Clan Base |
| --- | | ▽ = Aslan Clan Stronghold |
| --- | | □ = Tlaukhu Base |
| --- | | ● = Aslan Corporate Facility |
| --- | | ⊗ = Aslan Research Station |
| --- | | ⊠ = Aslan Ihatei Camp |

Base Codes

- N: Naval Base
- S: Scout Base
- 2: Both Naval and Scout Base
- IRS: Imperial Research Station
- IWS: Imperial Way Station
- IP: Imperial Prison
- IR: Imperial Reservation
- IC: Imperial Consulate

- T: Tlaukhu Base
- R: Clan Base
- U: Both Tlaukhu and Clan Base
- ACS: Aslan Clan Stronghold
- ACF: Aslan Corporate Facility
- ARS: Aslan Research Station
- AIC: Aslan Ihatei Camp

- M: Independent Military Base
- F: Florian Base
- P: Pirate Base

Political Codes

- I: Imperial
- As: Aslan
- Gl: Glorious Empire
- Fl: Florian League
- Bs: Belgardian Sojournate
- Sf: Senlis Foederate
- Sc: Strend Cluster

THE TROJAN REACHES

	Spinward Marches				
The Beyond	Menorial	Egryn	Pax Rulin	Gazulin	Reft Sector
	Yggdrasil	Dpres	Sindal	Tobia	
	Nora'a	Goertal	Tlaiowaha	The Borderland	
	Ranib	Silraaihe	Hkea'as	Binary	
	Riftspan Reaches				



MENORIAL

Menorial Subsector sits uneasily between the Imperium and the rest of the sector. It nestles against the Rimward border of Five Sisters and sees a limited amount of Imperial traffic from that region, mostly passing through to trade with the Florian League along the 'Florian Corridor' route from Szirp to Dustpan to Crescent to Viceroy and then into the League. Worlds like Adhara and Fomalhaut see only a handful of visitors per year.

The Imperium officially frowns on travelling into Menorial and patrols the border with Five Sisters. It is easy enough for a free trader to slip over the border and large caravans with Imperial escorts travel to the Florian League once every three months or so.

The Florian League holds roughly a quarter of the sector. The worlds along their border – Heath, Viceroy and the Arhada domains of Arhada, Adhara and Hadara – are all protectorates of the League, having agreed to give extremely favourable trading rights to the Florians in exchange for defence. The Arhadans are the descendants of a colony that settled on a watery moon; they have a highly tribal culture, where respect for one's kin and family is the highest virtue.

The other major player in this sector is the Strend cluster, settled by an independent Solomani trader named Lucien Strend in the 800s. Strend and his followers were devotees of the ancient French culture from Terra and French is the official language of the cluster. The Strend planets are technologically advanced but politically isolated. They have an ongoing cold war with both the Florian League (who are simply confused by Strend culture) and the Imperium (Strend and his followers are strong supporters of the Solomani movement). There are rumours linking the cluster to various anti-Imperial factions operating in the Marches and to occasional attacks on Imperial shipping along the 'Florian Corridor'. If these rumours are true, then the March dukes may eventually rally enough support for a punitive war against the Cluster.

Dustpan A750779-9

Dustpan is a balkanised desert world, divided among six clans who are locked in a constant struggle over the few usable water-bearing aquifers buried deep beneath the sandy surface. These wars are fought using short-range flyers launched from titanic aircraft-carriers that crawl across the sand. There are ice-bearing asteroids in the system which could be mined for water but none of the Dustpan governments have their own spacecraft. Centuries ago, one of the clans used satellite-mounted weaponry to rain down missiles on its rivals, wiping out several thousand people. Since then, there has been an absolute ban on any development of space technology and it has become a cultural taboo to travel beyond the atmosphere. Visiting traders planning to sell icewater to the thirsty Pansmen will find that richer customers refuse to drink 'tainted spacewater'.

The planet's spaceport was built by offworld traders and is considered neutral territory. Mercenaries are used to provide

security in the spaceport and there are some hopeful signs that the starport will grow into a neutral meeting place for the clans and perhaps eventually bring an end to the constant Dustpan wars.

Trossachs B897A44-C

The industrial planet of Trossachs is one of the key manufacturing centres for the Florian League. Much of the vast planet's surface is covered in factories, mines or cyclopean barracks for the billions of Feskals who labour here. The Barnai population of Trossachs is less than ten million – this is by far the lowest Barnai/Feskals ratio anywhere in the League and there are some Feskals in the Barrack-cities who have never even seen a Barnai. Strend agents have tried to foment disputes and industrial action on Trossachs but the notoriously stoic Feskals refuse to be incited.

Trossachs' natural ecosystem was long ago erased by the expansion of the factories. A few species survived, adapting to their new environment. Native creatures learned to hide in the crevices between pipes or in pools of industrial sludge instead of in the trees or swamps. The oceans are covered in a thick layer of chemical scum and the atmosphere's taint is such that the Florians are obliged to build floating air scrubbers that slowly swim through the clouds, filtering out the worst pollutants. Some Barnai fear that Trossachs is about to plunge over the edge of an environmental cliff, leading to billions of deaths and the collapse of the Coreward third of the Florian League. The Florians' lack of understanding of life sciences and ecology means that they will need outside aid to avert this impending catastrophe.

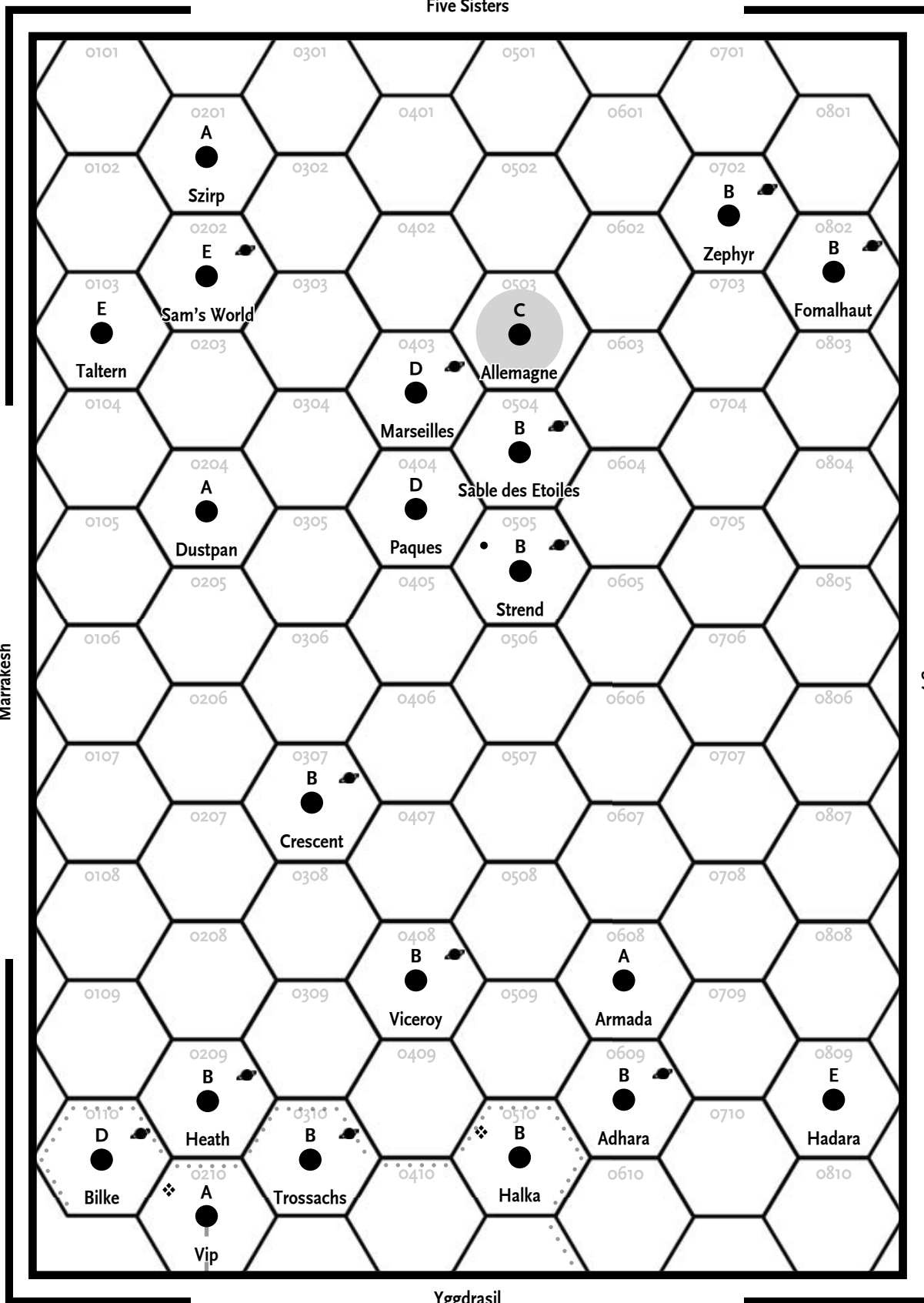
Allemagne C688000-0

The jungle world of Allemagne is a failed colony next to the Strend Cluster. The planet was settled some years after the initial landing on Strend. Fifty thousand colonists moved to Allemagne over the course of a five-year colonisation effort. The jungle world seemed welcoming at first, rich in resources and bursting with vitality. The colonists built a starport and a city that they named Burgundy.

Unfortunately, the initial survey of Allemagne was incomplete – a species of lethal predator dwells in the deep jungles. These predators swarmed Burgundy in 865, overwhelming the Strend defences and devouring the population. Only a handful of ships escaped the slaughter, carrying tales of two-metre tall lizard-like humanoids with a natural camouflage ability and enough intelligence or mimicry to use guns. Today, only the Allemagne starport is detectable from orbit – all the other buildings are covered in thick jungle.

The Strend have returned to Allemagne a dozen times since that initial catastrophe. No troops sent into the jungle ever returned, even the elite *Champions* equipped with Strend-made battle dress and advanced augmentations. Orbital bombardment remains an option, although any attack powerful enough to wipe out the indigenous predators would also render the planet's land surface uninhabitable by humans. The Strend government is researching other ways to bring the natives of Allemagne to heel.

Five Sisters





Sable des Etoiles B000899-D

The asteroid field here is used by Strend as a prison. Criminals from Strend are sent to mine the asteroid field. The prisoners are given special belter vessels with severely limited power and oxygen reserves. If a prisoner fails to bring his weekly quota of ore back to the warden's ship, then the prisoner does not get a fresh oxygen ration.

Strend B436ADA-F

The capital of the Strend Cluster is a beautiful world – from a distance. Glittering cities float on shimmering grav fields; ornamental gardens the size of continents stretch to the horizon, irrigated by canals of marble and steel. It is an art deco wonderland; it is engineering and science combined in tribute to thousands of years of Terran culture. Many of the buildings are copies of famous structures from Earth, rebuilt using Strend technology and vision. The *Tower Strend* is a space elevator two hundred kilometres tall that is a precise scale model of the old Eiffel tower on Earth.

Unfortunately, the people of Strend are treated as little more than mobile adjuncts to these wonderful cities. Genetic and cybernetic engineering are commonplace – a child might be assigned his future role at birth and then physically optimised for that purpose. Strend cybernetics are both highly advanced and surprisingly beautiful, resembling sculptures more than prosthetics but aesthetics cannot excuse the crippling lack of freedom on Strend.

There is an underclass of unaugmented on Strend; *les miserables*. These unfortunates are restricted to the sublevels of the floating cities and to a few slums on the surface. Many are shipped offworld to labour in the colonies of Sable, Pacques or Marseilles. Why the government tolerates the existence of this underclass is a mystery but there are

many mysteries about the leaders of Strend. They are said to be the original command crew of Lucien Strend's flagship, the *Chevalier*, who have extended their lives unnaturally using advanced cybernetics. They are referred to as *les Mechanisms*.

The *Chevalier* remains in orbit around Strend, where it forms the core of the orbital *Bastille* station, the home of the not inconsiderable Strend navy. The *Bastille* would be a tough nut to crack, even for an Imperial assault squadron. It is equipped with TL15 weapons, including spinal meson cannons of tremendous power.

Fomalhaut B510200-D

The surface of this dry, lifeless world is criss-crossed by thousands of kilometres of artificial trenches. These trenches are all approximately six metres deep and ten metres wide and made of polished stone with a mirrored base. They form bizarre geometric patterns on the surface; most of these patterns can only be appreciated from orbit. Over 90% of the trenches are buried beneath layers of dust or have been destroyed by asteroid impacts over millennia. The IISS dates the trenches to approximately 100,000 years ago.

The only inhabitants of Fomalhaut are the devotees of an odd cult who believe the trenches are a communication from God and that their duty is to clear the blocked trenches and rebuild the damaged ones. When the face of Fomalhaut is clear once more and the light of the star is reflected from the canals, only then will the message from the divine become clear. The cult members have temporarily roofed over a network of tunnels in the southern polar region and are using that as a base as they painstakingly restore the ancient structures. At their present speed, it will take them thousands of years to accomplish their goals, so the cult has sent out missionaries to find more converts and to purchase robotic labour.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Talturn	0103		E530240-3	Ni Po De Lo		Na	
Bilke	0110		D987341-9	Ni Lo Ga		Fl	G
Szirp	0201		A236538-D	Ni Ht		Na	
Sam's World	0202		E100856-6	Na Va		Na	G
Dustpan	0204		A750779-9	De Po		Na	
Heath	0209		B487532-B	Ag Ni		Na	G
Vip	0210	F	A121644-D	Na Ni Po Ht		Fl	
Crescent	0307		B420778-7	Na Po De		Na	G
Trossachs	0310		B897A44-C	In Hi Ga Ht		Fl	G
Marseilles	0403		D540312-7	Lo De Po Ni		Sc	G
Pacques	0404		D9E6400-4	Fl Ni Ga Lt		Na	
Viceroy	0408		B8D3515-D	Fl Ni Ga Ht		Na	G
Allemagne	0503		C688000-0	Ba	R	Sc	
Sable des Etoiles	0504		B000899-D	As Na Ht		Sc	G
Strend	0505	M	B436AFB-F	Po Hi Ht		Sc	G
Halka	0510	F	B865544-A	Ag Ni Ga		Fl	
Armada	0608		A540244-A	De Lo Ni Po		Na	
Adhara	0609		B27A667-8	Wa Ni		Na	G
Zephyr	0702		B999545-7	Ni Ga		Na	G
Fomalhaut	0802		B510200-D	Lo Va Ni Ht		Na	G
Hadara	0809		E311766-3	Ic Na Lt		Na	



EGRYN

Except for the extreme coreward end, Egryn subsector is largely unknown to the public – most Navy and Scout data on this area is classified. The sector was mostly first settled during the Ramshackle Empire era (circa 1700 PI) and has since regressed to isolated low-tech societies. The mid and rimward areas are part of the Outrim Void. The subsector name preserves the original title of Ashley's Rock. Sir Gildemar Tomas Ashley was a staunch supporter of the Solomani faction who settled this world after the Solomani Rim War (990-1002).

Most of the data that is available on the subsector is due to another famous character, Bennett Lai da Santos, a gentleman-explorer and rumoured rogue of the mercantile persuasion. Regrettably, da Santos' good reputation was abused by a writer, who published a volume of entirely fraudulent library data under his name. This infamous document, *The Adventures of Bennet Lai da Santos*, has wormed its way into the databases of many ships. Travellers are advised to disregard any library data that refers to solid gold asteroids, planets inhabited by people who have no heads, planets inhabited by brain-eating zombies or any battle tactics that involve leaping into the barrel of a meson gun at precisely the right moment to be teleported onto the enemy vessel and cutting it in two with one's cutlass.

Of course, high tales of adventure and swashbuckling are preferable to the truth of Egryn. The sector is a low-tech wasteland of regressed colonies and barbarians. The Twilight still enfolds these worlds, even after a thousand years. There are a few worlds with viable starports, mostly along the Imperial border but there is precious little other civilisation worthy of the name.

The only local power in Egryn is a minor polity called the Belgardian Sojournate. The small population of Belgard have limited interstellar travel and have claimed several surrounding planets, although their claim stands only because no other power has bothered challenging them. The Sojournate's technology is barely capable of getting them from one world to another, let alone mounting a defence of their little empire.

Walei E7B4776-5

The world of Walei is unrelentingly hostile towards human life. The atmosphere is poisonous and corrosive. Acid rain storms lash the rocky, lifeless landscape and the temperature is nearly 90° at night and much, much hotter during the day.

Still, a colony of some twenty million people thrives here. The world was initially settled in the hope that it could be terraformed for easier access to its mineral resources. The terraforming effort failed but the industrious workers expanded the underground terraforming base. Today, Walei's population dwell in thousands of kilometres of buried tunnels. These are not mere shelters but beautiful wide avenues between vast open caverns.

Strong magnetic fields in the tunnels play havoc with electronic devices on Walei, so the population were forced to virtually abandon

electricity except in its most basic form. They have a few heavily shielded computers for specialised purposes but have instead turned to clockwork, steam power and other older technologies. While Walei is listed as TL5, the inhabitants are capable of producing TL7 or even TL8 devices that do not use electricity, including basic computers. Waleian clockworks are obviously heavier and bulkier than conventional equivalents but are works of art as well as being perfectly functional.

Pa'an E649333-4

Pa'an's small population are the descendants of a long-range Zhodani expedition that misjumped and was forced to settle on this world. The lack of dry land on Pa'an limited their population growth and they were unable to maintain their technological base. Today, the people of Pa'an have only basic industrial techniques and have little interest in advanced technologies.

Each island in the archipelago is ruled by a psionic noble family, that keep the serfs in line using telepathic manipulation and clairvoyance. Without technological distractions, the nobles of Pa'an have honed their telepathic powers to a high level. The Zhodani speculate that there may be an environmental factor on Pa'an that enhances human psionic potential. Unusually, the psionic powers invariably breed true – the child of two psionically gifted individuals is always psionic. War is unknown, as the nobles can psionically suppress violent thoughts or cause amnesia. Disputes between islands are resolved by psychic duels. The only weapons on Pa'an are those used for hunting.

Most offworld travellers are not welcome on Pa'an. Peaceful visitors have their memories erased and they are sent on their way; violent invaders are telepathically manipulated into fighting each other.

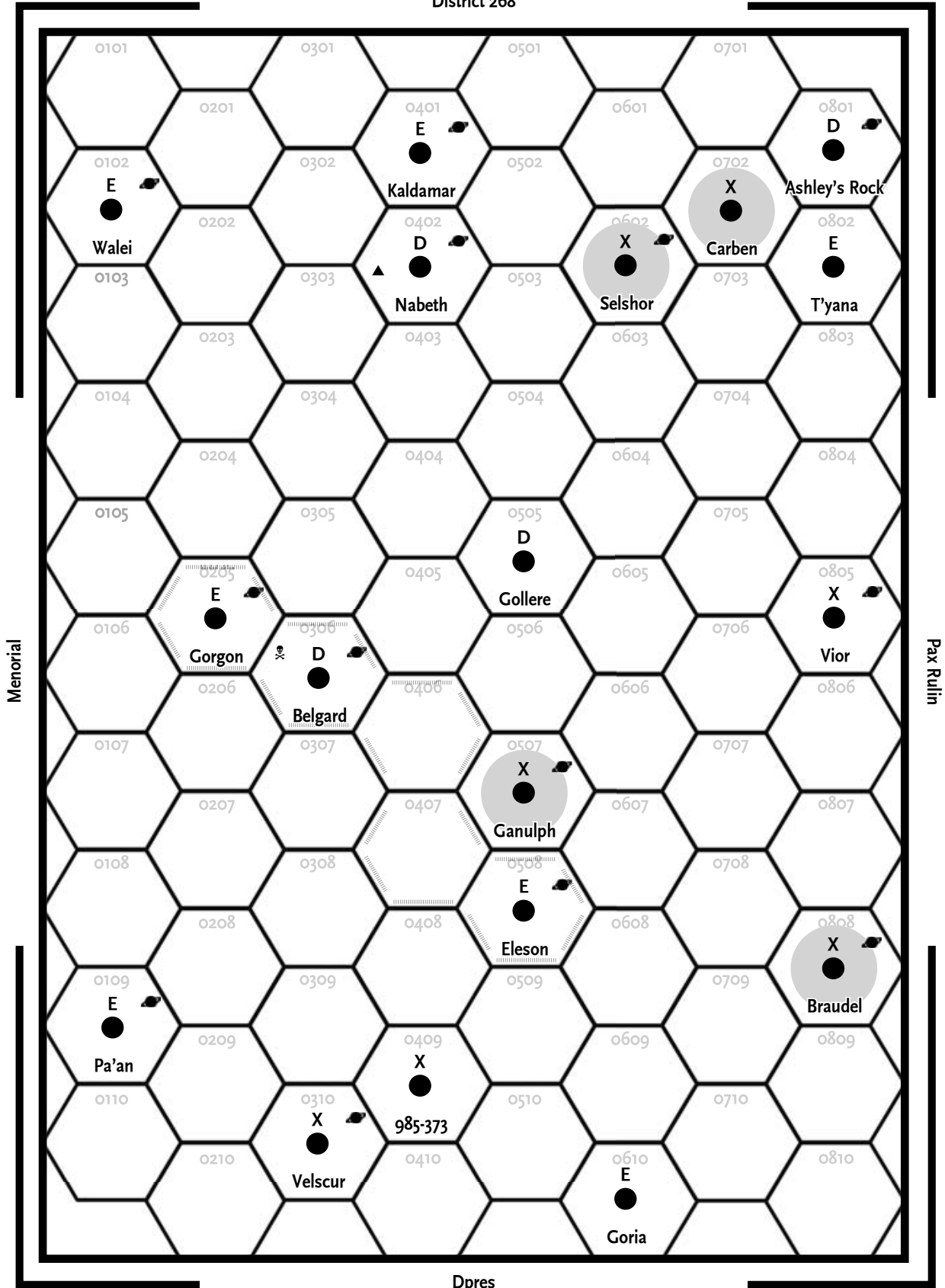
The Zhodani Consulate recontacted Pa'an some four hundred years ago. The Pa'an nobles still considered themselves Zhodani and welcomed their long-lost cousins. The Consulate visitors were impressed by the nobles' psionic skills and set up a base to study mental powers on Pa'an. Occasionally, a Pa'an prince will even leave home and travel to the Consulate to study or serve in the government there.

Belgard D371321-9

The name of this planet is probably a corruption of Beaugard, which was the name of an infamous admiral who fled the Empire during the Civil Wars, accompanied by a flotilla of ships. The fate of Beaugard was a mystery for many years until the Sojournate was discovered.

The lone settlement on Belgard is the city of Sojourn, located high in the mountains. Sojourn is the site of the spaceport and the home base of the Belgardian fleet, which is made up of ancient and increasingly balky Imperial escorts and small military craft, none displacing more than two thousand tons. The Belgardians do not have the technology or the trained crew to maintain their fleet; the skies above Sojourn are dotted with floating hulks and mothballed or cannibalised warships. Their effective TL is 6 in most areas; TL9 refers to their spacefaring technology.

District 268





The Belgardians believe that other starfaring humans are invariably hostile and attack any vessels that enter their space. They have conquered several neighbouring worlds to loot them for resources and occasionally press-ganged crew members.

The Sojournate government keeps the population in line through a combination of xenophobic propaganda about an always-impending Imperial invasion and a religious cult revolving around a 'sojourn' to a promised land. As soon as possible, promise the rulers, the flotilla will continue on its way to its ultimate destination, as laid down by the Admiral all those centuries ago. Dissent against the government is punishable by spacing.

Nabeth D326579-8

Nabeth is the most civilised system in the sector and is therefore the de facto capital, at least as far as the Imperium is concerned. The planet's population is restricted to a ring of spaceborne habitats and hollowed-out asteroids that have been moved into stable orbits around the little world. Each satellite is an independent 'state', some of which have a population of only a few dozen. Many of these satellites are so close together that the Nabethi have developed the practise of physically leaping from one to another – most Nabethi

have a vacc suit and an 'orbit checker' that precisely calculates the angle and force needed to hop to the next nearest satellite. Some of these hops take hours to complete, leaving the spacewalker floating in the void as he waits for his destination to approach him.

The Nabethi have a reputation as excellent if unscrupulous traders and the bazaars of Nabeth are a good place to go for rumours or to pick up curious artefacts from elsewhere in the Trojan Reach. Visitors are warned to stay clear of Nabethi alcohol, which is traditionally served in zero-gravity, a practise that causes digestive chaos for those unused to it.

There is an Imperial scout base located in this system; the Nabethi agreed to let the Imperium establish the facility here and to share their knowledge of the Reach in exchange for the technology and vitally needed supplies to maintain their orbital habitats.

As an Imperial client state, visitors from the Imperium are permitted to jump from Motmos in District 268 to Nabeth but are prohibited from travelling onwards. There are numerous Nabethi satellites that specialise in arranging temporary flags-of-convenience, allowing a trader to travel on into the Outrim Void without breaking Imperial law.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Walei	0102		E7B4776-5	Fl Lt		Na	G
Pa'an	0109		E649333-4	Ni Lo Lt		Na	G
Gorgon	0205		E690264-6	De Lo Ni		Bs	G
Belgard	0306	P	D371321-9	Ni Lo		Bs	G
Velscur	0310		X374479-3	Ni Lt		Na	G
Kaldamar	0401		E745326-7	Ni Lo		Na	G
Nabeth	0402	S	D326579-8	Ni		Cs	G
985-373	0409		X775000-0	Ba		Na	
Gollere	0505		D574756-7	Ag		Na	
Ganulph	0507		X200000-0	Ba	R	Cs	G
Eleson	0508		E441100-8	Ni Po Lo		Bs	G
Selshor	0602		X330576-0	De Ni Po Lt	R	Na	G
Goria	0610		E222475-6	Ni Po		Na	
Carben	0702		X3555A9-1	Ag Ni Lt	R	Na	
Ashley's Rock	0801		D100120-5	No Lo Va Lt		Na	G
T'yana	0802		E568752-8	Ag Ri		Na	
Vior	0805		X500401-1	Va Ni Lt		Na	G
Braudel	0808		X543200-3	Lo Ni Po Lt	R	Na	G



PAX RULIN

More than half the worlds of this subsector are ruled by the Imperium. Pax Rulin sector is dominated by a string of naval bases and military outposts, a bulwark against aggression from the Aslan or the barbarian cultures of the Trojan Reach. Despite the sheer number of Imperial worlds and client states, the subsector is administered from Glisten – Pax Rulin itself is the largest and oldest naval base, although the world of Perrior is growing in importance and has launched a bid to be named the new subsector capital.

Several of the inhabited worlds in this sector were originally settled by Vilani explorers but all those colonies save Caraz died out. There appears to be no single cause of these mass extinctions – the old colony on Kydde died of plague, Islent of starvation, Doradon due to solar flares and so on. Later explorers looking for worlds to colonise were able to reclaim the now-empty Vilani colonies, although after several hundred years, little trace remained of the Vilani on some planets.

The Senlis Foederate is a small polity of three Solomani-settled worlds which survived the Twilight relatively well by the standards of the Trojan Reach. They retained comparatively high technology, especially at the capital of Senlis and are capable of defending their space against raiders. Foederate relations with the Imperium are strained due to ‘an alarmingly militant build-up of Imperial naval assets along our mutual border’ – in short, the Foederate has no conception of the sheer size and power of the Imperium and self-consciously believes that the vast Imperial fleet stationed at Pax Rulin is there because of them. The Foederate was highly expansionist until the Imperium established a presence in the sector – Bantral was their next target until it obtained Imperial protection.

Berengaria B566644-7

The world of Berengaria is one of the more stable worlds in the Outrim Void. It is an Earth-like world and was the recipient of significant terraforming and engineering to bring it to its current state. The planet’s soil was enriched with phosphorous and other fertilisers. Mountains were levelled to alter the weather patterns, ensuring regular rainfall and lengthening the growing season. Silicon-bearing asteroids were spun into solar mirrors and parasols, reflecting extra sunlight onto the surface. By the time the terraformers were finished, the world’s agricultural potential was three times what it had been.

The primary purpose of this epic feat of geo-engineering was to create a highly productive agricultural world to supply the chain of military bases along Pax Rulin but it was also a showcase for what could be accomplished elsewhere in the Trojan Reach. The General Development Corporation aided in the engineering of the world, one of the few successful co-operative ventures between the Imperium and its erstwhile agency.

While Berengaria’s native technology is only TL7, the colony’s basic infrastructure was built at a much higher level. Every community has high-speed holographic communications links to central computer nodes (which also model the planetary weather patterns and adjust

the solar mirrors to compensate); the elected representatives of each community meet in a virtual parliament.

Berengaria is considered a naval asset, as most of its food exports go towards supplying the chain of bases along the border. The navy has a permanent seat in the parliament and has occasionally intervened to ensure that food supplies are not disrupted. This outside interference rankles with the ‘agricultural engineers’ of Berengaria and they have protested to both Pax Rulin and Glisten, asking for outside arbitration.

Senlis B671633-A

Senlis is a dry world; the only body of water on the surface is the Great Lake, an expanse of brackish, tainted water. The population of Senlis dwell along great artificial canals that surround the Great Lake. There are nine of these canal networks and at the head of each canal network is a huge water-purification plant. The rulers of Senlis control the water-purification plants and social status is defined by the freshness of one’s water. Higher-class citizens live further upriver.

Some three hundred years ago, the rulers of Senlis began experimenting with adding drugs to the water supply. Initially, these drugs were added to combat diseases and improve the general health of the population but following a period of political upheaval and dissent, the fearful rulers began using the drugs to sedate or manipulate their emotions. When the Foederate goes to war, stimulants are used to drive military recruitment and aggression; when the Foederate suffers a downturn, then sedatives and appetite suppressants are pumped into the only water sources on the whole planet. Different canal networks have different drug mixes. On Senlis, politics is another word for this narcotic and hydraulic despotism.

Beyond the canals, the landscape of Senlis is harsh and arid. Over 70% of the planet is utterly uninhabitable without significant technological aid. There are a few hardy hermits living in the wilderness. These outcasts are free of the drugs that enslave the rest of the population and are considered criminals by the Senlis government.

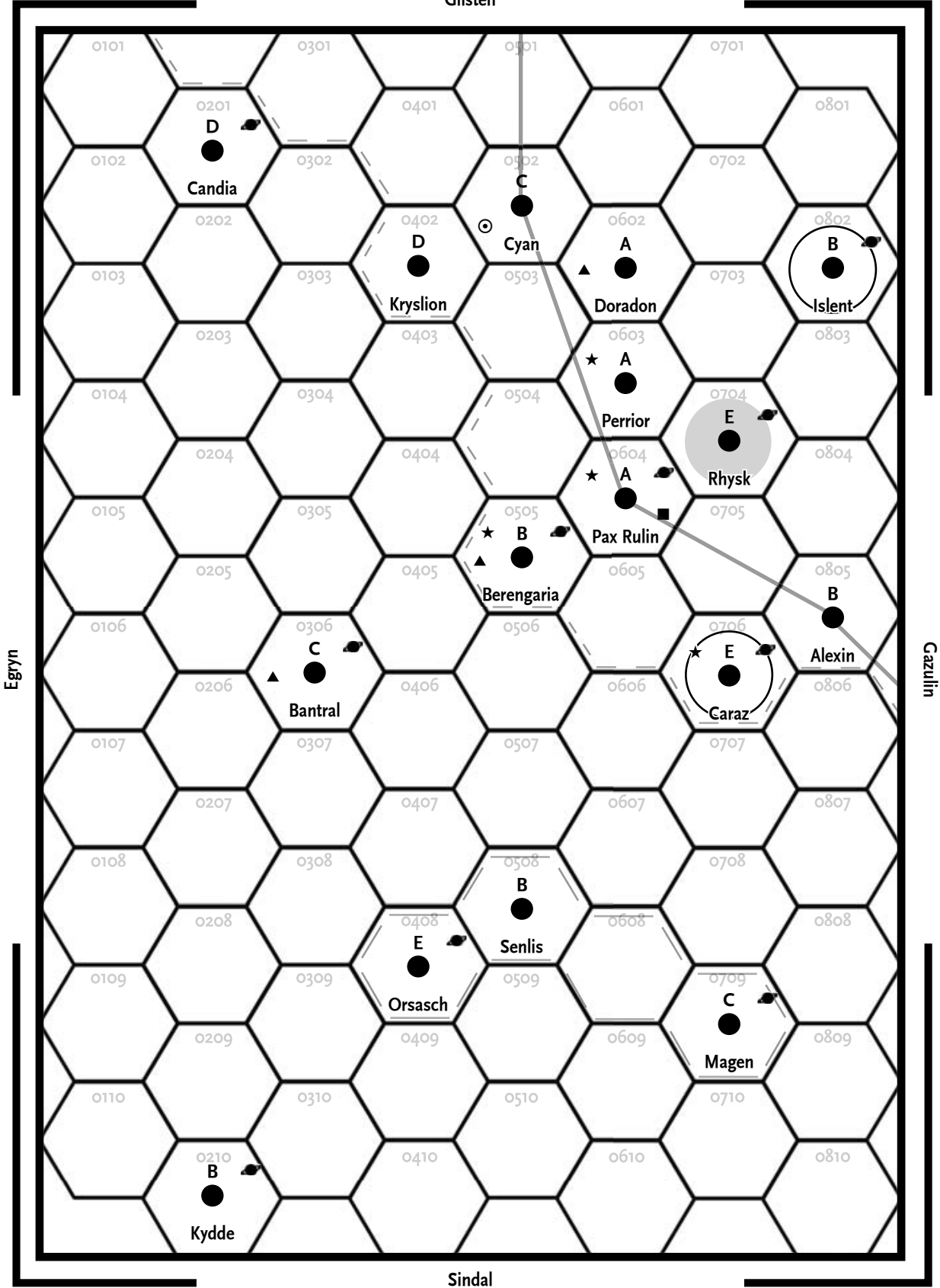
Of the other two worlds in the Foederate, Orsach is equally dry and the same system is used there. The recently conquered world of Magen though, has enough surface water for the population to escape the drugs and so Magen’s population is considerably less subservient. So far, Senlis has been able to keep the younger world in line with the threat of force but opposition parties on Magen continue to support leaving the Foederate and applying for Imperial membership or at least protection from their former allies.

Pax Rulin A402231-E

The Pax Rulin naval base is the lynchpin of Imperial naval power in this subsector. While only a few hundred people call the base their permanent home, there are usually a dozen or more capital ships in-system, along with hundreds of smaller craft. Pax Rulin has no shipyard – construction facilities are at Perrior – but it is a naval depot of great importance. It is designated a fortress world – in the event of a full-scale invasion of the sector Pax Rulin has the stockpiled supplies and firepower to hold



Glisten



Egryn

Gazulin

Sindal



out against almost any attacker and would provide a rallying point for Imperial ships until a larger fleet could be mustered in the Spinward Marches to relieve the invaded worlds.

Pax Rulin was founded early in the Third Imperium's history and the system acquired an almost legendary reputation among those who remembered the great Imperial navies of the past. Warships have been known to make pilgrimages just to dock at the ancient and sacred asteroids of Pax Rulin.

Civilian traffic to Pax Rulin is discouraged. Warnings are broadcast in all neighbouring worlds, informing travellers that they may only jump into specific regions within the Pax Rulin system. Jump traffic outside these zones is treated as an incoming attacking force and will be met with immediate hostility.

Caraz E111959-A

Caraz was never intended to be home to more than two billion people. The rocky outpost was originally built as a refuelling station, cracking water-ice into hydrogen fuel for the flood of Vilani ships fleeing the Vargr wars of the -2100s. As the Vilani colonies in Pax Rulin dwindled and died, Caraz saw fewer and fewer visitors. Eventually, the ships stopped coming altogether, leaving a thousand ice miners and their families alone in the dark.

The Caraz system had no lanthanum reserves and could not build its own jump-capable ships. They did what they could, though. They hollowed out most of Caraz Rock and built cities on the inside of the hollow world; they ground asteroids to dust and developed microorganisms from scratch to transform the regolith into fertile soil. With resources so limited, everything in Caraz had to be carefully measured and accounted. Economics, politics and religion are all the same thing in Caraz Rock – every object and person has a precisely calculated value and anything that costs more than it produces is eliminated and recycled – including those people who fail to make a net contribution to the Carazian economy. The rulers of Caraz are the all-powerful Actuaries who decide on the worth of things.

Membership in the Imperium and the recovery of jump drive tech means that Caraz no longer needs to conserve resources quite so brutally, but an obsession with efficiency is ingrained into their culture.

An Imperial naval base has been established at Caraz and a new starport is under construction. Caraz will be upgraded to Class-A status within ten years, assuming all goes well.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Candia	0201		D4006A9-4	Na Ni Va Lt		Na	G
Kydde	0210		B644779-5	Ag Lt		Cs	G
Bantral	0306	S	C886589-9	Ag Ni Ga		Cs	G
Kryslion	0402		D483AA9-9	Hi		I	
Orsasch	0408		E241364-7	Ni Po Lo		Sf	G
Cyan	0502	IWS	C4689B9-B	Hi		I	
Berengaria	0505	2	B566644-7	Ag Ni Ri		I	G
Senlis	0508		B671633-A	Ni Ht		Sf	
Doradon	0602	S	A400369-B	Ni Va Lo		I	
Perrior	0603	N	A633966-B	Na Po Hi		I	
Pax Rulin	0604	N, IC	A402231-E	Ic Lo Ni Po Va Ht		I	G
Rhysk	0704		E413730-3	Ic Na Po Lt	R	I	G
Caraz	0706	N	E111959-A	De Hi Ic In Na	A	I	G
Magen	0709		C543550-9	Ni Po		Sf	G
Islent	0802		BAC0789-6	De	A	I	G
Alexin	0805		B000420-C	Ni As Ht		I	



GAZULIN

Gazulin subsector would like to forget that it is part of the Trojan Reach. It has been part of the Third Imperium for hundreds of years and considers itself much more civilised than the barbarians of the Outrim Void. The Gazulin worlds pride themselves on their cultural and technological sophistication and over the last three centuries the region has undergone a prolonged economic boom, further emphasising the divide between it and the rest of the sector. It has strong ties to Tobia subsector and is often treated as an adjunct or even suburb of Tobia.

The primary x-boat route goes through Tobia subsector and from there off to Vestia; this circuitous route means that it takes months for news to reach Gazulin from the Spinward Marches, as the Vestia route heads back along Deneb sector to the core worlds. There is a secondary x-boat network via Bleak, primarily maintained not by the courier service but by the navy but there is still comparatively little traffic between Gazulin and Pax Rulin. According to stereotypes along the border, Pax Rulin are all militaristic marionettes, while the Gazulin are effete buffoons who have no idea how close they live to danger.

Politically, Gazulin is balanced between the 'Junction bloc' in the centre of the subsector and the Gazulin/Mirage pair. Junction is actually a minor member of the bloc but sits in the middle of a knot of rich industrial or agricultural worlds, making it a vitally important trade hub. Old Gazulin tries to retain its pre-eminence in the sector by controlling trade from Tobia and by emphasising its cultural influence, but the nexus of power in the subsector slips coreward with each passing generation. Mirage, once a vibrant world, has slipped into drug-fuelled decadence and can no longer help Gazulin cling to fading glories.

O'Keefe D879625-7

While the official name of this planet is O'Keefe, after the Solomani explorer who first discovered it, millennia of linguistic drift has led to the mangled pronunciation Ochkeefee. This world is mostly bog – sea levels rose several metres in the past and are slowly receding, leaving behind thousands of square kilometres of stagnant, muddy, worm-ridden bog land. Structures are built on tall stilts and the natives navigate the myriad shallow streams on flat-bottomed boats and rafts. There are few large cities on the planet; the largest is the aptly named Stiltown, surrounding the small spaceport.

The fens of O'Keefe produce some useful fungi and a sweet-smelling moss that is used in luxury cosmetics. These items are gathered by the poor inhabitants and dried in long smokehouses before being sold through Stiltown. The chief threat to both this industry and the fensmen are the worms of O'Keefe, which grow up to six metres long and sometimes attack humans. The worms feed primarily on fungi but also instinctively kill animals to provide the rotting corpses that the fungal spores grow on.

Susanawo D68A430-5

The storms of Susanawo are legendary. A combination of massive ongoing volcanic activity throwing dust and heat into the air, and the

planet's eccentric orbit, has created the sort of megastorm travellers normally associate with gas giants. The Great Storm covers a fifth of the planet's surface and has circled the globe once every four months for the last two centuries and is expected to last for another three at least. Lesser storms, apocalyptic by the standards of other worlds, are common in most regions. The ecosystem has collapsed in the face of this chaos, with extinctions across all native lifeform groups running at more than 95%.

A small outpost was established on Susanawo, with the intention of using the volcanoes as natural smelters and chemical factories. The outpost was equipped with a stockpile of atomic mines, to shape tectonic activity and powerful drill robots to create lava channels. The vicious storms made it impossible for cargo ships or flyers to land regularly and the colony collapsed. A few thousand people now live in tunnels and caves, hiding from the winds that are strong enough to tear a man's skin from his bones with thirty seconds of exposure.

The neighbouring world of Mirage recently began using Susanawo as a prison colony, dispatching political prisoners using one-way drop shuttles. This punishment is reserved for the worst prisoners.

627-301 E000120-A

This highly restricted system is a mystery to the Imperium. The gravitational centre of 627-301 is not the main star; it is a tiny black hole that the sun orbits around. The research station orbits a gas giant that orbits the star. Computer projections show that this arrangement is not stable and that the star will be destroyed within half a million years. The black hole is believed by some to be artificial but others theorise that the singularity 'collected' the system as it travelled through space.

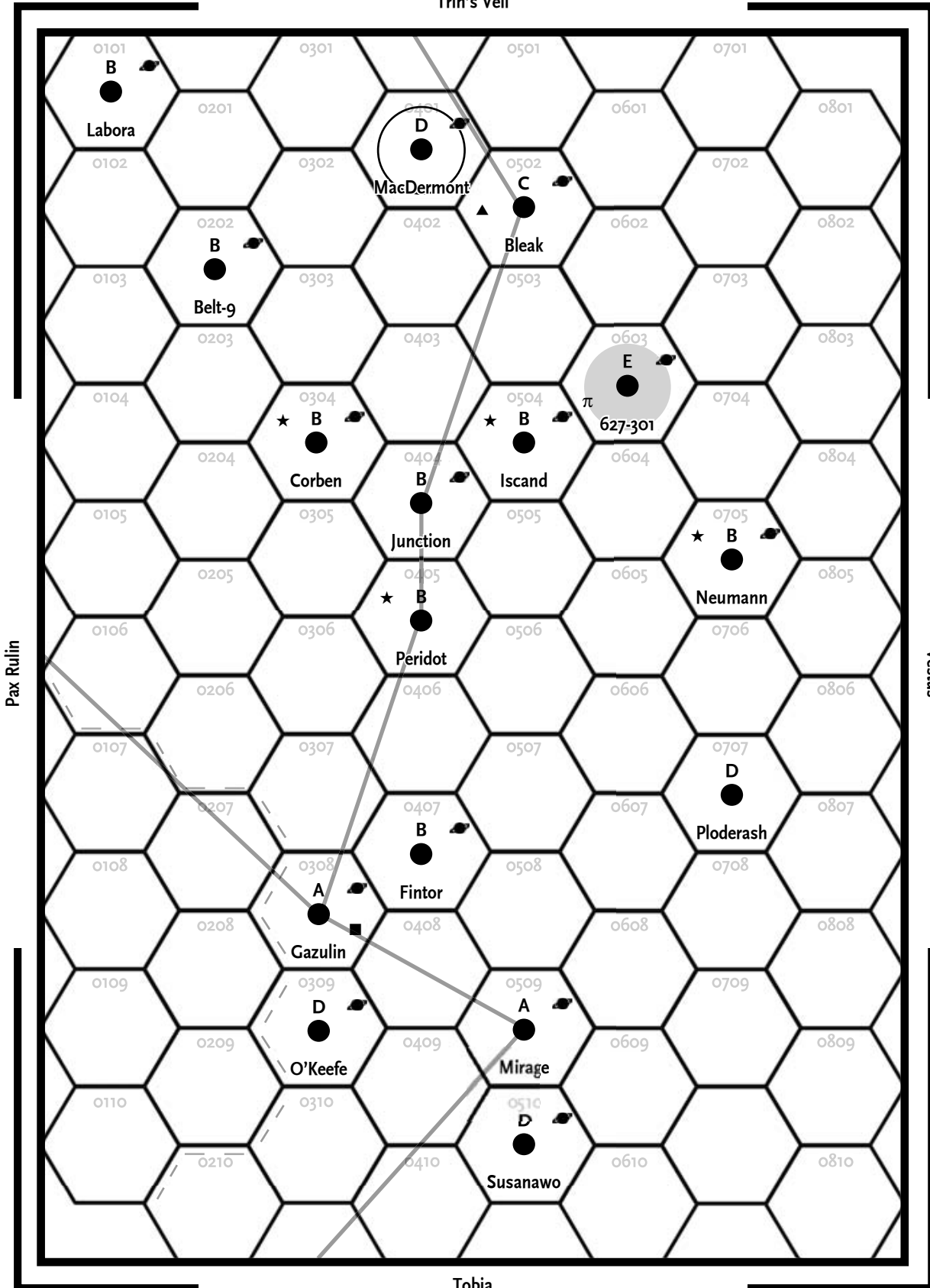
Neumann B876AA9-D

The Neumann system was settled by the Terrans, specifically by a transhumanist sect who believed in the extensive use of cybernetics, nanotechnology and artificial intelligence. The colony developed rapidly; self-replicating robots transformed the world's surface into shining cities and all-knowing machine minds guided development. Citizens of Neumann were altered and upgraded and Neumann rose to Technology Level F, verging on TL G. For a brief time, it seemed as though Solomani ingenuity had finally triumphed over Vilani conservatism and that humanity was about to make a great leap forward.

The disaster that then struck Neumann was not as dramatic as the *Maghiz* that ruined the Darrian civilisation but it was just as devastating. A self-replicating swarm or 'grey goo' was released – by accident or design, no one knows – and within days it had devoured much of the Neumann civilisation. More than three quarters of the population was transformed into featureless, formless goo, their bodies pulled apart molecule by molecule and remade into more of the swarm. City after city was swallowed by the encroaching tide of destruction.

A few isolated research laboratories managed to stall the growth of the swarm by releasing even more self-replicating swarms. The new swarms were programmed to demolish the old swarms but replicated themselves at a much slower rate. The tide of destruction stopped and the few survivors began to rebuild as best they could. Much of their

Trin's Veil





technology had been lost and a new religious cult – the Shield Church – took over the rule of the planet following the suicide of the AIs who had controlled Neumann.

Today, Neumann is but a shadow of its former self but is still an incredibly productive industrial planet. More than a third of the surface is 'swarm zone', where different evolving breeds of nanotech fight. Visits to the swarm zone are illegal without Shield Church permission but daredevils have been known to try flying or even driving across the warped and shifting zone of chaos. Few survive and none survive unchanged. There are sometimes outbreaks of swarms even in settled areas – a building and everything in it

might suddenly sag and melt but the Shield Church's nanotamers know the correct formulations and combinations to contain any infestation. Visitors are advised to report any stains or moulds discovered immediately, as they could be the leading edge of a hegemonising swarm outbreak.

The Shield Church, led by the Immortal Protector (a semi-mythic figure who is said to reincarnate into every new generation) is the absolute master of the planet. The cult's primary goal is to hold back the swarms, which they do with their own swarms and with the cleansing power of plasma fire. The Church also strictly controls technology on Neumann, ensuring that no new technological development threatens the world.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Labora	0101		B533544-7	Po Ni		Im	G
Belt-9	0202		B000213-E	As Lo Ni Ht		Im	G
Corben	0304	N	B545455-8	Ag Ni		Im	G
Gazulin	0308	IC	AA86887-B	Ri		Im	G
O'Keefe	0309		D879625-7	Ni		Im	G
MacDermont	0401		D200768-8	Va Na	A	Im	G
Junction	0404		B763773-6	Ri		Im	G
Peridot	0405	N	B989894-A	Ri		Im	
Fintor	0407		B440344-7	Po Ni De Lo		Im	G
Bleak	0502	S	C9C6225-9	Ni Lo Fl		Im	G
Iscand	0504	N	B795553-B	Ag Ni		Im	G
Mirage	0509		A560676-A	De Ni Ri		Im	G
Susanawo	0510		D68A430-5	Ni Wa Lt		Im	G
627-301	0603	IRS	E000120-A	As Lo Ni	R	Im	G
Neumann	0705	N	B876AA9-D	In Hi Ht		Im	G
Ploderash	0707		D303696-8	Ic Na Ni Va		Im	



YGGDRASIL

The name 'Yggdrasil' only appears on old charts, such as those used by the IISS. Most natives of the Trojan Reach refer to this subsector by its common name of Floria Sector, for this region is the seat of the Florian League. The Floriani were slow to start expanding, as they only obtained jump technology from a crashed Aslan ship in -225, by which time much of the sector had been explored, claimed and then abandoned by the Sindalian Empire.

The Terra-derived Sindalian names for most of the worlds were retained, hence the slew of planets named after figures from Norse mythology. The desert world of Yggdrasil was the Sindalian capital of the sector and when the Imperium made contact with the Floriani in the 200s, Yggdrasil was returned to its former importance as the primary trade gateway into Florian space.

Most of the inhabited worlds in this subsector are part of the Florian Main, a Jump-1 chain of systems reaching from Ewoiftoil/Nora'a all the way to Dpres and Connaught in Dpres subsector. Travel along the Main is restricted by the Floriani – vessels should register with the League at Yggdrasil or Kabal/Nora'a before jumping along the Main. Ostensibly, this is to prevent piracy, which is an increasing problem because of Aslan raiders, but the true purpose of this policy is to maintain the privacy of the Florian race.

Floria A467942-F

Floria is one of the wonders of the Trojan Reach and attracts tens of thousands of researchers and tourists every year. The Floria



discovered several Ancient installations that were still largely intact and have preserved these ancient technological wonders for display. Travellers gasp in awe at the Seven Towers and ponder silently the primordial mysteries of the Well of Lights.

All the way through a visit to Floria, the traveller is aware of the constant, unobtrusive presence of Barnai administrators and their Feskal servants. If a tourist lingers too long in one section, the Barnai politely suggest he move along to the next designated viewing area. A traveller who tries to step outside the strictly prescribed route is gently herded back to the tourist zones by a hulking Feskal. Visiting Floria is an awe-inspiring experience but a curiously hollow one. You are left with the feeling that you never saw the real plane; that you have missed something.

That is exactly what happened. From the Starport of Welcomes to the approved 'safe' tourist zones to the carefully sanitised Ancient sites, the whole experience is designed to ensure that visitors do not see the real Floria. This planet does not contain a 'few' Ancient relics – the whole of Floria's capital city is one vast Ancient structure. The Florian researchers may 'only' be able to replicate TL15 devices using the Ancient manufacturing complexes and matter synthesisers but there are far more potent machines still functioning in the depths of the city. A teleport grid connects different regions of the city, allowing an individual to step across ten thousand kilometres as easily as he walks across the room. Reactors draw power directly from the fabric of the universe, powering cyclopean machines that the Floriani tend but do not understand. An Ancient warship – sentient and awesomely powerful – slumbers in a dock a hundred kilometres below the surface. It is from this vessel, not any crashed Aslan scout, that the Floriani learned the secrets of Jump.

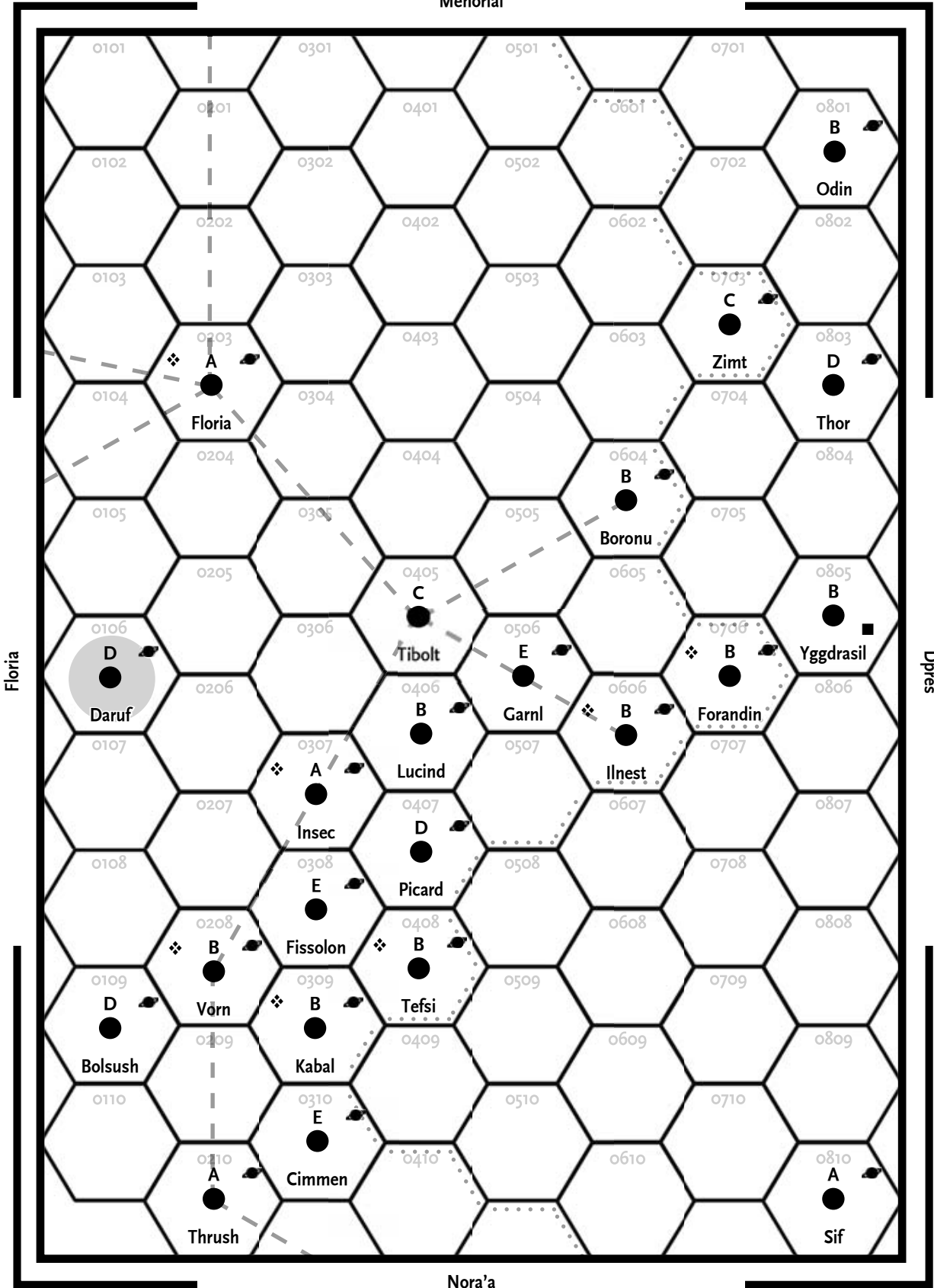
Here, too, are the clone vats where new Floriani are produced, generation after generation formed from an organic soup and carefully spun lattices of synthetic neural fibre. It took the Floriani 300,000 years to uncover a fraction of the secrets of this Ancient city and they know that they have barely begun the work they were made to do. If the other races – Humaniti in any of its myriad forms or worse, the rapacious Vargr or the militant Aslan – found the truth of Floria, then they would try to take it, to conquer it and rip out the Ancient machines without understanding or reverence. The secret of Floria must be preserved at all costs, even the death of every Floriani and the destruction of all their colony worlds.

After all, they are only machines.

Vorn B611640-9

Most worlds in the Florian League have a surprisingly low law level. They do not need law enforcement, as the rate of criminal behaviour among the Floriani is much lower than among other humans. The only breaches of the law on, say, the high-population world of Garnl are caused by visitors. On almost every Florian world, the instinctive

Menorial



Floria

Dpres

Nora'a



caste system of the race where Barnai supervisors and thinkers guide obedient Feskals labourers holds sway.

Vorn is different. Something on this icy, inhospitable rockball interferes with the caste system. The Florian League settled Vorn in 102 but the settlement fell apart within a few weeks as the Feskals rose up and brutally slaughtered their Barnai. The Florians dispatched a military force to pacify the rebels but as any Floriani military force uses Feskals infantry, all this accomplished was handing the rebels a lot of heavily armed troops.

Today, Vorn is an embarrassment to the League. They have to maintain the B-class Highport in orbit, as Vorn sits at the junction of a key jump-2 trade route and a jump-4 Florian x-boat route. However, travel to the surface is forbidden, as the surface is an icy wilderness where savage Feskals overlords rule feral tribes and intruders are hunted down and murdered or enslaved. They torment Barnai for sport in their underground lairs.

Although the Barnai do not dare send further expeditions down to Vorn's surface, they do feel an instinctive responsibility towards the deviant Feskals. Supplies are dropped from orbit on a regular basis and they have occasionally employed outsiders to travel down to the ice world and investigate current conditions. Some environmental factor – a bacterium, a fungus, some quirk of radiation or perhaps even some Ancient device buried in the ice – has caused Florian society to fall apart on this one world and the cause must be found. Some Barnai privately speculate that Vorn was created by the Ancients as a test for the race, that it is a puzzle that can only be solved by the Barnai doing the work themselves, instead of relying on Feskals muscle.

Yggdrasil B3507CD-8

The ruler of Yggdrasil, the Golden Queen, still styles herself Empress of Sindal in Exile and Absolute Despot of the Stars, in addition to

more reasonable titles such as Supreme Goddess Incarnate and the Mother of Water. When the Sindalian Empire fell, one of the rulers fled to Yggdrasil and started the current royal line. For a long time, titles were all that the rulers of Yggdrasil had – the planet is a waterless desert, barely habitable at the poles, where fast-dwindling ice caps provide some water for the famished population.

In Norse myth, Yggdrasil was the world ash, a magic tree that supported the world. The World Ash of Yggdrasil is a space elevator: six thousand kilometres of carbon nanotube and glassteel that rises from a mountain on the equator into orbit. The royal family have their celestial palace on the counterweight atop the elevator. During the Sindalian Empire days, this space elevator and associated highport made Yggdrasil a trade nexus and brought in vast wealth, but few ships visited Yggdrasil for a thousand years.

The Imperium made contact with Yggdrasil in 151, during an Imperial attempt to find a route across the Great Rift but this contact was fleeting and unimportant. The real recontact came two generations later, after the Imperium had encountered the fast-expanding Floriani. The Florians refused to join the Imperium but were willing to entertain trade links. Yggdrasil, with its space elevator and high-capacity (if somewhat decayed) starport was the ideal place to establish a trading post.

While the population of Yggdrasil are strong supporters of this interstellar trade, the royal family of Yggdrasil have grown increasingly disenchanted with the arrangement. They receive far less tax revenue than they anticipated, thanks to the use of flags of convenience by many traders passing through the Reach; furthermore, the distant Imperial court does not pay them the respect they are due – are they not cousin Emperors of like rank, and so why is Yggdrasil treated as an obscure border world in the middle of a moribund sector of space?

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Daruf	0106		D340308-2	Ni Po De Lo Lt	R	Fl	G
Bolsush	0109		D485741-9	Ag Ri		Fl	G
Floria	0203	F	A467942-F	Hi Cp An Ht		Fl	G
Vorn	0208	F	B611640-9	Ic Na Ni		Fl	G
Thrush	0210		A236246-C	Ni Lo Ht		Fl	G
Insec	0307	F	A121542-F	Ni Po		Fl	G
Fissolon	0308		E69A742-9	Wa		Fl	G
Kabal	0309	F	B387147-B	Ni Lo		Fl	G
Cimmen	0310		E7C0140-9	De Lo Ni		Fl	G
Tibolt	0405		C575744-9	Ag		Fl	
Lucind	0406		B860642-9	De Ni Ri		Fl	G
Picard	0407		D679646-9	Ni		Fl	G
Tefsi	0408	F	BA94449-B	Ni		Fl	G
Garnl	0506		E884940-9	Hi		Fl	G
Boronu	0604		B966741-A	Ag Ri Re		Fl	G
Illest	0606	F	B686347-9	Ni Lo		Fl	G
Zimt	0703		C147546-9	Ag Ni		Fl	G
Forandin	0706	F	BA89646-9	Ri Ni		Fl	G
Odin	0801		B20149B-8	Ni Ic Va		Na	G
Thor	0803		D669577-5	Ni Lt		Na	G
Yggdrasil	0805	IC	B3507CD-8	Po De		Cs	
Sif	0810		A765867-7	Ri		Na	G



Dpres

Dpres subsector is an anarchic wasteland. There are a few lightly populated worlds but there are no multi-world confederations or interstellar governments. The coreward end of the sector is dominated by the Trojan Bight, a starless region of space (the term 'Outtrim Void' is also applied to the Bight as well as to the coreward subsectors of the Trojan Reach as a whole). The Bight is a near-impassable region, devoid not only of settled worlds but of stars. The native race of Ttkk tell legends of a time when warring gods 'put out the eyes of night' and fringe scientists have speculated about an Ancient weapon capable of snuffing out a star, and that there might be frozen planets in the Bight that were lost when their star was destroyed.

There are three Imperial client states in Dpres – Gabriel and Dostoevsky both contain research centres, while Dpres itself is an outpost of the Imperium placed to defend shipping and to civilise the subsector. The Gabriel facility specialises in genetic engineering, while Dostoevsky's researchers are exploring an underwater site believed to be of Ancient origin. The government of Dostoevsky are divided on how to deal with the Imperium and the world's long-term status as a client is very much in doubt.

291-540 is an automated starport built to support trade links with the Florian League (291-540's Red travel code refers to the world below, not the starport). The world of Ttkk is shared between human colonists and a native non-human species, also called the Ttkk. These creatures resemble Chirpers and may be a genetically engineered variant of that race. The Ttkk are unlikely to have evolved on this small worldlet but human scientists have failed to find the Ttkk's world of origin. The IISS is considering mounting an expedition to Ttkk and declaring the world a Red zone to safeguard the primitives' culture.

Outside these small Imperial enclaves, the rest of the sector is in a state of near-chaos. The chain of worlds from Janus to Acis – officially the Sindalian Main but also known as the Dustbelt – has been the site of hundreds of minor wars over the last few centuries. These conflicts began when expansionists took hold of Tyr and invaded neighbouring worlds. At the height of their power, the Tyrian Lordships held the entirety of the Dustbelt, as well as Dpres, Connaught and Solaria but then exiles from Acis brought in Aslan mercenaries from the Glorious Empire. The Tyrian Lordships ended in a bloodbath but the ensuing wars continue to this day.

Janus and Sagan in particular have suffered horribly from these conflicts; Janus was nearly depopulated by raiders from Tyr. Currently, Tyr and Acis are the two dominant worlds among these warring states, although the balance of power is being maintained by agents from the Thalassans, covertly supporting one side or the other.

Dpres B631689-A

Dpres is the oldest inhabited world in the subsector and was the capital during the fading days of the Second Imperium and the Sindalian Empire. Since those days, Dpres has suffered terribly. The planet slipped into a minor ice age, sending glaciers rolling down over the once-fertile southern plains and freezing the harbours. The elected government collapsed, taking the electoral system with it, leaving the planet under the control of an unelected bureaucracy dedicated to perpetuating the status quo. Without an effective government, many of

Dpres' naval admirals fled the world. Torrance, Delta Thega and Caldos were all settled by unofficial expeditions from Dpres.

Through it all, the people of Dpres never lost their pride and tried to maintain their reputation as a bastion of civilisation and culture amid chaos. It was especially humiliating, therefore, when Dpres was conquered by invaders from Tyr. The Tyrians held Dpres for over two centuries, during the period known as the Tyrian Lordships. During this time, many of the monuments and art of Dpres, including artefacts from Terra were stolen and brought back to Tyr, where they decorate the palace of the Tyrant of Tyr to this day. The occupation was ended when Acis deployed Aslan mercenaries against the Tyrians, forcing Tyr to pull its ships back from Dpres to defend worlds closer to home.

Fearing another occupation by Tyr, Acis or even the Glorious Empire, the Dpres Continuity Government searched around for allies and eventually negotiated client state status with the Imperium via Gazulin subsector. The coming of the Imperium and the establishment of a small naval base at Dpres was welcomed and seemed to herald a rebirth of Dpres' supremacy over the rest of the subsector. So far, though, Imperial policy has centred around protecting trade routes with the Florian and keeping the Glorious Empire and other Aslan clans in check, not building a new confederacy ruled from Dpres.

Torrance E360256-4

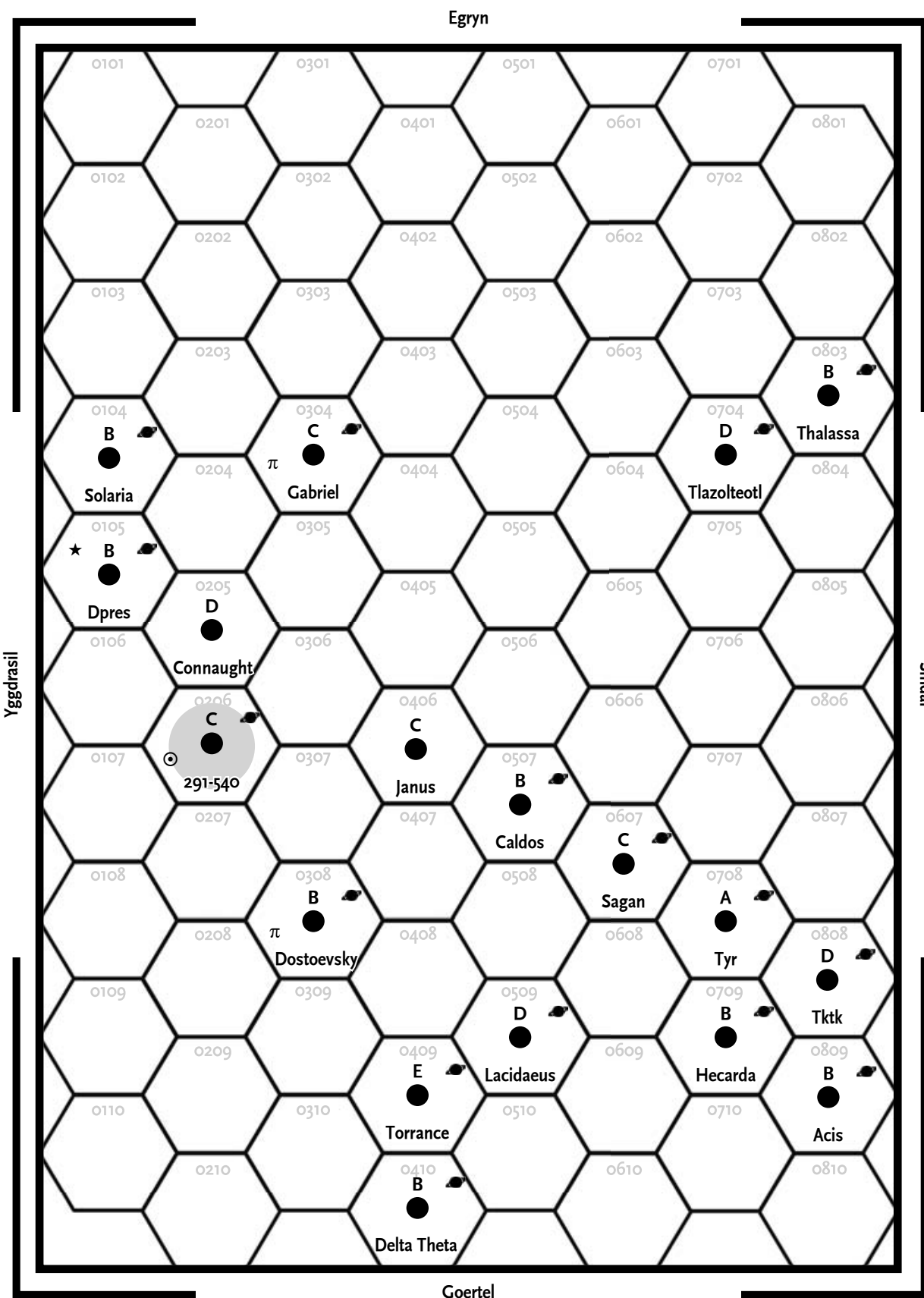
Two hundred years ago, Torrance's star entered a period of intense flare activity. Plumes of flame licked out, incinerating the closest world and searing the world of Torrance. The oceans boiled – not quite literally but rising temperatures and radiation wiped out most life forms, including a species of algae native to Torrance. The rotting remains of the algae poisoned the seas, leaving the planet's water undrinkable without extensive processing. Electromagnetic interference ruined the planet's technological base, destroying their computers and plunging them back into a virtually pre-industrial state.

Other worlds have investigated Torrance and found no survivors. According to most travellers, Torrance is a dead world (and is noted on many charts as 'Peroi', a Sindalian word meaning 'Lost').

Into this chaos came a man now known as Righteous John, who rallied the survivors and led them into underground shelters from the roaring fury of the sun. John is now the absolute ruler of Torrance as he fights to keep as many people alive as possible. He has a still-working spacecraft, an old scout ship from Dpres and plans to launch it to seek out help from other worlds. The solar activity is still so intense that the chances of a ship making it to the hundred-diameter jump limit without suffering severe damage to its sensors are slim but without aid from offworld, Righteous John and his followers will be dead within a year.

Tlazolteotl D5409CD-7

This world was named Burgundy when initially colonised. Most of the colonists were Terrans from various European and Asian countries, as well as humans from second-generation worlds like Mars or the Centauri colonies. There were also a few special-interest groups of a few hundred people each who bought space on the colony ships – fringe religions fleeing persecution, obscure subcultures looking for space to grow, explorers and





adventures and other splinter factions who thought that a new life out on the frontier was preferable to live back in the Rule of Man.

One of these groups was an almost-forgotten band of a few dozen settlers originally from Central America on Terra, who were devotees of the vanished Aztec culture. They intended to build a community modelled on the Aztecs in the jungles of Burgundy and vanished into the thickly forested wilderness of the western continent.

The colony thrived for hundreds of years and was part of the Sindalian Empire until its fall. Then, around fifteen hundred years ago, Burgundy was hit by a double catastrophe. Pro- and anti- Sindalian factions within the Burgundy government went to war and the war quickly went nuclear. Roughly simultaneously, the Burgundy star entered a flare period, scrambling computer systems and causing massive desertification. The planet collapsed into anarchy and the people were open to any authority that could bring order and peace, no matter how strange or cruel.

From out of the jungle came the descendants of the neo-Aztecs. Their population had grown hugely and they were much more adept at using low-technology weapons than the other factions. Within a generation, they were able to pacify the war-torn world and establish a new order on Burgundy, then renamed Tlazolteotl.

Today, Tlazolteotl is a major exporter of low-technology industrial goods to all the worlds of the Sindalian Main. Aztec-inspired culture and art is everywhere – the factories that rise out of the desert sands are more like temples than industrial facilities, stepped pyramids decorated with coiling dragons and leering warriors. Human sacrifice is practised extensively and the government is in the hands of the priest caste. The average citizen of Tlazolteotl knows nothing about the larger universe (history books and educational texts were purged generations ago) and believes that the universe is full of space devils and demons who the priests ward off with their magic. Visitors to Tlazolteotl are advised to land only at the starport/temple – landing elsewhere on the planet is likely to result in bloody murder at the hands of an ignorant mob.

Thalassa B88A889-8

The oceans of Thalassa cover the entire planet – the only dry land is an artificial island bearing the planet's spaceport and a few tiny islands too small to support any sort of civilisation. The Thalassan cities are built on

huge floating platforms of woven reeds, some of which are more than twenty kilometres across and support hundreds of thousands of citizens. Thalassan technology is almost entirely organic – the waterworld is rich in life and the Thalassans have learned to use the alien biosphere to support their agriculture and industry.

One of the chief Thalassan industries is snail farming. The sea-snails of Thalassa have been bred for size and strength and now grow up to six metres in length. Their shells are water-tight and strong as light steel and the Thalassans have developed organic compounds allowing them to cut and bond the shell material much as other cultures cut or weld metal. Various forms of seaweed are cultivated for use as plastics, clothing, food or medicine. There are a few resources that the Thalassans cannot obtain from their watery world – they mine the asteroids and moons for vital metals and trade for other items with other worlds. One key technology that the Thalassans obtained from the world of Neumann was a genetic modification allowing humans to breathe underwater. The amphibious families of Thalassa comprise a special caste, respected but also feared by their fellows.

The Thalassan government is made up of a series of councils, each overseeing a particular aspect of Thalassan society. Membership on a council is given to those best suited to it – a Thalassan is eligible for membership when an opening arises and is given a gruelling series of exams and tests. Only the best and most suited serve on the councils and even being accepted for testing is a huge honour.

The most important council is the Council of Cycles – as the cities of Thalassa drift on the currents at different speeds and in different directions, correctly calculating where each city will be and how it should interact with its neighbours is vital. A city in the doldrums might run low on food, so the Council of Cycles would arrange for food to be transferred along a chain of cities to one which will soon drift near the stranded community. The Council of Cycles effectively specialises in using weather and the mechanics of currents to optimise the planetary economy.

Their experience of anticipating and co-ordinating events has given the Council of Cycles a talent for manipulation and subterfuge that even a Hiver would envy. Thalassa will never be a military power in this war-torn subsector but Thalassan 'envoys' and 'trade representatives' have the ear of every ruler from Dpres to Acis.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Solaria	0104		B665734-8	Ag		Na	G
Dpres	0105	N	B631689-A	Na Ni Po		Cs	G
Connaught	0205		D431153-9	Po Ni Lo		Na	
291-540	0206	IWS	CABA000-0	Ba	R	I	G
Gabriel	0304	IRS	C210100-B	Ni Lo		Cs	G
Dostoevsky	0308	IRS	B678673-A	Ag Ni An		Cs	G
Janus	0406		C375321-7	Ni Lo		Na	
Torrance	0409		E360256-4	De Ni Lo Lt		Na	G
Delta Theta	0410		B701610-9	Ic Na Ni Va		Na	G
Caldos	0507		B630879-6	Na Ni Po De		Na	G
Lacidaeus	0509		D100786-5	Na Ni Va Lt		Na	G
Sagan	0607		C796453-8	Ag Ni		Na	G
Tlazolteotl	0604		D5409CD-7	In Po De Hi		Na	G
Tyr	0608		A551557-B	Ni Po		Na	G
Hecarda	0609		B560332-9	De Ni Lo		Na	G
Thalassa	0803		B88A889-8	Wa Ri		Na	G
Tktk	0808		D142640-7	Po Ni		Na	G
Acis	0809		B885796-A	Ag Ri		Na	G



SINDAL

The upper right corner of Sindal is held by the Imperium, with a naval base at Realgar and trade routes out to Tobia subsector. That section of the subsector is comparatively peaceful, in contrast to the rest of Sindal.

The name comes from the Sindalian Empire, which ruled this sector and those around it for a thousand years during the Long Night. The Sindalians' authority was enforced with the fusion gun and the atomic bomb and it was by the gun, the bomb and the engineered germ that they were destroyed. Remnants of the Empire can be found across the subsector – an automated beacon here, an ancient tradition there, a once-magnificent starport or civic building on a dying world – but the Sindalians have been gone for centuries. The former Empire's seat was at Noricum but that world was blasted back into the dark ages and has yet to recover. The Sindalian Empire haunts this sector like a ghost.

The Sindalian Main (or Dustbelt) continues from Dpres subsector into Sindal, terminating at old Noricum. Few of the worlds along the Main are worth conquering, although raiders from Tyr, Acis or the Glorious Empire are not an uncommon sight in those systems. Rimward, a traveller will encounter the Oghman Clans, a barbaric culture who have reduced Marduk and Borite to pre-spaceflight technology levels through constant raiding, theft of equipment and enslavement of scientists and scholars. On Borite, it is forbidden to write down anything, lest the Oghman Clans decide you are a scholar and steal you away. On Marduk, each island has its own language and there is a cultural taboo against learning the tongue of your neighbours.

The Imperial outpost in this sector is administered from Tobia. A small amount of trade flows through Sindal subsector – traders heading for Aslan space may take a longer route instead of the well-trafficked path across the Borderlands or they can take the J2 route to Floria along the Sindalian main. Most ships avoid the subsector if they have any sense. Tlaiowaha subsector lies just over the border and when the Aslan move coreward again, they will gobble up the warring worlds of this sector in a single bloody feast until they hit the Imperial border.

Ace 1719 E7A08B9-5

According to local tradition, the name of this world stems from an old scout report, describing it as an 'Argon-CO₂ Environment'. The atmosphere is indeed rich in argon and is unbreathable by humans. Storms or cosmic rays excite the gas, resulting in fabulous multicoloured light shows that outshine the sun in their brilliance and beauty. The Sages of Ace interpret these celestial portents and it is said (in Sindal subsector, anyway) that their prophecies are infallible.

Most of the people of Ace, though, never see the heavenly glories of their world. The atmosphere is unbreathable, so the population live in huge habitation domes built centuries ago. The only trade between domes is by tunnel or by the few nomads who possess sealed vehicles. Most of these domes are in a poor state of repair but natural decay is very much a minor problem compared to the threat of raiders from

Tyr. Pirates can hold whole cities to hostage with a single missile. Pay up or the dome gets it and you will be breathing argon.

The ruler of Ace is not a hereditary position – instead, the king is chosen by the sages. The last king was killed when Marga Dome was destroyed by Tyrian raiders. The sages have declared that the next king will be an offworlder and that blessed king will deliver Ace from the threat of raiders.

Noricum D8867BB-1

Land on Noricum today and your spacecraft will scare the sheep. The planet is entirely agrarian and the people live in wooden huts. In the settled regions, you have to look hard for signs of Noricum's imperial past. There are clues – a wall built from chunks of ferrocement instead of stone, an animal pen using strands of plastic cabling, a woman's necklace made from chips of computer memory crystal – but in the settled areas, the people have deliberately tried to bury the past.

Land in the danger zones, in the ruined cities and you will scare only the ghosts. Of course, open your airlock without a vacc suit and you'll be scared for the thirty seconds or so before the viruses infect you. After that, you have a few days of agony before an even more painful death. Over thirty percent of Noricum is considered a death zone, where no living thing dare go. Most of the great structures of the Sindalian Empire were destroyed in the wars that ended it – there are now only radioactive craters where the Imperial Palace and the Ministry of Justice once stood. There are rumours that the treasury of the Empire was moved in the final days before the end and buried somewhere in the catacombs beneath the capital city. No would-be grave robber has ever returned – there are other dangers than viruses in the ruins, such as mutated animals and the last-ditch security systems left by the Sindalians.

The people of Noricum have learned to survive on their blighted world. They eat no meat, as meat is likely to contain toxins. They consume high doses of certain bitter herbs and boil all the water they drink. When a man passes the age of forty, he is sent out into the blighted zones to build a firebreak and keep the ash barriers between the farm and the deadly ruins intact. None survive this ritual but a good man endures for a tenday or more before dying on the far side of the ash fields.

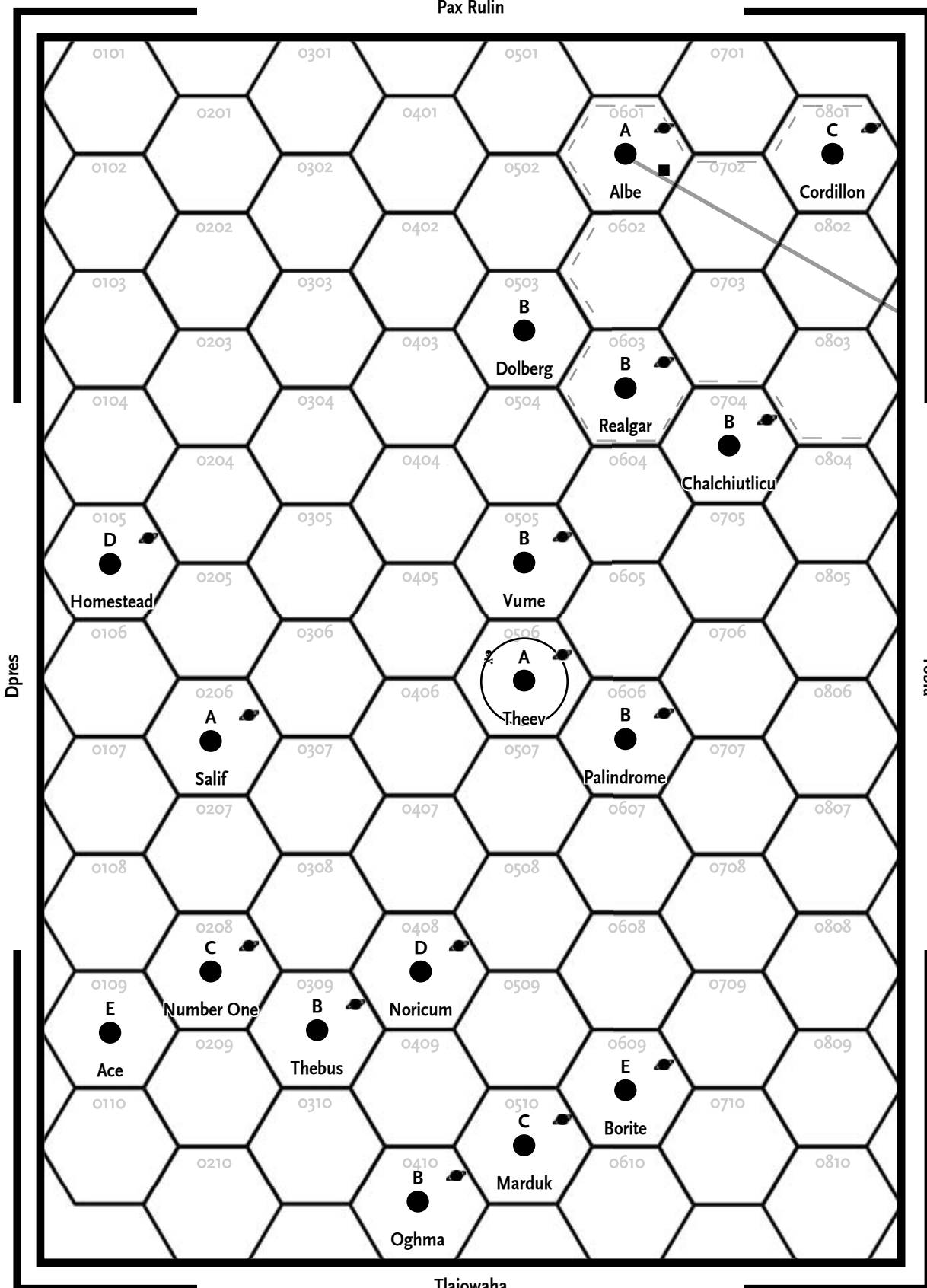
The Emperor of Noricum dwells in a small hut and tends a vegetable garden. His ancestors once ruled a hundred worlds with an iron fist and a hundred miles from his garden there is a statue a hundred metres tall that bears his family features, the face permanently frozen into a cruel sneer. The Emperor of Noricum, though, has a simple smile on his face as he tends his turnips.

Theev A434500-F

Most believe Theev to be a myth. The fabled thieves' port, the pirate's refuge where lawlessness is king and the Imperium's police cutters and patrols cannot reach – some tales place it in District 268, others in the middle of the Great Refit, others in Vargr space. In truth, Theev is quite real and just as lawless and dangerous as the stories claim.



Pax Rulin





The planet is an unremarkable dustball, similar to Mars on a good day. The main urban centre, **Blacksand City**, is built on top of a series of plateaus linked by sealed walkways. Ships are landed out of sight in the chasms between the plateaus; bars and other entertainments are built into the sides of these chasms. Anything and everything is for sale in **Theev** – the city's main business is supplying raiders with weaponry and fencing stolen goods, especially cargoes stolen from traders heading for the **Florian League** or the **Aslan Hierate**. **Theev's** shipyards are infamous, producing advanced models of corsairs and equipping pirate vessels with cutting-edge military-grade weapons.

The city is lawless but the pirate lords who rule it punish those who use excessive violence. Stab some fool in a bar and the body can be dumped down the chasm and forgotten about, but bring anything heavier than a laser pistol to a fight and you will be down that chasm with your throat cut faster than you can say 'my, the pirate lords of **Blacksand City** certainly have efficient assassins working for them'.

Theev's survival is something of a mystery. It is only three parsecs away from the military base at **Realgar**, easily within range of patrols. Any number of **Aslan** warriors has sworn to wipe out that den of thieves and vipers and while most of these are idle boasts, an aggressive **Aslan** could make it across the sector and strike at **Theev**. Then, too, there is the mystery of how **Theev** started and how it is always well stocked with the latest weapons and ship parts. Someone is behind **Theev**, someone who is an enemy of peace and civilisation in the **Trojan Reach**.

Albe A540A98-E

This desert world was originally settled to exploit significant lanthanum deposits. During the **Sindalian Empire**, **Albe** was second only to **Noricum** in terms of power and was its superior in industrial production and financial sway. The **Dukes of Albe** could buy and sell the **Emperors of Sindal**, who were insultingly called the 'Dogs of **Albe**' by some (a reference to the **Dukes'** proclivity to bring down the wrath of the Empire on anyone who crossed them). With more than



two-thirds of the Empire's wealth pouring through Albe's coffers, the planet underwent a disastrous population boom. A dry world that could at most support a few million people safely overshot its carrying capacity. At its peak, the population of Albe was almost one hundred billion.

The greatest disaster to strike Albe was the last duke, known to history as Gorluun the Undying. He reigned from before the start of the last civil war to nearly ten years after its end, a reign of more than eighty years. With the vast power and wealth of Albe, Gorluun might have been able to stave off the collapse of the Sindalian Empire or at least ensure that Albe became the new capital when Noricum fell. Instead, Gorluun vacillated, refusing to commit to any course of action. When the Empire ended, it took with it the trade routes that kept Albe's teeming billions fed and watered.

'Gorluun's Feast', the ten-year period following the fall of Noricum, took the lives of more than fifty billion people. Gorluun himself was devoured by one of the cannibal bands that sacked Albe's capital city. Generations of civil war followed, as Gorluun's heirs fought

over the scraps of power that remained. Eventually, the bureaucracy rose up and put an end to the war. The last heir, Gorluun III, was placed in a stasis field for legal reasons. He is unfrozen once a year for a few minutes, just long enough to sign various documents authorising the bureaucracy to rule in his name for another year.

The reconstruction of Albe took centuries. Through a series of austerity measures, the bureaucrats were able to end the famine while still having negative population growth. They opened up relations with the Imperium, exchanging lanthanum and loyalty for help in rebuilding their space fleet and help in terraforming the nearby Cordillion system. Cordillion, when it is habitable, will be capable of supporting billions of people, relieving some of Albe's crippling population pressure. Hundreds of colony ships equipped with cheap one-shot jump drives wait in orbit for the flood of colonists; thousands more are still under construction. The Imperium expects Albe to be a stabilising influence upon the subsector – exactly what it should have been centuries ago, if Gorluun had acted. His heir was ceremonially unfrozen to swear allegiance to the Emperor a few years ago; his reaction was described as 'somewhat confused' by observers.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Homestead	0105		D560250-6	Ni De Lo		Na	G
Ace	0109		E7A08B9-5	De Lt		Na	
Salif	0206		A6236A6-A	Po Na Ni		Na	G
Number One	0208		C9C6778-7	Fl		Na	G
Thebus	0309		B534320-6	Po Ni Lo		Na	G
Noricum	0408		D8867BB-1	Ag Lt		Na	G
Oghma	0410		B214754-9	Ic		Na	G
Dolberg	0503		BAC889D-B	Fl		Na	
Vume	0505		B100477-C	Ni Va An		Na	G
Theev	0506	P	A434500-F	Na Ni Ht	A	Na	G
Marduk	0510		C377436-3	Ni Lt		Na	G
Albe	0601	IC	A540A98-E	De Hi In Po Ht		I	G
Realgar	0603		B750444-A	De Ni Po		I	G
Palindrome	0606		B433334-B	Po Ni Lo		Na	G
Borite	0609		E655796-4	Ag Lt		Na	G
Chalchiutlicu	0704		B76A787-7	Ri Wa		Na	G
Cordillon	0801		C431210-C	Po Ni Lo Ht		I	G



TOBIA

As far as the Imperial government is concerned, Tobia is the Trojan Reach. Tobia is the ducal seat and holds the sector fleet. The main trade route between the Imperium and the *Ya'soisthea* clans of the Hierate runs through Tobia and the sector has a considerable proportion of high-technology, high-industry worlds. It is also a highly cosmopolitan subsector, with a very large number of non-human citizens. Ayldem is a Droyne-controlled world, while more than 80% of the Hradus population are naturalised Aslan. Walk through the cities of Tobia, New Moscow or Pryme and you can see a half-dozen sentient species on a single street. Unlike Pax Rulin, which perceives itself to be in a constant state of siege, Tobia welcomes traders and visitors from outside the Imperium.

The Duke of Tobia is also Sector Duke and as such has vast influence over the Trojan Reach. In fact, the sector is so isolated from the rest of the Imperium that the Duke of Tobia effectively runs the sector without any advice or guidance from Capital. Tobia subsector nobility are all related, one way or the other, to the ducal family.

The main communication route back to the Imperium runs through Usher subsector in Reft Sector, not through the Spinward Marches. Hundreds of x-boats and naval vessels travel this route every year and two subsectors – Tobia and Gazulin – rely on its security. In recent years, the route has been disrupted several times. First, the Droyne world of Ayldem closed its starport to visitors for unknown reasons, forcing the Imperium to rapidly construct a new class-A port on the unfortunately named Our Planet (the official name of this world is Astrolabe but only clerks in the Scout service actually use it; the builders of the starport then claimed the world as their own and now live there). The Droyne reopened traffic four years later, by which time a revolution on Simok destroyed the former class-A port *there*, along with two megafreighters. There have also been numerous incidents of piracy and smuggling along the route, forcing Tobia to divert more ships to patrolling the Berg cluster instead of the border worlds.

The main trade route with the Hierate runs from Pandora and Wildeman to the aptly named Fist and then to Imisaa, the trader's world. From there, trade diffuses to the other Imperial worlds; half the worlds around Imisaa specialise in repackaging Aslan goods for sale in the Imperium, while the others specialise in stealing from the first half or from traders.

Scaladon AAD98DK-A

Scaladon's oceans are toxic and lethal to human life; the whole human population is clustered into a few rocky plateaus towering above the caustic sea mists. The population density of Scaladon is alarmingly high and some plateaus have collapsed because of the sheer weight of the people and buildings clinging to them. The government of Scaladon is a religious dictatorship. The Chosen have the power of life and death over the people thanks to their mastery of air travel – flying machines are highly restricted on Scaladon and any flying vehicles not controlled or permitted by the priests are shot down by anti-aircraft missiles (every Chosen temple includes a concealed missile launcher). According to the beliefs of the Chosen, God will one day return to take his faithful to Heaven and only those

who dwell on Scaladon will be saved. To live on, or more accurately to clutch the rock of Scaladon for dear life as you teeter above a sea of sulphur, is to be eligible for salvation.

Those who displease the priests are hurled to their death into the sea. Lately, population pressure has forced the Chosen to adopt a new policy – they randomly select people by lottery and throw them off the cliff. Despite these measures, Scaladon's population continues to grow and the amount of inhabitable territory diminishes. There are skyscrapers a thousand floors tall built on plateaus barely fifty metres across, crammed with the devoted faithful.

Empire B679334-C

There is little on this world except the naval base and the settlement that supports it. There are mothballed vessels in orbit of Empire's third moon, officially designated the Trojan Reserve.

The world is a pleasant and fertile one, though, with wide rolling oceans and archipelagos of tropical islands. The administrators of Empire base are actively seeking colonists to settle on this world and retired naval crews are often offered fiefdoms here. This plan serves multiple purposes – it secures the world, gives extra resources to the base and the retired naval officers can crew the mothballed ships in the event of an invasion. It has also had an inadvertent consequence – there is a growing cabal of ex-naval officers on Empire, a circle of veteran officers who are concerned with the threat posed by the Aslan and the chaos of the Trojan Reach. This group of officers, each of whom has a private island and fiefdom on Empire and a sizeable pension, has begun to plot measures to ensure the security of Tobia and the Imperium.

Hradus B54699B-7

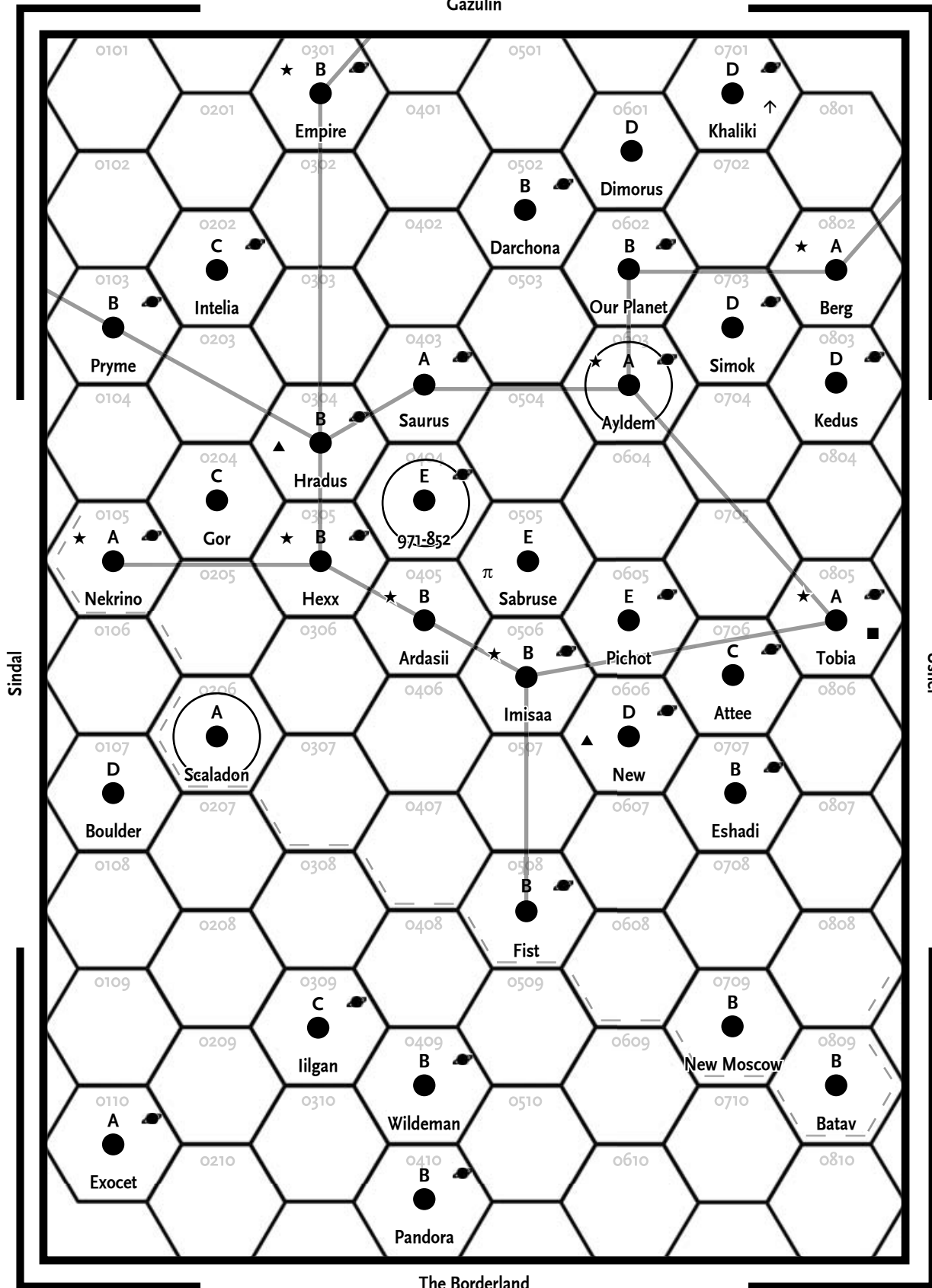
The history of this world begins many centuries ago and hundreds of parsecs away, in the *Uwaralyekose* (Cultural Purge) in the Hierate. The Esuaheakhahryoyulr clan were part of the *tsekho* or Progressive faction; the clan had managed to wean their males away from the obsessive pursuit of territory and instead social standing within the Esuaheakhahryoyulr was based on contribution to the clan's fortunes. It was impossible to completely erase the Aslan territorial urge, so the clan granted fiefs to those who accomplished glorious deeds, not necessarily military ones. When the culture wars turned against the *tsekho*, the Esuaheakhahryoyulr fled the Hierate (breeding the conquerer's instinct out of your warrior population tends to diminish your clan's fighting capability). They crossed the Great Rift and attempted to settle in the *Ya'soisthea* but were repeatedly attacked by the Glorious Empire, forcing them to continue onwards.

Eventually, bloodied and broken, the Esuaheakhahryoyulr reached Hradus. There was a small human population here already, who were willing to negotiate with the Aslan, allowing them to settle the southern continent. Less than a century later, Hradus joined the Imperium.

As Hradus is the world with the highest percentage population of Aslan in the Imperium, several restrictions were placed on its membership for 'security reasons' – there was considerable concern that the whole Esuaheakhahryoyulr clan was a trojan horse and would launch an attack



Gazulin





against the Imperium once settled. Therefore, Hradus' technology is capped at TL7, even though the Esuaheakhahryoyulr have the capacity to produce up to TL12 goods. Similarly, all Esuaheakhahryoyulr vessels must be registered at Tobia and a portion of the clan's military forces are always seconded to the sector fleet.

These restrictions have been in force for almost four hundred years and many citizens feel that the Esuaheakhahryoyulr have proved themselves over and over again. Other worlds with a high non-human population are not so restricted and it was only the paranoia of the Imperium in that era that required the Treaty of Hradus. Esuaheakhahryoyulr Aslan have served both as warriors and spies for the Imperium and their ability to produce Aslan-design ships has been of great use in the past.

Imisaa B520867-6

Called the Trader's World, Imisaa's value comes purely from its location on the main trade route to Aslan space. Convoys or megafreighters returning from the Hierate arrive here and land at the Imisaa's sprawling starport, where they are met by huge crowds of traders, speculators and buyers, howling for rare Aslan goods and exotic merchandise. The crossing to Aslan space is a hazardous one and Imisaa is the last 'safe' stop before leaving the Imperium.

There is nothing outside the starport, apart from a few hermits and smuggler caches. There is no planetary government on Imisaa – the starport administrator is the de facto ruler of the planet.

The Imisaa naval base is a prestigious assignment, one traditionally given to the heir to the Duke of Tobia or another favoured noble. In addition to providing escorts for trade convoys leaving for the Hierate, Imisaa base maintains a squadron of Jump-6 couriers on standby at all times, ready to jump for Tobia and alert the duke in the event of an attack from the wilderness. Another squadron is maintained in readiness at Nekrino and a third is scheduled for deployment by 1110. These three squadrons are called the Border Watch and were installed by a particularly paranoid duke who was convinced that Aslan ships were lurking just over the frontier.

Fist B789430-C

This minor world is the first one encountered by a vessel travelling into Imperial space along the main trade route from the Hierate. Fist itself is an unremarkable world with a comparatively low population and is best known for the asteroids which were moved into position by an eccentric belter several centuries ago. These six nickel-iron asteroids have been sculpted and lasered and are now monuments to Imperial power. A ship heading to refuel at Fistport will pass a sixty-kilometre-wide mural showing the crowning of the first emperor or the launch of the first jump-capable vessel from Vland. A seventh asteroid was sculpted, showing several notable human victories including the Peace of Fthair but was moved into the orbit of another world of the system following complaints by Aslan envoys.

Simok DAA08CC-5

The only reason Simok has not been classified as a Red travel zone is political pressure from the megacorporations and the Tobia dukedom – merchants would be less willing to travel through the Reach if they knew that a world on the key trade route was in the middle of a bloody civil war. For centuries, Simok was ruled by the Simokian Pharaohs, a dynasty that arose after the collapse of the Sindalian Empire. The Pharaohs were part of a long breeding program where the current Pharaoh was mated to the most intelligent, healthy and beautiful members of each generation, chosen by a series of contests. After nearly two thousand years of eugenics, the Pharaohs were high-perfect specimens of humanity – wise, long-lived and handsome.

Unfortunately, the last Pharaoh's consort was a Zhodani agent, sent to subvert the Simokian government (or at least, that is what her enemies at court declared). The consort, Zillah, denied she was a spy and the Pharaoh supported her, sending the army in to seize her accusers' estates. The nobles retaliated by detonating a primitive atomic blast in the desert between the capital and their estates, killing thousands of troops in their horse-drawn tanks (Simok lacks any fossil fuels). Radioactive fallout blanketed the capital; among the casualties of the ensuing riots, fires and starvation was consort Zillah. The heartbroken Pharaoh declared that every one of the traitorous nobles would be slaughtered, along with their followers.

Both sides in the civil war brought in offworld mercenaries, while the Imperium responded to the use of atomics by deploying marines to pacify the region around the starport and restore order. Today, war rages across Simok. The Pharaoh is still alive but rumours abound that he was rendered sterile by the radiation, ending the two-thousand-year dynasty. The nobles are said to be so indebted to their offworld allies that if they win, Simok will become a pawn of another world and everyone is fighting the Imperial 'occupiers'.

The Duke of Tobia has given the various factions another year to sort out their differences. If Simok is still at war at that time, he will send more forces there to end the war. The last thing Tobia subsector needs is a long-burning war close to the jump route back to the Imperium.

Tobia A444A55-F

Tobia! The name should be enough to stir the soul of any patriotic citizen of the Third Imperium.

Tobia! A world-girdling city, where mighty capital ships nestle in docks entirely surrounded by towering skyscrapers, where aliens from a hundred worlds meet to trade and wonder at the strength of Humaniti's Third Imperium! Tobia! Where the ducal palace soars like a glittering second sun over the landscape! Tobia! The bastion of civilisation in the Trojan Reach – not faded Gazulin, clinging to a thin patina of culture to stave off decay and not militaristic Pax Rulin, where the demands of defence override any other activity. Tobia, seat of the duke and the most important world Spinward of Capital.



It is a technologically advanced and highly cosmopolitan world but critics of Tobia say that its culture is egotistical and self-obsessed and that a succession of dukes has squandered the wealth from trade. While Tobia garners trillions of credits every year from taxes and escort fees, much of this money is spent on luxuries or financial investments in the Spinward Marches and other coreward sectors, instead of on maintaining the fleets, expanding the Imperium or civilising the

Trojan Reach. Serious questions have been raised about the readiness of Tobia to hold out against a prolonged siege – especially with the ongoing turmoil around Simok and Ayldem threatening supply routes from deeper in the subsector.

Such concerns seem foolish to many – one needs only to look at the soaring towers and shining fleets orbiting Tobia to see that this world could never fall.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Pryme	0103		B48668B-9	Ag Ni Ri		I	G
Nekrino	0105	N	A788400-C	Ni		I	G
Boulder	0107		D100758-9	Va Na		I	
Exocet	0110		A574126-8	Ni Lo			G
Intelia	0202		C474653-6	Ag Ni		I	G
Gor	0204		C868677-3	Ag Ni Ri		I	
Scaladon	0206		AAD98DK-A	Fl	A	I	
Empire	0301	N	B679334-C	Ni Lo		I	G
Hradus	0304	S	B54699B-7	In Hi		I	G
Hexx	0305	N	B78A577-D	Ni Wa		I	G
Iilgan	0309		C467787-8	Ag Ri			G
Saurus	0403		A350543-B	De Ni Po		I	G
971-852	0404		E78A000-0	Ba	A	I	G
Ardasii	0405	N	B650684-9	Ni De Po		I	
Wildeman	0409		B201674-C	Ic Na Ni Va			G
Pandora	0410		B878313-B	Ni Lo			G
Darchona	0502		B49A742-A	Wa		I	G
Sabruse	0505	IRS	EAC8343-8	Fl Lo Ni		I	
Imisaa	0506	N	B520867-6	Na Po De		I	G
Fist	0508		B789430-C	Ni		I	G
Dimorus	0601		D300755-4	Na Va		I	
Our Planet	0602		B687100-A	Ni Lo		I	G
Ayldem	0603	N	A7407X4-D	Po De	A	I	G
Pichot	0605		E546330-3	Ni Lo		I	G
New	0606	S	D66668A-5	Ri Ni Ag		I	G
Khaliki	0701	IP	D11156B-9	Ic Ni		I	G
Simok	0703		DAA08CC-5	De		I	G
Attee	0706		C7529AE-4	Po Hi		I	G
Eshadi	0707		B431358-E	Ni Po Lo		I	G
New Moscow	0709		B76779A-7	Ag Ri		I	
Berg	0802	N	A675542-B	Ag Ni		I	
Kedus	0803		D867400-3	Ni		I	G
Tobia	0805	N, IC	A444A55-F	In Hi		I	G
Batav	0809		B5A8764-A	Fl An		I	



NORA'A

Nora'a was a battleground subsector until comparatively recently. The region was only infrequently explored and little settled up until around the year 500, when the Aslan of the *Ya'soisthea* expanded into the area, settling the rimward planets. Around the same time, the Glorious Empire pushed into the subsector from Goertal and the nascent Florian League settled several worlds in the coreward quarter. All three factions met at roughly the same time and since then the sector has been wracked by wars. Conflicts break out roughly once every ten years, when enough *ihatei* gather to form an invading army or when a particularly charismatic leader arises in the Glorious Empire. The Florians are rarely the aggressors in these wars and have started only four conflicts in the last six hundred years, all of which were campaigns aimed at recapturing worlds previously lost to the Aslan.

Recently, the Florian League lost two worlds to the Hierate – Aftye was a minor loss but Iryao was uncomfortably close to the Nora'a transit point and the vital route to the industrial base at Vadada. The League was able to conquer the Glorious Empire's planet of Lafkin in the chaotic tangle that historians refer to as the Eahaw Campaign; the Floriani moved in to secure Lafkin as a supply base, then kept it when hostilities ceased. The Glorious Empire has suffered the most casualties in recent wars, losing Yadawao, Eahaw and Woilreawau to the Hierate and – in a horribly shameful episode – ceding the world of Lafkin to the Floriani monkeys. They did manage to retain their rich world of Alirar, their sole remaining clawhold in Nora'a.

The Aslan Hierate hold most of the subsector, although Yadawao and Eahaw are both in peril of being recaptured and Floriani scouts have been chased out of Khteiatloir and even Ewoiftoil.

Several worlds in Nora'a are generally held to be 'prize' worlds, worlds that even the Florian League are willing to fight over. The real prize is Vadada, which is second only to Trossachs in Menorial Sector in production capacity for the League's industry and is the chief shipyard for the Floriani. Other prize worlds include the vast lanthanum deposits on Khtyekt, the 'Floriani breadbasket' at Tanar and Nora'a itself. Hierate scouts have mapped the whole of Florian space and know that the Floriani Main starts at Nora'a. If they can break through the border defences, then the Aslan can gobble up a dozen or more lightly-defended worlds in a matter of months.

Nora'a A485645-9

The first settled world in this subsector is called Nora'a now but has had many names. The Sindalian Empire called it Farhold; after the Sindalian Empire fell, the scant few survivors called it Home for another three centuries before their civilisation fell to Technology Level 1 and they fell into obscurity and the Floriani called it Humboga. It was conquered by the Glorious Empire in 730 and recaptured by the Floriani a century later, who for their own obscure reasons chose not to change the name back again. When Imperial scouts reached this distant subsector, they took this as the name of the subsector for their charts.

Nora'a has several enviable agricultural zones – three major rivers, each of which has a flow of more than 200,000 metres per second (comparable to the Amazon river on Terra), all empty into the ocean in a single massive river delta called the Trident, while the hills of the south are thickly forested with fruit trees. The Floriani have far too few Feskai farmers on Nora'a to fully exploit this bounty, so the League is considering importing more labourers. The Barnai overseers flit from farm to farm using grav platforms.

Nora'a's population is approximately 90% Floriani. Another 5% are Solomani-stock from the Sindalian Empire; these hill tribes lost their technology after the fall of the Empire and survived in a basic agrarian society until the Floriani arrived. These Solomani have been integrated into Florian society and they are treated as Feskals.

The other 5% are Glorious Empire Aslan, left stranded when the League reconquered Nora'a. These warriors fled to the thick jungles along the Kaelca river and have remained there ever since. The Aslan have an approximate TL of 5; they can produce higher-tech equipment but Florian hunter-killer squads have learned to home in on radio emissions and heat sources in the jungle. The stranded Aslan are trapped by the jungle that protects them; any attempts to move outside the shelter of the canopy brings the Floriani down on them within hours. The Floriani have little talent for counter-insurgency warfare and may employ mercenaries to go after the big cats in the jungle...

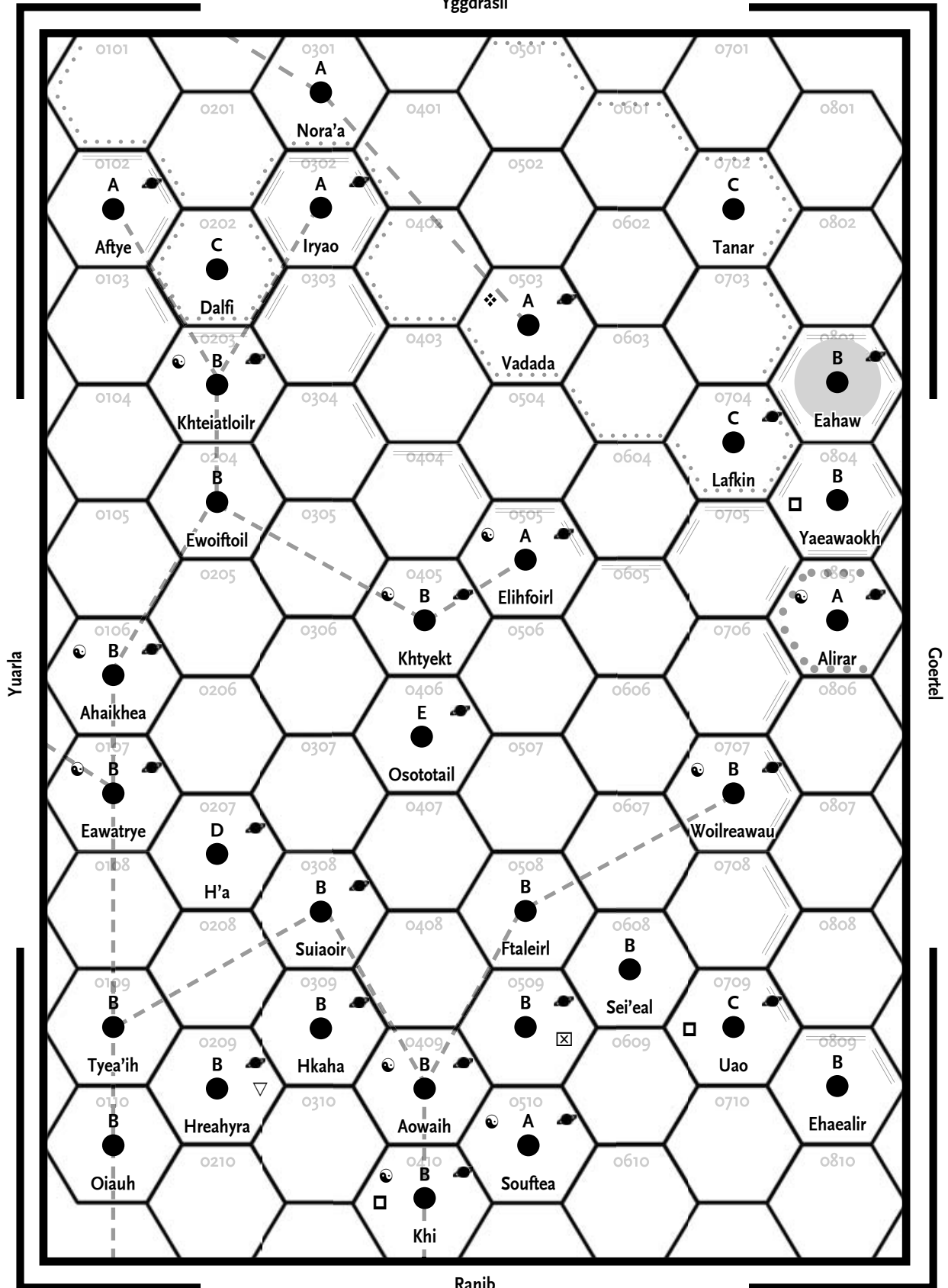
Suiaoir B6513G7-E

With two other dangerous foes in the subsector, the clans dwelling in Nora'a cannot afford to fight open wars against each other. Doing so would sap the strength of the clans and cost the lives of too many valuable males (of course, the clans still fight open wars regularly – one thing the Aslan have never been accused of is common sense). Instead, they fight limited wars and Suiaoir is designated the battleground for Nora'a subsector. The planet has a breathable atmosphere but few other desirable qualities; it has no mineral reserves worth exploiting, the native ecology tops out at fur-dwelling mites and slugs and the few patches of surface water are tainted with heavy metals. As a place to live, Suiaoir is not a good choice.

As a place to blow up, it is a far better one. The permanent population of Suiaoir are all technicians, healers, military observers and *earleatrais* judges (as well as a few outcast salvage teams). Conflicts between clans from all over the *Ya'soisthea* are settled here, on the muddy craters and stony fields of Suiaoir. The support teams can build temporary structures for use as target practice or objectives that must be captured and the topography is varied enough to cope with most styles of combat. Simulated naval engagements can take place in the small asteroid belts nearby.

Suiaoir's tradition of war games has attracted the attention of more than a few Aslan lords. The Suiaoir starport is a known haunt of spies and talent scouts. Some are agents, looking for promising warriors to recruit for mercenary warbands or as commanders. Others are

Yggdrasil





spying on the tactics of enemy clans or watching the troops massing at Suiaoir in case a limited war turns into a surprise attack.

Vadada A410944-F

The skies above Vadada are thronged with starships. This is the core of the Florian navy and while their ship designs are perhaps the ugliest in known space (the phrase 'flying bricks' comes to mind, although bricks have a classic elegance and a lot fewer weird flanges than Florian warships), their technological prowess cannot be denied. The Vadadan shipyards produce virtually all Florian naval vessels and are the only shipyards capable of building their heaviest designs.

Vadada itself is a lumpy world, with a fantastically high iron content, which made it an ideal site for a shipyard. The surface deposits are large enough and of such high quality, that the Floriani employ mobile factories – effectively, cities on tracks that roll across Vadada, scrape away the thin, rusty topsoil and then dig and refine the ore. Some of these city-factories are self-replicating, so Vadada's production capacity is rising quickly and would do so exponentially if the Floriani were willing to use robots instead of Feskals for all labour.

Vadada's moon, Jarno, is almost as large as the planet it orbits and is more properly termed a companion world. The orbital arrangement appears stable in the medium term but projections past a million years show Jarno crashing into Vadada. The Florian League has made arrangements for such an eventuality. Jarno is the site of the Florian Naval Academy. The League has always had trouble with creative thinking and leadership and tends to win wars by vastly superior firepower, superior numbers, or both. The Naval Academy is open to both Feskals and Barnai, although only truly exceptional Feskals can qualify for the classes there. The Academy hires retired naval commanders and other specialists from the Imperium and pays quite astonishingly well, although teaching creativity and tactical flexibility to Barnai is said to be a frustrating experience (again, most similes involve bricks). Lecturers have also reported odd headaches and unexplained cranial scars, although rumours of a long-term Barnai project to harvest Solomani brain tissue and alter their own genome are, of course, nonsense.

The Vadadan Defence Force, a dedicated unit of fast-response interceptors and system defence boats, sees off regular Aslan attacks. Most of these attacks are raids by ambitious *ihatei*, aimed at disrupting supply runs or hitting ships still in drydock. Larger attacks are not uncommon, though, to the extent that the Floriani have prepared a scorched-earth defence policy in the event Vadada falls to the Aslan. All fusion reactors in the industrial belt are rigged

with self-destruct charges and a bank of gravity generators buried beneath Jarno's surface wait to disrupt the delicate orbits of the pair, sending Jarno crashing into Vadada in a matter of years, not millennia.

Oihyeti'he B7797H5-E

Oihyeti'he underwent a period of warming in the last fifty thousand years; its ice caps partially melted, causing a rise in sea level of approximately ten metres. The planet is more than nine-tenths covered in water but many of these seas are very shallow. The Aslan have found evidence that Oihyeti'he was inhabited before they colonised it; in some regions, ruined buildings emerge like weed-covered skeletons from the shallow seas. The previous inhabitants were an advanced humanoid culture, possibly a lost Solomani colony. The Aslan believe that the rising waters drowned the older civilisation, although curious electromagnetic and sonic anomalies in the deep ocean suggest that something may have survived in the watery depths.

Oihyeti'he's largest surviving island, Ui'ila, is the site of the largest *ihatei* encampment in the subsector. Here, more than half a million landless second-sons and their followers gather each year, looking for territories to conquer. Oihyeti'he is situated in the middle of a cluster of worlds and the *ihatei* fleet that musters here is a formidable fighting force. Most of the wars that regularly engulf Nora'a started here.

Alirar A3555HA-C

This world is the last one left to the Glorious Empire in Nora'a Sector and it is a world on the verge of collapse. During the wars, virtually all of the Aslan citizens went off to fight and they died on Lafkin, on Eahaw, on Woilreawau and in the cold of space. Two generations of Aslan died, leaving only the aged, the very young and the infirm behind. They also left behind their human slaves. The Glorious Empire is built on the back of human slave labour and Alirar was no exception. The fields of this agricultural world were tended by slave-monkeys.

During the closing stages of the last war, Hierate forces attacked the cities of Alirar in Open War, which permitted the use of weapons of mass destruction. Alirar's already-limited industrial base was ruined and its population decimated but the casualties were disproportionately high among the urban Aslan compared to the mainly rural human slaves. Once the dust cleared and the war ended, the surviving Aslan of Alirar found themselves vastly outnumbered by their slaves. Of the 900,000 people living on Alirar, less than 10,000 are Aslan.



The Aslan rulers hold onto their domain through brutality and superior technology. Explosive slave collars, pain projectors and gas bombs are standard issue for all Aslan citizens and the excess human slaves have been rounded into concentration camps and may be executed if they cannot be suitably contained. The Aslan have begun gelding slaves to lessen the chance of some charismatic liberator arising to lead a slave revolt.

Worse, they cannot appeal to the rest of the Glorious Empire for help. The Empire was on the verge of abandoning Alirar as a lost cause, until the Alirar leaders proclaimed that not only was Alirar viable but it could serve as an ideal mustering point for another invasion force. Empire ships and warrior hosts have already begun to gather in the system and their numbers will only grow in the months to come. If Alirar's human slaves revolt at the wrong time, then the Glorious Empire's next play for power in this subsector could be its last.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Afye	0102		A8603M3-D	Ni De Lo Ht		As	G
Ahaikhea	0106	R	B4224K3-9	Ag Ni Po		As	G
Eawatrye	0107	R	B8B57K6-C	Fl Ht		As	G
Tyea'ih	0109		B5488M9-E	Ht		As	
Oiauh	0110		B1018L8-E	Na Ic Va Ht		As	
Dalfi	0202		C750345-9	De Po Ni Lo		Fl	
Khteiatloilr	0203	R	B2234J6-C	Ni Po Ht		As	G
Ewoiftoil	0204		B5466K6-A	Ni Ag		As	
H'a	0207		D6574K9-6	Ni		As	G
Hreahrya	0209	ACS	B333AH9-D	Hi Na Po Ht		As	G
Nora'a	0301		A485645-9	Ag Ni Ri		Fl	
Iryao	0302		A5588K8-E	Ht		As	G
Suiaoir	0308		B6513G7-E	Ni Po Lo Ht		As	G
Hkaha	0309		B8976K6-A	Ag Ni		As	G
Khtyekt	0405	R	B2006J5-8	Va Ni Na		As	G
Oсотotail	0406		E5508N7-C	De Po Ht		As	G
Aowaih	0409	R	B5866K7-C	Ag Ni Ri Ht		As	G
Khi	0410	U	B9875N8-C	Ag Ni Ht		As	G
Vadada	0503	F	A410944-F	Hi Na In Ht		Fl	G
Elihfoirl	0505	R	A1532K6-D	Ni Lo Po Ht		As	G
Ftaleirl	0508		B6303JA-6	De Lo Ni Po		As	
Oihyeti'he	0509	AIC	B7797H5-E	Ht		As	G
Souftea	0510	R	A2517K4-D	Po Ht		As	G
Sei'eal	0608		B5108M6-A	Na		As	
Tanar	0702		C787640-9	Ri Ag Ni An		Fl	
Lafkin	0704		C77A846-9	Wa		Fl	G
Woilreawau	0707	R	B1008N5-E	Va Na Ht		As	G
Uao	0709	T	C6A24L6-8	Fl Ni		As	G
Eahaw	0803		B523000-0	Ba	R	As	G
Yaeawaokh	0804	T	B1307LB-E	De Na Po Ht		As	
Alirar	0805	R	A3555HA-C	Ag Ni Ht		Gl	G
Ehaealir	0809		B6365HB-9	Ni		As	



GOERTEL

This subsector has a well-deserved reputation as one of the most dangerous regions of known space. The breakaway Aslan state called the Glorious Empire holds half the subsector and is at war with the other half.

Goertel was originally settled by the Sindalian Empire, who established outposts as far rimward as Keawoaw. The subsector capital was Goertel and was the headquarters of the Sindalian fleet. As the Sindalian Empire slipped into despotism and orbital bombardment, the population of Goertel rose up in protest against government excesses (not to mention the undue taxation needed to maintain the bloated military forces). The ensuing civil war ruined Goertel and forced the Sindalian Emperors to pull their fleets back to Noricum, hastening the decline and fall of the Empire. Goertel was seized by a repressive religious cult, the Church of Nom, who claimed the starport and any remaining space vessels. Interstellar travel was restricted to the church members. The Goertel-subsector colonies were cut off from the rest of the Empire and slowly slipped into decay.

The Tokouea'we clan, one of the earliest Aslan clans to migrate across the Great Rift, expanded out into this region in the 400s by the Imperial Calendar. At the time, they were a minor clan, smarting from a series of defeats back in the Hierate and looking for a new start. Their long-range Jump-4 scouts first discovered the world of Syoakh, which they claimed as their capital. While Syoakh's native population consisted of only a few Chirpers, the generation of *ihatei* who set off from Syoakh found the neighbouring worlds populated by humans – and unlike the resilient humans of the Solomani rim who resisted Aslan conquest, these human worlds were technologically primitive and easy prey. Within a century, the Tokouea'we gobbled up every world from Keawoaw to Asyuh along the spinward half of Goertel subsector. The humans of these worlds were enslaved and this cheap labour fuelled further expansion of the Tokouea'we clan holdings.

More Aslan clans moved into the Trojan Reach and political differences sparked wars between the Tokouea'we and the newcomers. The Tokouea'we rejected the Hierate and declared themselves an independent polity, the Glorious Empire. War engulfed the whole subsector. These conflicts have continued to the present day – there are periods of relative peace and the Glorious Empire has even sent representatives to the *Ya'soisthea* on occasion – but in the period from 650 to 1100, the Glorious Empire spent some 379 of those years at war with either the *Ya'soisthea*, the Florian League or the independent worlds in Dpres subsector.

Currently, the Glorious Empire is in retreat as its economy stagnates (slave labour works very well when you are cultivating crop fields and animal herds but less so when you want your slaves to build Tech Level E warships or program computers). The worlds of Hrahraiu, Hteakya and – disastrously – Hliyh have all been lost to the Hierate in the last decade, while Goertel itself managed to throw off the slaver shackles and is now human-ruled. The human slave population of these captured worlds are treated differently by each 'liberating' clan. On Hliyh, the humans have been offered a place

in Aslan society, although the chances of any of them rising above *awkhea* is slim. On Hteakya, the few thousand humans have been offered the use of a clan colony ship to transport them offworld to any planet within six parsecs. Finally, for the unfortunates on Hrahraiu, the likely outcome will be extermination or at best slavery under a different band of Aslan masters. Coupled with the loss of Tryaoke a generation ago, the Glorious Empire is facing utter annihilation within another twenty years unless it can reverse the tide of fortune.

No major trade routes pass through Goertel. The Glorious Empire trades little with the Hierate and its sole major export is mercenaries, fighting in the wars of the Dustbelt worlds in Dpres. Imperium/Hierate and Imperium/Florian League trade routes generally avoid this wartorn sector.

Agents of the Imperium or independent human worlds may look upon the carnage in Goertel and assume that this infighting means the Aslan will never be a threat – any race that pits clan against clan in endless internal feuds and turf wars can never rally a truly formidable invasion force. In truth, the Goertel wars are not emblematic of Aslan culture; it is the overweening pride and ambition of the Glorious Empire that has divided the subsector and turned the limited wars practiced by the Hierate into devastating open wars.

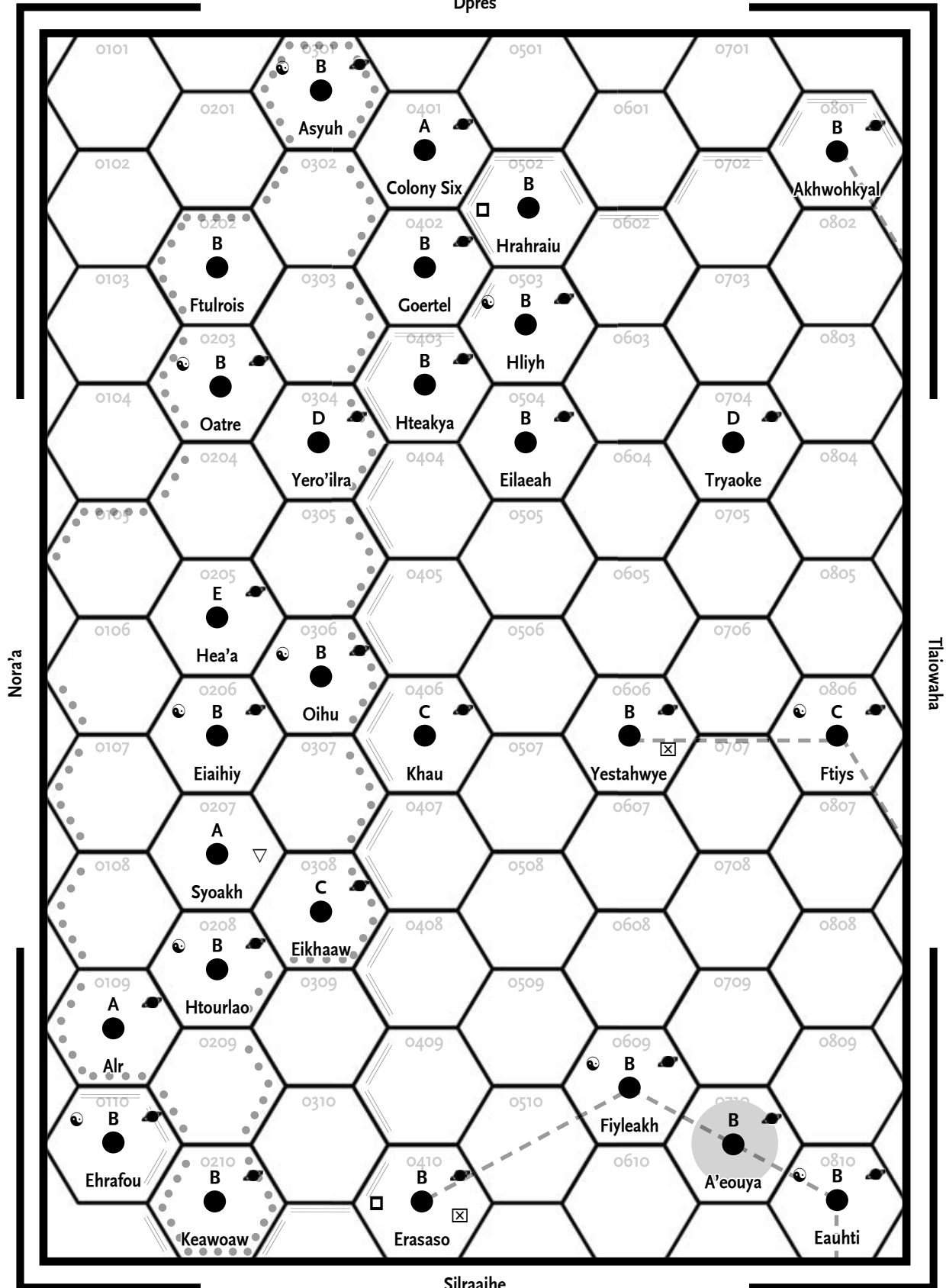
Syoakh A6968MC-C

Or, more properly, *Syoakhkhaokhirtlaeakhhtahyu*, *World of the Most Glorious Empire of Honourable Warriors*. This earth-like world is the capital of the Glorious Empire and is as important to the Aslan of the Empire as Kussyu is to the Hierate. Like Kussyu, land-holdings on Syoakh are considered to be of incalculable worth and only the families highest in the Emperor's esteem may dwell here. The ratio of Aslan to human Syoakh is more than nine to one; the few humans are ceremonial slaves and servants.

Syoakh society is dominated by the government and the military. At the head of the government is, of course, the Grand Emperor. The title is not a hereditary one – any head of a pride may challenge the sitting Emperor to trial by combat but the title has remained within the Earatokouea'we pride for nearly three hundred years. In fact, the Emperor is a puppet controlled by a junta of military officers, who ensure that no prospective challenger (other than a few carefully-vetted sacrifices to maintain the deception) gets close to the Grand Emperor. The current Grand Emperor is a poetic young male named Krial, who spends his days wandering the colossal Grand Golden Palace and pursuing his hobby of archaeology. Krial is an expert on the Sindalian Empire's decline and fall and perhaps he has read his future in the human past.

The surrounding city is mostly taken up with bureaucracy and the machinery of government. The Glorious Empire is absurdly centralised – virtually every non-military decision of note is taken by clerks on Syoakh. This policy, designed to ensure that the Tokouea'we remained united, has limited the growth of the Empire and forced them to maintain a vast fleet of J4 couriers. There are only thirteen worlds in the Glorious Empire but the sheer amount of

Dpres





jump traffic at Syoakh suggests there are thirteen hundred. The city and starport of Syoakh are truly beautiful; one of the best examples of high-Aslan art outside the Hierate, and the Grand Golden Palace itself is testament to what you can do with a few genius artists and architects, an unlimited budget and an army of slaves. Aslan weep at its beauty; humans may weep at the hundreds of thousands who died making it.

The military camps on the outer islands and in orbit are far more important to the running of the Glorious Empire. The military junta rule from a deeply buried fortress under the ocean, cloaked against orbital attacks or meson weapons. The junta know that the Empire is in a precarious position and are frantically plotting ways to deflect the Hierate away from the Glorious Empire. Strategies under review include sparking a conflict between *Ya'soisthea* clans, forcing a war between the Imperium and the Hierate and an overwhelming assault on Vadada in Nora's subsector and turning the Florian warships on the Hierate. A junior faction of officers is agitating for the Glorious Empire to open relations with the Hierate so they can negotiate for limited wars; others are plotting what they will do when the Empire falls.

Colony Six A68A541-D

This colony is, as the name suggests, the sixth of a group of colonies seeded from Terra using sublight drives thousands of years ago. Ark Six suffered damage and was forced to stop here, much earlier

than scheduled. The other five ships continued onwards and are believed to be somewhere in Ziafrplians sector in Zhodani space. The colony vessels were dispatched in -2445, before the Terran development of the jump drive. While traders arriving at Colony Six after its establishment brought jump technology with them, the lack of lanthanum prevented the natives from developing their own jump-capable fleets. Even today, Colony Six has only a handful of jump ships.

The world is entirely covered in ocean, so the inhabitants are divided into three castes. Sea-riders live in raft cities that sail across the world-ocean; they are the most numerous caste and primarily concerned with aquaculture and light industry. Even the planet's starport is on a raft (ships are warned that they must keep their m-drives operational at all times, as the landing pads are unable to sustain the full weight of even a scout ship for long). Wind-riders live on stationary platforms suspended using gravity generators and are the home of the planet's universities, research centres and heavy industry. Finally, the smallest caste is the spacers, who mine asteroids and defend the system against the regular attacks from Aslan or Glorious Empire raiders.

It is perhaps a tragedy that Colony Six never expanded out into the Reach. It is a stable, peaceful and technologically advanced society that could perhaps have counterbalanced some of the violent, disruptive regimes in the sector. As it stands, Colony Six is critically short of resources and will be unable to withstand a concerted attack by any of its militant neighbours.

Goertel B6688DC-6

Goertel is a world with a long and bloody history. It is a world of darkly wooded hills and slate-grey stone cities under a red sky, a world of ghosts and secret passages and paranoia. Settled originally by exiles from the First Imperium (the circumstances of their exile are lost in the mists of history), the original Goertel colony was taken over by Solomani from the Rule of Man and then became part of the Sindalian successor state. Goertel reached its height in this period; it was the headquarters of the Sindalian fleet and the subsector capital. The secret police fortress in the capital city is still, after thousands of years, the most impressive building on the planet.

After the fall of the Empire and the suicide of the last Duchess-Admiral of Goertel, the Church of Nom took over running the planet. The Church, always a bit player in Goertelan politics, had long prepared for such a catastrophe and seized power in a comparatively bloodless coup. One of their first acts was to outlaw space travel and only permit sanctified technicians and ordained priests to serve on starships. The Church is a messianic cult that believes that a divine entity will one day arise from humanity's collective soul and that its ascension can be hastened by fostering psionics. Most priests of the cult have some psionic ability. The church believes that space travel dilutes the collective psychic capacity of humanity and so space voyages are undertaken only when absolutely necessary. The hatred of the space fleet present when the Church took over may be the origin of this belief.



Goertel was conquered by the Glorious Empire in 556 and the Church of Nom was forced underground once more. The Glorious Empire enslaved the populace and abducted many of the psionic priests. Some of the priesthood fled to Delta Theta in Dpres subsector, taking with them several antique Sindalian warships. The Church began prophesying that Nom would arrive soon to deliver the world from the Aslan slavers but for more than five centuries, Goertel groaned under the Aslan yoke.

The world was delivered neither by the exiled space fleet, nor by the coming of Nom, but by the Hierate. Attacks on neighbouring worlds forced the Glorious Empire to concentrate its followers elsewhere, allowing an uprising on Goertel to take hold and overthrow Aslan rule. The return of the old Sindalian fleet – decrepit and outdated but still flying – from Delta Theta reinforced Goertel’s independence. Wisely it is said, Nom moves in mysterious ways.

Tryaoke D5569H8-5

The ultimate disposition of the Tryaokean populace will determine overall Hierate policy towards the human minority of the Glorious Empire. For hundreds of years, the population of Tryaoke was used

as a breeding world for slaves. The Aslan administrators, perhaps inspired by the example of the Florian League’s Feskals, tried to produce a large pool of strong, healthy, tractable humans. These efforts were less than successful, although they did succeed in increasing the population of the world to more than eight billion. The Glorious Empire also succeeded in crushing the spirit of the people of Tryaoke – any scientific talent or curiosity was squashed and any dissent or rebellion resulted in instant death.

The Hierate captured Tryaoke thirty years ago and is still debating what to do with it. It is psychologically impossible for an Aslan’s spirit to be broken – the desire for territory and conquest is too strong – and now they have a world of eight billion broken humans. Other humans have been integrated into Aslan society but they were willing to fight for a place and could be treated as equals or almost-equals. The folk of Tryaoke are primitive, superstitious and conditioned to obey the orders of any Aslan.

Some advocate putting the humans to use as slaves or at least cheap labour. Others believe the Aslan should shepherd Tryaoke towards independence or wipe the planet clean and divide it up into territories.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Alr	0109		A7795K8-B	Ni		Gl	G
Ehrafou	0110	R	B0007KA-E	As Na Ht		As	G
Ftulrois	0202		B4686LA-9	Ag Ni Ri		Gl	
Oatre	0203	R	B5323N6-C	Lo Ni Po Ht		Gl	G
Hea’a	0205		E8402LA-5	Lo Ni De Po Lt		Gl	G
Eiaihiy	0206	R	B5001G2-A	Lo Ni Va		Gl	G
Syoakh	0207	ACS	A6968MC-C	Ht		Gl	
Htourlao	0208	R	B3119H8-E	Ic Na In Hi Ht		Gl	G
Keawoaw	0210		B4304J3-9	De Po Ni		Gl	G
Asyuh	0301	R	B8C32N5-9	Lo Fl Ni		Gl	G
Yero’ilra	0304		D5008N7-B	Va Na		Gl	G
Oihu	0306	R	B3004M4-9	Va Ni		Gl	G
Eikhaaw	0308		C8897NC-9	Ri		Gl	G
Colony Six	0401		A68A541-D	Wa Ni Ht		Na	G
Goertel	0402		B6688DC-6			Na	G
Hteakya	0403		B2234J6-E	Ni Po Ht		As	G
Khau	0406		C6875N8-C	Ag Ni Ht		As	G
Erasaso	0410	T, AIC	B68A1G6-C	Lo Ni Wa Ht		As	G
Hrahraiu	0502	T	B4206LC-D	De Na Po Ni Ht		As	
Hliyh	0503	R	B200AK7-E	Va Na Hi In Ht		As	G
Eilaeah	0504		B8632G7-C	Lo Ni Ht		As	G
Yestahwye	0606	AIC	BAA06M6-C	De Ni Ht		As	G
Fiyleakh	0609	R	B4138MA-D	Ic Na Ht		As	G
Tryaoke	0704		D5569H8-5	Hi Lt		As	G
A’euoya	0710		B950000-0	Ba	R		G
Akhwohkyal	0801		BA956J8-9	Ag Ni An			G
Ftiys	0806	R	C76A3K5-7	Lo Wa Ni			G
Eauhti	0810	R	B5404H9-D	De Ni Po Ht			G



TLAIOWAHA

This subsector was explored by the Tlaiowaha clan, who then ceded most of the worlds here to their vassals, the Ahroay'if. The Ahroay'if control or strongly influence more than a third of the worlds in this subsector. Their power is based on trade and the Ahroay'if have a vested interest in preserving the peace. They strongly support *ihatei* expeditions to settle or conquer worlds along the Hierate/Imperium trade route, as long as such expansions do not interfere with trade.

In the last fifty years, the Ahroay'if have come under increasing pressure from rimward clans, especially the Hkaaiheir. These clans claim that the Ahroay'if have become fat and weak; more concerned with protecting trade links than winning new territory. So far, they have shied away from actually attacking the Ahroay'if, preferring to claim territory on disputed worlds in Aslan space or to raid beyond the borders of the Hierate but pressure is building to conquer the neutral worlds in this subsector.

Solomani scouts also explored this sector and left several small colonies. Many of these worlds were named by a famous explorer, Jona Rhas, a devotee of ancient Terran science-fiction. Most of these colonies were subsumed into the Sindalian Empire and survived comparatively well when that Empire collapsed. There have been conflicts between the human colonies in the past but the arrival of the Aslan Hierate has unified them somewhat, following the loss of Khusai (formerly Banks) and Kteiroa (Stross) to the Hierate. Drinax's king advocates forming an alliance against the Hierate, while the worlds of Pourne, Hilfter and Paal are hoping to either negotiate entry into the Imperium or the Hierate as equal trading partners.

There are two Imperial client states in this sector. Vorito is the local headquarters of the General Development Company and was able to obtain Imperial protection from Deneb. Camoran, by contrast, applied for help from Tobia when the Aslan began attacking it. Camoran's cloak of Imperial protection is a thin one and it is likely that the Imperium will refuse to extend its thirty-year guarantee of Mutual Defence when the treaty comes up for renewal in 1108.

The main trade route from the Imperium runs through this subsector, entering from the Borderlands at Pohl or Herbert and from there onto Tyokh.

Tlaiowaha B1209L4-E

The world of Tlaiowaha is owned by the Tlaiowaha clan. It is not their clan seat, which is hundreds of parsecs away across the Great Rift but it is one of the pillars on which their power rests. Tlaiowaha Anchorage is the largest Aslan military base in the sector and is well positioned to respond to incursions anywhere along the subsector border. There are enough warriors and warships at Tlaiowaha to conquer every world from Vorito to Pax Rulin and the fleets stationed here outnumber those stationed at Pax Rulin and Tobia combined. The Imperial fleet's total displacement is larger than the Tlaiowaha fleet's total displacement but that is cold comfort to Imperial strategic analysts who wake in a cold sweat from the nightmare of an Aslan tide. The system is heavily fortified; in addition to the hundreds of warships and the mighty fortress world of Tlaiowaha itself, the system's asteroid belt has been mined to produce a host of system defence boats and gun satellites. Any vessels arriving in Tlaiowaha without permission are targeted for destruction immediately.

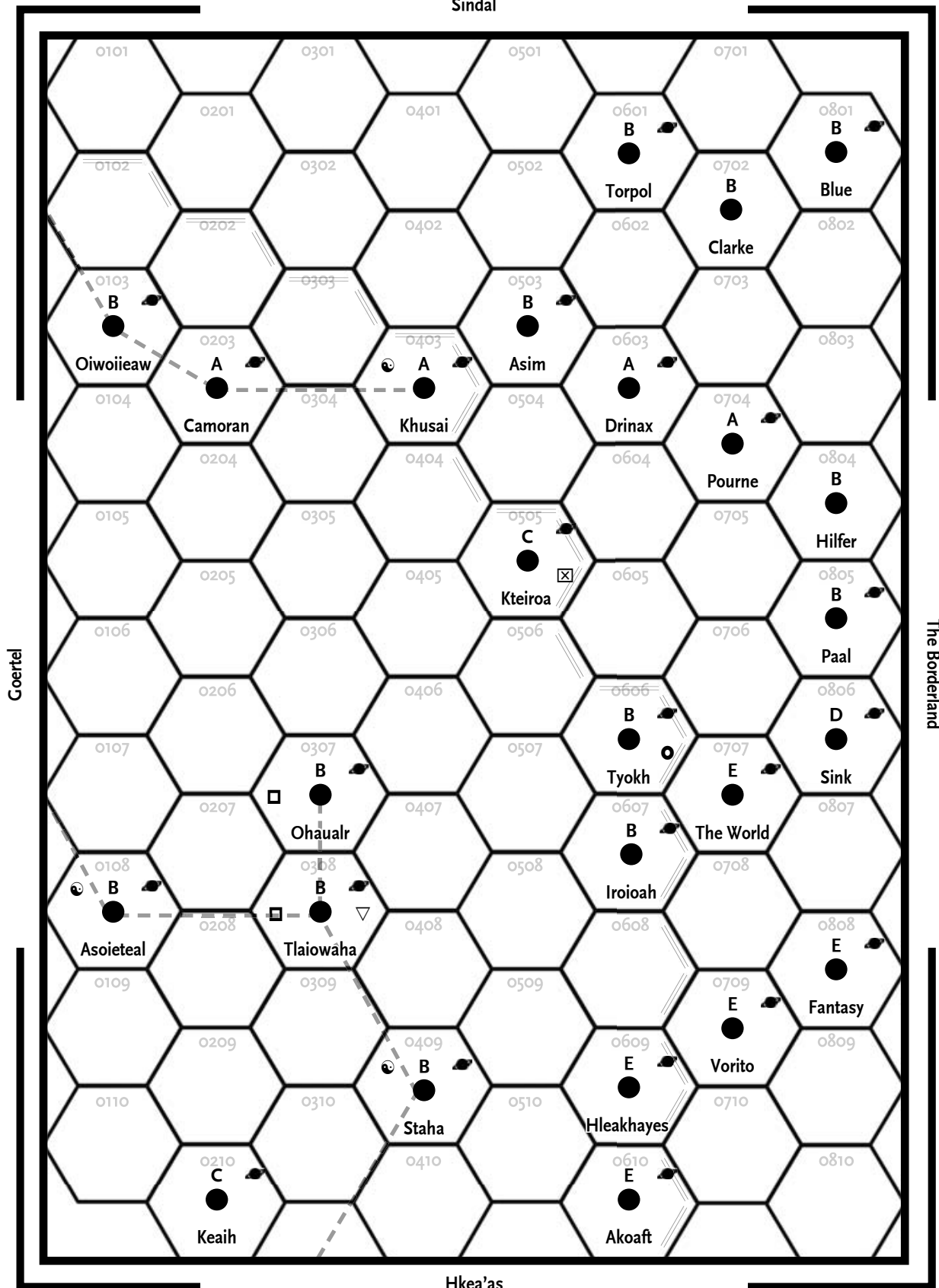
While Tlaiowaha is primarily a military fortress, the Aslan also uses it for state functions. The inner chambers of Tlaiowaha Anchorage are a zone of sybaritic luxury, a labyrinthine palace where holographic projectors make every room appear to be a vast wilderness, where beautiful consorts wait on scented pillows, where gold and iridium and precious stones decorate every surface, where the full grandeur and power of the Aslan Hierate are displayed for all to see. Imperial visitors that the Tlaiowaha wish to impress are invited to the Anchorage.

Kteiroa C4601K4-8

Kteiroa is a cold world, a land of frozen tundra and carbon dioxide glaciers. There are valuable phosphorous deposits in the western wilderness known as Ulkaodhianeak, the Land of White Bones but neither the Terran scouts who first mapped this world, nor the Sindalians who built the starport, nor the Aslan that now hold it bothered to exploit this resource. Today, the port is maintained by a small family of Outcastes and is a haunt of pirates, smugglers and free traders looking for a back door into Hierate space.

In recent years, Kteiroa has seen more traffic from *ihatei* scouts, who use this last Aslan world as a refuelling post before jumping to the human worlds along the border. Five years ago, the world saw a dozen *ihatei* at most; three years ago, a hundred. At high

Sindal





summer this year (when, on a good, sunny day, the temperature crawls to freezing at the equator), more than five hundred *ihatei* and two thousand prospective retainers and mercenaries gathered at Kteiroa. If this trend continues, there will soon be enough militant, landless Aslan at Kteiroa to launch an invasion... Asim is their most likely target but the rulers of Drinax and Pourné should not rest easy.

Drinax A33645C-F

Two hundred years ago, Drinax was the great power in this subsector, second only to the Hierate. The Kings of Drinax ruled over every world from Khusai to Paal and also claimed Torpol, Clarke and Blue. A war between Drinax and the Aslan Hierate put an end to the Kingdom of Drinax. The Drinaxians had marginally higher technology but the Aslan fleet outnumbered them three to one. The war was sparked by an *ihatei* invasion of Asimov but conflict had been brewing for years as the Drinaxians tried to muscle in on the Imperium/Hierate trade.

The war shattered the Kingdom of Drinax. The other worlds had chafed under Drinax rule for years and the Drinaxians had resorted to the tactics of the Sindalian Empire of old, bombing planets to keep them in line. The Hierate returned the favour tenfold – Drinax was nearly glassed by the Ahroay'if.

The only surviving settlement on Drinax was the Royal Palace, which floats above the blasted, lifeless surface on a huge gravity platform. The only survivors were the Royal Family and their servants, courtesans, guards, jesters, technicians, beauticians and other hangers-on. Fortunately, the fabled Hanging Gardens of Drinax could be quickly repurposed to provide food. The Kings of Drinax are much humbler now, although Drinax did launch a successful invasion of the nearby planet of Asim ten years ago, mainly to obtain better food supplies (invasion is perhaps a grandiose term for 'jump over, blast the Asimen from orbit and keep shooting until they give you stuff' – apparently, old habits die hard for Sindalian descendants).

The current King of Drinax is Oleb XVI, an accomplished pugilist and swordsman, infamous for his taste in wine (strong reds), women (ditto) and song (shouted lustily through a megaphone).

Tyokh B466AH7-E

Tyokh is the counterpart of Imisaa in Tobia subsector. Here is where the Imperial ships come in, having made the perilous crossing of

the Borderlands. Tyokh's starport was rated Class-A but it is so overburdened by traffic that it has been dropped by TAS to Class-B. The shipyards there have been refitted into extra freighter berths. Unusually for Aslan colonies, the area around the starport is heavily urbanised and the cityscape could be any world from Deneb to the core worlds. Those expecting an exotic, alien city when they land on their first Aslan world will be disappointed. Once a traveller gets away from the human-dominated starport district, the beauty of Tyokh becomes evident. It is a hot, steamy jungle world for the most part, where the organic curves of Aslan buildings rise lazily above the treeline.

Tyokh is dominated by the Ahroay'if clan, who control roughly sixty percent of the trade. The planet is also shared with half-a-dozen other clans and hundreds of corporations have offices and outposts here. To the Hierate's shame, a criminal organisation called the Rea'a Hrilkhir, an 'Aslan Mafia' of outcasts, also run black markets on Tyokh and are rumoured to have ties to the pirate bands elsewhere in the Reach, especially in Borderlands subsector. The Rea'a Hrilkhir also control the lucrative market in guides and interpreters to Aslan culture; merchants who hire a guide on Tyokh are warned that there is every chance the guide is spying on them.

Akoaft E898000-0

Akoaft is the site of an ongoing struggle between the Ahroay'if and the Hkaaiheir clans. The world itself is a low-resource cesspit with an ecology best described as 'more breeds of slime and mould than you ever dreamed existed' and was never settled by any species. The war here is not for control of Akoaft – instead, it is a proxy war for the nearby Keaih system, currently held by the Htyowao, vassals of the Ahroay'if. The conflict on Akoaft has ground on for four years, with the Hkaaiheir currently holding the upper hand. The Htyowao believe that the war will be lost within another four years and plan to move en masse to another world.

Vorito E595ABB-A

Vorito was originally established as a forward base by the Third Imperium around 500; back then, it was two hundred marines and technicians sitting in a dome, half of them listening for radiation bursts from Aslan scout ships and the other half listening to the winds howling outside in the wilderness. A small colony grew up to service the base and then the General Development Corporation set up an office here. The protection and stability offered by the corporate presence attracted more settlers from the war-torn Kingdom of Drinax and from other worlds in the



Borderlands. Vorito rapidly expanded into a financial centre, a place for human traders to gather on the edge of Aslan space. The Corporation invested in the planet's infrastructure and today thousands of domed cities dot the planet's surface. Increasingly, the government of Vorito and the executives of GeDeCo became intertwined, until the world became a corporate asset. The Governor-General of Vorito is appointed by the GeDeCo board.

Vorito Highport was completed in 991, signalling a new and bold period in the world's participation in Imperium/Hierate trade and in the development of the whole subsector. The Highport was a cutting-edge class A, a Technology Level 15 starport and shipyard capable of building new megafreighters and escorts for the Corporation.

In 1098, terrorists attacked and destroyed Vorito Highport. At the same time, assassins killed sixteen GeDeCo executives, including the Governor-General. Short of the Aslan landing marines on Vorito, there could not have been a clearer declaration of war from the Hierate on GeDeCo. Experts on Aslan culture point out that while the use of assassins and bombs are permissible in a war of assassins, it would be dishonourable to do so without first declaring such a war. Therefore, either GeDeCo received such a declaration and ignored it, or the Aslan do not consider GeDeCo worthy of respect, or the attackers were not Aslan.

The current starport and Technology Level ratings of Vorito reflect the damage done by these surprise assaults – GeDeCo estimates that by 1111, Vorito should be back up to Starport A and TL13.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Oiwioieaw	0103		B7878M7-D	Ri Ht		As	G
Asoieteal	0108	R	B6976J8-A	Ag Ni		As	G
Camoran	0203		A5167A-B	Ni Po		As	G
Keaih	0210		CAA18J7-9	Fl		As	G
Ohauair	0307	T	B4223G8-9	Po Ni Lo		As	G
Tlaiowaha	0308	T, ACS	B1209L4-E	De Hi In Na Po Ht		As	G
Khusai	0403	R	A5766M5-C	Ag Ni Ht		As	G
Staha	0409	R	B7554K6-E	Ni Ht		As	G
Asim	0503		B867564-6	Ag Ni		As	G
Kteiroa	0505	AIC	C4601K4-8	De Lo Ni		As	
Torpol	0601		B55A77A-8	Wa		Na	G
Drinax	0603		A33645C-F	Ni Ht		Na	G
Tyokh	0606	ACF	B466AH7-E	Hi Ht		As	G
Iroioah	0607		B6301G3-E	De Po Ni Lo Ht		As	G
Hleakhayes	0609		E4434KB-A	Po Ni		As	G
Akoaft	0610		E898000-0	Ba	R	As	G
Clarke	0702		B899753-8			Na	
Pourne	0704		A9B2887-A	Fl		Na	G
The World	0707		E100551-6	In Ni Va		Na	G
Vorito	0709		E595ABB-A	In Hi		Cs	G
Blue	0801		B443487-C	Po Ni Ht		Na	G
Hilfer	0804		BA5077A-6	De Po		Na	
Paal	0805		B564679-6	Ag Ni Ri		Na	G
Sink	0806		D665220-5	Ni Lo Lt		Na	G
Fantasy	0808		E788400-2	Ni Lt		Na	G



THE BORDERLAND

The Borderland subsector has grown vastly in importance in the last five hundred years. Once a backwater in a backwater, Borderland was virtually ignored by the old empires. The Vilani bypassed it entirely; the Terrans dropped a few colonies along the way but never really developed it and while the Sindalian Empire claimed the whole subsector as part of their domain, they never explored further than Byrni.

The Borderland was left, in the words of one scout, to fester. All sorts of bizarre rumours swirled around this sector during the Long Night and the early days of the Imperium. Some claimed that the proximity of the Great Rift, of parsec upon parsec of empty space drives travellers insane. Others insisted that a great pirate king had his base in the Borderland or that a mysterious alien race held sway over a number of worlds here or that jump travel was especially unreliable and hazardous here. This last one may have some truth to it – there is a noticeably higher rate of misjumps in the Borderland than elsewhere and Imperium scouts put this down to poor-quality fuel. The establishment of a chain of Class-A starports with first-rate refineries should put an end to this phenomenon.

The opening of trade between the Aslan Hierate and the Third Imperium transformed the Borderland. The chain of worlds between Tobia and Tlaiowaha subsectors became instantly of great strategic and commercial value. The 'Borderlands rush' of the 500s brought free traders, con artists, miners, developers and pirates flocking to the subsector. Ironically, raids on shipping by both Aslan and human rogues nearly put an end to the good times but increased Imperial escorts and Aslan punitive raids helped lend confidence to the megacorporations once more.

Chief among these megacorporations is the General Development Corporation. While GeDeCo has interests across the Trojan Reach, in Borderland it is a player on par with the Imperium or the Hierate and GeDeCo executives are treated as lords here. GeDeCo established many of the new colonies here and drove the pirates into the wilderness once more. GeDeCo's headquarters is on Vorito, in Tlaiowaha subsector and perilously close to the Hierate but they have major facilities on Tech-World, Tanith, Acrid, Argona, Byrni and Falkenberg.

The Imperial/Hierate trade route runs from Tobia subsector through Cordan or Acrid, to Tech-World and then onto Byrni. Jump-2 vessels must detour through Argon and Sperle before making a perilous stop-over at Ergo and harvesting fuel from the local gas giant.

Byrni B955699-6

Byrni was established by the Sindalians as a watch-post and naval depot. At that time, the Empire was threatened by raiders and barbarians from the trailing stars, so Byrni was a major strategic assignment. A strong tradition of military service was established and the Knights of Byrni were considered the most loyal and honourable soldiers in the service of Noricum. As the Sindalian Empire decayed,

the warships at Byrni were called home one by one, leaving only a small garrison without the capacity to maintain its technology or build new ships. Nonetheless, the Byrni endured, keeping their system defence boats flying with increasingly elaborate patches and jury-rigged electronics.

When the Imperium recontacted Byrni in 329, their scoutships were challenged to stand down 'in the name of the Emperor of Sindal'. Byrni's garrison had stayed loyal for more than 800 years. Once the Byrni were appraised of the state of the rest of the sector and the fall of Noricum, they declared independence from an Empire that no longer existed and set about finding a new place for themselves in the galaxy.

Over a third of the Byrni population today are Aslan – elements of the Hkaaiheir clan settled there with the permission of the Byrni and the Byrni are considered honourable humans by the Aslan. The Hierate's military culture of duty and honour appeals to the dutiful Byrni and having a human world as a trading post on the main Imperium/Hierate convoy route helps the Hkaaiheir undercut the Ahroay'if's trade monopoly.

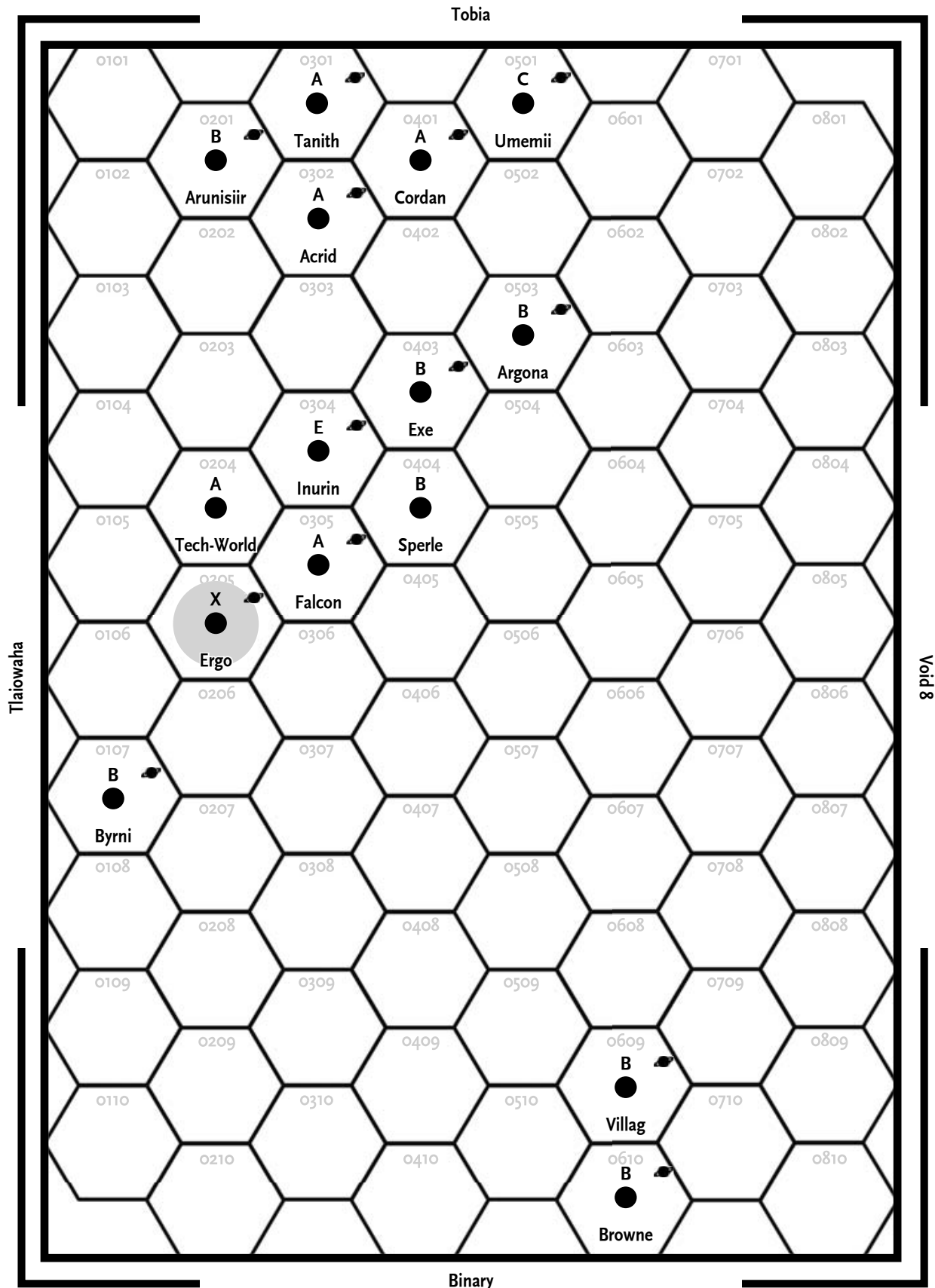
In modern times, one of the chief Byrni occupations has been pirate hunting. The world is one of those heavily invested in by GeDeCo and the corporation has provided a small squadron of jump-capable pirate hunter vessels to the Byrni. After two thousand years of service, the Byrni are once more defending civilisation in the Trojan Reach.

Arunisiir B776530-6

Arunisiir was seized by an ambitious *ihatei* and his band of followers in 809. The Aslan stormed the capital city, easily defeating the planet's poorly equipped armed forces and executing the government from the Prefect of Amalgo (the planet's original name) on down to the police captains. However, as the Aslan began pacifying the outer towns, a lucky shot from a revolutionary killed the *ihatei* leader of the invasion.

Without a unifying leader, the invading Aslan began to squabble among themselves. The invading force broke up into two-dozen factions, each of which was forced to ally themselves with the defeated humans in order to maintain their strength. The Aslan warriors recruited humans as both footsoldiers and aides and after a generation, the aides were effectively running the Aslan domains, with the Aslan relegated to the roles of figureheads and technicians.

Today, the ruling caste of Arunisiir are the human adjuncts to the Aslan. There are less than a dozen Aslan families left on Arunisiir and they are kept for the most part as pampered pets and symbolic rulers. The Aslan have retained some of their technological sophistication and Arunisiir is capable of producing a very limited amount of TL12 equipment. In addition to the Aslan figureheads and their oligarch servants, the other major political faction on Arunisiir





is the People's League, a revolutionary group dedicated to driving the invaders offworld. The League is opposed more strenuously by the oligarchs than by the Aslan.

Tech-World A455154-F

The first colony here – a Solomani outpost – was destroyed by the Sindalian Empire's Punitive Armada. The world lay empty for hundreds of years, until the GeDeCo funded the construction of a starport here to encourage Imperium-Hierate trade through the Borderlands. To reduce the costs of constructing the starport, they contracted with renegades from the technologically advanced world of Neumann in Gazulin subsector. While the world of Neumann has the highest level of technology of any world in the whole sector, its use is heavily restricted by the Shield Church. The heretics were eager to take GeDeCo's offer of a world of their own and funding to develop their science.

The human population of Tech-world is around four thousand. The robot population is around a million and rising, depending on how one tallies distributed-intelligence computer with numerous slave bodies. Experiments in using nanotechnology, cloning and other technologies of questionable legality are ongoing and Tech-World is attracting increasing numbers of researchers who wish to pursue lines of inquiry not permitted in the Imperium. GeDeCo refuses to put pressure on the Tech-World rulers to rein in their scientific experimentation, claiming that its contract with the Tech-World government begins and ends with the starport.

The Tech-World starport is a minor wonder of the subsector – the starport is a huge black ovoid that reconfigures itself dynamically to cope with rising or falling traffic. The interior walls are actually curtains of a 'smart' bioplastic that can move and reshape themselves to create larger or smaller landing bays and warehousing. Every visitor is assigned a guide robot programmed to their needs and security is assured by keying everything to the user's genetic code.

Ergo X767500-0

Ergo is a great failure of the General Development Company. In 800, Ergo was a relatively prosperous TL7 world; primitive, feudal and insular, certainly but much more stable than many of the other worlds in this sector. The Council of Barons had even successfully driven off bands of raiders from Sindal subsector using primitive atomic missiles and was experimenting with redeveloping jump technology.

GeDeCo contacted the world in 802, offering to help fund the construction of a starport. The Council of Barons agreed to the proposal and construction started immediately on a new Class-A port. As the new structure neared completion, the Barons began to squabble over trade and tax revenues. The dispute escalated until it turned into open war. The Council of Barons dissolved into a handful of warring feudal states. One of the earliest attacks destroyed the starport, forcing GeDeCo to look elsewhere for a transit port (they eventually established Tech-World).

The Ergo war lasted more than a century and ended when a famine swept over the planet. The population dropped by more than nine-tenths in a combination of starvation and nuclear winter. The civilised area of Ergo is now a small region surrounding the ruins of the starport, ruled by a largely ineffectual Council of Barons who still dream of vast wealth from space traffic and plot to somehow rebuild the port. The rest of the planet is a hostile mix of radioactive wasteland, cannibal tribes and pirate bases.

Argona B612586-9

Argona is a mining colony established by the PRQ corporation. More than three-quarters of the planet is covered in thick glaciers, so the miners bore down through the ice using hot-drill vehicles or orbital mirrors to reach the mineral deposits. In addition to zuchai crystals and other gemstones, Argona has significant copper, tungsten, uranium and platinum deposits. A whole colony has grown up in the tunnel networks under the glaciers, administered by a board of trustees nominated by both the miners' union and the corporations. Argona has a strong tradition of industrial action; during the infamous Strike of '38, miners using hot-drillers collapsed part of a glacier on top of an executive transport ship, trapping the corporate executives there until they agreed to negotiate.

The approach to Argona's starport is a harrowing one. The port is located in a huge artificial ice cavern some two hundred metres below the surface. Approaching ships must fight their way through the near-constant hurricanes and blizzards, then navigate down the right chasm in the ice and finally fly down a narrow borehole barely wider than the ship's beam.

At the starport, visitors can hire a hot-borer and go prospecting. The glaciers block conventional prospecting methods such as satellite scans, so the only way to find new mineral deposits is to bore through the ice and collect samples. A lucky borer might make



his fortune by finding a vein of uranium or platinum-bearing rock beneath the ice. There are stories of strange monsters living under the glaciers, of ruined structures from some primordial civilisation and of zuchai crystal deposits of incredible size and value but most of these stories are just fables spun by drunken miners to impress greenhorns at the starport. There are no ice worms and certainly tales of a giant crystal called the Eye of Argona must be purest fantasy.

Browne B750A96-9

Its isolated position on the edge of the Great Rift makes Browne a singularly unlikely place for a colony, especially a colony of some thirty billion people. A heavy scout from the First Imperium misjumped, stranding it here thousands of years ago. The scout could not be repaired, so its crew decided to land and settle the desert world. Fortunately, the commander of the scout ship was a singularly intelligent and far-sighted woman who realised that they would have to immediately plan for the long term. She set up a policy

of information transfer, ensuring that the scientific knowledge of the group would not be lost even though they had no industrial base to work from and make water rationing part of the new civilisation from the moment of landing (the scoutship's fuel purifiers were adapted to produce potable water). They also began broadcasting a distress call, knowing that it would take decades for the signal to be detected.

No rescue ever came. The colony was left alone throughout the entirety of the Second Imperium and the Long Night. They did manage to settle the neighbouring system of Villag using sublight ships but other attempts to colonise worlds or reach civilised space all failed. Browne was recontacted only in 354, by which time the descendants of those fifteen scouts numbered more than fifteen billion. The system is too far away for most trade ships to reach it but J5 couriers do bring vitally needed items to the teeming masses of Browne.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Byrni	0107		B955699-6	Ag Ni		Na	G
Arunisiir	0201		B776530-6	Ag Ni		Na	G
Tech-World	0204		A455154-F	Ni Lo Ht		Na	
Ergo	0205		X767500-0	Ag Ni Lt	R	Na	G
Tanith	0301		A589342-B	Ni Lo		Na	G
Acrid	0302		AAC1388-D	Fl Lo Ni Ht		Na	G
Inurin	0304		E668776-5	Ag Ri Lt		Na	G
Falcon	0305		A158448-D	Ni Ht		Na	G
Cordan	0401		A895347-9	Ni Lo		Na	G
Exe	0403		B300101-A	Ni Va Lo		Na	G
Sperle	0404		BA8A76A-7	Ri Wa		Na	
Umemii	0501		C521877-6	Na Po		Na	G
Argona	0503		B612586-9	Ic Ni		Na	G
Villag	0609		B100634-8	Na Ni Va		Na	G
Browne	0610		B750A96-9	De Hi In Po		Na	G



RANIB

Ranib subsector is entirely controlled by the Aslan Hierate. The subsector can be divided broadly into two regions. The spinward area dominated by *tsekho* clans, clans whose culture or practices are at odds with the orthodox culture of the *tlaukhu*. Many of these lesser clans were caught between the second wave of settlers from the Hierate (backed by the victorious *Tlaukhu*) and the expanding Florian League. The spinward section of Ranib is dangerous territory for the unwary traveller, as both cultural differences and frequent minor wars can pose a threat.

The trailing zone worlds from Isyewekh to Stohys are more closely associated with the nearby sector of Silraaihe and are ruled by 'traditionalist' Aslan. Many of the worlds here have strong ties back to the old Hierate; Ranib subsector is known as a hotbed of political intrigue and clan manoeuvring.

Between the two areas is a dangerous no-clans-land, where territories regularly change hands.

The oldest Aslan colonies in the Trojan Reach are here in Ranib. The subsector is only seven parsecs from the world of Aulryakh, where the Jump-5 route across the Great Rift ends.

Ftyewirl B4564LA-E

Arriving at Ftyewirl is a confusing experience for pilots who do not know the system. Jump in and you can clearly see the dot of the mainworld on your screen – but the beacon from the starport is located millions of kilometres out. Ftyewirl Port orbits the fourth planet in the system, an uninhabited ocean world rich in hydrogen. Most ships dock at the port, refuel and jump out again without ever visiting the inhabited third planet.

Approaching Ftyewirl itself is perilous. The planet is located in the middle of an asteroid belt (technically, it is passing through an asteroid belt that formed hundreds of thousands of years ago in a cataclysmic collision between two larger moonlets; most of the larger rocks have long since fallen to Ftyewirl but there are still plenty of smaller objects that present a hazard to navigation), so pilots must be extremely cautious. There are approach lanes that are mostly clear but pilots are still advised to approach Ftyewirl at low speed.

The planet bears the scars of millennia of pummelling. Huge craters scar all three continents; life within a kilometre of the seashore is rare and fragile because of repeated tsunami and the atmosphere is thick with dust. At night, the sky lights up as millions of meteorites streak through the upper atmosphere. The colony of some fifty thousand Aslan dwell in sheltered valleys, underground bunkers or in a city protected by computer-controlled repulsors. The colony is owned by the Syoisuis clan, who value their privacy. Other clans suspect Ftyewirl as being a secret training camp for Syoisuis spies. Visitors are discouraged.

The planet has several mines, where the Aslan excavate deeply buried iridium-rich meteors. The settlers also practise limited agriculture and light industry.

Yekhtia B2233H6-B

This small world was originally settled as a transit point for J2 ships moving from Aehahr to the 'renegade worlds' of the coreward cluster; an underground starport was built around the year 0 of the Imperium, with access via the south polar region. The planet circles around its star remarkably quickly, with a year of just fifty-two days. The surface temperature on Yekhtia exceeds 400° Kelvin during the day, making the surface almost uninhabitable.

However, several hundred Aslan do live on the surface of this seared planet. Two centuries ago, an Aslan noble was driven off his territory by a young upstart. The noble, Ktolaihuihouftairl, was stupendously wealthy thanks to trade but had grown fat and lazy. Rather than attempt to reconquer his territory or find a new domain, he retreated to another of his holdings – Yekhtia.

The Aslan do not consider underground bases to be valuable territory. A warrior must be able to look out over his domain, to run through it, to chase prey across a landscape that echoes the open plains of Kusyu where the Aslan evolved. Hostile worlds may force the Aslan to burrow underground like *yoois* (meat-worms, a reducer invertebrate common to Kusyu) but a lord does not live in a hole. He strides across open terrain and knows that everything from where he stands to the far horizon is his and his alone. Therefore, Ktolaihuihouftairl could not claim his old social standing based on the underground base at Yekhtia.

Fifty kilometres away from the starport, Ktolaihuihouftairl discovered a wide crater left by some ancient asteroid impact. His engineers covered the crater with a tent of highly reflective foil and sealed the edges. The foil reflected most of the sunlight and insulated the valley. Over the course of a decade, the engineers were able to make the environment within the crater viable for supporting Aslan life and the crater was wide enough to count as surface terrain. Ktolaihuihouftairl could once again stand tall beside his fellow nobles.

Since those days, another five thousand square kilometres of Yekhtia's surface has been tented. The tent material is strong enough to hold in a thin atmosphere and can heal small cuts and holes automatically but the inhabitants are extremely paranoid about any damage to their home. Therefore, visitors to Yekhtia are asked not to bring any knives or blades out of the starport and Aslan are expected to bind their dewclaws down to ensure a hot-blooded argument does not result in a lethal tear.

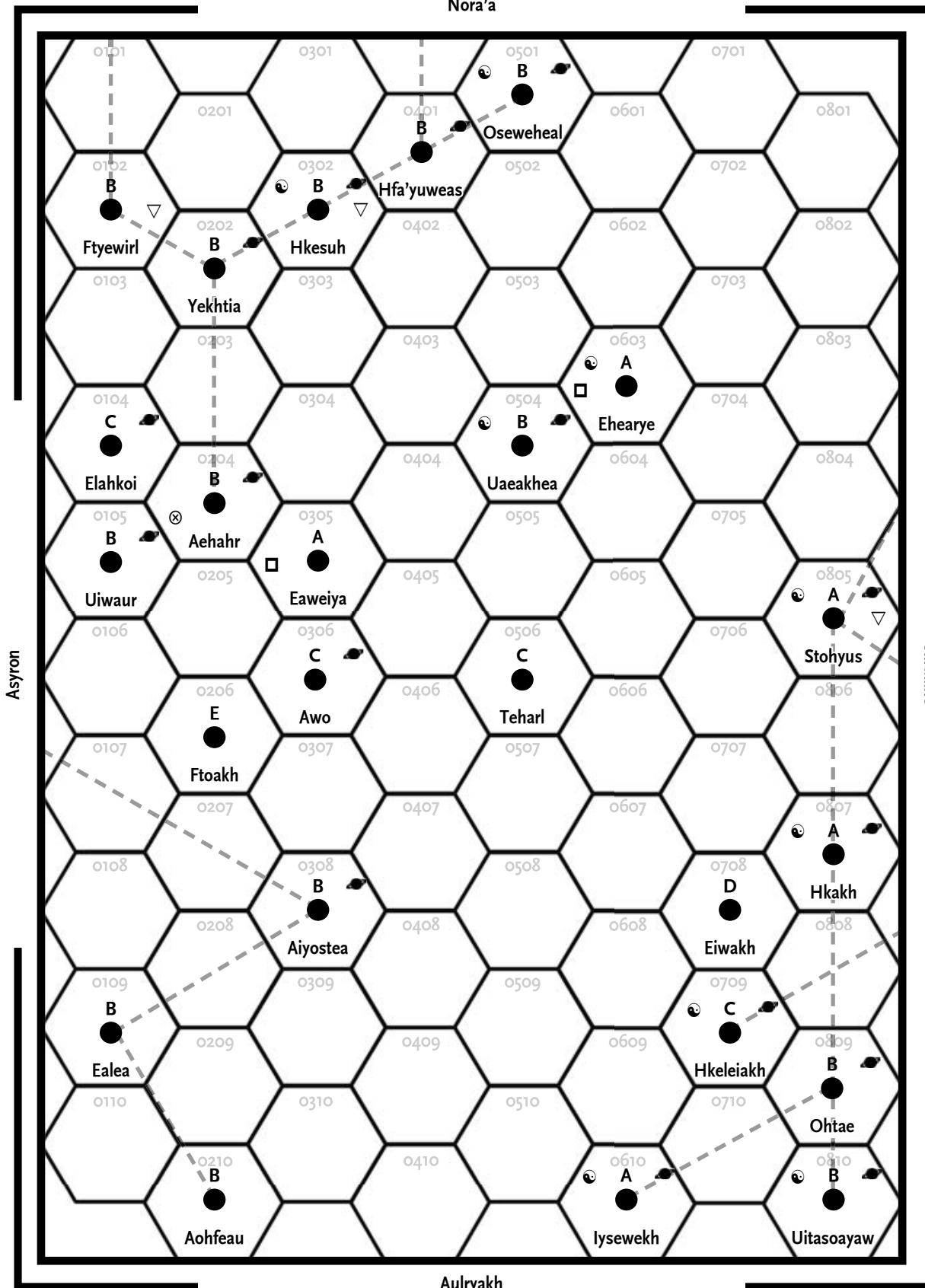
Aehahr B1004M9-C

This world is owned by a vassal clan of the Khaukhearl, the Khtiatiyeea. The starport is located on the airless moon of a gas giant named Hlaifeyaher (*The Eye That Watches Over Deeds of Glory*) by the Aslan and is a minor port used mainly by ships travelling on to Nora's subsector.

Aehahr is best known for the neutral research facility established by the Khtiatiyeea in 704. The facility consists of a cluster of structures on the moon as well as several orbital factories and research stations and has a population of some thirty thousand scientists drawn from all over



Nora'a





the Hierate. The best Aslan students compete for the prize of a place at Aehahr. Its main focus is on medicine, computing, environmental engineering and other topics without direct military applications.

Deep beneath the surface of Aehahr is a second research facility, this one run solely by the Khaukhearl and their vassals. While relics of the fabled Ancients were found in Aslan space, the centre of Ancient activity is believed to be somewhere in the Spinward Marches and the Aslan have found far more traces of the Ancients on worlds coreward of the Great Rift. This second research facility is dedicated to studying relics of the Ancients in a long project to locate more intact Ancient sites. The Khaukhearl fear that Humanity's greater access to Ancient artefacts will give the Third Imperium an insurmountable technological edge – they have seen the black globe loom large in their future and shudder.

Ftoakh E673AHC-C

This highly populated world is a source of tremendous shame to the Aslan. Ftoakh was settled by several clans, initially the Wahtoi and Aroaye'l. As more travellers came across the Great Rift, Ftoakh welcomed them. It was a world shared by a dozen clans – old and new, progressives and traditionalists, *tsekho* and *khiraokhaor'ya* alike. Territorial disputes and challenges were resolved honourably by challenges, assassinations and limited wars. The nobility of Ftoakh were honoured by the Hierate for adhering to the best practises of the Aslan, proving that it was possible to have a civilisation of warriors without constant destructive warfare and offering hope for reconciliation after the excesses of the Cultural Purge.

The war that engulfed Ftoakh was not started by any territory-hungry noble or clan invasion. For hundreds of years, the world had been shared by Aslan of radically different cultural groups and clans. Wahtoi whose ancestors settled Ftoakh in the first place rankled at having to share the planet with every newcomer who just crossed the Great Rift. Traditionalist Yerlyaruiwo, defenders of Aslan purity, were forced to share a world with deviants like the Taukhaotuar.

Ahroy'if traders looked suspiciously at Hrakoea pirates. The planet was a powderkeg that smouldered even as the nobles congratulated themselves on their civility.

The war began with rioting and claw mobs and escalated to organised ethnic cleansing. When the clan militaries stepped in to defend their civilians, full-scale open war broke out. Fortunately, the *Ya'soisthea* were able to negotiate a truce between the fighting clans relatively quickly and a neutral police force – the *Euikhter* – was formed to keep the peace. Three years of war took its toll on Ftoakh – the starport was destroyed and has yet to be rebuilt and the planet's industrial regions were heavily damaged. Over twenty million Aslan died.

The *Euikhter* is an experiment in many ways – the Aslan do not normally have a police force and so the *Euikhter* is based on human models. Travellers with law enforcement experience can find lucrative employment on Ftoakh, if they are willing to deal with a planet divided by a dozen distinct cultures and a billion unresolved grudges.

Hkesuh BAA07K8-B

Hkesuh is a tremendous world; hot and heavy. It is almost entirely dry – the only surface water is a few patches of ice at the poles and some scattered lakes. 99% of Hkesuh's water is either underground in vast aquifers or locked in the colonies of single-cell organisms that make up the entirety of the planet's native biosphere. These *hkesuhoates* form reefs in the desert that stretch for thousands of kilometres.

The world is ruled by the Taukhaotuar clan, who arrived here in the wake of the Cultural Purge. The Taukhaotuar were driven out of the Hierate for practising an extreme form of ancestor worship – the ruling caste of the Taukhaotuar are clones of past male heroes and ancestors. The firstborn male in each family is always a clone of the father and will inherit the father's estate. Natural-born second sons may never inherit their sire's domain but may go off and





conquer other worlds (and, if they are lucky, win enough honour and renown to be considered for the immortality of cloning into the next generation).

This continuity of leadership makes the Taukhaotuar stable and conservative compared to other Aslan clans and so their primary business is banking. They are strong allies of the Tlaiowaha but feud with the ultra-traditionalist Yerlyaruiwo.

They have adapted well to their adopted desert homeworld. They are nomadic, criss-crossing the desert on motorised caravans and sailing on sandships. There is a small asteroid belt containing mostly chunks of water-ice in the Hkesuh system and a band of Taukhaotuar ice miners supply the world with most of its drinking water. Some of the ice is mined and shipped home in tankers but most of the ice is dispatched in the form of atmosphere-grazing comets. Thrusters are attached to a chunk of ice, which is then flown on a course that grazes Hkesuh's atmosphere. The asteroid burns up, releasing a cloud of water vapour that then falls as rain across the desert. The nomads follow these sudden rain belts and their animal herds feed on the explosions of greenery that follow an asteroid pass.

Stohyus A5678N6-E

Stohyus is the homeworld of the Ahroay'if, a vassal clan of the Tlaiowaha and one of the richest worlds in all of the *Ya'soisthea*. The Aslan call it the Golden World; ice particles in the upper atmosphere reflect the yellow light of Stohyus' sun, causing the world to shimmer in the light. Territories on Stohyus are almost as highly sought after as land on Kusyu.

For all its prestige, Stohyus is located uncomfortably far from the clan's main focus, over in Tlaiowaha subsector. The clan's corporations and younger, ambitious members have moved away from Stohyus, leaving the world to aging males and hereditary *htatei*. If this trend continues, then Stohyus will be rendered irrelevant to the clan's fortunes and a burden on the clan's military forces – the planet is attacked regularly by other clans trying to capture some of the rich territories. Many of those who remain on Stohyus are part of the so-called Ascendancy faction, who believe the Ahroay'if's wealth should be parleyed into greater standing back in the Hierate and eventual promotion into the *Tlaukhu*. The New Horizon faction, made up mostly of younger members and corporate executives, holds that the *Tlaukhu* and the old Hierate are really irrelevant to the clan's future. Many members of the New Horizon have begun, scandalously, to ape human behaviour. They dress as humans, speak Anglic more than Trokh and are said by some to have even eaten vegetable matter willingly.

The leader of the clan, the Ahroay'ifko, is the only member of the clan whose support can tip the balance between the two factions but he is restricted to his palace on the Golden World. He suffers from a rare and currently incurable genetic disorder which causes extreme fatigue and fur loss. Doctors from all over the Hierate have tried to find a treatment but none have been successful. The Ahroay'ifko is considering seeking out medical treatment from the Imperium (the technologically advanced Darrians might have the necessary skills to save him) but doing so would be seen as tacit support for the New Horizoners and might tear the clan in two.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Ftyewirl	0102	ACS	B4564LA-E T	Ni		As	
Elahkoi	0104		C5685M7-B	Ag Ni		As	G
Uiwuar	0105		B1011G5-E	Lo Ic Ni Va		As	G
Ealea	0109		B5765K7-9	Ag Ni		As	
Yekhtia	0202		B2233H6-B	Lo Ni Po		As	G
Aehahr	0204	ARS	B1004M9-C	Va Ni		As	G
Ftoakh	0206		E673AHC-C	In Hi		As	
Aohfeau	0210		B9987M4-A	Ag		As	
Hkesuh	0302	R, ACS	BAA07K8-B	De		As	G
Eaweiya	0305	T	A5406L7-A	De Ni Po		As	
Awo	0306		C8303G6-C	Lo De Ni Po		As	G
Aiyostea	0308		B2006JB-9	Va Ni Na		As	G
Hfa'yuweas	0401		B5553J8-C	Lo Ni		As	G
Oseweheal	0501	R	B79A6N7-E	Wa Ni		As	G
Uaeakhea	0504	R	B5303K9-5	Lo De Ni Po An		As	G
Teharl	0506		C6544M3-B	Ni		As	
Ehearye	0603	U	A5887H9-C	Ag Ri		As	
Iysewekh	0610	R	A6205LA-E	De Ni Po		As	G
Eiwakh	0708		D2007H7-A	Va Na		As	
Hkeleiakh	0709	R	C110000-0	Ba Lo Ni		As	G
Stohyus	0805	R, ACS	A5678N6-E	Ri		As	G
Hkakh	0807	R	A3245J6-E	Ni		As	G
Ohtae	0809		B6651M8-9	Lo Ni		As	G
Uitasoayaw	0810	R	B5796J7-9	Ni		As	G



SILRAAIHE

Silraaihe subsector is also entirely claimed by the Aslan. The main trade route from the Imperium to the J5 route across the Rift runs through it, from Haelroiea to Aoiyras to Stehasu and then onto Hkea'as and these worlds see a great deal of space traffic.

Much of the subsector is politically unstable; Silraaihe is full of ambitious *ihatei* and Aslan lords looking to increase their holdings. Some say that Tlaiowaha with its emphasis on trade and corporate intrigue is a female sector, in which case Silraaihe is unashamedly male. Here is a wild region of space, where an Aslan warrior with a bloody sword in one hand and a smoking rifle in the other can make a name for himself. Hither come the conquerors, to tread the rich worlds of Silraaihe beneath their clawed feet! Many of the worlds in Silraaihe were originally owned by the Glorious Empire. Eoiw, Erasaso, Earlyu and Ouyloi were all Glorious Empire worlds that were recently conquered by the Hierate or else abandoned by the Empire.

Silraaihe is known for having a number of extremely dangerous worlds. No less than six of the planets in the subsector harbour native predators that are dangerous to the Aslan, ranging from the man-brutes of Ouyloi to the giant sharks of Teiseirle.

Eoiw B3306K4-E

This world lies right on the border of the Glorious Empire and was conquered by the Hierate in 1103. Hulks of broken Glorious Empire warships still hang in orbit where they burned; broken domes litter the landscape. The Empire fought a last-ditch defence of this planet by sending their human slaves out with explosive collars and handguns and there are still Glorious Empire Aslan camps in the transdome tunnels below the surface. The attackers – a mix of *ihatei* bands and Hroakoea clan troops – are still working to secure all the surviving domes.

The military base in orbit was originally a Glorious Empire facility and was wrecked in the fighting. The conquerors are working to repair it; currently, an Aslan warship is stationed there at all times, providing power to the base. On its own, Eoiw has little value but the Hroakoea clan intend to use it as a steppingstone towards further attacks on the Empire.

Earlyu B9898L9-D

Earlyu's loss was a bitter pill for the Glorious Empire to swallow – the planet is rich in valuable resources, especially petrochemicals and an anagathic moss. *Ihatei* warriors attacked the planet in 772, conquering over a third of its land area and establishing a new starport in the centre of the Great Swamp. The Khaukheairl clan saw the success of these *ihatei* and offered to support their war in

exchange for vassalage. In 801, the *ihatei* were made nobles of the Khaukheairl and Khaukheairl warriors flooded onto the planet.

Since its fall, Earlyu has become an integral part of Silraaihe's economy. The industrial complex of Siroal is a city-sized factory, producing everything from pharmaceuticals to clonemeat to synthetic fabrics. The human slave population originally numbering some five million, was reduced to less than 500,000 by the wars and diseases from the swampy regions. The Khaukheairl have restricted the humans to a reservation in the swamps, where they have a cottage industry of making counterfeit Imperial goods that the Khaukheairl sell as 'genuine' human-made items back in the Hierate.

Aisaoawi BAC5000-0

Aisaoawi is a hellish world of volcanoes and boiling oceans of salt. The atmosphere is an acidic, sulphuric soup. Surveys have shown that Aisaoawi has considerable mineral deposits, although getting to them is virtually impossible.

There have been three attempts to settle Aisaoawi and all three have ended in bloody slaughter. The first was by an unknown Aslan clan who crossed the Great Rift over a thousand years ago (historians believe it was most likely the Rayur clan, who migrated along with their vassals following their elimination from the *Tlaukhu*). They built the original starport and a mining settlement high atop a plateau, where the atmosphere is much thinner and less dangerous.

At some point in the intervening centuries, the Glorious Empire discovered the world and reactivated the mines. They abandoned Aisaoawi within a year. At the time, it was believed the Empire abandoned the world because it was too expensive to exploit the planet's mineral reserves using weak human labour.

Finally, the Tlaiowaha reopened the mines in 1080. Soon afterwards, the colonists reported sightings of something moving out in the sulphur mists. When the next supply ship jumped into the system, the colony did not respond to hails. A landing party discovered that the starport and mines were empty; there were signs of weapons fire and close combat everywhere but no bodies. The environmental seals were breached, flooding the tunnels with the noxious atmosphere.

Something is living on this hostile world, some alien race capable of wiping out three separate Aslan colonies.

Irlaiw C336AH5-D

Irlaiw was one of the first worlds settled in this subsector. What was a Wahtoi trading post has, over the course of two thousand years, grown



into a major world and the effective sector capital. During the early days of Irlaiw, there were too few spacecraft to allow the population to settle other worlds and the effort of taming the planet was too great to allow for open conflict. Land on Irlaiw is therefore given as a reward for successful entrepreneurs and highly ranked bureaucrats. Among the older inhabitants of Irlaiw, there is no distinction between male and female Aslan; females may hold territory and males are trained to handle technology and money.

The Irlaiwi had to veil their culture during the Cultural Purge but this was a mere surface change. An Irlaiwi lord may pretend in public to defer to his female financial advisor, while a female landowner might employ a male agent when dealing with more traditional nobles. Other clans do not follow the Irlaiwi gender practices but do honour the planet's system of assigning territory based on merit, not conquest.

The planet is vastly overpopulated and relies on regular shipments of food (especially meat) from offworld. The starport's Class-C rating reflects the sheer backlog of traffic; most ships will be kept waiting in orbit for three to six days before being assigned a docking berth and Irlaiwi traffic control is notorious for impounding vessels that dare land without permission. The lower classes on Irlaiwi are fed synthetic meat and the planet's biotechnology industry is the most advanced of its kind in the *Ya'soisthea*.

Ouiyloi C5747L9-C

Ouiyloi is another world recently recaptured from the Glorious Empire. It was one of the Empire's most productive agricultural colonies; Ouiyloi's rolling farmlands were divided into thousands of small baronies and plantations. An Aslan manor house stood in the centre of each plantation. The slaver lords oversaw their human labourers using floating grav-platforms and skimmers. Produce from the farms was taken to the capital, Ouiy, using high-speed maglev trains. At least, that was before the war.

The war for Ouiyloi lasted less than a month. When the Hierate first attacked, the government at Ouiy sent word to each manor ordering them to send warriors to the various mustering points by train. The attacking Aslan were able to divide and conquer the Ouiyloian forces by bombing the rail lines. Defeating the planet's front-line warriors was a much easier and less costly job than mopping up the guerrilla forces left behind to defend the scattered manors.

The Glorious Empire Aslan of Ouiyloi were known for their slaver raids. They sent ships to out across the Reach to purchase or capture

human slaves. They also used slavery to punish political prisoners. The slaves were horribly mistreated, with malnutrition and disease being widespread among the manor slaves. While the burden of the human population has been partially lifted, the Aslan have not freed the slaves. Approximately 10% of the humans on Ouiyloi are first- or second-generation slaves, captured from human colonies along the border of the Glorious Empire or the children of such captives. The Aslan have agreed to repatriate these slaves but the rest have nowhere else to go.

There are few dangerous predators on Ouiyloi but the forests are still extremely hazardous. The Glorious Empire somehow captured a number of Feskal from the Florian League and tried to use them as slaves. Deprived of Barnai leadership, the Feskal reverted to savagery and escaped into the forests. These Feskal have grown especially large and strong, possibly due to meddling with their genetic code. They do not distinguish between Glorious Empire and Hierate Aslan and are strong enough to break the neck of an adult male with a single blow. In addition to the physical threat posed by the brutes, the Feskal are also a significant political problem for the Hierate – if the Florian League discovers the enslaved Feskal, they are likely to react with all-out war.

Awaweaw E8558N9-9

Awaweaw is located at the fringe of Aslan space and is newly colonised by the Aslan. The world has a lush biosphere, dominated by titanic saurians, floating gasbag-like 'sky jellyfish' and aerial rays who have a wingspan of more than twenty metres and glide on thermals. There is also a native sophont race, a species of scaled humanoids who had reached TL2 by the time the Aslan arrived. They call themselves the Yont and their world Yonta. There are approximately two hundred million Yont on Awaweaw. The Yont tribes that have encountered the Aslan so far believe the aliens to be gods.

Today, Awaweaw is claimed by the Ahroay'if clan and is ruled by a charismatic young noble who styles himself Prince Waiatyakhiyw. He is a second son of the Ahroay'ifko himself, showing the importance the clan attributes to this new colony. While all of the planet's land has been divided up into Aslan territories, the Aslan colony has not yet begun to impinge on the Yont settlements. The two races currently have very different goals; the Yont are slowly learning that the Aslan are not 'sky gods' and are in fact potential allies (or slavers), while the Aslan are busy building their colony (including a starport) and exploring their new world.



Both Yont and Aslan are threatened by the predatory saurians of Awaweaw. The Yont live in fear of hostile sky rays and great lizards called Haums (the sight of an Aslan warrior killing a haum with a fusion rifle was what convinced the Yont that the Aslan are gods). Prince Wauiatyakhyyw has grand plans to hunt these mighty predators and to use the Yont as a source of cheap labour. The planet promises to make him and his clan even richer.

The Ahroy'if were not the first to discover Awaweaw. The world was explored by the Imperial Scout Service centuries ago and there is a small GeDeCo outpost hidden in the jungle. The GeDeCo employees were investigating methods for bringing the Yont up to a higher level of technology without destabilising their primitive tribal society; now that the Aslan are here, the GeDeCo team have had to change their plans and are currently exploring ways to turn the Yont against the Aslan.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Eoiw	0101	R	B3306K4-E	De Na Ni Ag Po Ht		As	G
Earlyu	0103	T	B9898L9-D	Ri Ht		As	G
Hkuikhekh	0104		B5323C6-E	Lo Ni Po Ht		As	G
Ewyeyal	0106	U	B4845HA-E	Ag Ni Ht		As	
Aisaoawi	0108		BAC5000-0	Ba Fl	R	As	G
Eiyehwehakhea	0204	R	B79A5HB-B	Wa Ni		As	G
Haealroiea	0206	R	B5544M7-9	Ni		As	
Wuaki	0208	R	A1105K5-C	Ni Ht		As	G
Aoiyras	0405		B3406KC-9	De Ni Po		As	G
Irlaiw	0406	ACF	C336AH5-D	Hi Ht		As	G
Rileakh	0503		C2378N5-A			As	G
Eateaw	0504		B223000-0	Ba	R	As	G
Yu'eal	0505	T	B2326L6-E	Na Ni Po Ht		As	G
Aiuiktiyr	0508		E7974M9-A	Ni		As	G
Htoihfui	0509	R	A3688H3-E	Ri Ht		As	G
Huaholr	0606	R	B4204NC-9	De Ni Po		As	G
Teiseirle	0608		BA9A3H7-8	Lo Wa Ni		As	G
Ouiyloi	0603		C5747L9-C	Ag Ht		As	G
Stehasu	0704	R	A7206H7-C	De Na Ni Po Ht		As	
Sosuasaoh	0705	R	B1008N8-B	Va Na		As	G
Kheiyyo	0707		C5257J7-9			As	G
Yai'ilrao	0801		B8583GB-E	Lo Ni Ht		As	G
Aiuite	0804	R	B6457J7-E	Ag Ht		As	G
Awaweaw	0807		E8558N9-9			As	G



HKEA'AS

The Hkea'as subsector is the trailing edge of the Aslan Empire in this region of Charted Space. A trade route into the commercial zone of Tlaiowaha runs from Ralaw to Ereah and then onto Aiwewakh. The *Ya'soisthea* base at Afeakter is also an important world in the subsector but most of the worlds here are backwaters by Aslan standards – second-rate worlds where second-rate lords rule or worlds that have not yet become important to the clans who own them.

The Tiykhisto clan are important in this subsector, holding the worlds of Heweko and Khtyrlo at the moment. The Tiykhisto are aggressive and ambitious and the Tiykhistoko (the clan leader) has declared that the Aslan race have lost their way and become a 'race of merchants and peddlers' when they should be conquering the stars. He claims that ever since the Peace of Fthair, the Imperium has been placating the Aslan with trade and lulling them into weakness. Only by breaking off trade relations with the Imperium and beginning a new period of expansion can the Aslan reclaim their honour. The Tiykhistoko has many supporters and followers in the *ihatei* community and his sermons and speeches are avidly traded in the *ihatei* camps.

The trader clans, especially the Ahroay'if, are obviously strongly opposed to the Tiykhisto. Following proof that the Tiykhisto were behind a series of pirate raids in the Borderland subsector, the Ahroah'if and their Tlaiowaha backers attacked the Tiykhisto and conquered the world of Eahofose. Adding insult to injury, the Tlaiowaha established a naval base at Eahofose specifically to watch for Tiykhisto raiders.

Hkea'as is at the edge of the Great Rift. There is nothing beyond the border for dozens of parsecs (apart from the two motes of matter that make up the two stars of the Binary subsector). Perhaps it is some spiritual cold, leeching in from interstellar space that makes this sector so unappealing to most visitors. Perhaps it is the lack of vitality – there are few worlds left to conquer here in Hkea'as. Five hundred years ago, this was a wild frontier, an unexplored region brimming with new territories but the waves of *ihatei* who once gathered in camps here are gone. Some have gone back to the wars of Silraaihe or to fight the Glorious Empire, others have migrated coreward to the Borderlands, Tlaiowaha and Goertel to find new worlds. Hkea'as's glories are past.

The Aslan hold roughly 40% of the subsector. Most of the rest is empty space, the beginning of the Great Rift but there are three independent worlds in the subsector – Burgess, Tisilli and Gikarlum.

Ayayo B0006H4-D

The Ayayo Transit Point was established as a jump-2 link from the crossroads at Stehasu to the *Ya'soisthea* base at Afeakter. Ayayo is a system without any planets or gas giants, just a large number of asteroids and comets. The hydrogen for the transit point is shipped in by automated tanker from Ohraihah or gathered from the Oort cloud by ramscoop probes. There are a number of belt miner communities in the system, operating out of a large asteroid port called Tealreala. Up until fifty years ago, Ayayo was a brief, dull stop on a Jump-2 crossing and the permanent population at the Transit Point was less than a hundred Aslan.

In 1081, a miner on the fringes of the Lesser Ayayo Belt surveyed asteroid A563-221-9439G. She detected an unusual concentration of heavy metals, suggesting the rock was unusually rich. She deployed a swarm of mining drones to chew up the rock and extract any usable ore. When the lead drone activated its laser, the asteroid responded with a pulse of energy that destroyed the drone, crippled the miner and crashed computers across the system.

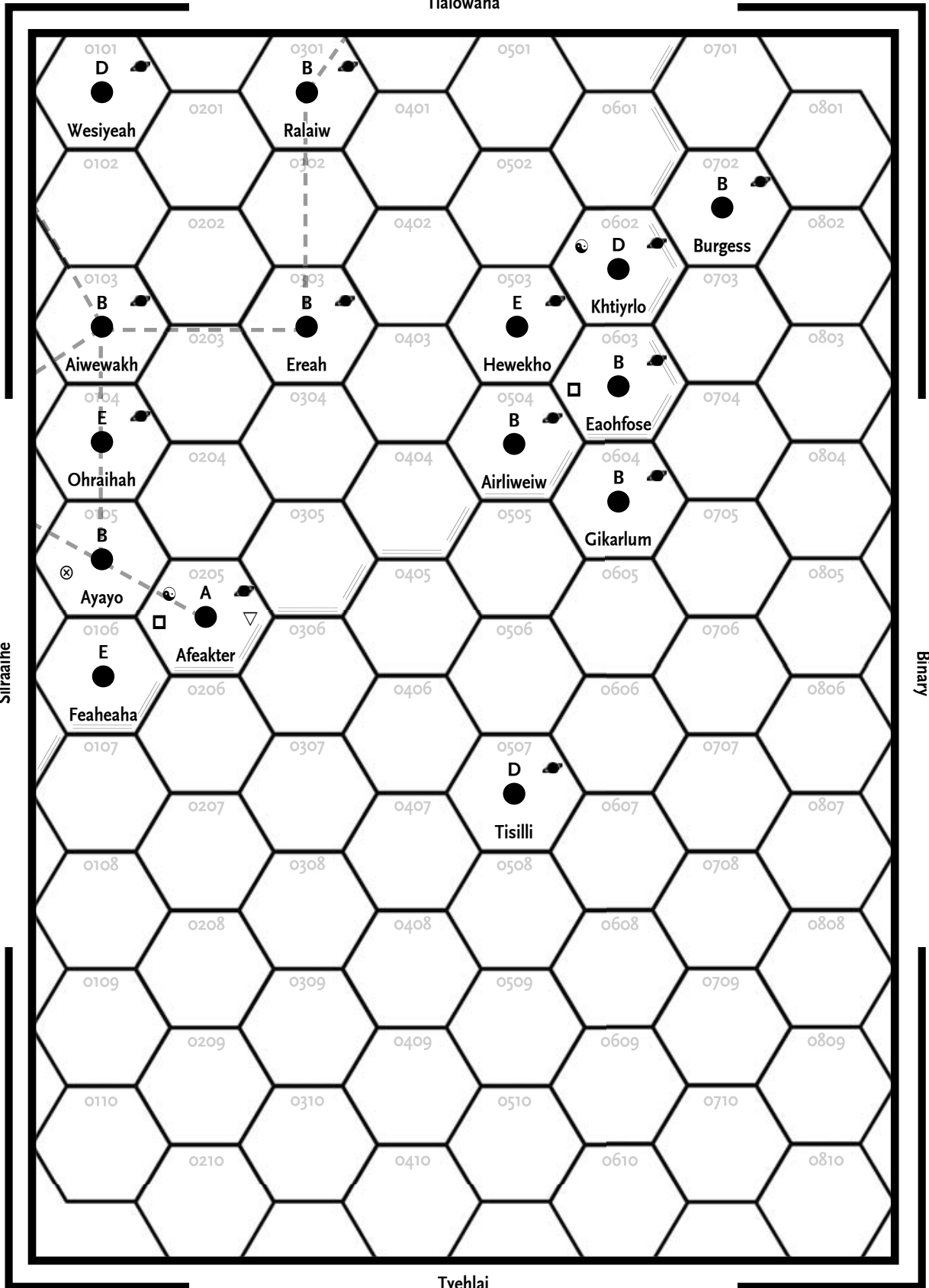
Aslan scientists ended up stripping away the rock by hand, as any directed energy discharge near the asteroid caused a lesser but still highly dangerous pulse. Beneath the rock, they found a pyramidal object roughly thirty metres on each axis. The object is made out of a superdense substance that resists all attempts to damage or analyse it. There are 256 movable panels on each surface; each panel is marked with a glyph. Researchers suspect that the object can be 'unlocked' with the right configuration of glyphs but the number of potential combinations is astronomical. The researchers are looking for more clues before they attempt to manipulate the device, which is believed to be of Ancient origin.

Since the pyramid's discovery, several other smaller items have been found in the asteroids of the lesser belt. Researchers suspect these are tools or other debris left over from the assembly of the pyramid. Access to the lesser belt is restricted and the system is patrolled by *Ya'soisthea* ships to ensure no Ancient artefacts go missing.

Afeakter A69A6NA-B

Afeakter is a water-world officially owned by the Aroaye'i clan but it has become the de facto base of the *Ya'soisthea*. The council of clans meets on a different world each year but Afeakter is the home of the council's bureaucracy and support staff. There are several naval bases in orbit; it is here that combined clan task forces muster for assignments such as convoy escort, war games or joint offensives.

Tlaiowaha





Most Aslan bases on the surface are on artificial islands of ice, cut from the icebergs at the poles and chemically treated to resist melting. Some of these ice islands are hundreds of kilometres wide and have lasted for centuries. Other bases are built in shallow water or on floating platforms.

There are also approximately a hundred thousand Aslan living in underwater habitats, who consider themselves the real inhabitants of Afeakter and often feud with the bureaucrats and corporate cats attached to the *Ya'soisthea*. The city of Owiykhtoih is the capital world and is located one hundred metres below the surface. There is a large surface platform floating above the city, linked by flexible elevator tubes. The city is accessible by spaceship; visitors may either land on the surface and dock there or fly down a larger tube. Owiykhtoih is a beautiful city, dappled in blue light from the translucent dome.

The lack of solid land on Afeakter is why the Aroaye'i were willing to effectively cede the planet to the *Ya'soisthea* several centuries ago. Today, Afeakter is a much more important and valuable world and the Aslan lords of the planet grumble that their clan gave too much to the bureaucrats. The 'Free Afeakter' movement is growing in strength, sponsored by the leading noble, Ulyalehuasiy.

Tisilli B78A945-A

Tisilli is a neutral world two parsecs outside Aslan space. The population is a mix of Aslan colonists (75%) and human natives (25%). The humans are descendants of explorers from Drinax and had fallen into Dark Ages barbarism by the time the Aslan arrived.

The Aslan population are all clanless Outcasts and low-standing *awkhea* who settled Tisilli two centuries ago. Most are descended from the followers of an Aslan prophet named Tarelylrl, who preached a more egalitarian social structure and claimed that the souls of the ancestors were reborn not in their direct descendants but in those Aslan who faced the greatest challenges. In other words, the poor and the oppressed were the most likely to be the reincarnations of ancient heroes.

Tarelylrl's followers were joined by more Outcasts and *ihatei*. The human natives of Tisilli were integrated into Aslan society and are counted as equals, especially as they taught the Aslan how to cultivate the fast-growing reef polyps used for construction. The world's status as an independent free port proved attractive to several Aslan corporations and the economy grew quickly.

The government of Tisilli is made up of landholding Aslan males and human elders, as well as elected council of females from both races. The two houses of government are deadlocked on the question of clanhood – the male landholders believe that Tisilli's population should apply for clan status from the *Tlaukhu*, becoming the Tarelylrl clan. The females fear that entry into Hierate politics would make their world a target and upset Tisilli's relationship with the megacorporations who drive the economy.

Khtiyrllo DA887KA-B

This world is home to the Tiykhisto clan, who also control the nearby Heweko system. They recently migrated to the world and are still taming the jungles of their new home (the old Tiykhisto homeworld was in the Riftspan Reaches). The world is rapidly being transformed into a fortress, with buried meson gun emplacements and cities that are half military base. The world is a rich one and the Tiykhisto have attracted millions of settlers. It is estimated that up to half a billion Tiykhisto warriors and vassals will migrate to Khtiyrllo in the next decade.

A war of assassins has been declared between the Tiykhisto and their Ahroah'if rivals. To defend against attacks, all ships visiting the world are searched for assassins and all Tiykhisto nobles wear full armour at all times. All their armour is painted identically in the clan colours and HUD systems in the armour allow the nobles to recognise themselves. The Tiykhistoko walks unseen among his nobles and in this fashion he has avoided a dozen assassination attempts to date.

As the War of Assassins has yet to produce any results, the Ahroah'if have begun a trade embargo against the Tiykhisto, cutting them off from the Aslan industrial planets of the Riftspan Reaches. GeDeCo is one of the few human corporations permitted to trade on Tiykhisto and has found the world a ready market for high-tech and industrial goods. The Tiykhisto *ihatei* are gathering for another invasion as territory on Khtiyrllo is already growing scarce. The worlds of Burgess and Gikarlum are both easy prey and well within range; Burgess is likely to be the first target.

Gikarlum B110587-9

No one would willingly settle Gikarlum – it is a lifeless rock without any notable resources. The unfortunate settlers here are the descendants of a Drinaxian colony ship that was en route to Tisilli. The ship's drives failed and it ended up making a soft landing on Gikarlum (the world means 'Opportunity' in the Drinax dialect). The colony has spread out from the wreck of that ship, the *King Hurg V*.



The system of ranks and positions on the colony ship has become a hereditary caste system, so the ruler of Gikarlum is the Captain and there are castes of Engineers, Stewards, Navigators and so forth. The lowest caste, Passengers, are made to labour in the hydroponic caves.

A brilliant young engineer managed to rebuild the *King Hurg's* jump drive and install it in a smaller ship, allowing Gikarlum to re-establish contact with the rest of the galaxy. Gikarlum once traded extensively with Burgess (well, as extensively as you can trade with a merchant navy of ten ships) but the recent expansion of the Tiykhisto clan into the area has blocked this trade route.

Burgess B796633-6

Burgess colony was settled by exiles from the Kingdom of Drinax. The bizarre world is dominated by species of fungi – there are mushroom-like plants hundreds of metres tall in the fungal forests

of Burgess. The ‘plains’ are covered in a thick carpet of mould. The atmosphere is tainted with quadrillions of spores that can infest the lungs of a human; ‘bursting’ was the most common form of death among the first settlers. Burgess scientists managed to tame their world, establishing sealed cities and developing anti-fungal sprays and filter masks. Edible mushrooms were cultivated, allowing the population to grow swiftly.

Burgess has always been at war. Initially, the Burgess Emergency Committee was at war with the Kingdom of Drinax; today, they are at war with the Aslan Hierate. The population of Burgess are kept in a constant state of paranoia and invasion drills are held every day. Every adult citizen of Burgess is required to practise weapons drills and is considered part of the army reserve. The Burgess forces are equipped with ‘puffball guns’ in addition to conventional firearms. These puffball guns fire especially lethal but short-lived fungal spores that are engineered to devour protective filters and plastics.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Wesiyeah	0101		D6412K9-9	Lo Ni Po		As	G
Aiwewakh	0103		BA961G3-D	Lo Ni Ht		As	G
Ohraihah	0104		E8B67J7-7	Fl		As	G
Ayayo	0105	ARS	B0006H4-D	Ni As Na An Ht		As	
Feaheaha	0106		E3012G8-9	Ic Lo Ni Va		As	
Afeakter	0205	U, ACS	A69A6NA-B	Wa Ni		As	G
Ralaiw	0301		B4205M4-D	Ni Po De Ht		As	G
Ereah	0303		B67A3G9-E	Wa Lo Ni Ht		As	G
Hewekho	0503		E1007KA-7	Va Na		As	G
Airliweiw	0504		D3676HB-A	Ag Ni Ri		As	G
Tisilli	0507		B78A945-A	Wa Hi		Na	G
Khtiyro	0602	R	DA887KA-B	Ag Ri		As	G
Eaohfose	0603	T	B6736L7-B	Ni		As	G
Gikarlum	0604		B110587-9	Ni		Na	G
Burgess	0702		B796633-6	Ni Ag		Na	G



BINARY

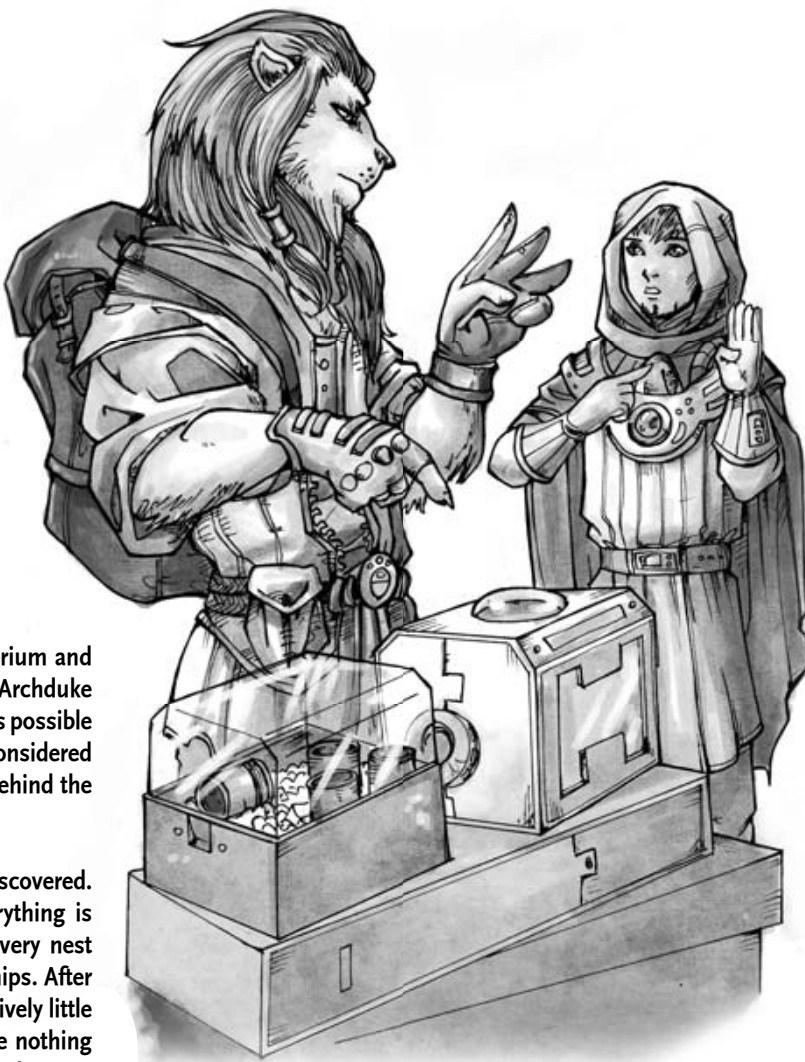
And then, there is Binary.

This is a starless waste, with only two inhabited systems. The Aslan have utterly ignored Binary, as it is out of range of even their best jump drives. Only races with TL15 Jump-6 vessels can make the hazardous crossing from world to world required to reach Binary subsector.

In the 700s, a long-range Imperial scout vessel discovered the world of Auitawry. Such a world could not be hospitable – Auitawry orbits so close to its sun that the daytime heat should have caused the oceans to boil and the radiation is much too intense for any life to survive. Nonetheless, the scout ship detected liquid water on Auitawry’s surface. Some of the crew suggested it could be a sensor error but the captain ordered the ship to investigate.

Six months later, the scout ship arrived back in the Imperium and the captain immediately demanded an audience with the Archduke of Deneb. The Sarage naval base was established as soon as possible to guard Auitawry and conduct research. Sarage is considered Imperial property and is one of the most secure planets behind the claw.

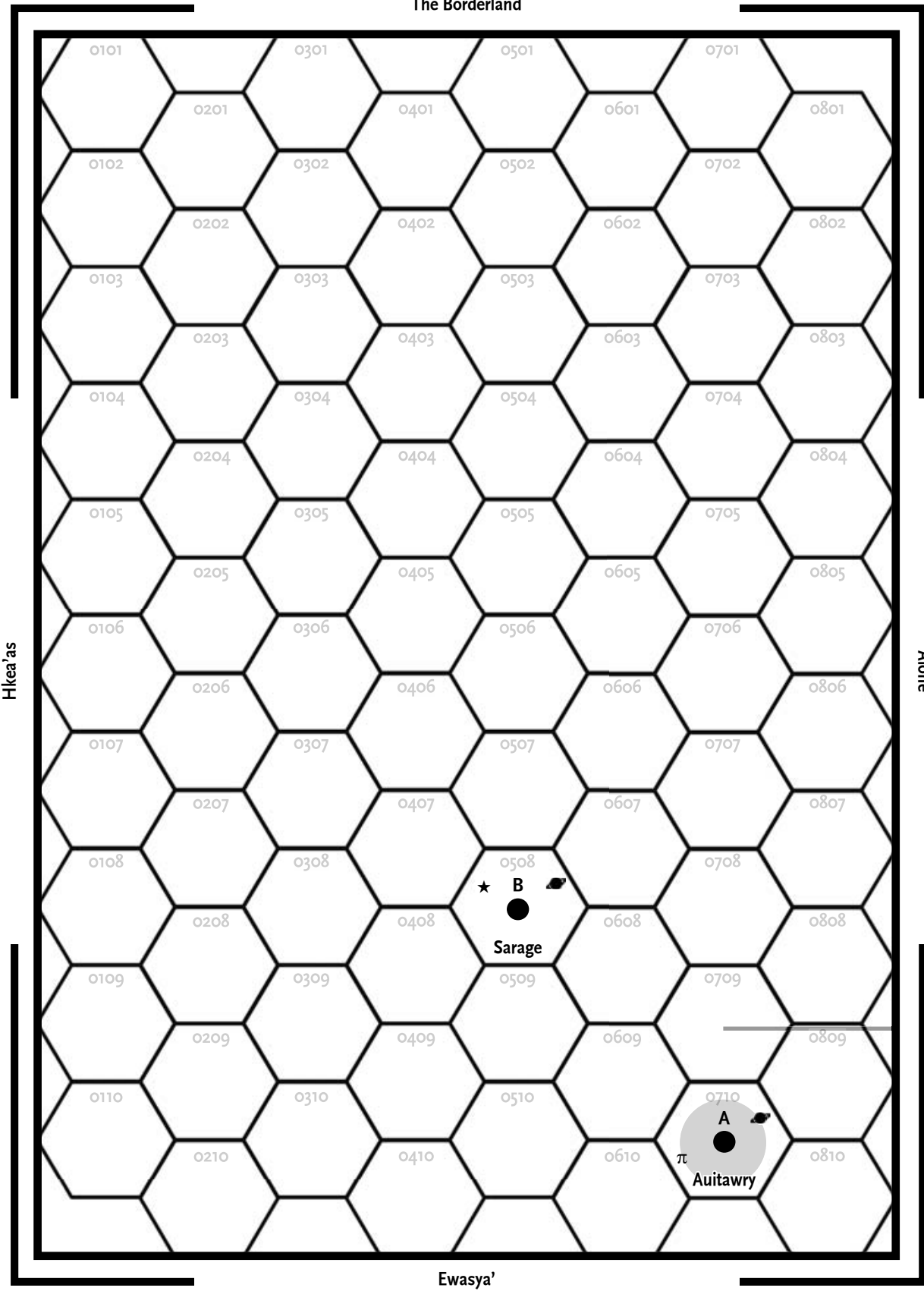
Auitawry is one of the best-preserved Ancient sites ever discovered. The Droyne population dwell in a city of wonders. Everything is controlled by psionic impulses, from basic facilities in every nest to huge automated factories capable of assembling starships. After four centuries of work, researchers have learned comparatively little about Auitawry’s purpose – the Droyne city appears to be nothing more than an adjunct or possibly a control system for the vast Ancient machinery buried deep beneath the surface.



Assignment to Sarage base is seen as a punishment by naval personnel. The base is much too far away from any civilisation for there to be any action, on or off duty and the base is so secret that the personnel can never discuss their duties with anyone. The only excitement comes when one of the scientists gets into trouble with an Ancient defence mechanism and that is the sort of ‘excitement’ that is normally associated with disintegration.

Name	Location	Bases	Statistics	Trade Codes	Travel Code	Allegiance	Gas Giants
Sarage	0508	N	B440523-C	De Ni Po		Cs	G
Auitawry	0710	IRS	A5668XA-F	Ri An	R	Dr	G

The Borderland





ADVENTURING IN THE TROJAN REACH

PLAYERS! THIS SECTION IS FOR THE REFEREE ONLY

The Spinward Marches is the default *Traveller* setting and is ideal as a starting point for adventuring. The Marches are a backwater of the Imperium; there is enough law and civilisation to keep the players in line but not so much that they feel stifled. Roleplaying games by their very nature need a little anarchy.

In the Trojan Reach, the ‘anarchy’ dial gets turned up a notch. Outside of Pax Rulin, Gazulin and Tobia, there is no Imperial law. The characters can do whatever they want – and so can anyone else. The starport is no longer a haven of order and what you could rely on as basic rights are no longer assured. Outside the Imperium, might makes right. If the Marches are the dangerous frontier, then the Trojan Reach is the badlands.

Under the Aslan Claw

The Aslan Hierate is going to invade the Trojan Reach.

This is inevitable. Even if the Aslan wished to prevent the invasion, they have no choice. They are locked by cultural and biological urges

to expand and the Reach is too weak and vulnerable for them to resist. A rising tide of *ihatei* will one day wash over the Trojan Reach. Dozens of worlds will fall. Everyone who has the slightest awareness of the politics of Charted Space can see this invasion coming. It may come in five years, a decade or a century but it cannot be stopped. The shadow of the cats lies over the whole Trojan Reach.

Some worlds are preparing to fight the Aslan swarm. If they can hold out and make themselves a prickly target, then maybe, just maybe, the *ihatei* will go for another easier world. Others are running to hide behind the Imperium’s skirts, hoping that client state status will protect them from the Aslan. The governments of most worlds in the Reach are too consumed by local affairs or their own minor squabbles to be aware of the Aslan; these worlds are doomed.

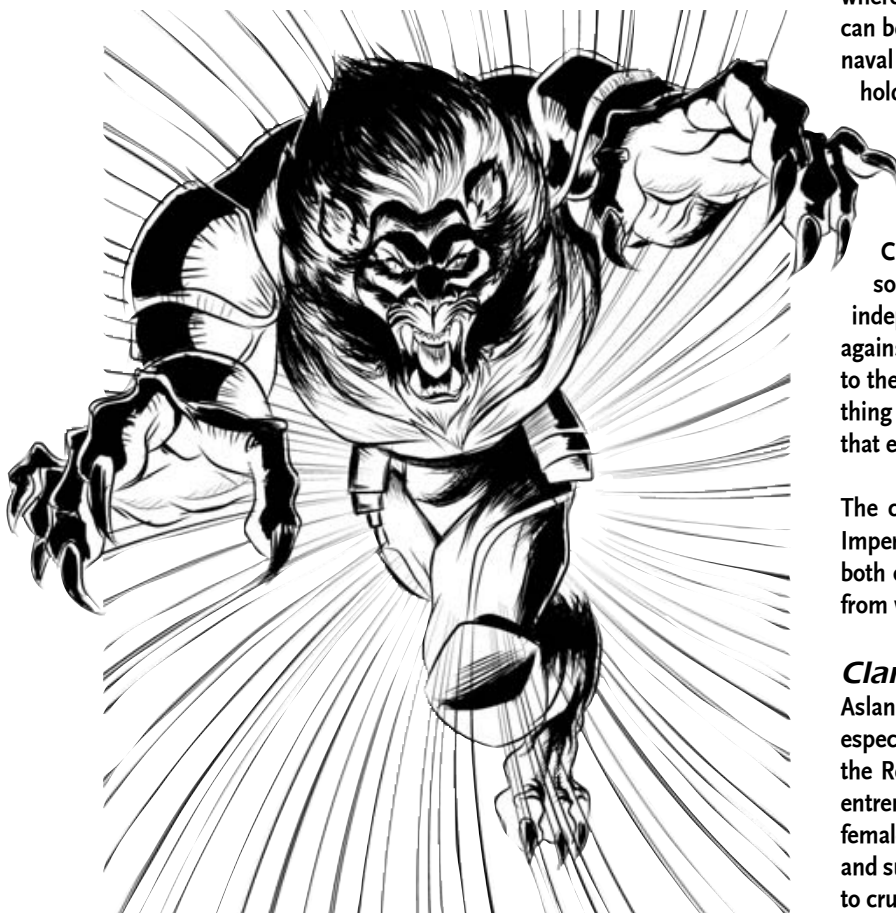
For the Imperium, the question is where to draw the line. If it holds its current position at Pax Rulin and Tobia, then it effectively cedes the rest of the Reach to the Aslan and abandons the few client states in the region. Worse, if the Aslan border is that close to the Imperium, then it will mean a return to the Aslan Border Wars as the young Aslan raid across the frontier. The Imperium needs to maintain a buffer zone, like it did at Reaver’s Deep – but where the edges of this buffer zone should be, and how the Aslan can be convinced to respect it, are matters that fray the nerves of naval commanders and military analysts. The forces needed to hold back the Aslan are also needed to protect against Zhodani and Vargr aggression.

The only factor that might be able to stop the inevitable Aslan invasion would be a civil war between the clans. The Cultural Purge put an end to Aslan expansion for centuries, so a war between clans in the Trojan Reach might give the independent worlds and the Imperium time to build defences against the Aslan flood. All-out wars are rare among the Aslan due to their practise of limited conflict and honour duels and the one thing that might provoke a civil war would be an insult so great that extermination is the only option.

The clans who have the most to lose from an invasion of the Imperium are the trader clans like the Tlaiowaha and Ahroah’if, both of whom profit far more from stable, friendly relations than from war and conquest.

Clan, Ya’soisthea and Tlaukhu

Aslan politics is notoriously confusing and unstable and this is especially true in the Trojan Reach. An ambitious Aslan noble in the Reach has to navigate the web of clan politics, dealing with entrenched elder males who control the clan’s territory and older females who hold the wealth. Beyond the clan, there are vassals and suzerains to command or obey, allies to placate or goad, rivals to crush... and two separate quasi-governments.





As an institution, the *Tlaukhu* is vastly more powerful and influential than the upstart *Ya'soisthea*. The *Tlaukhu* is the central authority of the entire Hierate and determines overall Aslan policy. Defy the *Tlaukhu's* commands and you defy the combined voices of the greatest Aslan clans. Promotion to the *Tlaukhu* is the ultimate goal of every ambitious clan and the prestige and honour of *Tlaukhu* membership are second to none. However, the *Tlaukhu* is seated hundreds of parsecs away and the fastest ship takes months to get to Kusyu and back. It is a fiercely traditionalist group, refusing to tolerate any 'deviant' Aslan culture.

The *Ya'soisthea* is a much more ad hoc organisation and has no influence outside the Trojan Reach/Beyond/Riftspan Reaches zone (and has relatively little influence within that zone, anyway). It lacks the grandeur and prestige of the *Tlaukhu* but is much more flexible and tolerant of different beliefs. More importantly, the *Ya'soisthea* is based right here in the Trojan Reach. It may have less power but it can bring its influence to muster much more quickly.

The *Tlaukhu* has little interest in the Trojan Reach as long as profitable trade is maintained with the Imperium. The *Ya'soisthea* was originally formed in response to that official disinterest but now has its own long-term goals, such as the destruction of the Glorious Empire and the development of the Trojan Reach clans. Currently, the two organisations' aims are not incompatible but if the *Ya'soisthea* thrives, it will raise the standing of all the clans in the Trojan Reach – including the 'deviant' clans who fled Hierate space during the Purge. The *Tlaukhu* clans will not consider a deviant clan to be their equal.

When the *Tlaukhu* pulls one way and the *Ya'soisthea* another, how will the characters act?

Fading Glories of Empire

The Glorious Empire makes a fantastic villain for games in the Trojan Reach – it is a fascist race of slaver cat monsters! Everyone, from the Imperium, to independent humans, to Hierate Aslan, gets to shoot Glorious Empire slavers and feel good about it. If you do not want to start a war between the Hierate and the Imperium, then the Glorious Empire makes an excellent substitute. The Empire might invade any world within a dozen parsecs of their border, putting most worlds in Goertel, Yggdrasil, Nora'a, Dpres, Sindal and Tlaiowaha subsectors at risk. For a simple adventure involving the Empire, just have them invade or raid a world when the Player Characters are visiting. The characters have to escape the slavers or rescue their allies from a horrible fate. For longer-term campaigns, the characters could be involved in a war to reclaim a world conquered by the Glorious Empire. The slave population means that human infiltrators can hide in a Glorious Empire city while on a mission.

Currently, the Glorious Empire is licking its wounds after recent losses but like any animal, it is most dangerous when cornered...

There Are Little Kingdoms

The tiny kingdoms like the Belgardian Sojournate or Strend Cluster can be interesting places to set a series of adventures or a whole campaign. Unlike the Imperium, where the characters are one band of adventurers and traders among millions, they might be one of a small number of free ships in such a small kingdom. As such, the characters have much more influence than they normally would have. Just having a functioning, jump-capable starship means the characters are a potential threat to the government or perhaps they can become special agents for the state and be sent on missions. If, say, the Senlis Foederate wants to make contact with another world in Tobia subsector, they might send their trusted agents on this dangerous mission.

The little kingdoms let the Referee play with governments and cultures that would not fit into the greater Imperium, like collapsing civilisations, transhumanist groups or weird swords-and-starships pulp kingdoms.

Convoys, Pirates and Raiding

Trade in the Trojan Reach is a much more hazardous endeavour than in civilised space but the rewards are commensurately greater. Ships departing Tobia or Tlaiowaha subsector travel in convoys of a dozen or more and are escorted by the military of the Imperium or Hierate.

In game terms, the Referee should give a positive DM when trading in the Trojan Reach to reflect the fact that there are fewer traders operating in the area and that it is possible to obtain rare items such as Aslan or Florian technology

EXOTIC TRADE DM

Trade Goods	DM
Trading across the Trojan Reach (Imperium/Aslan, Imperium/Florian League)	+1
Trading with isolated worlds	+2
Goods are not normally available to buyers (Aslan or Florian technology)	+1
Exotic goods unique to one world	+2

Characters engaged in speculative trade in the Reach risk attack by pirates. There are dozens of pirate bands operating in the sector, using corsairs or smaller vessels for the most part. Alternatively, characters can launch careers as pirates themselves, in a sector where there is far less danger of being exterminated by an Imperial warship.



The Unexplored Quarters

Menorial and Egryn subsectors are virtually unexplored by the Imperium, as are portions of the Borderlands, Dpres and Yggdrasil. Scouts have mapped the subsectors but other than the result of a cursory survey, little is known about the cultures and inhabitants of worlds in this sector. The characters could be sent to gather information on worlds in any of these subsectors – their patron could be any group from the Scout Service, to Imperial intelligence, to a megacorporation, to the Traveller's Aid Society, to a tour guide. The choice of patron would determine what sort of information the characters are sent to retrieve; a campaign where the characters are Imperial agents looking for ways to prepare independent worlds to resist Aslan invasion will be very different to a game where they are wandering restaurant reviewers.

General Development Company

The General Development Company is the largest and most powerful megacorporation operating in the Trojan Reach, outside of those who trade only on the Aslan/Imperium trade route. Founded in the wake of the civil war to encourage trade and development in the fringes of the Imperium, GeDeCo is hailed as a benevolent organisation, something halfway between a trading company and an investment fund. The company is famed for taking the long view in its efforts to help isolated or backwards worlds develop and join the interstellar community. In fact, GeDeCo takes a very long view and its ultimate goal is something far more than mere trade.

The company's ethos changed soon after it established a second home port on Vorito/Tlaiowaha in 841. The Trojan Reach directorate was given a wide latitude by Head Office on Deneb to make decisions. The Trojan Reach directorate hired a scientist named Gaemel Jaskarl to advise them on long-term policy. Jaskarl was a criminal under Imperial law, a psychohistory researcher who claimed to be able to predict the future of the Trojan Reach. In 853, he produced a document referred to as the Jaskarl Report. The full report is kept in heavily guarded vaults on Vorito but some of his conclusions are well known in GeDeCo. He predicted a complete take-over of the Trojan Reach by the Aslan and that the whole Domain of Deneb was in danger of collapse and anarchy unless steps were taken.

The Trojan Reach section of GeDeCo has dedicated itself to using the Jaskarl Report to change the future. In addition to its standard policy of recontacting lost or failed colonies and 'uplifting' them to civilisation, the company has embarked on a multi-century project of averting this takeover – by any means necessary. GeDeCo has fostered trade throughout the Reach – the Florian Trade Corridor is one of its great successes, for example – but has also interfered with the politics of many worlds and is engaged in espionage, supplying weapons, genetic engineering and other 'black projects'. Agents of the company are in place as 'advisors' or 'technical consultants' in independent worlds across the subsector, preparing for the conflict to come. Better a Trojan Reach eternally at war with the Aslan than a sector under the claw!

GeDeCo's head office in Deneb has yet to realise that its Trojan Reach branch has mutated from a state-sanctioned development fund into a shadow government. They have noticed that the Trojan Reach branch consistently underperforms compared to the Riftspan branch and Denebian auditors are a bigger threat to the security of GeDeCo's grand plans than any Imperial spy.

GeDeCo has continued to research and develop psychohistorical techniques, in breach of Imperial law. Their main goal is to adapt psychohistory to the Aslan, allowing them to manipulate the different clans and trigger internal conflicts. Dr. Jaskarl (still alive thanks to anagathics and cybernetic enhancement) believes that his calculations are nearly complete. Three decades ago, he departed with a team of researchers to consult experts in the Hive Federation; he is expected to return in 1111.

Theev in Sindal subsector is one of GeDeCo's dirty little secrets. The pirate planet is covertly funded and manipulated by the company, who passes on intelligence about trade convoys to the raiders. GeDeCo uses Theev to weaken its rivals and to force independent worlds to accept GeDeCo development contracts. The long-term intent is to force the Aslan to divert more resources to escorting trade ships and less to conquering independent worlds.

Secrets of the Floriani

The Floriani were not merely transplanted by the Ancients – they were *created* by the Ancients. The Floriani are not humans, they are androids modelled on the human form. Three hundred thousand years ago, the Floriani awoke in the cloning tubes where they were grown. While the androids are capable of reproducing conventionally, over a third of the Florian population is still produced in the cloning tanks.

Floriani age and die much like humans do, although they are capable of living for up to two hundred years without anagathics. The Floriani are nearly identical to one another; they all have the same blood type, for example and have only small variations in facial features and behaviour. The Floriani were created as an 'improved' version of base Humaniti, specialised as lab assistants (Barnai) and labourers (Feskals).

Floria has far more active Ancient technology than visitors realise. The Floriani claim that the sites they show tourists are the full extent of the ruins but truth is that the whole planet is one vast Ancient machine. There was no 'Aslan scoutship' that the Floriani found and used to reverse-engineer jump drive technology; they discovered a still-functional Ancient warship in a chamber deep beneath Floria's surface. The Floriani have the keys to much of the knowledge of the Ancients. Unfortunately, they have no idea what to do with it. The Floriani know they were created for some purpose and some Ancient artefacts trigger race memories, leading the Barnai to suspect that they are part of some elaborate experiment. If they find the right artefact or place, then perhaps the Floriani will learn why they were created.

The Floriani have an instinctive dread of psionics. Their first contact with the Zhodani led to the League closing its borders for decades.



The mere hint of psionic activity causes Feskals to flee in a panic and Barnai feel extremely ill and nervous in the presence of a known telepath. Attempting to scan a Floriani mind causes painful feedback in both the subject and the psion. The Barnai suspect that there are Ancient secrets lodged inside their minds that are shielded against telepathic intrusion.

While the Floriani have learned a great deal about physics and engineering, their grasp of biology and chemistry is lacking – they learned all their science from the Ancient devices left behind and while the Barnai are extremely adept at memorising and categorising, they have no ability to make intuitive leaps or be creative. They have used human scientists to investigate Floriani biology (and eliminated these scientists afterwards, before they could reveal any Florian secrets). The results are deeply worrying – the Floriani grown in clone-tanks show radically different brain activity to natural-born Floriani. The colonists in the rest of the League are rapidly diverging from the ‘pure’ originals on the homeworld. The two strands of Floriani still behave in the same way and there are no other signs of divergence but something strange is happening in the brains of natural-born Floriani, as if some Ancient program is being corrupted by genetic drift.

Ancient Legacy

The Floriani are not the only legacy of the Ancients in the Trojan Reach. On the far side of the sector is the world of Auitawry, which also survived the cataclysmic wars of the Ancients nearly intact. For one world to survive from that time is remarkably – two within a few dozen parsecs of each other suggests that some force protected the Trojan Reach from the worst effects of the wars. If this is the case, if one of the Ancients shielded their cities and planets in the Reach from destruction, then there could be other Ancient facilities as-yet undiscovered. The Imperium has considered more than two-thirds of the sector to be ‘unexplored’ and Auitawry shows that the Ancients were willing to build on the most hostile and unlikely worlds. The Ancients could be anywhere.

Ayayo, deep in Aslan space, may hold the key to this mystery. The cryptic symbols on the black pyramid found in that system have defied analysis by the Aslan but ten minutes of comparison between the symbols and the glyphs on a Droyne coyn would show a distinct resemblance. The pyramid can be activated by a sufficiently intelligent Droyne; when switched on, it projects a spatial-distortion field that completely protects those inside the field from the effects of gravity, no matter how intense. A ship protected by this field could fly into a black hole, like the artificial singularity at 627-301.





ASLAN AND TRAVELLER GAMES

This chapter discusses methods and ideas for using the Aslan race in your *Traveller* games, and is intended primarily for the Referee, although players of Aslan characters may also wish to consult it. Whether your games include a single Aslan wanderer or take place in the very heart of the Hierate, there are certain factors that should be taken into consideration.

ASLAN IN THE GAME

Aslan are very similar to humans in most ways, and are far less alien than the Hivers or Droyne (or even, in many ways, the Zhodani). They think in ways that are comprehensible to humans, have similar social, legal and financial systems, and can use human technology and equipment. The Referee can, for the most part, treat Aslan and human characters the same way.

The question of territory is one that may affect games. Aslan, especially males, are driven to acquire territory. In a game with a mix of Aslan and human characters, the Aslan obsession with territory may be an unwelcome distraction, especially if the group travels extensively. The crew of a free trader are unlikely to want to stop trading just because the Aslan character likes the look of a frontier world and wants to claim it as his own. The territorial drive should play a part in the game, but should not be allowed to dominate it, any more than a noble character's political intrigues or a psion's quest to master the powers of the mind should be allowed to dominate the game. One adventure every few sessions might showcase this aspect of the Aslan – perhaps a misjump leads the Player Characters to discover a verdant and valuable world, and giving the Aslan character a chance to improve his Territory by claiming the world and setting up a settlement – but the game should not revolve around Territory claims. Either have Territory be the final reward when the Aslan character leaves the game, or have him hire a seneschal to manage his domain while he continues adventuring.

The male unfamiliarity with money and technology is another aspect of the Aslan that should be treated with a light touch. Nothing is more annoying than a player who seizes on one small trait of his character and reminds everyone of it at every opportunity. Yes, your male Aslan does not understand technology or money, but he has seen a computer console before, and can survive for a day in a technological society. He may not know how to handle money without the Independence skill, but he knows vaguely what a small and a large sum of money is (relative to his Social Standing, anyway). The Referee should include the occasional moment of comic relief or times when the plot turns on the male's cultural bias against using money or operating complex technology, but for most situations, assume the Aslan male muddles through somehow or one of the other Player Characters helps him.

ROLEPLAYING ASLAN

For either gender, always remember that you are the youngest and proudest of the major races.

You are not weak Hivers; you do not need to rely on conniving and manipulating. You take what you want with your claws and teeth! You are not pathetic Droyne; your race has carved out an empire amid the stars. You are not cowardly K'kree; red blood surges through your veins, and you know the thrill of the hunt, the kill. You are not mongrel Vargr; you are the pure product of millions of years of predatory evolution. You are not divided Humaniti, fragmented into dozens of meaningless divisions and deluded by politics.

You are Aslan. This universe is your hunting ground. All you survey is yours for the taking.

Look around you at the other Player Characters. Smell the fear pheromones, watch the tell-tale pupil dilations and tiny twitches of the muscles as the fight-or-flight reflex kicks in. Feel your dewclaws – razor-sharp, harder than steel – flex beneath your paw. Look around at the other Player Characters – which of them can you kill easily? Which of them would be a challenging fight? And which, if any, can defeat you?

Establish your territory. Take all you can hold – no less, and no more. Only respect those who are worthy of respect, and have them prove their honour and courage by acting honourably and courageously. Those who are not worthy of respect are not even people, they are herd animals or possessions.

Never lose hope. If your situation is desperate, then fight back you will survive. If your situation is good, then glory in your success and feast. Patience is only a virtue if you are lying in wait for a foe. Never give into inaction, never do 'nothing', even if all you are doing is lying in the sun and sleeping. Remember that you are a lord of creation, the anointed heir to the whole universe. Live with honour, and you will be rewarded.

You are never alone. Your clan is your blood; the essence of the ancestors flows through your veins. Honour your clan, and they will honour you. Remember that when you speak, you speak for and with your clan. Weigh your words carefully, for they reflect on your clan, but also remember that when you speak, so too do tens of thousands, and so others should listen carefully. Honour the clan *ko* and elders. Scorn the Outcasts, for they have failed their kin and are now less than people.

Females

Female Aslan are in competition with one another from the day they are born. There are three or four females to every male, so a female must excel in order to be noticed by her parents and her clan. Find some aspect of life – engineering, medicine, finance, sports, beauty, politics, music – and conquer it. Be the best, because only the best females are worth anything at all.



Find a good male, but rely on him for nothing. Males are good only for owning land, siring cubs and fighting.

Males

You are the spoiled god-king of the universe. A male Aslan is the pride and joy of his parents, and wants for nothing when growing up. The drive for territory consumes you – every relationship is framed in terms of territory and dominance or submission. You are the master within your own territory, but you must submit to the masters of other territories.

CAMPAIGNS

This section discusses campaigns that do not centre wholly on Aslan affairs, but may include one or two Aslan Player Characters or have the Aslan race as a component.

Travellers For Hire

The ‘core story’ or default style of play for *Traveller* is that the Player Characters own their own starship and are wandering the galaxy, looking for interesting patrons and ways to pay off their mortgage. Aslan Player Characters fit perfectly well into this style of play. Perhaps the Aslan Player Characters are Outcasts, or their clan wishes them to learn about human society for a time (or, most likely, the clan does not particular care about a few young Aslan). There are ways to drag the characters off to Aslan space for a few sessions, to give them a taste of a very different culture to the Imperium:

- A patron hires the Player Characters to deliver a cargo of rare dust-spice to an Aslan noble. The noble lives deep in the Hierate, and the dust-spice is being sought by several rivals of the noble, so it must be carried by a single ship for the whole journey.
- The Player Characters sign on with a megacorporation to establish new trade routes in an unexplored section of the Trojan Reach.
- One of the Aslan Player Characters is targeted by an assassin. A war of assassins has started between his clan and another clan back home, and the player character is one of the nominated targets.

Along the Aslan Border

The Trojan Reach (or a similar sector, such as *Reaver’s Deep*) is a very interesting setting for a campaign. The politics of the two great powers, and the smaller worlds sandwiched between them, makes for a much more dynamic and varied environment than a more settled sector. Worlds change hands, alliances shift and break, and the characters can experience a variety of cultures and adventures.

Divided loyalties can be an issue in this style of game if some of the Player Characters are Aslan and some are human. The Referee

should try to avoid presenting one side as categorically right or wrong, and include allies and enemies on both sides.

- An independent world fears it will be the target of Aslan aggression, and hires the Player Characters to deliver illegal weapons and to train its armed forces.
- There is a major summit between Aslan and Imperial nobles, discussing security, trade, border troubles and other issues. Several passengers heading for this summit hire the characters to transport them there. The passengers are a mix of nobles, bureaucrats, corporate executives, journalists... and no doubt, a few spies and assassins. The decisions made at this summit will shape politics in the sector for a decade, so if the characters can learn what is decided before anyone else, they may be able to get in on the action early.

Voyage into the Hierate

To fully immerse a mixed group into Aslan culture, send them on a long mission into the Hierate. An ideal mission might start in the Spinward Marches, and take the characters from there, through the Trojan Reach and across the Jump-5 route over the Great Rift, and from there through the Hierate to Kusyu. Along the way, the characters get to experience a variety of worlds and challenges. It is best to skip over whole sections of the journey – there is no need to run through every jump-land-refuel-launch-jump sequence, instead focus on exciting worlds and threats.

Potential threats include xenophobic Aslan, ongoing limited wars, pirates and political intrigue.

- The characters are hired to bring the body of a deceased Aslan noble back to Kusyu. The body is sealed inside a special casket. The noble died under mysterious circumstances in the Imperium, and returning the body untouched is the only way to prove he was not murdered by humans.
- The characters have a passenger – a young Aslan male, heir to a vast domain in the Hierate. His sire was slain in battle, and enemies want the heir dead too. No one can be trusted.
- The characters are hired by Imperial intelligence to gather information about the heart of the Hierate. Their ‘trade mission’ is a cover.

ASLAN CAMPAIGNS

Instead of having a mixed group of humans and Aslan, it is possible to run an all-Aslan campaign. This style of game allows the group to highlight the unique aspects of the Aslan race; territory and clan politics can play a central part of the campaign. It is also possible to run a standard *Traveller* game ‘flavoured’ with Aslan culture, casting the Player Characters as traders.

All Family

One intriguing option is to have all the characters be part of the same family in the same clan. Ambitious players could even all be part of the same pride, with one male and several female Player



PRESENTING THE ASLAN

There are several ways to present the Aslan race in a campaign. The Referee is advised to choose one approach and stick to it throughout most of the campaign, as it lends character to the race.

Aslan as Noble Ally

The Aslan are a strange but honourable race. Their customs are not those of humanity, but they are not unusually cruel or violent. Their practice of limited warfare means that Aslan conflicts are less damaging than might be expected. The Aslan reward heroism and ambition, and respect humans who act honourably.

Emphasise: Ritual combat, heroism.

Inspiration: *Star Trek* Klingons (especially in the *Next Generation* era).

Aslan as Mysterious Other

The Aslan are a strange and nearly incomprehensible race. While not necessarily hostile towards humanity, their culture appears primitive, archaic or unpleasant to human observers, but not to the Aslan themselves. What humans would characterise as ritualised violence, cruelty, rampant sexism, an absurd obsession with owning land and extreme cultural conservatism are common in Aslan society. Interactions can lead to conflict or confusion, even when both sides are well-intentioned and trying to communicate honestly.

Emphasise: Cultural strangeness, the feeling of being in a foreign country.

Inspiration: The Jana'ata from *Sparrow*.

Aslan as Threat

The Aslan have attacked humanity again and again in the past, and even though relations are currently peaceful, such situations never last. They are marauding monsters who hunger for new worlds to conquer. Even in peacetime, Aslan raiders and pirates are a constant threat. Never trust an Aslan – their 'honour' only applies to their own internal politics, and they do not think humans are worthy of respect. They see us as cattle.

Emphasise: Raids and piracy, savage attacks.

Inspiration: The Kzinti from the *Known Space* novels.

Aslan as Enemy

The Aslan are on the verge of attack! Already, their raiders and warships are prowling over the border, testing our defences. Soon, their ships will appear in the skies over human worlds, and their warriors will storm our cities! The Aslan are monstrous slavers and cannibals, who consider humanity to be an infestation on the territory they claim.

Emphasise: Animal brutality the constant danger of attack.

Inspiration: The Kilrathi from *Wing Commander*.

Characters. This means that the characters will be working together, but also competing for the clan's favour. Ties of blood make inter-party feuds and alliances much more interesting. The clan can be a long-term patron for the clan, much like the Clan Agents campaign idea.

- The sole heir of an elderly Aslan lord dies in battle. The Aslan lord is known to be ill, and must name a replacement heir soon from among his kin. If one of the Player Characters can impress the lord, maybe they can be named the new heir.
- An ancient feud erupts once more, threatening the characters. Do they join their clan, or try to bury old feuds?
- An ambitious young Aslan proposes a radical new direction for the clan. Do the characters risk supporting this young upstart and share his fate, or stay safe and stick to the status quo?

Conquerors

The characters are all second sons and other landless Aslan, who have just been given a ship and sent out to find their fortune. In addition to the usual *Traveller* escapades of patrons and trade, the characters are searching for a world worth conquering. Once they find such a planet, they need to return to Aslan space, gather an army, and then conquer the planet.

- Finding the right planet should involve a tour of the whole Aslan border. If your campaign is set in the Trojan Reach, for instance, that would mean months of travel through five subsectors. In addition to unoccupied worlds, the characters may wish to try conquering a non-aligned, Glorious Empire or Florian League world.



- To gather an army, the characters need to convince an *ihatei* camp that their prospects for conquest are better than any of the dozens of other scouts. This section should involve spying or sabotaging their rivals, roleplaying, logistical planning and tactical preparation.
- The challenge of conquering the world depends on the nature of the target. Do the characters need to explore a hostile new world, or do they need to defeat the existing military forces on the planet?

Mercenaries

The constant conflicts within the Aslan Hierate means there is plenty of work for mercenaries. The Aslan fight limited wars and wars of assassins, so mere firepower is not always enough to win a conflict.

- The characters are hired to assassinate the ruling family of a minor clan, who live in an orbital fortress high above a heavily defended planet. Complicating the matter is the fact that the characters' patron is one of the family, so they cannot just attack the fortress directly.

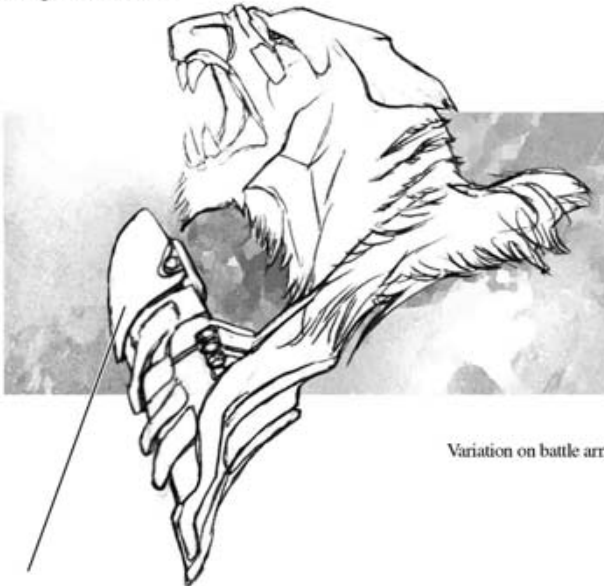
- A limited war between two clans has dragged on for too long. Both clans are ploughing money and lives into an increasingly pointless struggle, and the eventual prize for winning is not worth the cost. The characters are hired by a noble of one clan to sabotage his own side; he prefers a quick defeat to a pyrrhic victory. They need to end the war quickly; but covertly.

Clan Agents

The characters are roving clan agents. They are troubleshooters, who go where the clan needs them. Missions range from counter-espionage and guarding against assassins, to sorting out diplomatic tangles.

- An overly ambitious *ihatei* has led a few thousand members of the clan to a world that is likely to be retaken by enemies. The characters need to go in and convince the new landowner to abandon his domain, then buy time for an orderly evacuation.
- One of the clan's diplomats has vanished on a human world. The characters need to investigate his disappearance and solve the mystery, despite sticking out like sore thumbs in the midst of the crowds of humanity.

Aslan using the "ROAR box"



Variation on battle arm

ROAR box is a vocal amplification technology that turns their already fearsome roar into an ultrasonic blast that can shatter rock, explode vehicles or burst an enemies organs.



Snap down face protection with Aslan representation (gold indicates officer)



INDEX

Symbols

627-301 174

A

Ace 183
Acquisition of Things Not-Us 163
Aehahr 207
Afeakter 215
Age 4
Aging 8
Aisaoawi 211
Akoaft 201
Albe 185
Alirar 193
Allemagne 165
Allies 140
Ancestral Deeds 4
Ancients, The 154
Animals 149
Architecture 44
Argona 205
Armour 65, 66, 67
Art 44
Arunisiir 203
Assault Carrier (starship) 112
Augments 68
Awaweaw 213
Ayayo 215

B

Bases 152, 153
Belgard 168
Beliefs 37
Berengaria 171
Binary 219
Bio-adjustment Pill 68
Borderland, The 203
Border Wars 60
Brotherhood of Stars 32
Browne 206
Bulk Hauler (starship) 125
Burgess 218
Byrni 203

C

Caraz 173
Careers 5, 7
Ceremonial Kinship 32

Character Generation 3
Cities 146
Clans 3, 63
Clan Events 34
Clan Shares 32
Clan Transport (starship) 85
Clawbike 72
Claw Coating 68
Claw Edging 68
Claw Hardening 68
Claw Implant 68
Claw Port 67
Colony Six 197
Communications 68
Company of Grandmotherly Kindness 163

Computing 68
Contacts 140
Control Systems 76
Corporations 48, 161
Courier (starship) 89
Crawler 73
Crews 76
Cruiser (starship) 94
Currency 65
Customs 42

D

Diet 36
Dpres 180
Dress 44
Drinax 201
Duels 37, 38
Dustpan 165

E

Earlyu 211
Egyrn 168
Empire 187
Encounters 140, 145
Energy Weapons 72
Envoy 23
Eoiw 211
Ergo 205
Escort (starship) 99

F

Factions 151

Family 3, 37
Feuds 39
Fist 189
Five Shields 163
Floria 177
Floriani Characters 156
Florian League, The 155, 158
Florian Trade Company 162
Flypod 75
Fomalhaut 167
Ftoakh 209
Ftyewirl 207

G

Gazulin 174
Gender 3, 43
General Development Company 162, 223

Gikarlum 217
Glories Under The Claw 163
Glorious Empire, The 157, 158
Goertel 195, 197
Government 44
Governments 151
Grav Barge 75
Grav Platform 74
Great Rift, The 62

H

Hierate 46, 56, 157
Hkea'as 215
Hkesuh 209
Homeworld 45
Honour 37, 38
Hradus 187
Humans 53

I

Ihatei 42
Imisaa 189
Imperium, The 158
Independence 32
Interstellar Travel 76
Irlaiw 211

J

Jump Drive 59
Justice 46



K

Khtiyro 217
Kinships 32, 48
Kinstrife 59
Kteiroa 199
Kusyu 45

L

Land 40
Landholds 41
Language 50, 51
Law Levels 152
Lifespan 36
Life Events 33, 34
Light Trader (starship) 130

M

Marriage 43
Mathematics 51
Medical Supplies 68
Megacorporations 47
Melee Weapons 69, 70
Menorial 165
Mercenaries 50
Messenger (starship) 92
Military 13, 49
Military Officer 15
Mustering Out 6, 32

N

Nabeth 170
Names 141
Naming 4, 50
Neumann 174
Non-Player Characters 150
Nora'a 191
Noricum 183

O

O'Keefe 174
Oihyeti'he 193
Other Races 62
Ouiyloi 213
Outcast 17, 43
Outlaw 19

P

Pa'an 168
Past Deeds 4
Patrons 140, 141

Pax Rulin 171
Physiology 35
Pocket Warship (starship) 133
Predator Modifications 68
Prehensile Tail 68
Prehistory 56
Pride 3
Privateers 49
PRQ 162
Psionics 8

R

Raiders 159
Ranib 207
Reactions 139
Researcher (starship) 109
Rites 43
Rite of Passage 5
Rivals 140
Roar Box 67
Robots & Drones 68
Rural Areas 147

S

Sable des Etoiles 167
Scaladon 187
Scientific Kinship 32
Scientist 21
Scout (starship) 77, 80
Script 51
Secret School 32, 48
Seeker (starship) 107
Senlis 171
Ship Shares 33
Shrines 77
Silraaihe 211
Simok 189
Sindal 183
Sindalian Empire, The 155
Skills 6, 31
Slashpatch 68
Slaver (starship) 119
Slug Throwers 70, 71
Social Standing 41
Society 37
Spacer 9
Space Forces 48, 49
Space Officer 11
Starports 145
Starships 77
Stohyus 210
Strend 167
Suiaoir 191

Susanawo 174
Syoakh 195

T

Tail Armour 67
Tank 74
Tech-World 205
Technology 152
Tender (starship) 104
Territories 153
Territory 31, 41
Thalassa 182
Theev 183
Timekeeping 35
Timeline 62
Tisilli 217
Titles 5
Tlaiowaha 199
Tlaukhu 57, 221
Tlazolteotl 180
Tobia 187, 189
Tobia Commerce Guild 162
Tolerance 32
Torrance 180
Trader (starship) 82
Travel Zones 153
Trossachs 165
Tryaoke 198
Tyeyo Dust-Spice Importers 163
Tyokh 201

V

Vadada 193
Vargr 154
Vehicles 72
Vorito 201
Vorn 177

W

Walei 168
Wanderer 29
War 39, 160
War of Assassins 40
Weapons 69

Y

Ya'soisthea 156, 221
Yekhtia 207
Yggdrasil 177, 179

Z

Zhodani 154, 160

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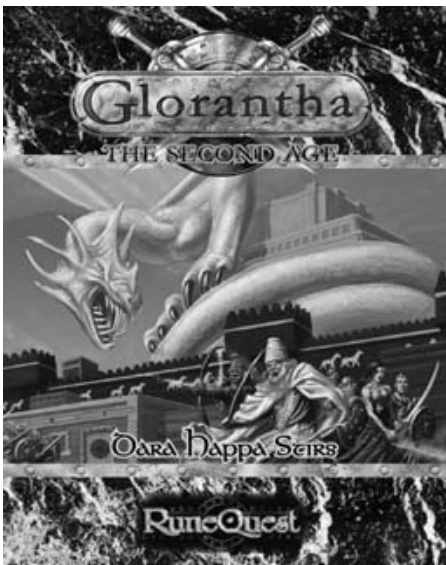
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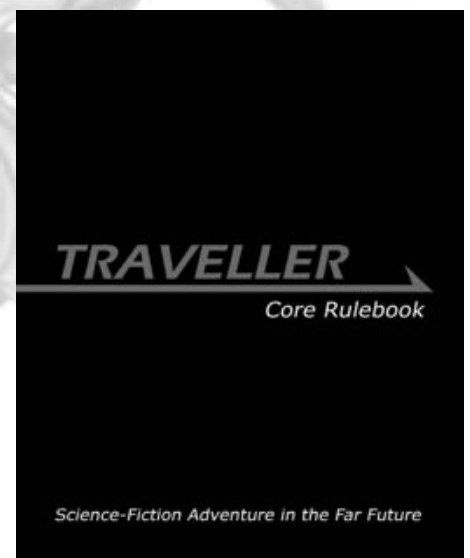


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