

Gvurrdon Sector Campaignbook

An overview (1100 to 1200)



Words from the Author

Finally this book has been finished. It has been almost 10 years in the making. Yeah, I may be a slow writer. Anyway, this is a collection of all the documents I produced for Gvurrdon while I was a member of the HIWG. My work started in 1990 (or thereabout) as Leroy Guatney handed over Gvurrdon as my responsibility for development for the Traveller universe. Since then I have produced about 14 documents on this sector. When I started we had MegaTraveller, and I updated it as we got TNE. Then Imperium Games went retro and we got Milieu 0 or M0 for short, I did not update Gvurrdon to M0 era. At this time I felt there was time to consolidate and collect the documents I had written. There is also a lot of new material included. My work on this book stopped when HIWG ceased to exist and GDW went belly up. I felt it was time for Traveller to die. Other things took the main seat in my life and my Traveller books started to collect dust in the shelves. But just about one year ago I did get the itch back for some reason. When I now sit here and write these words Steve Jackson has obtained a Licens to make a Gurps Traveller. I have barely seen this product as it is just a few books available here in Norway. D20 Traveller (or T20 as it is known) are neither available in Norway. Gvurrdon Sector Campaignbook does not take in consideration of what happens in G:Traveller. or T20. Neither do I care about it. I have followed the official GDW line far as I could.

I have tried to make the document so that there is possible to start a campaign in any time in published history. It covers three eras; pre-rebellion/FFW (briefly), Rebellion and post virus era of about 1200, with the history in between. This documents contains several colored maps, and UWP of all three eras. With this I will say that I am mostly finished with Gvurrdon. Now it is up to you to bring Gvurrdon further on in history.

Do note that this document is fit to my campaign, so you may encounter a mix of «canon» material. I for instance allow Thruster drives when the technology allows it according to T4 and MT.

I want to dedicate this book to those who was avid members of HIWG. They really thought me what Traveller was all about. Names like Clay

Bush, Mike Mikesch, Bryan Borich, Mark "Geo" Gelinas, David Ridell, Adrian Steward, David Schneider, Leighton Piper, David Burden and many many more. Thanks for making me able to do this work. I would like to specially thank Clay Bush for putting up with me when I was at the most eager phase, sending him dozens of letters impatiently waiting for answers.

I would also thank all the users of TML, making me having fun with Traveller again. Now I'll keep playing until they pry the dices from my cold stiff fingers.

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Part I:

Historical overview

Gvurrdon: A historical overview

1105 to 1116

Gvurrdon has always been a cooking pot when it comes to Vargr and Human relations. Gvurrdon was colonized by Vargr already about -2500, first explorers were reaching the sector early as -2900. There are no firm records to pinpoint the date more precisely. Vargr here are also generally more violent and aggressive than their counterparts more trailing in the extends. Both the Zhodani and the Imperium got interests in the sector. Zhodani owns a few worlds while the Imperium only got a few selected consulates in the area, mainly then in the Thoenling Empire and Thirz Empire, which the latter is by many seen as a client state of the Zhodani as they share common border across 5 subsectors.

Many of the states in this sector tries to stay independent of both the Zhodani and Imperial influence, while still be on good terms with both, as both cater for good trading opportunities. This creates a lot of friction between the states and the different interest groups. This situation are also exploited by the several corsair bands, and the most noted is the Kforuzeng, which is the largest band ever been assembled.

There is constantly small skirmishes or battles between the

states. The two who are most likely to battle it out is Society of Equals and Thirz Empire. Two other contestants are Rukh and the Anti-Rukh coalition. However in the latter case Anti-Rukh only lives because of the Zhodani control the Rukh allegiance enough to prevent a war, that may destabilize the region further.

Fifth Frontier War

When the Zhodani pressed the Imperial forces back in the Spinward Marches Ve Ekhle Ksafi (also known as 40th squadron) initiated attacks along the spinward border to occupy the worlds there with a majority of Vargr citizens. Kforuzeng did also try to cash in on this and joined forces with the 40th Sqd. As their joint campaign was a success, more corsair joined up to get a share of the taking.

When Norris relieved Admiral Santanochev of his command their luck turned. However they was not driven back until after the Zhodani was beaten at the battle of Rhyllanor. Most other states in Gvurrdon did not participate in the battle directly, but many of them did send a few ships to cash in on the opportunity for some fast Charisma increase. When the tide turned everything unraveled surprisingly fast. Most because of the fact that many of the states

were uneasy partners at best. Within a few months the Vargr threat was eliminated.

Post War

As the region settled down after the FFW, the Third Imperium encouraged individuality in Gvurrdon leading to splintering and conflict in the sector to prevent any group to be too large to pose any threat to Imperial interests. Meanwhile the Zhodani tried the opposite, to stabilize its border against the Vargr. Zhodani did also increase its presence in this sector. Rukh and Thirz Empire was two of the major factions in Gvurrdon supporting Zhodani. While 40th squadron did attack the Imperium during the FFW, it did not have any connection to the Zhodani Consulate.

During this period the Equality war began between Thirz Empire and Society of Equals (SoE). SoE was very successful in the beginning, but the tide turned, and SoE lost much territory to Thirz Empire when the war ended in 1116. There has been speculations on that the Imperium did manipulate SoE to start the war against Thirz Empire, but nothing was ever proven.

Kforuzeng (a sector-wide corsair band) did also experience a sharp decline, and several groups sought

their own fortune and went their own way. Many of the minor corsair bands did participate in the war between the Thirz Empire and SoE. During this period the Spinward Marches based trading company Oberlindes Lines expanded their trade into Gvurrdon sector with great success, becoming a major competitor to Gvaeknoks, which also spanned the sector. Oberlindes routes mainly went to Thgoengling Empire, but did also trade with other worlds and empires rimward in the sector. Kforuzeng tried to regain their lost charisma after the defeat in FFW by raiding Oberlindes routes on contract from Gvaeknoks. A failed raid on the system Triad, where Oberlindes had their main base for Gvurrdon, did put Kforuzeng in a bad light and the contract was cancelled.

1116 to 1130

This period had a lot of changes in the sector. When the news about the Emperors death to an assassin reached the Marches, and news about the ensuing Rebellion, Vargr groups started to pour over the Imperial border. In Gvurrdon Kedzudh formed an alliance with the Kforuzeng, called the glass bond, and attacked the coreward Vargr populated worlds of the Spinward Marches. As Domain of Deneb was cut off from the remaining of the Imperium, due to Vargr occupation of Corridor sector. And the fighting among the factions of those who wanted to ascend the throne ensured that any reinforcements would be long due.

Attack on the Marches

The success that the Kforuzeng and Kedzudh experienced increased the charisma of both factions, and more independent corsair bands joined up with Kforuzeng to take part of the plundering. The alliance penetrated deep, and by 1125 the advance stopped when Kedzudh declared that all objectives were reached. However Kforuzeng continued with harassing attacks on Imperial trading lanes to divert any real Imperial threat to the conquered territory.

The strained Imperial forces, which guarded three borders, couldn't do much to fend off the Vargr attacks.

And the situation was dictated by the Kedzudh for several years. But Kedzudh had neither the power to advance further into the Spinward Marches. First when Norris managed to get peace with the Aslan Ihatei, could he send forces to deal with the Vargr threat.

Even though the Kedzudh declared that the objectives were met, Kforuzeng continued the harassment of Imperial trading lanes in the Spinward Marches. Their objectives also started to extend into Deneb sector. And several of the Vargr groupings that had attacked Corridor were attracted to the highly successful corsair band and sought to join up. However Kforuzeng never managed to get any foothold among the groups that raided Corridor. But they managed to pull off a lot of successful raids on the systems bordering to Tuglikki sector. This also prevented the Imperial forces from seriously committing any forces to this segment of space until peace with the Aslans had been reached, and the threat from Corridor contained.

Gvurrdon interior

As the glass-bond campaign in Spinward Marches was a running success, Gvurrdon itself calmed down as prospecting groups headed towards Spinward Marches and Deneb for plunder. This left Zhodani interests getting firmer hold in rimward parts of the sector. Most noted unrest was the handover of worlds from Thirz Empire back to the SoE after the Equality war in 1111 to 1116. Several of the worlds did not want to get back to SoE, with a threatening war being imminent between these two. Democratic votes were conducted on several worlds. Something that was difficult on the worlds that Thirz had taken. The archives didn't list all the adult citizens as voters. A long and difficult job it was to sort out this, because those who were voters didn't want the non voters to get voting privileges. On those worlds with a majority for being handed back to SoE, this was done. For those who didn't want to get back to SoE was shocked when Thirz Empire wouldn't grant them asylum. In 1126 the first worlds were handed over with following unrest and civil

war on several of the worlds. Even wars broke out on those worlds who did not get handed back to SoE. By 1132 most of these wars had ended by enormous diplomatic effort by both SoE and Thirz Empire. But also because of the news about the imminent threat of the Virus approaching from the Imperial core.

1130 to 1200

In the middle of all this Rukh and Anti-Rukh clashed in a war that left deep marks in the society of both groups. Anti-Rukh did not have a chance repelling the attack, when Rukh outnumbered them at least 15 to 1. However undercover groups inside Rukh managed to pull off a lot of destructive terrorist acts that shook the foundation of Rukh. The war itself lasted only a couple of months, but the mop-up took nearly a year. And even today Okozarrga (1336) is still a radioactive globe, glowing with its own radiation.

In 1160 Rukh experiences internal difficulties. Political historians speculate that when the Anti-Rukh was removed, the rulers did not have anything to gather the populace against. Before the Rukh War the populace was aligned against Anti-Rukh. Now when that presence was gone the population started to look inwards and complain about several things. Sophont rights was one of the major issues. A civil war broke out shortly after. Luckily enough, most of the fighting was done in space. Various fleet commanders and admirals thought they held the answer, and with their Charisma they managed to recruit a lot of young aspiring Vargr. As the fleets held control over space the worlds themselves didn't fight much with each other when they actually had other objectives than the fleet. When the fleets had expended most of their strength in useless fighting, a lot of officers experienced their Charisma coming crashing down on their heads.

The central government of Rukh was reduced. What remained of the fleets started to look for supporters in the various worlds. Thus Worlds of Leader Rukh started to fall from each other. Several small

states did form up. And several worlds did also become independent, or did not link up with someone in fear of getting attacked by the others as reprisals.

In this environment the Kforuzeng did find a lucrative market. When the different fleets from the former Rukh empire had expended most of their strength, a corsair band could operate quite safe. From 1160 to 1165 Kforuzeng contracted out forces to various faction, being careful not to end up on both sides of the conflict. In 1165 they decided to move into one of the faction in all. The faction did hold quite a lot of resources, but the political, and military will and strength had been diminished in the conflicts. Kforuzeng that had been looking for a new central base since the old one got blown up by the Regency navy in 1130. Kforuzeng moved in and took control over the government in a coup. They immediately chased off all opposition and restored order in this part of space. This successful act increased the popularity of Kforuzeng among other corsair groups.

In 1172 Gvaeknoks did the same as Kforuzeng. They had experienced more and more problems with the relation between Thirz and SoE. Trading between these two groups became more and more problematic. The two groups believed that Gvaeknoks spied for the other side. Thus the Gvaeknoks looked for a new base to place their headquarters. They found one of the splinter groups of old Rukh being a prime candidate. So they moved in and took control over the government by erecting the runaway economy. They did become so popular that they managed to get control over the government. They soon called themselves Gvaeknoks Trade Union. New trade routes was established.

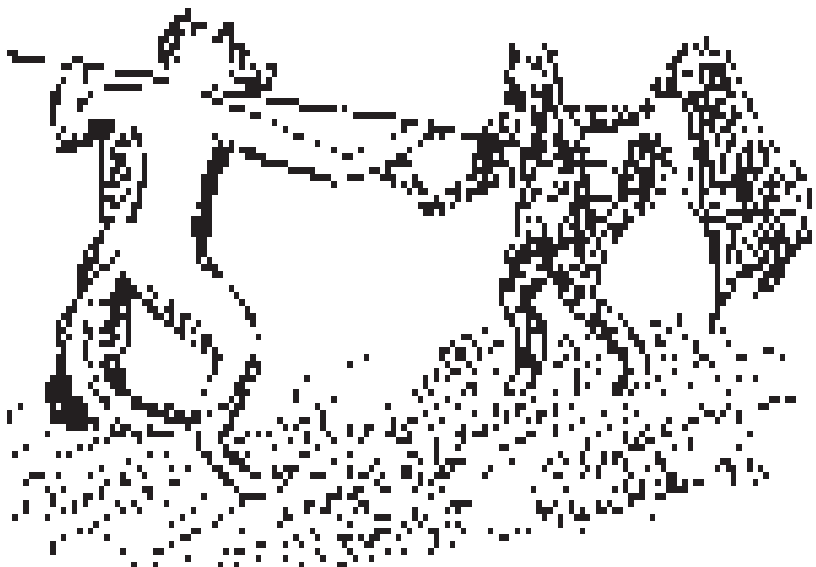
This part of space is still a place of skirmishes between the groups, but they are rather limited. The Zhodani has made their presence in this part of space more visible, protecting their interest. The two largest enemies are the Kforuzeng controlled The Freedom League Also called Corsair's

Den and Gvaeknoks Trade Union. These two has weekly skirmishes with each other. Something that makes travel among these two a bit risky.

The news about the Virus, and the diplomatic pressure from Regency about the same thing made the factions for once pull together (sort of) to prevent a disaster. Very little effect reached Gvurrdon at all. Trailing parts of Thoengling Empire lying in Tuglikki sector experienced some damages in 1140, but because of the forewarning from Regency the damages was minor. Thoengling has always had good relations to the old Imperium, and foster now good relations with Regency. A freak accident in 1146 nearly wiped out Gvurrdon as a political factor in the Spinward area. A small group of Vampire ships managed to penetrate the defenses in Thoengling, and within weeks the Capital feel to the vicious Virus. The Thoengling had to withdraw, just sacrificing worlds in the process. Whats left of Thoengling is just a handful worlds. And now they are really committed. A snafu like this are not going to be repeated, and the naval presence here is heavy. No one is admitted to a world without rigorous search and quarantine for uncertified vessels.

Even for the Virus threat, the factions did continue to fight among themselves as usual, but by pressure from Regency, the faction stopped to use ABC weapons (Atomic, Bacteriological

and Chemical). There has been reported nuclear weapon use in Gvurrdon, but then those have only been reported used in space. And those reports has not been confirmed either.



Part II

Political factions of Gvurrdon

Politics in Gvurrdon

Gvurrdon has always been a violent place compared to other sectors bordering to the Third Imperium. This has bothered nobility in the area behind the claw. The unpredictability of the Vargr makes it necessary to have large quantities of the Imperial Navy patrolling the coreward border. Reliable intelligence of the area is hard to come by, and are often void by the time it reaches anyplace useful where a decision can be taken.

Exterior influence

Both the Zhodani and the Third Imperium tried to stabilize the region to secure their borders. Zhodani has had its presence in Gvurrdon a few hundred years before the Imperium made its presence there. Thus has also been more successful at it than the Imperium.

The Imperial Navy got extended authority to act independently from regional commanders and political control. This has decreased the response time for the naval forces to a given threat.

Reliable intelligence from the area is hard to come by and real threats are usually only apparent short time before a possible strike occurs. But there is not only military threats to handle, but also trade considerations, espionage, travellers, and inter Vargr relations that both the Zhodani and the Imperium tries to keep an eye on.

For travellers that frequent the Extends they need to know what is expected of them and what to expect from the inhabitants there. This goes for all kinds of visitors.

The Imperium and the Zhodani use different ways to control events in Gvurrdon. The Empire tried to split the factions to disrupt any

cooperation that might lead to anti Imperial actions. This tactic changed when the virus made its presence known, this tactic had to change. Archduke Norris poured then aid to Tuglikki, which became the first line of defense against the virus threat. Active cooperation was also sought with other factions in both Spinward Marches and Gvurrdon. Something that led to the creation of the Gvurrdon Quarantine fleet, represented by one squadron of ships from Thoengling, Empire, Thirz and finally two squadrons from Zhodani.

While the Imperium tried to split the factions prior to the virus threat. The Zhodani allied themselves with the interstellar kingdom of Thirz Empire. This cost more than the Imperial approach, but has had actually more rewards. The Zhodani also had connection with several other nations to secure their borders instead of using the military approach.

During the reign of the Third Imperium, Zhodani never managed to get any long term friendship with any of the bordering Vargr states. The Imperium was more lucky with Thoengling, which had worlds both in Gvurrdon and Tuglikki sector. And because of the cold ward/hot war status between

the Zhodani and the Imperium things got very volatile in Gvurrdon sector. The states in themselves did not change much, but the alliances between them and their rulers came and went several times during the 800 years of Imperial presence in The Spinward Marches.

Gvurrdon politics

The Vargr of Gvurrdon has generally viewed the Imperium as the land of gold and opportunity, but with a people that are too rigid in their way. The Zhodani generally has been viewed as the mystery men with weird brains.

Vargr politics are run on charismatic influence, something which are both hard to learn and difficult to understand. The fluid behaviour of the Vargr makes it hard for non-Vargr to predict who is on top in the political battle. Unlike human political parties that are run on policy. The political drive is rather centered on Charisma and the opportunity to earn on someone else's rise in charisma. This may seem self centered and egoistic, but then there are not a single Vargr that makes a living as a politician or lobbyist in the Extends. The reason for this is that charisma comes with achievement in some sort of field. Vargr follows achievement, not political ideas.

Birth right

Unlike most human societies position in the society are usually not hereditary. That's why it is important for Vargr to earn much charisma as possible before they can inherit their parents estates and holdings. The few feudal systems that are around in the Extends usually have a charismatic inheritance system. It is not the first born that can claim a position from their parent when the time comes, but the one that has managed to get the most Charisma. Inheriting a noble position (or something similar) will also in most cases give a charismatic increase. If no offspring has managed to get enough charisma to the time that they are going to inherit their parents, that estate, nobility position or company folds. Usually breaking up into smaller parts.

Imperial Intelligence has used this knowledge to the fullest. But the result have not always been predictable.

Charisma and Loyalty

One of the reasons for this is that humans often do not see the difference on Charisma and loyalty, and how this apply in the Vargr society.

In most human cultures people stand loyal to the leader even in tough times, and the group will also often keep the group loyalty in the event of the death of the group leader, be it now a band of pirates, soldiers or political entities.

Vargr groups tend to break up when the leader dies. And if the group manages to stay intact it does so with usually going through a phase of internal rivalry. There are these rivalries that are hard to predict the outcome of. In very rare circumstances has the leader "appointed" a successor. This successor has been by the leader been given every opportunity to increase his Charisma.

Vargr are by rule of thumb only loyal to the highest available Charisma within the group he or she feels will help to reach his goals. If this group falls apart or drops in group Charisma, groupmembers will tend to leave the group. But there are exceptions of this. These exceptions usually plays in when friendship and homeland is at stakes. So assassinate a world leader to split the world government to ease conquer or remove a military threat may backfire.

When leadership suddenly disappears one way or the other things tend to get really chaotic in Vargr controlled areas unless there is a strong person to take helm. The group (whether it is a mercenary group or interstellar government) recognises that their strength comes from their cooperation. But their nature to seek their own goals often interferes with their both short term on long term politics.

Kforuzeng are known to be the largest corsair band in Gvurrdon sector. Even though Kforuzeng never has been a political entity most of its existence, it has formed and had great impact on the rimward borders of Gvurrdon. Kforuzeng had many changes through its existence. From being a sector wide band with nearly monopoly on raiding along the Domain of Deneb border, to nearly extinction and back on the raise again in the wake of the Rebellion in the Imperium. And finally a political entity in the remains of "Worlds of Rukh".

History

In 1041 the Kforuzeng corsair band were organized. The leader Dzenae Aekoe with his crew on the frigate Raedz decided to split from the Ungogz Den, a small interstellar government got splintered by internal unrest. To survive he started to raid at different worlds that could not muster the force to drive him away. He later joined forces with one other corsair captains.

In 1043 they were attacked by two larger ships, but Dzenae was an expert tactician and soon turned the battle to his favor. Both attackers got their jumpdrive disabled which put them at his mercy. Rather than to exterminate his adversaries he proposed an alliance, which they agreed on. The two crafts were soon repaired.

Dzenae soon realized that he must get himself a base for his four crafts so that they could get safe repairs away from the navies that hunted him. Instead of building one he decided to capture one with all the equipment he needed. By great cunning he surprised a base hollowed out in an asteroid at Ueghrrozue/Gvurrdon (2339). This base later became the main base for the Kforuzeng.

After the capture of the hollowed asteroid, Dzenae arose sharply in

charisma and many other corsairs sought to join his group. In the following years the group just got bigger and bigger.

The death of a leader.

In 1052 Dzenae was an old Vargr, just rounded 60 standard years he leaded personally a campaign against Kinorb/Spinward Marches (2202), with a large portion of his fleet, the flagship got a hit from a particle accelerator. The damage was superficial, but the sudden hit gave Dzenae a heart attack which sent him into coma. After some hours Dzenae woke up a brief moment. When he saw that his adjutant and second in command were at his bunk. He then gave his last command, which was to continue the campaign as planned. He then lost consciousness, and never woke up again.

Ksangu which was the second in command obeyed this order and continued the campaign for his charismatic leader.

Dzenae was after the campaign buried in the crypt that was dug out in the hollowed asteroid base at Ueghrrozue. In this crypt several other honored leaders and sub leaders of Kforuzeng corsair band are buried with solemn ceremonies.

1043 to 1070.

In this period Gvurrdon went through a lot of changes that made the corsair business surge. Dzenae was the dominant leader of the band. He had bases spread over rimward parts of Gvurrdon sector.

In this period Kforuzeng absorbed a lot of other corsairs both independent and smaller groups. Even after Dzenae death, many joined up.

1071 to 1090.

As the band got larger the need of a new flagship arose. Kforuzeng undercover agents found out that Thoengling Empire had ordered a 200,000ton BB from the shipyard at Orsesokhin/Gvurrdon (2323). Just before the vessel was finished Ksangu led a small unit of crack corsairs and stole the craft from the dock.

Thoengling got very annoyed by this act and tried to assassinate Ksangu. They failed, but instead to try again, they decided to let their anger be channeled to the Orsesokhin government that was responsible for the delivery. Thoengling had paid up front and didn't like that their new craft got stolen under their noses. So they invaded the system in 1088.

Kforuzeng's new craft named

Akhaegtoullae (Swift Fighter). The choice of craft proved to be excellent when the craft after the refitting of computers, powerplant and armament was able to outgun and outmaneuver most craft at its size.

In 1089 Ksangu dies of an illness he got from an insectbite. The cure would have been simple if it wasn't for his allergy for the insect and some of the necessary modifications.

1091 to 1100.

The organization was well oiled and each sub leader had his or hers part of their domain to administer. Several interstellar governments sought their expertise in warfare, and hired them for protection of their borders, or to do a single operation against an enemy they had. Both in space and on ground.

Plundering along the Imperial border was also on their agenda, and many worlds had visits from them more than once. They soon became known as ruthless murderers. Which to a extent can be said it was true.

Dzenae himself ruled that civilians should not be harmed if it could be prevented. Ksangu also held this policy, but it got difficult, if not impossible to enforce. The corsair units that joined in the trailing subsectors of Gvurrdon saw the Kforuzeng as a tool to get even with the Imperium for the injustice done they felt from the past history.

However disaster struck in 1093. Their BB that they had stolen from dock had been ridden with problems since they had taken it. It had fought well in the few campaigns it had been on. On a routine mission it dissapeared. It was followed by a small group of VP type corsairs. When they emerged jumpspace Akhaegtoullae was nowhere to be seen. The ship has been missing since then.

1101 to 1105.

In this period Kforuzeng expanded into Tuglikki sector. A few bases prop up in subsector M of Tuglikki sector. The expansion trailing is slow in the start but by 1105

Kforuzeng monopolize the corsair bussines in subsector M and have a few probing operations into subsector N.

In this period Kforuzeng had ongoing emissary contact with Commonality of Kedzudh. The reason is that Kforuzeng feels that they need a safe haven to go to if the going got too tough. In return Kforuzeng had to help Kedzudh with fighting other corsairs that intruded on their territory. This suited Kforuzeng fine, when they

could keep the plunder from the corsairs they attacked.

1106 to 1108.

In this period much of the tasks to Kforuzeng is hiring out themselves as mercenaries. A lot of their assets are bound to operations that have longterm contracts. Tukera is one of the costumers. They pay well for having their crafts protected against attacks when they are in transit to and from Thoengling Empire. With other words they pay Kforuzeng money so that their ships can travel through Kforuzeng's sphere of influence.

Thanks to this Kforuzeng cannot expend vargrpower on campaigns into the imperium when the FFW starts. Near the end of the war Kforuzeng sees the Imperium as an easy target to raid now that it is on the defensive. Fortunately for the Empire the reinforcements that came from corridor prevented Kforuzeng from doing anything serious.

Kforuzeng expanded into the three most spinward subsectors of Tuglikki that bordered to Domain of Deneb. Along this border Kforuzeng enjoyed good tidings, but alas it should last so short.

1109 to 1112.

Now the organization start to split when Kforuzeng do ot take advantage of Spinward Marches situation during the FFW. Small groups decided that a new and more charismatic leader had to be found.

The apparent success of 40'th squadron encouraging many Kforuzeng members to enlist

there, but to no avail. 40'th squadron got bloodied in FFW. In late 1110 when the war was over, the Imperial Navy turned its guns at Kforuzeng. Imperial Navy Intelligence started to track down Kforuzeng bases, and attacked them. Allkigvue, the current leader, felt that he was loosing the grip of the events and tried to rally the leaders to a desperate plan. However he lost, and retired as the head of Kforuzeng.

Egharsgon became the new leader of Kforuzeng. He had high charisma, but unfortunately he lacked something that most charismatic leaders among Vargr miss. The skills necessary to lead and make plans. It looked like he would be able to pull it off, but it soon become apparent that he lacked the necessary skills and many groups split from the organization.

In a desperate attempt to stay in control he formed the Gvurknuesurrg, a secret organization which job was to ensure that the different groups stayed loyal to the leadership. This group was headed by Gzongzuers, a Vargr with above average charisma, but very skilled at his work. Gzongzuers got soon tired of his work and with the waning charisma of the leadership. So he split and formed his own band in 1114.

In 1112 the treaty with Kedzudh got nullified, and all bases within Kedzudh's borders had to be closed. Kforuzeng tried to prevent this but with their reduced strenght they could do nothing.

Unfortunately for Kforuzeng many of the corsairs that had their bases in Kedzudh joined the Commonality, when it came apparent that their charisma could stand up against the charisma of the leadership in Kforuzeng.

1113 to 1116.

During this period Kforuzeng seems to just dwindle away as a dying flower.

Egharsgon retired early 1115 just a few month after Gzongzuers decided to make his own fame. In the rest of the period no new leader was elected.

Individual corsair captains decided to go for their own and split away from Kforuzeng. In 1116 the organization was only at 20% of its original size.

Most ships larger than 1000 tons were put into mothball, for future use. Some were sold. A couple of corsairs even just took the ships with them when they split. Most small and medium sized crafts belonged to their captains, so they disappear when they joined others or formed their own bands.

In end of 1116 and in the beginning of 1117 the rumors about the problems in the Imperium trailing of Gvurrdon started to make its appearance, and the newly arrived tirades of Oekhsos that sparked the anti-Imperial flame in the extends. The organization could have been discontinued hadn't it been for these events. A new leader arose from the council of leaders. This new leader have both charisma and the necessary skill to run a corsair band. She came to power by assassinating her adversaries to the leadership. Anuekhs An Gzoug (Flame that burns) which she calls herself. No one knows her real name, and no one have dared to ask.

1117 and 1125.

She soon saw the possibilities that lay open to rise Kforuzeng back to its former glory. She decided to contact Kedzudh to sign a new contract treaty.

This was done in mid 1117. Encouraged by the flowing news about the continuous success among the corsairs trailing of Gvurrdon, sparked her inspiration.

With the conclusion of the treaty or contract with Kedzudh, a treaty Imperial officials refer to as the Glass-Bond, the coalition set out to remove the Imperial presence in Gvurrdon sector. The Imperial Naval outpost at Triad (Gvurrdon 2436) was the first victim to their assault. Only a few managed to escape the onslaught from the coalition. Secondly Pandrin stood for turn. At Pandrin, Oberlindes Lines had a major center there for trading with Vargr merchants. Luckily enough the staff at the center had been given advanced

warning enough so that they could escape capture, but much expensive equipment had to be left behind.

Late 1117 The Kforuzeng/Kedzudh coalition poured over the Imperial borders, mainly into Aramis subsector in Spinward Marches. This happened after several softening and probing attacks earlier the same year. The news of that the Aslans had penetrated the Spinward Marches borders to the rimward was encouraging on the leadership of the coalition, and renewed energy were put into the attacks.

However in the eve of 1120 the coalition lost some ground, but the losses haven't discouraged the corsairs. More Vargr are rallying to build up the former glory of Kforuzeng.

1126 and to "The New Era"

When Norris managed to get a peace agreement with the Aslans and the news of the Impending Virus threat Kforuzeng once more found them selves looking down a unified Imperial mesongun barrel. Only fast thinking and prevented major losses for the Glass Bond alliance between Kedzudh and Kforuzeng.

But the Kforuzeng was not safe after a successfull retreat from the Spinward Marches. The Imperial navy was intent on eliminating-Kforuzeng as a threat once and for all. Several bases was hit, and Kforuzengs main base was lost in 1130.

After that insident only a handfull ships managed to keep together. Fortunately insidents inside Gvurrdon gave new markets for Kforuzeng. They channeled their efforts toward mercenary activities rather than raiding as the Virus threat had all major powers on their toes.

Organization of Kforuzeng.

In the first years the chain of command was linear, from leader through individual captains of the different ships down to the ensigns. Just like a chain of command found in the armed forces. As the organization growed, it could not continue to be like this.

Kforuzeng admistered a large area at its peak and normal linear commandchains just can't take that strain the Vargr psychology puts on it.

When Kforuzeng expanded beyond the Gvurrdon borders, the leadership soon realised that they had to appoint charismatic leaders to subgroups. At the peak of the organization the were much as 12 subgroups with their own leaders that answered for their action only to the leadership council.

The division of the grouping are changed in the broad sense, but the purpose and the mechanics are the same as the old system. The groups are as following: Tuglikki front, Gvurrdon front, Base Front and Fueznuzorg.

Gvurrdon Front-- This division takes care of the organization and of the units that help Kedzudh in the Spinward Marches conquest campaign. It is also responsible for the ships, personell and equipment of its group.

Tuglikki Front-- This group have the responsibility to to raid on the Denebian border, and to recruit and coordinate the different interested corsairs in Tuglikki sector. It have also the responsibility to stay in contact with the bands that are Trailing of Gvurrdon.

Fueznuzorg-- This is maybe the most feared group in the Kforuzeng organization. Its job is to ensure that the different other groups will not doublecross the kforuzeng organization. In addition it hunts down opposition groups that split from the Kforuzeng. It can be viewed as an internal police and security force.

Base front-- This is the main body of the organization. Its main responsibility is to coordinate all the groups into a single unit. It does also do the final decision making and the overall planning. It is also recruiting corsairs in Gvurrdon sector.

The leadership council consisted of a wide variety of proffesions emissaries, medics, tacticians and admistrators to aid the leader in the decision making. The council

do also have representatives from each of the subgroups.

After Kforuzeng became their own political entity and ruler over worlds, their organization changed. from a military organization to a more political one. But still they are offering free haven for corsairs that need protection.

Fighting ships of Kforuzeng.

The size of the fleet to Kforuzeng was quite fluid. At their peak pre-rebellion time their fleet counted about 20 ships at the most. In the rebellion era it soared to more than 55. And in 1200 it was up to about 60. But in a tight spot they can rise about 150 more due to the lokal navies and other corsairs that would be obliged to lend a paw.

Pre rebellion most ships was in the 200 to 600 ton range. They also had a few ships from 1000 to 3000 ton. Their 200 000 ton BB was an anomaly. Most likely that craft was lost due to under crewing and incompetence. That is the most common theory.

During the rebellion era Kforuzeng managed to get a few more heavy crafts after a cooperative and daring raid on Triad with Kedzudh. Here the Glass-bond coalition captured 5 capital ships. Three of them was given to Kforuzeng.

In about 1119 Kforuzeng found a derilict craft of 75000 tons floating in space. With great difficulty they managed to repair the jumpdrive and haul the craft to their base. First in only served as a defense perimeter and prison camp. But work was going underway to restore the craft back to service. The craft got never finished before the Imperium counterattacked and overtook the base in Ueghrrouzue/Gvurrdon (2339).

During the Rebellion era Kforuzeng got their maybe most powerful ship in its history. A 30000 ton large cruiser. It was finally delivered after several years of delay. It barelly escaped the Imperial Navy attack on Ueghrrouzue in 1130. And Ozarr are still in service with several upgrades in 1200.

Personalities of Kforuzeng.

Many of the council members in the Kforuzeng's leadership have different backgrounds. A large organization like this needs a leader organization that are able to draw inputs from all kinds of sources and proffesions to be able to make the right decisions in the different situations. The brash nature of Vargr doesn't inhibit them from making cunning and well thought out plans. The stats shown here is picturing their status in 1120. Skills and stats reflects **MegaTraveller** rules.

Anuekhs An Gzoug, Kforuzeng head leader.

9A596A, Age 38, Hits 4/5, Terms 5, Rank 6 Born 023-1082 on Neredhueraeng/Gvurrdon (0939). Starport A, Small, Very Thin, Dry, Low pop, Low law, Avg stellar

Handgun-0, Computer-0, Grav veh-1, Infighting-2, Fleets tactics-1, Zero-G Env-1, Laser weapons-1, Pilot-3, Leader-2, Ships tactic-2 Gambling-2, Ship's boat-0

Comming from a well charismatic family, she could have come a long way in the normal way of life. But she never found that the "normal" life could not quensh her thirst for adventure. She soon proved to be violentic in nature, which put her into trouble several times. She joined Groegh corsair band in 1100, which in 1103 attached itself with Kforuzeng. After this Anuekhs saw the potentiality to rise fast in the grades. Which she did. And in mid 1116 she took over as head leader for Kforuzeng.

Oevuko Dzakhorrde, Emissary and council member in Kforuzeng

5C89D9, Age 50, Hits 4/5, Terms 8 Born 012-1070 on Llathoevaghoe/Gvurrdon (0323). Starport B, Med, Std Atm, Wet, Mod pop, High law, Early stellar

Computer-0, Grav veh-2, Handgun-2, Liaison-5, Streetwise-2 Leader-1, Vacc suit-1, Carousing-1, Pilot-3, Admin-1

Started out his career in the emissary school of Tsu Thoezhou, the emissary school owned by the Zhosokh Urs. Graduated as the best of his class. Joined Kforuzeng in 1100 when they was searching for a skilled emissary to handle their contact with Kedzudh. At this time it was apparent that Kforuzeng could offer good charisma increasment for those who worked for them. He managed to get results in the tense and sceptical leaders in Kedzudh, by persuade them to believe that they would be free of corsairs if they signed this treaty. In 1116 he managed to repair the severed bonds with the Kedzudh allegiance.

Khanzungin, Anuekhses bodyguard (ex-rogue)

E9B5C7, Age 34, Hits 5/7, Terms 4 Born 1086 on Ellfaegoezou/Gvurrdon (0808) Starport E, Med, Dense atm, Wet, Mod pop, High law, Industrial

Wheeled veh-1, Handgun-2, Streetwise-2, Carous-

ing-3 Infighting-3, Demolition-1, JOT-1

Joined the Kforuzeng a few years ago by a mistake. A lucky mistake in Khanzungin's eyes. He left his home planet early at an age of 15 years. He was a stowaway on a merchant that visited his home system. He was detected and handed over to the local lawenforces at the destination planet. His parents was not found when he did not want to cooperate with the police. At an age of 18 he ran away again, and started his career as a rogue. In 1114 he coincidentally broke into a warehouse where a small group of Kforuzeng corsairs had staged a meeting with the local mafia. The local police had the warehouse under observation. When the police took action, Khazungin found himself helping the corsairs to get away. It turned out that Anuekhs was heading this group, and they have stayed together since then. He is now a bodyguard for her, but many suspect that there is more than just the bodyguard business that holds them together. Many finds him attractive and sympatic. His carousing skill have helped him out of more than one difficult situation. Even humans find him sympatic for a corsair. Being a Urzaeng Vargr he stands nearly 200cm tall.

Dholltogaegae, Corsair and Base front security chief.

9A8976, Age 42, Hits 4/6, Terms 6
Born 054-1078 on Raezarourkallarakhs/Gvurrdon (1126). Starport C, Small, Wet, Std Atm, Low pop, No law, Avg Stellar

Handgun-0, Grav Veh-1, Ship's boat-1, Bribery-1, Zero-G-3 Leader-1, Intrusion-2, Vacc suit-1, Computer-3, Rifleman-2

Took over as security chief short after that Anuekhs took over as the head leader. However his skills haven't improved his charismatic standing much, when Anuekhs and Dholltogaegae got two different ways to implement security measures. Dholltogaegae takes his work seriously, and most others have found his company straining. He is often in conflict with Anuekhs, which has made his status strained among other Vargr. In the beginning they worked well together, but the happiness soon disappeared when it became apparent that Anuekhs found it more enjoyable to be with her bodyguard than with Dholltogaegae. And he hates Anuekhs bodyguard. If he can get away with it, he will kill him.

Kfoerrgsaksorz Dzekh, Medical advisor and council member

5C5E78, Age 58, Hits 3/5, Terms 10
Born 248-1062 on Gantsugh/Gvurrdon (0809)
Starport A, Asteroid, Vac, Desert, Low pop, No Law, Avg Stellar

Grav Veh-0, Vacc suit-0, Handgun-0, Computer-2, Small blade-1 Genetics-2, Liaison-2, Medic-5, Mechanical-7

Got early on interested in medical subjects. As a young she always helped out on the station her

parents lived on when someone got hurt. Took basic studies by ordering a study package from Feki, a school that sends out packages for students that live at places that makes it difficult to attend to colleges and universities the normal way. She soon worked up skill enough to get a certificate. When she got this she took job onboard a liner-freighter. She worked on several ships, until the ship she worked on got attacked by Kforuzeng corsairs in 1102. Until this she had not experienced any increase in charisma. She saw this as an opportunity to get better pay and reputation. She was accepted as a member when she showed that she could work wonders with her hands. Her mechanical skill proves its versatility when making prosthetics. She raised fast in charisma, and was taken up into the council in 1109 as medical advisor. Lately she has also widen her field into psychological matters.

Future plans.

Anuekhs An Gzoug has big plans for the future Kforuzeng. She's trying to expand the organization further trailing, and to get in contact with the groups that occupy Corridor sector. She wants to thrust into Deneb sector to get to the naval depot there. This facility holds many things that she desires to use for expand her group, but it also would be a strong positive increase in charisma if she can pull this off. This is an ambitious goal, and she know that she can't try to do this move before she get Kforuzeng back to its former glory and bigger. Having contact with the Vargr forces in Corridor would help considerably.

One of the many things she wants is black globes for her capital ships. This would increase the Kforuzeng fleet strength manyfold. But she will need help from the independent groups in Tuglikki and she will need support from the Corridor occupants to pull this off.

Commonality of Kedzudh

Kedzudh are known to be a political entity that changes frequently with the wind. Their loose alliance was first formed to face off the corsair threat. Then later they formed alliance twice with Kforuzeng to get a piece of the take when the opportunity presented itself. AT last they had to cooperate with a former enemy to face off the Virus threat.

History

Commonality of Kedzudh was first established in 1044 to an answer to the corsair threat. The main enemy at that time was Kforuzeng, that had been around for about 3 years.

As Kforuzeng grew, Kedzudh got more followers. In about 1100 Kforuzeng changed tactic. Kforuzeng managed to get a treaty signed with Kedzudh. Kedzudh needed rest from raidings, and Kforuzeng needed a safe border to cross when the going got to tough.

Kedzudh needed support to secure its borders. At first it may seem strange to outsiders that these two groups sign a treaty. The reason was that Kforuzeng had no raidings into Kedzudh between 1078 and 1100. Most pirates came either from the Imperium or from Tuglikki sector which Kforuzeng only had limited support from.

After FFW the atmosphere between Kedzudh and Kforuzeng get sourer, due to the Imperium's attention to vargr corsairs. When Kforuzeng seemed unable to keep its groups together and unable to protect Kedzudh from raiders the treaty got nullified.

The rebellion years

When Kforuzeng started to loose

control over its subgroups, and the treaty with the band got nullified, a lot of worlds to the coreward left the communality. The reason to this was that they could stand up against the Kforuzeng now that it was weakened. They was neither threatened by the pirates from the Imperium.

When the anti-Imperial Oekhsos tirades was released through entertainment devices, Kedzudh managed to get new members. The tirades did also help Kforuzeng from being disbanded.

Kedzudh had from the beginning encouraged vargr that lived in the coreward systems of the Marches to revolt against the Imperium. However this proved difficult when the Imperium had too strong presence there.

When the rebellion started in 1116, which threw Domain of Deneb into much confusion, Kedzudh started to lie plans. With the vargr invading in Corridor and the Aslans entering Spinward Marches in 1117 Kedzudh and Kforuzeng attacked the coreward border of the Spinward Marches. Kforuzeng and Kedzudh had by this time made a new treaty. The Glass-Bond as it is refereed to by Imperial vargr experts.

The reason to that Kedzudh

relinked with Kforuzeng is that Kforuzeng got the know-how. Kedzudh did have the vargrpower and funds, but lacked the skilled leaders. Which are needed to perform a military action against the Imperium. But not only the combined force of these two groups did secure the operation.

Already in 1113 Kedzudh had established a undercover network within the Imperial borders. This is the main reason to that Kedzudh and Kforuzeng managed to get far as they did when they launched their attack. The vargr rich worlds coreward in the Marches proved to be excellent source to find anti-Imperial sentiments. All that was needed was to get this seed to grow.

Military during the rebellion

Prior to the invasion of Aramis subsector in the Marches, Kedzudh built new ships. Some large as 15000ton. The attack on the Imperial Navy outpost at Triad (Gvurrdon 2436) was fruitful. The coalition managed to capture several crafts in dock.

This gave a valuable boost to the military strength of the coalition. However the captured crafts was not used in the initial attack on the Imperium, when the coalition had to figure out how to operate them properly. Neither was it

time to train crew and move the crafts into position. The Imperium would soon detect that an entire squadron was missing. With the help of the underground groups in the Imperium. The coalition managed to capture many systems before the Imperium managed to relocate their forces and build up a frontline. At present the position of the frontline have been stable after the Empire managed to take back a few systems. See the map in MTJ #1 for current frontline position.

The arrival of the Virus

The virusinfection saw an end to the rebellion and the ensuing peace between the Alsan and the Imperium was a major drawback for Kedzudh. In order to survive Kedzudh had to withdraw their forces to contain the Virus outside their borders trailing of them. Fortunately the Imperium did not hold a grudge and sendt help. But the Imperium also set up strict conditions to help Kedzudh from the impending disaster. The choise between Imperial control and total destruction was rather simple.

Even though the Imperium or Regency as it later came to be known as do not rule Kedzudh, they have a rather strong presence in force to help with the quarantine enforcement of the trailing border.

Government.

The government of Kedzudh is built up by representatives from the various governments in the different systems. The different worlds in Kedzudh conduct their own interior and exterior relations. However the Kedzudh government tries to coordinate the different systems. This is

done so that all the systems may gain by the work done.

Military.

The worlds had initially their own military forces and administrated this as they saw fit. However to meet the corsair and the pirates from the Imperium they built a small space police/navy force. This force had two fleets of about 10 ships each. The largest ship was a 8000ton destroyer.

Quarantine forces

After the spread of the Virus a central command for the quarantine forces was set up with the help of Regency navy. Once former enemies now had to face a mutual treat.

As the Kedzudh navy got severely beaten in the retreat from Spinward marches it had to be reorganized quite extensively to cover the ground. There is 8 squadrons organized like this:

1 Light cruiser from Regency, 4 destroyers and 6 light escorts. In addition comes 2 to 4 squadrons of figthers.

Without the presence of the Regency naval ships and advisors the quarantine probably would have failed a long time ago.

Thirz Empire

The "client state" to Zhodani

Thirz Empire are maybe the most stable political entity in Gvurrdon in history. Heavily influenced by the Zhodani. Zhodani opted for stabilizing the Empire rather than to fight it to secure Zhodani borders. The gambit paid off. In Thirz Empire you can find the only loosely organized Psionic institutes which are sponsored by the Zhodani.

History.

Thirz Empire was founded in 1016 by Aztangkuella Thir¹. He came from an old family of aristocrats. Thir was born 969 on Uthgvoe (Gvurrdon 0512). When he came of age he started in politics and soon got popular for his high charisma.

In 1012 the interstellar government that Uthgvoe belonged to went through political upheaval. A short civil war followed. Uthgvoe was spared from most of the war by declaring neutrality. When the combatants had expended most its fighting strength Thir took a gambling chance and appealed to both sides. Peace talks started in late 1014, and armistice was declared. In 1015 agreement was met. And in 1016 Thir was declared unanimous by the new council, King of the new established empire.

Government.

The King is the head of the government. Next under him is the council that are staffed by aristocrats that have been voted into their positions by the peerage. The peerage consist of aristocrats that come from the different worlds in Thirz empire. A council member is voted into a position for 3 years. There is no limit on how times a member may be elected into the

council.

The different worlds are represented in the peerage, but only one aristocrat may represent the world in the council. Each world do also have a governor that represent the King on that world. This governor are usually from the world he or she is assigned to. In some cases the King may assign someone else as governor on that world. This is particular

done on worlds that have fallen for conquest. Most of the worlds Society of Equals lost to Thirz Empire have governors that is not citizen of that world.

The king sits for life and his oldest son will take his seat if the king should die. He has vote in the council, but not a final decision. He have however delayed veto right. If a law or motion that he don't like are about to pass, he

Oekhueso Thir

The current king Oekhueso Thir took over only 20 years old in 1109. He is the fourth king in succession. His first major test was the Equality war fought from 1111 to 1116. Thanks to his training from his father and his tutors he managed to keep the enemy at bay. Even for his inexperience he managed to keep the council together so that he could draw on their experience to solve matters. He did not make any rash decisions. His analytical mind helped him to take the correct decisions where it counted.

After the war he rolled on a wave of high charismatic increase. In the latest years he have been working to get the worlds conquered from Society of Equals to accept his leadership. A few worlds have been swayed when their living standard have improved somewhat after the war.

He ruled Thirz Empire from 1109 until his death in 1175

Oekhueso Thir, king of Thirz Empire

59587B Hits 3/4 Terms: 3 Born 305-1089 on Uthgvoe, Psionic power: 10, has no psionic ability.

Handgun-1, Computer-1, Grav veh-1, Leader-3, Tactics-1, History-1

¹) On Uthgvoe the "z" in Thirz shows that the word Thirz is used as pronoun hinting to who owns the imperium.

may lay down veto on the suggestion. The suggestion may not be taken up before 2 years have passed. The only member that can take it up before this time, is the king himself.

Military.

All military forces in the imperium is under the kings command without exception when he can declare that the nation is under threat by outsiders. In peacetime he can only command the Imperial navy and the Imperial troop forces. These forces are financed in several ways.

- Hiring out forces to non-Thirz worlds that need help.
- Taxes on the different worlds.
- Piracy in hostile space

imperium, Zhodani sought his cooperation when they could use him as a tool to prevent corsairs intruding on their worlds. They have helped Thirz Imperium with many things. A few of these things are:

- Cheap psionic training for the royal family
- Military aid. Giving Thirz better technology
- Financial aid. Helping Thirz to establish trade agreement with Zhodani worlds.
- Military advisors.

Because of this many outside Vargr views Thirz Empire as a large client state of Zhodani.

Relations to Zhodani.

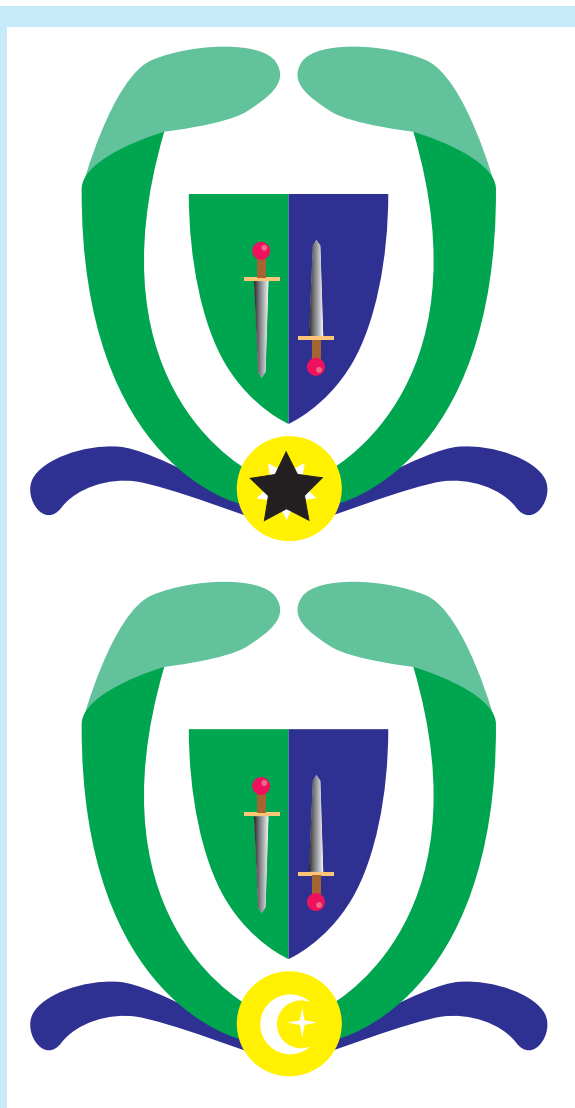
When Thir began to expand his

Insignia.

The insignia of Thirz Empire is the same used by the family of Thir in more than 1200 years. The circle under the shield holds the personal emblem of the family member. Thus the shield is present in all the family insignias, but the personal insignia within this circle changes from person to person. Thus when the old king died in 1109, all military starships and banners had to change the circle under the shield to the one now present. The old king had a red flower as his personal emblem.

The swords got red pommel and the shield is colored blue on the dexter side (left), and green in the sinister side (right). The star is black with bright golden background. The lower part of the wreath looking thing is colored blue like the dexter side of the shield. While the two branches that circles the shield has the same green color on the lower part as the sinister side of the shield. The upper part got a lighter shade of green.

The examples to the right show the insignia for Oekhueso Thir (top) and for his son that took over in 1176 Fuerrtoekh (bottom).



Oruelaen, psionic forces of Thirz Empire

When Thirz empire was first founded in 1016 the Zhodani found it wise to have good relations to the new founded empire. Not that it feared it, but because the relationship would be of most importance when it came to the control of space in non Zhodani territories.

Zhodani realized that they would have difficulties to control the corsair threat without outside help. Thirz Empire was found to be the best candidate. Thirz the First enjoyed high Charisma increases after he was proclaimed king. With Zhodani help he could expand his borders both spinward and trailing.

Out of this cooperation there was trained a few selected sophonts to a new special force. A psionic force group (PSG) called Oruelaen.

The close contact with Zhodani gave cheap and quite reliable psionic training to those who could afford it. The royal family is tested and trained for free.

Roles of the PSG.

The PSG is a small group of 250 sophonts. Officially they are known as the Royal Guard. This guard or group has several roles, both publicly and more secret roles. Only about 50 of the members are known by the public. And about 12 of those are truly famous. The others have not been recognised by name when they are doing jobs that demands discretion.

The group is not a intelligence group, but have close contacts with the Thirz Empire Intelligence network. The main roles for this group is:

- Bodyguard for the King. 12 Sophonts are designated as permanent bodyguard for the King, and at least four is present at all times when the king meet strangers.
- Public relations. This is one of the smallest jobs the group does. It handles the communication with news agencies when the group is officially on a given mission. Giving relevant information of what is happening or have happened.
- Investigation. If some problem arise that the king finds particularly interesting he may dispatch a few PSG members to the site to collect data. Sometimes this collides with the Intelligence network. At moments as this there will be cooperation between these two groups.
- Undercover. Sending members on undercover missions is extremely rare. When it is done, there is almost always with the Intelligence Network.
- War missions. Also a rare occurrence. Usually they are only sent out on observation missions, but certain special missions may be undertaken. This is then done with special forces that are trained to operate behind the enemy lines.

- Observers. When certain actions are taken. For instance when diplomats are on a emissary mission agents may be present to observe and protect the diplomats.

Organization.

Due to the prestige and the small size of the group, there is difficult to enlist as a PSG member. Even more difficult is it to increase in rank. PSG members are seldom on dangerous missions without backup from skilled personnel (field agents, commandos).

The only way to increase in rank is when a higher ranked officer is killed, retired or demoted and discharged. The king "owns" the group and may issue any order to it as he sees fit. The king holds the rank of General.

Due to the high responsibility each individual has, the lowest rank is Sergeant. Thus making the lower rank members able to throw some weight around if need be. However they are not to take command if there is a lower ranked that are present that know the job in question in and out.

Example: If a commando unit with one PSG officer present ends up in a situation that calls for special measures. The PSG officer may not take command even if the commando unit officer is of lower rank. If the PSG officer can prove that the commando officer is unable to do his job properly he may take command. In the latter case this will go to a hearing to investigate if the PSG officer acted within his authority.

Other races within the force.

PSG accepts other races as members in their ranks if they have high PSI rating. Currently (1120) there is one Droyne Sport and two humans. There have been a few members from other minor races in the force, but that was in the early days.

Society of Equals

or George Orwell 5600AD

Society of Equals are maybe the most bizarre Empire in Gvurrdon. A near dictatorship from an elite that with strict rules governs who are equal and who are not. In many ways the society has many parallels with Orwells "Animal Farm" and a warped sense of the old Terran communism.

History.

Society of Equals (SoE) are one of the oldest interstellar governments in Gvurrdon. It dates back to about year 400. Lack of records make this date uncertain. Neither are there any records available that tells who founded this government.

In the latest 300 - 400 years it have stood as a steady rock in the usually fluctuating structure of the Vargr society. But this is only on the surface. It has gone through a lot of changes since it was founded years back.

From 930 to 1030 it quadrupled in size, most of it can be explained by sharp charismatic increase in the leaders, but equally true is it that much of the territory fell for conquest. From 1030 to about 1110 there was little change in territorial boundaries.

SoE had for a long time border disputes with Thirz Empire. In 1109 when the old king of Thirz Empire died, plans for conquest in Thirz was laid. The young Vargr that inherited the throne was viewed as low-charismatic by the leaders in SoE. They counted on that his inexperience and relatively low charisma would make it an easy victory.

In 1111 they attacked over a

broad frontline. At first they penetrated relatively deep into Thirz territory, but then it stopped. Thirz through their contact with the Zhodani managed to regroup and rebuilt what they had lost of military material. The throne heir did also have excellent leader capability which helped win the war for the Thirz Empire. When peace came in 1116 SoE had lost about 47% of their territory. Most of it to Thirz Empire. A few worlds rebelled and proclaimed themselves independent.

many of these worlds was later handed back to SoE. But the tension still existed between the two entities, even for the constant threat of the Virus just outside SoEs borders.

Government.

Society of Equals are ruled by an elite council. This council are staffed by the most charismatic persons in the empire. There is one representative from each world. They have one vote every million inhabitant for the world they come from. Those worlds that do not have one million inhabitants have to group together so that they can get one or more votes.

A council member sits until there comes another Vargr with higher charisma. As a rule of thumb, the one with the lowest charisma in

the council must retire or withdraw if there is someone that have higher charisma.

Equality, what equality?

The gimmick with SoE is that before you can call yourself a worthy citizen of SoE, you have to be rated Equal. If a Vargr (or some other sophont) are going to have any of these careers he or she must be rated equal: Any military, Leader, Aristocrat and law enforcer.

Even cubs from parents that have been rated equal must go through a test. Anyone that wants to may go through the test. It is usually taken at age of 16 to 18 years old.

Not being rated equal do not spell disaster, but the choice of jobs are limited. For cubs to an aristocrat there will be a loss when the test fails. To be able to inherit the title and the estates the cub must be rated equal. If not, the cub will loose most of the inheritance.

The law does protect the un-equal from abuse, but they must take what is second best. If a new world is to be colonized the Equals may choose first where they want to have their estates mines or what ever.

Those who fail the test get their

canines pulled. In this way there will be no question about their social status. Those who do not take this test usually becomes wanderers. When they are inside the borders of SoE they must wear a special head wear and belt. These are not treated like citizens, so they cannot get any work. However they are free to go where they please as everyone else.

REFEREE: *For characters that are born in Dzen Aeng Kho, they have to roll this task before they choose one of the following careers: Any military, Leader, Aristocrat and Law enforcer.*

Difficult,End,Int,[Hazardous]

Referee: On a major mishap roll 1D+1 and subtract STR, DEX and END of the indicated amount. Example: The PC rolls a 4. He must subtract 2 from STR and one from both DEX and END. For those who manage this task give a CHA+1 and a DM+1 on the enlistment roll on the chosen career. If the parents of the character is rated equal give a DM+1 on the above task. The parents are rated equal on a roll of 9+ on 2D.

Ranking.

An Equal ranks above an unequal vargr, but there are exceptions. For instance an Unequal vargr may own a starship and have a crew which is mixed with Equal and Unequal crew. This tend to be rare, but the situation exist. Because a vargr is unequal he or she are not prevented from starting their own business. Equal vargr that seeks employment with them are doing this on their own. And are not forced in any way to do so.

Slavery.

Only equals may have slaves. No citizen of SoE may become slaves, Equal or not. However there are rules about temporal slavery for unequals when they cannot pay for any damage they do on someone elses property.

Slaves from outside are to be protected from hazards, but they can be put to dangerous and risky jobs. But only if they get necessary safety equipment. A slave may also be sold further to others

if the need arise.

Slaves are slaves for life. If the owner decides he or she may free the slave from slavery. Usually slaves that have performed far beyond their required service are often set free. A slave that have been set free must get funds enough to survive a month. A free slave may applicate for citizenship and then also become an Equal if the test for that rating is passed.

Military.

The interstellar forces are financed by taxes of the different worlds. Council members have to contribute with their personal forces. How much they must contribute with depends on how wealthy and how large the population of his or hers world is. Low populated worlds usually only contribute with vargpower that crew starships or are placed into infantry forces. More wealthy members contribute with starships. Larger starships like destroyers and cruisers are financed by the taxes.

The insignia.

The insignia symbols the canines of an equal. The canines are the symbol of strength and power. Who came up with the symbol is unknown, but the symbol is not as old as the SoE is.

The teeth are white while the background is red, just like in the mouth of a Vargr. On military vehicles and starships the teeth are usually tipped with red so it looks like they have been drawn blood.

The honorary guard have teeth painted in silver. This symbols their steel hard discipline and strength.

Worlds of Rukh

Rukh are maybe the most dictatorial empire in Gvurrdon. Even though SoE have a bizarre way to rule, they are usually fair and take their citizens well being quite seriously. Rukh however are very oppressive and controlling, which in the end resulted in its downfall in the aftermath of the war against Anti-Rukh Coalition.

History

In 1067 Rukh took control over the Aegs worlds. At that time there was internal difficulties, and civil war. During the most heated confrontations Rukh was bidding his time. When the factions at last agreed on armistice, Rukh took control by overthrowing the different leaders. This increased his overall charisma, which was already high.

He restored law and order in the realm. This maneuver and his high charisma won billions of followers that gathered under his flock. He secured a local powerbase of enormous proportions.

However not everyone liked his maneuver to gain power. Many worlds rimward of Saell opposed to Rukh. They formed the Gnoerrg Rukh Loell. The anti-Rukh Coalition. This coalition has been a thorn in the side of Rukh since then.

In 1094 The original leader Rukh died. But his successors continue his work through his dogma. After his death they lost a few worlds. The anti-Rukh coalition increased their effort to foil the works of Rukh in the hope that more worlds would pull out.

However this was not the case. The Rukh government had too

much control on a local level for the Anti-Rukh efforts could have any effect.

In 1112 Anti-Rukh started an operation to undermine the relations between Rukh and the Zhodani. Agents working for Anti-Rukh had managed to forge 6 Zhodani charge plates. The Zhodani manages to get their hands on five of the plates. Which had been given to a small group of innocents. However the sixth plate did never turn up. One thing that was clear is that Anti-Rukh did not have the sixth plate.

A vargr named Ronak was suspected of being the owner of the last plate. he never turned up. After a few years it became apparent that this plate had been reproduced, when different merchandise was paid with counterfeit charge plates. Anti-Rukh used this to disrupt trading and diplomatic relations between Rukh and Zhodani. The result was that several worlds between Rukh and Zhodani left Rukh.*

To and answer to this the Rukh attacked Anti-Rukh physically. But the worlds that lie in between

worked as a bufferzone. This lessened the effect somewhat. Anti-Rukh did not loose any territory, but a lot of damage to the coalition was a fact.

Government.

At first when Rukh seized control of the small Aegs federation billions flocked to his because of his extreme charisma. However soon they also realized that he made his rule to something near a religion. anti-governmental work is prosecuted severely.

The Rukh government are an elite council which are leaded by a dictator. The individual worlds have little local control when it comes to exterior policy. Internal policy is somewhat lesser controlled. But the Rukh doctrine must be followed. World governments are not represented in the Rukh government. They have to follow the whim of the Rukh government at any level. Worlds have public election on local rulers, but the candidates have to be approved by the Rukh assembly prior to an election.

One of the first acts Rukh did when he had secured his powerbase, was to nationalize most of the bigger corporations. Especially Saell felt this. Saell is overpopulated, and the unemployment rate was extreme. The nationalization

*) The book Alien Realms covers this incident in the module No Credit Check. The module do not specify what the following to this incident will be. By comparing the map in AM3 with the map in V&V there is a few worlds that have left Rukh. I decided that this incident caused this.

of the largest companies helped distribute the goods more evenly, but to the cost of galloping inflation.

Military

All military forces are gathered under a central command. The forces are usually built from the world they are going to protect, but units often do change bases from one world to another. This circulation prevents worlds to have soldiers that will not shoot at locals in case of upheaval. Soldiers sympathize less with vargr they do not know.

The military forces are financed by taxation of the individual sophont on the different worlds.

Internal (un)rest.

To maintain control over the population to that degree the government have, they need an opposition. To Anti-Rukh's annoyance, they represent this opposition. Militarily Rukh could have crushed Anti-Rukh in matter of months. But by doing this they will loose the external enemy the government need gather the population against.

Thus Anti-Rukh are actually allowed some success in their work. But then only on a limited scale. Time to time Anti-Rukh have had some very successful operations. More successful than the Rukh would have allowed if they could control the events completely.

However there is internal difficulties as well. The knowledge about the universe outside Rukh is limited by the general population. This helps to disinform the populace. So generally the population believes that the Anti-Rukh is the big bad alien that will kill them if they get the chance.

The coreward worlds of Rukh are more distant to Anti-Rukh, thus the threat from them is smaller. To make this threat larger, Rukh have allowed a small number of Anti-Rukh sediments infiltrate these worlds.

Rukh do also carry out operations to scare the population to believe that there is more enemies present

than there really is. Thus creating the illusion of that they have been penetrated and the enemy is constantly in their midst.

Uku.

Uku is the secret police in Rukh. It is divided into four branches. Each with their own responsibility. The branches are:

- Counter espionage. This branch monitor and arrest foreign spies that operates within the borders of Rukh.
- Espionage. This branch run cover operation outside Rukh borders. Mainly in Anti-Rukh worlds, and in the worlds between Rukh and Zhodani.
- Population control. This branch, which is the largest, monitors internal dissidents. This branch operates closely with Counter Espionage branch.
- Military intelligence. This branch gathers military information from other worlds and interstellar governments outside Rukh.

Uku have operatives and offices on all planets within Rukh borders. They are known to be ruthless, and are feared by the general population.

The groups of Gvurrdon

as per 1200 Imperial

Gvurrdon is filled with different political factions and groups. All got their own agenda, and goals for the future. This makes it and different place than most other sectors in charted space. The different outside groups as Zhodani and Regency add to the confusion. The alliances among the groups are also difficult to understand at times. Heres a small presentation of other groups that exists or has existed in Gvurrdon sector.

Allez:

Remnants of the old Rukh alliance. The Rukh party tried to hold off long as possible, but when the break did come, they lost all control. After several years of internal fighting, a loose group of aristocrat managed to get some kind of control. The alliance is now ruled by the aristocrats, but the worlds got some self rule to a limit. They might not pass new laws without the Allez government gives them permission to do so. They have over the last years worked with improve their relations to the surrounding factions, among those Regency. Zhodani already got an embassy here, from the time Rukh existed.

Church of the Chosen One:

This quasi-religious sect has been diminishing the last 50 years. During the Rebellion, and shortly after it registrated a small increse in popularity, but the advent of the Virus changed the opinions again. As a result of this they have closed most of their centers, turning their resources into finding the Ancients, to prove once and for all that the Vargr is meant to inherit the universe after the Ancients.

Gvaeknoks Trade Union:

Formed in 1172 when Gvaeknoks got fed up by the trading difficulties between Thirz Empire, and Society of Equals (SoE). A new

base had to be found. The break up of Rukh gave the right opportunity to establish a base where Gvaeknoks could keep a political presence without losing control. The Gvaeknoks Trade Union (GTU) was formed short after. Gvae-knoks holds the control over the interstellar government, but the worlds themselves maintain their own government. Gvaeknoks got even more popular as it invested in different projects to build up the local economy. Thus Gvaeknoks can buy cheap and sell expensive to worlds outside GTU.

Noerrgh Confederate:

A dissident group lead by Noerrgh started to get popular in 1178. By two years it has spread to near lying worlds. Noerrgh wanted to disband the monarchy of Thirz Empire, but the Royal Thir Family resisted. Armed conflict broke out, but an armistice was reached in 1182. Noerrgh Confederate is actually a wobbly alliance. They don't seem to manage to agree on a single item. The only reason that it still exist might be that Zhodani got some control, with help of Thirz Empire, over the group. Why Thirz has not moved in and taken control is not known.

Oberlindes Lines:

A Spinward Marches based trade company. They are maybe the best traders in the sector, not counting

Gvaeknoks. As the peace has been spreading through the rimward reaches of Gvurrdon Oberlindes are looking into reopening their base at Triad, that got closed in 1117. Further expansion into Gvurrdon are also planned, but there is a few problems. Kforuzeng got quite a presence in the rimward portion. Economic analysts just wait on the day that Emissary the Oberlindes trade cruiser will clash with the light cruiser of Kforuzeng, Ozarr. Gvaeknoks do also close their borders for Oberlindes, making a coreward expansion difficult.

Regency:

Doesn't have any direct presence in Gvurrdon, but keeps emissaries around in the different groups to know what is happening. They got best relations with Thoengling and Rueks Legacy. The relations to Kedzudh and Ve Ekhllle Ksafi are also softening up.

Rroerz Uerra:

This is actually what is left of Anti-Rukh coalition. When the Rukh war was over, these worlds rebuilt their society. Helped by a Zhodani backed Rroerz political party. The Zhodani presence has been fading the last few years, but still there.

Rueks Legacy:

One of the splinter groups of old Rukh. they hold a small base,

and try to stay out of trouble. To protect their worlds, they have hired ships from 40th squadron. Repeating raids from Corsair's Den saw to this.

The Freedom League:

Also called Corsair's Den by outsiders. Kforuzeng has control over this alliance, even on local world government level. However not full control. Kforuzeng tried to take full control, but found it too difficult, and that they could lose Charisma on it. However after Kforuzeng took over the situation on the worlds became actually better. Many corsair groups sought to Kforuzeng after this. Corsairs that visit this place can come and go as they like, far as they do not break any rules here. No one asks questions where the wares come from. The trade taxes are also quite low.

Thoengling Raghz:

Has always had good relations with the Third Empire, and continue to nurture this through Regency. It is maybe the interstellar state that has suffered most from the Virus. First they managed to keep it at bay, but a breakthrough forced the Thoengling Navy to withdraw. The Capital was lost in matter of weeks. Now there is only a handful of worlds left from this state, which once was the biggest is Gvurrdon.

Ve Ekhle Ksafi (40th Sqr):

One of the alliances that participated in the FFW against the Imperium in 1107 to 1110. The government is a strict military rule, but the individual worlds have gotten more to say the latest years. The reason for this might be by the pressure from Regency because of the Virus. Ve Ekhle Ksafi doesn't like Regency much, but it is not strong enough to make a dent in Regency's armor. The fleet capability of Ve Ekhle Ksafi has been built up over the years, but still small compared to other groups.

Zhodani:

Their aims for the Gvurrdon sector have changed over the years. As their long time ally Rukh disappeared, Zhodani had to move in with force to prevent that Zhodani owned industry didn't get caught

in the middle. However they were not able to prevent that Rukh broke up, maybe for the best. As Zhodani sought after to control the groups along their border to keep the borderworlds safe, it got easier now that the tension in this area of space loosened. It did also get easier to deal with the different worlds after Rukh disappeared. Zhodani has opened quite a lot of trade missions in Gvurrdon the latter 20 years.

Aliens of Gvurrdon Sector

As most other places in charted space, the universe is teeming with life. Gvurrdon is no exception. Bare one thing in mind, none of the races presented here are official to date, and I do not know if there is any official minor race present in Gvurrdon.

The number of minor races in Gvurrdon aren't large. Neither are they well known when most of their worlds are dominated by Vargr presence, or rulership.

Katl*'latl

The Katl*'latl is a amphibian race that are able to live on land as in water. The combined gill and lunge system sees to this. However they may not stay on land too long or they freeze up, as their planet got temperatures in the far sub zeros. They are about 1.5 meters high. A bit stocky, but quite agile. On the head and back they got a sand colored fur that are impregnated time to time to prevent it from getting wet. Elsewhere they got black or dark grey leathery skin.

Their hands have 6 digits each and 2 thumbs on each hand. The digits got 5 joints, and are webbed out to the fourth joint. Their legs is configured as human legs, but they got 3 toes which are fairly long. The toes are webbed. They got flat noses and two eyes that are spaced far from each other, giving an effectively 210 degree field of vision. Their vision is not as good as human. Their hearing is another matter. They are capable of hearing sounds that are in the deep sub-sonic. Underwater the Katl*'latl navigate with smells and sonar. They emit high frequency pitches that reflects back to them, just like Dolphins. Underwater this may also be used as weapon against small targets as fish. Communication underwater is made by sub-sonic sounds that carry well in water. On the surface,

they use the same language, but the pitch is changed so that it goes better with the thin air.

Katl*'latl may move around in different environment, but they got some physical limits. Gravities higher than 1.3 may be harmful for them. So is temperatures above 24°C. Water temperatures at this level are avoided at all cost. In air this is somewhat easier to avoid by donning suits when travelling off world. If the Air temperature is between -1 and -40 degrees Celsius they produce anti-coolant liquid that is pumped into the bloodstream. They can operate outside in lower temperatures, but only a few minutes.

Bwampbs

This race is bizarre, not only that, but the world is utterly hostile to most other races. Evolved on a world with temperatures in the far sub zero range, has trapped this race on this planet. That has not however stopped them from making their own space program.

They breath a mix of Hydrogen and Chlorine. Something that would normally classify them as an active race, burning energy at high rate. However this is not so with this race. They are large weights about 400 kilos each, the female is a bit larger. They

are carnivorous, with a different method of getting food, than other carnivore races. It uses Psionics to trap its prey, which are eaten alive. This easy hunting method forced them to adapt when their prey got scarce. Thus they began with domesticating of food animals. This lead to their introduction to sentience. Contact with Vargr later on, improved their technology.

Their skin is leathery and yellow, with a iridescent green tinge. they got 2 eyes looking straight forward, but their eyesight is rather poor. They are good at detecting movements, but for detail study they are not good enough. They got six limbs, the forward pair has evolved into arms, which are a bit stocky, making their appearance clumsy. Their head is small, apparently too small for such a large body. However their brain is not situated in the head, but in the chest cavity. The lack of brain in the head makes it rather flat and narrow, with two radar dishes standing out from the sides, which actually are their ears. Usually they don't wear clothes, but for ease of identification for off worlders, they wear a colored bandolier over their shoulder.

Jaylay-yay

An amphibian race, that uses most of its time on the surface. Prior to contact with Vargr, they had

World	Hex	UWP	Codes	PBG	Stars	Race
Fufoekkfal	0112	E638688-7	Ni Si	912 Vb	M9 V	Katl*'latl
Angudh	0401	E7A77BA-B	C Fl Si	721 Va	M7 V	Bwampbs
Inghinfudzolorz	1037	B6A5786-8	Fl Si	343 VI	K2 II M3 V	Jaylay-yay
Raezarourkollarakhs	1126	C466634-B	Ni Si	621 Vf	F0 V	Xiennner
Tirrokoelaegz	1821	B463645-A	Ni Ri Sv	312 Vc	F4 V M4 D	Tirril
Aellaesgvarzath	2128	A231365-G	Lo Ni Po O:2129	210 Va	M1 V	
Gaekloungoerzaghun	2129	A697A78-G	Hi In Si	834 Va	F4 V	Ungrest
Fae Kodh	2536	D445313-7	Lo Ni Sv	301 Va	M4 V M1 D	Bzruellokh
Ozago	3107	C331731-7	Na Po Si	501 Va	M0 V M4 D	Opliaraz

Note that these stats are updated to TNE (1200 Imperial). Do also note that system 2128 has no native aliens, but that race from 2129 has colonized 2128. The codes: Si stands for Native Sophont race in control of Government. Sv stands for Native Sophont race, but Vargr in control of Government.

developed only rudimentary technology. A few places had reached early iron age.

This race has one rare ability that has not been observed in a such advanced race. And that is the ability to give electric shocks. But this does not mean that the Jaylay-yay is immune electric shocks themselves. If the target is insulated, it will backfire. In water the target just has to be close to the Jaylay-yay to work. However the effect is then 360 degrees out from the Jaylay-yay.

The Jaylay-yay is omnivorous. They are lightly built, massing an average of 75Kg. They got 4 fingers on each of their two hands. The hands are webbed, but not all the way out. Their toes are not webbed at all. Their head holds four eyes configured such that the upper pair is the only part that is above the surface when they swim in water. However studies show that the upper pair has been weakening over the generations, due to disuse. Their skin is scaled like a fish, but near the joints it goes over to more leathery substance. Their color varies from all the colors in the rainbow, something that makes it easy to tell the individuals apart.

Xiennner

This race comes from a world which are fairly warm, and quite high air humidity.

Much of the planet is covered by large forests and jungles. The Xiennner descends from a stock of omnivorous primates, just like Humans. Although for this similar-

ity, there is no way there can be confusion between Humans and Xiennners.

Xiennners got slim graceful bodies. Their average height is about 180cm. They got a 150cm tail. They are bipedal with digitigrade legs. Their forelimbs are long and slender, with 5 fingered hands. Their body is covered with fur which are white or golden, with shades in between. Their face looks somewhat like a baboon, but covered with short and stiff hairs. The nose got long whiskers. The tails is good enough to pick up items like bags and key rings and the like. However it is not capable to carry much weight.

One thing that is unique to this race is their shape change ability. They are not shape changer in the meaning that they can alter their features from original shape to sludge or a human. But they can change their shape so that the body, limbs and the like get configured better to do the work at hand. This ability is controlled by an enzyme that is let out into the bloodstream. The ability to generate more of this enzyme diminish with age, so old Xiennners can't shape change at all.

This shape change would have made them perfect soldiers, but they are friendly and peaceful. Their culture is closely related to the nature, even for their high technology. Killing can only be done in necessity. This has made them the perfect diplomats, which are sought after in Gvurrdon and surrounding areas. Another feature is the total lack of Psionics. They

can't utilize psionics at all, and try to mindread them is futile.

Tirril

This race are covered in a seperate article in the library data section

Ungrest

This race descend from a desert dwelling carnivore. It got a thick hide, almost chitin like in substance. They are somewhat hunched. When rolled up they are totally hidden behind their shell like back, which gives them very good protection. Their appearance is almost insect like, which can scare the hell out of unwary travellers. They are quite small and stocky, but not clumsy, even when they may seem like it. Even before the Vargr contacted this race, they had acquired tech enough to start a space programme. The first contact with Vargr, and Humans accelerated this process.

They claim to have developed jumpdrive on their own, but this has not been confirmed. However they are not able to use the jump technology to its fullest, due to the fact that they can't survive a jump. So in this field they are still on tech 9.

But the Ungrest do use so called unmanned jump launches, which actually are crafts ranging from 100 to 300 ton. These are used to move supplies fast through the system, and to the neighbouring system that they have started to colonize. The Ungrest move through interstellar space with SLD ships, powered by a ram scope.

They have 22 ram scope ships which has been in service for more than 400 years. The ships has been updated several times over the centuries. The parts of the ships range from TL 11 to 16. But new ships are planned that utilizes Thruster technology and new TL 16 powerplants instead of the TL 12 ones. They are expected to enter service from 1121 and onwards.

The Ungrest is quite aggressive, but not outright hostile. Various merchants do trade with them, but any technology are largely unavailable, when it is much specified for the race. And the Ungrest is unwilling to sell out technology to inferior traders. This might stem from a paranoia that they are afraid of that the tech might be turned against them. However there is possible to buy lot of other non-technical stuff like foodstuffs, and art.

Bzruellokh

This race stems from an world which are quite chilly, which explains their heavy built due to insulating fat. Descendants from omnivore/gatherers which evolved on the great steppes of this planet. They are massing about 95kg, the females a bit less. Their legs are short with broad feet, that prevents them from sinking too deep into the snow. Their early forefathers had quite a lot of body hair, which disappeared when the Bzruellokh started using clothing to protect them further from the chill. Their arms are long, reaching down to the knees when they stand upright, and powerful. Their skin resembles that of a human, but is rougher and thicker. The skin color ranges from white to yellowish. Their arms and head is covered with thick white hair.

The face holds two small eyes which are set deep into the skull. The ears resembles that of a rabbit, but is a bit broader.

From what is usual among other races, Bzruellokh does have a peculiar rhythm. Their pre-sentient ancestors hibernated during the winter, gathering food in the summer. Thus they sleep almost half of their local year. In a modern society this is quite difficult, but

this hibernating are still being done. But the cycles are more controlled, so that their society still works, even in the winter. Their starships got special hibernation modules, for crew or owners that are due for they hibernation cycle. The fact is that the Bzruellokh gets sick if it can't hibernate over certain period. Drugs can prolong the wake time between hibernation, but are used sparingly.

Opliaraz

Descendants from omnivore scavengers that was cave dwellers. The latter has given them sight that spans from visible light to the infrared spectrum. They got large black eyes. Matter of fact the pupils are the only part of the eye visible. Their size is small compared to humans, with an average height of 145cm. They got bat like ears that can be moved towards a sound. This coupled with their wide field of vision, that is 220 degrees gives them a superior surveillance capability compared to most other sentient races.

Their society is built around the family, which forms a clan. When the Vargr contacted these the first time, they were hunted for their fur. Even when they had advanced into the iron age. This hunting was stopped some hundred years ago, by a group of resourceful explorers.

However the Opliaraz is still xenophobic about outsiders. Those who wants to do business in this system should do it through the Aelluengh Mercantile Company, which is the only company the Opliaraz will trade with. The reason for this is that the Aelluengh is owned by the ancestors of those who rescued the Opliaraz from extinction.

Part III

Library data and news articles

077-1123

Uthgvoe (Gvurrdon 0512)

The talks between SoE and Thirz Empire took a serious nose dive when the foreign minister of SoE demanded that Thirz Empire pays SoE for the damage done to the world of Tongaesodhongaell(Gvurrdon 1015). Kaesz, the foreign minister of Thirz Empire answered that losses like that could only be expected during a war. "Besides Thirz Empire will never pay for the damage done to an agressor."

It is not known when new talks will be taken up.

079-1123

Uthgvoe (Gvurrdon 0512)

The spokesbeing of the royal court announced today that Uerrogae gave birth to triplets. This is the first cubs to Oekhueso and Uerrogae Thir. "this is a major event in Thirz Empire history" the spokesbeing said further. And the word from the royal court is that both the cubs and the mother is at good health.

067-1123

Orra (Gvurrdon 0929)

The Rukh government Anti-Rukh formally war. This is the first time Rukh has taken this step after many years of border skirmishes and hostility.

The last time there was outright open hostility between these two powers the reason was the charge plate scandal.

This time Rukh claims that Anti-Rukh was responsible for the powerplant that blew up and contaminated a whole city a few months back. Evil tongues however blames poor maintenance and unskilled employees.

090-1123

Uthgvoe (Gvurrdon 0512)

Attempts to restart the negotiations between Thirz Empire and SoE failed miserably today. When the talks started it soon came to hard words and in short order insults were flying over the table. At the moment it is unclear who lost the most Charisma.

Kaeszh, the foreign minister of Thirz Empire, did loose some charisma though when he challenged the foreign minister of SoE to a duell.

A political analyst said "This will be a a fight Kaesz will win as he is both stronger and much younger than his adversary."

Rumors will have it that King Oekhueso reprimanded Kaesz for indignant behaviour.

094-1123

Kfofaell (Gvurrdon 1421)

Gvaeknoks announced today that they are forced to close down the following route: 1336 - 1238 - 0739.

It will be rerouted as following: 1233 - 1134 - 0937 - 0736 - 0537 - 0539 - 0436. This is clearly a much longer route, but the hostilities between Rukh and Anti-Rukh has made this necessary.

Gvaeknoks announced that they are looking for ships with better jumpdrives to shorten down the route.

100-1123

Korruelloko (Gvurrdon 0904)

Saeknouth Dependency announced today have signed the documents for amitting two new systems into the federation.

The systems Songi (0405) and Torrvagve applied for membership 1122 to bolster its defenses against corsairs and to enjoy the trade in Saeknouth.

Saeknouth Dependency are also changing name to Saeknouth Ursuekh (Brotherhood) to mark the increase of members. The signing of the threaty was celebrated with a grand banquetKorruelloko's parliament building.

152-1123

Saell (Gvurrdon 1027)

The first reports from the new open war between Rukh and Anti-Rukh are starting to come from the front.

Apparently Rukh, shortly after declaring war on Anti-Rukh, poured over the interstellar borders attacking the Anti-Rukh worlds fiercely. It is reported that Rukh easily outnumber their opponent 15 to 1.

It is still difficult to get any independent reports from the front, but The spokespersons from Rukh says that everything goes after plans. The press was shown some holovideos of strikes against both orbital and dirtside installations, leaving little doubt that Anti-Rukh will "get what is coming to them."

There are also rumors of a massive nuclear strike against Okfozarrga (1336). Some say that no one managed to escape alive from the planet. As Rukh are firing on non-friendly ships in this war it is difficult to get any independent reports that can confirm or deny this.

178-1123

Saell (Gvurrdon 1027)

The Rukh offensive against Anti-Rukh seem to bog down. Unconfirmed reports say that Anti-ruk has managed to infiltrate and sabotage both bases and starships of Rukh. If this is right, it will throw a Hiver wrench into theplanned schedule. However as escaped merchants reports. Anti-Rukh will fold shortly. If Anti-Rukh has really managed to hurt Rukh severely on their home turf it will only buy them time. Anti-Rukh will at most only hold up against this battering a year.

143-1126

Uthgvoe (Gvurrdon 0512)

After several years of delay an angreement was signed between Thirz EMpire and SoE to give back most of the worlds SoE lost to Thirz in the Equality war.

SoE announced that this was an important step to get back their lost worlds and brethren. Among the worlds that was returned was Dzuerong (1413), the old capital of SoE. However this system will not be reinstated as a capital as it is too close to Thirz borcders according to a decret from SoE.

The negotiations has been long and hard. Some times even outright quarrels between the delegates. Unrest are expected on some of the worlds as many citizens there do not want to get back to SoE.

A spokesvargr from King Thir said it would be better to give these worlds back as they do not hold the charisma, and it would be just more trouble for us to keep them.

023-1127

Gvurrdon (Gvurrdon 0521)

Kfan Uzangou (Galang. White Fangs) are now available in the Spinward Marches. KU has decided to open an office on Regina/Spinward Marches (1910). The number of Vargr and non-vargr readers in this part of space, so it was deemed nexessary open an office to dostribute the magazine there. The magazine will be available on holocrystals compatible with most TL 11+ computers.

254-1129

Ughz (Gvurrdon 3034)

Kedzudh and Kforuzeng ended their contract today which the Imperial Navy refered to as the Glass Bond treaty. A spokesvargr from Kedzudh said that their operations inside Spinward Marches had been a success, so there is no furthewr need to continue the operation.

304-1130

Regina (Spinward Marches 1910)

Regency Navy informed the press today that operations was now going on in the bordering worlds in Gvurrdon to eradicate the Kforuzeng menace once and for all.

Preparations for these operations started several months ago. Several bases will be hit at the same time to prevent the Kforuzeng to regroup and escape. We don't expect Kedzudh to help Kforuzeng and get their nose bloodied now that we can get all of our fleet bearing down on them a spokesman for the Regency Navy said.

310-1130

Triad (Gvurrdon 2436)

Reency Navy reports that they have now re-established controll over their old base here and removed the Kforuzeng occupants. Several corsair ships was surprised in dock and subsequently destroyed.

Reports do also come from nearby systems of heavy deployment of Regency battle squadrons attacking anything that resembles corsair activity and instalations.

Rumors also say that the Kforuzeng leader Anuekhs An Gzoug was killed in the initial attacks. This has yet to be confirmed.

036-1131

Regina/Spinward Marches (1910)

White Fangs has been forced to close down its distribution center here in Spinward Marches due to the new quarantine rules on computer communication and distribution of computer based information across the Regency border. We will look for other ways of to distribute our magazine to our readers inside the regency borders.

067-1131

Uthgvoe/Gvurrdon (0512)

A delegation from Regency came to Uthgvoe today had serious talks with Kind Tir and his cabinet. What the talks was about are not clear at this moment, but sources say it might relate to the computer viruses which has been released in the Imperial Interior. Rumors tell that the virus alreade has reached Corridor and some parts of the Vargr Extends.

120-1131

Uthgvoe/Gvurrdon (0512)

It is now clear that the virus is an fact and it is an threat to us all. Reports from the trailing parts of Tuglikki tells about ships that go haywaire and computers output turns to gibberish. Several worlds without hospitable biosphere has been ravaged by the virus by exposing the inhabitants to the harse environment. I.e. vacuum worlds had their population decimated by the virus as it opened all the airlocks at once.

Representatives from the Regency has been all over Gvurrdon sector to hold talks with various factions and instruct them on how to contain the threat.

145-1131

Thoengling/Gvurrdon (3117)

Thoengling has by immidiate effect grounded all foreign starships that comes from the trailing parts of the Extends. A quarantine zone that is several parsecs deep has also been erected. A spokes vargr from the Thoengling Navy expressed confidence that they would be able to prevent any further spread of the virus.

100-113

Gvurrdon/Gvurrdon (0821)

Kfan Uzangou has been forced to do away with the holocrystal media distribution. Most factions in Gvurrdon has put down strict quarantine between worlds. Thus KU sees itself forced to go back to hardcopy distribution. To make it cheaper we will distribute through third party distributors. In Gvurrdon it will happen through Rraekh Kforr in Thoengling Empire and Gvegh Kforukh in Rukh. These distributors will then print and distribute the magazine within their borders. The price of the publication will increase slightly by this.

The main office will still be distributing for Thirz Empire. We also look for similar distributor in Spinward Marches.

347-1132

Rhylanor/Spinward Marches (2716)

White Fangs are now again available for Vargr and other sophonts in the Spinward Marches. Kfan Uzangou has made a deal with Spinward Media Expression (SME), a minor magazine distributor in Spinward Marches. The magazine in both paper and holo crystals.

128-1146

Thoengling/Gvurrdon (3117)

A vampire fleet has managed to penetrate the quarantine line of Thoengling Empire. As Thoengling uses much of the same computers as the old Third Imperial scout boat service, the virus did not use long time to infect their targets through the communication lines. As there has been evident that a small fleet has operated behind the lines of the quarantine fleet for some time. As this report is being filed emergency defensive lines are being drawn up to halt the virus. All express boats are being grounded and isolated to prevent further spread of the virus. A decree was issued demanding that any communication between worlds must be in either hard copy or on micro film.

199-1146

Orsesokhin/Gvurrdon (2323)

The virus seems to have run out of steam. But to a tremendous cost: Orsesokhin has been declared the new capital of Thoengling. All ships that come from trailing parts of Gvurrdon and cannot give a correct identifying code will be shot on sight. A Naval attache from Regency said that Vargr are lucky that Vargr ships make poor as Vargr ships generally have poor maintenance and are prone to break down frequently. Luckily that Vargr makes poor slaves for the virus too when it has no charisma.

Regency has sent a task force with the purpose to train the remaining navy of Thoengling Empire to handle the virus threat. Details on this training is not available, but we believe a lot of new equipment

developed in the Regency will play a key role in this new quarantine fleet.

However we did get a chance to inspect some of the troops that has gone through the first part of the training and they looked eager and resolved to face the virus to protect us all from the menace.

138-1165

Kfolael/Gvurrdon (1421)

Gvaeknoks has issued complaints to both Society of Equals and Thirz Empire for the treatment of their traders, which travels between these two factions. Several of the crew on their ships has been arrested for espionage: Most has been released short after, but a few has been put up to trial and convicted. Thus the cold war between Thirz Empire and Society of Equals takes a new twist. Gvaeknoks says that because they were under SoE during the Equality war (1111-1116), their crew are viewed as traitors and conspirators by both parties as they do business in both factions. It seems that none of the factions thrust Gvaeknoks' integrity.

365-1158

Saell/Gvurrdon (1027)

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

034-1159

Saell/Gvurrdon (1027)

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

056-1159

Saell/Gvurrdon (1027)

It is now evident that no one knows whom is fighting whom in Rukh Civil war. Civilian losses are reported as light, as the Navy is battling itself, something that makes ground troops useless as they are planet bound. Most ground troops has declared their loyalties to the leaders of the world they are placed on.

216-1159

Saell/Gvurrdon (1027)

The Rukh war seems to take another turn now that the naval forces has spent most of their resources fighting each other. What is left of the few fleets has joined up with small groups of worlds that has tried to stand together in this troubled time. Many analysts believe that Rukh as a political entity in Gvurrdon

has ceased to exist.

222-1162

World unknown

Kforuzeng is on the rise again after the serious setbacks it has experienced the last few years. Especially after the Imperial/Regency navy turned its guns on them. Rumors tell that Kforuzeng has landed some very good contracts that will put them back into business.

They have had some actions going through the Rukh war, but nothing notable. So what really is going on we can only guess.

293-1167

Vaersngurr/Gvurrdon (1830)

Kforuzeng has declared themselves as leaders over a small group of systems that once was the part of the Rukh.

Kforuzeng has been running several operations in this area for several months now for the local government. As the government support from the citizens delined, there became evident that a change was at paw to save the day. Why Kforuzeng went for the chair is not known and Kforuzeng has neither given any explanation.

031-1171

Kfofaell/Gvurrdon (1421)

Gvaeknoks said through a press release today that they will close down their offices here on Kfofaell and move all business to Ghenkerongolu/Gvurrdon (1528), a world in one of the factions that appeared after the Rukh Civil War. The closedown will be complete in 3 months. During this time the routes will run as usual, but after this date changes to the routes are to be expected.

311-1172

Ghenkerongolu/Gvurrdon (1528)

Gvaeknoks has entered the political arena of this world. Their charimsa increased greatly when they managed to erect the economy after the civil war. Gvaeknoks bought up a lot of companies that was close to bankruptcy. A few worlds has also declared their support of Gvaeknoks for their work in improving the economy in this part of Gvurrdon.

350-1172

Ghenkerongolu/Gvurrdon (1528)

Gvaeknoks has now taken full control over one of the factions that was left after the Rukh war. They have have renamed themselves from Rukh Aek to Gvaeknoks Trade Union. Gvaeknoks stated that free trade should prevail between the member systems. It is not in Gvaeknoks interest to hamper free trade. But they intend to strengthen the trade trade and the economic progress. They will also install some laws to

ensure that free trade will prevail and that merchants do not oer price their products. They will also to a degree controll the market pricing and taxation.

300-1175

Uthgvoe/Gvurrdon (0512)

King Oekhueso Thir died today. The palace spokesvargr says that Thirz son will mourn his fathers death. King Thir has been ill for several weeks from an incurable blood disease. King THir will be buried after his wishes, by spreading his ashes on his place of birth. There has been declared a day of mourning over his empire, that will be held on this very day next year to the memory of his spirit.

018-1176

Uthgvoe/Gvurrdon (0512)

Fuerrtoekh was crowned as the new king of Thirz Empire. The new Heraldry shield was also displayed today. All over Uthgvoe businesses closed down to follow the crowning ceremony on the holo transmissions.

298-1199

Uthgvoe/Gvurrdon (0512)

The Oruelaen (PSI forces of the Thirz Empire) has expresed concern with the lack of dedication SoE has put into the Quarantine line fo their nation- "It seems that they are more interested in watching what we do than keep the Virus outside of their borers". Political and military analysts has expressed that they believe SoE interest in Thirz force deployment in the Quarantine line is too close to SoE borders to their liking, and that SoE are more afraid of what Thirz might try an invasion when they watch the Virus and not their back.

The cold war between Thirz EMpire and SoE will spell a dissaster if they do nothing about their disagreements. A Zhodani diplomat expressed his concern in a meeting with both Thirz Empire and SoE. "If you can't keep the peace with each other, it will spell the end of us all." He said and continued with "If you two get into an armed conflict, the Virus will penetrate the quarantine line, then there will be nothing stopping it." It is believed that the Zhodani has put some pressure on King Thir, forcing with that the Zhodani help will be withdrawn if the situation is not

Library Data

Aek Elakfough (black cauldron):
(Gvurrdon 0439). This system have experienced an booming belting industry. In 1112 large amounts of Titanium and Yttrium (latter which are used in the super-conductive coils of the grav vehicle modules). Both of the belts in the system have proven to be rich on both substances. The number of inhabitants have exploded since the news got publicly known. This forced the system owners to build a fairly large spacehabitat. It is a wheel that revolves to create gravity. It is known under the name of Aek Wheel. The beltprofiles are:

Orbit

1 - 100m, n-20 m-70 c-10, 1AU

4 - 5Km, n-20 m-60 c-20, 0.5AU

Alloulloukde Tosoekh:

One of the biggest ship warfs in the Gvurrdon sector. It is based at Aengvoun (1726). It is reputed for its contact net for connecting potential buyers to patrons for financing of crafts. It boast that many of the crafts the Kforuzeng corsair band uses are bought from them.

Ankhir (Gvurrdon 1728) C6869BB-7 Hi:

This system have probably gone through more hardship than most other systems in Gvurrdon. The

population lives under ground in tunnels. When the system was first settled for 800 years ago it boasted with an advanced TL 11 technology. Then the disaster struck. The small government did not succeed in controlling the masses and civil war broke out. Following this war the world got splintered between several powerblocks. With more than 600 years of war and other minor conflicts the TL started to decline when the harsh environment took its toll on the equipment. The fact is that the surface temperature of this planet can sink down to -237°C. The following wars was then the matter of survival for the powerblocks. About 50 years ago this system did get help from outside by request from some minor factions. Firstly the helpers was met with resistance, but later when the other factions had expended their stock of fighting materiel they had to succumb for outside pressure. From this point the planet got united under one central government. This planets largest export articles are a strange sort of algae that lives in the oceans of this planet. Orrkong, a shrimp like creature is also an export article.

Church of the Chosen One:

This is a religious sect which has their base at Aegadh (Gvurrdon 1317). They are the world rulers there. The sect believes that

the Ancients made the Vargr to populate this part of the galaxy. The church does not worship the ancients, but just asks the devotees to be faithful and to trust the church. The church do not have any holy book as most other churches, but it boast an Ancient artifact that the church claims to be a two way communicator with the Ancients. This has not been proven when the artifact is looked up on as holy, and no one has been allowed to inspect it scientifically. The powerbase of the church has been waning since it were founded about 300 years ago. The number of devotees was quite steady during the Rebellion. They did note a slightly increase in 1125 to 1127, but from there the number dropped steadily. So now they have turned inward, and redirecting their resources to prove once and for all that the Vargr is the heir to the Universe.

Denner (expr):

Common name for Vargr from Freedom League, or more commonly named Corsairs' Den.

Ozen Aeng Kho (Society of Equals.):

This allegiance despite its name are soldier based. To prove that you can be equal, you have to manage to go through a dangerous test that could severely cripple those who are unlucky. All non soldier professions are looked upon as under rated beings. Medi-

cal profession is an exception to this when medics are important to save the life of a wounded soldier. Anyone can try to become an equal no matter what his or hers background is. Those who fail the test is denied access to any soldier career. Even the cubs from an equal have to prove itself as an equal before a soldier career are open for the candidate. Equals and non equals are not permitted mate with each other. The test can be taken anytime during the life, but it is wise to take it early when young and old have to go through the same test. The central body of the government are mainly built up by former military career personnel that have retired active duty. Only equals can vote in the parliament or run for some sort of governmental office.

REFEREE: For characters that are born in Dzen Aeng Kho, they have to roll this task before they choose one of the following careers: Any military Officer, Leader, Aristocrat and Law enforcer.

Difficult, Willpower --Referee: On a Catastrophic Failure roll 1D+1 and subtract STR, AGL and CON of the indicated amount. Example: The PC rolls a 4. He must subtract 2 from STR and one from both AGL and CON. For those who manage this task give a CHA+1. If the parents of the character is rated equal give a -1 on the above task. The parents are rated equal on a roll of 15+ on 1D20

Edge, The (Expr):

A terminology used of the political state between Thirz Empire, and Society of Equals. Their "Cold War" status has everyone on their toes. If a break in the quarantine line it will most likely be in Society of Equals. They are zealously watch-inh what Thirz Empire do, rather than watching their border against the Virus. Their oppinions in The Spinward Assembly are also a conflict. It looks like that they oppose each others ideas, suggestions just for the spite of it. More than one time Zhodani representatives had had to cool down the Thirz Empire representatives. However as there is no-one is holding Society of Equals in leash they seem to do and say whatever they will. However everyone are starting to get a

bit tired of them. And regency has started to put on some pressure, but it hasn't taken any action, as a war will surely open the quarantine line for the advance of the Virus.

Equality War, The:

This war were fought between the Society of Equals and Thirz Empire. The war raged from 1111 to 1116. In this war Society of Equals lost much territory. Society of Equals did also lose their capitol system, Dzuerongvae (1413), but the rulers managed to escape. This forced the Society of equals to move the capitol. The new capitol is now at Taeksoudhanou (1623).

Extends line contract:

A contract between the Oberlindes Lines and the government on Ougzdaelzoerrgh, Gvurrdon (2040). The contract gives Oberlindes lines allowance to use the starport on Ougzdaelzoerrgh for trading and supplying post for starships that are going into the extends. This contract where vital for the Oberlindes to get when the recent hostilities between Vargr forces and the DoD forces started in 1117. Oberlindes met much resistance in the Empire when they first took initiative in mid 1119 to reopen their routes into Gvurrdon, when it got closed by the hostilities. The line into Gvurrdon sector starts at Dentus, Spinward Marches (2201). During the war against the Kedzudh and Kforuzeng alliance, the Imperial Navy had undercover agents working on this base. Starport at Ougzdaelzoerrgh got upgraded to type A after signing a contract with Oberlindes Lines. Oberlindes have a 47% share in the starport.

Fair Witness:

A new type of careers that has appeared in Thoengling Empire. It all started with a proposition from the Thoengling central government to train certain high intellect Vargr to mediate in conflicts and stay in as fair and correct witnesses. After a few years several corporations started to use fair Witnesses in contract negotiations. Today anyone can hire a fair witness if they can pay the price. A Fair Witness will report anything he experiences, without giving his own oppinion on what did transpire at a given event. Thus sometimes

hiring a fair witness can backfire, because many believe that the fair witness will give testimony in the customers favor. A Fair witness cost from 2000cr hour to the astronomical millions.

FEKI:

An institute that have specialized on educating sophonts that do not have the capability or money to spend to go to a normal college or university. FEKI is short for Fo Engragvaegkfu Kuerrgars Ingaez. Which can be translated to The School of Many Worlds. Costumers are usually from low populated worlds and/or belts. They support a wide array of courses that can be taken. From simple courses like drawing to more demanding things like medical or engineering courses that takes a year or two to run. The appliances are collected by mail, and a course package are then sent to the pupil. What the course package contains depends on the course taken. From just a few books to computer software or computers specially made for the course taken. Homepage is on Ouse Faeg/Ksits Uathu Odzuetarug (1724). During the Virus craze FEKI almost got bankrupted. All the more advanced courses was not selling when they relied on computers. However as the fear from the Virus dropped the costumers came back, and the more advanced courses started to sell again.

Glass bond, The:

The alliance between Kedzudh Aeng and Kforuzeng corsair band were called the Glass Bond, when it appeared fragile when the allegiance first were signed. However the success the allegiance have earned in the invasion of The Spinward Marches have apparently strengthened this allegiance. Imperial analysts speculate that the allegiance may fall apart now that the forces to Norris have been able to stop the constant advance of the Vargr. The Glass Bond broke up in 1129, when Kedzudh declared that the campaign in Spinward Marches was a success, and that further action was not desirable.

Gnoerrgh Rukh Lloell (Anti-Rukh coalition):

This is a coalition of worlds that did

not rally behind the Great Leader Rukh in 972. Rukh's Charisma forced billions to his cause. However many worlds rimward of Saell which had secured economic ties with worlds around Saell, would not rally to Rukh, so they established Gnoerrgh Rukh Lloell. In the beginning they did not manage to do much damage to the Rukh Aegz, but in the latest 10 years several worlds spinward of Saell have pulled out of the Aegz, when it proved unable to protect the worlds against terrorist acts and other anti-Rukh operations. It disappeared as a political entity in 1123 when Rukh attacked. The war was over in matter of months, but the mopping up took more than a year. Anti-Rukh managed to deal some heavy blows to Rukh even when they was outnumbered 15 to one. The reason for this was the deep undercover groups inside Rukh.

Kfan Uzangou:

A periodical newsletter which are distributed through out the Gvurrdon sector. The newsletter released its first issue in 864 (Imperial). The newsletter fresh and boasting reports soon got popular in other systems, so that the print had to be increased. In 987 the format changed from paper to cheap microchip format, which then could be accessed by most computers. The paper format have not disappeared totally, but the print is just 4% of total distribution. Kfan Uzangou (White Fangs) has its main office at Gvurrdon (0821). In 1127 the magazine started to distribute to Spinward Marches. However as the treat from the Virus became apparent, Regency put down a blockade. KU couldn't change to paper format, when this would sky rocket the distribution cost. KU took then contact with one of the small media distributors of Spinward Marches, called Spinward Media Expression (SME). They would get the text on optical readable microfilm, while the interior art and pictures would be put on ordinary dias. SME would then put the magazine on holocrystals, or in paper print. In Regency the magazine is distributed on the Galanglic name White Fangs.

Oruelaen:

Oruelaen is a combination between

a special force, national guard, and information gatherers in the Thirz Empire. It was founded in 1016 with Zhodani help. Sophonts that join Oruelaen enjoys high charisma raise when they are under the direct control of the king of Thirz Empire. Few of the members are publicly known due to their sensitive job. Its actual size is also unknown, but the number is believed to be less than 500. All well trained in psionics by the Zhodani

REFEREE: This force is a well known secret in the Thirz Empire. About a dozen faces is publicly known. Others are kept secret so that they can do their job unhindered. They are not spies or commandoes (even though they participate time to time in such operations), but observers and investigators for the king of Thirz Empire. The number of members is at 250. Other aliens are welcome if they can pass certain criterias. The king got direct control of this group. The members start with a rank of Sergeant due to their high responsibility they got. The king holds the rank of General.

Oulaekho Arms:

A weapon producer with its main office and production plant on Saell. It sells weapons to most worlds in Gvurrdon. The Firm do also have several subsidiaries around the Spinward part of Gvurrdon. Gvaeknoks do also have a share in their weapon production plant on Ghenkerongolu (Gvurrdon 1528). This plant is called Dokhoullae.

Pandrin (Gvurrdon 2240):

This system were the former Oberlindes trading center for the Gvurrdon sector. But when the Kedzudh invaded the world in late 1118 Oberlindes had to close down the center and move it to somewhere else. Oberlindes has made it clear that they are looking into reopening their old base here. Local investors are apparently doing their part to ensure that Oberlindes comes back.

Sibiatl:

A minor psionic institute in Gvurrdon. It does not have any fixed base, when it changes location time to time. The Sibiatl are a

cooperation between the Zhodani and Vargr psionics to broaden the knowledge of psionics among Vargr in the in the spinward part of Gvurrdon sector. In addition to teach psionics it gives classes on just general information.

REFEREE: The Sibiatl are well reputed among the Vargr in the Thirz Empire. The psionic training courses cost approximate 240,000Cr. and takes about 5 months. Initial testing cost 12000 credits. An information course cost 2000 credits, and is held 5 days with 2 hours a day.

Soungadano (Gvurrdon 2414) B671363-A Lo Ni:

Soungadano is a former prison planet for Thoengling Empire. Some still view it as a prison planet when some criminals have the choice between selecting a ordinary sentence or try to re-install their charisma on this planet by working for a living. The climate is harsh with temperatures above 300°C. In the winter the temperature may sink below -46°C. These severe swings in temperature makes it a dangerous place to live. There is frequently storms that can easily kill an unwary traveller. The main exports s compounds and crystals. Animals both dead and alive is also an export article, but not a very popular one. The world has been isolated since the Virus struck. So how the conditions is on the planet at present is unknown.

Spinward Assembly. The:

A crisis council which was established by the initiative of Archduke Norris in 1132 to coordinate knowledge and operations in how to fight the Virus. Its presence (The Assembly) has been quite visible in Gvurrdon, as the Vargr has proven unable to dam up against the Virus effectively. only in the few latter 20 years that the Vargr has managed to get on top of the situation by quarantine restrictions. The assembly got the following members: Regency, Zhodani Consulate, Aslan Hierate, Thirz Empire, Society of Equals, Thoengling Empire. In addition several smaller states has observer status in this assembly. If and when a thrust into the infected areas are going to take place, this assembly will surely have a hand in the game.

Taknarkag (Gvurrdon 0630 8370467-A Ni De):

This is a single city planet, which by influence from Goerrg Rukh Lloell (Anti-Rukh coalition), left the Rukh Aegz alliance. The entire population resides in a city built only over the last 185 years, by the design of the famous Vargr architect Voronol. Taknarkag was reputed in the Rukh Aegz for its brilliant architectural design. Even Humans have copied this city to an extent. Humans will find the Trading Post bar and nightclub inviting, when this is designed specially for humans in mind. More daring humans, or humans which have experience with Vargr clientele and behavior may use the Kornak Lounge. The navy base are now staffed by the local militia with a few jump capable ships.

TeeBee (Toothless Bastard [expr, org: re]):

A curse originally from Regency. It was first used against those Vargr that worked as crew on infected starships. Those Vargr are generally of low Charisma, thus not very desirable by other Vargr as followers. Used against other Vargr will certainly spell trouble. The Virus has by itself no Charsima, and thus no appeal to the common Vargr, but those who are in their employ voluntarily or not.

Therrg's First Reasoning:

Therrg is one of the representatives of "The Spinward Assembly", and represents Thirz Empire. He do also have connections with Church of the Chosen One. He had a reasoning that has been quoted to the length that it has become a cliché. "If the Virus is intelligent, why do we then curse It for Its acts that every intelligent lifeforms has shown a inclination for? Of course because we all bash our friends head in every now and then does not make Its (Virus) acts more tolerable. It only explains the entropy of the universe."

Therrg's Second Reasoning:

"That day the computer talks to me I'll throw it out of the window." -

Cptn L. A. Slaster's addition:
"Has anyone told him that his office is underground?"

Thirz Empire:

The second largest interstellar state in Gvurrdon. It got close bonds with Zhodani, and the presence of psi capable vargr here is large. About 12% off all inhabitants here have been tested and/or trained. The entire state are viewed as a large client state of Zhodani by others in Gvurrdon. Zhodani have a large contingent of both military and economical advisors in this state. The reason to this is that the Zhodani by its close relationship with the government can limit the number on corsair raids inside their borders.

Tirrils:

An avian alien race native to Tirrokoelaeks (Gvurrdon 1821). The Tirrils lives at TL 0. Which would classify them as barely sentient. The Vargr which first took contact with them, hunted them for their fine feather hide. But when it became evident that the birds were sentient, all hunting ceased. The Tirrils are protected from hunting. Any killing of a Tirril for their hide is penalized with death. The Tirrils are about 150 centimeter high, and got bright colors from blood red to deep navy blue. The chest and abdomen are generally white or silver grey. They got a 15 centimeter long beak like a gull and powerful claws they use to dig in the earth for Lummi roots or insects. What's curious about the Tirrils are that they have excellent mathematical knowledge. Some are so good that they can calculate the jump coordinates and data for a distances up to one parsec without the aid of a computer. Some Vargr merchants use Tirrils onboard their vessels for entertainment and for their excellent mathematical skill. The language of the Tirrils are consisting of whistling and body posture. Very few have been able to learn their language without specific aiding tools as flutes. Those who have been most successful with learning their language have usually good musical skill. Most humans may be able to do basic communication with just whistling with their lips. Vargr have proven unable to communicate without flutes or language computers. Tirrils can with great difficulty learn some Vargr languages. But human languages are easier for them to

learn. This is due to the specific development of their vocal cords. Tirrils are popular on Tirrokoelaegz for their beautiful sing song skills, and are often employed at taverns and inns for entertainment. When the Tirrils are lacking manipulators they usually do not wear clothes or use tools. However a few Vargr corporations have built waldos that the Tirrils may use. However few do make use of the waldos when they constrain them from flying.

Tongaesodhongaell massacre:

During the Equality war Tongaesodhongaell/Gvurrdon (1015) were heavily attacked by nuclear and chemical weapons. Most of those who could not afford the overpriced tickets out of the system before the attacking fleet reached the world, got killed in the attack. The world are Interdicted by the Thirz Empire because of the high radiation level. The world is still interdicted for reasons unknown. There has also been a number of voices that demand that the ancestors of the survivors are to be evacuated, but the Thirz Empire don't want to for some reason.

Ukekhaedha:

Ukekhaedha which can be translated to: Ritual of Charismatic honor. This is a duel fought to death. The ritual have its roots from Fukoezo (Gvurrdon 2702). The ritual have been law regulated the latest since early 900. This has been done so that the number of duels to the death was not to going to deplete populace of males, which are the only gender which can do this ritual. To perform the ritual the offended part must get approval from the court to do so. If the court finds the offended part got good reason to re-install his charisma, the ritual is permitted. However the requester get one week to cool off to see if he changes his mind. The ritual is performed like this: --First the combatants undress completely, and donn loincloths. Both get a gun with one poison dart. The combatants then selects how far from each other they will stand. The closest range permitted are 7 meters and 21 meters at most. The guns are holstered when the ritual really starts. First the Oenurzksan (the patient wait) starts.

Here the two combatants try out wait each other. Sometimes one of the combatants chicken out and won't go through with the ritual. Longer the wait more Charisma will the offended part get back, if he wins the duel. He will also get back more charisma if he is the last to draw the gun to shot when the action starts. Some even waits until the other one has fired his gun before he fires his own. If both miss their shots, the duel is ended and the offended part cannot make another try. If the offender survives he will not get any benefit than his life. If the offended part survives he may get back all the charisma depending on how long the wait was and how he performed overall. If both parts die, the duel is noted as an unresolved matter and the case is closed. To be permitted to do this type of duel, you must have experienced a major loss of charisma and economical loss. Off worlders cannot under any circumstances perform this ritual in a legal way. There have been some cases where humans have been performing this ritual illegally, when they have offended a Vargr.

Urukhu (nation of Urukhu):

A former Interstellar empire which consisted of the following systems: 2806 Ukokhuvoen, 2807 Kaekfesa, 2808 Dorrroe, 2908 Kutsgarrae, 3107 Ozago. After Urukhu died in 1112 the nation started to collapse. The nation were on its highest at 1103, when they managed to fend off a attack from the Thoengling Empire. However the war effort did take its toll on the Urukhu nation. Urukhu died in an assassination attempt at an age of 54 years. Who which are responsible for the act are unknown, but the Lliegz corsair band are suspected. The Lliegz band tried to establish two bases in the nation just after the war with the Thoengling empire. Urukhu would not have them there, and the constant battle with the corsairs depleted the limited naval forces even more. The Lliegz corsair band were splintered in 1116 by internal disputes.

Uthith Fleet:

Fleet of the Ekhille Ksafi (40th squadron) based at Uthith (Gvurdon 1738). During the FFW,

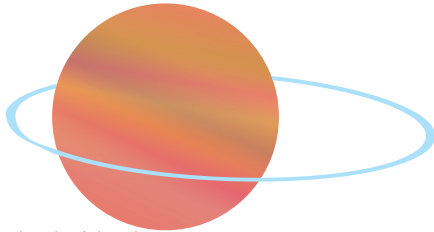
it occupied Yorbund (Spinward Marches 2403) and Heya (Spinward Marches 2402), but did not press further, spending much time mopping up and consolidating. After the Gireel Fleet was destroyed destroyed at Beck's World, the Imperial 212nd fleet forces Uthith back. On 252-1109, Admiral Thuekhs negotiated a separate peace and withdrew the Uthith fleet from Regina subsector. Many vargr veterans of the heyana occupation commonly have souvenirs, particularly bottles of fine Heyana liquors. When the Oekhos tirades, presented through a Vargr entertainment device called Utovogh was released. These devices became increasingly popular in the Ve Ekhille Ksafi space. Several voices started to demand action against the Imperials for the defeat during the FFW. However nothing has happened when the fleet to Ve Ekhille was virtually non-existent. The 40th squadron did built a lot of new ships in the period 1123 to 1170. The number of ships quadrupled. This seems much, but when the fleet only consisted of a handful of light cruisers, that was bearably serviceable, the build-up wasn't considered a threat by Regency. However Regency do keep an eye out for trouble.

Voronol Knaergh (925-1005 Imperial):

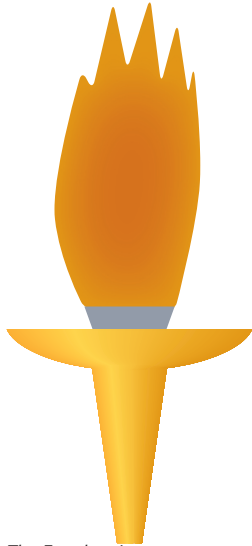
Famous Vargr architect. He have designed many buildings in the Rukh Aegz alliance. His pride are the Taknarkag city, which he used 10 years in drawing. Unfortunately he did not live long enough to see the first stages of the city being completed.

Wolfpack:

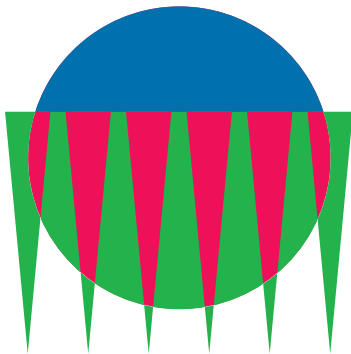
A group of infected Vargr ships. As pre-virus vargr starships was quite low on maintained standard, Vargr ships that has been infected has their best strenght when they operate in numbers. The onset of the Virus forced the vargr governments to set up stricter standards to starships. Something that made a post Virus starships more able to withstand a Virus infection. And also to battle them in a space combat as their equipment standards are higher than infected crafts.



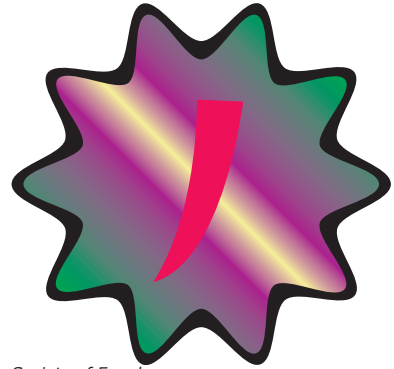
Church of the Chosen One



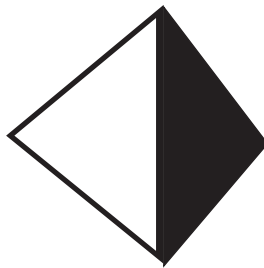
The Freedom League



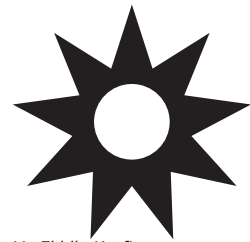
Gvaeknoks Merchant Company



Society of Equals



Anti Rukh Coalition



Ve Ekhle Ksafi

Gvurrdon sector UWP data

No sector is complete without the sector data and the maps. The data presented here are for the three first editions of Traveller; CT, MT and TNE.

Note that the UWp data should mostly be GM data, as there are no unified survey of Gvurrdon. Even maps are sparse and knowledge about systems outside a given polity are limited. Even local space may be an enigma for most people. Most class A starsport can give fairly reliable data about systems far out as 5 parsecs. Naval bases know their local space even better, but they are less likely to offer any information.

The tables presented on the next few pages contains the complete UWP for Gvurrdon sector for three campaign periods.

The 1105 data contains the complete UWP listings from "Alien Traveller Module 3 - Vargr". Although there is a few changes. The UWP list in the book contains 355 systems, while the map got 357. In addition the book "Alien Realms" mention another world in hex 3040. I decided to add this to both the maps and the UWP listing.

Instead of using an uniform alliance code for the factions that span several campaign eras I have kept the original one (except for the TNE setting which are my creation)

Subsector	Imperial translation	Allegiance Codes for 1200 UWP stats:
A) Ongvos		Code Allegiance
B) Zoghz		Dr Droyne
C) Adhsakh		Va Vargr Non-aligned
D) Fanganger		Vb Thirz Uerra (Thirz Empire)
E) Uerra Rueshken	Empire Trailing	Vc Dzen Aeng Kho (Society of Equals)
F) Dzen	Society	Vd Noerrgh Confederate
G) Lla Iz Therrg		Ve Thoengling Raghz (Thoengling Empire)
H) Thoengling		Vf Ongue Republic
I) Kfan Uzangou	White Fangs	Vg Allez
J) Ruhk Odzuetarug	Ruhk sector	Vh Gvaeknoks Trade Union
K) Ksits Usathu Odzuetarug	Free Spirit sector	VI Rroerz Uerra
L) Aelluekh		Vm Rueks Legacy
M) Llanic		Vn Ve Ekhille Ksafi (40th Squadron)
N) Spurl		Vp Kedzudh Aeng (Commonality of Kedzudh)
O) Utthe		Vq The Freedom League (Corsair's Den)
P) Firgr		Zh Zhodani

Allegiance codes for 1105 UWP stats	Bases
Code Allegiance	Code Type
Cs Imperial Client state	C Corsair
Dr Droyne	G Naval (Vargr)
Va Vargr Non-aligned	H Corsair and Naval
Vd Dzen Aeng Kho	Z Zhodani Naval
Ve Ve Ekhille Ksafi	
Vg Gaerr Thue (Pact of Gaerr)	Remarks
Vk Kedzudh Aeng	Code Type
Vn Rukh Aegz	Cx Interstellar government Capital
Vp Thirz Uerra	Cp Regional Capital
Vr Gnoerrg Rukh Lloell	Si World ruled by sophonts native to world
Vs Seaknouth Igz	Sv World inhabited by sophonts native to world other than Vargr, but the Vargr is in the control of the government. I.e. colonization of land/planets originally belonging someone else, as in USA or Australia a couple of hundred years ago.
Vt Thoengling Raghz	O:xxxx Pointer to who owns the system in the case of captive governments (UWP code 6)
Vu Urukhu	Wi Wilds. For game purpose, any Vargr world in the wilds are considered Poor by the trading rules in traveller.
Zh Zhodani	BI Balkanized. When worlds in the wilds to have a different set of government codes than other worlds. There is no firm code for balkanized worlds in the UWP string.

Allegiance codes for 1120 UWP stats
Code Allegiance
Dr Droyne
Vq Dzen Aeng Kho
VV Gaerr Thue
Vc Gnoerrg Rukh Lloell
V9 Infinity League
Vk Kedzudh Aeng
Vo Opposition
VW Rranglloez
Vr Rukh Aegz
Vs Seaknouth Igz
Vp Thirz Uerra
Vt Thoengling Raghz
Va Vargr Non-aligned
V4 Ve Ekhille Ksafi
Zh Zhodani

Hex		World Name	Star1	Star2	Star3	1105 UWP					1120 UWP					1200 UWP							
						UWP	B	Remarks	Z	PBG	AI	UWP	B	Remarks	Z	PBG	AI	UWP	B	Remarks	Z	PBG	AI
0104	Enitodl		M4 V	M4 D		C8A8100-8	Z	Lo Ni Fi	501	Zh	Zh	C8A8100-8	Z	Lo Ni Fi	501	Zh	Zh	C8A8100-8	Z	Lo Ni Fi	501	Zh	Zh
0112	Fufokkfal		M9 V			E638665-6		Ni Si	312	Vp	Vp	E638665-6		Ni Si	312	Vp	Vp	E638688-7		Ni Si	912	Vb	Vb
0113	Taraeng		M1 V			B00098C-A		Hi Na In As	212	Vp	Vp	B00098C-A		Hi Na In As	212	Vp	Vp	B00098C-A		Hi Na In As	212	Vb	Vb
0130	Tjeni		G3 II	M1 D		A683865-C		Ri	420	Zh	Zh	A683865-C		Ri	420	Zh	Zh	A683875-C		Ri	420	Zh	Zh
0131	Satipenzh		M6 V			B657586-B		Ag Ni	205	Zh	Zh	B657586-B		Ag Ni	205	Zh	Zh	B657586-B		Ag Ni	205	Zh	Zh
0137	Chench		K1 IV			D559426-3		Ni	214	Zh	Zh	D559426-3		Ni	214	Zh	Zh	D559426-3		Ni	214	Zh	Zh
0202	Zhenchve'chip		M7 V	M9 D		B666558-8		Ag Ni	902	Zh	Zh	B666558-8		Ag Ni	902	Zh	Zh	B666558-8	Z	Ag Ni	902	Zh	Zh
0205	Matimadi		F0 V			B646730-8		Ag	822	Zh	Zh	B646730-8		Ag	822	Zh	Zh	B646730-8		Ag	822	Zh	Zh
0208	Dho Ega		M4 V	M7 D		E480653-8		Ni Ri De	510	Vp	Vp	E480653-8		Ni Ri De	510	Vp	Vp	E480653-8		Ni Ri De	610	Vb	Vb
0212	Onagzorruell		M4 D	M0 D		D889737-2			601	Vp	Vp	D889737-2			601	Vp	Vp	D889737-2			601	Vb	Vb
0215	Kerkukhaeka		K6 V			B888554-B		Ag Ni	325	Vp	Vp	B888554-B		Ag Ni	325	Vp	Vp	B888554-B		Ag Ni	325	Vb	Vb
0216	Saezghen		M6 V			B200A72-C	G	Hi Na In Va	402	Vp	Vp	B200A72-C	G	Hi Na In Va	402	Vp	Vp	B200A72-C	G	Hi Na In Va	402	Vb	Vb
0220	Telfazagnou		M3 V			E7A5542-8		Ni Fi	724	Vp	Vp	E7A5542-8		Ni Fi	724	Vp	Vp	E7A5542-8		Ni Fi	724	Vb	Vb
0221	Aersaedha		F6 V			B98A88A-8	G	Ri Wa	622	Vp	Vp	B98A88A-8	G	Ri Wa	622	Vp	Vp	B98A88A-8	G	Ri Wa	622	Vb	Vb
0223	Aedhue		K0 II			A9C4000-B		Lo Ba Ni Fi	824	Vp	Vp	A9C4000-B		Lo Ba Ni Fi	824	Vp	Vp	A9C4000-B		Lo Ba Ni Fi	824	Vb	Vb
0226	Qanstanze		M1 V			E73987A-3			710	Zh	Zh	E73987A-3			710	Zh	Zh	E73987A-3			710	Zh	Zh
0230	Eblonzerefi		G7 V	M0 D		B334210-D		Lo Ni	403	Zh	Zh	B334210-D		Lo Ni	403	Zh	Zh	B334210-D		Lo Ni	403	Zh	Zh
0231	Tseezh		M7 V			B000762-B		Na As	811	Zh	Zh	B000762-B		Na As	811	Zh	Zh	B000762-B		Na As	811	Zh	Zh
0232	Jdlprqfr		M4 III			B100A99-C	Z	Hi Na In Va	923	Zh	Zh	B100A99-C	Z	Hi Na In Va	923	Zh	Zh	B100A99-C	Z	Hi Na In Va	923	Zh	Zh
0233	Yied		M3 V			B43677B-C			721	Zh	Zh	B43677B-C			721	Zh	Zh	B43677B-C			721	Zh	Zh
0235	Pliploranshich		F3 IV			B626611-7		Ni	825	Zh	Zh	B626611-7		Ni	825	Zh	Zh	B626611-7		Ni	825	Zh	Zh
0239	Tlirt		F5 V			B698542-B		Ag Ni An	803	Zh	Zh	B698542-B		Ag Ni An	803	Zh	Zh	B698542-B		Ag Ni An	803	Zh	Zh
0240	Astanch		M0 V			A341410-E		Ni Po	301	Zh	Zh	A341410-E		Ni Po	301	Zh	Zh	A341410-E		Ni Po	301	Zh	Zh
0306	Zaerrg		M3 V			C674683-8		Ag Ni	103	Va	Va	C674683-8		Ag Ni	103	Va	Va	C674683-8		Ag Ni	103	Va	Va
0309	Unoldhasaelae		M7 V			B300687-9		Na Ni Va	501	Vp	Vp	B300687-9		Na Ni Va	501	Vp	Vp	B300687-9	G	Na Ni Va	201	Vb	Vb
0317	Gzoulakhgha		K9 V	M0 VI		B793ACD-D		Hi In	310	Vp	Vp	B793ACD-D		Hi In	310	Vp	Vp	B793ACD-D		Hi In	310	Vb	Vb
0323	Llathoevaghoe		M3 V	M3 D		B673878-A			410	Va	Va	B673878-A			410	Vp	Vp	B673878-A			410	Vb	Vb
0325	Dzado		M3 V			B6A4896-8		Fi	703	Va	Va	B6A4896-8		Fi	703	Va	Va	B6A4896-8		Fi	703	Va	Va
0327	Iatl Iatl		G5 V	M4 D		B685233-B		Lo Ni	322	Zh	Zh	B685233-B		Lo Ni	322	Zh	Zh	B685233-B		Lo Ni	322	Zh	Zh
0329	Enjgore		M7 V			A247245-A	Z	Lo Ni	210	Zh	Zh	A247245-A	Z	Lo Ni	210	Zh	Zh	A247245-A	Z	Lo Ni	210	Zh	Zh
0334	Blenzkats		M8 VI	M2 D		B465110-9		Lo Ni	401	Zh	Zh	B465110-9		Lo Ni	401	Zh	Zh	B465110-9		Lo Ni	401	Zh	Zh
0337	Vriaajets		K7 V	M4 V		B583554-A	Z	Ni	801	Zh	Zh	B583554-A	Z	Ni	801	Zh	Zh	B583554-A	Z	Ni	801	Zh	Zh
0339	Dlekech		M4 III			B334579-C		Ni	115	Zh	Zh	B334579-C		Ni	115	Zh	Zh	B334579-C		Ni	115	Zh	Zh
0401	Angudh		M7 V			E7A77BA-B	C	Fi Si	721	Va	Va	E7A77BA-B	C	Fi Si	721	Va	Va	E7A77BA-B		Fi Si	721	Va	Va
0402	Knoelurzudal		M7 VI			A352614-D		Ni Po	803	Va	Va	A352614-D		Ni Po	803	Va	Va	A352614-D		Ni Po	803	Va	Va
0403	Duduell		F0 V			C352215-6	C	Lo Ni Po	203	Va	Va	C352215-6	C	Lo Ni Po	203	Va	Va	C352215-6	C	Lo Ni Po	203	Va	Va
0405	Tarraekhs		M4 V	M2 D		B000657-C	C	Na Ni As	311	Va	Va	B000657-C	C	Na Ni As	311	Va	Va	B000657-C	C	Na Ni As	311	Va	Va
0407	Uedhoelukhue		K6 V			B300314-9		Lo Ni Va	920	Va	Va	B300314-9		Lo Ni Va	920	Vp	Vp	B300314-9		Lo Ni Va	920	Vb	Vb

0410	Roeknugthroe	M4 III	B100A99-C	Hi	Na	In	Va	924	Vp	B100A99-C	G	Hi	Na	In	Va	924	Vb
0411	Zuts Asgning	M3 V	B43677B-B	G				222	Vp	B43677B-B	G					222	Vb
0419	Uefokung	F6 IV	D433640-6	C	Na	Ni	Po	821	Vp	D433640-6	C	Na	Ni	Po		821	Vb
0422	Rarksagzvungougae	M1 V	A110100-D		Lo	Ni		701	Vp	A110100-D		Lo	Ni			701	Vb
0425	Zulzigia	K0 V	C8B4854-8		Fi			202	Va	C8B4854-8		Fi				202	Va
0426	Ethue	F7 V	B254363-B		Lo	Ni	An	233	Va	B254363-B		Lo	Ni	An		233	Va
0428	Vlazh Epr	M0 III	C5A179C-5	Z	Fi			524	Zh	C5A179C-5	Z	Fi				524	Zh
0430	Zhdapl	K3 V	B63A58B-A		Ni	Wa		201	Zh	B63A58B-A		Ni	Wa			201	Zh
0433	Onsansh	G1 V	B677732-5	Z	Ag			221	Zh	B677732-5	Z	Ag				221	Zh
0438	Odiadr	G2 V	D7A7655-6		Ni	Fi		610	Zh	D7A7655-6		Ni	Fi			610	Zh
0439	Aek Elakfough	K8 V	A000002-G		Lo	Ni	As	220	Va	A000412-G		Lo	Ni	As		220	Va
0440	Oughaetha	M2 V	B767668-5		Ag	Ni	Ri	401	Va	B767668-5		Ag	Ni	Ri		401	Va
0502	Gvuksdourrhg	M3 V	A685132-C	G	Lo	Ni		803	Vs	A685132-C	G	Lo	Ni			103	Va
0503	Songli	M9 V	B736467-A		Ni	O:0402		110	Vs	B736467-A		Ni	O:0402			110	Va
0504	Llaegh	F0 V	B638359-9	C	Lo	Ni		110	Va	B638359-9	C	Lo	Ni			110	Va
0505	Torrvagve	F3 V	A577226-C		Lo	Ni	An	520	Va	A577526-C	G	Lo	Ni	An		220	Va
0512	Uthgvoe	A3 II	A481466-B		Ni	Cx		710	Vp	A481426-B	G	Ni	Cx			710	Vb
0517	Gvoelegnoethu	K6 V	B63A410-A	G	Ni	Wa		702	Vp	B63A410-A	G	Ni	Wa			702	Vb
0525	Gzughzuvullng	M9 III	A693530-A		Ni			433	Va	A693530-A		Ni				433	Va
0528	Oenoukh	M8 V	C794459-9		Ni			820	Va	C794459-9		Ni				820	Va
0529	Khoeghersaeng	G9 V	B896455-7		Ni			823	Va	B896455-7		Ni				823	Va
0535	Sitshaqr	A8 V	B000331-C		Lo	Ni	As	721	Zh	B000331-C		Lo	Ni	As		721	Zh
0536	Ognirrirzegukhuekh	F7 V	E86A346-4		Lo	Ni	Wa	701	Va	E86A346-4		Lo	Ni	Wa		701	Va
0537	Tuetingou	M5 V	C659337-5		Lo	Ni		501	Va	C659337-5		Lo	Ni			501	Va
0538	Tagakfaduen	M3 V	C89A225-9		Lo	Ni	Wa	211	Va	C89A225-9		Lo	Ni	Wa		211	Va
0539	Roungongol	M9 V	B330479-B	C	Ni	Po	De	501	Va	B330479-B	C	Ni	Po	De		501	Va
0613	Aroelloe	M6 V	B9C5533-9		Ni	Fi		303	Vp	B9C5533-9		Ni	Fi			303	Vb
0618	Luerrghankaerz	K2 V	E276445-5		Ni			812	Vp	E276445-5		Ni				812	Vb
0619	Agaez	G8 V	DACB787-9		Fi			534	Vp	DACB787-9		Fi				534	Vb
0625	Foggzukoetsaellksakh	M0 V	C502867-8	C	Na	Ic	Va	610	Va	C5028CB-8	C	Na	Ic	Va		610	Va
0629	Az	G2 D	B657445-6		Ni			210	Vn	B657445-6		Ni				210	Va
0630	Taknarkag	M3 II	B370467-A	G	Ni	De		112	Vn	B370499-A	H	Ni	De			112	Va
0633	Aldhagh	M8 V	A454420-9		Ni			210	Va	A454420-9		Ni				210	Va
0634	Izivr	F2 V	D326974-9		Hi	In		922	Zh	D326974-9		Hi	In			922	Zh
0635	Saedhuenragh	M7 V	B441455-8		Ni	Po		223	Va	B441455-8		Ni	Po			223	Va
0639	Fourfurrhagh	K5 V	B436352-E		Lo	In		221	Va	B436352-E		Lo	In			221	Va
0703	Dzukoun	F6 V	B788899-7		Ri	An		414	Vs	B788899-7		Ri	An			814	Va
0709	Onengoan	M4 V	B450778-A		Po	De		302	Vp	B450778-A		Po	De			302	Vd
0719	Sueeth	M9 V	B436113-D	C	Lo	Ni		510	Vp	B436113-D		Lo	Ni			510	Vb
0720	Tsuklfi	G3 V	B97788C-8					220	Vp	B97788C-8						220	Vb

0725	Gvoedhoeks	M7 V	M1 D	B582574-9	C	Ni	801	Va	B582574-9	C	Ni	801	Va	B582574-9	C	Ni	801	Va
0727	Roegoukhaghoe	K0 V	M9 D	B554853-7			302	Va	B554853-7			302	Va	B554853-7			302	Va
0728	Oraedzaeng	M4 V	M6 D	B436445-C		Ni	302	Vn	B436445-C		Ni	302	Va	B436445-C		Ni	302	Va
0729	Ghin Uerr	K3 V		B865253-7		Lo Ni	421	Vn	B865253-7		Lo Ni	421	Va	B865253-7		Lo Ni	421	Va
0730	Kson	F7 V		B54487A-A	G	Fl	224	Vn	B54487A-A		Fl	224	Vn	B54487A-A		Fl	224	Va
0735	Aeghez	M5 V		B898537-6		Ag Ni	802	Va	B898537-6		Ag Ni	802	Va	B898537-6		Ag Ni	802	Va
0736	Kor	M8 V		B66A425-9		Ni Wa	310	Va	B66A425-9		Ni Wa	310	Va	B66A425-9		Ni Wa	310	Va
0737	Diekh	G4 VI		E7A6886-8	C	Fl	434	Va	E7A6886-8	C	Fl	434	Va	E7A6886-8	C	Fl	434	Va
0739	Kuerruekh	F3 D		C358766-7		Ag	420	va	C358766-7		Ag	420	Va	C35874A-7		Ag	420	Va
0803	Zangerr	M4 V		D100542-7		Ni Va	723	Va	D100542-7		Ni Va	723	Vs	X100000-0		Ni Va	023	Va
0804	Ksaghae	M2 V	M6 D	D878310-5	C	Lo Ni	310	Va	D878310-5	C	Lo Ni	310	Vs	E878245-6		Lo Ni Wi	310	Va
0807	Tengerkukokhs	A8 V		C87A532-8		Ni Wa	322	Va	C87A532-8	G	Ni Wa	322	Vp	C87A532-8		Ni Wa	322	Vd
0808	Elifoegezou	G7 VI		E58878B-5		Ag Ri	810	Va	E58878B-5		Ag Ri	810	Vp	E58878B-5		Ag Ri	810	Vd
0809	Gantsugh	M2 V		A000100-D		Lo Ni As	420	Vd	A000100-D		Lo Ni As	420	Vp	A000100-D	G	Lo Ni As	420	Vd
0815	Khaeknae	M4 V		B485898-9		Ri	102	Vd	B485898-9		Ri	102	Vp	B485898-9		Ri	102	Vb
0817	Ellallue	M4 V	M9 D	B302632-9		Na Ni Ic Va	901	Vd	B302632-9		Na Ni Ic Va	901	Vp	B302632-9		Na Ni Ic Va	901	Vb
0821	Gvurdon	M4 V		B756986-C	C	Hi	503	Va	B756986-C		Hi	503	Vp	B756986-C		Hi	503	Vb
0824	Aerrigha	M4 V		B6888DE-7			724	Va	B6888DE-7	C		724	Va	B6888DE-7	C		724	Va
0832	Uenag	M0 VI		D343534-6	C	Ni Po	210	Va	D343534-6	C	Ni Po	210	Vr	D343534-6	C	Ni Po	210	Va
0901	Onllae Roungo	M4 VI	M8 D	A886633-9		Ag Ni	910	Vs	A886633-9		Ag Ni	910	V9	B886639-4		Ag Ni Wi	810	Va
0904	Korrueloklo	K0 V	M5 D	B100767-9		Na Va	903	Vs	B100767-9		Na Va	903	Vs	X100000-0		Va Ba Wi	003	Va
0908	Taekfoengsegzo	G5 VI	M4 D	B866569-9		Ag Ni	901	Va	B866569-9		Ag Ni	901	Vp	B866553-9		Ag Ni Cx	901	Vd
0926	Daerrg	M4 V		C636627-9	C	Ni	723	Va	C636627-9		Ni	723	Vr	C636627-9		Ni	723	Va
0929	Orra	F9 II		A00089C-F		Na As Cx	710	Vn	A00089C-F	G	Na As Cx	710	Vr	A00079C-F	G	Na As Cx	810	Vg
0930	Ueguikell Vakfez	G2 IV	K8 V	BAD48AD-6		Fl	102	Vn	BAD48AD-6		Fl	102	Vr	BAD48AD-6		Fl	102	Vg
0934	Vuurfourraeksan	F0 V		A65A255-A		Lo Ni Wa	422	Va	A65A255-A		Lo Ni Wa	422	Vr	A65A255-A	C	Lo Ni Wa	422	Va
0935	Saksoukuer	A3 IV	K8 V	B5727AC-6			712	Va	B5727AC-6	G		712	Vr	B5727AC-6			712	Va
0937	Aerritho	M9 VI	M6 D	B30086B-B	G	Na Va	701	Vr	B30086B-B		Na Va	701	Vc	B3008C7-B		Na Va Cx	701	VI

1417	Lling	G8 V		B261866-9	RI O:1318	722	Vd		B261866-9	RI O:1318	722	Vp		B261866-9	RI O:1318	722	Vc
1418	Oesar Gin	M2 V	M2 D	B86A322-C	G	701	Vd		B86A322-C	G	701	Vp		B86A322-C	G	701	Vc
1419	Ilung	M4 II		B561257-7	Lo NI	323	Vd		B561257-7	Lo NI	323	Vp		B561257-7	Lo NI	323	Vc
1420	Dhallorag	K6 III		D554332-4	Lo NI	622	Vd		D554332-4	Lo NI	622	Vp		D554332-4	Lo NI	622	Vc
1421	Kfoaeli	M3 V		B86AAA6-B	Hi Wa	403	Vd		B86AAA6-B	Hi Wa	403	Vp		B86AAA6-B	Hi Wa	403	Vb
1428	Ogvasaekha	F7 V		B667877-9	RI	122	Vn		B667877-9	RI	122	Vr		B667877-9	G	RI	Vh
1429	Orz	F8 V	M4 D	D95A88C-6	Wa	524	Vn		D95A88C-6	Wa	524	Vr		D95A88C-6	Wa	524	Vh
1430	Fagvaenghuenouts	K2 V		B440786-8	Po De	925	Vn		B440786-8	Po De	925	Vr		B440786-8	Po De	925	Vh
1434	Dharrgkhaksuzarrdzuer	G9 V	M0 D	B843200-7	Lo NI Po	901	Vn		B843200-7	Lo NI Po	901	Vr		B843200-7	Lo NI Po	901	Vm
1502	Oungeghueg	M6 V		B324521-C	NI	521	Vg		B324521-C	NI	521	VV		X324000-0	Ba WI	021	Va
1503	Dhueks	M9 V	M8 D	B433101-D	Lo NI Po	701	Vg		B433101-D	Lo NI Po	701	VV		X433000-0	Ba WI	001	Va
1504	Naen Dzi Ona	K1 IV		A55879D-B	Ag	802	Vg		A55879D-B	Ag	802	VV		X55856D-3	Ag NI WI	702	Va
1506	Roedz	M2 D		A585575-9	G	401	Vg		A585575-9	G	401	Va		B585400-8	NI WI	201	Va
1508	Gikhs	M9 V	M5 D	B766759-7	Ag RI	801	Vg		B766759-7	Ag RI	801	Va		C766568-5	Ag NI WI	901	Va
1511	Thadziaksak	G9 V		D86769C-4	Ag NI RI	535	Vd		D86769C-4	Ag NI RI	535	Vp		D86769C-4	Ag NI RI	535	Vb
1512	Ngaengza Duegha	F8 V		B75A779-6	G	914	Vd		B75A779-6	G	914	Vp		B75A779-6	Wa	914	Vb
1524	Raersava	G1 V	M7 D	B100262-A	Lo NI Va	903	Va		B100262-A	Lo NI Va	903	Vq		B100262-A	Lo NI Va O:1623	903	Vc
1527	Kaneldhuelough	K9 V		A6535A9-A	NI Po	523	Va		A6535A9-A	NI Po	523	Vr		A6535A9-A	NI Po	523	Va
1528	Ghenkerongolu	M4 V	M8 D	B331778-B	Na Po	601	Vn		B331778-B	Na Po	601	Vr		A331778-B	G	Na Po Cx	Vh
1535	Noe	M4 III		A110464-D	NI	323	Va		A110464-D	NI	323	Vr		A110454-D	H	NI Cx	Vm
1539	Dhaengae	M4 V	M3 D	B9789AA-A	Hi In	410	Va		B9789AA-A	Hi In	410	Va		B9789AA-A	Hi In	410	Va
1602	Iloungraegzer	M1 D		D538567-7	NI	401	Vg		D538567-7	NI	401	VV		E538442-7	NI Lo Po WI	101	Va
1616	Gaknau Val	M6 III	M7 D	A98A614-2	NI Wa	620	Vd		A98A614-2	G	620	Vq		A98A614-2	G	NI Wa	Vc
1622	Ilkarkunotoe	M6 V		B54587A-A		420	Vd		B54587A-A		420	Vq		B54587A-A			Vc
1623	Taeksoudhagnou	M2 VI		A5A488C-D	FI	323	Vd		A5A488C-D	G	323	Vq		A5A488C-D	G	FI Cx	Vc
1631	Ougzsaeg	M8 V	M1 D	E9A9741-8	FI	602	Vn		E9A9741-8	FI	602	Vr		E9A9641-8	C	FI	Va
1634	Usere	M8 V		B200664-7	Na NI Va	224	Va		B200664-7	Na NI Va	224	Vr		B200674-7	C	Na NI Va	Vm
1709	Okfitos	F3 V		B000641-9	Na NI As An	923	Vg		B000641-9	Na NI As An	923	Va		X000000-0	Ba As An WI	023	Va
1713	Zuerquell	F2 V		B432321-A	Lo NI Po	120	Vd		B432321-A	G	120	Vq		B432321-A	G	Lo NI Po	Vc
1714	Rirronggerzoell	M3 V	M3 D	B3728AD-B		110	Vd		B3728AD-B		110	Vq		B3728AD-B			Vc
1716	Ghugi	M3 V		B686567-B	Ag NI O:1717	404	Vd		B686567-B	Ag NI O:1717	404	Vq		B686567-B	Ag NI O:1717	404	Vc
1717	Lloursouth	M4 V	M4 D	A253A9E-C	Hi Po	602	Vd		A253A9E-C	Hi Po	602	Vq		A253A9E-C	Hi Po	602	Vc
1721	Ungan	F0 V		B402122-D	Lo NI Ic Va	423	Vd		B402122-D	G	423	Vq		B402122-D	Lo NI Ic Va	423	Vc
1722	Tsounduekfejun	M8 V	M3 D	B246455-C	NI	201	Vd		B246455-C	NI	201	Vq		B246455-C	NI	201	Vc
1724	Ouse Faeg	G8 V	M3 D	A69476A-B	G	222	Vd		A69476A-B	G	222	Vq		A69476A-B	G	Ag O:1623	Vc
1726	Aengvoun	M1 II		A682766-B	RI	520	Va		A682766-B	RI	620	Va		A682731-B	RI		Va
1728	Ankhir	M2 V		C68698B-7	HI	613	Vn		C68698B-7	HI	613	Va		C68698B-7	HI		Va
1734	Erzthung	K4 V		E75A440-6	NI Wa	623	Va		E75A440-6	NI Wa	623	Vr		E75A440-6	C	NI Wa	Vm
1738	Uthith	M0 V		B210577-C	G	623	Ve		B210577-C	G	623	V4		B210577-C	G	NI Cx	Vn
1807	Gzazoge	F0 V	M5 D	B424779-8		313	Vg		B424779-8		313	Va		X424000-0	Ba WI		Va

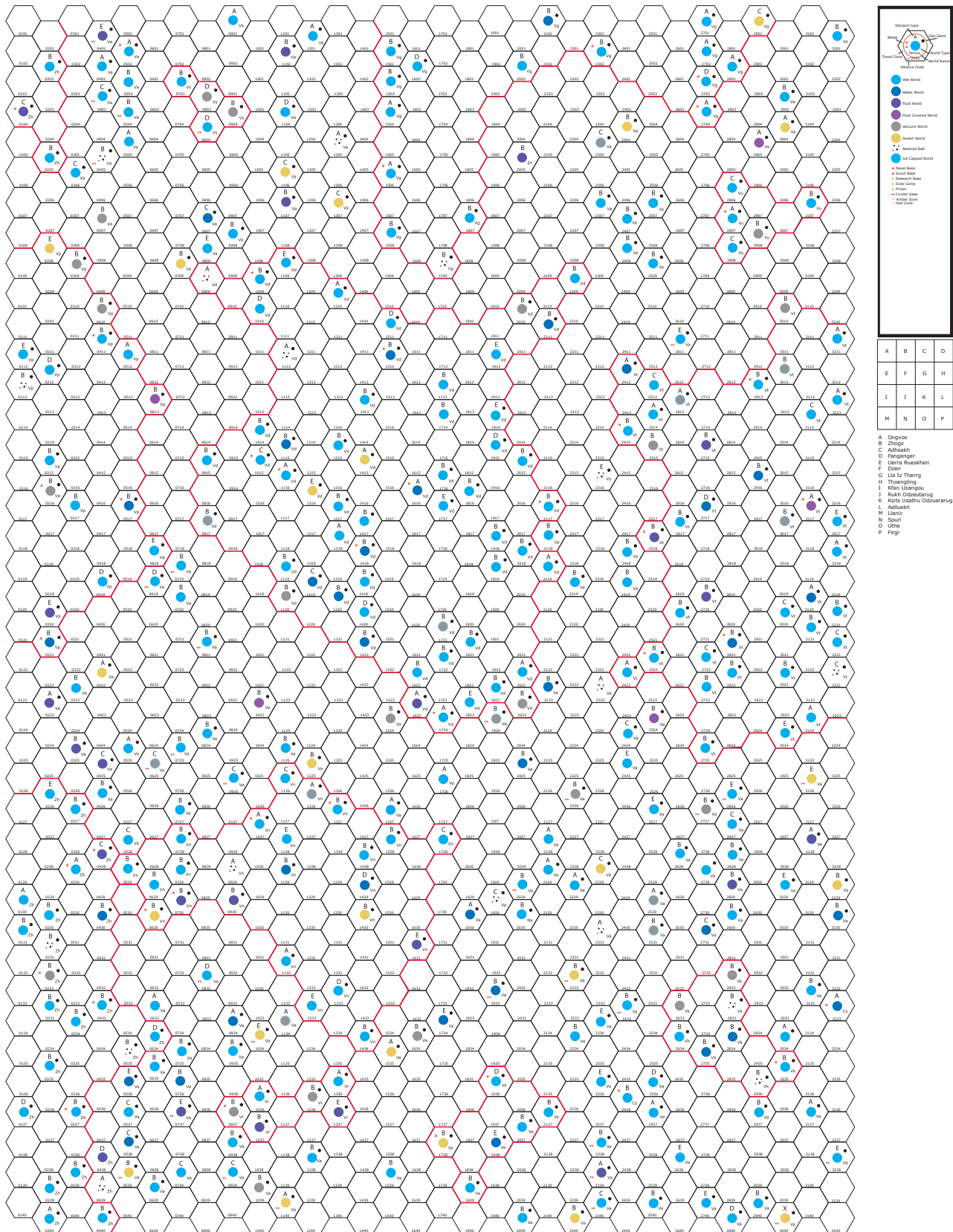
1816	Uzotsaza	K3 V	M9 D	B225435-D	Ni	101	Vd	B225435-D	Ni	101	Vq	B225435-D	Ni	101	Vc
1821	Tirrokoelegz	F4 V	M4 D	B463645-A	Ni Ri Sv	312	Vd	B463645-A	Ni Ri Sv	312	Vq	B463645-A	Ni Ri Sv	312	Vc
1823	Lurraengfangnoksas	M7 VI		E476232-8	Lo Ni	210	Vd	E476232-8	Lo Ni	210	Vq	E476232-8	Lo Ni	210	Vc
1830	Vaersngurr	M5 V		A99A873-C	Wa Cp	503	Va	A99A873-C	Wa Cp	503	Vr	A99A873-C	G Wa Cp	503	Vq
1839	Forrodikhokh	M5 V	M7 D	B758278-B	Lo Ni	201	Ve	B758278-B	Lo Ni	201	V4	B758278-B	Lo Ni	201	Vn
1912	Tsenggvaksdzong	M3 V	M8 D	E54379A-5	Po	910	Vd	E54379A-5	Po	910	Vq	E54379A-5	Po	910	Vc
1914	Osuekha	G1 V		E692166-5	Lo Ni	424	Vd	E692166-5	Lo Ni	424	Vq	E692120-5	Lo Ni	424	Vc
1915	Aedzaerz	K8 V	M6 D	D76588A-2		303	Vd	D76588A-2		303	Vq	D76588A-2		303	Vc
1918	Vanas	M3 II		B79879C-6	Ag	135	Vd	B79879C-6	Ag	135	Vq	B79879C-6	Ag	135	Vc
1919	Dhalias	F0 V		B663564-9	Ni	603	Vd	B663564-9	Ni	603	Vq	B66358C-9	Ni	603	Vc
1923	Groengungag	F3 V		B759623-7	Ni	734	Vd	B759623-7	Ni	734	Vq	B759623-7	Ni	734	Vc
1924	Dzenzagea	M2 V	M8 D	B20189B-7	Na Ic Va	701	Va	B20189B-7	Na Ic Va	701	Vq	B20189B-7	Na Ic Va	701	Vc
1930	Asurrorr	M1 V		C000526-B	Ni As	813	Va	C000526-B	Ni As	813	Vr	C000526-B	Ni As	813	Vq
1933	Aethkaek	M4 V	M3 D	B66A512-C	C Ni Wa	502	Va	B66A512-C	C Ni Wa	502	Vr	B66A512-C	C Ni Wa	502	Va
1936	Theaeuvae	M2 III		D546300-8	G Lo Ni	724	Ve	D546300-8	G Lo Ni	724	V4	D546300-8	G Lo Ni	724	Vn
1938	Kousiesi	F8 V		EA9A325-5	Lo Ni Wa	724	Ve	EA9A325-5	Lo Ni Wa	724	V4	EA9A325-5	Lo Ni Wa	724	Vn
2002	Gkakhaelian	F0 V		B210ACG-E	Hi Na In	310	Vg	B210ACG-E	Hi Na In	310	VV	X210000-0	Ba Wi	010	Va
2005	Tanga	M3 V		B9C568B-9	Ni Fi	120	Dr	B9C568B-9	Ni Fi	120	Dr	B9C568B-A	Ni Fi	220	Dr
2010	Ragzael	F5 V	M8 D	B100557-E	Ni Va	423	Va	B100557-E	Ni Va	423	Va	X100000-0	Ba Va Wi	023	Va
2015	Aekfo	F1 II	M2 D	B645444-8	Ni	523	Vd	B645444-8	Ni	523	Vq	B645444-8	Ni	523	Vc
2018	Gurzueng	F5 V	M7 D	B788300-B	Lo Ni	122	Vd	B788300-B	Lo Ni	122	Vq	B788300-B	Lo Ni	122	Vc
2022	Ueksgug	G8 V		A576235-A	Lo Ni	235	Vd	A576235-A	Lo Ni	235	Vq	A576235-A	Lo Ni	235	Vc
2023	Rredzutsaezougova	M2 II		B1008AC-D	Na Va	122	Vd	B1008AC-D	Na Va	122	Vq	B1008AC-D	Na Va	122	Vc
2025	Angasaer	K9 V	M5 D	B88A846-9	Ri Wa	201	Va	B88A846-9	Ri Wa	201	Va	B88A846-9	Ri Wa	201	Va
2029	Kfenkudhuegozo	M3 III		B656120-7	Lo Ni	320	Va	B656120-7	Lo Ni	320	Vr	B656120-7	Lo Ni	320	Vq
2030	Gurzhuorsivazae	M7 V		B642410-A	Ni Po	702	Na	B642410-A	Ni Po	702	Vr	B642410-A	Ni Po	702	Vq
2037	Urrilongonu	M9 V		B266545-9	Ag Ni	301	Ve	B266545-9	Ag Ni	301	V4	B266545-9	Ag Ni	301	Vn
2040	Ougzdaelzoergh	M1 III		A899335-B	Lo Ni	825	Va	A899335-B	C Lo Ni	825	Va	A899335-B	C Lo Ni	825	Va
2101	Vorroeng	K7 VI		B58A867-8	Ri Wa	303	Vg	B58A867-8	Ri Wa	303	VV	C58A679-8	Ri Wa Wi	703	Va
2111	Goedhung	M4 V	M3 D	B66A512-C	Ni Wa	502	Vd	B66A512-C	Ni Wa	502	Va	X66A46D-6	C Ni Wa Wi	102	Va
2117	Ekakh	M4 III		B334579-C	Ni	724	Vd	B334579-C	G Ni	724	Vq	B334579-C	G Ni	724	Vc
2118	Tseghagvarz	G5 IV		B675746-5	Ag	613	Va	B675746-5	Ag	613	Vq	B675746-5	Ag	613	Vc
2119	Knaegadae	F0 V		A525566-D	Ni	924	Vd	A525566-D	Ni	924	Vq	A525586-D	Ni	924	Vc
2123	Tagnaghoutsozaeng	G4 V	M7 D	B86A755-9	Ri Wa	201	Va	B86A755-9	Ri Wa	201	Vq	B86A755-9	Ri Wa	201	Vc
2128	Aellaesgarzath	M9 V		A231355-G	Lo Ni Po O: 2129	210	Va	A231355-G	C Lo Ni Po O: 2129	210	Va	A231365-G	Lo Ni Po O:2129	210	Va
2129	Gaekloungeorzaghun	F4 V		A697A78-G	Hi In Si	734	Va	A697A78-G	Hi In Si	834	Va	A697A78-H	Hi In Si	834	Va
2137	Daeksuzaethukue	M1 V		B645677-A	Ag Ni	523	Ve	B645677-A	Ag Ni	523	V4	B645677-A	G Ag Ni	523	Vn
2209	Ikhotakhang	F6 IV		B668766-4	G Ag Ri	710	Vd	B668766-4	Ag Ri	710	Va	C668686-1	Ag Ni Bl Wi	610	Va
2219	Idza	G0 V		B5748AA-5	C Ni Va	815	Va	B5748AA-5	G	812	Vq	B5748AA-5	G	812	Vc
2226	Gnael Oer	M1 V		B10078C-7	C	403	va	B10078C-7	C Na Va	403	Va	B10078C-7	C Na Va	403	Va

2229	Kueng	M1 V	M2 D		A762116-D	701	Va		A762116-D	701	Va		A762116-D	Lo Ni	701	Va
2232	Gzogzu	M2 V	M0 D		B550889-9	701	Va	C	B550889-9	701	Va	C	B550889-9	Po De	701	Va
2234	Tinkaeghtzakleɣ	M1 V	M5 D		B444233-A	810	Va		B444233-A	810	Va		B444233-A	Lo Ni	810	Va
2240	Pandrin	M1 V	M6 D	M8 D	B260675-B	201	Va	C	B260675-B	201	Vk	C	B260675-B	Ni Ri De	201	Vp
2302	Karksinarka	G2 V			B886300-8	403	Va		B886300-8	403	Va		B886368-5	Lo Ni Wi	603	Va
2305	Uthisoɣdzugoksae	K9 V			C403101-A	622	Va		C403101-A	622	Va		X403000-0	Ba Ic Va Wi	022	Va
2307	Khagogsɿ	M1 V			B452685-9	401	Va		B452685-9	401	Va		B452452-8	Ni Po Wi	201	Va
2316	Rrouzasun	M9 V			E000110-7	414	Va		E000110-7	414	Vt		X000000-0	Ba As Wi	014	Va
2323	Orsesokhin	M5 V	M5 VI		A000874-F	110	Va		A000874-F	110	Vt	G	A000874-F	Cx Na As	210	Ve
2329	Gaelaeth	F6 V	M9 D		C360AC9-A	614	Va		C360AC9-A	614	Va		C360AC9-A	Hi De An	614	Va
2331	Knall	K7 V	M3 D		A000000-C	510	Va		A000000-C	510	Va		A000000-C	Lo Ba As Ni	510	Va
2334	Zoe	K0 VI			E757499-5	132	Va		E757499-5	132	Va		E757499-5	Ni	132	Va
2336	Otsesu	M5 II	M3 D		E673442-5	625	Va		E673442-5	625	Vk		E673442-5	Ni	625	Va
2338	Kaets	G0 IV			B636631-7	111	Va	C	B636631-7	111	Vk	H	B636631-7	Ni	111	Vp
2339	Ueghrozue	M0 V			A6A47BA-A	913	Va	C	A6A47BA-A	913	Vk		A6A47BA-A	Fi	913	Vp
2340	Ghisaersae	M4 V			C758646-7	702	Va	C	C758646-7	702	Vk		C758646-7	Ag Ni	702	Vp
2404	Gaengour	M8 V			B140301-E	903	Va		B140301-E	903	Va		X140000-0	Ba De Wi	003	Va
2407	Ilughavo	M0 V			B226226-D	604	Va		B226226-D	804	Va		X226000-0	Ba Wi	004	Va
2408	Sagukhunngo	M1 V	M6 D		B995654-7	301	Va	C	B995654-7	301	Va		C995526-5	Ag Ni Bl Wi	401	Va
2412	Kfugvugzoaeksaer	M5 V	M1 D		A77A111-9	901	Vt		A77A111-9	901	Vt		X77A000-0	Ba Wa Wi	001	Va
2414	Soungadano	K7 V	M6 D		B671363-A	520	Vt	G	B671363-A	520	Vt		X671100-4	Lo Ni Wi	720	Va
2418	Aekhreng	K5 V			B559676-B	904	Va		B559676-B	904	Vt		X559568-2	Ni Wi	304	Va
2419	Ngekoe	G9 V			B276479-B	710	Va		B276479-B	710	Vt		X276300-5	Ni Wi	510	Va
2422	Thoegzekkfak	M7 V	M4 D		A483520-B	801	Vt		A483520-B	801	Vt		A483520-B	Ni	901	Ve
2424	Liung	M1 V	M4 D		C511345-7	601	Va		C511345-7	601	Vt		C511445-7	Lo Ni Ic	201	Ve
2425	Okhtous	M7 VI			E355374-3	301	Va		E355374-3	301	Vt		E355374-4	Lo Ni	601	Ve
2433	Aerrkhukhaekouengdoung	M0 V	M2 D		B639663-9	701	Va	C	B639663-9	701	Va	C	B639673-9	Ni	701	Va
2436	Triad	M8 V			B587777-8	320	Cs	N	B587777-8	320	Vk		B587777-8	Ag Ri	320	Va
2507	Uerkiadzigue	K6 V			B282110-8	114	Va		B582110-8	114	Va		X582000-0	Ba Wi	014	Va
2509	Agh Thars	M8 III	M5 D		B522278-7	322	Va		B522278-7	322	Va		X522000-0	Ba Wi	022	Va
2513	Dzoekhsunoulloudzu	K8 V			C569512-7	220	Vt		C569512-7	220	Vt		D569453-7	Lo Ni Wi	420	Va
2514	Foel	K2 IV	M9 D		A687210-B	901	Vt		A687210-B	901	Vt		X687145-6	Lo Ni Wi	501	Va
2515	Tsorgelae	M7 V	M0 D		B20069A-C	610	Vt		B20069A-C	610	Vt		X200000-0	Ba Va Wi	010	Va
2518	Unggvokhaengsarnonggue	A6 V	F7 V		B885521-8	402	Vt	G	B885521-8	402	Vt		X885000-0	Ba Fi Wi	002	Va
2522	Gvigzae	G1 V	M7 D		B678431-9	601	Vt	G	B678431-9	601	Vt	G	B678431-9	Ni	801	Ve
2524	Vongouzdhorsueng	M7 II			B8AA320-C	623	Va		B8AA320-C	623	Vt		B8AA320-C	Lo Ni Wa Fi	823	Ve
2527	Thagh	G4 V			E6659A8-7	433	Va		E6659A8-7	433	Vt		E6659A8-8	Hi	733	Ve
2530	Adegokh	F7 IV	M2 D		A4047BB-A	101	Va	G	A4047BB-A	101	Vt	G	A4047BB-A	Ic Va	501	Ve
2531	Ngoluts	M4 V			B304738-9	803	Va		B304738-9	803	Va		B304738-9	Ic Va	803	Va
2536	Fae Kodh	M9 V	M1 D		D445103-6	101	Ve		D445103-6	101	Vk		D445313-7	Lo Ni Sv	301	Va

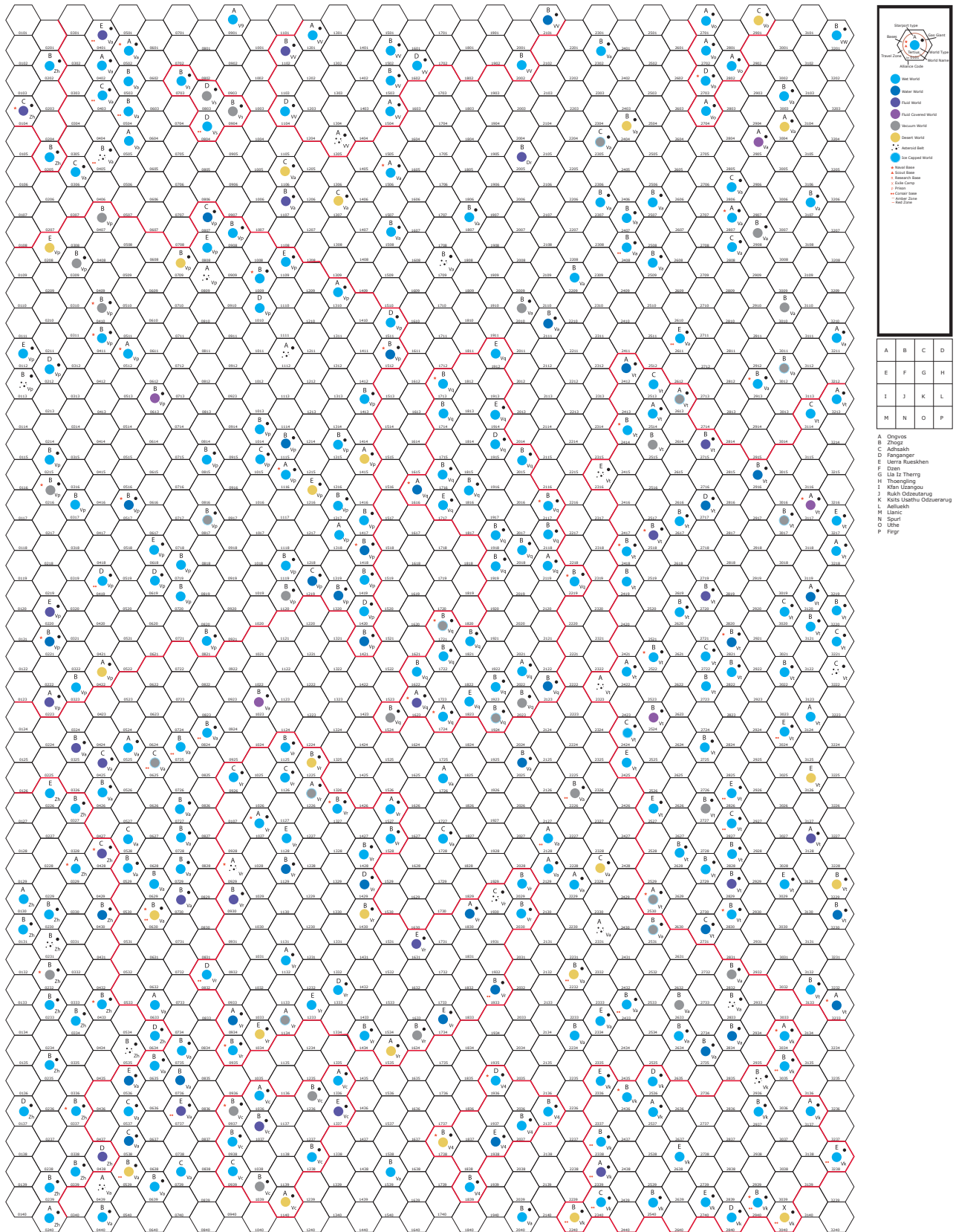
2537	Torrknungazarr	G8 V	M0 D		A753002-C	Lo Ni Po	903	Va		A753002-C	Lo Ni Po	903	Vk		A753300-C	Lo Ni Po	903	Vp
2540	Ksunekso	M9 VI			B525575-A	Ni	424	Va		B525575-A	Ni	424	Vk		B525575-A	Ni	424	Vp
2611	Knoerrgh	M4 V	M4 D		E23099C-8	C	901	Va		E23099C-8	C	901	Va		X230000-0	Ba De Wi	001	Va
2613	Gzaer	F5 V	M5 D		A10069B-E	Na Ni Va	313	Vt		A10069B-E	Na Ni Va	313	Vt		X100000-0	Ba Va Wi	013	Va
2617	Luthours	G6 V			B551633-8	Ni Po	723	Vt		B551633-8	Ni Po	723	Vt		C551559-7	Ni Po Wi	123	Va
2620	Knuerz	G3 IV	M2 D		B749776-6		501	Vt		B749776-6		501	Vt		C749452-6	Lo Ni Wi	801	Va
2628	Roroksueknea	M3 V	M9 D		B374500-8	Ag Ni	801	Va		B374500-8	Ag Ni	801	Vt		B374600-8	Ag Ni	301	Ve
2633	Ightursksoethaegenughz	G9 V	M4 D		B300223-C	Lo Ni Va	410	Va		B300223-C	Lo Ni Va	410	Va		B300223-C	Lo Ni Va	410	Va
2634	Vakunggvoruego	M3 V			B333887-7	Na Po	201	Vk		B333887-7	Na Po	201	Va		B333887-7	Na Po	201	Va
2638	Gzaell	K9 V	M7 D		E773541-5	Ni	910	Va		E773541-5	Ni	910	Vk		E773541-5	Ni	910	Vp
2701	Llieuzukgzang	M9 V	M5 D		A432A99-F	Hi Na Po	102	Vg		A432A99-F	Hi Na Po	102	Vo		X432000-0	Ba Wi	002	Va
2702	Fukoexo	K7 VI			A626645-9	Ni	114	Vg		A626645-9	Ni	114	Vo		X626000-0	Ni Ba	014	Va
2703	Kaeg	M1 V	M0 D		D323412-7	G	801	Vg		D323412-7	G	801	Vo		X323000-0	Ba Wi	001	Va
2704	Vakhoell	K2 V	M2 D		A484479-D	Ni	103	Vg		A484479-D	Ni	103	Vo		X484467-5	Ni Bi Wi	103	Va
2715	Dhanranoez	M0 V	M4 D		B9A8375-8	Lo Ni FI	702	Vt		B9A8375-8	Lo Ni FI	702	Vt		X9A8000-0	Ba FI Wi	002	Va
2717	Aerzdanthi	G3 V			D84A699-5	Ni Wa	524	Vt		D84A699-5	Ni Wa	524	Vt		E84A451-5	Lo Ni Wa Wi	224	Va
2720	Radellogvate	M6 V	M5 D		B7B8215-8	Lo Ni FI	601	Vt		B7B8215-8	Lo Ni FI	601	Vt		X7B8000-0	Ba FI Wi	001	Va
2722	Logvokseghaghzvoerour	M3 V			C786320-6	Lo Ni	322	Vt		C786320-6	Lo Ni	322	Vt		E786220-4	Lo Ni Wi	422	Va
2723	Arrag	G5 V			B575777-9	Ag	210	Vt		B575777-9	Ag	210	Vt		E57556E-5	Ag Wi	310	Va
2725	Aetskaekhou	M6 V	M6 D		B988954-8	Hi	301	Vt		B988954-8	Hi Cp	301	Vt		C9889A7-5	Hi Wi	201	Va
2727	Ziekuzung	G9 V			B200322-8	Lo Ni Va	624	Va		B200322-8	Lo Ni Va	624	Vt		B200422-8	Lo Ni Va	124	Ve
2729	Takhadvafoe	K6 V	M8 D		B667585-7	Ag Ni	101	Va		B667585-7	Ag Ni	101	Vt		B667585-7	Ag Ni	701	Ve
2731	Thuruegvudhotue	G9 V			C88a200-6	Lo Ni Wa	313	Va		C88a200-6	Lo Ni Wa	313	Vt		C88A200-6	Lo Ni Wa	613	Ve
2735	Asugunkhodz	K3 V			B97A365-A	Lo Ni Wa	502	Vk		B97A365-A	Lo Ni Wa	502	Va		B97A313-A	Lo Ni Wa	502	Va
2740	Roukhagzvaengoer	F4 V			E526899-7		813	Va		E526899-7		813	Vk		E526899-7		813	Vp
2802	Gegerrarrunu	M9 V			A421120-D	Lo Ni Po	613	Vg		A421120-D	Lo Ni Po	613	Vo		X421000-0	Ba Wi	013	Va
2806	Ukokhuvoen	G6 V	M4 D		C637232-7	Lo Ni	804	Vu		C637232-7	Lo Ni	804	Va		X637000-0	Ba Wi	004	Va
2807	Kaekfesa	M1 V	M5 D		A997554-A	G	301	Vu		A997554-A	G	301	Va		B99746A-7	Ni Wi	701	Va
2808	Dorrone	M6 V			C659631-4	Ni	202	Vu		C659631-4	Ni	202	Va		D659432-4	Ni Wi	502	Va
2821	Ghaertu	F3 V	M1 D		B73A9DD-A	G	421	Vt		B73A9DD-A	G	421	Vt		X73A000-0	Ba Wa	021	Va
2822	Etsqokhuenaellikuer	F6 V	M1 D		B756875-9		113	Vt		B756875-9		113	Vt		X756668-5	Ag Ni Bi Wi	313	Va
2826	Vou	K0 V	M1 D		E644247-5	C	801	Va		E644247-5	C	801	Vt		X644000-0	C	001	Va
2827	Oukgzuereth	M8 V	G4 V		C35499B-A	Hi	701	Va		C35499B-A	C	701	Vt		C35499B-A	G	901	Ve
2828	Gnurs	K1 VI	M8 D		B628454-D	Ni	402	Na		B628454-D	Ni	402	Vt		B628554-D	Ni	202	Ve
2829	Ourkan	A1 III	G3 V		B9D8454-D	Ni FI	823	Va		B9D8454-D	Ni FI	823	Vt		B9D8554-D	Ni FI	423	Ve
2830	Taekfoengsegzo	M8 V			B445000-8	Lo Ba Ni	303	Va		B445000-8	G	303	Vt		B445625-A	G	103	Ve
2832	Oegaeldu	G2 V	M9 D		B200443-A	Ni Va	602	Vk		B200443-A	Ni Va	602	Va		B200443-A	Ni Va	602	Va
2833	Kedzuth	M8 V			B000525-D	Ni As	822	Vk		B000525-D	Ni As	822	Va		B000525-D	Ni As	822	Va
2834	Gzoghz	M0 V			B74A421-C	Ni Wa	503	Vk		B74A421-C	Ni Wa	503	Va		B74A421-C	Ni Wa	503	Va
2840	Rruthaekuuku	K7 III	M5 D		D231210-6	Lo Ni Po	823	Va		D231210-6	Lo Ni Po	823	Vk		D231210-6	Lo Ni Po	823	Vp

2901	Okhgvonan	G0 V	C310377-A	Lo Ni	523	Vg	C310377-A	Lo Ni	523	Vo	X310000-0	Ba Wi	023	Va
2905	Ngersouluekorruk	M6 V	A8AA432-C	Ni Fi Wa	822	Va	A8AA432-C	Ni Fi Wa	822	Va	A8AA432-C	Ni Fi Wa	822	Va
2908	Kutsgarrae	M8 V	B200304-9	Lo Ni Va	734	Vu	B200304-9	Lo Ni Va	734	Va	X200000-0	Ba Va Wi	034	Va
2913	Kfuevavae	M2 V	B636657-8	Ni	604	Vt	B636657-8	G	604	Va	X636000-0	Ba Wi	004	Va
2916	Olgan	M4 V	B88A302-9	Lo Ni Wa	401	Vt	B88A302-9	Lo Ni Wa	401	Vt	X88A000-5	Ba Lo Wa Wi	401	Va
2936	Afougae	M1 III	B000598-E	Ni As	123	Vk	B000598-E	Ni As	123	Vk	B000598-E	Ni As	123	Vp
2937	Scangen	K4 II	B88557A-C	Ni	224	Va	B88557A-C	Ni	224	Vk	B88557A-C	Ni	224	Vp
2940	Galla	M0 V	B686275-8	Lo Ni	502	Va	B686275-8	H	502	Vk	B686275-8	H	502	Vp
3003	Fuedhgsnaezrerzgzang	K0 V	B361773-5	Ri	211	Va	B361773-5	Ri	211	Va	C361430-5	Wi	311	Va
3004	Utsurr	M9 V	A250300-E	Lo Ni Po De	221	Va	A250300-E	Lo Ni Po De	221	Va	X250000-0	Ba De Wi	021	Va
3010	Khoekhoerr	G2 V	M9 D	Ni Va	602	Vt	B200443-A	C	602	Va	X200000-0	Ba Wi	002	Va
3012	Uefokung	K0 V	B403313-A	Lo Ni Ic Va	220	Vt	B403313-A	Lo Ni Ic Va	220	Va	X403000-0	Ba Ic Va Wi	020	Va
3017	Ounoe Eglloeghz	A6 V	B402312-C	Lo Ni Ic Va	423	Vt	B402313-C	Lo Ni Ic Va	723	Vt	B403000-0	Ba Ic Va Wi	023	Va
3020	Koetsolaedze	M0 V	M7 D	Lo Ni	102	Vt	C585210-8	Lo Ni	102	Vt	X585000-0	Ba Wi	002	Va
3022	Gaegzue	M7 V	M4 D	Ag Ni	701	Vt	B574540-B	Ag Ni	701	Vt	D574340-5	Ni Wi	101	Va
3024	Ngulivuedakhsnaru	K1 V	E748778-5	C	523	Va	E748778-5	C	523	Vt	X748468-3	Ag Wi	823	Va
3029	Ungrughz	F8 V	E554389-6	Lo Ni	414	Va	E554389-6	Lo Ni	414	Vt	X554100-2	Lo Wi	414	Va
3034	Ughiz	M4 V	A424451-G	Ni Cx	302	Vk	A424451-G	G	302	Vk	A424451-G	G	302	Vp
3035	Ganokoulovaenu	M5 V	B352231-8	Lo Ni Po	801	Vk	B352231-8	C	801	Vk	B352231-8	C	801	Vp
3040	Liaekag	M1 V	X520100-4	C	423	Va	X520100-4	C	523	Vk	X520100-4	C	523	Vp
3107	Ozago	M0 V	M4 D	Na Po Si	501	Vu	B331731-8	Na Po Si	501	Va	C331731-7	Na Po Si	501	Va
3114	Zaersougvivu	K3 V	M9 VI	Lo Ni Po	120	Vt	C423303-7	Lo Ni Po	120	Vt	X423000-0	Ba Wi	020	Va
3117	Thoengling	K5 V	M0 VI	Ni Fi Wa Cx	902	Vt	A9AA6BA-B	G	902	Vt	X9AA000-0	Ba Fi Wa Wi	002	Va
3120	Surrgikoeq	M1 V	M0 VI	Ni Wa	901	Vt	A97A6AF-B	Ni Wa	901	Vt	X97A56C-3	Ni Wa Wi	101	Va
3121	Daggueghaezgjogu	M6 V	M7 D	Lo Ni	304	Vt	B495222-8	Lo Ni	304	Vt	X495000-0	Ba Wi	004	Va
3124	Luakaegh Voerz	M4 V	M4 VI	Lo Ni	410	Vt	A527331-A	Lo Ni	410	Vt	X527000-0	Ba Wi	010	Va
3126	Goghrra	M7 V	M8 D	Ni De	120	Va	E7B0579-8	C	120	Vt	X7B0000-0	C	020	Va
3128	Otse	M2 V	M8 D	Fi	623	Va	A8A78CA-A	Fi	623	Vt	X8A7000-0	Ba Fi Wi	023	Va
3133	Oziz	G0 V	M8 D	Ni	924	Va	B677433-B	Ni	924	Vt	B677433-B	Ni	924	Vp
3137	Torrreiz	M5 III	M6 D	Hi	521	Va	A463951-C	Hi	521	Vk	A463951-C	Hi	521	Vp
3201	Dhurrgthaedz	M3 V	M0 D	Ni Ri	133	Va	B26269B-A	Ni Ri	133	VW	C262310-8	Ni Wi	933	Va
3211	Outhaeakaefakhsueghz	M0 D	M8 D	Lo Ni	703	Vt	A896314-A	Lo Ni	703	Va	X896333-5	Lo Ni Wi	703	Va
3213	Eksfarrarr	F8 V	M8 D	Ni Po	822	Vt	A671777-7	Ni Po	822	Vt	X671553-4	Ni Bi Wi	322	Va
3217	Tuelehollar	M1 V	M6 D	Ni Po	211	Vt	A252554-9	Ni Po	211	Vt	X252343-3	Ni Po Lo Wi	711	Va
3218	Ikkhadzfkaghukh	M3 V	M6 D	Ni	801	Vt	A6858CB-7	Ni	801	Vt	B685765-5	Ag Bi Wi	401	Va
3220	Rroungkhi	M4 V	M4 V	Ni	203	Vt	B736543-C	Ni	203	Vt	X736000-0	Ba Wi	003	Va
3221	Dzaekh	K9 V	M4 D	Ni	303	Vt	C547464-5	Ni	303	Vt	X547134-5	Lo Wi	403	Va
3222	Fanzuekh	M5 V	M4 D	Lo Ni As	211	Vt	C000259-D	Lo Ni As	211	Vt	X000000-0	Ba As Wi	011	Va
3229	Thekrakfor	M7 VI	M8 D	Lo Ni Po De	601	Va	B250133-9	Lo Ni Po De	601	Vt	B250000-0	Ba De Wi	001	Va
3230	Aekokfeg	M4 V	M4 V	Lo Ni Wa	702	Va	B69A200-B	G	702	Vt	D69A100-5	Lo Ni Wa Wi	702	Va
3233	Gvutson	G6 V	M4 D	Wa	520	Cs	A85A7CE-8	Wa	520	Vt	A85A7CE-8	Wa	520	Vp
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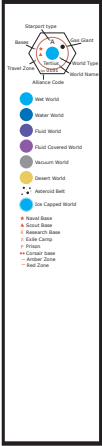
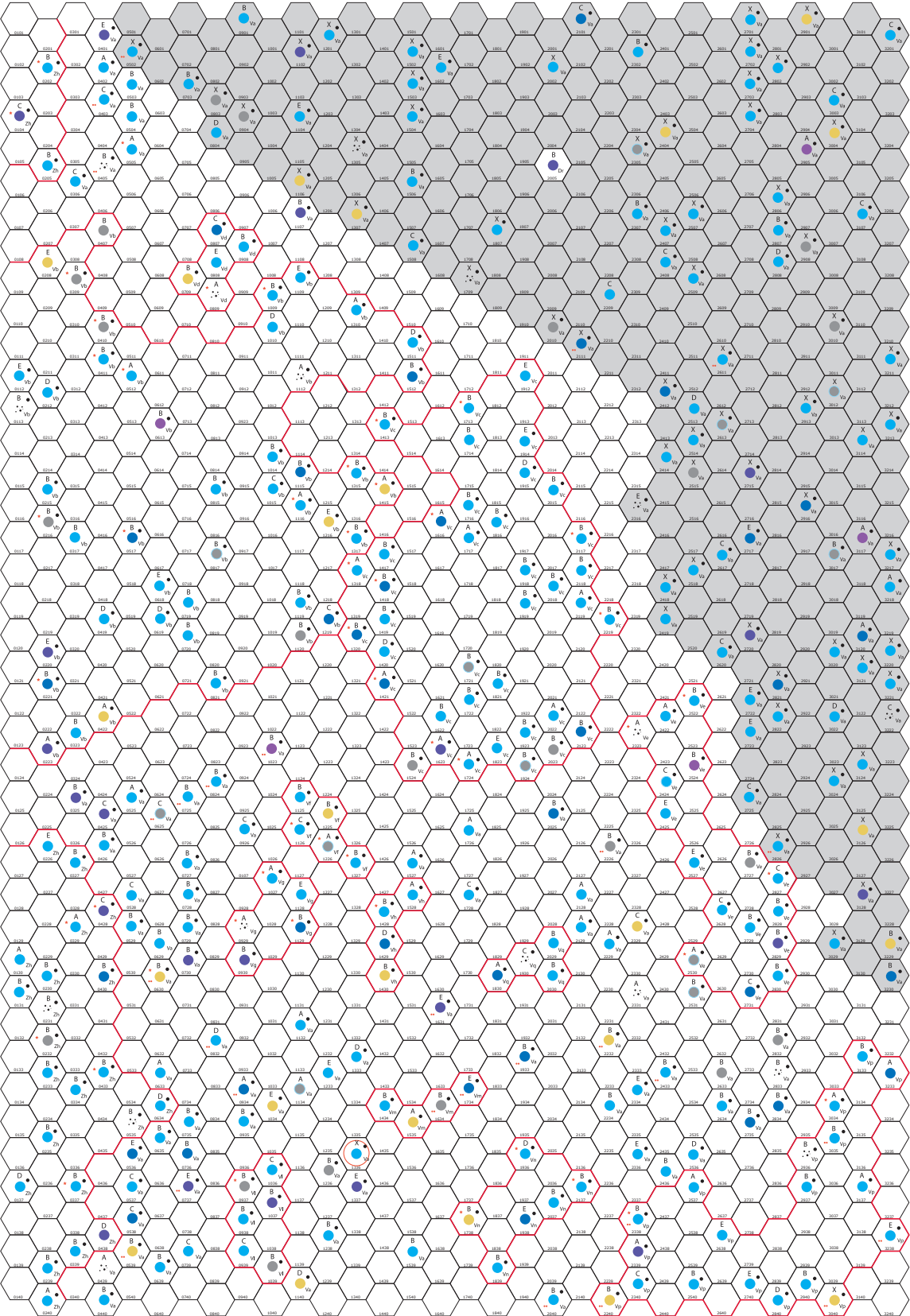
Gvurrdon sector ca 1105



Gvurrdon sector ca 1120



Gvurrdon sector ca 1200



A	B	C	D
E	F	G	H
I	J	K	L
M	N	O	P

- A. Ongroos
- B. Zhigoo
- C. Adhakh
- D. Fanganger
- E. Uerna Ruadskethen
- F. Dizan
- G. Lip Za Therrig
- H. Thugengling
- I. Kaiti Udzutarsang
- J. Kaiti Udzutarsang
- K. Kaiti Udzutarsang
- L. Adhakh
- M. Lianic
- N. Spurt
- O. Uthie
- P. Fingr

Part IV

Vargr Character Generation

Building the Perfect Dog

I first published this article in Kfan Uzangou #4, a fanzine I ran early 1990. After that it was revised and published as an HIWG document in January 1994. Now it is back in this write up. It has also been slightly revised. I hope it stands the test of time.

As the Traveller: The New Era (TNE) do not include Vargr character generation I will present some rules here that I think will be of use.

THE STATS

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

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

When calculating the weight of a Vargr use the same formula as for humans, but the base weight is 70Kg. Making generally Vargr smaller than Humans. The base weight is the same for males as for females. For hand combat damage factor is the same as for

humans, but add 1D6 damage each time the Vargr elects to use his or hers claws. For using the claws the skill is as for unarmed combat, Unarmed Melee skill which all Vargr characters start with at level 0, Leadership is also a skill they start with at 0.

SELECTING CAREERS

The Vargr can use all the careers in the book except for "Hiver Technical Academy". There are some consideration to Vargr when they are generated.

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

CHA is increased/decreased like this:

- +1 If promotion is made.
- +1 if 12+ is rolled. Cumulative with above modifier. And promoted an additional rank.
- -1 if the promotion roll is missed by 4 or more
- -2 and demoted if the roll is natural 2 regardless of DM's. Not cumulative with above modifier. Holds true for both special duty and promotion rolls.

If a natural 2 is rolled twice in a given military career the character is thrown out at the end of the term.

If your character is from Society of Equals in Gvurrdon, he or she must make a special roll to be rated equal. This is essential to enter the following

careers: Any military officer, Diplomat, Lawenforces or Aristocrat.

Difficult, Willpower

This task is rolled before the character generation is started. If the roll is a catastrophic failure roll 1D6 and divide the result on the STR, AGL and

CON stat. Reduce the stats accordingly. This is damage taken from the test.

Example: A player rolls 4 on the die, when he has failed. Thus the stats has to be reduced with one each. For the remaining point the player may choose which stat to reduce.

CAREERS:

****Oruelaen****

Psionic forces of Thirz Empire in Gvurrdon. Thirz empire has a special force of psionic agents. They are not secret agents as portraied in movies, but rather a information gathering group for the King in Thirz Empire. Not much are actually known about them publicly, so a lot of myths has been spun around them. All sophonts that are citizens of Thirz Empire may apply. They will be tested for potentiality before they are admitted. For ranks use Army table in the rulebook. All who are admitted start with rank E5 Sergeant.

Rank O10 General is not available for playing characters when King Thir holds this position. As the force is small and there is only possible to get promoted when a operative dies or quits, the agents start at Enlisted rank, no matter what kind of academies or careers they have attended before. Those who are admitted get a Cha+1

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

FIRST TERM:

COMMISSION: 10+, +1 if CHA 6+

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

SUBSEQUENT TERMS:

COMMISSION: 8+, +1 If CHA 6+. The character becomes an Officer. Rank O1.

SKILLS:

ELISTED: Psionics, Determina-

tion, Unarmed Melee, Gun Combat, Perception

OFFICERS: Psionics, Determination, Space vessel, Gun combat, Unarmed Melee, Perception

ALL TERMS:

SPECIAL DUTY: Spacehand, Crime, Social Science, Vehicle, Tactics, Interaction.

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

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

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

****Aristocrat****

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

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

FIRST TERM:

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

SUBSEQUENT TERMS:

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

ALL TERMS:

SPC ADVENTURE: 7+. Spaceves-sel, Perception, Unarmed Martial Arts, Vice, Crime. Note, if this roll is failed by 2 or more the Cha is reduced with one

CONTACTS: Government, Military, Intelligence

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

****Fair Witness****

This career are only open to citizens of Thoengling Empire in Gvurrdon Sector. A Fair Witness (FW) is a profession where a Vargr, or some other sophont has gone through a training, giving total recall. FW is pledged to report whatever it observed when on duty. Most FW is working free-lance, but need a permit to do so. There is almost impossible to bribe a FW to tell something else, that the FW did observe. The reason for this is that the job itself gives quite good economical freedom, and Charismatic standing among the Vargr. A FW will never offer an oppinion, nor a theory when on duty. Or speak his or her meaning when recalling something they observed while on duty. Thus if asked why a person acted has he did, the FW cannot answer this, but only tell what the person did. The FW will recall what he saw, heard, smelled, felt and so on. A FW may be hired by anyone, but as they get better, their fee increase accordingly. FW are often used when deals are been made, or when there is need for a independent witness in a certain process.

When an obervation is going to be made, let the PC roll an imprint task, using observation as asset. Base difficulty should be difficult, adjusted depending on the situation. When the given situation is to be recalled later, a new task is rolled. The difficulty on this task depends on the success level on the prior task.

Asset: Observation

Imprint Success Level Recall Difficulty

Outstanding Success Routine

Success Difficult

Failure Formidable

Outstanding Failure Impossible

More than 1 year ago +1 level of difficulty

Recall Success Level How much was recalled?

Outstanding Success 100%

Success 75%

Failure 50%

Outstanding Failure 0%

For more information on Fair Witness, read "Stranger in a strange land" by Robert A. Heinlein, a must read for a SF fan.

PREREQUISITES: INT 9+, Citizen of Thoengling Empire, No criminal career prior to this.

FIRST TERM: CHA+1, INT+1, EDU+1, Observation-2, Interaction-2, Willpower-1, Vice-1

SUBSEQUENT TERMS:

SKILLS: Social Science, Perception, Interaction, Charm, Fine Arts, Skill levels may be traded for CHA

ALL TERMS:

SPC ADVENTURE: 9+, Cha+1, Crime, Determination, Gun Combat, Vice, Economics, Physical Science, Melee

CONTACTS: One contact per term from either: Government, Legal, Business

OTHER EFFECTS: Roll 1D6/2 for initiative. Calculate money from either CHA or Observation asset, whichever is the highest.

VARGR VERSUS OTHER SOPHONT INTERACTION

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

first time. Note that both of these cases relate to Humans in a Vargr dominated society, or Vargr in a Human dominated society.

CHARISMA INCREASES AND DECREASES

When a session is over there should be checked if the leader of the group,

the character with the highest CHA, will increase his charisma. The difficulty level is up to the referee. But I will give a few pointers.

Asset: Leadership.

The session was an outstanding success Average

The group met its goals in the session Difficult

The group barely made the goals Formidable

The group made only a few of its goals Impossible

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

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

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

One good roleplaying tip is that the referee places the players in clockwise fashion, with the highest CHA rated character to the left of him. Whenever there is an important decision to be made, ask the leader first. Ignore the others for a while. If the leader is

hesitating, this can mean a loss in Charisma specially if other players start to come with solutions. This is to simulate that the other Vargr always look to their leader. If the leader fails the others may take command. The referee should be a bit careful with this approach though. The player may not be good at roleplaying in this fashion, so the referee should give him more time than a player that got good abilities at this type of roleplaying.

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

If a catastrophic failure is rolled, the leader loses 2 CHA points.

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

Equally he should lose Charisma if he does something and fails, especially if he endangers the mission and the adventure group.

Other uses of Charisma is that a high Charisma Vargr will always reduce the Initiative to the opposition by one to a minimum of one, if they are of lower Charisma. If the Charisma to the leaders of the two groups are equal, let the player roll a difficult leadership to gain the upper hand. If this fails the opponent gets the upper hand. When calculating loss of initiative to combat damage use the original initiative.

Remember these rules are only valid in a Vargr society. A human will have a hard time to prove herself, but when she gets the wheels turning, there might not be anything stopping her. Note that if the non Vargr character increases

her Charisma above her original level it is returned to normal when interacting with other non Vargr

characters or NPCs.

BRIBING VARGR

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

An example is maybe in order. Lets say an Vargr journalist is working on a special report, and need graded information from the police. Offering money for bribery is pointless. As for most human societies social status is measured by the wealth you got. This is not the case with Vargr. To a Vargr you have to offer increase in Charisma. Money is something that comes along.

Money is not as important for a Vargr as for most human cultures. Money is a tool nothing more nothing less. However money should be offered in the bribe, but the amount never is large. Its just a small contribute for the service rendered. So the journalist must actually make up a case were he can prove that the police officer will increase in Charisma if the journalist is successfull in his investigation. Remember that Vargr are pack animals opposed to humans which are more individualistic. A Vargr will always view a certain action in the light of what the group will gain by

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

The difficulty in such a bribery attempt are rarely easier than Difficult. If the group leader of the opposition are of lower Charisma it might be easier.

The difficulty level should also be adjusted to how the bribing player is arguing, and how he or she present the deal.

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

Part V

Sample Starships of Gvurrdon

Ungrest Gunboat

General Data:

Displacement: 40
Length: 10.23m
Price: 92.736
Configuration: Sphere/SL
Mass (L/E): 773

Hull Armor: 150
Volume: 560Kl
Target Size: Very Small
Tech Level: 14

Engineering data:

Power Plant: Fusion 190MW, Duration 1 year,
Fuel = 19Kl
Jump Performance: N/A
Maneuver Drive Type: Thrusters = 6200tons,
155MW
G-rating: 8G
G-turns: Unlimited
Maint: 32

Electronics:

Computer: 3 standard computers
Commo:
2 Laser com 300'Km, 0.15MW
1 Radio 300'Km, 10MW
Avionics: TL 10+ Avionics
Sensors:
AEMS 120'Km, 9MW
PEMS 90'Km, 0.06MW
EMM 0.56MW
Controls:
Automation = High
2 Bridge Workstations
1 Workstation

Armament:

Offensive:
1 TL 16 Laser Lance 200Mj, 5.56MW
1 TL 16 Laser Turret 800Mj, 4.68MW
Defensive: N/A
Master Fire Directors: N/A

Weapon	DM	Targets	Short	Medium	Long	Extreme
Laser Lance	0	1	10:1/11-35	20:1/6-18	40:1/3-9	80:1/1-4
Laser Turret	0	1	10:1/23-71	20:1/11-35	40:1/6-18	80:1/3-9

Signature	HRT	PEMS	Radar	AEMS	Gravity	vs Fire
Normal	1	2	1	2	2	0
EMM	-1	0	-1	0		
Drive IR	3	4				

Hit Locations		Weapon Hits (D100)		Electronic Hits (D100)		Quarters Hits (D100)		Hold Hits (D100)		Engineer Hits (D100)	
Electronics	1-2	Lance	01 - 44	Computer	01 - 37	LS	01 - 05	Fuel	100	PP	01 - 28
Quarters	3-8	Turret	45 - 100	Commo	38	ELS	06 - 07			Maneuver	29 - 97
Weapons	9-11			Sensors	39 - 42	C Facilities	08 - 88			Crew	98 - 100
Hold	12			EMM	43 - 59	Airlocks	89 - 90				
Engineer	13-20			Bridge	60 - 100	G-Comp	91 - 92				
						Supplies	93 - 100				
Powerplant - 2H Maneuver - 4H Life Support - 1H ELS - 1H Grav-C - 3h Laser Lance - 1H Laser Comm - 1h Radio Comm - 1h AEMS - 1h PEMS - 1h EMM - 2h Laser Turret - 1H All other 1h											

Accommodations:

Life Support: Extended 0.11MW; G-Comp = 5G, 2.71MW
Crew: 4 (Pilot, Electronics, Engineer, Gunner)
Crew Accommodations: Bunks 4
Passenger Accommodations: None
Supplies: Standard supplies for 4 weeks
(Galley 12Kl, Supplies 0.93Kl, 4200cr)
Cargo: None
Small Craft & Launch facilities: N/A
Other Facilities: N/A
Airlocks: 1

Notes:

The Ungrestians deploy this gun boat on their SLD ships that travels between their two systems. The SLD ships are at their most vulnerable at launch and at slow down when they enter their destination system.

The gunboats has seen many different upgrades. Most notably the weapon system. The Ungrest crew has been specially trained to withstand the excessive gee forces experienced while maneuvering these crafts.

Ungrest Ramscope ship

General Data:

Displacement: 100 000

Length: 277m

Price: 62 397.596Mcr

Configuration: Cylinder/USL

Mass (L/E): 470696/356940

Hull Armor: 50

Volume: 1400000KI

Target Size: Very Large

Tech Level: 11

Engineering data:

Power Plant: Fusion 14,300MW, Duration 10 years,
Fuel = 21,450KI

Maneuver Drive Type:
Fusion Rocket/ Ram Scope combo
Thrust = 500,000ton
Initial start fuel = 140,000KI
Delivers additionally 10,000MW power

G-rating: 1.062

G-turns: 1600

Maint: 23,437

Electronics:

Computer: 3 std fib computers

Commo:
10 Laser com 1000AU, 0.3MW
10 Maser com 300'Km, 0.3MW
5 radio 1000AU, 20MW

Avionics: TL 10+ Avionics

Sensors:
4 AEMS 480'Km, 100MW
2 PEMS Folding 240'Km, 0.4MW
4 PEMS fixed 180'Km,
2 Densitometers, 2.5MW
1 Neutrino sensor, 0.01MW

Controls:
Automation = Standard
Bridge workstations = 106
Workstations = 181

Armament:

Offensive:
20 TL 16 522Mj Laser turrets, 1160MW ea. 0 crew

Defensive:
40 sandcasters, PV=1D10x5, 24 cans, 1MW, crew 1 ea.

Master Fire Directors:
2 TL 11 MFD, 300'Km, 6.22MW, DifMod 3, Crew 1ea.

Accommodations:

Life Support: Extended LS 247.41MW;
Living quarters are kept in two "hamster cages" that spin around the axis of the craft. Internal gravity is 1G or less, depending on distance from center.

Crew: 711 (Engineer 181, Electronic 14, Maneuver 2, Gunnery 42, Maintenance 135, Troops 100, Flight 110, Command 88, Stewards 19, Medical 20)

Accommodations:
Crew/family members: 911 staterooms
Passengers: 30,000 Lowberths
Emergency Low Berts: 50

Supplies:
Galley = 273KI (50 weeks of supplies for all wake occupants)
Generation Lifesupport (plants and live animals)

Cargo: 80,000KI

Small Craft & Launch facilities:
20 Gun boats in spacious hangar
5 shuttles in spacious hangar

Other Facilities:
2 electronic shops, 2 machine shops, 1 Lab, 10 Sick bays
FuelPurPlant 600hrs, 11.302MW

Airlocks: 100

Notes:

This is a typical Ungrest ramscope ship. No two is alike, but they all use the same TL11 hull and the same maneuver drive. Weaponry on most of the ships are TL 14 to 16. Soon as one arrives back home to the Ungrest home system it is rebuildt and upgraded.

The crew are a special breed. Most of them have never lived on a planet, but they are born and raised on a ship, turning them into generation ships/ shuttles. The main powerplant delivers enough power to the vital systems, but not enough to use weapons and most powerful sensors. The fusion engine is used to supplement the main powerplant.

The fighters carried onboard are deployed soon as the ship enters their destination system. As the Ungrest ships carry technological equipment and important colonists, the ship needs protection against pirates as it either accelerates or decelerates.

The Ungrest got about 22 ships in service.

Weapon	DM	Targets	Short	Medium	Long	Extreme
TL 16 522Mj Laser Barbette	5	1	10:1/18-57	20:1/18-57	40:1/18-57	80:1/18-57

Signature	HRT	PEMS	Radar	AEMS	Gravity	vs Fire
Normal	-1	0	4	5	5	-4
EMM	-	-	-	-		
Drive IR	75	76				

Hit Locations	
Electronics	1
Quarters	2-14
Weapons	14
Hold	15-18
Engineer	19-20

Sand casters		
	Turrets	D20
100%	40	20
80%	32	20
60%	24	20
40%	16	20
20%	8	20

Powerplant - 286H Maneuver - 555H RamCoils - 555H Life Support - 197H ELS - 99H SpinHabMach - 49H FPP - 15H Hangar - 714H MFD - 1H Laser Comm - 1h Maser Comm- 1h Radio Comm - 1h Stateroom - 1H	Low berth - 1h ELB - 1h Med bay - 1H Elec Shop - 1H Lab - 1H Machine Shop - 2H AEMS - 1H PEMS - 2h Densitometer - 2h Neutrino - 1H Laser Barbette - 2H Sandcaster - 1H All others - 1h
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Weapon Hits (D100)	
Turrets	01 - 33
Sandcaster	34 - 100
Engineer Hits (D100)	
PP	01 - 06
Maneuver	07 - 53
Ram Coils	54 - 98
FPP	99
Crew	100

Electronic Hits (D100)	
Computer	01 - 11
Commo	12
Sensors	13 - 88
Beam MFD	89
Bridge	90 - 100

Hold Hits (D100)	
Fuel	01 - 50
Hangars	51 - 72
Cargo	73 - 96
Elec. Shop	97
Mac. Shop	98
Lab	99
Sick Bay	100

Quarters Hits (D100)	
LS	01
ELS	02
P. Facilities	
St. rooms	03 - 07
LB	08 - 52
ELB	53
Airlocks	54
Spin Hab	55
Supplies	56 - 100

Farrgangh-Class Fighter

General Data:

Displacement: 9.9

Length: 19.26m

Price: 28.919Mcr

Configuration: Needle/AF

Mass (L/E): 358

Hull Armor: 80

Volume: 138.6Kl

Target Size: Very Small

Tech Level: 13

Engineering data:

Power Plant: Fusion 72MW, Duration 6 months,
Fuel = 3.6Kl

Jump Performance: N/A

Maneuver Drive Type: Thrusters 1450tons,
36.25MW

G-rating: 4g

G-turns: Unlimited

Maint: 58

Accommodations:

Life Support: Extended 0.027MW; G-Comp = 4G, 0.675MW

Crew: 1 Pilot

Passenger Accommodations: None

Airlocks: 1 Hatch

Notes:

This is the mainstay fighter in the SoE naval forces.

Electronics:

Computer: 2 fib flight computers

Commo:
Laser com 300'Km, 0.15MW
Radio 300'Km, 10MW

Avionics: TL 10+ Avionics

Sensors:
AEMS 180'Km, 20MW
PEMS 60'Km, 0.06MW
EMM, 0.139MW

Controls:
Automation=High
1 Bridge workstation

Armament:

Offensive: 144Mj Laser Lance, 4MW

Defensive: None

Master Fire Directors: None

Weapon	DM	Targets	Short	Medium	Long	Extreme
144Mj Laser Lance	0	1	3:1/10-30	6:1/5-15	12:1/2-8	24:1/1-4

Signature	HRT	PEMS	Radar	AEMS	Gravity	vs Fire
Normal	3	4	0	1	2	1
EMM	1	2	-2	-1		
Drive IR	2	3				

Hit Locations		Electronic Hits (D100)		Quarters Hits (D100)		Weapon Hits (D100)		Engineer Hits (D100)		Powerplant - 1H Maneuver - 1H Life Support - 1H ELS - 1H Grav-C - 28H Laser Comm - 1h Radio Comm - 1h AEMS - 2h PEMS - 1h EMM - 1h Laser Lance - 1H All others - 1h
Electronics	1-3	Computer	01 - 08	LS	01 - 60	Lance	100	PP	01 - 40	
Quarters	4-5	Commo	09	ELS	61 - 90	Hold Hits (D100)		Maneuver	41 - 60	
Weapons	6-10	Sensors	10 - 29	G-Comp	91 - 100					
Hold	11	EMM	30 - 41			Fuel	100			
Engineer	12-20	Bridge	42 -100							

Gronrh-Class carrier

General Data:

Displacement: 20,000
Length: 223m
Price: 15,868.851Mcr
Configuration: Slab/SL
Mass (L/E): 300114/256003

Hull Armor: 120
Volume: 280,000Kl
Target Size: Large
Tech Level: 13

Engineering data:

Power Plant: 17,980MW, Duration 1 year,
Fuel = 1,798Kl
Jump Performance: 4 parsecs, Fuel = 70,000Kl
Maneuver Drive Type: Thrusters = 601,000tons,
15,025MW
G-rating: 2g
G-turns: Unlimited
Maint: 12,339

Electronics:

Computer: 3 fib computers
Commo:
2 Laser Comm 1000AU, 0.3MW
2 Maser Comm 1000AU, 0.6MW
2 Radios 1000AU, 20MW
Avionics: TL 10+ Avionics
Sensors:
2 AEMS 480'Km, 50MW
1 PEMS (folding) 240'Km, 0.35MW
2PEMS (fixed) 150'Km, 0.2MW
2 EMS Jammers 300'Km, 55MW
EMM, 280MW
Controls:
Automation = High
122 Bridge Workstations
143 Workstations

Armament:

Offensive:
8000Mj Meson Spinal mount, 222.22MW, Crew 53
50 x 650Mj Laser Barbettes, 5.56MW, Crew 0
4 x 10Mj Laser PDS, 68.42MW, Crew 0
10 Missile Barbettes, 18rdy msls, mslsize = 0.2
Defensive:
10 Sandcaster turrets, 1 MW, PV = 2D6x5, 35 cans, crew 1ea.
Mesonscreen, PV = 500, 277.78MW
Master Fire Directors:
2 Msl/Beam Directors, 300'Km, DM 4,3.1MW, Crew 1ea.
5 Beam Directors, 300'Km, DM 4, 2.95MW, Crew 1ea

Weapon	DM	Targets	Short	Medium	Long	Extreme
8000Mj Meson gun	0	1	7:447	14:239	28:120	56:59
650Mj Laser Barbette	0	1	10:1/20-64	20:1/10-32	40:1/5-16	80:1/3-8
10Mj Laser Turret	5	10	1:1/3-8	2:1/1-4	4:1/1-2	8:1/0-1

Signature	HRT	PEMS	Radar	AEMS	Gravity	vs Fire
Normal	-1	0	3	4	5	
EMM	-3	-2	1	2		
Drive IR	5	6				

Hit Locations		Sand casters			Electronic Hits (D100)		Quarters Hits (D100)		Weapon Hits (D100)		Hold Hits (D100)	
Electronics	1		Turrets	D20	Computer	01 - 04	LS	01 - 05	Spinal	01 - 64	Fuel	01 - 47
Quarters	2-4	100%	10	20	Commo	05	ELS	06 - 08	Bays	-	Hangars	48 - 94
Weapons	5-6	80%	8	20	Sensors	06 - 13	P. Facilities	09 - 14	Turrets	65 - 80	L. Tube	95 - 95
Hold	7-17	60%	6	20	ECM	14	St. rooms	15 - 89	Sandcaster	81	Cargo	96
Engineer	18-20	40%	4	16	EMM	15 - 79	ELB	90	Meson scr	82 - 100	Elec. Shop	97
		20%	2	8	Mis MFD	80	Airlocks	91			Mac. Shop	98
					Beam MFD	81	G-Comp	92 - 96			Sick Bay	99
					Bridge	82 - 100	Supplies	97 - 100			Armory	100
					Engineer Hits (D100)		Powerplant - 180H Maneuver - 301H Jump Drive - 1050H Life Support - 158H ELS - 79H Grav-C - 42H FPP - 252H Hangar - 698H Spinal Mount - 171H Meson Screen - 43H MFD - 1H Stateroom - 1H Sm stateroom - 2h ELB - 1h		Med bay - 1H AEMS - 4h PEMS lr - 2h PEMS sr - 1h EMS Jam - 3h EMM - 28H PDS - 1h Sandcaster - 1H Laser Turret - 2H Launch Tube - 18H Armory - 4h Elec Shop - 1H Mach Shop - 2H All others - 1h			
					PP	01 - 12						
					Maneuver	13 - 43						
					Jump Dr.	44 - 71						
					FPP	72 - 97						
					Crew	98 - 100						

Accommodations:

Life Support: Extended 41.64MW; G-Comp = 4G, 1041MW
Crew: 993 (Engineer 143, Electronics 3, Maneuver 2, Gunnery 28, Maintenance 109, Troops 400, Flight 181, Command 110, Stewards 9, Medical 8)
Crew Accommodations:
Large staterooms = 118
Staterooms = 875
Supplies:
Galley = 298Kl
Supplies: Normal duration = 16 weeks (921.5Kl, 4.018Mcr)
Cargo: 2000Kl
Small Craft & Launch facilities:
80 9.9dt fighters in spacious hangar
2 Shuttles in spacious hangar
4 modular cutters in docking ring
3 ATV modules with ATV/Fighting vehicle
3 Troop/Passenger modules
1 Field hospital module
1 Field Command module
1 Maintenance hangar for ships up to 300dt
Other Facilities:
ELB = 20
Armory for 400 troops (200Kl)
Electronic shop, Machine shoop, 2 sich bays
FuelPurPlant = 12hrs, 179.5MW
Fuel scopps
Airlocks: 40 (4 with umbilical cord)

Notes:

This type of carrier was the leading ship in the assault on Thizr Empire during their last war. It's troop compliment combined with the fighters was a good combination against averagely defended targets.

Uvuelloeng-Class Frigate

General Data:

Displacement: 8,000

Length: 179m

Price: 11,812.815

Configuration: Needle/SL

Mass (L/E): 141948/138796

Hull Armor: 110

Volume: 112,000KI

Target Size: Medium

Tech Level: 13

Engineering data:

Power Plant: Fusion 19,923MW, Duration 1 year,
Fuel = 1,992.3KI

Jump Performance: 3 Parsecs, Fuel = 22,400KI

Maneuver Drive Type: Thrusters = 570,000tons,
14,250MW

G-rating: 4g

G-turns: Unlimited

Maint: 5,884

Electronics:

Computer: 3 fib computers

Commo:
4 Laser Comm 1000AU, 0.3MW
Radio 1000AU, 20MW
2 Radios 300'Km, 10MW

Avionics: TL 10+ Avionics

Sensors:
2 AEMS 480'Km, 50MW
2 PEMS 120'Km, 0.2MW
EMS Jammer 480'Km, 100MW
EMM, 112MW

Controls:
Automation = High
53 Bridge Workstations
189 Workstations

Armament:

Offensive:
16,000Mj Spinal Mesongun, 4444.44MW, Crew 86
4 x 650Mj Laser Barbettes, 5.56MW, Crew 0
2 x 10Mj Laser PDS, 68.42MW, Crew 0

Defensive:
4 Sandcaster turrets, 1 MW, PV = 2D6x5, 35 cans, crew 1ea.
Mesonscreen, PV = 560, 174.22MW, Crew 8

Master Fire Directors:
Beam Director, 300'Km, DM 4, 2.95MW, Crew 1ea
Meson Beam Director, 150'Km, DM 4, 1.75MW, Crew 1ea

Accommodations:

Life Support: Extended 17.52MW; G-Comp = 4g, 438MW

Crew: 327 (Engineers 189, Electronics 3, Maneuver 2, Gunnery 14, Maintenance 64, Flight 4, Command 46, Stwreds 3, Medic 2)

Crew Accommodations:
Large Staterooms = 48
Small Staterooms = 279

Passenger Accommodations: None

Supplies:
Galley = 98KI
Supplies: Normal, 8 weeks (151.73KI, 686700Cr)

Cargo: 800KI

Small Craft & Launch facilities:
2 gigs in minimal hangar

Other Facilities:
8 ELB
FuelPurpPlant = 12hrs, 60.98MW
Electronic Shop, Machine Shop, Med Bay

Airlocks: 20 (4 with umbilical cord)

Notes:

This craft got hurrieldy designed and buildt in answer to the SoE attack. It is essentially just a large meson gun. Hence the nickname shotgun. Thirz Empire are still using modified crafts of this in their quarantine fleet. The power rating listed on the mesongun are for ROF 100. The powerplant delivers enough power for this in addition to powering all other systems.

Weapon	DM	Targets	Short	Medium	Long	Extreme
Meson Gun	0/-2	1	5:632	10:365	20:191	40:95
650Mj Laser Barbette	0	1	10:1/20-64	20:1/10-32	40:1/5-16	80:1/3-8
10Mj PDS	5	10	1:1/3-8	2:1/1-4	4:1/1-2	8:1/0-1

Signature	HRT	PEMS	Radar	AEMS	Gravity	vs Fire
Normal	0	1	3	4	5	-2
EMM	-2	-1	1	2		
Drive IR	5	6				

Hit Locations		Sand casters			Electronic Hits (D100)		Quarters Hits (D100)		Hold Hits (D100)		Weapon Hits (D100)	
Electronics	1		Turrets	D20	Computer	01 - 04	LS	01 - 07	Fuel	01 - 90	Spinal	01 - 89
Quarters	2-4	100%	4	17	Commo	05	ELS	08 - 10	Hangars	91 - 94	Turrets	90
Weapons	5-11	80%	3	12	Sensors	06	P. Facilities	11 - 15	Cargo	95 - 97	Sandcaster	91
Hold	12-15	60%	2	8	ECM	07	St. rooms	16 - 89	Elec. Shop	98	Meson scr	92 - 100
Engineer	16-20	40%	1	4	EMM	08 - 76	ELB	90 - 91	Mac. Shop	99		
		20%	0	0	MFD	77	Airlocks	92	Sick Bay	100		
					Msn MFD	78	G-Comp	93 - 98				
					Bridge	79 - 100	Supplies	99 - 100				
Engineer Hits (D100)												
PP	01 - 21	Powerplant - 200H			Radio Comm - 1h							
Maneuver	22 - 67	Maneuver - 285H			Stateroom - 1H							
Jump Dr.	68 - 81	Jump Drive - 336H			Sm stateroom - 2h							
FPP	82 - 95	Life Support - 79H			ELB - 1h							
Crew	96 - 100	ELS - 40H			Med bay - 1H							
		Grav-C - 18H			AEMS - 4h							
		FPP - 86H			PEMS - 1h							
		Hangar - 11H			EMS - 4h							
		Spinal Mount - 288H			EMM - 12H							
		Meson Screen - 27H			Sandcaster - 1H							
		MFD - 3h			Laser Turret - 2H							
		Meson MFD - 1h			PDS - 1h							
		Laser Comm - 1h			All other - 1h							

Gvurrdon Uzangou-Class Quarantine cruiser

General Data:

Displacement: 3000

Length: 65m

Price: 3,297.268Mcr

Configuration: Dome/Disc/AF

Mass (L/E): 43242/47696

Hull Armor: 40

Volume: 42,000Kl

Target Size: Medium

Tech Level: 13

Engineering data:

Power Plant: Fusion 3700MW, Duration 1 year, Fuel = 370Kl

Jump Performance: 3 parsecs, fuel = 8400Kl

Maneuver Drive Type: Thrusters = 96000ton, 2400MW

G-rating: 2

G-turns: Unlimited

Maint: 1982

Electronics:

Computer: 3 std/fib computers

Commo:

2 Laser Comm 1000AU, 0.3MW

4 Maser Comm 1000AU, 0.6MW

1 Radio 1000AU, 20MW

Avionics: TL 10+ Avionics

Sensors:

2 AEMS 480'Km, 50MW

2 AEMS 300'Km, 27.5MW

PEMS (folding) 210'Km, 0.3MW

2 PEMS (fixed) 150'Km, 0.2MW

2 EMS Jammer 480'Km, 100MW

EMM, 42MW

Controls:

Automation = Low

Bridge workstations = 28

Workstations = 37

Accommodations:

Life Support: Extended 6.65MW; G-Comp = 4G, 166MW

Crew: 158 (Engineers 37, Electronics 4, Maneuver 2, Gunnery 21, Maintenance 20, Troops 50, Flight 4, Command 18, Steward, Medical)

Crew Accommodations:

Staterooms = 19

Sm staterooms = 139

Passenger Accommodations: None

Supplies:

Galley = 47Kl

Supplies = Normal 110Kl, 12 weeks, 487700Cr

Cargo: 1000Kl

Small Craft & Launch facilities:

2 Pinnace in minimal hangar

Other Facilities:

Machine Shop, Electronics Shop, Med Bay, Fuel Scoops, FuelPurPlant = 9hrs

Airlocks: 10 (2 with umbilical cord)

Notes:

One of the first ships produced after the Virus threat got known. The class got less automation than usual for this class of ships, making it much harder to infect with the Virus.

Thoengling empire was the prime developer of the ship, but variants have been produced in both SoE and Thirz Empire.

Hit Locations	
Electronics	1
Quarters	2-4
Weapons	5-10
Hold	11-16
Engineer	17-20

Sand casters		
	Turrets	D20
100%	10	20
80%	8	20
60%	6	20
40%	4	20
20%	2	10

Armament:

Offensive:

10000Mj Spinal Meson Gun, 277.78MW, Crew 19

10x650Mj Laser Barbettes, 5.56MW, crew 0

2x10Mj PDS Laser Turrets, 68.42MW, crew 0

10 Missile Barbettes, Msl size = 0.2dt, 18 rdy msls, crew 0

Defensive:

10 sandcaster turrets, 1MW, PV = 2D6x5, 35 cans, crew 1ea.

Meson screen, PV = 500, 138.89MW, crew 7

Master Fire Directors:

2 Msl/Beam Directors, DM 4, Range 300'Km, 0.35MW, Crew 1ea.

2 Beam Directors, DM 4, Range 300'Km, 0.2MW, Crew 1ea.

Weapon	DM	Targets	Short	Medium	Long	Extreme
Meson Gun	0	1	2:500	4:267	4:134	8:67
650Mj Laser Barbette	0	1	10:1/20-64	20:1/10-32	40:1/5-16	80:1/3-8
10Mj Laser PDS	5	10	1:1/3-8	2:1/1-4	4:1/1-2	8:1/0-1

Signature	HRT	PEMS	Radar	AEMS	Gravity	vs Fire
Normal	0	1	3	4	4	-2
EMM	-2	-1	1	2		
Drive IR	4	5				

Hold Hits (D100)	
Fuel	01 - 71
Hangars	72 - 88
Cargo	89 - 96
Elec. Shop	97
Mac. Shop	98
Sick Bay	99
Armory	100

Electronic Hits (D100)	
Computer	01 - 04
Commo	05
Sensors	06 - 17
ECM	18
EMM	19 - 70
Mis MFD	71 - 73
Beam MFD	74 - 76
Bridge	77 - 100

Powerplant - 37H	Med bay - 1H
Maneuver - 48H	AEMS Ir- 4h
Jump Drive - 126H	AEMS sr - 3h
Life Support - 16H	PEMS Ir - 2h
ELS - 8H	PEMS sr - 1h
Grav-C - 7H	EMS Jam - 4h
FPP - 41H	EMM - 5H
Hangar - 22H	Laser Barbette - 2H
Spinal Mount - 94H	Sandcaster - 1H
Meson Screen - 22H	Machine Shop - 2H
MFD - 1H	Electronics Shop -1H
Stateroom - 1H	Med Bay - 1H
Sm stateroom - 2h	All Others - 1h

Weapon Hits (D100)	
Spinal	01 - 64
Turrets	65 - 77
Sandcaster	78 - 80
Meson scr	81 - 100

Engineer Hits (D100)	
PP	01 - 16
Maneuver	17 - 48
Jump Dr.	49 - 70
FPP	71 - 97
Crew	98 - 100

Quarters Hits (D100)	
LS	01 - 04
ELS	05 - 06
P. Facilities	07 - 13
St. rooms	14 - 88
ELB	89 - 90
Airlocks	91 - 92
G-Comp	93 - 97
Supplies	98 - 100

