TRAVELLER®
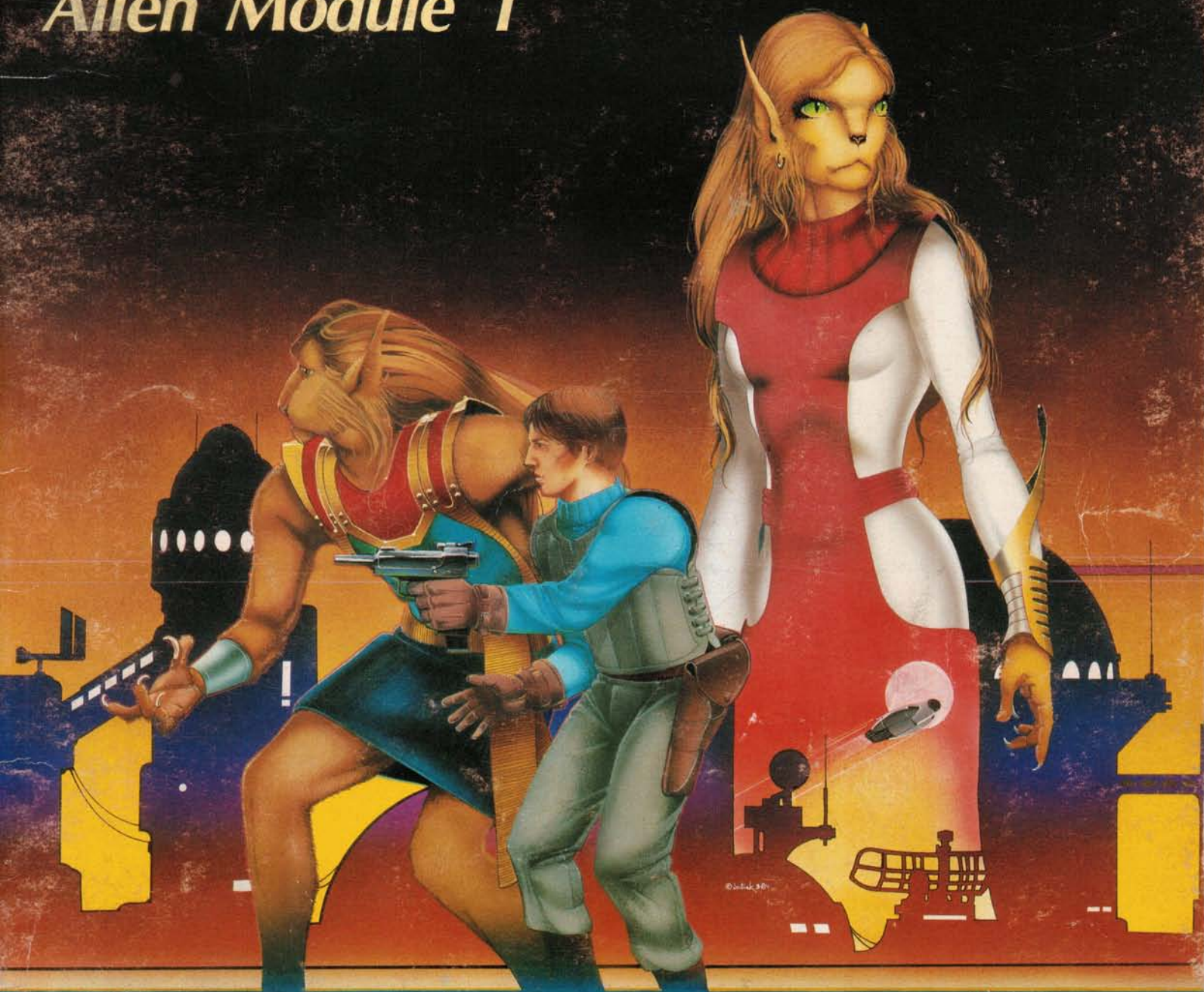
Alien Module 1

Adventure and Intrigue with a Proud Warrior Race

Aslan

Game Designers' Workshop
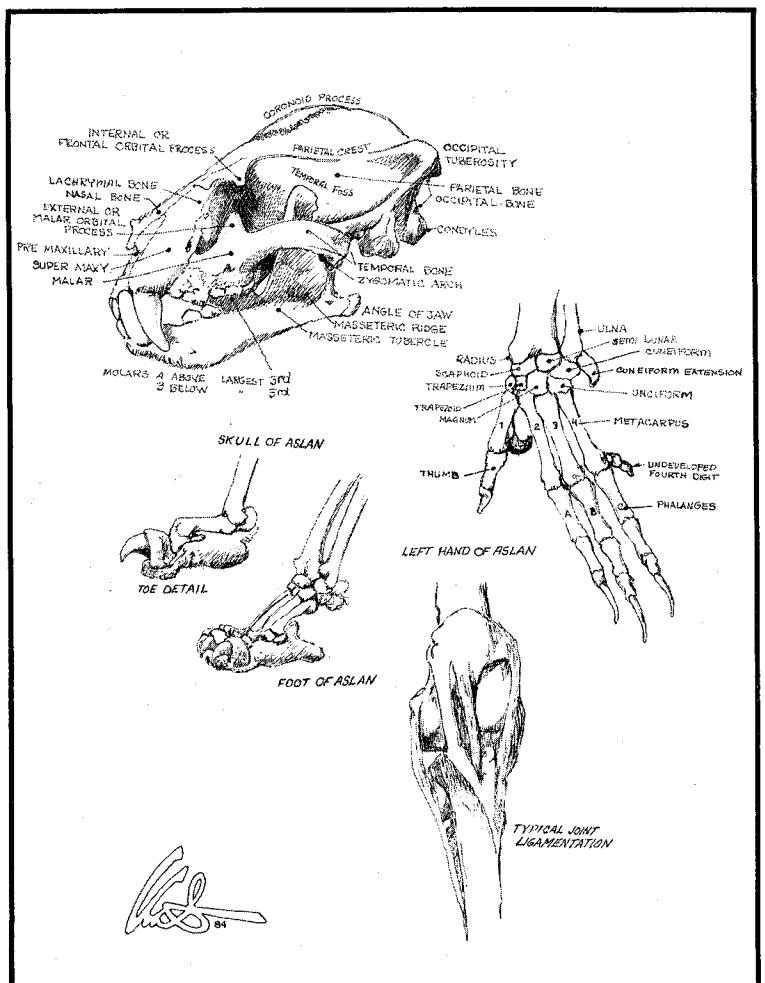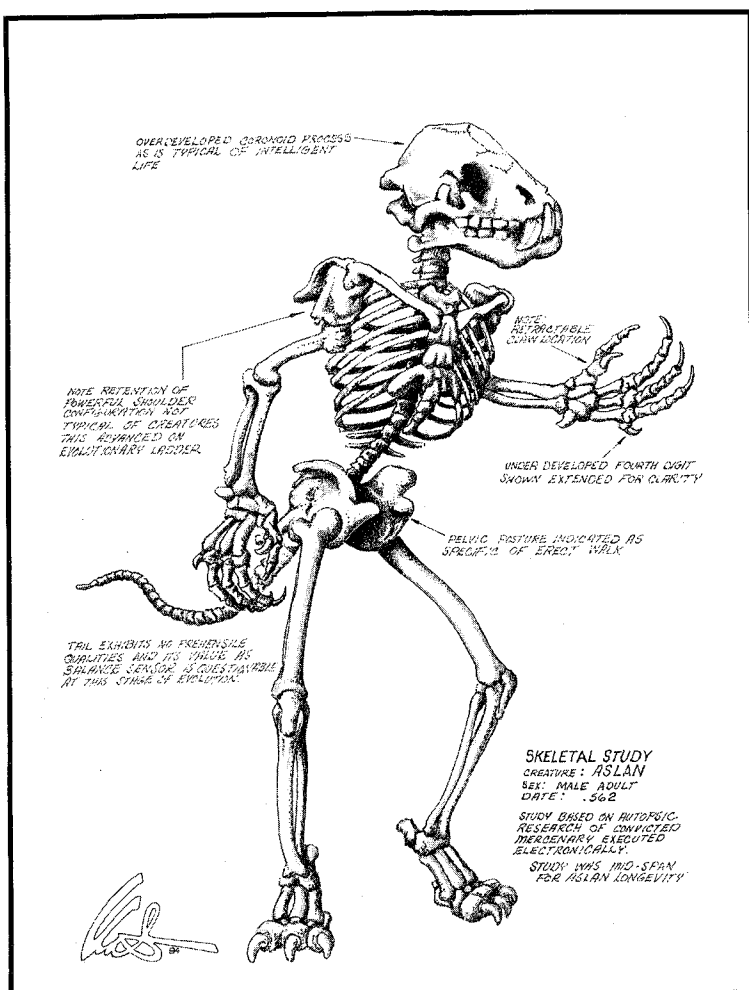
MAN

ASLAN

COMPARISON STUDY

SPECIES: HOMOSAPIENS MIDDLE AGE CAUCASIAN MALE, ERECT AS PER PAGE TO LEFT, SPECIES: ERECTAFELINUS, MID-TERM POINT'S KNEE WALK, AVERAGE AS PER PAGE TO RIGHT.

OVERDEVELOPED CORONOID PROCESS AS IS TYPICAL OF INTELLIGENT LIFE

NOTE RETRACTABLE CLAW LOCATION

NOTE RETENTION OF POWERFUL SHOULDER CONFIGURATION NOT TYPICAL OF CREATURES THIS ADVANCED ON EVOLUTIONARY LADDER.

UNDER DEVELOPED FOURTH DIGIT SHOWN EXTENDED FOR CLARITY

PELVIC POSTURE INDICATED AS SPECIFIC OF ERECT WALK

TAIL EXHIBITS NO PREHENSILE QUALITIES AND ITS VALUE AS BALANCE SENSOR IS QUESTIONABLE AT THIS STAGE OF EVOLUTION.

SKELETAL STUDY
CREATURE: ASLAN
SEX: MALE ADULT
DATE: .562

STUDY BASED ON AUTOPSIC RESEARCH OF CONVICTED MERCENARY EXECUTED ELECTRONICALLY.

STUDY WAS MID-SPAN FOR ASLAN LONGEVITY

CORONOID PROCESS

INTERNAL OR FRONTAL ORBITAL PROCESS

PARIETAL CREST

OCCIPITAL TUBEROSITY

TEMPORAL FOSS

PARIETAL BONE
OCCIPITAL BONE

LACHRYMAL BONE
NASAL BONE
EXTERNAL OR MALAR ORBITAL PROCESS

CONDYLES

PRE MAXILLARY
SUPER MAXY
MALAR

TEMPORAL BONE
ZYGOMATIC ARCH

ANGLE OF JAW
MASSETERIC RIDGE
MASSETERIC TUBERCLE

MOLARS 4 ABOVE 3 BELOW

LARGEST 3rd 5rd

SKULL OF ASLAN

ULNA
SEMI LUNAR (CUNEIFORM)
RADIUS
SCAPHOID
TRAPEZIUM
TRAPEZOID
MAGNUM

CUNEIFORM EXTENSION
UNCIFORM
METACARPUS

THUMB

UNDEVELOPED FOURTH DIGIT

PHALANGES

TOE DETAIL

LEFT HAND OF ASLAN

FOOT OF ASLAN

TYPICAL JOINT LIGAMENTATION

Aslan

Humanity is only one of thousands of life forms which have chosen intelligence as their way of dealing with the universe. Of those thousands, there are six major intelligent races. Each progressed technologically to the point of inventing jump drive, and then expanded into space with that technology, colonizing and settling vast territories. Uncounted other races have eagerly embraced jump technology when it was given to them and used it in similar pursuits.

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

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

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

THIS MODULE

This booklet presents one alien race— the *Aslan*— and deals with it in depth. Both physical and psychological differences are examined, and their bearing on specific game rules is explained. Using this material, players and referees alike may confidently make use of the Aslan in any **Traveller** adventure or campaign.

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

Advanced character generation systems provided for the Aslan Space and Military services are compatible with **Traveller** Book 4, *Mercenary*, and Book 5, *High Guard*. Advanced Aslan character generation requires that your have these two books.

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

Where the Imperium and the Hierate touch, humans and Aslan frequently encounter each other. Aslan worlds under Imperial rule are found scattered up to 40 parsecs inside the Imperial border. Independent Aslan worlds are found throughout the region spinward and rimward of the Imperium. Adventurers in the Spinward Marches can venture rimward through the Trojan Reach to the Aslan colonies in that sector, and then further across the Aslan-controlled Great Rift into the Hierate itself. Adventurers in the Solomani Rim can venture through Solomani territory to I'aheako (Dark Nebula) sector, which holds the Aslan homeworld of Kusyu.

The adventure provided in this module envisions an expedition by humans starting from the Spinward Marches and proceeding through the Hierate on a quest with an Aslan patron. Ultimately the players can role-play Aslan characters to test their ability to absorb and understand Aslan culture. Materials in this module allow both the referee and the players to enjoy the adventure. Even if the adventure is not played out, the information in it will help players and referees better understand the workings of Aslan society.

Contents: This module consists of four parts— the cover, the rules, the charts, and the adventure.

The inside of the *cover* has a sector map showing Aslan territory and provides an idea of its size and power.

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

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

The *adventure* (at the back of this module) takes the travellers deep into Aslan territory on a quest which allows interaction with the Aslan in depth.

BASIC FACTS

The following basic facts, although well known in the **Traveller** universe, are repeated here for convenience and clarity.

The Imperium: The Third Imperium, established over eleven hundred years ago, is a human-dominated interstellar empire encompassing more than 11,000 worlds in about 21 sectors. It is a neighbor of the Aslan Hierate, and also contains a significant (more than 3%) Aslan population.

The Aslan Hierate: The Hierate is that region of space controlled by the Aslan race. Due to the nature of Aslan government, it is a rather loose confederation of worlds with little central direction. The binding force of the Hierate is less that of government or nationalism,

and more that of common heritage, culture, and tradition.

The Hierate includes more than 4,000 clans spread across about 7,000 worlds in 17 sectors.

The Solomani Confederation: Another human-dominated interstellar community, the Solomani Confederation borders on the Hierate and has a long history of rivalry and enmity with Aslan worlds on the Hierate frontiers.

The Solomani Confederation covers about 2,400 worlds in six sectors. It claims nearly a thousand more worlds in Imperial, Aslan, and neutral space.

TIME-KEEPING AND OTHER STANDARDS

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

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

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

ASLAN TIMEKEEPING

Period	Equivalent	Translation	Imperial Value
ftahea	212.2 eakhau	Aslan year	320 days
eakhau	16. tekhaao	Aslan day	36 hours
tekhaao	8. khtauaao	Aslan hour	137 minutes
khtauaao	64. areiaao	period	17 minutes
areiaao	8. uealaao	sprint	16 seconds
uealaao	–	Aslan second	1.988 seconds

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

There are no subdivisions in the Aslan calendar: each day has a unique name. For game purposes, each eakhau is consecutively numbered from 1 to 212, much like the Imperial calendar. Every five years, a 213th day is added to keep the calendar in sync.

The Aslan calendar takes as its starting point the first selection of the *Tlaukhu* as supreme council on Kusyu about 3,200 years ago (– 2083 Imperial). The current Aslan date 3644 corresponds to the Imperial date 1111.

Money: For simplicity's sake, Aslan currency is not considered in this module. All prices are given in standard Imperial credits. Prices tend to be slightly higher for Aslan goods (reflecting, in part, an unfavorable exchange rate), but the details of economics are omitted from consideration in the scope of this module.

REFEREE'S NOTES

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

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

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

Supplement 8, **Library Data (A-M):** Gives encyclopedic entries on a variety of topics that round out the **Traveller** universe.

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

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

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

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

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

Administering this Module: Much of this module is background on the Aslan and their culture. Based on this culture, this module also provides rules changes and additions for **Traveller** to allow the implementation of Aslan within the game. Finally, the adventure illustrates how the rules and background work with an Aslan setting. It should be run as any **Traveller** adventure is run, with the referee administering events and guiding the adventurers (without actually making decisions for them) along a course that will lead to the most enjoyable game. This may require improvisation, interpolation, or unplanned interaction using the **Traveller** rules and material in this module as a basis, but requiring creative input from the referee as well.

Player Materials: Ultimately, players and referees will use this module as a reference on Aslan. Everyone should have free access to the rules material in this module; it is as much a part of the **Traveller** rules as anything in the basic set. The adventure is secret, however, until it is over. Maps can be made available as required for the players' information.

The Aslan Race

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

ASLAN PHYSIOLOGY

Aslan are descended from four-limbed carnivorous pouncer stock which was originally near the top of the food chain in the forests of Kusyu (Kilrai' 0406 A876986-E). About 1.8 million years ago, Kusyu's climate shifted, with the result that the extensive forests of Tafohti (Kusyu's largest continent) almost completely disappeared. As the forests dwindled, so did the small fauna upon which the Aslan had preyed, forcing them to venture out into the expanding grassland plains. The large grazing animals in these regions were too much for a lone Aslan to kill, and they began hunting in *ahriy* (prides) of several families. The strongest male became the leader, and his family received the best parts of kills, choice sleeping places, and first drink at any waterhole.

The Aslan which has evolved from those beginnings is, like humans, an upright biped averaging 2 meters in height and 100 kg in weight. There are two sexes: male and female, of which the most notable external difference is the male's increased size and more impressive mane. Females outnumber males by a ratio of 3:1.

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

Aslan sleep about one-third of the time: shaped by their

homeworld's rotation period, their sleeping time is roughly 10 to 11 hours (one-third of Kusyu's 32-hour day). Like humans, lack of sleep degrades their abilities drastically.

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

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

HISTORY

From the earliest days when they were hunters on Kusyu's grassland plains, the Aslan have had a curious dichotomy in their social organization. Females were traditionally responsible for provisions and improvement of life, while males existed largely for defense and war. The early hunts were conducted by females, and females are generally credited as the innovators in the areas of toolmaking, animal husbandry, and eventually, agriculture (developed to support herds of livestock, not for direct consumption). Males adopted female innovations reluctantly, but it was the female of the species who strived always to improve the Aslan way of life.
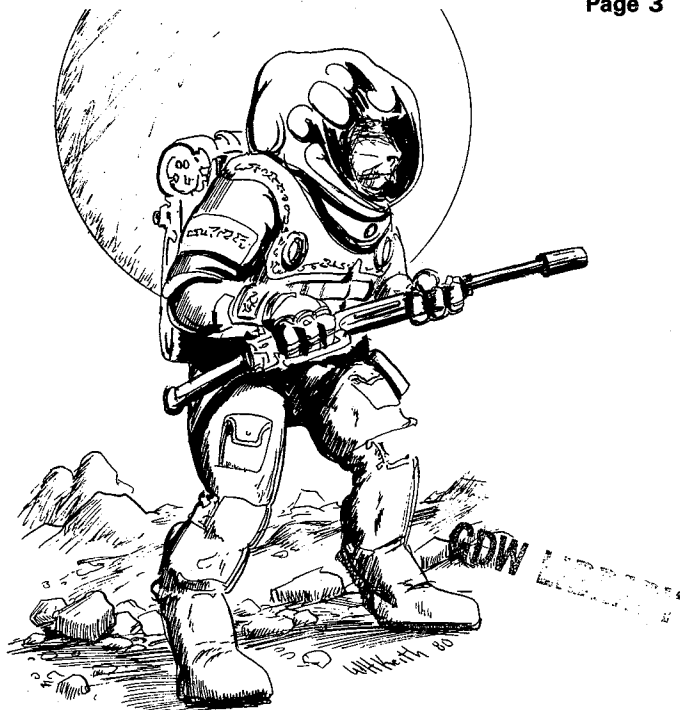
The Aslan eventually hunted to virtual extinction most of the large carnivores which threatened them on Tafohti. At this point, fire, metalworking, agriculture, and many other developments had brought the Aslan to the verge of civilization, and the security they now enjoyed permitted development of a number of civilized communities on Tafohti.

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

Kusyu barely escaped a global conflict of devastating proportions, saved by two developments which took place at about the same time. First, the Aslan instituted their Hierate— an agreement on the part of the 29 pre-eminent clans to meet and discuss their differences on a regular basis, replacing the previous procedures which dealt with each problem on a case-by-case emergency basis. This helped ease rivalries and pressures, although it did not eliminate them, and under the new Hierate system there grew up an increasing formality in warfare (the concept of highly limited wars with outside *referees* was introduced at this time).

The quasi-government was clumsy at best, and probably would not have withstood the test of time if not for the second great innovation—the invention of jump drive. About 96 Aslan (−1999 Imperial), barely a century after the *Tlaukhu* came into being (the exact date and circumstances of the discovery remain shrouded in mystery); the two most powerful clans (the Yerlyaruiwo and the Khaukheairl) cooperated to an unprecedented degree to produce a star drive. It opened the stars to the Aslan race.

Star travel was the ideal way to satisfy the territorial drives of the race. At first expansion was slow, limited by the gradual development of jump technology. But every new planet discovered opened new territories for colonization. The era of 96 to 2100 Aslan (approximately −1999 to −242 Imperial) was an era of expansion and cultural flowering not unlike Earth's Ages of Discovery (1450 to 1600 AD, and 2100 to 2300 AD).

Luckily, the Aslan had come on the scene during the Long Night (342 to 2323 Aslan; −1776 to −30 Imperial) in human space: the era between the Second and Third Imperiums in which humaniti was splintered into many rival states. As a result, the Aslan never confronted any human state at a time when it was significantly stronger than an Aslan clan. This was important, for the clans of the Hierate were never (and are not now) capable of acting in concert as a human empire could; clans each conduct wars on their own, sometimes with assistance of others, sometimes without, but never with a sense of central purpose or unity. Some human worlds accepted Aslan domination as a superior alternative to the chaos of the Long Night, and now remain within the Hierate with human or mixed human and Aslan population embracing Aslan culture and society. Other worlds resisted, and sporadic warfare characterized the Aslan Border Wars (1100 to 2810 Aslan; −1120 to 380 Imperial) which lasted until the Third Imperium appeared on the scene. The *Peace of Ftahalr* (2810 Aslan) established much of Aeitle Sakh (Reaver's Deep) sector as a buffer zone between Aslan and Imperial spheres of influence; the population in the buffer zone was left independent of both interstellar communities.

Recent Troubles: Recently, the Aslan have had a number of confrontations with the Solomani Confederation. Following the inconclusive end of the Solomani Rim War (3505 to 3519 Aslan; 990 to 1002 Imperial), the Imperium's strength effectively prohibited Solomani expansion in that direction; naturally enough, Solomani attention has since turned to other frontier areas, including the Aslan territories. Fortunately for the Aslan, the encounters have primarily been between the Solomani and either the Yerlyariuwo or the Khaukheairl, both clans strong enough to hold their own with the Solomani. Tensions have risen to near-war levels, but full-scale belligerency appears unlikely.

SOCIETY

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

Family Structures: An individual Aslan is usually a member of a family (*ekho*) of from 2 to 12 persons under a patriarchal leader.

This family will generally include the male family head, one or more wives, plus children and various blood relatives of the leader (unmarried brothers and sisters, aged surviving parents no longer maintaining separate families, adopted orphans of blood relatives). Several families combine into a pride (*ahriy*), with one family dominant. The leader of that family is also the leader of the pride. Other families owe him and his family their fealty. A number of prides form a clan (*huiha*), with one pride dominant. Again, prides in the clan owe fealty to the clan's leader. The clan's leader is expected, in turn, to protect and provide for members of the clan, settling disputes between prides within the clan, and administering his holdings wisely and well.

Clans may, in turn, owe fealty to more powerful clans, particularly where blood relationships exist. The *Tlaukhu* consists of the 29 preeminent Aslan clans, the strongest within the Hierate; many other clans owe them fealty, either directly or through a chain of other clans. Overall, however, clans owing fealty to one of the *Tlaukhu* are in the minority; most clans are independent and function accordingly.

Duelling: Aslan pride makes them a touchy race, and it is quite easy for Aslan to give or take offense. This behavior originated in the struggles for dominance within families and prides, and remains a basic part of the Aslan personality. Over the centuries, Aslan touchiness has grown formal and extremely ritualized; this rigid pattern of behavior has been necessary to reduce conflict and injury in the settlement of personal disputes. Non-Aslan who do not understand these ritual forms of conduct find it difficult to get along with individual Aslan. For their part, most sophisticated Aslan have learned a certain amount of tolerance towards those who do not fit into the Aslan cultural pattern, but the cultural patterns are deeply ingrained, and offense is still taken from time to time.

Aslan society generally categorizes abrasive, uncultured, or offensive behavior into three classes: *familiarity, impoliteness,* and *discourtesy.* Familiarity is the treatment of social superiors as equals; it involves social interaction, extreme friendliness, or condescending treatment by a lower class Aslan toward an upper-class Aslan. Impoliteness stems from a lack of proper education or upbringing; it might include failure to address a social superior by the correct honorifics, failure to respond promptly when addressed, or losing one's temper in public. Discourtesy is a deliberate insult, and springs from contempt, a lack of respect, malice; outward actions may often be perceived by Aslan as discourtesy although not meant to be so by someone alien to Aslan culture. Any of these three behaviors can give offense, and an offended Aslan becomes an enemy. Discourtesy, however, is grounds for duelling.

Duelling is a common way by which insults and slights are resolved, especially if rituals and other tension-relieving forms fail to defuse the problem. Duels follow well-established rituals and are fought to the death only rarely. The rules of conduct and protocols which govern them clearly state what is allowed and not allowed.

A challenge to duel is never made lightly. At the same time, reluctance to challenge is seen in Aslan culture as weakness, a trait few Aslan wish to exhibit. Properly, anyone may challenge at any time. Most challenges are issued in response to discourtesy; elaborate but informal rituals have evolved wherein one party is discourteous and actually gains stature if the other does not reply with a challenge. Much of this behavior seems incomprehensible to individuals not steeped in Aslan culture.

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

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

Duels between Aslan take place as personal combat. Combatants use only their hands (and dewclaws); combat continues until one side receives a wound. In the case of grave insult, the fight may continue to unconsciousness for one participant. The winner has his or her honor satisfied; the loser is required by social and ritual standards to apologize (even if he or she was the one originally insulted).

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

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

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

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

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

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

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

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

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

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

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

Upper-class males have little concept of money, and are literally incapable of functioning in a technological society without aid. They are seldom encountered away from the supervision of a wife, mother, or some other female relative or employer. For instance, a typical Aslan mercenary unit will be organized by a wealthy married female, who will then assign its operation, for a share of the profits, to an unmarried female relative. The battle commander and most of the troops will be unmarried males (many of them also relatives, hired with promises of land grants and the opportunity to gain honor, glory, and reputation in combat). These males are capable of operating most forms of high-tech equipment by rote as *black boxes,* but their expertise is limited to bravery, tactical skill, and button-pushing. Tasks which require more than this must be entrusted to males of very low social level or to females. Females of high social level fill all staff, operations, supply, and intelligence positions, and handle the administration of the unit. This example holds true for most aspects of Aslan society.

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

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

In general, wives (like land) tend to be apportioned according to the social level of the male. Lower-class families usually consist of a male with a single wife, while upper-class families may have several wives married to a single male. It is rare for more than four or five wives to be found in any one family (a good way to establish this is to roll 1D − 1 when constructing a family unit). Player-characters should be permitted to establish family structures as desired, within the realm of conformity to these general principles.

GOVERNMENT

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

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

Disputes between clans are settled by clan wars, highly ritualized affairs which will function using specific rules, restrictions in locale, tech level of equipment, combatants, and many other aspects of the conflict. Such disputes are overseen by an *earleatrais* (referee) from a neutral clan. Such an appointment is an enormous honor for the clan receiving it, and the referee acts with scrupulous objectivity; moreover, especially good referees will be able to produce not only fair decisions, but ones which will salvage honor and pride for both sides.

At the top of the chain of family, pride, and clan heads stands the *Tlaukhu.* The term is used synonymously for the twenty-nine clan heads who meet on Kusyu, and for the twenty-nine clans which are the most powerful in the Hierate. When the Tlaukhu was originally established on Kusyu, they were an alliance of the largest and strongest of the Aslan clans. Since then, the criteria for the composition of the 29 has been strength and land; population, military strength, industrial power, and landholdings are together considered when evaluating relative rankings of clans. Of the original 29, nineteen of the original clans remain in it today; the remaining ten positions have been occupied (some by a succession of clans) by new clans which have risen in strength, power and population to replace the others. Replacement of clans on the Tlaukhu occurs as the result of clan war, or when a clan falls in power and prestige to the point that it must become vassal to another clan.

Representatives of the Tlaukhu meet continuously on Kusyu to arbitrate disputes, settle matters of common interest, and otherwise interact with one another in the interests of their individual clans. It naturally follows that their decisions affect the other clans of the Hierate as well. A decision to cooperate in the development of a new technology affects other clans when the technology becomes available; a decision to settle a clan war affects other clans by creating or removing trade barriers. Regardless of the effects of the decisions of the Tlaukhu, it is in no way to be considered a ruling council. The Tlaukhu makes no laws, decides no issues affecting the Hierate as a whole, owns no collective bases, military forces, or other centralized institutions, and has no power over any clan (except for the power each individual clan in the 29 has over vassal clans). The closest analogy that might be found in human history is the League of Nations, a body with no authority in which important issues and disputes can be debated, but not necessarily resolved, save by the agreement of all concerned.

Each clan is an independent entity (but may also be vassal to another clan). It controls space within each system in which a world is owned; when control of a world is split among several clans, there is a balance of power in the system as well. Each clan in such a case might maintain its own base, its own colonies, its own space station, its own outposts. Each would enforce such regulations regarding interplanetary flight as it saw fit, with local law level serving as a good guide to its stringency.

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

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

On worlds where control is split between many clans (Aslan government types H or J), transportation and trade routes are similarly owned by corporations which lease land from the clans through which the routes pass. All destinations, however, would be either clan territories or lease-holds established by companies doing business on the planet. Permission is needed to enter these areas for individuals not of the clan (Aslan and non-Aslan alike). Representatives of clans and companies can be found at the starport and other major transport and trade terminals, from whom such permission must be sought.

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

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

Justice: Criminal acts are rare, but not completely unheard of in Aslan society. Crimes are different from the insults or slurs that provoke duels, and are classified into three categories: crimes of passion, crimes with victims, and crimes of honor. Crimes of passion involve misbehavior prompted by temper, anger, or provocation (assault other than duelling, intoxication, or rioting). Crimes with victims involve taking of money or items of value (theft, stealing, burglary, fraud, forgery, extortion), violating the person of another for profit (kidnapping, terrorism, piracy). Crimes of honor involve failure to observe rituals established for behavior (ambush, failure to obey the earleatrais in a duel, abandoning responsibilities, lying in a clan council, perfidy).

Originally, all accusations of crime were judged by the head of the family, pride, or clan involved. Through time, other methods have evolved.

For crimes of passion, the accused is judged by the head of the family, pride, or clan involved. Who judges the accused is determined by elaborate protocols which consider the ramifications of the crime and the notoriety which it has received. Appeals may be made to the next higher head. Punishments are minimal for first offenses, with escalating penalties for continued violations. Generally, a contrite apology is sufficient atonement for a first offense. A fine, or perhaps donated labor for the family is called for in later offenses.

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

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

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

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

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

THE SPACE FORCES

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

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

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

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

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

Tlaukhu Space Forces are operated by clans which are members of the 29. Tlaukhu Space Forces are more proficient, better equipped, and more technologically advanced.

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

Privateers: Clans involved in clan wars of very high intensity can (under the elaborate rules of clan warfare) issue letters of marque

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

Privateering is a business venture much like mercenary operations. It can take place only in limited circumstances, however, so it is relatively rare. In addition, the risk of losing a privateering ship are great enough that it is usually undertaken only by corporations with some ties (even informal ties) to one of the clans involved.

THE MILITARY

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

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

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

Organization: Military organization for the Aslan military places males in leadership and fighting positions, and females provide administrative or technical support.

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

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

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

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

ASLAN CORPORATIONS

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

For this reason, corporations are not clan-owned, since the clan is a masculine quasi-political structure. Instead, customs have grown up to maintain corporate independence, but also allow clan ties to corporations, furnishing a continuity to the conduct of business. Small businesses pass from clan to clan through the marriage of the female business owner. Larger companies have safeguards built in to avoid direct ties to a clan.

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

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

A third type of corporation is the jointly-owned company, in which executives may be drawn from many different clans, and clan interest in and control over such corporations is proportional to the power of its females within the corporate hierarchy. The aim is to strike a balance, and this type of company strives to be beyond the possible control of any one clan.

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

LANGUAGE AND NAMING

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

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

Females are named for their husbands, fathers, or brothers, depending on circumstances. Non-nobles are named for the nobles of whom they are vassals or clients.

Needless to say, while formal or ritual speech (which is frequent) calls for Aslan to use their full names, nicknames are commonly used among intimates, and are absolutely essential if gamers are to play a **Traveller** game and get past the stage of introducing their character in a single session. Nicknames usually commemorate

some supposed virtue or achievement, and can be chosen and discarded whenever the holder desires.

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

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

Aslan syllables are composed of up to three elements: an initial consonant, a vowel, and a final consonant. The Aslan sound frequency table shows the relative frequencies to be expected for various sounds in the Aslan language. For example, the relative frequency of f as an initial consonant is 5:87, and that of h as a final consonant is 10:47.

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

ASLAN SOUND FREQUENCY TABLE

Initial Consonants (87)

Sound	Freq	Pronunciation
F	5	like *whew*
FT	4	ri*ft*
H	7	*h*it
HF	2	like *hf*ang
HK	5	like *hk*ang
HL	3	like *hl*ang
HR	3	like *hr*ang
HT	5	hei*ght*
HW	2	*wh*at
K	7	*k*ite
KH	6	lo*ch* Scottish
KHT	4	Na*chte* German
KT	4	ba*cked*
L	2	*l*ike
R	3	*r*un
S	4	*s*un
ST	3	*st*op
T	8	*t*on
TL	2	*Tl*aloc Aztec
TR	2	*tr*ip
W	6	*w*in

Vowels (52)

Sound	Freq	Pronunciation
A	10	l*o*ck
AI	3	k*i*te
AO	2	M*ao* Chinese
AU	1	h*ouse*
E	6	g*e*t
EA	6	separately*
EI	2	b*ay*
I	4	k*i*t
IY	3	f*ee*t
O	2	g*o*ne
OA	1	separately*
OI	2	n*oi*se
OU	1	separately*
U	1	l*u*te
UA	1	separately*
UI	1	separately*
YA	2	*ya*rd
YU	1	f*eu*d

Final Consonants (47)

Sound	Freq	Pronunciation
H	10	like *h*ow
KH	4	lo*ch* Scottish
L	7	a*ll*
LR	3	a*ll r*ight
R	5	fa*r*
RL	4	ea*rl*
S	5	hi*ss*
W	6	like wo*w*
'	3	glottal stop

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

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

A few rules govern how sounds are grouped together. No syllable ending with a consonant can be followed by a syllable beginning with a consonant. A single letter vowel can never be followed

directly by the same single letter vowel (dipthongs can); for example, *aa* should not occur, but *aeae*, or even *aeei* could.

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

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

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

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

Syllable Type: For each syllable in a word, the type of syllable must be determined from two basic tables using two dice; these tables are selected based on where the syllable appears in the word. The *basic* table is used for initial syllables, and for those occurring after a syllable of type CV or V; the *alternate* table is used for syllables which occur after syllables of type VC or CVC.

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

The only exception to the table is the case where a vowel occurs at the beginning of a syllable which follows a syllable ending in a vowel. If a single letter vowel follows the same letter vowel, then re-roll until the situation does not occur.

Word Generation Example: The referee has determined a need for a name for an Aslan character. She throws one die (rolling 2) to determine that the name length is two syllables. She then rolls 2D (rolling 6, 4) on the basic table to find the initial syllable type: CVC. Since the first syllable is type CVC, she must roll 2D (3, 4) on the alternate table for the second syllable type: VC.

For the syllable CVC, each component must be determined. Rolling 1D (4) followed by 2D (1, 5) for initial consonant produces *kh*. Rolling 1D (2) followed by 2D (6, 3) for the vowel produces *au*. Rolling 1D (3) followed by 2D (2, 5) produces *l*. The initial syllable is *khaul*.

Next, each component must be determined for the syllable VC. Rolling 1D (3) followed by 2D (6, 5) for the vowel produces *ea*. Rolling 1D (4) followed by 2D (3, 1) for the final consonant produces *r*. The second syllable is *ear*. The Aslan word, then, is *khaulear*.

Aslan words can add a great deal to any role-playing situation which makes use of Aslan culture and technology. Using the Aslan word generation table to quickly produce appropriate words can speed the game and increase player interest.

Aslan Character Generation

Character generation for the Aslan follows the same procedures and concepts as human character generation in **Traveller**. However, numerous changes in the details of the system take into account physiological, cultural, and other differences between Aslan characters and humans.

Aslan characters begin their careers at 16 Aslan years of age (about 14 standard years). At this point, as untrained and inexperienced Aslan, they embark upon a career in order to gain skills and experience. Careers are resolved on the basis of Aslan terms of service which are eight Aslan years (seven Imperial years) each. Upon leaving the service, mustering-out benefits are taken, and the character is ready to begin adventuring.

Generation Systems: This module covers the use of character

generation systems from basic **Traveller**, *Mercenary*, and *High Guard*. In addition, some career types which parallel those presented in *Citizens* are also provided in conjunction with the basic **Traveller** character generation instructions.

Information applicable to basic **Traveller** character generation systems are given first. Special notes on the use of *Mercenary* and *High Guard* systems are appended at the end of this chapter.

Charts: Character generation charts and tables govern the process. Once the rules are known and understood, there should be little necessity to refer to them again while the charts are available.

INITIAL CHARACTER GENERATION

Aslan characters, like humans, are basically defined by six personal characteristics: strength, dexterity, endurance, intelligence, education and social level. All are identical in concept to the human characteristics with the exception of social level, which replaces human social standing.

Aslan are, on the average, slightly stronger than, and have greater endurance than, humans. Their dexterity is slightly lower than humans. Intelligence and education are about equivalent. Social level refers to Aslan status in Aslan society and cannot be considered to refer to human social standing.

To generate the six characteristics, throw each characteristic in succession: strength (2D + 1), dexterity (2D-1), endurance (2D + 1), intelligence (2D), education (2D), and social level (2D). Record these characteristics in the standard UPP format.

The lower limit on characteristics is 1 (below 1 can happen only from wounding, and only temporarily); the upper limit is F (15) except for strength and endurance, which is G (16).

Characteristics should be recorded in modified hexadecimal notation (where digits above 9 are written as letters) in the same manner as basic **Traveller**. Hexadecimal notation is modified because normally hexadecimal reaches only to F (15). It is modified to allow inclusion of G (16).

Naming: The material on language, in the previous section, gives some basic guidelines on names and words used by the Aslan. Players may wish to use Aslan names. (If so, they are encouraged to pick relatively pronounceable ones!) There is no necessity for doing so, though it adds to the flavor and atmosphere of the game. Even when names from the Aslan language are chosen, these are unlikely to be the individual's full names, since an Aslan name is a long, sonorous, and intricate structure which changes to note the background, accomplishments, and life of its owner. Names for game purposes are of necessity greatly shortened.

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

Gender: Aslan may be either male or female. Aslan biology dictates that there are approximately three females born for every male. As a result, males are in the distinct minority.

Players may select the gender of their Aslan character if they so desire. Alternatively, gender may be determined randomly by a die roll. Throw 2D: 5− indicates a male Aslan; 6+ indicates a female.

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

RITE OF PASSAGE

Aslan begin their prior careers by undergoing the Aslan *rite of passage*, selecting a service, and then enlisting.

Akuaeuhrekhyeh: At the age of 16 (Aslan years), all Aslan characters undergo a rite of passage: the *Akhuaeuhrekhyeh*. This rite tests the individual's fitness to enter society and has an impact on the service which may be selected by the character.

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

A male Aslan makes a single die throw (2D) which is compared to each of his six characteristics. A rite of passage number is created by adding *one* point for each characteristic which is greater than the throw. For example, an Aslan male with a UPP of 78AC85 throws 7 for rite of passage. His rite of passage number is 4.

A female Aslan makes a single die throw (2D) which is compared to intelligence, education, and social level. A rite of passage number is created by adding *two* points for each characteristic which is greater than the throw.

The rite of passage number is a positive DM for enlistment in some services.

CAREERS

Upon completing the rite of passage, characters examine the available careers and select one to enlist in. Basic careers are drawn from, or inspired by, the careers of basic **Traveller**, while additional careers are taken from Supplement 4, *Citizens*.

CAREERS

Basic Careers	Additional Careers
Space	Pirate
Space Officer	Scientist (female only)
Military	Envoy (male only)
Military Officer	Medic (female only)
Wanderer (male only)	Flyer (male only)
Management (female only)	Belter (female only)
Outcast	

Most career types generated here are those commonly open to individuals in Aslan society. For the most part, these are careers which may lead characters into an adventuring life (as opposed to the myriad of other careers which keep members employed in routine, uneventful lives offering little opportunity for adventures). Most characters dealt with here are either *ihatei* who must acquire status and land, rather than inheriting it, or females seeking power, wealth, and status.

The specific careers can be described as follows:

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

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

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

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

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

Management (Females Only): Many female Aslan opt to enter a business-oriented career, rather than pursuing marriage and family. Such females may rise to positions of importance within the

structure of various corporations. The career gives a variety of skills concerned with commerce, finance, and relations with others.

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

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

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

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

Medics (Females Only): Individual females who become involved in medicine become Medics.

Flyers (Males Only): Aslan males trained in the combat use of aircraft for air support of clan Military operations are Flyers.

Belters (Females Only): Aslan females who mine the asteroid Belts are Belters.

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

ACQUIRING SKILLS AND EXPERTISE

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

Enlistment: Once a career is selected, the character attempts to enlist. The rite of passage number is used as an enlistment DM for all careers except for Outcast, Pirates, Scientists, and Belters.

If enlistment is unsuccessful, the character is immediately reduced to social level 2 and becomes an Outcast. He or she may then automatically follow the Outcast career, or may attempt to join the Pirates (failing to enlist in the Pirates automatically places the individual in the Outcasts).

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

Terms of Service: Enlistment begins a term of service of eight Aslan years (seven Imperial standard years).

Survival: The character must throw for survival at the beginning of each term of service. If the survival throw is failed, the character has died.

Because a term of service is twice as long as the human term, direct comparison of survival throws is not strictly comparable. If the optional survival rule is used, the character has been severely injured, and the failure results in a short term of four years.

Commissions and Promotions: In some careers, characters may attempt commissions and promotions (in other careers, commissions are called position). The commission roll may be made once each term until it is received.

In the Space and Military careers, a commission transfers the individual to the corresponding officer career. The transfer occurs immediately and merely signifies that the character is now an officer; further career resolution takes place on the Space Officer or Military Officer columns of the table. This transfer should not be taken as

beginning a new career, and does not signify the beginning of a new career.

A commission in the Space, Military, and Flyer careers carries an automatic increase in social level to 9 if current social level is less than 9.

Promotion rolls may be made within any career in which the character holds a commission or position. One promotion may be attempted per term of service, even in the same term in which a commission or position was granted.

Skills and Training: Characters are eligible for skills each term. Two skills are allowed in each term of service. A third is available upon successfully rolling education or less (2D). One skill is allowed upon receiving a commission or position, and one skill is allowed upon receiving a promotion. In the initial term of service, one additional skill is allowed upon throwing education or less (2D).

Thus, a character in the Space service could receive up to six skills (two automatic for the first term; one for successfully throwing education or less in the initial term; one for throwing education or less during the term; one for commission; and one for promotion); in the next term, the character could conceivably receive up to four skills (two automatic for the term; one for successfully throwing education or less during the term, and one for promotion).

The use of the acquired skills table is the same as in basic **Traveller**, except that the tables from which skills may be acquired are governed by the character's gender.

Some skills may be acquired by rank or position; the rank and service skill table shows when these skills are received.

Wanderers, Envoys, Scientists, Medics, and Belters do not have rank and position and so are not eligible for skills as a result of receiving rank or promotion. Of these careers, Wanderers, Scientists, Medics, and Belters receive an automatic three skills per term of service automatically. They are also eligible for an additional skill upon throwing education or less. In the initial term, they are also eligible for one additional skill upon throwing education or less.

Thus, it is possible for a Wanderer to receive up to five skills in the first term of service (by throwing education or less twice), and then up to four skills per term in subsequent terms of service.

Envoys receive the normal two skills per term, plus one additional skill upon throwing education or less.

Reenlistment: The reenlistment throw is made at the end of each term of service. If successful, the character may reenlist for another term of service; if not successful, the individual may not reenlist.

A result of 12 exactly requires that the individual reenlist for another term of service.

Retirement: An Aslan may not serve more than five terms of service unless required to by mandatory reenlistment.

Aslan do not have retirement; they do not receive retirement pay. There is no incentive to remain in service for a minimum number of terms.

MUSTERING OUT

Benefits are granted at the end of career service. The muster-out benefits table shows the benefit eligibility based on terms of service, rank, and social level.

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

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

AGING

Aslan aging is slower in its onset but more severe in effects than in human characters. The first roll on the aging table is not made until age 56 (after five terms of service have been completed); thereafter, it is checked every two Aslan years.

Aging is computed in ftahea (Aslan years). Since each Aslan year equals 320 standard days, Aslan aging points occur every 640 days. Characters must maintain careful records and note when aging must be performed.

SKILLS

Skills are a vital part of any character and determine what he or she can reasonably do in the universe. Aslan skills are (for the most part) the same ones that are provided in basic **Traveller**. Some skills are only used in *Mercenary, High Guard, Scouts,* or *Citizens.* This section covers all available skills, even from other parts of **Traveller**, in order to show Aslan perceptions and uses of those skills.

The Aslan deal with skills primarily on a gender basis: males feel that some skills are dishonorable and beneath them; females feel that some skills are shallow or simply unsuitable. As a result, Aslan perceive and identify skills as common (available to both sexes), male (suitable only for males), and female (suitable only for females). In addition, there are a few skills that a non-Aslan would classify as rare (generally unknown or unappreciated in Aslan society). On the rare occasions that an Aslan learns a skill inappropriate for his or her gender, that fact will usually be kept secret; for the fact to be revealed would be shameful. Further, Aslan society is rigid enough on the subject of skills that no respectable Aslan would hire someone for a job which required a skill inappropriate to the employee's gender.

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

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

Skills which are defined in basic **Traveller** are mentioned, but their details are not provided here unless a change is necessary in the skill's administration for Aslan. Skills from *Mercenary, High Guard, Scouts,* and *Citizens* are given here if they can be received by Aslan in the various character generation systems contained in this module. Skills which cannot be received in the character generation systems in this book are mentioned, but not defined.

Rare Skills: Blade Combat is rare in Aslan society; the category Personal Weapons replaces it. Brawling is rare, being replaced by Dewclaw. Gambling is rare, with no recognizable substitute in existence.

Male Skills: Some skills can be learned in Aslan society only by males. Females consider such skills naturally the province of males, and rarely try to learn them. In some extreme circumstances, females may learn them, but will almost never admit to it in polite company.

Male skills include Fleet Tactics, Gunnery, Independence, Leader, Pilot, Ship Tactics, Ship's Gunnery, and Tactics.

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

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

Female skills include Administration, Bribery, Broker, Computer, Electronics, Engineering, Forgery, Gravitics, Howitzer, Jack of all Trades, Mass Driver, Mechanical, Medical, Multiple Rocket Launcher, Navigation, Steward, Streetwise, and Trader.

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

Specific Aslan Skills: Skills not previously defined are provided in this module in order to handle new areas of endeavor, or for coverage of uniquely Aslan situations.

Uniquely Aslan skills include Dewclaw, Independence, and Personal Weapons. New skills include Tolerance and Trader.

Skills Reference Tables: The skills reference tables show the various skills and indicate their origins. The tables can be used to look up specific skills and their effects.

The Aslan skill list indicates all skills which Aslan can acquire in the character generation systems in this module. The *Mercenary* skills, *High Guard* skills, *Scout* skills and *Citizen* skills tables indicate which additional rules set specific skills came from. The male Aslan skills and female Aslan skills tables indicate which skills various Aslan might consider distasteful or unacceptable to learn. The rare Aslan skills table shows skills which very few Aslan would learn. Skills not shown as male, female, or rare may be considered common skills.

Bribery: Used as in basic **Traveller** rules. However, the recipient of the bribe will be unlikely to accept it unless he or she has Independence skill (a high-born male Aslan wouldn't care about money, and might automatically feel that the bribe is a slur on his honor, for instance). Apply the following DMs in addition to normal ones used for bribery: character being bribed is male and social level 10 + : DM + 3. Character is female: DM − 1. Character has no Independence skill: DM + 3. Per level of Independence skill: DM − 1.

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

Broker skill permits a character to act as a Broker, as described in the **Traveller** rules on trade and commerce. A character with this skill may apply it as a DM on the actual value table. Broker skill may also be applied as Trader skill at one level less than the Broker skill level held.

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

Characters with the social skill of Carousing enjoy meeting and dealing with others. Any level of skill allows DM + 1 on the roll for a patron encounter; half of any Carousing skill (round fractions upward) serves as a DM on the reactions table when used initially with a patron. Carousing is also useful when meeting individuals as potential hirelings.

In Aslan, Carousing skill allows enjoyment of and facility in meeting strangers; it does not replace Tolerance skill, however, and Aslan who use Carousing without Tolerance often end up in duels by the end of the encounter.

Combat Engineering: The individual has practical experience in, as well as training in, a variety of combat engineering skills.

Combat Engineering involves the rapid construction of field fortifications, their camouflage, the assessment of their ability to withstand enemy fire, mine placement and clearance, and the placement of unattended ground sensors. Depending on the situation, the referee must establish construction times for field fortifications, with Combat Engineering skill allowing the work to be completed more quickly. Combat Engineering skill also allows characters to judge what local materials are best suited for the task. Higher levels of Combat Engineering lower the probability that enemy forces will detect field fortifications, minefields, and sensors from a distance, while raising the probability that someone with Combat Engineering can detect the same improvements by the enemy.

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

While nearly anyone can press a button and make a communicator work (and most Aslan communicators are made just that way so that males can do that), this skill is necessary to allow more sophisticated use of communicators.

When an individual is using a communicator for contact with someone who holds similar skill, the chance that such communication will be detected will be reduced by the average skill level of the two. Communications skill also enhances the ability to jam or evade jamming, and to make minor repairs in emergencies.

Male Aslan can understand non-technical aspects of Communications (reducing chance of detection, overcoming jamming, or jamming enemy transmissions); they cannot undertake repairs.

Demolitions: The individual is trained and experienced in handling, placement, and efficient use of explosives.

Using demolitions without training or skill is dangerous. Throw 10+ for an accident when using explosives; DM −2 per level of Demolitions. Additional DMs may be imposed by the referee for sudden shocks, excess heat, accidental detonation of fuses by radio signals, excessive haste, and other circumstances. Mishaps are usually fatal.

In addition, Demolition skill allows the ability to achieve significantly greater destruction with smaller charges due to familiarity with proper placement, tamping technique, selection of the correct explosive for the task, etc.

Dewclaw: The individual is skilled in fighting with his or her Dewclaw. Dewclaw is a weapon similar to hands.

Fleet Tactics: The individual has been trained in the use of formations and maneuvers in naval operations.

Fleet Tactics allows command of groups of two or more spacecraft or starships. It serves basically as a DM in space combat between fleets using *High Guard*.

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

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

Referee: Specific throws must be generated with DMs based on skill level, education, intelligence, dexterity, and tool availability.

Gun Combat: Used as in the basic **Traveller** rules. Guns will be Aslan models as described in this booklet.

Hunting: The individual is skilled in tracking and Hunting animals.

In animal encounter situations, this skill is used to enhance the chances of encountering any specific type of animal, of achieving surprise on such animals, and of surviving such encounters. It may also be used in attempts to track and surprise sentient beings, though they benefit if they too have Hunting skill.

Hunting skill is used as a DM in detecting the presence of an animal; stalking that animal; and finally encountering that animal.

Independence: The individual is capable of dealing with the concepts of money.

In Aslan society, money is traditionally a female responsibility, and males (particularly upper-class males) rarely understand such matters, a fact which handicaps them in a technological society.

Independence is an Aslan male skill, acquirable only by males; females have no need of it. When Independence skill appears, males must throw their social level or greater (an Outcast or Pirate male goes by initial social level, not current) to acquire the skill.

Independence skill is a guide governing the individual's ability to function without supervision. Lack of the skill indicates no concept of money at all; the individual must be looked after by a wife or companion who can pay for things and generally see that the character has his financial needs cared for.

The referee should generate saving throws, possibly based on intelligence or education, to govern individual purchasing situations. Characters with little or no skill may not realize when a price is outrageously high. A good rule of thumb is to roll intelligence or less to recognize when a price is too high; apply a DM+10 for no Independence skill, a DM−2 per level of Independence skill.

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

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

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

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

Interrogation: The individual is practiced in the psychologic arts of questioning as a tool of intelligence gathering.

The individual will be able to extract more information from a subject than would normally be possible. The results stem not from a physical or psychological assault on the subject, but instead results from the ability of the interrogator to derive informational pieces of a puzzle from attitudes, word usage, body language, and seemingly meaningless pieces of information. The interrogator has a high ability to detect lying, and to piece together the whole picture from a large number of interrogations.

When one subject has a particularly vital piece of information, the interrogator will be better able to tell what approach will yield the best results (up to and including psychological and physical assault). Unlike with most skills, pairs of interrogators may add their skill levels to achieve better results.

Referee: Determine what general level of information an interrogator will derive from a series of interrogations, and present it to the interrogator as the correct conclusion, since the drawing of conclusions on the basis of partial information is integral to this skill. Take the above effects of Interrogation skill into account. In addition, generate die rolls for the likelihood of faulty conclusions or inability to detect incorrect information and roll secretly for these events, applying DMs for Interrogation skill, the use of drugs, and the use of electronic lie detection equipment.

In the case of individual interrogations, throw the subject's endurance or intelligence (whichever is higher) or greater for the subject to break; DM +Interrogation skill.

Interrogation across racial lines (Aslan interrogating humans; humans interrogating Aslan) is subject to DM −2.

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

The individual is trained to subordinate his or her own predjudices where they may conflict with those held by the individuals being dealt with. As a result, greater cooperation can be achieved, and substantial progress made in mutually beneficial projects. Liaison is primarily used as a DM on the reaction table.

Referee: Liaison is similar to Streetwise, Administration, and Tolerance. Streetwise tends to deal with the unsavory aspects of society, while Admin deals with formal bureaucratic structures. Tolerance is the ability to overlook behavior which is not totally acceptable to one's own culture. Liaison is a formal training which spans aspects of all three and allows an individual to actively understand the other side and to work for mutual benefit.

Liaison is usable as one level lower in Admin, Streetwise, and Tolerance. For example, Liaison-2 is equivalent to Streetwise-1; Liaison-1 is equivalent to Tolerance-0.

Medical: Used as in the basic **Traveller** rules. Medical skill held by Aslan applies to medical treatment of Aslan; to deal with humans or other non-Aslan, use the xeno-medicine rules instead.

Personal Weapons: The individual is skilled in the use of a specific melee weapon used by Aslan.

Aslan never developed blade combat, instead depending on their dewclaws. What personal weapons they did develop are similar in nature to the bows, polearms, clubs and other pre-gunpowder weapons developed by humans. The personal combat rules describe the weapons available and their use.

Prospecting: The individual is experienced in searching out mineral deposits on world surfaces and in deep space.

This skill allows individuals greater likelihood of discovering mineral deposits. In any situation calling for such a search, prospecting skill allows a favorable DM.

This skill alone is not sufficient for the discovery of vast mineral wealth; it does provide a greater probability of successfully finding a mineral deposit if one exists.

Recon: The individual is skilled in military scouting.

In encounter situations, the referee establishes the die roll needed for each side to spot the other; players with Recon skill have a correspondingly lower chance of being spotted and a higher chance of spotting the enemy in advance.

Characters with Recon skill will be able to determine the number of troops that have recently passed through an area by noting evidence of their passage (tracks, trampled vegetation, etc.) and higher levels of skill allow more precisely bracketing the number of troops.

Recruiting: The individual is familiar with the most effective means of approaching individuals and of presenting proposals for employment couched in terms most likely to produce acceptance.

Players with Recruiting skill affect both the quality and the quantity of recruits who will respond to a request for applications. Book 4, *Mercenary* deals with specific effects of recruiting situations.

Individuals with Recruiting also have a higher chance of obtaining non-player character hirelings for a specific purpose; Recruiting-1 has approximately the same effect as Leader-1. However, Leader-4 tends to indiscriminately attract all types of individuals, while Recruiting-1 receives DMs to tailor the applicants more closely to the job that needs to be done.

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

Ship tactics is a skill used by individuals in command of ships in space combat. It is a DM in space combat in individual engagements; *High Guard* more fully details its use.

Streetwise: Used as in the basic **Traveller** rules. In Aslan society, Streetwise allows contact with others of lower social level, and especially Outcasts.

The use of Streetwise skill in a non-Aslan society is extremely limited (as would be human Streetwise skill in Aslan society). For the most part, the skill should apply only among Aslan or Aslan-dominated cultures.

Survival: The individual is familiar with the theory and practice of living off the land.

Survival skill makes an individual adept at locating food and water, constructing or finding natural weapons and shelter, and finding one's way across country in a wilderness. The referee should allow favorable DMs for this skill based on environment and situation. There are limits, however, and the likelihood of Survival skill (no matter what level) allowing a character to find breathable air in a vacuum is rather slight.

Tolerance: The individual is accustomed to dealing with non-Aslan, and has learned to ignore lapses in propriety on the part of such persons.

In any Aslan's dealings with others, Tolerance offsets the negative modifiers called for under the reaction rules. It should also be used to help determine the degree to which an Aslan is capable of getting along with others outside of the family, pride, clan, and race. An Aslan without Tolerance is unlikely to be found in the company of non-Aslan.

Trader: The individual understands the techniques and practice of commerce of all kinds.

Trader allows estimation of the resale value of items under the trade and commerce rules. Trader-2 permits one die on the actual value table to be thrown in advance; Trader-4 allows both dice to be thrown (and an exact prediction of value for speculative trade). Since conditions can change, however, throw 8+ for the prediction to hold until the time of sale; if 8+ is not made, recalculate on the actual value table normally.

Trader is also a favorable DM on the reaction table when involved in commerce.

OTHER SKILLS

New skills can be created as described in the basic rules. When such skills are created, they should be designated as male, female, common, or rare Aslan skills for reference.

Default Skills: When Aslan characters need skills which they do not have, the referee may assign default levels of zero in certain areas; default skills should not be taken as stepping stones to skill level-1. Appropriate level-0 skills include: air/raft, ATV, forward observer, steward (female only), vacc suit, and weapons.

MUSTERING OUT BENEFITS

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

Retirement Pay: There is no retirement pay.

Cash Benefits: Females are allowed to make all their benefit throws on the cash table. Males are restricted to no more throws than they have Independence skill. They receive half the amount shown on the table.

Weapons: Guns and personal weapons may be taken as benefits using weapons types available to Aslan. Additional occurrences of this benefit may be taken as skill in a previously chosen weapon. In the *Mercenary* and *High Guard* character generation systems, additional weapons types are available. In all cases, weapons may be selected from the list provided with the generation tables.

Independence: A male Aslan may receive Independence when mustering out. It is not necessary for a male to throw social level or greater to receive Independence as a mustering out benefit.

Starships: Ships may be granted as mustering-out benefits. Receipt of most ships does not convey ownership; instead, the ship is owned by the clan or a corporation, with the individual receiving the right to its use. Pirate Escorts and Belter Seekers, however, are owned free and clear by the recipient.

Land: The character may receive a landhold (possible only to upper-class males by the very nature of the tables). Owning lands is the dream of all Aslan males, the chief ambition which drives them. For game purposes, however, a character with a landhold makes a poor adventurer, since the administration of that land will occupy his time almost exclusively.

When the land benefit is received, the referee must determine its size and the time remaining until it can be claimed.

The size of the landholding is determined by generating an Aslan world (using Aslan world generation); it consists of an area in square kilometers equal to 10 to the (social level minus 8)th power. This involves subtracting 8 from social level and using this power of 10 to determine size. For example, an Aslan with social level C (12) would receive a landholding of 10^4 square kilometers, (10,000 square kilometers).

There is usually a delay before a landholding can be claimed. The referee rolls 1D+4; the result is the number of Aslan years which must pass before the landhold may be claimed (many factors contribute to this interval). For every additional *land* result, one is subtracted from the total. When that time has passed, the Aslan must return to claim his landhold. Independence-3+ allows the choice of continuing to adventure instead (a male relative is appointed to administer the land in his name).

Corporation: The character owns an operating corporation. It has MCr4D in assets and produces gross profits equal to about 4% of its assets. Multiple receipts of corporation are cumulative. For example, an Aslan female receiving corporation as a mustering out benefit twice would determine the size of the company by rolling 8 dice: the result is 22. The corporation has assets worth MCr22, and produces profits equal to about 4% of that per Aslan year, or Cr880,000 per year.

ASLAN CHARACTER GENERATION CHECKLIST

1. Roll personal characteristics: strength (2D + 1), dexterity (2D − 1), endurance (2D + 1), intelligence (2D), education (2D), and social level (2D).

2. Determine gender. Throw 2D: 5− is male; 6+ is female.

3. Rite of Passage.

4. Select service and enlist.
    A. If rejected, become Outcast and reduce social level to 2.
    B. Roll for survival.
    C. Attempt rank if possible.
       1) If no rank, attempt a commission.
       2) If commissioned, attempt a promotion.
    D. Determine skills allowed.
       1) Automatic skills.
       2) Acquired skills.
       3) Specify cascade skills.
    E. If age 56+ determine aging every two years.
    F. Roll for reenlistment and return to 4B if successful.

5. Muster-Out Procedure.
    A. Determine benefits.
    B. Record characteristics and skills for later use.

BASIC SKILL ELIGIBILITY

Per term of service (automatic)...2
Per term of service (roll educ−)..1
For initial term (roll educ−)........1
Upon receiving commission.........1
Upon receiving promotion...........1

Note: Wanderers receive three automatic skills per term of service.

MUSTER-OUT BENEFITS

Per term of service....................2
If rank 1, 2 or 3.......................1
If rank 4, 5, or 6.....................2
If social level 9+.......................1
    Benefits: DM + 1 if social 9+; DM + 1 if male character.
    Cash: DM + 1 if Independence-3+.

RANK AND SERVICE SKILLS

Male Space Officer..........Leader-1
Female Space Officer.......Admin-1
Male Military..............Dewclaw-1
Female Military............Uealikhe-1
Male Military Officer.......Tactics-1
Female Military Officer.....Admin-1
Wanderer...........................Pilot-1
Management...................Admin-1
Male Outcast........Independence-1
Male Social 9+..............Leader-1

PRIOR SERVICE TABLE — FEMALE

	Space	Space Officer	Military	Military Officer	Management	Outcast
Enlistment	8+	10+	7+	9+	8+	auto
	DM for enlistment equals rite of passage number					
Survival	7+	7+	8+	8+	7+	8+
DM +3 if	Intel 8+	Intel 8+	Educ 7+	Intel 9+	Intel 8+	Educ 6+
Commission	10+	—	9+	—	9+	—
DM +1 if	Social 9+	—	Social 9+	—	Educ 8+	—
Promotion	—	7+	—	7+	8+	—
DM +1 if	—	Intel 8+	—	Intel 9+	Intel 8+	—
Reenlist	5+	6+	5+	6+	5+	4+

PRIOR SERVICE TABLE — MALE

	Space	Space Officer	Military	Military Officer	Wanderer	Outcast
Enlistment	8+	11+	7+	10+	8+	auto
	DM for enlistment equals rite of passage number					
Survival	7+	8+	7+	8+	9+	8+
DM +3 if	Intel 7+	Intel 8+	Endur 8+	Educ 6+	Intel 8+	Educ 6+
Commission	11+	—	10+	—	—	—
DM +1 if	Social 9+	—	Social 9+	—	—	—
Promotion	—	8+	—	7+	—	—
DM +1 if	—	Educ 8+	—	Educ 7+	—	—
Reenlist	5+	6+	4+	5+	5+	4+

Social level 9+ is required to enlist in Space Officer and Military Officer services; space and military characters receiving commissions are automatically advanced to social level 9. Characters cycle through this table during each term of service. The reenlistment die throw is required even if the character does not intend to reenlist (a roll of 12 exactly calls for mandatory reenlistment).

AGING TABLE

Term of Service	6			7			8+		
Age	56	58	60	62	64	66	68	70	72+
Strength	.. −1(9+)..		........−1(8+).......			.. −2(9+)..		.. −2(10+)..	
Dexterity	.. −1(8+)..		........−1(9+).......			.. −2(9+)..		.. −2(10+)..	
Endurance	.. −1(7+)..		........−1(8+).......			.. −2(9+)..		.. −2(10+)..	
Intelligence	.... no effect before age 70							.. −1(9+)..	
Education	.... unaffected by aging								
Social level	.... unaffected by aging								

Failure of the saving throw (on 2D) in parentheses reduces the characteristic by the value shown. Age is in personal Aslan years; term refers to the end of the term. Use the last column for even numbered Aslan age years above 72 (one Aslan year equals 320 Imperial days; eight Aslan years equal seven Imperial years).

TABLE OF RANKS

	Space Officer		Military Officer		
Rank	Male	Female	Male	Female	Management
1	Intendant	Intendant	Cadet	Cadet	Administrator
2	Lieutenant	Lieutenant	Lieutenant	Lieutenant	Supervisor
3	Senior Lt	Senior Lt	Captain	Captain	Manager
4	Commandant Lt	Executive Lt	Commandant	Executive	Executive
5	Captain	Executive	Sr Commandant	Sr Executive	Officer
6	Admiral	Chief of Staff	General	Chief of Staff	Director

Space and Military Officers begin with rank 1; character in Space and Military who receive a commission receive rank 1. Management characters begin with no rank, and receive rank 1 when first commissioned. Wanderers and outcasts have no rank, commissions, or promotions.

ACQUIRED SKILLS TABLES

	Space	Space Officer	Military	Military Officer	Wanderer	Management	Outcast
1. Personal Development Table *(All Characters)*							
1	Independ	Independ	Independ	Independ	Independ	—	Independ
2	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
3	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext
4	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur
5	+1 Intel	+1 Intel	Dewclaw	+1 Intel	Gun Cbt	Tolerance	Tolerance
6	Admin	Navigation	Admin	Tolerance	—	Broker	Jack-o-T

Note: DM +1 on this table if female; DM −1 if male. Males receiving Independence must throw social level or greater (2D) or the skill is not received.

2. Service Skills Table *(All Characters)*							
1	Gunnery	Pilot	Gun Cbt	Tactics	Independ	—	Gun Cbt
2	Vacc Suit	Vacc Suit	Vehicle	Vehicle	Vehicle	Broker	Dewclaw
3	Gun Cbt	Gun Cbt	Hunting	Dewclaw	Gunnery	Trader	Vehicle
4	Dewclaw	Dewclaw	Pers Wpn	Tolerance	Engineer	Gun Cbt	Gun Cbt
5	Vehicle	Vehicle	Gun Cbt	Gun Cbt	Pers Wpn	Tolerance	Gambling
6	Steward	Computer	Fwd Obsv	Jack-o-T	—	Admin	Steward

Note: DM +1 on this table if female; DM −1 if male.

3. Service Skills Table *(Females Only)*							
1	Computer	Computer	Steward	Admin	—	Admin	Bribery
2	Mechanical	Tolerance	Mechanical	Fwd Obsv	—	Bribery	Mechanical
3	Electronic	Navigation	Electronic	Computer	—	Broker	Forgery
4	Medical	Medical	Medical	Medical	—	Trader	Electronic
5	Engineer	Engineer	Computer	Admin	—	Streetwise	Streetwise
6	Jack-o-T	Jack-o-T	Gun Cbt	Streetwise	—	Computer	Jack-o-T

4. Service Skills Table *(Males Only)*							
1	Gunnery	Gunnery	Gun Cbt	Independ	Pilot	—	Pers Wpn
2	Ship's Boat	Pilot	Gun Cbt	Leader	Ship's Boat	—	Ship's Boat
3	Ship's Boat	Leader	Vehicle	Gun Cbt	Gun Cbt	—	Independ
4	Pilot	Leader	Vehicle	Tolerance	Vacc Suit	—	Gun Cbt
5	Leader	Tolerance	Leader	Leader	Hunting	—	Dewclaw
6	Vacc Suit	Hunting	Tactics	Tactics	Tolerance	—	Jack-o-T

MUSTERING OUT TABLES

			Benefits Table				
1	Low Psg	Mid Psg	Low Psg	Mid Psg	—	Low Psg	Low Psg
2	+1 Intel	+1 Intel	+1 Endur	+1 Intel	Low Psg	+1 Intel	+1 Intel
3	+1 Educ	+2 Educ	+1 Educ	+2 Educ	+1 Intel	+2 Educ	+1 Educ
4	Gun	Gun	Gun	Gun	+2 Educ	Mid Psg	Gun
5	Pers Wpn	Independ	Pers Wpn	Independ	Independ	Independ	Independ
6	Mid Psg	Mid Psg	Mid Psg	Mid Psg	Tolerance	Mid Psg	+1 Soc
7	+1 Soc	+1 Soc	+1 Soc	+1 Soc	Scout	Trader	Mid Psg
8	Land	Land	Land	Land	Land	—	—

DM +1 if social level 9+; DM +1 if male. Females receive any gun or personal weapon skill instead of Independence. Weapon benefits must be declared by type immediately; additional benefits may be taken as skill.

			Cash Table (in Credits)				
1	500	1,000	500	1,000	0	5,000	10,000
2	1,000	5,000	500	1,000	0	5,000	1,000
3	1,000	5,000	1,000	5,000	0	10,000	5,000
4	5,000	10,000	1,000	5,000	2,000	20,000	5,000
5	5,000	20,000	5,000	10,000	5,000	20,000	10,000
6	10,000	50,000	5,000	20,000	10,000	40,000	20,000
7	20,000	50,000	10,000	50,000	20,000	100,000	40,000

A female may take any or all of her benefit throws on this table. A male's throws may not exceed his Independence skill level. Males receive half the amount shown.

PERSONAL WEAPONS

Weapon	+DM	−DM	Wnds	Wt
Fierah	8+	4−	2D	.10
Yurletya	10+	6−	2D	2.00
Akhaeh	11+	5−	2D	.20
Spear	9+	4−	2D	2.00
Pike	10+	6−	3D	3.00
Cudgel	8+	4−	2D	1.00

Translations: Fierah– thong. Yurletya– spear-hook. Akhaeh– throwing edge.

GUNS

Weapon	+DM	−DM	Wnds	Wt
Khaihte	10+	7−	3D	0.50
Takhestah	8+	6−	3D	1.45
Khaifealate	8+	5−	3D	3.50
Uealikhe	8+	4−	3D	3.50
Takheal	7+	5−	3D	5.00
Yeheal	8+	6−	3D	6.60
Eakhyasear	8+	5−	3D	4.25
Triluealikhe	10+	5−	4D	8.00
Trolitakheal	11+	6−	5D	10.00

Translations: Khaihte– pistol. Takhestah– long pistol. Khaifealate– machine pistol. Uealikhe– carbine. Takheal– long rifle. Yeheal– autorifle. Eakhyasear– hunter's rifle. Triluealikhe– laser carbine. Trolitakheal– laser rifle.

CASCADE SKILLS

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

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

Personal Weapon: Character must select a personal weapon from the personal weapons list above.

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

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

RETIREMENT

Aslan characters must quit the service at the end of their fifth term unless forced to reenlist. Reenlistment is forced on a reenlistment throw of 12 exactly.

Characters do not receive retirement pay for service.

ASLAN CITIZENS CHARACTER GENERATION CHECKLIST

1. Roll personal characteristics: strength (2D + 1), dexterity (2D − 1), endurance (2D + 1), intelligence (2D), education (2D), and social level (2D).

2. Determine gender. Throw 2D: 5− is male; 6+ is female.

3. Rite of Passage.

4. Select service and enlist.

   A. If rejected, become Outcast and reduce social level to 2.

   B. Roll for survival.

   C. Attempt rank if possible.

      1) If no rank, attempt position.

      2) If rank 1+, attempt a promotion.

   D. Determine skills allowed.

      1) Automatic skills.

      2) Acquired skills.

      3) Specify cascade skills.

   E. If age 56+ determine aging every two years.

   F. Roll for reenlistment and return to 4B if successful.

5. Muster-Out Procedure.

   A. Determine benefits.

   B. Record data for later use.

BASIC SKILL ELIGIBILITY

Per term of service (automatic)...2
Per term of service (roll educ −)..1
For initial term (roll educ −)........1
Upon receiving position..............1
Upon receiving promotion...........1

Note: Scientists, Medics, and Belters receive three automatic skills per term.

MUSTER-OUT BENEFITS

Per term of service....................2
If rank 1, 2 or 3.........................1
If rank 4, 5, or 6........................2
If social level 9+........................1

   Benefits: DM + 1 if social 9+; DM + 1 if male character.

   Cash: DM + 1 if Independence-3 +; DM + 1 if Prospecting-1 +.

RANK AND SERVICE SKILLS

Male Social 9+..............Leader-1
Pirate.........................Dewclaw-1
Pirate Lieutenant...............Pilot-1
Medic..........................Medical-1
Envoy.......................Tolerance-1
Flyer............................Aircraft-1
Flyer Wing Leader..........Leader-1
Scientist...................Computer-1
Belter......................Vacc Suit-1

PRIOR SERVICE TABLE

	Pirates	Scientists	Envoys	Medics	Flyers	Belters
Enlistment	8+	6+	11+	9+	11+	8+
DM from	None	None	RoP	RoP	RoP	None
Eligible:	Any	Female	Noble Male	Female	Male	Female
Survival	9+	5+	6+	6+	8+	9+
DM +3 if	Intel 8+	Endur 9+	(Tolerance)	Intel 8+	Dext 7+	(terms)
Position	9+	—	—	—	10+	—
DM +1 if	Stren 10+	—	—	—	Social 9+	—
Promotion	8+	—	—	—	7+	—
DM +1 if	Intel 8+	—	—	—	Educ 8+	—
Reenlist	7+	5+	8+	4+	6+	6+

Characters cycle through this table for each term of service.

Eligibility: Careers are restricted to by the eligibility criteria: only males may become Flyers; only noble males may become Envoys; only females may become Scientists, Medics, or Belters. Only Outcasts may attempt to enlist as Pirates.

An enlistment DM from the *Akhuaeuhrekhyeh* is allowed where RoP (Rite of Passage) is shown.

Survival: The DM for survival for Envoys equals the character's Tolerance skill level. The DM for survival for Belters equals the number of terms served as a Belter (DM +1 in term 1; DM +4 in term 4).

Ranks: Only Pirates and Flyers have rank; the other careers shown here have neither rank nor promotion. Ranks shown have the basic **Traveller** rank following in parentheses. A position in the Flyers also produces an automatic social 9+.

Pirates: Soldier (1), Warrior (2), Veteran (3), Lieutenant (4), Commandant (5).

Flyers: Pilot (1), Flight Commandant (2), Squadron Leader (3), Wing Leader (4), Group Leader (5), Air Marshal (6).

MUSTERING OUT TABLES

Benefits Table

Die Roll	Pirates	Scientists	Envoys	Medics	Flyers	Belters
1	Low Psg	Low Psg	—	Low Psg	Low Psg	Low Psg
2	+1 Intel	Mid Psg	—	+1 Educ	+1 Educ	+1 Intel
3	Weapon	Mid Psg	+1 Intel	+1 Educ	Weapon	Mid Psg
4	Weapon	Weapon	+2 Educ	Weapon	Weapon	Weapon
5	Independ	Independ	Independ	Independ	Independ	Independ
6	Independ	+1 Soc	Weapon	Instruments	Mid Psg	Seeker
7	Escort	Researcher	Courier	Mid Psg	+1 Soc	Corporation
8	—	—	Land	Land	Land	—

DM +1 if social level 9+; DM +1 if male. Females receive gun or personal weapon skill in place of Independence skill. Weapon benefits must be declared by type immediately; additional benefits of weapon may be taken as skill in a weapon of the type previously taken. Occurrences of land and corporation are cumulative.

Cash Table (in Credits)

Die Roll	Pirates	Scientists	Envoys	Medics	Flyers	Belters
1	5,000	1,000	0	5,000	1,000	0
2	10,000	5,000	0	10,000	5,000	0
3	20,000	5,000	0	10,000	5,000	1,000
4	20,000	10,000	5,000	10,000	5,000	10,000
5	40,000	20,000	5,000	20,000	10,000	100,000
6	70,000	40,000	10,000	40,000	20,000	100,000
7	100,000	70,000	20,000	70,000	50,000	100,000

A female may take any or all of her benefit throws on this table. A male's throws may not exceed his Independence skill level. Males receive half the amount shown.

ACQUIRED SKILLS TABLES

	Pirates	Scientist	Envoys	Doctors	Flyers	Belters

1. Personal Development Table *(All Characters)*

	Pirates	Scientist	Envoys	Doctors	Flyers	Belters
1	Independ	+1 Educ	Independ	+1 Educ	Independ	+1 Endur
2	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren
3	+1 Dext	+1 Dext	+1 Dext	+1 Dext	Independ	+1 Dext
4	+1 Endur	Gun Cbt	+1 Endur	+1 Endur	+1 Endur	+1 Endur
5	Zero-G Cbt	+1 Intel	Independ	+1 Intel	+1 Intel	+1 Intel
6	Navigation	+1 Educ	Dewclaw	+1 Educ	Dewclaw	+1 Educ

DM +1 on this table if Pirate female; DM −1 if Pirate male. Males receive Independence only after throwing social or greater (2D); otherwise, the skill is lost.

2. Service Skills Table *(All Characters)*

	Pirates	Scientist	Envoys	Doctors	Flyers	Belters
1	Gunnery	Electronics	+1 Intel	Admin	+1 Dext	Prospecting
2	Dewclaw	Mechanical	Liaison	Mechanical	Aircraft	Broker
3	Vehicle	Gravitics	Tolerance	Electronics	Gun Cbt	Vacc Suit
4	Leader	Computer	Carousing	Gravitics	Ship's Boat	Engineering
5	Tolerance	Admin	Hunting	Medical	Tactics	Navigation
6	Trader	Vehicle	Leader	Steward	Leader	Computer

DM +1 on this table if Pirate female; DM −1 if Pirate male.

3. Service Skills Table *(All Characters)*

	Pirates	Scientist	Envoys	Doctors	Flyers	Belters
1	Gunnery	Electronics	Liaison	Medical	Ship Tactic	Prospecting
2	Engineering	Electronics	Liaison	Medical	Aircraft	Prospecting
3	Medical	Mechanical	Tolerance	Medical	Aircraft	Prospecting
4	Gun Cbt	Mechanical	Tolerance	Medical	Aircraft	Vacc Suit
5	Gambling	Gravitics	Gun Cbt	Computer	Vacc Suit	Broker
6	Forgery	Gravitics	Jack-o-T	Admin	Leader	Navigation

DM +1 on this table if Pirate female; DM −1 if Pirate male.

4. Experience Table *(All Characters)*

	Pirates	Scientist	Envoys	Doctors	Flyers	Belters
1	Pilot	Jack-o-T	Vehicle	Computer	Aircraft	Computer
2	Ship's Boat	Medical	Hunting	Medical	Ship's Boat	Ship's Boat
3	Computer	Computer	Gun Cbt	Admin	Vacc Suit	Gun Cbt
4	Vacc Suit	Tolerance	Pers Wpn	Tolerance	Gun Cbt	Bribery
5	Jack-o-T	Vacc Suit	Leader	Liaison	Leader	Ship's Boat
6	Streetwise	Jack-o-T	+1 Soc	Vehicle	+1 Soc	Engineering

DM +1 on this table if Pirate female; DM −1 if Pirate male.

AGING TABLE

Term of Service	6			7			8+		
Age	56	58	60	62	64	66	68	70	72+
Strength	.. −1(9+)..		.... −1(8+)......			.. −2(9+)..		.. −2(10+)..	
Dexterity	.. −1(8+)..		.... −1(9+)......			.. −2(9+)..		.. −2(10+)..	
Endurance	.. −1(7+)..		.... −1(8+)......			.. −2(9+)..		.. −2(10+)..	
Intelligence	.... no effect before age 70							.. −1(9+)..	
Education	.... unaffected by aging								
Social level	.... unaffected by aging								

Failure of the saving throw (on 2D) in parentheses reduces the characteristic by the value shown. Age is in personal Aslan years; term refers to the end of the term. Use the last column for even numbered Aslan age years above 72 (one Aslan year equals 320 Imperial days; eight Aslan years equal seven Imperial years).

MEDICS

Medical-3 is required to be a doctor. Dexterity 8+ is required for surgeon.

Xeno-Medicine: Medical skill minus 1 is usable by characters in medical treatment of different races (Aslan treating non-Aslan such as Vargr, humans, etc.).

RETIREMENT

Aslan characters must quit the service at the end of their fifth term unless forced to reenlist. Characters do not receive retirement pay for service.

Reenlistment is required on a reenlistment throw of 12 exactly.

PERSONAL WEAPONS

Weapon	+DM	−DM	Wnds	Wt
Fierah	8+	3−	2D	.10
Yurletya	10+	6−	2D	2.00
Akhaeh	11+	5−	2D	.20
Spear	9+	4−	2D	2.00
Pike	10+	6−	3D	3.00
Cudgel	8+	4−	2D	1.00

Translations: Fierah− thong. Yurletya− spear-hook. Akhaeh− throwing edge.

GUNS

Weapon	+DM	−DM	Wnds	Wt
Khaihte	10+	7−	3D	0.50
Takhestah	8+	6−	3D	1.45
Khaifealate	8+	5−	3D	3.50
Uealikhe	8+	4−	3D	3.50
Takheal	7+	5−	3D	5.00
Yeheal	8+	6−	3D	6.60
Eakhyasear	8+	5−	3D	4.25
Triluealikhe	10+	5−	4D	8.00
Trolitakheal	11+	6−	5D	10.00

Translations: Khaihte− pistol. Takhestah− long pistol. Khaifealate− machine pistol. Uealikhe− carbine. Takheal− long rifle. Yeheal− autorifle. Eakhyasear− hunter's rifle. Triluealikhe− laser carbine. Trolitakheal− laser rifle.

CASCADE SKILLS

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

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

Personal Weapon: Character must select a personal weapon from the personal weapons list above.

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

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

Weapon: Character must select a weapon from the personal weapons list or the guns list above.

ASLAN TERMS OF SERVICE

Each Aslan term of service is eight Aslan years (7 Imperial standard years) long.

INITIAL CHARACTERISTICS

Generate the six personal characteristics (2D unless otherwise stated): strength (2D + 1), dexterity (2D − 1), endurance (2D + 1), intelligence, education, and social standing. Determine tech level of armed forces involved.

ENLISTMENT

Males may enlist in the military on 7 + . They may enlist as military officers on 10 + (social 9 + required).

Females may enlist in the military on 7 + . They may enlist as military officers on 9 + (social 9 + required).

The DM on enlistment is derived from the *Akhuaeuhrekhyeh*.

TERMS OF SERVICE

Aslan terms of service are eight years in length; each year in the term is resolved individually.

COMBAT ARMS

Characters select their arm of service subject to the following restrictions:

Infantry, Cavalry, Assault, Security: Any character may serve.

Artillery, Support: Enlisted noble males do not serve.

Assassins: No one may initially join the assassins; available only to males through Assassins Training.

BASIC/ADVANCED TRAINING

Basic training skill is gun combat-1.

Advanced training provides two skill from the MOS table; DM + 3 if female.

DECORATIONS

Males subtract the indicated decoration throw from the roll of 2D plus DMs. If the result is 0 + , a decoration is awarded.

0 to 2 grants + *1 social* on roll of current social level or less.

3 to 5 grants *land grant* (resolved on mustering out).

6 + grants *land grant* (resolved on mustering out) and automatic + *1 social*. If no commission is held, throw social level or less to receive a commission (and automatic increase to social level 9).

Females use the same process, but receive a lesser award. 0 + grants a commission on a roll of 8 + .

GENERAL ASSIGNMENT

Die	Artillery	Cavalry	Infantry	Assault	Security	Support	Assassin
0	Unit	Unit	Unit	Unit	Unit	Unit	Unit
1	Unit	Unit	Unit	Unit	Unit	Unit	Unit
2	Unit	Unit	Unit	Unit	Unit	Unit	Unit
3	Unit	Unit	Unit	Unit	Unit	Unit	Unit
4	Unit	Unit	Unit	Unit	Unit	Unit	Special
5	Unit	Special	Special	Special	Special	Special	Special
6	Special	Special	Special	Special	Special	Special	Special
7	Special	Special	Special	Special	Special	Special	Special

DM − 1 for noble males. DM + 1 for females. Male officers automatically *command* units they are assigned to; females officers are always on staff.

UNIT ASSIGNMENT

Die	Artillery	Cavalry	Infantry	Assault	Security	Support	Assassin
2	Raid	Raid	Raid	Raid	Ctr Insurg	Raid	Raid
3	Training	Training	Raid	Raid	Intl Sec	Intl Sec	Assn War
4	Ctr Insurg	Ctr Insurg	Ctr Insurg	Ctr Insurg	Intl Sec	Ctr Insurg	Assn War
5	Police Act	Police Act	Ctr Insurg	Police Act	Training	Garrison	Training
6	Garrison	Garrison	Garrison	Shp Trps	Shp Trps	Shp Trps	Training
7	Garrison	Garrison	Garrison	Garrison	Garrison	Garrison	Training
8	Garrison	Garrison	Garrison	Shp Trps	Garrison	Shp Trps	Intl Sec
9	Training	Training	Training	Training	Shp Trps	Training	Assn War
10	Police Act	Police Act	Police Act	Ctr Insurg	Ctr Insurg	Police Act	Intl Sec
11	Ctr Insurg	Intl Sec	Intl Sec	Raid	Intl Sec	Intl Sec	Assn War
12	Training	Police Act	Intl Sec	Raid	Intl Sec	Police Act	Raid

ASSIGNMENT RESOLUTION

Assault	Training	Internal Security	Police Action	Counter Insurgency	Raid	Ship's Troops
Survival	auto	5 +	6 +	6 +	7 +	5 +
Decoration	none	11 +	7 +	8 +	4 +	11 +
Promotion	(8 +)	(7 +)	8 +	9 +	6 +	(9 +)
Skills	6 +	10 +	7 +	8 +	5 +	6

For survival, DM + 1 if female. For promotion, DM + 1 if noble male. Assault troops in garrison use the infantry garrison column.

Infantry, Cavalry Artillery	Training	Internal Security	Police Action	Counter Insurgency	Raid	Garrison
Survival	auto	5 +	6 +	6 +	7 +	auto
Decoration	none	11 +	8 +	9 +	5 +	none
Promotion	(8 +)	(7 +)	8 +	9 +	6 +	(8 +)
Skills	7 +	10 +	7 +	8 +	5 +	10 +

For survival, DM + 1 if female. For promotion, DM + 1 noble male.

Security Support	Training	Internal Security	Police Action	Counter Insurgency	Raid	Garrison
Survival	auto	4 +	4 +	5 +	6 +	auto
Decoration	none	none	10 +	11 +	7 +	none
Promotion	(6 +)	(6 +)	9 +	10 +	7 +	(7 +)
Skills	8 +	10 +	7 +	7 +	6 +	10 +

For survival, DM + 1 if any MOS skill 2 + . Ship's troops, use assault table.

Assassins	Training	Internal Security	War of Assassins	Raid
Survival	4 +	5 +	6 +	7 +
Decoration	none	none	8 +	6 +
Promotion	(9 +)	(8 +)	8 +	6 +
Skills	5 +	10 +	5 +	4 +

For survival, DM + 1 if any MOS skill level 2 + . For promotion, DM + 1 if intel 8 + .

SERVICE SKILLS

Die Roll	Military Life	Officer Life	NCO Skills	Command Skills	Staff Skills	Shipboard Life
1	Dewclaw	Gun Cbt	Hvy Wpns	Gun Cbt	Computer	Zero-G Cbt
2	+1 Endur	Independ	Independ	Hvy Wpns	Electronic	Fwd Obsv
3	+1 Stren	+1 Stren	+1 Endur	Tactics	Cbt Engr	Gunnery
4	+1 Soc	Leader	Leader	Leader	Medical	Gunnery
5	+1 Dext	+1 Dext	Vehicle	Independ	Admin	Vacc Suit
6	+1 Intel	Tolerance	Tolerance	Tactics	Tolerance	Ship's Boat
7	Electronics	Admin	Admin	Leader	Instruction	+1 Dext
8	Gravitics	Jack-o-T	Computer	Tactics	Admin	Gravitics
9	Mechanical	Steward	Mechanical	+1 Soc	Broker	Computer
10	+1 Educ	Admin	Steward	Leader	Recruiting	Admin
DMs:	+4 female	+4 female	+4 female	+2 if O4+ +4 if O7+	+2 if O4+ +4 if O7+	+4 female

MILITARY OCCUPATIONAL SPECIALTY (MOS) TABLE

Die	Artillery	Cavalry	Infantry	Assault	Security	Support	Assassin
1	Leader	Tactics	Tactics	Tactics	Tactics	Gun Cbt	Pers Wpns
2	Fwd Obsv	Vehicle	Leader	Battle Dress	Recon	Hunting	Dewclaw
3	Gun Cbt	Gun Cbt	Gun Cbt	Hvy Wpns	Gun Cbt	Demo	Tactics
4	FA Gunner	Hvy Wpns	Gun Cbt	Zero-G Cbt	Gun Cbt	Cbt Engr	Leader
5	FA Gunner	Hvy Wpns	Gun Cbt	Zero-G Wp	Vehicle	Instruct	Recon
6	Vehicle	Vehicle	Battle Dress	Vacc Suit	Interrogat	Vehicle	Survival
7	Fwd Obsv	Commo	Admin	Zero-G Cbt	Streetwise	Medical	—
8	Commo	Gravitics	Mechanic	Gravitics	Forgery	Steward	—
9	Computer	Computer	Jack-o-T	Fwd Obsv	Gun Cbt	Jack-o-T	—

DM +3 if female. Enlisted noble males do not serve in artillery or support.

TABLE OF RANKS

Rank Abbreviation	Enlisted Rank	Rank Abbreviation		Commissioned Rank
E1	Soldier	O1		Cadet 1
E2	Veteran Soldier	O2		Junior Lieutenant 1
E3	Warrior	O3		Lieutenant 2
E4	Veteran Warrior	O4		Captain 3
E5	Honored Warrior	O5	Executive	Commandant 4
E6	Chief Honored Warrior	O6	Senior Executive	Senior Commandant 5
E7	Leader of Warriors	O7	Division Chief of Staff	Division General 5
E8	Leader of Clansmen	O8	Corps Chief of Staff	Corps General 6
E9	Honored Warrior Leader	O9	Chief of Staff	General 6
		O10		Field Marshal 6

Notes: Where different, female officer ranks are shown on the left; male officer ranks on the right. O1 to O3 are junior commissioned officers, O4 to O6 are field grade officers, O7 to O10 are general officers (the number after commissioned rank is the basic **Traveller** rank). E1 and E2 are enlisted ranks, E3 to E9 are NCOs (non-commissioned officers).

SPECIALIST SCHOOL

Die Skill Received
1 Vehicle
2 Medical
3 Communications
4 Gravitics
5 Mechanical
6 Electronics
7 Computer
8 Administration
Throw 1D for specialist skill.
DM +2 if officer.

SPECIAL ASSIGNMENTS

Die	Male Aslan	Female Aslan
1	Cross Training	Cross Training
2	Special Forces	Cross Training
3	Protected Forces	Protected Forces
4	Assault Training	Specialist School
5	Assassin Training	Intelligence School
6	Attache/Aide	Attache/Aide
7	Command College	Staff College

DMs: DM +1 if commissioned officer. A character with level-3 of a skill taught grants Instruction-1 instead.

SERVICE SCHOOLS

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

Specialist School (Female): Throw 1D on specialist school table.

Special Forces School (Male): Throw 5+ (1D) for Dewclaw, Gun Combat, Demolitions, Survival, Recon.

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

Assault Training (Male): Throw 5+ (1D) for Gun Combat, Heavy Weapons, Recon, Battle Dress, Survival, Tactics.

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

Attache/Aide (Male/Female): Automatically receive Tolerance-1; receive Independence-1 if male, or Steward-1 if female. On 4− (1D) receive promotion and +1 social. On 5+ receive +1 social and specify duty for next assignment (but not attache or aide).

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

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

Assassins Training (Male): Throw 4+ (1D) each for Dewclaw, Personal Weapons, Gun Combat, Recon, Demolitions. Character may transfer to Assassins next term.

SKILL ELIGIBILITY

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

Military Life: Character in Military service (not Military Officer).

Officer Life: Character in Military Officer service.

NCO Skills: Any rank E3 to E9.

Command Skills: Male officers in command.

Staff Skills: Female officers.

Shipboard Life: Ship's Troops assignment.

MOS Table: Character in the specified arm.

ASLAN MERCENARY INCLUDED SKILLS

Battle Dress: May be used as the equivalent level of Vacc Suit.

Combat Rifleman: Includes skill in Advanced Combat Rifle, Assault Rifle, Gauss Rifle, *Takheal,* and *Uealikhe.*

Pistol: Includes skill in *Khaihte* and *Takhestah.*

Laser Weapons: Includes skill in *Triluealikhe* and *Trolitakheal.*

Zero-G Weapons: Includes skill in *Khaihtele* and *Saostoilryu.* Zero-G Combat is a required prerequisite for Zero-G Weapons.

Khaihtele: Covers Snub Pistol only; Aslan do not have Snub Revolvers.

High Energy Weapons: Includes skill in all man-portable (Aslan-portable) fusion and plasma guns (PGMP-12, PGMP-13, PGMP-14, and FGMP-14). Battle Dress is a required prerequisite for use of PGMP-13 and FGMP-14.

Automatic Weapons: Includes skill in *Yeheal,* Light Machine Gun, and Heavy Machinegun.

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

ASLAN MERCENARY CASCADE SKILLS

Gun Combat: Character must select a skill in: Combat Rifleman, Pistol, *Khaifealate,* Laser Weapons, Zero-G Weapons, High Energy Weapons, Automatic Weapons.

Field Artillery Gunnery: Character must immediately select skill in: Fusion Gun, Laser Cannon, Meson Gun, Plasma Gun, and Tac Missile. Females may additionally select from Howitzer, Mass Driver, Mortar, and Multiple Rocket Launcher.

Personal Weapons: Character must select skill in: *Fierah, Yurletya, Akhaeh,* spear, pike, or cudgel.

Heavy Weapons: Character must immediately select skill: Light Assault Gun, Automatic Weapons, AutoCannon, VRF Gauss Gun, Recoilless Rifle, Plasma Gun, Fusion Gun, Laser Cannon, and Grenadier.

Vehicle: Character must immediately select a vehicle type from Grav Vehicle (which includes Air/Raft), Tracked Vehicle, or Wheeled Vehicle.

ASLAN MERCENARY CHARACTER GENERATION CHECKLIST

1. Generate Character.

A. Generate six personal characteristics.

B. Determine tech level of armed forces to be joined.

2. Enlist.

3. Arm of Service. Select arm from combat arms table.

4. Basic/Advanced Training. Receive initial training skills during first year of first term of service. Noble males receive an automatic leader-1 upone enlisting.

4. Term of Service. Resolve term of service (eight years).

A. Resolve individual years.

1) Determine general and unit assignment. If special, consult special assignments table and proceed to step 4A3).

2) Resolve unit assignment.

a) Survival.

b) Decoration.

c) Promotion. Officers allowed maximum of *two* promotions per term.

d) Skills. Receive one skill if successful; available skill columns shown in skill eligibility table. Proceed to 4B.

3) Resolve special assignment. Officers allowed DM +1 on skill rolls in Special Forces, Protected Forces, Assault Training, Intelligence School, Command College, Staff College, Assassins Training. Proceed to 4B.

B. **Aging:** If age 56+, check aging.

C. **End of Term:** If not end of 8th year of term, go to 4A.

D. **Re-enlistment.**

1) **Military:** Throw 5+ to reenlist; DM +1 allowed if rank E3 to E9, DM +1 allowed if serving in or reenlisting in Assault, DM +1 if male.

2) **Military Officer:** Throw 6+ to reenlist; DM +1 if male.

3) **Changing Arm of Service.** Allowed only when reenlisting, and must be for an arm in which cross-trained. Only graduates of Assassins training may transfer to Assassins.

5. Muster-out. Determine muster-out benefits from Aslan military or military officer service tables.

6. Honor Chest. Create resume.

ASLAN PERSONAL WEAPONS

Weapon	+DM	−DM	Wnds	Wt
Dewclaw	8+	3−	2D	—
Fierah	8+	3−	2D	.10
Yurletya	10+	6−	2D	2.00
Akhaeh	11+	5−	2D	.20
Spear	9+	4−	2D	2.00
Pike	10+	6−	3D	3.00
Cudgel	8+	4−	2D	1.00

Translations: Fierah− thong. Yurletya- spear-hook. Akhaeh− throwing edge.

ASLAN GUNS

Weapon	+DM	−DM	Wnds	Wt
Khaihte	10+	7−	3D	0.50
Takhestah	8+	6−	3D	1.45
Khaifealate	8+	5−	3D	3.50
Uealikhe	8+	4−	3D	3.50
Takheal	7+	5−	3D	5.00
Yeheal	8+	6−	3D	6.60
Eakhyasear	8+	5−	3D	4.25
Triluealikhe	10+	5−	4D	8.00
Trolitakheal	11+	6−	5D	10.00

Translations: Khaihte− pistol. Takhestah− long pistol. Khaifealate− machine pistol. Uealikhe− carbine. Takheal− long rifle. Yeheal− autorifle. Eakhyasear− hunter's rifle. Triluealikhe− laser carbine. Trolitakheal− laser carbine.

ASLAN MERCENARY WEAPONS

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

Translations: Saostoilryu− accelerator rifle. Khaihtele− snub pistol.

ASLAN DEXTERITY HANDICAP

Aslan using alien weapons not specifically designed for their use act with dexterity minus one for those weapons.

ASLAN WEAPONS AND EQUIPMENT

Personal Weapons

Item	Base Weight	Length Overall	Base Price	Required Strength Level DM		Advantageous Strength Level DM		Weakened Blow or Swing DM	TL
Dewclaw	—	—	—	4	−2	8	+2	−2	0
Fierah (looped)	*100	1500	10	4	−1	9	+2	−3	1
Fierah (sling)	*100	1500	10	3	−1	11	+1	−2	1
Fierah (bolo)	*100	1500	10	4	−2	11	+2	−3	1
Fierah (flail)	*100	1500	10	5	−4	8	+2	−3	1
Yurletya	2000	2500	15	6	−1	10	+2	−3	2
Akhaeh	200	300	25	5	−3	11	+2	−4	3

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

Guns and Accessories

Item	Base Weight	Ammo Weight	Rds/ Clip	Length Overall	Base Price	Ammo Price	Required Dexterity Level DM		Advantageous Dexterity Level DM		Maximum Effective Range	TL
Khaihte	400	100	10	150	750	30	7	−2	10	+1	Medium	7
Takhestah	1100	350	20	350	500	30	6	−1	8	+2	Long	5
Khaifealate	3000	500	32	475	600	30	5	−1	8	+2	Long	5
Uealikhe	3300	200	12	800	275	25	4	−1	8	+1	Very Long	5
Takheal	4400	600	32	1200	250	25	5	−1	7	+2	Very Long	5
Yaheal	5400	600	32	1100	1250	25	6	−1	8	+1	Very Long	6
Eakhyasear	4000	250	16	1000	210	15	5	−1	8	+2	Very Long	4

ASLAN WEAPONS AND RANGE MATRIX

Attacker's Weapon	Nothing	Jack	Mesh	Cloth	Reflec	Ablat	Combat	Close	Short	Medium	Long	Very Long	Wound Inflicted
Dewclaw	+1	0	−4	−4	+1	−3	−7	+1	+1	No	No	No	2D
Fierah (looped)	+1	+1	+1	0	+1	+1	−5	+1	+1	No	No	No	1D
Fierah (sling)	−2	−2	−2	−2	−2	−2	−9	−1	+3	0	No	No	2D
Fierah (bolo)	0	0	−1	−1	0	−1	−6	−1	+2	+1	No	No	2D
Fierah (flail)	0	0	−2	−3	0	−2	−7	−1	+2	No	No	No	2D
Yurletya	+1	0	−2	−2	−1	−3	−6	0	+1	No	No	No	2D
Akhaeh	+1	0	−4	−4	+1	−3	−5	0	+4	+2	No	No	2D
Khaihte	0	0	−2	−4	−4	−2	−7	+3	+2	−5	No	No	3D
Takhestah	+1	+1	−1	−3	+1	−1	−5	+1	+2	−4	−5	No	3D
Khaifealate	+4	+4	−1	−3	+5	+2	−4	−5	+2	+2	−4	−9	3D
Uealikhe	+2	+2	0	−3	+2	−1	−5	−4	+1	−2	−4	−5	3D
Takheal	+4	+3	0	−3	+2	+1	−5	−4	+2	+1	0	−1	3D
Yaheal	+6	+6	+2	−1	+6	+3	−3	−8	0	+2	+1	−2	3D
Eakhyasear	+3	+2	−1	−4	+1	0	−6	−4	+1	0	−1	−2	3D

TRANSLATIONS

Fierah	Thong
Yurletya	Spear-Hook
Akhaeh	Throwing Edge
Khaihte	Pistol
Takestah	Long Pistol
Khaifealate	Machine Pistol
Uealikhe	Carbine
Takheal	Long Rifle
Yaheal	Auto Rifle
Eakyasear	Hunter's Rifle
Triluealikhe	Laser Carbine
Trolitakheal	Laser Rifle

ASLAN DEXTERITY

Aslan handling non-Aslan weapons use dexterity minus 1 for computing dexterity DMs.

ASLAN MOVEMENT

Aslan are capable of short bursts of speed. Every fourth combat round, an Aslan may *sprint*, moving 5 range bands that round. Sprinting is the equivalent of two combat blows for endurance purposes.

DARKNESS AND NIGHT

Aslan are less affected by darkness than are humans.

Total darkness reduces Aslan vision limits to short range. Attacks at greater than short range have DM −8.

Partial darkness reduces visibility to long range. Attacks at greater than long range have DM −4.

ASLAN MORALE

Roll for morale every combat round, once 25% of the party has become unconscious or killed. Throw 6+ for the group to stand (not flee); an Aslan male noble must individually fail a morale throw before fleeing. DMs allowed:

If military or mercenary unit	+1
If Aslan noble male present	+1
If any leader skill present	+1
If the leader has tactical skill	+1
If group casualties exceed 50%	−2
If leader unconscious or dead	−2

(two rounds only; then a new leader takes control)

BASIC RULES AND CHARTS

Refer to the Basic **Traveller** rules and charts for combat procedures and tables. Data on this page supercedes other charts where conflicts occur.

ASLAN INITIAL CHARACTERISTICS

Generate the six personal characteristics (2D except where noted): strength (2D + 1), dexterity (2D − 1), endurance (2D + 1), intelligence, education, and social standing. Determine type of space force (planetary, clan, or 29 clan). Determine tech level of space force involved. If planetary space force, determine homeworld UPP.

ENLISTMENT

Males may enlist in the space service on 8 +.

Males may enlist as space officers on 11 + (social 9 + required).

Females may enlist in the space service on 8 +.

Females may enlist as space officers on 10 + (social 9 + required).

The DM on enlistment is derived from the *Akhuaeuhrekhyeh*. For males, DM + 1 for each characteristic greater than the rite of passage throw. For females, DM + 2 for each of intel, educ, and social greater than the throw.

ASLAN TERMS OF SERVICE

Aslan terms of service are eight years in length; each year in the term is resolved individually.

BRANCH OF SERVICE

Aslan characters select their branches freely, with the following restrictions.

Command: Only male officers may join.

Staff: Only female officers may join.

Technical: Only females may join.
Gunnery: Only males may join.
Flight: Only males may join.
Crew: Any male with *social level 8 −*, or any female may join.

COMMAND

Male officers automatically command; female officers are always on staff.

BASIC/ADVANCED TRAINING

For the first year of service, basic and advanced training consists of two skill rolls on the branch skill table.

Noble males (social 9 +) automatically receive leader-1.

ASSIGNMENT RESOLUTION

Command	*Training*	*Shore*	*Merchant*	*Patrol*	*Siege*	*Strike*	*Battle*
Survival	auto	4 +	4 +	5 +	6 +	7 +	7 +
Decoration	none	11 +	12 +	10 +	9 +	6 +	5 +
Promotion	none	none	10 +	7 +	8 +	7 +	6 +
Skills	7 +	7 +	7 +	6 +	6 +	5 +	5 +

For survival, DM + 1 if any branch skill-2 +. For promotion, DM + 1 if leader-3 +.

Staff	*Training*	*Shore*	*Merchant*	*Patrol*	*Siege*	*Strike*	*Battle*
Survival	auto	3 +	3 +	4 +	5 +	6 +	6 +
Decoration	none	12 +	9 +	11 +	10 +	7 +	6 +
Promotion	none	none	8 +	7 +	8 +	7 +	6 +
Skills	7 +	7 +	5 +	6 +	6 +	6 +	6 +

For survival, DM + 1 if intel 9 +. For promotion, DM + 1 if social 9 +.

Technical	*Training*	*Shore*	*Merchant*	*Patrol*	*Siege*	*Strike*	*Battle*
Survival	auto	3 +	3 +	3 +	3 +	3 +	3 +
Decoration	none	none	none	none	none	9 +	8 +
Promotion	(7 +)	8 +	8 +	9 +	8 +	7 +	7 +
Skills	7 +	8 +	8 +	9 +	7 +	7 +	7 +

For promotion, DM + 1 if any branch skill-3 +.

Gunnery	*Training*	*Shore*	*Merchant*	*Patrol*	*Siege*	*Strike*	*Battle*
Survival	auto	4 +	4 +	5 +	6 +	6 +	7 +
Decoration	none	11 +	11 +	11 +	9 +	8 +	6 +
Promotion	(8 +)	(8 +)	9 +	8 +	8 +	7 +	6 +
Skills	8 +	none	7 +	7 +	5 +	6 +	6 +

For promotion, DM + 1 if social 9 +. For promotion, DM = gunnery skill.

Flight	*Training*	*Shore*	*Merchant*	*Patrol*	*Siege*	*Strike*	*Battle*
Survival	3 +	3 +	4 +	4 +	4 +	4 +	5 +
Decoration	none	none	11 +	9 +	8 +	8 +	7 +
Promotion	none	11 +	11 +	11 +	10 +	9 +	9 +
Skills	7 +	10 +	7 +	7 +	7 +	6 +	6 +

For survival, DM = pilot skill. For decoration, DM + 1 if social 9 +.

Crew	*Training*	*Shore*	*Merchant*	*Patrol*	*Siege*	*Strike*	*Battle*
Survival	auto	4 +	4 +	4 +	5 +	6 +	6 +
Decoration	none	12 +	12 +	11 +	10 +	7 +	6 +
Promotion	(6 +)	(7 +)	7 +	7 +	8 +	7 +	6 +
Skills	7 +	7 +	7 +	6 +	6 +	5 +	5 +

For survival, DM + 1 if any branch skill 2 +. For promotion, DM + 1 if social 9 +.

ASSIGNMENTS

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

DM + 3 if noble male.

SPECIAL DUTY

Die	Male Aslan	Female Aslan
1	Specialist School	Specialist School
2	Cross Training	Cross Training
3	Flight School	Intelligence School
4	Gunnery School	Purser's Training
5	Ship Security	Medical Training
6	Attache/Aide	Attache/Aide
7	Command College	Staff College

DMs: DM + 1 if commissioned officer; DM + 1 if social 9 +.

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

Special assignments are in lieu of standard assignments.

SERVICE SKILLS

Die Roll	Space Life	Officer Life	Petty Officer	Command Skill	Staff Skill	Shipboard Life	Shore Duty	Merchant Life	Battle Operations
1	+1 Stren	+1 Social	Tactics	Gun Cbt	Steward	+1 Dext	Vehicle	Vacc Suit	Ship Tactics
2	+1 Endur	+1 Endur	Gun Cbt	Vehicle	Navigation	Zero-G Cbt	Fwd Obsv	Independ	Independ
3	+1 Dext	Independ	Independ	Independ	Commo	+1 Endur	+1 Stren	Zero-G Cbt	Zero-G Cbt
4	Gun Cbt	Leader	Leader	Gunnery	Electronics	Vacc Suit	Independ	Independ	Leader
5	Dewclaw	Dewclaw	Dewclaw	Pilot	Admin	Vacc Suit	Carousing	Carousing	Medical
6	Carousing	Tolerance	Vacc Suit	Ship Tactics	Ship's Boat	Tolerance	Tolerance	Tolerance	Gun Cbt
7	+1 Educ	Instruction	Medical	Leader	Tolerance	Zero-G Cbt	Steward	Trader	Ship's Boat
8	+1 Dext	+1 Social	Instruction	Pilot	Liaison	Jack-o-T	+1 Educ	Broker	Gun Cbt
9	+1 Endur	Jack-o-T	Liaison	Ship Tactics	Computer	Commo	Vehicle	Steward	Commo
10	+1 Stren	Admin	+1 Educ	Fleet Tactics	Liaison	Computer	Fwd Obsv	Admin	Zero-G Cbt
DMs:	+4 female	+4 female	+4 female	+2 if O4+ / +4 if O7+	+2 if O4+ / +4 if O7+	+4 female	+4 female	+4 female	+4 female

BRANCH SKILLS

Die	Command	Staff	Technical	Gunnery	Flight	Crew
1	Pilot	Mechanical	Jack-o-T	Fwd Obsv	Ship's Boat	Steward
2	Gun Cbt	Computer	Mechanical	Gunnery	Pilot	Steward
3	Leader	Admin	Gravitic	Leader	Leader	Vacc Suit
4	Independ	Liaison	Engineering	Gunnery	Pilot	Vehicle
5	Leader	Commo	Electronic	Gunnery	Pilot	Vacc Suit
6	Ship Tactic	Navigation	Engineering	Gunnery	Pilot	Gun Cbt
7	Fleet Tactic	Navigation	Gravitics	Gunnery	Pilot	Zero-G Cbt
8	Fleet Tactic	Medical	Navigation	Gunnery	Vacc Suit	+1 Dext

DMs: +1 if clan Space Force; +2 if 29 Space Force.

TABLE OF RANKS

Rank Abbreviation	Enlisted Rank	Rank Abbreviation	Commissioned Rank
E1	Recruit	O1	Intendant 1
E2	Spacehand	O2	Junior Lieutenant 1
E3	Veteran Spacehand	O3	Lieutenant 2
E4	Honored Spacehand	O4	Senior Lieutenant 3
E5	Petty Officer	O5 Executive Lt	Commandant Lt 4
E6	Veteran Petty Officer	O6 Officer Executive	Officer Commandant 4
E7	Honored Petty Officer	O7 Executive	Captain 5
E8	Chief Petty Officer	O8 Chief of Staff	Admiral 6
E9	Honored Chief Petty Officer	O9 Fleet Chief of Staff	Fleet Admiral 6
		O10	Clan Admiral 6

Notes: Where different, female officer ranks are shown to the left and male officer ranks are shown to the right. O10 is unavailable to females.

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

SPECIALIST SCHOOL

Die	Skill Received
1	Gravitics
2	Electronics
3	Computer
4	Mechanical
5	Engineering
6	Engineering
7	Vehicle
8	Interrogation
9	Ship Tactics
10	Ship's Boat
11	Zero-G Combat
12	Vacc Suit

DM +6 if male.

SKILL ELIGIBILITY

Skill table usage is restricted to:

Space Life: In Space service.

Officer Life: In Space Officer service.

Petty Officer: Any rank E5 to E9.

Command Skill: Male officers in command.

Staff Skills: Female officers.

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

Shore Duty: When on shore duty.

Merchant Life: When on merchant duty.

Battle Operations: Any character with battle, siege, or strike assignment.

Branch Skills: Character in the specified branch.

SERVICE SCHOOLS

Cross Training (Male/Female): Select new branch (but in which the character is eligible to serve). Roll on the branch skills table for one skill. Reenlistment allowed in that branch.

Specialist (Male/Female): Consult the specialist school table.

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

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

Attache/Aide (Male/Female): Automatically receive Tolerance-1; receive Independence-1 if male, or Steward-1 if female. On 4− (1D) receive promotion and +1 social. On 5+ receive +1 social and specify next assignment (but not attache or aide).

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

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

Flight School (Male): Roll 5+ (1D) each for Gunnery, Pilot, Vacc Suit.

Ship Security (Male): Roll 4+ (1D) each for Personal Weapons, Tactics, Zero-G Combat, and Zero-G Weapons (if Zero-G Combat is held).

Medical Training (Female): Automatically receive Medical-2. Throw 3+ (1D) each for Jack of all Trades, Medical, and Steward.

Purser's Training (Female): Roll 4+ (1D) each for Admin, Broker, Computer, Liaison, Tolerance, and Trader.

ASLAN HIGH GUARD INCLUDED SKILLS

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

Handgun: Includes skill in *Khaihte, Khaihtele,* and *Takhestah,*

Laser Weapons: Includes skill in *Triluealikhe,* and *Trolitakheal.*

Zero-G Weapons: Includes skill in *Khaihtele* and *Saostoilryu.* Zero-G Combat is a required prerequisite for Zero-G Weapons.

Khaihtele: Allows Snub Pistol only. Aslan do not have Snub Revolvers.

ASLAN HIGH GUARD CASCADE SKILLS

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

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

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

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

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

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

Personal Weapons: Character must select from: *Fierah, Yurletya, Akhaeh,* spear, pike, or cudgel.

ASLAN HIGH GUARD CHARACTER GENERATION CHECKLIST

1. **Generate Character.**

   A. Generate six personal characteristics: Strength (2D+1), Dexterity (2D−1), Endurance (2D+1), Intelligence (2D), Education (2D), and Social Level (2D).

   B. Determine type of space force (planetary, clan, or 29 clan).

   C. Determine tech level of space force involved.

   D. Determine navy homeworld if enlisting in planetary navy.

   E. Rite of Passage.

2. **Enlist.** If unsuccessful, become Outcast.

3. **Branch of Service.** Select branch from branch of service table.

4. **Initial Training.** Receive basic/advanced training skills during first year of first term of service.

4. **Term of Service.** Resolve term of service (eight years).

   A. Resolve individual years.

   1) Determine assignment. If special duty, consult special duty table and proceed to step 4A3).

   2) Resolve assignment.

   a) Survival.

   b) Decoration.

   c) Promotion. Officers are allowed a maximum of *two* promotions per term.

   d) Skills. Receive one skill if successful; available skill columns shown in skill eligibility table. Proceed to 4B.

   3) Resolve special duty. Proceed to 4B.

   B. **Aging:** If age 56+, check aging.

   C. **End of Term:** If not end of 8th year of term, go to 4A.

   D. **Re-enlistment.** Characters may reenlist in their original branch, or in any branch in which cross trained. It must be a branch in which allowed to serve.

   1) **Space Service:** Throw 5+ to reenlist; DM +1 if rank E4+.

   2) **Space Officer:** Throw 6+ to reenlist; DM +1 if rank O1+.

5. **Muster-out.** Determine muster-out benefits from Aslan space or space officer service tables (from basic character generation).

6. **Honor Chest.** Record statistics and other data for character.

ASLAN PERSONAL WEAPONS

Weapon	+DM	−DM	Wnds	Wt
Fierah	8+	3−	2D	.10
Yurletya	10+	6−	2D	2.00
Akhaeh	11+	5−	2D	.20
Spear	9+	4−	2D	2.00
Pike	10+	6−	3D	3.00
Cudgel	8+	4−	2D	1.00

Translations: Fierah− thong. Yurletya− spear-hook. Akhaeh− throwing edge.

ASLAN GUNS

Weapon	+DM	−DM	Wnds	Wt
Khaihte	10+	7−	3D	0.50
Takhestah	8+	6−	3D	1:45
Khaifealate	8+	5−	3D	3.25
Saostoilryu	9+	5−	3D	3.00
Khaihtele	10+	6−	4D	.38
Triluealikhe	10+	5−	4D	8.00
Trolitakheal	11+	6−	5D	10.00

Translations: Khaihte− pistol. Khaihtele− snub pistol. Takhestah− long pistol. Khaifealate− machine pistol. Saostoilryu− accelerator rifle. Triluealikhe− laser carbine. Trolitakheal− laser rifle.

ASLAN WORLD GENERATION CHECKLIST

1. Determine world occurrence (1D for 4, 5, 6 is standard).
2. Check system contents table.
   A. Check for gas giant.
   B. Find starport type.
3. Name World.
4. Generate universal planetary profile for the world.
   A. Note starport type.
   B. Planetary Size: 2D − 2.
   C. Planetary Atmosphere: 2D − 7 + size. If planetary size 0, then atmosphere must be 0.
   D. Planetary Hydrographics: 2D − 7 + size. If planetary size 1 −, then hydrographics must be 0. If atmosphere 1 − or A +, then DM − 4.
   E. Population: 2D − 2.
   F. Government: Determined from Government table.
   G. Law Level: 2D.
   H. Technological Level: 1D + 8 + DMs from the Aslan tech level table.
5. Determine local bases.
6. Determine trade classifications.
7. Note statistics for reference.
8. Map system on subsector map grid.

LAW LEVELS

Aslan law level minus 2 may be read on the human law level chart for an indication of weapons allowed to be commonly carried.

Law level is the general throw to avoid harrassment by local authorities.

Touchiness: 15 minus law level is local authorities' reaction result (see Aslan reaction table) in the line of duty.

TECHNOLOGICAL LEVELS

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

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

SYSTEM CONTENTS

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

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

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

TLAUKHU BASES

Govt Type	Starport Type					
	A	B	C	D	E	X
G	10+	11+	12+	−	−	−
H	7+	8+	9+	10+	−	−
J	−	−	−	−	−	−
K	−	−	−	−	−	−
L	5+	6+	7+	8+	−	8+
M	−	−	−	−	−	−
N	8+	9+	10+	11+	−	−

See instructions under clan bases.

CLAN BASES

Govt Type	Starport Type					
	A	B	C	D	E	X
G	9+	10+	11+	−	−	−
H	6+	7+	8+	9+	−	−
J	6+	7+	8+	9+	−	9+
K	5+	6+	7+	8+	−	8+
L	−	−	−	−	−	−
M	6+	7+	8+	9	−	−
N	7+	8+	9+	10+	−	−

Throw 2D on each table for Tlaukhu bases and clan bases. Government type G can only have one type of base present, so throw for Tlaukhu base first, and if unsuccessful, throw for clan base. For all other worlds, throw for both Tlaukhu and clan bases. When noting bases, code Tlaukhu bases as T and clan bases as R; U means both.

TECH LEVEL TABLES

The basic tech level roll for Aslan worlds is 1D + 8, modified by

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

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

Limitations: Any result greater than E (14) is reduced to 14.

Atmosphere Effects: Certain atmospheres on worlds dictate the minimum tech levels as shown below.
Atmosphere 2 −....................TL 7
Atmosphere 3......................TL 6
Atmosphere 4, 7, or 9..........TL 5
Atmosphere A or B...............TL 8
Atmosphere C.....................TL 9

ASLAN GOVERNMENT TABLE

Red Die	White Die					
	1	2	3	4	5	6
0	G	G	G	G	G	G
1	H	J	K	L	M	N
2	H	J	K	L	M	N
3	H	J	K	L	M	N
4	H	J	K	L	M	N
5	H	J	K	L	M	N
6	H	J	K	L	M	N
7	H	H	H	H	H	H

DM (all on red die): If population 3, DM − 3. If population 9, DM + 2. If population A, DM + 3,

ASLAN GOVERNMENTS

G Small station or facility. Either operated by an offworld clan or controlled by a company (the only instance where a world is controlled by anything but a clan); population must be 3 −.

H Split control; different parts of the world are owned by several onplanet clans. An analogy to human balkanized worlds.

J Single on-world clan control. Other small clans may also be present, but they will be dominated by the major clan.

K Single multi-world clan control. The world is controlled by a single clan whose span extends over several worlds, not necessarily nearby.

L Major clan control. The world is controlled by one of the 29.

M Vassal clan control. The world is controlled (but not owned) by a vassal clan in fief to a larger clan.

N Major vassal clan control. The world is controlled (but not owned) by a vassal clan in fief to one of the 29.

TRADE CLASSIFICATIONS

The standard classifications are used except for:

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

TRAVEL ZONES

Travel zones are not generally used in Aslan space.

Individual clans may interdict a world to preserve a resource, to reserve a world for sole exploitation by one clan, or to prevent space travel by a barbarian race. In such case, the local starport is type X (which may have some facilities, but they are closed to nonmembers of the owning clan).

ASLAN SKILL LIST

Basic Skills	*Weapons Skills*	*Transport Skills*
Administration	Akheah	Air/Raft
Bribery	AutoCannon	Aircraft
-Broker	-Automatic Wpns	ATV
Carousing	-Battle Dress	Grav Vehicle
Cbt Engineering	-Combat Rifleman	Helicopter
Communications	Cudgel	Hovercraft
Computer	Dewclaw	Jet Aircraft
Demolition	Eakhyasear	Large Watercraft
Electronics	*FA Gunnery*	LTA Craft
Engineering	Fierah	Propeller Aircraft
Fleet Tactics	Fusion Gun	Ship's Boat
Forgery	-Grenadier	Small Watercraft
Fwd Observer	*Gun Combat (Basic)*	Tracked Vehicle
Gambling	*Gun Combat (HG)*	*Vehicle (Basic)*
Gravitics	*Gun Combat (Merc)*	*Vehicle (HG)*
Hunting	Gunnery	*Vehicle (Merc)*
Independence	-Handgun	*Watercraft*
Instruction	*Heavy Weapons*	
Interrogation	-HE Weapons	
Jack-o-Trades	Howitzer	
Leader	Khaifealate	
Liaison	Khaihte	
Mechanical	Laser Cannon	
Medical	-Laser Weapons	
Navigation	Light Assault Gun	
-Pilot	Mass Driver	
Prospecting	Meson Gun	
Recon	Mortar	
Recruiting	Multiple Rkt Lnchr	
Ship Tactics	*Personal Weapons*	
Steward	Pike	
Streetwise	-Pistol	
Survival	Plasma Gun	
Tactics	Recoilless Rifle	
Tolerance	Saostoilryu	
Trader	Ship's Energy Wpns	
Vacc Suit	*Ship's Gunnery*	
	Ship's Lasers	
	Ship's Meson Guns	
	Ship's Missiles	
	Ship's Particle Accel	
	Ship's Screens	
	Spear	
	Tac Missile	
	Takhestah	
	Takheal	
	Triluealikhe	
	Trolitakheal	
	Uealikhe	
	VRF Gauss Gun	
	Yeheal	
	Yurletya	
	Zero-G Combat	
	Zero-G Weapons	

MERCENARY SKILLS

-Automatic Weapons
-Battle Dress
Combat Engineering
-Combat Rifleman
Demolitions
FA Gunnery
-Grenadier
Gun Combat (Merc)
Heavy Weapons
-HE Weapons
Instruction
Interrogation
-Laser Weapons
Personal Weapons
-Pistol
Recon
Recruiting
Survival
Vehicle (Merc)
Zero-G Combat
-Zero-G Weapons

HIGH GUARD SKILLS

Blade Combat (HG)
Carousing
Communications
Fleet Tactics
Gravitics
Gun Combat (HG)
-Handgun
Liaison
Ship's Gunnery
Ship Tactics

SCOUT SKILLS

-Broker
Equestrian
Naval Architect
Survey

CITIZEN SKILLS

Bow Weapons
Hunting
Prospecting

MALE ASLAN SKILLS

Fleet Tactics
Gunnery
Independence
Leader
-Pilot
Ship Tactics
Ship's Gunnery
Tactics

FEMALE ASLAN SKILLS

Admin
Bribery
-Broker
Computer
Electronics
Engineering
Forgery
Gravitics
Howitzer
Jack of all Trades
Mass Driver
Mechanical
Medical
Multiple Rocket Launcher
Naval Architect
Navigation
Prospecting
Steward
Streetwise
Trader

RARE ASLAN SKILLS

Blade Combat
Brawling
Gambling

ASLAN-SPECIFIC SKILLS

Dewclaw
Independence
Personal Weapons
Tolerance

COMMON ASLAN SKILLS

Skills on this page which are not listed specifically as male, or female skills may be held without dishonor or embarrassment by either Aslan gender.

SKILL NOTES

Cascade Skills: Skills in *italics* are cascade skills.

Comprehensive cascade skill choices are listed in the appropriate character generation tables.

Included Skills: Skills preceded by a dash (for example, -Pilot) include one or more skills within them.

Red Basic____ White Die ____

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

For initial syllables, or after CV or V.

ASLAN WORD GENERATION

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

Red Alternate __ White Die __

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

For syllables after VC or CVC.

INITIAL CONSONANT

1

	1	2	3	4	5	6
1	F	F	F	F	F	F
2	F	F	F	F	F	F
3	FT	FT	FT	FT	FT	FT
4	FT	FT	FT	FT	H	H
5	H	H	H	H	H	H
6	H	H	H	H	H	H

2

	1	2	3	4	5	6
1	H	H	H	H	HF	HF
2	HF	HF	HF	HK	HK	HK
3	HK	HK	HK	HK	HK	HK
4	HK	HK	HK	HL	HL	HL
5	HL	HL	HL	HL	HL	HR
6	HR	HR	HR	HR	HR	HR

3

	1	2	3	4	5	6
1	HT	HT	HT	HT	HT	HT
2	HT	HT	HT	HT	HT	HT
3	HW	HW	HW	HW	HW	K
4	K	K	K	K	K	K
5	K	K	K	K	K	K
6	K	K	K	K	KH	KH

4

	1	2	3	4	5	6
1	KH	KH	KH	KH	KH	KH
2	KH	KH	KH	KH	KH	KH
3	KH	KHT	KHT	KHT	KHT	KHT
4	KHT	KHT	KHT	KHT	KHT	KHT
5	KT	KT	KT	KT	KT	KT
6	KT	KT	KT	KT	L	L

5

	1	2	3	4	5	6
1	L	L	L	R	R	R
2	R	R	R	R	S	S
3	S	S	S	S	S	S
4	S	S	ST	ST	ST	ST
5	ST	ST	ST	T	T	T
6	T	T	T	T	T	T

6

	1	2	3	4	5	6
1	T	T	T	T	T	T
2	T	T	T	T	T	TL
3	TL	TL	TL	TL	TR	TR
4	TR	TR	TR	W	W	W
5	W	W	W	W	W	W
6	W	W	W	W	W	W

VOWEL

1

	1	2	3	4	5	6
1	A	A	A	A	A	A
2	A	A	A	A	A	A
3	A	A	A	A	A	A
4	A	A	A	A	A	A
5	A	A	A	A	A	A
6	A	A	A	A	A	A

2

	1	2	3	4	5	6
1	A	A	A	A	A	AI
2	AI	AI	AI	AI	AI	AI
3	AI	AI	AI	AI	AO	AO
4	AO	AO	AO	AO	AO	AO
5	AU	AU	AU	AU	E	E
6	E	E	E	E	E	E

3

	1	2	3	4	5	6
1	E	E	E	E	E	E
2	E	E	E	E	E	E
3	E	E	E	E	E	E
4	EA	EA	EA	EA	EA	EA
5	EA	EA	EA	EA	EA	EA
6	EA	EA	EA	EA	EA	EA

4

	1	2	3	4	5	6
1	EA	EA	EA	EA	EA	EA
2	EI	EI	EI	EI	EI	EI
3	EI	EI	EI	EI	EI	EI
4	EI	I	I	I	I	I
5	I	I	I	I	I	I
6	I	I	I	I	I	IY

5

	1	2	3	4	5	6
1	IY	IY	IY	IY	IY	IY
2	IY	IY	IY	IY	IY	O
3	O	O	O	O	O	O
4	O	OA	OA	OA	OA	OI
5	OI	OI	OI	OI	OI	OI
6	OI	OU	OU	OU	OU	OU

6

	1	2	3	4	5	6
1	U	U	U	U	UA	UA
2	UA	UA	UI	UI	UI	UI
3	YA	YA	YA	YA	YA	YA
4	YA	YA	YE	YE	YE	YE
5	YE	YE	YE	YE	YO	YO
6	YO	YO	YU	YU	YU	YU

FINAL CONSONANT

1

	1	2	3	4	5	6
1	H	H	H	H	H	H
2	H	H	H	H	H	H
3	H	H	H	H	H	H
4	H	H	H	H	H	H
5	H	H	H	H	H	H
6	H	H	H	H	H	H

2

	1	2	3	4	5	6
1	H	H	H	H	H	H
2	H	H	H	H	KH	KH
3	KH	KH	KH	KH	KH	KH
4	KH	KH	KH	KH	KH	KH
5	KH	KH	KH	KH	L	L
6	L	L	L	L	L	L

3

	1	2	3	4	5	6
1	L	L	L	L	L	L
2	L	L	L	L	L	L
3	L	L	L	L	L	L
4	L	L	L	L	L	L
5	LR	LR	LR	LR	LR	LR
6	LR	LR	LR	LR	LR	LR

4

	1	2	3	4	5	6
1	LR	LR	R	R	R	R
2	R	R	R	R	R	R
3	R	R	R	R	R	R
4	R	R	R	R	R	R
5	R	RL	RL	RL	RL	RL
6	RL	RL	RL	RL	RL	RL

5

	1	2	3	4	5	6
1	RL	RL	RL	RL	RL	RL
2	RL	S	S	S	S	S
3	S	S	S	S	S	S
4	S	S	S	S	S	S
5	S	S	S	S	S	S
6	S	W	W	W	W	W

6

	1	2	3	4	5	6
1	W	W	W	W	W	W
2	W	W	W	W	W	W
3	W	W	W	W	W	W
4	W	W	W	W	'	'
5	'	'	'	'	'	'
6	'	'	'	'	'	'

ASLAN PATRON ENCOUNTERS MATRIX

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

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

DMs: On red die, DM − 1 if a space related (Aslan space or space officer, human navy, merchants, or scouts). DM + 1 if military related (Aslan military or military officer, human army or marines).

On white die, DM − 1 if male (or perceived male). DM + 1 if female (or perceived female).

PATRON LIST THREE (ASLAN)

Die	Patron Type
11	Space Officer (Male)
12	Noble (Male)
13	Military Officer (Male)
14	Hunter
15	Starport Warden (Female)
16	Military Officer (Male)
21	Tourist (non-Aslan)
22	Technician (Female)
23	Flyer (Male)
24	Scientist (Female)
25	Noble (Male)
26	Noble Pride Leader (Male)
31	Soldier (Male)
32	Wanderer (Male)
33	Corporate Officer (Female)
34	Researcher (Female)
35	Rumor
36	Ship Crewmember (Female)
41	Noble Clan Leader (Male)
42	Outcast (Female)
43	Belter (Female)
44	Naval Architect (Female)
45	Servant (lower class)
46	Corporate Manager (Female)
51	Ship Crewmember (Male)
52	Outcast (Male)
53	Broker (Female)
54	Envoy (Male)
55	Doctor (Female)
56	Soldier (Female)
61	Space Officer (Female)
62	Purser (Female)
63	Corporate Manager (Female)
64	Navigator (Female)
65	Outcast (Female)
66	Military Officer (Female)

RANDOM ENCOUNTERS MATRIX

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

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

Remarks: The following codes apply. L: (noble male) leader is present and with best possible equipment at tech level. G: armed with guns. P: armed with mix of personal weapons. A: wearing armor. V: with vehicle (or riding animals). −N: lower than local tech level by N. +N: higher than local tech level by N (but no higher than E).

RANDOM ENCOUNTER LIST

Die	Qty	Type	Remarks
11	1D	Peasants	− 3
12	2D	Peasants	− 2
13	2D	Workers	− 1
14	1D	Outcasts	− 1P
15	1D	Soldiers on leave	GAP
16	1D	Noble Male with retinue	+ 1L
21	2D	Soldiers	+ 1LGAP
22	2D	Soldiers	LGAV
23	1D	Soldiers on police duty	+ 1GA
24	2D	Soldiers	LGA
25	3D	Soldiers	+ 1GAP
26	2D	Soldiers on patrol	LGA
31	1D	Aslan Adventurers	+ 2LGA
32	2D	Noble Male with retinue	LGAV
33	2D	Noble Male with retinue	LGP
34	2D	Non-Aslan Tourists	+ 2
35	2D	Hunters with guides	+ 1LGV
36	1D	Soldiers on police duty	VG
41	1D	Fugitives	− 2P
42	2D	Outcast Bandits	G
43	1D	Outcasts	− 1G
44	2D	Starship Crew	LGA
45	1D	Female Technicians	+ 1
46	2D	Outcast Brigands	LGA
51	1D	Offworld Merchants	− 2GA
52	2D	Local Traders	GV
53	2D	Local Mercenary Team	GV
54	1D	Religious Group	− 1
55	1D	Offworld Researchers	+ 1
56	2D	Soldiers on guard duty	AP
61			
62			
63			
64			
65			
66			

REACTIONS

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

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

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

Character

is non-Aslan	− 1
is impolite	− 1
is discourteous	− 2
has Liaison, per level	+ 1
is Outcast	− 2

Encounter

is social inferior by 3 +	+ 1
is social superior by 3 −	− 1
is member of same clan	+ 1
is member of same pride	+ 1
is friend or comrade	+ 1
is impolite male	− 2
is impolite female	− 1
is discourteous male	− 3
is discourteous female	− 2
is noble patron	+ 2
has Tolerance, per level	+ 1
is Outcast	− 2

Both from same service	+ 1
Local world population 9 +	− 1
Local government type H	− 1

DUELLING

Aslan may be provoked to challenge anyone of the same gender who is discourteous to them; they may challenge Aslan of the same gender who are extremely discourteous to a comrade or friend who cannot challenge because of the gender barrier.

Challenges: Anyone who is discourteous expects to be challenged, and actually gains stature if a challenge is not made in response.

Duels: Duels are generally fought with dewclaws to first blood.

A NOTE ON GENDER AND RACE

The characters generated by these rules will be Aslan, and these rules are specifically oriented toward recreating Aslan culture and values.

Male and female Aslan characters differ considerably in their strengths and weaknesses. Players should designate the gender of the character in question before proceeding to generate the individual. When playing Aslan, remember the psychological differences between the genders, and role-play accordingly.

MERCENARY AND HIGH GUARD

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

Mercenary: Aslan *Mercenary* characters enlist in the Military service and follow procedures prescribed in *Mercenary.* The Aslan *Mercenary* character generation checklist serves as a guide to the procedure. Players should have a copy of *Mercenary* also.

Arms: Aslan Military services have seven arms: Artillery, Cavalry, Infantry, Assault, Security, Support, and Assassins. Noble males do not serve in Artillery or Support except as commanding officers (enlisted noble males will not serve in these arms). Male characters may serve in Assassins only after receiving Assassins training; females do not serve in the Assassins. Assault is similar to human Marine Infantry.

Assignments: Most assignments are to be expected. War of Assassins is a specific type of assignment for Assassins only.

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

Branches: Aslan Space services are divided into six branches: Command, Staff, Technical, Gunnery, Flight, and Crew. Command is only for male officers. Staff is only for female officers. Flight and Gunnery are only for males. Technical is only for females. Crew will accept anyone, but noble males will not serve in Crew. Aslan Space services have no separate Medical branch.

Assignments: Because Aslan Space services perform more than just naval activity, assignments can include Merchant activity as well.

Honor Chest: Aslan maintain their own records of their service, usually in the form of a small keepsake box with momentos of their exploits. This honor chest (which serves as a resume for *Mercenary*) is simulated by the record of the character's skills and service.

Mercenary Weapons: The *Mercenary* weapons, including the Khaihtele (Snub Pistol) and Saostoilryu (Accelerator Rifle), which are available as weapons skills are described in *Mercenary.* Aslan models are identical in performance to human models, but are adapted to the Aslan physique.

ASLAN IN THE IMPERIUM

Entire planets of Aslan (as well as worlds with a mixed—but usually geographically separate—population of humans and Aslan) lie within the Imperium. These Imperial Aslan remain culturally apart from the mainstream of human Imperial society, clinging to most of the traditional values of the Aslan culture. For them, the Emperor is an overlord, to whom the Aslan clans swear fealty, and from whom land is awarded; while such Aslan are full Imperial citizens, serving in the Imperial armed forces, paying taxes, and participating as citizens, they do so as Aslan. Many of the concepts presented here continue to hold true; Aslan, even under the Imperium, can continue to produce the character types shown in this module.

Aslan may also be generated using the character generation systems in basic **Traveller**, or in *Citizens of the Imperium, Mercenary, High Guard,* or *Scouts.* Imperial Aslan can and do leave their homeworlds within the Imperium and undertake the more human careers available in the empire.

When using the basic **Traveller** careers, the following modifica-

tions should be applied to the system for Imperial Aslan.
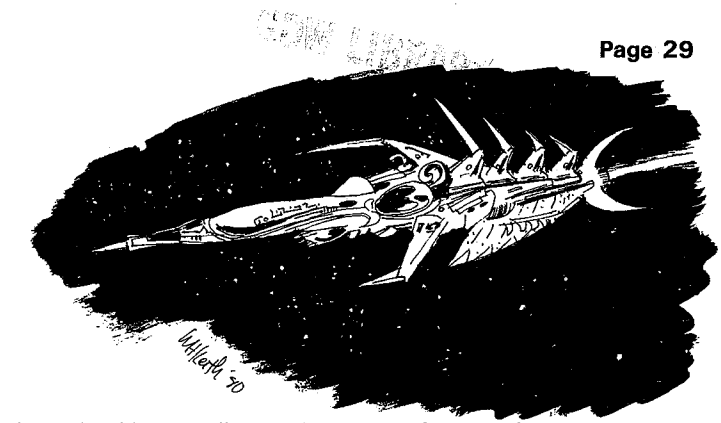
Characteristics are identical to human characteristics, except that strength and endurance are rolled with 2D + 1, and dexterity is rolled with 2D − 1. Imperial Aslan social standing refers to social standing within the Imperial community. Social level in Aslan society can be computed with die rolls: males throw 1D, DM + 4 if he owns land in the Imperium; females throw 1D, DM + 2 if rank 3 + in any Imperial service, or if she has more than Cr100,000.

Skills: Brawling and Blade Combat skills are replaced by Dewclaw in most services. Aslan Marines will accept training in the cutlass, but will carry it only when in parade uniform. All Aslan generated within the Imperium receive Tolerance-1 automatically; Aslan males receive Independence-1.

Whenever an Aslan male receives + 1 strength (or + 1 endurance for a Bureaucrat), he may take Independence instead; he is not required to throw education or less before receiving the skill.

Whenever any Aslan (male or female) elects the personal development table during character generation (or the army life table in *Mercenary,* the navy life table in *High Guard,* or the scout life table in *Scouts*), Tolerance skill may be taken instead.

During character generation, Aslan will initially refuse to learn any skill which is inappropriate to his or her gender. Consult the Aslan skills charts: if the character rolls a skill which is considered inappropriate (male skills for females; female skills for males) then the character may roll again. If the result is an appropriate skill, it is taken instead. If not, then the character continues rerolling until an appropriate skill is received, or until an inappropriate skill is rolled

ASLAN IN THE IMPERIUM

Career	Enlistment Male	Enlistment Female	Survival Male	Survival Female	Comments
Navy			− 1	+ 1	Imperial Navy
Marines	+ 1		− 1	+ 1	Imperial Marines
Army	+ 1		− 1		Imperial Army
Scouts	− 4				Imperial Scouts
Merchants	− 4	+ 1	Free Traders		
Other	− 2	− 1			
Pirates	− 1	− 1			
Belters	− 4				
Sailors					
Diplomats	+ 1				Imperial
Doctors	− 4				
Flyers		− 4			
Barbarians			− 1		lost colonies
Bureaucrats	− 4				
Rogues					
Nobles		− 1			Imperial
Scientists	− 4				
Hunters					
Mercenary:					
Marines	+ 1		− 1		Imperial
Army	+ 1		− 1		Imperial
High Guard					Imperial
Scouts	− 1				Imperial

a second time. No skill is inappropriate if the character already has the skill.

Automatic skills which are inappropriate are initially refused; they are received if, later, the character rolls and takes that skill during a career.

Aslan have no choice in using this skill procedure; they must reroll if inappropriate skills are received.

An Aslan will become discontent (disgusted) with the service he or she is in and will muster out at the end of the term if his or her non-gender skills exceed gender skills at the end of that term.

HUMANS IN THE HIERATE

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

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

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

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

Humans may also exist as vassals of some Aslan clan. In such a case, the humans thus encountered will be almost indistinguishable from racial Aslan in terms of behavior and culture, having thoroughly embraced all aspects of Aslan culture. Others will be barbarians who have been actively kept from interstellar travel by a locally dominant clan.

Human characters who have adopted Aslan culture follow basic Aslan character generation. Humans do not gain the various physiological differences (enhanced strength and endurance, the dewclaw, bursts of increased speed, superior senses, etc.), but are otherwise treated pretty much as Aslan. Men and women thus generated will be much like their Aslan counterparts, save that men receive a DM + 3 when rolling to acquire Independence skill. Other factors are unchanged for such human characters. Their drives, motivations, and ways of looking at things will be thoroughly Aslan.

Personal Combat

The procedures of personal combat when Aslan are involved are unchanged from the basic rules, but certain specific details are altered, especially available weapons (due to differences in technology and culture). These changes (only) are noted in this section.

Movement: Aslan, descended as they are from carnivore/pouncer stock, are capable of very short bursts of speed. Walking movement changes range by one band, running by two, three, or four,

in any given round. Every fourth round (only), an Aslan may choose to *sprint*, moving five range bands that round. This is the equivalent of two combat blows for endurance purposes.

Combat: In any combat round, an Aslan may attack with hands, claws, dewclaw, or a weapon. Only one type of attack may be made each round.

Dexterity: Aslan hands are not as well adapted to fine manipulation as those of most other races. When handling non-Aslan weapons (only), treat them as having one less than the actual value when determining dexterity modifications. For example, an Aslan could competently handle a khaihte (pistol) because it is manufactured for Aslan use; when forced to use an automatic pistol manufactured for human use, he would treat his dexterity characteristic as one less than actual for the purpose of computing required dexterity and advantageous dexterity.

Untrained Weapons Usage: Aslan characters are generally considered untrained in weapons belonging to alien races (and vice versa). However, if the character has any gun combat skill, he or she has gun combat-0 in alien firearms as well. Other equivalents may also apply across racial lines at the referee's discretion. These should, however, be granted sparingly.

Morale: Basic Aslan morale is 6 + (as against the human 7 +) to stand in combat. The presence of any noble Aslan male gives a DM + 1 in addition to all other modifications. Other morale dMs are given in the Aslan morale table.

In a mixed party of Aslan and non-Aslan, Aslan characters should roll for morale individually.

It is rare for a male Aslan to run from combat; in fact, a male must fail a morale saving throw to break off a battle, regardless of the situation of the logic of flight or surrender in a hopeless battle.

WEAPONS

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

Personal Weapons: The following personal weapons cover the range of melee arms available. All are possible specific weapons which can be chosen using Personal Weapons skill.

Fierah *(no strict human equivalent; often translated as thong)* (100 grams; Cr10; TL 1): A strip of flexible material (originally hide, now frequently plastic) approximately 1500mm in length. It is frequently worn like a sash or belt. Weight is negligible. The fierah can be used in a variety of ways: looped, it can be used to snare or throttle an opponent; it can also be used as a sling, or the loose strands at each end can be tied around weights to form an improvised flail or bolo (taking two rounds, during which time the character is evading). Each application is listed separately on the weapons charts; skill applies equally to all applications.

Yurletya *(Spear-Hook)* (2000 grams; Cr15; TL 2): A combination of spear (at one end) and 4-pronged grappling hook (at the other). The yurletya is 2500mm in length, and was a favorite duelling weapon of early Aslan cultures. It is still frequently used for ritual or ceremonial purposes. After any attack is made with the weapon, regardless of the result, a second attack may be made in the round. One of the attacks must be with the spear end, and is treated normally. The other attack is with the hook, on a throw of 8 + (weapons, range, skill, and other DMs apply), the opponent is knocked down. On the next round, the opponent suffers a DM − 1 on all attacks, and any attacker(s) gains a DM + 1 on all attacks, for that round only.

Akhaeh*(Throwing Edge)* (200 grams; Cr25; TL 3): A boomerang-like weapon with a sharpened edge. Usually carried on a belt sheath, it functions precisely as a boomerang. A thrown akhaeh which missed the target returns to the thrower on 8 +; DM + akheah skill.

Other Personal Weapons: The club, cudgel, spear, and pike are all found in Aslan societies as well as in human space.

Guns: The following guns are generally available on worlds of sufficient tech level.

Khaihte *(Pistol)* (500 grams loaded; Cr780, TL 7): A semi-automatic pistol similar in nature to the Body Pistol, though only occasionally designed as a concealable weapon. The khaihte cartridge is common to the takhestah and the khaifealate as well. The pistol uses a 10-round magazine (the 20-round takhestah magazine will also fit). The khaihte can be fitted with a silencer.

Length: 150mm. *Weight, unloaded:* 400 grams (a loaded magazine weighs 100 grams). *Base Price:* Cr750 (one loaded magazine: Cr30).

Takhestah *(Long Pistol)* (1450 grams loaded; Cr530; TL 5): The basic Aslan semi-automatic handgun. It is similar in nature to the human automatic pistol, but uses a 20-magazine. The takhestah cartridge is common to the khaihte and the khaifealate as well. The extended barrel for the pistol gives enhanced accuracy to the weapon.

Length: 350mm. *Weight, unloaded:* 1100 grams (loaded magazine: 350 grams). *Base Price:* Cr500 (loaded magazine: Cr30).

Khaifealate (Machine Pistol) (3500 grams loaded; Cr630, TL 5): The Aslan equivalent of a submachine gun. Magazines carry 32 rounds; ammunition, but not magazines, is compatible with the khaihte and the takhestah. Performance is similar, but slightly inferior to, most SMGs.

Length: 475 mm. Weight, unloaded; 3000 grams (loaded magazine: 500 grams). Base Price: Cr600. (Loaded magazine: Cr30).

Uealikhe (Carbine) (3500 grams loaded; Cr300; TL 5): Virtually identical to the human carbine, the uealikhe makes use of a small caliber round; magazines of 12 rounds each are not compatible with other weapons.

Length: 800 mm. Weight, unloaded: 3300 grams (loaded magazine: 200 grams). Base Price: Cr275 (loaded magazine Cr25).

Takheal (Long Rifle) (5000 grams loaded; Cr275; TL 5): The basic Aslan rifle, the takheal makes use of a 32-round magazine which is also compatible with the yeheal. It can be fitted with a bipod, folding stock, and electronic or telescopic sights.

Length: 1200 mm. Weight, unloaded, 4400 grams (loaded magazine: 600 grams). Base Price: Cr250. (Loaded magazine: Cr25).

Yeheal (Autorifle) (6600 grams loaded; Cr1275; TL 6): The Aslan automatic rifle functions much like the human model. It can be equipped with a shoulder sling, sights, a bipod, and a muzzle brake, and may be switched from semi-automatic to full automatic fire as needed. Magazines are identical to (and interchangeable with) the takhealkhe.

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

Length: 1100 mm. Weight, unloaded: 5400 grams. (Loaded magazine: 600 grams.) Base Price: Cr1250 (loaded magazine Cr25).

Eakhyasear (Hunter's Rifle) (4250 grams loaded; Cr225; TL 4): The weapon most often carried by non-military Aslan who require a longarm. It is similar in many respects to the takhealkhe, but is shorter, bulkier, and uses a different type of ammunition. Ammo comes in 16-round magazines, and is not compatible with other firearms. The eakhyasear may be fitted with a sling, folding stock, and telescopic sights.

Eakhyasears are available in a variety of qualities, with custom engraving, swirl grain wood stocks, precious metal plating, and special attention to craftsmanship and quality; building on the base price, such features may cost from up to 1000% additional. Noble males especially consider it beneath their dignity to carry an ordinary quality eakhyasear and will select a more ornate model. These special features do not affect accuracy or reliability.

Length: 1000 mm. Weight, unloaded, 4000 grams (loaded magazine: 250 grams). Base Price: Cr210 (loaded magazine: Cr15).

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

Accessories: Accessories are basically similar to human equivalents; however, weight and cost on all items should be increased by 10% for most Aslan devices.

Armor and Protection: Armor types available parallel human forms, but tend to be bulkier (add 10% to weight when applicable). Price is not affected.

Darkness and Night: Aslan eyesight is less seriously handicapped by darkness than human sight.

Total darkness restricts attacks to short range; beyond short range, attacks are subject to an additional DM – 8.

Partial darkness reduces visibility to long range; beyond long range, attacks are subject to DM – 4.

Starships and Space Travel

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

INTERSTELLAR TRAVEL

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

Aslan have no special regard for luxury, and do not have a separate high passage ticket. All paid passages are considered middle or low. However, any Aslan of social level 9 + will receive the services of the ship's steward automatically, and the middle passage baggage allowance becomes 500 kgs. Aslan nobles always have precedence, and usually bump passengers of lesser standing.

Working passage is common within a clan; working passage is rarely available to non-clan members.

LESSER KNOWN ASPECTS OF SPACE TRAVEL

The following are customs within Aslan space.

Clan Hospitality: There is a strong tradition within most clans that ''the clan takes care of its own.'' If members of a character's clan live on a particular world, these clan members will offer free food and lodging, and will provide a middle passage ticket on a roll of 8 + .

Outcasts or characters who have been Outcasts are without a clan they can claim, and thus are not extended this hospitality.

Referees can determine the presence of an Aslan's clan on a world through materials they have previously prepared, or using the following procedure.

Throw 10 + for representatives of the Aslan's clan to be present on a specific world. DM + 1 if local population 9 + , DM + 1 if local government type H, DM + 2 if Aslan is member of one of the 29 clans. DM -1 per sector distant from homeworld of his clan.

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

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

SHIP DESIGN

Aslan ships are overall quite similar to the ships designed and operated by humans. The basic principles of ship design are unchanged; however some differences in Aslan ship operation call for different crew accommodations.

Aslan crew standards vary since there is no central authority to prescribe the number and type of crew required. The details of ship operation mandate that the requirements for pilot, navigator, and

engineer be the same as for humans in basic **Traveller**. Pilots are almost always male; navigators and engineers are almost always female.

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

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

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

Purser: Each merchant starship engaged in commercial activity, trade, commerce, cargo transport, passenger transport, or charter activity must have a purser. Invariably, the purser will be female, and she must have a minimum of either Admin-1, Broker-1, or Trader-1 skill.

The purser is paid a salary of Cr5,000 per month.

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

STARSHIPS

The following ships are standard designs available throughout Hierate space. They are presented in the same basic format as the standard ships found in Imperial space. Aslan ships are designated by class, and do not have Imperial type letter codes.

Scout (*Hraye class*): Using a 100-ton hull, the Aslan scout is intended primarily for exploration duties. It mounts jump drive-A, maneuver drive-A, and power plant-A, giving performance of jump-2 and 2-G acceleration. Fuel tankage of 40 tons supports the power plant and one jump-2. Adjacent to the bridge is a computer Model/2. There are two staterooms and no low berths. The ship has one hardpoint and one ton allocated for fire control. Installed on the hardpoint is one double turret, usually armed with one missile rack and one pulse laser (unless otherwise specified). There is one ship's vehicle: an ATV. Cargo capacity is four tons. The hull is streamlined.

The scout requires a crew of two: pilot and engineer/navigator (one individual with pilot, engineer, and navigator skill could also handle the ship). The ship can carry up to four individuals in double occupancy. The ship costs MCr33.97 (including 10% discount for standard designs) and takes 9 months to build.

Trader (*Eakhau class*): Using a 400-ton hull, the Aslan trader is intended as a basic interstellar merchant ship, carrying a mix of cargo and passengers. It has jump drive-E, maneuver drive-B, and power plant-E, giving performance of jump-2 and 1-G acceleration. Fuel tankage of 100 tons supports the power plant and one jump-2. Adjacent to the bridge is a computer Model/2. There are thirteen staterooms and sixteen low berths. There are four hardpoints and four tons set aside for fire control. No weapons are mounted. There are no ship's vehicles. Cargo capacity is 164 tons. The ship is streamlined.

The trader requires a crew of five: pilot, navigator, two engineers, and purser. A steward, medic, and up to four gunners are sometimes carried. It can carry up to eight passengers and 16 low passengers. The ship costs MCr124.26 (including 10% discount for standard

designs) and takes 14 months to build.

Clan Transport (*Khtukhao class*): Using a 600-ton hull, the clan transport is a large freight and passenger vessel used by clans and companies for service of major trade routes. It has jump drive-H, maneuver drive-H, and power plant-H, giving the ship performance of jump-2 and 2-G acceleration. Fuel tankage of 140 tons supports the power plant and allows one jump-2. Adjacent to the bridge is a Model/2 computer. There are 25 staterooms and 30 low berths. There are six hardpoints and six tons allocated for fire control. No weaponry is initially installed. A 95-ton shuttle (capable of transporting 20 passengers and 55 tons of cargo) is carried as ship's vehicle. Cargo capacity is 137 tons, but the shuttle cargo bay is generally filled as well, increasing capacity to 192 tons. The ship is unstreamlined.

The transport requires a crew of six: pilot, navigator, three engineers, and purser. Stewards must be added if nobles are carried. A medic may be added if desired. Gunners can be added if the ship is armed. The ship can carry up to 19 passengers and thirty low passengers. The pilot operates the shuttle. The ship costs MCr257.79 (including 10% discount for standard designs) and takes 22 months to build.

Courier (*Ktiyhui class*): Using a custom 200-ton hull, the courier is a fast, long-range ship used to conduct clan business across interstellar distances. It mounts jump drive-C, maneuver drive-D, and power plant-D, giving performance of jump-3 and 4-G acceleration. Fuel tankage of 100 tons supports the power plant and allows one jump-3. Adjacent to the bridge is a computer Model/4. There are seven staterooms and no low berths. There are two hardpoints and two tons allocated to fire control. Two double turrets are installed, one with two missile racks, the other has a pulse laser and sandcaster. There are no ship's vehicles. Cargo capacity is six tons. The ship is streamlined.

The courier requires a crew of four: pilot, navigator, and two engineers. Gunners and stewards may be carried if needed. The ship costs MCr125.30 (including 10% discount for standard ship designs) and takes 12 months to build.

Cruiser (*Aositaoh class*): Using a 1000-ton hull, the cruiser is built for small-scale clan troop transport and combat operations. It has jump drive-R, maneuver drive-R, and power plant-R, giving performance of jump-3 and 3-G acceleration. Fuel tankage of 330 tons supports the power plant and provides one jump-3. Adjacent to the bridge is a computer Model/5. There are 54 staterooms, and no low berths. The ship has ten hardpoints and ten tons allocated for fire control. Ten triple turrets are installed. The ship mounts six triple

beam lasers, three triple missile racks, and one triple sandcaster. The ship carries a launch, two pinnaces, four ATVs, and four air/rafts. Cargo capacity is 98 tons. The hull is streamlined.

The cruiser requires a crew of eight: captain/pilot, navigator, five engineers, and purser (or the female executive officer). Up to 96 other people can be carried with double occupancy; usually 10 gunners, 80 troops (2 platoons), plus 6 berths for small craft pilots, clerks, or others as needed. The ship costs MCr575.51 (including 10% discount for standard designs) and takes 27 months to build.

Escort (*Ekawsiykua class*): Using an 800-ton hull, the escort is a military vessel employed by clans for space patrol and combat duties. It mounts jump drive-R, maneuver drive-R, and power plant-R, giving performance of jump-4 and 4-G acceleration. Fuel tankage of 380 tons supports the power plant and allows one jump-4, and provides a 20-ton reserve for use by the vessel's small craft. Adjacent to the bridge is a Model/4 computer. There are twenty staterooms and no low berths. The ship has eight hardpoints installed and eight tons allocated to fire control. Eight triple turrets mount three triple lasers, three triple missile racks, and two triple sandcasters. The ship carries two armed pinnaces and five fighters for scouting and patrol duties. Cargo capacity is thirteen tons. The ship is unstreamlined.

The escort requires a crew of eight: captain/pilot, navigator, five engineers, and purser/exec. Generally, a medic, eight gunners, eight small craft pilots, two pinnace gunners, and a boarding party of ten soldiers are also carried on board in double occupancy staterooms. The ship costs MCr578.17 (including 10% discount for standard designs) and takes 25 months to build.

Seeker (*Kteiroa class*): Using a custom 200-ton hull, the seeker is a prospecting vessel adapted to explorations in asteroid belts. It has jump-drive-B, maneuver drive-B, and power plant-B, giving performance of jump-2 and 2-G acceleration. Fuel tankage of 60 tons supports the power plant and allows one jump-2. Adjacent to the bridge is a Model/1bis computer. There are four staterooms and four low berths. The ship has two hardpoints installed and two tons allocated to fire control, but no turrets or weapons are installed. The ship carries no vehicles. Cargo capacity is 74 tons. The ship is streamlined.

The seeker requires a crew of two: pilot, and engineer/navigator. The ship costs MCr66.72 (including 10% discount for standard designs) and takes 12 months to build.

Researcher (*Hkiyrerao class*): Using a custom 400-ton hull, the researcher is utilized for the investigation of scientific phenomena or for conducting tests at newly discovered worlds. It mounts jump drive-F, maneuver drive-B, and power plant-F, giving performance of jump-4 and 1-G acceleration. Fuel tankage of 150 tons supports the power plant and allows one jump-3. Adjacent to the bridge is a Model/5 computer. There are fifteen staterooms and ten low berths. The ship has four hardpoints installed and four tons allocated to fire control. No turrets or weapons are installed. The ship carries one pinnace and one GCarrier as vehicles. The 50-ton cargo hold is fitted out as a scientific laboratory. The ship is streamlined.

The researcher requires a crew of four: captain/pilot, navigator, and two engineers. When on missions, an executive officer/head scientist is also required. A staff of up to 10 scientists can also be carried. The ship costs MCr 260.34 (including 10% discount for standard designs) and takes 16 months to build.

ASLAN SHIP OWNERSHIP

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

Aslan characters can acquire the use of a ship in several different ways— by grant from the clan, by grant from a corporation, as a mustering-out benefit, and as a boon.

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

Corporate leaders may grant the use of a starship in much the same way as clan leaders do. Adequate reasons for use of a corporate ship include trade and commerce, cargo transport, and merchant operations.

Requests for a ship directed to a clan leader or a corporate leader are evaluated by the referee, and if reasonable, are granted on a throw of 10+. Such requests may be made only once per year, and must be made in person.

Individuals who have received a ship as a mustering-out benefit are assumed to have been granted use of a ship by their clan or their corporation for one of the appropriate reasons given above.

Ships are sometimes obtained as a boon from a clan leader. The character must first perform some great service for the clan or the leader (usually at great risk of life and limb) and as a reward is given a ship for his or her personal use. Receipt of a ship as a boon precludes the necessity of a plan for the ship's use.

An Aslan who cannot obtain a ship in normal fashion may commission a starport to build one, paying the full purchase price. Financing is rare, since it would have to be obtained from a corporation, which are often affiliated with clans; if the clan did not approve the use of the ship, they are also unlikely to approve the purchase of a ship. Financing is also obtained only as a result of a favorable reaction throw. The referee should use DMs reflecting the reasons behind the need for such a ship on both throws, as well as other DMs as required. A financing company without clan ties could eliminate this problem.

Aslan ship designs are not generally available outside Hierate space. Human ship designs are fairly common within the Hierate, and may be found in addition to the ships described here.

When an Aslan corporation grants a ship, it participates in the cost of operating it and in the revenue it generates. Each year, the corporation balances the books on the ship. All expenses are totalled (fuel, routine maintenance, life support, crew salaries, berthing costs, cargo costs, and other appropriate expenses); to this is added 5% of the original cost of the ship. All revenues are also totalled (cargo transport receipts, passenger fares, profits from trade and speculation, charter fees, and other receipts). The two are added together to determine if the ship had a profit or a loss.

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

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

A clan grants a ship with less concern for immediate profit or loss since non-commercial uses do not generate money as clearly. The clan pays basic expenses for the ship, but also receives all revenues which the ship generates.

Individually owned ships are the responsibility of the owner. Ships granted as a boon are also the responsibility of the owner. Ships received as mustering-out benefits are treated as either clan or corporate grants.

Worlds

The physical details of worlds remain unchanged, and the process is the same as in basic **Traveller**. Population is similarly unchanged. The details of starport type, government type, law level, and tech level are changed to more fully portray Aslan culture and society. The physical details of world generation remain the same.

PLANETARY GOVERNMENT

In human terms, all Aslan worlds have a feudal form of government. Thus, one of several normal governmental codes might be assigned by humans to various Aslan planets (0, 3, 5, 6, 7, 8, 9, A, B, and C are all applicable), and these codes might be found in a human catalog of world types (Kusyu, the Aslan homeworld, is often assigned a government type 8 in this fashion).

When mapping Aslan space, however, it is possible to be more specific in the listing, giving a clearcut idea of the distribution of power in an Aslan society. The Aslan governments table shows a two-dice table for the generation of government types, and an explanation of the individual codes.

LAW LEVELS

Aslan law levels are generated by a 2D roll without modifications; government type has no effect on law level. The code means much less as far as governing weaponry which may be carried than it does for human worlds; it may be considered a guideline to what is commonly carried on that world, with no particular penalty extended to carrying weaponry of 2 or 3 levels lower on the human table.

The real use for law level, however, is to represent the *touchiness* of the local clan government. It continues to show the frequency with which authorities may be encountered, and should also be used as the basis for determining the initial reaction of any official encountered. Subtract the law level from 15; this number is the reaction result for most officials who might be encountered in the line of duty. Other reactions and the interaction of characters and NPCs proceed according to the encounter rules as modified later in this booklet.

TECHNOLOGICAL LEVEL

Tech level codes correspond to the equivalent human codes, but Aslan technology is somewhat more uniform through the Hierate than equivalent human-settled worlds would enjoy.

The tech level tables show the procedure for determination of local Aslan tech levels.

TRADE CLASSIFICATIONS

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

Rich Worlds: An Aslan rich world has atmosphere 6 or 8, and population 6 to 8. Government type is ignored.

BASES

When generating a world, bases should not be rolled for until the government type has been determined, since government type will have some bearing on the type of bases found in the system.

There are two types of bases, those belonging to clans of the Tlaukhu, and those belonging to lesser clans. All are considered *naval bases*, but those of the Tlaukhu are larger and more well-equipped. All bases are maintained by individual clans.

TRAVEL ZONES

Travel zone classifications are not in general use in Aslan space.

Class X starports are considered interdicted worlds, but the interdiction is declared by some individual clan, not by the Tlaukhu as a whole. Generally, worlds are interdicted by a clan so that some local resource may be exclusively exploited, to prevent space travel by a native race, or to exploit that race without outside interference. Interdictions are hardly ever established to protect a world or race, only to benefit the acting clan in some way. However, the owning clan may maintain starport facilities and a base at a class X world. Port quality is zero, and the port is closed to traffic not of the owning clan.

Travel and Trade Routes: The Hierate has nothing to correspond to the Imperial x-boat network, and no travel routes are plotted on Hierate subsector maps. Major trade routes connecting high population worlds are often established by clans, and clan trade routes may be plotted; they connect worlds with population 9+, usually calling at established A and B starports along the way.

Territories: The boundaries between the territories of Aslan clans are indistinct due to the nature of their landholdings. World surface land can be easily marked and held, but because a world may have landholdings from several clans, each clan claims that world as part of its territory. Similarly, early exploration placed the best worlds in the hands of certain clans, and later explorations settled for less hospitable worlds. As a result, the gross boundaries of clan territories overlap. For example, the territory of a Tlaukhu clan may spread over several sectors, but within that territory the majority of worlds are held by other clans. Even Tlaukhu clan territory boundaries can overlap.

At best, a single clan can be said to *dominate* a certain subsector or sector; a dominant clan owns or controls more worlds than any other single clan and maintains power superior to any other single clan in the area.

Other Game Rules

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

ENCOUNTERS

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

General Notes: When encounters occur, an appropriate NPC should be created. Gender should be determined by the nature of the encounter (a Merchant will be female, a Wanderer will be a male, and so forth); if it doesn't matter, roll 1-2 for male, 3-6 for female.

Random Encounters: A new random encounters list is provided (see tables) to better reflect Aslan random encounters.

Patrons: A new patron list is provided for Aslan patrons who might be encountered. A patron throw in Aslan space should be made twice per week, occurring on a roll of 5+ on 1D. One throw is made for encounters within the local starport; the individuals encountered here may include representatives of clans and corporations without local connections (who may thus provide access to or interest in other worlds nearby). The other throw is made only if characters leave the starport and visit the world proper, in which case the individuals encountered will usually be members of the local clan.

Legal Encounters: The section on law level in the previous chapter provides insight into the function of law levels on Aslan worlds.

Other Encounters: Other encounters occur nominally, but the referee must always remember to keep events and encounters congruent with the basic facts of Aslan society.

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

Reaction Table Results: Most results are the same as those used for human characters. However, hostile reactions usually lead to "discourtesy" rather than violence. In such an instance, the response given by that reaction would be one which normally would provoke hostility in return. Treat discourtesy as grounds for a formal challenge (but player-characters need not issue such a challenge—although this would take an enormous amount of restraint for Aslan player-characters).

An NPC who receives discourteous treatment may easily be provoked into an attack. Such an attack may be immediate (which is a violation of ritual and protocol), or may take the form of a challenge

to a duel, with the time and place specified. Duels are not (usually) lethal; they are fought to first blood only. The embarassment and loss of honor one suffers in declining a challenge or refusing a duel is far worse. In addition, for humans, the respect gained by engaging in a duel to defend one's honor can be beneficial in a struggle to fit into Aslan society.

TRADE AND COMMERCE

Procedures for trade and commerce are exactly the same as in basic **Traveller**.

Broker, Trader, and Admin skill can be used to influence trade negotiations. Female Aslan characters with Broker skill may function as brokers themselves (as may humans who are perceived as female by Aslan). Admin skill is only half as effective as Broker skill: Admin-2 equals Broker-1.

The Aslan Homeworld

The Aslan homeworld is Kusyu, located in hex 0305 of Kilrai' subsector. Kilrai' is subsector G of I'aheako sector.

Humans often spell Kusyu as Kuzu in Anglic; Kilrai' is often spelled Kilane.

Stellar Data: Kusyu orbits a close binary consisting of *Tyeyo* and its companion *Saietaie*. Saietaie orbits Tyeyo at 4.2 million kilometers with a period of about one eakhau.

Tyeyo is a G4 V star somewhat dimmer than, and fractionally smaller than, Sol. Luminosity is 0.77. Effective temperature is 5600° K. Radius is 0.93 of Sol. Mass is 0.96 of Sol.

Saietaie is a DA dwarf star barely visible against the face of Tyeyo, but becomes noticeable when its orbit swings it up to two stellar diameters to either side of its companion. Luminosity is 0.0003. Effective temperature is 14,000° K. Radius is 0.01 of Sol. Mass is 0.36 of Sol.

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

Kusyu   0309 A8769H6-E   T   Industrial.   G

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

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

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

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

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

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

AN ASLAN TIMELINE

The following table shows several key events in the history of the Aslan.

ASLAN HISTORY

Aslan	Imperial	Event
−123	−2190	First World War
−88	−2160	Second World War (Nuclear)
−60	−2136	Aslan space travel.
−22	−2102	Orbital bases
−18	−2098	Third World War
0	−2083	Formation of the Tlaukhu.
94	−1999	Aslan invention of jump drive.
117	−1980	First contact with humans (Hisol'i).
350	−1776	The Long Night begins for humaniti.
1100	−1118	Aslan Border Wars begin.
1185	−1044	First crossing of Great Rift.
2810	380	Peace of Ftahalr; Border Wars end.
2902	461	First contact with Zhodani (Istoi Hkayu).
3077	614	Yerlyaruiwo-Tralyeaeawi War begins.
3120	652	Hlyueawi clan joins Tlaukhu
3167	693	Yerlyaruiwo-Tralyeaeawi War ends.
3610	1081	Oakhtitl leaves Ilekhahke.
3610	1082	Fourth Frontier war begins.
3644	1111	Current date.

Syareahtaorl

The Aslan word *syareahtaorl* is usually translated as *quest*; it is built from two roots: *syar*, which means seeking or searching, and *taorl*, which conveys the idea of esthetic fortune— a worthy goal which cannot be expressed as money or land, but as honor or responsibility. Syareahtaorl is most commonly used by ihatei when they talk about their intense desire for new lands on which they can build power and clans.

This adventure is a quest which takes a band of adventurers from the Imperium deep into Aslan territory on a mission for an Aslan patron. Along the way, the travellers have an opportunity to deal with Aslan from many clans, to trade with Aslan merchants, to delve deep into Aslan culture, and perhaps to participate in it. Ultimately, their goal is to find a certain Aslan male and convince him to return to his family.

This adventure contains four basic parts: a plot outline and synopsis, referee's notes, background data on the major Aslan non-player characters, and special rules. Each part serves a purpose, and the referee should read the entire adventure before beginning.

INTRODUCTION

The adventure begins at Glisten, an asteroid belt, and capital of Glisten subsector of the Spinward Marches. It is there, at the Imperial scout base, that the executive officer of the Aslan research ship *Syareahtaorl* is obtaining maps and charts of the territory spinward of the Imperium. The *Syareahtaorl* is also restocking itself with provisions from the starport stores and preparations are underway for the beginning of a long journey.

Aikaheh, an Aslan male in charge of the ship, is hiring human crew. Typically, he is ready to pay extremely good wages (double standard wages for the duration of the voyage, especially for good gunners and pilots), but the females on board have managed to talk him down to a more reasonable 10% above normal rates; they are also ensuring that those hired will actually be useful aboard ship. Nevertheless, Aikaheh wants good fighters as well as experienced personnel, and will hire anyone who looks good to him.

The Patron's Story: The first point of business is for Aikaheh to tell his story; it should be related to the group of adventurers as accurately as possible, but of course, it is from his point of view.

One of Aikhaheh's crew can speak anglic; she is able to serve as a translator for his story. Once his story is finished, Aikaheh's executive officer will provide the basic plans to be followed. She has obtained a report from the Imperial Scout Service which details the arrival in the Spinward Marches of the Oakhtitl, sometime in 3614. A character with scout service experience can help her better understand the report, but she will puzzle out the reports regardless. The route to be followed will be through Hlaoirloahaurl and Lerlairlaii sectors to Weasuirlkaoa; there, at Feirirlakh, they hope to find enough information to continue on to Akaoft's new lands.

SYNOPSIS

This adventure can be divided into ten episodes, each of which has some bearing on the adventure and on the enjoyment which the players will have. Not all ten episodes are absolutely necessary, but their structure is intended to produce an enjoyable adventure.

Initial Preparation: The referee, in addition to reading this material about the adventure and the Aslan culture, must prepare for the adventure sessions. This preparation consists of preparing basic sketch maps of the territory which will be explored and travelled through, noting any changes which must be made to the adventure in order to better handle characters already in use in the referee's group, generating several worlds, and creating of several Aslan characters.

Sketch maps (one sheet of 8½ x 11 for each sector) should show the rough location of each important world in the sector, and the stellar density to be expected in various regions within the sector. The sector map on the inside cover of this module shows most of the worlds (except for Akaoft's world).

Stellar densities vary and will be used with the unknown space navigation chart. By consulting the sector map, the location of the Great Rift can be found, and it should be marked *rift*. A region on each side of the Rift should be marked *sparse.* Other areas can be marked *scattered* and *standard*, with a few small areas marked *dense*.

Worlds to be generated and marked on the maps should include: Aulryakh and Wahtoikoeakh, (worlds at each end of the jump-5 route through liyoihuakh sector), Ilekhahke (the Loakhtarl homeworld in Ealiyasiyw sector), Glisten (the starting point of the adventure in the Spinward Marches, just beyond the edge of the map at Trojan Reach), Feirirlakh (the Raohkeil colony world in Weasuirlaoa sector), and Hrirohryukh (Akaoft's world in Kyatulyare' sector). All but Glisten have breathable atmospheres and at least 20% water.

Aslan characters must be generated for the following individuals (ages are in ftahea): Akaoft (age 52), Estalyah (age 51), Loakhtarlako (age 73), Aikhaheh (age 70), at least three crewmembers for the *Syareahtaorl* to accompany Aikhaheh, at least four Soarlyaki assassins, and about five more Aslan of various careers to use as encounters.

Initial activity. Much of the initial few jumps can be taken up acquainting the player-characters with the Aslan, with the *Syareahtaorl*, and with the situation.

Activities can include learning the Aslan language, swapping stories, and getting acquainted with the situation.

Gimmicks. One of the first items on the agenda involves acquiring some equipment which may help the group on its way. Even as the *Syareahtaorl* proceeds on its journey, layovers and planetfalls can be taken up with encounters which will produce or lead to various gimmicks. The special rules section on gimmicks describes two which could be useful.

Assassin Encounters. During the course of the journey from Glisten to Weasuirlaoa sector, the *Syareahtaorl* and its crew should be the object of at least three assassin attacks, which may occur as space combat, personal combat, or treachery. The special rules section on assassin attacks provides more details.

Encounters with the assassins may also provide evidence that they are Hroasyakh, that they are not Hroasyakh, or that they are Soarlyaki.

Tracing Akoaft. As the *Syareahtaorl* moves closer to Feirirlakh, the ship crew can find evidence that Akaoft and the Oakhtitl passed this way long ago. Starport records can be used to determine precise dates and even indications of the courses followed. All evidence indicates that the Oakhtitl proceeded to Feirirlakh and that it fought a great battle there. Information available also shows that Feirirlakh is a Raohkeil colony world.

Because Raohkeil and Loakhtarl are at war, a Loakhtarl ship approaching Feirirlakh will be attacked. The players should be instrumental in engineering some sort of disguise, forged documents and false marking, or other means of avoiding combat when they approach Feirirlakh.

Once the ship arrives at Feirirlakh (assuming it is not attacked), it must investigate local information about the Oakhtitl. The special rules section of Feirirlakh indicates some of the events to be implemented on that world.

Luakhti: Once near Luakhti, local Aslan (if they find out that the *Syareahtaorl* comes from Loakhtarl clan will be happy to cooperate and to direct it to Hrirohryukh and thus to Akoaft.

Akoaft may be too busy to receive the group initially, but upon discovering that Aikhaheh is with them should meet with them immediately. This meeting marks the beginning to the end of the adventure, as Akoaft listens attentively and then agrees to return to Ilekhahke to assume the ko of the Loakhtarl clan. He intends to merge the two clans (Loakhtarl and Hkastahistoti) once he assmues the ko, and to recruit settlers for his treasure world in the Rift.

The Treasure World. Htoi, Akoaft's treasure world, is also the site where he maintains his clan's most powerful ship— a heavily armed jump-5 cruiser. If time becomes pressing, he may decide (or the referee may decide) that a detour to Htoi is called for in order to pick up the ship.

Returning to Ilekhahke. During the return to Ilekhahke, there should be a final ambush by the Soarlfeil. In this battle, the true nature of the Soarlfeil (the fact that they are impersonating the Hroasyakh) should be revealed.

The Coronation. The lavish succession ceremony in which Estalyah is installed as the new Loakhtarlako is a major event in the history of the clan, and should be the climax of days of preparation. If the adventurers are at all close to the appointed time of the ceremony, they should arrive when (or just before) it takes place. Properly handled, the confrontation and presentation of Akoaft can be a climax to the adventure.

Estalyah may try to foil Akoaft's interference by assassination attempts, either prior to, or during, the ceremony.

If the group arrives with Akoaft too late, there is still a chance, as evidence of the Soarlfeil's impersonation of Hroasyakh, and their assassination of Heatloi, can be presented. In that case, the arrival of Akoaft is a signal for a confrontation and for a duel between Akoaft and Estalyah; should that fail, it falls on any others of Akoaft's party eligible to duel (males, including humans) to continue challenging Estalyah until he is killed.

Once Estalyah is eliminated, Akoaft merges his two clans, reveals the existence of the treasure world (to the great delight of all the ihatei in Loakhtarl clan), and begins his reign as ko.

Final Rewards. Akoaft's rewards to the human members of the expedition should be generous as would be typical of an Aslan noble.

He will initially offer land on the treasure world, as this is the best reward he can conceive of. Such an offer can produce an income of about Cr100,000 per year per person, plus continued friendship with Aslan, a position as an Aslan noble, and opportunities to explore and exploit a new, untouched world.

Aikhaheh, serving as adviser to Akoaft, may sense that such a reward is ill-suited to the adventurers, and gently propose an alternative: the jump-5 ship. While that ship is extremely valuable, it requires a rather large crew and is costly to keep up. As an alternative, Aikhaheh may then propose that the travellers take the *Syareahtaorl* as their reward. Minor rewards should also include a scroll of introduction and safe passage, asking other clans to

recognize the bearers as members of the Loakhtarl clan, and to afford them hospitality and safe passage.

REFEREE'S NOTES

Playing this adventure is an exercise in reading and understanding the cultural background which is presented for the Aslan. Presented with certain situations, the players and the referee can then put their knowledge into action.

Language: Try to learn the language using the rules. Not everyone will succeed, but those who do should gain in stature in Aslan eyes.

Playing Aslan: This adventure has plenty of situations where a character can get killed. When one does die, recruiting humans will be difficult, so players should then try an Aslan character. They can come from two sources: an chance encounter Aslan who is willing to hire on aboard the *Syareahtaorl*, or an existing crew member who can be brought into the forefront of the action by becoming a player character. In either case, the Aslan player characters can be a great help to the adventure, and by the time someone is killed, the players should be ready to play Aslan too.

The Principal Non-Player Characters: The referee knows the overview of the plot, and has read each of the principal's stories. Care must be taken, however, that the information in the invividual stories is not revealed unless circumstances allow it to be. For example, knowledge of Estalyah's plot cannot be learned unless an assassin is captured and forced to talk, and even then the information learned will be only a part of the whole truth.

While administering the adventure keep the following points in mind:

Aikhaheh is searching for Akoaft because Akoaft is his favorite nephew; Aikhaheh has not knowledge of Estalyah's treachery or of his plan. He also has no reason initially to believe that the Hroasyakh assassins are not just what they appear to be—representatives of an enemy clan.

There is no sure evidence that Akoaft is still alive. The false local history on Feirirlakh actually implies that Akoaft is dead, killed aboard his flagship which they claim was destroyed.

Loakhtarlako will welcome Akoaft as the rightful heir to the ko, but (because of his love for Estalyah) will demand proof before he believes any charges against Estalyah.

BACKGROUND

The **Loakhtarl** clan traces its lineage and name back to the original expansion by the Aslan off Kusyu in 94 Aslan. During the Aslan Border Wars (1100 to 2810 Aslan), the clan controlled nearly eight subsectors with the promise of gaining more. Unfortunately, the tides of war turned against the Loakhtarl, and by the time the Peace of Ftahalr was signed in 2810 Aslan (380 Imperial), the clan landholds were reduced to less than four subsectors, all situated along the Hierate border in **Ealiyasiyw** sector.

Loakhtarlako, the head of the clan, had three sons who came of age in 3609. The first son, **Heatloi,** was destined to become the new Loakhtarlako, to assume the ko as clan head when his father grew too old to rule. The other sons, **Akoaft** and **Estalyah,** would not have landholds to inherit and it was always assumed that they would set off to the stars in search of their own lands. With this in mind, Loakhtarlako established the **Oakhtitl,** an ihatei fleet, gathering together ihatei from the clan, providing them with ten immense colonial ships, stocked with plentiful supplies, quantities of high-tech equipment, libraries of information, and everything else that can assist in a colonial operation. Akoaft was placed in charge of the expedition of more than 20,000 Aslan. The Oakhtitl's destination was Hlaoirloahaurl sector (known to the Imperium as Trojan Reach, lying just rimward of the Spinward Marches). There it was hoped that they would find worlds to settle and land for all of the males.

At the last minute, Estalyah surprised everyone by deciding not to go. Such a decision is unusual, and Loakhtarlako felt no little embarassment at his son's action. Akoaft's Oakhtitl left **Ilekhahke,** the

Loakhtarl homeworld in 3610. Heatloi was put into training to handle the office of clan head; Loakhtarlako, who as yet was reluctant to give up his power, personally helped in this task of preparing Heatloi for his responsibilities. Estalyah was shunted aside into the **Soarlyaki,** the Loakhtarl bodyguard unit dedicated to protecting clan and pride heads from enemies.

In 3621, a single scout ship returned to Ilekhahke with the first news of Akoaft's expedition, and the news was not especially good. The scout had left Akoaft's fleet carrying the remains of some forty Aslan who had died in various mishaps along the way, that they could be buried in the soil of their clan's lands. It also bore the news that there were no suitable worlds in Hlaoirloahaurl sector, and that the Oakhtitl had continued on into Imperial territory in search of new lands.

In 3625, an epidemic of a common virus swept Loakhtarlako's immediate ahriy, and Heatloi was especially hard hit. He was permanently weakened by the illness and was visibly less strong afterward. At the same time, Estalyah was unaffected by the disease, and even able to handle some of the details of clan head for his father. Afterwards, he tried to convince Loakhtarlako that he, Estalyah, was better suited to be ko than his brother, but the ko would not think of it. Heatloi received reports of these proposals, and a bitter rivalry developed between the two brothers.

In 3638, disputes between the Loakhtarl and the neighboring **Raohkeil** clan over certain worlds in Ealiyasiyw sector erupted into clan war. Originally, the war was fought using low-casualty rules, but it gradually escalated into full-scale warfare. Estalyah distinguished himself several times in battles against the Raohkeil, and his Soarlyaki was instrumental in defending both Loakhtarlako and Heatloi against attacks by the Raohkeil's **Hroasyakh,** their elite assassins.

In 3642, Loakhtarlako finally set the date of succession for clan head. Planning quite deliberately, he announced that he would step down at the beginning of 3647, which date would mark his 50th anniversary as ko. Within days of the announcement, Hroasyakh assassin raiders struck, and although they failed to catch Loakhtarlako, they did find and kill Heatloi. The ko was grief-stricken at the loss of his first son, but Estalyah's concern and attention helped him through this tragic time. Loakhtarlako quickly came to see Estalyah's leadership qualities, and that he would make a good ko. He began training Estalyah in earnest, and turned to him more and more for assistance.

About this time, and at Estalyah's urging, the war against the Roakheil was escalated even further than before. Estalyah personally organized and mounted several attacks against the Roakheil homeworld, and in retaliation, Roakheil attacks on Ilekhahke also increased.

Loakhtarlako's younger brother **Aikhaheh** had long been an adviser to the ko, as well as a vassal handling some minor clan lands. Always overshadowed by his older brother; poor times in Aikhaheh's youth had prevented him from ever wandering the stars, and he had always stayed close to the clan. Aikhaheh's favorite nephew had always been Akoaft, and now that Heatloi was dead, Aikhaheh took it upon himself to find and notify Akoaft in the hopes that he would return to Ilekhahke. Aikhaheh considers this quest he has undertaken a syareahtaorl, a quest of honor. And one with a time limit: Akoaft must be found and must return before the succession takes place in 3647.

Estalyah's Story: Estalyah, filled with the ambitions of every male Aslan, dreamed of finding lands to hold, but he has always been pushed aside by his two older brothers, and has never had the opportunity he felt he should get. Even when his father the ko created the Oakhtitl, he placed it in the hands of Akoaft; Estalyah would be forced to take second place. Perhaps Akoaft was only joking when he said it, but Estalyah overheard him say he would hold all the lands they find personally, doling out fiefs to everyone. Estalyah decided not to compete; he quit the ihatei expedition before it started and stayed home.

For ftahea, Estalyah was content to head the Soarlyaki, being involved in the combat and tactical operations that most Aslan males love. When Heatloi fell sick in the epidemic, even as Estalyah was unaffected, Estalyah felt it to be an omen or a sign that he was stronger than his older brother. And at that point, a plot hatched in his mind.

Initially, Estalyah thought he could convince Loakhtarlako just by talking to him, by telling him that Heatloi was not as strong, or as brave, or as capable as he was. Only after several tries did Estalyah see that the direct approach would not work.

When the war against the Roakheil began, Estalyah determined to show great bravery against the foe. His disappointment was almost limitless when, after saving Loakhtarlako and Heatloi from Roakheil assassins, his father still did not bend tradition and place him in the line of succession instead of Heatloi.

The current plot is more devious. Estalyah has created a secret special section of assassins, the Soarlifeil, within the Soarlyaki, and has trained them to a fighting edge. Special oaths of fealty bind the Soarlfeil directly to Estalyah, rather to the clan, although this fact is an especially well-kept secret. The special section of the Soarlyaki has been committed to impersonations of the Hroasyakh, and it was in this guise that Heatloi was killed. With Heatloi out of the way, the ko naturally saw Estalyah as a fit candidate for clan head.

Only after the fact did Estalyah see one of the flaws in his plan: if a peace were concluded with the Raokheil, it might come out that the Hroasyakh were never ordered to, or responsible for, the assassination of Heatloi. Once that truth was known, it might be possible to find out who did make the attack. Estalyah has been a driving force in escalating the war against the Roakheil; he has hopes of destroying the Hroasyakh, or destroying any records of the Hroasyakh, and thus covering his own trail.

The Soarlifeil has observed that Aikhaheh has set off to wander the stars, and Estalyah's suspicions were aroused. Afraid that Aikhaheh would contact Akoaft, a special detachment of the Soarlifeil was sent to stop Aikhaheh. So far, their attempts (disguised as Hroasyakh raids) have failed.

Akoaft's Story: Akoaft's entire life had been spent in preparation for his ihatei expedition in search of new lands. The clan tradition of primogeniture had made him sure he would never assume the ko of Loakhtarl, and his only hope was to find his own new lands. His father had helped in in every way he could, even providing the Oakhtitl with ten armed 50,000 ton ships, each capable of jump-3 and 3-G. Each ship carried 10,000 tons of cargo (primarily colonial supplies), a crew of 300, and a colonial force of 1700 and represented some of the best shipbuilding the clan could obtain.

The Oakhtitl left Ilekhahke in 3610; the first great challenge to the fleet was the Great Rift. Jump-3 is not enough for a simple crossing of the Rift, so it was done in stages. At each of the four jump-4 and three jump-5 points, ships had to move out one jump, leave a cache of fuel in deep space, jump back, refuel, and then perform the same maneuver again and again. In sum, just the crossing of the Great Rift took nearly two ftahea of constant work before they reached **Aulryakh** on the far side.

Once beyond the Great Rift, Akoaft found that the sector was not as open and available as the rumors would have had him believe. There were no worlds open for the taking. In 3611, news had reached the fleet of the outbreak of the Fourth Frontier War in the Spinward Marches. With no worlds to conquer in Hlaoirloahaurl sector, Akoaft had the fleet set course for the Imperium, hoping to find employment as mercenaries for one side or the other. By the time the fleet arrived at Glisten in the Marches, the war was over, and the market for mercenaries had collapsed.

Akoaft's executive did take the visit to the Imperium as an opportunity to obtain Imperial Scout Service survey charts of much of the territory spinward, and using those charts as a guide, was able to advise Akoaft that Kyatulyare' sector appeared to hold great promise. The fleet set course again, this time spinward.

The journey was not uneventful. In 3614, while passing through the **Weasuirlaoa** sector, two of the Oakhtitl's ships were disabled in a freak accident; Akoaft's heavy-handed request for assistance from the Raohkeil colony world of **Feirirlakh** provoked a running gunbattle which resulted in the disabled ships' destruction, as well as the destruction of Feirirlakh's starport.

The remaining eight ships of the fleet pounded the world from orbit for a time, and there was some looting, but eventually the fleet moved on, heading for **Kyatulyare'** sector.

Akoaft's fleet dispersed when it arrived in the new sector and conducted a survey of the available worlds, with a rendezvous for all in 3617. The various reports were examined, likely prospects discussed, and final colonization plans made. The target was to be Luakhti, a territory consisting of fourteen worlds held by **Hkastahistoti** clan in the sector. Akoaft's strike was quick and sure, and in a matter of months, the Oakhtitl had taken over control of the territory. Akoaft had bypassed the toil of long years developing lands by simply taking already developed landholds. Large portions of the landholds were reapportioned to Hkastahistoti clanmembers, but large areas were given out to Loakhtarl clanmembers as well. The landholders swore fealty to Akoaft, who became Hkastahistotiko in 3619.

In the ftahea since the conquest, Luakhti has prospered. Akoaft has expanded the territory to nineteen worlds, with more being explored for possible colonization. One of Akoaft's surveys deep into the Rift has found a special world, although its existence has not been announced yet. Htoi is a treasure world— a planet very similar to Kusyu, rich in minerals, lush with life, but without any native intelligence. Treasure worlds are rare finds; worlds to guarded until they can be exploited. Akoaft is pressing forward plans to colonize the world at the first opportunity; once colonized, it adds to the clan's power base, increasing the strength and stature of the clan, and of the clan head.

Aikhaheh's Story: Not all ihatei are able to set out on an expedition to find new lands. Aikhaheh's generation came at a time when the clan had little resources to outfit an extensive expedition, and as a result, Aikhaheh stayed home and had to be content with control of some minor clan lands. That suited his nature, and he worked well as an adviser and lieutenant to Loakhtarlako. Nevertheless, he had always wanted to wander among the stars in search of adventure and new lands.

Aikhaheh and Akoaft had had a special relationship when Akoaft was a child, and even now that affection remained. Now, Aikhaheh knows that Estalyah will assume the ko of the clan unless Akoaft returns before the succession date. That cannot happen unless Akoaft is told about it, and the only one who can tell him is Aikhaheh.

Now, Aikhaheh has the opportunity of a lifetime to travel among the stars and search for lands himself, while searching for Akoaft.

Aikhaheh is rather intelligent; he knows the limitations that Aslan culture place on males and females, and has always worked within them. So when he decided to undertake this expedition, he made careful arrangements, obtaining the use of a Hkiyrerao class research vessel from Loakhtarlako (although not telling him that the journey would also be looking for Akoaft), then consulting his ekho and recruiting them as crew for the ship. He named his ship Syareahtaorl and the journey began late in 3642. It has taken Aikhaheh across the Great Rift, across Hlaoirloahaurl sector, and into the Spinward Marches. It has not been without its problems, as Roakheil assassins had attacked at least twice before the ship could even leave Ealiyasiyw sector, at least once later, and some of Aikhaheh's crew believes that they are still being followed by Hroasyakh.

The last attack, at Aulryakh, killed three crew members (gunners). Now in human space, Aikhaheh's executive officer has suggested that the ship hire on some humans to fill those positions. No one likes the idea, but it is a practical suggestion, and Aikhaheh finally agrees. Aikhaheh's executive officer has obtained a set of Imperial charts of the territory to spinward, and although they are not

complete, they are the best available. Now the ship is hiring some human crew and preparing to set out again.

SPECIAL RULES

The following special rules deal with situations which will be encountered during the course of the syareahtaorl.

Language: Anyone can attempt to learn the Aslan language. All that is required is an instructor and time in which to learn. The process, however, is long and slow.

An individual begins with Aslan-0. For each eight weeks spent trying to learn the language, throw 8 + for the learning time to be successful; DM + 1 if the instructor is a native speaker of the language being learned, DM + 1 if the student is intelligence 9 + , DM − 1 if the student is intelligence 5 − . If the student is successful, then language ability is increased by 1.

Language ability ranges from 0 to 12. The ability level is the throw (or less) for the individual to understand what is being said; the ability level minus 2 is the throw (or less) for a speaker to be understood by an Aslan. The ability level plus 1, provided ability is at least 1, is the throw (or less) for written Aslan to be understood. In all cases, the referee must carefully impose negative DMs if the vocabulary being used is unfamiliar.

Language ability cannot exceed 12.

Frustration: When learning a language, throw intelligence or greater at the end of each eight week period in order to continue the learning process; otherwise, the individual becomes frustrated and stops learning.

Individuals who become frustrated and give up may try to begin language learning sessions again every twelve weeks: throw intelligence or less to begin again.

Navigation in Unknown Space: Mapping out the entire set of sectors that the *Syareahtaorl* will travel through is a monumental task, and not at all necessary for the course of the adventure. Instead, the Aikaheh and the travellers have access to IISS sector charts which give some background data on star density and what can be expected along the way; they are not star maps.

The unknown space navigation chart allows the referee to generate the position of star systems as the travellers journey through space. Only as the information becomes available can the travellers map the systems. This gradual unfolding lets the players see what better routes they could have taken, had they only had good maps, and what better routes that can take if they come this way again.

The star in the center of the chart indicates the system or deep space hex which the ship presently occupies. Die rolls are allowed based on the density of star systems in the sector or subsector; the referee determines the stellar density from information presented below, or by his or her own decision. The number of throws allowed is shown below the table.

Each roll used two dice rolled in succession to produce a two digit number. That number indicates the relative position of one star system with regard to the ship's present position. Throw one die; if it matches the tens digit of a wedge on the chart which already has one or more systems mapped in it, then the throw is wasted. If not, then throw the second die, note the two digit number created by the two consecutive throws, and mark the presence of a system in that numbered hex.

Gas giants can be detected in a star system by the ships' computer: the referee secretly determines if there is a gas giant present in the unknown system and rolls 1D; DM + ships computer model (Model/4 would give DM + 4). If the result is 10 + , the computer has detected the gas giant if one is present. A computer cannot detect the absence of a gas giant.

For example, assume that the *Syareahtaorl* lies in a system in hex 0405 on a subsector map grid. Further, the ship has arrived via a world in hex 0504. The hex which would be 0504 is number 15 on the chart. Mark it to show that has been charted. By consulting the map, the players see that they have mapped systems in hexes

22, 26, and 31 as well, and they are marked.

The navigator then consults the table to determine the number of allowed throws: the referee rules the area is sparse, and after
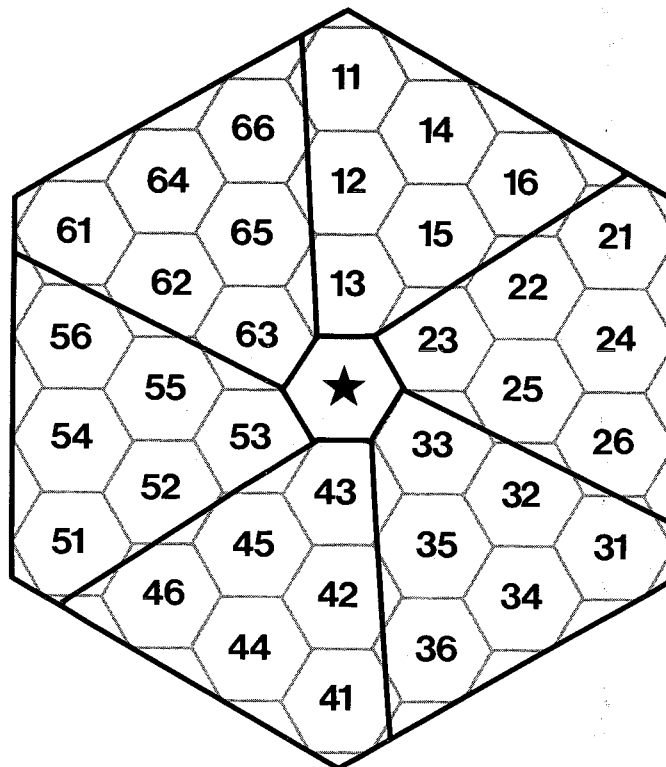
UNKNOWN SPACE NAVIGATION TABLE

Throws Allowed: Rift = 1. Sparse = 6. Scattered = 12. Standard = 17. Dense = 24.

arguing with fate for a minute, the navigator concedes that the area is sparse, and notes that she is allowed six throws.

On the first throw, the navigator rolls 1D and receives a 1. Since there are already systems in the wedge with the tens digit, that throw is wasted. On the second throw, the navigator rolls 1D and receives a 2. Since there are already systems in the wedge with the twenties digit, that throw is also wasted. On the third throw, she rolls 1D and receives a 6. Throwing the second die, she again received a 6, making 66. A system is marked in hex 66. Unfortunately, the group wants to jump toward the fifties wedge, and there is some talk of replacing the navigator. The only other available navigator is a male human, and Aikaheh will not consider hiring a male to navigate.

The navigator throws 1D for the fourth allowed throw and recieves a 4; the second throw is 3. A system is marked in hex 43. For the fifth throw, the first die throw is 5 and the second die throw is 1: a system is marked in hex 51. For the final throw, the first die throw is 4 and the second throw is 2: a system is marked in hex 42.

The navigator now knows that there are worlds in hexes 15, 22, 26, 31, 42, 43, 51, and 66, and (of course) in the starred center hex. The players and referee map the systems on their maps; the navigator uses the computer to determine where gas giants are; the group prepares for its next jump.

Travel Times: Once navigation charts are available, or once a route is known, the following distances can be used instead of having to actually navigate from system to system. Travel must allow at least one week per jump, and plan on one week layover at least every five jumps.

TRAVEL TIMES

Start	Destination	jump-3	jump-4	jump-5
Ilekhahke	Wahtoikoeakh	16	12	9
Wahtoikoeakh	Aulryakh	17	13	10
Aulryakh	Glisten	18	15	12
Aulryakh	Feirirlakh	9	7	6
Glisten	Feirirlakh	19	6	13
Feirirlakh	Hrirohryukh	12	9	7
Hrirohryukh	Htoi	13	10	7
Htoi	Aulryakh	19	15	12

Special Notes: The following special notes apply to the travel times given.

1. *Wahtoikoeakh to Aulryakh* (the jump-5 route across the Great Rift). Additional fuel tankage to support jump-2 must be carried in the cargo compartment for these times to be effective for jump-3 ships; fuel tankage for jump-1 in the cargo compartment is required for jump-4 ships. The Oakhtitl crossed in stages in order to not leave its cargo behind; it took 46 jumps. The Great Rift is crossable only through this sector, and even then the route is only jump-5. Ships with less than jump-5 must carry extra fuel, or jump part of the way, cache fuel in deep space, jump back, refuel, and then try crossing using the cache.

2. *Hrirohryukh to Htoi:* Htoi is accessible directly only by jump-5. Jump-4 and jump-3 must carry extra fuel in the cargo bay.

Gimmicks: The purpose of a gimmick in a **Traveller** adventure is to provide some exciting equipment for use by the player-characters. A gimmick is not essential to the adventure, and events can proceed without it, but the gimmicks make the entire situation more interesting. Gimmicks should be gained through endeavor and adventure. They should not be simply given to the characters without requiring some work or assistance from them in return. The following gimmicks are suggested:

A. *Ayloi.* An alyoi is an artificial dewclaw. Usually not encountered in Aslan culture, they were invented to allow humans to participate in duels with Aslan or with other humans.　　The referee can bring up an alyoi on a world in Aslan territory which has humans as well. Such humans, having embraced Aslan culture, could be especially touchy about off-world humans, and the slightest provocation could bring a challenge to a duel. At that point, the alyoi is introduced, and the players get to keep them after the duel.

B. *Aslan-Anglic Translator.* Since at least one of the *Syareahtaorl*'s crew speaks anglic, there has been no need for a translation device. However, if the player-character's progress in learning Aslan is especially slow, this device may be introduced. A tech level 13 device, it is worn clipped onto the ear like a hearing aid. It translated Aslan spoken in its vicinity, and can translate anglic into Aslan as well. Each device is worth approximately Cr1,500.

One interesting technique used with the device is to wear one on each ear; where one translates Anglic to Aslan, the other translates Aslan to Anglic. The human wearer says (or perhaps mutters) what he wants to say in anglic, and then repeats aloud what the translator tells him. Use of the devices in this manner increases spoken language ability by +1D (but not exceeding 12).

Aslan-Anglic translators would be most commonly encountered carried by human merchants in Aslan territory. A human merchant patron could offer them in return for some simple act of exploration or investigation.

Assassin Attacks: Attacks by assassins can take any number of forms: ship combat, personal combat, treachery, duel challenges, even carefully orchestrated accidents.

Estalyah has assigned a group of at least four Soarlifeil (a special detachment of the Soarlyaki) to kill Aikhaheh and the crew of the *Syareahtaorl*. They have followed the ship since it left Ilekhahke. The *Syareahtaorl*, however, has been incredibly lucky— several attacks have been beaten back, although three crew members were killed in the attack near Aulryakh.

In each case, any evidence which remained of the attack pointed to the Hroasyakh, and there has been no clue that the Soarlyaki have been involved. Aikhaheh has taken the attacks as merely part of the clan war against the Raohkeil.

Assassin attacks may result in the death of one or more characters or non-player characters. If player-characters are killed, allow them to assume Aslan crewmember characters or to generate new Aslan characters to be recruited along the way.

Feirirlakh: The Raohkeil colony world of Feirirlakh holds many clues and many dangers. It should be approached cautiously, but it must be approached because it is the best source of information about Akoaft.

Because it is a Raohkeil world, it is at war with the Loakhtarl. The *Syareahtaorl* must be disguised and its clan affiliation altered before it approaches the world. There is a chance that forged identification for the ship will be detected (forgery skill will help avoid this); as an alternative, the humans could take over the ship and claim it had been given to them as a boon by a clan in the Imperium. It would be much harder to disprove such a claim.

Probably the characters believe that they are being pursued by Raohkeil assassins: as a result, they should feel some sort of time pressure. Sooner or later, those assassins will show up and could betray the group's identity to the local authorities.

Local records indicate that a large fleet came upon Feirirlakh in 3614 demanding tribute. When Feirirlakh refused, a battle broke out in which five of the ships were destroyed and three were damaged. In fact, several fascinating accounts of the battle have been published locally on the library data network. Analysis of the information (in Aslan) indicates that one of the ships crashed on Feirirlakh's ocean, although no one has ever salvaged the hull.

Actually, only two ships were destroyed; the remaining eight escaped after looting a major city and demolishing the starport. Local history has been written to soothe local wounded pride. One of the two Oakhtitl ships which Feirirlakh destroyed fell into the sun; the other crashed deep in the world's ocean and none of the crew survived.

The ship's bridge contains chips which show that the Oakhtitl was headed toward Kyatulyare' sector, and include sufficiently precise course information to guide the group to Luakhti. A successful recovery of the chips would allow the *Syareahtaorl* to proceed there immediately.

Recovery of the chips would have to be clandestine; if locals found the information, they might use it to start a war against Akoaft in retaliation for the attack in 3614.

Akoaft's Treasure World: Akoaft's survey have chanced upon Htoi, a lush, rich world lying deep in the Rift, inaccessible and undiscovered by other ihatei looking for lands. The world is remarkable for its mineral wealth and for its perfect orbital position. Climate and temperature on the world are ideal for an Aslan colony of immense proportions.
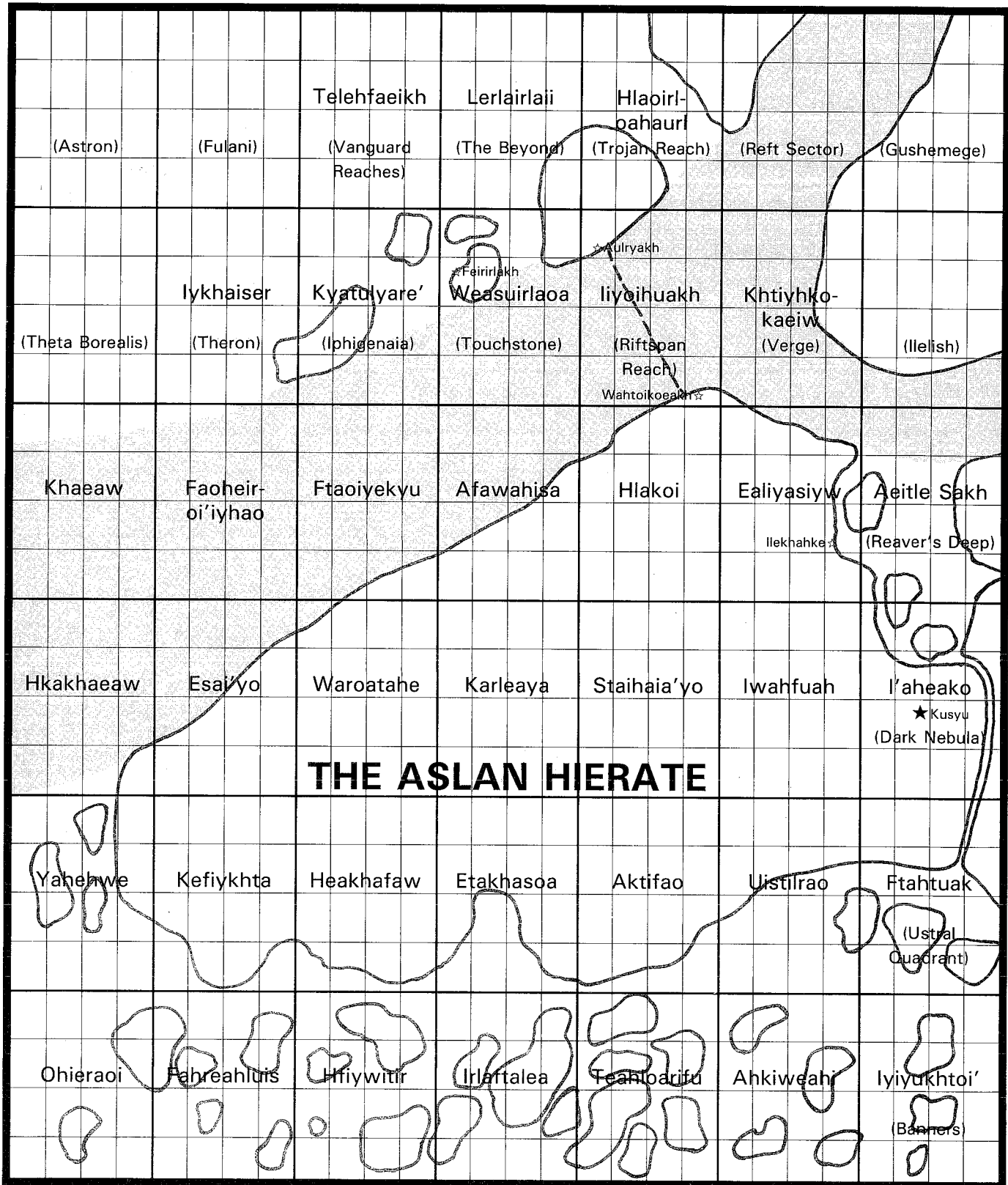
The world is separated from other worlds by a gulf of jump-5, and guarded by a small fleet from Hkastahistoti clan.

Akoaft plans to colonize the world once Luakhti can spare the population for the effort; until then, the world must remain a secret or other ihatei could come to the world anyway, settling it without owing fealty to Akoaft.

Akoaft's Jump-5 Ship: Akoaft has acquired a powerful 1000-ton cruiser (capable of jump-5 and 5-G) from the Istoiuaei. The referee may design a ship using the basic **Traveller** starship design system and meeting these parameters. This ship is maintained by Akoaft as part of a small fleet protecting Htoi.

MORE ADVENTURE

Don't be reluctant to use this quest as a reason to do the types of adventures you, and your players enjoy. If military operations are important, add in Akoaft's military forces; if naval operations are enjoyable, add in Akoaft's fleet. Whatever would work best can easily be added to the framework of the adventure.

Telehfaeikh Lerlairlaii Hlaoirl-
pahaurl

(Astron) (Fulani) (Vanguard
Reaches) (The Beyond) (Trojan Reach) (Reft Sector) (Gushemege)

☆Aulryakh

☆Feirirlakh

Iykhaiser Kyatulyare' Weasuirlaoa Iiyoihuakh Khtiyhko-
kaeiw

(Theta Borealis) (Theron) (Iphigenaia) (Touchstone) (Riftspan (Verge) (Ilelish)
Reach)

Wahtoikoeakh ☆

Khaeaw Faoheir- Ftaoiyekyu Afawahisa Hlakoi Ealiyasiyw Aeitle Sakh
oi'iyhao

Ilekhahke ☆ (Reaver's Deep)

Hkakhaeaw Esai'yo Waroatahe Karleaya Staihaia'yo Iwahfuah I'aheako
★Kusyu
(Dark Nebula)

THE ASLAN HIERATE

Yahehwe Kefiykhta Heakhafaw Etakhasoa Aktifao Uistilrao Ftahtuak

(Ustral
Quadrant)

Ohieraoi Fahreahluis Hfiywitir Irlaftalea Teahloarifu Ahkiweah Iyiyukhtoi'

(Banners)

Sectors of the Aslan Hierate and Environs
Aslan official sector names are shown in large type; Imperial names for the same sectors are shown in parentheses.

A TRAVELLER Alien Module

Aslan

Adventure and Intrigue with a Proud Warrior Race

Spinward of the Imperium, a race of ferocious carnivores has evolved to intelligence and rules hundreds of star systems. They are the Aslan, interstellar neighbors of the Imperium. This warrior race has long been a mystery to the ordinary human, and now it is possible to learn more about their culture and society.

Aslan, Traveller Alien Module 1, describes in detail this alien race, its homeworld, and its starfaring society. This *Alien Module* includes:

Aslan History and Culture: Detailed essays on the nature of the Aslan, their culture, their behavior, and their society.

Aslan Character Generation: Seven basic careers, plus six more derived from Citizens.

Careers include Space Service, Military Service, Wanderers, Management, and Outcasts. Additional careers include Pirates, Belters, Envoys, Flyers, Medics and Scientists.

Also included are details and modifications to standard systems to allow Aslan to be generated as Imperial citizens.

Advanced Character Generation: Character and skill tables for *Mercenary* and *High Guard* (you must have the *Mercenary* and *High Guard* booklets to make full use of them).

World Generation: Tables and rules for Aslan worlds, governments, bases, law and tech levels.

Aslan Encounters: Patrons and random encounter lists for ventures into Aslan territory.

Weapons: Aslan personal weapons defined and described.

Aslan Word Generation: Fast and easy generation of Aslan names and words—to add depth to any Aslan adventure.

The Aslan Hierate: Basic multi-sector map of Aslan territory showing its relationship to the Imperium. Sectors are named in Aslan, with Imperial names where applicable.

A Quest: One Aslan, accompanied by his family, has set off to find his brother's *ihatei,* his second son—the heir to their influential clan's power. The adventure takes him, his family, and ultimately a crew of human adventurers deep into Aslan territory, all the while pursued by assassins.

More than a rousing adventure, this quest allows players and referee to actually participate in an alien culture, using the background and data provided to more effectively role-play with non-human characters.

This module is intended for use with **Traveller**. It requires that you have a copy of the **Traveller** rules. You will also need at least two six-sided dice, paper, and pencil

Design:	J. Andrew Keith, John Harshman, Loren Wiseman, and Marc W. Miller
Development:	Marc W. Miller
Art Director:	Paul R. Banner
Cover Illustration:	David Deitrick

TRAVELLER®
The Game of the Far Future

Game Designers' Workshop