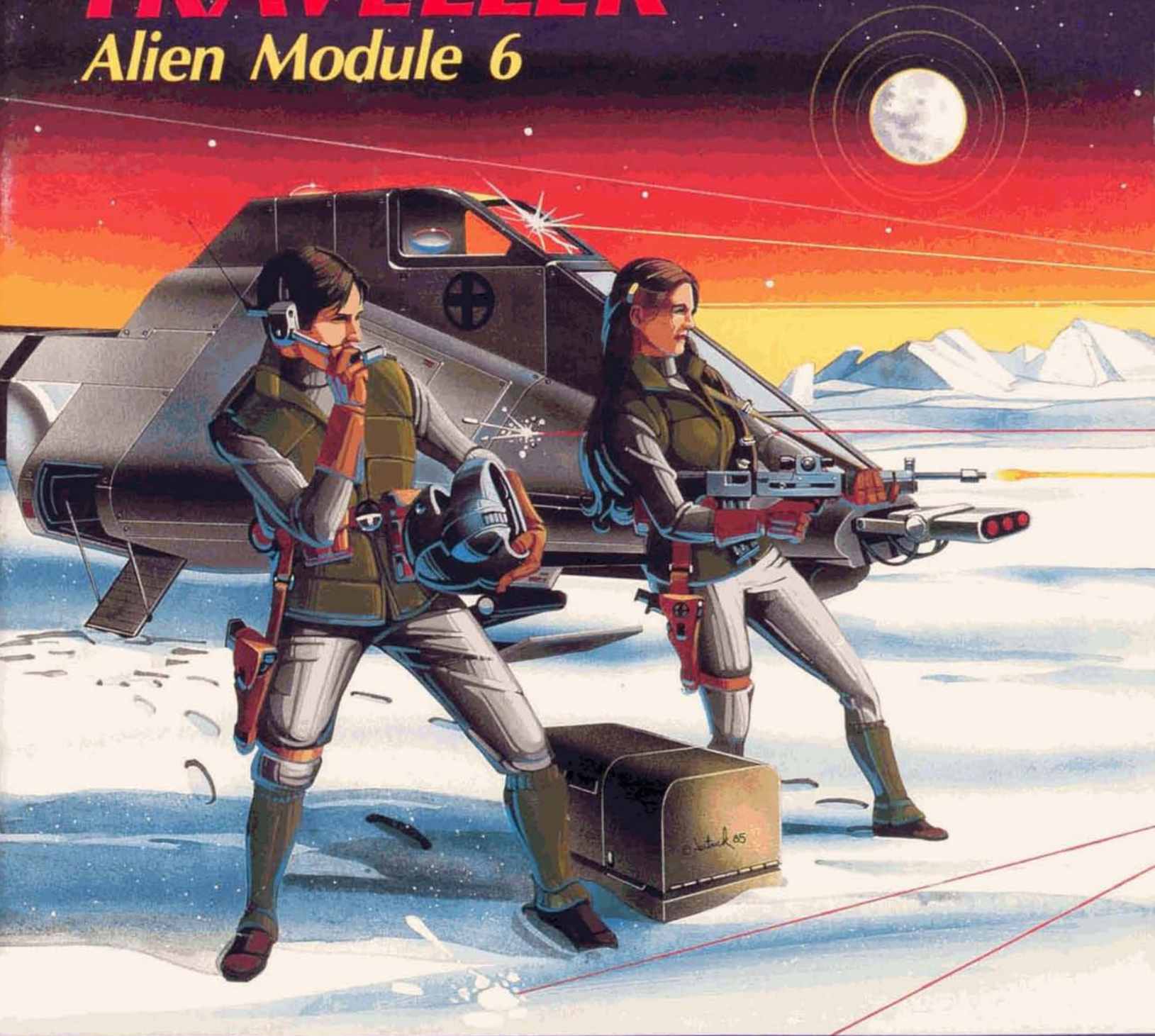


TRAVELLER[®]

Alien Module 6



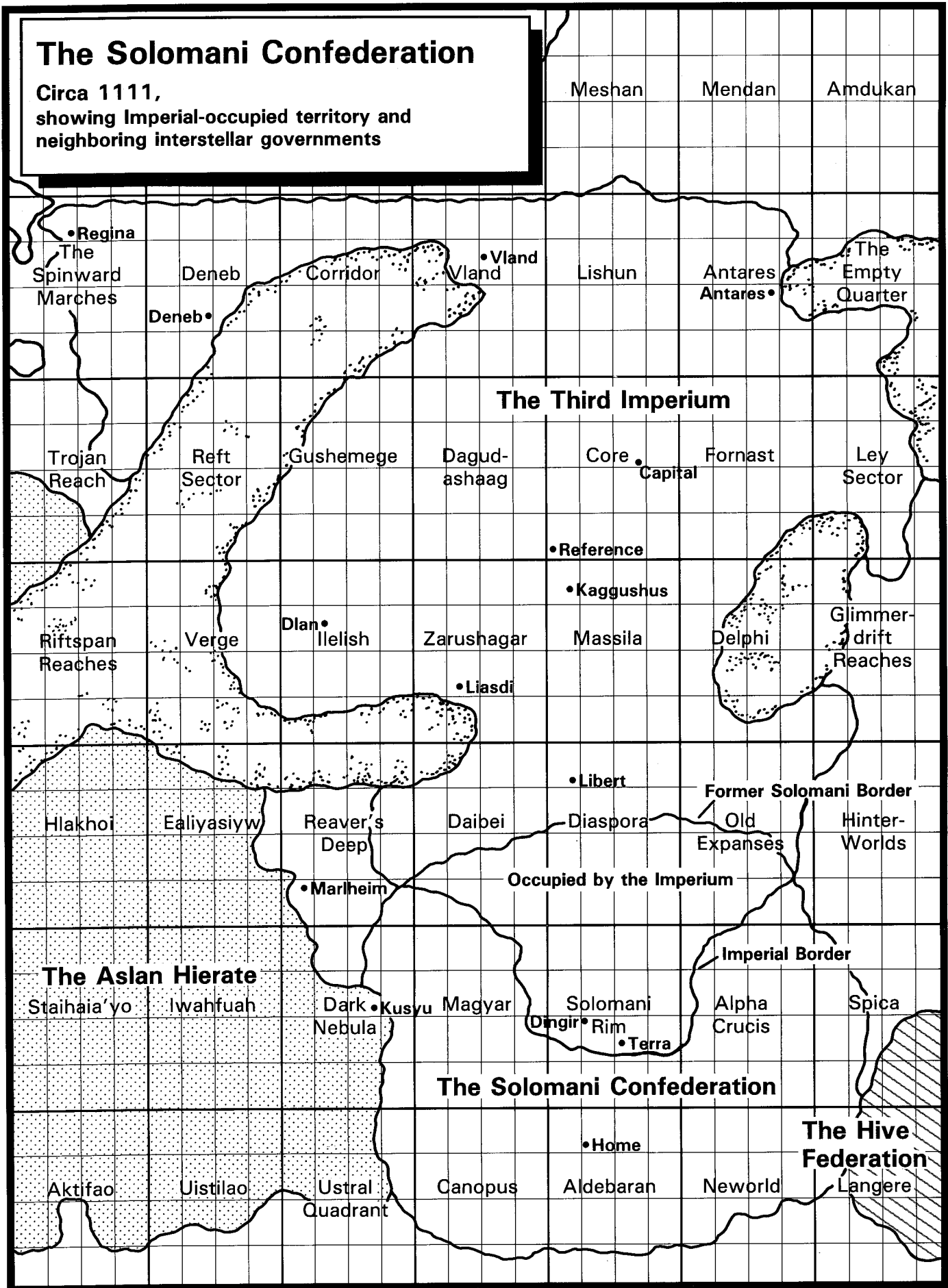
Self-Proclaimed Champions of Human Supremacy

Solomani

Game Designers' Workshop

The Solomani Confederation

Circa 1111,
showing Imperial-occupied territory and
neighboring interstellar governments



Introduction

Human beings have evolved and developed on Terra over the past several million years. It thus came as a surprise to Terrans when they travelled to the stars and found that humans were already out there, ruling vast empires among the stars. It took many centuries before it could be established that all of those humans had indeed originated on Terra, and had been transported to many different worlds by another starfaring race many thousands of years ago.

But the original humans were the Terrans, the Solomani. This module is about them. It allows the incorporation of this race into any and all aspects of **Traveller**. Whether Solomani are used as player-characters, non-player characters, patrons, opponents, or just as a background against which adventures may take place, this module provides the referee and the players with sufficient information to allow the Solomani to be dealt with both as individuals and as members of a fully viable society.

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

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

THIS MODULE

In one booklet, this alien module examines one alien race—the Solomani—and deals with it in depth. Using this material, players and referees alike may confidently make use of the Solomani 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 Solomani Army and Navy are compatible with **Traveller** Book 4, *Mercenary*, and Book 5, *High Guard*. Advanced Solomani character generation requires that you have these two books.

Usefulness: **Traveller** players can find any number of activities which include or deal with Solomani, whether inside the Imperium, or beyond its borders. The Solomani Confederation is located rimward of the Imperium. **Contents:** This module consists of four parts—the cover, the rules, the charts, and the adventure.

The inside of the *front and back covers* has a map showing the Solomani Sphere and its relationship to the Imperium.

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

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

The *adventure* provides an opportunity for adventurers to deal with Solomani and to make use of the information in this module.

Solomani

Traveller Alien Module Six

An alien race for use with **Traveller**

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The Solomani

Humans dominate space. They dominate it because they pervade it. The largest interstellar empire, human-dominated, still contains less than half of all humans in the universe. The reason for so many humans in known space was long a puzzle. The immediate theory of *parallel evolution* falls apart on closer analysis. For centuries, there was no satisfactory explanation; for thousands of years, humans and other races could not understand why there could be so many different human races. But the first of the human races was, and is, the Solomani: the humans of Terra.

TERRAN TAXONOMY

The classification of life on Earth is based on a succession of categories which establish a relationship to all other life. An example is successively placed in such categories as animal, vertebrate, and mammal until it is uniquely described.

The description which taxonomists aim for is *species*. The definition of species is matability; animals which can mate and produce offspring are defined as belonging to the same species.

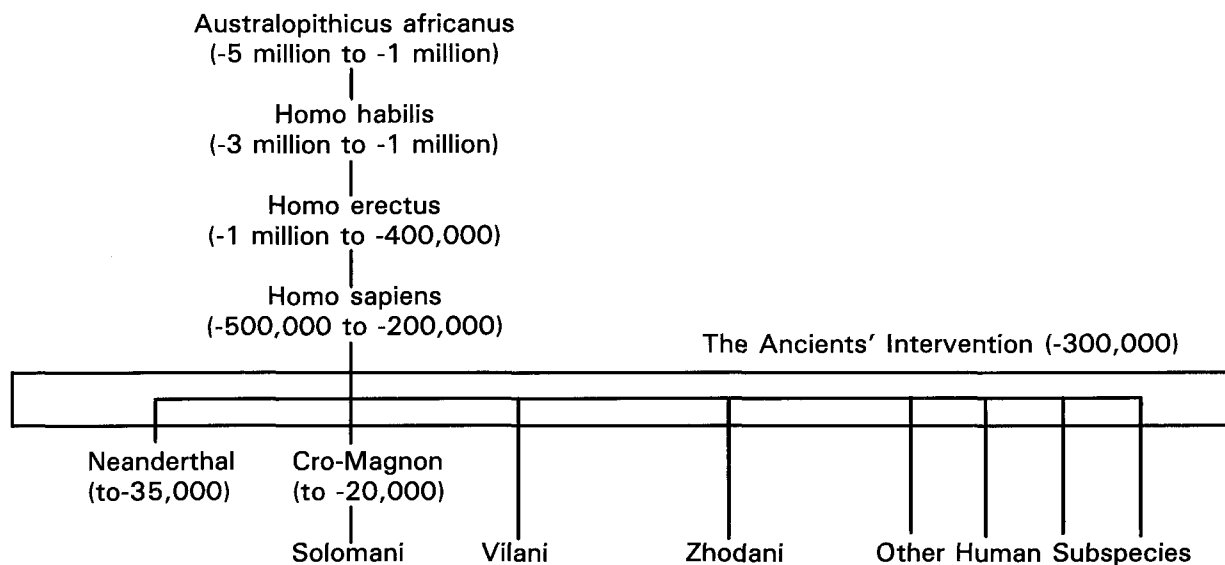
Although the original taxonomic classifications depended on a physical evaluation of an example, modern methods depend on DNA analysis and other genetic and chromosomal tests; they have the added benefit of showing genetic relationships to other species. For example, the Terran giant panda (which looks like

a bear) has long been classified as closer to the raccoon because of certain specific characteristics. DNA analysis shows that the animal is indeed closer to a bear in heritage and genetics. DNA analysis is a more specific means of identifying specific species. It is also possible to identify subspecies using DNA analysis.

Species are identified by two words which specify genus and species. For example, the wolf is *Canis lupis*: of genus *Canis* and species *lupis* (genus is capitalized; species is not).

Sometimes subspecies are identified, especially when there is significant variation within a species, even though there is no reduction in interfertility. For example, the domesticated dog is classified as *Canis familiaris*. There are subspecies of the dog, however, which make it possible to identify variations such as Schnauzer or German Shepherd.

LINEAGE OF THE HUMAN RACES



Subspecies are identified by a third name after genus and species. For example, the human subspecies known as Neanderthal Man is called *Homo sapiens neanderthalensis*.

THE EVOLUTION OF HUMANITY

Approximately five million years ago, *Australopithecus africanus* first began using crude stone chips as tools. Three million years ago, a branch of *Australopithecus africanus* became *Homo habilis* (which means *tool-using man*), with a regular tradition of pebble-tools and crude bone instruments. *Homo habilis* evolved into *Homo erectus* (characterized by an erect stance and by more extensive stone tool use) nearly one million years ago.

Homo erectus was the immediate predecessor of *Homo sapiens* (which means *wise man*), who first appeared about 400,000 years ago and progressed through a variety of subspecies into the modern *Homo sapiens* familiar to us all.

Human Subspecies: On Terra, several subspecies of *Homo sapiens* are recorded: Neanderthal Man, Cro-Magnon Man, and Rhodesian Man.

About 400,000 years ago, human development on Terra had reached a standstill, and for nearly a hundred millenia, humans occupied a comfortable niche that challenged them very little; humanity was going nowhere. About 300,000 years ago, a challenge arrived. The greatest cause of human subspecies visited Terra, the Ancients, landed on Terra and gathered samples of *Homo sapiens*, carrying them off to their settlements among the stars. When the Ancients' civilization collapsed and destroyed itself in a star-spanning war, some of the humans they had with them survived, with each adapting itself to the world it was stranded on, and becoming a new and distinct subspecies of *Homo sapiens*. There are currently forty-six known and identified human subspecies within explored human space.

THE SOLOMANI OF TERRA

The visits by the Ancients to Terra had lingering effects on Terran humans as well. The shock of the Ancients prodded humans out of their niche and propelled them forward, however slightly. Half of the human witnesses made gods of the Ancients and worshiped them and their magic technology; the other half made devils of them and tried to do better than them. In both cases, the forward push by the Ancients was enough to eventually allow humans to take over their world.

Off-world, all of the forty-five known human races continued their development once they took hold on their new worlds. For each the development was characterized by a long period of slow progress, followed by a series of rapid technological increases over the immediately preceding 30,000 years. Of the three human races which found the secret of star drive and then went to the stars, the Solomani were the last to do so.

Those human races which did not develop the jump drive exhibit a wide range of cultural and technological development. Some reached as high as tech level 12, while others remained at (or reverted to) tech level 0.

The fact that the Solomani took so long to develop and the discover jump drive (the Vilani were travelling between the stars ten thousand years before the Terran humans were) has been a source of debate for years. Some anthropologists argue that Terra's ice ages had a retarding effect on Terran development. Others hypothesized that the more stimulating environments of other worlds prompted human races off Terra to develop more

rapidly. Still others point out that discrepancies in development rates of the various human races falls well within acceptable statistical limits.

THE SOLOMANI HOMEWORLD

The homeworld of the Solomani is Terra. Terra is currently occupied by, and is part of, the Imperium.

Stellar Data: Terra's star is Sol, a solitary G2 V star which is used throughout human space as a definition of stellar mass, radius, and luminosity; Sol has a value of 1 in mass, radius, and luminosity. Effective temperature is 5,800° K.

World Orbital Data: Terra orbits Sol in orbit 3, at a distance of 1 AU, with a period of one 365.25 standard days. It rotates on its axis once every 24 hours. Terra has an orbital eccentricity of 0.01673.

World Physical Data: Terra is 12,742 kilometers in diameter and has a standard atmosphere. Seventy percent of the world's surface is covered by water, dividing the surface into seven continents. Approximately 10% of the world surface is covered by icecaps.

Terra has an axial tilt of 23.5°. Average temperature for the world is 15° C.

Terra has one natural satellite: Luna. Luna orbits Terra at a mean distance of 384,405 kilometers with a period of 27.3 days. Luna is tidally locked to Terra and only shows one face to it. Luna is used as a naval base and research laboratory.

World Social Data: Terra has a population of 40 billion. In 1109, Imperial rule (as a result of occupation by Imperial forces during the Solomani Rim War) was terminated, and the world is now governed by a civil service bureaucracy. A strict local law level of 9 (all weapons outside the home prohibited) is enforced.

Terra's tech level is F and Terra is a source of high quality, high tech products.

THE SOLOMANI'S NEW CAPITAL

With the end of the Solomani Rim War in 1002, Terra was occupied by Imperial forces. The Solomani were forced to establish a new capital, at Home in Aldebaran sector approximately thirty parsecs from Terra.

Home was selected for its close similarity to Terra physically, for the similarities between its star and Sol, and for its distance from the Imperial border.

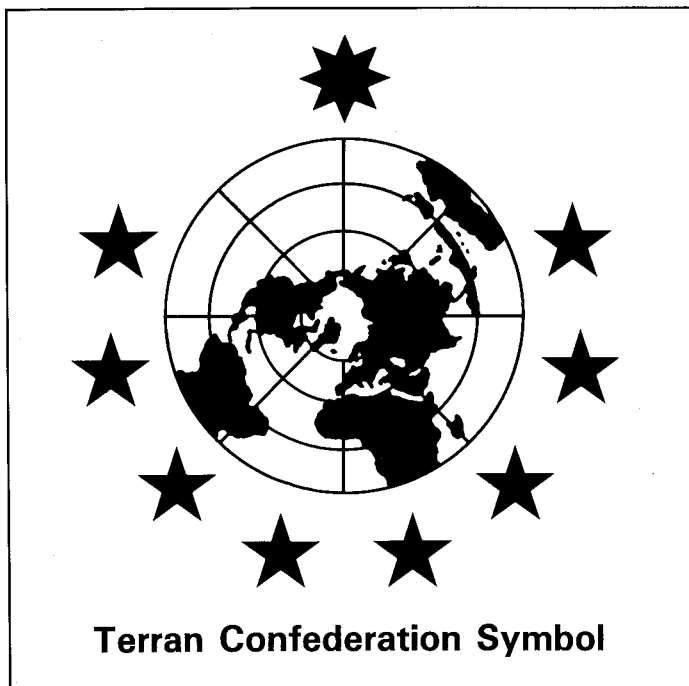
Stellar Data: Home's star is Dril, a solitary G2 V star nearly identical to Sol.

World Orbital Data: Home orbits Dril in orbit 3 at a distance of 1.02 AU with a period of 376.24 days. It rotates on its axis once every 26 hours. Home has an orbital eccentricity of 0.024.

World Physical Data: Home is 12,422 kilometers in diameter and has a standard atmosphere. Sixty percent of the world's surface is covered by water, dividing the surface into three continents. There is one large archipelago with many large island subcontinents. Approximately 10% of Home's surface is covered by icecaps.

Home has an axial tilt of 12° and Home's seasons are less severe than those of Terra. Slight differences in geography and physical data give Home a smaller albedo than Terra (about .285 compared to Terra's .300), which means that Home absorbs heat somewhat more than does Terra. Even though Home is slightly farther from its star, its average temperature is 18° C.

Home has no satellites.



The Terran Confederation

The early days of space exploration in the Solar System were a time of intense national competition. Competing nations saw space as a shining new frontier to be explored and exploited, but at the same time, nations saw space as a danger— a high ground that none could allow another to hold unchallenged.

THE UNITED NATIONS SPACE COORDINATING AGENCY

Although each of Terra's nations maintained its own space operations, the need was seen for coordination between those space forces in such simple matters as traffic control, orbit assignment, and radio frequency allocation. The agency established to meet this need was the United Nations Space Coordination Agency— UNSCA. In addition to handling mundane responsibilities that helped avoid conflict, UNSCA soon became a clearing house for information that space operations generated; it used mapping information to standardize charts that its members created, alerted members to dangers and defects in equipment they used, and promoted cooperation between members when they were working along the same lines. As additional nations reached space, they also joined UNSCA as participating members.

In the first century of space travel (1960 to 2060), various nations were able to build scientific bases and colonies on Mercury, Luna, Mars, and Ceres. Some bases were manned on a cooperative international basis; others were strictly national in nature.

By the mid-21st century, industry was also involved in space activities, in transport, in mining, and in manufacturing. UNSCA monitored and supervised commercial space activity as a natural outgrowth of its original responsibilities.

As the second century of space travel began, UNSCA had expanded its base of power. It held patents on several significant improvements to equipment and tools, and their royalties helped fund the agency. Additional income came from service fees

associated with traffic control and equipment inspections; national members also made annual budget contributions. UNSCA supervised space travel in the Solar System.

One of UNSCA's natural directions was research. It maintained a variety of research establishments within the Solar System: a high-temperature lab on Mercury, a solar power station in Earth orbit, an electronics lab on Luna, and a materials quality station in the asteroid belt.

The asteroid belt station became the key to the future quite by accident. Exploitation of the asteroids required economical and efficient drives that would enable large quantities of ore to be moved about. The lab produced the thrusters that were called for, but it also discovered the jump drive (in 2087); the zero-G environment of the asteroid belt was exactly what was required before the space-rending effects of jump drive could be even seen.

The first use of jump drive was entirely within the Solar System; it enabled fast expeditions to the outer worlds of the system and made possible several new colonies in the outer worlds. UNSCA did not realize that the drives had a great enough range to reach the stars.

UNSCA licensed its jump drive to its national members. Expeditions were launched farther and farther, to Uranus, Neptune, Pluto, and the Oort Cloud. Cost savings in outer system travel were paid (at least partially) as royalties to UNSCA. The income paid not only UNSCA's budget, but also made a substantial contribution toward the parent United Nations budget. Freeing the UN from a tax-based budget made the organization more able to control its own direction, while also enhancing its public reputation. It was sowing seeds (unknowingly) for its ultimate takeover as a world government.

The range of the jump-1 drives first developed by UNSCA was insufficient to reach the nearest star— Alpha Centauri. It took several years before a US Space Force team based on Luna tried a mission which, in several trips, established an intermediate stopover and refuelling point about one parsec out. For various scientific reasons, the mission was to Barnard's Star instead of Alpha Centauri. They set out in 2096 and came back less than a year later. Originally, their return was planned as a triumphant testimony to American technology. Instead, they came back secretly, reporting to a specially-called session of UNSCA's governing board: the Americans had encountered an alien culture— intelligent life that was totally and incontrovertibly human! Barnard was the site of a small Vilani prospecting base.

The tales they heard of the size of the Vilani Empire were staggering. Realizing that the aliens they would have to deal with were stronger than any one Terran nation could expect to handle, the Americans quite rightly included the members of UNSCA in on their discovery immediately.

Joint UNSCA expeditions were quickly launched— to meet and deal with the Vilani on Barnard and later on the Vilani-settled worlds of Nusku and Gashidda, and to explore the as yet unsettled worlds of Alpha Centauri. A quick effort was also made to settle Barnard even as Vilani prospectors were working on that world.

It came as quite a shock to the Terrans that most of the worlds beyond a few parsecs distance were already claimed. Politicians echoed the popular sentiment that it was unfair for aliens from far away to claim worlds nearer to Terra. Individual nations began expanding their armed forces and building starships. Outposts on Barnard and Alpha Centauri were reinforced and

strengthened. In 2118, a minor incident by a Vilani merchant caravan (it ignored traffic control signals from the Terran base on Barnard) sparked the First Interstellar War. The Vilani scarcely knew that a war was going on, which was fortunate for the Terrans. That first war, fought by several national squadrons under a tenuous fleet control by UNSCA showed that a war against the Vilani would be impossible without a strong centralized command of all Terran forces — a command that naturally became the role of the United Nations.

THE UNITED NATIONS

Over the course of the next three decades, the UN transformed itself into a true world government, administering the defense of the world against the Vilani Empire.

In the transformation from a forum for debating international policy to a world government, the UN underwent some fundamental changes. The Secretary General was given a wider range of powers than before, and was recognized as the personal executive leader for Terra. The Secretariat, previously an unofficial advisory body of representatives from the major nation-states, was made the legislative body. The General Assembly was retained, but only as a forum for debate of issues affecting both major and minor nations; it had no real power. The Security Council was disbanded.

Colonies on other worlds were granted membership in the UN as well, and with their admission, the UN formally changed its name to the United Worlds (in -2400). After two years, the name was again changed, this time to the Terran Confederation. Some degree of autonomy was granted to member worlds other than Terra, but the existing government structure of the United Nations continued to be the common legislative body for the Confederation.

The Terran Confederation lasted until the end of the Interstellar Wars with the Vilani, being dissolved in -2204 at the hands of Admiral Estigarribia.

THE INTERSTELLAR WARS

At first, the Terrans had no concept of the immensity of the Vilani Empire. By the time they had fought and won three Interstellar Wars, they grasped not only the immensity of their task, but also the fact that they could conceivably win in the long run.

The Terrans were also unaware of at least one advantage they had. The local governor for the Vilani Empire was charged with winning wars and maintaining the power of the Empire, but operated under a limited budget. Appeals to the Vilani Emperor were costly in terms of personal power, and were generally avoided. Consequently, the local governor often compromised, electing to accept a truce with some territorial losses, and then claimed victory in reports to his superiors in the Empire. The Terrans gradually expanded their territorial bounds, all the while believing that their successes were totally of their own making.

The nearly two hundred years of interstellar war brought profound changes in Terran society. National distinctions remained, but (in the face of the Vilani threat) citizens came to see themselves as Terrans first and national citizens second.

By the time the Interstellar Wars against the Vilani Empire were over, Terra was a united world operating under a single world government, ready to extend its rule beyond its own gravity well — to the entire conquered Vilani Empire.

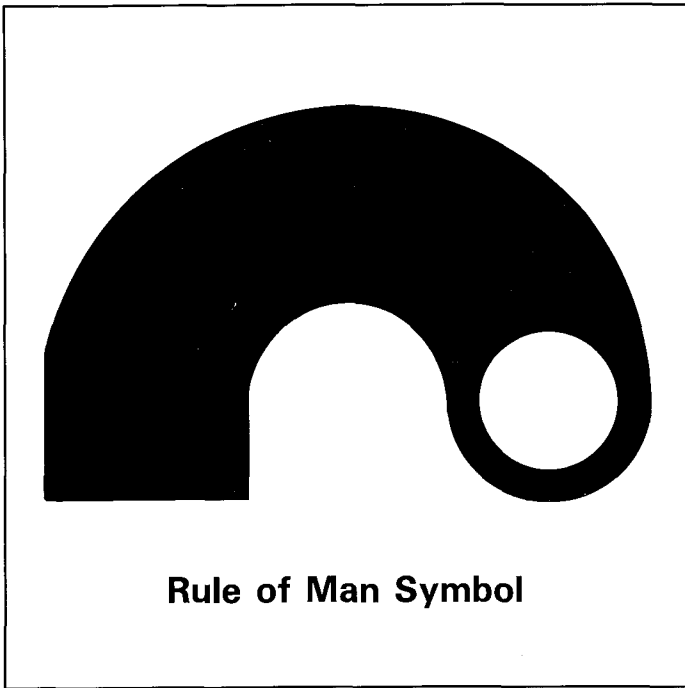
The First Interstellar War (-2408 to -2400) was the first clash

between Terra and Vland. The peace that ended the war was both uneasy and short. The Second through Seventh Wars were marked by see-saw exchanges of territory, primarily confined to the Dingir and Sol subsectors. While Terra brought every force it could to bear against the enemy, the Vilani fought using only the ships and troops that were normally available to a Vilani Provincial Governor; the central Imperial government was too preoccupied with other seemingly more pressing problems. This was fortunate for the Terran Confederation, because Vilani power, even in the later wars, was sufficient to crush the Terrans, if it had been applied.

The Eighth War finally broke open the frontier and ended in a major Terran victory. Finally, the Vilani Empire took notice and dispatched major fleet elements to the area. But the time for action had passed. Terran invention of the jump-3 drive made the Ninth War a crushing victory for the Confederation, and forced the Vilani Empire to relinquish most of the Solomani Rim sector. From that point on, the Terrans were almost constantly on the offensive.

In the centuries after the end of the wars, the academic community found it difficult to establish a precise chronology of the Interstellar Wars. All were interrupted several times by armistices, cease fires, or shaky periods of peace; indeed, a new war would sometimes break out along the front lines before the existence of a peace treaty could be communicated to the respective capitals. Periods of warfare were lumped together or split apart depending on a historian's particular point of view; what one identified as a single war would be seen as two or more distinct conflicts by others. The situation is complicated by the fact that records for some of the years in question are sketchy. After about three hundred years of historians arguing, an accommodation was reached: all Interstellar Wars after the Ninth are identified by the indeterminate variable N. Many history texts use this system to refer to all wars after the First.

The Nth Interstellar War (-2235 to -2219) ended the centuries of conflict with the Vilani Empire. Terran forces drove deep into Vilani territory, reaching as far as Massilia sector before the Empire collapsed.



The Rule of Man

The collapse of the Vilani Empire after the Nth Interstellar War was triggered by the Terran victory, but it had been coming for a long time. In its early years, the Vilani had controlled whole sectors under a vital, expanding government always dedicated to keeping the Vilani in control. The fact that the Vilani brought jump technology to races previously confined to individual star systems made Vilani cultural values a pattern to be followed.

THE SEEDS OF VILANI DEFEAT

As more and more races absorbed the new Vilani technology, some elected to retain their own values, often clashing with the Vilani. Beginning about -5400, a series of wars for dominance over subsectors and sectors began. The Vilani emerged the victors, and in response, they began a tightening of their trade controls, eventually leading to a centralized state established in -5273. This marked the beginning of the First Imperium—the Vilani Empire, although there was as yet no Emperor (only a ruling assembly and a series of bureaux responsible for various aspects of government).

In about -5000, the Vilani government began a period known as the Consolidation Wars. Over a thousand years, Vland conquered and absorbed enemies, neutrals, and allies alike, expanding until there were no civilized states on its borders. The last of these wars ended in -4045 and the Vilani dating system began at this point in time. For more than 1,200 years, the Vilani enforced a peace that kept all of their subject systems under a centralized control. This Pax Vilanica achieved a stability that raised world tech levels, standards of living, and trade to new heights, but at a cost in cultural rigidity. Exploration had ceased at the beginnings of the wars; now scientific research slowed to a halt; a hereditary caste system was begun. The large bureaux that supervised all aspects of trade, industry, and government extended their control to large areas within the Vilani Empire, sometimes controlling entire sectors.

The Vilani sectors toward the Solomani Rim were placed under the control of Sharurshid—a bureau which specialized in trade and transport.

In about -2800, the rigidity of Vilani culture was showing as a brittleness that was easily broken. Vilani technology leaked across the Empire's borders, helping the development of new interstellar states just outside of Vilani control. These young governments sniped at the edges of the Vilani's empire, taking larger and larger chunks of territory for their own, often with the open acceptance of the local citizenry.

TERRAN CONTACTS

The Terran-Vilani contact in -2422 was only one of many that the Vilani found increasingly difficult to deal with. The Interstellar Wars between Terra and the Empire over the next two hundred years just chipped away at the sprawling empire until its leaders lost the will and the support of the people to resist.

With victory in the Nth Interstellar War, the Terran forces were faced with a formidable task: they were now called upon to administer an immense interstellar empire that had already admitted that it was too strained to do the job effectively itself. Fortunately, individuals continue to express their survival instincts, and the many bureaucrats already in place continued to execute their own duties despite the seeming demise of their own government.

TERRAN OCCUPATION

Terran naval officers were dispatched throughout the Vilani Empire. Some travelled on Terran vessels; others jumped using Vilani naval vessels or even commercial transportation. Between -2219 and -2204, more than 100,000 naval officers were dispatched to the worlds of the Vilani Empire, to take control of the reigns of government, to direct the local bureaucracies, and to maintain peace and order. In some cases, Terran ensigns were faced with governing a whole world, and commanders previously entrusted with no more than a light cruiser were now administering subsectors.

The fact that the Vilani bureaucracy remained intact saved not only the empire, but also the lives of millions of citizens. If the empire had collapsed (and trade had ceased), hundreds of worlds would have died as their sources of supply were cut off.

The Coup: Between -2219 and -2204, the Terran Navy learned to deal effectively with the Vilani, and indeed learned to be sympathetic with the Vilani people. The fact that these new rulers were accepted so openly made it all the easier to see them as friends deserving of respect and protection.

In -2204, the Terran Secretariat voted to transfer control of the conquered territories directly to Terra; the Vilani Empire was to be incorporated into the Terran Confederation and administered as the spoils of war. Such a move could effectively multiply the wealth of each Terran by 15,000, making them instant millionaires—but at an untold cost to the citizens of the Vilani Empire.

The commander-in-chief of Terran forces, Admiral Hiroshi Estigarribia, realized how fatuous the Confederation was being. Proclaiming himself Regent of the Vilani Imperium and Protector of Terra, he initiated a coup which seized control of both the Confederation and the Vilani Imperium. The Terran Fleets, manned largely by colonials, supported Estigarribia in the creation of a new government: the **Rule of Man**. The Terran

Confederation was dissolved without any appreciable resistance.

Terran Fleet Headquarters at Dingir became the new capital of the Rule of Man. The bureaucratic center of the Empire remained on Vland, although arrangements were made for the eventual transfer of the bureaucracy elsewhere.

Origin of the Term *Solomani*: It was at this point in time that the term *Solomani* became common; its first recorded use appears in a Vilani language holo recorded by Admiral Estigarribia for dissemination to the worlds of the Vilani Empire. Estigarribia wanted to address the people of the Empire in their own language, to reassure them that they had nothing to fear from Terra. At the same time, he elected not to say Terra in deference to the colonials who no longer viewed Terra as their homeworld. *Solomani* can be variously interpreted (based on which roots the Admiral used in forming the word) as meaning Men of Sol, the Only Men or the Sole Men, or even All Men. From context, the word is best translated as All Men, but common usage now renders it as Humans from Terra.

Establishment of the Imperial Line: When Estigarribia died, he was succeeded by his chief-of-staff, who crowned himself Emperor Hiroshi II. Estigarribia, although he never assumed the crown, is commonly known to history as Emperor Hiroshi I. Hiroshi II transferred all governmental functions from both Vland and Dingir to Hub/Ershur, more centrally located in Massilia sector. Hub/Ershur remained the capital of the Rule of Man for the next four hundred years. After the fall of the government, it was renamed Khaggushus, and it is now part of the Third Imperium.

Terran Emigration: During the Rule of Man, large numbers of Terran humans (from both Terra and its older colonies) emigrated to the worlds of the former Vilani Empire. Naturally enough, Terrans became very powerful individuals— as leaders, administrators, bureaucrats, industrialists, even as consultants. But just as they rose to the top in the new order of Vilani society, they were also absorbed by it, becoming part of it.

The problems of sheer size and scientific stagnation which had brought about the fall of the Vilani Empire continued to plague the Rule of Man. The Vilani had coped with the problems of their large empire by establishing a rigid caste system which rooted all citizens to their places, but such a system could not last long in the face of an external threat. The Terrans did away with the caste system, but they were unable to establish a truly new social order, and the destruction of the caste system also swept away the foundations of Vilani society. Key industries died when their workers were free to move elsewhere; key institutions became unpopular when their supporters found them no longer mandatory.

The death of the Rule of Man began almost as soon as it was born. The new blood that the Terrans infused into it staved off collapse for nearly 400 years. The amateurs on the interstellar scene— the Terrans— found that they could not stop the inevitable, and the collapse of the Vilani Empire, after more than two thousand years, was inevitable.

The assigned date for the fall of the Rule of Man is arbitrary, and most authorities place it at -1776, with the financial collapse of the central government. The Treasury at Hub/Ershur refused to honor a monetary issue of the branch treasury at Antares. The resulting lack of confidence in monetary circles marked the end of large-scale interstellar trade, and of effective governmental power within the Rule of Man.

Although the Rule of Man was fairly brief in terms of galactic

history, it did allow the spread of the Solomani people throughout most of present-day Imperial territory. Coming first as conquerors, later as administrators, and finally as citizens, the Solomani continued in positions of power and authority long after the Rule of Man was a distant memory.

SUCCESSORS TO THE TERRAN CONFEDERATION

The Rule of Man cannot properly be considered the successor to the Terran Confederation. The Rule of Man forced the dissolution of the Confederation, but there still remained strong ties between Terra and her colonies. The original nucleus of the Terran Confederation formed a loose trade association which maintained the commercial ties between the worlds. Formed as a corporation called the Terran Merchantile Community, it gradually grew in power and wealth. At the same time, severe restrictions by the Rule of Man prohibited Terra (and other worlds of the former Terran Confederation) from building an effective navy. The Terran Merchantile Community circumvented the restrictions by building a merchant fleet that toed a very fine line between commercial ships and naval vessels. The ships carried enough armament to protect themselves from pirates and raiders, but not enough to classify them as naval vessels. The merchant fleet made Terra and its fellow worlds in the TMC a formidable commercial force.

When the Rule of Man collapsed, the Terran Merchantile Community had a space fleet to patrol its systems and to replace the now gone Second Empire fleets. The TMC's merchant fleet cushioned the blow of the Long Night and made it possible for Terra to survive in relative comfort.

Well into the Long Night, the Terran Merchantile Community took over political responsibilities and became an interstellar government— the Old Earth Union. At about the same time, the numerous splinter states of the Rule of Man emerged: the Easter Concord (including most worlds within ten parsecs of Easter) and the Dingir League (all worlds within five parsecs of Dingir) were two which took hold in the Solomani Rim.

Collapse: The ultimate collapse of the Rule of Man was a difficult time for all the worlds it set adrift. The hindsight of historians makes it possible to see what was coming and to point out the best of many possible paths to take. But the people who lived during the period could not see that they were facing the Long Night—seventeen centuries of regression and decay.

DEFINITIONS

The following definitions cover several Solomani concepts.

Solomani Autonomous Region: Territory ceded to the Solomani by Empress Margaret. Theoretically, the Solomani Autonomous Region is congruent with the Solomani Sphere.

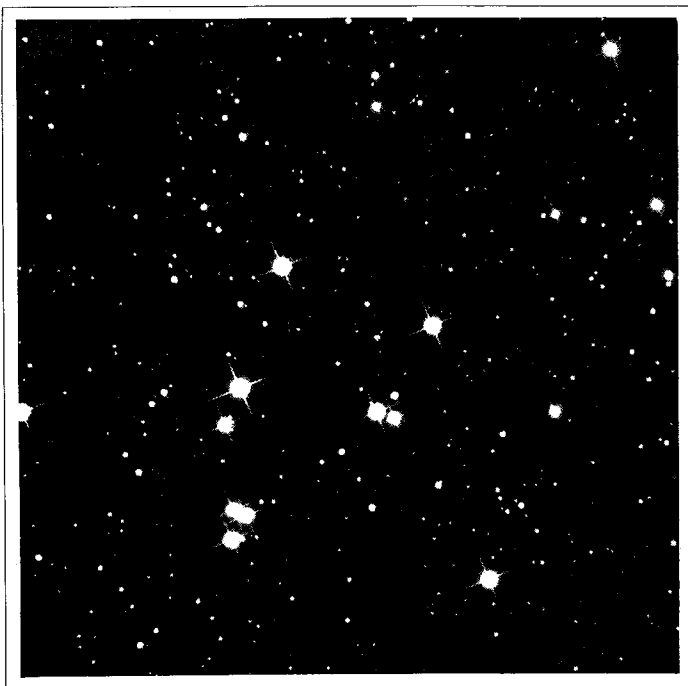
Solomani Cause: The concept that Solomani, as the original humans of Terra, are best suited to govern all humanity.

Solomani Confederation: The government of the region rimward of the Imperium populated primarily by Solomani humans.

Solomani Movement: The political activity of Solomani humans directed at achieving independence for all Solomani, and for establishing a Solomani-led government of all humanity.

Solomani Party: The formal political organization created to achieve the Solomani Cause.

Solomani Sphere: All territory within 50 parsecs of Terra.



The Long Night

The technological collapse called the *Long Night* was the inevitable result of the long, oppressive rule of the Vilani Empire. Its effects were felt throughout Vilani-dominated space, a region that extended much farther than the borders of the Empire.

The Long Night is divided by historians into three periods: Twilight, Night, and Dawn. Each had its own distinct effects.

TWILIGHT

The first centuries of the Long Night were confusing to those who lived through them. Actions weren't seen as tearing down the establishment; they were building a new and better order, but without agreement on what was being built, or why. The public lacked confidence in the new institutions that were being created, but it also lacked confidence in the institutions already in place—both collapsed, leaving nothing in their place.

Twilight is the name given to the early period of the Long Night. The future looked progressively darker and darker, and there seemed no way to avoid it. Twilight was a period when government lost efficiency, when business failed or pulled back, and when the population in general seemed to be content to wait out the problems around them.

Twilight On Terra: Twilight hit Terra less hard than most other worlds. But Terra was (and is) a naturally hospitable world for humans. As trade collapsed, Terra was able to fall back on its own trade fleets and to maintain a small trading community within the Old Earth Union.

Farther from Terra, former Earth colonies which were satisfied with their own independence proved to be poor markets for Terran goods. Some trading expeditions were attempted, but they met with little success. Over the course of a few hundred years, Terra came to emphasize its own local markets and to stay within a sphere perhaps ten parsecs across.

Other small interstellar communities were also created, and each kept more or less to itself. Between those governments'

borders was a lawless waste open to piracy and raiding by any who ventured into it.

Twilight for the Solomani: Solomani humans had spread to all worlds of the old Vilani Empire, and they enjoyed great power and affluence during the years of the Rule of Man. But time had also erased any ideas that the Solomani were conquerors, to be ousted at the first opportunity. Consequently, Solomani flourished as much as anyone else during the Twilight years, and they suffered less than some.

NIGHT

The Long Night began in earnest at a point historians call 9 PM. Twilight was over; the true darkness had begun.

In fixing 9 PM at about -1526, historians point to two statistics. First, interstellar trading ships could no longer travel (on the average) more than one year (perhaps thirty parsecs) without being attacked. Second, the net growth of industrial output throughout the empire was negative; factories were closing faster than new ones could open.

This black time marked a pull-back from space by virtually all humans in Vilani-dominated space. The self-defeating nature of interstellar piracy eliminated it as a major threat by -1400 (there was no longer enough commerce to make piracy viable). Interstellar trade was taken over by other star-faring races, although only on an intermittent basis. Aslan traders wandered through the rimward sectors of the former Rule of Man territory; Vargr traders visited (and sometimes raided) the coreward sectors. Some small human governments retained their starship technology, and served their own worlds (usually no more than twenty or thirty) and their neighbors.

The Long Night On Terra: Terra did not notice anything special in -1526, nor in -1527. Limited interstellar trade continued. But at the same time, the emphasis of society had turned from an expanding culture to a static one. Business still mined asteroids and gas giants, when it could turn a profit. But high pay was required to lure workers from Terra and the comfortable, safe jobs that it offered.

The Long Night for Solomani: The major effect of the Long Night was to cut off interstellar communication and trade. For Solomani, this meant that each world's Solomani population was cut off from most other worlds. Local Solomani became more immersed in local cultures, adapting to local customs and adopting local attitudes. On the one hand, it made Solomani more influential and ubiquitous; on the other, it made more difficult any drive to unite the Solomani based solely on genetic lines.

DAWN

The end of the Long Night happened in different places at different times. There were several false dawns, as worlds started to expand out into the parsecs around them, only to meet opposition or apathy or financial losses, and then abandoned their programs. The first successful Dawn took place on Sylea—when Cleon I started an expansion program that created the Third Imperium.

The Imperial Interstellar Scout Service ranged far and wide from Sylea; its ships reached the Solomani Rim as early as 100. Trade was established early, and by 200 most of the worlds of the Solomani Rim were trading with themselves. But expansion of the Imperium itself took time, and the Easter Concord (at the coreward edge of the Solomani Rim) was not absorbed into the Imperium until 426. Terra was absorbed in 588.

THE RISE OF THE SOLOMANI

Interstellar civilization first successfully coalesced around the Sylean Federation in Core sector. Under the leadership of Cleon Zhunastu, a nobleman and industrialist, the Federation extended its borders with amazing speed. After thirty years of expansion, Zhunastu transformed the Federation into an Empire.

The origins of the Sylean Federation were already traceable to one of the last emperors of the Rule of Man, also called the Second Imperium. That emperor (one of many with competing claims) had established his capital at Sylea. Armed with this claim, Cleon revived the Imperium. In the Imperial Year Zero, Cleon was crowned first Emperor of the Third Imperium.

The new Imperium, like the Sylean Federation and the Rule of Man before it, were built on a Solomani aristocracy. Much of the current Imperial nobility is genetically true Solomani, with an especially high proportion of senior Imperial naval officers being drawn from this group. All emperors of the Imperium were (as far as records can establish) pure genetic Solomani until the marriage of the Emperor Zhakirov to the Vilani noblewoman Antiamia Shiishuginsa in 679.

Throughout the Imperium today, Vilani and Solomani are indistinguishable. In the middle classes, traditionally both geographically and socially mobile, the distinction has become meaningless, as extensive intermarriage has blended the two. The tendency, during the Rule of Man, for wealthy Vilani to adopt Solomani surnames has further made fine distinctions of lineage difficult to define and trace. Only in the Solomani Rim (where many planetary populations remained overwhelmingly Solomani in character) and in the upper levels of Imperial society (where individual genealogies are known), is there any possibility of making a meaningful distinction.

And even between genetically pure Vilani and Solomani, the actual distinctions are slight.

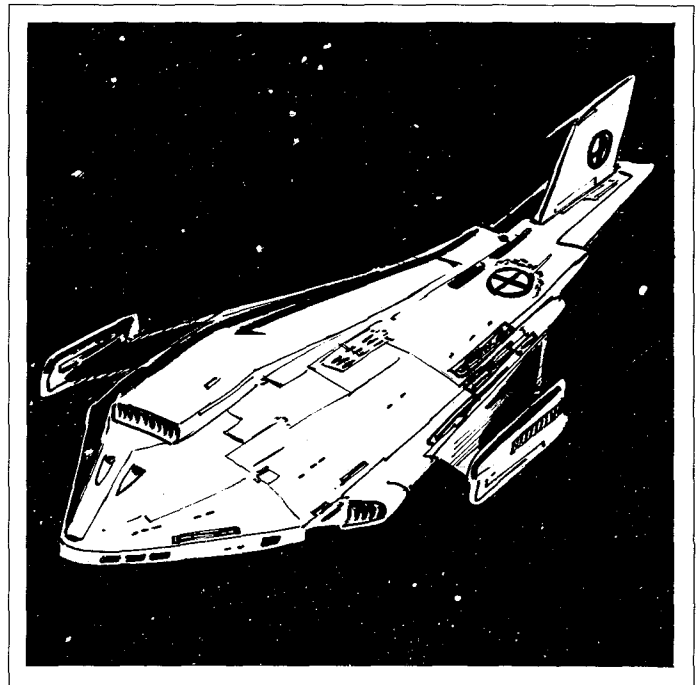
Initially, the Third Imperium was dominated by the Solomani, but little emphasis was placed on race. Citizens called themselves *Imperials*. Solomani power was based strictly on the traditional power structure, inherited from the Rule of Man and the Sylean Federation. It was nominally egalitarian (in principle and, to a degree, in fact as well) despite the prevalence of individuals with Solomani ancestry in the upper levels of social, government, and economic hierarchies throughout the Imperium.

THE SOLOMANI HYPOTHESIS

Until the Third Imperium was established, there existed no satisfactory explanation for the many interfertile human races on many different worlds. Numerous theories on man's origins had been proposed, but none had gained complete acceptance.

Before spaceflight, Vilani development in the biological sciences had been painfully slow. No animal on Vland had as close a relationship to a human as a human has to a lobster or even an oak tree. This meant, among other things, that biology received little emphasis from medical research: there were few human diseases (and no diseases with animal vectors); even surgery was largely free from the danger of infection. In addition, there were no animals available for anatomical or biological experiments whose findings would have any validity for humans. Further, when a theory of evolution was finally developed on Vland, it was very difficult to fit humans into the overall scheme.

When the Vilani burst into the interstellar scene, they



discovered many other human races, all of which were struggling with the same puzzle. A natural (and correct) theory was proposed that humanity had originated on a single homeworld and had been scattered across the galaxy by some unknown agency. Some theorized a previous human galactic empire, but the discovery of numerous Ancient ruins seemed to point to them as the likely agency. The major remaining question was the identity of humanity's home planet.

Many candidates were proposed, but the one generally accepted was Urunishu in Antares sector. The world possessed a large number of species obviously similar biologically to humanity – it had rodents and baleen whales, primates and antelope. Paleontological research on Urunishu was made difficult because of local ice ages and a spectacular lack of a fossil record.

However, research suffered because of the general scientific stagnation which took place during the later years of the Vilani Imperium.

When the Vilani Empire and Terra met, some saw evidence that Terra was the human homeworld, and the Rule of Man subsequently spread that notion widely. Following the collapse of the Second Empire, many independent planets rejected the explanation and claimed that it was mere Terran propaganda. Few scientists had actually been to Terra or had the knowledge to appreciate its claims, and no physical evidence existed off-world.

In the year 102, Magis haut-Devroe proposed his Solomani Hypothesis and based it on numerous surviving Second Empire texts (clearly not of government origin; mostly extracts from scientific journals printed on Terra). Since the Imperium traces its legitimacy to the Second Empire, charges of Rule of Man political fabrication were no longer felt plausible, and widespread Solomani influence in the nobility lent a further boost to acceptance.

Haut-Devroe was also able to demolish Urunishu as the human homeworld. He developed evidence that the planet had been an extensive Ancient facility (the equivalent of a zoological park)



and ruled out the only other serious candidate.

When Sol was reincorporated into the Imperium in 588, a small historical mission verified, to no one's great surprise, haut-Devroe's Solomani Hypothesis.

UNRAVELINGS

By the early 660's, however, it appeared that the fabric of the Third Imperium was unravelling. The previous five centuries had witnessed a great expansion, resulting in increased limitations on the ability of the central government to control the frontiers. At the same time, the power of the various fringe rulers grew; the power of the Sector Dukes increased as more territory was added to the Imperium, while the Admirals of the Marches added to their fleets.

In 606, the Imperium was thrown into a civil war when Admiral Olav haut-Plankwell took his victorious fleet to the Imperial capital in a plot to seize the sceptre. A succession of Emperors of the Flag—Imperial Admirals who each seized the sceptre, only to be replaced themselves in time.

This period of bitter fighting saw the birth of the Solomani Movement. The Civil War, in addition to causing a great deal of destruction, created great social upheaval. Vilani nobles and industrialists began to offer a serious challenge to the entrenched Solomani economic and political structure. The Solomani Movement was a reaction to this challenge.

THE SOLOMANI MOVEMENT

In general terms, adherents of the cause believe that pure racial humans—Terran humans, the Solomani—are superior to all other humans, and thus best fit to rule the Imperium. Solomani are the original, or *true* men; all other humans are degenerate offshoots, unfit for the highest positions of power and responsibility. They supported their views with a variety of evidence: the ease with which the Terran Confederation defeated the Vilani Empire; the rapidity with which the Solomani developed jump-2 and jump-3 drives; the expansion of the Third Imperium under Solomani guidance; the postponement of the

Long Night by the Rule of Man.

There is an important distinction between the Solomani Cause and the Solomani Movement. The Cause is a belief that Solomani are superior to other humans. The Movement is the organization (or group of organizations dedicated to achieving the Cause).

Radical adherents of the Cause went one step further. They renounced the Rule of Man as a legitimate source of power, claiming that its failure was due to its renunciation of the pre-eminence of Terra. Hiroshi I and his successors were labelled traitors to their race because their empire retained the Vilani bureaucracy and sought to integrate, rather than dominate, the conquered territories. The fact that the Terran Confederation could never have held the conquered sectors without the existing Vilani power structure was ignored; radicals argued with appeals to emotion rather than to logic.

At first, the movement consisted of only a small number of genetic Solomani. As the troubles grew, financial support multiplied; large numbers of essentially nostalgic and reactionary movements were formed, all under an umbrella known as the Solomani Cause.

The movement reached its first peak immediately after the Civil War (604 to 622). Solomani completely dominated the inner circles of Empress Arbellatra's court and predominated in the upper ranks of the Imperial Navy.

When Zhakirov succeeded Arbellatra in 666, the movement began losing favor. The final break came in 679: Zhakirov married Antiamia Shiishuginsa, whose family controlled Zirunkariish, the powerful Vilani megacorporation. Previous emperors had been Solomani; Zhakirov's marriage ensured that future emperors would be of mixed Vilani-Solomani blood. The marriage cemented an alliance between the Imperial Throne and Vilani industry and added greatly to the stability of the Imperium when stability was an elusive quantity. The alliance, however, alienated believers in the Solomani Cause, which from this point forward took on an increasingly anti-Imperial tone.

Although out of favor with the Emperor, the Solomani Cause remained a powerful force which could not be ignored with impunity. To placate the more vocal of spokesmen for the Cause, Zhakirov's daughter, the Empress Margaret I, granted a charter creating the Solomani Autonomous Region, a sphere of space 100 parsecs in diameter and centered on Terra (hence the region's alternate name: the Solomani Sphere). The formation of the Autonomous Region in 704 was intended as a sop to the Movement, whose leaders became the new rulers of the region. The Imperium retained theoretical sovereignty, but all real power within the region was placed in the hands of the Solomani Movement. Trade continued, technological exchanges were maintained, even taxes to the Imperial Treasury were paid as before. But the Imperium turned its back on its rimward frontier, exchanging a large chunk of border territory for domestic peace.

Inside the Solomani Sphere, increasing restrictions were placed in non-Solomani, and particularly on non-humans. By extension, the original premise of Solomani superiority carried as a corollary a superiority over non-humans sophonts as well. Solomani political theory became extremely chauvinistic. When new worlds rimward of Terra were explored and settled, colonization was limited to Solomani. The Solomani became increasingly independent of even nominal Imperial sovereignty. In 871, the Autonomous Region's government reorganized itself as the Solomani Confederation; this was tantamount to a

declaration of independence, but the Imperium (faced with other difficulties on its other frontiers) ignored the provocation after receiving polite assurances from the Solomani that its still recognized Imperial sovereignty.

Over the next decades, the Solomani Confederation made it clear that its was pursuing an independent course from the Imperium, and eventually, the Imperium was forced to deal with the new power on its rimward flank. In the mid-900's, Empress Margaret II turned her attention to the upstart confederation in response to appeals from several Imperial client-states within the Sphere. Worlds (usually with non-Solomani majorities) within the Solomani Autonomous Region petitioned the Empress to be excluded from it and governed directly by the Imperium, and many of those petitions were granted. The transitions were backed up by the Imperial fleet.

For a while, the Solomani avoided a major confrontation, although minor skirmishes did occur. In 940, the Confederation protested Imperial meddling in its autonomous affairs; Empress Margaret responded by ordering the reintegration of Terra into the Imperium. She deliberately selected the Terran date of 13 March 5471 (292-950 Imperial) for her decree (13 March was the date that Terra was originally incorporated into the Imperium, and the date Zhakirov married Antiama). In the forty years that followed, diplomacy and negotiation failed to redress the injury and injustice that went on within the Solomani Sphere.

The Solomani Rim War (990 to 1002): The Solomani Rim War (or the War of Solomani Liberty, as it is known in the Confederation) lasted twelve years, but gave neither side complete victory. The Confederation was not swept away, as the Imperials wished, but neither was the Imperium forced to acknowledge overwhelming Confederation strength.

The initial phase of the war went well for the Solomani. Although the Imperium maintained sizable fleets along the border, they were inferior to the massed strength of the naval elements of the Solomani Confederation. On most fronts, the Solomani regained the border worlds lost to the Imperium over the course of the previous five decades, and even occupied some worlds which were never part of the Solomani Sphere. However, in 993, Solomani fortunes had a severe setback when an invasion force aimed at the Old Expanses ran into unexpectedly heavy resistance and was repulsed with heavy losses.

The period from 993 to 998 was one of stalemate. The Solomani armed forces abandoned all plans for further expansion, deciding to rebuild and regroup their forces while moving to a defensive footing. Interference from Confederation civilian leaders, however, made it the rebuilding and regrouping nearly impossible. Demands that every border world be fully defended meant that the Solomani fleet was never able to assemble decisive strength at any one point during those years. No decisive blows were struck, and the initiative slowly shifted to the Imperium, as its industrial and numerical superiority began to make themselves felt. By 998, the Imperial Navy had achieved strategic dominance.

In 998, the Imperium launched the last phase of the war by starting a steady advance into the heart of the Solomani Sphere. Imperial strategy called for two attacks along parallel lines, driving deep into the Confederation and converging on Terra. Lesser task forces spread out from the main axis of attack to isolate a number of worlds, creating a huge pocket of Solomani territory cut off from the rest of the Confederation. The Imperial High Command theorized (correctly) that the Solomani would be

unwilling to leave Terra undefended, thus clearing the way for defeat in detail of the unsupported forces in the pocket.

Although the Solomani occasionally found a tactical success against the Imperial task force (such as the Battle of Kagukhasagga in 1002), they were unable to halt the main advances. When the Imperial fleet secured control of the Vegan District in 1001, they gained the advanced base they needed. In response, the Confederation embarked on a desperate gamble, consolidating its remaining forces into a single Grand Fleet under their ablest admiral, Ivan Wolfe.

Wolfe analyzed the nature of the dual Imperial advance. The Imperial 17th Fleet was advancing along the line Lagash-Nusku-Agidda, towards Terra; the 1st Fleet was striking from Vega toward Dingir and its industrial and political strength. The latter advance was a slow one due to the caution of the Imperial commander-in-chief. Wolfe caught the advanced guard of the 17th Fleet at Agidda and inflicted a major defeat. He then shifted his forces to Dingir, hoping that he could also defeat the 1st Fleet. The fatal miscalculation was in figuring reorganization time: the 17th Fleet was able to rally its ships in a matter of weeks and effect a pursuit of Wolfe's Grand Fleet. In the Battle of Dingir (early 1002), Wolfe was caught by surprise as Imperial reinforcements turned the tide against him. The Solomani Grand Fleet was scattered and substantially destroyed. Wolfe gathered the remnants of the fleet and retreated deeper into the Solomani Sphere. Terra was left undefended.

The Imperial High Command decided that Terra would have to be invaded in order to end forever all claims of Solomani superiority. Imperial strategic planners believed that the fall of Terra would completely demoralize the Solomani and prompt a collapse of the entire Confederation. They failed to take into account the worlds added to the Confederation rimward of Terra which, though loyal to the Solomani Cause, were also independent enough to continue resistance despite the loss of their capital. In order to invade Terra, a sizable fraction of Imperial forces along the front were assembled into a single assault force. Among other things, this meant that the pursuit of Wolfe's fleet was called off, allowing it to regroup and reorganize. This proved to be the Imperium's major miscalculation.

The invasion was launched in the second quarter of 1002. Terra had been packed with Solomani ground troops and planetary defenses, and the hard-fought campaign lasted until nearly the end of the year. In the end, the Imperium conquered the planet, but the Battle for Terra consumed so much of the available military resources that the Imperial High Command postponed plans for advances further into the Solomani Sphere. When it became clear that the Confederation was not going to immediately cave in, and that Wolfe's fleet remained a threat, the High Command negotiated a temporary armistice with Wolfe and his staff.

Both civilian governments were now concerned with the strain that the war had placed on their economies. Fanatics in the Confederation government demanded an immediate counter attack, and threatened to relieve Wolfe if he didn't move immediately to liberate Terra. But Wolfe, backed by more moderate elements, refused to squander more lives, and he won out in this struggle within the government. The Confederation informally agreed with the Imperium to extend the armistice indefinitely. No formal peace treaty was ever signed; indeed, the Imperium does not officially recognize the Confederation. The date of the armistice is taken as the date of the end of the war.

Post-War Developments: Following the armistice, the Imperium re-integrated a substantial amount of the Solomani Sphere into the Imperium (roughly 25% of the Confederation was conquered in the course of the war). The Vegan Autonomous Region was created to oversee Imperial interests along the new border.

After the war, Ivan Wolfe was elected Secretary General of the Confederation. Despite his defeat at Dingir, Wolfe emerged from the war with an excellent reputation, due both to his military skill and to his firm stand against prolonging the war after the armistice was offered.

During his eight years as Secretary General, Wolfe carried out a series of governmental and military reforms designed to strengthen the Confederation in the wake of the war. He established a new capital at Home. He took steps to strengthen the economy of the Confederation, and helped establish industrial centers to replace those lost to the Imperium. He also introduced a centralized Home Guard system to provide trained replacements and reserves for the armed forces.

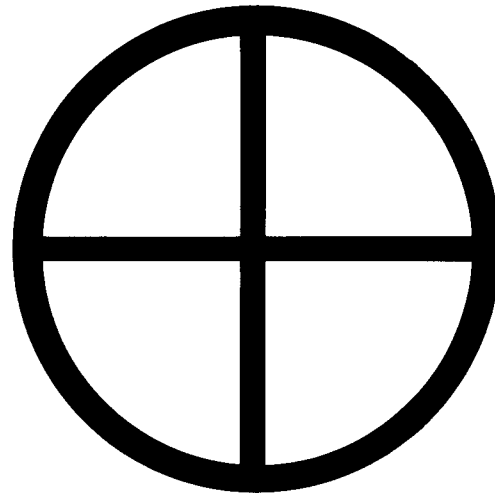
Though Wolfe is generally recognized as an able statesman as well as a capable military leader, not all of his reforms had the effects he expected. Many of the political and economic concessions that he granted took root and promoted local industrial or political power, often at the expense of centralized Confederation control. The Home Guard on each world also encouraged factionalism; provincial views were not potentially supported by local militias. The power of the Confederation diminished even more as worlds found they could be more independent. And even the desire to recover Terra was not a universal rallying point for all Solomani.

THE SOLOMANI MOVEMENT TODAY

In those areas of the former Solomani Autonomous Region reconquered by the Imperium, there remains widespread pro-Solomani agitation. Wherever political freedom is tolerated, there is at least one faction of the Solomani Party. Many worlds support several rival factions. Hardline factions adhere to a rigid belief in Solomani supremacy and their sole fitness to rule the Imperium; they direct their efforts at changes, legal or by force, to the Imperium. Hardliners are considered radicals — a lunatic fringe. More moderate forces work toward winning the independence of the old Solomani Autonomous Region, presumably to join those worlds currently in the Solomani Confederation. Most moderates pursue a peaceful course, seeking representation within Imperial government in order to obtain independence legally; others seek aid from outside (from the Aslan or the Hivers, for example).

Most Solomani organizations are non-violent parties working for independence by peaceful means. Their main activities consist of distribution of pro-Solomani propaganda, keeping Solomani sentiment alive inside the Imperium, and conducting parades on Solomani holidays. These organizations are tolerated by the Imperium.

Politics in the Solomani Rim: Pro-Solomani sentiment is not evenly distributed in the Solomani Rim sector; it tends to be strongest on worlds with long-standing Solomani habitation where economic or political conditions make the populace look upon Solomani rule as a happier time. The Solomani Movement is strongest on worlds of the Old Earth Union, the Dingir League, and in the Albadawi subsector, where current economic problems are blamed by many on the Imperial government.



Solomani Confederation Symbol

A SOLOMANI TIMELINE

The following table shows key events in the history of the Solomani.

SOLOMANI HISTORY

<i>Imperial</i>	<i>Event</i>
– 300000	Ancients visit Terra.
– 15000	Rise of modern <i>Homo sapiens</i> .
– 2508	UNSCA established.
– 2431	Solomani develop jump drives.
– 2422	First Solomani contact with Vilani
– 2408	1st Interstellar War begins.
– 2398	Terran Confederation founded.
– 2219	Nth Interstellar War ends. Vilani Empire ends.
– 2204	The Rule of Man established.
– 1980	First Solomani contact with Aslan
– 1802	First Solomani contact with Hivers.
– 1776	The Long Night begins.
– 1690	Terran Merchantile Community established.
– 1526	9 PM.
– 420	Sword World colonists leave Terra.
– 630	Islands Sectors colonized by Solomani.
– 1110	Old Earth Union created.
– 200	First Solomani contact with K'kree.
102	Solomani Hypothesis published.
426	Easter Concord joins the Third Imperium.
588	Terra joins the Third Imperium.
679	Zhakirov marries Antiana.
704	Solomani Autonomous Region established.
871	Solomani Confederation formed.
940	Solomani Autonomous Region dissolved.
990	Solomani Rim War.
998	First Solomani exiles scatter.
1005	Solomani Home Guards established.
1110	Terra returned to home rule by Imperium.

The Solomani Triumvirate

The Solomani system of government operates under an arrangement of checks and balances intended to keep the attention of government on the achievement of the Solomani Cause. Each part of the government, pursuing its own purpose and goals, is held in check by the others.

The three basic parts are: the Solomani Party, the Solomani Confederation Armed Forces, and Solomani Security.

THE SOLOMANI PARTY

The Solomani Party is the binding organization under which all political and government activity is conducted within the Solomani Confederation. The Party also exists on most worlds with an appreciable Solomani population within twenty parsecs of the Confederation border.

Membership: Membership in the Solomani Party is automatically provided to all Solomani humans. Only Solomani humans are allowed to join the Party. Automatic membership, however, does not mean automatic participation. A large fraction of Solomani choose not to participate in the Party, either through apathy, lack of time or energy, or a disagreement with the basic principles of the Party.

Organization: The Solomani Party is organized as a hierarchy of committees and ruling councils. There is a new level of administration at approximately each order of magnitude. Thus, ten Party members form a cell; ten cells form a committee; ten committees form a supervisory committee.

The Solomani Confederation is ruled at the highest level by the High Council, a policy-making body which makes ultimate decisions about important matters and disseminates those decisions to lower level councils and organizations.

In game terms, the individual's Party Standing indicates the potential level in the hierarchy at which he or she may serve. Thus, Party Standing-1 means that the individual can serve in a local Party cell. Party Standing-2 would allow the person to serve in a cell or a council over a cell. Members of the High Council have at least Party Standing-14.

Factions: The Solomani Party is not a homogeneous organization. Opinions on policy and on approaches to goals vary depending on individual local cultures and histories.

As a result, the Party is divided into *factions*, each espousing a different approach to the resolution of vital problems. Various factions may be radical, violent, conservative, or moderate. They may be concerned with regaining lost territory, encouraging or stifling trade, recruiting new members, or restricting membership. A world may have one dominant faction, or it may have several competing factions.

Factions are allowed to flourish within the Party as long as they do not challenge the basic concept of the Solomani Cause (SolSec monitors all factions to make sure they don't).

THE MILITARY

The Solomani Confederation maintains armed forces for a variety of reasons, some of which are not immediately obvious. All states maintain armed forces as an instrument of policy. They defend against attacks by enemy states, and they attack

enemies in pursuit of their state's goals.

The Solomani Confederation also uses its armed forces to maintain domestic tranquility. They enforce the laws, suppress dissidents, and maintain the peace. These *peace-enforcement* assignments are one of the more common duties that the Solomani Confederation forces face.

The armed forces of the Solomani Confederation are divided into the Army and the Navy. The Navy also handles scouting, message transmission, and mapping functions which are performed in the Imperium by the Scout Service. A subforce within the Navy is the Confederation Marines, used primarily as a rapid reaction force and for boardings. The Army is deployed throughout the Confederation and handles local peace-keeping functions and protects against invasions.

The Home Guard: The Confederation also maintains a reserve force: the Home Guard, with units raised on all of the Confederation's worlds. Anyone not a member of the active military is encouraged (sometimes strongly encouraged) to join the Guard to augment the active forces. The announced primary mission of the Home Guard is the defense of individual worlds in the event of invasion; other missions handled by the Home Guard include public works (engineer forces are often assigned bridge, dam, and road construction projects as part of their training), emergency labor forces (in the event of disaster or catastrophe), and local counter-guerrilla or insurrection-suppression duties.

SOLOMANI SECURITY

Solomani Security (SolSec) is the last of the three powers in the Solomani government. Its mission is "the maintenance and protection of the Solomani Cause against all enemies," and it accomplishes this mission by recruiting agents from the general Solomani population. Some of these individuals become overt agents for SolSec, while others become sleepers (going active when a threat to the Solomani Cause becomes apparent or when activated for some specific mission). SolSec agents are also recruited as *monitors*— to monitor the political statements and views of the general population; they serve as informers responsible for reporting on the political reliability of their co-workers.

SolSec has an especially important role in the Solomani Confederation. Because the Solomani Party automatically grants membership to all Solomani, there is the possibility that the party could be taken over by Solomani who do not believe in, or work for, the Solomani Cause. One SolSec responsibility is to keep the Party in line and working for the cause.

SolSec requires an administration which handles its bureaucratic responsibilities. Much of the bureaucracy of SolSec is automated and computerized, a process which eliminates a need for low level clerical personnel. Instead, all reports are input directly by the reporting agents; that information (properly coded by source and for reliability) becomes part of the massive computer files maintained on everyone in the Solomani Sphere.

Administrators in SolSec are promoted from the ranks. They may be sleeper or secret agents whose cover was blown, or agents who are now past their prime.

Monitors: SolSec monitors are openly the eyes and ears of the organization, writing and filing reports on the actions and political views of those he or she encounters. Their reports are the basis of further surveillance or more specific action.

While monitors are often viewed as liabilities because they constantly report on others' actions, they are also assets because they have access to SolSec records and administrators.

Solomani Character Generation

Solomani characters are created using a variant of the basic **Traveller** character generation system. The system takes into account differences between Solomani and Imperial culture.

INITIAL CHARACTER GENERATION

All Solomani characters begin the game much as their other human counterparts do: untrained and inexperienced; about 18 standard years of age. A series of die rolls is made to generate the character's various attributes, whereupon he or she embarks upon an abstract career in order to gain skills and experience.

Six characteristics are generated randomly for Solomani characters. The first five— Strength, Dexterity, Endurance, Intelligence, and Education— are identical to the standard human attributes (generated by 2D each) and are recorded in the UPP in the normal manner. The sixth, Party Standing (generated by 1D) replaces Social Standing and is recorded as the sixth digit in the UPP.

Naming and Titles: The Solomani take a family name from their father and are given a first name at birth. Ranks (such as military ranks) are stated before a name.

Terms of Service: Each term of service is four standard years.

THE PRIOR CAREER

A newly generated Solomani character must choose one of six services (Navy, Marines, Army, Merchants, Party, or SolSec) and attempt to enlist. An individual must have Party Standing 5+ before attempting to enlist in the Party; otherwise, any service is open to any character. Only one enlistment attempt is permitted per character.

If rejected for enlistment, the character must submit to the draft. A character who is drafted enters a randomly chosen service. It is possible for a character to be drafted into the very

SOLOMANI CAREERS

The six basic Solomani career types are general careers common (and important) to Solomani society.

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

Marines: *Members of the Confederation Marines.* The marines are the Navy's security force used for ship defense, boarding parties, and commando operations.

Army: *Members of the Confederation Army.* Soldiers deal with planetary surface actions, battles, and campaigns.

Party: *Influential or ranking members of the Solomani Party.* Such members are eligible for administration positions in the Party hierarchy or for government posts.

Merchants: *Members of various commercial enterprises.* Merchants generally crew the ships of trading corporations.

SolSec: *Members of Solomani Security.* SolSec is charged with ensuring the loyalty of the population and its adherence to the principles of the Solomani Cause.

service which has just rejected an enlistment attempt, or for an individual to be drafted into the Party.

Draftees are not eligible for position during their first term of service; they become eligible during the second or subsequent terms of service if they re-enlist.

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

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

Position: Each service has a position number; in order to be commissioned as a military officer or appointed to a post of authority within a career, the character must throw the stated number or greater. Die modifiers may apply to the throw. If the position is achieved, the character receives rank 0 in the service. A character may attempt to acquire a position once per term of service until successful; a draftee cannot attempt position in the first term of service.

The Table of Ranks shows the ranks available. Achieving position awards rank 1. Promotions increase rank.

Promotion: In the same term of service that a position is earned, and in each subsequent term of service, a character may attempt to be promoted. Each service has a promotion number and DMs affecting that promotion throw. If a promotion is achieved, the character advances to the next higher rank in the service. A character is eligible for one promotion per term of service.

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

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

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

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

ENDING A CAREER

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

Re-enlistment: Each character must roll for re-enlistment at the end of each term of service. If the result is successful, the character may re-enlist. If it is 12, exactly, the character must re-enlist.

Retirement: A character may serve up to 7 terms of service voluntarily, and may leave after any term (provided mandatory

re-enlistment — a re-enlistment throw of 12 exactly — does not occur). A person may retire anytime after the end of the eighth term. Retirement grants the individual an annual retirement pay (in addition to any mustering-out benefits). No more than seven terms of service may be taken unless required to re-enlist by a throw of 12.

MUSTERING-OUT

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

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

Mustering-out Benefits

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

Retirement Pay: Any character who leaves the service at the end of the fourth or later term of service is considered to have retired, and receives retirement pay. This pension is paid at the beginning of each year, and may be collected at any class A or B starport within the Solomani Confederation. Retirement pay equals Cr1,000 times the total number of terms served. Individuals in SolSec or Party careers are paid a double pension.

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

- **Money:** The Cash Table indicates specific amounts of money which become available. Some portion of this should be considered to be severance pay or life's savings; the remainder is a travel allowance.

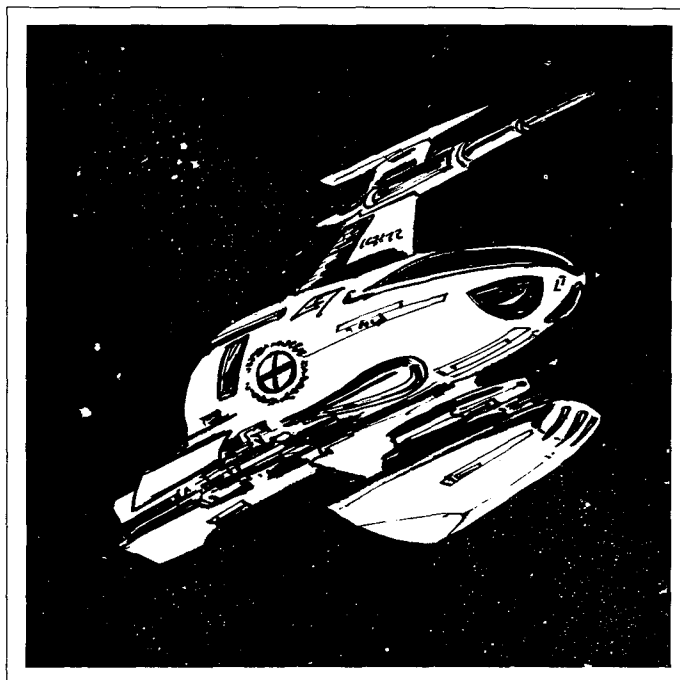
- **Vouchers:** Vouchers are similar to passages in basic *Traveller*; they provide transportation for the holder. Vouchers, however, provide free transportation (for the named bearer only) from a specified location within a sector (such as the Solomani Rim) to another location in the same sector. Vouchers cannot be redeemed for cash, nor can they be sold. They allow the equivalent of middle passage and they allow any number of stopovers. Each use of the passage must be toward, or in the direction of, the stated destination.

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

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

- **Starships:** Two types of starships are available as mustering-out benefits: the type SM *Trader* and the type SC *Courier*. Each is more fully explained in the starship section.

The type SM Trader is a 400-ton merchant vessel which can handle both cargo and passengers. Receipt of the benefit confers possession of the ship, but also liability to make the monthly payments for the next 40 years, as well as meeting normal



operating expenses. Additional receipts of this benefit reduce the time remaining on the debt by 10 years each, so that a character receiving the trader benefit 5 times could receive the starship free and clear of bank payments.

The type SC Courier is a ship placed at the disposal of party officials for diplomatic or fact-finding missions or for party business. Such ships are granted without any strings attached. Fuel and maintenance are available at naval bases; a budget of Cr10,000 per month is allowed for crew and life-support expenses (unused funds revert to the Solomani treasury).

Characteristic Alteration: Finally, the Skills and Benefits Table makes provision for some characteristic alterations. These tend to be increases in Education, Intelligence, or Party Standing. No characteristic may be increased beyond 15.

OTHER CONSIDERATIONS

The following are additional considerations for Solomani character generation.

Ageing and Disability: Solomani characters age in the same manner as ordinary *Traveller*.

Skills: The skills presented here are identical to those available in the basic rules set. The basic rules set also discusses creation of new skills.

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

Careers: Solomani careers shown here are basic and typical. Confederation Army, Marines, and Navy are similar to the Imperial armed forces with only minor differences. The Home Guard concept of reserve forces is new and described in detail below.

Solomani Merchants are also similar to Imperial Merchants.

The careers of SolSec and Party are distinctly new and different, and are further described below.

Solomani careers are not restricted to those shown in this module; some other careers from *Traveller* can also be used for Solomani characters. From *Citizens of the Imperium* (Supplement 4) or *The Spinward Marches Campaign*, Solomani characters can use Bureaucrat, Scientist, Hunter, Sailor, Belter,

SOLOMANI CHARACTER GENERATION CHECKLIST

Note: All Solomani character generation after rolling personal characteristics takes place in a secret conference with the referee. This allows the character to establish secret memberships and relationships with various Solomani organizations.

1. Roll personal characteristics: Strength (2D), Dexterity (2D), Endurance (2D), Intelligence (2D), Education (2D), and Party Standing (1D).

2. Select service and roll for enlistment using all applicable DMs.

A. If rejected, try draft.

B. Non-military may join Home Guard.

C. Roll for survival.

C. Attempt rank (including Home Guard rank if in Home Guard).

1) If no rank, attempt commission.

2) If commissioned, attempt promotion.

D. Determine skills allowed.

1) Automatic skills.

2) Acquired skills.

3) Specify cascade skills.

E. If completing fourth or later term of service, determine aging effects.

F. Roll for reenlistment and return to 2B if successful.

3. Muster-Out Procedure.

A. Military may enroll in Home Guard.

B. Determine benefits.

C. Record characteristics and skills.

MUSTER-OUT BENEFITS

Per term of service.....1

If rank 1 or 2.....1

If rank 3 or 4.....2

If rank 5 or 6.....3

If enrolled in Home Guard.....1

BASIC SKILL ELIGIBILITY

For initial term of service.....2

Per subsequent term of service.....1

Upon receiving commission.....1

Upon receiving promotion.....1

HEXADECIMAL NOTATION

Base-10 Base-16 Base-10 Base-16

0 0 8 8

1 1 9 9

2 2 10 A

3 3 11 B

4 4 12 C

5 5 13 D

6 6 14 E

7 7 15 F

Use hexadecimal (base-16) numbers to note the six characteristics of the universal personality profile.

PRIOR SERVICE TABLE

	Confederation Military					Solomani
	Navy	Marines	Army	SolSec	Merchants	Party
Enlistment	7+	8+	5+	Auto	7+	3+ ¹
DM +1 if	Intel 8+	Intel 9+	Dext 5+	—	Educ 8+	Educ 7+
DM +2 if	Educ 8+	Dext 9+	Endur 6+	—	Stren 8+	Intel 7+
Draft	1	2	3	4	5	6
Survival	5+	6+	5+	7+	5+	8+
DM +2 if	Endur 9+	Stren 7+	Dext 9+	Intel A+	Intel 7+	Educ 9+
Commission	9+	6+	6+	7+	5+	8+
DM +1 if	Party 5+	Party 5+	Party 5+	Intel 8+	Intel 6+	Party 5+
Promotion	8+	9+	7+	7+ ²	10+	8+
DM +1 if	Educ 8+	Educ 7+	Intel 9+	Intel 8+	Party 5+	Intel 9+
Reenlist	6+	6+	6+	3+	5+	6+

¹Characters may voluntarily join the Solomani Party as a career only if Party Standing 5+, but may always be drafted into it.

²Rank 4+ SolSec characters may not be promoted before the third term of service.

The reenlistment throw is required even if the character does not intend to reenlist. Enlistment DMs are cumulative if the character has the necessary prerequisites.

All rolls (except for draft) are 2D.

TABLE OF RANKS

Rank	Navy	Marines	Army	SolSec	Merchants	Party
1	Ensign	Lieutenant	Lieutenant	Lieutenant	4th Officer	Alternate
2	Lieutenant	Captain	Captain	Captain	3rd Officer	Delegate
3	Lt Cmdr	Major	Major	Major	2nd Officer	Deputy
4	Cdr	Lt Colonel	Lt Colonel	Lt Colonel	1st Officer	Commissioner
5	Captain	Colonel	Colonel	Colonel	Captain	Leader
6	Admiral	Brigadier	General	General	—	High Leader

This table indicates initial rank (rank 1) if a commission is received, and subsequent ranks (ranks 2 to 6) as promotions are received.

MUSTERING OUT TABLES

Die	Benefits Table					
1	Voucher	Voucher	Voucher	Voucher	Voucher	Voucher
2	+1 Intel	+2 Intel	+1 Intel	+2 Intel	+1 Intel	+1 Intel
3	+2 Educ	+1 Educ	+2 Educ	+2 Educ	+1 Educ	+1 Educ
4	Gun	Gun	Gun	Gun	Voucher	Gun
5	Voucher	Voucher	Voucher	Gun	Gun	Gun
6	+1 Intel	Party-6	Party-6	Voucher	+1 Intel	Voucher
7	+2 Party	+1 Party	+1 Party	Courier	Free Trader	Courier

DM +1 if Party Standing 8+ or rank 5 or 6. Gun benefits must be declared immediately; additional gun benefits may be taken as skill in a gun previously taken.

Die	Cash Table (in Credits)					
1	4,000	4,000	4,000	10,000	1,000	10,000
2	8,000	8,000	8,000	20,000	5,000	20,000
3	10,000	10,000	10,000	30,000	10,000	30,000
4	10,000	10,000	10,000	40,000	20,000	40,000
5	20,000	20,000	10,000	50,000	30,000	50,000
6	40,000	40,000	30,000	50,000	40,000	60,000
7	50,000	60,000	40,000	50,000	50,000	70,000

DM +1 if Party Standing 8+ or Home Guard member or Gambling 1+.

ACQUIRED SKILLS TABLES

1. Personal Development Table

	Navy	Marines	Army	SolSec	Merchants	Party
1	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Stren	+1 Party
2	+1 Dext	+1 Dext	+1 Dext	+1 Dext	+1 Dext	Jack-o-T
3	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Endur	+1 Intel
4	+1 Intel	Gambling	Gambling	+1 Intel	+1 Stren	+1 Intel
5	+1 Educ	Brawling	+1 Educ	+1 Educ	Gun Cbt	+1 Educ
6	+1 Party	Brawling	Brawling	Gun Cbt	Bribery	+1 Party

2. Service Skills Table

1	Ship's Boat	ATV	ATV	Air/Raft	Vehicle	Vehicle
2	Vacc Suit	Vacc Suit	Air/Raft	Vacc Suit	Vacc Suit	Vacc Suit
3	Fwd Obsv	Gun Cbt	Gun Cbt	Mechanical	Jack-o-T	Bribery
4	Gunnery	Gun Cbt	Fwd Obsv	Electronic	Steward	Streetwise
5	Engineering	Brawling	Computer	Gun Cbt	Electronics	Gun Cbt
6	Gun Cbt	Gun Cbt	Gun Cbt	Streetwise	Gun Cbt	Steward

3. Education Table

1	Vacc Suit	Vehicle	Vehicle	Vehicle	Streetwise	Streetwise
2	Mechanical	Mechanical	Mechanical	Forgery	Mechanical	Leader
3	Electronics	Electronics	Electronics	Bribery	Electronics	Steward
4	Engineering	Tactics	Tactics	Electronics	Navigation	Computer
5	Gunnery	Gun Cbt	Jack-o-T	Mechanical	Gunnery	Leader
6	Jack-o-T	Gun Cbt	Gun Cbt	Leader	Medical	Admin

4. Advanced Education Table (allowed only for characters with education 8+)

1	Medical	Medical	Medical	Admin	Medical	Electronics
2	Navigation	Tactics	Tactics	Pilot	Navigation	Mechanical
3	Engineering	Tactics	Tactics	Navigation	Engineering	Tactics
4	Computer	Computer	Computer	Computer	Computer	Computer
5	Pilot	Leader	Leader	Pilot	Pilot	Leader
6	Admin	Admin	Admin	Engineering	Admin	Admin

AGING TABLE

Term of Service	4	5	6	7	8	9	10	11	12	13	14+
Age	34	38	42	46	50	54	58	62	66	70	74+
Strength	1(8+)	1(9+)	2(9+)
Dexterity	1(7+)	1(8+)	2(9+)
Endurance	1(8+)	1(9+)	2(9+)
Intelligence	no effect before age 66	1(9+)
Education	unaffected by aging
Party Standing	unaffected by aging

The negative number is the potential reduction in characteristic if the saving throw (on two dice; throw shown in parentheses) is not made. Term of service refers to the end of that numbered term; age refers to the first day of the personal (physical, not chronological) year.

THE HOME GUARD

Enlistment: Any character may join the Home Guard: Party, Merchants, and SolSec may join during the prior career; Military may join when they muster-out. No throw is necessary.

Army and Marine veterans join the Army Home Guard. Merchants join the Navy Home Guard. SolSec and Party members may join either.

Training: Upon enlistment, Home Guard members throw on the Home

Guard Training Table and receive the skill shown *if it is not already held*.

Rank: Home Guard members may throw using the Army or Navy (as appropriate) commission and promotion throws for commission and rank in the Home Guard.

Military veterans begin Home Guard service with their military rank as Home Guard rank. Additional Home Guard rank may be earned even after mustering-out.

RANK AND SERVICE SKILLS

Navy Captain.....	+1 Party
Navy Admiral.....	+1 Party
Marine.....	Rifle-1
Marine Lieutenant.....	Auto Pistol-1
Army.....	Rifle-1
Army General.....	Leader-1
Merchant.....	Engineering-1
Merchant Second Officer.....	Pilot-1
Party.....	Admin-1
Party Leader.....	Leader-1

CASCADE SKILLS

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

Gun Combat: Select a gun from: Body Pistol, Revolver, Auto Pistol, Carbine, Rifle, Auto Rifle, Shotgun, and Submachinegun.

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

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

SOLSEC

Die SolSec Assignment

1	Open Agent
2	Open Agent
3	Secret Agent
4	Secret Agent
5	Monitor
6	Monitor

Monitors and Secret Agents throw 1D to determine the career into which they are assigned (use the draft number); that career may also be SolSec.

SolSec Rank: SolSec agents and monitors automatically receive SolSec rank one level higher than their rank in any other service.

Blown Cover: Each term of service, SolSec secret agents throw 10+ for their cover to be blown. If it is, the character assumes his or her SolSec rank (or rank 4, whichever is higher) and continues career resolution as in the SolSec Administration.

RETIREMENT

Characters may retire after 4 terms with a pension of Cr1,000 per term served. Party and SolSec receive double pension.

HOME GUARD SKILLS

	Army Home Gd	Navy Home Gd
1	Forward Obsv	Pilot
2	Vehicle	Navigation
3	Rifle	Engineering
4	Computer	Gunnery
5	Tactics	Computer
6	Leader	Leader

Rogue, Flyer, Diplomat, Doctor, or Pirates; some adjustment may be necessary to accommodate the difference between Solomani Party Standing and Imperial Social Standing. Barbarian and Noble are not recommended. Similarly, the Solomani Confederation does not maintain a Scout Service, and Scout characters are not recommended for Solomani use (the Confederation Navy fulfills the scout function, and some navy veterans consider themselves ex-scouts).

Aliens: Non-Solomani are not allowed to participate in Solomani government or government agencies. Alien characters (non-Solomani, non-human) are treated as having Party Standing-0. Human characters (non-Solomani) are treated with some tolerance: the equivalent of Party Standing-2, but without the possibility of advancement.

THE SECRET REFEREE CONFERENCE

In order to conceal a character's various relationships with SolSec, characters resolve their prior career in a secret conference with the referee. This conference takes place even if the player-character has no relationships with SolSec; it keeps the other players in the dark as to whether a relationship even exists with SolSec. It is possible for player-characters to each be SolSec agents and be unaware that other player-characters are also SolSec agents.

Once a character's individual characteristics have been generated, the secret referee conference begins. During this conference, the player indicates career choices and selections. If the choice is not SolSec, it is resolved normally.

If the player selects SolSec, however, the referee then becomes involved, administering activities of the various SolSec career choices.

Referee's Prerogatives: SolSec secret agents and monitors pursuing other careers are maneuvered into appropriate positions by SolSec in order to give those agents more available power. The referee can, during the secret referee conference, assist in furthering the career of SolSec agents by enhancing their opportunities for commission and promotion; the referee impose DMs for commission and promotion (+3 maximum; selected at the referee's discretion, or as the result of 1D-3).

All actions by the referee during the secret conference must be carefully thought out. Later analysis of the character's skills and characteristics should not allow the detection of anomalies which would give away a secret relationship with SolSec.

It is also possible for a SolSec Monitor to be a secret agent as well.

THE HOME GUARD

The reserve forces of the Solomani Confederation are called the Home Guard. Any Solomani is eligible to join the Home Guard provided he or she is not on active duty in the Military. Enlistment is automatic upon application. SolSec, Party, and Merchants may join during the prior career process (as can any other Solomani in a non-military career character type); Military may join upon mustering-out.

The Home Guard is divided into two forces: the Navy Home Guard and the Army Home Guard. The Confederation Army and Navy provide most of the administration and budget support for the Home Guard on the worlds within the Confederation. Army and Marine veterans join the Army Home Guard. Merchants join the Navy Home Guard. SolSec and Party members may join either.

Training: Upon enlistment, Home Guard members throw on the Home Guard Training Table and receive the skill shown *if it is not already held*.

Rank: The Home Guard maintains a rank structure similar to that of the active armed forces. Home Guard rank, however, is characterized by the word *Reserve* in front of it: an Army Home Guard Captain is a *Reserve* Captain.

Army, Navy, and Marine veterans who join the Home Guard transfer their military rank with them (if they have any). Home Guard members may attempt commissions and promotions by using the appropriate Army or Navy commission and promotion throws. Throw once per four years. Active and campaigning characters can acquire additional Home Guard rank even as they continue adventuring.

It is possible for an individual to be a (for example) Marine Captain and Army Home Guard Reserve Major after a while in the Home Guard.

Home Guard members are liable for activation by the Solomani military for missions or assignments.

Retirement and Benefits: Home Guard members may quit the Guard at any time. They may retire after twenty years service and receive normal retirement pay.

Home Guard members are often able (at the referee's option) to find transportation, temporary lodging, or meals at active military installations.

SOLOMANI SECURITY

Solomani Security is charged with ensuring the loyalty and dedication of the population to the Solomani Cause. SolSec is independent of the military and the Party, but is dedicated to the survival and the prosperity of each, so long as each pursues the goals of the Solomani Cause.

Enlistment is automatic upon application. SolSec, Party, and Monitors, while reporting to SolSec, must of necessity be in the mainstream of Solomani society. They pursue non-SolSec careers which are assigned by the referee during the secret referee conference. Monitors retain their monitor status even after mustering-out of a service.

Monitors have a responsibility to file reports on the actions and behaviors of those around them. Reports can be filed into the local world computer net, or at any Solomani starport type A, B, or C.

Monitors individually decide whether to declare or conceal their Monitor status. There is no formal penalty for revealing Monitor status, but some feel they can be more effective if they conceal their status; others feel that an open presence is more effective.

Blown Cover: Secret agents and sleepers may have their cover blown, inadvertently or through some necessary action or mission. When a SolSec agent's cover is blown, the individual leaves his or her current career and becomes a SolSec administrator; current SolSec rank is assumed (or rank 4, if SolSec rank is less than rank 4). The remainder of the agent's career is resolved as a SolSec administrator.

Because Monitors are not deliberately secret agents, they do not transfer to SolSec when they are discovered.

Rank and Promotions: SolSec agents receive rank and promotions in the normal manner. SolSec secret agents and sleepers receive secret rank in SolSec equivalent to one level higher than their rank in the other organization with which they serve (but not greater than rank 6).

SolSec Monitors receive SolSec rank equal to one level higher than their rank in the other organization with which they serve; it never can be greater than rank 6. SolSec Monitor rank is primarily honorary in nature; many Solomani use the term *Monitor Rank* to mean rank without value or authority.

THE SOLOMANI PARTY

The Solomani Party is the only political party permitted within the Solomani Confederation. Membership is restricted to Solomani humans, although non-Solomani (properly registered and certified) can become members if they agree with the principles of the Party.

Party Standing: All Solomani are technically members of the Solomani Party, but many are not active in it. Party Standing indicates the degree to which a Solomani participates in the Party.

Party Standing 4 – indicates a relative lack of interest in Party matters. At the same time, it also indicates a lack of influence in the activities of the Party.

Party Standing 5+ indicates that the individual is active in the Party, attending meetings, obtaining proper certifications as to racial purity, taking and passing courses in Solomani History and Philosophy. Party Standing 5+ is the usual minimum required to allow an individual to hold Party rank, to run for public office within the Solomani Confederation, and to participate in policy-making Party activities.

Party Standing 8+ indicates that an individual has risen in his or her power in the Party and has achieved a degree of power and authority. Party Standing levels above 8 indicate higher and higher levels of power and authority.

Party Standing indicates potential authority and power within the Solomani Party (as opposed to Party rank, which indicates actual position); the combination of Party Standing and Party rank together indicate actual power and authority.

Party Rank: Party rank indicates the degree of actual power which an individual has achieved within the Solomani Party.

Party rank indicates the relative position an individual holds at his or her level of Party Standing. Thus, a Deputy (rank 1) with Party Standing 9 outranks a Leader (rank 5) with Party Standing 8.

Any individual with Party Standing 5+ and a minimum Party rank 1 falls under the general term *ranking Party member*—which distinguishes him or her from those without both rank and standing.

Because Party Standing is as important as Party rank, when a character receives a promotion, he or she may elect to take instead +1 Party Standing.

Party Responsibilities: Characters who pursue the Solomani Party as a career find that they are fulfilling a great many responsibilities to the Solomani People and to their government.

Activities generally assumed to be part of a Solomani Party career include serving in public office as an elected or appointed official, serving in the Solomani Party as a member of the Party hierarchy and administration, serving in the diplomatic corps of the Solomani Confederation, serving as a corporate official for one of the corporations owned and operated for the good of the Party, and serving as a public spirited citizen championing the Solomani Cause to the citizenry.

Party Privileges: Along with the responsibilities of working for the Party, members receive a great many benefits and privileges. Party members receive priority on transportation and from

various services (computer, communications, banking, etc.). Ranking Party members are considered welcome and desirable guests at social events and parties. Ranking Party members are also able to use the assets of the Party (which range from concert halls to vacation homes to communications networks to starships) if they can justify the activity.

CHARACTER RECORDING FORMATS

When Solomani characters have been generated, they should be recorded in the following formats in order to maintain all appropriate information.

1. **ex-Navy Commander** 8789C8 Age 34
4 terms Cr40,000
Vacc Suit-2, Shotgun-2, Gunnery-1, Electronics-1,
Engineering-1, Computer-1, Pilot-2, Admin-1, Leader-1.
Navy Home Guard Reserve Commander.
one Shotgun. two Vouchers.
Retirement Pay: Cr4,000.
2. **ex-Marine** A79672 Age 30
3 terms Cr20,000
Brawling-1, Rifle-2, Grav Vehicle-1.
one Rifle.
3. **ex-Army Captain** 6B8A96 Age 38
5 terms Cr50,000
ATV-2, Forward Observer-1, Computer-3, Rifle-3,
SMG-1, Leader-1.
Army Home Guard Reserve Captain.
one SMG. two Vouchers.
Retirement Pay: Cr5,000.
4. **ex-Merchant 2nd Officer** 4889B4 Age 30
3 terms Cr20,000
Steward-2, Engineering-1, Pilot-2, Medical-2,
Computer-1, Navigation-1, SMG-1.
Navy Home Guard Reserve Lieutenant.
SolSec Monitor Lieutenant Colonel.
one SMG. one Voucher.
5. **ex-Merchant Captain** 536A83 Age 46
7 terms Cr120,000
Steward-2, Navigation-3, Mechanical-1, Electronics-1,
Computer-1, Engineering-4, Carbine-1, Pilot-2.
Navy Home Guard Reserve Commander.
one Voucher. one Carbine. one Free Trader.
Retirement Pay: Cr7,000.
6. **ex-Party Commissioner** 839578 Age 42
6 terms 40,000
Steward-1, Leader-3, Admin-2, Computer-1, Bribery-1,
Streetwise-1, Gunnery-1, Auto Rifle-2.
Navy Home Guard Reserve Commander.
one Voucher. one Auto Rifle.
Retirement Pay: Cr12,000.
7. **ex-SolSec Admin Major** 59C964 Age 34
4 terms Cr110,000
Mechanical-1, Streetwise-2, Forgery-1, SMG-2,
Air/Raft-1, ATV-1.
Army Home Guard member.
SolSec Monitor Lieutenant Colonel. (SolSec Secret
Agent then drafted into SolSec as a Monitor then
drafted into SolSec as an Open Agent and cover blown
and promoted to Administration in term 4.)
one Voucher. one SMG. Retirement pay: Cr8,000.

The Solomani Rim

The Solomani Rim is a long-settled, well-established sector which lies on the rimward frontier of the Third Imperium. The humans of Terra, a world in this sector, have dominated interstellar history for the past three thousand years, and their racial name—Solomani—is applied to the sector; the rest of the sector name comes from its position on the edge of the Imperium closest to the galactic rim.

The Solomani Rim is a highly civilized area with a long history, and a population of more than 301 billion individuals under the control of three major interstellar governments. The major portion of the sector is ruled by the Third Imperium (primarily the consequence of its occupation following the Solomani Rim War). Within Imperial-dominated territory is the Vegan Autonomous District, a nominally independent region which acknowledges ultimate Imperial authority. The rest of the sector is governed by the Solomani Confederation.

THE SUBSECTORS OF THE SOLOMANI RIM

The Solomani Rim is divided, according to standard practice, into sixteen subsectors. Each of these mapping and political subdivisions has its own unique character and history.

Ultima subsector is the backwater of the sector, far from the major trade routes. The region suffered economically during the Long Night more than the rest of the sector, and its recovery is still not yet complete.

The problems of Iddamakur are especially acute. During the rule of the Solomani Autonomous Region, Iddamakur was used as a planetary prison dumping ground for all of the undesirable elements of the region. Different populations of dissidents were distributed among the world's twelve small continents and numerous archipelagos. Technology beyond level 4 was prohibited, as was sea travel between groups. After the Solomani Rim War, the world was opened, but Iddamakur remains a poor world desperately in need of interstellar exchange to purchase advanced technology. Its main source of income is its newly built type A starport linking the somewhat more prosperous worlds of Basil and Darrukesh with the rest of the sector.

Suleiman subsector is stable and relatively prosperous.

Mudge (in nearby Concord subsector) is attempting to relieve its population pressure by colonizing Okefenokee, but its original inhabitants have demurred, with a guerrilla war the result.

Xenophobia and non-violence are equally strong parts of the cultural mindset on Khedish. Outsiders are in little physical danger, but unwary travellers may be swindled, cheated, robbed and harassed by hostile Khedishi.

Concord subsector takes its name from the Easter Concord, a stable confederation centered on this area during the Long Night. The Easter Concord was a mutual defense union (with its capital at Easter) which grew into a trade and commerce union as well. It remained a secure bastion of civilization throughout the Long Night, being formally dissolved only upon its admission into the Third Imperium in 426.

In 1095, the two major powers on Xiwa resorted to nuclear weapons during a confrontation. Many city domes were breach-

ed and over 80% of the population died before Imperial Marines could intervene. Most of the surviving population lives in scattered small settlements far from the old cities. With its old governmental apparatus shattered, Xiwa remains under Imperial military government.

Harlequin subsector once had a greater status in the commerce and communications of the Imperium. Its trade and xboat routes linked the central worlds of the sector with the Old Expanses and Massilia sector. With a greater usage of high jump drives, Harlequin has been bypassed by faster, more direct routes.

Alderamin subsector is named for the region's brightest star, also known as Alpha Cephei. Like most massive stars, it has no planets, but is circled by the Stralsund asteroid belt, a rich source of many commercially valuable elements.

Hoatzin is a low-density world with a dearth of heavy metals. Its industry relies on imports for raw materials, especially from Stralsund Belt. Hoatzin has also established mining colonies on Arukhr and Furioso.

The government of Shululsish is a rarity: a participatory democracy on a high population world, made possible by high technology. Each of the world's 30 billion carries a terminal connected to the planetary computer; all eligible voters are polled regularly and important laws are enacted in this fashion. All executive officials are elected for one-month terms. This form of government places a heavy burden on the individual, and the average citizen spends an hour a day in government related activity, both voting and consulting computer net information services for the information needed to make a decision. This governmental system is made possible only because of the leisure time available to workers at this world's tech level; many citizens become government buffs, devoting most of their time to voting on issues and proposing new topics for discussion.

Esperance subsector is not a governmental unit: the Imperial portion of the region is governed from nearby Suleiman and Alderamin subsectors; Vegan territory is governed from Muan Gwi (the Vegan capital in nearby Vega subsector).

Vega subsector is occupied primarily by the Vegan Autonomous District. Most worlds of the District are inhabited predominantly by Vegans (with the exceptions of the high gravity worlds of Shulgiasu, Bellerophon, and Flanders). Vegans cannot tolerate high gravity worlds, although humans find them acceptable.

Vega subsector is also the location of Depot, the Imperial naval depot for the sector.

Banasdan subsector is noteworthy for three unusual worlds: Nisinashi, Altiplano, and Noricum.

Nisinashi is egg-shaped, distorted by tidal forces far in the past when it was much closer to its gas giant primary. Its atmosphere, however, is nearly spherical, producing near-vacuum at the ends, too-high pressure at the middle, and two habitable bands between these extremes. Easter, in the Concord subsector is the only other such world in the Solomani Rim.

Altiplano has an atmospheric pressure which is above tolerable limits at sea level, but becomes breathable at about 2,000 meters altitude; humans inhabit the world's mountain ranges.

Noricum, because of its odd combination of low gravity and thick atmosphere, has an amazingly rich and abundant ecology of aerial lifeforms.

Albadawi subsector is named for Terran Confederation Grand Admiral Manuel Albadawi. During the 8th Interstellar War,

Albadawi took advantage of Vilani confusion, soon after their loss of Dingir to the Confederation, to seize and fortify Oudh (then called Enulsur) and isolate the subsector from the rest of the Vilani Empire. Leaving part of his fleet to defend Enulsur, he took the remainder to reduce, in turn, Gaea, Tonopah, and Duriim. The Treaty of Enulsur (which ended the war) ceded all of the First Imperium rimward of Vega to the Terrans.

Albadawi subsector suffered greatly during the recent Solomani Rim War. Although much of the fighting took place elsewhere, the subsector's resources were heavily drained in support of the Solomani war effort. Since the war, Imperial aid to recovery has been meager and slow in coming, which explains why Solomani sympathy remains strong on many of the subsector's worlds.

Dingir subsector was the scene of many of the battles in the 2nd through 7th Interstellar Wars. Conquered early by Terra, Conquered and colonized early by Terra, its population is predominantly Solomani in heritage and sympathy, especially on such worlds as Lilike (Tau Ceti), Shulimik (Epsilon Eridani), and Gashidda.

Dingir holds an important place in human history. It has been, in turn, a provincial capital for the First Imperium, headquarters for the Terran Confederation Fleet, for a brief time capital of the Rule of Man, capital of the Dingir League, a subsector capital for the Third Imperium and for the Solomani Confederation, and once again sector capital in the years following the Solomani Rim War.

Sol subsector's Terrans developed jump drive and began exploring other systems. They immediately ran into the Vilani—at Barnard's Star, Alpha Centauri, and Agidda. Conflict was almost immediate, as Terran expansionism clashed with the Vilani desire for stasis. The hardest fighting in the early wars naturally enough took place in this subsector, as each side fought for control of the crossroads systems of Fenris (Procyon) and Barnard.

After the Interstellar Wars, Terra lost importance. It had been the capital of the Terran Confederation, but the capital for the Rule of Man was initially placed at Terran Fleet Headquarters at Dingir, and later moved out of the sector altogether.

During the Long Night, Terra became the capital of the Old Earth Union, which included most of Terra's early colonies.

Terra gained renewed vitality when it became the capital of the Solomani Autonomous Region, and later the Solomani Confederation. Invaded in the last year of the Solomani Rim War, it was under Imperial occupation and rule until 1110, when it returned to civilian government.

Arcturus subsector was settled by the Vilani during the First Imperium, and by the Solomani after the 9th Interstellar War. The subsector has two worlds of unusual character: Cymbeline and Thorwald.

Cymbeline is a massive planet with a paradoxically thin atmosphere. Because of the world's high gravity, the breathable portion of the atmosphere is concentrated in low-lying areas at or near sea level. Much of the population lives in sub-sea level depressions. The air at higher elevations is too thin to support human life.

Thorwald is the home of an unusual plant-like life form: the Leyden Tree. Internal secretions form a metal central core for that acts like a lightning rod. When lightning strikes, the charge is deflected through a network of filaments to cellular capacitors which use the electricity to convert organic molecules from low

to high energy forms as a supplement to photosynthesis. An electrical storm over a Leyden forest is a spectacular sight, although best viewed from a distance.

Jardin subsector has only five worlds which can be considered habitable, and settlements of the area began in earnest only after the establishment of the Solomani Autonomous Region. As a consequence, the subsector is sparsely populated.

Capella subsector has the Near Bootes cluster: twelve habitable worlds within three parsecs of Vantage. The unusually rich group was settled immediately upon discovery, early in the history of the Rule of Man. The Near Bootes cluster dominates the adjacent subsectors of the Solomani Confederation, both economically and politically. Bootean merchantile interests have considerable power in the Solomani Party and the Solomani government.

The environment of Vantage is unique. Its atmosphere, too thick for humans near the surface, is breathable at high altitudes. Unlike Basnadan's Altiplano, Vantage has no mountains, and the population lives almost entirely in the air, in cities supported by grav generators.

Gemini subsector, named for the bright stars Castor and Pollux, is split by the border between the Imperium and the Solomani Confederation. The Imperial portion is an appendage of the Sol subsector; the Solomani portion (technically an political unit) is dominated by the Near Bootes cluster.

Although Castor and Pollux are very similar stars, their asteroid belts are quite dissimilar. The Pollux Belt is little more than gravel, and commercial exploitation would be unprofitable. The Castor Belt is, on the other hand, rich in metals, ices, and simple organics, and has many large planetoids suitable for habitat construction. Consequently, Pollux is uninhabited and unvisited; Castor supports a population of five billion.

Hephaistos is one of the few terraforming projects completed by the Imperium. Begun during the Interstellar Wars, the project was alternately abandoned and resumed several times. The project was finally completed by the Hephaistos Company, chartered by the Imperium in 632, and the planet was opened in 835 and sections were sold off to several colonial groups. Although the project is officially complete, work still proceeds to reduce and fine-tune the ocean and atmosphere.

Smade's Planet was settled by a single family a century ago, taking advantage of a dormant Imperial claim to the world; to date, the Solomani have not contested their presence. The Smade family, eager for news and offworld goods, welcomes visitors and traders (although local prices are extremely high).

Kukulkan subsector has over half its population concentrated on its namesake, the only world colonized before the establishment of the Solomani Autonomous Region. Recently, Kukulkan's economy has suffered the results of a tradewar between Thetis and Laputa. These worlds, in alliance with Ochre, Skanderbeg, and Trapezus, control the major trade routes crossing the border to the Imperium, and extending toward the Near Bootes cluster and deeper into the Solomani Sphere. Although such large scale rivalries are not permitted in the Imperium, interworld factionalism such as this is common within the Solomani Confederation.

Scipio is a self-interdicted colony of Solomani anti-technologists, rejecting all technology except that known on Terra before spaceflight. Finding no means of isolating themselves from the universe on Terra, they were forced to choose a less inviting world.

Solomani Rim Data

This listing provides basic information about the worlds of the Solomani Rim. The text listing is divided into eight columns.

Hex: Hex indicates the hex number location of the system in the Solomani Rim. The first two digits indicate the column of hexes on the map; the second two digits indicate the row.

UPP: The Universal Planetary Profile for the mainworld of the system is given in the standard *Traveller* format.

B: The B column indicates bases which may be present in the system. The meanings for the base symbols are given in the notes at the end of the text.

Remarks: Additional information such as trade classifications is given under Remarks. The meanings of the abbreviations are given at the end of the text.

Data: Data consists of three digits followed by a two letter allegiance code. The three digits may be preceded by a travel zone code (A for Amber; R for Red). The three digits indicate successively the population level, the number of planetoid belts in the system, and the number of gas giants in the system.

Population Level: This number times 10 raised to the Population power given in the UPP, indicates the population of the world. For example, world 0105 (E500589-7) has a population level of 5. Its population is 7×10^5 .

Allegiance: The identification of the government which controls the system is provided by allegiance. The meanings of the abbreviations are given at the end of the text.

Stars: The spectral classes and sizes of the stars in the system are provided under the headings Star1, Star2, and Star3.

BASES

The following abbreviations are used for bases: A—Imperial Naval co-located with Imperial Scout. B—Imperial Naval co-located with Imperial Scout Way Station. G—Solomani Naval. N—Imperial Naval. S—Imperial Scout. W—Imperial Scout Way Station.

TRADE CLASSIFICATIONS

The following abbreviations are used for trade classifications: Ag—Agricultural. As—Asteroid Belt. Ba—Barren World. De—Desert World. Ic—Ice-Capped. In—Industrial. Hi—High Population. Lo—Low Population. nAg—non-Agricultural. nIn—non-Industrial. Po—Poor. Ri—Rich. Va—Vacuum. Wa—Water World.

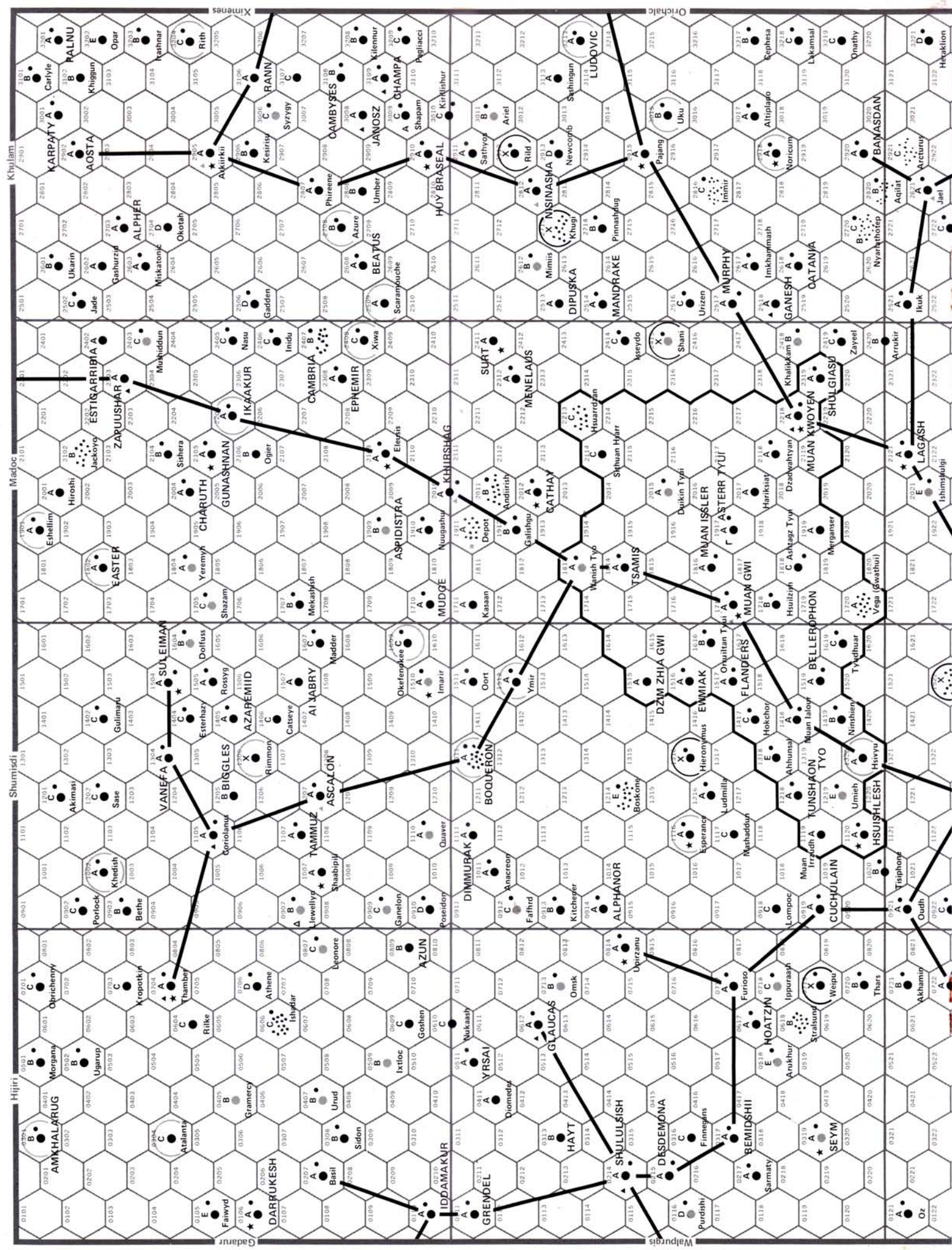
In addition, the following remarks are used: An—Ancient Site. Pr—Prison. RsA—Research Station Alpha. RsB—Research Station Beta. RsG—Research Station Gamma. RsD—Research Station Delta. ☆—Subsector or Local Capital. ★—Imperial Sector Capital.

ALLEGIANCE

The following abbreviations are used for allegiances: Im—Imperial. So—Solomani. Ve—Vegan.

Hex	UPP	B	Remarks	Data	Star1	Star2	Star3
0105	E500589-7		Ni Va	A712Im	M6 D	M2 D	
0106	A4859CF-D	N	Hi	823Im	M6 V	M4 D	M0 D
0110	A7799AB-7		Hi In	303Im	M1 V	M0 D	
0111	A96A98B-E		Hi Wa An	802Im	F4 V	M2 D	
0116	D610168-E		Lo Ni	834Im	M1 V		
0121	A153887-F		Po	913Im	M3 V	M4 D	
0123	A8879A9-E	N	Hi	823Im	F8 V		
0125	X410000-0		Lo Ni Ba	R804Im	F9 V		
0126	A4577CD-F	N	Ag	222Im	M7 V	M8 D	
0136	C720620-A		nAg Ni Po De	400So	M6 V	M2 D	
0138	C844577-9		Ag Ni	310So	M5 V		
0207	A842731-E		Po	334Im	K5 V		
0214	A584A22-F	W	Hi ☆	304Im	F8 V		
0215	A76999C-E		Hi	303Im	G8 V	M8 D	
0217	A889877-F		Ri	403Im	M5 V		
0224	A666769-B		Ag Ri	100Im	M2 VI	M7 D	
0226	C579634-A		Ni	904Im	K2 V		
0230	A466987-C		Hi	800So	M5 V	M8 D	
0231	D420400-7		Ni Po De	935So	G9 V		
0233	A4679BC-D	G	Hi ☆	702So	M3 V		
0237	B7A3744-E		Fi	803So	M8 V	M3 D	
0239	A25499B-D	G	Hi	302So	M5 V		
0240	A967755-D		Ag Ri	310So	M9 V		
0301	B4439BD-E		Hi In Po	A604Im	F7 V	M3 D	
0304	C476368-D		Lo Ni	A503Im	M1 V	M6 D	
0308	B6B9521-C		Ni Fi	903Im	K4 V		
0313	B4219AF-E		Hi nAg In Po	310Im	M4 V	M6 D	
0316	C379533-B		Ni	320Im	G1 V	M8 D	
0317	A567988-E		Hi	212Im	G9 V	M6 D	
0319	A1009CB-C	N	Hi nAg In Va	423Im	M3 V	M9 D	
0326	A31498A-E		Hi In Ic	120Im	M1 V		
0330	A9A49BC-D	G	Hi Fi	414So	F8 V		
0331	B100886-C		nAg Va	802So	M5 V		
0332	B44296A-B		Hi In Po	512So	M8 V		
0335	C678500-9		Ag Ni	224So	M2 V	M9 D	
0405	B330525-8		Ni Po De	500Im	F6 V		
0407	B100543-E		Ni Va	802Im	M7 V		
0411	A8777A8-F		Ag	700Im	F4 V		
0424	B798534-E		Ag Ni	703Im	M2 V	K4 VI	
0426	B130879-E		nAg Po De	102Im	F4 V		
0432	C57A587-B		Ni Wa	935So	M1 V	M2 D	
0434	B612400-D		Ni Ic	205So	M4 V		
0437	B211887-D	G	nAg Ic	934So	M1 V	M4 D	
0438	B444722-D		Ag	123So	K8 V		
0440	B300599-C		Ni Va	813So	M0 V	M3 D	
0501	Ba9A861-C		Wa	823Im	M2 V		
0502	B89A8BE-E		Wa	102Im	M5 V		
0509	B530487-D		Ni Po De	100Im	K4 V	M6 D	
0511	A663A9B-F		Hi	402Im	G0 V	M5 D	
0518	E200365-E		Lo Ni Va	522Im	M3 V		
0524	A689869-F	S	Ri	513Im	M2 V	M8 VI	
0527	A6699AC-E		Hi	823Im	M1 V		
0528	A457A69-E	N	Hi	A824Im	M0 V		
0532	C532423-B		Ni Po	822So	K8 V	M7 D	
0533	B312433-C		Ni Ic	302So	M5 V	M8 D	
0536	C696846-B			322So	M1 V	M7 D	
0604	C59A368-B		Lo Ni Wa	520Im	G3 V		
0606	C000776-A		nAg As	825Im	K0 III	M4 V	
0609	C577532-B		Ag Ni	300Im	M9 V	M1 D	
0610	C247721-9		Ag	320Im	M5 V	M5 D	
0612	A8869A9-F	S	Hi	532Im	M8 V	M9 D	K2 D
0617	A967986-E		Hi	534Im	F4 V		
0618	B0007BE-E		nAg As	520Im	A7 IV		
0624	C8A2263-F		Lo Ni Fi	523Im	F6 V		
0626	B742747-E		Po	903Im	G3 V	M9 D	
0628	A5898CA-E			405Im	M0 V	M9 D	

Hex	UPP	Remarks	Data	Star1	Star2	Star3	Hex	UPP	Remarks	Data	Star1	Star2	Star3
0632	C533369-C	Lo Ni Po	212So	F6 V	M1 D		1129	A562997-D	Hi	613Im	M7 V		
0637	C434210-D	Lo Ni	800So	M1 V	M5 D		1136	A785867-D	Ri	803So	M2 D		
0639	B543686-C	Ni Po	814So	M1 V	M0 D		1137	X47A000-0	Lo Ni Wa Ba	R522So	M0 V		
0640	B57A566-E	Ni Wa	615So	M8 V			1140	X976620-8	Ag Ni	R205So	M2 V	M7 D	
0701	C643657-C	Ni Po	105Im	F5 IV			1201	C8A5455-6	Ni Fl	212Im	F4 V	M3 D	
0703	C4446A6-D	Ag Ni	220Im	M1 V			1202	C34778B-B	Ag	214Im	M5 V		
0704	A454898-E	A ☆	612Im	F6 VI			1205	B236965-B	Hi	200Im	K2 V		
0706	D6B9110-F	Lo Ni Fl	125Im	M6 V	M7 D		1207	A562AAF-E	W Hi	423Im	F6 V	M3 D	
0713	B511547-A	Ni Ic	103Im	M0 V			1214	E00016A-E	Lo Ni As	302Im	K2 III		
0717	A9C5761-D	Fl	313Im	M0 V			1216	A45689D-E		213Im	F9 V		
0718	C200612-A	nAg Ni Va	714Im	K0 IV			1218	A554986-F	Hi	612Ve	M1 V		
0719	X543000-0	Lo Ni Po Ba	R702Im	K8 V	M8 D		1219	B100886-E	nAg Va	622Ve	M4 V		
0720	B7A7797-D	Fl	714Im	M0 V			1222	AA89A98-F	B Hi ☆	105Im	K0 V	M1 D	
0721	B662765-D	Ri	503Im	M7 V	M0 D		1224	B532799-C	nAg Po	105Im	M2 V		
0722	A986986-E	Hi ☆	303Im	K1 V			1234	A9B7733-C	Fl	820So	K1 V	M2 D	
0723	A866ADB-D	Hi	423Im	F5 V			1237	C438649-9	Ni	133So	M1 VI		
0726	C000679-D	nAg Ni As	335Im	F2 V			1239	C647365-D	Lo Ni	814So	G4 V		
0729	A46A969-E	Hi Wa	720Im	K5 V	M4 D		1304	A5639A6-F	Hi	512Im	M1 V		
0807	C310576-B	Ni	612Im	M8 V			1306	X222000-0	Lo Ni Po Ba	A320So	G5 V		
0809	B476ABC-B	Hi In	210Im	M2 V			1311	A0009A8-D	Hi nAg In As	A901Im	M9 V	M7 D	
0814	A9B5752-F	N Fl	924Im	M2 V			1316	X530622-6	nAg Ni Po De	R713Im	F9 V	M8 D	
0822	B427832-B		702Im	F2 V	M4 D		1318	E521186-F	Lo Ni Po	202Ve	M8 V		
0823	BaA5453-D	Ni Fl	A614Im	M7 V	M5 D		1320	A133786-F	nAg Po	A620Ve	F7 IV		
0824	B6429CB-D	Hi In Po	101Im	G1 V	M2 D		1324	B512855-C	nAg Ic	303Im	M7 V	M9 D	
0825	A488AA7-C	N Hi	100Im	A2 V	M9 D		1326	A67A945-E	Hi In Wa	902Im	M2 V	M4 V	
0826	A55499D-D	Hi	322Im	K2 V	M3 D		1327	C200365-E	Lo Ni Va	613Im	M5 V		
0832	D478452-A	Ni	604So	M0 V			1332	A453958-E	G Hi Po	605So	G5 V		
0833	A48A78A-E	Ri Wa	210So	M1 VI			1337	A487950-E	Hi	502So	M0 VI		
0835	A6598De-E		502So	M4 V	M6 D		1339	A76A885-D	Ri Wa	502So	M4 V		
0902	C433855-9	nAg Po	813Im	M9 V	M8 D		1340	C522200-C	Lo Ni Po	403So	M0 V		
0903	B422677-A	nAg Ni Po	512Im	M6 V	M6 D		1402	C7A678C-A	Fl	312Im	M5 V		
0907	B20058A-D	Ni Va RsD	522Im	M3 VI	M8 D		1404	C335420-C	Ni	902Im	M8 V		
0909	C430212-9	Lo Ni Po De	312Im	M5 V			1405	A766A72-C	Hi	912Im	M5 V	K9 D	M8 D
0910	D8AA169-D	Lo Ni Fl Wa	622Im	M9 V			1406	C222577-B	Ni Po	710Im	M7 V		
0912	C620764-6	nAg Po De	805Im	K5 V			1417	C647586-C	Ag Ni	902Ve	G0 IV	M5 D	M1 V
0913	BaC8645-C	Ni Fl	522Im	F7 V	M1 D		1418	A556886-E		A112Ve	M7 V	M2 D	
0914	A988995-F	Hi	121Im	K2 V			1419	B59A886-C	Wa	824Ve	G9 V		
0918	C444634-A	Ag Ni	410Im	M9 V	M5 D		1424	B675769-D	Ag	913Im	M0 V		
0919	AA569BF-A	Hi	723Im	G9 V			1427	A000769-9	nAg As	833Im	M5 V		
0921	A341669-D	Ni Po	622Im	G1 V			1429	A455969-F	N Hi	424Im	G8 V		
0922	C232310-B	Lo Ni Po	723Im	M1 V	M0 D		1435	A759966-E	G Hi	302So	M0 V		
0923	A666ABD-F	Hi	920Im	F4 IV			1437	A763A78-E	Hi	121So	K4 V		
0924	E53216D-F	Lo Ni Po	920Im	M7 V	M9 D		1439	A8879A7-E	Hi	205So	F9 IV		
0926	C577634-9	Ag Ni	211Im	M7 V			1440	B000597-B	Ni As	323So	G4 III	M1 V	M5 V
0929	A3249A6-F	N Hi In	505Im	A6 V			1504	AA6498B-F	N Hi ☆	902Im	M7 V		
0931	A113778-D	nAg Ic	110So	M7 V			1505	A785797-E	Ag Ri	414Im	M1 V	M0 D	
0938	C0007AE-9	nAg As	102So	K5 III	M2 V		1507	A7659BB-E	Hi	920Im	A9 V	M8 D	
1002	A556889-F		A322Im	M2 VI	M3 D		1510	A250877-F	N Po De	334Im	M9 V		
1007	A553875-F	N Po	814Im	M0 V			1511	A563896-F	Ri	724Im	A1 V	M8 D	
1011	A562841-F	Ri	113Im	M8 V			1512	A6A6772-F	Fl	A702Im	M5 V		
1020	B624885-F		804Im	F2 V	M0 D		1515	A456A86-F	Hi	400Ve	F8 VI	M0 D	
1022	B535769-D		A811Im	M8 V			1516	A452986-F	Hi Po	605Ve	F8 V		
1024	B8C8469-F	Ni Fl	A802Im	A3 V	K4 V		1517	A755A86-F	Hi	102Ve	F7 V	M0 D	
1026	B9A7869-C	Fl	422Im	G6 D	M7 D		1519	A88A986-E	Hi Wa	733Ve	M1 V		
1032	A547967-D	Hi In	311So	G3 V			1522	X000000-0	Lo Ni As Ba	R420Im	A7 V		
1034	A551AA6-E	G Hi Po ☆	803So	A6 V			1523	A79998C-E	Hi In	401Im	M2 V		
1035	A468854-C	Ri	601So	M9 V			1526	A4359CF-E	N Hi	801Im	K5 V		
1105	A237876-E	S	410Im	M1 V	M7 D		1529	A3018CB-D	nAg Va Ic	A705Im	M5 V	M6 V	
1107	A7549A9-F	Hi	623Im	M7 V			1530	A783969-E	Hi	502Im	K2 V		
1110	A1118BC-F	nAg Ic	735Im	F2 V			1533	A312869-D	G nAg Ic	601So	G5 V		
1111	A657924-E	Hi	704Im	M2 V			1537	A358AA9-E	Hi	214So	M1 V	M3 D	M0 D
1116	A468878-F	N Ri	A511Im	A6 V			1538	A8DA88A-E	G Fl Wa	634So	M2 V		
1117	C994210-D	Lo Ni	620Im	G0 V			1540	A755787-E	Ag	921So	M9 V	M5 D	
1119	A66A786-D	Ri Wa	800Ve	K6 V	M0 D		1604	B100547-E	Ni Va	602Im	G4 V		
1120	A644986-F	N Hi In	323Ve	M3 V			1607	C532430-8	Ni Po	902Im	K0 V		
1127	A36A969-E	N Hi Wa	A923Im	F8 V	M8 D		1609	C337868-C		A825Im	K7 V		



Hex	UPP	Remarks	Data	Star1	Star2	Star3
1616	B121686-C	nAg Ni Po	604Ve F9 V			
1619	C599786-B		612Ve G0 V			
1622	B633641-C	nAg Ni Po	824Im M3 D			
1629	A000769-E	nAg As	A200Im A1 V	F3 D		
1636	A456976-D	Hi	614So K6 V	M0 D	M6 D	
1637	A211741-D	nAg Ic	713So A6 V			
1705	C411266-F	Lo Ni Ic	411Im G0 V			
1707	B6766BE-9	Ag Ni	222Im M8 V			
1710	A463ACB-D	Hi	222Im G5 V			
1711	A785757-E	Ag Ri	120Im G2 V	M8 D		
1717	A456A86-F	B Hi An☆	722Ve F2 V			
1718	B678786-C	Ag	705Ve M1 VI			
1720	A000786-E	nAg As	320Ve A0 V			
1732	A847869-E	N	A520Im M4 V			
1736	E442100-8	Lo Ni Po	204So M2 V			
1738	A26A9AA-E	Hi Wa ☆	513So M7 V			
1739	B730878-B	nAg Po De	903So M8 V	M5 D	K4 D	
1740	A269985-E	G Hi	420So M4 D			
1802	AAE7977-F	Hi Fl	A403Im M3 V	M7 D		
1804	A5207BF-F	nAg Po De	503Im M8 V			
1813	A630886-E	nAg Po De	502Ve M2 V			
1814	A547986-F	Hi In	513Ve K1 V			
1816	A354A86-F	Hi	134Ve M7 V			
1818	C348786-E	Ag	803Ve G6 V			
1822	A569943-F	Hi	314Im K5 V	K7 V		
1824	A972979-C	Hi In	801Im M4 V			
1827	A867A89-F	B Hi	114Im G2 V			
1830	AA98969-E	N Hi In	A220Im F5 V			
1833	A974769-E	N Ag	512Im A2 V			
1836	AA85983-C	Hi	103So F6 V			
1901	A76A8BB-E	Wa	A212Im A5 V	K9 D		
1909	B2009CB-E	Hi nAg In Va	122Im A5 III			
1910	A535726-E		102Im M5 V			
1911	A00066D-F	nAg Ni As	602Im M6 D	K6 D		
1912	B2227AF-C	nAg Po	823Im M3 V			
1917	A666986-F	Hi RsG	813Ve M8 V			
1919	A942786-E	Po	700Ve M3 V	M3 D		
1926	B200869-E	nAg Va	534Im M5 V			
1929	B975869-F		A302Im M6 V			
1931	A98A776-D	Ri Wa	202Im M5 V			
2001	A458774-E	Ag	120Im G6 V			
2004	A786988-E	Hi	502Im F6 IV			
2010	A79A9BC-F	W Hi In Wa	903Im M3 V			
2011	B000555-E	Ni As	802Im F5 V			
2012	A866ADC-E	N Hi	325Im M5 VI			
2015	A310886-E	nAg	523Ve G0 V			
2017	A349886-F		220Ve F0 V	M0 D		
2021	E200478-7	Ni Va	702Im M1 V	M2 D		
2027	A785969-F	S Hi	723Im G4 V	K2 V		
2028	B7A2536-D	Ni Fl	920Im M5 V			
2029	B699552-D	Ni	722Im M2 V			
2030	B432366-E	Lo Ni Po	412Im M4 D			
2031	CA9A4AC-B	Ni Wa	525Im M8 D			
2102	B000510-B	Ni As	500Im F8 V	M0 D		
2104	B233854-E	nAg Po	802Im M0 V			
2105	A854966-E	N Hi	102Im M0 V	M1 D		
2106	B10088A-C	nAg Va	300Im M9 V			
2109	A789831-E	N	912Im F1 V			
2114	C8B6486-E	Ni Fl	403Ve F5 V	M6 D		
2118	A785786-E	Ag Ri	523Ve K3 V	M0 D		
2121	A667A8B-F	N Hi ☆	524Im K2 V	M5 D		
2131	C578855-B		824Im M8 D			
2132	C496365-D	Lo Ni	224Im M9 D			
2135	B798443-C	G Ni An	704So F2 IV			
2138	A9D78A9-D	G Fl	104So M4 V			
2205	A2569B8-F	Hi	A615Im K3 IV	M8 D	M5 D	

Hex	UPP	B	Remarks	Data	Star1	Star2	Star3
2213	C000686-C		nAg Ni As	420Ve F6 VI	M4 D		
2218	A666986-F	N	Hi	312Ve G5 VI			
2221	BaA7769-D		Fl	403Im F0 V	M2 D		
2227	A412969-D	N	Hi nAg In Ic	312Im M5 V	M6 V		
2228	C9CA369-D		Lo Ni Fl Wa	702Im M5 V			
2235	C779450-D		Ni	603So M4 V			
2236	X000000-0		Lo Ni As Ba	R600So K0 III			
2240	B9BA68A-A		Ni Fl Wa	213So M4 V	M0 D		
2303	A858997-D	S	Hi	105Im M6 V	M7 D		
2308	A675999-F		Hi In	702Im G9 VI	M9 D		
2312	A8659CB-9		Hi	203Im K1 V	M0 D		
2319	A758986-F		Hi	822Im G3 V	M1 D	M7 D	
2323	B533413-C		Ni Po	720Im K4 V			
2325	C648669-A		Ag Ni	201Im M3 D			
2330	C421524-E		Ni Po	212Im M8 D			
2337	E210211-C		Lo Ni	724So M6 D			
2339	A0009AB-A		Hi nAg In As	500So K0 III			
2402	A566ABC-D		Hi	120Im G4 V	M0 D		
2403	C61088D-D		nAg	923Im K4 VI			
2405	C334368-F		Lo Ni	301Im F9 V	M3 D		
2406	C6BA413-C		Ni Fl Wa	113Im M7 V			
2407	B0009BF-E		Hi nAg In As	913Im K2 III			
2408	C300568-B		Ni Va	A503Im M3 V			
2411	A521998-E	N	Hi nAg In Po	304Im M3 V			
2414	C248846-C			823Im K4 V			
2415	X412553-8		Ni Ic	R205Im K1 V			
2418	B610664-C		nAg Ni	304Im A2 V			
2419	C4338A7-7		nAg Po	101Im K0 V	M6 D		
2420	B59A779-A		Wa	500Im M7 V			
2433	D778200-5		Lo Ni	802Im M1 V			
2502	C4758BF-D			715Im M6 V			
2506	D893200-8		Lo Ni	323Im M6 VI			
2509	A7C6503-9		Ni Fl	A300Im M4 V	M1 D		
2513	A662AB8-E		Hi	220Im K5 V	M3 D		
2514	A366AA9-E		Hi	313Im M8 V			
2516	C8C8430-C		Ni Fl	223Im G2 V	M3 D		
2517	A3449BE-E		Hi In	902Im K0 V	M1 D		
2518	A766A57-E	S	Hi	710Im M8 V			
2521	A779769-E			813Im M9 V			
2527	A9F4840-E		Fl	612Im M1 V	M8 D	M1 D	
2528	A524945-D		Hi In	303Im M8 V			
2536	D778169-E		Lo Ni	403So M9 V	M2 D		
2538	A56A944-E		Hi Wa	A810So M5 V	M1 D		
2601	B433742-D		nAg Po	502Im G6 V			
2602	A6568A8-F			210Im M2 D			
2603	A487863-9		Ri	215Im M2 V			
2608	A688989-E		Hi	804Im A2 V	M9 D		
2612	B200789-E		nAg Va	312Im A6 V	K9 D		
2617	A25588A-E			113Im M0 V			
2618	A56898B-F		Hi	201Im M3 V			
2623	A78A997-8		Hi Wa	414Im M9 V			
2626	A4569CC-D		Hi	203Im M3 V			
2628	A658969-F	N	Hi	502Im G3 V			
2631	B645661-E		Ag Ni	803So M5 V			
2635	C1206A9-C		nAg Ni Po De	302So K6 V			
2636	A899799-E			320So K0 V			
2703	A866997-E		Hi	214Im G0 V	M2 D		
2704	D325103-B		Lo Ni	400Im K9 V			
2708	B3348CF-B			A221Im G2 V	M3 D		
2713	X000000-0		Lo Ni As Ba	R220Im G8 III	K2 V		
2714	B478888-C			822Im M0 V			
2720	C000267-E		Lo Ni As RsB	623Im K2 III			
2722	C422720-D		nAg Po	614Im F6 IV			
2723	A56A764-F	N	Ri Wa	813Im M1 V			
2729	C9A2869-E		Fl	620Im M4 V	M6 D		
2731	A250839-E	G	Po De An	203So F2 IV			

Hex	UPP	Remarks	Data	Star1	Star2	Star3	Hex	UPP	Remarks	Data	Star1	Star2	Star3
2732	C6978A6-9		223So	A1 V	M0 D		3015	B636794-E		A813Im	M9 V	M9 D	
2734	A633886-E	nAg Po	804So	M4 V	M3 D	M7 D	3017	A8D8864-E	Fl	215Im	M4 V		
2740	A7559D9-E	G Hi ☆	824So	K2 V	M6 D		3024	A763886-D	Ri	804Im	M4 V		
2807	A469895-D	Ri	802Im	F7 V			3026	A559869-E		A702Im	G0 V		
2808	B777464-D	Ni	220Im	M3 V	M6 D		3028	D87516A-E	Lo Ni	721Im	M4 V		
2812	A9EA987-E	W Hi Fl Wa	704Im	G1 V			3029	A6879CA-E	N Hi	722Im	G7 D		
2816	C000530-A	Ni As	202Im	K2 III			3035	A7669AA-C	G Hi	822So	M5 V	M7 D	
2820	B000630-E	nAg Ni As	911Im	K0 III			3101	B9B5865-C	Fl	111Im	K8 V	M5 D	
2821	A35789A-F	W ☆	423Im	M8 V	M8 D		3102	B8A3643-E	Ni Fl	735Im	M6 V	M5 D	
2834	B67A531-C	Ni Wa	815So	K3 V			3106	A664988-F	Hi	400Im	K9 V	M5 D	
2835	A568A9A-D	Hi	421So	G7 V			3107	C544534-A	Ag Ni	334Im	M3 V		
2836	C510310-D	Lo Ni	603So	M1 VI			3108	B246988-A	Hi In	322Im	M1 V		
2840	D532110-E	Lo Ni Po	415So	F6 VI	M7 D		3109	A662989-8	S Hi	824Im	G8 VI	M7 D	
2902	A453A26-F	Hi Po	903Im	M4 V			3113	A653865-D	Po	420Im	M7 V	M5 D	
2905	A66A8AD-F	B Wa ☆	500Im	M0 V	M3 D		3127	B526448-E	Ni	813Im	K8 V		
2906	A49A502-A	Ni Wa	123Im	M3 V	M8 V		3130	D423110-F	Lo Ni Po	923Im	F1 V	M2 D	
2910	A255989-F	N Hi	420Im	F5 V			3132	A887989-C	Hi	A504So	M8 V		
2911	A479726-E		734Im	G0 V	M3 D		3134	B54889D-C		124So	M6 V		
2912	XAC7774-9	Fl	R722Im	M7 V			3136	D7B9266-9	Lo Ni Fl	614So	K8 V		
2913	D441443-6	Ni Po Pr	502Im	K1 V	M4 D		3201	A484999-E	Hi	923Im	G3 V		
2915	A373772-E	N	110Im	M8 V	M9 D	M8 D	3202	E5AA267-E	Lo Ni Fl Wa	210Im	G7 V	M6 D	
2918	A38A7CC-F	N Wa	A202Im	M9 V			3203	B131438-F	Ni Po	802Im	G8 V		
2920	A653A44-F	Hi Po ☆	523Im	M6 V	M2 D		3204	C536875-C		A823Im	M4 V		
2921	C000364-F	Lo Ni As	320Im	K2 III			3208	B5958BE-B		522Im	M8 V	M2 D	
2928	B1387B4-E		322Im	G3 V	M7 D		3209	C754733-6	Ag	913Im	M5 V	M4 D	
2932	A1448A7-E	G	502So	F6 V			3213	A665977-D	Hi	A804Im	M3 V	M4 D	
2937	A452767-C	Po	603So	M0 D	M4 D		3217	B222431-F	Ni Po	602Im	F1 V		
2938	A689856-D	Ri	305So	M5 D			3218	C545786-A	Ag	504Im	F7 V	M2 D	
2939	A4548CF-C		920So	M0 V	M4 D		3219	C5218A7-E	nAg Po	700Im	G3 V	M0 D	
3001	A483954-F	Hi	813Im	M3 V	M6 D		3221	D343312-E	Lo Ni Po	903Im	A5 V	F3 D	
3006	C100721-8	nAg Va	832Im	F0 V			3225	B641888-7	Po	100Im	K2 V	M7 D	
3008	A564978-B	S Hi	821Im	M4 V	M6 D		3232	A562998-D	G Hi	904So	M2 V		
3009	C232533-C	Ni Po RsA	701Im	F9 V			3234	X577775-7	Ag	R202So	F4 V		
3010	C7A4543-E	Ni Fl	113Im	F5 V	M9 D		3235	A68A998-9	Hi Wa	522So	F5 V		
3011	B514735-E	lc	805Im	M0 D	M9 D		3239	B312588-9	Ni lc	722So	M7 V		

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Jocasta	2840	Muan lalour	1418	Ranulf	0824	Tarsus	1136
Jorjor	3225	Muan Irrzudh	1119	Remulak	1833	Tau Ceti (star)	1429
Junction	1929	Muan Issler	1816	Research Stn Alpha	3009	Terra	1827
Kaguk	2325	Muan Kwoyen	2218	Research Stn Beta	2720	Teucer	1435
Karkhar	1424	Mudge	1710	Research Stn Gamma	1917	Tewfik	2528
Karpaty	3001	Mudge Colony	1609	Research Stn Delta	0907	Thalassa	0833
Kasaan	1711	Mukhaldim	2323	Rild	2912	Thamber	0704
Kesirisu	2906	Munilgan	0826	Rilke	0604	Thamber Colony	0604
Khalikkam	2418	Murphy	2517	Rimmon	1306	Thars	0720
Khedish	1002	Mushiddun	2403	Rith	3204	Theseus	0237
Khiggun	3102	Nasu	2405	Ross 128 (star)	2228	Thetis	2536
Khugi	2713	New Greenpernt	2135	Ross 154 (star)	1824	Thorwald	3026
Khulampu	1026	Newcomb	2913	Rossyg	1505	Tisiphone	1020
Khurshag	2010	Ninkhur Sagga	2222	Santorini	2938	Tlaloc	2631
Kidashi	0528	Ninshien	1419	Sarmaty	0217	Tonopah	0723
Kilennur	3208	Nisinasha	2812	Sarpedon	1533	Tonopah Colony	0721
Kinunir	1224	Nonsuch	0637	Sase	1202	Trapezus	2734
Kirillishur	3010	Noricum	2918	Sashingun	3113	Tsamis	1814
Kitchener	0913	Nukaash	0610	Saskatoon	3132	Tunguska	2722
Kraken	0432	Nusku	1822	Sathyos	2911	Tunshaon Tyo	1218
Krokinole	1637	Nuugashur	1910	Saxe	1437	Twylo	1034
Kropotkin	0703	Nyarlathotep	2720	Scandia	2628	Twylo Colony	1032
Krypton	0330	Oberon	3232	Scaramouche	2509	Tyudhar	1619
Kukulkan	2835	Obrichenny	0701	Scipio	3234	Ugarup	0502
Kurland	3029	Ochre	2731	Sebasta	0923	Ugarup Colony	0501
Kurland Colony	3028	Odysseus	0835	Sebasta Colony	0924	Ukarin	2601
Labrys	1140	Ogier	2106	Sequoyah	1337	Uku	3015
Lagash	2121	Okefenokee	1609	Sequoyah Colony	1136	Umbur	2808
Lakamsal	3218	Okotah	2704	Seym	0319	Umieh	1219
Lalande 21185 (star)	2029	Omsk	0713	Shaabipili	1007	Upirzanu	0814
Lamarck	3024	Onathy	3219	Shaalgar	0224	Urizen	2516
Langelos	0929	Oort	1511	Shani	2415	Urud	0407
Laputa	2740	Opar	3202	Shapam	3009	Vanefa	1304
Leonore	0807	Ormadz	0440	Shazam	1705	Vantage	1538
Liberte	0331	Orruilton Tyui	1616	Shikashu (formerly)	0723	Vega (star)	1720
Limerick	0226	Oudh	0921	Shilgiili	1326	Vyborg	1540
Llewellyn	0907	Oz	0121	Shilgiili Colony	1327	Wallach	0832
Loki	2228	Pagliacci	3209	Shiransar	0823	Wanish Tyo	1813
Lompoc	0918	Pajang	2915	Shulgi	1324	Weipu	0719
Ludmilla	1216	Palnu	3201	Shulgiasu	2319	Wolf 359 (star)	1929
Ludmilla Colony	1214	Palnu Colony	3101	Shulimik	1530	Wolf 424 (star)	2227
Ludovic	3213	Palnu Colony	3202	Shuruppak	1427	Xantippe	3136
Ludovic Colony	3113	Parsifal	1739	Sidon	0308	Xiwa	2408
Luuru	1234	Pavel	2636	Sionnach	0632	Yenisei	0931
Luzon	0231	Peraspera	2028	Sirius	1629	Yeremyh	1804
Lyonesse	2732	Phireene	2807	Sishera	2104	Yeremyh Colony	1705
Madder	1607	Phireene Colony	2808	Sithuan Hsarr	2114	Ymir	1512
Mandrake	2514	Pilgham	0332	Siva	2337	York	0624
Markhashi	1529	Pinnashdug	2714	Skanderbeg	2932	Yrsai	0511
Mashaddun	1117	Poictesme	1035	Skululsish	0214	Ys	1732
Medea	2235	Pollux	2236	Skyron	0533	Zaggisi	1521
Mekashish	1707	Polyph	1537	Skyron Colony	0632	Zapuushar	2303
Melchior	2626	Polyphemus Colony	1435	Smade's Planet	2433	Zayeel	2419
Meneleus	2312	Porlock	0902	Sol (star)	1827	Zhongguo	0438

Special Rules Cases

Most of the basic **Traveller** rules apply unchanged to the Solomani. The following are special cases.

WORLD GENERATION

Worlds are generated in the same manner as in basic **Traveller**. However, the maximum tech level of the Solomani Confederation is 14 (1 less than the Imperial 15). When a tech level greater than 14 is generated, reduce it to 14.

Travel Zones: The Solomani Confederation does not establish travel zones for worlds within its boundaries. Some worlds may be locally interdicted, but the fact is made available only locally (to those who express an interest in going there). Any SolSec Monitor can find out what local worlds are prohibited (if any) by consulting a type A, B, or C starport computer net.

The Travellers' Aid Society establishes some travel zones for worlds along the Imperial border as a service to its patrons. Such travel zones are noted in Imperial charts.

PSIONICS

The Imperial attitude toward psionics prior to about 800 was one of benign neglect. Psionics as a science was not well-understood within the Imperium, and its chief proponents seemed to be the Psionics Institutes. These institutes were at least partially funded by the Zhodani Consulate, and tended to be established in the spinward and coreward portions of the Imperium.

When the PsionicsSuppressions of 800 to 826 reflected a turning of public opinion against psionics, the Solomani Autonomous Region was still a part of the Imperium. Its society was still a part of Imperial society; consequently, Solomani culture shared the turning away from psionics that the Imperium experienced.

Moreover, the major source of high quality research into psionics is the Zhodani Consulate, and the distance which separates the Solomani from the Zhodani has meant that little knowledge of psionics has filtered into the Solomani Sphere.

Rules: The basic **Traveller** psionics rules remain in effect for the Solomani. However, throw 12 (rather than 11+) for a Psionics Institute to be located on a world with population 9+; DM +1 if population A.

CALENDARS

The Solomani Confederation still uses the Terran calendar for official dates and history. The following are a few correspondences between Imperial and Terran dates.

001-	0	19 Jan 4521	Founding date of the Imperium.
001-1111	16 Apr 5631	Approximate current date.	
111--2537	1 Feb 1986	Random ancient date.	



Enhanced Solomani Characters

In addition to the standard character types allowed under the basic **Traveller** rules, it is possible to generate characters under the provisions of *Mercenary*, *High Guard*, *Scouts*, and *Merchant Prince*. Characters produced using these enhanced character generation systems tend to have more skills and a greater definition of their prior career.

Information on using all of these character generation systems is included.

Solomani characters enlist in and serve in the Solomani Confederation services in essentially the same manner as Imperials do in Imperial services. Some procedures are changed to reflect the different nature of the Solomani Confederation services, Solomani society, and Solomani culture. Only Solomani humans may enlist in the Solomani Confederation services.

Solomani Party and SolSec Characters: An enhanced character generation system for Solomani Party and SolSec characters is also provided, using the same basic techniques as *Mercenary* and *High Guard*.

Because SolSec characters may be assigned to other careers as a cover for their secret agent status, or in order to allow them to work as SolSec Monitors, SolSec agents may begin character generation under SolSec, continue it in a different career, and finally return to SolSec administration to end their career.

Checklists: Checklists for the procedures involved in the generation of all enhanced characters are provided on page 40, and they should be used as a guide when generating characters.

Initial Preparation: Characters are generated normally (for Solomani) by rolling the first five basic characteristics (Strength, Dexterity, Endurance, Intelligence, and Education; each with 2D) and Party Standing (1D).

Terms of Service: Characters serve four year terms of service, each of which is further divided into individual one year assignments.

The College Option: The *High Guard* character generation sequence allows for college and medical school. Those two schools are also available to *Mercenary*, and *Merchant Prince* as well.

Mustering-Out: Characters who have completed their service muster-out using the tables and eligibility from basic Solomani character generation.

Aging for the character is also resolved.

Resumes: Once a character has been generated, a complete resume reflecting the character's service, skills, and experience should be written up and retained for future reference.

MERCENARY

Mercenary characters are veterans of the Solomani Confederation Army or Marines.

Enlistment: Characters may attempt to enlist in the Solomani Confederation Army or the Solomani Confederation Marines. At the same time, determine the tech level of the armed forces involved (not all Solomani forces are equipped and trained at maximum tech level): throw 1D + 8 for force tech level.

After enlisting, the character must select a combat arm. Army may select from Infantry, Cavalry, Artillery, or Support. Marines may select from Marine Infantry or Support.



Basic/Advanced Training: The first year of service is devoted to basic and advanced training; the character receives Gun Combat-1 and one MOS skill rolled on the proper combat arm column.

Assignment Determination: Yearly assignments are determined using the same basic procedure presented in *Mercenary*. Characters throw for general assignments. If the assignment is *not* special, enlisted characters have a unit assignment. Officers receiving *command* are on command duty; others have a staff assignment. Only officers with Party Standing-5+ may have command; others convert a command assignment to staff assignment.

The Unit Assignment Table shows the specific type of duty for the current year.

Assignment Resolution: Assignments are resolved to determine survival, decorations, promotion, and skills received.

The survival throw allows voluntary DMs (positive or negative). Such a voluntary DM is then automatically reversed in sign and used as a DM for decoration. If the survival throw is rolled exactly (while on Police Action, Counter-Insurgency, or Raid assignment), then the character is considered *injured* and receives a Blood Crest (the equivalent of the Purple Heart).

The throw for decoration must be achieved or exceeded for a decoration to be received. If the throw is equal to or up to +2 greater than the required decoration throw, then the Solomani Starburst is received. If the throw is +3 to +5 beyond the required decoration throw, then the Order of Sol is received. If the throw is +6 or more beyond the required throw, then the Banner of Terra is received.

Promotions are affected by decorations. Each decoration may be used (only once) to produce a DM for promotion: the Solomani Starburst allows DM +1; the Order of Sol allows DM +4; the Banner of Terra allows DM +5. The Blood Crest may be used (only in the year received) as a DM +1 for promotion. Only one decoration may be used as a DM for any one promotion throw.

Enlisted troops and non-commissioned officers may roll for

promotion once per year. Officers may roll until a promotion is received, but may not receive more than one promotion per four year term of service.

Special Assignments: Special assignments allow extraordinary service; consult the Special Assignments Table. A special assignment is the only way enlisted characters can receive officer training.

Transfers: Individuals may transfer between combat arms only after cross-training or commando training. Marines may only serve in Marine Infantry, Support, and Commandos. Army troops may serve in any combat arm except Marines.

Re-enlistment: At the end of each term of service, enlisted characters must make the re-enlistment throw to be allowed to re-enlist. A throw of 12 exactly requires re-enlistment.

Officers are not subject to the re-enlistment throw. Instead, officers below the rank of O6 (Colonel) are subject to the *Up or Out* rule. As long as the officer receives one promotion during each term of service, he or she may continue service. Officers rank O6 and above may continue in service until the mandatory retirement age of 60.

HIGH GUARD

High Guard characters are veterans of the Solomani Confederation Navy.

College: An individual has the option of attending college prior to enlisting. College provides increased education and greater opportunities for advancement. If enrolled in NOTC, the individual receives an automatic commission as O1 in the Solomani Confederation Navy upon graduation. College lasts four years (but only one year if success is not achieved).

Solomani Naval Academy: Individuals may apply to the Solomani Naval Academy, and if accepted, receive a college education, an automatic commission in the Navy, and various skills. The Naval Academy lasts four years (but only one year if success is not achieved).

Medical School: Characters may apply for Medical School (after graduating college or the Solomani Naval Academy) and receive a medical education. Medical School lasts four years (but only one year if success is not achieved).

Flight School: Solomani Naval Academy graduates (and College NOTC Honors graduates) may apply for Flight School and receive pilot-oriented skills. Flight School lasts one year (regardless of success or failure).

Enlistment: Characters not commissioned into the Navy through college or the Naval Academy may attempt to enlist in the Solomani Confederation Navy. At the same time, determine the tech level of the naval forces involved (not all Solomani Confederation naval forces are equipped and trained at maximum tech level): throw 1D+8 for naval force tech level.

Branch Selection: Once enlisted, the character throws for the naval branch he or she is assigned to. Transfers between branches are possible through cross-training.

Initial Training: The first year of service (or the first year after Medical School or Flight School) is devoted to initial training; the character receives one branch skill.

Assignment Determination: Yearly assignments are determined using the same basic procedure presented in *High Guard*. Characters throw for specific assignments. If the assignment is *not* special duty, then officers determine if they are given command duty for the assignment. Only officers with Party Standing-5+ may have command; all others receive a staff

assignment.

Assignment Resolution: Assignments are resolved to determine survival, decorations, promotion, and skills received.

The survival throw allows voluntary DMs (positive or negative). Such a voluntary DM is then automatically reversed in sign and used as a DM for decoration. If the survival throw is rolled exactly (while on Battle, Siege, or Strike assignment), then the character is considered *injured* and receives a Blood Crest (the equivalent of the Purple Heart).

The throw for decoration must be achieved or exceeded for a decoration to be received. If the throw is equal to or up to +2 greater than the required decoration throw, then the Solomani Starburst is received. If the throw is +3 to +5 beyond the required decoration throw, then the Order of Sol is received. If the throw is +6 or more beyond the required throw, then the Banner of Terra is received.

Promotions are affected by decorations. Each decoration may be used (only once) to produce a DM for promotion: the Solomani Starburst allows DM +1; the Order of Sol allows DM +4; the Banner of Terra allows DM +5. The Blood Crest may be used (only in the year received) as a DM +1 for promotion. Only one decoration may be used as a DM for any one promotion throw.

Enlisted troops and non-commissioned officers may roll for promotion once per year. Officers may roll until a promotion is received, but may not receive more than one promotion per four year term of service.

Special Assignments: Special assignments allow extraordinary service; consult the Special Assignments Table. A special assignment is the only way enlisted characters can receive officer training.

Transfers: Individuals may transfer between branches only after receiving cross-training or special training.

Re-enlistment: At the end of each term of service, enlisted characters must make the re-enlistment throw to be allowed to re-enlist. A throw of 12 exactly requires re-enlistment.

Officers are not subject to the re-enlistment throw. Instead, officers below the rank of O6 (Captain) are subject to the *Up or Out* rule. As long as the officer receives one promotion during each term of service, he or she may continue service. Officers rank O6 and above may continue in service until the mandatory retirement age of 60.

SCOUTS

The Solomani Confederation does not have a scout service. Many of the responsibilities of the Imperial Scout Service are handled by the Solomani Confederation Navy.

MERCHANT PRINCE

Merchant Prince characters are veterans of the merchant corporate traders of the Solomani Confederation.

The character generation tables from *Merchant Prince* may be used as provided, with the following exceptions:

Characteristics: Solomani characters generate Party Standing (1D) instead of Social Standing (2D).

Social Standing Conversions: In instances where Social Standing provides a positive DM, substitute Party Standing-5+; where Social Standing provides negative DM, substitute Party Standing-4-.

SolSec Ties: If the character is a SolSec Monitor, he or she will only work for a corporation which is based in the Solomani

Confederation.

SolSec Secret Agents may work for any company, in or out of the Confederation.

SOLOMANI PARTY AND SOLSEC

The special enhanced character generation procedure deals with members of the Solomani Party and of Solomani Security. The system is roughly patterned on the system found in *Mercenary*, and a copy of those rules are recommended.

Party characters are veterans of the Solomani Party within the Solomani Confederation. SolSec characters are veterans of Solomani Security (and in some cases, still have active responsibilities within SolSec).

Procedure: Careers are resolved as a succession of assignments. Within each assignment, a risk level is determined, and then the assignment is resolved at that risk level. Any character may continue to serve until he or she decides to quit. Re-enlistment, forced re-enlistment, or forced end of service does not occur.

The Solomani Party

The Party is the governing political organization within the Solomani Confederation.

College: A character may elect to apply to and attend college before joining the Party.

Enlistment: Any character with Party Standing-5+ may attempt to enlist in the Party as a career.

Assignments: Each Party character immediately begins service to the Party through a series of assignments. The Party Assignment Table shows the types of assignments possible. Most are for one year: Elected Government indicates that the character has been elected to office and serves four years; Hierarchy indicates the individual is serving in a position of responsibility within the Party leadership and serves two years.

Regardless of the length of time in an assignment, only one set of throws is used to resolve it.

Risk Levels: A range of risk levels are possible for each assignment, as shown on the Assignment Risk Table. Throw to determine the specific risk level for the current assignment.

Assignment Resolution: Assignments are resolved to determine survival, decorations, promotion, and skills received.

The survival throw allows voluntary DMs (positive or negative). Such a voluntary DM is then automatically reversed in sign and used as a DM for decoration, but decorations are only awarded at risk levels 4+.

The throw for decoration must be achieved or exceeded for a decoration to be received. If the throw is equal to or up to +2 greater than the required decoration throw, then the Solomani Starburst is received. If the throw is +3 to +5 beyond the required decoration throw, then the Order of Sol is received. If the throw is +6 or more beyond the required throw, then the Banner of Terra is received. Party career characters do not receive the Blood Crest.

Promotions are affected by decorations. Each decoration may be used (only once) to produce a DM for promotion: the Solomani Starburst allows DM +1; the Order of Sol allows DM +4; the Banner of Terra allows DM +5. Only one decoration may be used as a DM for any one promotion throw.

Party career characters may roll for promotion once per assignment, but may receive a promotion only once per term of service.

Rank: Party rank is identical to basic Traveller rank.

Promotions are affected by decorations. Each decoration may be used (only once) to produce a DM for promotion: the Solomani Starburst allows DM +1; the Order of Sol allows DM +4; the Banner of Terra allows DM +5. The Blood Crest may be used (only in the year received) as a DM +1 for promotion. Only one decoration may be used as a DM for any one promotion throw.

Enlisted troops and non-commissioned officers may roll for promotion once per year. Officers may roll until a promotion is received, but may not receive more than one promotion per four year term of service.

Special Assignments: Special assignments allow extraordinary service; consult the Special Assignments Table.

SolSec

Solomani Security is charged with overseeing Solomani society and ensuring that all members of society pursue the Solomani Cause.

SolSec character generation is handled in the same manner as Solomani Party character generation. The following notes deal only with the exceptions.

SolSec Assignments: SolSec characters determine their assignment only once—at the beginning of their career. Secret Agents and Monitors then determine a cover career by rolling 1D and consulting the career draft numbers. Open Agents pursue a career within SolSec.

Secret Agents are transferred to an assignment of SolSec Administration if their covers are blown. Monitors never return to a SolSec career.

Open Agents remain on Open Agent assignment until the beginning of their fourth term of service; thereafter, a SolSec character may decide each year whether to serve an Administration or an Open Agent assignment.

HOME GUARD

Any character may also join the Home Guard as allowed under the provisions for basic character generation.



INITIAL CHARACTERISTICS

Generate the six personal characteristics: Strength (2D), Dexterity (2D), Endurance (2D), Intelligence (2D), Education (2D), and Party Standing (1D).

Determine tech level of armed forces involved (1D+8).

ENLISTMENT

Army Enlistment: Throw 5+; DM +1 if Dext 6+, +2 if Endur 5+.

Marine Enlistment: Throw 9+; DM +1 if Intel 8+, +2 if Stren 8+.

Re-enlistment: Individuals may always re-enlist provided the *Up or Out* rule has been met.

COMBAT ARMS

Army may select Infantry, Cavalry, Artillery, or Support.

Marines may select Marine Infantry or Support.

Characters cannot change arms except through cross-training or commando school.

BASIC/ADVANCED TRAINING

Basic training skill is gun combat-1.

Advanced training provides one skill from the MOS Table; DM +1 if armed forces is tech level C+.

DECORATIONS

Blood Crest: An injury in *police action*, *counter insurgency*, or *raid* results in the award of a Blood Crest.

Solomani Starburst: Decoration throw (+0 to +2) grants the Solomani Starburst.

Order of Sol: Decoration throw (+3 to +5) grants Order of Sol.

Banner of Terra: Decoration throw (+6 or higher) grants Banner of Terra.

COMMISSIONED SERVICE

Commissioned officers serve at the pleasure of the Solomani Confederation Council; once commissioned, they need not be concerned with re-enlisting.

Commissioned officers may continue to serve until reaching mandatory retirement age (60) or failure to comply with the *Up or Out* rule.

Up or Out: Officers below rank O6 who do not receive at least one promotion during a term of service are required to muster-out.

GENERAL ASSIGNMENT

Die	Artillery	Cavalry	Infantry	Marine	Support	Commando
1	Command	Command	Command	Command	Command	Command
2	Command	Command	Command	Command	Staff	Command
3	Staff	Command	Command	Command	Staff	Command
4	Staff	Staff	Staff	Staff	Staff	Command
5	Staff	Staff	Staff	Staff	Staff	Staff
6	Special	Special	Special	Special	Special	Special
7	Special	Special	Special	Special	Special	Special

Non-officers treat staff and command results as unit assignment. DM +1 if educ 8+.
Officers with Party Standing 4- treat command as staff.

UNIT ASSIGNMENT

Die	Artillery	Cavalry	Infantry	Marine	Support	Commando
2	Raid	Raid	Raid	Raid	Raid	Raid
3	Training	Training	Raid	Raid	Internl Sec	Raid
4	Ctr Insurg	Ctr Insurg	Ctr Insurg	Ctr Insurg	Ctr Insurg	Ctr Insurg
5	Police Act	Police Act	Ctr Insurg	Internl Sec	Home Gd	Police Act
6	Home Gd	Home Gd	Home Gd	Shp Trps	Home Gd	Internl Sec
7	Home Gd	Home Gd	Home Gd	Shp Trps	Home Gd	Home Gd
8	Home Gd	Home Gd	Home Gd	Shp Trps	Home Gd	Training
9	Training	Training	Training	Training	Training	Training
10	Police Act	Police Act	Police Act	Ctr Insurg	Police Act	Ctr Insurg
11	Ctr Insurg	Internl Sec	Internl Sec	Police Act	Internl Sec	Raid
12	Training	Police Act	Internl Sec	Police Act	Police Act	Raid

ASSIGNMENT RESOLUTION

Marine	Training	Internal Security	Police Action	Counter Insurgency	Raid	Ship's Troops
Survival	auto	4+	5+	5+	6+	4+
Decoration	none	12+	8+	9+	5+	12+
Promotion (6+)	(6+)	(6+)	8+	9+	6+	(6+)
Skills	7+	none	7+	8+	5+	6

For survival, DM +1 if any MOS skill level 2+. For promotion, DM +1 if Educ 7+.
Marines substitute Ship's Troops for Home Guard.

Infantry, Cavalry	Training	Internal Security	Police Action	Counter Insurgency	Raid	Home Gd
Survival	auto	4+	5+	5+	6+	auto
Decoration	none	12+	9+	10+	6+	none
Promotion (6+)	(6+)	(6+)	8+	9+	6+	(7+)
Skills	7+	none	7+	8+	5+	none

For survival, DM +1 if any MOS skill level 2+. For promotion, DM +1 if Educ 7+.

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

For promotion, DM +1 if Intel 8+ or SolSec Monitor.

Commando	Training	Internal Security	Police Action	Counter Insurgency	Raid	Home Gd
Survival	3+	4+	4+	5+	6+	auto
Decoration	none	none	9+	8+	5+	none
Promotion (8+)	(8+)	(7+)	8+	7+	6+	(9+)
Skills	6+	none	7+	6+	5+	none

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

SERVICE SKILLS

<i>Die Roll</i>	<i>Military Life</i>	<i>NCO Skills</i>	<i>Command Skills</i>	<i>Staff Skills</i>	<i>Party Skills</i>	<i>Shipboard Life</i>
1	Brawling	Hvy Wpns	+1 Endur	Fwd Obsv	Admin	Fwd Obsv
2	Gun Cbt	Mechanic	Gun Cbt	Vehicle	Liaison	Gunnery
3	+1 Dext	Electronic	Vehicle	Admin	Admin	Vacc Suit
4	+1 Stren	Gravitic	Admin	Mechanical	Computer	Zero-G Cbt
5	+1 Endur	Hvy Wpns	Hvy Wpns	Tactics	+1 Party	Vacc Suit
6	Carousing	Leader	Leader	Computer	+1 Party	Ship's Boat
7	Gun Cbt	Tactics	Liaison	Electronic	Liaison	
8	+1 Educ	Leader	Leader	Instruction	Leader	
9	+1 Intel	Instruction	Leader	Liaison		
10	Gun Cbt	Admin	Computer	Admin	+1 Party	
DMs:	+2 E5-E9	+2 E5-E6	+2 O3-O5	+1 O3-O5	+4 O1+	
	+4 O1+	+4 E7+	+4 O6+	+4 O6+		

MILITARY OCCUPATIONAL SPECIALTY (MOS) TABLE

<i>Die</i>	<i>Artillery</i>	<i>Armor</i>	<i>Infantry</i>	<i>Support</i>	<i>Commando</i>	<i>Marines</i>
1	FA Gunner	Vehicle	Gun Cbt	Cbt Engr	Gun Cbt	Admin
2	FA Gunner	Vehicle	Gun Cbt	Vehicle	Gun Cbt	Gun Cbt
3	Vehicle	Vehicle	Hvy Wpns	Computer	Hvy Wpns	Zero-G Cbt
4	Gravitics	Hvy Wpns	Hvy Wpns	Gravitic	Demolition	Zero-G Wpn
5	Mechanical	Hvy Wpns	Vehicle	Electronic	Survival	Vacc Suit
6	Electronic	Recon	Recon	Mechanical	Recon	Gun Cbt
7	Fwd Obsv	Computer	Vacc Suit	Computer	Battle Dress	Liaison
DM	+1 if rank O1+.					

TABLE OF RANKS

<i>Rank Abbreviation</i>	<i>Enlisted Rank</i>	<i>Rank Abbreviation</i>	<i>Commissioned Rank</i>
E1	Recruit	O1	Second Lieutenant
E2	Private	O2	First Lieutenant
E3	Private First Class	O3	Captain
E4	Corporal	O4	Major
E5	Sergeant	O5	Lieutenant Colonel
E6	Staff Sergeant	O6	Colonel
E7	Sergeant First Class	O7	Brigadier
E8	Master Sergeant	O8	Major General
E9	Sergeant Major	O9	Lieutenant General
		O10	General

Notes: Ranks 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

<i>Die</i>	<i>Skill Received</i>
1	Mechanical
2	Electronics
3	Gravitics
4	Communications
5	Vehicle
6	Admin
7	Computer
8	Demolitions
9	Ship's Boat
10	Computer
11	Gravitics
12	Electronics
DM	+6 if Intel 8+.

SPECIAL ASSIGNMENTS

<i>Die</i>	<i>Enlisted and NCO</i>	<i>Officers</i>
1	Cross Training	Recruiting
2	Protected Forces	Protected Forces
3	Attaché	Attaché
4	Specialist School	Staff College
5	Commando School	Intelligence School
6	OCS	Commando School
7	Party Congress	Party Congress
DM	+1 if Party Standing 5+.	
	Notes: A character failing OCS may not attend OCS again (reroll).	
	A second receipt of Staff College becomes Command College.	
	Party Congress may be received only once.	

SERVICE SCHOOLS

Attaché: Receive +1 Party Standing and specify next duty assignment (not attaché).

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

Commando School: Throw 4+ (1D) for Combat Rifleman, Heavy Weapons, Demolitions, Tactics. Transfer to Commandos required immediately.

Cross Training: Receive one skill from any combat arm MOS Table column (except Commando) and allow reenlistment in that arm. Marines may not cross-train; roll again.

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

OCS (Officer Candidate School): Total Endurance and Intelligence and throw that number or less on 2D. If successful, receive a commission, select a combat arm and throw for two command skills.

Party Congress: Receive Leader-1, +2 Party Standing. Enlisted or NCO receive commission immediately.

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

Recruiting: Receive Recruiting-1.

Specialist School: Throw 2D on Specialist School Table.

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

SKILL ELIGIBILITY

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

Military Life: Character in Army or Marines.

NCO Skills: Any rank E3 to E9.

Command Skills: Any officer (rank O1 to O10) in command.

Staff Skills: Any officer (rank O1 to O10) in staff assignment.

Shipboard Life: Ship's Troops assignment.

MOS Table: Character in the specified combat arm.

Party Skills: Any individual with Party Standing 5+ or any SolSec Monitor.

TRANSFERS

Individuals may transfer to a different combat arm only if previously assigned to or cross-trained in that new arm (Artillery, Armor, Infantry, and Support), or after attending a school which dictates a transfer (Commandos).

Voluntary transfers take place at the beginning of a term of service. Dictated transfers take place immediately.

INITIAL CHARACTERISTICS

Generate the six personal characteristics: Strength (2D), Dexterity (2D) Endurance (2D), Intelligence (2D), Education (2D), and Party Standing (1D).

Determine tech level of naval forces involved (1D+8).

COLLEGE

Admission	9+	+2 if Educ 9+
Success	7+	+2 if Intel 8+
NOTC	8+	+1 if Party 5+
Education	1D-2	+1 if Intel 9+
Honors	10+	+1 if Educ 9+

SOLOMANI NAVAL ACADEMY

Admission	10+	+2 if Intel 9+
Success	9+	+2 if Intel 8+
Education	1D-2	+2 if Intel 9+
Honors	9+	+1 if Intel B+

Graduates receive rank 1 and the following skills on 4+ (on 1D): Pilot-1, Vacc Suit-1, Navigation-1, Engineering-1.

MEDICAL SCHOOL

Admission	10+	+2 Educ A+
Success	8+	+2 if Intel 9+
Honors	11+	+1 if Educ B+

Graduates receive rank 2 and the following skills automatically: +2 Education, Medic-3.

Honors graduates also receive an additional Medic-1 and Computer-1.

FLIGHT SCHOOL

Admission	9+	+2 if Dext 9+
Success	7+	+2 if Intel 8+

Graduates receive rank 1 and the following skills on 4+ (on 1D): Pilot-1, Ship's Boat-1, Navigation-1, Vacc Suit-1.

ENLISTMENT

Confederation Navy.....8+
DM +1 if intel 8+; +2 if educ 9+.

COMMISSIONED SERVICE

Commissioned officers serve at the pleasure of the Solomani Confederation Council.

Commissioned officers continue to serve until reaching mandatory retirement age (60) or failure to comply with the *Up or Out* rule.

Up or Out: Officers below rank O6 who do not receive at least one promotion during a term of service are required to muster-out.

BRANCH SELECTION

	<i>Enlisted</i>	<i>Officer</i>
1	Crew	Engineer
2	Crew	Engineer
3	Engineer	Line
4	Gunnery	Technical
5	Medical	Medical
6	Technical	Line
7	Technical	Flight
DM +2 if Educ 9+.		
Enlisted: DM -1 if Education 6+.		
Automatic: Medical branch if medical school graduate. Flight branch if flight school graduate.		

COMMAND DUTY

Officer Branch	Throw
Line	7+
Flight	8+
Engineering	9+
Gunnery	10+
Technical	11+
Medical	10+
This table is used only by commissioned officers rank O1+ with Party Standing 5+.	
DM -2 if rank O2-.	
DM +2 if Party 8+.	
DM +1 if Education 10+.	

SPECIFIC ASSIGNMENTS

Die Roll	Assignment
2	Shore Duty
3	Special Duty
4	Siege
5	Strike
6	Patrol
7	Training
8	Patrol
9	Strike
10	Shore Duty
11	Special Duty
12	Battle
DM: +1 if Flight. +1 if Line. Choice +1D if SolSec Monitor.	

ASSIGNMENT RESOLUTION

Crew	Training	Shore Dty	Patrol	Siege	Strike	Battle
Survival	auto	4 +	4 +	5 +	6 +	7 +
Decoration	none	12 +	11 +	10 +	7 +	6 +
Promotion	(6 +)	(7 +)	8 +	9 +	8 +	7 +
Skills	6 +	6 +	5 +	6 +	4 +	4 +

For survival, DM +1 if any branch skill level 2+. For promotion, DM +1 if on Command Duty. Any officer may use this table if on Command Duty.

Flight	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Battle</i>
Survival	auto	4 +	4 +	5 +	6 +	6 +
Decoration	none	12 +	11 +	10 +	7 +	6 +
Promotion	(6 +)	(7 +)	8 +	9 +	8 +	7 +
Skills	6 +	6 +	5 +	5 +	5 +	4 +

For survival, DM +1 if Pilot-2+.

Engineer	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Battle</i>
Survival	3 +	3 +	3 +	3 +	3 +	4 +
Decoration	none	none	10 +	9 +	9 +	8 +
Promotion	none	12 +	12 +	11 +	10 +	9 +
Skills	6 +	none	6 +	6 +	6 +	5 +

For promotion, DM + Engineering skill.

Gunnery	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Battle</i>
Survival	auto	3 +	4 +	5 +	5 +	6 +
Decoration	none	11 +	10 +	9 +	8 +	7 +
Promotion	(6 +)	(6 +)	9 +	9 +	8 +	7 +
Skills	7 +	none	6 +	4 +	5 +	5 +

For survival, DM + Gunnery skill. For skill, DM +1 if Dext 9+.

Medical	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Battle</i>
Survival	auto	auto	3+	4+	5+	5+
Decoration	none	none	12+	11+	7+	7+
Promotion	(7 +)	(7 +)	6+	9+	7+	6+
Skills	6+	7+	5+	6+	5+	4+

For promotion, DM + Medical skill.

Technical	<i>Training</i>	<i>Shore Dty</i>	<i>Patrol</i>	<i>Siege</i>	<i>Strike</i>	<i>Battle</i>
Survival	auto	3 +	4 +	4 +	5 +	5 +
Decoration	none	none	11 +	10 +	9 +	8 +
Promotion	12 +	9 +	9 +	9 +	9 +	9 +
Skills	6 +	7 +	8 +	6 +	6 +	5 +

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

SERVICE SKILLS

<i>Die</i>	<i>Navy</i>	<i>Shipboard</i>	<i>Party</i>	<i>Petty</i>	<i>Command</i>	<i>Staff</i>
<i>Roll</i>	<i>Life</i>	<i>Life</i>	<i>Officer</i>	<i>Officer</i>	<i>Officer</i>	<i>Life</i>
1	Brawling	Zero-G Cbt	Admin	Vacc Suit	Vehicle	Computer
2	+1 Stren	+1 Dext	Liaison	Gun Cbt	Gun Cbt	Electronic
3	+1 Educ	Gun Cbt	Vehicle	Gun Cbt	Ship's Boat	Gun Cbt
4	Vacc Suit	Mechanical	+1 Party	Mechanical	Pilot	Admin
5	+1 Endur	Ship's Boat	Liaison	Medical	Ship Tactics	Ship Tactics
6	+1 Dext	Vacc Suit	Computer	Leader	Leader	Admin
7	+1 Endur	Zero-G Cbt	Leader	Zero-G Cbt	Leader	Computer
8	+1 Educ	Commo	Vacc Suit	+1 Educ	Navigation	Engineering
9	Vacc Suit	Admin	Survival	Instruction	Pilot	Navigation
10	Zero-G Cbt	Jack-o-T	Jack-o-T	Admin	Fleet Tactics	Fleet Tactics
DMs:	+4 00+	+4 00+	+4 00+	+2 E5+ +4 E7+	+2 04+ +4 07+	+4 04+

BRANCH SKILLS

<i>Die</i>	<i>Crew</i>	<i>Flight</i>	<i>Gunnery</i>	<i>Engineering</i>	<i>Medical</i>	<i>Technical</i>
1	Mechanical	Vacc Suit	Fwd Obsv	Mechanical	Admin	Mechanical
2	Steward	Admin	Gun Cbt	Electronic	Jack-o-T	Electronic
3	Gun Cbt	Gun Cbt	Commo	Engineering	Medical	Gravitic
4	Computer	Commo	Computer	Mechanical	Medical	Computer
5	Commo	Pilot	Gunnery	Vacc Suit	+1 Dext	Computer
6	Liaison	Navigation	+1 Dext	Engineer	Computer	Computer
7	Zero-G Cbt	Pilot	Gunnery	Engineer	Medical	Jack-o-T
8	Battle Dress	Pilot	Gunnery	Engineer	Medical	Psych

TABLE OF RANKS

<i>Rank</i>	<i>Enlisted</i>	<i>Rank</i>	<i>Commissioned</i>
<i>Abbreviation</i>	<i>Rank</i>	<i>Abbreviation</i>	<i>Rank</i>
E1	Starman Recruit	O1	Ensign 1
E2	Starman	O2	Lieutenant Junior Grade 1
E3	Able Starman	O3	Lieutenant 2
E4	Starman First Class	O4	Lieutenant Commander 3
E5	Petty Officer Third Class	O5	Commander 4
E6	Petty Officer Second Class	O6	Captain 5
E7	Chief Petty Officer	O7	Commodore 6
E8	Senior Chief Petty Officer	O8	Fleet Admiral 6
E9	Master Chief Petty Officer	O9	Sector Admiral 6
		O10	Admiral 6

Notes: 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 Petty Officers (non-commissioned officers).

SPECIALIST SCHOOL

<i>Die</i>	<i>Skill Received</i>
1	Mechanical
2	Electronics
3	Gravitics
4	Communications
5	Vehicle
6	Admin
7	Computer
8	Demolitions
9	Ship's Boat
10	Computer
11	Gravitics
12	Electronics
	DM +6 if Intel 8+.

SPECIAL ASSIGNMENTS

<i>Die</i>	<i>Enlisted and Petty</i>	<i>Officers</i>
1	Specialist School	Staff College
2	Recruiting Duty	Recruiting Duty
3	Gunnery School	Intelligence School
4	Technical School	Attaché
5	Cross Training	Staff College
6	Engineering School	Flight School
7	Officer Training	Party Secretary
8	Party Congress	Party Congress
	DM +2 if Party Standing 5+.	

Notes: A character failing Officer Training may not attend OCS again (reroll). A second receipt of Staff College becomes Command College. Party Congress may be received only once.

SERVICE SCHOOLS

Attaché: Receive +1 Party Standing and specify next duty assignment (not attaché).

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

Cross Training: Receive one skill from any branch skill column (except that currently held) and allow transfer to that arm.

Flight School: Throw 4+ (1D) for Pilot-1 twice. If successful at least once, allow transfer to Flight branch.

Intelligence School: Roll 4+ (1D) for Bribery, Forgery, Interrogation, and Liaison. Allow transfer to Technical Service Branch.

Officer Training: Total Endurance and Intelligence and throw that number or less on 2D. If successful, receive a commission in the Line and throw for two command skills.

Party Congress: Receive Leader-1, +2 Party Standing. Enlisted or Petty Officer receive commission immediately.

Party Secretary: Receive +1 Party Standing automatically. Enlisted or Petty Officer receive promotion immediately. Throw 3+ (1D) for Admin, Liaison.

Recruiting: Receive Recruiting-1.

Specialist School: Throw 2D on specialist school table.

Staff College: Roll 4+ (1D) each for Admin, Ship Tactics, Liaison, and Computer.

SKILL ELIGIBILITY

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

Navy Life: Any character.

Shipboard Life: Any assignment except special duty or shore duty.

Command Officer: Any officer (rank O1 to O10) in command.

Staff Officer: Any officer (rank O1 to O10) in staff assignment.

Petty Officer: Any petty officer (rank E3 to E9).

Party Skills: Any individual with Party Standing 5+ or any SolSec Monitor.

TRANSFERS

Individuals may transfer to a different branch only if previously assigned to or cross-trained in that new branch or after attending a school which dictates a transfer.

Voluntary transfers take place at the beginning of a term of service. Dictated transfers take place immediately.

SolSec Monitors: SolSec Monitors may transfer to any branch at the beginning of any term of service after successfully throwing 6+ on 2D.

INITIAL CHARACTERISTICS

Generate the six personal characteristics: Strength (2D), Dexterity (2D), Endurance (2D), Intelligence (2D), Education (2D), and Party Standing (1D).

COLLEGE

Admission	9+	+2 if Educ 9+
Success	7+	+2 if Intel 8+
NOTC	8+	+1 if Party 5+
Education	1D-2	+1 if Intel 9+
Honors	10+	+1 if Educ 9+

College is available to any character before attempting to enlist for a career.

STARTING A CAREER

The Party: Any person with Party Standing 5+ may begin a career in the Party on throw of 3+, DM +1 if Education 7+, DM +2 if Intelligence 7+.

SolSec: Any person may start a career in SolSec automatically. No throw is necessary.

ASSIGNMENT RISK

Die	Description	Risk Level
1	Extremely Safe.	1
2	Extremely Safe.	1
3	Extremely Safe.	1
4	Safe.	2
5	Safe.	2
6	Probably Safe.	3
7	Probably Safe.	3
8	Somewhat Dangerous.	4
9	Somewhat Dangerous.	4
10	Dangerous.	5
11	Dangerous.	5
12	Extremely Dangerous.	6
13	Extremely Dangerous.	6

Note: Assignment risk is related to assignment type. Apply the following DMs:

Party

- Party Administration, -2.
- Party Hierarchy, -1.
- Party Corporations, -1.
- Party Government, +1.
- Party Standing 4-, +3.
- Party Standing 8+, -3.
- SolSec Monitor, +3.

SolSec

- SolSec Agent, +3.
- SolSec Administration, -1.

PARTY ASSIGNMENT

Die	Assignment
2	Corporation
3	Corporation
4	Corporation
5	Corporation
6	Hierarchy
7	Administration
8	Special Assignment
9	Administration
10	Government
11	Elected Government
12	Government

Throw once per year (except Hierarchy and Elected Government).

ASSIGNMENT LENGTH

Assignments are for one year each (except Hierarchy and Elected Government). Resolve all assignments with only one set of throws, regardless of duration.

Elected Government: Service is for 4 years (Government is for 1 year).

Hierarchy: Service is for two years.

Corporate: DM -1 allowed on the throw for assignment if the previous year's service was corporate.

SOLSEC ASSIGNMENT

Die	SolSec Assignment
2	Open Agent
3	Open Agent
4	Open Agent
5	Monitor
6	Monitor
7	Monitor
8	Monitor
9	Secret Agent
10	Secret Agent
11	Secret Agent
12	Secret Agent

Throw once at beginning of career; that assignment is permanent.

ASSIGNMENT RESOLUTION**Solomani Party**

Hierarchy	Risk 1	Risk 2	Risk 3	Risk 4	Risk 5	Risk 6
Survival	auto	auto	auto	3+	5+	7+
Decoration	none	none	none	11+	10+	9+
Promotion	none	none	10+	9+	8+	7+
Skills	6+	6+	6+	6+	6+	6+

Solomani Party

Admin	Risk 1	Risk 2	Risk 3	Risk 4	Risk 5	Risk 6
Survival	auto	auto	auto	auto	4+	6+
Decoration	none	none	none	none	11+	10+
Promotion	none	none	none	8+	8+	7+
Skills	9+	8+	6+	6+	6+	5+

Solomani Party

Corporate	Risk 1	Risk 2	Risk 3	Risk 4	Risk 5	Risk 6
Survival	auto	auto	3+	3+	3+	4+
Decoration	none	none	none	11+	10+	8+
Promotion	none	none	9+	8+	7+	6+
Skills	8+	7+	6+	6+	6+	5+

Solomani Party

Govt	Risk 1	Risk 2	Risk 3	Risk 4	Risk 5	Risk 6
Survival	auto	auto	3+	3+	3+	5+
Decoration	none	none	none	10+	9+	7+
Promotion	none	none	none	none	7+	5+
Skills	5+	5+	6+	6+	6+	5+

SolSec

Agent	Risk 1	Risk 2	Risk 3	Risk 4	Risk 5	Risk 6
Survival	auto	auto	3+	4+	5+	6+
Decoration	none	none	none	9+	8+	7+
Promotion	none	none	9+	8+	7+	6+
Skills	8+	7+	6+	6+	6+	5+

SolSec

Admin	Risk 1	Risk 2	Risk 3	Risk 4	Risk 5	Risk 6
Survival	auto	auto	3+	3+	3+	5+
Decoration	none	none	none	9+	8+	8+
Promotion	none	none	9+	9+	9+	9+
Skills	9+	8+	7+	7+	7+	6+

SERVICE SKILLS

<i>Die Roll</i>	<i>Party Life</i>	<i>Leader Skills</i>	<i>Risk Skills</i>	<i>Corporate Life</i>	<i>Govt Officer</i>	<i>SolSec Skills</i>
1	Steward	Recruiting	Admin	Steward	Jack-o-T	Engineering
2	+1 Stren	Liaison	Liaison	Mechanical	Liaison	Mechanical
3	Vehicle	Leader	Streetwise	Carousing	Liaison	Electronics
4	+1 Dext	Gun Cbt	Medical	Naval Arch	Admin	Commo
5	Liaison	Brawling	Gravitics	Hunting	+1 Party	Medical
6	Gambling	Interrogation	Forgery	Commo	+1 Educ	Navigation
7	+1 Endur	Instruction	Bribery	Ship Tactics	Admin	Pilot
8	+1 Intel	Legal	Brawling	Broker	Legal	Navigation
9	+1 Party	+1 Party	Gun Cbt	+1 Party	Legal	
10	Carousing	+1 Party	Gun Cbt	Trader	+1 Party	

ASSIGNMENT SKILLS

<i>Die</i>	<i>Party Admin</i>	<i>Party Hierarchy</i>	<i>Party Corporate</i>	<i>Party Govt</i>	<i>SolSec Agent</i>	<i>SolSec Admin</i>
1	Admin	Admin	Admin	Admin	Admin	Admin
2	Computer	Computer	Broker	Computer	Zero-G Cbt	Computer
3	Vehicle	Instruction	Broker	Liaison	Zero-G Wpn	Liaison
4	Liaison	Recruiting	Trader	Leader	Battle Dress	Battle Dress
5	Steward	Leader	Trader	Computer	Gun Cbt	Pilot
6	Admin	Leader	Leader	+1 Party	Demolition	Commo
7	+1 Party	+1 Party	+1 Party	Leader	Gun Cbt	Gun Cbt
8	Leader	Leader	Leader	Leader	Leader	Leader

TABLE OF RANKS

<i>Rank Abbreviation</i>	<i>SolSec Rank</i>	<i>Rank Abbreviation</i>	<i>Party Rank</i>
S1	Lieutenant	P1	Alternate
S2	Captain	P2	Delegate
S3	Major	P3	Deputy
S4	Lt Colonel	P4	Commissioner
S5	Colonel	P5	Leader
S6	General	P6	High Leader

SolSec Rank ranges from S1 to S6; Party rank ranges from P1 to P6. All rank is considered commissioned officer rank.

Party Rank: Party rank P6 is possible only if the individual has Party Standing-12+.

SolSec Rank: SolSec Secret Agents and Monitors automatically receive rank one level higher than the equivalent **Traveller** rank they hold in the service they are in. Monitor rank is suffixed with M (for example, rank S3M).

SPECIALIST SCHOOL

<i>Die</i>	<i>Skill Received</i>
1	Administration
2	Medical
3	Liaison
4	Mechanical
5	Electronics
6	Gravitics
7	Vehicle
8	Navigation
9	Computer
10	Ship's Boat
11	Legal
12	Trader

This table uses 2D.
DM +4 if Intel 8+.
DM +4 if Party Standing-8+.

SPECIAL ASSIGNMENTS/DUTY

<i>Die</i>	<i>Party</i>	<i>SolSec</i>
1	Trade Mission	Trade Mission
2	Cultural Exchange	Cultural Exchange
3	Party Education	Crisis
4	Council Secretary	Records Analysis
5	College	College
6	Party Congress	Specialist Training
7	Party Congress	Protegé
8	Party Leadership	Council Secretary

Party: DM +1 if Party Standing 8+; DM +2 if Party Standing 12+.

SolSec: DM+1 if terms 4-; DM+1 if Party Standing 6+; DM-1 if Party Standing 4-.

Note: All special assignments/duty are one year in length except College. The first receipt of College is four years; later receipts are two years each.

SPECIAL ASSIGNMENTS AND DUTY

College: Receive automatic admission to college. Consult the College table under High Guard character generation. First receipt of this assignment is four years; later receipts are two years each.

Council Secretary: Throw 4+ (1D) each for Admin, Liaison, and Computer. Receive +1 Party Standing automatically.

Crisis: Throw 4+ (1D) each for Admin, Computer, Gun Combat, Vehicle, Interrogation, and Pilot.

Cultural Exchange: Throw 4+ (1D) each for Liaison, Streetwise, and Admin.

Party Congress: Throw 3+ (1D) for Admin, Leader, Liaison, and Streetwise. Receive +2 Party Standing automatically.

Party Education: Receive Instruction and Recruiting automatically.

Protegé: Throw 4+ (1D) for Leader, +1 Party Standing. Receive +1 Party Standing automatically. May specify Hierarchy for next assignment.

Records Analysis: Throw 3+ for Computer, Jack-of-All-Trades, +1 Party Standing.

Trade Mission: Throw 4+ (1D) to receive Broker, Liaison, Streetwise, and Trader. May specify Corporate for next assignment.

SOLSEC ADMINISTRATION

SolSec Open Agents are transferred to SolSec Administration upon beginning their fourth term of service.

Blown Cover: SolSec Secret Agents whose cover is blown are transferred to SolSec Administration with their highest current SolSec rank (or with rank S4, whichever is higher).

SKILL ELIGIBILITY

Skills are received from special assignments, or from the skill roll in assignment resolution. Both the Service Skills Table and the Assignment Skills Table is subject to DM + Risk Level of current assignment.

Skill table usage is restricted to:

Party Life: Any Party career character.

Leader Skills: Any Party Hierarchy or SolSec Administration character.

Risk Skills: Any character.

Corporate Life: Any character on Party Corporate assignment.

Government Officer: Any character on Government or Elected Government assignment.

SolSec Skills: Any SolSec career character or SolSec Monitor.

Assignment Skills Table: Columns allowed based on current assignment.

SOLOMANI MERCENARY CHARACTER GENERATION CHECKLIST

The following checklist covers the main points of *Mercenary* character generation.

1. **Generate characteristics.**
 - A. Generate six personal characteristics.
 - B. Determine tech level of armed forces to be joined (1D+8).
2. **Enlistment in Army or Marines.**
 - A. **Confederation Army:** Throw 5+ to enlist; DM +1 if Dext 5+, DM +2 if Endur 6+.
 - B. **Confederation Marines:** Throw 8+ to enlist; DM +1 if Intel 9+, DM +2 if Dext 9+.
3. **Select Combat Arm.** Infantry, Cavalry, Artillery, or Support (Marines may select Marine Infantry or Support).
4. **Resolve Term of Service.** Undertake four consecutive years of service.
 - A. Resolve Year of Service.
 - 1) Determine Assignment.
 - a) General Assignment.
 - b) Unit Assignment. Command or staff for officers.
 - c) Special Assignment. Schools.
 - 2) Assignment Resolution.
 - a) Survival.
 - b) Decoration.
 - c) Promotion.
 - d) Skills. Take skills if received. Plus other eligibility.
5. **Re-enlistment.**
 - A. **Enlisted and Non-Commissioned Officers:**
 - 1) **Army:** Throw 6+ to reenlist; DM +2 if rank E5 to E9.
 - 2) **Marines:** Throw 6+ to reenlist; DM +2 if rank E5 to E9.
 - B. **Officers** (rank O5 or less) automatically re-enlist if they received a promotion during the term of service; otherwise muster-out required. Officers (rank O6 or higher) automatically remain in service until age 60 (if desired).
6. **Mustering-Out.**
7. **Resume Writing.**

UP OR OUT

Solomani military (Army, Navy, and Marine) officers rank O5 and below must make at least one promotion in each term of service or they are required to muster out.

The Up or Out rule does not apply to enlisted or petty officers, nor does it apply to officers rank O6 and above.

SOLOMANI HIGH GUARD CHARACTER GENERATION CHECKLIST

The following checklist covers the main points of *High Guard* character generation.

1. **Generate characteristics.**
 - A. Generate six personal characteristics.
 - B. Determine tech level of navy to be joined (1D+8).
2. **Navy Enlistment:** Throw 7+ to enlist; DM +1 if Intel 8+, DM +2 if Educ 8+.
3. **Select Branch.** Initial Training.
4. **Resolve Term of Service.** Undertake four consecutive years of service.
 - A. Resolve Year of Service.
 - 1) Determine Assignment.
 - a) Command Duty. Only Officers with Party Standing-5+ may have command.
 - b) Special Assignment. Schools.
 - 2) Assignment Resolution.
 - a) Survival.
 - b) Decoration.
 - c) Promotion.
 - d) Skills. Take skills if received. Plus other eligibility.
5. **Reenlistment.**
 - A. **Enlisted and Petty Officer:** Throw 6+ to reenlist; DM +2 if rank E5 to E9.
 - B. **Officers** (rank O5 or less) automatically reenlist if desired and a promotion has been received in the previous term of service; otherwise muster-out required.
 - C. **Officers** (rank O6 or higher) may remain in service until age 60.
6. **Mustering Out.**
7. **Resume Writing.**

DARING AND BRAVADO

Any character may select a negative DM for survival (decreasing the chance of survival) and then use that same number as a positive DM for decoration (increasing the chance of decoration). Decorations can be used as DMs toward promotions. The choice for the negative survival DM must be made before throwing for survival.

Cowardice: Any character may select a positive DM for survival (increasing the chance of survival) and then use that same number as a negative DM for decoration (decreasing the chance of decoration). The choice for the positive survival DM must be made before throwing for survival.

SOLOMANI PARTY/SOLSEC CHARACTER GENERATION CHECKLIST

This checklist covers the main points of Solomani Party character generation.

1. **Generate six personal characteristics.**
2. **Party Enlistment:** Throw 3+ to enlist; DM +1 if Educ 7+, DM +2 if Intel 7+.
3. **Initial Schooling.**
4. **Resolve Term of Service.** Undertake four consecutive years of service.
 - A. Resolve Year of Service.
 - 1) Determine Assignment.
 - a) Determine Risk Level.
 - b) Determine Assignment Length.
 - 2) Special Assignment. Schools.
 - 3) Assignment Resolution.
 - a) Survival.
 - b) Decoration.
 - c) Promotion.
 - d) Skills.
5. **Re-enlistment.** Automatic if desired.
6. **Mustering-Out.**
7. **Resume Writing.**

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

1. **Generate six personal characteristics.**
2. **SolSec Enlistment:** Automatic.
3. **Determine Assignment.**
 - A. **Secret Agent or Monitor:** Roll 1D for draft to determine cover career.
 - 1) **Blown Cover:** Throw 12 each year of service for the cover to be blown; return to SolSec Admin.
 - 2) **Rank:** SolSec Rank is one level higher than equivalent basic **Traveller** rank held in cover career (but maximum 6).
 - B. **Open Agent:** Continue SolSec career resolution.
4. **Resolve Term of Service.** Undertake four consecutive years of service.
 - A. Resolve Year of Service.
 - 1) Determine Assignment. Automatic Open Agent during terms 1 to 3; may select Open Agent or Admin in terms 4+.
 - a) Determine Risk Level.
 - b) Determine Assignment Length.
 - 2) Special Assignment. Throw 10+ for Special Assignment/Duty in place of regular assignment.
 - 3) Assignment Resolution.
 - a) Survival.
 - b) Decoration.
 - c) Promotion.
 - d) Skills. Take skills if received. Plus other eligibility.
5. **Re-enlistment.** Automatic if desired.
6. **Mustering-Out.**
7. **Resume Writing.**

INCLUDED SKILLS

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

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

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

Grav Vehicle: Includes Air/Raft.

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

Handgun: Includes Automatic Pistol, Revolver, Body Pistol. It also includes Snub Pistol if Mercenary is used.

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

Laser Weapons: Includes Laser Carbine and Laser Rifle.

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

Pistol: Includes Automatic Pistol and Revolver.

Snub Pistols: Includes Snub Pistol and Snub Revolver.

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

CASCADE SKILLS

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

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

Gun Combat (High Guard and Government): Select from: Handgun, SMG, or Laser Weapons.

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

Heavy Weapons: Character must immediately select skill in one of the following: Light Assault Gun, Automatic Weapons, AutoCannon, VRF Gauss Gun, Mortar, Plasma Gun, Fusion Gun, Tac Missile, Recoilless Rifle, Grenadier*.

Vehicle (High Guard and Government): Character must select (subject to tech level and other restrictions) from: Aircraft*, Grav Vehicle, Ship's Boat, Tracked Vehicle, Watercraft*, or Wheeled Vehicle, or Vacc Suit. *Aircraft and Watercraft each require further selection by the character.

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

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

GUNS

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

MERCENARY WEAPONS

Weapon	+DM	-DM	Wnds	Wt
Assault Rifle	8+	4-	3D	3.33
Lt Assault Gun	10+	6-	4D	4.50
ACR	8+	5-	4D	4.00
Gauss Rifle	10+	6-	4D	3.90
Accelerator Rifle	9+	5-	3D	3.00
Snub Pistol	10+	6-	4D	.38
Hand Grenade	11+	6-	8D	1.00
Grenade Launcher	11+	7-	8D	4.00
Auto Gren Lnchr	11+	7-	8D	9.20
RAM Gren Lnchr	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

Solomani Ship Designs

Solomani shipyards design and construct ships which are subject to the same physical constraints and personal preferences that Imperial shipyards face. The parameters for ship designs are those found in the basic **Traveller** ship design rules. The rules which apply are also identical, with one exception:

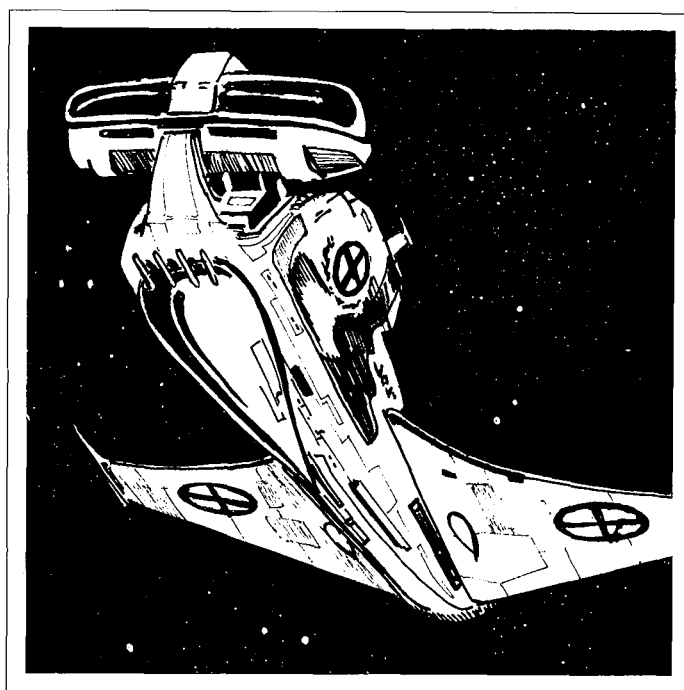
Fixed Weapons Mounts: Solomani ships may have fixed weapons mounts (as opposed to turret mounted weapons). Fixed weapons mounts allow up to two weapons to be attached per each hardpoint on the ship and do not require fire control tonnage or a turret. Weapons in fixed weapons mounts are operated by a gunner on the bridge and are subject to an attacker's DM -2 in space combat. A ship is allowed fixed weapons mounts equal to the model number of the computer installed on the ship (Model/2 computer allows two hardpoints to have fixed weapons mounts).

Ship Model Designations: Typically, the Solomani standard ship design model letters are preceded by S (to indicate Solomani). The ships shown here follow this practice.

STANDARD SHIP DESIGNS

The following are standard ship designs that are encountered throughout the Solomani Sphere.

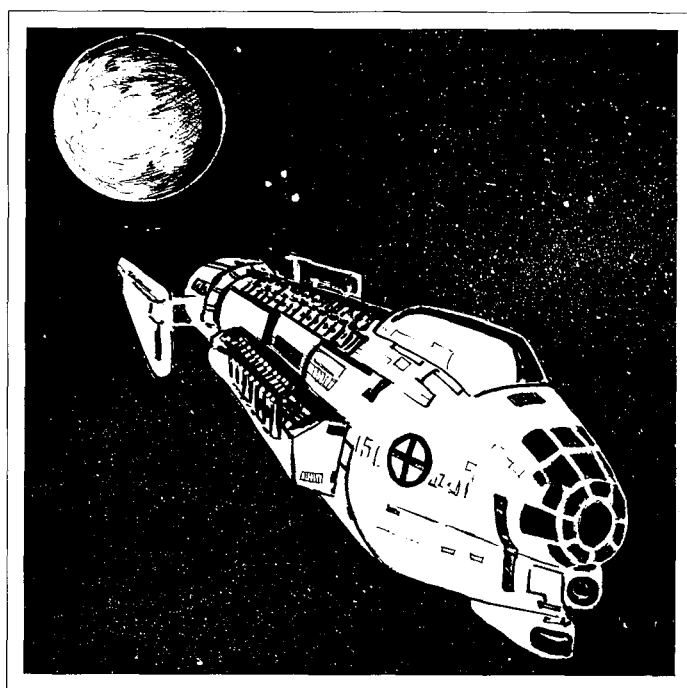
Escort (type SF): Built on a 200-ton hull, the Escort is intended for long-range, long-duration protection missions. It mounts jump drive-D, maneuver drive-D, and power plant-D, giving it jump-4 capability and 4G maneuver acceleration. The power plant and drives are fed by 102 tons of fuel tankage, allowing one jump-4 or any combination of lesser jumps. There is a Model/4 computer located adjacent to the bridge. Crew quarters

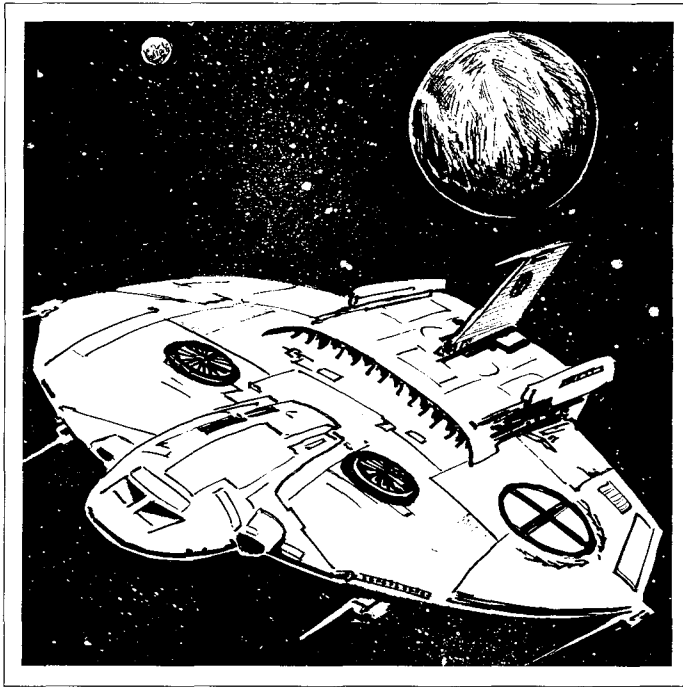


include three staterooms and one emergency low berth. The ship has two hardpoints, each with a fixed weapons mount holding one laser and one missile rack. Cargo capacity is ten tons, used primarily for munitions and provisions to be carried on long duration missions. The hull is streamlined. There are four tons of waste space, but because they are adjacent to the crew areas, they usually become part of the crew area.

The Escort requires a crew of three: pilot/gunner, navigator/medic, and engineer/gunner. Total cost is MCr137.3 (including 10% discount for standard design) and requires 11 months to build.

This design is adapted from Aslan patterns encountered along the spinward borders of the Solomani Sphere.





Cruiser (type SM): Built on a 1000-ton hull, the Cruiser is used for piracy suppression, border patrols, convoy protection, and for minor naval actions. It mounts jump drive-V, maneuver drive-V, and power plant-V, giving a performance of jump-4 and 4G acceleration. Fuel tankage of 440 tons supports the power plant and one jump-4. Adjacent to the bridge is a Model/5 computer. There are thirty staterooms and no low berths. The Cruiser has ten hardpoints; all mounting triple laser turrets. The ship carries two modular cutters, each with an ATV module and an open module. Forty-five tons are devoted to cargo hold. The ship is streamlined.

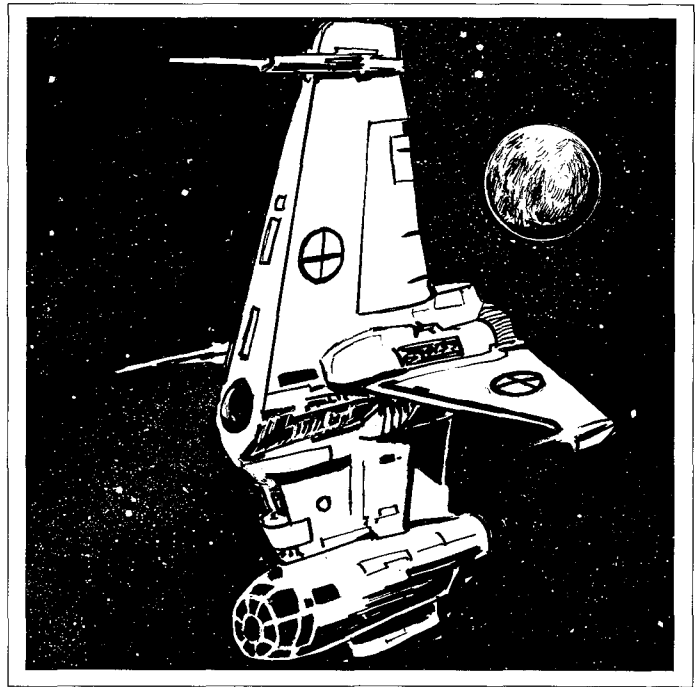
The Cruiser has a crew of 22: captain, navigator, six engineers, medic, two cutter pilots, and ten gunners. The ship costs MCr653.2 and takes 27 months to construct.

Bulk Carrier (type SK): Using a 1000-ton hull, the Bulk Carrier is a mid-sized transport handling a number of varied cargos. It mounts jump drive-K, maneuver drive-K, and power plant-K, giving it performance of jump-2 and 2G acceleration. Fuel tankage of 220 tons supports the power plant and one jump-2. Adjacent to the bridge, the ship carries a Model/2bis computer. There are 20 staterooms and 10 low berths. The ship has two hardpoints and two tons of fire control allocated to them; no weapons or turrets are mounted. There is one ship's vehicle: a 30-ton ship's boat. Cargo capacity is 536 tons. The ship is unstreamlined.

The Bulk Carrier requires a crew of nine: captain/pilot, navigator, three engineers, two stewards, gunner/boat pilot, and medic/gunner. The ship can carry eleven high or middle passengers and ten low passengers. The Bulk Carrier costs MCr369.7 to build (including 10% discount for standard design) and requires 27 months to build.

The Bulk Carrier is a major component of the corporate fleets of the Solomani Sphere.

Free Trader (type SA): Using a 400-ton hull, the type SA Free Trader is a moderate-sized ship designed for small-time merchant operations. It mounts jump drive-D, maneuver drive-D, and power plant-D, giving it a performance of 2G and jump-2. Fuel



tankage of 100 tons supports the power plant and one jump-2. Adjacent to the bridge is a computer Model/1bis. There are thirteen staterooms and no low berths. The ship has two hardpoints and two tons allocated to fire control; no weapons are installed. The ship has one 20-ton launch mounted in the nose of the ship. The cargo hold carries 160 tons. The ship is streamlined.

The ship requires a basic crew of five: pilot, navigator, two engineers, and a steward/medic. Two gunners may be added if called for. One of the engineers is assigned to pilot the launch. The ship can carry eight high or middle passenger. The free trader costs MCr133.4 (including 10% discount for standard design) and takes 14 months to construct.

Fleet Courier (type SX): Using a 200-ton hull, the Fleet Courier is designed for transmission of information between fleet elements. It carries orders, messages, news, and reports between Solomani Navy task forces and their bases and headquarters, and is used to forward consolidated SolSec monitor reports to appropriate headquarters. It mounts jump drive-C, maneuver drive-C, and power plant-C, giving a performance of jump-3 and 3G acceleration. Fuel tankage of 90 tons supports the power plant and one jump-3. There is a Model/2bis computer installed adjacent to the bridge. There are seven staterooms and no low berths. The ship has two hardpoints and two tons of fire control allocated; each hardpoint has a triple laser turret installed. The ship has one vehicle: a 20-ton launch mounted on the lower structural fin. The ship has eight tons of cargo space. The hull is streamlined.

The Fleet Courier has a crew of six: pilot, navigator, engineer, medic, and two gunners; it can carry one passenger (or up to ten if the gunners are dismissed and double occupancy rules are put into effect). The ship costs MCr120.4 (including 10% discount for standard design) and takes 11 months to build.

SMALL CRAFT

Solomani small craft are designed and built using the same basic structures that are used for Imperial small craft.

SOLOMANI PATRON ENCOUNTERS MATRIX

Red Die	1	2	White Die	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 Solomani space, use Patron List Six twice per week on 5+ (1D): once at the starport, and once on the world.

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

On white die, DM -1 if Party Standing 5+. DM +1 if SolSec Monitor.

SOLOMANI RANDOM ENCOUNTERS MATRIX

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

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

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

REACTIONS

Solomani reactions are identical to those in the basic **Traveller** rules.

PATRON LIST SIX (Solomani)

Die	Patron Type
11	Naval Officer
12	Army Officer
13	Marine Officer
14	Party Official
15	Starport Warden
16	Naval Officer
21	Propagandist
22	Technician
23	Surgeon
24	Writer
25	Photographer
26	Government Official
31	Party Worker
32	Army Officer
33	Professor
34	Soldier
35	Tourist
36	Naval Petty Officer
41	Naval Officer
42	Scientist
43	Prospector
44	Naval Architect
45	Speculator
46	Financier
51	Engineer
52	Broker
53	Party Leader
54	Police Officer
55	Pilot
56	Merchant
61	Imperial Tourist
62	Shipowner
63	Speculator
64	Prospector
65	Bureaucrat
66	Diplomat

RANDOM ENCOUNTER LIST

Die	Qty	Type	Remarks
11	1D	Mechanized Farmers	-3
12	2D	Farmers	-2
13	2D	Workers	-1
14	3D	Unruly Workers	L
15	1D	Police	LGV
16	1D	Imperial Tourists	+2
21	2D	Soldiers	+1LGA
22	2D	Police	LGAV
23	1D	Party Officials	+1GAV
24	2D	Guards	LGA
25	3D	Police	+1GAV
26	2D	Soldiers on leave	LV
31	1D	Solomani Adventurers	+2GAV
32	2D	Party Leader	LGAV
33	2D	Hunters and Guides	+1LGV
34	2D	Local Tourists	+1
35	2D	Researchers	+3V
36	1D	Police	VG
41	1D	Traders	-1V
42	2D	Rioters	-3LB
43	1D	Police	+1LGV
44	2D	Party Leader	LGAV
45	1D	Corporate Leader	LV
46	2D	Imperial Scientists	+3LV
51	1D	Merchants	+1L
52	2D	Traders	V
53	2D	Religious Group	
54	1D	Beggars	
55	1D	Rogues	+1LVG
56	2D	Thugs	LV
61			
62			
63			
64			
65			
66			



The Lost Colony

This adventure is intended to allow any group of players to interact with the Solomani Rim sector and with Solomani society, using the information presented in this module, in order to greater appreciate the constraints and character of the Solomani.

Organization: This adventure is structured to present its information in blocks that are easily handled by the referee and the characters. There are four blocks: **Introduction**, **Referee's Synopsis and Structure Overview**, **Adventure Background**, and **Specific Incidents**. All materials should be presented to the players only through the referee.

Required Materials: This adventure requires, in addition to this *Solomani* module, a set of basic *Traveller* rules, pencil, paper, and six-sided dice. If *Mercenary* or *High Guard* characters are used, then a *Mercenary* or *High Guard* rules booklet is required. If enhanced Party characters are used, then copies of *Mercenary* or *High Guard*, and *Merchant Prince* are required.

Other *Traveller* materials may be helpful to the referee in administering this adventure as well.

INTRODUCTION

This adventure ranges throughout the Solomani Rim sector in a search for a lost colony. The players are presented with the Players' Situation and then proceed to generate their characters. At the same time, the referee can present any specific information to individuals that the others may not know.

Character Generation: Each player should generate one Solomani character. All characters should be Solomani.

Homeworlds: For added background, each character should determine a homeworld (the world on which he or she was born and raised) from the Solomani worlds in the world data listing. Individuals may be allowed to examine the data listings and choose their own worlds, or die throws may be used to select appropriate worlds. If a player decides to, he or she may throw 10+ (on 2D) to be a native Terran (who moved to the Solomani

PLAYERS' SITUATION

This situation should be read aloud to the players.

After touring Terra for several weeks, your band of adventurers has come up against the major problem that every group eventually addresses: lack of funds. Unless someone comes up with some money soon, everyone will have to get jobs.

Meanwhile, the group's tour of Terra continues. After landing in Africa and covering Europe, the group has proceeded across America and the Pacific and is now in Asia (a sub-continent called India, as a matter of fact). Next on the itinerary is a visit to the electronics manufacturing conglomerates of Nepal (for some good bargains in holocameras and some solid state fingernail decorations).

Confederation as a child.

Starting Location: For whatever original reasons, the characters have proceeded to Terra and they begin the adventure on the homeworld of the Solomani. The group is assumed to have met each other at some time prior to beginning the adventure, and all consider themselves friends and comrades.

REFeree's SYNOPSIS AND STRUCTURE OVERVIEW

With an understanding of the plot structure of this adventure and of the elements which went into its construction, the referee can administer the scenario in a way which will enhance the enjoyment of all concerned.

Plot Synopsis

The adventurers begin in the midst of a tour of Terra, a once in a lifetime event for most Solomani. One of the places they visit is the Nepal district, an electronics manufacturing center deep in the Himalayas. Nepal provides an opportunity for the characters to individually acquire gimmicks useful in the adventure: high quality electronics equipment such as bug detectors and bug detector-proof bugs. It also allows the characters to learn something of the history of Nepal (which will be useful in understanding their assignment later).

The adventurers proceed to other parts of Terra and eventually their money runs short enough that they will need to find employment. In Brazil, the group encounters a professor from the University of Sao Paulo who is working in radiation research; he tells them of the University's search for the Nepalese royal family and its lost colony. Following up on the information gives the group the details. This quest is ideal for the group, except they have no ship and no way to finance the search. And no guarantee they will find the lost colony.

SolSec Assistance: SolSec has an interest in the search for the Nepalese lost colony, and it is in SolSec's interest to know the progress of any search. SolSec's can help by providing a ship and some financial assistance. To conceal the identities of its own operatives, however, it makes this assistance available to only one of the adventurers— one who is not a SolSec monitor or secret agent (it may be a SolSec ex-open agent, or any other character). SolSec will require that once the colony is located, that SolSec be notified immediately.

The ship reverts to SolSec (to be returned at Terra) once the lost colony is located, or the search is abandoned.

Imperial Meddling: The Imperium, also anxious to know the progress of any search for the Nepalese lost colony, contacts

the adventurers once it finds they are actively searching, and offers (secretly and individually) a substantial reward for cooperation.

Initial Research: The Nepalese preliminary surveys directed their attention spinward from Terra ("in the direction of Fomalhaut" was the precise quote). Long ago, the region was surveyed and no evidence of the colony has been found.

The records in the archives show that the royal family wanted to find a world as much like Terra physically as possible.

The Search: Searching for the lost colony involves forming hypotheses about which world the colony might be on, and then going to that world and searching to see if it is actually there. The hypotheses below are typical:

False Answer No. 1: For a colony to have remained undetected for centuries, it must have been small— small enough to be missed by Imperial or Solomani surveys. If a world had any population at all, it would probably have found a lost colony. Therefore, the world probably has no recorded population. There are two possibilities: Weipu (0719) in Imperial territory and Haddad (1137) in Solomani territory. Both are barren worlds with no starport. Each must be surveyed, and each survey will show nothing there.

False Answer No. 2: Explorers may have found the lost colony world and settled on it; at some later time in history, they could have discovered the lost colony and easily integrated it into their own culture.

Finding the colony in this case would require visiting every world in the sector— an impossible task for the adventurers. They can, however, run a computer search for characteristics (such as GEBES) and then visit worlds that have citizens with the syndrome.

The Imperium and the Confederation, however, have both run such scans long before now, with no conclusive results. This answer is a dead end as well.

The Real Answer: The colonial expedition travelled to Fomalhaut and it found a wonderful world that met all of its requirements orbiting the A3 V star. A colony was established and flourished for several years. Its ships were cannibalized (as intended) to provide basic industrial equipment, power plants, and raw materials. Population increased and the local economy thrived.

After about twenty years, however, it became apparent that a miscalculation was made in the initial survey: the world's orbit was extremely eccentric and it was even then swinging out away from the heat and light of the star. Reasoned preparations were made. Deposits of minerals were located and settlements established before ice sheets could cover them. Subterranean complexes were built to house the population. The colony dug itself in and prepared for the long winter.

The colony world has an orbital period of 1,023 years and an eccentricity of 0.90. It reached in for its brief summer in -1960, -937, 86, and 1109. The previous close approaches to the star happened during or shortly after the Long Night; no one noticed. This time, however, the world is in a position for someone to notice.

Final Actions: Once the lost colony is located, the locals can be contacted, the group can make whatever deals they feel will be beneficial, and then return to Terra.

Plot Structure

There are five basic components to this adventure: the **Basics**,

Gimmicks, **Pushes**, **Pulls**, and the **Enigma**. Each contributes to the overall enjoyment of the scenario.

Basics: This adventure is set against the background of the **Traveller** rules and the information on the Solomani and the Solomani Rim sector in this booklet.

Gimmicks: Within Solomani society, various agencies and agents constantly monitor the activities and the words of everyone they encounter. Individuals are acutely aware that they are being watched, and a certain amount of paranoia can be expected.

The Nepal district is an electronics manufacturing center, and a wide variety of bug detectors and bug detector proof bugs are available for sale (usually under the counter). Characters have the opportunity to purchase these devices secretly and to use them during the course of the adventure.

In addition, the archives of Nepal hold records of the preparations for the colony. One obscure blueprint shows that the initial colony ships were to carry beacons which would radiate a low strength signal that would mark the landing grounds to be used. Given these specifications, a local company can produce a detector for the signals and make it possible (if the beacons are still operating) to home in on them when checking out a planet.

Pulls: The location of the Nepalese lost colony is the major pull in this adventure. Finding the lost colony brings the adventure to an end and makes it possible for the characters to receive the various rewards and payments that have been promised.

Minor pulls are possible, depending on the interests of the players. Some may want to find merchant cargos that can be sold for a profit; others may feel that buying armaments for their ship are important.

Pushes: Fast on the heels of the adventurers are an unknown number of other search groups intent on locating the Nepalese lost colony. If someone beats them, they cannot claim the rewards.

Enigmas: Two enigmas are presented to the characters in the course of the adventure.

Where is the lost colony? Clues in the archives of the Nepal district send searchers in many directions. It is actually on a planet in a highly elliptical orbit around Fomalhaut.

What are the ultimate loyalties of the adventurers themselves? This question can only be answered at the end of the adventure, and depends entirely on the players themselves.

ADVENTURE BACKGROUND

Over the many centuries of Terran conflict, some factions have found it necessary to leave Terra and search for a place where their own philosophy can be the ruling one. The New World was an opportunity for centuries; when space travel opened up many new worlds, new opportunities presented themselves. The colonists have been called by many names, but the generic terms used have been Solomani exiles or Solomani emigrés.

In -2030, a referendum replaced the constitutional monarchy of the district of Nepal on Terra with an elected executive branch of government. The margin of victory in the vote was slim and the district experienced growing conflict between the Monarchists and the Electivists.

Nepal had long been a backward country on Terra before unification under the world government of the United Nations. It became a district (the new word used for what were former-

ly nations) and during the Interstellar Wars was extensively developed as an electronics manufacturing center; its position among the Himalayas made concealment and protection of its factories an easy task.

Ownership of much of Nepal's industry was vested in the hands of the royal family of Nepal. Many princes of the family were industrial executives rather than governing rulers. The family was the beneficiary of immense wealth, which was used to subsidize the services of the country and there was enough left over to allow the royal family to live in great luxury.

With the referendum of -2030, the royal family lost what governing power it had, but retained its wealth and property (peculiarities of Nepalese law applied, and despite several challenges which eventually reached the World Court, the wealth could not be confiscated). As conflict between the Monarchists and the Electivists grew, the royal family was faced with divided loyalties—its members wanted to regain their power, but the process threatened to tear their country (or rather, district) apart. Ultimately, the Nepalese royal family decided to emigrate, taking with them thousands of their most loyal supporters. The Electivists would have Nepal, but the Monarchists would be able to build their own new world on some new planet among the stars.

In the interests of resolving the continuing conflict, the Electivist government supported the royal family. Starships were built (paid for by royal family funds) to carry the colonists to a new world. Equipment was procured. People were trained. Plans were made. Dates were set. Finally, in -1968, the expedition left Terra. It was never heard from again.

Genetic Research Project No. 187: For the past sixteen centuries, the Genetics Department of the University of Sao Paulo on Terra has specialized in research on radiation damage to living organisms. Its medical history division has extensive case histories on a wide variety of radiation-related illnesses; in addition, it has records taken from a variety of individuals for various reasons.

A recent historical study unrelated to the project noted that a characteristic prominent in members of the Nepalese royal family, is the Green Eye/Blue Eye Syndrome (or GEBES). GEBES is not an illness, merely a descriptive label: it means that the person has one green eye and one blue eye.

Researchers at the University of Sao Paulo stumbled on the historical report and were able to see potential in the facts. Normally, GEBES is a rare event where the developing embryo is subjected to a stray high energy particle which changes genetic structure after one side of the body has developed (the blue eye side) but before the other side (the green eye side) has established eye color. GEBES is a chance event, and is not (by its nature) inheritable. The fact that GEBES appears as a prominent pattern in the Nepalese royal family points to a hitherto unknown phenomenon: Inheritable Green Eye/Blue Eye Syndrome (IGEBES).

IGEBES points to a genetic capability to produce non-symmetrical physical characteristics within a developing organism, and holds the potential that the techniques could be useful in treating radiation damage to humans. There is enough potential that the Terran government is willing to pay a reward (Cr2,000,000) for the present location of the Nepalese royal family.

Solomani Party Interests: Soon after the departure of the Nepalese colonial expedition, the World Court ruled on the

referendum which had expelled the Monarchists and replaced them with the Electivists, and because of a variety of precedents, it held that the referendum was improperly administered; it would have to be reheld. At the same time, the court declared the matter temporarily in abeyance because of the departure of the Monarchists. The entire question has long been a dead one, but, should the Nepalese Monarchists show up, they would have the right to return and hold citizenship in the Nepalese district, and they would have the right to call for a referendum on the Monarchist/Electivist matter.

Terra's newly-established government, independent of Imperial influence, is technically neutral, but has a sizeable Solomani Party minority. Its representation in the Terran world government includes a delegation from Nepal; that delegation, however, remains in office by only a slim majority, and it could easily be turned out if the Monarchists reappeared, packed local voting rolls, and called for a referendum.

Naturally, the possibility of the Monarchists reappearing and making a fuss is remote, but the local Solomani Party has noted the potential problem, corresponded with various Solomani councils locally and within the Solomani Confederation, and now concluded that such an eventuality must be protected against.

To that end, SolSec has decided that any expedition to find the Nepalese royal family must include agents who will look out for Solomani interests.

Any SolSec secret agents who participate in the expedition must be given a secret assignment to prevent the return of the Nepalese to Terra.

Any SolSec monitors who participate in the expedition must be secretly informed that the Nepalese are to be prevented from returning to Terra and that everyone they encounter must be evaluated on the basis of their compliance with this policy.

Imperial Interests: The security services of the Imperium (primarily the Imperial Navy's Technical Services Branch) are concerned that Solomani influence on Terra not be allowed to become a majority. The return of the Nepalese to Terra would help frustrate the Solomani Party; their return is considered a desirable event and one that is to be fostered.

The major tool that the Imperium has is money. It can offer sums as large as Cr2,000,000 as a reward for locating and convincing the Nepalese to return to Terra. Although the reward is offered to each individual secretly, when paid, the total will be equally divided among those of the expedition claiming it.

The Imperium, upon notification, is prepared to provide transportation for Nepalese from their colony in the Solomani Rim to Terra. Some excuse about helping Imperial citizens will be used to disarm accusations that the Imperium is meddling in Terra's political affairs.

SPECIFIC INSTRUCTIONS

During the course of the adventure, various equipment and situations are called for. This section details how to handle some of them.

Bugs and Bug Detectors

A variety of bugs and bug detectors are available for purchase. Any of the characters may, when in Nepal, be presented with the opportunity to purchase an array of bugs and a small personal bug detector. Many SolSec Monitors use such devices in their activities. On Terra, their ownership is subject to license, but a considerable market exists for unlicensed devices.

Bugs: Bugs are nearly undetectable monitoring devices. They enable the individual to hear (or to record for later monitoring) conversations. Typically, a bug array is packaged as a small rod containing up to fifty implantable bugs. They are placed by touching the rod to a wall joint, light switch, or some other feature of a room. Implanted bugs are not recoverable, but they can be destroyed.

Bugs send a constant signal to a central monitor (usually disguised as a recreational audio recorder).

Bug Detectors: Bug detectors are calibrated to detect the signals of bugs and to note their location. Bug detectors can be set on one of three settings: Detect, Smother, or Destroy. Detect merely indicates the presence and location of a bug. Smother prevents a bug from sensing conversations, but allows the bug to remain active. Destroy actually destroys the bug which has been detected.

Bug and Bug Detector Quality: Bugs come in four types (based on the essential principles used for the bug) classified as A, B, C, and D. Any type bug detector can always detect bugs of the same type and of the letter preceeding it in the alphabet (and type A bug detectors can detect type D bugs as well).

Buying Opportunities: The characters should be presented with the opportunity to buy bugs and bug detectors when in Nepal. The opportunity itself should occur during a secret referee session (so that others will not know that such bugs have been purchased).

The referee should determine what type of bugging equipment is available for purchase. Note the type (A, B, C, or D) for future reference. Individuals should not know that there are several types of equipment unless they compare personal experiences and equipment.

Each set of equipment (one set of 50 bugs and one bug detector) costs Cr1,000 and is rated as tech level 15.

Landing Beacon Signal Detector

The Nepalese district archives contain complete records of the planning and preparation for the colonial expedition. Hidden in the records are the plans for a ship beacon planned for installation at a designated landing site.

The ship beacon was planned as solar-powered; it could continue to operate forever once placed. Using the plans, it is possible to build a signal detector. Assuming the landing beacon was actually emplaced (and it was), its signal would serve as preliminary confirmation that the colony was nearby. It is known that this particular type of beacon has a signal that changes with age. It is possible to predict what the changed signal would be like, and previous searches for the colony have been unable to find any signs of the beacon.

Because of the colony world's long winter, the beacon is subject to sub-zero temperatures and without light to power its solar panels for centuries at a time. This has decreased the effects of aging on the signal, placing its characteristics somewhere between the original and the predicted signals. Once the plans are found, the group can find the characteristics of the original and the predicted changed signal. Monitoring the range between the original and the new signal will produce a response on ship's instruments.

Searching Worlds: A ship searching for the beacon must approach within no more than 200 kilometers, which means that a close orbit scan of a candidate world is required. Such a scan will take approximately two days. If there are no results after

two days, one can be fairly certain that no beacon is operating on the world.

The Imperials

Generate one Imperial non-player character who can serve as a constant contact with the characters. This character may be an Imperial Navy Admiral or a high-ranking Scout (other character types are also possible).

This character can approach player-characters individually (either personally or through agents) and present various Imperial promises of rewards for locating the Nepalese lost colony.

The Imperial non-player character can also be used to present ideas and clues that the players may not think of.

The Solomani

Generate at least two Solomani non-player characters: they should be of about equal Party Standing and Party rank, but represent different factions within the Solomani Party.

These characters can provide guidance, instructions (sometimes orders), and promises of reward if the lost colony is found. In addition, carefully note the motives of each of the Solomani NPCs: their different allegiances and factions can be used to make them work at cross purposes.

The Colony

The most work in preparation should go into laying out the lost colony. It is rightly the ultimate goal that the players are looking for, and a full game session can be devoted to exploring the colony.

The colony was originally placed on fertile plains on the world's major continent. The long winters since the original landing have covered the original farms with snow and ice, but it melts enough to reveal the ruins.

The colony itself distributed its population into several settlements near natural resources. There are, as a result, several settlements to discover and visit. All settlements are extensive underground facilities, dependent on fusion power plants (originally cannibalized from the colony ships; now rebuilt many times).

The First Settlement: The first settlement discovered is abandoned. The halls are dark and musty. The facilities are broken-down and rusting. Several days can be spent exploring the underground tunnels. Depending on circumstances, local animals can be roaming the halls, or natural disasters (melting waters causing a flood, for example) can take place.

This settlement was abandoned more than a thousand years ago when an earthquake cracked its covering bedrock.

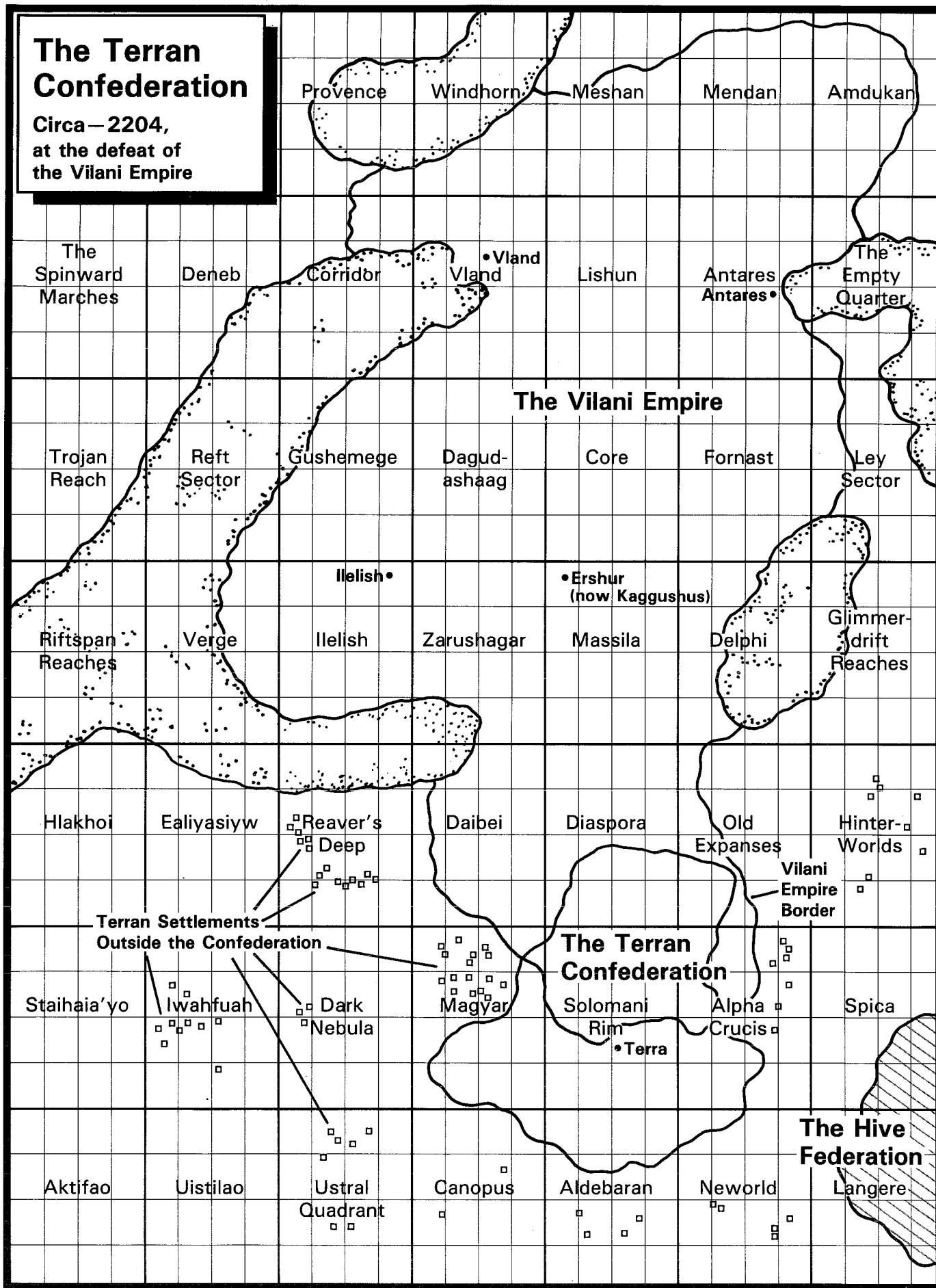
The Locals: After some time, a group of locals encounters the adventurers. The locals can be administered to give the appearance of primitiveness, with their modern weapons becoming apparent only if necessary. The locals (depending on their reactions to the adventurers) may approach, flee, or attack.

The Other Settlements: The locals serve to direct the adventurers to the other settlements. Those settlements are still thriving and productive.

Final Preferences: This is the lost colony. It is still ruled by the Nepalese royal family, and they do exhibit IGEBES. Cell samples are all that are necessary to claim the reward from the University of Sao Paulo. The colonists are happy to remain where they are, but they need financial and trade assistance if they are to grow and prosper.

The Terran Confederation

Circa—2204,
at the defeat of
the Vilani Empire



A TRAVELLER Alien Module

Solomani

Self-Proclaimed Champions of Human Supremacy



Solomani: Noun. Derivation unclear, probably from English *sole men* or some permutation of *men of Sol*. 1. A person belonging genetically to the human race that evolved on Terra from original human stock (*H. Sapiens*). 2. A member of the Solomani Party.

—Library Data, edition of 1111

The Ancients visited Terra millenia ago and carried some of Earth's humans off to the stars. The Solomani are the ones who were left behind; they continued to evolve under perfect conditions—on the world where their ancestors were born.

When the Solomani finally invented star drive, they burst out to find most of the worlds already claimed, but they took them anyway. It was the Solomani who single handedly brought down the Vilani Imperium, established the Rule of Man, and brought on the Long Night.

This module now allows Traveller players to be Solomani characters, to play adventures in the Solomani Sphere, and to learn more about the Solomani's culture.

This Alien Module includes—

•**Solomani History and Culture:** Detailed essays on the history of the Solomani from their discovery of jump drive and space travel through their takeover of the Vilani Imperium to the present day condition of the Solomani Sphere. Essays also cover the structure of Solomani govern-

ment and its effects on the societies it governs.

Timelines trace the important events of Solomani and Terran history.

•**Solomani Character Generation:** Special tables handle the specific details of Solomani character advancement. Solomani character types include Solomani Party members and agents of Solomani Security.

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

•**Sector Map:** A detailed sector map of the Solomani Rim, and an associated list of world UPPs makes adventuring through Solomani territory exciting and interesting.

•**Solomani Encounters:** Patrons and random encounter lists for use in the Solomani Sphere.

•**Standard Starships:** Standard designs for Solomani military and commercial starships.

•**And An Adventure—**

Travel with a group of Solomani adventurers as they search for a lost colony that holds the key to life and death for thousands of people.

This module is intended for use with *Traveller*. It requires that you have a copy of the *Traveller* rules. You will also need at least two six-sided dice, paper, and pencil.

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TRAVELLER®

The Game of the Far Future

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